REBEL10 to face Super GM Vishy ANAND in July
[See page 3]

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Computer & PC BEST BUY Ideas!

The **RATINGS** for the computers and programs which follow can be found on our end pages. I have not tried to include all available machines - this is a 'short list' of what *I* consider to be current **BEST BUYS** at various price points + playing strengths, also bearing in mind features & quality etc.

Further info/photos can be found in **Countrywide's** FREE CATALOGUE - see their address/phone on the front page if you want one. Always ring to check if there's any extra cost for a mains transformer if applicable, but 48 hour insured post and packing are included free to *SS* readers.

■ PORTABLE COMPUTERS ■ [por]

Kasparov
TALKING COACH £49 - talks + travels!

TRAVEL CHAMP 2100 - £99! - great value, 4½"x4½" plug-in board + display

Novag
AMBER £129 - excellent plug-in, strong as TC2100 and well-featured with display

SAPPHIRE2 £224 - strong calculator style, incl. magnetic disc set - excellent

■ TABLE-TOP PRESS SENSORY ■ [ps]

Fidelity
CHESSTER £169 - voice model, 160 BCF

Kasparov
EXECUTIVE £99 - GK-2000 Morsch prog. Display etc, plus lid cover. Terrific value!

GK-2100 now £129! - top quality Morsch program, clever display, recommended.

Novag
EMERALD CLASSIC PLUS £179 - beautiful wood-look board, wood pieces.

DIAMOND2 £249 - strong, very good features, big opening book and A1 for value!

Mephisto
MILANO PRO £249 - Morsch at RISC speed, strong, good features and display

ATLANTA £379 - *NEW* fast hash-table version of Milano Pro=even greater strength

■ WOOD AUTO SENSORY ■ [as]

Kasparov
PRESIDENT £299 - top value wood board... ever! - good display + features

Mephisto
EXCLUSIVE MM6 £449 - new Morsch module - high class, strong & quality board!

Novag
SAPPHIRE2 DE LUXE £449 includes Novag **UNIVERSAL board**, WChess, PC and all connectors + adaptor. Brilliant!

Tasc
R30-1995 £1245 - beautiful machine, piece recognition board, superb display & with very strong, dynamic chess!

■ PC PROGRAMS ■

HIARCS6 £89 - *CD* for PC and MAC! - excellent 'human-like' playing style, *very* strong, great analysis features; 2 books: 140,000 tourny, 300,000 practice!

GENIUS5 GOLD (*CD*) **£89** - great graphics, strength, quality + big games database

FRITZ5 (*2 CD*s) **£89** - improved knowledge + strength, superb features & graphics For FRITZ5: **PowerBook set £45**

HIARCS6 or *NEW* **JUNIOR** engine **£45**.

REBEL9 £89 *CD* - another Schroder 'special' with 2nd. CD of games and utilities!

Also **NIMZO98** *CD* **£89**, **SHREDDER2** *CD* **£89**, **MChessPRO7** *CD* **£89**, **CS_Tal £39** Please allow 7 days for delivery on these.

CLASSIC GAMES COLLECTION for PC! **SAGE 4000 DRAUGHTS** (a very strong program!), some **DRAUGHTS** variations, **Flip It/OTHELLO** and other games! **£39**!

■ PC DATABASES ■

ChessBASE for Windows 6.0 (*CD*) *"The"* games and work DATABASE, now **Multi-media** and with Player 'cyclopaedia. 'BASIC' package 260,000 games **£225** 'PROF' package 340,000 games+ **£325** 'MEGA' package 550,000 games+ **£449** **Analysis modules**, to use within CBase (or Fritz5): HIARCS6 **£45** - indispensible! or JUNIOR (*NEW*, World Champ) **£45**

BOOKUP for Windows **£159** - useful openings study tool, incl. Zarkov analysis engine

■ PC TUTORIALS ■

Chess ACADEMY: 8 unit package **£179**

Chess MENTOR: full package **£199**

■ SECOND-HAND & EX-DEMO ■
all with 9 month guarantee and free adaptor

Kasparov SIMULTANO [ps]	£89
Fidelity MACH2 68000 [ps]	£95
Fidelity MACH3 68000 [ps]	£119
Fidelity DESIGNER MACH3 [ps]	£149
Fidelity ELITE 2100 [as]	£189
Mephisto ACADEMY [as]	£245
Mephisto MONTREAL 68000 [as]	£249
Mephisto MUNCHEN POLGAR [as]	£469
Fidelity ELITE MACH4 2325 [as]	£569

SELECTIVE SEARCH... a (small!) PRICE INCREASE

Looking back through my Magazines I find that the last 'major' *SELECTIVE SEARCH* price increase was way back at Issue 50 in Feb 1994 (!), when the subscription went from £15 to £18 (UK), and from £18 to £22 (non-UK). The latter was later raised to £24 in 1995.

I don't know about my readers - it *can't* only be me! - but since 1994/5 it seems here that the cost of living (and the cost of producing, printing and posting *'SS'*), has increased steadily and with monotony, despite what the politicians try to have us believe about low inflation. Only in the income column have I failed to experience such happenings, in fact it's been rather the reverse, and the time has come when I absolutely must do something about that. Unlike most readers I am not on a regular income with pension etc. but am self-employed, and *SELECTIVE SEARCH* is a modest but vital part of that.

So, with effect from Issue 77 (Aug-Sep 1998) the subscription prices for *SELECTIVE SEARCH* will be £20 UK (a £2 increase), and £25 non-UK (a £1 increase). The cover price for individual Issues will go to £3.75.

These are hardly earth shattering changes - I really need to up my earnings, but can't afford to lose any subscribers! Current subscription reminders have gone out for the old £18/£24 price, and those renewals will be accepted at the lower figures if paid by 31st July 1998. Anyone else who wants to send in an advance subscription renewal payment before 1st August 1998 at the £18/£24 prices, can do so, and I will add 6 Issues to their current subscription expiry number.

Thanks   *Eric*

NEWS and RESULTS

REBEL-10 to play ANAND!

Following **Rebel9**'s success last year against GM **Arthur Yusupov**, Ed Schroder has now organised a Match between super-GM **Vishy Anand** and his *'in-progress'* **Rebel[10]** program.

It will again take place on the Italian island of Ischia, but this time Ed is hoping to have Rebel on a Pentium2 at 400MHz!!

At the time of writing it is thought by Ed that Rebel-10, due out later this year with an improved search algorithm - re-written from scratch and less selective - has better tactics, for a 30 Elo gain over Rebel9.

Play takes place over 3 days, from July 21 till July 23, 1998. There will be 8 games as per the following schedule:

Jul 21 4 at G/5; 2 at G/15
Jul 22 1 game 40/2
Jul 23 1 game 40/2

SIGNS of THE TIMES?

[1] **EUREKA winding down!**
EUREKA ELECTRONICS, under the cheerful leadership of my friends PAUL and HANNY COHEN, will no longer be the UK distributors for **Novag** products.

Paul's amusing humour and proud support of the Novag range will be missed here. He could also play a decent game of chess, which cannot be said of everyone in the business of selling chess computers.

COUNTRYWIDE, which previously concentrated its **Novag stocks** mainly on the Amber, Sapphire1/2, Diamond1/2 and the Universal board, has now extended its range considerably, so UK readers of this Magazine should feel free to ring for latest NEWS, PRICES and details of UK DISTRIBUTORSHIP arrangements.

[2] **TASC closing down its HARDWARE production!**
In a FAX dated April/3 1998, TASC announced that...
"Hardware production has been stopped".... *"A few R30 modules are still available".*
Goodness! If you want one: HURRY!

FRITZ5 tops the Swedish Ratings and CAUSES MAYHEM!

The arrival of **FRITZ 5** in top place in the February 1998 Issue of the SSDF's

prestigious Rating List has led to lengthy and somewhat heated discussions.

The immediate reason for this was that, in their AUTO-TESTING, Sweden are using a special auto-tester supplied solely for the SSDF by ChessBase. Neither Fritz4 nor Fritz5 work with Chrilly Doninger's commercially available auto-232-tester.

Thus, eager to get the SSDF moving to make progress testing Fritz5, ChessBase wrote coding for a special Fritz5 auto-tester of their own... for Swedish use only.

Quite a few of us e-mailed or wrote Thoralf Karlsson immediately, to see what, if any, implications there were in this. It became immediately apparent that the unit only works if: [1] the Fritz5 PowerBooks were operating and [2] there is a minimum 44MB (some say 64MB) hash tables available to Fritz5.

These factors mean that all games with the auto-tester are played under conditions especially suitable to Fritz5 as:-

1. The PowerBooks, which cost an extra £45 (as if the Fritz5 Book isn't already big enough!) give F5 an obvious extra advantage, even more so if they have been 'tuned' for other PC programs.
2. Fritz5 benefits from big hash tables far more than most, if not all other programs.

As we will see, some believe there are other possibilities and implications.

[1] The ACCUSATION

Ossi Weiner, in partnership at HCC and Millenium with Manfred Hegener, once of Mephisto fame, quickly protested to Sweden against these *"unfair conditions"*, as he put it, suggesting additionally that the Fritz engine itself was actually a special non-commercial version in Sweden.

[2] CHESSBASE REPLY

Matthias Wuellenweber of ChessBase, denied that there is any special version of Fritz5, or that there is a cooked book. He insisted that changes to enable their auto-player have not altered the currently available version of the playing engine, and 'only' the normal PowerBook openings are in use.

He wrote further: *"Our Auto232 driver*

enforces a minimum of 44MB hash tables for tournament games. We should maybe state it in the Fritz5 system requirements:
1."For computer vs. computer tournament games 44MB hash tables are needed".
"Alas, 44MB is far too low. It gets filled after 50-60 seconds. With the proper 100MB hash tables, Fritz could reach an SSDF ranking of 2620-2650."

[3] The HASH MATTER

Others, such as HIARCS6, could very legitimately stress, *"do NOT use more than 32MB for hash tables unless you are using the program for overnight analysis, as amounts beyond this have little impact at normal speeds. Too much hash at fast speeds can actually slow the program down".*

Whatever, a match Hiarcs6 32MB-v-Fritz5 32MB will produce a different result to one of Hiarcs6 64MB-v-Fritz5 64MB, but in Sweden you can only play the latter.

[4] The CBase AUTOPLAYER

We would all love to be able to auto-play Fritz5 in the same way we do other programs. But ChessBase is refusing to sell the Fritz autoplayer because they fear it would be used for preparation against Fritz 5!

Of course whilst they have the only autoplayer that works with Fritz5 as well as other programs - because it incorporates the autoplaying abilities programmed by Chrilly Doninger with the agreement of other programmers to a standard to which they all adhere - the Fritz5 team is able to use it for their own preparation against the opposition.

Immediately we see that, apart from the question of the currrent SSDF results, this non-commercial departure gives Fritz a definitely one-sided advantage for both the present and immediate future.

That this is being done was confirmed in a report by Wuellenweber on 7/3/1998 when he wrote about 400 test games against Genius5 in which it was noted that *"Fritz scored about 80% with Black in the Caro-Kann, and 60% with the Dragon (while getting mabye 30% with the French). With White it scored 70% in the Four Knights game. So those openings were chosen".*

It looks as if the fight for the top has reached a new intensity with Ossi Weiner's **HCC** web pages heading this issue as *"The Fritz5 scandal"*, and the **ChessBase** pages countering by describing the "attacks" as *"hysterical"*.

[5] PROGRAMMERS' open LETTER re FRITZ 5

Some weeks later, in mid-April, whilst Franz Morsch (the FRITZ programmer), was saying that he thinks being top in Sweden is *"better than the World Champion title"*, others continued to complain about the Swedish testing procedure of FRITZ 5.

Ossi Weiner, on behalf of Richard Lang (Genius), Chrilly Donninger (Nimzo) and Stefan Meyer-Kahlen (Shredder) wrote an open letter to Sweden:

3 March 1998
Open Letter to the SSDF

For many years the SSDF rating list has been a trusted source of information for computer chess enthusiasts. It used to be the basic principle of this non-commercial organisation that chess computers and chess programs were tested only in exactly the same form which was also available to the public. This straightfoward principle made the SSDF ratings valuable to all parties.

For the first time now the SSDF has allowed a company called ChessBase GmbH to supply a special hardware/software configuration which is not commercially available. That means special priveleges have been given to ChessBase in comparison to other chess software suppliers. It has always been usual to give equal conditions to everybody, but now we find this principle of fairness violated in the latest SSDF rating list from 22/2/1998.

The following points are making a suspicious impression:

1. It's known that ChessBase had autoplayers available latest in September 1997, whereas the SSDF received it only in beginning 1998. What has ChessBase been working on these 2-3 months?
2. Unlike all other chess programs Fritz5 has been tested with a special PowerBook loaded onto the hard disk for speed increase. These PowerBooks are not normally supplied with Fritz5.
3. Fritz5 is being tested with endgame databases. Has this also been the case with MChess Pro7.1 and Shredder2?
4. We have been informed that the .exe file used in these tests is different from the commercial Fritz5 exe-file. Why is the SSDF tolerating this?
5. Fritz5 is not being tested with a standard auto232 interface, but with a very special hardware/software configuration supplied by ChessBase. This setup opens the door to various manipulations, such as special tuning for different opponents. It also requires a min. RAM size of 64MB, a privelege nobody else has demanded or been granted up to now.
6. Some experts have calculated only the handtested games of Fritz5 where the achieved rating is almost 200 Elo points lower. Only coincidence?

These is the big danger that the SSDF rating list will become worthless in the future, unless the SSDF returns to their basic principles:

"All chess programs have to be tested in the commercially available form WITHOUT tolerating special requests of any manufacturers".

That means that the Fritz5 special version has to be removed immediately from the rating list. Only games may be counted which have been tested by hand, not by the mysterious autoplayer configuration. As soon as a sufficient number of games has been tested in a regular manner the results shall be published again. Of course also autoplayer games are acceptable, but only if it's done in a commercially available form, to which every

chess computer friend in the world has access.

Of course we can't exclude that Fritz5 is really that strong and it will achieve first place on the rating list also with regular testing methods. In such case nobody will object to such a well-deserved result. But currently the possibility can't be excluded that this program may drop by as much as 100 Elo points or even more, and for that reason it's also in the best interests of ChessBase GmbH to stop all negative rumours and present their program to a FAIR TEST.

Signed by   Chrilly Donninger

         Richard Lang
         Stefan Meyer-Kahlen

Alan Tomalty (the Internet's Komputer Korner) took up the point about BOOK PREPARATION

11 March 1998

I do not believe that there was any hanky panky in the SSDF testing of Fritz5, as there isn't any evidence that the version was different from the upgrade version that is commercially available (if you buy the Jnior4.6 engine or CBMagazine63 - Eric). Therefore Ossi is wrong in some of his allegations.

However this does NOT mean that there is NOT a problem, and it is simple to state: if ChessBase refuses to make public their autotest drivers, then this gives them an unfair advantage against programmers who have or are planning to release their programs with publicly available autotest drivers.

Because Franz Morsch can happily autotest against all his competition and sit back confident that it is a gigantic task for anybody to tune against his program by hand. THAT IS THE REAL ARGUMENT HERE.

But IS that ALL there is to it?

[6] Selective Search RATINGS

It has to be said - some astute readers may have noticed it already - that the inclusion of the second batch of Swedish results was largely responsible for Fritz5 jumping from 3rd place (SS/74) to top place (SS/75) - only a very small number of SSDF results were available at the time of SS/74, so any influence from that direction was minimal.

Readers should compare the TOP programs in those 2 lists:

SS74	BCF	SS75	BCF
1 Rebel9	249	1 Fritz5	250
2 Hiarcs6	248	2 Hiarcs6	248
3 Fritz5	246	3 Nimzo98 (new)	247
4 Rebel8	245	4 Rebel9	247
5 MChessPro6	245	5 MChessPro7 (new)	246
6 Genius5	243	6 MChessPro6	246

Although the FRITZ5 difference doesn't reach the 100+ Elo points suggested by Ossi Weiner, the effect is there for all to see. I'd guess it's 60-80 Elo (the 32 Elo gap arises because the SSDF Fritz5 results alone are 9 BCF above mine. These then average out at 4 BCF on the *SS LIST*.

A comparison of the ratings under standard Pentium hardware (and therefore non-SSDF/ non Auto232) points to a similar conclusion of 2-3 BCF ====>

6 May 1998	BCF
1 Hiarcs6 Pent-PC	239
2 Fritz5 Pent-PC	238
3 Rebel9 Pent-PC	238
4 Genius5 Pent-PC	234
5 MChess Pro6 Pent-PC	233

Now 2, 3 or 4 BCF (16-32 Elo) is not a massive figure but, at the present time, it is enough to make the difference for top position. If the matter concerned a weaker program, languishing in 30th position, there'd be a lot less fuss and bother!

Some have suggested that I take ALL the Swedish results out of my Rating List... but then the high percentage of my games would be on the lower configurations (if you can call a Pentium Pro or MMX with 32MB of hash running 'lower'!) - and my List could lean against Fritz5 as much as the Swedish List, from the evidence, probably leans for it!

For this reason, certainly in this Issue, I am including all results.

[7] SCHRODER and Swedish list

In April **Ed Schroder**, after it appears many unanswered written approaches to the SSDF, declared as follows:

- We give the SSDF **NO** permission to test any new released Rebel.
- From September 1998 we want SSDF to remove all games played with Rebel6,7,8 and Rebel9 from their rating list.

In fairness in the web page discussion '**REBEL and the SSDF**' on Ed's site, he makes clear his appreciation of the work done by the SSDF since its foundation in 1984. He is full of praise for their *"excellent work concerning honest and decent testing methods"* during this time.

In addition he states that *"a special Rebel version was sent to somebody who has the secr.. utoplayer. Rebel reported no cheats"*.

And he clearly hopes that a solution to the problem will be found, enabling Rebel to return to the fold. His closing remarks, under the heading '**What about the Future?**' read as follows:

- We sincerely hope that the SSDF organization will go back to their original goals of testing chess programs for playing strength which means, testing on equal platforms, no special priveleges to others and, last but not least, don't allow secret, hidden, unknown, not public AUTO232 software which nobody can check.
- When this is all solved it will be our pleasure to compete with REBEL again on SSDF.

[8] In CONCLUSION

It seems to your SS Editor that:

1. The initial suggestion that ChessBase's Auto232 version was causing a <u>massive</u> Elo jump for Fritz5 is inaccurate, but that it is giving it something <u>up to 4BCF/30Elo</u>. This assistance is caused by [a] Fritz5 always having a high RAM configuration, and [b] the use of added PowerBooks within the Fritz5 program.

2. The bigger advantage the Fritz5 team has is their ability to Autotest against their opposition. Thus, if they choose to (and one concludes that they already have), they can 'book up' or tune against that opposition, which no other programming teams can currently do to them without playing games one-at-a-time by hand! This is a big advantage for the future, if the other programmers fail to react (e.g by removing Auto232 features). That ChessBase sees the importance of this point is clear from their remarks in ROCHADE EUROPA, April 1998, page 18: *"In no way our AUTO232 software must fall in the hands of competitors"*.

<u>ChessBase</u>'s **Frederic FRIEDEL** has both telephoned and e-mailed me. He is adamant that none of this can be classified as cheating at all, that Fritz5 is the No.1 program by any method of rating, that nothing they have done is in any way an unfairly obtained advantage, and everybody should just get on with it.

The <u>SSDF</u> and **Thoralf KARLSSON** have not yet aired their views either openly, or to me (though I haven't felt strongly enough about the issue <u>from either point of view</u> to get myself that heavily involved), nor even to Ed Schroder according to his web pages 18/May 1998, despite Ed's major input.

However my copy of **Ossi WEINER**'s e-mail to Thoralf dated 20/May 1998 indicates that Ossi did finally hear from the SSDF on 15/May. The unknown contents of the SSDF message have caused Ossi to reply that *"Your figures clearly confirm that Fritz5 DID HAVE some advantage over the other programs"*. Ossi goes on to various other points and closes with a plea that the SSDF and ChessBase make their autoplayer publicly available within 1 month, to avoid the probability that *"more programmers will follow Ed's example"*.

I doubt we've heard the end of this!

==

World Micro Computer Champs

As yet no home has been found for this year's annual **World Micro-Computer chess championship.** I believe that the ICCA is still looking for sponsorship!

It would be a <u>major</u> blow if we were to lose this event, having learned earlier this year (see *SS74*) that the highly popular **Aegon** Event has been cancelled for at least the foreseeable future.

FRITZ5 impresses in Germany

FRITZ5 excelled recently in what is claimed to be the strongest ever <u>Rapid Chess</u> event ever held in Germany, with 245 players including 35 GM's and 43 IM's.

Running on a Pentium Pro/233 with big hash tables and the additional PowerBooks operating, it managed an impressive 3rd. place behind only **Benjamin** and **Khenkin**.

The names of those behind perhaps are better known, and say more than those ahead (though Benjamin has been getting some rather good results since his time spent preparing **Deep Blue2** for **Kasparov**!): Miles (who shared 3rd with Fritz), Chernin, Leko, Lobron, Christiansen, Hubner, Glek, Kupreichik, Gallagher, Djuric, Morozevic and Gulko.

Hubner and Glek refused to play against the Computer: Hubner on principle, Glek because he felt uncomfortable about it, so those games were adjudicted ½-½. Even so the estimated Fritz5 tournament grading was 2700.

<u>Final Table LEADERS</u> were:

10½/13	**Benjamin, Khenkin**
10	Miles, FRITZ5
9½	Dautov, Chernin, Leko, Lutz, Baklan, Lobron.

===================================

RESULTS SECTION

From Pete BLANDFORD:
The following are all at 40/2.

Tasc R30-1995	7-3	Fidelity ELITE v9
Tasc R30-1995	7-3	Meph RISC2
Tasc R30-1995	7-3	Kasp RISC 2500-512
Tasc R30-1995	4½-5½	Meph LONDON 68030

From **Frank HOLT**:
The following are all at Frank's usual mixture of time controls, from G/30 to 40/2.

Only the results using a <u>min.</u> time control of G/60 or 60/60 through to G/120 and 40/2, and those with the programs on their optimum settings, have been included in the **Rating List**.

Fritz5	3-3=6	Rebel8 normal
Fritz5	5-2=5	Rebel8 aggressive
Fritz5	2-4=6	Rebel8 solid

Hiarcs6 normal	5-3=4	Rebel8 normal
Hiarcs6 agress	3-2=7	Rebel8 aggress
Hiarcs6 solid	3-2=7	Rebel8 solid

Comparing the complete totals of these two matches - played without the ChessBase auto-tester of course, 'cus none of us can get hold of it! - Fritz5 scored +1 overall, and Hiarcs6 +4 overall, adding a little further fuel to the fire of doubt over Fritz5's no.1 SSDF position.

However the next result is a good one for Fritz.

Fritz5	5-1=6	Genius4 active
Fritz5	5-1=6	Genius4 risky
Fritz5	2-4=6	Genius4 solid

The one which follows now confirms the arrival of <u>a new contender</u> in the battle for our top rating!

Hiarcs6 normal	2-5=5	Nimzo98
Hiarcs6 agress	3-3=6	Nimzo98
Hiarcs6 solid	2-5=5	Nimzo98

The main early results which make up the **Nimzo98** position on the Rating List are those from Sweden, and they are exceedingly good.

The only slight 'blip' on its record so far has been the slightly disappointing result against O'Donnell (see separate article). But Frank's results support the SSDF figures, so here's a fine example of Nimzo98 in play:

Nimzo98 – Hiarcs6
[C45]F Holt G/30, 1998

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♕h4?!
Probably not the best line here. After seeing this game I now prefer 4...♗c5 5.♘b3 ♗b6 6.a4 a6 *(6...♕f6 7.♕e2)* 7.♘c3 d6 8.♘d5 and may put Hiarcs7's book ordering of move selection more into line with this.
5.♘c3 ♗b4 6.♗e2 ♕xe4?!
Opening the e-file gives White chanes for a lot of play, so perhaps 6...♘ge7 is a better variation in the 4...♕h4 line!? Then 7.0–0 ♗xc3 8.bxc3 ♕xe4 9.♘b5 ♔d8 10.♖e1 a6 11.♘d4 ♕g6 12.♗h5 ♕f6 13.♗xf7 ♘xd4 14.♕xd4
7.♘db5 ♗xc3+ 8.bxc3 ♔d8 9.0–0 ♘f6 10.♗e3 a6
10...♖e8 11.♖e1 ♕d5 12.♕c1 ♕f5 13.♕a3
11.♗f3

11...♕e5

11...♕g6 12.♘d4 ♘e5 13.♖e1∓ might have been better, but again the move played is from the H6 book, so not the program engine's fault!

12.♘d4!

Launching an attack, White also puts Hiarcs out of Book at this crucial moment

12...♘a5!?

12...♘xd4 was in the Nimzo book, which I don't like either. In truth Black is already struggling.

13.♖e1!

After a well–worthwhile 12 min 'think'. *"I have seen all the other programs falter under this type of H6 position"* says Frank

13...♖e8 14.♖e2 g6?

14...♕d6 15.♗g5 ♕f8= was clearly better

15.♕d2!

15.h4 is also promising, but the move played will prove utterly decisive. Indeed N98 showed +138 here. With its reply H6 says −223. Oops!

15...♕d6

The only move! Not for example 15...♘c4? 16.♗g5!

16.♖ae1!
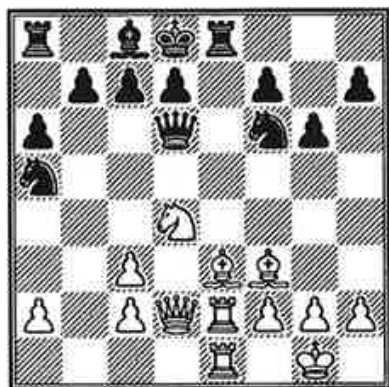
16...h6

Black has to accept the fact that he must give back material in the hope that the exchanges will dampen Nimzo's mas–sive attack up the d and e–files

17.♗xh6

But Nimzo jumps to +599 anyway!

17...♖xe2 18.♖xe2

With the decisive threat ♗g7

18...♘c4 19.♕g5!

Effectively finishing the game

19...c5 20.♗g7 ♔c7 21.♗xf6 ♔b8 22.♘d5!

Doomsday

22...cxd4 23.♘xc4 ♕c7
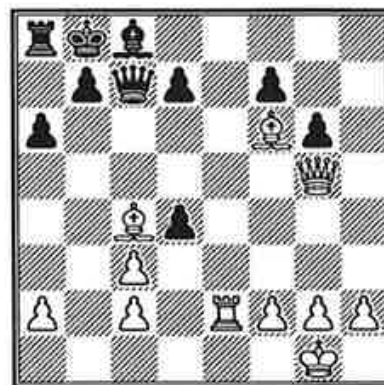
23...♕b6 doesn't change what is in store for Black: 24.♖e1 d6 25.♘xf7 dxc3 26.♕xg6+−

24.♘xd4

"How about" 24.♖e7! says Frank, *"threatening ♗e5!!"* 24...♕c6 25.♕e5+ d6 26.♕xd4+−

24...d6 25.♕f6 g5

And Hiarcs resigned, showing −1397. Frank played on for a few more moves

26.♘xf7 ♕c6 27.♘e8

Threatening mate

27...♕d5 28.♕d8 ♕xd4!? 29.cxd4 ♔a7 30.♕c7 ♖b8 31.♘c6 ♗d7 32.♘xd7

Nimzo calls m/8

32...g4 33.♘c6+− [33...g3 34.♖e8 gxh2+ 35.♔xh2 d5 36.♖xb8 a5 37.♕xb7#] **1–0**

Here is another brief example of Chrilly Doninger's **Nimzo98** at work.

This time see how **Junior4** crumbles when out of book and without a clue! (this is not Junior4.6 I hasten to point out... we still await a serious number of results to en–able us to rate the current World Champion program!).

Nimzo98 P200 – Junior4 P/100
[B01]SSDF game 40/2, 1998

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 c6 5.♘f3 ♘f6 6.♗c4 ♗f5 7.♘e5 e6 8.g4 ♗g6 9.h4 ♗b4 10.♗d2

All known theory to here but, now on its own, J4 blunders by returning its ♕ to d8, which is not the idea at all! **10...♕d8?** 10...♘e4 11.f3 *(11.♘xg6!?)* 11...♘xc3 12.bxc3 ♗xc3 13.♖b1?! *(13.h5!?)* 13...b5 was Campora–Hansen, Las Palmas 1989 **11.♕e2! ♕xd4 12.0–0–0 ♗xc3?!** 12...♕c5 13.h5 ♗xc3 14.♗xc3 ♘e4 15.f3 doesn't look much better **13.♗xc3 ♕f4+** 13...♕c5?! 14.♘xg6 hxg6 15.♗xe6! Note how the different move order of 13...♕c5 instead of 12...♕c5 puts Black in even more trouble. Thus 13...♕f4+ was chosen **14.♔b1 ♗e4 15.f3!**

15...♘bd7 Not 15...♗d5 16.♖d4!! **16.♘xd7 ♗xf3 17.♘xf6+ gxf6 18.♕f2!?** A sneaky pin **18...♕xg4** If 18...e5 19.♖he1 0–0 20.♖d7! **19.♖hg1! ♕xc4 20.♕xf3 ♖f8 21.♗xf6 ♕b5 22.♕f4** which is m/6! 22.♕f4 e5 23.♖ge1 ♖h8 24.♖xe5+ etc. Just like that! **1–0**

HOW much BETTER at BLITZ?

This subject has been aired from time-to-time, because it is well known that **Chess Computers** and **Programs** are able to obtain higher gradings at Active and Blitz chess than they are at Tournament time controls, such as 40/2.

There are various reasons for this, primarily perhaps:
1. The lack of computer panic in difficult board positions, or clock situations.
2. The lack of sheer exhaustion towards the end of the day after 5 or 6 difficult games. Thus less blunders.
3. Strong players with time to think can plan, and steer games into strategical areas. Computers do not tend to improve so much, even with long thinking times, when it comes to making long-term positional decisions.

Generally the following view has (more or less) prevailed:

If	Computer at 40/2 = x Elo
then	Computer at G/30 = x + 80 Elo, y + 10 BCF
and	Computer at G/5 = x + 160 Elo, y + 20 BCF

However the presence of quite a few programs playing Internet games, mostly at Blitz, has enabled a more scientific approach based on practical data to be used.

Bob HYATT has his **Crafty** running there most of the time, and reports the following rating variaions:

Blitz	G/5	G/15/30	
Crafty	2560	2429	= 131 gap
Drunken	2520	2328	= 192 gap
Dingbat	2169	2006	= 163 gap

Drunken and Dingbat (what amazing names!) are earlier thus weaker versions of Crafty. The figures with the most games to support a new theory are those of Crafty itself, and they suggest that the following would be more accurate:

If	Computer at 40/2 = x Elo, y BCF
then	Computer at G/30 = x + 80 Elo, y + 10 BCF
and	Computer at G/5 = x + 200 Elo, y + 25 BCF

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I mention this because it contains some **Fritz5** 'bug fixes' and extra features so, apart from being well worthwhile at £19.99 anyway, Fritz5 owners might certainly feel it is worth a small investment!

- Co-ordinates shown in set-up position, plus use of Drag & Drop. Copying/transforming of whole Database. Deleting moves in the tree. Import different opening book formats (from some other progs!) into the tree.

Tom O'Donnell... it's NIMZO98's turn!

We found some space for a **NIMZO98** screenshot and brief feature listing in *SS74* - its *3D* screen is certainly the easiest to play on that I've used. But its arrival in 3rd. place in the *SS/75* RATING LIST, which it still holds as I write (20/May), suggests strongly that we should have a closer look!

Happily it recently became the latest to join the merry band of programs to play Canadian I.M **Tom O'DONNELL**, which gives us the perfect opportunity to see something of the program playing chess.

This series of 10 game Matches are played using the Fischer clock, set at G/5 + 5secs added for each move made, the Computers are P/166MHz. Previous results have been:

O'Donnell - HIARCS6	2-8	
O'Donnell - FRITZ5	2½-7½	
O'Donnell - MCHESS PRO7	½-9½	
O'Donnell - JUNIOR4.6	1½-8½	

An O'DONNELL fight back?!

The above must be pretty discouraging figures for the IM to have on his mind, but he seems to have plenty of determination to set the record a little straighter. Indeed games 1 to 3 of the latest contest were all drawn, in 146, 38 and 47 moves respectively. The first decisive game was played in round 4.

Nimzo98 – Tom O'Donnell (2365)
[D10] G/5+5 match (4), 05.1998

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.♘c3 ♘c6 5.e4 e6 6.exd5 exd5 7.♘f3 ♘f6 8.♗b5 ♗e7 9.0–0 0–0 10.♘e5 ♗d7 11.♗f4 ♖c8 12.♖e1

12...♗e6? [Better 12...♗b4 13.♘xd7 ♕xd7; or 12...♖e8 13.♗g5] **13.♘xc6 bxc6 14.♗a6 ♖a8 15.♗b7 ♖b8 16.♗xb8 ♕xb8 17.♕b3**
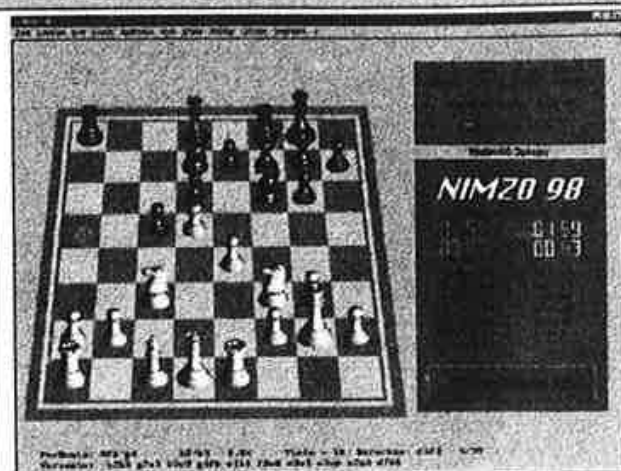
Inevitably it was a downhill struggle for O'Donnell, though he hung on until move 51 before resigning. Here's the next game.

Tom O'Donnell (2365) – Nimzo98
[C09] G/5+5 match (5), 05.1998

1.d4 e6 2.e4 d5 3.♘d2 c5 4.exd5 exd5 5.♘gf3 ♘c6 6.♗b5 ♗d6 7.dxc5 ♗xc5 8.0–0 ♘ge7 9.♘b3 ♗b6 10.c3 [10.♖e1 has a better reputation] **10...0–0 11.♖e1 ♘f5 12.♗d3 ♕d6 13.♕c2 g6 14.♗g5!? f6 15.♗h4?** [15.♗d2 admitting his 14th was doubtful was a better choice] **15...♘e5!**
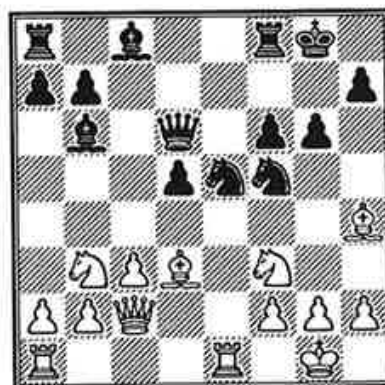
16.♗g3 [16.♘xe5 ♘xh4 17.♘xg6 *(17.♘f3 ♘xf3+ 18.gxf3 ♕c7; 17.♘c4 dxc4 18.♗xc4+ ♚h8)*] 16...♘xg3 17.♘xe5 fxe5 18.hxg3 ♖xf2 19.♕xf2 [19.♕d1?? ♖d2+] 19...♗xf2+ 20.♚xf2 ♕b6+ 21.♚e2 e4
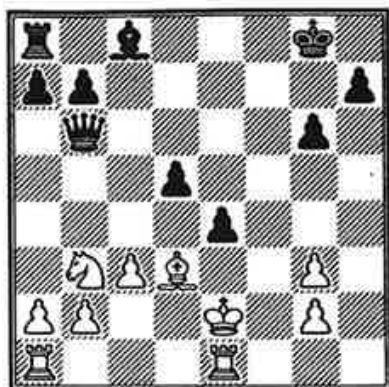
And, after another 3 moves, O'Donnell re-alised it was hopeless and resigned. **0–1**

With O'Donnell losing the next game also, in 61 moves, to go 1½-4½ down, it seemed he was heading for another really bad score. Then came a remarkable game.

Tom O'Donnell (2365) – Nimzo98
[B08] G/55+5 (7), 05.1998

1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♘f3 ♗g7 5.♗e2 0–0 6.0–0 ♘fd7?! [I have 10 moves in my opening database here, but this choice by N98 isn't amongst them!] 7.♗e3 c5 8.♕d2 ♘c6 9.d5 ♘ce5 10.♘e1 ♘b6 11.b3 ♗g4 12.f3 ♗c8 13.♖b1 ♗d7 14.h3 f5 15.f4 ♘f7
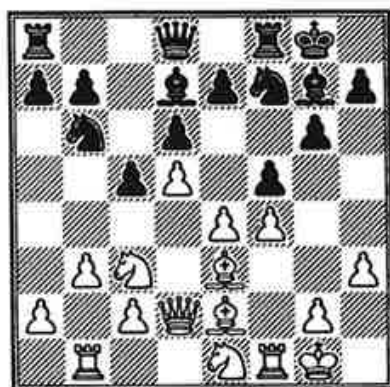
[The position seems about equal: then...]
16.♘f3? [16.♗f3 is okay] 16...♗xc3 17.♕xc3 fxe4 18.♘g5 ♘xd5 19.♕d2 ♘xe3 20.♕xe3 ♘xg5 21.fxg5 ♗c6 22.♗g4 e5 23.c4 ♕e7 24.♖fd1 a6 25.♖d2 b5 26.♖bd1 ♖ad8 27.h4 ♖f4 28.♕h3 e3 29.♖e2 [Let's have a diagram to show that Nimzo is winning materially; just needs to watch the ♚-side]
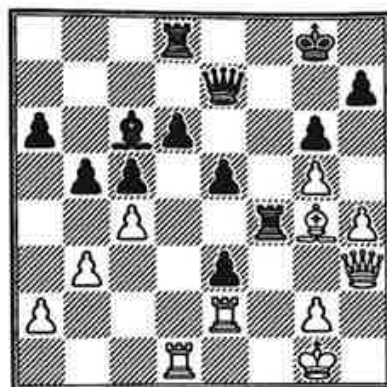
29...bxc4?! [29...♗d7 looks a good idea, aiming to simplify by offering to exchange some of his opponent's more dangerously placed pieces: 30.♗xd7 ♕xd7] 30.bxc4 ♖e8 31.♖c1 ♕f7 32.♖xe3 ♖xc4 33.♖f1 ♕e7?! [33...♖f4 34.♖xf4 ♕xf4] 34.h5 ♖c2 35.♖g3! ♕e4 36.hxg6 ♗xg6 37.♘h5 ♕e6 38.♕h2 ♖xa2 [38...♖f8! Again the idea would be to trade off the major aggressors] 39.♘xg6 ♕xg6 40.♕h4 d5 41.♖gf3!
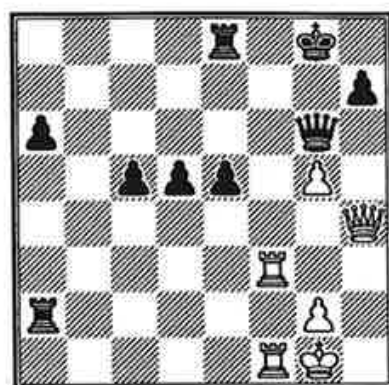
[Nimzo still appears to have a fine position and wonderful central passed pawns]
41...a5 42.♕g4 e4 43.♖f6 ♕g7 44.♕f5 ♚h8 [Hiarcs6X2I recognises that it is White who is winning here!] 45.♖f7 ♖a1 46.♖xg7 ♖xf1+ 47.♚xf1 ♚xg7 48.♕xd5 e3 49.♕d7+ ♚f8 50.♕xh7 ♖e7 51.♕h8+ ♚f7 52.♕f6+ ♚e8 53.g6 ♚d7 54.g7 ♖xg7 55.♕xg7+ The Nimzo operator made poor O'Donnell play on to move 69 in this hopeless position, which is clearly **1–0**

Excitingly O'Donnell won game 8, to nar-row the gap to 3½-4½, but that was as far as he got despite two major efforts (110 and 83 moves) in the final games, both drawn!

So the Final Score:

Nimzo98	½	½	½	1	1	1	0	0	½	½	=	**5½**
O'Donnell	½	½	½	0	0	0	1	1	½	½	=	**4½**

GAMES SELECTION

The following excellent game was played within a series I am doing between the GK2100 (representing the **Kasparov** TC/GK-2100/President range) and the Turquoise (representing **Novag**'s Amber/Emerald Classic/Turquoise range).

Currently the match score stands at **3-3**, so appears to be heading the same way as in my match last year between the TC2100 and Amber, which ended 4-4!

Kasprv GK2100 – Novag Turquoise
[C33] G/30 (3), 05.1998

1.f4 e5 2.e4 exf4 3.♗c4 ♘f6 4.♘c3 c6 5.♕f3 d5 6.exd5 ♗d6

A somewhat strange opening for computers this might be, but only now do the programs go out of their Books!
7.dxc6 ♘xc6 8.♕e2+ ♗e7 9.♘f3 0–0 10.d3 ♗d6 11.0–0 ♖e8 12.♕d1 ♗g4 13.d4?!

13.h3 ♕b6+ 14.♔h1 ♗h5 15.♘b5∞
13...♕b6

14.♘e2

There are so many exchanges in the following line that readers will probably need to play through it, and then come back to the diagram position to continue the game.

14.♘a4 ♗xf3 15.♘xb6 ♗xd1 16.♘xa8 ♗xc2 17.♗xf4 ♗xf4 18.♖xf4 ♖xa8∓. A material advantage for Black, in addition to which White's d4 pawn should be classified as isolated rather than passed
14...♗xf3 15.♖xf3?

15.gxf3 ♕c7 16.b3∓ was better
15...♖xe2!!

A brilliant find by the Turquoise!
16.♗xe2 ♘xd4
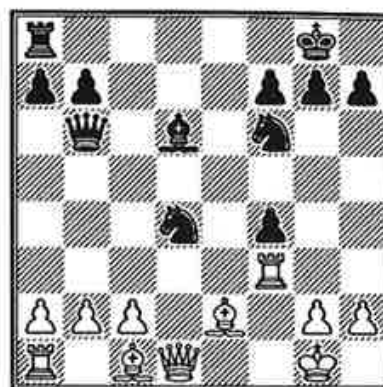
The deadly threat of a discovered check is overwhelming
17.♔h1

Best
17...♖e8 18.♖b3?

18.♗f1 was the best chance: 18...♘xf3 However 19.♕xf3 ♖e1 is certainly winning
18...♘xb3 19.axb3 ♘e4!

This time the other ♘ causes the mayhem!
20.♕f1 ♘f2+ 21.♔g1 ♖xe2 22.♗xf4

22.♕xe2 ♘h3+ and mate next
22...♘e4+ 23.♔h1 ♗xf4 24.♕xe2 ♕h6! 25.g4 ♘g3+ 26.♔g2 ♘xe2 0–1

France's **Eric Gallula** recently sent me a selection of **CS_Tal** games. To go some way towards equalising the hardware difference, CS_Tal - on a P/200 - played at 40/60, whilst the R30 was set at 40/120.

Owners of the original **CS_Tal** CD may like to know that they can obtain upgrades from the **Oxford Softworks** web site, at:
[http://www.demon.co.uk/oxford-soft/]

The update versions are:

CST Paris, and without the draw bug, which affected its result against Virtua2 in the World Champs.
CSTWhite and CSTBlack. These 2 versions are the last updates...

Tests have revealed a more than usual discrepancy between CSTal playing white and CSTal playing black. So these are two new versions with differing characteristics, to try and overcome this problem.

CSTWhite is more speculative than CSTBlack, so is the recommended version

for playing humans.

Testers doing computer-computer games should use CSTBlack, particularly when it is playing Black and therefore less able to cause mayhem. It is slightly less speculative, therefore more materialistic.

Here's a few of Eric Gallula's games:

CST_black - R30 2.5
1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.e5 b6 5.♕g4 ♗f8 6.♘h3 ♗a6 7.♗×a6 ♘×a6 8.♗g5 ♘e7 9.a3 h6 10.♗×e7 ♕×e7 11.O-O c5 12.♘b5 ♕d7 13.♘d6+ ♔d8 14.d×c5 ♘×c5 15.b4 ♘a4 16.c4 f5 17.♕d4 ♗×d6 18.e×d6 ♖c8 19.c×d5 ♘c3 20.♕h4+ ♔e8 21.♕h5+ ♔d8 22.♘g5 ♘e2+ 23.♕×e2 h×g5 24.d×e6 ♕c6 25.♕e5 ♖h6 26.♖ad1 ♕c4 27.e7+ ♔d7 28.♕×g7 ♖e8 29.♕×h6 b5 30.♖c1 a6 31.♖×c4 b×c4 32.♖e1 ♔c6 33.♖e5 c3 34.♕g6 ♖c8 35.e8=♕+ ♖×e8 36.♕×e8+ ♔×d6 37.♖e7 ♔d5 38.♕f7+ ♔d4 39.♖d7+ ♔e5 40.♕e7+ ♔f4 41.♖d4+ 1-0

Also CS_Tal can break the recommended rules!

CSTal_white - R30 2.5
1.e4 c5 2.♘f3 e6 3.d4 c×d4 4.♘×d4 d6 5.♗b5+ ♗d7 6.O-O ♗×b5 7.♘×b5 ♗e7 8.♗f4 e5 9.♗e3 ♘f6 10.♘×a7 O-O 11.c4 ♘bd7 12.♘c3 ♕c7 13.b3 ♘c5 14.♘ab5 ♕c6 15.♘d5 ♘×d5 16.e×d5 ♕d7 17.♗×c5 d×c5 18.♖e1 e4 19.a4 f5 20.d6 ♗f6 21.d5+ ♔h8 22.♖ad1 b6 23.♖e3 ♖ac8 24.♖h3 ♖fd8 25.♖e1 g6 26.♘c7 g5 27.a5 g4 28.♖h5 ♗c3 29.♖d1 f4 30.♘e6 e3 31.♘g5 e2 32.♖e1 g3 33.h×g3 ♖g8 34.♘f7+ ♔g7 35.♘e5 ♕e8 36.♕b7+ ♔f6 37.♘d7+ ♔g6 38.♘f8+ ♔f6 39.♖h6+ ♔g5 40.g×f4+ ♔×f4 41.♘e6+ ♕×e6 42.♖×e6 ♖g6 43.♕e4+ ♔g5 44.♕e3+ ♔f5 45.♕f3+ ♔×e6 46.♖×e2+ ♗e5 47.♕d5+ ♔f6 48.♕×e5+ ♔f7 49.♕f5+ ♔g8 50.d7 ♖×g2+ 51.♔h1 ♖g1+ 52.♔×g1 ♖f8 53.♕g5+ ♔h8 54.♖e8 h6 55.♕×h6+ ♔g8 56.♖×f8+ 1-0

R30 2.5 - CSTal_white
1.c4 ♘f6 2.♘c3 c5 3.e3 e6 4.d4 ♗e7 5.d×c5 ♗×c5 6.a3 a5 7.♘f3 O-O 8.♗d3 b6 9.e4 d6 10.O-O ♘c6 11.♗g5 ♗a6 12.♖e1 h6 13.♗h4 ♘e5 14.♘×e5 d×e5 15.♕f3 ♖c8 16.♖ac1 ♗d4 17.♕e2 ♕e7 18.♘b5 ♖fd8 19.♘×d4 ♖×d4 20.♖c3 ♖cd8 21.♕c2 ♕c5 22.♗×f6 g×f6 23.♖e3 f5 24.♖g3+ ♔f8 25.♖e3 f×e4 26.♖×e4 ♗b7 27.♖×d4 e×d4 28.♖b3 ♗c6 29.♕d2 ♗a4 30.♗c2 ♕×c4 31.♕×h6+ ♔e8 32.♖×b6 ♕×c2 33.♖×e6+ ♔d7 34.♖e1 ♖e8 35.♖c1 ♕e4 36.f3 ♕e3+ 37.♕×e3 d×e3 38.h4 ♗b5 39.h5 ♔d6 40.♖e1 ♔c5 41.g4 ♔d4 42.♖d1+ ♗d3 43.♖c1

a4 44.h6 f6 45.♔g2 ♖b8 46.♔g3 ♖×b2 47.f4 ♗e4 48.♖e1 ♔d3 49.f5 ♔d2 50.h7 ♖b8 51.♖g1 ♖h8 52.♔f4 ♗d5 53.♖b1 e2 54.♖b2+ ♔d3 55.♖×e2 ♔×e2 56.g5 f×g5+ 57.♔×g5 ♖×h7 0-1

Finally a game at faster time controls:-

White **R30 v2.5** (G/30 setting)
Black **CSTal_original** (G/15 setting)
1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2 O-O 5.a3 ♗×c3+ 6.♕×c3 b6 7.♗g5 ♗b7 8.♘h3 h6 9.♗h4 d5 10.c×d5 e×d5 11.e3 c5 12.d×c5 d4 13.♕×d4 ♕×d4 14.e×d4 ♖e8+ 15.♔d1 g5 16.♗g3 ♘c6 17.c×b6 ♘×d4 18.♖c1 ♘b3 19.♖c3 ♖ad8+ 20.♗d3 ♘c5 21.♖×c5 ♖×d3+ 22.♔c2 ♗e4 23.♖c4 ♖d4+ 24.♔c3 ♖d3+ 25.♔c2 ♖d4+ 26.♔c3 ♖×c4+ 27.♔×c4 ♗×g2 28.♖d1 ♗×h3 29.b7 ♗e6+ 30.♔b5 ♘d7 31.♔c6 ♘b8+ 32.♗×b8 ♗b3 33.♖d6 ♗a4+ 34.♔c7 ♖e7+ 35.♔c8 ♗c2 36.♖d8+ ♔h7 37.♗d6 ♗f5+ 38.♔b8 ♖×b7+ 39.♔×b7 a5 40.b4 a×b4 41.a×b4 ♗d3 42.♗f8 ♗e2 43.♖d6 h5 44.♖h6+ ♔g8 45.♗e7 ♗f3+ 46.♔b6 f5 47.♗×g5 ♗e2 48.b5 ♔g7 49.♔c6 ♗f3+ 50.♔c7 ♔f7 51.♖f6+ ♔g8 52.b6 ♗a8 53.♖×f5 ♗e4 54.♖f6 ♗a8 55.♖h6 ♔g7 56.f4 h4 57.f5 h3 58.f6+ ♔g8 59.♖g6+ ♔f7 60.♖g7+ ♔e6 61.f7 ♗e4 62.f8=♕ ♗f3 63.♕d6+ ♔f5 64.♕d7+ ♔e5 65.♖e7+ 1-0

Seen on the Internet:
FRITZ5 P/200 v ANONYMOUS
(G/10 + 3 secs per move)
1.e4 c5 2.♘f3 d6 3.d4 c×d4 4.♘×d4 ♘f6 5.♘c3 g6 6.♗e3 ♗g7 7.f3 O-O 8.♕d2 d5 9.e5 ♘fd7 *F5 goes out of Book* **10.♘×d5 ♘×e5 11.♘b5 ♘bc6 12.♖d1 ♗f5 13.f4 ♘g4 14.♗c5 b6 15.♗a3 a6 16.♘bc7 ♖c8 17.h3 ♖×c7 18.♘×c7 ♕×c7 19.h×g4 ♗×g4 20.♖b1 ♖d8 21.♗d3 e5 22.♕f2 e×f4 23.♕h4 ♕e5+ 24.♔f1 h5 25.♗×a6 f3! 26.g×f3 ♗×f3 27.♖h2** *+0.34*
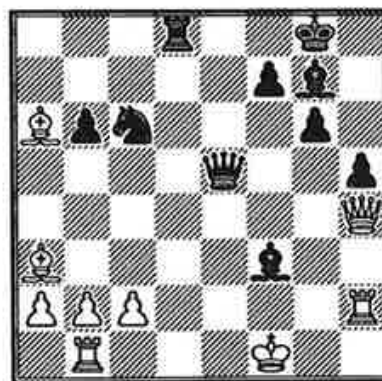
27...♖d4! *F5 apparently didn't see it coming* **28.♕f2 ♖f4 29.♖e1 ♗e4 0-1**

Novag's UNIVERSAL solution
Portable, Wood Auto-sensory and PC Board ALL-IN-ONE!

If there is an under-advertised product on the chess computer market today... this is it! Because **Novag's SAPPHIRE2 DE LUXE** appears to have everything, including a very reasonable price tag!

The PACKAGE

1. **Novag's UNIVERSAL Chess Board** is the foundation unit. It comes complete with the **adaptor** which will normally be plugged into the Board, but can be put directly into the Sapphire2 if that is being used on its own.

    This is a really good-looking 15"x15" wood auto-sensory Board with finely carved wood, felted pieces. There are 81 LEDs, one on the corner of each square.

2. **Novag's SAPPHIRE2** calculator portable, complete with folding magnetic board and disk set.

    Runs on mains or batteries, so perfect for independent use when wanted (holidays, office lunch-time etc).

    Also links quickly to the UNIVERSAL board, so the owner can play his chess against the strong Sapphire2 on a proper wood board. All of the normal features of the Sapphire2 operate, including the display for clock times, analysis, evaluations etc which can all still be viewed if required!

3. **All LINKS and CABLES** to and from the Universal Board, the Sapphire2 or the serial port of <u>YOUR PC</u>!

    A **Driver Disk** which runs WChess, Genius3, Fritz3, Rebel8 and Hiarcs6 is included. I believe work is in hand to add Genius5 to this list. Mark Uniacke will be making sure Hiarcs7 remains compatible!

4. **Dave Kittinger's program W CHESS** is actually <u>included</u> in the package FREE!

<u>**Total PRICE: £449 complete!**</u>

So the owner can use this UNIVERSAL Auto Board to play against the SAPPHIRE2 itself, <u>or</u> the program W CHESS on his PC. And he can choose to buy an extra PC program from a list which includes some of the top software available, and play against one of those, <u>still on the Novag Board</u>!

Some COMMENTS

The SAPPHIRE2 is well known. It is the strongest portable available from anyone (198 BCF/2189 Elo in *SS/75*).

    I rate it and the DIAMOND2 (same program, different board) as stronger than Mephisto's press-sensory Milano Pro (192 BCF/2142 Elo), though not quite as powerful as their Atlanta at 206 BCF/2248 Elo.

    But with the SAPPHIRE2 DE LUXE the option for portable play transferring the moves to the disk set provided (or any board of your choice) *plus* play on the wood auto-sensory UNIVERSAL board, makes it a serious value-for-money contender even before one bears in mind the PC CONNECTION factor *and* that W CHESS (221 BCF /2372 Elo on a Pentium/133) is also included in the package!

BUYING SEPARATES

The items can be purchased separately, so someone with a Sapphire2 wishing to play on the Universal Board, or someone else interested in the Universal Board for its PC connectability, CAN buy the Board on its own. Some Distributors also still include W CHESS free when you buy this way!

Novag Universal Board, W Chess, Driver Disk, adaptor and connections **£279**

Novag Sapphire2 £225

The FULL package makes for TOP value! **£449!**

TEST your COMPUTER: 3
A SET of POSITIONS when we're just out of Book!

INTRODUCTION

The 'standard' type of test normally has the idea of using positions where there is <u>only one</u> correct move (i.e <u>it</u> wins when all else draws/loses, or <u>it</u> draws when all else loses). Such a test is thus: *"How quickly can you or your Computer FIND this move?"* and it is usually based on tactical issues.

The positions in our SERIES are different. Usually there are various possibilities which are more matters of judgement, initiative, knowledge, positional understanding, correct move order and only occasionally sheer tactical speed.

Therefore our <u>scoring system</u> is based on whether we think each likely move is good, bad, or just plain ugly, and the computer scores according to this view of the quality of the move it chooses!

I recommend exactly **10 minutes** be allowed on each position - sufficient to judge what is the very best your computer or program is likely to be able to play under typical 40/2 Tournament conditions.

Selective Search: SET 3

These positions all occur 'just out of Book'! At least I hope they do! Maybe one or two readers will load up their favourite PC program with its latest 500,000 position opening book and, if positions rather than move lists are recognised, find that your Super-Book has already been told what to do!

If this happens, two requests:
1. Make a note of what order your Book has its move recommendations in. We can enjoy (I hope!) comparing this with *my* order!
2. Switch your opening book off at this point, and find out what the program would play on its own.

Do please send me your results again - the SOLUTIONS with comments, analysis and Table of Top Scorers is usually as interesting as the Test itself!

Our **SET 1** appeared in SS69, and **SET 2** in SS72. There was an excellent response on both those occasions, whereas only three readers responded to the potentially 7 hour BS2830 SET in Issue 73. Too much time, I'd guess, which I understand. Mine should take around an hour to complete in full!

Test SS76_1
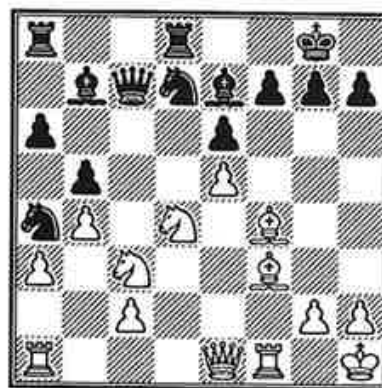
♘d5=10 [as played].
♘e4=9.
♘cxb5, ♘dxb5=5.
♗xb7, ♘xa4=3.
♘ce2, ♘f5=2.
Others=0.
Risc 11 Bxb7③
A difficult choice between two methods of continuing the White attack. **1–0**

Test SS76_2
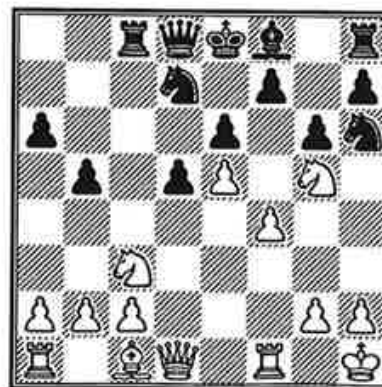
f5=10 [as played].
♘e2, g4, a4=6.
♕d3=5.
♗e3=3.

Risc 11 a4 ⑥

Others=0.

White must act quickly before Black can consolidate here. **1–0**

Test SS76_3

axb4=10 [as played].
0–0–0, ♖b1=7.
♖d1=5.
dxc5, ♗e2=2.
Others=0.

Risc 11 - R.b1 ⑦

Does any computer choose the exchange sac?! Is it "a strong positional sacrifice", or "difficult to justify"? Perhaps as well as tackling the initial position some readers might feel like looking a few moves down the line from the exchange, even if their computer didn't actually choose it?! **1–0**

Test SS76_4

exf6=10 [as played].
♕a3=6.
♕b4, ♕d1=3.
♕c2=2.
Others=0.

Risc 11 -Q-a3 ⑥

To play exf6 the Computer will need to

evaluate favourably the resulting positon of having three pieces for its queen. **1–0**

Test SS76_5
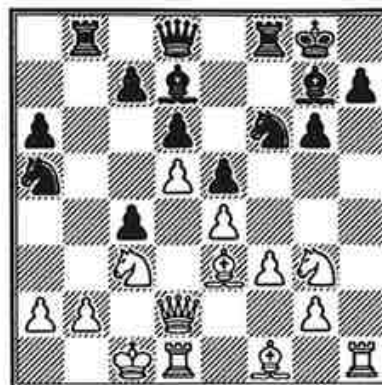
♘b1=10 [as played].
♔e2=7.
♗h6=5.
♗g5=2.
Others=0.

Risc 11 N·b1 ⑩

Similar to the position in a famous game Timman–Kasparov, Bugojno 1982 (where the funny–looking ♘b1 also worked) **1–0**

Test SS76_6

♕e2=10.
♘g5+=8.
hxg6+, dxc5 [as played]=6.
♘e5+, ♕d2, ♘e2=2.
Others=0.

Risc 11 N -g5 ⑥

What has Black been up to?! There seem to be various promising possibilities but, in the game, White probably won after his 11.dxc5 only because Black replied ♘xc5? which is not best... I think! **1–0**

Do ENJOY... and send results if you can!

Dedicated CHESS COMPUTERS
STRENGTH GUIDE to the CURRENT MODELS

Key: [pl]=portable plug-in; [cal]=portable calculator plus board; [ps]=press-sensory;
[as]=wood auto-sensory

BCF/Elo	Kasparov computers	Novag computers	Mephisto computers
100/1400	Port Talk Coach [pl] £49		
105/1440	SystemTrainer [ps] £69	Jasper [cal] £33 TourmalinePlus [ps] £40 AmethystPlus [pl] £35 AquamarinePlus [ps] £55	
110/1480	SensorXL [ps] £49		
115/1520			
120/1560			
125/1600			
130/1640			
135/1680		Opal Plus [pl] £50 Agate Plus [ps] £69	
140/1720			
145/1760			
150/1800			
155/1840			
160/1880	AdvancedTrainer [pl] £69 Virtuoso [ps] £99		
165/1920	Travel Champ [pl] £79		
170/1960	Executive [ps] £99		
175/2000			
180/2040	Travel Champ2100 [pl] £99 GK2100 [ps] £129 President [as] £299	Amber [pl] £139 Turquoise [ps] £149 EmeraldClPlus [ps] £179	
185/2080			Exclusive MM6 [as] £449
190/2120			
195/2160			Milano Pro [ps] £249
200/2200		Sapphire2 [cal] £225 Diamond2 [ps] £279 Sapphire2+UnivBrd [as] £449	
205/2240			Atlanta [ps] £379
210/2280			

PHOTO KEY
}
} Kasparov President
}
} Mephisto Exclusive MM6

Novag Sapphire2
Mephisto Atlanta

Novag Amber
Kasparov Travel Champ 2100
Novag Diamond2
Novag Emerald Classic Plus

AUFSESS 1998 Result

During March 1998, from the 18th to the 21st, various keen chess computer friends got together to play a big tournament with "almost all" of the good chess programs. The event took place in Aufsess (Germany - Bavaria).

It was the second such tournament there and, reports the organiser **Karsten Bauermeister,** *"everybody had great fun!"*

The winner was again **M-Chess**. Last year M-Chess Pro6 was running and took first place; this year the new **M-Chess Pro7** won with a full point to spare, scoring 6 out of 7.

The **time control** used was **3 hours/game**. Every operator was allowed to change the level or the internal clock three times during a game, to prevent time troubles. All top-programs had top hardware, too, basic details being shown in the Final Ranking TABLE:-

Aufsess 98: 7 ROUNDS - FINAL RANKING. Points separation by Buchholz

#	Program	Hardware	R1	R2	R3	R4	R5	R6	R7	Score	Buch
1.	**MChess Pro 7**	PII-333	W+Kal	B+King	W+J46	W=F5	B+N98	W+Diep	B=Sh2	6.0	28½
2.	**Fritz5**	PII-233	W+R40	B+Nim3	W+N98	B=MCP	W=J46	B-VC2	W+H6	5.0	28½
3.	**Junior4.6**	K6-233	W+BerP	B+Chsca	B-MCP	W=Diep	B=F5	W+N98	B+VC2	5.0	26½
4.	**Nimzo3.5**	K6-233	B+hum	W-F5	B+VC2	W-Sh2	B=R8	W+Chsca	B+Diep	4½	27.0
5.	**Shredder2**	K6-225	W-Chsca	B+BerP	W=King	B+Nim3	W=VC2	B+G5	W=MCP	4½	25.0
6.	**Virtual Chess II**	PII	W=R8	B+R9	W-Nim3	B+King	B=Sh2	W+F5	W-J46	4.0	29½
7.	**Nimzo98**	P266MMX	B+R30	W+Diep	B-F5	W+H6	W-MCP	B-J46	W+R9	4.0	28½
8.	**Rebel8**	K6-233	B=VC2	W+G5	B-H6	B=R9	W=Nim3	B=King	W+Kal	4.0	24½
9.	**Diep 1.58.09**	K6-200	W+CST	B-N98	W+Chsca	B=J46	W+R9	B-MCP	W-Nim3	3½	28.0
10.	**The King 2.55**	K6-200	B+H6	W-MCP	B=Sh2	W-VC2	B+CST	W=R8	B=Chsca	3½	27½
11.	**Hiarcs6**	K6-233	W-King	B+Kal	W+R8	B-N98	W=Chsca	B+R30	B-F5	3½	25.0
12.	**Chessica**	P133	B+Sh2	W-J46	B-Diep	W+hum	B=H6	B-Nim3	W=King	3.0	27½
13.	**Rebel9**	K6-233	B=G5	W-VC2	B+R30	W=R8	B-Diep	W+R40	B-N98	3.0	22½
14.	**Genius5**	P200	W=R9	B-R8	W+R40	B=CST	W+Kal	W-Sh2	B-hum	3.0	21½
15.	**Kallisto Aegon**	P225	B-MCP	W-H6	W+BerP	B+R40	B-G5	W+CST	B-R8	3.0	21½
16.	**Hans Tauber**	(human)	W-Nim3	B=R40	W=CST	B-Chsca	W=R30	B=BerP	W+G5	3.0	18.0
17.	**Chess System Tal**	Cyr	B-Diep	W=R30	B=hum	W=G5	W-King	B-Kal	W+BerP	2½	19½
18.	**Tasc R30 2.5**	Arm2-30MHz	W-N98	B=CST	W-R9	B+BerP	B=hum	W-H6	B=R40	2½	18½
19.	**Tasc R40 2.5**	Arm2-40MHz	B-F5	W=hum	B-G5	W-Kal	W=BerP	B-R9	W=R30	1½	20½
20.	**Mephisto Berlin Pro**	68020/24MHz	B-J46	W-Sh2	B-Kal	W-R30	B=R40	W=hum	B-CST	1.0	22.0

HEAD TO HEAD
Fidelity 68020 MACH4 v Kasparov Travel CHAMPION 2100
Part 2 by Ross Withey

The OLD KID on the BLOCK and a YOUNG WHIPPERSNAPPER

The Challenge: 16 matches at 40/2, umpired by Ross Withey, their owner.

As neither program has the grace to resign, Ross had set the rule that if both consider the position 7 points apart, I could declare the game over unless I felt it worthwhile continuing, for example if resolution looked close. Draws might also be declared at the umpire's discretion.

This is where we had left it in *SS/75*:

Mach4 0 1 1 ½ 1 0 * * * * * * * * * * = **3½**
TC2100 1 0 0 ½ 0 1 * * * * * * * * * * = **2½**

So the **Mach4** (which once cost over £1,000) had a small lead over its £99 opponent, but there are 10 games, a Bird's Opening (!) and some rather interesting chess still to come!

Here is Game 7, in which TC makes a pig's ear of its Bird's!

Game 7 TC2100 (2½) v Mach4 (3½)

1.f4 d5 2.♘f3 ♗g4 (puts TC out of book)
3.e3 (Mach4 out) **e6 4.c4 ♘c6 5.c×d5 e×d5**
6.♗b5 ♗d6 7.♗×c6 b×c6 8.0-0 ♘e7 9.d3
0-0 10.♘c3 ♖b8 11.♕a4 ♗f5 12.e4 ♗c5+
13.♔h1 ♗d7 14.b3? (boxing in the queen, though too far over the horizon for TC to see it. Either 14.Qc2 or 14.f5 seem to leave it with an opening advantage) **14...♗b4** (both contestants evaluate at close to level until here) **15.♗b2** (had TC seen the impending queen loss, it may have opted for 15.Qxa7 Bxc3 16.Rb1) **15...a5**
16.♘e5 (+0.4) **16...♗e8** (+3.65)

[chess diagram]

17.♘×f7?? (compounding its error, TC seems

to suffer a human-like fit of pique: 17.a3 c5 18.axb4 Bxa4 19.Nxa4 cxb4 'only' loses the queen for two pieces. This looks like a bug apparently brought on by the sudden difficulty of its position.) **17...♖×f7** (+6.37) **18.a3** (-5.2, now the light has dawned) **18...c5** etc. The only remarkable thing to add is that it took Mach4 a further 25 moves to win after 43! 0-1.

In Game 8, Mach4 plays an early e5 against TC's Pirc, in which it also proves deficient, and gains a huge space advantage.

Game 8 Mach4 (4½) v TC2100 (2½)
Pirc Defence

1.d4 ♘f6 2.c4 g6 3.♘c3 d6 (puts Mach4 out) **4.♕a4+** (puts TC out, and probably everyone else) **♘bd7 5.e4 ♗g7 6.e5!? d×e5**
7.d×e5 ♘g4 8.f4 (-0.10) **0-0** (-0.3) **9.h3**
♘b6 10.♕a3 ♘h6 11.♗e3 ♘f5 12.♗f2
(+0.44) **♕d7?** (+0.1, this only invites White to increase his dominance) **13.♖d1 ♕c6** (Black is positionally lost already, but perhaps 13...Qe6 might have held awhile)

[chess diagram]

14.c5! **♘bd7** (-0.6) **15.♘f3 ♗h6** (+0.2, but TC is at a loss) **16.♗b5** (+4.01!! Mach4 sees material gain on the horizon as a result of its positional superiority) **16...♕e6 17.♘d5** (White is spoilt for choice) **17...a6 18.♗a4 b5**
19.♗b3 ♕c6 20.♘d4 ♕×c5 21.♘×f5
♕×a3 22.♘×h6+ ♔g7 23.b×a3 ♔×h6
24.♘×e7 ♘b6 25.♘×c8 ♖a×c8 26.♗c5
♔g7 (preferring the exchange loss to 26...Rfd8 27.Bxf7) **27.♗×f8+** (+6.10) **♔×f8 28.♖d3 a5**
29.♔e2 c5 30.♖d6 ♖b8 31.♖hd1 ♔e7
32.♖b1 g5 33.f×g5 ♘d7 34.♗×f7 ♘×e5
35.♖e6+ ♔×f7 36.♖×e5 b4 37.♖×c5 ♖a8
38.♖f1+ ♔g7 (-6.3) **39.♖c7+ ♔g6 40.h4**
♖a6 41.♖f8 ♔h5 42.♔f3 (+9.99) so 1-0.

Travel Champion now urgently needs some victories. Emulating Mach4's game 8 strategy, it goes for a big space advantage in the next. But after giving up the exchange, TC's triumph seems doubtful... then Mach4 blunders under pressure, and 3 passed pawns get promoted!

Game 9 TC2100 (2½) v Mach4 (5½)
English Opening

1.c4 c5 2.♘f3 ♘f6 3.d4 c×d4 4.♘×d4 e6 5.♘c3 ♘c6 6.g3 ♛b6 (puts TC out of book) **7.♘db5!?** (puts Mach4 out) **7...♘e5 8.♗f4 ♘fg4?!** (the waltz of the knights? Mach4 evidently lacks faith in both of the old axioms: 'never move a piece twice in the opening' and 'don't develop the queen too early') **9.e3** (+0.0) **a6** (+0.47) **10.♘c7+!?** (my knight can dance too...) **10...♛×c7 11.♛×g4 ♛c6 12.♗×e5 ♛×h1** (so Mach4 has won the exchange, but the price is severe lack of development and space. The program's differing evaluations of this situation is very interesting) **13.♘e4** (-1.2) **h5** (+1.87) **14.♛h4 ♗b4+ 15.♔e2 f6 16.♗d6 ♗×d6 17.♘×d6+** (now -0.5 only, for this nicely posted knight is worth a rook) **17...♔f8** (+1.46, but 17...Ke7 to challenge the knight looks pertinent) **18.♖d1 ♛c6 19.b3 ♔g8** (Mach4 can ill afford time for these king moves) **20.♛h3 ♖a7?** (apparently preparing ...b5, but no place for a rook) **21.♗g2 ♛c5 22.♛h4 b5 23.♛d4?** (-0.9; if the queen is wanted in the centre, it would be better to avoid its exchange here by 23.b4 Qc7 24.Qd4) **23...♛×d4 24.♖×d4 ♔h7 25.a3 g6 26.b4 ♔g7?** (passive play; 26...Rc7 seems to retain an advantage) **27.♔d2 e5** (+0.79)

28.c×b5! (-0.9, a nice plan by TC to gain a passed pawn with fewer pieces on the board to interfere with it) **28...e×d4 29.b6 ♗b7 30.♘×b7 ♖aa8 31.♘c5 d×e3+** (+0.09 only) **32.f×e3 ♖ae8 33.b7 h4 34.g×h4 ♖×h4 35.h3 a5??** (a total blunder, perhaps triggered by the approaching time control, somehow

missing TC's 37th. 35...Rhh8 is necessary) **36.b×a5 ♖h5 37.a6! ♖×c5 38.a7** (+2.6) **♖cc8** (-3.78) **39.b×c8=♛ ♖×c8 40.a8=♛ ♖×a8 41.♗×a8 ♔f7** (-7.32) **42.a4 ♔e6 43.♗e4 d5 44.a5! d×e4 45.a6 f5 46.a7 ♔f6 47.a8=♛** (+8.1, and that's promotion no. 3) **47...♔g7** (-9.99) **48.♛b7+ ♔f6 49.♛h7 g5 50.♛h6+ ♔f7 51.♛×g5 ♔e6 52.♔c3 f4 53.♛×f4 ♔e7 54.♛×e4+**   1-0.

A timely win for TC, and apparently boosting its confidence as we see in the next!

Game 10   Mach4 (5½) v TC2100 (3½)
Queen's Gambit, Albin Countergambit

1.d4 d5 2.c4 e5 3.d×e5 d4 4.♘f3 ♘c6 5.g3 ♗g4 6.♗g2 (though in book, Mach4 will regret this weakening fianchetto) **6...♛d7 7.0-0 0-0-0 8.♖e1** (puts TC out of book) **8...♛f5!** (a nice idea, immediately pressurising both kingside and centre) **9.♛b3** (+0.94, Mach4 had planned 9.Qd3 but fell out with the position after the queen exchange) **9...d3!** (-0.3, active play) **10.♘bd2?** (This constipates White's pieces; 10.Bf4 first was better) **10...d×e2 11.♖×e2 ♖d3 12.♛a4** (12.Qc2 was better - now White's queen loses touch) **12...♖×f3 13.♘×f3 ♗×f3 14.♗×f3** (-0.37) **♛×f3** (+1.0) **15.♖e3 ♛f5 16.♖e2 ♗c5 17.♛b5 ♗d4 18.♗f4 ♘ge7 19.♖d1** (-1.29; 19.Rae1 looks more natural, but the e-pawn will still be lost, e.g 19...a6 20.Qb3 Ng6 20.Qc2 Qxc2 21.Rxc2 Ngxe5) **19...♘g6 20.♗e3 ♘g×e5 21.b3**

21...♛g4! (choices, choices! 21...Qh5 or ...Rd8 were also options. TC reads +3.2) **22.♖de1 ♘f3+** (another idea considered was 22...Bc3 23.f4 Nf3+ 24.Kf2 Nxe1 25.Kxe1 Re8) **23.♔g2 ♗c3** (+3.9, Black's pieces slice through White's defences) **24.♖c1 ♘h4+ 25.♔g1 ♛×e2 26.g×h4 ♛g4+ 27.♔h1 ♛f3+ 28.♔g1 ♘d4 29.♗×d4 ♗×d4 30.♖f1 ♖d8 31.c5** (-7.14) **a6 32.♛c4 ♗c5 33.c6?** (Mach4 gives up hope) **33...b5 34.♛b4** (-9.99) **♛h3 35.f4 ♗d4 36.♛×d4 ♖×d4** (mate in 6) **37.♖e1**

♔d8 38.♖e4 ♕g4+ 39.♔f2 ♖d2+ 40.♔e2 ♖×e2+ 41.♔f1 ♕g2#. 0-1. TC has played a blinder, and goes on the town to celebrate.

Game 11 TC2100 (4½) v Mach4 (5½)
Sicilian Defence - Richter Rauzer

1.e4 c5 2.♘f3 d6 3.d4 c×d4 4.♘×d4 ♘f6 5.♘c3 ♘c6 6.♗g5 e6 7.♕d2 a6 (puts TC out of book) 8.♗e2 (8.0-0-0 is normal, so this puts Mach4 out) 8...♗e7 9.0-0 (+0.3) 0-0 (-0.13) 10.♖fe1 ♘e5 11.a3 b5 12.f4 ♘c4 (an alternative was 12...Qb6 13.Kh1 Ned7) 13.♗×c4 b×c4 14.♖e3 (0.0) ♗b7 (+0.53) 15.♖d1 h6 16.♗h4 ♖b8 17.♖e2 ♕c7 18.e5 d×e5 19.f×e5 ♖fd8 (+0.53)

20.♘cb5?? (-0.3, but a piece-losing blunder as TC fails to resolve the complexities of the search. Unless it was suffering a hangover from the celebrations after game 10! The best try looks to be 20.exf6 Rxd4 21.Bg3!; also nearly equal is 20.Qf4 Nd5 21.Nxd5 Bxd5 22.Bxe7 Qxe7 23.c3; even 20.Bg3 Nd5 is playable) 20...a×b5 (+4.30, thank you kindly) 21.♕e1 (-3.5 and ooops) ♕c5 22.♗f2 ♘g4 23.♘f5 ♘×f2 24.♘×e7+ ♕×e7 25.♖×d8 ♖×d8 26.♖×f2 ♖d5 27.♖e2 ♕d8 28.♕g3 ♖d1+ 29.♔f2 ♕d4+ 30.♕e3 ♕g4 31.♕g3 ♕f5+ 32.♔e3 ♖d5 33.♕e1 (-6.7) ♕×e5+ 34.♔f2 ♕×h2 35.♔e3 ♕d6 (+9.99) 36.♔f2 ♕f4+ (the game is over, but Mach4 is on the scent of mate) 37.♔g1 ♖h5 38.♖e4 (-9.9) ♗×e4 39.♕e2 ♕h2+ 40.♔f1 ♕h1+ 41.♔f2 ♕×g2+ (announcing mate in 10) 42.♔e1 (seeing m/6) 42...♕g1+ (m/9) 43.♔d2 (m/5) 43...♕d4+ (m/8...etc). Let's not argue about this any more, it's... 0-1.

Game 12 Mach4 (6½) v TC2100 (4½)
Game 12 was a marathon QGD. A mass of exchanges (11 captures between moves 13-19) leaves Mach4 a pawn up but with the liability of triple f-pawns. Can it live up to its endgame boasts this time? We join it after 24.♔g3 (Mach4 has shown

itself ahead since move 13. It shows +0.51 here)

24...f5! (-0.6. *"I'm just behind"*, thinks TC, which seems to have waited for Mach4's king to advance to play f5, thus arresting its progress) 25.♔g2 ♔f7 26.♗c4+ ♔f6 27.h3 ♖c8 28.b3 b5 29.♗d3 ♖c1 (-0.2) 30.b4 (0.0, Mach4 at last realises it has no advantage) 30...a6 31.h4 ♖a1 32.♗f1 ♘e6 33.♖b3 ♘×f4+ (+0.6, material is now equal) 34.♔g1 (-1.14) ♔e5 35.♖e3+ ♔d4 36.♖b3 ♖e1 37.a4 ♖a1 38.a×b5 a×b5 39.♖e3 ♖b1 40.♖e7 ♖×b4 41.♖e8 ♖b2 42.♖h8 (-1.77) h5 (+1.0; 42...b4 looks interesting and was expected by Mach4) 43.♖c8 ♖b1 44.♖c7 b4 45.♖c4+ ♔e5 46.♖c5+ ♔d6 47.♖c4 ♘d5 48.♖c8 (-2.08) b3 49.♖d8+? (This just invites Black's king into the fray. Mach4 needed Kg2 to unpin its bishop here, and can't seem to grasp this endgame) 49...♔e5 50.♖e8+? ♔d4 (+1.4 is not really a big enough *"thank-you"*) 51.♖b8 b2 52.♖b3 ♘c3 53.♔h2 ♖×f1 54.♖×b2 ♔e5 (+3.0; TC selects this at 8th ply 3rd position, superseding its original choice of Nd5. We are seeing that, given time, TC can play a very passable endgame) 55.♔g3 ♖h1 56.♖b3 ♘e2+ 57.♔g2 ♖g1+ 58.♔h2 ♔f4 59.♖e3 (-3.75) ♖e1 (-3.5) 60.♔g2 g5 61.h×g5 ♔×g5 62.♔h2 h4 63.♖a3 ♘f4 64.♖a8 ♖e2 65.♖g8+ ♔f6 66.♔g1 ♘d3 67.♖h8 ♔g5 68.♖d8 ♘×f2 69.♔f1 ♖b2 70.♖d4 h3 71.♔g1 ♖c2 72.♖a4 (-5.98) ♘d3 (+5.1) 73.♖a3 (-8.71) ♖g2+ 74.♔f1 ♘f4 75.♖a8 ♔h4 76.♖a7 h2 77.♖h7+ (-9.99) ♔g3 78.♖×h2 ♖×h2 and 0-1.

The next is a weird Sicilian of changing fortunes and evaluations. TC wins an early pawn, then castles brazenly into Mach4's queenside attack to gain a huge central space advantage. Mach4 looks lost...

Game 13 TC 2100 (5½) v Mach4 (6½)
Sicilian Defence

1.e4 c5 2.♘e2 (puts Mach4 out of book!) d6

(TC out) **3.d4 ♛a5+?** (Mach4's not uncharacteristic early queen adventure when put out of book) **4.♗d2 ♛b6 5.♗c3 ♘f6 6.♘d2 ♘c6 7.d5 ♘e5 8.f4 ♘g6 9.♘c4** (+0.7) **♛a6** (-0.14) **10.♛d3 b5 11.♘a3 ♖b8 12.♘g3 c4 13.♛e3 ♛b6 14.♛d2** (the natural looking 14.Bd4 Qa5+ 15.c3 followed by 16.Bxa7 is perhaps discouraged by ...Ng4) **14...♗d7 15.0-0-0!? b4 16.♗d4 ♛a6 17.♘×c4 ♛×a2 18.b3 ♗g4 19.♖e1 h6** (Mach4 realises its kingside is stagnant, but TC suggests 19...Bc8 to stop Black's bishop being cut off) **20.f5 ♘e5 21.♘×e5 d×e5 22.♗×e5 ♖b7 23.♛f4** (+2.0, TC is now clearly on top, and actually threatens to tie the match 6½-6½ each)
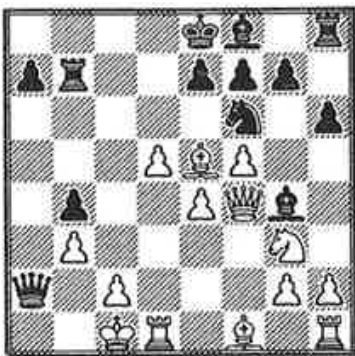
23...g5! (a bold try, found at 7th ply/18th position, Mach4 hopes to fuddle TC's calculations; it had been showing -4.0, fearing the impending loss of its bishop) **24.f×g6(ep)?** (TC fails to see that the bishop can still be won after 24.Qe3 and 25.h3. A pity, as this would have been reward for its fine play to here) **24...h5** (played instantly: Mach4 had expected TC's 24th!) **25.g×f7+ ♚×f7 26.♘f5** (+0.3) **♗×f5 27.♛×f5 ♗h6+** (-1.37, but suddenly Black's pieces are freeing) **28.♗f4 ♛a1+ 29.♚d2 ♛d4+ 30.♚e2** (+0.1) **30...♗×f4?** (showing -1.25. But 30...Rc7! 31.c4 Qb2+ 32.Kf3 Bxf4 33.Qxf4 Qxb3+ as expected by TC is stronger) **31.♛×f4** (+0.6) **♖g8 32.♚f3 ♖g4 33.♛f5** (TC now shows +1.1, going back up again!) **33...♛d2** (-1.49) **34.♖e2 ♛c3+** (the pinning 34...Qd1 expected by TC, followed by...Rc7 looks better) **35.♖e3 ♛×c2 36.♗e2 ♖d7** (36...Rc7 again looks more relevant) **37.♖d1 ♚g7 38.♖dd3 ♖g6 39.e5?!** (+0.8, but keeping the black knight pinned with 39.Qe5 may be an improvement) **39...♛c5** (-0.67, Mach4 expects 40.g3 and the king to retreat via g2) **40.♚f2?! ♖×d5 41.♚e1 ♘g4** (+0.02, Mach4 now sees the beginning of a turn in the advantage) **42.♖×d5?!** (a better way to blunt Black's attack might have been 42.Bxg4 Rxd3 43.Qxd3 Rxg4, as the knight and queen combination proves more dangerous) **42...♛×e3 43.♛×h5**

♛c3+ 44.♖d2 (-1.2) **♘e3 45.g3 ♘g2+ 46.♚f2 ♛×d2 47.♚×g2 ♖g5 48.♛f3 ♖×e5 49.♛g4+** (-1.2) **♚f6** (+1.80) **50.♛f3+ ♖f5 51.♛d3?** (again too readily exchanging queens when behind) **51...♛×d3 52.♗×d3 ♖c5 53.h4** (-2.1) **♖c3 54.♗b5** (this may seem pointless, but 54.Bc4 is met simply by 54...Rxc4! as seen by both contestants) **54...♖×b3 55.g4 ♖c3 56.g5+** (-3.2) **♚f5 57.♗d7+ e6** (+4.83) **58.g6 ♚×g6 59.♗e8+?** (TC seems to be working on the *"lets push the fateful moment over the horizon"* principle; otherwise, the e-pawn may as well be captured) **59...♚g7 60.♗d7 ♚f7 61.♗a4 b3 62.♗×b3+ ♖×b3 63.h5 a5** (+9.99) **64.h6 a4 65.h7 ♚g7** and 0-1.

A somewhat lucky escape for the Mach4. Game 14 is a romantic, open and tactical affair. Mach4 is not forceful enough, however - but can TC give it the just punishment in a game it needs to win?

Game 14   Mach4 (7½) v TC2100 (5½)
Two Knights - Max Lange Attack

1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.d4 e×d4 5.0-0 ♗c5 6.e5 d5 7.e×f6 d×c4 8.♖e1+ ♗e6 9.♘g5 ♛d5 10.♘c3 ♛f5 11.g4 (puts TC out of book) **11...♛×f6** (+0.0, and a useful alternative to Mach4's book move 11...Qg6)

12.♘ce4 (-0.31; Mach4 is not tempted by the more ambitious but unclear 12.Nd5 Qd8 13.Rxe6+ fxe6 14.Nxe6 Qd7 15.Bh6!?) **12...♛e7** (+0.3, the correct response) **13.♘×e6** (-0.31; again unambitious and ceding the initiative. Cold feet are no use in bloodbaths like this - 13.Nxf7!? 0-0! 14.Nxc5 Qxc5 15.Nh6+ gxh6 16.Rxe6 looks nicely double-edged) **13...f×e6** (+0.6) **14.♘×c5** (-0.76) **♛×c5 15.♖×e6+ ♚f7** (15...Kd7 looks safer, but TC went off this after looking at 16.Qe2) **16.♖e2 ♘e5 17.♗f4?! ♘f3+ 18.♚h1?** (Surely 18.Kf1 is the safer option) **♛c6 19.♛f1 ♖ae8 20.♖×e8 ♖×e8**
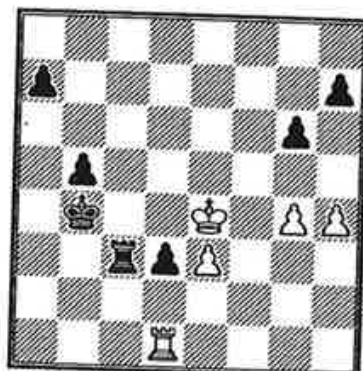
21.c3? (-2.25, and what a mess! This only en-
courages black to advance for a passed pawn.
21.Rd1 was much better) **21...♘h4+ 22.f3 d3!
23.♗g3 ♘×f3 24.b3** (-3.89) **♖e2!** (TC found
this early in its search, but took 11½ minutes to
decide that it was best) **25.b×c4** (-7.14!) **♔g8
26.♗f2 ♘e5+ 27.♕g2 ♕×g2+ 28.♔×g2
♘×g4 29.♖f1 d2** (+4.8, but the simple
29...Rc2 was good enough) **30.♖d1 ♖×f2+
31.♔g3 ♘e3 32.♔×f2 ♘×d1+ 33.♔e2
♘×c3+ 34.♔×d2 ♘×a2 35.♔c2 ♘b4+
36.♔b3 c5 37.♔a4 ♘c2 38.♔b5 b6
39.♔a4 ♘d4 40.♔a3 ♘f3 41.♔b3 ♘×h2
42.♔c3** (It's taken TC longer than it should
have from move 25 to get here, but -9.99!) **g5
43.♔d3 g4**, and 0-1.

In the penultimate game, book ends early
and play becomes [eccentric/creative]... you
choose! Can TC continue its late rally?

Game 15   TC2100 (6½)   v   Mach4 (7½)
English Opening

1.c4 e5 2.♘f3 e4 3.♘d4 ♘c6 4.e3 (puts
Mach4 out) **♘×d4 5.e×d4 ♕f6** (+0.17) **6.d5
♕d4!?** (Mach4 sees this as a safe central roost
for the queen; TC's book had 6...Bc5 7.Qe2 Qg6
8.d3 with a +0.5 black advantage) **7.♘c3 ♗b4
8.♗e2** (0.0) **8...♘f6** (0.0 - amazing that both
programs evaluate this peculiar position as to-
tally equal; perhaps they are unable or unwilling
to evaluate it at all!) **9.♘b5** (get that Queen
away!) **9...♕b6 10.0-0 c6 11.d×c6** (-0.3)
d×c6 (+0.41) **12.a3 c×b5 13.a×b4 b×c4
14.♗×c4 ♕×b4 15.b3 ♗g4** (+0.63) **16.♕e1
♗e6 17.d3 ♕×e1 18.♖×e1** (+0.1) **e×d3**
(+0.73) **19.♗×e6** (evaluated as 0.0, but this ac-
tually opens the game to Black's advantage, and
allows the passed pawn to dominate proceed-
ings. 19.Bxd3 is more natural) **19...f×e6**
(+0.23! But Mach4 is unsure about this!)
20.♖×e6+ ♔f7 21.♖e3 (-0.6, a sudden drop)
21...♖he8 (+1.42, and Mach4 now feels it has
the pawn, the position... and the match!) **22.h3**

♖ac8 23.♗d2 ♖×e3 24.♗×e3 ♘d5 25.♖d1
(-1.0) **♘×e3** (+1.76) **26.f×e3 ♖c3 27.b4
♔e6 28.♔f2 ♔d5 29.♔f3 ♔c4 30.♔e4 b5
31.h4 g6** (+2.19) **32.g4 ♔×b4**

33.♖×d3?! (Better seems 33.Kd4 Rc4+
34.Kxd3 Rxg4 35.Rb1+ Kc5 36.Rc1+, asking
Black which side he wants his king to go and
maintaining some drawing chances) **33...♖c4+?**
(But Mach4 misses the winning idea 33...Rxd3!
34.Kxd3 Ka3, and if 35.e4 then b4 will win the
promotion race with check; or if 35.Kc2 Ka2
36.Kc3 a5 37.Kd4 b4 etc. After the move played
TC still has slight drawing chances) **34.♔f3 a5
35.♖d7** (-1.3) **h5** (+2.36) **36.g×h5 g×h5
37.e4 a4 38.♔e3 a3 39.♔f4** (-1.88. Going
the wrong way, but why not? A human might
just as wilfully head in the direction of his last
hope) **39...a2 40.♖d1 ♔a3 41.♔g5 ♔b2**
(OK, but simply advancing the b-pawn will do
the job) **42.♔×h5 b4** (+7.64) **43.e5 a1=♕
44.♖×a1 ♔×a1 45.e6 b3** (+9.99) **46.e7 ♖e4
47.♔g5** (-9.9) so 0-1 leaving the **Mach4**
with an unassailable **8½-6½** lead.

With the match over TC tried a tactical re-
ply as Black in the final game - the Sandi-
navian Defence 1.e4 d5, hoping to narrow
the gap but failing to take a brief opportu-
nity to break through and having to accept
a (rare) draw after 50 moves.

FINAL SCORE TABLE

Mach4	0	1	1	½	1	0	1	1	0	0	1	0	1	0	1	½	=9
TC2100	1	0	0	½	0	1	0	0	1	1	0	1	0	1	0	½	=7

This is about 56%-44%, a 6 BCF gap com-
pared to the 10 BCF grading difference in
Eric's Rating List. So **TC** performed well,
slightly above expectations. But congratula-
tions go to the winner: Fidelity's expensive
68020 senior citizen **Mach4**. It's chosen
prize? A shelf to itself and a l-o-n-g rest -
until the next time one of us feels obliged to
take up 'the Head to Head challenge'.

Bill REID analyses one of his "ADVENTURES with REBEL"

Recently, in the course of explorations of the French Defence, I reached the following position, with White to play.

Reid, Bill – Rebel8
G/15, 1998

It was a 15 minute Blitz game against the program and, to be fair to REBEL, it only got into this situation because I had made it go out of Book on move 7. I played:

25.♗xg6!
    Because, as the GM's say, that's what you do in this kind of position. To my surprise Rebel8 declined the bishop, and lost peacefully after:

25... ♕c7!? 26.♕h4+ ♔g8 27.♕h7+ ♔f8 28.♕h8+ ♔e7 29.♕f6+ ♔d7 30.♗xf7 ♗xf7 31.♕xf7+
    31.♘xf7?! ♕c1 32.♕d8+ ♖xd8 33.♖xc1 ♖a8± and certainly not so clear

31...♔c6 32.♕g6 ♕e7 33.f5 ♕e8 34.♕xe8+
    Best. 34.♘xe6?! ♗xe6 35.♖c1+ ♔b5 36.♖b1+ ♔a6 37.♕xe6+ ♕xe6 38.fxe6 ♖c6±

34...♖xe8 35.f6
   35... ♖f8 36.♖d1+− **1–0**

DIVERSION:

But why did it reject **25...fxg6?!**

After **26.♕h4+ ♔g8 (or g7) 27.♕h7+ ♔f8**, it looks as though White's attack may be rapidly running out of steam. So what had Rebel seen?
    Already, on move 25, it had spotted (in 15 minutes Blitz mode!) that White would

have the devastating thrust 28.f5!! threatening 29.fxe+. Now Black can take the f pawn in three different ways *(♘xf5, gxf5, exf5)...* all immediately fatal!
    Here is the position before 28.f5! so that we can check the analysis:
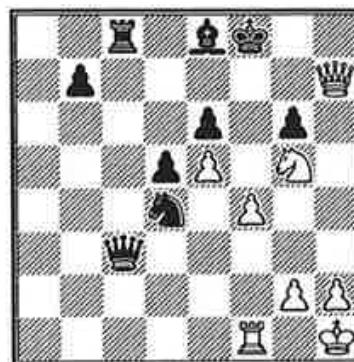
28.f5
    a. 28...♘xf5 29.♘xe6#
    b. 28...gxf5 29.♘xe6+ ♗xe6 30.♖xf5+ ♗f7 31.♕xf7#
    c. 28...exf5 29.♕h8+ ♔e7 30.♕f6+ ♔d7 31.♕d6#
    d. Nor can Black save the day with 28...♕c1!? pinning the rook attacking the undefended knight... and threatening mate in 1! But that wont happen, and it goes down to 29.♘xe6+ ♗xe6 30.♕h8+ ♔e7 31.♕f6+ ♔d7 32.♕xe6+ ♔d8 33.♕f6+ (I love that final sidestep!) ♔c7 34.♕d6#. This, note, is 9 moves from 25... fg.
    e. Rebel had therefore concluded that the only way to survive would be to give up the queen with **28... ♕f3 29.gxf3** *etc. Hence its game choice of 25... ♕c7, and the relegation of the line leading to the brilliant 28.f3 to a mere footnote.*
    Well, I can always pretend that I would have seen it!

BEST MOVES - DIFFICULT MOMENTS

"This", says Eric, *"raises another issue relating to move selection, an issue which is both very interesting and a remaining source of difficulty for chess programmers!*
    "The move 25... ♕c7 is always going to lose s.l.o.w.l..y – whilst 25...fxg6 will only lose if White finds 28.f5.

"So which is really the better? The move which lasts longer but always loses? – or the one which loses quickly, but only if the opponent spots a single 'only' move? I guess it depends on how easy or hard it is for the opponent to find the 'only' move, and I'm not sure how a computer program can be taught to assess that!"

Back to Bill:

No doubt computer experts would point out that these are forced lines and just routine to a computer program. Thus no program would have problems seeing f5 just because the pawn can be taken three ways.

But, to the human eye, checking all that out in <u>33 seconds</u> looks impressive!

"Especially [Eric adds] as other programs I've tested apparently <u>do</u> have problems seeing f5, and take somewhat longer to avoid 25... fxg6".

"For example I had Junior4.6 loaded up whilst I played through this game and entered it into ChessBase".

25...♖c7 26.♕h4+ ♔g8 27.♕h7+ ♔f8 28.f5 is its recommendation. Very similar to the line played by Rebel8. However it took Junior over 14mins to come up with this on my P/133! Before this it would have cheerfully played our 25... fxg6!?!?

AAAH BUT......!

Is Rebel8 really so smart? Seeing mates in 9 is one thing, but what about something a bit more sneaky?

I tried it with the following position, White to play.

Rebel really likes it, thinking it is 12 points ahead. No-one told it that if all your offensive pieces can only operate on squares of one colour, you can't win.

It doesn't take us even 3 seconds to figure that out! But Rebel soldiered on against

me for 49 moves before (subtle twist) setting up a stalemate rather than concede the 50 move draw.

On the way it performed some wonderful ballet sequences with the bishops. So, with the replay facility, chess players who like choreography are in for a treat!

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Another ENDGAME STUDY
from Tony Leech

At the time Tony was completing a part-exchange deal with us at Countrywide, he sent the following:

"As a matter of interest I enclose an end-game problem which appeared many years ago as part of a Batsford competition, and which so far has baffled any computer of mine which has attempted it (including the London Pro 68020). It also baffled and infuriated me for a <u>week</u> before I eventually managed to solve it unaided.

I think the solution is probably too many plies ahead for most , possibly, all machines, but what about Hiarcs6, MCPro7 or Genius5 on a fast PC (or your good self!)? Solution enclosed *(thank goodness, Eric!)*.

<u>White to play and win:</u>
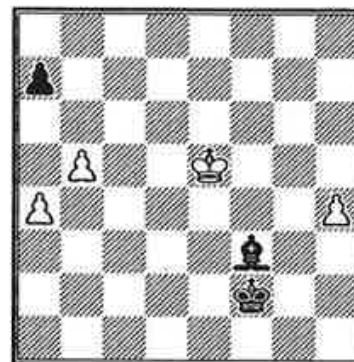
1.♔f5

Most computers seem to play the 'obvious' 1.♔f4, or 1.♔d6. Leave them overnight on infinite, they'll show these close to =!
1...♗e2
   1...♔g3 2.♔g5 ♗e2 3.h5
   A) 3...♗d3 4.h6 ♗h7 *(4...♔f3 5.a5)* 5.a5
   B) 3...♗xh5 4.♔xh5 ♔f4 5.a5
   1...♔e3 2.a5 ♔d4 3.b6 axb6 4.axb6 ♔c5 5.♔f4! ♗c6 6.h5
2.♔f4 ♗f3
   2...♔g2 3.♔g5; 2...♔f1 3.♔g5
   2...♔e1 3.♔g5
3.a5!

RATING LISTS and NOTES

A brief guide to the purpose of each of the HEADINGS 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 level and order and, I believe, makes this 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's or program's rating is based.

Human/Games. The Rating obtained and the total no. of Games in Tournament play vs. rated humans.

A guide to PC Program Gradings:

386-PC represents a program running on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents a program running on an 80486 at between 50-66MHz with 4-8MB RAM.

Pent-PC represents a program on a Pentium at approx. 100-133MHz, with 8-16MB RAM.

PPro-PC represents a program on a Pentium Pro/200, or a Pentium/200 MMX.

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. **5-10** Elo.

Approx. guide if Pentium/100 = 0

Pentium Pro/200	+80	PentMMX/200	+80
Pentium/166	+40	Pentium/133	+20
Pentium/100	0	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-140	386DX/33	-200

RATING LIST (c) Eric Hallsworth. PC PROGS — SS76 June 1998

BCF	Computer	Elo	+/-	Games	Pos	Human/Games
250	FRITZ5 PPRO-PC	2604	22	423	1	
250	HIARCS6 PPRO-PC	2588	18	608	2	
248	NIMZO98 PPRO-PC	2586	25	333	3	
248	REBEL9 PPRO-PC	2581	20	524	4	
247	M CHESS PRO7 PPRO-PC	2571	19	589	5	2503 / 18
246	M CHESS PRO6 PPRO-PC	2568	21	462	6	
246	REBEL8 PPRO-PC	2562	25	462	7	2474 / 12
245	CHESS GENIUS5 PPRO-PC	2553	19	331	8	
244	SHREDDER2 PPRO-PC	2530	34	541	9	
241	HIARCS6 PENT-PC	2513	12	177	10	
239	FRITZ5 PENT-PC	2506	37	1352	11	
238	REBEL9 PENT-PC	2504	12	150	12	
238	HIARCS5 PENT-PC	2498	19	489	13	2619 / 6
237	REBEL8 PENT-PC	2491	10	545	14	
236	CHESS GENIUS5 PENT-PC	2475	14	1866	15	
234	M CHESS PRO6 PENT-PC	2467	16	1161	16	
233	CHESS GENIUS3 PENT-PC	2461	17	967	17	
232	CHESS GENIUS4 PENT-PC	2458	14	1066	18	
232	HIARCS4 PENT-PC	2458	14	988	19	
231	REBEL7 PENT-PC	2450	19	1032	20	
231	REBEL6 PENT-PC	2450	14	574	21	
230	M CHESS PRO5 PENT-PC	2445	20	891	22	
230	JUNIOR4 PENT-PC	2441	23	647	23	
229	NIMZO4 PENT-PC	2438	24	688	24	
229	CHESSMASTER 5000 PENT-PC	2437	17	310	25	
228	NIMZO3.5 PENT-PC	2435	18	823	26	
228	HIARCS3 PENT-PC	2425	26	608	27	
227	SHREDDER1 PENT-PC	2425	37	151	28	
226	CHESS GENIUS4 486-PC	2416	15	870	29	
225	CHESSMASTER 4000 PENT-PC	2415	45	104	30	
225	M CHESS PRO4 PENT-PC	2404	19	1362	31	
224	CHESS GENIUS3 486-PC	2403	12	577	32	
223	FRITZ4 PENT-PC	2403	33	628	33	
222	FRITZ3 PENT-PC	2394	34	1114	34	
221	MEPH GENIUS2 486-PC	2384	11	1606	35	
221	REBEL7 486-PC	2378	16	769	36	
221	M CHESS PENT-PC	2372	16	786	37	
219	M CHESS PRO5 486-PC	2370	16	712	38	
219	KALLISTO1.98 PENT-PC	2368	12	1329	39	
218	HIARCS3 486-PC	2357	39	817	40	
218	CMACHINE GIDEON3.1/30-PC	2352	38	766	41	
217	CMACHINE THE KING2/30-PC	2350	37	1033	42	
215	REBEL6 486-PC	2349	36	1438	43	
215	M CHESS 486-PC	2346	35	1103	44	
217	CHESS GENIUS1 486-PC	2338	21	738	45	
215	FRITZ3 486-PC	2325	10	2120	46	
215	FRITZ3 486-PC	2320	11	1515	47	
214	CHESSMASTER 4000 486-PC	2316	13	728	48	2193 / 13

RATING LIST (c) Eric Hallsworth. SS76 June 1998

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
224	TASC R30-1995	2399	17	678	1	2276	18
221	TASC R30-1993	2373	37	155	2	2272	6
218	MEPH LONDON 68030	2345	12	1346	3	2336	66
218	MEPH GENIUS2 68030	2345	12	624	4	2308	23
217	MEPH LONDON PRO 68020/24	2339	18	47	5	2237	6
214	MEPH RISC2 1MB	2315	25	337	6	2392	51
213	MEPH LYON 68030	2307	15	880	7	2340	82
211	MEPH PORTOROSE 68030	2292	20	525	8	2217	29
211	KASP BERLIN PRO 68020/24	2290	13	1207	9	2384	10
210	KASP RISC 2500-512K	2284	25	338	10	2347	54
209	MEPH LYON-VANC 68020/20	2282	27	676	11	2327	95
208	MEPH RISC1 1MB	2279	9	286	12	2251	24
208	KASPAROV SPARC/20	2269	9	2507	13	2232	
205	MEPH ATLANTA	2265	14	1016	14	2288	
205	MEPH LONDON 68020/12	2247	61	58	15	2040	4
205	MEPH MONTREUX	2247	77	36	16	2288	54
204	KASP RISC 2500-128K	2240	17	721	17	2250	67
202	MEPH LONDON 68000	2238	9	2523	18	2270	
201	FID ELITE 68040-V10	2216	80	33	19	2215	21
200	MEPH VANCOUVER 68020/12	2211	53	75	20	2121	33
199	NOV SAPPHIRE 68020/12	2204	9	2344	21	2250	80
198	MEPH LYON 68020/12	2199	30	226	22	2240	
196	MEPH PORTOROSE 68020	2189	10	1845	23	2169	188
196	NOV SAPPHIRE2-DIAMOND2	2174	15	908	24	2221	13
196	FID ELITE 68030-V9	2168	12	1305	25	2126	25
194	MEPH BERLIN 68000	2156	12	1358	26	2083	54
194	MEPH VANCOUVER 68000	2155	12	1702	27	2172	23
193	MEPH LYON 68000	2149	14	1053	28	2169	33
192	MEPH ALMERIA 68020	2142	22	426	29	2152	215
192	MEPH MILANO PRO	2137	14	1300	30	2111	10
190	NOV SAPPHIRE1-DIAMOND1	2122	12	1717	31	2179	77
190	MEPH PORTOROSE 68000	2117	11	2199	32	1888	25
189	FID MACH4-DES2325 68020-V7	2090	27	290	33	2080	130
186	FID ELITE 2*68000-VS	2078	17	688	34	2041	2
184	MEPH POLGAR/10	2077	14	1083	35	2182	54
184	MEPH ROMA 68020	2076	14	1074	36	2069	64
183	KASPAROV BRUTE FORCE	2067	14	996	37	2093	42
182	MEPH DALLAS 68020	2062	14	1025	38	2132	197
181	MEPH ALMERIA 68000	2055	10	2092	39	2072	31
179	NOVAG SCORPIO-DIABLO	2037	99	22	40	2136	129
179	NOV EMERALDCLASS-AMBER	2036	16	777	41	2072	65
178	KASP PRESIDENT-TC+6K2100	2034	25	323	42	2136	5
177	MEPH NIGEL SHORT	2025	6	5722	43	2105	230
176	FID MACH3-DES2265 68000-V2	2018	11	1573	44	1988	50
176	MEPH DALLAS 68000	2015	11	1766	45	1902	11
176	MEPH MM5/5	2013	8	2823	46	2076	17
176	MEPH POLGAR/5	2012	13	1163	47	2063	13
176	MEPH MILANO	2010	8	2981	48	2000	24
176	NOV SUPER FORTE-EXP C/6	2004	15	873	50	2032	48

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
175	NOVAG JADE2-ZIRCON2	2003	15	124	50	2032	48
175	MEPH MONDIAL 68000XL	1996	9	2621	51	2049	77
174	MEPH MONTREAL-ROMA 68000	1987	9	2402	52	1968	56
173	MEPH ACADEMY/5	1983	9	2373	53	2023	111
172	MEPH AMSTERDAM	1971	12	1464	54	2054	182
171	NOV SUPER FORTE-EXP B/6	1969	8	2697	55	2017	84
171	MEPH MEGA4/5	1966	12	1319	56	2029	169
171	KASPAROV MAESTRO D/10	1963	8	2705	57	1956	109
170	FID MACH2C	1963	26	302	58	2059	127
170	FID MACH2B	1961	14	992	59	1960	25
170	KASP GK2000-EXECUTIVE	1952	16	773	60	1862	20
169	MEPH MODENA	1948	18	648	61	1999	98
168	MEPH MM4/5	1946	17	2917	62	2046	10
168	FID TRAVELMASTER	1938	27	743	63	2006	97
167	NOVAG RUBY-EMERALD	1935	12	288	64	1917	83
166	MEPH SUPERMOND2-COLLEGE-MCARLO4	1932	29	1473	65	2074	48
166	NOV SUPER FORTE-EXP A/6	1932	12	257	66	2021	22
166	KASP TRAVEL CHAMPION	1925	29	313	67	1862	176
166	KASPAROV MAESTRO C/8	1920	28	262	68	1999	22
165	CXG SPHINX/4	1915	9	2446	69	2046	48
165	CONCH PLY-VICTORIA/5.5	1915	16	814	70	1943	10
164	KASP TURBOKING2	1912	14	1055	71	1870	155
164	FID MACH2A	1912	25	338	72	2017	15
164	NOV EXPERT/6	1896	31	222	73	1912	35
162	FID CLUB B	1885	11	1544	74	2026	22
160	NOV EXPERT/5	1884	26	1452	75	1825	29
160	FID PAR E-ELITE+DES2100	1881	12	316	76	1827	18
159	NOV FORTE B	1874	9	2645	77	1990	6
159	MEPH REBELL	1872	10	1901	78	1965	208
158	FID AVANT GARDE/5	1871	9	2335	79	1916	220
158	KASP STRATOS-CORONA	1870	11	1738	80	1940	69
157	NOV FORTE A	1863	11	2186	81	1852	80
157	MEPH SUPERMONDIAL1	1863	9	2251	82	1890	82
156	FID CLUB A	1858	11	251	83	1921	25
156	KASPAROV MAESTRO A/6	1855	29	1631	84	1825	134
156	CONCH PLYMATE/5.5	1853	14	242	85	1767	6
155	KASP TURBOKING1	1852	9	1003	86	1864	131
156	KASP SIMULTANO	1849	24	2337	87	1923	55
155	CONCHESS/6	1847	13	364	88	1900	61
154	FID EXCELLENCE/4	1845	45	1159	89	1824	36
154	NOV EXPERT/4	1837	11	104	90	2017	8
153	FID EXCELLENCE/4	1836	14	1746	91	1960	43
153	CONCH PLYMATE/4	1829	24	1059	92	2007	6
152	SCI TURBO KASP/4	1827	20	372	93	1933	64
151	FIDELITY ELITE C	1822	34	524	94	1869	11
150	FID ELEGANCE	1814	17	181	95	1852	96
150	SCI TURBOSTAR 432	1807	12	701	96	1872	67
150	MEPHISTO MM2	1806	16	1407	97	1776	8
150	FID EXCELLENCE-DES2000	1802	11	785	98	1852	52
148	CONCHESS/4	1785	20	515	100	1875	28