Selective Search

T H E   C O M P U T E R   C H E S S   M A G A Z I N E
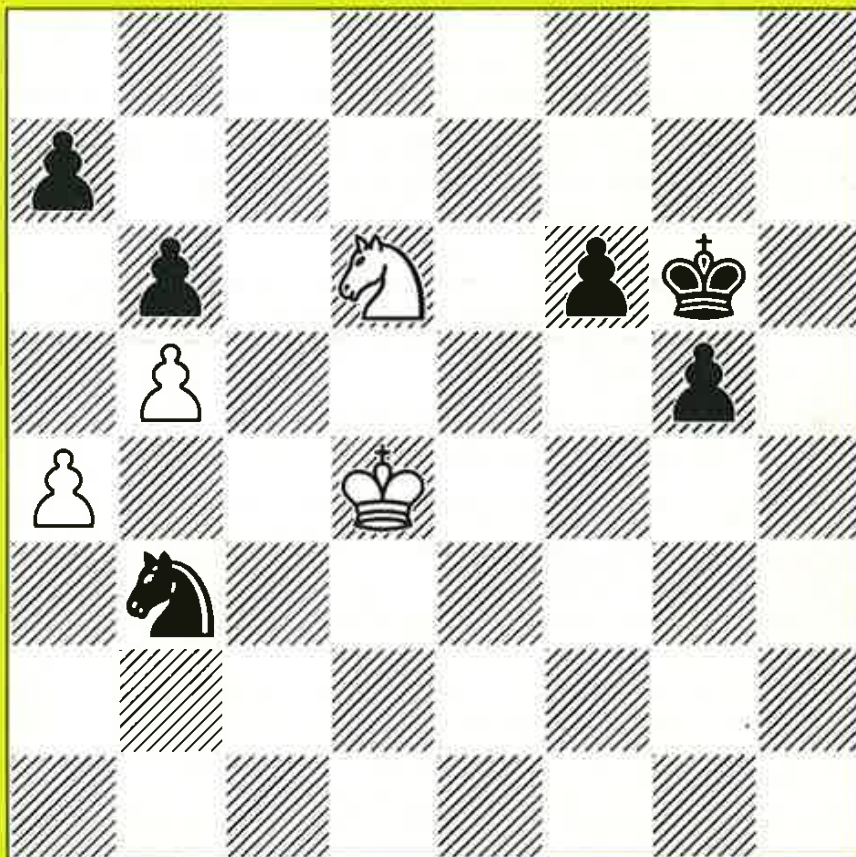
KASPAROV (Baku)   0

v

LANG (Bournemouth)   1

£2.00

Contents

GAMES COLLECTION

Last issue we gave the table of Frank Holt's giant match between the R30 and the Mephisto Genius 2 running on his 486/66. Here is a selection of the best, plus some his new series - between the R30 and the Berlin Professional.

QGA
□ **Tasc R30 (Normal)**
■ **Mephisto Genius 2**
All moves in 90m. each

---

1 d4 d5 2 c4 dxc4 3 ♘f3 ♘f6 4 e3 e6 5 ♗xc4 c5 6 0-0 a6 7 b3 cxd4 8 ♕xd4 ♕xd4

MG2 left book with its seventh (-0.12); R30 one move later (+0.20).

9 ♘xd4 e5

MG2 spent 10½ minutes on this.

10 ♘f3 b5 11 ♗e2 e4 12 ♘d4 ♗c5 13 ♗b2 0-0 14 ♖c1 ♗d6 15 a4 bxa4 16 ♖xa4 ♗e5 17 f4 exf3 e.p. 18 ♗xf3

The first signs of an advantage; (+1.14 R30, -0.48 MG2).

18... ♖a7 19 ♖a5 ♘fd7

20 ♖c2! ♗b7

So the 'passive' 20 ♖c2 is looking like a real cracker.

21 ♘b5 ♗xf3 22 ♘xa7 ♗e4 23 ♖c4 ♗xh2+ 24 ♔xh2 ♗xb1 25 ♘c8 f6 26 ♖c7 ♗e4 27 ♘d6 ♗c6 28 e4

Can the R30 retrieve its knight? At the moment it's getting squeezed.

28...♖d8 29 ♖f5 ♗a8 30 ♖f2 ♘e5 31 ♗xe5 fxe5 32 ♘b7 ♗xb7 33 ♖xb7 ♘c6 34 ♖ff7

Someone said once that when the R30 gets its nose in front, it won't let go...

34...♖d6 35 ♖xg7+ ♔f8 36 ♖xh7 ♔g8 37 ♖hg7+ ♔f8 38 ♖bf7+

Please move up the pawn - g4!

38...♔e8 39 ♖c7 ♔d8 40 ♖b7 ♔c8 41 ♖gc7+ ♔d8 42 ♖h7 ♔c8 43 g4 ♖d2+ 1-0 (66).

Slav
□ **Tasc R30**
■ **Mephisto Genius 2**
All moves in 60m. each

---

1 d4 d5 2 c4 c6 3 ♘f3 ♘f6 4 ♘c3 dxc4 5 a4 ♗f5 6 e3 e6 7 ♗xc4 ♗b4 8 0-0 ♘bd7 9 ♕e2 ♗g6 10 e4 ♗xc3 11 bxc3 ♘xe4 12 ♗a3 ♕c7 13 ♕b2 ♗h5 14 ♘e5 ♘xe5 15 dxe5 0-0-0

R30 out of book with its fifteenth, MG2 one move later.

16 ♖fe1 ♖d2 17 ♕b4 ♘xf2 18 ♗c1 ♘d3

R30 -0.90, MG2 +1.21.

19 ♗xd3 ♖xd3 20 ♖b1 ♗g6 21 ♗f4 c5 22 ♕b3 ♖hd8 23 ♗g5 ♖8d5

R30 -1.51, MG2 +1.78

24 ♕b2 c4 25 ♗f4 ♕c5+ 26 ♔h1 b6 27 ♖a1 ♕a5 28 ♕a2 ♔b8 29 ♖ac1 ♕c5 30 ♕b2 h5 31 ♕a2 ♕c6 32 ♕a3 h4 33 ♔g1 h3 34 gxh3 ♖xh3 35 ♖ed1 ♖c5 36 ♖d8+ ♔c7 37 ♖d4 ♕f3 38 ♖e1 ♖h4 39 ♕c1 ♖g4+ 40 ♗g3 ♖xg3+ 41 hxg3 ♕xg3+ 42

♔f1 ♗d3+ 43 ♖xd3 ♛xd3+ 44 ♔g2 ♛g6+ 45 ♔h2 ♛h5+ 46 ♔g3 ♖xe5 47 ♛f4 ♛g5+ 48 ♛xg5 ♖xg5+ 49 ♔h4 ♖a5 0-1.

Petroff
□ **Tasc R30 (Offensive)**
■ **Mephisto Genius 2**
All moves in 90m. each

1 e4 e5 2 ♘f3 ♘f6 3 ♘xe5 d6 4 ♘f3 ♘xe4 5 d4 d5 6 ♗d3 ♘c6 7 0-0 ♗e7 8 ♖e1 ♗g4 9 c3 f5 10 ♛b3 ♛d7 11 ♘fd2 0-0-0 12 f3 ♘xd2 13 ♘xd2 ♗h5 14 ♘f1 g5 15 f4 h6 16 ♗d2 ♗g6 17 ♘g3 g4 18 a4 ♗h4 19 a5 ♗xg3 20 hxg3 a6 21 ♔f2 h5 22 ♗e3 h4

23 gxh4 ♖xh4 24 ♗d2 ♛h7 25 ♛c2 g3+ 26 ♔f3 ♗h5+ 27 ♔e3 ♖e8+ 28 ♗e4 ♛h6 29 ♖f1 ♖xe4+ 0-1.

English
□ **Mephisto Genius 2**
■ **Tasc R30 (Offensive)**
All moves in 30m. each

1 c4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 g3 ♗b4 5 ♗g2 0-0 6 0-0 e4 7 ♘e1 ♗xc3 8 dxc3 h6 9 ♘c2 b6 10 ♘e3 ♗b7 11 ♘d5 ♘e5 12 b3 ♖e8 13 a4 d6 14 ♖a2 c5 15 ♛c2 ♘xd5 16 cxd5 ♗xd5 17 ♖d1 ♗b7 18 ♗xe4 ♗xe4 19 ♛xe4 ♛d7 20 ♖ad2 ♖ad8 21 c4 ♘c6 22 ♛d3 ♛g4 23 ♗b2 ♘b4 24 ♛f3 ♛xf3

25 exf3 ♘c6 26 ♗c3 ♖e6 27 ♔g2 ♘e7 28 f4 f6 29 ♔f3 d5 30 cxd5 ♖ed6 31 ♔e4 f5+
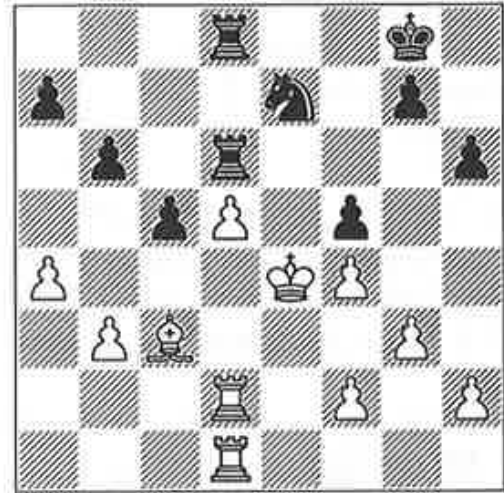
32 ♔d3! ♖xd5+ 33 ♔c4 ♖xd2 34 ♖xd2 ♖xd2 35 ♗xd2 ♔f7 36 ♔b5 ♘c8 37 ♔a6 ♔e6 38 ♗c3 g6 39 ♔b7 ♘e7 40 ♔xa7 ♘d5 41 ♗e5 g5 42 ♔b7 h5 43 ♗c7 b5 44 axb5 ♔d7 45 b6 gxf4 46 ♔a7 fxg3 47 fxg3 ♘xb6 48 ♔xb6 ♔e7 49 ♔xc5 1-0.

King's Indian
□ **Tasc R30 (Defensive)**
■ **Mephisto Genius 2**
All moves in 30m. each

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2 0-0 6 ♗g5 c5 7 dxc5 ♛a5 8 ♗d2 ♛xc5 9 ♘f3 ♘c6 10 0-0 ♘g4 11 ♛b3 ♗d4 12 ♗e1 ♘ge5 13 ♘d5 ♘xf3+ 14 ♗xf3 e6 15 ♘c7 ♖b8 16 ♖d1 a6 17 ♛d3 ♗xb2 18 ♗d2 ♘e5 19 ♛b3 b5 20 ♛xb2 ♛xc7 21 ♗e2 ♘xc4 22 ♗xc4 bxc4 23 ♛f6 ♛d8 24 ♛d4 e5 25 ♛xc4 ♗g4 26 f3 ♛b6+ 27 ♖f2 ♗e6 28 ♛e2 ♛c6 29 ♖c1 ♛b7 30 ♗g5 ♖fc8 31 ♖d1 ♖c6 32 ♗f6 h6 33 ♛d2 ♔h7 34 ♖c1 ♖xc1+ 35 ♛xc1 ♛a7! 36 ♛c2 g5 37 f4 ♛e3 38 h3 gxf4 39 ♔h2 ♛g3+ 40 ♔g1 ♗xh3 41 ♗e7 ♖b6 42 ♗d8 ♖b4 43 ♗e7 ♛g6 44 ♛d3 ♗e6 45 ♛d1 ♖xe4 46 ♛d2 ♗c4 47 ♛d1 d5 48 ♗c5 ♔g7 49 ♖b2 d4 50 ♗b4 ♖e3 51 a4 f3 52 ♛c2 ♖d3 53 ♗e1 ♗b3 54 ♛f2 f6 55

♕g3 ♕xg3 56 ♗xg3 fxg2 57 ♔xg2 ♗d5+ 58 ♔h3 ♖a3 0-1.

King's Indian
□ **Tasc R30 (Offensive)**
■ **Mephisto Genius 2**
All in 60m. each

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2 0-0 6 ♗g5 h6 7 ♗e3 e5 8 d5 ♘bd7 9 ♕c2 a5 10 h4 ♘c5 11 h5 g5 12 ♘f3 b6 13 ♘d2 ♗g4 14 ♗xc5 bxc5 15 ♗xg4 ♘xg4 16 ♘f1!

Has strong possibilities - ♘g3 then ♘f5. MG2's hint was 16 ♕a4.

c6 17 dxc6 ♖c8 18 0-0-0 ♖xc6 19 ♘g3 ♖e8 20 ♘f5 ♖e6 21 ♘d5 ♖a6 22 ♕d2 a4 23 ♔b1 a3 24 b3 ♕b8 25 ♖h3 ♘f6 26 ♘c3 ♗f8 27 ♔c2 ♘e8 28 ♖hh1 ♘g7 29 ♘e3 ♕b7 30 f3 ♖e8 31 ♘cd5 ♖b8 32 ♘f6+ ♔h8 33 ♔b1 ♘e6 34 ♘f5 ♘d4 35 ♔a1 ♕c8 36 ♘xd4 cxd4 37 ♘d5 ♗g7 38 ♘e7 ♕b7 39 ♘f5 ♔h7 40 ♕c2 ♖c6 41 ♖c1 ♕b4 42 ♘e7 ♖c5 43 ♖hd1 ♕b7 44 ♘f5 ♗f8 45 ♕d2 ♔g8 46 g4 ♕b6 47 ♖h1 ♖cc8 48 ♕e2 ♖b7 49 ♖hd1 ♖c5 50 ♕f2 ♗g7 51 ♖g1 ♖c8 52 ♖cd1 ♖cb8 53 ♕d2 ♗f8
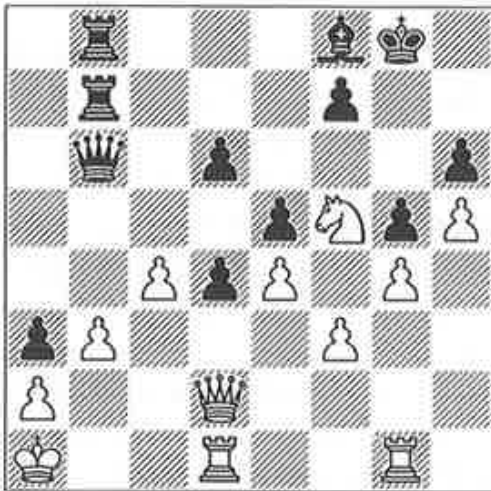
54 f4!? gxf4 55 g5 hxg5 56 ♖xg5+ ♔h8 57 ♕g2 ♕d8 58 ♖g8+ ♔h7 59 ♖g7+ ♔h8 60 ♖g1 ♕b6 61 ♖h7+ ♔xh7 62 ♕g8+ 1-0.

R30 v BERLIN PRO

Last issue we gave Frank Holt's tournament table of his Giant Match between the Tasc R30 and Mephisto Genius 2.0, cross-referencing speed of game with (the R30's) various selectable styles of play.

Here are his equally comprehensive match statistics for his test between the R30 and the Mephisto Berlin Pro, from which it can be seen that the Mephisto pips the Tasc in almost every category, and wins convincingly overall - good for the already commercially successful Pro it's true, but can we have an R30 upgrade please?

| STYLE	TIME	+	=	-
Normal	40 in 2	0	1	1
Normal	40 in 1	1	0	1
Normal	60 in 1	0	1	1
Active	40 in 2	1	1	0
Active	40 in 1	1	1	0
Active	60 in 1	1	1	0
Defensive	40 in 2	0	2	0
Defensive	40 in 1	0	0	2
Defensive	60 in 1	1	1	0
Solid	40 in 2	0	1	1
Solid	40 in 1	0	0	2
Solid	60 in 1	1	0	1
Offensive	40 in 2	0	1	1
Offensive	40 in 1	0	2	0
Offensive	60 in 1	1	1	0
SUB. TOT.		7	13	10
Normal	All in 90	2	0	0
Normal	All in 60	1	0	1
Normal	All in 30	1	1	0
Active	All in 90	0	0	2
Active	All in 60	1	1	0
Active	All in 30	0	0	2
Defensive	All in 90	0	2	0
Defensive	All in 60	0	0	2
Defensive	All in 30	1	0	1
Solid	All in 90	0	0	2
Solid	All in 60	1	0	1
Solid	All in 30	1	0	1
Offensive	All in 90	2	0	0
Offensive	All in 60	1	0	1
Offensive	All in 30	1	0	1
SUB. TOT		12	4	14
G. TOTAL		19	17	24

Queen's Gambit Declined
□ Tasc R30 (Active)
■ Mephisto Genius 2
All in 90m. each

1 d4 d5 2 c4 e6 3 ♘c3 ♗e7 4 ♘f3 ♘f6 5 ♗g5 0-0 6 e3 ♘bd7 7 ♗d3 dxc4 8 ♗xc4 c5 9 0-0 ♘b6 10 ♗d3

R30 left book with this; MG2 move 7.
10...cxd4 11 ♘xd4 e5 12 ♘f3 ♗g4 13 ♕c2 ♗xf3 14 gxf3 h6 15 ♗xf6 ♗xf6 16 ♖fd1 ♕e7 17 a4 ♗h4 18 a5 ♘d7 19 ♖a4 ♗g5
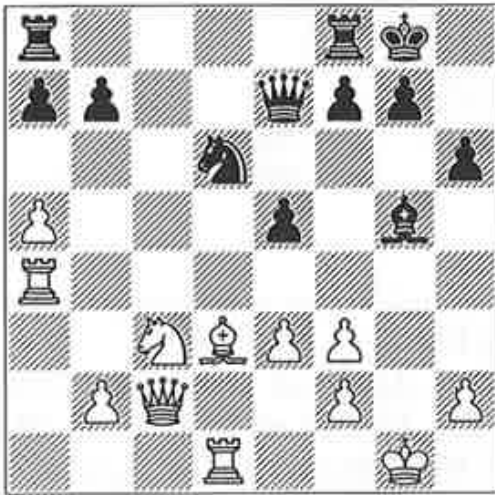
20 h4!

MG2 certainly wasn't expecting that! R30: +2.85, MG2: -1.30.

♗xh4 21 ♗h7+ ♔h8 22 ♗f5 ♘b8 23 ♘d5 ♕g5+ 24 ♖g4 ♕h5 25 ♘c7 ♘c6 26 ♘xa8 ♖xa8 27 a6 ♖d8 28 ♖xd8+ ♘xd8 29 ♕c5 ♔g8 30 ♕xe5

At last the e-pawn goes - it was annoying me.

g6 31 ♕d5 ♗f6 32 ♖xg6+ ♔f8 33 axb7 ♘xb7

These next few moves are still very tricky, but the R30 appears confident.

34 ♖g4 ♘d8 35 ♕d6+ ♗e7 36 ♕e5 ♗g5 37 ♖d4 ♘e6 38 ♕h8+ ♔e7 39 ♗xe6 ♔xe6 40 ♖e4+ ♔f5 41 ♕g7 ♕xf3 42 ♕xf7+ ♗f6 43 ♖d4 ♔g5 44 ♕g8+ ♔f5 45 ♖d5+ ♗e5 46 ♕h7+ ♔e6 47 ♕d7+ ♔f6 48 ♕c6+ ♔g7 1-0.

Mate in 7
TIMING TEST
from Frank Holt
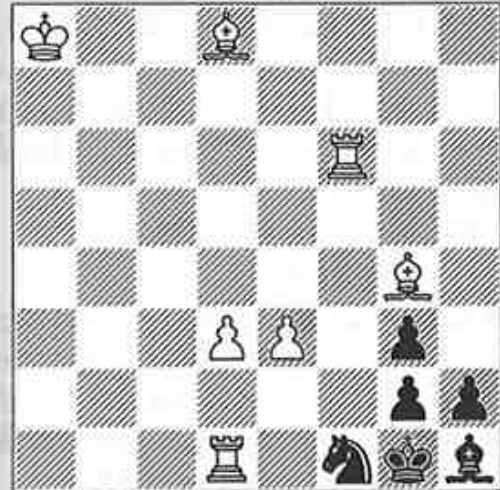
Solution:

1 ♖c6 ♔f2 2 ♖c2+ ♔xe3 3 ♖e1+ ♔xd3 4 ♗f5+ ♔d4 5 ♗f6+ ♔d5 6 ♖e8 g1♕ 7 ♖d8+ 0-1.

All computers were set to mate-solve level. PC programs run on 486/66

Mephisto Genius 2.0: 37m 07s

Fritz 2: 58m. 50s

Mephisto Risc 1Mb: 60m. 50s

Tasc R30: 2h. 55m.

Mephisto Berlin Professional: 4h. 5m.

Berlin 68000: 16h. 19m.

M-Chess 3.1: 60m

Chess Genius 1.0: 1h. 55m.

Giuoco Piano
□ **Tasc R30 (Solid)**
■ **Mephisto Berlin Professional**
40 moves each per hour

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♗c5 4 d3 ♘f6 5 ♘c3 d6 6 ♘a4 ♗b6 7 ♘xb6 axb6 8 ♗g5 h6 9 ♗h4 ♕e7 10 0-0 0-0 11 ♕d2 ♗e6 12 ♗xe6 ♕xe6 13 a4 ♘h5 14 b4 ♕g6 15 b5 ♘d8 16 ♗e7 ♖e8 17 ♘h4 ♕e6 18 ♗xd8 ♖exd8 19 ♘f5 d5

R30 shows -0.06; B/Pro +0.21. The first signs of a win?
20 ♕e2 ♘f4 21 ♕f3 ♖d7 22 ♖fd1 ♕g6 23 c4 dxc4 24 dxc4 ♖xd1+ 25 ♖xd1 ♕e6 26 ♕b3 g6 27 ♘e3 ♘e2+ 28 ♔h1 ♘d4 29 ♕b4 c6 30 f3 ♔g7 31 bxc6 bxc6 32 ♕xb6 ♖xa4 33 ♕c7 h5 34 f4 exf4 35 ♕xf4 ♘e2 36 ♕f3 ♖a2 37 ♖f1 f6 38 ♖f2 ♖a1+ 39 ♘f1 ♘d4 40 ♕d3 ♕e5

The R30 was a bit unsure about this move, taking 9 minutes over it. R30 has -0.61, B/Pro +0.84.
41 ♕h3 ♘e6 42 ♕d3 ♘c5 43 ♕e3 ♘xe4 44 ♖f4 ♘d6 45 ♕f2 g5 46 ♖f3 g4 47 ♖f4 ♘e4 48 ♕e3 g3 49 hxg3 ♖xf1+! 50 ♔h2 ♖xf4 51 gxf4 ♕e6 52 ♕e2 ♔h6 53 ♔g1 ♘c5

B/Pro is still trying for the queen swap.
54 ♕d2 ♕xc4 55 f5+ ♔g7 56 ♕d6 ♕e4 57 ♕xc5 ♕e1+ 58 ♔h2 ♕e5+ 59 ♕xe5 fxe5 0-1.

King's Indian
□ **Tasc R30 (Normal)**
■ **Mephisto Berlin Professional**
40 moves each per hour

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2 0-0 6 ♗g5 c5 7 d5 h6 8 ♗e3 a6 9 ♕d2 ♔h7 10 h3 b6 11 ♘f3 ♗b7 12 0-0 ♘bd7 13 ♖ad1 ♕c7 14 ♖fe1 ♖fe8 15 ♘h2 ♖ab8 16 ♘f1 e6 17 dxe6 ♖xe6 18 f3 ♖c8 19 ♘g3 ♘e5

Move 20 coming up and almost no contact - just two armies waiting to go into battle. R30 shows +0.95, B/Pro -0.27.
20 f4 ♘c6 21 ♘d5 ♕d8 22 ♘xf6+ ♕xf6

Now B/Pro knows it is behind - 1.63; R30 + 1.94.
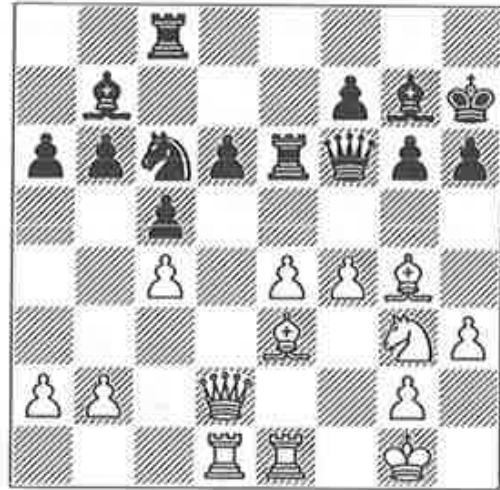
23 ♗g4
Unusual to see a bishop pinning two rooks like this.
23...♖d8 24 ♗xe6 fxe6 25 b3 ♘d4 26 ♗f2 ♖f8 27 ♘e2 e5 28 ♕d3 b5 29 cxb5 axb5 30 a4 bxa4 31 bxa4 ♗c6 32 ♘xd4 exd4

Now B/Pro feels it has recovered - only minus 0.39. The R30 still shows a confident + 1.36.
33 ♗g3 ♗xa4 34 ♖b1 ♗d7 35 ♖b6 ♕e7 36 f5 ♖f6 37 ♕a6 ♕d8 38 ♗xd6 ♗c8 39 ♖b8 ♖xd6 40 ♕xc8 ♕xc8 41 ♖xc8 d3 42 ♔f2 gxf5 43 exf5 d2 44 ♖d1 ♗c3 45 g4 ♔g7 46 ♔e2 ♗b4!

The R30 has not been able to play ♖xc5 because of ♗d4+, but now he will have a job to get rid of the e- and c-pawns.
47 ♖f1 ♔f7 48 ♖c7+ ♔f8?
Surely the move is 48...♔f6, to keep the king in the game. Now he will have restricted movement on the back rank only.
49 ♖a1 ♖d8 50 ♔d1 ♖e8 51 ♔c2 ♔g8 52 ♖d7 h5 53 ♖aa7 c4

The only sensible move, but took 6m.
54 f6 ♖c8 55 ♖g7+ ♔f8 1-0.

Giuoco Piano
□ **R30 (Solid)**
■ **Mephisto Berlin Professional**
All moves in 90m. each

---

1 e4 e5 2 ♘f3 ♘c6 3 ♗c4 ♘f6 4 ♘g5 d5 5 exd5 b5 6 ♗xb5 ♛xd5 7 ♘c3 ♛xg2 8 ♛f3 ♛xf3 9 ♘xf3 ♗d7 10 d3 a6 11 ♗a4 ♘d4 12 ♗xd7+ ♘xd7 13 ♘xd4 exd4 14 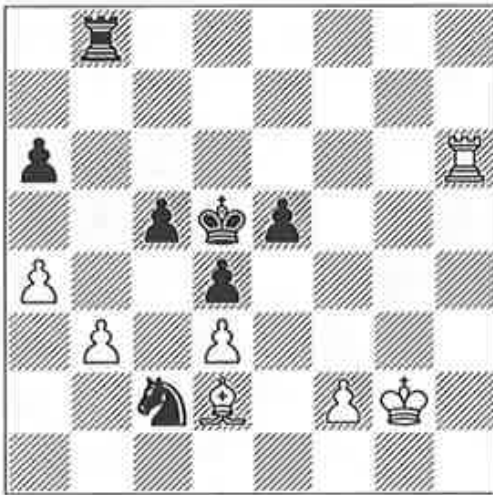♘e2 c5 15 ♗f4 g6 16 0-0 ♗g7 17 ♖fe1 0-0 18 ♘g3 ♖fe8 19 ♘e4 ♖e7 20 ♘d6 ♗e5 21 ♗g3 ♖e6 22 ♔f1 ♖xd6 23 ♗xe5 ♖b6 24 b3 ♖e6 25 ♗f4 ♖ae8 26 ♖xe6 fxe6 27 ♗d6 e5 28 ♖e1 g5 29 ♗c7 ♔f7 30 a4 ♔e6 31 h3 ♖g8 32 ♔g2 h6 33 ♖e2 ♖f8 34 ♖e1 ♔d5 35 ♗a5 ♘b8 36 ♗d2 ♘c6 37 h4 gxh4 38 ♖h1 ♘b4 39 ♖xh4 ♘xc2 40 ♖xh6 ♖b8

A breakthrough? B/Pro is good in these situations. R30 -0.92; B/Pro +0.93.
41 ♔f3 ♖xb3 42 ♔e2 ♖a3 43 ♖xa6 e4 44 dxe4+ ♔xe4 45 ♖e6+ ♔d5 46 ♖a6 d3+ 47 ♔f3 c4 48 ♖a8 c3 49 ♗e3 ♘xe3 50 ♔xe3 d2 51 ♖d8+ ♔c4 52 ♖d4+ ♔c5 53 ♖d8 ♖xa4 54 ♖c8+ ♔b4 55 ♖d8 ♖a7 0-1.

Caro Kann
□ **Berlin Pro**
■ **R30 (Offensive)**
All moves in 30m. each

---

1 e4 c6 2 d4 d5 3 exd5 cxd5 4 ♗d3 ♘f6 5 c3 ♘c6 6 ♗f4 ♗g4 7 ♛b3 ♛b6 8 ♛xb6 axb6 9 ♘e2 e5 10 ♗xe5 ♘xe5 11 dxe5 ♘d7 12 ♗b5 ♗e7 13 ♘f4 0-0-0 14 ♘xd5 ♗c5 15 ♘e3 ♗xe3 16 fxe3 ♘xe5 17 0-0 ♗d7 18 a4 ♗c6 19 ♗xc6 bxc6

The R30 has un-doubled the c-pawns and shows +0.53, but the B/Pro also shows a plus - of 0.81.
20 a5 ♔b7 21 a6+ ♔a7 22 ♔f2 f5 23 ♔e2 g6 24 h4?!

Why go to h4? h3 would stop the knight infiltrating.
24...♖he8 25 ♘d2 ♘g4 26 ♖f3 ♖d7 27 ♘b3 c5

B/Pro +0.36, but R30 now +1.45.
28 ♘d2 ♖ed8 29 ♘b3 ♖f7

Berlin Pro looking at the draw, with 0.00 and no hints.
30 ♖a2 ♘e5 31 ♖f4 ♖fd7 32 g3 ♖d3 33 h5 ♖8d7

34 ♘d4!!
Looked weird at the time, but paid off in the end.
34...♔a8 35 h6 ♔b8 36 g4!
The Pro is beginning to work it all out.
36...cxd4 37 exd4 ♖d5 38 dxe5 ♖d2+ 39 ♔f1 ♖c2 40 ♖d4 ♖xd4 41 cxd4 fxg4 42 e6 g3 43 a7+ ♔a8 44 d5 ♖f2+
B/Pro +2.96, R30 only minus 0.83!
45 ♔g1 ♖e2 46 ♖a1 g2 47 ♖d1 ♔xa7
... and the R30 resigns.
1-0.

Sicilian
□ **Berlin Professional**
■ **Tasc R30 (Solid)**
All moves in 30m. each

1 e4 c5 2 ♘f3 ♘c6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 d6 6 ♗g5 e6 7 ♕d2 a6 8 0-0-0 h6 9 ♗f4 ♗d7 10 ♘xc6 ♗xc6 11 f3 d5 12 ♕e1 ♗b4 13 a3 ♗a5 14 ♗d2 0-0 15 exd5 exd5 16 ♗d3 ♖e8

R30 out of book with an evaluation of plus 0.24 and a hint of 17 ♕h4.

17 ♘e2 ♗xd2+

Now the Pro exits also, showing +0.06.
18 ♖xd2 ♕b6 19 ♕g3 ♖ad8 20 ♘d4 ♗d7 21 ♗f5 ♗b5 22 ♘xb5 ♕xb5 23 ♖d4 ♕c5 24 c3 ♖e3 25 ♖hd1 ♖de8 26 ♗d3 ♖3e5 27 ♔b1 a5 28 h4 ♖e3 29 ♔a1 ♕b6 30 ♔a2 ♖c8 31 ♗f5 ♖d8 32 ♖1d3 ♖e7 33 ♖d2 ♖de8 34 ♗c2 ♖e3 35 ♕f2 ♕c6 36 g4 g5?

Definitely a bad move, opening up the king's defences.

37 f4 ♖e1

B/Pro shows +1.21; R30 -1.05.

38 fxg5 hxg5 39 hxg5 ♘e4 40 ♗xe4

Not 40 ♕xe1?? ♘xc3+.

40...♖8xe4 41 ♕f6 ♖xd4 42 ♖xd4 ♕xf6 43 gxf6 ♖e5 44 b4 a4 45 b5 ♖e6 46 ♖xa4 ♖xf6 47 ♖d4 ♖f2+?

This just encourages the king to hide

amongst the pawns.

48 ♔b3 f5 49 ♖xd5 fxg4?

This loses the pawn to 50 ♖g5+. Surely 49...f4! was better.

50 ♖g5+ ♔f7 51 ♖xg4 ♖f5 52 a4 b6 53 ♖c4 ♖f6 54 ♖c6 ♖f1 55 ♖xb6 1-0.

Scotch
□ **Berlin Professional**
■ **R30 (Normal) 60m**
All moves in 60m. each

1 e4 e5 2 ♘f3 ♘c6 3 d4 exd4 4 ♘xd4 ♗c5 5 ♗e3 ♕f6 6 c3 ♘ge7 7 ♗c4 ♘e5

R30 now out of book with +0.01.

8 ♗e2 d5 9 0-0 ♕g6 10 ♗h5 ♕d6 11 ♘d2 0-0

At last B/Pro leaves book also. +0.06 and hint of 0-0.

12 ♘b5 ♕b6 13 ♗xc5 ♕xc5 14 ♕e2 dxe4 15 ♘xe4 ♕b6 16 ♘d4 c5 17 ♘b3?

The move was 17 ♘f3, when the advance of the c-pawn would not force the knight to move again.

17...c4 18 ♘ed2 cxb3 19 ♕xe5 ♘c6 20 ♕f4 bxa2 21 ♖xa2 ♗e6 22 c4 ♖fd8 23 b3 ♘b4 24 ♖a4 ♘d3

B/Pro -1.00; R30 +1.06.

25 ♕g5 ♘b2 26 ♖a2 f6 27 ♕f4 ♘d3 28 ♕h4 ♖d4

Berlin Pro's game seems to be falling apart, but it evaluates itself at only -0.33

down. R30 has +1.26.

29 ♕g3 ♘b4 30 ♖b2 ♖ad8 31 ♕e3 ♘d3 32 ♖a2 f5 33 ♘f3 f4 34 ♕e2 ♖4d6 35 ♘g5 h6 36 ♘xe6 ♖xe6 37 ♕f3 ♕xb3 38 ♖xa7 ♖e7 39 ♖d1 ♔h7 40 ♗g4 g6 41 h4 ♕b6 42 ♖aa1 ♕f6 43 h5 gxh5 44 ♗xh5 ♕c3 45 ♗g4 ♔g6 46 ♕h3 ♖e5

The R30 has made a mistake, but then again, that is what B/Pro has been waiting for... B/Pro +1.45; R30 -1.26.

47 ♗e2 ♖xe2 48 ♕g4+ ♔f6 49 ♕xe2 ♕xc4 50 ♖d2 ♖d4 51 ♖b1 b5 52 ♕h5 b4

B/Pro only +3.3.30 but R30 -5.31.

53 ♖bd1 ♔g7 54 ♕g4+ ♔f6 55 ♕h3 b3 56 ♖xd3 ♖xd3 57 ♕xd3 ♕xd3 58 ♖xd3 b2 59 ♖b3 1-0.

The Berlin Pro wins from defeat; the R30 made a mistake and the Mephisto took advantage of the situation.

King's Indian
□ **Tasc R30 (Normal)**
■ **Mephisto Berlin Professional**
All moves in 60m. each

1 d4 ♘f6 2 c4 g6 3 ♘c3 ♗g7 4 e4 d6 5 ♗e2 0-0 6 ♗g5 h6 7 ♗e3 e5 8 d5 ♘bd7 9 ♕c2 a5 10 h4 ♘c5 11 h5 g5 12 ♘f3 ♕e7 13 ♘d2 ♘e8 14 0-0 f5 15 ♖fe1 f4 16 ♗xc5 dxc5 17 ♕b3 ♘d6 18 ♘b5 g4 19 ♖ad1 ♕f7 20 ♖c1 ♘e8 21 ♕a3 b6 22 ♕d3 ♘d6 23 ♕b3 ♘xb5 24 cxb5 ♔h7 25

♖c3 ♕xh5 26 ♕c2 ♕g5 27 g3 fxg3 28 fxg3 ♗d7 29 ♘c4 ♖f7 30 d6 ♗e6 31 dxc7 ♗xc4 32 ♗xc4 ♖xc7 33 ♗e6 ♖d8 34 ♖d3 ♖d4 35 ♖xd4 exd4 36 e5+ ♔h8 37 ♕e4 h5 38 ♕a8+ ♔h7 39 ♗c4 ♔h6 40 ♕b8 ♗xe5 41 ♕xb6+ ♔h7 42 ♔g2 ♕f5 43 ♗d5 ♔g7 44 ♗e4 ♕g5 45 ♖e2 ♖f7 46 ♕e6 h4 47 ♗d5 h3+
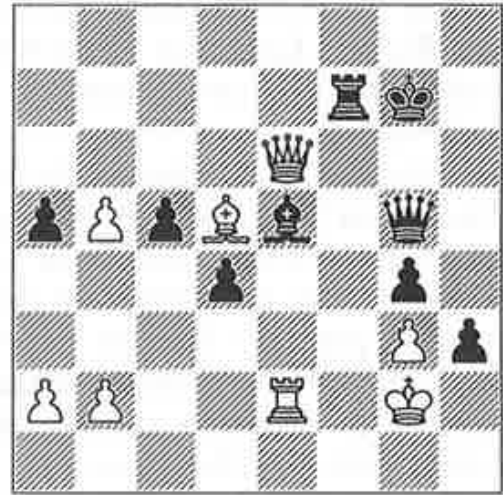
These are quite tense moments in the game. The R30 shows -0.45, B/Pro a full +1.06.

48 ♔h2 ♖e7 49 ♕g8+ ♔h6 50 ♕f8+ ♕g7 51 ♕xg7+ ♔xg7 52 ♖e4 d3 53 ♖xg4+ ♔f6 54 b3 ♗c7 55 ♗f3 d2 56 ♔xh3 ♖e3 57 ♗d1 ♖e1 58 ♗f3 ♖f1 59 ♗e2 ♖g1 60 ♖g8 ♖e1 61 ♗f3 ♖f1 62 ♗e2 ♖g1 63 ♖f8+ ♔e6 64 ♖g8 ♖e1 65 ♗g4+ ♔e5 66 ♖g5+ ♔d4 67 ♖g7 ♗d6 68 ♖d7 ♔d5 69 ♗f3+ ♔e5 70 b6 ♔e6 71 ♗g4+ ♔e5 72 b7 ♖h1+ 73 ♔g2 ♖h8 74 ♔f2 ♔d5

A Turnaround: R30 +1.59, B/Pro -1.15.

75 ♔e3 ♔c6 76 ♖g7 ♗e5 77 ♖e7 ♗xg3 78 ♗f3+ ♔d6 79 ♖h7 d1Q 80 ♗xd1 ♖d8 81 ♗f3 ♖b8 82 ♔d3 ♗e1 83 ♗e4 ♗b4 84 ♔c4 ♔e5 85 ♗c6 ♔d6 86 ♔b5 ♗c3 87 ♖d7+ ♔e5 88 ♔xc5 ♔e6 89 ♔b6 ♗e1 90 ♖d3 ♗f2+ 91 ♔xa5.

The game ended another 20 moves later. The Berlin Pro really should have won this, but was thwarted by an excellent comeback from the R30.

1-0 (111).

GENIUS v KASPAROV

Richard's Lang's superlative program picks its moment to make the whole chess world sit up and take notice, knocking out the World Champion in the high-glitz, high-stakes PCA London Quickplay

As I was reading Frederic Friedel's piece on *Fritz 3*, which we published last issue, the thought struck me that although Richard Lang may be the world's best chess programmer, he certainly isn't the luckiest.

Not long ago he had the chagrin of seeing his *Genius* program lose the computer world championships because of a bug that might surface in - what? One game in a thousand, perhaps? Then he had to grit his teeth through all the ballyhoo that accompanied the Munich success of his arch-rival *Fritz*. Yes, these were only five-minute games, but how much of the media and the public would really understand the huge difference that this makes?

Then, when Richard's turn was announced for the London leg of the PCA Quickplay, was he (or rather, his *Genius 3.0* prototype, named *2.9*) to have five minutes also? Not a bit of it. Instead, he was to be centre stage. First game of the event. Cannon fodder for the Great Gazza himself, still licking his wounds and hungry for revenge against yet another hateful machine. And, far worst of all, 25 minutes each. Oh, no! With five times longer to think, most grandmasters would assess their likelihood of victory as increasing by about the same factor.

What happened subsequently is history, of course. It's nice to think that if someone is good enough, for long enough, his luck will finally change. The first game of the double round between Genius and World Champion Garry Kasparov will undoubtedly go down in chess anthologies for as long as the game is played.

Of course, 25 minutes is far from long enough for the best player of all time (or any professional, or indeed any club player) to perform at anything like his best, but nevertheless this result does have real significance, and probably will be judged a major turning point in the relationship between human and electronic players.

It will also make all of us who are interested in computer chess reappraise the difference that sheer processing speed actually makes. I must confess that I, for one, thought in terms of 'diminishing returns' from ever - better hardware, and felt that the main breakthroughs and advances would be due to new discoveries and refinements in programming techniques - getting more chess into the chess program, if you like. But it seems that Pentiums do for chess programs what spinach does for Popeye, and both Richard Lang and the Fritz progammers will cheerfully concede that these recent results would have been quite inconceivable without the aid of the phenomenal new Intel chip. This doesn't detract from their performance - on the contrary, it serves more to highlight the (usually latent) ability these programs already have.

One person I spoke to shortly after the result came through said he thought Kasparov had 'thrown' the match by kind arrangement with the sponsors. His cynicism may stand him in good stead in many walks of life (although he didn't look like a wrestler), but he has evidently never met a professional chess player at close quarters. We are about as likely to see Nigel

Mansell intentionally crash his car as a publicity stunt, as we are to witness Mr. Kasparov deliberately lose to a computer.

Returning to Richard Lang's achievement, I can't help but hope that the Deep Blue programming team - on whom millions have been lavished - are shuffling their feet and feeling small. Maybe they've even been crying all over their serried banks of parallel processors. They've been upstaged by one man who works from home, with a program anyone can buy for ninety quid, and a small box that sits on a desk and costs just a couple of thousand.

The PCA event is still in progress as this is written. I wonder what result Genius will have achieved by the end? Next issue we will of course have all the Genius games; some, hopefully, with grandmaster annotations. Until then, it will have to be enough to give the unadorned scores of the two most famous and widely publicised games in chess computer history.

Slav
□ **Garry Kasparov**
■ **Pentium Genius 2.9**
PCA Quickplay, London 1994, Game 1

1 c4 c6 2 d4 d5 3 ♘f3 ♘f6 4 ♕c2 dxc4 5 ♕xc4 ♗f5 6 ♘c3 ♘bd7 7 g3 e6 8 ♗g2 ♗e7 9 0-0 0-0 10 e3 ♘e4 11 ♕e2 ♕b6 12 ♖d1 ♖ad8 13 ♘e1 ♘df6 14 ♘xe4 ♘xe4 15 f3 ♘d6 16 a4 ♕b3 17 e4 ♗g6 18 ♖d3 ♕b4 19 b3 ♘c8 20 ♘c2 ♕b6 21 ♗f4 c5 22 ♗e3 cxd4 23 ♘xd4 ♗c5 24 ♖ad1 e5 25 ♘c2 ♖xd3 26 ♕xd3 ♘e7 27 b4 ♗xe3+ 28 ♕xe3 ♖d8 29 ♖xd8+ ♕xd8 30 ♗f1 b6 31 ♕c3 f6 32 ♗c4+ ♗f7 33 ♘e3 ♕d4 34 ♗xf7+ ♔xf7 35 ♕b3+ ♔f8 36 ♔g2 ♕d2+ 37 ♔h3 ♕e2 38 ♘g2 h5 39 ♕e3 ♕c4 40 ♕d2 ♕e6+ 41 g4 hxg4+ 42 fxg4 ♕c4 43 ♕e1 ♕b3+ 44 ♘e3 ♕d3 45 ♔g3 ♕xe4 46 ♕d2 ♕f4+ 47 ♔g2 ♕d4 48 ♕xd4 exd4 49 ♘c4 ♘c6 50 b5 ♘e5 51 ♘d6 d3 52 ♔f2 ♘xg4+ 53 ♔e1 ♘xh2 54 ♔d2 ♘f3+ 55 ♔xd3 ♔e7 56 ♘f5+ ♔f7 57 ♔e4 ♘d2+ 58 ♔d5 g5 59 ♘d6+ ♔g6 60 ♔d4 ♘b3+ 0-1.

Queen's Indian
□ **Pentium Genius 2.9**
■ **Garry Kasparov**
PCA Quickplay, London 1994, Game 2

1 d4 ♘f6 2 c4 e6 3 ♘f3 b6 4 a3 ♗b7 5 ♘c3 d5 6 ♗g5 ♗e7 7 e3 0-0 8 ♗d3 ♘bd7 9 cxd5 exd5 10 0-0 c5 11 ♖c1 ♘e4 12 ♗f4 a6 13 ♕c2 ♘df6 14 dxc5 ♗xc5 15 ♖fd1 ♕e8 16 b4 ♗e7 17 ♗e2 ♖c8 18 ♕b2 b5 19 ♘d4 ♘d6 20 ♗d3 ♘c4 21 ♕b3 ♘h5 22 ♗f5 ♖a8 23 ♘de2 ♘f6 24 ♗g5 ♖d8 25 ♘f4 d4 26 exd4 h6 27 ♗xf6 ♗xf6 28 ♘ce2 ♗e4 29 ♗xe4 ♕xe4 30 ♕g3 ♖fe8 31 ♕c3 ♖d6 32 ♖e1 ♖ed8 33 ♖cd1 ♗xd4 34 ♘xd4 ♕xf4 35 ♘e2 ♕e5 36 ♖xd6 ♖xd6 37 a4 ♖e6 38 ♕c1 ♕d6 39 axb5 axb5 40 ♘g3 ♕xb4 41 ♖xe6 fxe6 42 h3 ♕c5 43 ♘f1 ♕d5 44 ♕a1 ♕e5 45 ♕a7 ♔h7 46 ♕d7 ♕d5 47 ♕e7 ♕d6 48 ♕b7 ♕d5 49 ♕e7 ♕e5 50 ♕d7 ♘d6 51 ♘e3 ♘f5 52 ♕d3 ♔g8 53 ♕d8+ ♔f7 54 ♕d7+ ♔g6 55 ♕d3 ♕d4 56 ♕b1 ½-½.
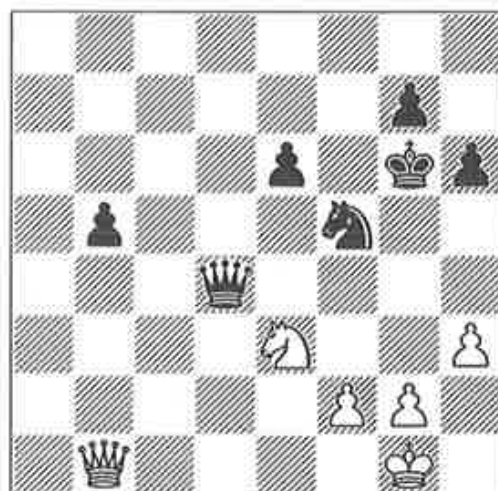
Forced to take the draw, Kasparov is eliminated from the tournament.

Show-Down at Countrywide Corral

'Uncle' Mike Healey on bounty hunters, computer gradings,
and computer-stand brats...

It had seemed no time at all since we'd staggered back exhausted from last year's British at Dundee, but here we were again embarking on another fortnight of thrills and spills, this time in Norwich, so it was no good still greeting everyone "Wha hae Jummy" - it would have gone down with the Norfolk population like a lead balloon.

Now it's all over for another year, and we have to start looking forward to 1995 (in Swansea, boyo). So what happened at Norwich, either to us or (more importantly) to the computers?

Our team consisted of yours truly and never-a-dull-moment Eddy (nicknamed Edson after world famous footballer Edson di Nascimento Pele). Our main brief at Congress is of course to demonstrate the computers on the stand both to the players and the visiting public, then sit back and take zillions of orders. But it ain't quite like that. One fly in the ointment is that Edson has a propensity to challenge all-comers to play *him* at chess - the nerve of it. But it can have unexpected consequences. Late in the first week, Ed (club standard-ish) smashed a 183 graded player, and word went round that one of the guys on the Countrywide stand could actually play chess. As it happened, on the following day Anglia TV were there, and for whatever reason, (probably mistaken identity) they insisted on filming Healey taking on an Exclusive Rebell. A glittering TV career seemed to beckon, and the whole sequence was shown, apparently, that same evening, but having earlier rung base and asked them to video the carnage (I'd lost rather horribly), they managed to record the wrong channel! Just as well.

Get on with it, I hear you cry - how did the computers themselves fare? This year, by way of a change, we'd arranged in conjunction with the BCF a Nigel Short Challenge, where participants played eight half-hour games against the Nigel, and stood to win up to £85 if they did well.

The only disappointing thing was the low number of entries initially - I was not at all surprised, since the entry form had been worded ambiguously, and it had made the prize money seem distinctly meagre. When people arrived, and realised what was on offer, a lot more wanted to join in, but we took the decision to restrict it after meeting the first two likely lads. They'd moseyed over to our stand and sat down to play, but before long Eddy whispered to me darkly "They're bounty hunters". Sure enough, one of them looked as if he'd come straight out of a Clint Eastwood western, though as far as I could see, he'd had the decency to remove his gunbelt.

What Ed had meant is that they weren't remotely interested in buying a Nigel Short, or any other computer, or even a 10p Mephisto pen - they'd come to clean up, and one of them (grade 199) did precisely that! Nigel was trounced $6\frac{1}{2}$-$1\frac{1}{2}$, bringing its overall grading performance down to around 191. Without Lee Van Cleef, or whatever his name was, it would have come out vastly better.

Which brings us to the thorny issue - one I've become increasingly aware of - namely how do you give a computer a fair grading? The argument used to be: "Do you go by their performance against other computers, or against real live humanoids under proper tournament conditions?"

Well, as we are constantly adjusting the gradings (based on thousands of computer v computer games) by using the yardstick of their performance against people, the two should be so close together that any difference is immaterial.

I think the crucial question now is how you judge a computer's performance against human opposition when the person may either (i) play it like another human opponent, or (ii) play anti-computer chess (assuming he has the capability), or (iii) play down a known weak line if he (or a collaborator!) is aware of one.

Take the original Conchess, for example; it's weak by today's standards, but it was/is good enough for me, apart from its paucity of openings. *But*, if I were compelled to play a Conchess in a tournament, I could win its queen every time by move 13, assuming I was White, because it can always be guaranteed to play the same sequence. I'd only have to tip off other people playing it, and the computer could almost end up with a minus grading, when in fact it's perfectly suitable for a hobby player. Extend this example to the case of a strong player playing a strong computer, and you have a similar scenario. At Eastbourne three years ago, a Lyon achieved a grading of about 160 against a group of players who all opened 1 c3, as it played down one particular line again, whereas against all the players who weren't in cahoots, it scored well over 220. These days, as people who who play computers in tournaments are invariably those who have agreed beforehand to do so, it can cause considerable distortions in the final reckoning.

It can be argued that a far better way is to go by results obtained from "How Good Is Your Chess" tests, but here one tends to run into logistical problems. For example, a par solving time might be one minute, so you put the computer onto the problem,

and it finds the solution in three seconds. Leave it on for two minutes, and it finds a better move, in its opinion. Leave it on still longer, and it reverts to the original! Not only does this beg the question as to how long it took to find the solution, it also makes me wonder if the "correct" solution, as found by the original IM/GM etc., was in fact the best after all. So, any thoughts that readers have on this whole tricky issue would be welcomed.

Still on the subject of reader opinion, does anyone have any bright ideas as to what to do about the juniors, who flock to our stand at big congresses like the British? Ninety-five percent of them are sensible and well-behaved. Youngsters like the tiny Indian girl Tania Sachdev (who won enough silverware to open up a shop in Hatton Garden), or charismatic prodigy Luke McShane, and hundreds of others - they're always welcome on our stand. Tania, if she wanted to know something, would look up at me with big brown eyes and say "Excuse me, Uncle". (My brother clearly has a lot to answer for).

Yet there's a small minority - noisy, ill-mannered, abusing the computers, impervious to requests to give someone else a turn. Tomorrow's yobs in the making without a doubt. Someone suggested we soundly box their ears. I didn't go along with this, as it can hurt one's knuckles rather badly - a quick poke in the eye, Basil Fawlty style, is more effective. (For any readers who are also NSPCC members - only joking, honest). But practical solutions are hard to find.

Perhaps some kind subscriber could lend us the complete works of Doctor Spock - either that or a manual on anti-terrorism. What bothers me though is that chess is reputedly an aggressive game, so probably these menacing mites are tomorrow's champions, and we need to pander to their every whim!

NEW PRODUCT REVIEW

It has become traditional for Novag to offer their higher-end models in two formats - a table-top and a portable - and they certainly seem to place more emphasis on the portable concept than any other manufacturer.

Continuing their 'gem' theme, the table-top version of their new program is called the Diamond, and when incarnated in their boardless portable, goes by the name of Sapphire (having now used up the names of all the precious stones, they will presumably have to think up something else next time).

The Diamond uses the same casing as their previous top model, the Scorpio, but with a few cosmetic improvements which make it smarter still. The Sapphire uses the same 'calculator style' boardless unit as the Ruby, on which moves are entered via a keypad while the game is played on a separate board - either your own full-size one, or the attractive pocket set that comes with the package. Presentationally, the main difference between the Sapphire and the Ruby is that the new model includes a leatherette carry-case to protect the computer while it's in your pocket.

Novag claim a USCF rating of 2360 in their literature for their new program. Take off 100 points to make the American figure compatible with Elo (and another 100 points to make it equate with Ply numbers), take off 600 and divide by eight, and you have BCF 209. Novag are sometimes (...how can I put this?) a little optimistic in their strength claims, but this time they seem to be fairly near the mark.

At the moment, we know of 27 rateable games on the program. A ten-game match (60 minutes each per game) against the Mephisto Nigel Short resulted in a score of 7-3 for the Novag (+6, -2, =2), and we are halfway through a match (same times) against the Berlin, in which the Diamond is currently one point down on +1, -2, =2. Our other game was at 40 moves in 2 hours versus the Berlin Professional, which the Diamond lost. The sum of all this makes for BCF 203, but Novag also point to 214 BCF (four rounds) at the Norfolk Open, making 206 BCF so far.

Given the 209 claim, the logical choice of match opponent is the Saitek Risc 2500. Fortunately, a customer who now has both computers is doing a test; 4-3 to the Saitek as we go to press, but full results and games will appear next issue. Including this, our initial grade remains at 206 BCF.

Playing style is typical Novag - but now souped-up to a completely new level. On the one hand, the same funny habits crop up from time to time; early queen moves, moves with a complete disregard of tempo, weird endgame gaffes etcetera; on the other, expect phases of sharp, ingenious, and deadly accurate play which can turn a position around in a few moves. In short, completely unpredictable - this program is capable of losing to any serious computer - or of beating the R30!

At £249.99 for the Diamond and £199.99 for the Sapphire, these are obviously two excellent machines for the money. For any of you looking to add a true original to your chess computer collection, or if you have been looking for a junior sparring partner for your state-of-the-art exotica, one or other of these new Novags should definitely be on your shopping list. Naturally, Countrywide Computers will be delighted to take your order!

The match between the Nigel Short and the Diamond produced some really excellent games. In the phase just after the opening, and also in the ending, N/S frequently showed itself at least a match for the Novag; its problem was in coping with the sharpness of the Diamond's middlegame play.

The first game, however, was the Short's finest performance of the match.

Caro Kann
□ **Novag Diamond**
■ **Mephisto Nigel Short**
Game 1, 60 minutes each.

---

1 c4 c6 2 e4 d5 3 exd5 cxd5 4 d4 ♞f6 5 ♞c3 ♞c6 6 ♗g5 ♛a5 7 ♗xf6 exf6 8 cxd5 ♗b4 9 ♛d2 ♗xc3 10 bxc3 ♛xd5 11 ♞e2 0-0 12 ♞f4 ♖e8+ 13 ♗e2 ♛e4 14 ♔f1 ♛e7 15 ♗d3 ♛c7 16 ♖e1 ♗d7 17 ♞e2 ♖ad8 18 ♛c2 g6 19 h4 ♗e6 20 h5 f5 21 ♛d2 ♞a5 22 hxg6 fxg6 23 ♛h6 ♖e7 24 ♖h4 ♞c4 25 ♛g5 ♞d6 26 a4 ♞e4 27 ♛c1 ♖c8 28 ♛a3 ♗d5 29 ♖h3 f4 30 ♛c1 a6 31 ♗b1
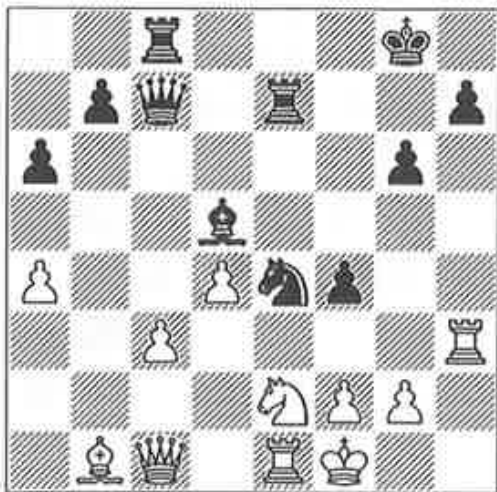
31...f3!

The Diamond had expected 31...♞xc3, but fell to -0.69 after this. N/S showed +0.87.

32 ♖xf3 ♞xc3 33 ♖h3 ♞xa4 34 ♛g5 ♛d6 35 ♖h5 ♞c3 36 ♞xc3 ♖xe1+ 37 ♔xe1 ♖xc3 38 ♗xg6 hxg6 39 ♛xd5+ ♛xd5 40 ♖xd5 ♖c4

The dust has settled, and the resulting endgame appears to be quite finely balanced. N/S now plays extremely well to secure the full point.

41 ♖d7 b5 42 d5 ♖d4 43 ♔e2 ♔f8 44 ♔e3 ♖d1 45 ♔e4 a5 46 ♖b7 b4 47 ♖b5 ♖e1+ 48 ♔d4 ♖a1 49 ♔e5 ♔e7 50 f3? ♔d7 51 ♔d4 g5 52 ♔c4 ♔c7 53 g3 ♖a3 54 f4 g4 55 f5 ♖c3+ 56 ♔d4 ♖xg3 57 ♖xa5 ♖a3 58 ♖c5+ ♔d6 59 f6 ♖f3 60 ♖c6+ ♔d7 61 ♔e4 b3 62 ♖b6 ♔c7 63 ♖b4 ♔d6 64 ♖b7 ♔c5 65 f7 ♔d6 66 ♖xb3 ♖xf7 67 ♖b6+ ♔c5 68 ♖c6+ ♔b4 69 ♔d4 ♖g7 70 d6 g3 71 ♖c7 ♖g4+ 72 ♔e3 g2 73 ♖c1 g1♛+ 74 ♖xg1 ♖xg1 75 ♔e2 ♖g7 76 ♔f3 ♔c5 77 ♔e3 0-1.

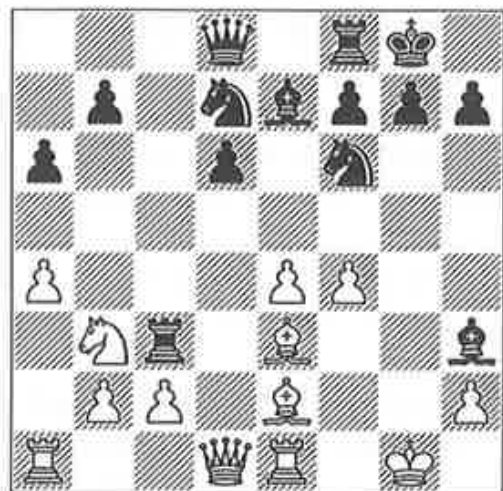
Sicilian
□ **Mephisto Nigel Short**
■ **Novag Diamond**
Game 2, 60 minutes each.

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1 e4 c5 2 ♞f3 d6 3 d4 cxd4 4 ♞xd4 ♞f6 5 ♞c3 a6 6 ♗e2 e5 7 ♞b3 ♗e7 8 0-0 ♗e6 9 a4 ♞bd7 10 ♗e3 0-0 11 f4 ♖c8 12 g3?

A loosening move that starts the trouble.

12...♗h3 13 ♖e1 exf4 14 gxf4 ♖xc3!

An excellent speculative sacrifice, which the Novag must have made on pro-

grammed 'principles', since it is quite unclear that it will necessarily succeed.

15 bxc3 ♘xe4 16 ♗f3 ♘xc3 17 ♕d3 ♕c7 18 ♗d4 ♗f6 19 ♗xf6 ♘xf6 20 ♗xb7 ♕xb7 21 ♕xh3 ♘fd5 22 ♕f3 ♕b4 23 f5 ♖c8 24 a5 ♔f8 25 ♕g3 ♖c4 26 ♕d3 ♖g4+ 27 ♔h1 ♕b7 28 ♕f3 ♖f4 29 ♕g2 ♖f2 30 ♖e7 ♔xe7 31 ♖e1+ ♔f8 32 ♘c5 dxc5 0-1.

Round 3 was anything but a 'boring draw', with pretty much the whole game being played on a knife-edge, and the outcome uncertain until the very end. At one stage White looks in some danger, but after all the complications comes out the exchange up. Undaunted, the N/S makes its bishop look the equal of Black's rook, and through active and resourceful play, succeeds in saving half the point.

English
□ **Novag Diamond**
■ **Mephisto Nigel Short**
Game 3, 60 minutes each.

---

1 c4 e5 2 ♘c3 ♘f6 3 ♘f3 ♘c6 4 g3 ♗b4 5 ♗g2 0-0 6 0-0 ♖e8 7 ♘d5 ♘xd5 8 cxd5 ♘d4 9 ♘e1 c6 10 e3 ♘b5 11 d3 ♘c7 12 ♘c2 ♗f8 13 d4 ♘xd5 14 dxe5 ♖xe5 15 f4 ♖e6 16 ♗xd5 cxd5 17 ♘d4 ♖h6 18 ♕f3 b6 19 ♕xd5 ♗a6 20 ♖d1 ♖c8 21 ♕b3?! ♗c4 22 ♕a4 a6 23 ♘f5 ♖hc6 24 ♘d4 ♖c5 25 ♗d2 ♗d5 26 ♕xa6 ♕e8 27 ♕d3 ♗c4 28 ♕b1 ♗d5 29 ♖e1 ♗e4

29...♖c2!? would pose even more problems - 30 ♘xc2?? ♕e4! mates, or if 30 e4, ♗c5!? leads to complications definitely in Black's favour.

30 ♕d1 ♗e7 31 ♗b4 ♖c4 32 ♗c3 ♗f6? 33 ♘b5! ♕e6 34 ♘d6 ♗xc3 35 bxc3 ♖xc3 36 ♘xc8 ♖xc8 37 ♖c1 ♖a8 38 ♕d4 d5 39 ♖e2 h6 40 ♖c7 ♖c8 41 ♖xc8+ ♕xc8 42 ♔f2 ♕c1! 43 ♕xb6 ♕h1 44 ♖b2 ♕xh2+ 45 ♔e1 ♕xg3+ 46 ♔d2 h5!

47 ♕a6 d4 48 ♖b8+ ♔h7 49 ♕e2 g6 50 ♖b3 ♗f3 51 exd4?! ♕xf4+ 52 ♕e3 ♕h2+ 53 ♔c1 ♗d5 54 ♖b2 ♕h1+ 55 ♔d2 ♕a1 56 ♖c2 ♗xa2 57 ♕f4 ♗d5 58 ♖c7 ♕h1 59 ♖xf7+! ♗xf7 60 ♕xf7+ ♔h6 61 ♕f8+ ♔g5 62 ♕e7+ ♔g4 63 ♕e6+ ♔h4 64 ♕xg6 ♕f3 65 ♕e8 ♔g3 66 ♕g8+ ♔f2 67 ♕g5 ♕e2+ 68 ♔c3 ♕e3+ 69 ♕xe3+ ♔xe3 70 d5 h4 ½-½.

So, with three games played, the score is dead level at 1½ apiece. The ominous sign for the Mephisto is that it has had to work rather harder, and the next game is a good example of just how tricky the new Novag can be - N/S should have had this one!

English
□ **Mephisto Nigel Short**
■ **Novag Diamond**
Game 4, 60 minutes each.

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1 c4 e5 2 ♘c3 ♘c6 3 ♘f3 ♘f6 4 g3 ♗b4 5 ♗g2 0-0 6 0-0 e4 7 ♘e1 ♗xc3 8 dxc3 h6 9 ♘c2 ♖e8 10 ♘d4 ♘e5 11 b3 d5 12 cxd5 ♕xd5 13 c4 ♕a5 14 ♕c2 ♖d8 15 ♗b2 ♕c5 16 ♖ad1 e3 17 fxe3 ♖b8 18 h3 ♘g6 19 ♔h2 ♕h5 20 ♕c1 ♘g4+ 21 ♔g1 ♘4e5 22 g4!

22...♘xg4?!

The Diamond has had the worse of the early stages, and now has no illusions

about the soundness of this move, showing a gloomy evaluation of more than two pawns down. The new program seems to share the trait of the Scorpio/Diablo in frequently sacrificing a piece for two pawns in front of the enemy king. In practical terms, the sac here does at least provide some hope of counterplay - as the outcome convincingly shows - and the alternative was to be slowly pushed back and crushed.

23 hxg4 ♗xg4 24 ♘f3 f6 25 ♖d5! ♖xd5 26 cxd5 ♖d8 27 ♕xc7 ♖xd5 28 ♕xb7 ♖d7 29 ♕b8+ ♔h7 30 ♖c1 ♕a5 31 ♖a1? ♗xf3 32 exf3 ♖d2 33 ♗c1?

33 ♗xf6! would have taken all the danger out of the situation and left White clearly better.

33...♖c2 34 b4?

One mistake too many - 34 ♗a3 and White can continue.

34...♕g5! 35 ♕h2 ♘h4 36 ♔h1 ♖xg2 37 ♕h3 ♖g3 38 ♕h2 ♘xf3

With mate in 5 called.

39 ♗b2 ♘xh2 40 ♗e5 ♕xe5 41 ♖f1 ♕e4+ 42 ♖f3 ♕xf3+ 0-1.

In the fifth, the N/S again showed that its endgame is usually as good or better than that of the Diamond, but the pawn it won did not prove to be worth more than half a point.

Queen's Gambit Declined
□ **Novag Diamond**
■ **Mephisto Nigel Short**
Game 5, 60 minutes each

1 d4 d5 2 c4 e6 3 ♘c3 ♘f6 4 ♗g5 ♗e7 5 e3 0-0 6 ♘f3 h6 7 ♗h4 b6 8 cxd5 ♘xd5 9 ♗xe7 ♕xe7 10 ♘xd5 exd5 11 ♖c1 ♗e6 12 ♗d3 c5 13 dxc5 bxc5 14 0-0 ♘d7 15 e4 dxe4 16 ♗xe4 ♖ab8 17 b3 ♘f6 18 ♗b1 ♖fd8 19 ♕e2 ♖d5 20 ♖fd1 ♖bd8 21 ♖xd5 ♖xd5 22 h3 ♕d6 23 ♖e1 a6 24 ♗c2 ♗d7 25 ♕e7 ♗b5 26 ♕a7 ♕f8 27 ♖e5 ♕c8 28 ♖xd5 ♘xd5 29 a4 ♗d7 30 ♘e5 ♗e8 31 ♗e4 ♕c7 32 ♕xc7 ♘xc7 33 ♔f1 f6 34 ♘d3 c4 35 bxc4 ♗xa4 36 ♔e2 ♗b3 37 c5 a5 38 ♔d2 ♔f7 39 c6 ♔e7 40 ♘c5 ♗d5 41 ♗xd5 ♘xd5 42 ♘e4 ♘b4 43 c7 ♔d7 44 ♘d6 ♔xc7 45 ♘e8+ ♔b6 46 ♔c3 ♘d5+ 47 ♔c4 ♘f4 48 ♘xg7 ♘xg2 49 ♘e8 ♘f4 50 ♘xf6 ♘xh3 51 ♘d5+ ♔c6 52 ♘e7+ ♔d7 53 ♘g8 h5 54 ♘f6+ ♔c6 55 ♘xh5 ♘xf2 56 ♘f6 ♘d1 57 ♘d5 ♘b2+ 58 ♔b3 ♔xd5 59 ♔xb2 ♔c5 60 ♔a3 ♔b5 61 ♔b3 a4+ 62 ♔a3 ♔a5 63 ♔a2 ♔b4 64 ♔b2 a3+ 65 ♔b1 ½-½.

The sixth was one of the Diamond's best displays, in which it attoned for some rather dubious opening sorties by subsequently producing a lethal attack with its minor pieces.

Benoni
□ **Mephisto Nigel Short**
■ **Novag Diamond**
Game 6, 60 minutes each

1 d4 c5 2 d5 d6 3 e4 ♘f6 4 ♘c3 g6 5 f4 ♗g7 6 ♘f3 ♕a5?! 7 ♗d2 0-0 8 ♗d3 ♘a6 9 e5 ♘d7 10 ♘e4 ♘b4?! 11 ♗e2 ♕c7 12 exd6 exd6 13 ♗c3 ♖e8 14 ♗xg7 ♖xe4!? 15 ♗h6 ♘f6 16 0-0 ♘fxd5 17 ♘d2 ♖e8 18 ♘c4 ♗f5 19 ♖c1? ♘xa2 20 ♖a1 ♘dc3! 21 bxc3 ♘xc3 22 ♕xd6 ♕xd6 23

♘xd6 ♖xe2 24 ♘xf5 gxf5 25 ♖f3 ♘e4 26 ♖a4 f6 27 c4 ♖d8 28 ♖xa7 ♖d1+ 29 ♖f1 ♖ee1

With a mate in 7 announcement.

30 g3 ♖xf1+ 31 ♔g2 ♖f2+ 32 ♔h3 ♖h1 33 ♖a8+ ♔f7 34 ♖f8+ ♔e7 35 ♖e8+ ♔xe8 36 ♔h4 ♖fxh2+ 0-1.

The Diamond is now on a roll, with game 7 being another powerful exhibition of what it can do given open lines and active pieces. First it traps a knight in the middle of the board, and later leaves one of its own *en prise* for three consecutive moves. (Two Whites played in error for the Novag, so 9 and 10 were Blacks!).

Petroff
□ **Novag Diamond**
■ **Mephisto Nigel Short**
Game 7, 60 minutes each.

1 e4 e5 2 ♘f3 ♘f6 3 d4 ♘xe4 4 ♗d3 d5 5 ♘xe5 ♗d6 6 0-0 0-0 7 c4 ♗xe5 8 dxe5 ♘c6 9 ♗f4 ♗e6 10 cxd5 ♕xd5 11 ♗c2 ♖ad8 12 ♕xd5 ♗xd5 13 ♖d1 ♘b4 14 ♘a3 ♖fe8 15 ♗a4 c6 16 ♖d4 c5 17 ♖dd1 ♗c6 18 ♗xc6 ♘xc6 19 f3 ♘d4 20 ♖e1 ♘f6 21 exf6

It is hard to credit here that this pawn will later queen!

21...♘e2+ 22 ♖xe2 ♖xe2 23 ♔f1 ♖xb2 24 ♗e5 ♖bd2 25 fxg7 ♖8d3 26 ♘c4 ♖c2
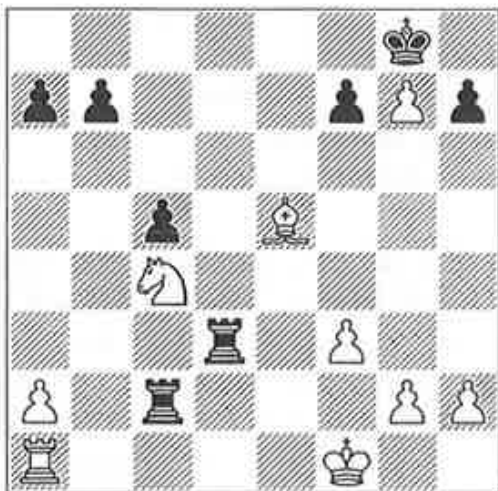
27 ♗f6!! h5 28 ♖e1! ♔h7 29 ♖e2! ♖d1+ 30 ♔f2 ♖dc1 31 ♘d2 c4 32 ♖e8 ♖xd2+ 33 ♔g3 h4+ 34 ♔f4

With mate in 10 called.

34...♖xg2 35 ♖h8+ ♔g6 36 g8Q+ ♔xf6 37 ♕d8+ ♔g6 38 ♕d6+ f6 39 ♕e6 ♖g4+ 40 ♕xg4+ ♔f7 41 ♖h7+ ♔e8 42 ♕c8+ 1-0.

Now down by 2½ points, the Short badly needed a win and achieved it in a remarkable game. Some of the positions toward the end look more like compositions than something between two computers, and the Diamond very nearly succeeds in wriggling out an appalling situation, confronted as it is with three united passed pawns bearing down upon it.

Sicilian
□ **Novag Diamond**
■ **Mephisto Nigel Short**
Game 8, 60 minutes each.

1 e4 c5 2 ♘f3 e6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 d6 6 ♗e2 a6 7 0-0 ♗e7 8 f4 0-0 9 ♔h1 ♕c7 10 a4 ♘c6 11 ♗e3 ♖e8 12 ♕d2 ♘xd4 13 ♕xd4 e5 14 ♕b6 ♕xb6 15 ♗xb6 exf4 16 ♖xf4 ♗e6 17 ♗d4 ♘d7 18 ♘d5 ♗g5 19 ♖f2 ♖ac8 20 ♗c3 f5 21 ♗f3 ♗xd5 22 exd5 ♘f6 23 ♖e1 ♘e4 24 ♖fe2 ♗h4 25 g3 ♗xg3 26 hxg3 ♘xg3+ 27 ♔g2 ♘xe2 28 ♖xe2 ♖xe2+ 29 ♗xe2 g5 30 ♔g3 ♖c7 31 ♗d3 ♖f7 32 ♗b4 h5 33 ♗xd6 f4+ 34 ♔f2 h4 35 ♗c5 g4 36 d6 g3+ 37 ♔f3 h3 38 ♗c4 h2 39 ♔g2 f3+ 40 ♔h1 f2 41 ♗f1 ♖d7 42 ♗c4+ ♔h7 43 ♗d3+ ♔h6 44 ♗e3+ ♔h5 45 ♗f4 ♔g4 46 ♗e5 ♔f3 47 ♗f1 b5 48 axb5 axb5 49 ♗h3 ♖a7 50 ♗g2+ ♔g4 51 b3 ♖f7 52 ♗f1 b4 53 ♗d4 ♔f3 54 ♗e5 ♖a7 55 ♗g2+ ♔g4 56 ♗f1 ♖b7 57 ♗c4 ♖f7 58 ♗f1 ♖d7 59 ♗b5 ♔f3! 60 ♗c6+ ♔e3 61 ♗g2 ♔e2 62 ♗xg3 ♖g7 63 ♗xf2 ♔xf2 64

♗c6 ♔g3 65 ♗d7 ♖xd7 66 c3 bxc3 67 b4 ♖xd6 68 b5 ♖d1+ 0-1.

Vienna
□ **Mephisto Nigel Short**
■ **Novag Diamond**
Game 9, 60 minutes each

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1 e4 e5 2 ♘c3 ♘f6 3 g3 ♗c5 4 ♗g2 d6 5 ♘f3 ♘c6 6 d3 ♗g4 7 0-0 ♘d4 8 ♗e3 0-0 9 ♘a4 ♘xf3+ 10 ♗xf3 ♗xe3 11 ♗xg4 ♘xg4 12 ♕xg4 ♗d2 13 ♖ad1 ♕e8 14 b3 ♗h6 15 d4 exd4 16 ♖xd4 ♕e5 17 ♖fd1 ♖ae8 18 ♕e2 ♔h8 19 f4 ♕a5 20 ♖d5 ♕b4 21 c4 ♕a3 22 ♘c3 f5 23 ♔h1 a6 24 c5!? ♕b4 25 ♕e3 fxe4 26 cxd6 cxd6 27 ♖xd6 ♕a5 28 ♖1d5 b5 29 a4 g6 30 ♖d4 ♗g7 31 b4 ♕c7 32 ♖d7 ♕c6 33 axb5 axb5 34 ♘xe4 ♔g8
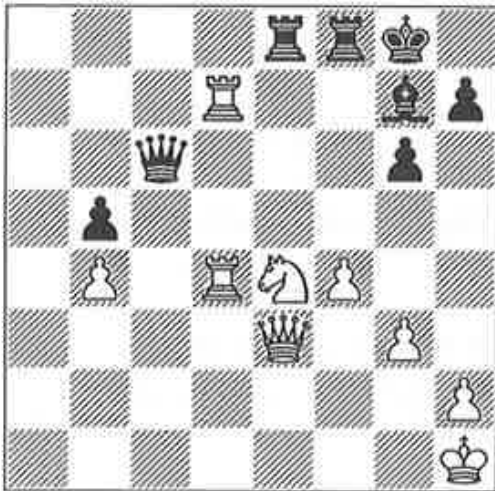
If one didn't know that computers are incapable of such low cunning, one might think that with this seemingly innocuous move the Diamond is actually enticing White to check - which he does - and so fall into a deadly trap.
35 ♕b3+ ♕e6 36 ♕xe6+ ♖xe6

Now White is stuck - either the knight or the d4 rook has to go.
37 ♖xg7+ ♔xg7 38 ♖d7+ ♔g8 39 ♘c3 ♖e1+ 40 ♔g2 ♖c1 41 ♘xb5 ♖b8 42 ♘d4 ♖xb4 43 ♔f2 ♖bb1 44 ♘f3 ♖d1 45 ♘d2

h5 46 ♔e2 ♖bc1 47 ♖b7 ♖e1+ 48 ♔d3 ♖cd1 49 ♔c2 ♖h1 50 h4 ♔f8 51 ♔c3 ♖hg1 52 ♘e4 ♖d8 53 ♖b6 ♖c1+ 54 ♔b2 ♖e1 55 ♘g5 ♖d2+ 56 ♔c3 ♖g2 57 ♔d4 ♖xg3 58 ♖xg6 ♖g4 59 ♖f6+ ♔g7 60 ♖f5 ♖xh4 61 ♘e4 ♖h2 62 ♖g5+ ♔h6 63 ♘f6 ♖e6 64 ♘g8+ ♔h7 65 f5 ♖a6 66 f6 ♖a4+ 67 ♔c3 ♖h3+ 68 ♔c2 ♖g4 69 ♖xg4 hxg4 70 ♘e7 g3 71 f7 ♖h2+ 72 ♔d3 ♖f2 73 ♘c6 g2 0-1.

Dutch
□ **Mephisto Nigel Short**
■ **Novag Diamond**
Game 10, 60 minutes each.

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1 d4 f5 2 ♘f3 ♘f6 3 g3 e6 4 ♗g2 d5 5 c4 ♘bd7 6 ♘g5 ♗b4+ 7 ♗d2 ♗xd2+ 8 ♘xd2 ♕e7 9 0-0 c5 10 dxc5 ♘xc5 11 cxd5 ♘xd5 12 ♖c1 ♘e3!? 13 fxe3 ♕xg5 14 ♖f4 ♘d7 15 ♕b3 ♕e7 16 ♖c7 0-0 17 ♖fc4 ♖b8 18 ♘f3 ♕f6 19 ♘d4 ♘b6 20 ♖c1 ♖d8 21 ♘b5 ♘d5 22 ♗xd5 exd5 23 ♘xa7 ♗e6 24 ♕b4 d4 25 exd4 ♖xd4 26 ♕e7 ♕xe7 27 ♖xe7 ♗xa2 28 ♖cc7
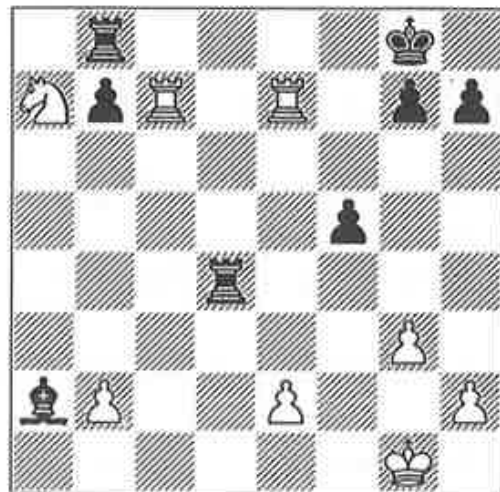
28...g6 29 ♖xh7 ♖d2 30 ♖hg7+ ♔f8 31 b4 ♖e8 32 ♖xg6 ♖exe2 33 ♖f6+ ♔e8 34 ♖c8+ ♔e7 35 ♖xf5 ♗b1! 36 ♖f3 ♗e4 37 ♖c7+ ♔e6 38 ♖c1 ♗xf3 39 ♘b5 ♖g2+ 40 ♔f1 ♖xh2 41 ♘d4+ ♖xd4 0-1.

SPECIFICATIONS:
Novag Diamond / Sapphire

- Microprocessor: H8

- Program size: 64k ROM
                    129k RAM

- Hash Table: 118k

- Clock Speed: 26.6 Mhz

- Battery Life: 20-30 hours
  (Sapphire only)

- Size (Sapphire)   6" x 3"

- Size (Diamond)   9" x 9"
  (board, not unit)

- Levels: 56

- Opening Book: 36,000 ply

- Plus User Addn: 3,000

- Take-back: 400 ply

- Solve Mate: Most-in-8

- Mate Announce: Up to Mate 14

- Max. Search: 28 ply

- Learn Function: 140 positions

- Autoplay: Yes

- Resign: Yes

The games against the Berlin we will leave until the final result is known, so we will finish with the one and only game we have played with the Diamond at full time limits - against the wonderful Berlin Professional. This Mephisto, as Frank Holt proves conclusively elsewhere in this issue, is at least the equal of the R30 in objective strength, and we thought that the Diamond deserved the compliment of being played against it.

An interesting opening was followed by quiet a quiet middlegame which seemed to be heading for a draw. The the Diamond decided to 'activate its king' while there were still three enemy pieces around - and this proved to be a fatal misjudgement, the Diamond being caught in a lethal crossfire.

Queen's Gambit Accepted
□ **Novag Diamond**
■ **Mephisto Berlin Professional**
40 moves in two hours each

1 d4 d5 2 c4 dxc4 3 e4 e5 4 ♘f3 exd4 5 ♗xc4 ♗b4+ 6 ♗d2 ♗xd2+ 7 ♘bxd2 ♘c6 8 0-0 ♘f6 9 e5 ♘g4 10 h3 ♘h6 11 ♘b3 ♘f5

The first move made out of book, and one which took Pro out also.
12 ♗b5 ♗d7 13 ♕d3 ♘h4 14 ♘fxd4

Made with a +0.80 eval. B/Pro: -0.15.
14...♘xd4 15 ♗xd7+ ♕xd7 16 ♕xd4 ♕xd4 17 ♘xd4 0-0-0 18 ♘b3 ♖d5 19 f4 ♖hd8 20 ♖ac1 c6 21 ♔f2?

The start of a journey to nowhere.
21...♘g6 22 ♔e3 f6 23 exf6 ♖e8+ 24 ♔f3 ♖d3+ 25 ♔g4 gxf6 26 ♖f2 ♘e7 27 f5 ♖g8+ 28 ♔f4 ♘d5+ 29 ♔e4 ♖e3+ 30 ♔d4 ♖eg3 31 ♖cc2 ♖d8 32 ♔e4 ♖e3+ 33 ♔d4 ♖e5 34 ♖cd2 ♘e3+ 35 ♔c3 ♘d1+ 36 ♖xd1 ♖xd1 37 g4 ♖e3+ 0-1.

The S/S Rating Guide

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

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

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

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

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

Rating News From *Ply*

We are pleased to say that we now have *Ply* information back on stream, so this feature will be appearing regularly again. Unfortunately, we cannot update their whole list this time if the magazine is to keep its date with the printers. However, we can tell you that Genius 2.0 is at the top of their list on 2346. No-one has donated them with an R30 or a Genius 68030, so their top 'dedicated' is naturally the Berlin Pro, on 2264.They have started tests on the new GK2100 from Saitek, which we review next issue, and also the Novag Diamond / Sapphire, Fritz 3 and a new King program from Tasc.

	S/S				Ply		
Rank	Computer	BCF	Games	Elo	BCF equiv.	+/- Elo	Games
1	Meph Genius 68030	228	49				
2	Meph Berlin Pro	225	21				
3	Tasc R30 (Active)	225	38				
4	Meph Lyon 68030	218	374	2258	207	59	250
5	Meph Vanc. 68030	216	375	2235	205	37	451
6	Meph Risc IMB	216	1046	2218	204	31	593
7	Meph Port 68030	214	460				
8	Saitek Risc 2500	212	499	2221	203	30	628
9	Saitek Ren.Sparc 20	212	234	2194	202	47	234
10	Novag Sapph/Diam'd	206	27	2164	194	27	778
11	Meph Vanc. 68020/12	205	1481	2152	194	23	1029
12	Meph Lyon 68020/12	204	2492	2108	189	27	721
13	Meph Vanc. 68000	203	334	2122	190	32	538
14	Meph Berlin	202	658				
15	Meph Port. 68020	200	1713	2128	191	45	324
16	Fid Elite 68030 V9	200	599	2105	188	25	857
17	Meph Lyon 68000	197	1325				
18	Meph Almeria 68020	196	1003				
19	Meph Port. 68000	193	1478	2081	185	24	843
20	Fid Mach 4/Elite V7	193	1396				
21	Mephisto Nigel Short	192	5	2029	179	34	437
22	Saitek Brute Force	188	223				
23	Fid El. 68000 x2 V5	188	258				
24	Meph Roma 68020	186	1043				
25	Meph Polgar 10	186	609	2000	175	25	805
26	Novag Diablo/Scorpio	186	1202				
27	Meph Almeria 68000	184	1025				
28	Meph Dallas 68020	184	996	1997	175	15	2218
29	Fid Mach 3 68000 v2	181	5009	1960	170	27	659
30	Meph Milano	180	626	1976	172	22	1002
31	Meph MM5	180	1319	1970	171	18	1363
32	Meph Polgar 5	179	2082				
33	Meph Dall./Mon.Dall	178	2283	1956	169	19	1391
34	Nov S.Forte/Exp. 6C	178	2371				
35	Meph Roma/Montreal	176	2267				
36	Meph Academy	175	2000	1887	161	31	505
37	Meph Modena	173	174	1924	160	22	1020
38	Meph Amsterdam	173	2373				
39	Nov S.Forte/Exp . 6B	173	1343				
40	Meph Mega 4	172	2435				
41	Fid Mach 2B/C 68000	172	2909				
42	Saitek Gal-Ren D10	172	1209	1905	163	65	123
43	Fid Travelmaster	170	505				
44	Meph S.Mond2/MC4	170	224				
45	Novag Ruby/Emerald	170	26				
46	Meph MM4	169	2866				
47	Saitek Travel Champ	169	45				
48	Nov S.Forte /Exp. 6A	168	1155	1867	159	24	877
49	Saitek Turbo King II	166	834				
50	Meph MonteCarlo	166	262				
51	Saitek Gal. / Ren. C8	166	313	1876	160	19	1412
52	CXG Sphinx Galaxy	165	2049	1865	158	26	701
53	Conchess Ply.Vict.5.5	165	697				
54	Fid Mach 2A 68000	164	338	1903	164	30	550
55	Saitek GK2000	163	112				
56	Novag Expert 5/6	161	532				
57	Fid Club 68000	161	1459				
58	Novag Jade / Zircon	161	18				
59	Novag Forte B	159	1917				
60	Meph Rebell	159	2121				
61	Fid Avant Garde 5	159	1721				
62	Fid Par E./Des. 2100	158	2538				
63	Saitek Stratos /Corona	158	3053				
64	Novag Forte A	157	2202				
65	Meph S.Mondial,l	157	1420				
66	Conchess Plymate 5.5	157	2169				
67	Saitek Simultano	157	364				
68	Saitek Gal/Ren.	157	976				
69	Conchess 6	155	107				
70	Fid Excellence 4	155	1740				
71	Novag Expert 4	155	962				
72	Conchess Plymate 4	153	372				
73	Saitek Turbo Kasp 4	153	512				
74	Fid Elite C	152	182				
75	Mephisto MM2	151	781				
76	Saitek Gal. / Ren. B4	151	37				
77	Fid Exc./ Des. 2000	150	1646	1736	141	49	202
78	Saitek Prisma / Blitz	149	306				
79	Conchess 4	148	509	1730	141	18	1582
80	Novag Super Const.	147	3689	1732	141	37	350
81	Novag Super Nova	147	411				
82	Novag Supremo	144	28				
83	Meph Europa/M.Polo	143	240				
84	Novag Super VIP	143	335				
85	Fid Prestige / Elite A	142	856				
86	Fid Sensory 12	141	1340				
87	Saitek Superstar 36K	139	997				
88	Conchess 2	139	1096				
89	Novag Const. 3.6	137	825				
90	Novag Quattro	137	585				
91	Novag Primo / VIP	137	354				
92	Meph Mondial 2	136	31				
93	Fid Elite B / Original	133	236				
94	Meph Mondial 1	131	247				
95	Novag Const. 2.0	130	1289	1559	120	39	386
96	CXG S.Ent/Adv.Star	128	922				
97	CXG 3000	123	17				
98	Fid Sensory 9	121	1114				
99	Saitek Ast/Conq/Cavl	121	61				
100	Nov Mentor16/Amigo	118	22				

PC Programs

Rank	Computer	BCF	Games	Elo	BCF equiv.	+/- Elo	Games
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			2283	210	38	407
6	ChessMachine 30Mhz (Schroeder 3.1)			2280	210	62	168
7	ChessMachine 16Mhz (Schr. 512k ARM2)			2211	201	32	567
8	ChessMachine 16Mhz (King 512k ARM2)			2199	200	38	367
9	M Chess 1.1-1.71 (on 486/33)			2196	199	44	326
11	Socrates 3.0 (486/33)			2163	195	68	104
12	Fritz 2 (486/33)			2153	194	44	263
13	M Chess 1.1 - 1.71 (on 386/25-33)			2128	191	36	408
14	Hiarcs Master 1.0 (486/33)			2086	186	53	174
15	Rex Chess 2.3 (on 386/25-33)			2029	179	65	126
16	Fritz 1.0 486/33			2022	178	63	128
17	Zarkov 2.5 386/25-33			2018	177	56	168
18	Fritz 1.0 (386/25-33)			2008	176	66	113
19	Complete Chess System (486/33)			2003	175	62	133
20	Rex Chess 2.3			1928	166	53	174