THE 4th ANNUAL U.S. OPEN COMPUTER-CHESS CHAMPIONSHIP

Mobile, Alabama
April 8-10, 1988

ICCA Communication
by R. Keeley

Mobile now has hosted the US Championship for the last 4 years (as far as we know we are the only ones to bid for the tournament). Unfortunately, this may be the last tournament for us as interest seems to have fallen off. We would welcome some competition in bidding. Fidelity is on record as saying they will support US computer-chess interests by attending and they have faithfully done so. However, the other companies in Europe and Asia have fallen off in attendance. Fidelity is said to challenge them all. The Mobile Chess Club has offered to make available operators to run the programs or machines for a very low and reasonable fee. We prefer the parties concerned send their own team but we make this offer available to encourage participation. My address can be used if any questions arise about anything concerning the tournament or the Mobile Chess Club.

The big interest for us this year was the entry of Colossus IV. This should be of interest to many of our readers as we understand this program was written in Great Britain. We would be very interested in learning more about this program, like its history, when written and by whom. There is a new US distributor so maybe it will receive more publicity. In the past, it was too slow, but now running on a Laser 128 at the fastest possible speed it has become a worthy and dangerous opponent (see the Round 4 game with Fidelity Excel Mach III, it was winning at one time. Max Harrell, the operator in that game, stated that Colossus IV didn’t play the ending the best because of incorrect information he gave the machine at time control. He was able to correct this in the Rd 5 game against Fidelity Chessmaster 2100 although Colossus lost this game, it too was of interest).

The Mobile Chess Club has a long history of allowing computers to play in its tournaments against humans (or biotic devices as TD Jack Mallory calls them). Many times special ROM chips are sent to various members of the club and they are installed in the machines and entered into tourneys and the results reported back with suggestions of improvements to be made.

My own personal love is the FORTH computer language and I am attempting to write a chess-playing program using FORTH. I would appreciate to correspond (in English) with anyone with a similar interest.

ROUND 1

<table>
<thead>
<tr>
<th>White: Colossus 4.0</th>
<th>Black: Fidelity Excel Mach III</th>
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</thead>
<tbody>
<tr>
<td>EGA - Fidelity Chessmaster 2100</td>
<td>0 - 1</td>
</tr>
</tbody>
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White: EGA
Black: Fidelity Chessmaster 2100


ROUND 2

Fidelity Excel Mach III - EGA 1 - 0
Fidelity Chessmaster 2100 - Colossus 4.0 1 - 0

White: Fidelity Excel Mach III
Black: EGA


White: Fidelity Chessmaster 2100
Black: Colossus 4.0


ROUND 3

EGA - Colossus 4.0 0 - 1
Fidelity Chessmaster 2100 bye
Fidelity Excel Mach III bye

White: Colossus 4.0
Black: EGA


ROUND 4

Fidelity Chessmaster 2100 - EGA 1 - 0
Colossus 4.0 - Fidelity Excel Mach III 1/2 - 1/2

White: Fidelity Chessmaster 2100
Black: EGA

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White: Colossus 4.0
Black: Fidelity Excel Mach III


ROUND 5

EGA - Fidelity Excel Mach III

Colossus 4.0 - Fidelity Chessmaster 2100

White: EGA
Black: Fidelity Chessmaster 2100