

Selective Search



December '93 / January '94

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Issue 049

Selective Search

is a review of the UK chess computer scene published six times a year by

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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.

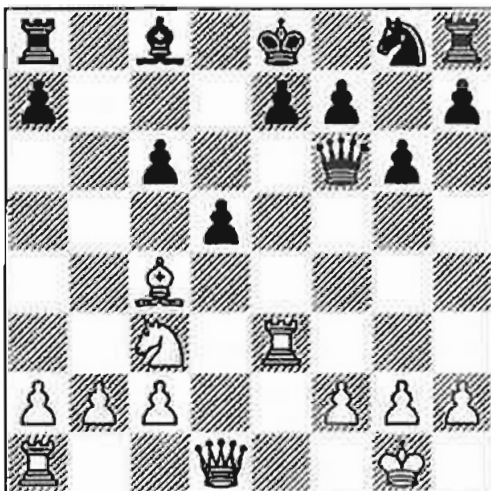
Hiarc and Genius played a two-game play-off to determine the title of Absolute Microcomputer Chess Champion, which MG2 won 1½/½.

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!

□ Tasc R30

■ Saitek Risc 2500 (512k)

1 e4 c5 2 d3 d6 3 d4 cxd4 4 dxd4 d6
5 d3 g6 6 dxc6 bxc6 7 e5 d8 8 d4
d7 9 d4 f4 ♖a5 10 0-0 dxe5 11 dxe5
dxe5 12 e1 ♗f4 13 e4 ♗f6 14 e3 d5



To parry the threat of ♖f3, but...

15 dxd5! d5 16 e6!! dxe6 17 dxc6+
d8 18 xa8 d6 19 d5 f5 20 de4
xb2 21 dxe6 fxe6 22 g4 d6 23 dxd6
exd6 24 dxd6+ f7 25 d7+ f6 26
e1 xa2 27 d4+ 1-0.

□ Saitek Risc 2500 (512k)

■ Tasc R30

1 d4 d5 2 c4 d6 3 d3 dxc4 4 d3 f3 a6 5
d5 d8 6 e4 b5 7 a4 b4 8 a2 f6

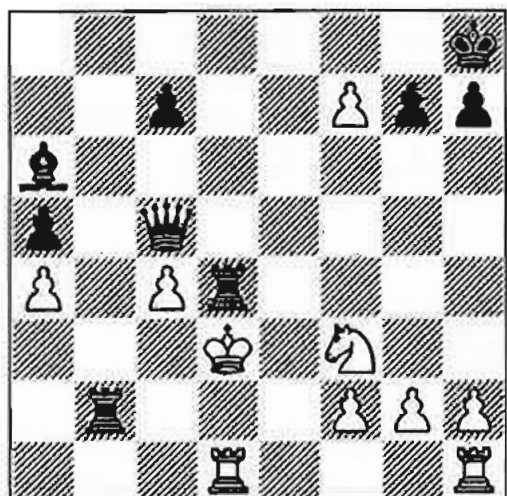
After 8 moves Black finally has a piece developed; after 13 he has none!

9 dxc4 dxe4 10 e2 d6 11 dxb4 a5
12 a2 dxc4 13 dxc4 e6 14 d3 d4
15 d2 0-0 16 0-0-0?! d6 17 g4 d7
18 dxe6 d5! 19 e3 d3+ 20 c2
dxc3 21 bxc3 b8 22 exf7+ h8!

Using the white pawn in his own defence.

23 c4 b2+ 24 c3 d6 25 c5 dxc5

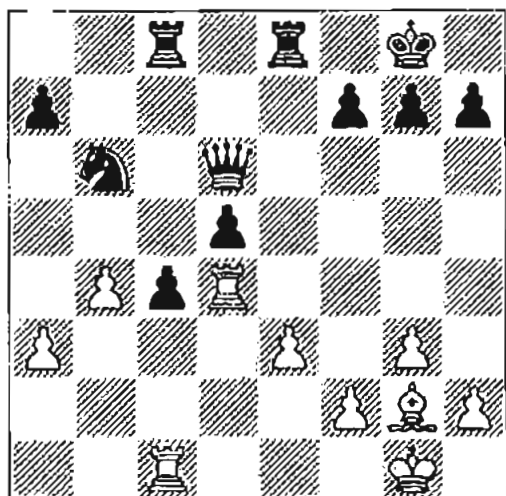
26 ♖xd3 ♜d8+ 27 ♜d4 ♜xd4+



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

□ Tasc R30
 ■ Saitek 2500 (512k)

1 d4 ♘f6 2 c4 e6 3 ♘f3 b6 4 g3 ♙b7 5 ♙g2 ♙e7 6 ♘c3 ♘e4 7 ♙d2 ♙f6 8 0-0 0-0 9 ♜c1 d5 10 cxd5 exd5 11 ♙f4 ♘a6 12 ♜b3 ♘xc3 13 ♜xc3 c5 14 a3 ♜e8 15 e3 ♜c8 16 ♜d3 ♜e7 17 ♜fd1 ♘c7 18 dxc5 bxc5 19 ♜b3 ♘a8 20 ♙d6! ♜xd6 21 ♜xb7 ♘b6 22 b4 c4 23 ♘d4 ♙xd4 24 ♜xd4



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

24...♜c7 25 ♜a6 ♜d7 26 a4 ♜e5 27 a5 ♘a4 28 ♜xc4! ♘c3

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

29 ♜xc7 ♜xc7 30 ♜d3 f5 31 h3 ♜c6 32 ♜c2 ♜c7

In order to de-pin the knight with ...♘b5

33 ♜d3 ♘b5 34 ♙xd5+ ♖f8 35 ♜d2 ♘d6 36 ♜c3 ♜b8 37 ♜c6 ♜e7 38 ♙b3

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

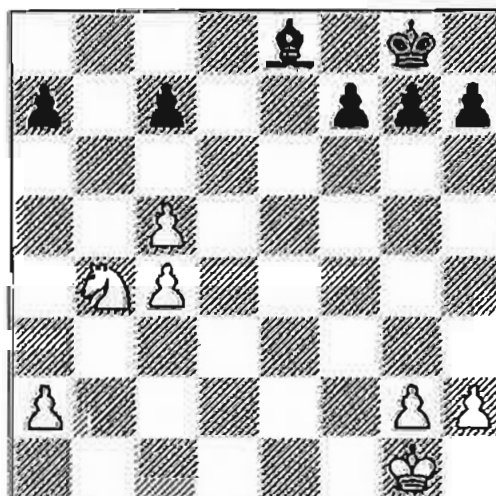
38...♜d7 39 ♜d5 ♖e7 40 ♜e6+ ♖d8 41 ♜g8+ ♘e8 42 ♜e6 ♜e7 43 ♜xe7 ♖xe7 44 ♜f7+ ♖d6 1-0.

□ Tasc R30
 ■ Saitek 2500 (512k)

1 d4 ♘f6 2 c4 e5 3 dxe5 ♘g4 4 e4 ♘xe5 5 f4 ♘g6 6 ♘f3 ♙b4+ 7 ♘c3 0-0 8 ♙d3 d6 9 ♙e3 ♙xc3+ 10 bxc3 ♘d7 11 0-0 ♜e7 12 ♜c2 ♜e8 13 ♜ae1 b6 14 ♘d4 ♘c5 15 ♘f5 ♜d8 16 ♙xc5 bxc5 17 ♘g3 ♜h4 18 e5 dxe5 19 ♜f2 ♙a6 20 fxe5 ♜e7 21 ♘e4 ♘xe5 22 ♘xc5 ♘xd3 23 ♘xd3 ♜f8 24 ♜f4 ♜xe1 25 ♜xe1 ♜d8 26 ♜e4 ♜d6 27 c5 ♜d7

Not queen takes knight for obvious reasons!

28 ♘b4 ♙b5 29 c4 ♜e8 30 ♜xe8+ ♜xe8 31 ♜xe8+ ♙xe8



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 ♖f8 33 ♖a6 ♙xc6 34 ♖xc7 ♗e7 35 ♖a6 ♗d6 36 ♗f2 ♙b7 37 ♖b4 ♗c5 38 ♖d3+ ♗xc4 39 ♖e5+ ♗b4 40 ♖xf7 ♙d5 41 ♖d6 ♙xa2 42 ♖e8 a5 43 ♖xg7 a4 44 ♗e1 ♗c3 45 ♗d1 ♗b2 0-1.

□ Saitek 2500 (512k)

■ Tasc R30

1 e4 e5 2 ♖f3 f5 3 exf5

The Budapest. Do not try this at home.

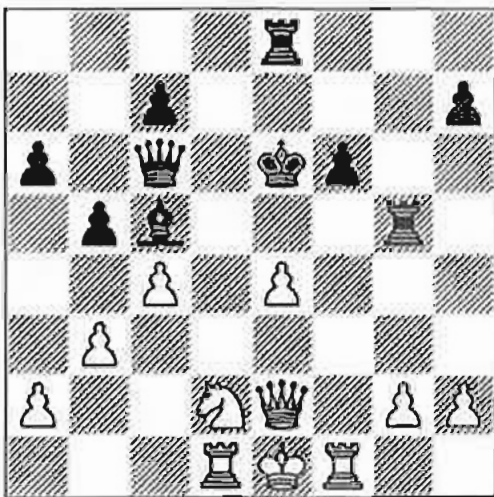
3...e4 4 ♖e5 ♖f6 5 ♙e2 d5 6 ♙h5+ ♗e7 7 d3 ♙g8 8 ♙g5 ♗d6 9 ♙f4 ♗b4+ 10 ♖d2 ♖bd7 11 dxe4 ♖xe5 12 ♙xe5 dxe4 13 ♙e2 ♙xf5 14 ♙c4 ♙e6 15 ♙c3 ♗a4 16 ♗e2 ♙xc4 17 ♖xc4 ♙e8 18 ♙d1 ♗e6 19 f3 b5 20 b3 ♗a6 21 ♖d2 ♗c6 22 ♙xf6?!

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

22...gxf6 23 fxe4

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

23...♙c5 24 c4 a6 25 ♙f1 ♙g5!



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 ♗f7 27 h4 ♙ge5 28 ♙f4 ♙b4 29 ♗f2 ♗g8

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

30 cxb5 axb5 31 ♗e3 ♙5e6 32 ♙f5 ♙xd2 33 ♙xd2 ♙xe4 34 ♙c2 0-1.

□ Hiarc 2

■ Mephisto Genius 2

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



17 ♖g5!

Hiarc's 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...♗f6 18 ♖e4 ♗d8 19 ♙ab1 ♖e7 20 ♙xh6! gxf6 21 ♗xh6 ♖xg6 22 ♗xg6+ ♗h8 23 ♗h6+ ♗g8 24 ♙e3 ♗f7 25 ♙f3+ ♗e8 26 ♗g6+ ♗e7 27 ♗g7+ ♗e8 28 ♙xf8+! ♙xf8 29 ♖f6+ ♗xf6 30 ♗xf6 ♙d5

Genius fails to do the decent thing and concede gracefully.

31 a4 ♙d6 32 f3 a5 33 ♗g6+ ♗e7 34 ♗g7+ ♗e8 35 ♙b5 ♙f8 36 ♗g6+ ♗e7 37 ♙xd5!

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.

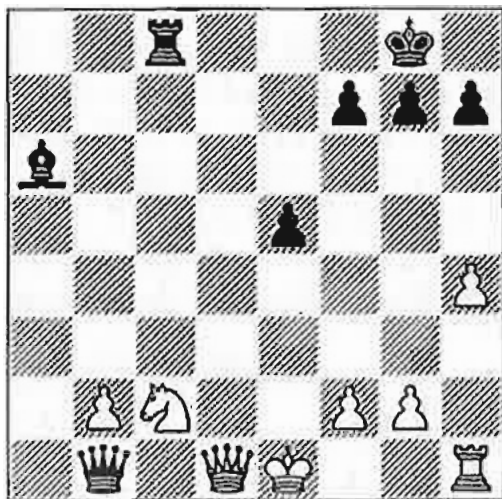
□ Saitek 2500 (512k)

■ 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 ♚b3 c6 15 dxc6 ♗xc6 16 ♙f4 e6 17 ♖d1 ♚c8 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...axb4 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 ♚b1+ 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 ♚xh4 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!?

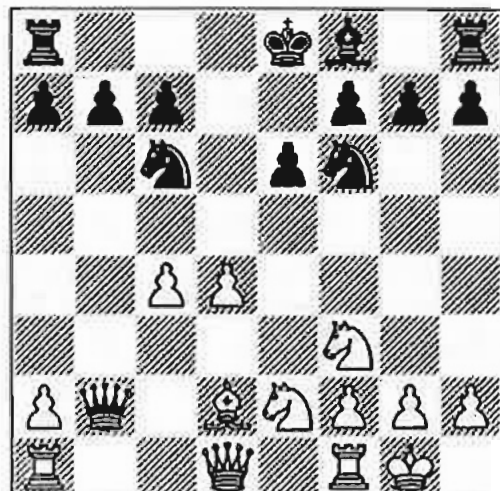
For the cost of a pawn, Black aims to eliminate White's prize bishop.

13 ♙xb7 ♙h3 14 ♙xa8 ♚xa8 15 e4 ♙xf1 16 ♜xf1 ♚c8 17 ♗e2 ♚h3+ 18 ♜g1 ♚g4 19 ♗c3 ♚d7 20 ♗c4 ♚c6 21 ♗xb6 axb6 22 ♙b2 ♙d6 23 ♖c1 ♚b7 24 ♗e2 ♗e6 25 ♚a4 b5 26 ♚c2 c5 27 bxc5 ♗xc5 28 f4 f6 29 fxe5 fxe5 30 ♖f1 ♚d7 31 ♜g2 ♖c8 32 ♙c3 ♚e6 33 ♚b1 ♗b3 34 ♚b2 ♖b8 35 ♖f3 ♗c5 36 ♙b4 ♗a4 37 ♚b1 ♙c5 38 ♙xc5 ♗xc5 39 ♚b4 ♗a6 40 ♚c3 ♖c8 41 ♚b2 ♗c7 42 ♖f5 ♖e8 43 ♗c3 g6 44 ♖f2 ♚d7 45 ♚b3+ ♜g7 46 ♖f1 ♖d8 47 ♖f3 h5 48 ♖f2 ♚e8 49 ♗a2 ♗e6 50 ♚c3 ♗d4 51 ♚a5 ♖d7 52 ♚b6 ♖f7 53 ♖b2 ♚e7 54 ♗b4 ♚g5 55 ♚c5 ♚f6 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 ♚b2 65 ♗d1 ♚c1 66 ♜g2 ♖d7 0-1.

□ Tasc R30

■ Mephisto Genius 2

1 e4 d5 2 exd5 ♚xd5 3 ♗c3 ♚a5 4 d4 ♗f6 5 ♙d2 ♙g4 6 ♙e2 ♙xe2 7 ♗cxe2 ♚b6 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 ♗e4 12 ♜fb1 ♖a3 13 ♖c2 ♗xd2
14 ♗xd2 0-0-0 15 ♜b3 ♖a6 16 ♗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 ♗e5 24 ♜e4 f6 25 f4
exd5 26 cxd5 ♖b6+ 27 ♜ed4 ♗d7 28 d6
c5 29 gxh3 ♜xh3 30 ♗g3 ♜dh8 31 ♜1d2
♖c6 32 ♜e4 ♗b8 33 a5 ♜3h4 34 ♖c4 a6
35 ♖f7 ♖b5 36 ♖a2 ♜g4 37 ♜f2 f5 38
♜e3 c4 39 ♖a1 ♜d8 40 ♖d4 ♖c5 41
♖xc5 ♗xc5 42 ♗f1 ♜xd6 43 ♗xf5 ♜d1+
44 ♗e2 ♜d8 45 ♜g3 ♜xg3 46 hxg3 ♗b3
47 g4 c3 48 ♗e1 ♗xa5 49 ♜c2 ♜c8 50
♗f2 b5 51 ♗e7 b4!

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

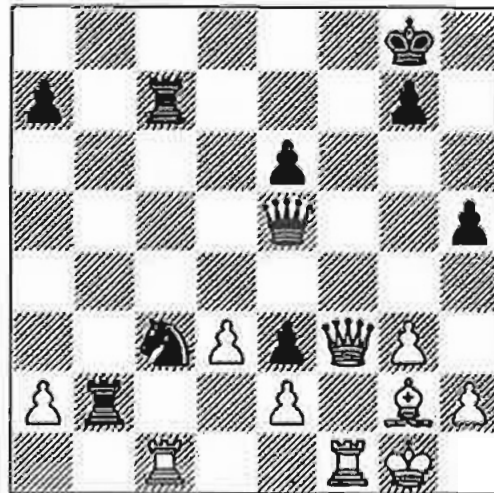
52 ♗d5 ♜f8 53 ♜e2 ♗c6 54 ♗e3 ♜d8 55
♗e4 ♜e8+ 56 ♗d3 ♜xe2 57 ♗xe2 ♗d4+
58 ♗d1 c2+ 59 ♗c1 b3 60 ♗c3 a5 61
♗b2 a4 0-1.

□ Mephisto Genius 2

■ Saitek 2500 (512k)

1 c4 e5 2 ♗c3 ♗f6 3 ♗f3 ♗c6 4 g3 ♙b4 5
♙g2 0-0 6 0-0 e4 7 ♗g5 ♙xc3 8 bxc3 ♜e8
9 f3 e3 10 d3 d5 11 ♖b3 ♗a5 12 ♖a3 c6
13 cxd5 cxd5 14 f4 ♙f5 15 ♙b2 ♜c8 16
♗f3 ♗c6 17 ♗e5 ♖b6 18 c4 ♗d4 19
♙xd4 ♖xd4 20 cxd5 ♗xd5 21 ♖b3 ♙e6
22 f5 ♖xe5 23 fxe6 fxe6 24 ♖xb7 ♜c7 25
♖b5 ♜ec8 26 ♖a4 26...♗c3 27 ♖g4 h5!
28 ♖f3 ♜b8 29 ♜ac1 ♜b2 30 ♜xc3

A well-judged sacrifice of the exchange.

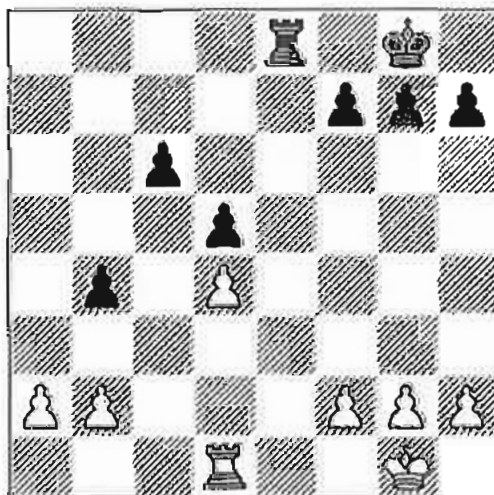


30...♖xc3 31 ♖xh5 ♜e7 32 ♙e4 g6 33
♙xg6 ♖g7 34 ♖c5! ♜c7 35 ♖d6 ♖e7 36
♙f7+ ♖xf7 37 ♜xf7 ♜xf7 38 ♖xe6 ♜c2
39 a3 ♜c3 40 g4 ♜xa3 41 g5 ♗g7 42
♖e5+ ♗g8 43 g6 ♜f8 44 ♖e6+ ♗g7 45
♖e7+ ♗xg6 46 ♖xf8 1-0.

□ Saitek 2500

■ Mephisto Genius2

1 e4 ♗f6 2 e5 ♗d5 3 d4 d6 4 ♗f3 ♙g4 5
♙e2 e6 6 0-0 ♙e7 7 c4 ♗b6 8 ♗c3 0-0 9
♙e3 a5 10 exd6 cxd6 11 ♗d2 ♙xe2 12
♖xe2 d5 13 ♜fe1 ♗c6 14 ♜ad1 dxc4 15
♗xc4 ♗d5 16 ♗xd5 exd5 17 ♗e5 ♙b4
18 ♗xc6 bxc6 19 ♙d2 ♜e8 20 ♖xe8+
♖xe8 21 ♜xe8+ ♜xe8 22 ♙xb4 axb4



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-

ations and wins without apparent difficulty.

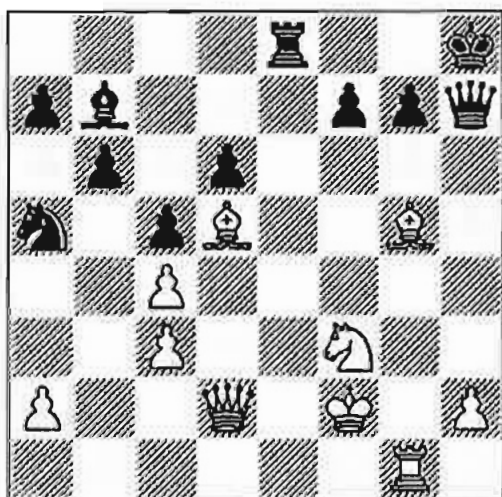
23 a4 bxa3 24 bxa3 ♖e2 25 ♕f1 ♜c2 26 ♜a1 c5 27 a4 cxd4 28 ♜a3 d3 29 ♜xd3 ♜c5 30 ♜b3 ♕f8 31 ♜b8+ ♕e7 32 ♜a8 d4 33 a5 d3 34 ♕e1 ♜c2 35 a6 ♜e2+ 36 ♕d1 ♜xf2 37 a7 ♜a2 38 ♕c1 ♕e6 39 h3 h6 40 g3 h5 41 ♕d1 ♕f5 42 ♕e1 g5 43 ♕d1 f6 44 ♕c1 h4 45 g4+ ♕f4 46 ♜d8 ♜xa7 47 ♜xd3 ♜a2 48 ♕d1 ♜g2 49 ♕e1 ♜g3 50 ♜d6 ♜xh3 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 ♙e3 ♙b4+ 7 ♘c3 ♙xc3+ 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... ♖f6 12 ♙d4 ♖g5 13 g3 ♘xf5 14 exf5 ♙b7 15 ♘f3 ♖xf5 16 ♙e2 c5 17 ♙e3 ♜e8 18 ♕f2 ♖f6 19 ♜c1 h6 20 ♜e1 ♜e6 21 g4 d6 22 g5 hxg5 23 ♙xg5 ♖g6 24 ♖d2 ♘c6 25 ♘h4 ♖h7 26 ♙f3 ♜ae8 27 ♜xe6 ♜xe6 28 ♙d5 ♜e8 29 ♜g1 ♕h8 30 ♘f3 ♘a5



31 ♙f6!! gxf6 32 ♖f4 ♖g7 33 ♖h4+ ♕g8 34 ♜xg7+ ♕xg7 35 ♖g3+ ♕h8 36 ♙xf7 ♜f8 37 ♙g6 1-0.

□ Mephisto Genius 2
 ■ Tasc R30

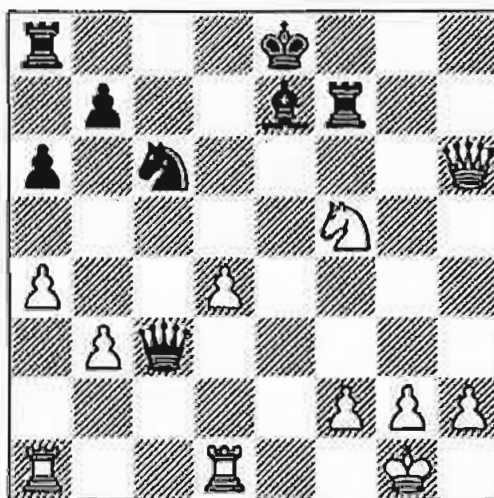
1 d4 d5 2 ♘f3 ♘f6 3 c4 dxc4 4 e3 e6 5 ♙xc4 a6 6 0-0 c5 7 a4 ♘c6 8 ♖e2 cxd4 9 ♜d1 ♙e7 10 exd4 0-0 11 ♘c3 ♘d5 12 ♙e3 ♖d6 13 ♙g5 f6 14 ♙h4 ♘f4 15 ♖e4 ♖b4 16 b3 ♖xc3 17 ♖xf4



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+ ♙xe6 24 ♖xe6+ ♜f7 25 ♘xf5 ♕f8 26 ♖h6+ ♕e8



27 ♘g7+ ♕d8 28 d5 ♕c7 29 dxc6 ♙c5 30 ♘e6+ ♕b6 31 ♘xc5 ♖xc5 32 ♜f1 ♕a7 33 cxb7 ♜af8 34 ♖e3 ♖xe3 35 fxe3 ♜xf1+ 36 ♜xf1 ♜e8 1-0.

How Good Is Your Chess Computer?

Competitors in this issue's HGYC are the Mephisto *Nigel Short* (£269), the new 'souped-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.

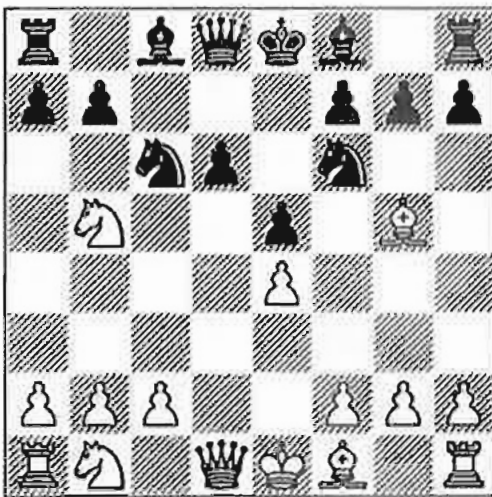
As always, the idea is to go through the game with your own CC, or yourself, or preferably both, to see how these scores compare with those of the machines on test.

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 ♘e2 ♘c6 3 d4 cxd4 4 ♘xd4 e6
5 ♘b5 d6 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 ♘5c3

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!

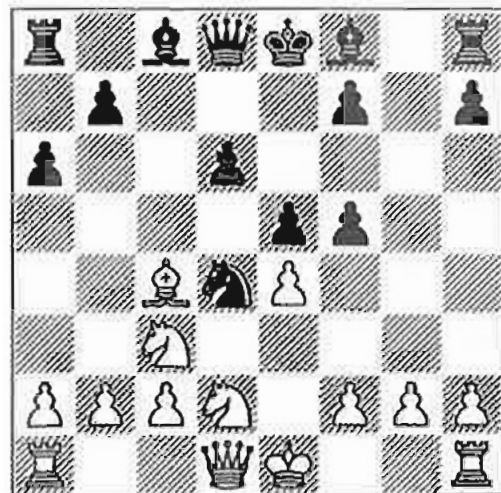
3 points, banked only by the Scorpio. Black sorts his one positional weakness at the first opportunity. d5 could otherwise become an excellent outpost for a knight. 10...♙e6 (as per the rest) scores 1.

11 ♙c4

11...♘d4

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

12 ♘d2



12...♙g5!

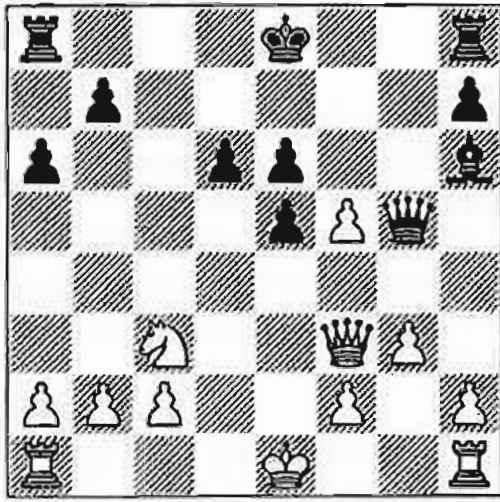
Depriving White of 13 ♖h5. No computer scored.

13 g3

13...♗h6!

3 points. No computer got this, but the Montreal picked up 1 for ♗e6

14 ♖f3 ♗xf3+ 15 ♖xf3 ♗e6 16 ♗xe6 fxe6 17 exf5



17...♖xf5

For one point. Only the Short had this, with the others choosing ♖d2+.

18 ♖xb7?

After 18 ♖xf5 exf5 19 ♗d5 ♖c8 20 c3 White might even have had the edge.

18... 0-0

Forced and worth 1 (all scored).

19 0-0

19...d5

Eliminating Black's last weakness and worth 2; chosen by the Short and the Milano. The other two picked the shortsighted 19...♖xc2? (20 ♖d7!) for minus one.

20 ♖ae1

20...e4

Again worth 2. The Mephistos all chose

20...♖ab8, and the Scorpio 20...♗g7; neither scores.

21 ♗d1

21...♗g7

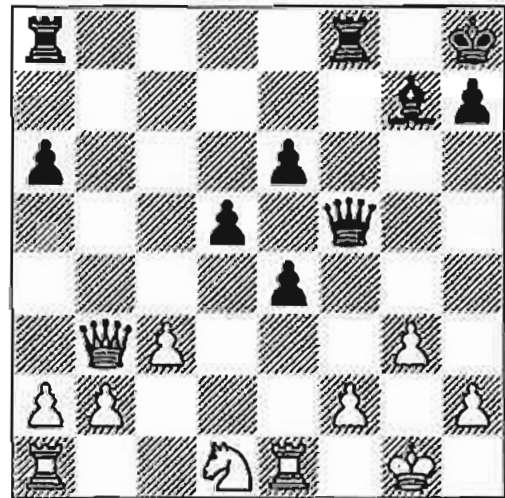
The natural move, which only the Scorpio failed to find (21...♗h8). 2 points.

22 c3

22...♗h8

2 again. None chose this.

23 ♖b3



23...♖h3

Worth 2, and the choice of the Short and Milano. The other two wanted to put a rook at b8 (no points). 23...♖f6 would also score 2.

24 ♗e3

24... ♖f6

2 points. All four went for 24...♖ab8 and *nil point*.

25 ♖d1

25...♖h6

For one. All the machines spared themselves the embarrassment of playing something else.

26 ♖g4

26... ♜g6

Another point apiece.

27 ♖e3

27... ♜g8!

Worth 3. All the computers thought they were slightly down here, and were therefore happy to go for the draw with 27... ♜h6 etc (nil), which, unless you can see what's coming, is a sensible view to take!

28 ♜e2

28... ♜xc3!!

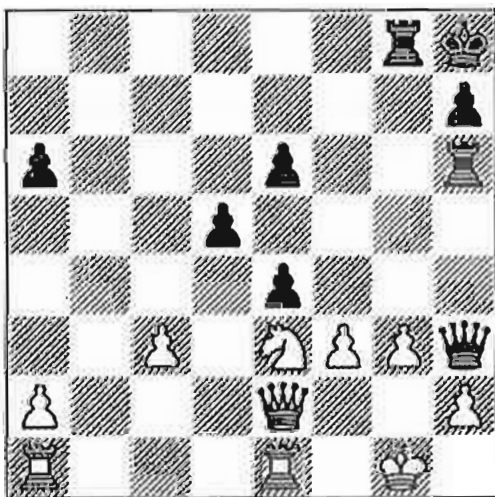
3 points. Reasonably enough, none of the computers saw the combination - this is strictly GM stuff.

29 bxc3

29... ♜h6

One apiece.

30 f3



30... ♜xg3+

2 points for all four.

31 ♜h1 exf3 32 ♜b2

32... ♜g2!

2 points. The Montreal insisted on 32... ♜g7?, but the three others scored.

No more points for the remainder of the game, which went:

33 ♜b8+ ♜g7 34 ♖f5+ ♜xf5 35 ♜g1 ♜h3 36 ♜e5+ ♜f7 37 ♜f4+ ♜g6 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.

□ The King

■ Sergei Makarichev

1 d4 e6 2 e4 d5 3 ♖c3 ♗f6 4 e5 ♗fd7 5 f4 c5 6 ♗f3 ♗c6 7 ♙e3 cxd4 8 ♗xd4 ♙c5 9 ♗d2 ♗xd4 10 ♙xd4 ♙xd4 11 ♗xd4 ♗b6 12 ♗xb6 ♗xb6 13 ♗b5 ♙e7 14 ♗d2 ♙d7 15 ♗d4 ♖ac8 16 b3 f5 17 exf6+ gxf6 18 ♖e1 ♗d6 19 ♙d3 e5 20 ♗f5+ ♙xf5 21 ♙xf5 ♖c7 22 c3 ♗c8 23 fxe5+ fxe5 24 ♖hf1 ♖f7 25 ♙g4 ♖g7 26 ♙h3 ♖e8 27 g3 ♗c7 28 ♖f5 ♖ge7 29 ♖h5 ♗d6 30 ♙g2 ♗c6 31 c4 ♗c5 32 ♙xd5 b5 33 ♗c3 a5 34 a4 b4+ 1-0.

□ Viswanathan Anand

■ Mephisto Genius 2

1 e4 c6 2 d4 d5 3 ♗c3 dxe4 4 ♗xe4 ♙f5 5 ♗g3 ♙g6 6 ♗f3 ♗d7 7 h4 h6 8 h5 ♙h7 9 ♙d3 ♙xd3 10 ♗xd3 ♗c7 11 ♙d2 e6 12 0-0-0 ♗gf6 13 ♗e4 0-0-0 14 g3 ♗c5 15 ♗xc5 ♙xc5 16 ♗b1 a6 17 c4 ♗b6 18 ♙f4 ♖he8 19 ♗e2 ♙xd4 20 ♗xd4 ♖xd4 21 ♗e5 c5 22 ♖xd4 cxd4 23 ♖d1 ♗d7 24 ♗xg7 e5 25 ♙xh6 ♗e6 26 ♗g5 ♗c6 27 ♙g7 ♗f3 28 ♗c1 ♖e6 29 h6 ♖c6 30 ♗d2 ♖xc4+ 31 ♗b1 ♗g4 32 ♗d3 ♖c6 33 ♖h1 ♗c5 34 ♗d1 ♗f5+ 35 ♗a1 ♗h7 36 ♙xe5 ♖xb6 37 ♖xb6 ♗xb6 38 ♙xd4 ♗c6 39 ♙e3 ♗e4 40 ♗b1 ♗g6 41 ♗c2+ ♗d8 42

♗c1 ♗e6 43 b3 ♗e5 44 ♗d3+ ♗e8 45 ♗d4 ♗e6 46 ♗c2 ♗c6+ 47 ♗d3 ♗f6 48 ♗e5+ ♗d7 49 ♗f5+ ♗e8 50 ♙g5 ♗d7 51 ♗e4+ ♗xe4+ 52 ♗xe4 ♗c5+ 53 ♗d5 ♗d3 54 ♙e3 ♗d7 55 a3 ♗e1 56 f4 ♗c2 57 ♙c1 b5 58 g4 ♗a1 59 b4 ♗b3 60 ♙e3 ♗a1 61 g5 ♗c2 62 ♙c1 ♗e1 63 ♗e4 ♗e6 64 f5+ ♗e7 65 ♗d5 ♗d3 66 ♙d2 ♗e8 67 f6 ♗f2 68 g6 ♗f8 69 g7+ ♗g8 70 ♙e3 ♗d3 71 ♗c6 ♗e5+ 72 ♗b7 ♗c4 73 ♙c1 a5 74 ♗c6 axb4 75 axb4 1-0.

□ The King

■ Valery Salov

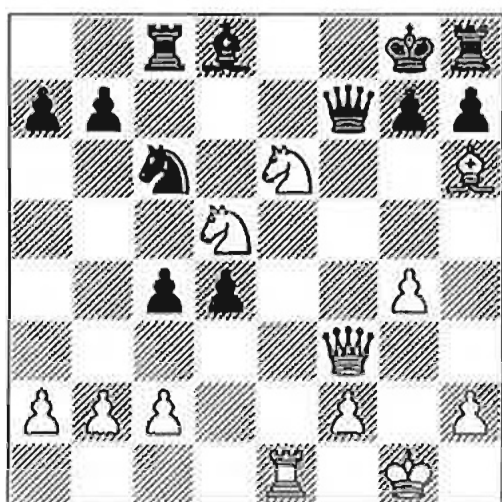
1 c4 ♗f6 2 d4 e6 3 ♗f3 ♙b4+ 4 ♙d2 ♗e7 5 g3 ♗c6 6 ♙g2 ♙xd2+ 7 ♗bxd2 d6 8 0-0 e5 9 d5 ♗b8 10 ♗a4+ ♗bd7 11 ♗c2 a5 12 ♗g5 ♗c5 13 ♗de4 ♗fxe4 14 ♗xe4 b6 15 ♗xc5 bxc5 16 ♙e4 g6 17 ♙g2 0-0 18 e4 ♖b8 19 b3 ♙d7 20 ♗c3 a4 21 bxa4 ♖b4 22 a5 ♖a8 23 f4 ♖xa5 24 a3 ♖ba4 25 ♖a2 ♖a8 26 ♗d3 ♖4a6 27 ♗e3 f6 28 f5 g5 29 ♖c1 ♖b6 30 ♗d3 ♗d8 31 ♖b1 ♗b8 32 ♖xb6 ♗xb6 33 h4 gxh4 34 gxh4 ♗h8 35 ♖f2 ♖g8 36 ♗h2 ♙a4 37 ♗d2 ♗b8 38 ♗h6 ♗d8 39 ♖b2 ♖g7 40 ♗e3 ♖g4 41 ♗h3 ♖f4 42 ♙f3 ♗a8 43 ♗d3 ♗g7 44 ♖g2+ ♗h8 45 ♖g3 ♗b8 46 ♗e2 ♗f8 47 h5 c6 48 ♗d3 cxd5 49 ♗xd5 ♙c2 50 ♗g2 ♖h4 51 ♗g1 ♗b8 52 ♗f7 1-0.

You Write...

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...



1 ♖xd8 ♜xf3 2 ♞e8+ ♜f8 3 ♜f6+ gxf6
4 ♞xf8 mate.

Brilliant! So I played it, whereupon the TC with a disdainful lack of thought played 1...♞xd8 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.)

□ D S Parkinson

■ Saitek Travel Champion

1 e4 e6 2 d4 d5 3 ♙e3 dxe4 4 ♘d2 ♗f6 5 f3 ♘d5 6 ♜e2 ♗xe3 7 ♜xe3 exf3 8 ♗gxf3 ♙d6 9 ♙d3 ♘d7 10 0-0 0-0 11 ♗e5 ♗f6 12 ♜h3 h6 13 ♞f3? 13...♙a3?!

A weird move, the point of which is 14 bxa3? ♜xd4+ picking up the knight, but surely 13...♙xe5 followed by ♜d4+ wins the e-pawn for nothing.

14 ♞xf6!

The only way to proceed.

14...♙xb2?!

Living dangerously, but the position now goes onto a knife edge, where one false move would spell disaster. The R30 on analysis mode assessed this as dead level for many moves, which it often does in such cases.

15 ♞xh6 ♙xd4+ 16 ♖h1 gxf6 17 ♜xh6 f5 18 ♜g6+ ♖h8 19 ♗df3 ♙xe5 20 ♗xe5 ♜f6 21 ♞e1 ♜g7 22 ♜h5+ ♖g8 23 ♞e3 f4 24 ♞h3 ♞d8?!

(24 ♞f6! - R30)

25 ♙h7+?!

But 25 ♞h4! kills, according to the Tasc.

25... ♖f8 26 ♗g6+ ♖f7 27 ♗xf4+ ♖e7 28 ♗g6+ ♖e8 29 ♗e5+ ♖e7 30 ♙d3 ♞d4 31 ♞f3 ♖d8 32 ♗f7+ ♖e7 33 ♗h6 ♖d8 34 ♞f7 ♞e4 35 ♙f1 ♞e5 36 ♜d1+ ♞d5 37 ♜xd5+ 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 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 dedicateds 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!

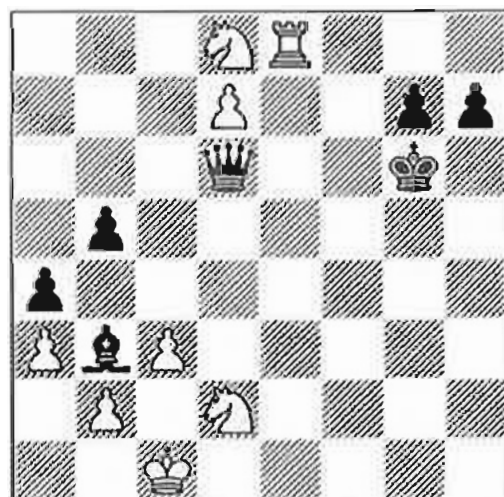
My overriding memory of the Kasparov-Short match is of Short in time

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:



Now in this position Nige actually

played 32 ♖e6 although he said after the game that another winning possibility was 32 ♜e6+ ♙e6 33 ♖xe6 ♜xe6 (if 33...♜xd7 34 ♖f8+) 34 d8♜

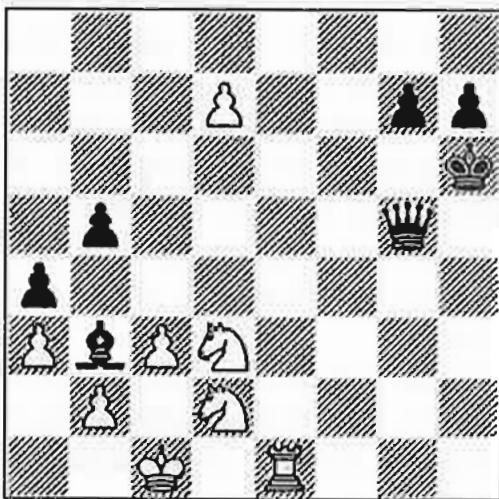
So what did the computer come up with?

32 ♖f7!

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, ♜d3 or ♜d7 are met by 33 ♖e5+ and if 32...♙f7 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 ♖e6 ♜h2 33 ♖f4+ ♜h6 34 ♖d3 ♜g1+ 35 ♜e1 ♜g5 we come to the following position:



Short played 36 ♖e5?? missing the win obtainable by 36 ♜h1+ ♜g6 37 ♖e5+ ♜f5 38 ♖c6

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 ♜e8 ♜g1+ 37 ♜e1 ♜g5

Only on analysis level after approximately 8 minutes did it change its move and even then it loyally played 36 ♖e5? also, giving the position an evaluation of

0.06.

The actual game continued 36 ♖e5? g6 At this point Nigel played 37 ♜f1. At first the computer disagreed, suggesting the ingenious 37 ♖g4+. Now if 37...♜h6 obviously 38 ♜h1+ and 39 ♜g1+ is killing. After 37 ♖g4 ♜g7 38 ♜e8 ♜f5 39 ♜e7 ♜f8 Black gets mated by 40 d8♜. However the flaw in this line was spotted by the computer, namely 38 ♜g4! when White is fighting for the draw with 39 ♜g8+ ♜g8 40 d8♜+.

Presumably because of this, the Mephisto NS duly rejected 37 ♖g4 on analysis level after about two minutes thought and moved onto 37 ♜f1, again as per its mentor. After Kasparov's 37...♙e6 its continuation was to play 38 ♜f8 ♜g1+ 39 ♜c2 ♙d7 40 ♖d7 with a 0.26 evaluation.

This differed from the actual game which continued 38 ♖f7+ ♙f7 39 ♜f7 ♜d5, when, with only four seconds left, Nigel missed his last chance to win with 40 ♖e4 ♜d3 41 ♜f2 ♜d7 42 ♜h2+ ♜g7 43 ♜h7+ ♜h7 44 ♖f6+ and ♖xd7.

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-

munds 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

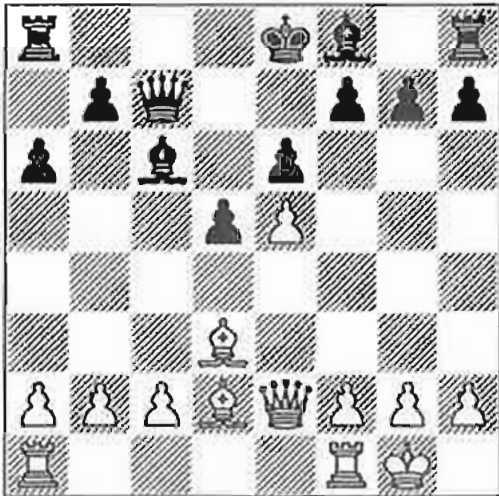
1 e4 e6 2 d4 d5 3 ♘c3 ♙b4 4 e5 c5 5 ♙d2

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 ♘gf3 ♘ge7 10 ♗e2 a6 11 ♙d3 ♘xd4 12 ♘xd4 ♘c6 13 ♘xc6 ♙xc6 14 0-0 ♗c7



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 a3 ♙c5 16 ♙b4 ♙xb4 17 axb4 0-0 18 c3 f6 19 exf6 ♗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 of onlookers thought that the computer had perhaps grabbed too much material, but the Mephisto has it all under control.

♗xg2+ 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 ♗b5 ♗b7 33 ♗xh6 gxf6

33...e3+ 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.

La Puce Echiquienne

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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.

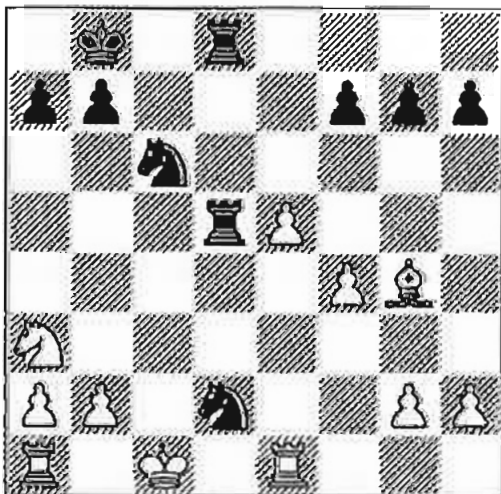
Top program was Socrates Exp., which scored 3 points for a tournament performance rating of 2588 (genuine Elo, not USCF). According to the tournament bulletin, programmers attributed much of Socrates' success to the use of Intel's Pentium chip, the processor used by all four of the PC entrants. The Tasc 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 ♖xd5 4 d4 ♘f6 5 ♘f3 ♘c6 6 ♘a3 ♙g4 7 ♙e2 cxd4 8 cxd4 e5 9 dxe5 ♖xd1+ 10 ♙xd1 ♙b4+ 11 ♙d2 ♙xd2+ 12 ♘xd2 0-0-0+ 13 ♘c1 ♘e4 14 ♙f1 ♙d5 15 ♘d2 ♘xd2 16 ♙xg4+ ♘b8 17 ♙e1 ♙hd8 18 f4



18...♙c5+ 19 ♘c2 ♘b4 20 ♙d1 ♘xc2 21 ♙xc2 ♙dc8 22 ♘xd2 ♙xc2+ 23 ♘e3 ♙xb2 24 ♙e2 ♙c3+ 25 ♘f2 ♙xe2+ 26 ♘xe2 ♙a3 27 ♘d2 g6 28 g3 h5 29 ♘e2 b5 30 ♘d2 ♘b7 31 ♘c2 ♘b6 32 ♘b2 ♙e3 33

♙c1 ♙e2+ 34 ♙c2 ♙xc2+ 35 ♘xc2 ♘c5 36 ♘d3 ♘d5 37 ♘e3 a5 38 ♘d3 b4 39 ♘e3 a4 40 ♘d3 ♘c5 41 h3 ♘d5 42 g4 h4 43 f5 gxf5 44 gxf5 ♘xe5 45 f6 ♘xf6 46 ♘c4 b3 47 axb3 axb3 48 ♘xb3 ♘e5 49 ♘c3 ♘f4 50 ♘d4 ♘g3 51 ♘e4 ♘xh3 0-1.

■ Renaissance Sparc

□ Boris Gulko

1 c4 e5 2 ♘f3 e4 3 ♘d4 ♘c6 4 ♘xc6 dxc6 5 ♘c3 ♘f6 6 g3 ♙c5 7 ♖b3 0-0 8 ♙g2 ♙e8 9 0-0 h5 10 ♘a4 ♙d4 11 e3 ♙e5 12 ♘c5 h4 13 ♘xb7 ♖e7 14 d4 exd3 15 ♘a5

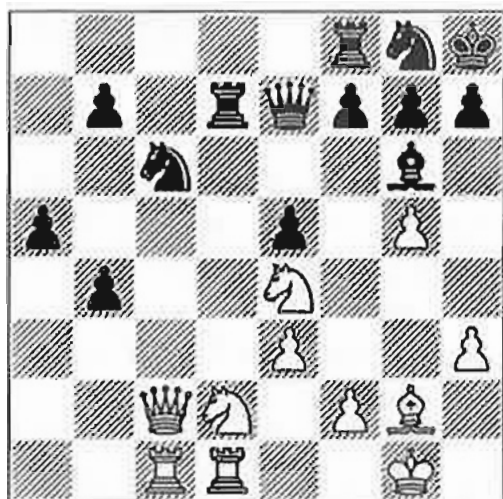


15...hxc3 16 ♖xc6 gxf2+ 17 ♔h1 ♚d6 18 c5 ♚xc5 19 ♗xe5 ♚xe5 20 ♜xf2 ♙f5 21 ♙xa8 ♜xa8 22 a4 ♗g4 23 ♜f4 ♙e4+ 24 ♔g1 ♚h5 25 ♚xf7+ ♚xf7 26 ♜xf7 ♔xf7 27 ♙d2 ♔e6 28 ♜c1 ♜h8 29 ♜c4 ♔d5 30 ♜d4+ ♔e5 31 ♙a5 c5 32 ♙c7+ ♔f5 33 ♜d7 ♗f6 34 ♜d6 ♗e8 35 ♜d8 ♗xc7 36 ♜xh8 d2 37 ♜f8+ ♔e5 38 ♜f1 ♙c2 39 a5 d1 ♚0-1.

□ Tasc R30

■ Michael Rohde

1 d4 ♗f6 2 c4 e6 3 ♗f3 ♙b4+ 4 ♙d2 c5 5 ♙xb4 cxb4 6 g3 0-0 7 ♗bd2 ♗c6 8 ♙g2 d6 9 0-0 e5 10 ♚c2 ♙g4 11 e3 a5 12 dxe5 dxe5 13 ♜fd1 ♚e7 14 ♗e4 ♜ad8 15 h3 ♙f5 16 ♗fd2 ♔h8 17 g4 ♙g6 18 ♜ac1 ♜d7 19 g5 ♗g8



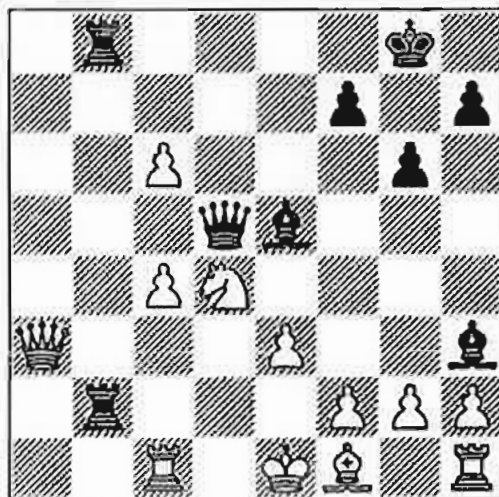
20 ♗f1 ♜fd8 21 ♗fg3 h6 22 h4 f5 23 ♜xd7 ♜xd7 24 h5 fxe4 25 hxc6 ♚xc5 26 ♙xe4 ♗f6 27 ♙f5 ♜d8 28 ♔f1 ♗h5 29 ♗xh5 ♚xh5 30 ♙e4 ♗e7 31 ♙xb7 ♗xc6 32 c5 ♗h4 33 c6 ♚g4 34 c7 ♚h3+ 35 ♔e1 ♜c8 36 ♜d1 1-0.

□ Kasparov's Gambit

■ Ilya Gurevich

1 d4 ♗f6 2 c4 g6 3 ♗c3 d5 4 ♙f4 ♙g7 5 e3 c5 6 cxd5 ♚a5 7 ♜c1 ♗e4 8 dxc5 ♗xc3 9 ♚d2 ♚xa2 10 bxc3 ♚a5 11 ♗f3

♗d7 12 c6 bxc6 13 dxc6 ♗c5 14 ♚b2 ♗a4 15 ♚a3 0-0 16 ♗d4 e5 17 ♗b3 ♚d5 18 ♙xe5 ♙xe5 19 ♚xa4 ♜b8 20 ♗d4 ♜b2 21 ♚xa7 ♙h3 22 ♚a3 ♜fb8 23 c4

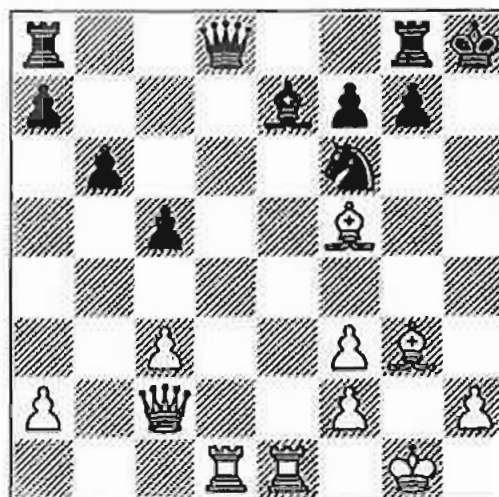


24... ♚e4 24 f3 ♚h4+ 25 g3 ♚h6 26 ♗b5 ♙xf1 27 c7 ♜e8 28 ♜xf1 ♚xh2 29 ♚d3 ♙xc7 30 ♔d1 ♜d8 31 ♗d4 ♚g2 32 ♜a1 ♙e5 33 ♔c1 ♙xd4 34 exd4 ♜e8 0-1.

□ Michael Rohde

■ Socrates Exp.

1 ♗f3 ♗f6 2 c4 b6 3 ♗c3 ♙b7 4 d4 d5 5 cxd5 ♗xd5 6 ♚c2 e6 7 e4 ♗xc3 8 bxc3 ♗d7 9 ♙d3 ♙e7 10 0-0 0-0 11 ♙f4 c5 12 d5 exd5 13 exd5 ♙xd5 14 ♙xh7+ ♔h8 15 ♙f5 ♙xf3 16 gxf3 ♙g5 17 ♙d6 ♙e7 18 ♙g3 ♗f6 19 ♜fe1 ♜g8 20 ♜ad1

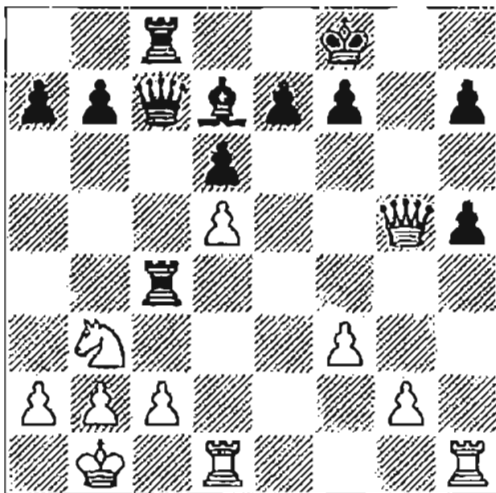


20... ♚f8 21 ♚e2 ♜e8 22 ♙c2 ♙d6 23

♖f1 ♜xe1 24 ♖xe1 ♙xg3 25 hxg3 ♖a8
 26 ♖e7 ♖xf3 27 ♜e1 ♖xc3 28 ♙b1 ♜a8
 29 ♜d1 ♜e8 30 ♜d8 ♖c1+ 31 ♙g2 ♜xd8
 32 ♖xd8+ ♘g8 33 ♙e4 ♖h6 34 ♙d5
 ♖h5 35 ♖d7 ♘f6 36 ♖c8+ ♙h7 37 ♙f3
 ♖e5 38 ♖b7 ♖e6 39 ♖xa7 c4 40 a4 c3 41
 ♖c7 ♖b3 42 ♖c8 c2 43 ♖h3+ ♙g6 44
 ♖c8 ♖b2 45 ♙e2 c1Q 46 ♙d3+ ♙g5 47
 ♖f5+ ♙h6 48 ♖h3+ ♘h5 49 ♖f5 ♖f6
 0-1.

□ Patrick Wolff
 ■ Renaissance Sparc

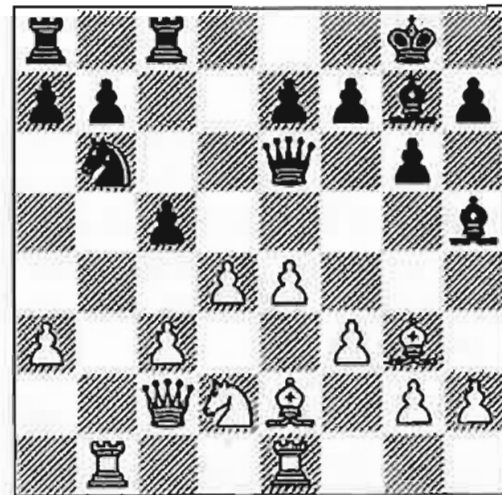
1 e4 c5 2 ♘f3 d6 3 d4 ♘f6 4 ♘c3 cxd4 5
 ♘xd4 g6 6 ♙e3 ♙g7 7 f3 0-0 8 ♖d2 ♘c6
 9 ♙c4 ♖a5 10 0-0-0 ♙d7 11 ♙b3 ♜fc8
 12 h4 ♘e5 13 ♙b1 ♘c4 14 ♙xc4 ♜xc4 15
 ♘b3 ♖c7 16 h5 gxh5 17 ♙h6 ♙h8 18
 ♙xg7+ ♙xg7 19 ♘d5 ♘xd5 20 ♖g5+
 ♙f8 21 exd5 ♜c8



22 ♖h6+ ♙e8 23 ♖xh7 ♙d8 24 ♜d2 ♙e8
 25 ♜e1 a5 26 ♘d4 ♜b4 27 ♖e4 ♖d7 28
 ♜de2 ♜c7 29 a3 ♜b6 30 ♙c1 ♖a4 31 ♘f5
 ♖b3 32 ♖xe7+ ♜xe7 33 cxb3 ♜xe2 34
 ♜xe2 ♙d7 35 ♘d4 h4 36 ♙d2 ♙c8 37
 ♜e1 h3 38 g4 a4 39 b4 ♙d7 40 ♜h1 ♜a6
 41 ♜xh3 ♜b6 42 ♜h7 ♙e8 43 g5 ♙c8 44
 f4 ♜a6 45 f5 ♜b6 46 f6 ♙d8 47 g6 fxg6 48
 ♘e6+ ♙c8 49 ♜e7 ♙f7 50 ♜xf7 ♙b8 51
 ♜d7 ♙a7 52 f7 1-0.

□ Boris Gulko
 ■ Tasc R30

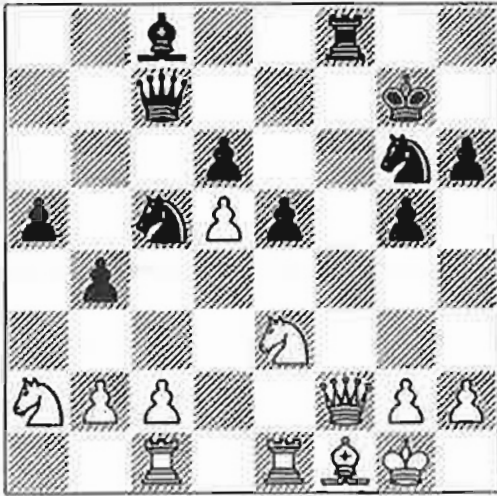
1 d4 c6 2 ♘f3 ♘f6 3 ♙f4 d6 4 e3 ♘d5 5
 ♙g3 ♖b6 6 ♖c1 g6 7 c4 ♘f6 8 ♘c3 ♙f5
 9 ♙e2 ♙g7 10 0-0 0-0 11 c5 dxc5 12 ♘a4
 ♖b4 13 ♘xc5 ♘bd7 14 a3 ♖b6 15 ♘a4
 ♖b3 16 ♘c3 ♘b6 17 ♘d2 ♖e6 18 ♜e1
 ♘fd5 19 e4 ♘xc3 20 bxc3 ♙g4 21 f3
 ♙h5 22 ♜b1 ♜fc8 23 ♖c2 c5



24 d5 ♖f6 25 e5 ♖g5 26 f4 ♖h6 27 c4
 ♙xe2 28 ♜xe2 ♖h5 29 ♘f3 ♜c7 30 h3
 ♖f5 31 ♖xf5 gxh5 32 ♜c2 ♙h6 33 ♘e1
 ♙g7 34 ♘d3 f6 35 ♙f2 fxe5 36 fxe5 ♘a4
 37 ♜e1 ♜ac8 38 ♘f4 ♜d7 39 ♙h4 b5 40
 cxb5 c4 41 e6 ♜b7 42 ♙xe7 ♙c3 43 ♜d1
 ♜xe7 44 d6 ♜g7 45 ♘d5 ♜b8 46 ♘xc3
 ♘c5 47 ♜e2 ♙f8 48 ♜d5 ♜g3 49 ♜xc5
 ♜xc3 50 d7 ♙e7 51 ♜c8 ♜d3 52 ♜xb8 1-0

□ Socrates Exp.
 ■ Alexander Ivanov

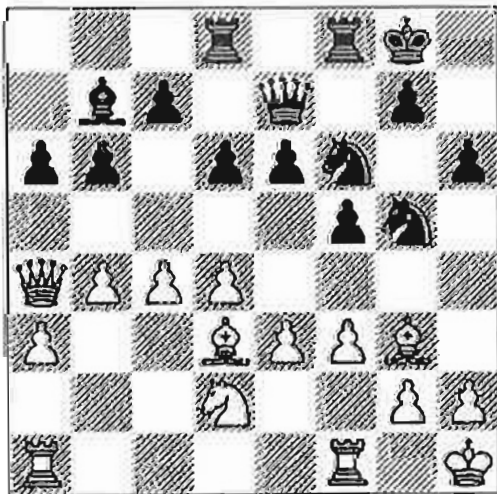
1 e4 g6 2 d4 ♙g7 3 ♘f3 d6 4 ♙e2 b6 5 0-0
 ♙b7 6 ♘c3 e6 7 d5 e5 8 ♙e3 ♘d7 9 a4
 ♘e7 10 a5 a6 11 axb6 cxb6 12 ♖d2 0-0
 13 ♙h6 b5 14 ♙xg7 ♙xg7 15 ♜fe1 h6 16
 ♜ad1 ♜c8 17 ♙d3 ♖c7 18 ♘h4 g5 19
 ♘f3 ♘c5 20 ♜c1 ♘g6 21 ♖e3 ♖d7 22
 ♙f1 b4 23 ♘a2 a5 24 ♘d2 f5 25 exf5
 ♜xf5 26 ♘c4 ♖c7 27 ♖h3 ♜cf8 28 ♘e3
 ♜5f6 29 ♖h5 ♙c8 30 ♖e2 ♜xf2 31 ♖xf2



31... ♖xf2 32 ♜xf2 ♘e4+ 33 ♜g1 ♜f7 34 ♘d3 ♜f2+ 35 ♜h1 ♘c5 36 ♜e2 ♜h4 37 ♘f5 ♘a6 38 g3 ♜d4 39 c3 bxc3 40 bxc3 ♜a4 41 c4 ♘e7 42 ♜cc2 ♜e8 43 ♜f2 ♘c8 44 ♘xc8 ♜xc8 45 ♘c3 ♘d3 46 ♜fd2 ♘b4 47 ♜b2 ♜c5 48 ♜e2 ♜d4 49 ♘b5 ♜e4+ 50 ♜g1 ♜g6 51 ♘c7 ♜g8 52 ♘e6 ♜d3 53 ♜e1 ♘g6 54 ♜bb1 h5 55 ♘xg5 h4 56 ♜bd1 ♜b3 57 ♘e4 ♘d3 58 ♜b1 ♜a2 59 ♜b8+ ♜f7 60 ♜f1+ ♜e7 61 ♘f5+ ♜d7 62 ♜b7+ ♜d8 63 ♘fxd6 h3 64 ♜f8+ ♘xf8 65 ♘f7+ 0-1.

□ Kasparov's Gambit
 ■ Michael Rohde

1 d4 ♘f6 2 c4 e6 3 ♘c3 ♘b4 4 ♘f3 b6 5 ♘g5 h6 6 ♘d2 ♘b7 7 e3 0-0 8 ♘d3 d6 9 0-0 ♘bd7 10 a3 ♘xc3 11 ♘xc3 ♘e4 12 ♘e1 f5 13 ♘d2 ♘df6 14 f3 ♘g5 15 ♘g3 ♜e7 16 b4 ♜ad8 17 ♜a4 a6 18 ♜h1



♜b8 19 ♜ae1 ♘a8 20 ♜xa6 ♘c6 21 c5 d5 22 ♘c2 ♜d7 23 cxb6 ♘b5 24 bxc7 ♘xa6 25 cxb8Q ♜xb8 26 ♘xb8 ♘xf1 27 h4 ♘f7 28 ♜xf1 ♜c8 29 ♘xf5 exf5 30 ♘f4 ♜c3 31 ♘b1 ♜b2 32 ♘g3 ♘h5 33 ♜h2 ♘xg3 34 ♜xg3 ♘d6 35 ♜e1 ♘c4 36 ♜h3 ♜f2 0-1.

□ Alexander Ivanov
 ■ Renaissance Sparc

1 e4 c6 2 d4 d5 3 e5 ♘f5 4 h4 h5 5 c4 e6 6 ♘c3 ♘d7 7 cxd5 cxd5 8 ♘g5 ♘e7 9 ♜d2 ♘xg5 10 hxg5 ♜c8 11 ♘e2 ♘g6 12 ♘b5 ♜c2 13 ♜b4 ♜xg5 14 ♘f3 ♜xg2 15 ♜g1 ♜h3 16 ♘d6+ ♜d8 17 ♘xb7+ ♜c7 18 ♜d6+ ♜c8 19 ♘a6 ♜c7 20 ♘c5+ ♜d8 21 ♘g5 ♜f5 22 ♘gxe6+ fxe6 23 ♘xe6+ ♜xe6 24 ♜xe6 ♘e7 25 ♜xg6 ♜c6 26 ♜xc6 ♘xc6 27 ♜xc6 1-0.

□ Ilya Gurevich
 ■ Tasc R30

1 e4 e5 2 ♘f3 ♘c6 3 ♘b5 a6 4 ♘a4 ♘f6 5 0-0 ♘e7 6 ♜e1 b5 7 ♘b3 0-0 8 d4 ♘xd4 9 ♘xd4 exd4 10 e5 ♘e8 11 c3 dxc3 12 ♘xc3 ♘b7 13 ♘d5 d6 14 e6 f5 15 ♘f4 ♘f6 16 ♘xe7+ ♜xe7 17 ♜c1 ♜ae8 18 ♜d4 ♘e4 19 ♜a7? c5 20 ♜xe4? fxe4 21 ♘xd6 ♜xd6 22 e7+ c4 23 exf8 ♜+ ♜xf8 24 ♜d1 ♜f6 25 ♘c2 ♜xb2 26 ♘b1 c3 27 ♜c5 ♜e2 28 ♜f1 ♜d2 29 ♜e5 c2 30 ♜e6+ ♜h8 31 ♘xc2 ♜xc2 32 ♜e7 ♜c8 33 h3 ♘d5 34 a3 ♜f5 35 ♜a7 ♘c4 36 ♜d1 ♘d3 37 ♜c1 ♜f6 38 ♜e3 a5 39 ♜c7 b4 40 axb4 axb4 41 ♜b7 ♜c3 42 ♜b6 ♜a1+ 43 ♜h2 ♜e5+ 44 ♜g1 ♜c3 45 ♜h2 h6 46 h4 ♜e5+ 47 ♜g1 ♜c8 48 g3 ♜a1+ 49 ♜h2 ♜c1 50 ♜h3 ♜h1+ 51 ♜g4 ♜e5 0-1.



S/S		Ply					
Rank	Computer	BCF	Games	Elo	BCF	+/-	Games
					equiv.	Elo	
1	Tasc R30	229	49	-	-	-	-
2	Meph Lyon 68030	218	374	2258	207	59	250
3	Meph Vanc. 68030	216	375	2235	205	37	451
4	Meph Risc 1MB	216	1046	2221	204	31	579
5	Meph Port 68030	214	460	-	-	-	-
6	Saitek Risc 2500	212	494	2218	203	33	628
7	Saitek Ren.Sparc 20	212	234	2194	202	47	234
8	Meph Vanc. 68020/12	205	1481	2160	194	27	726
9	Meph Lyon 68020/12	204	2492	2152	194	23	1029
10	Meph Vanc. 68000	203	334	2108	189	27	721
11	Meph Berlin	201	653	2122	190	32	538
12	Meph Port. 68020	200	1713	-	-	-	-
13	Fid Elite 68030 V9	200	599	2128	191	45	324
14	Meph Lyon 68000	197	1325	2105	188	25	857
15	Meph Almeria 68020	196	1003	-	-	-	-
16	Meph Port. 68000	193	1478	-	-	-	-
17	Fid Mach 4/Elite V7	193	1396	2081	185	24	843
18	Mephisto Nigel Short	192	5	-	-	-	-
19	Saitek Brute Force	188	223	2029	179	47	223
20	Fid El. 68000 x2 V5	188	258	-	-	-	-
21	Meph Roma 68020	186	1043	-	-	-	-
22	Meph Polgar 10	186	609	-	-	-	-
23	Novag Diablo/Scorpio	186	1202	2000	175	25	805
24	Meph Almeria 68000	184	1025	-	-	-	-
25	Meph Dallas 68020	184	996	-	-	-	-
26	Fid Mach 3 68000 v2	181	5009	1997	175	15	2218
27	Meph Milano	180	626	1960	170	27	659
28	Meph MM5	180	1319	1976	172	22	1002
29	Meph Polgar 5	179	2082	1970	171	18	1363
30	Meph Dall./Mon.Dall	178	2283	-	-	-	-
31	Nov S.Forte/Exp. 6C	178	2371	1956	169	19	1391
32	Meph Roma/Montreal	176	2267	-	-	-	-
33	Meph Academy	175	2000	-	-	-	-
34	Meph Modena	173	174	1887	161	31	505
35	Meph Amsterdam	173	2373	1924	160	22	1020
36	Nov S.Forte/Exp. 6B	173	1343	-	-	-	-
37	Meph Mega 4	172	2435	-	-	-	-
38	Fid Mach 2B/C 68000	172	2909	-	-	-	-
39	Saitek Gal-Ren D10	172	1209	-	-	-	-
40	Fid Travelmaster	170	505	1905	163	65	123
41	Meph S.Mond2/MC4	170	224	-	-	-	-
42	Novag Ruby/Emerald	170	26	-	-	-	-
43	Meph MM4	169	2866	-	-	-	-
44	Saitek Travel Champ	169	45	-	-	-	-
45	Nov S.Forte /Exp. 6A	168	1155	-	-	-	-
46	Saitek Turbo King II	166	834	1867	159	24	877
47	Meph MonteCarlo	166	262	-	-	-	-
48	Saitek Gal. / Ren. C8	166	313	-	-	-	-
49	CXG Sphinx Galaxy	165	2049	1876	160	19	1412
50	Conchess Ply.Vict.5.5	165	697	1865	158	26	701
51	Fid Mach 2A 68000	164	338	-	-	-	-
52	Saitek GK2000	163	112	1903	164	30	550
53	Novag Expert 5/6	161	532	-	-	-	-
54	Fid Club 68000	161	1459	-	-	-	-
55	Novag Jade / Zircon	161	18	-	-	-	-
56	Novag Forte B	159	1917	-	-	-	-
57	Meph Rebell	159	2121	-	-	-	-
58	Fid Avant Garde 5	159	1721	-	-	-	-
59	Fid Par E./Des. 2100	158	2538	-	-	-	-
60	Saitek Stratos /Corona	158	3053	-	-	-	-
61	Novag Forte A	157	2202	-	-	-	-
62	Meph S.Mondial 1	157	1420	-	-	-	-
63	Conchess Plymate 5.5	157	2169	-	-	-	-
64	Saitek Simulano	157	364	-	-	-	-
65	Saitek Gal./Ren. B6	157	976	-	-	-	-
66	Conchess 6	155	107	-	-	-	-
67	Fid Excellence 4	155	1740	-	-	-	-

S/S		Ply					
Rank	Computer	BCF	Games	Elo	BCF	+/-	Games
					equiv.	Elo	
68	Novag Expert 4	155	962	-	-	-	-
69	Conchess Plymate 4	153	372	-	-	-	-
70	Saitek Turbo Kasp 4	153	512	-	-	-	-
71	Fid Elite C	152	182	-	-	-	-
72	Mephisto MM2	151	781	-	-	-	-
73	Saitek Gal. / Ren. B4	151	37	-	-	-	-
74	Fid Exc. / Des. 2000	150	1646	-	-	-	-
75	Saitek Prisma / Blitz	149	306	1736	141	49	202
76	Conchess 4	148	509	-	-	-	-
77	Novag Super Const.	147	3689	1730	141	18	1582
78	Novag Super Nova	147	411	1732	141	37	350
79	Novag Supremo	144	28	-	-	-	-
80	Meph Europa/M.Polo	143	240	-	-	-	-
81	Novag Super VIP	143	335	-	-	-	-
82	Fid Prestige / Elite A	142	856	-	-	-	-
83	Fid Sensory 12	141	1340	-	-	-	-
84	Saitek Superstar 36K	139	997	-	-	-	-
85	Conchess 2	139	1096	-	-	-	-
86	Novag Const. 3.6	137	825	-	-	-	-
87	Novag Quattro	137	585	-	-	-	-
88	Novag Primo / VIP	137	354	-	-	-	-
89	Meph Mondial 2	136	31	-	-	-	-
90	Fid Elite B / Original	133	236	-	-	-	-
91	Meph Mondial 1	131	247	-	-	-	-
92	Novag Const. 2.0	130	1289	-	-	-	-
93	CXG S.Ent/Adv.Star	128	922	1559	120	39	386
94	CXG 3000	123	17	-	-	-	-
95	Fid Sensory 9	121	1114	-	-	-	-
96	Saitek Ast/Conq/Cavl	121	61	-	-	-	-
97	Nov Mentor16/Amigo	118	22	-	-	-	-
98	GGM + Steinitz	117	287	-	-	-	-
99	CXG 2001	116	84	-	-	-	-
PC Programs							
1	Chess Genius 2 (486/50 66)	-	-	2364	220	57	197
2	ChessMachine 30Mhz (King 2.0, aggressive)	-	-	2326	216	36	480
3	Mephisto Gideon Pro (486/60-66)	-	-	2319	215	59	176
4	Chess Genius 1 (486/50-66)	-	-	2286	211	43	323
5	M C Pro 486/50-66 ChessMachine 30Mhz (Schoeder 3.1)	-	-	2283	210	38	407
6	ChessMachine 16Mhz (Schr. 512k ARM2)	-	-	2280	210	62	168
7	ChessMachine 16Mhz (King 512k ARM2)	-	-	2211	201	32	567
8	M Chess 1.1-1.71 (on 486/33)	-	-	2199	200	38	367
9	Socrates 3.0 (486/33)	-	-	2196	199	44	326
10	Fritz 2 (486/33)	-	-	2163	195	68	104
11	M Chess 1.1 1.71 (on 386/25-33)	-	-	2153	194	44	263
12	Hiares Master 1.0 (486/33)	-	-	2128	191	36	408
13	Rex Chess 2.3 (on 386/25-33)	-	-	2086	186	53	174
14	Fritz 1.0 486/33	-	-	2029	179	65	126
15	Zerkov 2.5 386/25-33	-	-	2022	178	63	128
16	Fritz 1.0 (386/25-33)	-	-	2018	177	56	168
17	Complete Chess System (486/33)	-	-	2008	176	66	113
18	Rex Chess 2.3 (on 386/16-20)	-	-	2003	175	62	133
				1928	166	53	174