

The big adventure of the Super Enterprise!

by Rob van Son

My first night of chess in club-context was on 7 March 1977 at the Amsterdam chess-club DOS, in Dutch this is short for “Through Practice Stronger”. I played my first game against Peter Schimmelpennink. I lost that game pretty fast for I was still a beginner and had to learn how to play chess from the very beginning. I barely knew how to move the pieces. Through a lot of practice I did indeed hope to get stronger.

A couple of months later Peter asked me to come by at his house to play chess and this was the beginning of a long friendship that lasts until today. One day in 1978 he had borrowed a chess-computer from his neighbour. It was the Fidelity Chess Challenger 10 with a program of the American programmer of the first hour, Ron Nelson.



Super Enterprise with four different playing styles!

During a couple of weeks we played regularly against this surprising machine from the seventies. However, the machine was easily beaten and each move had to be typed in. For this veteran did not yet have sensor-fields. But we did not care about that. We were anyhow very impressed by this electronic chess-player.

After a couple of weeks the Challenger 10 had to go back to the neighbour and two years went by before the chess-computer Sargon 2.5 from Kathe and Dan Spracklen appeared on the market. In 1981 Peter and I played a couple of test-matches against the Sargon at the Purveyor of toys to the Queen, Merkelbach, at the time situated at Kalverstraat 30 in Amsterdam. The high price of the Sargon (1485 guilders) and the fact that I won the test-matches, withheld me from emptying my purse – which was not so heavy anyway - for this chess-computer.

The Super Enterprise

Years went by again until in 1989 I saw a very attractive chess-computer in a toy-shop on the Heiligeweg in Amsterdam, the "Super Enterprise LCD CXG 210 C". This computer had then already been on the market for a couple of years and cost only 150 guilders. I found the large board (30 x 30 cm) with sensor-fields of this computer very handy. The Super Enterprise moreover had nice big chess-pieces and an unprecedented number of possibilities. I read on the box of the computer for instance that it had as much as 44 different difficulty-levels and a book opening-library of over 6000 moves. In addition it said that the Enterprise had four different styles of playing, from positional to very aggressive, could give advised moves, had an elo-rating of 2100 points, but was also sporting enough to frankly announce its loss if it should happen to find itself in a losing position. The latter of course seemed almost impossible, so that my decision was made quickly. I bought the machine and started playing with it passionately.



Super Enterprise (LCD) with a program of Kaare Danielsen

What else do we actually know about this Super Enterprise? The manufacturer is Newcrest Technology Ltd., also known as "White and Allcock", seated in Hong Kong. The factory was led by the American Ken Cohen and his associate Eric White. Newcrest had been specialising in the manufacture of cheap chess-computers with limited memory for many years. The programs for their computers came from the software-house "Intelligent Software" that was seated in London. Intelligent Software was led by David Levy and Kevin O'Connell who employed several programmers.



Kaare Danielsen – new programming star of the 1980's

The program of a whole new chess-computer that came on the market in October 1984, the Enterprise S CXG 208, did not come from Intelligent Software. No, this program was from a 21-year old Danish student. Every year Philips put up a "young discoverers" price and the Dutch chess-computer expert Jan Louwman was told in 1981 that a talented mathematics-student was going to win a price in Brussels for his chess-program. He immediately went over there to meet this student, Kaare Danielsen from Kopenhagen. Jan had brought the chess-computer Sargon and used the opportunity to test this computer against the program. He was fairly impressed by the results and Kaare asked him if he knew of any commercial opportunities. During the last few years Jan Louwman already had good contacts with the big computer-producers and at the time he was supervising the programmers Ed Schröder, Frans Morsch and Richard Lang. He agreed to find out if he could get Kaare a job with one of the big producers.

44 LEVELS!

Auto Response Playing Board
Echiquier A Reponse Automatique
Spielprogramm mit automatischer Erwidrerung
Speelprogramm met automatische reactie



CHESS 3008

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength.
 - 16 Levels for fast-time game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels.
 - 2 Demonstration Levels.
 - 1 Infinite Level.
 - 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program
 - Estimated ELO rating of 2,100 points.
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second selections and mates with knight and bishop.
- Chess Clock — 2 built-in chess clocks keep playing time of both sides (LCD Digital readout).
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back.
- Hint
 - When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
 - Save every move of current game, allowing player to replay the whole game later.
- Mate Announcement
 - The computer shows the number of moves necessary to mate its opponent.
- Draw Recognition
 - By stalemate, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allows players to play both sides while computer checks validity of moves.
- Rejects Illegal Moves
 - Long battery life using 4 penlite batteries (not included).
- Replay Feature
 - Allows complete game to be replayed.

JEU D'ÉCHECS À ORDINATEUR À 44 NIVEAUX DE DIFFICULTÉ

- 44 Niveaux de jeu, de forces différentes, c.a.d.1
 - 16 niveaux améliorant la force de jeu à chaque niveau plus élevé.
 - 16 niveaux avec fixation des réponses dans le temps (Ex. BLITZ...).
 - 8 niveaux mode moniteur.
 - 2 niveaux de démonstration.
 - 1 niveau d'analyse.
- Bibliothèques d'ouvertures de plus de 6000 positions.
- 240 variantes d'ouvertures classiques programmables.
- Annonce jeu-ou au mats en 12 coups.
- Pendule interne (Lecture Digital LCD)
- 4 Styles de jeu différents:
 - NORMAL — ATTAQUANT — AGRESSIF — POSITIONNEL.
- Possibilité de retour en arrière (max. 120 demi-coups).
- Donne conseil sur les coups à jouer.
- Donne la position en cours pendant l'analyse du computer.
- Position pour garder la mémoire.
- Annonce les mats.
- Connait la règle des 3 et 50 coups.
- Le computer annonce gracieusement son échec lorsqu'il se trouve dans une situation perdue.
- Un programme extrêmement performant.
- Elo-rating ca. 2100 P.
- Joue sur piles et transformateur.
- Position rejouer — permet de rejouer complètement la partie

SCHACHCOMPUTER MIT 44 SPIELSTUFEN

- 44 Spielstufen
 - 16 Stufen mit wachsender Spielstärke
 - 16 Stufen mit festgelegter Zeit — für Blitz- und Zitzschachspiele
 - 8 Trainingsstufen
 - 2 Demonstrationsprogramme
 - 1 Stufe mit unbegrenzter Denkzeit
 - 1 Problemlösungsstufe
- Eröffnungen mit bis zu 6000 Eröffnungszügen
- Vom Benutzer programmierbare Spielabläufe mit bis zu 240 Zügen
- Sehr starkes Programm
 - geschätzte ELO-Kapazität von 2100 Punkten
- Problemlösungsmodus
 - bis Mat-in-12-Zügen
 - findet zweite Mattlösung und kann mit Springer und Läufer mitsetzen
- Schachuhr
 - 2 eingebaute Schachuhren überwachen die Spielzeiten (LCD Digital — Uhr)
- 4 verschiedene Spielstile
 - normal
 - offensiv
 - sehr aggressiv
 - Positionsspiel
- nimmt bis zu 120 Halbzüge zurück
- zeigt den momentan besten Zug für den Gegner an
- Positionsüberprüfung
 - zeigt die Positionen aller Figuren an (selbst wenn der Computer eine Stellung analysiert)
- Speicherfunktion
 - speichert jeden Zug des momentanen Spieles, so daß Spieler das ganze Spiel nachgehört und analysiert werden kann
- Mattanzeige
 - zeigt an, wieviele Züge noch bis zum Matt des Gegners benötigt werden
- erkannt Remis
 - bei Patt, dritter Zugwiederholung und nach der 50-Zug-Regel
- Aufgabebot
 - wenn der Computer in einer aussichtslosen Situation ist, bietet er dem Gegner die Aufgabe an
- Mehrzugsfunktion
 - ermöglicht es zwei Gegnern, gegeneinander zu spielen, während der Computer die Richtigkeit der Züge überwacht
 - nimmt keine illegalen Züge an
- Batteriebetrieb
 - langes Batterieleben mit 4 Mignonzellen (nicht eingeschlossen)
- Adapteranschluß
- Bibliothek speichert ein ganzes Spiel, jederzeit wieder abrufbar.

44 SPELNIVEAU'S COMPUTER SCHAAKSPEL

- 44 Verschillende speelersterkeniveau's waaronder:
 - 16 niveau's met oplopende speelersterkte
 - 16 niveau's met een vooraf ingestelde antwoordtijd
 - 8 instructieniveau's
 - 2 demonstratie-niveau's
 - 1 analyse-niveau
 - 1 probleemniveau
- Openingbibliothek met méér dan 6000 zetten.
- 240 Programmeerbare openingsvarianten.
- Lost matproblemen op tot mat in 12
- Ingebouwde schaakklok (LCD Digitale aflezing)
- 4 Verschillende speelstijlen: — normaal, aanvallend, zeer agressief en positioneel.
- Naam desgewenst zetten terug (max. 120 halve zetten).
- Geeft desgewenst advieszetten.
- Geeft positieve verificatie terwij de computer analyseert.
- Memory-stand.
- Kondigt mat aan
- Kent en herkent pat. de 3 en 50 zettenregel.
- Computer kondigt ruiterlijk zijn verlies aan als hij zich in een verlies-positie bevindt.
- Monitorstand
- Uitzonderlijk sterk programma.
- Speelt langdurig op batterijen (ca. 100 uur)
- ELO-rating ca. 2100 punten.
- Overspeelstand — Staat toe om het gehele spel opnieuw te spelen.

Datastyrft Elektronisk Schackspel.

- 44 nivåer på spelstyrka
 - 16 nivåer med ökande spelstyrka
 - 16 nivåer med fixerat speltid — tillåter blitzpartier och snabbchack.
 - 8 nivåer för inlärning
 - 2 demonstrationsnivåer
 - 1 öändlig nivå
 - 1 problemlösningnivå
- Utvalda öppningar med mer än 6000 drag
- Programmerat botlock av mer än 240 drag
- Mycket starkt program
 - uppskattad ELO gradering av mer än 2000 poäng
- Problemlösning
 - löser matt i upp till 12 drag
 - kunskap att föra andra dragal och matt med springare och löpare.
- Schackklocka — 2 inbyggda schackklockor visar speltiden för båda sidor (LCD Digitaltöndar)
- 4 olika spelstilar
 - normalt
 - attrackerande
 - mycket aggressiv
 - positionspel
- Ta-tillbaka
 - tillåter upp till 120 halvdrag att tas tillbaka.
- Båt
 - när datorn tillåtas, ger den råd på det drag den anser bäst för motståndaren.
- Verifikation av positioner
 - tillåter verifikation av positioner av alla pjäser som återstår i spelet, även medan datorn analyserar ett problem.
- Spelmönne
 - bevarar varje drag i partiet, och tillåter spelaren att spela om hela partiet senare
- Mattannonsering
 - datorn visar antalet drag den behöver för att göra motståndaren matt.
- Remisregler
 - genom "patt", 3:e repetition och 50 dragregeln.
- Annonsering av uppgivet parti
 - datorn erbjuder att ge upp om den är i förlorande ställning.
- Tvångsdrag
 - tillåter spelare att spela båda sidorna medan datorn kontrollerar att reglerna följs.
- Omspelsmöjlighet — Möjliggör att helt parti spelas om

newcrest TECHNOLOGY LTD.

15/F & 16/F, Lea Hin Ind. Bldg., 41-43 Wong Chuk Hang Road, Hong Kong.
Tel: 5-538194 Telex 85726 NCRST HX Fax No: 852-5-8730148



Chess 3008 – the wooden edition of the Super Enterprise LCD

(photo copyright © by www.schaakcomputers.nl)

Kaare Danielsen then went, unknown to Jan Louwman, to SciSys (Scientific Systems, later Saitek) in Hong Kong. After SciSys had committed a breach of contract, he again came to Jan Louwman. Jan, who definitely did not underestimate Kaare's talent, then introduced him to the management of Newcrest Technologies. He was offered a contract and so it happened that Kaare was programming his chess-programs from his small student-room in Copenhagen, while Jan Louwman was testing his programs at the factory in Hong Kong.

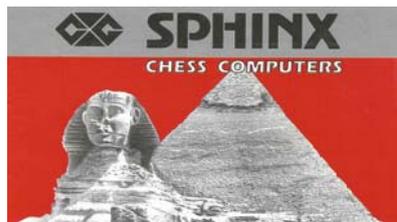
The Enterprise S was the remarkable result of Kaare's programming talent for chess-computers with limited memories of only 4 Kbyte ROM. His programs for instance were used in the chess-computers Hanimex and Computachess. The program of the Enterprise was written in the machine-language Assembler and ran on a 8 bit 6301 Hitachi single-chip with a clock-speed of 2 MHz. The processor and the internal memory, consisting of the ROM (Read Only Memory) and the RAM (Random Access Memory), were both located in this single-chip. The advantage of this was that the computer could be produced more cheaply and caused less trouble, but the disadvantage was the limited RAM capacity (128 byte) at the expense of the possibilities for use.



Kaare Danielsen

<https://www.facebook.com/kaare.danielsen>

A year and a half later two more models of the Enterprise came out. These computers were called Super Enterprise CXG 210 and CXG 210 C. They were "super" because programmer Kaare Danielsen dealt these two models no fewer than 2¼ Kbyte RAM, which made it possible to enormously increase the number of possibilities for use. The ROM-memory of the Super Enterprise had been increased to 16 Kbyte and the computer could calculate approximately 500 positions per second using the A-strategy (brute-force method). In addition, the Super Enterprise CXG 210 C also had LCD (Liquid Crystal Display) displays for the chess-clocks. This computer cost almost 600 guilders in 1986. For the travelling chess-player there was the Advanced Starchess CXG 211 computer, which had the same program and possibilities as the Super Enterprise, but in a smaller travelling-size with plug-in sensor-contacts. Worldwide 200.000, respectively 50.000, pieces of the Enterprise S and the Super Enterprise were sold.



An advertising folder from 1989 from Wegam Trading in Amstelveen, who at the time imported the White and Allcock computers for the Netherlands, features the name "Sphinx". Consequently the front of the folder is decorated with the picture of an old Egyptian sphinx and a pyramid. This name, thought up in the mid-eighties by the then German importer Lorenz Siwek, apparently emphasised the strength and inscrutability of their computers. Likewise they carried the models Sphinx Galaxy, Sphinx Dominator and the very luxurious Sphinx Commander that had wood finishing. Unfortunately, this chess-computer manufacturer vanished from the scene in the beginning of the nineties.

How Good was/is the Super Enterprise?

The playing-strength mentioned on the box of my Super Enterprise LCD CXG 210 C in reality turned out to be somewhat lower. The elo-rating of 2100 points in actual practice amounted to about 1600 points. Nonetheless the Super Enterprise proved to be an interesting machine adversary, which repeatedly got the worst of me, especially in blitz chess-matches. Because of the many tactical tricks, playing chess against this electronical genius became a real adventure. Peter and I therefore nicknamed the Enterprise: "The Master".

In the early nineties Peter came up with the idea to have the Super Enterprise participate in the internal competition of our chess-club DOS Amsterdam. The committee did not object and so we let "The Master" participate, but we always set up an appointment in advance with one of the members who then played against the computer on the agreed date. The Super Enterprise played with varying success, sometimes very strong and sometimes as weak as a wet newspaper. There were members that said to me: "You have got a very nice computer, but you can leave out the 'super' ". One year later I bought the Mephisto Milano and finally the Mephisto Berlin professional which both played much stronger than the Super Enterprise and they too occasionally crossed swords with strong club-members.



ADVANCED STAR CHESS

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
 - 16 Levels of increasing playing strength
 - 16 Levels for teaching game — allows for blitz games and Speed Chess.
 - 8 Teaching Levels
 - 2 Demonstration Levels
 - 2 Infinite Level
 - 1 Problem Solving Level
- Selectable Opening with more than 6000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program
 - Estimated ELO rating of 2.100 points.
- Problem Mode
 - Solves mate in up to 12 moves.
 - Ability to find second solutions and mates with king's and bishop.
- 4 Different Playing Styles
 - Normal
 - Attacking
 - Very Aggressive
 - Positional
- Take-Back feature
 - Allows up to 120 half-moves to be taken back.
- Hint
 - When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
 - Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
 - Save every move of current game, allowing player to replay the whole game later.
- Mate Announcement
 - The computer shows the number of moves necessary to mate its opponent.
- Draw Recognition
 - By statement, 3rd repetition, and the 50 move rule.
- Resign Announcement
 - The computer offers to resign if in a losing position.
- Multi-Move Mode
 - Allow players to play both sides while computer checks validity of moves.
- Rejects Illegal Moves
- Battery Operated
 - Long battery life using one 9V Battery (not included)

JEU D'ÉCHECS À ORDINATEUR À 44 NIVEAUX DE DIFFICULTÉ

- 44 Niveaux de jeu, de forces différentes, c.a.d.
 - 16 Niveaux améliorant la force de jeu à chaque niveau plus élevé.
 - 16 niveaux avec fonction des réponses dans le temps (EX. BLITZ)...
 - 8 niveaux mode instructif
 - 2 niveaux de démonstration
 - 1 niveau d'analyse.
- Bibliothèque d'ouvertures de plus de 6000 positions.
- 240 variantes d'ouvertures classiques programmables.
- Annonce jusqu'au mats en 12 coups.
- Pendule interne.
- 4 Styles de jeu différents:
 - NORMAL — ATTAQUANT — AGRESSIF — POSITIONNEL
- Possibilité de rebatir en arrière (max. 120 demi-coups).
- Donne conseil sur les coups à jouer.
- Donne la position en cours pendant l'analyse du computer.
- Position pour garder la mémoire.
- Annonce les mats.
- Connaît la règle des 3 et 50 coups.
- Le computer annonce gracieusement son échec lorsqu'il se trouve dans une situation perdue.
- Un programme extrêmement performant.
- Évaluation ca. 2100 P.
- Joue sur piles et transformateur.

44 SPIELFÄHIGKEITSTUFEN COMPUTER GESTEUERTER SCHACHSPIEL

- 44 Spielstufen
 - 16 Stufen mit wachsender Spielstärke
 - 16 Stufen mit steigender Zeit — für Blitz- und Zeitnachspiele
 - 8 Trainingsstufen
 - 2 Demonstrationsprogramme
 - 2 Stufe mit unbegrenzter Überlegzeit
- 1 Problemloesungsfunktion
- Wählbare Eröffnungen mit bis zu 6000 Eröffnungszielen
- Von Benutzer programmierbare Spielstile mit bis zu 240 Zügen
- Sehr starkes Programm
 - geschätzte ELO-Wertung von 2100 Punkten
- Problemloesungsmodus
 - löst Mate-in-N-Zügen
 - findet zweite mattlösende und kann mit Springer und Läufer mattsetzen
- Schachuhr
 - eingebaute Schachuhren überwachen die Spielzeiten
- 4 verschiedene Spielstile
 - normal
 - offensiv
 - sehr aggressiv
 - Positional
- nimmt bis zu 120 Halbzüge zurück
- zeigt den momentan besten Zug für den Gegner an
- Positionüberprüfung
 - zeigt die Positionen aller Figuren an (beide wenn der Computer eine Stellung analysiert)
- Speicherfunktion
 - speichert jeden Zug des momentanen Spiels, so daß später das ganze Spiel nachgeht und analysiert werden kann.
- Mattanzeige
 - zeigt an, wieviele Züge noch bis zum Matt des Gegners benötigt werden
- erhaltene Regeln
 - 3te, dritter Zugwiederholung und nach der 50-Zug-Regel
- Aufgabenerkennung
 - wenn der Computer in einer aussichtslosen Situation ist, bietet er dem Gegner die Aufgabe an
- Mehrzügenfunktion
 - ermöglicht es zwei Gegnern, gegeneinander zu spielen, während der Computer die Richtigkeit der Züge überwacht
 - nimmt keine illegalen Züge an
 - Batterienotizen
 - langes Batterieleben mit einer 9 Volt Batterie (nicht eingeschlossen)

44 SPELNIVEAUX'S COMPUTER GESTEUERTER SCHACHSPIEL

- 44 Verschillende speelsterkeniveaux's waaronder:
 - 16 niveaui met oplopende speelsterke
 - 16 niveaui met een vooraf ingestelde antwoordtijd.
 - 8 instructieniveaui's
 - 2 demonstratieniveaui's
 - 1 analyse-niveaui.
 - 1 probleem-niveaui.
- Boekopengingsbibliotheek met méér dan 6000 zetten.
- 240 Programmeerbare openingsvarianten.
- Laat matproblemen op tot méér in 12.
- Ingebouwd schaakloek.
- 4 Verschillende speelstijlen: — normaal, aanvullend, zeer agressief en positioneel.
- Neemt desgeveinst zetten terug (max. 120 halve zetten).
- Geeft desgeveinst advieszetten.
- Geeft positieveverificatie tenlijf de computer analyseert.
- Memory-stand.
- Kondig met aan.
- Kent en herkent pat., de 3 en 50 zettenregel.
- Computer kondig ruiterlijk zijn verlies aan als hij zich in een verliespositie bevindt.
- Monitorstand.
- Uitzonderlijk sterk programma.
- Speelt langdurig op batterijen (ca. 100 uur).
- ELO-rating ca. 2100 punten.

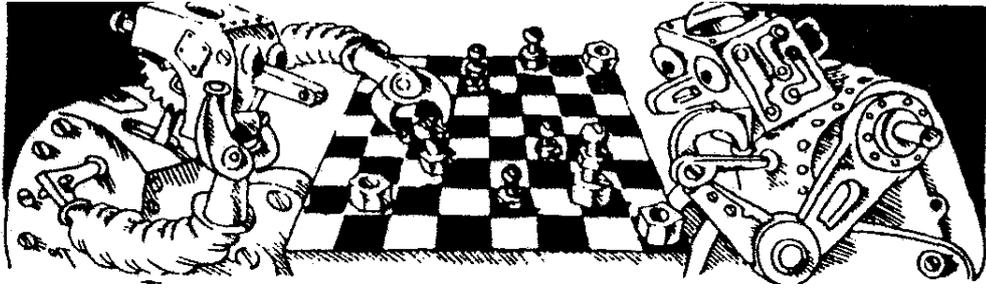
Datasyrt Elektronisk Schackspel.

- 44 nivåer på spelstyrke
- 16 nivåer med stigende spelstyrke
- 16 nivåer med færdig spilletid — tillater blitsspill og snarereckspill.
- 8 nivåer for læring
- 2 demonstratjonsnivåer
- 1 løsningsnivå
- 1 problemløsningsnivå
- Uvalgte åpninger med mer än 6000 drag
- Programmerbar bibliotek av mer än 240 drag.
- Mycket starkt program
- Uppskattad ELO gradering av mer än 2.000 poäng.
- Problemlösning
 - löser matt i upp till 12 drag
 - kunskap att finna andra drag till och matt med springare och löpare.
- Schackloek — 2 inbyggda schackloeker visar spelsten för båda sidor.
- 4 olika spelstilar
 - normalt
 - attackerande
 - mycket aggressiv
 - positionell.
- Tållitiska
- RLS
 - när datorn tållar, ger den RLS på det drag den anser bäst för motståndaren.
- Verifikation av positioner
 - tillåter verifikation av positioner av alla pjäser som finns på spelst, även medan datorn analyserar ett problem.
- Speiminne
 - bevarar varje drag i partiet, och tillåter spelaren att spela om hela partiet senare.
- Mattansvaring
 - datorn visar antalet drag den behöver för att göra motståndaren matt.
- Remisregler
 - genom "pat"; 3:e repetition och 50 dragregeln.
- Anropsanrop av uppvisat parti
 - datorn erbjuder att ge upp om den är i förlorande ställning.
- Tållingdrag
 - tillåter spelare att spela båda sidorna medan datorn kontrollerar att reglerna följs.



For the travelling chess-player there was the Advanced Star chess computer, which had the same program and possibilities as the Super Enterprise

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The Super Enterprise makes a Comeback!

Again a number of years went by in which I regularly had to blow off the dust from the now very old Super Enterprise. It looked as if in the end the computer's only destiny would be the museum. Milano, Berlin, but also chess-programs like Rebel, Genius and Chessica were taking the wind out of the Super Enterprise's sails. And yet, in 1999 there was a ray of hope again. By then the Aegon-tournament had been history for two years and the committee of the Computer Chess Association Netherlands (CSVN) thought it was time to organise something to re-establish contacts among members.



**At my chessclub DOS Amsterdam on a Monday-evening in 1995.
In front on the left: Peter Schimmelpennink and beside him Rob van Son.
At the right: the opponent of the Berlin Pro: Juan de Roda Husman.**

CSVN computer users-tournament

This resulted in the founding of the first CSVN computer users-tournament that took place on 30 and 31 October 1999 in the Leiden Brain-sports Centre on the Robijnstraat 4. At the same time, in the same playing-room, the "Open Netherlands Championship Computer-chess" was taking place, so that during intermissions matches of the top-programs could be followed.



The first CSVN computer users-tournament!

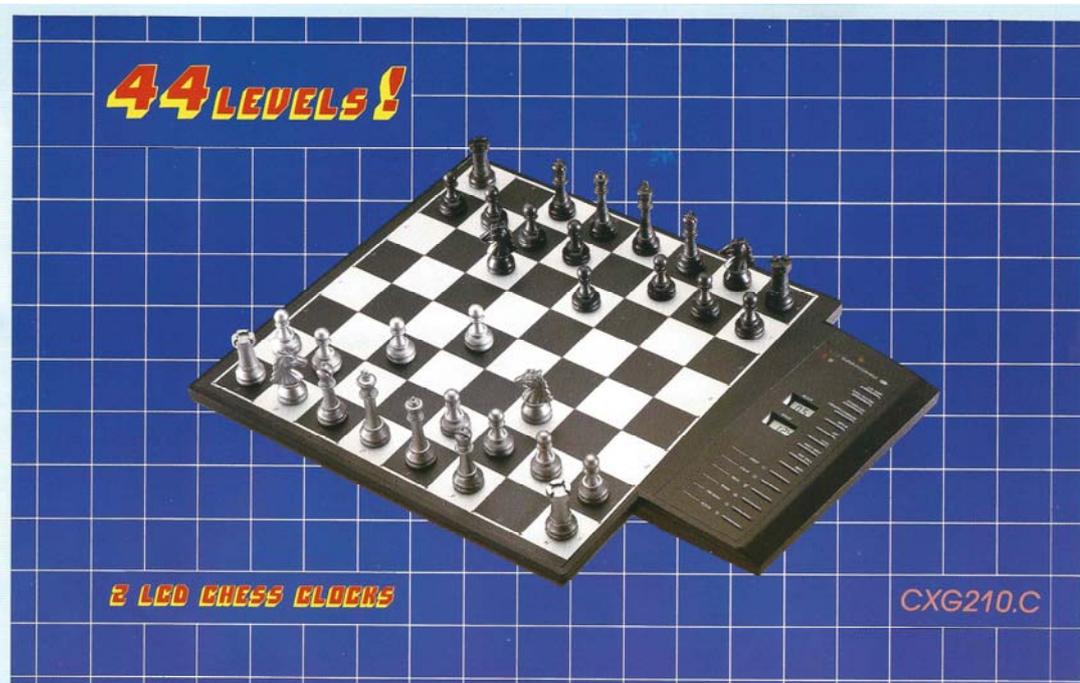
Left: Jan Krabbenbos, Rob van Son and Ries van Leeuwen. Right: Joop Hooglugt (back side), John Dijkstra, Cock de Gorter and Peter Schimmelpennink.

The Super Enterprise would once again be able to glitter in all its old glory. I immediately registered with the organiser of the tournament Ries van Leeuwen, with the Super Enterprise, the Mephisto Milano and the Mephisto Berlin Professional.

There were seven rounds to be played, with the computers having one hour clock time for the total game. The Super Enterprise played but hardly glittered. He only was able to beat the Saitek Centurion in six moves, but this was due to the wrong setting of the Centurion. Furthermore he played a draw against his brother, the Sphinx Dominator CXG 239. The latter did not really dominate the tournament and only got two points out of seven games. On top of that my Super Enterprise lost from the oldest participant and last corner of this event, the SciSys Mark V which throughout the entire tournament never got any further than that single point. The Super Enterprise scoorde a point and a half which took him to the last place but one. The Milano that I operated did not have an easy time either but still managed to drag in three points. The big winners of this tournament were the Mephisto Magellan and my Berlin Pro, which each won six points.



Many a time the Super Enterprise was not able to keep its electronic brain above water. This is best demonstrated with the game the Enterprise had to play against its strongest adversary: the Fidelity Mach IV. This computer ultimately was able to reach third place with a score of five points. The game was played in the first round. With Rebel 10c and the Chessmaster 6000 watching I analysed this game. It is just as well that computers do not know any emotions, except the Novag Robot of course!



SUPER ENTERPRISE

44 LEVEL CHESS COMPUTER

- 44 Levels of playing capability
- 16 Levels of increasing playing strength.
- 16 Levels for fixed-time game — allows for 8 Teaching Levels.
- 8 Demonstration Levels.
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- 1 Problem Solving Level.
- Selectable Opening with more than 6,000 moves.
- User Programmable Library of more than 240 moves.
- Very Strong Program
- Estimated ELO rating of 2,100 points.
- Problem Mode
- Solves mate in up to 12 moves.
- Ability to find second selections and mates with knight and bishop.
- Chess Clock — 2 built-in chess clocks keep playing time of both sides (LCD Digital readout)
- 4 Different Playing Styles
- Normal
- Attacking
- Very Aggressive
- Positional
- Take-Back feature
- Allows up to 120 half-moves to be taken back.
- Hint
- When asked, gives hint of the currently assessed best move for the opponent.
- Verify Position
- Allows verification of position of all pieces remaining in the game, even while the computer is making an analysis.
- Game Save
- Save every move of current game, allowing player to replay the whole game later.
- Mate Announcement
- The computer shows the number of moves necessary to mate its opponent.
- Draw Recognition
- By stalemate, 3rd repetition, and the 50 move rule.
- Resign Announcement
- The computer offers to resign if in a losing position.
- Multi-Move Mode
- Allows players to play both sides while computer checks validity of moves.
- Rejects Illegal Moves
- Battery Operated
- Long battery life using 4 pernite batteries (not included).
- Replay Feature — Allows complete game to be replayed.

JEU D'ÉCHECS À ORDINATEUR À 44 NIVEAUX DE DIFFICULTÉ

- 44 Niveaux de jeu, de forces différentes, c.a.d.1
- 16 niveaux assurant la force de jeu à chaque niveau plus élevé.
- 16 niveaux avec fixation des réponses dans le temps (EX. BULZ).
- 8 niveaux mode moniteur.
- 2 niveaux de démonstration.
- 1 niveau d'analyse.
- Bibliothèques d'ouvertures de plus de 6000 positions.
- 240 variantes d'ouvertures classiques programmables.
- Annonce jusqu'au mat en 12 coups.
- Pendule interne (Lecture Digital LCD)
- 4 Styles de jeu différents.
- NORMAL — ATTAQUANT — AGRESSIF — POSITIONNEL
- Possibilité de retour en arrière (max. 120 demi-coups).
- Donne conseil sur les coups à jouer.
- Donne la position en cours pendant l'analyse du computer.
- Position pour garder la mémoire.
- Annonce les mats.
- Connaît la règle des 3 et 50 coups.
- Le computer annonce gracieusement son échec lorsqu'il se trouve dans une situation perdue.
- Un programme extrêmement performant.
- ELO rating ca. 2100 P.
- Joue sur piles et transformateur.
- Position requise — permet de rejouer complètement la partie.

SCHACHCOMPUTER MIT 44 SPIELSTUFEN

- 44 Spielstufen
- 16 Stufen mit wachsender Spielstärke
- 16 Stufen mit festgelegter Zeit — für Blitz- und Zeitlichspiele
- 8 Trainingsstufen
- 2 Demonstrationsprogramme
- 1 Stufe mit unbegrenzter Denkzeit
- 1 Problemstellungstufe
- Öffnungen mit bis zu 6000 Öffnungszügen
- Vom Benutzer programmierbare Spielabläufe mit bis zu 240 Zügen
- Sehr starkes Programm
- geschätzte ELO-Kapazität von 2100 Punkten
- Problemösungsmodus
- löst Matt in 12 Zügen
- findet zweite Mattlösung und kann mit Springer und Läufer mattsetzen
- Schachuhr
- 2 eingebaute Schachuhren überwachen die Spielzeiten (LCD Digital — Uhr)
- 4 verschiedene Spielstile
- normal
- offensiv
- sehr aggressiv
- Positionspiel
- nimmt bis zu 120 Halbzüge zurück
- zeigt den momentan besten Zug für den Gegner an
- Positionsbegründung
- zeigt die Positionen aller Figuren an (selbst wenn der Computer eine Stellung analysiert)
- Speicherfunktion
- speichert jeden Zug des momentanen Spielers, so daß später das ganze Spiel nachgeholt und analysiert werden kann
- Mattanzeige
- zeigt an, wieviele Züge noch bis zum Matt des Gegners benötigt werden
- elektron. Remis
- bei Pari, dritter Zugwiederholung und nach der 50-Zug-Regel
- Aufgabewort
- wenn der Computer in einer aussichtslosen Situation ist, bietet er dem Gegner die Aufgabe an
- Mehrzugfunktion
- ermöglicht es zwei Gegnern, gegeneinander zu spielen, während der Computer die Richtigkeit der Züge überwacht
- nimmt keine illegalen Züge an
- Batterienbetrieb
- langes Batterieleben mit 4 Mignonzellen (nicht eingeschlossen)
- Adapteranschluß
- Bibliothek speichert ein ganzes Spiel, jederzeit wieder abrufbar.

44 SPELNIVEAU'S COMPUTER SCHAAKSPEL

- 44 Verschillende spelsterkenniveau's waaronder
- 16 niveau's met oplopende spelsterkte
- 16 niveau's met een vooraf ingestelde antwoordtijd.
- 8 trainingsniveau's.
- 2 demonstratie-niveau's.
- 1 analyse-niveau.
- 1 probleemniveau.
- Bibliotheeksbibliotheek met meer dan 6000 zetten.
- Lost matproblemen op tot mat in 12
- Ingebouwde schaakklok (LCD Digitale aflezing)
- 4 Verschillende spelstijlen: — normal, aanvullend, zeer agressief en positioneel.
- Niet toegestaan zetten terug (max. 120 halve zetten).
- Geeft gesprekter advieszinnen
- Geeft positievefeedback terweil de computer analyseert.
- Memorystand.
- Konijgt mat aan.
- Kent en herkent pat, de 3 en 50 zettenregel.
- Computer kundig roerzig zip verlies aan als hij zich in een verlies-positie bevindt.
- Monitorstand
- Uitzonderlijk sterk programma.
- Speelt langdurig op batterijen (ca. 100 uur).
- ELO-rating ca. 2100 punten.
- Overspeelstand — Staat toe om het gehele spel opnieuw te spelen.

Datastyrt Elektronisk Schackspel.

- 44 nivåer på spelnivå
- 16 nivåer med ökande spelnivå
- 16 nivåer med fastställt speltid — tillåter tillämpligt och snabbback.
- 8 nivåer för inlärning
- 2 demonstrationsnivåer
- 1 öändlig nivå
- 1 problemlösningnivå
- Uvalda öppningar med mer än 6000 drag
- Programmerat bibliotek av mer än 240 drag
- Mycket starkt program
- uppskattad ELO gradering av mer än 2000 poäng.
- Problemid
- löser matt i upp till 12 drag
- kan säga att finns andra dragval och matt med springare och löpare
- Schackspelet — 2 inbyggda schackspelet visar speliden för båda sidor (LCD Digitaltänst)
- 4 olika spelstilar
- normal
- attackerande
- mycket aggressiv
- positionspel.
- Ta tillbaka
- tillåter upp till 120 halvdrag att tas tillbaka.
- Hint
- när datorn frågas, ger den råd på det drag den anser bäst för motståndaren.
- Verifiera av positioner
- tillåter verifiering av positioner av alla pjäser som finns i spelet, även medan datorn analyserar ett problem.
- Spelminne
- bevarar varje drag i partiet, och tillåter spelaren att spela om hela partiet senare.
- Mattannonsering
- datorn visar antalet drag den behöver för att göra motståndaren matt.
- Remisregler
- genom "pat", 3:e repetition och 50 dragregeln.
- Annonsering av uppgjett parti
- datorn erbjuder att ge upp om den är i förlorad situation.
- Multi-drag
- tillåter spelare att spela båda sidorna medan datorn kontrollerar att reglerna följs.
- Omspelningsfunktion — Möjliggör att helt parti spelas om



CXG Super Enterprise - CXG-210C
(photo copyright © by www.schaakcomputers.nl)

Fidelity Mach IV – CXG Super Enterprise First CSVN users-tournament, 1st round, 30 October 1999

1. e4 d5

This is where the trouble starts. The Enterprise wants to play Scandinavian, an opening which at forehand is better for white. But oh well, the Enterprise is enterprising and likes to take the initiative in an early stage.

2. exd5 Nf6 3. d4 Nxd5 4. c4 Nb6 5. Nf3 Bg4 6. Be2 Nc6 7. c5 Nd5 8. 0-0 Qd7

Somewhat better is 8...e6

9. h3 Bf5 10. Bb5



10...a6??

A terrible blunder. There certainly is no question of initiative any more. White can now begin its Super Enterprise. 10. ... f6 should have been played here. A follow-up might be: 10. ... f6 11. Qa4 e6 12. Nc3 Nd5-e7 13. Nh4 0-0-0 of 10. ... f6 11. Nc3 0-0-0 12. Qa4 e5 13. Be3 Nxc3 14. Bxc3 Be4 15. Nd2 Bg6.

11. Ne5 Qe6?

The queen is safer on c8.

12. Qa4 Nd5-b4?

Black is in worse position, but if he offered any resistance, than move 12. ... Rc8 would have been indicated. For example 12. ... Rc8 13. Bc4 f6 14. Nc3 fxe5 15. Bxd5 Qd7 16. dxe5 e6 17. Bxc6 Qxc6 18. Qxc6+ bxc6 of 12. ... Rc8 13. Bxc6+ bxc6 14. Bd2 f6 15. Nxc6 Bd3 16. Na7+ Qd7 17. Qxd7+ Kxd7 18. Nxc8 Bxf1 19. Kxf1 Kxc8.

13. Bc4 Qc8?

No, at this point the queen should have been played to f6. The game could continue as follows: 13. ... Qf6 14. Bxf7+ Kd8 15. Bb3 Kc8 16. Nf7 of 13. ... Qf6 14. Nxc6 Nxc6 15. d5 Qg6 16. dxc6 b5 17. cxb6ep Bxb1 18. b7 Rd8 19. Bxf7+ Kxf7 20. Qb3+ e6 21. b8(Q) Rxb8 22. Qxb8.

14. Bxf7+ Kd8 15. Nxc6+ Nxc6 16. d5

The black horse cannot move because of Qe8 mate.



16...b5?

The game is over for black. The Enterprise might have been able to struggle on a little longer if he had played Qd7: 16. ... Qd7 17. dxc6 Qxc6 18. Qxc6 bxc6 19. Nc3 e6 of 16. ... Qd7 17. dxc6 Qxc6 18. Rd1+ Kc8 19. Qxc6 bxc6 20. Nc3 e5 21. Re1 e4 22. Nxe4 Bxe4 23. Rxe4 Bxc5.

17. cxb6ep cxb6 18. dxc6 e5 19. Rd1+ Kc7 20. Be3 Qb8 21. Bc4 Qe8 22. Nc3 Bc5 23. Nd5+ Kb8 24. Bxc5 b5 25. Bxb5 Qe6 26. Bxa6 Rxa6 27. Qxa6 Qxc6 and black resigned.

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