

amateur. Theirs were two round robins to play, with the bottom scorer eliminated from the second time round. Creations and creators follow below.

PROGRAM NAME	CREATOR	NATIONALITY
Kempelen I	Attila Kovács	Hungary
Tumult	N.L. and D. Dancanet	Romania
Nona	Frans Morsch	The Netherlands
PK83	Ard van Bergen	The Netherlands
Rebel	Ed Schröder	The Netherlands

THE OPENING CEREMONY

For an auspicious start, music introduced the tournament. The 7th of September being not only its opening day but also Francois-André Danican Philidor's anniversary of birth (1726), two charming intermezzi by him were performed at the opening, reminding those present of his qualities as a composer no less than as a chess-player. Additional glamour was ascribed to the proceedings by the unexpected arrival of Señor Campomanes.

It was decisive for the tournament that it was split into a commercial (and experimental) main group on the one hand and an amateur group on the other hand. The latter was conditional on the clause 'if a sufficient number of applications from amateur programs is received'. Johan Enroth, the Swedish Vice-President of ICCA, which body's is the decision on whether a tournament should qualify as a world championship, left little doubt in his opening address that ICCA was far from happy with this split. We have seen that five amateurs had entered. Is this sufficient unto the day? Mr. Enroth also referred to Prof. Mittman's agreement with FIDE and stressed that the ICCA is the only computer-chess body recognized by FIDE and, by this agreement, is entitled to propose a world champion for eventual recognition by FIDE.

A SHOW NOT A FIGHT

To revert to the main group, it is clear that what could have been a hard fight had deteriorated to no more than a 'one-brand' (or should one say a 'one-Mark'?) show. That the odd titles of 'vice-world champion' - why not a vice-vice? - and of team champion were created served to underline that Mephisto Amsterdam provided the star turn, degrading the others to mere sparring partners. They presented a vast and undifferentiated mass with only some three or four points gained in mutual play, the sole exception being Orwell Z earning 1.5 out of 3 against Mephisto. Was this lack of equilibrium, this monotony, only due to the absence of Fidelity, the multiple champion? Its very absence caused tongues to wag over it ... Or did other factors enter?

MORE INFORMATION

This contribution assumes that readers are familiar with the tournament rules and their discussion as published in the previous issue (Vol. 8, No. 2, pp. 112-117). This report is also fairly condensed because of the forthcoming publication of a tournament brochure, to contain all games and tables and an evaluation of the participant machines. The brochure can be ordered by sending US \$ 5.-- (inclusive of mailing costs) to:

with one machine in the race instead of the three he started out with. Moreover, the Tournament Director should be unusually alert in such cases that the operators in fact behave as strictly obedient slaves to the machines. Finally, we urge reviving a suggestion made some years ago by Van den Herik, who proposed that any game of potentially commercial significance should be run by disinterested operators.

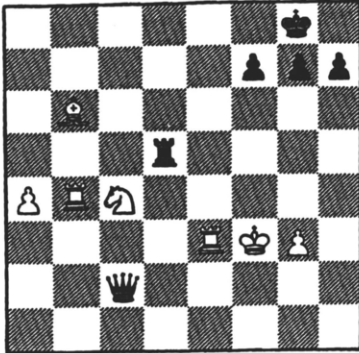
[A more circumstantial account, by the same authors, is published in the October issue of the Dutch bimonthly, 'Computerschaak'.]

RESULTS AND GAMES

THE MAIN GROUP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	TOTAL
1. Mephisto A'dam 1	X			1	1	1.	1.	1.	1.			1	1				8
2. Mephisto A'dam 2		X		1	1			½.	1.		1	½.	1	1.			7
3. Mephisto A'dam 3			X	1.		1.			1	1	1.	0	1.	1			7
4. Princhess 6	0.	0.	0	X				1			1			1.	1	½.	4½
5. Blitz Monster Y	0.	0.			X	1	½.	½.	½.	½.				1			4
6. Plymate Y	0		0		0.	X	½.			1		1			½.	1	4
7. Orwell X	0				½	½	X		½.	½.	½.			0.	1		3½
8. Orwell Y	0	½		0.	½			X			0			1	½.	1.	3½
9. Plymate Z	0	0	0.		½		½		X	1.		1.			½		3½
10. Turbostar K			0.		½.	0.	½		0	X	½.		1			1	3½
11. Blitz Monster C		0.	0	0.			½	1.		½	X		0.		1		3
12. Orwell Z	0.	½	1.			0.			0			X	0.		½	1	3
13. Plymate X	0.	0.	0							0.	1	1	X	0		1.	3
14. Turbostar 440		0	0.	0	0.		1	0.					1.	X		1	3
15. Turbostar G				0.		½	0.	½	½.		0.	½.			X	½	2½
16. Blitz Monster X				½		0.		0.		0.		0.	0	0.	½.	X	1

A dot following a result indicates Black as the scorer. Hatched entries represent pairings debarred by the tournament rules.

White: Nona
Black: Rebel



Position after 56. Kf3

FIFTH ROUND

White: Mephisto Amsterdam 1
Black: Princess 6

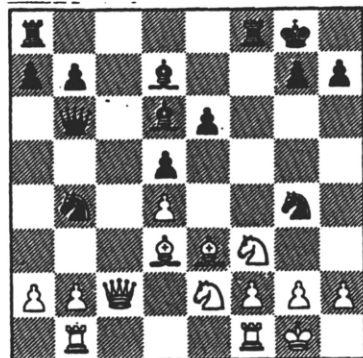
1. c4 e6 2. Nc3 d5 3. d4 Nf6 4. cxd5 exd5 5. e3 Bb4 6. Nf3 O-O 7. Bd3 Ne4 8. Bd2 Nxd2 9. Qxd2 Nc6 10. a3 Bxc3 11. Qxc3 Bg4 12. Ne5 Nxe5 13. dxe5 Re8 14. O-O c6 15. Racl Qg5 16. f4 Qh6 17. Qb3 Re7 18. Qc2 Rae8 19. Qc5 a6 20. e4 Qg6 21. Qe3 dxe4 22. Bxe4 Qh5 23. h3 Be6 24. Rfd1 Rd7 25. Rxd7 Bxd7 26. b4 Be6 27. Rc3 g6 28. Qd2 Qh4 29. Rd3 Rc8 30. Kh2 Rf8 31. Bf3 Bf5 32. Rd6 Rc8 33. a4 Be6 34. Qd4 Re8 35. b5 c5 36. Qe3 axb5 37. axb5 Rb8 38. b6 Qh6 39. Bd5 Bxd5 40. Rxd5 c4 41. e6 Qf8 42. Rd7 fxe6 43. Qxe6+ Kh8 44. Qe5+ Kg8 45. Qd5+ Kh8 46. Qd4+ Kg8 47. Qxc4+ Kh8 48. Rf7 Qh6 49. Rxb7 Rd8 50. Rf7 g5 51. b7 gxf4 52. Qd4+ Kg8 53. Qxd8+ Kxf7 54. b8(Q) Qxh3+ 55. Kxh3 h5 56. Qxf4 Kg7 57. Qe7+ Kg6 58. Qfg5+ Black resigned. Times: 2.21 - 2.40.

EIGHTH ROUND

The following game shows White attacking elegantly, though failing to pursue his advantage.

White: Turbostar K
Black: Orwell X

1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Nfd7 5. Bd3 c5 6. c3 Nc6 7. Ne2 cxd4 8. cxd4 Qb6 9. Nf3 f6 10. exf6 Nxf6 11. O-O Bd6 12. Rbl (So far, opponents both followed their opening book. The ECO has a preference for 12. Nc3 O-O 13. Be3 Bd7 14. a3 with a slight but perceptible advantage to White. The text move robs White's Bishop of possible retreat.) 12. ... O-O 13. Bg5 Bd7 14. Be3 (This move caused the demonstrator to consult with Julio Kaplan, the programmer. He, too, failed to explain this curious withdrawal.)



Position after 15. ... Nb4

Three variations will illustrate this.

- (A) 59. Kh4 Qf5 (double mating threat by 60. ... Dg4 and 60. ... Rh1).
(B) 59. Re8+ Kh7 60. g4 Rf3+ 61. Kh4 Qh2+ 62. Kg5 f6 mate.
(C) 59. g4 hxg4+ 60. Kg3 Qf2+ (belatedly forcing capture on g4) 61. Kxg4 Qf5+ 62. Kh4 Rh1+ 63. Kg3 Rg1+ 64. Kh2 Qf2+ 65. Kh3 Qg2+ 66. Kh4 Qg4 mate.

In the game, 56. ... Rd3 57. Rxd3 Qxd3+ 58. Be3 were played and White's rook Pawn eventually proved unstoppable.