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Mephisto

The World's Best Chess Computers...

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Editorial

For all those who make their living from the chess industry, the last few months have been a remarkable time - impossible and exciting by turns. Sales of chess computers (and all other chess products) have gone through the roof, and with it the number of enquiries, phone call, letters, supply problems... not that we’re complaining of course, but it has inevitably had an effect on a magazine such as Selective Search. S/S has always been provided as a service, and while it more or less breaks even, it does not of course have a full-time staff. Therefore, we hope you will understand why we have strayed somewhat from our ideal of producing the magazine between the 10th and 15th of every other month, and have had less time than we would like for testing! For certain though, recent events have been good for chess, and while we apologise for any delays and shortcomings as opposed to how things were before, we hope you will agree that the overall benefit to the game heavily outweighs any temporary inconvenience.

With three new products since our last issue, Mephisto’s complete recovery of form is now self-evident. The first consignment of Genius II in module form for the upgradeable series sold out immediately, the Nigel Short has successfully plugged the gap between the Milano and the Berlin, and the Montreal provides - at last - full-size auto-sensory performance at the same price as a top press-sensory. Well done, Mephisto!

* cover photo shows GM Stuart Conquest playing The King at Oviedo
Computer World Championship 1993

A full 16-rounds was the format for this year’s World Microcomputer Championship, held in Munich last November. There have been years when (cynics have claimed) these events have had something of the flavour of a children’s party - prizes for everyone, and a system designed to ensure the best doesn’t necessarily win. Whether or not there has ever been truth in that, this year’s event produced only two names which stand out unambiguously - Genius 2 and Hiarc 2.

Hiarc, running on a Sparc station, came first with 7½ in the Software Group, followed by The King (7 points, Dec Alpha at 150Mhz), with Mephisto Genius 2 (60Mhz Pentium) coming third on 6 points.

The Manufacturer’s Group was won by Genius; second was the Tasc R30 (the highest-placed dedicated machine) with the Saitek Risc 2500 (with 512k upgrade chip) in third.

It does seem rather a pity that there is no separate section for dedicated machines, since they can hardly compete fairly with exotica such as the Pentium, Dec Alpha etc, which cost a good deal more than an R30! Equally annoying is that both Tasc and Saitek used an increased clock speed on their machines, and therefore cannot be compared directly with the present commercial versions.

Hiarc and Genius played a two-game play-off to determine the title of Absolute Microcomputer Chess Champion, which MG2 won 1½½/½.

A selection of games follows, featuring only the commercial names familiar to S/S readers. Certainly the chess produced this year was to a very high standard!

\[
\begin{array}{l}
\text{Tasc R30} \\
\text{Saitek Risc 2500 (512k)}
\end{array}
\]

\[
1 \text{e4 c5 2 d3 f3 c6 3 d4 cxd4 4 exd4 f6 5 c3 g6 6 } \\
\text{cxb6 c6 7 e5 d5 8 c4 \text{g7 9 f4 Wa5 10 0-0 e5 11 e5}} \\
\text{ex5 12 Wf4 13 Wf6 14 Wf3 d5 15 Wxd5! f5 16 Wxe6! Wxe6 17 Wxc6+} \\
\text{f8 18 Wxa8 Oh6 19 d5 f5 20 We4} \\
\text{Wxb2 21 Wxe6 fxe6 22 g4 d6 23 Wxd6} \\
\text{exd6 24 Wxd6+ We7 25 Wd7+ We6 26} \\
\text{We1 Wxa2 27 Wd4+ 1-0.}
\]

\[
\begin{array}{l}
\text{Saitek Risc 2500 (512k)} \\
\text{Tasc R30}
\end{array}
\]

\[
1 \text{d4 d5 2 c4 c6 3 c3 dxc4 4 f3 a6 5} \\
\text{d5 e5 b6 e4 b5 7 a4 b4 8 a2 f6} \\
\text{After 8 moves Black finally has a piece} \\
\text{developed; after 13 he has none!} \\
\text{9 Wxc4 Wxe4 10 We2 a6 11 a3 b4 a5} \\
\text{12 Wf2 Wxc4 13 Wxc4 e6 14 b3 b4} \\
\text{15 Wd2 0-0 16 0-0?! a6 17 Wg4 d7} \\
\text{18 dxe6 c5! 19 Wc3 f3+ 20 Wc2} \\
\text{Wxc3 21 bxc3 b8 22 Wf7+ Wh8!} \\
\text{Using the white pawn in his own defence.} \\
\text{23 e4 Wb2+ 24 Wc3 Wd6 25 We5 Wxc5}
\]
26 $\text{cxd3 } \text{d8+} 27 \text{wd4 } \text{xd4}+

With which the Tasc announced mate in 9 by 28 $\text{xd4 } \text{xc4+} 29 \text{e4 } \text{d5+} 30 \text{f4 g5+} 31 \text{g3 } \text{d6+} 32 \text{h3 } \text{h6+} 33 \text{g4 } \text{h4+} 34 \text{f3 } \text{f4+} 0-1.

24...$\text{c7 25 } \text{a6 } \text{d7 26 a4 } \text{e5 27 a5 } \text{a4 28 } \text{xc4! } \text{c3

Ingenious, but not good enough to hold Black's disintegrating centre.

29 $\text{xc7 } \text{xc7} 30 \text{wd3 f5 31 h3 } \text{c6 32 } \text{c2 } \text{c7

In order to de-pin the knight with...

33 $\text{d3 } \text{b5 34 } \text{xd5+ } \text{f8 35 } \text{d2 } \text{d6 36 } \text{c3 } \text{b8 37 } \text{c6 } \text{e7 38 } \text{b3

The Tasc continues to make a threat a move, on the principle that something will eventually have to give.

38...$\text{d7 39 } \text{d5 } \text{e7 40 } \text{e6+ } \text{d8 41 } \text{g8+ } \text{e8 42 } \text{e6 } \text{e7 43 } \text{xe7 } \text{xe7 44 } \text{f7+ } \text{d6 1-0.

□ Tasc R30
■ Saitek 2500 (512k)

1 d4 $\text{f6 2 c4 e5 3 f3 b5 4 g3 } \text{b7 5 } \text{g2 } \text{e7 6 } \text{c3 } \text{c4 7 } \text{d2 } \text{f6 8 0-0 0-} 0 9 \text{c1 d5 10 cxd5 exd5 11 } \text{f4 } \text{a6 12 } \text{b3 } \text{xc3 13 } \text{xc3 c5 14 a3 } \text{e8 15 c3 } \text{c8 16 } \text{d3 } \text{e7 17 } \text{fd1 } \text{c7 18 } \text{dxc5 bxc5 19 } \text{wb3 } \text{a8 20 } \text{d6! } \text{xd6 21 } \text{wb7 } \text{b6 22 b4 c4 23 } \text{d4 } \text{xd4 24 } \text{xd4

Black's backward d pawn is now the obvious target of attack

1 d4 $\text{f6 2 c4 e5 3 dxe5 } \text{g4 4 e4 } \text{xe5 5 } \text{f4 } \text{g6 6 } \text{f3 } \text{b4+ 7 } \text{c3 0-0 8 } \text{d3 d6 9 } \text{e3 } \text{xc3+ 10 bxc3 } \text{d7 11 0-0 } \text{e7 12 } \text{c2 } \text{e8 13 } \text{e1 b6 14 } \text{d4 } \text{c5 15 } \text{f5 } \text{wd8 16 } \text{xc5 bxc5 17 } \text{g3 } \text{wh4 18 } \text{e5 dxe5 19 } \text{fr2 } \text{a6 20 } \text{exe5 } \text{e7 21 } \text{e4 } \text{xe5 22 } \text{xc5 } \text{xd3 23 } \text{xd3 } \text{f8 24 } \text{f4 } \text{xe1 25 } \text{xe1 } \text{d8 26 } \text{we4 } \text{wd6 27 } \text{c5 } \text{d7

Not queen takes knight for obvious reasons!

28 $\text{b4 } \text{b5 29 c4 } \text{e8 30 } \text{xe8+ } \text{xe8 31 } \text{xe8+ } \text{e8}
The endgame begins, and although Black clearly stands better, it is certainly to the Saitek’s credit that it managed to extract the full point.

32 c6 ³f8 33 ³a6 ³xc6 34 ³xc7 ³e7 35 ³a6 ³d6 36 ³f2 ³b7 37 ³h4 ³c5 38 ³d3+ ³xc4 39 ³e5+ ³h4 40 ³xf7 ³d5 41 ³d6 ³xa2 42 ³e8 a5 43 ³xg7 a4 44 ³e1 ³c3 45 ³d1 ³b2 0-1.

□ Saitek 2500 (512k)
■ Tasc R30

1 e4 e5 2 ³f3 f5 3 exf5

The Budapest. Do not try this at home.

3...e4 4 ³e5 ³f6 5 ³e2 d5 6 ³h5+ ³e7 7 d3 ³g8 8 ³g5 ³d6 9 ³f4 ³b4+ 10 ³d2 ³bd7 11 ³xe4 ³xe5 12 ³xe5 ³dx4 13 ³e2 ³xf5 14 ³c4 ³e6 15 ³c3 ³a4 16 ³e2 ³xc4 17 ³xc4 ³e8 18 ³d1 ³e6 19 ³f3 b5 20 ³h3 ³wa6 21 ³d2 ³c6 22 ³xf6??

It seems strange to trade off a piece especially one of your best ones - when your opponent’s king is cowering in the middle of the board.

22...gx6f 23 fxe4

So now the Saitek has closed one file on itself, and opened another (the g-file) for Black.

23...³c5 24 c4 a6 25 ³f1 ³g5!

All Black’s pieces now have active positions - unfortunately, that also includes his King at the moment; therefore its retreat becomes the top priority.

26 g4 ³f7 27 h4 ³ge5 28 ³f4 ³b4 29 ³f2 ³g8

But now it is the Saitek’s King that looks the more exposed.

30 cxb5 axb5 31 ³we3 ³e5e6 32 ³f5 ³xd2 33 ³xd2 ³xe4 34 ³c2 0-1.

□ Hiarcs 2
■ Mephisto Genius 2

1 d4 b6 2 e4 ³b7 3 ³d3 e6 4 ³f3 ³f6 5 e5 ³e4 6 0-0 ³e7 7 ³e1 f5 8 exf6 ³xf6 9 ³c3 0-0 10 ³g5 h6 11 ³h3 ³c6 12 ³e3 ³b4 13 ³g6 ³fd5 14 ³d2 ³xc3 15 bxc3 ³c6 16 ³h5 ³a3

17 ³g5!

Hiarcs’ attack flows smoothly from here to the point where the game is effectively decided, and all with moves which are simple and strong - the kind we would like to think we would play ourselves.

17...³f6 18 ³e4 ³d8 19 ³ab1 ³e7 20 ³xh6! gxh6 21 ³xh6 ³xg6 22 ³xg6+ ³h8 23 ³h6+ ³g8 24 ³e3 ³f7 25 ³f3+ ³e8 26 ³g6+ ³e7 27 ³g7+ ³e8 28 ³xf8+! ³xf8 29 ³f6+ ³xf6 30 ³xf6 ³d5

Genius fails to do the decent thing and concede gracefully.

31 a4 ³d6 32 f3 a5 33 ³g6+ ³e7 34 ³g7+ ³e8 35 ³b5 ³f8 36 ³g6+ ³e7 37 ³xd5!
When one has a material advantage as great as this, it makes sense to give back a little if this helps to simplify.

37...exd5 38 h4 c6 39 h5 £e8 40 h6 £xh6 41 £xh6 £d8 42 £f2 £c7 43 £f4 £b5 1-0.

□ Saitek 2500 (512k)
■ Tasc R30

1 d4 d5 2 c4 £c6 3 £c3 dxc4 4 £f3 a6 5 d5 £b8 6 e4 b5 7 a4 b4 8 £a2 £f6 9 £xc4 £xe4 10 £e2 £d6 11 £xb4 a5 12 £c2 £xc4 13 £xc4 £a6 14 £wb3 c6 15 dxc6 £xc6 16 £f4 £e6 17 £d1 £e8 18 h4 £b4+ 19 £xb4 £xb4 20 £d4 0-0 21 £d6 £d8 22 £xb4

This wins a pawn, but at the expense of a dangerously exposed king.

22...£xb4 23 £xb4 e5 24 £b5 £xd1+ 25 £xd1 £f5 26 £a3 £d8+ 27 £c1 £c8+ 28 £d1 £d7+ 29 £d2 £xa4+ 30 £c2 £a2 31 £e1 £bl+ 32 £d1

32...£xb2!!

Brilliant play. In spurning the win of the knight, the R30 must have seen the whole of the forcing line that gains queen for rook.

33 £h3 £h6

Ruling out any back rank cheapos.

34 £a3 £xc2 35 £xa6 £c3+ 36 £f1 £c1 37 £a8+ £h7 38 £d8 £c2 39 £e1 £xd1+ 40 £xd1 £e4+ 41 £f1 £xb4 42 £g1 e4 0-1.

□ Mephisto Genius 2
■ Tasc R30

1 c4 £f6 2 £c3 e5 3 g3 d5 4 cxd5 £xd5 5 £g2 £b6 6 £f3 £c6 7 0-0 £e7 8 a3 0-0 9 £b4 £e8 10 £b1 £f8 11 d3 £d4 12 £d2 £f5?!

For the cost of a pawn, Black aims to eliminate White’s prize bishop.

13 £xb7 £h3 14 £xa8 £xa8 15 £e4 £xf1 16 £xf1 £w8 17 £e2 £h3+ 18 £g1 £w4 19 £c3 £w7 20 £c4 £w6 21 £xb6 axb6 22 £b2 £d6 23 £c1 £b7 24 £e2 £e6 25 £wa4 £b5 26 £c2 £c5 27 £xc5 £xc5 28 £f4 £f6 29 £xe5 £xe5 30 £f1 £d7 31 £g2 £e8 32 £c3 £w6 33 £wb1 £b3 34 £wb2 £b8 35 £f3 £c5 36 £h4 £a4 37 £wb1 £c5 38 £xc5 £xc5 39 £xb4 £a6 40 £wc3 £e8 41 £wb2 £c7 42 £f5 £e8 43 £c3 £g6 44 £f2 £wd7 45 £wb3+ £g7 46 £f1 £d8 47 £f3 £h5 48 £f2 £w8 49 £a2 £e6 50 £wc3 £d4 51 £wa5 £d7 52 £w6 £f7 53 £b2 £e7 54 £b4 £w5 55 £w5 £w6 56 £c1 £f3+ 57 £g1 £e2+ 58 £xe2 £xe2 59 £d5 £f2+ 60 £h1 £f3+ 61 £g1 £xd3 62 £e1 £xa3 63 £g4 £hxg4 64 £e3 £wb2 65 £d1 £wc1 66 £g2 £xh7 0-1.

□ Tasc R30
■ Mephisto Genius 2

1 e4 d5 2 exd5 £xd5 3 £c3 £wa5 4 d4 £f6 5 £d2 £g4 6 £e2 £xe2 7 £cxe2 £wb6 8 £f3 £c6 9 £c4 £e6 10 0-0 £xb2
Typical R30, giving up the pawn for open lines and piece activity. However this is one sacrifice that does not pay off against the precise play of MG2.

11 $a4 \triangle e4 12 f5b1 $a3 13 $e2 \triangle xd2
14 \triangle xd2 0-0-0 15 $b3 $a6 16 \triangle f3 $e7
17 $b5?!

The 'human' move would surely be to double rooks.

17...g5 18 $d1 g4 19 $g5 $xg5 20 $xg5 $h5 21 a4 21...h4!

In the space of a few moves the balance has shifted markedly, and with this counter-sacrifice black initiates an extremely dangerous attack.

22 $xg4 $h3 23 d5 $\triangle e5 24 $e4 f6 25 f4 exd5 26 cxd5 $b6+ 27 $e4 $d7 28 $d6
c5 29 gxh3 $xh3 30 $g3 $d8h 31 $d1d2
$w c6 32 $e4 $b8 33 a5 $x h 34 $w c4 a6
35 $w f 7 $w b 5 36 $w a 2 $g 4 37 $f 2 f 5 38
$e 3 c 4 39 $w a 1 $d 8 40 $w d 4 $w c 5 41
$w x c 5 $x c 5 42 $w f 1 $x d 6 43 $x f 5 $d 1+ 44
$e 2 $d 8 45 $g 3 $x g 3 46 $x g 3 $g 3 47 $g 4 c 3 48 $w e 1 $x a 5 49 $e 2 $e 8 50
$e f 2 b 5 51 $e e 7 b 4!

"Two united passed pawns on the sixth are stronger than a rook"

52 $d 5 $f 8 53 $e 2 $c 6 54 $e 3 $d 8 55
$e 4 $e 8+ 56 $d 3 $e 2 57 $e 2 $d 4+ 58 $d 1 c 2+ 59 $e 1 b 3 60 $c 3 a 5 61
$b 2 a 4 0-1.

\[Diagram\]

30...$w x c 3 31 $w x h 5 $e 7 32 $e 4 g 6 33
$g 6 $w g 7 34 $w e 5+ $w f 7 35 $w d 6 $w e 7 36
$e 7+ $w f 7 37 $w f 7 $w f 7 38 $w x e 6 $c 2
39 a3 $c 3 40 g4 $x a 3 41 g5 $g 7 42
$w e 5+ $g 8 43 g6 $f 8 44 $w e 6+ $g 7 45
$w e 7+ $x g 6 46 $w f 8 1-0.

☐ Saitek 2500

■ Mephisto Genius2

1 e4 $f 6 2 e5 $d 5 3 d 4 d 6 4 $f 3 $g 4 5
$e 2 e 6 6 0-0 $e 7 7 c 4 $b 6 8 $c 3 0-0 9
$e 3 a 5 10 exd 6 cxd 6 11 $d 2 $x e 2 12
$w x e 2 d 5 13 $f 1 $c 6 14 $x d 1 $x c 4 15
$e 4 $d 5 16 $x d 5 exd 5 17 $e 5 $b 4
18 $x c 3 b x c 6 19 $a 2 $e 8 20 $x e 8+$
$x e 8 21 $x e 8+ $x e 8 22 $x b 4 a x b 4

A rook and pawn ending with material level. Between two such strong programs a draw would seem the most likely outcome, but Genius is superb in such situ-

\[Board\]

☐ Mephisto Genius 2

■ Saitek 2500 (512k)

1 c4 e5 2 $c 3 $f 6 3 $f 3 $c 6 4 $g 3 $b 4 5
$g 2 0-0 6 0-0 e 4 7 $g 5 $x c 3 8 b x c 3 $e 8
9 f 3 e 3 10 d 5 d 11 $w b 3 $a 5 12 $a 3 c 6
13 c x d 5 c x d 5 14 f 4 $f 5 15 $a 2 $e 8 16
$e 3 $c 6 17 $x e 5 $w b 6 18 c 4 $d 4 19
$x d 4 $x d 4 20 c x d 5 $x x d 5 21 $w b 3 $a 6
22 f 5 $w x e 5 23 f x e 6 f x e 6 24 $w x b 7 $c 7 25
$w b 5 $x e 8 26 $w a 4 26...$c 3 27 $w g 4 h 5!
28 $w f 3 $x b 8 29 $x a 1 $b 2 30 $x c 3

A well-judged sacrifice of the exchange.
atations and wins without apparent difficulty.
23 a4 bxa3 24 bxa3 e2 25 f1 c2 26 a1 c5 27 a4 cxd4 28 a3 d3 29 xd3 e5 30 h3 f8 31 b8+ e7 32 a8 d4 33 a5 d3 34 e1 c2 35 a6 e2+ 36 d1 f2 37 a7 a2 38 c1 e6 39 h3 h6 40 g3 h5 41 d1 e5 42 e1 g5 43 d1 f6 44 c1 h4 45 g4+ f4 46 d8 xxa7 47 xd3 a2 48 d1 g2 49 e1 g3 50 d6 xh3 51 xf6+ g3 52 e2 h2+ 53 d3 h3 0-1.

☐ The King
☐ M- Chess X

1 d4 f6 2 c4 e5 3 dxe5 g4 4 e4 xe5 5 f4 g6 6 d3 b4+ 7 e3 dxe3+ 8 bxc3 b6 9 f3 0-0 10 f5 h4 11 d2

The sum total of Black's development is one piece on the edge of the board, yet the Budapest seems to be in fashion amongst computer-opening-book compilers, and it gets played too often.
11...xf6 12 d4 g5 13 g3 xf5 14 exf5 h7 15 f3 xfx5 16 e2 c5 17 e3 e8 18 f2 g6 19 c1 h6 20 e1 e6 21 g4 d6 22 g5 hxg5 23 xg5 g6 24 d2 c6 25 h4 h7 26 f3 e8 27 xe6 xe6 28 d5 e8 29 g1 h8 30 f3 a5

17...g5?!
Rather wild play by the R30. The contrast between the Rasc's ambitious and enterprising style, and the cool accuracy of the Genius, makes for interesting games.
18 g4 h5?! 19 xh5 gxh4 20 g6+ h8 21 xh4 f5 22 h6+ g8 23 xe6+ xexe6 24 xexe6+ f7 25 xf5 f8 26 h6+ e8

31 f6!! gx6f6 32 f4 g7 33 h4+ g8 34 xg7+ xg7 35 g3+ h8 36 xf7 f8 37 g6 1-0.

27 g7+ d8 28 d5 c7 29 dxc6 c5 30 e6+ b6 31 xec5 xec5 32 f1 a7 33 xeb7 xaf8 34 e3 xxe3 35 fxe3 xfx1+ 36 xfx1 e8 1-0.
How Good Is Your Chess Computer?

Competitors in this issue’s HGYC are the Mephisto Nigel Short (£269), the new ‘soup-ed-up’ Milano, the Milano itself (£199) Novag’s Scorpio / Diablo program (£269 / £539 respectively) and the excellent new Mephisto Montreal, which if its non-upgradeability doesn’t matter to you, offers a full-size wooden auto-sensory board (similar to the Exclusive) and BCF 170-ish performance for only £399.

As always, the idea is to go through the game with your own CC, or yourself, or preferably both, to see how these scores compare with those of the machines on test.

The game was played at Lugano in 1968. Given the names below, it will come as no surprise to learn that you are on Black’s side!

☐ Balinas
■ Korchnoi

1 e4 c5 2 d4 e6 3 dxe6 cxd4 4 cxd4 d6 5 b5 dxe5 6 f4 e5 7 e3 f6 8 g5

The test starts here.

8...a6

2 points, as per the Montreal. The horse is best kicked now than later, but 8...e6 (as all the rest) and 8...e7 both score 1.

9 xf6

9...gxf6

As per every CC ever made and 1 point, but any humans who chose the alternative have to go into the red with a minus 3!

10 5e3

White has played the opening like a retarded Pelikan, having lost a move on the normal Pelikan line and wrongly swapped off bishop for knight.

10...f5!

3 points, banked only by the Scorpio. Black sorts his one positional weakness at the first opportunity. d5 could otherwise become an excellent outpost for a knight. 10...e6 (as per the rest) scores 1.

11 c4

11...d4

2 points (Short), with 11...g5 (Montreal) worth 1. The others chose fxe.

12 d2

12...g5!
Depriving White of 13 \textit{Wh}5. No computer scored.

13 g3

13...\textit{Ah}6!
3 points. No computer got this, but the Montreal picked up 1 for \textit{Ae}6

14 \textit{Af}3 \textit{Ax}f3+ 15 \textit{Wx}f3 \textit{Ae}6 16 \textit{Axe}6 \textit{fxe}6 17 \textit{exf}5

20...\textit{Ab}8, and the Scorpio 20...\textit{Ag}7; neither scores.

21 \textit{C}d1

21...\textit{Ag}7
The natural move, which only the Scorpio failed to find (21...\textit{Wh}8). 2 points.

22 c3

22...\textit{Wh}8
2 again. None chose this.

23 \textit{Wb}3

23...\textit{Wh}3
Worth 2, and the choice of the Short and Milano. The other two wanted to put a rook at b8 (no points). 23...\textit{Af}6 would also score 2.

24 \textit{Ce}3

24...\textit{Af}6
2 points. All four went for 24...\textit{Ab}8 and \textit{nil point}.

25 \textit{Wd}1

25...\textit{Ah}6
For one. All the machines spared themselves the embarrassment of playing something else.
26 Qg4

26...Qg6
Another point apiece.

27 Qe3

27...Qg8!
Worth 3. All the computers thought they were slightly down here, and were therefore happy to go for the draw with 27...Nh6 etc (nil), which, unless you can see what’s coming, is a sensible view to take!

28 We2

28...Qxc3!!
3 points. Reasonably enough, none of the computers saw the combination - this is strictly GM stuff.

29 bxc3

29...Nh6
One apiece.

30 f3

30...Exg3+
2 points for all four.

31 Qh1 exf3 32 Wb2

32...Qg2!

2 points. The Montreal insisted on 32...Qg7?, but the three others scored.
No more points for the remainder of the game, which went:
33 Wb8+ Qg7 34 Qf5+ Wxf5 35 Qg1 Wh3 36 Qe5+ Qf7 37 Wf4+ Qg6 0-1.

So the results were 20 to the Nigel Short and 17 for the Milano, with the Montreal doing extremely well to finish ahead of the Novag program (13 to 12). These numbers are based on the following scale:

40-45 Grandmaster
33-39 International Master
21-30 Expert / Fide Master
16-20 Top Club / Low County
12-15 Average / Good Club Player
8-11 Weak / Average Club Player
0-7 Hmm...

Don't take the naive view that the results of a single test fix a computer's ability in stone, but the results for the Short and the Milano look about right on this scale to me. A strange game though...

The Novag result was not a particularly flattering one. In its Scorpio incarnation the program was outclassed by the identically priced Nigel Short, and in the guise of the Diablo, it was pipped by the equally wooden and auto-sensory Montreal which is £140 less.

That said, while I am confident the Short would beat the Scorpio in a tournament-level match of any length, it would probably be a closer fight than these results would indicate! Likewise, I dare say that the Diablo would win a match against the Montreal.

I have played six games against the Montreal (1 hour each, +3 -1 =2 to me), which is based on the 'Roma' program. Subjectively, I would place it in the high 160s / low 170s. For anyone under 140 it will certainly give much pleasure. SK
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Oviedo

So far as the CC interest goes, this year’s contest was something of a damp squib. Judging by the (uninformative) tournament bulletin, only two programs competed - The King and Mephisto Genius 2 (the program, not the new dedicated). The King did extremely well with 9½ points - ahead of a whole raft of GMs - and beat world No. 6 Valery Salov along the way.

Judged by the standards we are coming to expect from it, MG2 had a rather lacklustre performance, a point and a half behind its rival PC entrant. Of course, having to play its highest ever opposition in the shape of world No. 3 Viswanathan Anand was not exactly helpful! Even so, Genius didn’t go down without a struggle...

The bulletin doesn’t mention the time limits used, but presumably they were the same as last year - 45 minutes each per game.

[Game details and moves follow]
Dear Mr. Healey,

For Christmas, and, of course, through yourselves I received a Mephisto Berlin and a Saitek Travel Champion. Being computer illiterate I am still working my way through the Berlin’s manual (and enjoying it) while occasionally taking time off to engage the Travel Champion with whose program I am somewhat more familiar.

In due course I hope to send you some games with the Berlin but, meanwhile, enclose a position and a game with the TC which may interest you. First the position, where I envisaged the following combination...

\[ \square D S Parkinson \\
\text{■ Saitek Travel Champion} \]

1 \( \text{dxe}8 \text{\textsc{xf}}3 2 \text{\textsc{xe}}8+ \text{\textsc{xf}}8 3 \text{\textsc{xf}}6+ \text{\textsc{xxf}}6 4 \text{\textsc{xf}}8 \text{mate.} \]

Brilliant! So I played it, whereupon the TC with a disdainful lack of thought played 1...\( \text{\textsc{xxd}}8 \) and waited, metaphorically drumming its fingers, for me to resign which I did soon after. As the poet has it

"One moment he stood as the angels stand  
High in the stainless eminence of the air  
The next, he was not."

My revenge came in the next game which I enclose in full, principally for its entertainment value in which regard the TC made a more than significant contribution. If you wish to publish it, I’ll leave the !s and ?s to you (fair enough! Ed.)

25 \( \text{\textsc{h}}7+?! \\
(25 \text{\textsc{h}}4! - R30)

But 25 \( \text{\textsc{h}}4! \) kills, according to the Tasc.

25... \( \text{\textsc{f}}8 26 \text{\textsc{g}}6+ \text{\textsc{f}}7 27 \text{\textsc{xf}}4+ \text{\textsc{e}}7 28 \text{\textsc{g}}6+ \text{\textsc{e}}8 29 \text{\textsc{e}}5+ \text{\textsc{e}}7 30 \text{\textsc{d}}3 \text{\textsc{d}}4 31 \text{\textsc{f}}3 \text{\textsc{d}}8 32 \text{\textsc{f}}7+ \text{\textsc{e}}7 33 \text{\textsc{h}}6 \text{\textsc{d}}8 34 \text{\textsc{f}}7 \text{\textsc{e}}4 35 \text{\textsc{f}}1 \text{\textsc{e}}5 36 \text{\textsc{d}}1+ \text{\textsc{d}}5 37 \text{\textsc{xd}}5+ 1-0."
Computer Tutor?

Sean O’Neill is the father of one of the most promising junior players in the country. Here he looks at the growth of the computer as a learning aid, and also the results of his intriguing experiment with the new Mephisto Nigel Short

No-one glancing through a chess magazine these days can doubt the growing number of computer hardware and software being offered to the casual player and expert alike.

The range of computers and allied products is now so vast (and constantly increasing) that a question which springs to mind is: ‘Can computers be a substantial help in chess training?’

This is a question which holds more than a passing interest for me as a parent with limited resources. PC software can of course be split into two distinct categories - database programs such as ChessBase, Nicbase and Bookup, and playing programs such as Genius, Hiarcs, Fritz et al.

Of the first category, Chessbase is without doubt the most famous and widely used by GMs. The program was developed in 1985 by the leading programmer Mathias Wuellenweber, and the first registered user was none other than Gary Kasparov (in the ultra-macho world of chess Gary is known as the man with the biggest database around).

It is well known that Gary makes extensive use of Chessbase. He used another CB product CB Tree, before a simul against a four-man team of IM strength. In a Channel 4 special he could be seen doing likewise before another simul against an American team.

Further down the line almost all grandmasters now use Chessbase; not only to help prepare for opponents but also, more prosaically, to help them write their books! Significant advances are being made in this field, and it is worth noting that, for example, the introduction to John Nunn’s comprehensive book Secrets of Rook Endings, the author not only credits Ken Thompson and his CD-Rom database for making the work possible, but goes on to say that as everything has been checked by the computer “with the possible exception of a few printing errors, all the moves in it are guaranteed to be accurate”.

Computers are now being used to find the definitive solutions to many standard endgame motifs (and ‘busts’ in opening theory), and one can almost sense the subtle shift in GMs’ attitude toward them.

The use that top players make of chess-playing software is rather less obvious (beyond endorsements such as Peter Wells for Hiarcs etc.). However, even here one can read between the lines. In the recent Kasparov-Short match it was noticeable that in both the match and the later speed games the World Champion seemed at ease in time pressure and with faster time limits.

This seemed to tie in with a comment made to The Times that he had played a whole series of blitz games against Fritz 2 (losing some) prior to his encounter at The Savoy. Of course, this could just be another thinly-veiled endorsement but even so, the circumstantial evidence is strong that Kasparov makes use of his computer as an opponent as well as a fount of information.

As all regular readers of this magazine will know, the top programs and dedicated machines are all world class blitz players, and have been ever since the Mephisto Lyon came out 9/7 up against Mikhail Tal, at that time Blitz World Champion, and over longer time limits computers are
creeping up year by year, and with it their credentials as coaches as well as opponents. Middlegame and endgame training database discs are now available, and PC programs such as Kasparov's Gambit are being designed to interface with their users in the standard 'tutorial' fashion.

When it comes to such training, dedicated computers seem at first sight to be much more limited than non-dedicated options. Some people even argue that training with dedicated machines can be the ruin of a promising junior!

Their argument runs usually runs along the following lines: computers play in an anti-positional 'inhuman' style; they are too greedy and rely on 'tricks'; they don't vary their lines or their style.

However, in my humble view, dedicated machines are in fact most suited for training purposes. They are far more user-friendly than sitting in front of a monitor all day, and with their real board and pieces, are more like normal play. As to the arguments expressed above, these simply don't apply to the modern generation of computers. Top dedicated have a very acute sense of position and tend to be materialistic only when they can safely hold on to their gains.

To experiment and familiarise oneself with all aspects of a given opening (and the resulting middlegames) is perhaps the key area in which computers can help the learning process, although the more expensive machines can be just as valuable in the study of endgame technique. In fact there are so many ways in which top computers can improve one's game that we are fast reaching the stage when we shall need specific training on how to get the most from them!

**Eat My Shorts, Gary!**

My overriding memory of the Kasparov-Short match is of Short in time trouble and that in a million living rooms around the land armchair pundits were willing 'our Nige' to find that elusive winning move. Public disappointment reached its height (or depth?) in the tenth game of the match when Short sacrificed his queen and ended up with a complicated position where later analysis showed that he had missed two or three wins.

The twin factors of time shortage and complexity proved to be Nigel's downfall and the game fizzled out to a draw. However, swift calculation is something that computers revel in, and with the advent of the new Mephisto Nigel Short, I was naturally curious to see whether Nigel Short the computer could find the wins that Nigel Short the human had missed.

Obviously the human version is around 70 BCF points stronger than his computer namesake, and this very game, with its brilliant and part-intuitive queen sacrifice, is a good example of the advantage that humans possess over computers. However, machines do tend to calculate tactical positions very well and I was interested to see how the automated NS would cope.

I decided to start the Mephisto Short after Black's 31st move of game ten, when the following position was reached:

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Now in this position Nige actually
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played 32 $\text{Qe}6$ although he said after the game that another winning possibility was 32 $\text{He}6+ \text{Ke}6 33 \text{Qxe}6 \text{Wxe}6$ (if 33...$\text{Wxd}7 34 \text{Qf}8+) 34 \text{d8W}$

So what did the computer come up with?

32 $\text{Qf}7!$

A move totally ignored by Keene, Short or Kasparov in the post-match analysis. Yet it is a move with some venomous cheapos. For instance, $\text{Wd}3$ or $\text{Wd}7$ are met by 33 $\text{Qe}5+$ and if 32...$\text{Qf}7$ then the pawn queens.

The computer’s evaluation of an advantage between these variations ranged from 2.98 to 4.27.

Continuing with the actual game, after 32 $\text{Qe}6 \text{Wh}2 33 \text{Qf}4+ \text{Kh}6 34 \text{Qd}3 \text{Wg}1+$ 35 $\text{He}1 \text{Wg}5$ we come to the following position:

![Chess Diagram]

Short played 36 $\text{Qe}5??$ missing the win obtainable by 36 $\text{Kh}1+ \text{Qg}6 37 \text{Qe}5+ \text{Qf}5 38 \text{Qc}6$

This time the computer demonstrated just how difficult the position must have been for the real Nigel Short trying to calculate all this in time trouble; at both normal and tournament levels the computer came up with the 3-fold repetition sequence 36 $\text{He}8 \text{Wg}1+$ 37 $\text{He}1 \text{Wg}5$

Only on analysis level after approximately 8 minutes did it change its move and even then it loyally played 36 $\text{Qe}5?$ also, giving the position an evaluation of 0.06.

The actual game continued 36 $\text{Qe}5? \text{g}6$ At this point Nigel played 37 $\text{f}1$. At first the computer disagreed, suggesting the ingenious 37 $\text{Bg}4+$. Now if 37...$\text{Qh}6$ obviously 38 $\text{Kh}1+$ and 39 $\text{Bg}1+$ is killing. After 37 $\text{Qg}4 \text{Qg}7 38 \text{He}8 \text{Wf}5 39 \text{Be}7 \text{Qf}8$ Black gets mated by 40 $\text{d}8\text{W}$. However the flaw in this line was spotted by the computer, namely 38 $\text{Wg}4!$ when White is fighting for the draw with 39 $\text{Bg}8+$ $\text{Qg}8$ 40 $\text{d}8\text{W}+$.

Presumably because of this, the Mephisto NS duly rejected 37 $\text{Qg}4$ on analysis level after about two minutes thought and moved onto 37 $\text{f}1$, again as per its mentor. After Kasparov’s 37...$\text{Qe}6$ its continuation was to play 38 $\text{Wf}8 \text{Wg}1+$ 39 $\text{Qc}2 \text{Ad}7 40 \text{Ad}7$ with a 0.26 evaluation.

This differed from the actual game which continued 38 $\text{Qf}7+ \text{Kh}7 39 \text{Af}7 \text{Wd}5$, when, with only four seconds left, Nigel missed his last chance to win with 40 $\text{Qe}4 \text{Wd}3 41 \text{Af}2 \text{Wd}7 42 \text{Ah}2+ \text{Qg}7 43 \text{Ah}7+ \text{Kh}7 44 \text{Af}6+$ and $\text{Qxd}7$.

The computer managed to find this sequence on Normal time level, 20 seconds a move.

Of course, the exercise was only meant to be a bit of fun to see how the two shorts could cope with The Great Gary, and as such no conclusions were meant to be drawn although the computer held its own pretty well.

However, the real hero for me was Kasparov, who successfully randomised poor positions to the extent that anybody could be forgiven for losing their way in such a tactical quagmire.

**Nigel at Bury**

The new Mephisto also impressed in its first outing into the real world of tournament play. At the recent Bury St. Ed-
mands Open it came second equal with four points out of five, and a 192 BCF performance. The most publishable game was probably the one below.

**Mephisto Nigel Short**
**L Orton**

1 e4 e6 2 d4 d5 3  c3  b4 4 e5 c5 5  d2

Mephisto computers tend to favour this line. It avoids doubled pawns and threatens 6 b5.

5...cxd4

5...c6 or 5...e7 are the normal replies

6 b5  f8 7  xd4  c6 8  b5  d7 9
g3  ge7 10  e2  a6 11  d3  xd4 12
xd4  c6 13  xc6  xc6 14 0-0  wc7

Black has done well to ease the congestion at e7, but White still has the advantage in development and it is interesting how it quickly turns this into a positional advantage.

15  c5 16  b4  xb4 17 axb4 0-0 18
c3  f6 19  xf6  xf6

Unfortunately this natural move fails to a nice cheapo!

20 b5  d7 21 bxa6 bxa6 22  xa6  h6

23 h3 e5 24  b5  e8 25  fd1  g6

Black desperately conjures up an attack.

26  xd5  xh3 27  xe8

At this stage a couple onlookers thought that the computer had perhaps grabbed too much material, nut the Mephisto has it all under control.

28 h1  e4 29  f7+  xf7

If 29...xf7 30  a8+

30  h5+  g6

Or 30...g6 31  xh7+  e6 32  xc7

31  xh3  h6 32  h5  b7 33  xh6

33...c3+ 34  g2

34  f5+  1-0.

There is an amusing footnote to this game. The Bury St Edmunds Congress takes place at a particularly fine venue, the Athenaeum, with the first floor leading to a balcony staircase which overlooks the playing hall.

During the Louisa Orton encounter I was standing on this balcony when an old man nudged my arm.

"That man’s good" he said admiringly, pointing a trembling finger at Eddy, the Mephisto operator. "He’s playing that girl and a computer at the same time."

"Actually, he’s transferring the computer’s moves to the main board," I explained.

He snorted. "I don’t think that’s fair, using a computer to help," he opined with a disapproving grimace and walked off, shaking his head slowly.

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**La Puce Echiquéenne**

...is an excellent new chess computer magazine in French.

120 FF for four issues.

Contact Jorge Orellana, St. Germain-Lafayette, 7 rue Lafayette, 75009 Paris France
4th Harvard Cup

The Harvard Cup is one of the most interesting events on the chess computer calendar. Six grandmasters take on an equal number of programs (both dedicated and PC) in an all-play-all at a time control of 25 minutes per player per game.

Ex-child prodigy Joel Benjamin, now 29, won the event with a perfect 6-0, followed by Alexander Ivanov on five. US Champion Patrick Wolff scored 4½, together with Ilya Gurevich and former Soviet Champion Boris Gulko, the highest-rated GM at 2635.

Top program was Socrates Exp., which scored 3 points for a tournament performance rating of 2588 (genuine Elo, not USCF). According to the tournament bulletin, programmers attributed much of Socrates' success to the use of Intel's Pentium chip, the processor used by all four of the PC entrants. The Tasc R30 came second with 2½ and 2528 Elo. Results for the remaining programs were not so impressive; M-Chess Pro and the latest version of Battle Chess (4000 SVGA) both scored 1 point and a TPR of 2395 Elo. The Renaissance Sparc made a solitary draw for 2168 Elo, and Kasparov’s Gambit was whitewashed.

The overall 'team' result was Humans 27, computers 9 (25%).

Socrates exp  
Joel Benjamin

1 e4 c5 2 c3 d5 3 exd5 wxd5 4 d4 Qf6 5  
Qf3 Qc6 6 Qa3 Qg4 7 e2 cxd4 8 cxd4  
e5 9 dxe5 wxd1+ 10 Qxd1 Qb4+ 11  
Qd2 Qxd2+ 12 Qxd2 0-0-0+ 13  
Qe1 Qe4 14 Qf1 Qd5 15 Qd2 Qxd2 16  
Qxg4+ Qb8 17 Qe1 Qh8 18 f4

Renaissance Sparc  
Boris Gulko

1 c4 e5 2 Qf3 e4 3 Qd4 Qc6 4 Qxc6 dxc6  
5 Qc3 Qf6 6 g3 a5 7 wbb3 0-0 8 Qg2  
Qe8 9 0-0 h5 10 Qa4 Qd4 11 c3 Qe5 12  
Qc5 h4 13 Qxb7 7e7 14 d4 exd3 15  
Qa5

18...Qc5+ 19 Qc2 Qb4 20 Qh1 Qxe2 21  
Qxc2 Wdc8 22 Qxd2 Qxc2+ 23 Qe3  
Qxb2 24 Qe2 Qc3+ 25 Qf2 Qxe2+ 26  
Qxe2 Qa3 27 Qd2 d6 28 g3 h5 29  
Qe2 b5 30 Qd2 Qb7 31 c2 Qb6 32  
h2 Qe3 33
15...hxg3 16 ∆xe6 gxf2+ 17 ∆h1 w6 d6 18 c5 wxc5 19 ∆xe5 wxe5 20 ∆xf2 f5 21 ∆xa8 wxa8 22 a4 ∆g4 23 ∆f4 ∆e4+ 24 ∆g1 w5 25 wxf7+ wxf7 26 wxf7 wxf7 27 ∆d2 w6 e6 28 ∆c1 w8 29 w4 ∆d5 30 ∆d4+ w5 31 w5 c5 32 w7+ w5 33 w7 d7 w6 34 w6 w8 35 w8 d8 ∆xc7 36 w8 h8 d2 37 w8+ w5 38 w1 c2 39 a5 d1 w0-1.

□ Tasc R30
■ Michael Rohde

1 d4 ∆f6 2 c4 e6 3 ∆f3 g5 4 ∆d2 c5 5 ∆xb4 cxb4 6 g3 0-0-0 7 ∆bd2 w6 8 w2 d6 9 0-0 e5 10 w2 w4 11 e3 a5 12 dxe5 dxe5 13 wfd1 w7 14 w4 wad8 15 h3 ∆f5 16 wfd2 w8h 17 g4 w5 18 wac1 w7 d7 19 g5 w8 g8 20...wwe4 24 f3 wwh4+ 25 g3 wwh6 26 w5 wxf1 27 c7 w8 28 wxf1 wwh2 29 w3 wxc7 30 w8 d1 w8 31 w4 w2g2 32 wa1 w5 33 w8 e1 w8xd4 34 exd4 w8e8 0-1.

□ Michael Rohde
■ Socrates Exp.

1 w3 f6 2 c4 b6 3 w3 c3 w7 4 d4 d5 5 exd5 w8 xd5 6 wc2 e6 7 e4 wxc3 8 bxc3 w7 9 w3 d3 w7 10 0-0 0-0-0 11 w4 c5 12 d5 exd5 13 exd5 w8 xd5 14 w8h7+ w8h8 15 w5 w8xf3 16 w8f3 w8g5 17 w8d6 w8e7 18 w8g3 w8f6 19 wfe1 w8g8 20 w8ad1

□ Kasparov's Gambit
■ Ilya Gurevich

1 d4 w8f6 2 c4 g6 3 w3 c3 d5 4 w3 f4 w8g7 5 e3 c5 6 exd5 w8a5 7 w8c1 w8e4 8 dxe5 w8xc3 9 w8d2 w8xa2 10 bxc3 w8a5 11 w8f3 20...w8f8 21 w8e2 w8e8 22 w8c2 w8d6 23
[Chess game analysis and moves]

**Patrick Wolff**

Renaissance Sparc

1 e4 c5 2 d3 f3 d6 3 d4 e6 4 c3 cxd4 5
\(\text{\textcopyright}x\text{d4} g6 6 \text{\textcopyright}e3 g7 7 f3 0-0 8 \text{\textcopyright}d2 \text{\textcopyright}c6
9 \text{\textcopyright}c4 \text{\textcopyright}wa5 10 0-0-0 \text{\textcopyright}a7 11 \text{\textcopyright}b3 \text{\textcopyright}fe8
12 h4 \text{\textcopyright}e5 13 \text{\textcopyright}b1 \text{\textcopyright}c4 14 \text{\textcopyright}xc4 \text{\textcopyright}xc4 15
\text{\textcopyright}b3 \text{\textcopyright}wc7 16 h5 g5h5 17 \text{\textcopyright}h6 \text{\textcopyright}h8 18
\text{\textcopyright}xg7+ \text{\textcopyright}xg7 19 d5 \text{\textcopyright}xd5 20 \text{\textcopyright}g5+ \text{\textcopyright}f8 21 exd5 \text{\textcopyright}e8

22 \text{\textcopyright}h6+ \text{\textcopyright}e8 23 \text{\textcopyright}xh7 \text{\textcopyright}d8 24 \text{\textcopyright}d2 \text{\textcopyright}e8
25 \text{\textcopyright}e1 a5 26 \text{\textcopyright}d4 \text{\textcopyright}b4 27 \text{\textcopyright}e4 \text{\textcopyright}d7 28
\text{\textcopyright}xe2 \text{\textcopyright}c7 29 a3 \text{\textcopyright}b6 30 \text{\textcopyright}ac1 \text{\textcopyright}a4 31 \text{\textcopyright}f5
\text{\textcopyright}b3 32 \text{\textcopyright}xe7+ \text{\textcopyright}xe7 33 \text{\textcopyright}xb3 \text{\textcopyright}xe2 34
\text{\textcopyright}xg2 \text{\textcopyright}d7 35 \text{\textcopyright}e4 \text{\textcopyright}h4 36 \text{\textcopyright}d2 \text{\textcopyright}c8 37
a1 h3 38 g4 a4 39 b4 \text{\textcopyright}d7 40 \text{\textcopyright}h1 \text{\textcopyright}a6 41 \text{\textcopyright}xh3 \text{\textcopyright}b6 42 \text{\textcopyright}h7 \text{\textcopyright}e8 43 g5 \text{\textcopyright}c8 44
f4 \text{\textcopyright}a6 45 f5 \text{\textcopyright}b6 46 f6 \text{\textcopyright}d8 47 g6 fxe5 48 \text{\textcopyright}e6+ \text{\textcopyright}c8 49 \text{\textcopyright}e7 \text{\textcopyright}f7 50 \text{\textcopyright}xf7 \text{\textcopyright}b8 51
\text{\textcopyright}d7 \text{\textcopyright}a7 52 f7 1-0.

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**Boris Gulko**

Tasc R30

1 d4 c6 2 \text{\textcopyright}f3 \text{\textcopyright}f6 3 \text{\textcopyright}f4 d6 4 e3 \text{\textcopyright}d5 5
\text{\textcopyright}g3 \text{\textcopyright}b6 6 \text{\textcopyright}c1 g6 7 c4 \text{\textcopyright}f6 8 \text{\textcopyright}c3 \text{\textcopyright}f5
9 \text{\textcopyright}e2 \text{\textcopyright}g7 10 0-0-0 0-0 11 c5 dxc5 12 \text{\textcopyright}a4
\text{\textcopyright}b4 13 \text{\textcopyright}xc5 \text{\textcopyright}bd7 14 a3 \text{\textcopyright}wb6 15 \text{\textcopyright}a4
\text{\textcopyright}b3 16 \text{\textcopyright}xc3 \text{\textcopyright}b6 17 \text{\textcopyright}dd2 \text{\textcopyright}we6 18 \text{\textcopyright}e1
\text{\textcopyright}fd5 19 e4 \text{\textcopyright}xc5 20 bxc5 \text{\textcopyright}g4 21 f3
\text{\textcopyright}h5 22 \text{\textcopyright}b1 \text{\textcopyright}fc8 23 \text{\textcopyright}we2 c5

24 d5 \text{\textcopyright}f6 25 e5 \text{\textcopyright}g5 26 f4 \text{\textcopyright}wb6 27 c4
\text{\textcopyright}xe2 28 \text{\textcopyright}xe2 \text{\textcopyright}wh5 29 \text{\textcopyright}f3 \text{\textcopyright}cc7 30 \text{\textcopyright}h3
\text{\textcopyright}f5 31 \text{\textcopyright}xf5 \text{\textcopyright}xf5 32 \text{\textcopyright}e2 \text{\textcopyright}h6 33 \text{\textcopyright}e1
\text{\textcopyright}g7 34 \text{\textcopyright}d3 f6 35 \text{\textcopyright}f2 fxe5 36 fxe5 \text{\textcopyright}a4
37 \text{\textcopyright}e1 \text{\textcopyright}ac8 38 \text{\textcopyright}f4 \text{\textcopyright}d7 39 \text{\textcopyright}h4 50
\text{\textcopyright}xb5 c4 41 e6 \text{\textcopyright}b7 42 \text{\textcopyright}xc5 \text{\textcopyright}cc3 43 \text{\textcopyright}d1
\text{\textcopyright}xe7 44 d6 \text{\textcopyright}g7 45 \text{\textcopyright}d5 \text{\textcopyright}h8 46 \text{\textcopyright}ac3
\text{\textcopyright}c5 47 \text{\textcopyright}e2 \text{\textcopyright}f8 48 \text{\textcopyright}xd5 \text{\textcopyright}ag3 49 \text{\textcopyright}e5
\text{\textcopyright}xc3 50 d7 \text{\textcopyright}e7 51 \text{\textcopyright}c8 \text{\textcopyright}d3 52 \text{\textcopyright}xb8 1-0.

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**Socrates Exp.**

Alexander Ivanov

1 e4 g6 2 d4 \text{\textcopyright}g7 3 \text{\textcopyright}f3 d6 4 \text{\textcopyright}c2 b6 5 0-0
\text{\textcopyright}h7 6 \text{\textcopyright}c3 e6 7 d5 e5 8 \text{\textcopyright}e3 \text{\textcopyright}d7 9 a4
\text{\textcopyright}e7 10 a5 a6 11 axb6 cxb6 12 \text{\textcopyright}d2 0-0
13 \text{\textcopyright}h6 b5 14 \text{\textcopyright}e4 \text{\textcopyright}xg7 15 \text{\textcopyright}xe1 h6 16
\text{\textcopyright}d1 \text{\textcopyright}c8 17 \text{\textcopyright}d3 \text{\textcopyright}w7 18 \text{\textcopyright}h4 g5 19
\text{\textcopyright}f3 \text{\textcopyright}c5 20 \text{\textcopyright}e1 \text{\textcopyright}ag6 21 \text{\textcopyright}e3 \text{\textcopyright}dw7 22
\text{\textcopyright}c1 b4 23 \text{\textcopyright}a2 a5 24 \text{\textcopyright}d2 f5 25 exf5
\text{\textcopyright}xf5 26 \text{\textcopyright}c4 \text{\textcopyright}c7 27 \text{\textcopyright}w3 \text{\textcopyright}e8 28 \text{\textcopyright}e3
\text{\textcopyright}f5 29 \text{\textcopyright}w5 \text{\textcopyright}c8 30 \text{\textcopyright}e2 \text{\textcopyright}e2 31 \text{\textcopyright}e2
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\begin{itemize}
\item Alexander Ivanov
\item Renaissance Sparc
\end{itemize}

1 e4 c6 2 d4 d5 3 e5 \textit{\textbullet}f5 4 h4 h5 5 c4 e6 6 \textit{\textbullet}c3 \textit{\textbullet}d7 7 exd5 cxd5 8 \textit{\textbullet}g5 \textit{\textbullet}e7 9 \textit{\textbullet}d2 \textit{\textbullet}xg5 10 hxg5 \textit{\textbullet}c8 11 \textit{\textbullet}e2 \textit{\textbullet}g6 12 \textit{\textbullet}b5 \textit{\textbullet}c2 13 \textit{\textbullet}b4 \textit{\textbullet}xg5 14 \textit{\textbullet}f3 \textit{\textbullet}xg2 15 \textit{\textbullet}g1 \textit{\textbullet}h3 16 \textit{\textbullet}d6+ \textit{\textbullet}d8 17 \textit{\textbullet}xb7+ \textit{\textbullet}c7 18 \textit{\textbullet}d6+ \textit{\textbullet}c8 19 \textit{\textbullet}a6 \textit{\textbullet}c7 20 \textit{\textbullet}c5+ \textit{\textbullet}d8 21 \textit{\textbullet}g5 \textit{\textbullet}f5 22 \textit{\textbullet}gxe6+ \textit{\textbullet}xe6 23 \textit{\textbullet}xe6+ \textit{\textbullet}xe6 24 \textit{\textbullet}xe6 \textit{\textbullet}e7 25 \textit{\textbullet}xg6 \textit{\textbullet}c6 26 \textit{\textbullet}xc6 \textit{\textbullet}xc6 27 \textit{\textbullet}xc6 1–0.

\begin{itemize}
\item Ilya Gurevich
\item Tasc R30
\end{itemize}

1 e4 e5 2 \textit{\textbullet}f3 \textit{\textbullet}c6 3 \textit{\textbullet}b5 a6 4 \textit{\textbullet}a4 \textit{\textbullet}f6 5 0–0 \textit{\textbullet}e7 6 \textit{\textbullet}e1 b5 7 \textit{\textbullet}b3 0–0 8 d4 \textit{\textbullet}xd4 9 \textit{\textbullet}xd4 exd4 10 e5 \textit{\textbullet}e8 11 c3 dxc3 12 \textit{\textbullet}xc3 \textit{\textbullet}h7 13 \textit{\textbullet}d5 d6 14 e6 f5 15 \textit{\textbullet}f4 \textit{\textbullet}f6 16 \textit{\textbullet}xe7+ \textit{\textbullet}xe7 17 \textit{\textbullet}c1 \textit{\textbullet}ae8 18 \textit{\textbullet}d4 \textit{\textbullet}e4 19 \textit{\textbullet}wa7? c5 20 \textit{\textbullet}xe4? \textit{\textbullet}xe4 21 \textit{\textbullet}xd6 \textit{\textbullet}xd6 22 e7+ c4 23 exf8\textit{\textbullet}w+ \textit{\textbullet}xf8 24 \textit{\textbullet}d1 \textit{\textbullet}f6 25 c2 \textit{\textbullet}xb2 26 \textit{\textbullet}b1 c3 27 \textit{\textbullet}e5 \textit{\textbullet}we2 28 \textit{\textbullet}f1 \textit{\textbullet}wd2 29 \textit{\textbullet}we5 c2 30 \textit{\textbullet}we6+ \textit{\textbullet}h8 31 \textit{\textbullet}xc2 \textit{\textbullet}xc2 32 \textit{\textbullet}we7 \textit{\textbullet}wc8 33 h3 \textit{\textbullet}d5 34 a3 \textit{\textbullet}f5 35 \textit{\textbullet}wa7 \textit{\textbullet}c4 36 \textit{\textbullet}d1 \textit{\textbullet}a3 37 \textit{\textbullet}c1 \textit{\textbullet}f6 38 \textit{\textbullet}we3 a5 39 \textit{\textbullet}wc7 b4 40 axb4 axb4 41 \textit{\textbullet}h7 \textit{\textbullet}wc3 42 \textit{\textbullet}wb6 \textit{\textbullet}wa1+ 43 \textit{\textbullet}h2 \textit{\textbullet}we5+ 44 \textit{\textbullet}g1 \textit{\textbullet}wc3 45 \textit{\textbullet}h2 h6 46 h4 \textit{\textbullet}we5+ 47 \textit{\textbullet}g1 \textit{\textbullet}wc8 48 g3 \textit{\textbullet}wa1+ 49 \textit{\textbullet}h2 \textit{\textbullet}c1 50 \textit{\textbullet}h3 \textit{\textbullet}h1+ 51 \textit{\textbullet}g4 \textit{\textbullet}we5 0–1.
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**PC Programs**

1. Chess Genius 2
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2. ChessMachine 3MItz
3. (King 2.0, aggressive)
4. Mephiato Gideon Pro
   (486/66)
5. Chess Genius 1
   (486/66)
6. M C Pro 486/50-66
7. ChessMachine 30MItz
   (Schachde 3.1)
8. ChessMachine 16MItz
   (Schr. 512 ARM2)
9. ChessMachine 16MItz
   (King 512 ARM2)
10. M Chess 1.1-1.71
    (e.g. 486/33)
11. Socrates 4.11 (486/33)
12. Fritz 2 (486/33)
13. M Chess 1.1-1.71
    (e.g. 386/25-33)
14. Harter Master 1.0
15. Chess 2.3
16. (e.g. 386/25-33)
17. Fritz 1.0 (486/33)
18. Chess 2.3
    (e.g. 386/25-33)
19. Chess 2.3
    (e.g. 386/25-33)
20. Chess 2.3