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October / November 1993
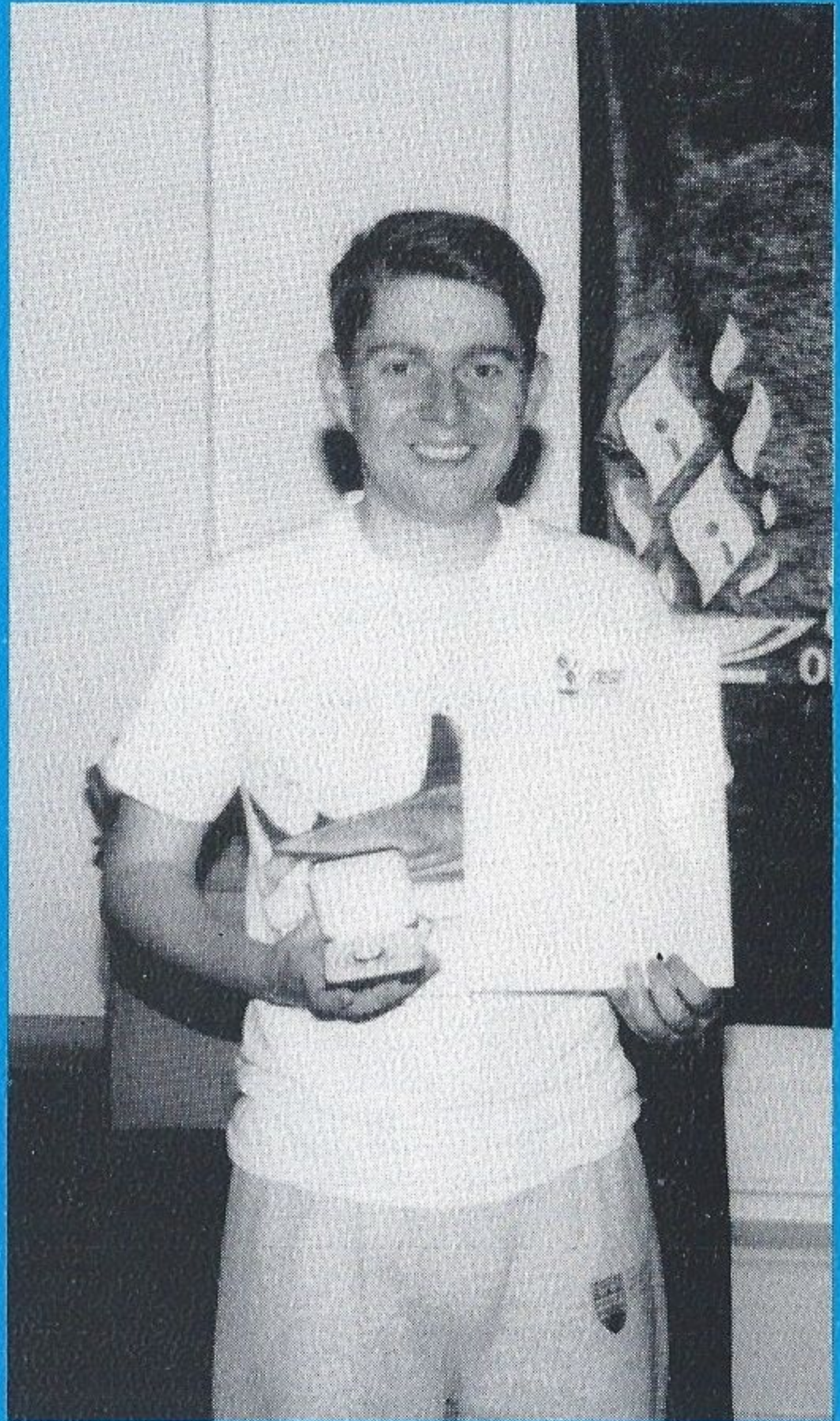
Mark Uniacke's new HIARCS takes top honours in parallel platform event

Issue 048

Contents

New Product Review: Hiarcs Master 2

by John Wareing of the BCM

I suspect that never before has a chess program improved so much, in just one single upgrade, as Mark Uniacke's Hiarcs. Of course when we consider the first version it's fair to say that the impressive advances made were born out of necessity. Apparently the secret of the Hiarcs metamorphosis has been to combine computer calculating power with Marks' special routines for assessing strategical factors with the efficiency of human grandmasters. This is certainly an interesting concept and, though I don't understand how, it appears to have yielded staggering results!

These days just about every chess program on the market is accompanied by the claim "the best in the world" - clearly the accuracy of this statement is usually improved by appending the word "not" in front. The most accurate means of assessment is by playing rival software on the same hardware.

This is a bit like giving identical twins (the hardware) different chess educations (different software) and then playing them against each other. Such an experiment, using computers and not Polgar clones, was conducted by Don Beal at Queen Mary and Westfield College, University of London. Hiarcs 2 scored 14 wins and 2 draws, making it the winner by a large margin.

The following game, taken from that tournament, demonstrates the special, genuinely human-like approach that Hiarcs 2 has been given:-

☐ **Hiarcs Master 2**
■ **M-Chess Pro**
(Nimzo-Indian Defence, RubinsteinVariation)

1 d4 ♘f6 2 c4 e6 3 ♘c3 ♗b4 4 e3 0-0 5 ♗d3 d5 6 ♘f3 b6 7 ♗d2 ♗b7 8 cd ed 9 0-0 ♗d6?!

9...♘bd7 or 9...c6 are better.

10 ♘b5 ♗e7 11 ♕c2 c6 12 ♘a3 ♘d7

This developing move is sensible, swapping off the good bishop for the Knight on a3 would be dubious.

13 ♖ac1 c5 14 dc ♘xc5 15 ♗f5 ♗a6 16 ♖d1 g6

It is in this position that Hiarcs 2 plays a move that sacrifices a pawn for what must be described as a positional initiative.

17 b4!?

So, there are two things to note about this move. Firstly Hiarcs 2 is answering a threat i.e. gxf5 with a counter threat of it's own i.e. bxc5 (the Short-Timman match was a veritable feast of such play - see Feb and March '93 *British Chess Magazine*). Secondly it lures Black into carrying out a tactical trick to go a pawn up and saddle white with doubled pawns on the f-file. However, there lurks a subtle repercussion which M-Chess Pro did not foresee.

**17...gxf5 18 bxc5 ♗e2 19 ♖e1 ♗xf3 20 gxf3 ♗xc5 21 ♘b1 f4**

The critical highways are now the open g-file and the open a1 to h8 diagonal. Here

we see that the Black king is harder to protect than it's White counterpart; should it try to flee from the open g-file to h8, then White's bishop will pose a threat.

When we first learn chess we are taught that the pieces have certain mean values e.g. a pawn is worth 1, a knight 3, and so forth. Later we learn that these values continually change and are dependant upon the position. Thus once White manoeuvres the d2 bishop to c3 it becomes worth much more than the Black c5 bishop.

Computer chess programs have never displayed much aptitude for assessing this dynamic value of a piece, yet here we see Hiarcs 2 sacrificing a pawn for position (piece power).

22 ♔h1 ♖e8 23 ♖g1+ ♔h8 24 ♕f5
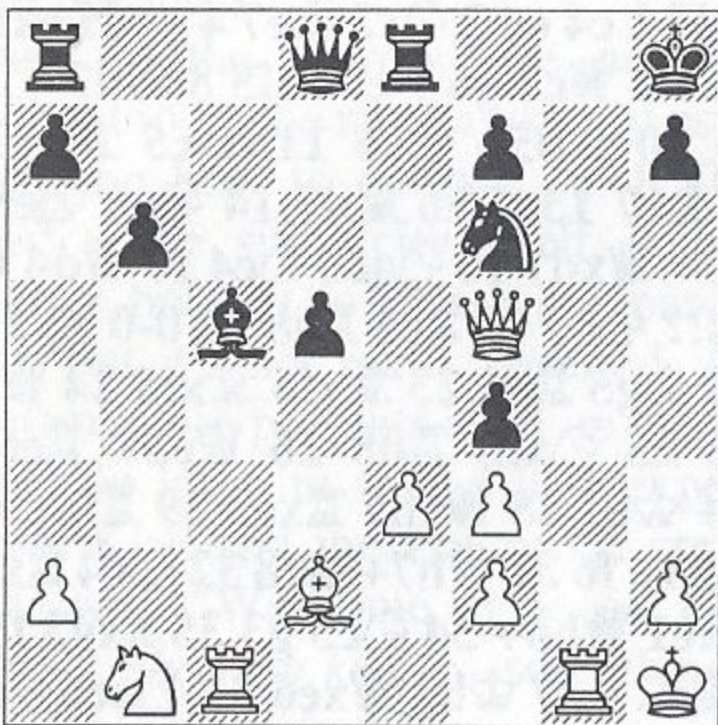
24...♕d6?

A:24...fe 25 fe ♗xe3?? 26 ♗xe3 ♖xe3 27 ♕g5 threatens mate and hits the loose rook on e3.

B:24...d4 seems to be the only viable move but then both 25 ♕xf4 or 25 e4 look playable.

25 ♗c3! d4

This gives White a significant endgame advantage, but what else is there? (if 25...♖e6 then 26 ♕g5!!).

26 ed ♗xd4

Black desperately seeks to rid itself of the c3 bishop but the price proves high.

27 ♕d3 ♖ad8 28 ♖cd1 ♗xc3

This admission of defeat vindicates the deep strategy of Hiarcs 2.

29 ♕xd6 ♖xd6 30 ♖xd6 ♗e5 31 ♖d1 b5 32 ♘a3 a6 33 ♘c2 ♗c7 34 ♘b4 ♖e6 35 ♖dc1 ♘e8 36 ♘d5 ♗d6 37 ♖c8 h6 38 ♖a8 ♗e5 39 h3 ♔h7 40 ♖a7 ♘d6 41 ♖xa6 ♘e4 42 ♖a7 ♘g5 43 h4 ♘xf3 44 ♖xf7+ ♔h8 45 ♘xf4 ♗xf4 46 ♖d1 ♖d6 47 ♖xd6 ♗xd6 48 ♖xf3 1- 0

...Checkmate being administered on move 73. This type of play, forceful yet at the same time subtle, seems to typify the new Hiarcs. *JW*

So far as features go, the first visibly striking difference from the earlier version is the addition of a mouse facility, which is indispensable when playing blitz chess. This also makes the 'position set up' much quicker and simpler to implement.

There are a number of other useful 'tweaks' built into Hiarcs 2 as well (see elsewhere in this issue for details). We have not had our hands on the final commercial version long enough to assess these in depth, but new options such as the ability to select opening book and playing style, and the retention of the excellent 'Fischer Clock' feature, all help to make this an extremely versatile and attractive product.

Hiarcs always had a reputation for being able to play interesting chess, but now the package as a whole is of a similar high quality.

We have not tested the Expert (upgrade of the former 'Standard') at all as yet, but if the improvements are of a similar magnitude, this may also prove to be a winner in its class... *SK*

World Computer Parallel Platform Championships	
August 2-6 Queen Mary & Westfield College	
Hiarcs 2	15
MC-Pro	11½
Schach	10½
Mirage	10½
Now	8½
Gnu	8½
Pawnder	5
Psycho	1½
Neptune	1

□ **Hiarcs Master 2**
■ **GnuChess**

1 d4 d5 2 ♘f3 ♘f6 3 c4 dxc4 4 e3 b5 5 a4 c6 6 axb5 cxb5 7 b3 e6 8 bxc4 bxc4 9 ♗xc4 ♘c6 10 0-0 ♗b4 11 ♗d2 ♖b8 12 ♕a4 ♗d7 13 ♗b5 ♕b6 14 ♗xc6 ♗xc6
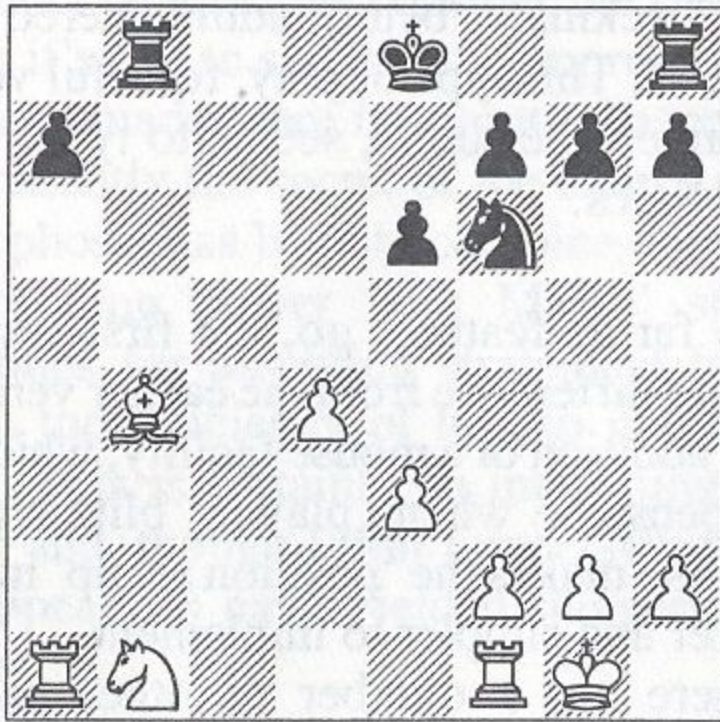
15 ♕xb4 ♕xb4 16 ♗xb4 ♗xf3 17 ♖c1! ♗e4 18 ♖xa7 ♘d5 19 ♗c5 ♗xb1 20 ♗d6 ♖d8 21 ♖xb1 g5 22 ♖bb7 ♖c8 23 ♗c5 ♔d8 24 ♖d7+ ♔e8 25 e4 ♖xc5 26 dxc5 ♘b4 27 ♖e7+ ♔f8 28 ♖xf7+ ♔g8 29 ♖g7+ ♔f8 30 ♖gb7 ♘c6 31 ♖a8+ ♘d8 32 ♖xd8++ 1-0.

□ **Hiarcs Master 2**
■ **Mirage**

1 d4 d5 2 c4 e6 3 ♘f3 ♘f6 4 ♘c3 ♗e7 5 ♗f4 0-0 6 e3 c5 7 dxc5 ♗xc5 8 ♕c2 ♘c6 9 a3 ♕a5 10 ♘d2 ♗b4?! 11 cxd5 ♗xc3 12 dxc6 ♗xd2+ 13 ♕xd2 ♕xd2+ 14 ♔xd2 ♖d8+ 15 ♔e1 bxc6 16 ♗c7 ♖d7 17 ♖d1 ♖xd1+ 18 ♔xd1 ♗b7 19 ♗c4 c5 20 ♖g1 ♖c8 21 ♗f4 ♖d8+ 22 ♔c1 ♘h5 23 ♗e5 ♘f6 24 h3 ♔f8 25 b3 ♔e7 26 ♗b5 a6 27 ♗e2 h6 28 f3 ♖d5 29 ♗c3 ♖d8 30 e4 ♘h5 31 ♗c4 ♖g8 32 ♔d2 f5 33 exf5 ♖d8+ 34 ♔c2 exf5 35 ♖e1+ ♔d7 36 ♗e6+ ♔d6 37 ♗xf5 ♗d5 38 ♗g6 ♘f6 39 ♗d3 ♗b7 40 ♗e5+ ♔d7 41 ♗f5+ ♔c6 42 ♗xf6 gxf6 43 ♖e7 ♗a8 44 g4 c4 45 bxc4

♔c5 46 ♖c7+ ♔d4 47 f4 ♖e8 48 ♖f7 ♖e2+ 49 ♔b3 ... **and** 1-0 on move 62

□ **Hiarcs Master 2**
■ **Psycho**

1 d4 d5 2 c4 dxc4 3 ♘f3 ♗g4?! 4 ♘e5 ♗e6 5 e4 b5 6 d5 ♗c8 7 ♘c3 ♗a6 8 ♗xc4! bxc4 9 ♕a4+ c6 10 ♘xc6 ♕d7 11 ♗f4 ♘xc6 12 dxc6 ♕g4 13 c7+ ♕d7 14 ♕xa6 ♖c8 15 ♖d1 ♕xd1+ 16 ♔xd1 ♔d7 17 ♕b5+ ♔e6 18 ♕f5++

□ **Hiarcs Master 2**
■ **Schach**

1 d4 d5 2 c4 e6 3 ♘c3 ♗e7 4 cxd5 exd5 5 ♗f4 c6 6 ♕c2 g6 7 e3 ♗f5 8 ♕d2 ♘f6 9 f3 c5 10 ♗b5+ ♘c6 11 dxc5 ♗xc5 12 ♘a4 ♗e7 13 ♗h6 ♗d7 14 ♘e2 ♘e5 15 ♗xd7+ ♕xd7 16 ♘ac3 ♘c4 17 ♕d4 ♕c6 18 b4!? ♘a3 19 ♖c1 ♖g8 20 0-0 g5 21 f4 g4 22 ♗g5 ♖g6 23 ♗xf6 ♗xf6 24 ♕xd5 ♗xc3 25 ♘xc3 ♖d8 26 ♕e5+ ♖e6 27 ♕h8+ ♔e7 28 ♕xh7 ♖xe3 29 ♖fe1 ♕e6 30 ♕h4+ f6 31 ♕h7+ ♔f8 32 ♘e4 ♖xe1+ 33 ♖xe1 ♕b6+ 34 ♘c5 g3 35 hxg3 f5 36 ♖e6 ♖d1+ 37 ♔h2 ♕xe6 38 ♘xe6+ 1-0

Hiarcs' next major outing will be to the World Microcomputer Chess Championship, to be held in Munich the first week in November.

Along with all the peculiar programs with the funny names (Nightmare, Pearl of Undermain, Gandalf, etc.), the event will also provide a head-on contest between the heavyweights of the chess programming world. De Koning, Lang, and Uniacke (with The King, Mephisto Genius 2, and Hiarcs 2 respectively).

Frans Morsch will also be there with a program called Quest, as will Marty Hirsch with M-Chess Pro X. Ed Schroeder is a provisional entrant at the moment.

Reader's Report

Stefan Baczkowski was one of the first in the country to buy an R30. Despite his claims to the contrary, he's no mean player, having taken one or two games off the world's best CC. So, does he want his money back? He does not...

Following the recent article on the Tasc R30 *(see S/S 047, Ed.)* I found that I could easily identify with what was described, as it represented much of my own impressions. Quite by chance did this chess rabbit encounter the latest (and possibly greatest) chess computer on the market. A few games later, I was well and truly snared... After hopping into (and out of) the bank, I was gleefully planting moves all over the board, and the R30 was still in the shop.

Back in the burrow, the packaging turned out to be the most awkward aspect, as learning how to operate the R30 has proved to be simplicity itself. The explanatory booklet is sparse compared to others, but it's not really required, as all the information presents itself on the large screen. So large in fact, I half expected Captain Kirk and the Enterprise crew to appear with "We come in peace, chessplayers - *shoot to kill!*" - something the R30 does extremely well...

After testing extensively against my Berlin, myself, and friends, the program has surprised us all with its strength, style, and versatility. For starters, there is absolutely no rigidity in its play, (most uncomputer-like), just playing the board position. It is well booked, though just as likely to leave it early; extremely varied in its openings and lines; not afraid to accept potential weaknesses (doubled pawns, centred king etc.) in return for the chance to launch vicious and decisive attacks down the open files.

The R30 will sacrifice for the initiative, and will rarely relinquish the advantage once it has an edge. Often, the R30 has appeared to look far deeper into a position than it shows on the screen. How many metal monsters would be a knight and a pawn up, yet only evaluate +0.76? Not many. The evaluations are the most accurate I have seen to date.

Positionally and tactically, the R30 seems to be well at home, showing both a slow Karpovian style in building up a slight edge, or rushing headlong (circuitlong?) into a melee of complications. Like a natural player, it will play beautiful chess, or scrap and fight for every square in a manner almost alien to the normal computer style.

A word on its available playing styles: Active is just wonderful, a mixture of sharp lines and open play; Normal - very, very strong. Defensive seems to be positionally programmed; smooth, and not altogether passive. Offensive - well, prepare for fireworks. As for Solid, totally boring, though good for preparing against an opponent who does nothing.

It does favour some openings, though the variety offered exceeds that of normal players and most (if not all) computers, and it does not always select the strongest or safest lines. Basically, as when playing other people, you just don't know what it will play!

For analysing with, the R30 is a pure joy. No more keying up each piece with angry bleeps, nor encounters with the red flashing lights - just put the pieces on the board and call up 'position' from the menu. If you can't wait, make any move you like, or move anything to anywhere,

and it will start analysing the new position afresh. In short, set up any legal position and it will start analysis from there.

A couple of other things to mention before going where no man has gone before. Like a class player, it will not always make an obvious move immediately, but may take a few seconds extra before replying, as if re-checking its original analysis. In five-minute blitz, the R30 is a real whizz, both in terms of time and style. But would you believe it! I've just beaten it at expert level in a 5-minute game - Yahoo!!

Stefan backed up this report with a tremendous series of games between the R30 and his Berlin. At 40 moves in two hours the Tasc scored 15½/5½; at Game in 60 the R30 scored an even more crushing 11/1, and at five-minute blitz the Berlin took 2½ to the R30's 12½. The four following games are Stefan's choice cuts from the 40/2 contests.

□ Mephisto Berlin
■ Tasc R30

1 d4 d5 2 c4 dxc4 3 ♘f3 ♘f6 4 e3 e6 5 ♗xc4 c5 6 0-0 a6 7 ♕e2 b5 8 ♗b3 ♗b7 9 ♘c3 ♘bd7 10 e4 cxd4 11 ♘xd4 ♗d6 12 ♖d1 ♕b8 13 g3 b4 14 ♘a4 0-0 15 f3 ♖c8 16 ♗g5 a5

17 ♘xe6! fxe6 18 ♗xe6+ ♔h8 19 ♗xf6 ♗c6! 20 ♗xd7 ♗xd7 21 ♗e5! ♗b5 22 ♗xd6 ♗xe2 23 ♗xb8 ♗xd1 24 ♖xd1 ♖axb8 25 ♖d5 ♖c2 26 h4 ♔g8 27 ♔f1 ♖a8 28 f4 ♖h2 29 ♔g1 ♖e2 30 e5 ♖c8 31 ♔f1 ♖h2 32 ♔g1 ♖cc2 33 ♖d8+ ♔f7 34 ♖d3 ♖cg2+ 35 ♔f1 ♖f2+ 36 ♔g1 ♖hg2+ 37 ♔h1 ♖c2 38 ♖d7+ ♔g6 39 ♖d3 ♔f5 40 ♖d7 ♔g4 41 ♖c7 ♖h2+ 42 ♔g1 ♖cg2+ 43 ♔f1 ♔h3 44 ♖xg7 ♖h1+ 0-1

□ Mephisto Berlin
■ Tasc R30

1 c4 ♘f6 2 d4 e6 3 ♘c3 ♗b4 4 e3 0-0 5 ♗d3 c5 6 d5 ♗xc3+ 7 bxc3 e5 8 e4 d6 9 ♘f3 ♗g4 10 0-0 ♘bd7 11 ♖b1 ♕a5 12 ♖xb7 ♕xa2 13 h3 ♗xf3 14 ♕xf3 ♖fb8 15 ♖c7 ♕a5 16 ♖c6 ♘e8 17 ♗d2 ♖b2 18 ♗c1 ♖b7 19 ♗d2 ♖d8

20 ♕g4 ♖b2 21 ♗c1 ♖a2 22 ♗b1 ♖a4 23 ♗c2 ♖a1 24 ♗d3 ♘df6 25 ♕e2 ♖a2 26 ♕e3 ♘d7 27 ♗b1 ♖a4 28 ♗c2 ♖a1 29 ♗d2 ♖xf1+ 30 ♔xf1 ♘b8 31 ♗d1 ♘xc6 32 dxc6 ♕a6 33 ♕d3 ♕xc6 34 ♕d5 ♕xd5 35 cxd5 ♖b8 36 c4 ♘f6 37 f3 ♘h5 38 ♔e2 ♖b1 39 ♗a4 ♘g3+ 40 ♔f2 ♖a1 41 ♗d7 ♖a2 42 ♔xg3 ♖xd2 43 h4 ♖a2 0-1

□ Tasc R30
■ Mephisto Berlin

1 d4 c6 2 c4 d5 3 ♘f3 ♘f6 4 ♘c3 dxc4 5 a4 ♗f5 6 e3 e6 7 ♗xc4 ♗b4 8 0-0 0-0 9 ♘h4 ♗g4 10 f3 ♗h5 11 g4 ♗g6 12 e4 ♕e7 13 ♘xg6 hxg6 14 e5 ♘d5 15 ♕d3 ♘d7 16 a5 b6 17 ♘e4 ♗xa5 18 ♕c2 f6 19 ♖d1 fxe5 20 ♗g5 ♕e8

21 ♘d6 ♕b8 22 ♗xd5 cxd5 23 ♗e7 exd4 24 ♕xg6 ♘c5 25 g5 e5 26 ♕h5 ♘d7 27 g6 ♘f6 28 ♕xe5 d3 29 ♕e6+ ♔h8 30 ♗xf6 ♖xf6 31 ♕h3+ ♔g8 32 ♕h7+ ♔f8 33 ♖e1!! ♗xe1 34 ♖xe1 ♖xg6+ 35 ♕xg6 ♕xd6 36 ♕xd6+ ♔g8 37 ♖e7 1-0.

□ Tasc R30
■ Mephisto Berlin

1 e4 d6 2 d4 ♘f6 3 f3 ♘c6 4 ♗b5 a6 5 ♗xc6+ bxc6 6 ♘e2 ♖b8 7 0-0 ♘d7 8 ♗g5 ♖xb2 9 ♘a3 h6 10 ♘c4 ♖b5 11 ♗h4 c5 12 ♕d3 cxd4 13 ♘xd4 ♖h5
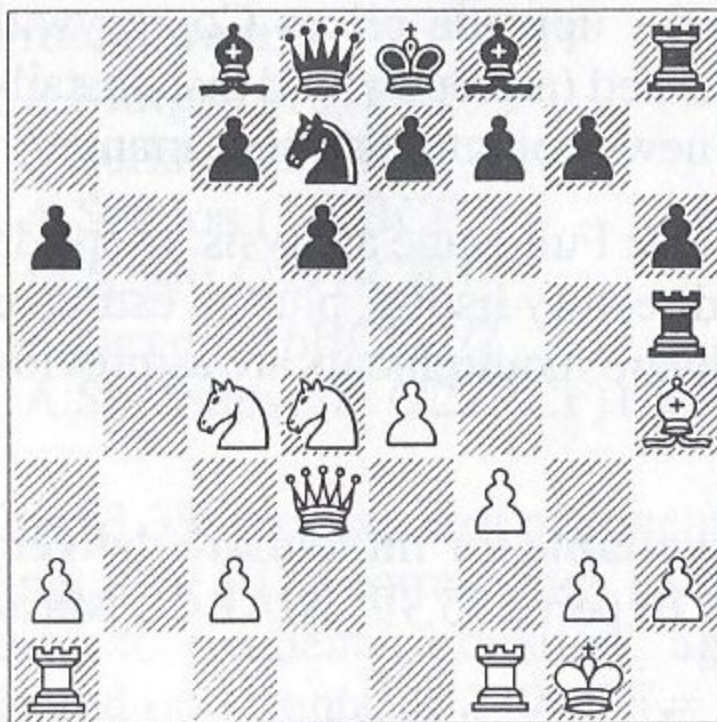
14 ♗g3 e5 15 ♘c6 ♕g5 16 ♖ab1 ♗e7 17 ♕d5 ♗d8 18 ♘a7 ♘f6 19 ♕c6+ ♗d7 20 ♕xa6 0-0 21 ♘c6 ♗e6 22 ♖fe1 ♘d7 23 ♘e3 ♘b6 24 ♕a7 ♖e8 25 a4 ♖f8 26 a5 ♘d7 27 ♖b7 ♘c5 28 ♘xd8 ♕xd8 29 ♖xc7 ♘a6 30 ♖c6 ♘c5 31 a6 ♖e8 32 ♖a1 ♕g5 33 ♗f2 ♖d8 34 ♕c7 ♖a8 35 a7 ♘d7 36 ♕c8+ ♖xc8 37 ♖xc8+ ♔h7 38 a8♕ ♕f4 39 ♘f1 ♕g5 40 ♘g3 ♖h4 41 ♘f5 ♖f4 42 h4 ♕h5 43 ♘e7 g5 44 ♖h8+ (and M10) 44...♔g7 45 ♖h7+ ♔f6 46 ♕d8 ♖xe4 47 fxe4 ♕d1+ 48 ♖xd1 ♘c5 49 ♘f5+ ♔g6 50 ♖xh6++ 1-0

□ Tasc R30
■ Mephisto Berlin

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4 ♘g5 d5 5 exd5 b5 6 ♗xb5 ♕xd5 7 ♘c3 ♕xg2 8 ♕f3 ♕xf3 9 ♘xf3 ♗d7 10 d3 a6 11 ♗a4 ♗b4 12 0-0 ♘d4 13 ♗xd7+ ♔xd7 14 ♘xe5+ ♔e6 15 ♘c4 ♘xc2 16 ♖b1 ♖hd8 17 ♖d1 ♖ab8 18 ♘e2 ♘d4 19 ♘xd4+ ♖xd4 20 ♗e3 ♖g4+ 21 ♔h1 ♖h4 22 ♖g1 ♘g4 23 ♖g2 f5 24 ♗f4 ♖b7 25 ♗g3 ♖h5 26 f3 ♘f6 27 a3 ♗d6
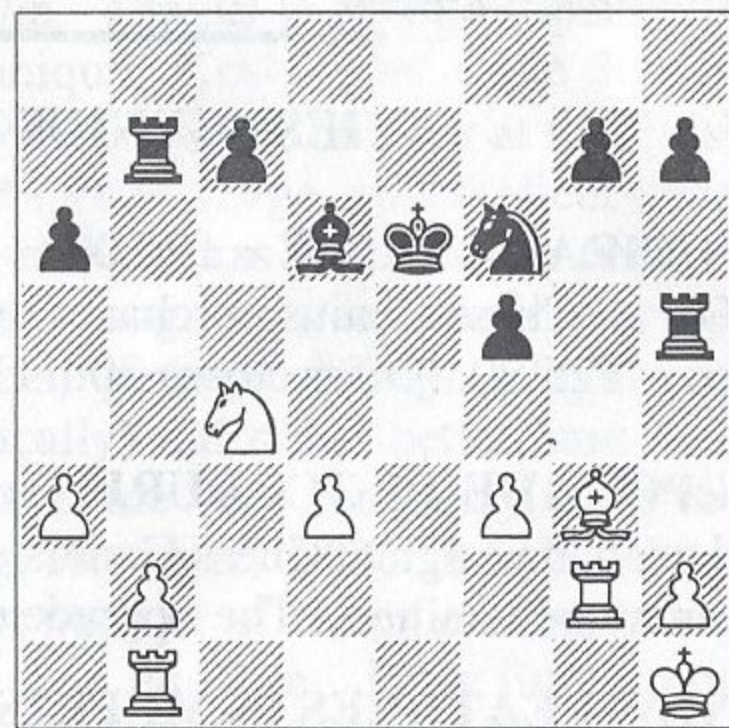
28 ♖e1+ ♔d5 29 ♗e5 f4 30 ♗c3 ♗f8 31 ♖ge2 ♘d7 32 ♖e4 c5 33 ♖xf4 g6 34 ♖fe4 ♗h6? 35 ♖e6 ♗f4 36 ♖xa6 ♖xh2+ 37 ♔g1 ♘b6 38 ♘xb6+ ♖xb6 39 ♖xb6 ♖c2 40 ♖e7 ♖c1+ 41 ♔f2 ♖c2+ 42 ♔f1 ♖c1+ 43 ♔g2 ♖c2+ 44 ♔h3 ♖h2+ 45 ♔g4 ♗e3 46 ♖d7+ 1-0

SOFTWARE UPGRADES - HIARCS AND MEPHISTO GENIUS

1. HIARCS TO HIARCS 2

UPGRADE STANDARD TO EXPERT   = £16.00
UPGRADE MASTER TO MASTER 2   = £26.00
UPGRADE STANDARD TO MASTER 2   = £56.00

UPGRADE PROCEDURE: To qualify for the upgrade prices Countrywide will need the original Hiarcs disk to be returned (although hard disk installation may be retained). Hiarcs 2 is only available on 3½″ disks except to special order. If upgrading from a 5.25″ disk please note that a 3½″ disk will be supplied unless specified otherwise. The upgarde consists of a new program disk and manual addition / amendment document to be used in conjunction with the original manual.

NEW FEATURES IN HIARCS 2: Both versions have been vastly improved with much greater strength, and easier operation with full mouse support. New features in the Master version include selectable playing styles and opening book, improved game-save and load, but most importantly an estimated rating of 2400 on a 486/50!! The Standard version is now renamed the Expert, and has a corresponding increase in strength and features, including use of the 'Fischer Clock' feature that was previously unique to the Master version. Minimum hardware requirements are as previous versions.

£795

CHESS GENIUS TO MEPHISTO GENIUS 2

UPGRADE PRICE = £30.00
For all Chess Genius purchases made by the end-user after 31st July the upgrade price is £25.00. (Offer closes 30th October 1993).

UPGRADE PROCEDURE: To qualify for the upgrade prices Countrywide will need the original Chess Genius disk to be returned (although hard disk installation may be retained). The upgrade consists of a new program disk plus manual:

NEW FEATURES IN MEPHISTO GENIUS 2: Full game analysis, user-editable opening books, extended hash tables, game directory listing, plus an estimated strength of 2450 Elo on a 486/50. Minimum hardware requirements are as previous version.

Both Hiarcs 2 and Mephisto Genius 2 are available for immediate delivery. Where no upgrade applies, prices are: HIARCS Expert £35.99, HIARCS Master £69.99. Mephisto Genius 2 £89.00.

All prices on this page include VAT and postage.

Flash of Genius?!

The new Genius makes a perfect score in last issue's HGYC - and at only a minute a move! A flash in the pan maybe, but even so, this must rank as one of the most remarkable achievements ever by a chess program. Details of this, plus an excellent tournament result by Lang's latest, courtesy of Freddy Vachha.

An experimental version of Mephisto Genius 2 (successor to Chess Genius) was entered in the 13th series of the 3rd City Chess Open Rapidplay Tournament, held in Highbury, London N5 on August 15, 1993.

The program was running on a 486/66 machine without external cache (so actually about 5% slower than a 486/50), using 7Mb of linear hash tables (MG2 can use up to 32Mb of hash, vs. CG's meagre 320Kb maximum). On optimal hardware (Pentium, 512K external cache, 32Mb RAM) a twofold speed improvement over the machine entered could have been reasonably expected (i.e. another 60 ELO / 7 BCF).

The tournament was perhaps not quite as strong as usual (consult your chess calendar to see why). In any event, the computer was undefeated and was placed second with a score of 5/6, despite it having played against the three highest rated humans present. The tournament (game in 30 minutes per side) was won by IM Peter Large, who was deprived of a perfect score by MG2. The computer's scores in each round were:

1. R.Morgan (137BCF) 1
2. S.Berkley (155BCF)1
3. A.Seddon (151BCF)1
4. M.Koshi (227BCF)1
5. P.Large (216BCF)1/2
6. A.Summerscale (222BCF)1/2

This 83.3% score against opponents averaging 2080 ELO corresponds to an excellent tournament grading, against motivated opponents, of 219BCF = 2355 ELO. Opponents 2, 4 and 5 had White. The first three games were uneventful -

had they all been against c. 200 BCF players, the score would probably have been unaffected (and that would have given a BCF 240+ rating!).

IM Koshi is a member of the Indian team. His compatriot Vishwanathan Anand is now one of the three or four strongest players per FIDE world rankings (one higher still if Kasparov is excluded - *but who would want to do a petty thing like that?! Ed.*).

After a pawn storm, Koshi induced MG2 to sac a queen in exchange for bishop, knight and two pawns. MG2 had been careful, though, and managed to stonewall, making it very difficult for Koshi to penetrate. Koshi - who had no previous experience against computers, it is only fair to point out - then tried too hard to win. Thanks to MG2's super endgame technique, Koshi was quite lost many moves before the blunder at the finish.

IM Peter Large, an excellent attacking player (who has lost twice to predecessor Lang programs in earlier quickplay events, perhaps through playing overly tactically) did much better, and in a fine game came very perilously close to winning. However, MG2 introduced a sufficient number of complications to survive and then equalise. Peter finally got into time trouble, with just under 1 minute on his clock (vs. 10 minutes on the computer's) in a dead-drawn position.

The prevalent rules, I understand, only provide for declaration of such games as draws by the arbiter when the requesting player has at least two minutes available, so Peter might have been forced to play on. But it would have been churlish to stick to the letter of the law against a noble

opponent, so the draw was accepted. A swing here would have guaranteed the clear win of the tournament by Chess Genius 2. It just might have lost, though, as Peter is outstandingly fast at the clock!

In the final game against Summerscale, the computer tactically outplayed him (two separate coups) and won a clear pawn, but was unable to avoid getting into one of those RvR endings that strong humans just know are drawn. Once a pawn up, MG2 could have made life somewhat tougher for Summerscale, who seemed relieved to have escaped so easily!

MG2 is very strong, clearly superior to CG even without the hash tables. Page xix-xxi of the Aug/Sept 1993 Selective Search (SS047) gave an exciting game (Hansen-Akopyan, Groningen 1991) with instructions for grading your computer on the basis of points out of 51. Gremlins must have struck the game listing, as (a) the 3 points to be awarded for 27...♛a5 (the only recommended move at that stage) must have fallen off the paper *(sad but true - Ed.)* - else the maximum total is 48 not 51 (!); (b) 43...♛xc5 is illegal (43...♛xc4 was clearly meant *(...sadder, truer etc. Ed.)*, in which case the scoring is sensible); and (c) While 44...♝f4 is fine, 44...♚g7 is at least as good (virtually any move wins here, with forced mates at every turn: the commentator pointed this out four moves earlier) and must therefore be awarded at least 2 points too (MG2's evaluation goes over +10). With the above corrections, and given three minutes a move, the new and undoubtedly very strong £1495 Tasc R30 scored 39/51 = 76.5%, corresponding to an FM grading. However, Chess Genius 2, running on the 486/66 without external cache (and 7Mb hash), given an average of just a minute a move (i.e. three times faster time control) and left on default settings, obtained a staggering 51/51 = 100%, corresponding to a GM rating as per the score

chart!! I did not tweak MG2 in any way to do well in this game (I had MG2 before SS047 was published). Of course, this is but one game.

MG2 also found - instantly - 36 ♖e7 (first match game, Kasparov-Short, non-FIDE World Chess Championship 1993) which wins by force. Kasparov ("Short" of time) missed this and played the wimpish 36 ♗xg7 which gives Short at least a draw (though Short unnecessarily wavered too long on the simple move 39, and lost on time himself). Most computers will find 36 ♖e7, I admit.

After a lot of hard effort, I now find I can beat MG2 reasonably regularly (provided its evaluation is not visible to me - else it is psychological warfare, and MG2 has an invulnerable ego!): I score circa 40% against it. Chess Genius 2, running on a 486/50 or faster, must either be an IM (2400 ELO), or very close to one: I've been college chess champion several times and MENSA chess champion several times, and I really hate losing. I recommend MG2 unreservedly whatever your strength.

Freddy Vachha BSc.

☐ **P. Large**
■ **Mephisto Genius 2**

---

1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗a4 ♘f6 5 0-0 ♗e7 6 ♘c3 b5 7 ♗b3 ♗b7 8 d3 0-0 9 ♗d2 d6 10 ♘d5 ♘xd5 11 ♗xd5 ♕d7 12 c4 ♘d8 13 ♗xb7 ♘xb7 14 ♕c2 c5 15 ♔h1 f5 16 ♘g1 ♖f7 17 ♘e2 ♖af8 18 f3 ♗h4 19 cxb5 axb5 20 ♘c3 fxe4 21 dxe4 ♘d8 22 ♕d3 b4 23 ♘d5 ♘c6 24 a3 bxa3 25 bxa3 ♕e6 26 a4 ♘e7 27 ♘xe7+ ♗xe7 28 a5 c4 29 ♕c2 d5 30 exd5 ♕xd5 31 ♗e3 ♗c5 32 ♗xc5 ♕xc5 33 a6 c3 34 ♖fc1 ♖c7 35 h3 ♔h8 36 ♕a4 ♖d8 37 ♔h2 ♖dc8 38 ♕e4 c2 39 ♖a2 ♕a7 40 ♕xe5 h6 41 ♕e2 ♕b8 42 ♕e5 ♕a7 43 f4 ♕f2 44 a7 ♖xa7 45 ♖axc2 ♖xc2 46 ♕e8+

♚h7 47 ♕e4+ g6 48 ♖xc2 ♕f1 49 ♖c8
♖f7 50 ♖c4 h5 51 ♕e6 ♖xf4 52 ♖c6 ♕d3
53 ♕e5 ♖f7 54 ♖c8 ♖g7 55 ♕b8 ♖f7 56
♖h8+ ♚g7 57 ♕e5+ ♖f6 58 ♖e8 ♕d6 59
♖e7+ ♚f8 60 ♕xd6 ♖xd6 61 ♖b7 ½/½

□ A. Summerscale
■ Mephisto Genius 2

---

1 e4 e5 2 ♘f3 d6 3 d4 ♘f6 4 ♘c3 ♘bd7 5
♗c4 ♗e7 6 0-0 0-0 7 ♕e2 exd4 8 ♘xd4
♘e5 9 ♗b3 c5 10 ♘f5 ♗xf5 11 exf5 ♕d7
12 ♘d5 ♖ae8 13 ♖d1 ♘c6 14 ♕d3 ♘d4
15 ♘xe7+ ♖xe7 16 ♗g5 ♕xf5 17 ♕xf5
♘xf5 18 ♗xf6 gxf6 19 g4 ♘d4 20 c3
♘xb3 21 axb3 ♖d8 22 ♖xa7 ♖dd7 23
♚f1 ♚g7 24 ♖d5 ♖e5 25 ♖d2 f5 26 f3
♚f6 27 ♚f2 fxg4 28 fxg4 ♚g5 29 h3 ♚f4
30 b4 cxb4 31 ♖a4 ♖e4 32 ♖a5 d5 33
♖axd5 ♖xd5 34 ♖xd5 ♖e7 35 c4 b3 36
♖d3 ♖c7 37 ♖xb3 ♖xc4 38 ♖xb7 f5 39
gxf5 ♖c2+ 40 ♚e1 ♚xf5 41 ♚d1 ♖h2 42
♖xh7 ♖xb2 ½/½.

□ Koshi
■ Mephisto Genius 2

---

1 c4 c6 2 b3 d5 3 ♗b2 ♗f5 4 ♘f3 e6 5 e3
♘d7 6 ♗e2 ♘gf6 7 0-0 ♗d6 8 ♘c3 ♕c7 9
♖c1 dxc4 10 ♗xc4 0-0 11 ♗e2 a6 12 d3
♘g4 13 h3 ♘h2 14 ♘xh2 ♗xh2+ 15 ♚h1
♗e5 16 d4 ♗d6 17 f4 ♕a5 18 e4 ♗g6 19
g4 f6 20 a3 ♗xa3 21 ♖a1 ♗xb2 22 ♖xa5
♗xc3 23 ♖a2 ♗xe4+ 24 ♗f3 ♗d5 25
♕d3 ♗b4 26 ♖e2 ♖fe8 27 ♗xd5 exd5 28
♖f3 ♘f8 29 f5 ♖xe2 30 ♕xe2 a5 31 ♖e3
♚f7 32 ♕c2 ♗d6 33 ♖e1 ♗b4 34 ♖e2
♘d7 35 ♚g2 ♚g8 36 h4 ♘f8 37 g5 fxg5
38 hxg5 ♖d8 39 ♚h3 ♘d7 40 ♕d3 ♖f8
41 ♖e6 ♚h8 42 ♕f3 ♚g8 43 f6 ♖f7 44
♕f4 ♘f8 45 ♖e8 h6 46 g6 ♖xf6 47 ♕g4
b6 48 ♖b8 b5 49 ♖a8 a4 50 bxa4 bxa4 51
♖xa4 ♖xg6 52 ♖xb4 ♖xg4 53 ♚xg4 ♚f7
54 ♚f5 g6+ 55 ♚e5 ♚e7 56 ♚f4 ♚d6 57
♖b8 ♘e6+ 58 ♚e3 h5 59 ♖h8 c5 60
dxc5+ ♚xc5 0 1.

♖ *PC Corner* ♖

by Keith Wheeler

Further to Steve Maughan's comments in PC Corner (S/S 046), the configuration file illustrated is only valid for MSDos 5 users providing they are not running a chess program which requires expanded memory for hash tables (such as the Complete Chess System or Sargon 5.0). The reason for this is the inclusion of the NOEMS statement. MSDos 6 users should achieve 320k hash for Chess Genius (the original, not MG2; see Freddy Vacha's piece. Ed.) and 128k hash for Fritz 2 (not using the EMS switch) without a special boot disk due to the superior memory management utilities plus the memory optimizer within the new operating system.

Regarding the Ply list used to illustrate the Elo changes processor speed, I have to agree with Steve's assessment; some of the figures do look decidedly odd. Is a 386dx 40Mhz really 45 Elo lower than a 486sx 20Mhz? I think not, as they both equate to the same CMhz! On this CMhz issue, I have completed extensive tests on my own 386dx 40 Mhz and a range of 486dx-based machines kindly loaned me by a local dealer. This leads me to believe that the figures quoted in S/S 42 are too optimistic.

	386dx + cache	486 dx + cache
S/S 42	x 0.95	x 1.56
S/S 37	x 0.75	x 1.50
My tests	x 0.75	x 1.50

The conclusion I have come to is that these ratios cannot be regarded as absolute figures due to a number of factors such as motherboard design, speed/amount of cache ram, and whether the processor is of standard or speed-doubling type. To illustrate this, I recently upgraded the cache ram on my PC from 64k to 256k giving a speed-up using CG1 of 10% and ≥20% using M-Chess.

..and here Graham White gives his first impressions of the new Genius

I have been testing a preview copy of *Mephisto Genius 2* on my 486/66 over the last few weeks. The first thing I noticed was that the chessboard graphics are a bit smarter than the first version. Also, it gives you more information under the board, detailing all the moves stored for the current position - including those it will play only on 'Random' mode, and those it won't play itself, but knows how to play against! This is extremely useful when studying opening theory, and one of those features which come along now and then that you didn't realise you missed before! Better still, on 2 player/analysis mode, it will show it's own analysis and evaluations while still in book, and this often produces novelties and suggestions not known to theory.

Another excellent facility offered by MG2 is the capacity to override and add to its opening book with moves of your own choice. My preview copy does not have the final version of the MG2 opening book, which, I gather, is still being tweaked at the time of writing. I have been busily compiling an extremely large file of opening moves which will be offered for sale, and this you can add to MG2's already huge opening library. My aim is to produce an opening book which will make MG2 even more interesting to use, by increasing still further the width and depth of its opening repertoire. Yet another big advantage over CG1 is that the program can now access up to 32 Megabytes of fast linear memory. I have managed to create my own system disk which gives it the use of 3Mb of ram for hash tables, and I have been very pleased with the results.

Building the add-on opening book has taken up most of my spare time recently, so I have not had much opportunity to do much testing, or play many c v c games. However, I do have a score of 7½/3½ against the Saitek Risc 2500, and I can also show the first three test positions I have done, and these show pleasing progress - especially using my 3Mb system disk. Rather than give you the solutions on a plate though, we thought that this time we would just give the solution times. Answers (and any good analyses from our readers?) will be published in the next *Selective Search*. White to play and win in all cases.

CG1 = none in 20m	CG1 = 16 secs.	CG1 = 1m 55 secs.
MG2 (256k) = 16m 17 secs.	MG2 (256k) = 16 secs.	MG2 (256k) = 1m 05 secs.
MG2 (3Mb) = 3m 04 secs!	MG2 (3Mb) = 14 secs.	MG2 (3Mb) = 56 secs.

△ Here is one of MG2's best wins, using an opening variation I have added △

□Saitek 2500 (Active) ■ Mephisto Genius 2 *(60 minutes each)*
1 e4 e5 2 f4 exf4 3 ♘f3 g5 4 h4 g4 5 ♘e5 ♘c6 6 ♘xg4 d5 7 exd5 ♕e7+ 8 ♔f2 ♕c5+ 9 ♔e1 ♕xd5 10 ♘c3 ♕e6+ 11 ♗e2 ♘d4 12 ♘f2 f3 13 gxf3 ♘xf3+ 14 ♔f1 ♘d4 15 ♘b5 ♘xb5 16 ♗xb5+ c6 17 ♗e2 ♘h6 18 d4 ♘f5 19 ♖h3 ♗e7 20 ♗f4 ♖g8 21 h5 ♕d5 22 c3 ♘xd4 23 ♖e3 ♕g2+ 24 ♔e1 ♘xe2 25 ♕xe2 ♗e6 26 ♖d1 ♕g1+ 27 ♔d2 0-0-0+ 28 ♘d3 ♕g4 29 ♖f1 ♕xe2+ 30 ♖xe2 ♗g5 31 ♗xg5 ♖xg5 32 b3 ♖xh5 0-1 (Move 63).

Mephisto at The British

This years series of events, held at Dundee in early August, saw an excellent result from the Milano (a BCF 178 performance), and a truly outstanding one from the Mephisto Mondial Dallas - a BCF 203 result! Further proof - if proof were needed - that at £219 the M/D remains one of THE great CC bargains...

□ **Mephisto Mondial Dallas**
■ **Stenhouse**

1 e4 c6 2 d4 d5 3 ♘c3 dxe4 4 ♘xe4 ♘d7 5 ♗c4 e6 6 ♘f3 ♘gf6 7 ♘xf6+ ♘xf6 8 0-0 ♕c7 9 ♘e5 ♗e7 10 c3 b5 11 ♗d3 ♗b7 12 ♗g5 h6 13 ♗xf6 ♗xf6 14 ♖e1 0-0 15 a4 a6 16 ♕g4 ♗xe5 17 ♖xe5 f5 18 ♕e2 ♖ae8? 19 ♗xf5! ♕xe5 20 ♗h7+ ♔xh7 21 ♕xe5 ♖e7 22 ♕d6 ♖fe8 23 axb5 axb5 24 f4 ♔g8 25 ♖e1 ♔f7 26 b3 g6 27 ♖a1 h5 28 c4 bxc4 29 bxc4 ♖a8 30 ♖xa8 ♗xa8 31 ♔f2

...and **1-0** on move 40

□ **O'Byrne**
■ **Mephisto Mondial Dallas**

1 d4 d5 2 ♗f4 c6 3 c3 ♘f6 4 ♘d2 ♗f5 5 ♕b3 b6 6 e3 e6 7 c4 ♗d6 8 ♗xd6 ♕xd6 9 cxd5 cxd5 10 ♕a4+ ♘bd7 11 ♖c1 0-0 12 ♗a6 ♖ae8 13 ♘gf3 ♘b8 14 ♘h4 ♘xa6 15 ♕xa6 ♕b4! 16 ♕a3 ♖c8 17 ♖xc8 ♕xa3 18 bxa3 ♖xc8 19 ♘xf5? ♖c1+ 20 ♔e2 ♖xh1 21 ♘e7+ ♔f8 22 ♘c6 ♖xh2 23 ♔f3 a5 24 ♘a7 ♖h1 25 ♘c8 ♖a1 26 ♘xb6 ♖xa2 27 ♘f1 ♘e4 **0-1**

□ **Shipley**
■ **Mephisto Milano**

1 g3 d5 2 ♗g2 e5 3 b3 ♗c5 4 ♗b2 ♘c6 5 e3 ♘f6 6 ♘e2 ♗g4 7 d3 0-0 8 ♘d2 ♕d6 9 h3 ♗h5 10 g4 ♗g6 11 ♘g3 ♖fd8 12 g5 ♘d7 13 h4 f6 14 h5 ♗f7 15 ♘f5 ♕e6 16 ♗h3 fxg5 17 ♘xg7 ♕f6 18 ♘f5 ♗e6 19 ♘g3 ♗xh3 20 ♖xh3 ♖f8

Having shown considerable coolness under fire, the Milano launches its counter-strike; and this attack has enough pieces behind it.

21 ♕e2 ♘b4 22 ♘df1 ♕f3 23 ♕d2 ♘f6 24 ♘h2 ♕g2

Unfortunately, the score sheet went haywire after this, but White resigned on move 35. **0-1**

□ **Mephisto Mondial Dallas**
■ **Findlay**

1 d4 ♘f6 2 c4 g6 3 ♘f3 ♗g7 4 ♘c3 0-0 5 e4 d6 6 ♗e2 e5 7 d5 ♘bd7 8 ♗g5 h6 9 ♗h4 a6 10 0-0 ♕e8 11 b4 ♘h5 12 a3 ♘f4 13 ♗g3 ♘xe2+ 14 ♘xe2 f5 15 exf5 gxf5 16 ♖c1 f4 17 ♗h4 e4 18 ♘fd4 ♕h5 19 g3 f3 20 ♘c3

Black's attack looks impressive, but the Mondial Dallas's pieces are well placed and his position is solid enough. Black's next move is designed to blow a hole in Mondial's kingside, and precise play is required.

20...♖f4 21 gxf4 ♗xd4 22 ♘xe4 ♕xh4 23 ♕xf3 ♘f6 24 ♖cd1 ♘g4 25 h3 ♗g7 26 hxg4 ♗xg4 27 ♕g3 ♕xg3+ 28 fxg3 ♗xd1 29 ♖xd1

The attack is over and the BCF 202'er has to contend with being a passed pawn down with nothing to show for it.

29...♔f7 30 ♔f2 a5 31 b5 b6 32 f5 a4 33 ♖b1 ♗d4+ 34 ♔f3 ♗c5 35 ♘xc5 dxc5 36 ♖h1 ♖e8 37 ♖xh6 ♖e1 38 ♖h7+ ♔f6 39 ♖xc7 ♖a1

For some reason, Black played on another 18 moves before **1-0**.

□ **Mephisto Mondial Dallas**
■ **Guilian**

1 d4 Resigns 1-0.

A somewhat surprising decision. Black is a little behind in development it's true, but his position still contains resources and he might reasonably have fought on for a few more moves. A point is a point though, and they all count...

□ **Mephisto Milano**
■ **Sanderson**

---

1 e4 e5 2 ♘c3 ♘f6 3 g3 d5 4 exd5 ♘xd5 5 ♗g2 c6 6 ♕e2 ♗d6 7 ♘xd5 cxd5 8 ♗xd5 0-0 9 ♘f3 ♘c6 10 ♕e4 ♕f6 11 d3 ♘d4 12 ♘xd4 exd4 13 0-0 ♗f5 14 ♕g2 ♖ac8 15 f4 ♖fe8 16 ♗xb7 ♖c7 17 ♗d5 h5 18 a4 ♗g4 19 ♗e4 ♖ec8 20 ♖f2 ♗d1 21 ♗b7 ♖e8 22 ♗d2 ♗xc2 23 ♗a5 ♗xd3 24 ♗xc7 ♗xc7 25 ♕c6 ♕e7 26 f5 ♗a5 27 ♖d1 ♗e4 28 ♕xe4 ♕xe4 29 ♗xe4 ♖xe4 30 ♔f1 f6 31 ♖e2 ♖xe2 32 ♔xe2 ♗b6 33 ♔d3 a5 34 ♔c4 ♔f8 35 ♔b5 1-0.

□ **Burtiss**
■ **Mephisto Mondial Dallas**

---

1 e4 e5 2 ♘f3 d6 3 ♗c4 ♗e6 4 ♗xe6 fxe6 5 d4 ♘f6 6 ♗g5 ♘c6 7 dxe5 dxe5 8 ♕xd8+ ♖xd8 9 c3 h6 10 ♗xf6 gxf6 11 ♘bd2 ♖g8 12 g3 ♗c5 13 ♔e2 ♔f7 14 ♖ad1 a5 15 a4 b6 16 ♘b3 ♗d6 17 ♖d3 f5 18 ♘fd2 ♗e7 19 ♖f3 ♔g6 20 h4 h5 21 ♘c1 ♖d7 22 ♘d3 ♖gd8 23 ♖d1 ♔g7 24 ♖e3 ♗c5 25 ♘xc5 bxc5 26 f4 ♔f6 27 ♔e1 exf4 28 gxf4 ♔f7 29 e5 ♘e7 30 ♖e2 ♘g6 31 ♖f2 ♘xh4 32 ♖b1 ♖xd2 33 ♖xd2 ♘f3+ 0-1.

□ **Thompson**
■ **Mephisto Mondial Dallas**

---

1 e4 e6 2 d4 d5 3 e5 c5 4 c3 ♕b6 5 ♘f3 ♘c6 6 ♗d3 cxd4 7 cxd4 ♗d7 8 0-0 ♘xd4 9 ♘xd4 ♕xd4 10 ♘c3 ♕xe5 11 ♖e1 ♕d6

White may have a lead in development, but it can't be worth two whole pawns - al-

though he does his best to make it look like it is!

12 ♘b5 ♗xb5 13 ♗xb5+ ♔d8 14 ♗e3 a6 15 ♕a4 ♖c8 16 ♕a5+ ♔e7 17 ♗d3

17 ♗f1 followed by g3, ♖ad1, ♗g2 or h3 etc. might have been a better try.

17...♘f6 18 ♖ac1?

Surely the last thing White needs is exchanges, but he finds plenty more resources nonetheless.

18...♖xc1 19 ♖xc1 d4 20 ♗d2 ♘d5 21 ♗e4 ♔f6?!

The kind of nerveless move one only sees from computers. It lands the M/D in what *looks* like a hopeless position.

22 h4 b5 23 ♗g5+ ♔e5

24 ♗d3 ♕b6 25 ♕e1+ ♔d6 26 a4 bxa4 27 ♕e2 h6 28 ♗d2 ♗e7 29 ♗xa6 ♗xh4 30 ♗b5 ♗xf2+! 31 ♔h1 ♔e7 32 ♖c6 ♕b8 33 ♗c4 ♕g3 34 ♗b4+ ♔d7 35 ♖d6+ ♔c7 36 ♖c6+ ♔xc6 37 ♗b5+ ♔b6 38 ♗c5+ ♔a5

...and White resigned, since he must give up his queen to prevent the mate on h4. A bloodcurdling game! **0-1**

□ **Jones**
■ **Mephisto Mondial Dallas**

---

1 d4 d5 2 ♘f3 ♘c6 3 ♗f4 ♘f6 4 e3 ♗g4 5 ♗e2 e6 6 ♘bd2 ♗d6 7 ♗xd6 ♕xd6 8 h3 ♗xf3 9 ♘xf3 ♕b4+ 10 ♘d2 ♕xb2 11 ♖b1 ♕xa2 12 ♖xb7 0-0 13 ♖xc7 ♘b4 14

0-0 ♖ac8 15 ♖xc8 ♖xc8 16 c4 dxc4 17 ♗xc4 ♖xc4 18 ♘xc4 ♕xc4

The rest of the game should be a good test of the M/D's technique. Two knights and an outside passed pawn versus a rook should win, but is easier in a textbook than it is over the board.

19 ♕a1 a6 20 ♖c1 ♕b5 21 ♖c8+ ♘e8 22 ♕a5! ♔f8 23 ♕d8

White is making things as difficult as possible as he fights for a draw.

23...♘d5 24 ♖b8 ♕c6 25 ♖c8 ♕a4 26 ♕d6+ ♘e7 27 ♖a8 a5 28 ♕d8 h6 29 e4?

The losing move? Snaffling the a-pawn immediately would have made a draw the most likely outcome. Presumably this is a misguided attempt to actually win by pushing down the d-pawn.

29...♕c6 30 ♕xa5 ♕c1+ 31 ♔h2 ♕f4+ 32 ♔g1 ♕xe4 33 ♕a4 ♕c6 34 ♕a3 h5 35 ♖a7 ♘c7 36 ♖a5 g6 37 ♖c5 ♕d6 38 ♕c1 ♘cd5 39 ♕h6+ ♔g8 40 ♖a5 ♕b8 41 ♕c1 ♕b4 42 ♕a1 ♘c3 43 ♖a8+ ♔g7 44 ♖d8 ♘ed5 45 ♔h2 ♕xd4 46 ♕a3 ♘e2 47 ♕f8+ ♔f6 48 ♕h8+ ♔g5 49 ♕xd4 ♘xd4 50 ♖f8 f6 51 ♖a8 ♔f4 52 ♖g8 g5 53 ♖a8 h4 54 ♖a3 f5

White now has little better to do than wait for a mistake. None was forthcoming, so he resigned on move 66. **0-1.**

☐ **Flood**
■ **Mephisto Modena**

---

1 e4 e6 2 d4 d5 3 ♘c3 dxe4 4 ♘xe4 ♘d7 5 ♗d3 ♘df6 6 ♗g5 h6 7 ♗h4 ♗e7 8 ♘f3 ♘xe4 9 ♗xe7 ♕xe7 10 ♗xe4 ♘f6 11 ♕d3 ♘xe4 12 ♕xe4 ♕b4+ 13 ♘d2 ♕xb2 14 0-0 0-0 15 ♘c4 ♕c3 16 ♘e5 f5 17 ♕h4 c5 18 ♖ad1 ♖f6 19 ♖fe1 cxd4 20 ♔f1 ♕xc2 21 ♖xd4 ♕xa2 22 ♖d8+ ♔h7 23 ♖ed1 ♕b3 24 ♕h5 ♕b5+ 25 ♘d3 b6 26 ♔g1 ♗b7 27 ♖d6 ♖af8 28 ♘f4 ♕c4 29 ♘h3 ♕g4 **0-1.**

☐ **Ramsay**
■ **Mephisto Modena**

---

1 e4 e5 2 ♗c4 ♘f6 3 ♘c3 ♘c6 4 d3 ♗b4 5 ♗d2 ♘a5 6 ♗b3 ♘xb3 7 axb3 d6 8 ♘ge2 ♗e6 9 f4 0-0 10 0-0 ♗g4 11 h3 ♗c5+ 12 ♔h1 ♘h5 13 ♕e1 exf4 14 ♗xf4 ♘xf4 15 ♖xf4 ♗e6 16 d4 ♗b4 17 ♕g3 a6 18 ♖af1 ♕e7 19 ♘d1 f6 20 c3 ♗a5 21 d5? ♗xd5 22 exd5 ♕xe2 23 ♘e3 ♕xb2 24 b4 ♗b6 25 ♘f5 g6 26 ♖g4 ♔h8 27 ♖xg6 ♕e2! 28 ♕f4 ♕xf1+ 29 ♕xf1 hxg6

And White resigned a few moves later. **0-1.**

Of course, 'Team Mephisto' didn't have things all their own way, and the following game is probably the best point scored against them. Caro Hunt is the mother of Harriet Hunt, who is the new British Girl's Champion, and one of the country's outstanding prospects. A good win by Geoff Lawton is given on another page.

☐ **Mrs. Hunt**
■ **Mephisto Modena**

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1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4 c3 ♘f6 5 d4 exd4 6 cxd4 ♗b4+ 7 ♘c3 ♘xe4 8 0-0 ♗xc3 9 d5 ♗f6 10 ♖e1 ♘e7 11 ♖xe4 d6 12 ♗g5 ♗xg5 13 ♘xg5 0-0

14 ♘xh7! ♔xh7 15 ♕h5+ ♔g8 16 ♖h4 f5 17 ♕h7+ ♔f7 18 ♖h6 ♖g8 19 ♖e1 ♗d7 20 ♖ee6! ♗xe6 21 dxe6+ ♔f8 22 ♖f6+ ♔e8 23 ♕h5+ g6 24 ♕h7 ♕d7 25 exd7+ ♔xd7 26 ♗xg8 **1-0.**
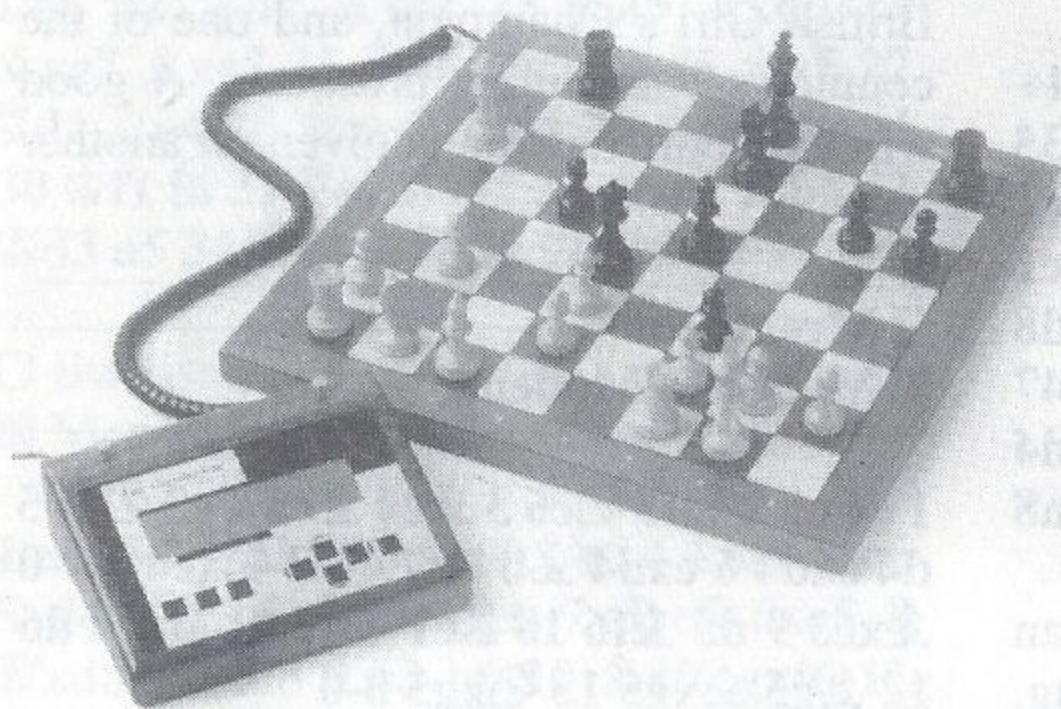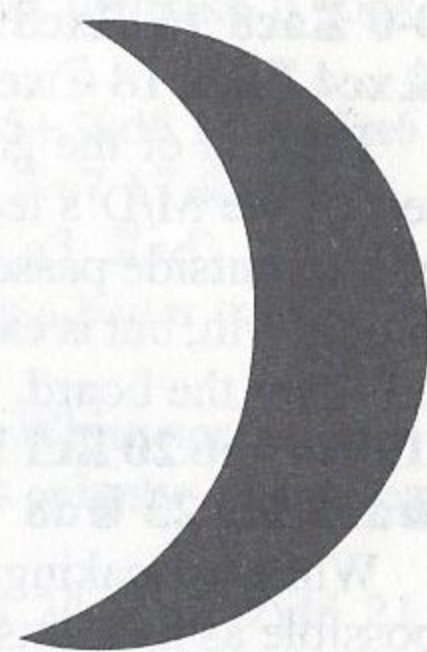
♙ ♙ ♙ En Passant

Freddy Vachha sends in a stop press on MG2: "At the 4th City Chess Open Rapidplay, Mephisto Genius 2 (experimental, with a weaker opening book to the final version now on sale) outshone its performance at the 3rd City event (see page x). The program, running on the equivalent of a 486/50 with 8Mb ram, scored 5½/6 against opposition averaging 2199 Elo, giving it equal first place. It beat a Candidate Master and a BCF 237 IM, but alas drew with another IM (Andrew Martin) in a won position. This equates to a tournament grading of Elo 2591, or 249 BCF. Had the computer won its draw (it was the exchange up in a closed position, but was unable to see that the sacrifice of a pawn would have opened up the position and eventually won for it) it would have scored 6 out of 6, or roughly 2800 Elo!! Maybe Richard Lang will address the anomaly - I've suggested to him a workable method of dealing with the problem.

And general advice to IMs? Don't try to beat MG2 - content yourself with playing for draws...!" *FV*

On the subject of Genius, it is interesting to note the new 'Mephisto' prefix to the name. Hegener & Glaser must be very pleased to have their star programmer safely back in the fold, after Richard Lang's independent production of the original product. It is only natural to wonder whether the MG2 program will find its way into the Mephisto Upgradeable series, but we have no hard information either way on this at present.

Novag's Scorpio has been reduced in price down to £269 - a £100 reduction! A good all-rounder with lots of features, the Scorpio had nonetheless become something of a beached whale at it's previous price; another £30 gave the choice of the far stronger Berlin or Saitek 2500 CCs. The price cut makes it a good buy for people who want something even stronger than the Milano, but who can't stretch to either of the above machines. Its major competitor now is perhaps the Mondial 68000, which boasts the same processor, is very nearly as strong, and still comes in around £50 cheaper.

The new 512k chip for the Saitek 2500 has arrived on my desk, but no time for any tests as yet - or even to put it in! If this one actually works, it will be reviewed in depth next issue.

Another game from Dundee, annotated by the winner.

□ Geoff Lawton
■ Mephisto Mondial Dallas

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1 d4 d5 2 c4 c6
Although I've just started playing 1 d4 at least I knew a bit about this opening because my own computer - the Mephisto Berlin - also likes it.
3 ♘f3 e6 4 e3
I don't like 4 Nc3 dxc4 - the Abraham variation - which Flear amongst others plays.
4...Nf6 5 ♘c3
After Capablanca's 5 Nbd2 which I notice Hebden has been playing to avoid the knight being kicked around, the Berlin plays 5...c5.
5...♗d6
New to me!
6 ♗d3 ♘bd7 7 0-0 0-0 8 e4
The Mondial left book at this point.
8...dxe4 9 ♘xe4 ♘xe4 10 ♗xe4 h6 11 ♖e1 ♘f6 12 ♗c2 c5
12...b5 13 c5 keeps the QB locked in.
13 ♗e3 cxd4 14 ♗xd4
White has two raking bishops, more space, better development. Black still has to solve the problem of his QB. There are not too many tactics, and White can continue to build up - all in all a good position to play against a computer!).
14...♗b4?!
This only encourages White's rook into the attack.
15 ♖e3 ♘g4 16 ♖b3!
A strange square, but a tempo is a tempo...
16...♕d6 17 h3 ♘f6
17...e5 18 c5 wins a piece
18 ♕e2 ♗c5 19 ♗xf6 gxf6 20 ♖d1 ♕f4 21 ♖bd3 ♕xc4

Black will be lucky to survive long. All 5 white pieces can join in the attack, while Black still cannot use his QB and QR. 21...e5 22Rd5 b6 23 Rxc5 bxc5 24 g3 is amusing, trapping its queen.

22 ♘d4!

22 Ne5 Qf4 23 Rg3+?? Qxg3.

22...♕d5 23 ♖g3+ ♔h8 24 ♘f5! ♕e5 25 ♕d2 1-0.

□ **Deep Blue (30mins)**
■ **GM Judit Polgar (30 mins)**

1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 ♘c6 5 ♘c3 ♕c7 6 ♗e2 a6 7 0-0 ♗b4 8 ♘xc6 bxc6 9 ♕d4 ♗d6 10 ♕xg7 ♗xh2+ 11 ♔h1 ♗e5 12 ♗f4 ♗xg7 13 ♗xc7 d5 14 ♖ad1 ♘e7 15 ♘a4 ♖a7 16 ♗b6 ♖a8 17 c3 ♘g6 18 ♗c7 ♖a7 19 ♗b8 ♖b7 20 ♗g3 0-0 21 exd5 cxd5 22 ♖fe1 f5 23 ♗d6 ♖d8 24 ♗a3 ♖c7 25 ♗b4 ♖c6 26 ♗a5 ♖f8 27 ♗b6 ♖f7 28 ♔g1 ♗f8 29 b3 ♗b7 30 ♗h5 ♖e7 31 ♔f1 ♔f7 32 c4 ♖c8 33 ♗a5 dxc4 34 ♘b6 ♖b8 35 ♘d7 ♖c8 36 ♗b4 cxb3 37 ♘xf8 ♖xf8 38 axb3 ♖b8 39 ♗xe7 ♔xe7 40 ♖d4 a5 41 ♖a4 ♗c6 42 ♖xa5 ♖xb3 43 ♖a7+ ♔f6 44 ♖xh7 ♘f4 45 g3 ♗b5+ 46 52 ♗e2 ♘e4 53 ♖d1 ♗d5 54 ♖c1 ♘d2+ 55 ♔e1 ♘e4 56 ♖a1 ♘c3 57 ♗d3 ♘a2? 58 ♔f1 ♘b4 59 ♗xf5! ♘c6 (if exf5? ♖a7+ etc.) 60 ♖d1 ♗c4+ 61 ♗d3 ♗b3 62 ♖b1 ♖xb1+ 63 ♗xb1 ♗d5 64 ♖h7+ ♔f6 65 ♖h4 ♘e5 66 ♔e2 ♗f3+ 67 ♔e3 ♗c6 68 f4 ♘f7 69 g4 e5 70 g5+ ♔g7 71 ♖h7+ ♔g8 72 g6 exf4+ 73 ♔xf4 1-0.

Next, a variation on the same theme as given last issue. We now look forward to a computer's best win against *you*, Mr Miceli...

□ **Miceli**
■ **Mephisto Berlin**

1 d4 d5 2 ♘f3 c5 3 g3 cxd4 4 ♗g2 ♕a5+ 5 ♗d2 ♕b6 6 c3 ♕xb2 7 cxd4 ♕xa1 8 ♕b3 e5 9 ♗c3 ♗b4 10 ♗xb4 exd4 11 0-0 a5 12 ♗a3 a4 13 ♕b4 ♘d7 14 ♗h3 ♖a6 15 ♗xd7+ ♔xd7 16 ♕b5+ ♔c7 17 ♖c1+

♖c6 18 ♖xc6+ bxc6 19 ♕a5+ ♔d7 20 ♕b4 ♔d8 21 ♘e5 c5 22 ♕b6+ ♔e8 23 ♕c6+ ♔d8 24 ♕xd5+ ♔e7 25 ♗xc5+ ♔f6 26 f4! ♕xb1+ 27 ♔f2 1-0

□ **The King 15Mhz**
■ **Chess Genius 1**

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4 d3 ♗e7 5 0-0 0-0 6 ♗b3 d5 7 exd5 ♘xd5 8 ♗a4 f6 9 ♗xc6 bxc6 10 ♖e1 ♗g4 11 h3 ♗h5 12 ♘bd2 ♖b8 13 ♘b3 ♘b4 14 g4 ♗f7 15 ♗e3 a6 16 ♘h4 ♕d5 17 ♘f5 ♗d6 18 f4 ♖fe8 19 ♗a7 ♖b7 20 fxe5 ♖xe5 21 ♘e3 ♖xe3 22 ♗xe3 ♕e5 23 ♔f1 ♕h2 24 ♖e2 ♕xh3+ 25 ♔e1 ♕xg4 26 ♗f2 ♗h5 27 ♘d4 ♕g2 28 a3 ♗f4! 29 ♗e3 ♕g3+ 30 ♔d2 ♘d5 31 ♕e1 ♗xe3+ 32 ♖xe3 ♕h2+ 33 ♔c1 ♕f4 34 ♘f5 ♕xf5 35 ♖e8+ ♔f7 36 ♔b1 ♗g6 37 ♖a8 ♘e7 38 ♖a2 c5 39 ♖xa6 c4 40 ♖a5 c5 41 ♔a1 ♘c6 42 ♖a6 cxd3 43 ♖xc6 d2 44 ♕h1 ♖d7 45 ♖c7 ♖xc7 46 b3 ♖e7 47 ♕d1 ♖e1 48 ♔b2 ♖xd1 49 ♔c3 ♕d5 50 b4 ♖b1 51 bxc5 d1=♘++ 0-1. (From Frank Holt).

Mr Cowdrey is playing a 40 in 2 match between the 2 CCs below. Current score is 3½/½ to the Berlin.

□ **Mach 4**
■ **Mephisto Berlin**

1 e4 c5 2 ♘f3 d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6 6 ♗g5 e6 7 f4 ♕b6 8 ♕d2 ♕xb2 9 ♘b3 ♕a3 10 ♗xf6 gxf6 11 ♗e2 ♘c6 12 0-0 ♗d7 13 ♔h1 ♗e7 14 ♘b1 ♕b4 15 ♕e3 ♗d8 16 ♘1d2 ♕b6 17 ♕g3 ♗e7 18 ♕g7 ♖f8 19 ♘c4 ♕c7 20 ♕xh7 b5 21 ♘cd2 ♕b6 22 ♗h5 ♘b4 23 e5 dxe5 24 fxe5 f5 25 c4 ♕c7 26 ♗f3 ♖b8 27 cxb5 ♗xb5 28 ♖fc1 ♕xe5 29 ♗h5 ♘d3 30 ♖f1 ♗c6 31 ♖ab1 ♗d6 32 ♗f3 ♗b5 33 ♕h4 ♖h8 34 ♗h5 ♘f4 35 ♖xf4 ♕xf4 36 ♕xf4 ♗xf4 37 ♗f3 ♗xh2 38 g3 ♗xg3+ 39 ♔g2 ♗c7 40 ♖c1 0-1.

Test Your Positional Play

I made a good find in the way of chess books recently. *Test Your Positional Play* (by Bellin & Ponzetto, Batsford, £11.99) is an original, well written and thoughtful book that is genuinely instructive. The idea is to force the reader to decide what plan he would adopt, using the 'multiple choice' format, from a given diagram position. Three possible plans, described mostly in words but discussing concrete moves as well, are put forward in each case, and the reader scores points (which are later converted into an Elo/BCF rating) according to which he decides upon.

Some day, chess computers will no doubt be able to justify their choice of move in words. Until then, we can only guess at their intentions from what they actually do. Two examples from the book illustrate the idea, but in both cases the questions and answers have been edited right down to give a taster only. If you want more, you'd better buy the book...! *SK*

A: White's advantage lies in the bad bishop on c8, control of the c-file, and the weakness of c5 and e5. But these squares are controlled by the B♞, so I'll have to get rid of him to exploit the weakness. Accordingly, I play 16 ♞b3 with idea of continuing ♞c5. If he plays knight takes, I take with the queen to keep the c-file open and double up my rooks...

B: I am thinking along very similar lines to A, but reckon that the exchange of all the heavy pieces down the c-file will leave white with too small an advantage. Therefore I prefer (after ...♞xc5) to recapture with the pawn rather than the queen, creating a passed pawn on the c-file....

C: I think the dominating theme is the fact that Black threatens to counter my control of the c-file with ...♝a6 and ...♜ec8. It is therefore a matter of urgency to double rooks and penetrate to the 7th rank. Thus I play 16 ♛b3 and after the likely 16...♝a6, continue 17 ♜c7. This threatens ♞e5 as well as the chance to double my rooks...

A: The most significant strategic element in this position is Black's possession of the bishop pair against ♝ & ♞. To get the most from this advantage I must try and open up the game and free my ♝ on d6, currently trapped by pawns. I would also like to get rid of my doubled c-pawns. I therefore play 12...♝e6 with the intention of continuing ...♜ad8 ...

B: In contrast to Plan A, I think I should keep the centre closed, as this will enable be to organise a kingside attack. However White's king is solid at the moment and there are no breakthrough points. So I decide on 12...♝g4 and profit from the pin to open the f-file with ...♛g7 and ...f5 ...

C: The unhappy position of the g3♝ suggests I can engineer a favourable simplification. As in Plan B, I play 12...♝g4 but after the likely 13 h3 I go 13 ♝xf3, and if White retakes with the queen I will also exchange queens. In the resulting ending, after my ...h4, White's bishop will be locked out of the game for quite some time...

A is considered the best plan, and scores 10 points. B is worth only 2, and C merits 7. If ♞b3 is delayed by a single move, black gets in ...a4, scuppering ♞b3/c5. The position is taken from Alekhine-Yates, London 1922, and given Black's moves the The R30 (on 'Normal', analysis mode) needs only a few seconds a move to follow Alekhine in playing 16 ♞b3 a4 17 ♞c5 ♞xc5 18 ♛xc5 (dxc5? e5!) 18...♛xc5 19 ♜xc5 b4 20 ♜fc1 ♝a6 21 ♞e5! "Achieving White's strategic goals...".

A is judged an erroneous objective, giving no importance to the fact that ...g5 has seriously weakened your own king position. 1 point only. B is worth 4. Correct is C for 10. Simplification is the safest way to stop White exploiting your kingside, while at the same time asserting the superiority of your own ♝. This time the R30 plays, with Capablanca (v. Winter, Hastings 1919) 12...♝g4! 13 h3 ♝xf3 14 gf, but then prefers ♜fe8 to Capa's f6! How many machines would play this, I wonder?

Shuvvy v Speelman!

As regular readers will know, *Countrywide Computers* is keeping a watching brief on the progress of nine-year old prodigy Siobhan O'Neill, and has loaned her a Mephisto Lyon as a study aid. 'Shuvvy' was kind enough to send us a beautifully annotated game she played against Super-GM Jon Speelman (White) in a simul recently. S/S is not really the place for human v human games as a rule it's true, so reluctantly, we have had to prune her notes to a minimum. However, playing the game through on the R30, our top-of-the-range CC found a line which would have caused the one-time World Semi-Finalist some real problems...

1 g3 d5 2 ♘f3 ♞f6 3 ♗g2 ♝f5 4 0-0 e5 5 d3 ♝d6 6 b3 0-0 7 ♗b2 ♞bd7 8 c4 c6 9 ♘bd2 ♛e7 10 a3 a5 11 ♕c2 ♜fe8 12 e4 dxe4 13 dxe4 ♝g6 14 ♘h4 ♝h5 15 ♘df3 ♝xf3 16 ♘xf3 ♞g4 17 h3 ♞ge5 18 ♘d4 ♜ad8 19 f4 ♞g6 20 e5 ♝c5 21 ♜fd1 ♞b6 22 ♔h2 ♜d7 23 ♝f3 ♜ed8 24 ♕e4 (see diagram)

24...♞c8 "There was a deep plan behind this move. It was 'what piece can I move and least worsen my position? 24...a4 looks like it gains a pawn, but it just loses a piece after 25 b4 ♝xd4 26 ♝xd4 ♞xc4 27 ♝c5." The R30 however, does indeed choose 24 a4!
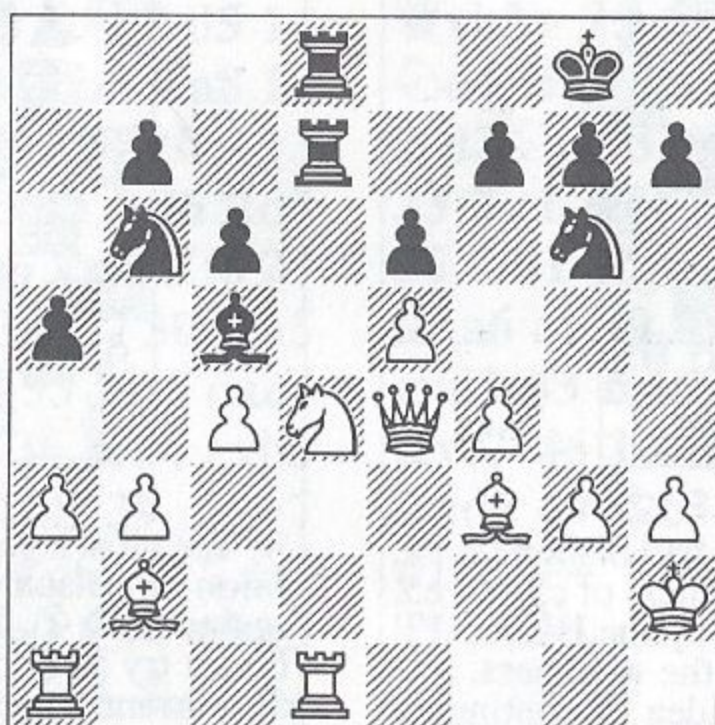
when it sees a definite advantage in all lines, and even prefers 24 ♜ab1 (+0.63 to Black) to 24 b4?, on account of the riposte 24...♞xc4!! 26 ♘xc6 (or 26 ♝c3 ♝xd4 27 ♝xd4 ♞b2 28 ♝xb2 ♜d2+ 29 ♜xd2 ♜xd2+ 30 ♔g1 ♜xb2 and +0.50) ♜d2+ 27 ♔h1 ♜xd1+ 28 ♝xd1bxc629 ♕xc4 ♝f2!

On this line the R30 (on Normal) gives Black a plus of 0.41, but after the game continuation of 24 ♞c8 Shuvvy spends the rest of the game on the defensive, although until her blunder on move 50 (which, quite reasonably, she puts down to playing 2½ hours past bedtime!) it was certainly no walkover for Speelman.

25 ♔g2 h6 26 h4 ♞f8 27 h5 ♕e8 28 ♔f1 ♞e7 29 g4 ♞h7 30 ♘c2 ♜xd1+ 31 ♜xd1 ♜xd1+ 32 ♝xd1 ♕d8 33 ♝e2 ♞f8 34 b4 axb4 35 axb4 ♝b6 36 ♕d3 ♕c7 37 ♕d6

"Or 37...♕xd6 38 exd6 ♞c8 39 c5 ♝d8. This is the position which I saw and immediately dismissed at the board. However, Black has serious chances of undermining the pawn chain with ...♞d7 and ...b6. The remaining moves in this line are based on this theme. 40 ♝f3 (this is possibly White's best move to prevent b6) 40...♞d7 41 ♔e2 ♞a7 (holding onto c6 while preparing b6) 42 ♘d4 (again, preventing b6) 42...♝f6 (hitting one of the attackers of c6) 43 ♔d3 e5 (preventing the threat of g5)."

37...♕d8 38 ♝d4 ♝c7 39 ♕xd8 ♝xd8 40 ♔f2 ♞d7 41 ♔e3?!

This was possibly a mistake and my last chance of a draw, and I missed it. **41...♔f8?!**

41....♝b6 either gets rid of the double bishops or it allows the knight to enter at d5.

42 ♝f3 ♔e8 43 ♔d3 ♞b8 44 ♝e4 ♝c7 45 ♘e1 b6 46 ♘f3 ♞a6 47 ♝c3 ♞b8 48 f5 ♔f8 49 f6 ♞c8 50 g5 ♞a7?? 51 gxh6 gxh6 52 ♝d2 ♔g8 53 ♝xh6 ♞c8 54 ♝g7 ♞d7 55 h6 ♞f8 56 ♝xf8 1-0.

The S/S Rating Guide

For the benefit of new readers, the hieroglyphics on the back cover are explained, whilst regulars may be interested in the news from Ply...

The internationally recognised standard for assessing the strength of chessplayers is called the Elo Rating System, after its inventor Professor Arpad Elo. For UK players, there is also the system operated by the British Chess Federation. Both systems express strength in the form of a score based on results. The Elo figure can be translated into BCF by the formula 'Elo minus 600, divided by 8'. Our back cover has two rating lists, both of which have been built up over many years. The *Selective Search* list (abbreviated to 'S/S') contains games played at 'Game in 60 minutes' or longer, whilst the *Ply* list only has games played at 40 moves in 2 hours, the most frequently used time setting in international tournaments. 'Ply' is the name of a Swedish magazine devoted to chess computers, and their rating list is run as part of an ongoing university project. It is therefore free of commercial considerations of any kind. They kindly allow Selective Search to make use of their data.

Unfortunately Elo points are not identical from one country to the next, so one should add 100 points to the *Ply* figures to arrive at an 'English translation'; i.e. a Swedish player with an Elo of 2259 would be regarded as around 2359 over here. Beware of manufacturer's claims regarding 'USCF' grades. This is the American system, and runs at another 100 points higher than the UK, or 200 points more than *Ply*!

All the computers are ranked in strength order according to the S/S list, which just shows 'name, rank and number' plus the quantity of games on which the grade is based. The *Ply* list shows the Elo rating (without the 'add 100' adjustment mentioned above), the BCF equivalent, the number of games taken into consideration, plus another column marked '+/- Elo'. This indicates the margin of error. For example, a computer graded at 2259 on the basis of 250 games has a margin of error of 59 Elo; i.e. the figure of 2259 might actually be as low as 2200, or as high as 2318; however the median figure is more likely to be correct than those at the extremes. The higher the number of games played, the more reliable the grade, so this 'plus or minus' figure comes down progressively as more and more games are played. Fortunately, the ratings of humans are not subjected to such rigours - your grade is your grade, for a whole year at a time!

To put the figures into context, 1000 Elo (BCF 50) is beginner standard. From here to 1400 (BCF 100) is good hobby player / weak club player territory. 1600 (125) would be regarded as a slightly better than average club player, and 2000 (175 BCF) as a very good one. Anyone over 2200 (BCF 200) is seriously strong by most standards, very likely playing for his county or in the top section of weekend congresses. A 2350 (219 BCF) player might well hold a title (perhaps FIDE Master, abbreviated to FM); a 2400 (BCF 225) player could be an International Master (IM), and 2500 (BCF 237) is Grandmaster (GM) standard. World Champion Garry Kasparov is Elo 2805 at the moment, or 257 BCF - the highest rating of all time.

Rating News From Ply

Time constraints caused by the 'chess boom' over the last couple of months means that the *Ply* list is as last time. Next issue will have a full update to both lists.

Ply reports that the Saitek Sparc 20Mhz has entered their list at 2197 after 152 games. Their other new entrant is the Complete Chess System, showing at 1998 after 106 games. This makes it around 260 points weaker than the top 2 of Genius 1 and M-Chess Pro.

Ply's next listing should see the inclusion of MG2, Gideon Professional, Chess Friend, and Novag's Ruby / Emerald.

	S/S			Ply			
Rank	Computer	BCF	Games	Elo	BCF equiv. Elo	+/-	Games
1	Tasc R30	229	41	-	-	-	-
2	Meph Lyon 68030	218	374	2259	207	59	250
3	Meph Vanc. 68030	216	375	2236	205	38	420
4	Meph Risc 1MB	216	1046	2221	204	31	579
5	Meph Port 68030	214	460	-	-	-	-
6	Saitek Risc 2500	212	486	2218	202	33	507
7	Meph Vanc. 68020/12	205	1481	2160	194	27	726
8	Meph Lyon 68020/12	204	2492	2155	194	23	976
9	Meph Vanc. 68000	203	334	2111	189	28	658
10	Meph Berlin	201	653	2129	192	34	484
11	Meph Port. 68020	200	1713	-	-	-	-
12	Fid Elite 68030 V9	200	599	2127	191	44	324
13	Meph Lyon 68000	197	1325	2106	188	25	830
14	Meph Almeria 68020	196	1003	-	-	-	-
15	Meph Port. 68000	193	1478	-	-	-	-
16	Fid Mach 4/Elite V7	193	1396	2081	185	24	843
17	Saitek Brute Force	188	223	2009	176	47	223
18	Fid El. 68000 x2 V5	188	258	-	-	-	-
19	Meph Roma 68020	186	1043	-	-	-	-
20	Meph Polgar 10	186	609	-	-	-	-
21	Novag Diablo/Scorpio	186	1202	2002	175	25	768
22	Meph Almeria 68000	184	1025	-	-	-	-
23	Meph Dallas 68020	184	996	-	-	-	-
24	Fid Mach 3 68000 v2	181	5009	1996	175	15	2127
25	Meph Milano	180	626	1958	170	28	622
26	Meph MM5	180	1319	1976	172	22	1002
27	Meph Polgar 5	179	2082	1970	171	18	1363
28	Meph Dall./Mon.Dall	178	2283	-	-	-	-
29	Nov S.Forte/Exp. 6C	178	2371	1956	169	19	1326
30	Meph Roma 68000	176	2267	-	-	-	-
31	Meph Academy	175	2000	-	-	-	-
32	Meph Modena	173	174	1883	160	35	399
33	Meph Amsterdam	173	2373	1924	160	22	1020
34	Nov S.Forte/Exp . 6B	173	1343	-	-	-	-
35	Meph Mega 4	172	2435	-	-	-	-
36	Fid Mach 2B/C 68000	172	2909	-	-	-	-
37	Saitek Gal-Ren D10	172	1209	-	-	-	-
38	Fid Travelmaster	170	505	1903	163	79	123
39	Meph S.Mond2/MC4	170	224	-	-	-	-
40	Novag Ruby/Emerald	170	26	-	-	-	-
41	Meph MM4	169	2866	-	-	-	-
42	Saitek Travel Champ	169	45	-	-	-	-
43	Nov S.Forte /Exp. 6A	168	1155	-	-	-	-
44	Saitek Turbo King II	166	834	1869	159	24	843
45	Meph MonteCarlo	166	262	-	-	-	-
46	Saitek Gal. / Ren. C8	166	313	-	-	-	-
47	CXG Sphinx Galaxy	165	2049	1878	160	19	1382
48	Conchess Ply.Vict.5.5	165	697	1866	158	26	701
49	Fid Mach 2A 68000	164	338	-	-	-	-
50	Saitek GK2000	163	112	1910	164	37	353
51	Novag Expert 5/6	161	532	-	-	-	-
52	Fid Club 68000	161	1459	-	-	-	-
53	Novag Jade / Zircon	161	18	-	-	-	-
54	Novag Forte B	159	1917	-	-	-	-
55	Meph Rebell	159	2121	-	-	-	-
56	Fid Avant Garde 5	159	1721	-	-	-	-
57	Fid Par E./Des. 2100	158	2538	--	--	--	--
58	Saitek Stratos /Corona	158	3053	-	-	-	-
59	Novag Forte A	157	2202	-	-	-	-
60	Meph S.Mondial 1	157	1420	-	-	-	-
61	Conchess Plymate 5.5	157	2169	-	-	-	-
62	Saitek Simultano	157	364	-	-	-	-
63	Saitek Gal./Ren. B6	157	976	-	-	-	-
64	Conchess 6	155	107	-	-	-	-
65	Fid Excellence 4	155	1740	-	-	-	-
66	Novag Expert 4	155	962	-	-	-	-
67	Conchess Plymate 4	153	372	-	-	-	-

	S/S			Ply			
Rank	Computer	BCF	Games	Elo	BCF equiv. Elo	+/-	Games
68	Saitek Turbo Kasp 4	153	512	-	-	-	-
69	Fid Elite C	152	182	-	-	-	-
70	Mephisto MM2	151	781	-	-	-	-
71	Saitek Gal. / Ren. B4	151	37	-	-	-	-
72	Fid Exc./ Des. 2000	150	1646	-	-	-	-
73	Saitek Prisma / Blitz	149	306	1736	141	50	202
74	Conchess 4	148	509	-	-	-	-
75	Novag Super Const.	147	3689	1729	141	18	1581
76	Novag Super Nova	147	411	1731	141	38	350
77	Novag Supremo	144	28	-	-	-	-
78	Meph Europa/M.Polo	143	240	1684	135	54	170
79	Novag Super VIP	143	335	-	-	-	-
80	Fid Prestige / Elite A	142	856	-	-	-	-
81	Fid Sensory 12	141	1340	-	-	-	-
82	Saitek Superstar 36K	139	997	-	-	-	-
83	Conchess 2	139	1096	-	-	-	-
84	Novag Const. 3.6	137	825	-	-	-	-
85	Novag Quattro	137	585	-	-	-	-
86	Novag Primo / VIP	137	354	-	-	-	-
87	Meph Mondial 2	136	31	-	-	-	-
88	Fid Elite B / Original	133	236	-	-	-	-
89	Meph Mondial 1	131	247	-	-	-	-
90	Novag Const. 2.0	130	1289	-	-	-	-
91	CXG S.Ent/Adv.Star	128	922	1559	120	39	386
92	CXG 3000	123	17	-	-	-	-
93	Fid Sensory 9	121	1114	-	-	-	-
94	Saitek Ast/Conq/Cavl	121	61	-	-	-	-
95	Nov Mentor16/Amigo	118	22	-	-	-	-
96	GGM + Steinitz	117	287	-	-	-	-
97	CXG 2001	116	84	-	-	-	-
98	Mephisto 3	115	633	-	-	-	-
99	Saitek T'bo/S.Star 24k	115	346	-	-	-	-

PC Programs

	S/S			Ply			
Rank	Computer	BCF	Games	Elo	BCF equiv. Elo	+/-	Games
1	ChessMachine 30Mhz (King 2.0, aggressive)	-	-	2319	215	45	306
2	C. Genius 486/50-66	-	-	2302	213	53	231
3	M-C Pro 486/50-66	-	-	2301	213	48	295
4	ChessMachine 30Mhz (Schroeder 3.1)	-	-	2300	212	51	229
5	ChessMachine 16Mhz (Schr. 512k ARM2)	-	-	2217	202	33	528
6	ChessMachine 16Mhz (King 512k ARM2)	-	-	2206	201	42	312
7	M Chess 1.1-1.71 (on 486/33)	-	-	2196	200	43	326
8	Fritz 2 (486/33)	-	-	2156	194	44	260
9	M Chess 1.1 - 1.66 (on 386/25-33)	-	-	2127	191	36	402
10	Rex Chess 2.3 (on 386/25-33)	-	-	2029	179	64	126
11	Fritz 1.0 486/33	-	-	2022	178	63	128
12	Zarkov 2.5 386/25-33	-	-	2018	177	56	168
13	Rex Chess 2.3 (on 386/16-20)	-	-	1928	166	53	174
14	Psion Atari 68000/8	-	-	1880	160	18	1473
15	Chessplayer 2150 (Atari/Amiga)	-	-	1710	139	67	126
16	The Final Chesscard (6502 5Mhz.)	-	-	1697	137	65	149
17	Chessmaster 2100 (Amiga 68000)	-	-	1676	134	85	100
18	Chess Champion 2175 (Atari/Amiga)	-	-	1669	134	62	157