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Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.30am-5pm
COMPUTER & PC PROGRAMS... the Best Buys!

RATINGS for all these computers and programs are on pages 31-32. This is not a complete product listing - they are what I consider to be current BEST BUYS bearing in mind price, playing strength, features + quality.

Further info/photos can be seen in Countrywide's CATALOGUE - if you want one, ring or write to the address/phone no. on the front page.

Note the software prices! Some retailer prices seem cheaper, but there's a post & packing charge at the end... our insured delivery p&p is FREE to SS folk. Adaptors are £9 extra. Subscribers Offer: buy from Countrywide and deduct 5% off dedicated computer prices shown here... mention 'SS' when you order.

- PORTABLE COMPUTERS [por]
  
  **Kasparov**

  **BRAVO** - new £49. Barracuda program!
  **COSMIC** - new £69. Hand-held Touch chess!
  Board displayed on screen, plus clocks, evaluations, hints etc.
  **COSMOS £99** - great value, 4½”x4½” plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system. 
  **Tiger**

  **Touch Chess £49** - play on screen using touch pen. Includes carry pouch.
  **TABLE-TOP PRESS SENSORY [ps]**
  
  **Kasparov**

  **BARRACUDA £79** - The Morsch '2000' pro. Compact board, display etc. This is great value!
  **CENTURION £79** - Barracuda '2000' program in slightly larger board, and value-for-money buy
  **COUGAR £99!** - The Cosmos '2100' program + features in 16”x11” board; good info display.
  **Novag**
  **AGATE PLUS/QUARTZ £72** - Opal Plus program, good hobby computer + teaching
  **Mephisto**
  **MILANO PRO £249** - Morsch at RISC speed, big book, strong, good features and display
  **ATLANTA £379** - the fast hash-table version of Milano Pro=even greater strength, 64 led board
  **WOOD AUTO SENSORY [as]**
  **Mephisto**

  **EXCLUSIVE** all wood board, felted pieces with MM6 - Morsch's 2100 program £449
  with MAGELLAN - Atlanta program £749

- PC PROGRAMS from CHESSBASE on CD

  **Fritz £39.95** - by Franz Morsch. Extra chess knowledge for top strength - a beautiful program! Plus superb new interface, terrific Graphics, excellent in both analysis and play, plus good hobby levels and teaching features.

  **Deep Fritz £79** - for dual & quad processors, giving GM strength on top multi-processor Pentium3+AMD machines.


  **TIGER14 £39** - by Christophe Theron. Features for play, analysis, printing etc. as Fritz6.
  Tiger14.0 is very strong & reliable in all aspects of the game, while Gambit2.0 plays some amazing, attacking chess - possibly the new no.1. A great chess CD!

  **SHREDDER 6 £39.95** - Stefan Meyer-Kahlen's program in both his own and latest ChessBase Interface. Feature-packed format - knowledge-based program playing stylish chess. Good for quality analysis. Pay £2 extra for the 6.02 Paderborn upgrade on disk.

  **JUNIOR 7 £39.95** - top Features, latest ChessBase Interface etc. Strong, good positional chess but aggressive with fast tactics!

  **DEEP JUNIOR 7 £79** - the multi-processor World Champion version of Junior 7!

  **POWERBOOKS 2002 £39** - turn your ChessBase playing engine into an openings expert! 7.6 million opening positions + 650,000 games!!

  **ENDBASE TURBO CD’s £39** - turn your ChessBase playing engine into an endgame expert with this 4CD Nalimov tablebase set!

- Other PC PROGRAMS on CD

  **REBEL CENTURY 4 with GANDALF 5 £46.** CD contains the new CENTURY4.0 (DOS & Win) by Ed Schroder, as well as Suurpaal's latest GANDALF Win version. Wonderful chess! Century4 is crammed with chess knowledge, about as human-like as you can get, new King safety awareness, and running faster than ever. The CD is packed with some unique analytical features, openings books, big games database etc.

  **HIARCS 7** for PC and MAC! - £49

- PC DATABASES on CD

  **CHESSBASE 8.0 for Windows £99!!** The most popular and complete Games Database system, with the very best features. 1.6 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more. Incl. 3 recent ChessBase magazines on CD! The business!

  **CHESSBASE 7.0** for Windows, now only £49
NEWS & RESULTS - KEEPING YOU RIGHT UP-TO-DATE IN THE COMPUTER CHESS WORLD!

Many thanks to those good folk who sent letters or e-mails, or made phone calls to offer congratulations on my 100th issue of Selective Search.

One comic 'looked forward to the next 100' - if I keep the magazine running on a bi-monthly basis, I'd be 76 or 77 years old by that time, so I think probably not!

There's a lot of chess to enjoy in this Issue, so let's get straight on with the News & Results!

Graham White's TACTICAL TEST

As forecast at the end of the article on Graham's TACTICAL TEST on pages 20-21 of our last issue, Hiarcs8 does indeed score 48/50, and so comes 1= with Junior7, ahead of Fritz5, Fritz7 and GambitTiger2 each with 46/50.

I had suggested from my timing result on a P3/1000 of 50secs that on Graham's machine Hiarcs8 should produce a result <40secs. and he has written to say that the actual timing was 35secs. meaning that here it came out comfortably 1st. ahead of GambitTiger2 which timed at 45secs.

But I made a right mess of Position 32, somehow showing the diagram and solution for AFTER the key move has been played! Sorry about that Graham, and my apologies to all who tried to work out why it was so very easy, when my text said it was the toughest one of them all.

Here it is again, this time with White to play and a correct diagram!

On Graham's Athlon/1400 only Fritz5 (44secs), Tiger14 and Shredder6 (just inside the alloted 5mins) found the solution:

1.\textit{\underline{\text{\textbf{B}}}}xc7! \textit{\underline{\text{\textbf{W}}}}xc7 2.\textit{\underline{\text{\textbf{B}}}}f3 \textit{\underline{\text{\textbf{G}}}}g7
3.\textit{\underline{\text{\textbf{Q}}}}ce4 \textit{\underline{\text{\textbf{D}}}}xe4 4.\textit{\underline{\text{\textbf{Q}}}}xe4 \textit{\underline{\text{\textbf{E}}}}e6
5.\textit{\underline{\text{\textbf{R}}}}xf6+ \textit{\underline{\text{\textbf{G}}}}g8 6.\textit{\underline{\text{\textbf{W}}}}e3 1-0

New: Saitek COSMIC TOUCH SCREEN portable!

I'd heard it would be coming out in late August, so was keeping the news until the current issue anyway. But right at the beginning of July the cheery voice of Joe at Saitek rang to say: "The Cosmic's have arrived".

Followers of a sci-fi series such as the X FILES might worry about such an announcement, but not me!

Priced at £69.95 the Cosmic is a true portable in every sense of the word! The perfect size for carrying around, and ideal for ease-of-use on the move!

You play directly on the screen, using a finger or the provided stylus to make your moves, so playing during a journey, on holiday, at the office, in bed - wherever! - is safe (you can't lose your pieces) and easy (you can't put a piece on the wrong square).

Early testing has been brief - 8 games Cosmic v myself - by my normally determined standards. I must confess that, whilst keeping a cheerful heart, running Countrywide, maintaining a decent sized web site, answering on average 10-15 e-mails a day (some from home, some the office), doing the Hiarcs opening book, and trying to publish a bi-monthly magazine is all beginning to take its toll on my '60 this year' energy levels!

Nevertheless the Cosmic seems to be a decent hobby-standard program, similar (say Saitek) to their no longer available 105-110 BCF Bullet & Blade voice computers.

Overall size is a handy but nicely visible 130 x 82mm. The touch screen display feature shows board and position (of course), plus analysis, evaluation of position, clock times, plus hints, take-back. There's plenty of levels
including some for novices.

It also has a useful open-
ing book, and there's a
power-down battery save if
the computer is left on but
not used for a while, and
game-in-play is also saved in
memory. It uses 3xAAA bat-
teries, and there's a handy
clip-on lid to protect the
screen while it's in your
pocket or briefcase.

Computer World Champs

The 7th Computer Olymp-
iad will take place in Maas-
tricht, Holland during July
2002. The chess part of the
Event will be over 8 rounds,
and constitute this year's
World Championship.

At the time of writing en-
trants include Junior, Goli-
ath, Deep, Brutus (see article
elsewhere on this high-
powered entry) Comet,
Shredder, Quest (Fritz), also
XiniX, Goliath and a pro-
gram with a bit of a reputa-
tion from New Zealand called
Warp, but apparently no
Hiarcs, Tiger, Rebel Century,
Gandalf or The King.

If the result is through in
time I'll find somewhere for
it, though the full coverage
will obviously have to wait
until our next issue.

No Space until Issue 102!

- Advanced Chess: Anand-Kramnik
- Deep Fritz-Kramnik... it's back on
  for October 4-19th!
- Deep Junior-G.M Mikhail Gurevich
  (2641 Elo)... 4 game match
- Frank Holt's latest scores & news!

Bill REID's

Let's Finish with some
CHESS!

Regular contributor Bill Reid
prepares a special 'tricky for
computers, and sometimes
humans!' problem for each is-
 sue, and readers are invited to
send in their solutions, and their pro-
grams, best efforts.

As you know, Bill likes to
catch the computers out, of-
ten showing areas of weak-
ness the programmers are still
trying to get sorted out!

But I would guess that the
programs which have code in
for under-promotions - or PC
programs with endgame ta-
blebases - will have sorted
out his last one with com-
parative ease. And I'm sure
all of our readers will have
seen it immediately!

Bill Reid - 8. White to move

Says Bill - "So chess
collectors must have a sense
of humor! If Hiarcs8 could
find Short's SelSearch99
move so quickly, it must have
been chortling to itself even
sooner than that! So no
trouble then with the issue
100 position?"

1.f8=Q+

You're right, Bill. My
Hiarcs8 said m/22 immedi-
ately, as will all the pro-
grams with endgame
tablebases I'm sure. Even
without tablebases it got it
very quickly, though without
the mate announcement.
Programs without both
under-promotion coding or
e.g tablebases will probably
never get it.

Gerhard Sonnabend's latest testing has been to include
Hiarcs8, so here is his updated Tournament Table!

Gerhard SONNABEND: Dual P3/800MHz PC. Time 40/40

<table>
<thead>
<tr>
<th></th>
<th>F7</th>
<th>H8</th>
<th>CT14</th>
<th>J7</th>
<th>S6</th>
<th>GT2</th>
<th>H732</th>
<th>N8</th>
<th>/140</th>
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<tbody>
<tr>
<td>1</td>
<td>Fritz7</td>
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<td>7</td>
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<td>Nimzo8</td>
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<td>7</td>
<td>6</td>
<td>10</td>
<td>10</td>
<td>x</td>
</tr>
</tbody>
</table>
1st rank, then 2...\(d1\) + and
the checks continue along
the 1st rank. White can even
march the king all the way
to the eighth and swap
queen for rook, but it's still a
draw!

Back to the solution:

1...\(\text{g7}\) 2.\(\text{xd7}\) \(f7\) 3.\(\text{f3}\)
3.\(\text{c5}\) \(\text{f6}\) 4.\(\text{e4}\) \(\text{f5}\)
5.\(\text{f3}\) \(\text{e5}\) 6.\(\text{g3}\) \(\text{e6}\)
7.\(\text{f4}\) \(\text{f6}\) 8.\(\text{f5}\) \(\text{f7}\)
9.\(\text{exh6}\) + and now \(m/14\) was
Bill's solution – but the
program he checks his
analysis with doesn't have
tablebases, so just this once
we'll let him off the loss of a
move :–)
3...\(\text{e6}\) 4.\(\text{c5}\) + \(\text{f6}\) 5.\(\text{f4}\)
\(\text{f7}\) 6.\(\text{b3}\) \(\text{g7}\) 7.\(\text{d4}\) \(\text{h7}\)
8.\(\text{f5}\) \(\text{h8}\) 9.\(\text{exh6}\) \(\text{h7}\)
10.\(\text{g4}\) etc. From here it's
\(m/12\).

A few readers responded with
the correct solution, amongst
them Trevor Deane, who
remembered the following fas-
cinating position from which
3 different under-promotions
produce the solution.

This time some of the PC
programs, even with end-
game tablebases, are not quite
so confident!

3 (different) under-
promotions, from Trevor
Deane. White to play & win

Again promoting to a
queen allows a draw!:
12.\(\text{e8}\) \(\text{c4}\) + 13.\(\text{xe5}\)
c1 \(\text{w}\) + 14.\(\text{xc1}\) stalemate
12...\(\text{f6}\) 13.\(\text{e6}\) \(\text{g7}\) 14.\(\text{f6}\)
1-0

Wonderful stuff - does any
reader have anything else like
this, in a similar vein?

I must admit that, when I
played through the solution, I
think I found one move by
Black which is not his best.

It doesn't affect the first
promotion, to a knight, but
there would only be one more
promotion and that would, in
fact, be to a queen... assuming I'm right. I'm going
to leave readers to blow the
summer holiday cobwebs
away, and look for it
themselves!

Back to Bill for his puzzle for
this issue!

Bill Reid- 9. White to play.

Bill: "After the simplicity of
issue 100's position, we are
back to something a bit more
complicated!

Black, to move, seems to
be able to hold the draw by
playing 1...\(\text{d4}\). But is there
more than a draw here?

Some tricky tactics this
time, so both humans and
programs are given 10
minutes!"
The SMIRIN GAMES!

As disclosed in SelSearch100 the PC Computer Programs v Gukko match, won by the computer by 5-3 thanks to wins by Fritz and Hiarcs, was followed almost immediately by a new challenge! This time from near super-GM Ilya Smirin, rated in the world's top 15 with an Elo grade of 2702!

Once again Junior's Shay Bushinsky operated the computers for "our" side - to whom great thanks is certainly due - and the same time control of G/60 mins + 10secs per move was used.

There was one change in the PC line-up: Deep Fritz was taken out, and replaced by Gambit Tiger. So the PC team was DeepShredder and DeepJunior, each on Dual 1000MHz machines, and GambitTiger and Hiarcs, each on P4/2000 machines.

We were soon to learn that playing Smirin was not going to be quite the same as playing Gukko! As someone on the web server said after game 1 - "a blow for humanity, Shredder shredded!".

Smirin, I - DeepShredder
A22. Game 1

1.c4 e5 2.©c3 ©f6 3.g3 ©b4 3...d5! is better for computers because an open position results after 4.cxd5 ©xd5 5.©g2 ©b6 4.©g2 0-0 5.e4 ©xc3 6.bxc3 ©d6 7.©e2 ©g4 8.f3 ©e6 9.d3 Smirin copies the successful strategy of Loek van Wely in his game against Fritz6 during the Dutch Championship 2000. The plan is to storm the kingside with the pawns:

f3-f4, g3-g4-g5. The 'new theory' for play against computers is to have either a d4-e3-f4 or a c4-d3-e4 pawn formation. Dr Ernest Pecci has written a 400+ page book about it, which we will have a look at in SelSearch when time and space allows! 9...c5? Naturally Shredder has not read the book and suspects nothing, not recognising at all White's intentions. In fairness most other programs would have similar problems here, because White's strategy goes against their pawn structure and king safety rules! However 9...c5? itself is bad in its own right, and certainly not all programs would help Smirin to quite this degree.

Much better is 9...c6! 10.0-0 d5 and White will not be able to execute his plan so easily 10.0-0 h6? Black gives White a target which makes the attack even more devastating. What Black really needs to do is to mobilise the f-pawn and have the counter-thrust f7-f5 ready for when White plays f3-f4. But of course many programs have trouble deciding to move the f-pawn, as they consider that it protects the castled king while it stays on f7! If 10...©c7 11.f4 ©e8 12.f5, and White beats the counter-thrust; or 10...©fd7 11.f4 and 11...f6 is the best Black can do (not 11...f5? 12.exf5 ©xf5 13.©xb7 oops) 11.h3 a6

Trying for some g-side counterplay 12.a4 12.f4 could already have been played here, but Smirin prefers to squash all the computer's possibilities before they even get started 12...b6? Shredder (and others!) still don't understand what is going on, because the consequences (mate) are way beyond their horizon 13.f4!

Now Smirin is ready, and will make the attack seem irresistible! 13...©c6 14.f5 ©d7 15.g4 ©c7? A pointless, almost nonsense move in the situation which now unravels. Better is 15...©h7 16.©g3 ©a5? 17.h4 ©h7 Best 18.g5!
Black has no more defence, and evaluations at last start
to hurry downhill! 18...hxg5
19.hxg5 wb7 20.Ke3 b5
21.axb5 axb5 22.wxh5!
bxc4? I shall maintain a
dignified silence at the sight of
this move, and content
myself with a single '?' 23.f6
Ec8 24.fxg7 Eg4

1.d4!? We try a new strat-
egy! Against Gulko we had
played 1.e4 and won. But
looking through Smirin's
games it is clear that he is
an expert in various Sicilian
lines, so might easily be more
up-to-date with latest the-
ory and wrinkles than we can
keep Hiarcs, as hard as we
try. Another favourite of his
is the Pirc (which he seems to
enjoy both as White and as
Black) and, as much Book as
we might put into Hiarcs for
this -- and as a knowledge
program it plays it quite well
-- the fact is that none of the
computer programs really
understand some of the posi-
tions which Book can 'leave'
them in. So we decided to go
for a Queen's pawn opening,
anticipated rightly Smirin's
first few moves, and changed
7.dxe5 to an 'only' move for
the game to try and keep the
position more open even if a
bit drawish. 1...f6 2.c4 g6
3.Qc3 Qg7 4.e4 d6 5.d3 0-0
6.Qe2 e5 7.dxe5! Objectively
7.0-0 is probably better, and
certainly less drawish. But
after 7...Qc6 8.d5 Qe7
Smirin would have a dream
position for a game against a
computer; a closed position
with good chances for a
kingside attack 7...dxe5
8.Qxd8 Qxd8 9.Qg5 Qe8
10.d5 Qxd5 11.exd5 c6
12.Qc4 b5 The end of our
own H8 book. As in the
Gulko games, we were playing
without the back-up

13.b3 a5 14.a4 Qd7
15.d2 15.dxc6 Qxc6
16.axb5 Qxb4 17.0-0 Qxb5
18.Qxc1 a4 is in the F7 book
(no doubt taken from the
game Shneider-Smirin,
1990, which ended in a
draw), leaving White with
only a tiny plus. Smirin
thought the move H8 found
was pretty good! 15...bxa4
16.Qxa4 cxd5 17.exd5 Qxa4
18.Qxa4 Qd7 19.Qe3 Qb8
20.Qc4 Qd4+ 21.Qb2 Qc6
22.b3 Qab8 23.Qxa5 23.f4?! 
has been suggested as a good
alternative here, and play
might have continued
23...Qf6 24.d6 exf4 25.Qxf4
but with 25...Qe8+ we think
Black would have the
advantage 23...Qxa5
24.Qxa5 Qxb3 25.Qd1

So far so good for Hiarcs. It
has Q for Q, though that is a

Black was a little quiet in the
Uniacke and Hallsworth
households after that! The
euphoria and confidence of
the Gulko games suddenly
seemed rather a long time
ago! This guy could clearly
do the business!!

In game 2 Hiarcs gets an
early but small advantage
then, with 400 folk logged-on
to the web server, loses its

way somewhere around move
26 and in the end the question
is "does Smirin have a win?!"

Hiarcs8 - Smirin
E92 Kings Indian: Classical,
Petrosian System without
7...Nbd7. Game 2
very small advantage here, and a passed pawn. How strong is the d5-pawn?

25...f8 26.d6??! Though this stops Black’s king getting to e7, it does put the pawn further away from his own king than the opponent’s. If rooks get exchanged it will certainly come under attack 26...b7 27.c1?! A strange choice by Hiarc, making the programming team scratch their heads! Why did Hiarc leave the support of its possibly vulnerable (but also potentially game-winning) passed pawn and allow the exchange of this supporting piece. The passed pawn code must suggest exchanges help the pawn and increase its potential, but in this case the opponent’s king is much nearer the pawn than ours, so the exchanges put it at great risk. At home I left my P3/1000 on for quite a few minutes, and it still didn’t choose this, but Mark told me later it was the result of the hypermodern setting he had asked Shay to use, to try and avoid blocked centre issues. The standard setting plays d4a 27...xc1 28.a8+?! Hiarc clearly believes the exchanges favour White, as it expects Smirin to avoid them with g7, after which Hiarc takes on c1 and does have a small advantage. Instead 28...xc1 f5 29.a3 f4 30.xc3 xe6 31.a3 might have been tried, and should end a draw 28...b8! Of course! Now the initiative will pass to Smirin, though H8 still thought itself nominally ahead 29.exb8+ xb8 30.xc1 xe8 31.xd3 cd7 32.a3 f5!

Although the position should still be drawn, it is now Smirin who has the chance to look for ways of pressurising Hiarc 33.g3 g5 34.f3 e6! immediately it might have given Hiarc more trouble. The best reply it could find for itself would have been 34.f4 which it evaluates as h73. As long as White keeps its bishop it should be able to keep the draw, but with some discomfort perhaps? 34.h3 h5 35.e4 e6 36.d3 Another mystery move to the programming team! It was made at the last moment, after about 13 mins. At home we had 36.f3 throughout this time and deepening plies reading b27, but it transpired that Shay was looking at this move at a much lower depth after 30 secs. and nothing was happening. Apparently the internet connection had dropped! When Shay realised what had happened, he got back on-line and hit the Space Bar as quickly as he could, to make Hiarc play its move straight away... but Hiarc had restarted the search and played almost the first move it thought of!!... d3. Although not quite as good as f3, fortunately there isn’t a lot in it, and we got away with this ‘accident’. Whilst we were all waiting for this 13 minute move (which was really its choice at about 2 seconds!) there was plenty of discussion on who was winning, and what Hiarc should play. One recurring suggestion was 36.c1?! but after 36.hg4 37.hxg4 hxg4 it looks quite good for Black. Smirin’s reply to 36.f3 would probably have been 36.d7, and now 37.d3 is the real Hiarc choice, and would have actually transposed to the game after all! 36.d7 37.f3 f6

The Hiarc evaluation was now showing scores of b60 or even b70, so Mark and I were getting somewhat nervous! With the bishop still there to ‘sacrifice’ itself to stop a breakthrough pawn threatening to queen, we thought we would still draw... but our hearts were definitely beating faster than usual! 38.g4! Hiarc is clearly right now to try and exchange some of the pawns. With which pawn should Smirin re-take. The Hiarc evaluation of b70 was based on Black playing hxg4. 38...fxg4?! Now the draw is certain. But 38...hxg4! looks as if it might be winning. Amir Ban, co-author with Shay Bushinsky of Junior, asked Smirin immediately after the game why he did not play this. Smirin shrugged.
and said "it's also a draw!... not enough pawns left." In the post game analysis Smirin went deep into the possibilities after h4xg4:
39.hxg4 f4 40.b4 e4+. Here both 41.fxe4

(which is what Hiarc would have played), and 41.e2, were analysed at length. Smirin thought it would be a draw, but didn't reach a definite conclusion. Finally he decided, "It's probably a draw, but I should have tried it!" As we are able to know what H8 would have played, I've extended the line a couple more moves: 41...dxe4 42.e5. Now it seems clear that 42...exe5+ 43.e4 draws, so the only winning chance would be 42...f3? though you'd have to think this might give White chances as well! However 43.e6  
ed6 44.e4 45.d7 46.exd7 e4 47.exd7 48.e1 is a draw! 39.fg4 hgx4 40.hxg4 ½-½. Well done Hiarc, but also 'Phew!'

So to game 3, and Ilya has Deep Junior apparently on the ropes by move 29!

Ilya Smirin - Deep Junior
A14. Game 3

1.c4 e6?! Shay and Amir obviously want to avoid the type of set-up into which Shredder fell in game 1 2.d4 d5 3.b3 c5 4.h2 c6 5.g3 d6

6.g2 g7 7.0-0 d4 8.d3 0-0 9.e3 e5?! If Deep Junior knew that it is a chess program it would play 9...dxes 10.fxe3 and go for an open position 10.e4 And Smirin has again obtained the c4 d3 e4 setup we referred to during the first game! 10...h6?!

We can make the same comments as in game 1: since the white f-pawn is sure to start moving soon, Black should mobilise his f-pawn. None of the programs understand the necessities of these positions. 10...d8? 11.a3 e6

12.d2 a5 Prevents a possible b3-b4 13.a3 d7

14.b5 h3 15.h4 g4 Not 15...g5? 16.bxh3 h3 17.d3! 16.f3 Perhaps Smirin had the chance of getting in 16...f6 here. Then 16...d6 17.f4 16...e6!

17.g2 f6 18.c1 g4 19.f3 e6 20.f4

20...fxe4 21.gxf4 g4

21...dxe4?! 22.dxe4 a4 does not win a pawn, because of 23.f3! xcx4 24.bxc4, so Black would lose a piece for 2 pawns! 22.f3 xh3 23.a3

xg2 24.hxg2 g4+

25.h1 h3 26.a2 a7 27.a4 xb5 28.axb5 h8 29.g2

DJ has defended well, but now we can clearly see that Smirin might have it in trouble. Someone on the 'net had already suggested that Junior would soon resign! 29...d8

30.f5! d8! Best, but Black is in trouble. Not 30...d7? 31.dg1 w4h4 32.d6 dxf6

33.e5 d7 34.f4! wins queen for rook 31.fg1 a8

32.f4?! Smirin wrongly hoped the move chosen would give him more than 32.xg7 xg8 33.g8+ xg8

34.xg8+ xg8 35.e2+ 32.xg8 33.d3 The idea is to play f1 and then h3!

33...g6! 34.e5?! Smirin goes for the central thrust, but probably a bit too soon. 34.f1 gxf5 35.h3 may have been better, as in our note to move 33 - after

35.xg1+ 36.d1 g4

37.xh6 White definitely stands better 34...fxf5

35.xf6 xf4 36.fxe7 xe7

Now White has a piece for two pawns, but Black's king
position now seems more solid, and the kingside pawns could even give it some counterplay if Smirin isn't a little careful! 37.\( \text{d}2 \) \( \text{e}5 \\
38.\text{f}3 \text{h}7 \\
To protect the g6-\( \text{h} \) so it can threaten to play f7-\( \text{f} \) 39.\( \text{g}2 \text{b}6 \\
40.\text{e}4 \text{e}6 41.\text{h}3 \text{g}7 \\
42.\text{g}3 \\
It is now clear that Smirin is struggling to find a way to break through 42...\( \text{h}7 \) 43.\( \text{h}4?! \\
Avoiding the draw by repetition, but with something of a gamble 43...\( \text{f}5! \\
44.\text{d}2 \text{f}6 45.\text{f}3 \text{e}3! \\
46.\text{h}3 \text{e}6 \\
\)

58.\( \text{a}8 \) as, if 58...\( \text{e}2 \) is playable, it might be White in trouble! 56...\( \text{e}4 \\
57.\text{f}7+ \\
\text{g}8 58.\text{f}6 \text{h}4+ 59.\text{h}2 \\
\text{x}d3 60.\text{g}xg6+ \text{h}7 \\
It's now a dead draw, as was agreed a few moves later 61.\text{g}1 \text{d}1+ 62.\text{f}1 \text{d}3 \\
63.\text{g}2 \text{e}1 64.\text{f}7+ \text{h}8 \\
65.\text{f}8+ \text{h}7 66.\text{e}7+ \text{g}8 \\
67.\text{f}8+ \text{h}7 68.\text{e}7+ \frac{1}{2}-\frac{1}{2} \\
Sometimes the difference between winning and not winning is quite small – a winning tempo, a defensive resource. With Black Smirin outplays Tiger, but can he get the full point this time which his endeavours deserve?

Gambit Tiger - Smirin, l

E92. Game 4

1.d4 \text{f}6 2.c4 \text{g}6 3.\text{c}3 \text{g}7 \\
4.e4 \text{d}6 5.\text{f}3 0-0 6.\text{e}2 \text{e}5 \\
7.dxe5 \text{dxe}5 8.\text{w}d8 \text{xd}8 \\
9.\text{g}5 \\
Tiger's programmers have followed the opening used by Mark Unicace with Hiarcs. Smirin decides it's time to make a change 9...\( \text{c}6! \\
A pawn sacrifice, but one which gets Black the initiative. Against Hiarcs Smirin played 9...\( \text{e}8 \\
10.\text{e}x\text{e}5 \text{e}8 11.0-0-0 \text{a}6 \\
12.f4 \\
Today one usually sees 12.\text{d}6 12...\( \text{e}5 \\
Probably the key game in this variation is 12...\text{h}6 13.\text{h}4 \text{g}5 14.\text{f}x\text{g}5 \\
\text{hx}\text{g}5 15.\text{g}3 \text{d}5 16.\text{h}f1 \\
\text{c}6 17.\text{f}3 \text{d}7 18.\text{e}d\text{d}7 \\
\text{d}x\text{d}7 0-1 Levitt–Kholmov in Leningrad 1955 13.\text{x}f6 \\
\text{x}f6 14.h4 \\
An aggressive novelty as we finally leave theory. 14.\text{f}3 \text{d}5 15.\text{x}e5 \\
\text{d}e6 16.\text{b}3 \text{d}7 17.\text{e}d6 \\
\text{x}e6 18.\text{d}h1 \text{g}5 19.\text{f}1 \text{d}2 \\
\text{f}8 20.\text{e}2 \text{e}7 was 0-1 in Czernicki–Shishkin, Warsaw 1994 14...\text{x}e5 15.\text{x}e5 \text{d}7 \\
16.e6 \text{xe}6 17:b5?! \\
Tiger's

Now Black's pawn on c6 is weak, but he has the open b-file for his rook's 19.\text{d}6 \\
\text{e}8! \\
The temporary pawn sac' puts Black into a very strong position 23.\text{x}c6?! \\
23.\text{h}d1 \\
\text{e}4 24.\text{d}8 \text{f}8 25.\text{e}e8+ \\
\text{xe}8 26.\text{d}2 \text{d}e5 27.\text{h}1 \\
was possibly a safer alternative. Black is a pawn ahead but White's pieces are active and drawing chances are good 23...\text{e}8 24.\text{d}5 \text{d}e5 \\
25.\text{e}2 \\
Tiger achieved material equality with 23.\text{x}c6, but Black's pieces are much more active 25...\text{e}4 25...\text{d}4! \\
looks very strong here, and I would put Smirin as winning
with this 26.\textbf{Ed}8+ \textbf{Gg}7
27.\textbf{Ax}c6 \textbf{fx}c6 28.\textbf{Ed}7+ \textbf{Gh}6
29.\textbf{Ae}1 \textbf{Ab}2+ Black still has
a clear advantage, but it is
difficult to win this kind of
tactical position against a
computer, as we see 30.\textbf{Ad}1
\textbf{Ax}g2 31.\textbf{Ae}2 \textbf{Ax}e2 32.\textbf{Gxe}2
a5 33.\textbf{Gf}4! \textbf{Gf}5 34.\textbf{Gd}4
\textbf{Gd}3+ 35.\textbf{Gc}2 \textbf{Gf}5 36.\textbf{Ba}4
\textbf{Gd}6 37.\textbf{Gc}3 \textbf{Gg}7 38.\textbf{Gd}3
\textbf{Gh}5 39.\textbf{Gf}4!

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\end{center}

White's \textbf{G} rather than
Black's has ended running
the show, and a draw moves
into sight 39...\textbf{Gx}h2
40.\textbf{Gx}c6+ \textbf{Gf}6 41.\textbf{Gc}5 \textbf{Gg}5
42.\textbf{Gd}4 \textbf{Gd}2+ 43.\textbf{Gc}3 \textbf{Gd}1
44.\textbf{Gc}2 \textbf{Gh}1 45.\textbf{Gx}a5 Material
is equalised again at
last! 45...\textbf{Gg}4 46.\textbf{Gc}6 \textbf{Gc}7
47.\textbf{Gc}7+ \textbf{Gf}6 48.\textbf{Gc}a6 \textbf{Gc}7
49.\textbf{Gc}a7+ \textbf{Gf}6 50.\textbf{Gc}a6 and a
draw by repetition ends this
fascinating game. From
moves 18 to 38 the spectators
had all believed Smirin was a
certain winner, but Tiger first
defended well and then energised
its pieces very nicely, especially the knight \textbf{\textfrac{1}{2}}-	extbf{\textfrac{1}{2}}.

So we reach the half-way
stage with \textbf{Smirin} just 1
ahead at 2\textfrac{1}{2}-1\textfrac{1}{2}. He probably feels disappointed it isn't a little more, but it does leave the spectators (and programmers!) in a state of continuing tension this way!

In game 5 Smirin is on the
receiving end - at move 14 he

sac's a pawn for counterplay,
but it's hard work until Shred-
der deactivates its chances!

Deep Shredder - Smirin

C45. Game 5

1.e4 \textbf{c}5 2.\textbf{Gf}3 \textbf{Gc}6 3.d4 \textbf{exe}d4
4.\textbf{Gxd}4 \textbf{Gc}5 5.\textbf{Gxe}6 \textbf{Gf}6
6.\textbf{Gg}2 \textbf{Gc}c6 7.\textbf{Gd}3 \textbf{Gc}7 8.0-0

With Shredder having got
into so much early trouble
from a bad (against humans)
line in game 1, Stefan
Meyer-Kahlen had asked
Shay Bushinsky if his pro-
gram could use Junior's book
for this game, which he'd been happy to do! 8...\textbf{Gg}6
9.\textbf{Gc}3 An early offer to sim-
plicity is quickly rebuffed by
Smirin, who soon threatens to
trap the queen 9...\textbf{Gd}4!

10.\textbf{Gd}4

\begin{center}
\begin{tikzpicture}
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\end{center}

10...\textbf{Ge}5 11.\textbf{Gd}2 \textbf{c}5 See note
to Black's 14th 12.\textbf{Gh}3 0-0
13.\textbf{Gxe}2 \textbf{Gxe}6 Offering a pawn
— is it poisoned? But why not
13...\textbf{Gg}6! with a simple ad-
vantage to work with?
14.\textbf{Gb}7 Shredder takes the
bait and, as you'd expect,
now evaluates itself ahead
14...\textbf{Ge}4 At this point Vishy
Anand, who was watching
over the 'net, commented that
he hadn't liked 11...\textbf{c}5, and
felt Smirin would have been
better playing 10...\textbf{a}5 and
then 11...\textbf{Ge}5. "Now he will
have to work so hard, but
why do this against a

computer?" So Anand thinks
playing against computers
should be easy!... it's alright
for some, isn't it? But Anand
is (was? beware Kramnik!) con-
considered the best program
aware GM computer user
around 15.\textbf{Gf}3 \textbf{Gd}6
16.\textbf{Gxe}5 \textbf{Gxe}5 17.\textbf{Gc}6 \textbf{Gad}8
18.\textbf{Gc}e4 \textbf{Gc}e4 19.\textbf{Gc}e4

Anand: "You have to say this
looks good for Shredder
now" 19...\textbf{Gd}4 20.\textbf{Gc}3 \textbf{Gxe}4
21.\textbf{Gxe}1 \textbf{Gd}5 22.\textbf{Gf}3? Is
Shredder right to exchange
queens. Okay it will
strengthen his queenside plus
pawn majority, but maybe
\textbf{Gg}3 would have been more
energetic 22...\textbf{Gf}3 23.\textbf{Gxf}3
\textbf{Gfd}8! 24.\textbf{Gc}3 \textbf{Gad}6 25.\textbf{Gc}2
\textbf{Gd}6 26.\textbf{c}4 \textbf{Gd}4 27.\textbf{Gae}1 \textbf{Gh}7
28.\textbf{c}5 \textbf{Gg}6+ 29.\textbf{Gf}1 \textbf{Gxe}3
30.\textbf{Gxe}3 \textbf{Gd}5 Anand: "Smirin
should draw this, which is a
fair result as the machines
made escapes in earlier
games against him!" 31.\textbf{b}4
\textbf{a}5 32.\textbf{a}3 \textbf{Gd}3 33.\textbf{Gb}2 \textbf{Gb}3
34.\textbf{bxa}5 \textbf{Ge}6
35.a6?! Makes it easy for Smirin – it’s so hard to defend doubled pawns with a rook, and this let’s Black equalise the queenside dangers immediately 35...Exc5
36.Exe2 Ea5 37.a4 Exa6
That’s now a draw by any standard, and they could have agreed it here and now. I’ve left the remaining moves in purely for the records
38.Bc1 Be6 39.e4 Bf6 40.f4
45..Exe5 46.Bc3 Eb2
47.Bxc5 Bb3 48.Bc3 Bb5
49.Bc3 h5 50.Bc4 Ee5
51.Bd4 Bb5 52.Bf4 Eb4+
53.Be3 Bc6 54.e5 g5 55.Ba4
56.Bf4+ 56.Bf4 Bb7 57.Bxf4
Bb6 58.Bb1 Bb5 59.Bbxh5+
76.60.Bb5+ Be8 61.e6
Exg5 62.Bxg5 Bxe6 63.Bf4
Bb7 64.Bc5 ½-½

Now Hiarcs outplays Smirin positionally and has him in trouble. It seems to be winning, but Smirin finds a brilliant trick, also seen by Anand watching on the web server, and builds a fortress that might save the day!

Ilya Smirin - Hiarcs 8
A30. Game 6
1.e4 c5 2.Nf3 d6 3.g3 d5
4.exd5 Qxd5 5.Qg2 Nc6
6.d4 exd4 7.Nxd4 Nb6
8.Bxc6 Bxc6 9.Bxd1
Mark and I took a bit of a chance with this opening – we’d decided on 1...c5 if it was an English, and even worked through the variation all the way to here! So whilst Smirin was doubtless pleased to see queens off early and thus a positional battle, we thought that, with Black, we might have good chances of a draw from this type of position, and if Smirin over-reached...
10.Qc3 Qd7
11.Qe3 e5
Perhaps White does have chances to do something, with having minimally better development. E.g, he could exchange on c6, leaving Hiarcs with a weak pawn there – but giving the computer the advantage of the bishop pair might not be so good an idea, as the bishop pair in an open position is well worth an isolated pawn. In fact already I would say that, to win, Smirin has to count on Hiarcs making a mistake somewhere, something so that he can create an initiative or pressure of some sort, or a weakness that he can transfer into an endgame plus
12.Qe1 d8 13.Qe1
Qe7 14.f4 exf4 15.gxf4 0-0
16.Qd5 GM Mecking (do you remember him?) was on line: "Hiarcs just plays Qd6 and it’s equal!" However others noted that White does have a potential passed pawn currently sat on e2. Okay, it’s a long way off, but something that Smirin will understand!
16...Qd6 17.Qf2 Qe6
18.Qhd1 Qd7! Hiarcs tries to set up some tactical tricks on the d-file – a worthwhile plan
19.Qc3 Qd8 The commentators were starting to slightly favour Hiarcs after the last few moves. Mecking joined in again: "I have to go, but I enjoyed my first visit to the Fritz server" 21.Qe4
Some folk looked at the exchange sac 21.Exd6?! leaving White with the 2 bishops, but 21...Qxe4 22.Qxe4 f5 must be okay for Black. There is no need yet for Smirin to take such a possibly drastic step. 21...Qf5! 22.Qxf5
22.Qxa7?! Qxf4 23.Qxd7
Qxd7 24.Bf1 Qd6 25.Qd3
Qc4 is clearly good for Black. And 22.Qd2? Qc5+
23.Qe1 (only option?) Qe3!
24.Qxe3 Qexe3 25.Qxd7 Qxd7
26.Qd1 Qxf4 also leaves Black in control 22...Qxf5 So Hiarcs ends up with the 2 bishops! 23.Qd4 a6 Smirin, now behind (!), must aim to swap off Black’s dark-squared bishop, even if it costs a pawn. Then he will have very good drawing chances thanks to the opposition-colored bishops. We’ll see if Hiarcs knows to avoid this 24.Qa4 Qe7!
24...Qxa4? 25.Qxd7 Qxd7
26.Qd1! Qe7 27.Qb6! and White is okay again 25.Qxd7
Qxd7 26.Qc3 Qh4+ 27.Qg1 f5
The Hiarc's eval is around +170 now, but the GM's insist it cannot break through 
47.h3!  c5 48.b4 xb4 49.axb4 Though Hiarc's now shows +200 it is clear that 
his king can never enter down the kingside, so the game will be drawn 49...f7 
Hiarc can't find a way through, so tries a different idea. Shay Bushinsky is 
loath to offer the draw on our behalf when the evaluation is so high. The truth is 
that Hiarc has again played very well, but Smirin clearly knew a few moves ago how to 
made sure he got the draw 50.b5 e6 Rushing to get in the other way, but Smirin 
again has the answer ready! 51.c3!

So Smirin remains 1 ahead with 2 to play, and we really need Deep Junior to do something with White here!

And so we come to the game that never was, though it was nearly a win for the Deep Junior - Smirin

Game 7

Deep Junior - Smirin

We join the game at a point where it should be a draw, but DJ is the one who has some winning chances because of the clearly superior centralised position of his king 51.d6 a5 52.d5 b5 53.c7 a4 54.exe6 axb3 55.axb3 g8?? 55...c5 56.b4 c4 was better for Black, avoiding the zugzwang 56.b4! "This is a strong move, which I hadn't seen" admitted Smirin 56...h8 57.d5! d8 58.f4 g8 59.d6! e6 60.fx e6 e8 61.e7 c6 62.ed8 f8 63.e3 g8 64.c7?? Smirin: "After 64.c5! I would have resigned, because of the zugzwang!" 64...e8 Shay: "Now I am waiting for DJ to return to the zugzwang position, but its next moves are a disappointment" 65.c1? 65.d8! c6 66.c3 is quickly showing from Hiarc as I go through the moves - this would have done it! 65.f8 66.d6? g8

Three times in the game there were technical problems on the Internet, and here the line just dropped!

They struggled to reconnect for 15 minutes without success, and Smirin, knowing that Junior can win
this position, offers to resign. In a joint act of good sportsmanship, Junior's Shay Bushinsky refuses and insists on the draw: "Towards the end, Junior was getting the hiccups. At move 64 instead of playing the winning Bc5 it started dancing around the position. It saw 64.Bc5 but then g6 65.hxg6 Kg7 66.e7 Kxe6 67.e8=Q+ Bxe8 68.Kxe8 Kg5 and, seeing it at less than +3 was trying other moves instead. So maybe it would not play the winning move even if the chance occurs again and again, so I think it must be a draw!"

Smirin still felt he didn't deserve a draw, so in the end both parties agreed to replay the game after the Smirin-Tiger meeting, which now became game 7!

Readers, this is a must play game! Tiger is winning! Or is it?! Tactical fireworks of the very highest order!

**Ilya Smirin - Gambit Tiger**

A08. Game 7

1.d4 d5 2.g3 3.g6 4.e5 5.d3 e5 6.\[b5 6.e4 6.e6\] 7.e4 0-0 8.c3 \[g4 9.h3 \[c8 10.e1 d4?! Almost certainly just what Smirin was hoping for! 11.e4 \[c7 12.a4 \[e6 13.\[d2 \[d7 14.\[c2 Christophe Théron commented at this point: "Last time the anti-human setting was ON, which was a mistake (!). This time Shay has set it OFF, because our anti-human is not what people believe it is. It has been designed to avoid human players that try to get a draw by closing the position and then moving a piece back and forth, which happens a lot on the chess servers" 14.f6 15.e1

15...b6?! 16.xb6 axb6 17.cxd4 exd4 18.b4! Putting an end to Black's queenside hopes 18...d7 19.b5 \[a5 20.xa5 e8 Theron had been missing in the on-line discussions for a while. Suddenly he re-appeared: "My laptop crashed, it is 31 degrees here in Guadeloupe and it overheats. I'm back online now. I'm happy with how the game is going so far. I think that the anti-human setting would have hurt the program's play in this game. Tiger would have tried too hard to open the game, and too early" 21.d2 a5

Black has pressure on a4 and is clearly better, with White's E5-f3 and B-g2 not really in play 22.h4 \[f8 Theron: "Huh?... I have no idea why it played Kf8. Maybe some strong player will find a reason for it?" :-(" Certainly 22...\[b3 seemed more consistent with the earlier play 23.h5 \[a8 At this point it was noted that Smirin was just getting into a little time trouble 24.h6! g6 25.xe2 \[b4 26.\[e7 \[c3 27.\[xh6 \[e7

Theron: "Now that white's queen is in black's side I'm not sure anymore about what can happen". Eric: "The issue here is that Smirin can see how deadly \[c7 would be, as then Black's h7 pawn is in danger, so his own h6, instead of being possibly suspect would become deadly! Watch now how he leaves the E on a1, trying to persuade Tiger to take it and open the c-file for \[a6?! Will Tiger be tempted?!" 28.\[h2! g5 Well done... this time! Theron commented that he thought \[xg3 would get White out of some of his trouble, but actually that's the last thing he's thinking of doing! 29.\[d2 Still looking for \[xa1? \[e7? It would be interesting to check other programs to see if and for how long they want to play \[xa1. Hiarcs changes after 43sec on my P1000, and prefers either \[a5a7 or g4 29...\[xa1?? 30.\[c7! \[d8 Christophe noted that the Tiger eval had suddenly collapsed: "This does not look good for Gambit anymore..." 31.\[h3!
Can readers see what is coming – Smirin's vision has been brilliant. Here he must lure away the $\text{f7}$-e6, as at present it can get to g8 and therefore cover h7! 31...g4 32.$\text{xf4!!}$ $\text{xg4}$ 33.$\text{c5}$+ "The Tiger tamed" as someone on the 'net quipped cleverly 33...$\text{e8}$ 34.$\text{xh7}$ The weak h-$\text{g5}$ has indeed become strong 34.$\text{xc8}$ 35.$\text{h8}$+ $\text{g7}$ 36.$\text{xd8}$ $\text{xc5}$ 37.$\text{h7}$ $\text{e8}$ 38.$\text{xc8}$ $\text{xc8}$ 39.$\text{h8}$# A quite magnificent win by Smirin, his nerve, vision and tactical powers must have been greatly tested for a few moves before the rook on a1 was finally captured! 1-0

The match is won, Smirin leads by 4½-2½ with only the Junior replay game to play.

We must sincerely congratulate him - as a 2700 player compared with Gulko at 2600, it has felt like a completely different environment at times. Considering the Dual P/1000 hardware Junior and Shredder were on, I don't think this scoreline bodes too well for Fritz in its forthcoming match with super-GM Kramnik!

Deep Junior - Smirin, I
E76. Game 8
1.$\text{d4}$ $\text{f6}$ 2.$\text{c4}$ g6 3.$\text{c3}$ $\text{g7}$ 4.$\text{e4}$ $\text{d6}$ 5.$\text{f4}$ 0-0 6.$\text{f3}$ $\text{a6}$ 7.$\text{e2}$ e5 8.$\text{fxe5}$ $\text{dxe5}$ 9.$\text{d5}$ $\text{c5}$ 10.$\text{c2}$ a5 11.$\text{e2}$ b6 12.$\text{xe5}$ $\text{e8}$ 13.$\text{c6}$ $\text{xe4}$ 14.$\text{xe4}$ $\text{xe4}$ 15.0-0-0 $\text{xc2}$+ 16.$\text{xc2}$ $\text{e4}$ DJ7, on its 2x1GHz processors, was reportedly showing 17.$\text{Bh4}$ $\text{Bd7}$-0.07/18, but then played 17.$\text{f4}$!!

17...$\text{e8}$ Smirin refuses the exchange sac' which DJ's last-second change of move offered: 17...$\text{f2}$? forking the rooks, 18.$\text{xe1}$ (or 18.$\text{d7+}$ $\text{h8}$ 19.$\text{xc7}$) 18...$\text{xd1}$ 18.$\text{xe1}$ $\text{f2}$ 19.$\text{e1}$ $\text{f4}$+ The knight can't be extricated with 19...$\text{g4}$ as 20.$\text{f3}$ $\text{f5}$+ 21.$\text{d2}$ $\text{g8}$ to stop $\text{e7}$+ 22.$\text{xe8}$ $\text{xe8}$ 23.$\text{h3}$ $\text{f6}$ 24.$\text{g4}$ $\text{e4}$+ 25.$\text{d1}$ $\text{c8}$ 26.$\text{xc7}$ $\text{xc5}$ 27.$\text{xe4}$ $\text{xe4}$ 28.$\text{e1}$ $\text{exel}$+ 29.$\text{xe1}$. A long variation, and it's 'only' a pawn, but with the d6-7-8 squares already covered by White pieces the extra and passed d5-Δ would have to be dangerous 20.$\text{d2}$ $\text{e4}$+ 21.$\text{c1}$ $\text{d6}$ Protection for the c7-Δ. But what about 21...$\text{a4}$! when 22.$\text{xc7}$ would be very dubious because of 22...$\text{a3}$! 23.$\text{h4}$ $\text{c3}$! 22.$\text{g4}$ $\text{d7}$ 23.$\text{c2}$ $\text{xc6}$ I should think Smirin was pleased to get rid of that knight!

24.$\text{dxc6}$ $\text{xe5}$ 25.$\text{d3}$ $\text{xf4}$ 26.$\text{xe8}+$ $\text{xe8}$ 27.$\text{xf4}$ $\text{e5}$ It's almost the position which concluded our last piece of analysis! 34.$\text{d3}$ $\text{e8}$ 35.$\text{d4}$ $\text{e7}$ 36.$\text{c5}$ $\text{xc5}$ 37.$\text{bxc5}$ $\text{h5}$ 38.$\text{g5}$ $\text{d7}$ 39.$\text{h4}$ $\text{d8}$ A clever idea for Black was proposed on the 'net: 39...$\text{f6}$! 40.$\text{xf6}$+ $\text{xf6}$ 41.$\text{d5}$ $\text{b8}$ 42.$\text{e4}$ $\text{d6}$ 43.$\text{g2}$ $\text{e7}$ 44.$\text{h1}$ $\text{f5}$ 45.$\text{d5}$ $\text{e7}$ 46.$\text{xc6}$ $\text{d8}$ 47.$\text{c5}$ $\text{d7}$ 48.$\text{e5}$ $\text{e7}$. The line stopped here, but I extended it, and think Black might win! 49.$\text{f3}$ $\text{xe4}$ 50.$\text{xe2}$ $\text{f7}$ 51.$\text{d5}$ $\text{f5}$ 50.$\text{e5}$ $\text{e6}$ 41.$\text{c6}$ $\text{c5}$ 42.$\text{e2}$ $\text{e6}$ 43.$\text{b5}$ $\text{g7}$ 44.$\text{d3}$ $\text{e8}$ 45.$\text{d5}$ and draw agreed ½-½ for 3-5!
The New... HIARCS 8! - Early Successes, Views and Book Controversy!

One or two things have happened since Hiarc8 came out - most of them good, because overall results have been nicely up to expectation.

Okay, we've still not quite caught up with Fritz7 - we acknowledged that when the program came out - but we're still fighting with Tiger for 2nd. position, which is pretty much what we hoped for.

The Openings Book

Unfortunately there has been some controversy about the Openings Book!

This has been pretty aggravating for me, as I spend quite a few hours every week building, adding-to and tuning our own book, trying to make it suitable for play against both humans and computers, cover all the current popular GM lines, give the user as enjoyable and wide a range of openings as possible whilst helping Hiarc8 itself to play openings that suit its style and enable it to perform as well as I can.

I'm sure it's much the same with our competitors: the book programmer does everything he can in this way, and then the book is merged with a ChessBase GM database for release to the public.

This is because one person on their own - even working full-time on the job, never mind a few snatched hours a week - cannot possibly cover, check, dissect and add everything that gets played in Tournament chess. Some programs have the big openings database running alongside them while the work is being done - that is certainly the optimum method, as the book programmer can adjust even the non-used lines to his own liking as he goes along.

But the Hiarc book work is still done in DOS because we have our own pretty sophisticated method for adding and manipulating the book. But there's a major size problem when it comes to converting the book for sending between

<table>
<thead>
<tr>
<th>1</th>
<th>Hiarc 8</th>
<th>13.7</th>
<th>18.2</th>
<th>31</th>
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<td>2</td>
<td>Crafty 18.15</td>
<td>11.5-8.15</td>
<td>18.15</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Comet B46</td>
<td>8.1-11.15</td>
<td>xxx</td>
<td>10.15</td>
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</table>

For a change to playing Hiarc8 (and the frequent new test versions I get from Mark!) against all the top programs, I decided the latest results of Crafty and Comet warranted a series of games with them. Comet in particular has done very well in a couple of recent tournaments, suggesting that it is seriously closing-in on the Rating List leaders.

Both are easily obtainable from the ChessBase web pages and all you do is unzip the downloaded files (under 300K each) and copy the resulting .eng and .dll files straight into your ChessBase engines folder. Next time you're in Fritz, Hiarc8, Shredder, Tiger, Junior or whatever, you'll see the Crafty and Comet engines available for use as well.

Anyone with one of the main ChessBase programs mentioned above, but without web access, can send £5 to me (cheques, postal order, cash, but no credit card please) and I will copy both of the engines onto a floppy for you, ready to put straight into your engines directory!

The overwhelming win by Hiarc8, played within the Tiger interface and as a Tournament, was something of a surprise, much as I obviously love Hiarc8! The Comet flop ('down to earth!') was a particular shock.

Maybe the overheads from the recent work on improving tactics and increasing endgame information by programmer Dr. Ulrich Turke has slowed the program down too much - the correct balance for knowledge/speed is so hard to get right, as Mark and I have often discovered! Maybe it would be better to go back to the 'proven' Comet B41 version... there's room on a disk for that as well, so I'll include either it or an even later version (if there is one) for folk who send their fiver!
Mark and myself, and then at issue time to ChessBase.

So Mark and I exert our energy on an 'all our own work' DOS book, and leave ChessBase to merge the finished job with a big Opening Book GM database to thus produce a final Book for the CD. This should retain the priorities, flavour, and quality of our own openings work whilst ensuring that the book covers as much available theory as it reasonably can. Sounds good so far?!

**Merging Books**

To give readers an idea what this means in practice, for HiarcS8 my book file converted to a ChessBase format of 36MB.

When ChessBase had added the database file and converted it all to tree format, the total size became 270MB.

This had worked fine when they did much the same with HiarcS732. They sent their first effort to us for checking, and we found some minor problems, but their second effort was just about as close as we could have expected.

The ratios between the no.1 (our 7) -> no.2 (6) -> no.3 (5) moves etc. changed very slightly, so that the book became a little more generous than we would have chosen, but our '0' moves which should never be played converted correctly, and our '1' for wide/random play were also correctly excluded from tournament settings, as were most '2' moves.

So we left ChessBase to do exactly the same for the new HiarcS8 book, and as they'd got the tuning close to our optimal 3 years earlier, we took it for granted there'd be no problems this time!

But when Mark and I got our CD's, we were in for a great shock. Obviously it would be foolish of me to show you all of the weird lines we have found this HiarcS8 merged book playing, but here's a couple:

- **Hiarc as White:** 1.e4 e5 2.c3??
  What can I say!! 2.c3 is a '0' in our book... I just put a few lines there in case a human opponent used it to try and get us out of book! I checked the latest ChessBase book and games databases, and there are no lines in with this opening. Yet in the HiarcS8 book 2.c3 is the 3rd. most popular move, behind Nf3 and Be4!!! Aaaarrrgh!!

- **Hiarc as Black:** 1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Qc7???
  As someone on the Internet said: "HiarcS was now thrown out of book by 5.Nb5! (which wins almost outright!). Why include a trick line line 4...Qc7 (because that's all it is) and allow it to exit at move 5?"

  It's a perfectly fair question, but my HiarcS8 book has no less than 6 lines available at Black's 4th. move, and 4...Qc7 is NOT one of them! So 'what's it doing there?' one may well ask!

Obviously Mark and I contacted ChessBase pretty quickly, and they soon agreed that the amalgamation had gone wrong somewhere, and they had taken for granted that it would be okay and hadn't checked it before pressing and issuing the CDs.

Obviously a newly done conversion with a resulting 270MB file for downloading off their (or my) website is no solution for anyone!

However a couple of years ago Mark ingeniously found a way to convert our DOS book file into something much smaller for conversion to the ChessBase format, so it was decided that this file (around 1MB, or even less when zipped!!!) could be put on the ChessBase web site for folk to download.

Obviously there's a different drawback to this - at an installed 36MB it's a smaller book than everyone else's with their successful merges, but at least it sticks very closely to the lines and percentages that we want. Indeed it is exactly the same book that played against Gulko and Smirin recently, apart from some late additional work done between those games and the final release, so Mark and I concluded this was the best way to go.

**The 'Hallsworth' Book**

A few days later the following appeared on ChessBase's Support & Download pages:

"The openings book on the HiarcS8 CD was generated by merging the original tournament book of Eric Hallsworth with a big unselected collection of historic and modern master games. This broad book is fine for training and fun. However the master games contain and enable many inferior lines which HiarcS should not play according to its tournament book. So while the CD book is fine for training and fun, you should always install the pure tournament book where playing strength is the aim."

To get optimum playing strength of HiarcS, you should unzip and use the enclosed pure tournament book consisting entirely of variations compiled by Eric Hallsworth. Please proceed as follows:

1. Create an empty openings
2. Call: Menu Edit -> Book -> Import old book, and select 'H8.hbk'.

The importing process will take a few minutes at most."

Because the zipped file is only 800MB it is soon downloaded, then easily converted and finally installed.

But any reader without 'net access can, if they wish, send me £5 (cheque, cash, postal order, but not credit card - I can do subscriptions easily enough by credit card, but not such small amounts), and I will copy the H8.hbk file onto a floppy disk for you.

Conclusion

Although I am now occasionally coming across games where 'the big books' are staying in theory longer than us, this is nevertheless proving the best solution.

We'll make very sure, of course, that this doesn't happen next time, but in a way it has been quite encouraging to see Hiarc8 itself finding good book moves in these situations. Although this keeps the opponent in its book for even longer, and we get the resulting downside of a clock handicap against us, we certainly feel that Hiarc8 knows what it's doing, and the results are good!

While I haven't got round to doing it myself, a couple of folk have told me that they have merged our true Hiarc8 book with a book database of their own, created I gather from selecting just the top games from a big database... and they reckon merging has gone okay!

If anyone has a go at this, do check that it won't play 1.e4 e5 2.c3?? before you get really excited!

A New CHALLENGE!?

Following last year's quite remarkable performance by Chess Tiger (9½/11 for a 2759 rating), the organiser's for this year's Argentine International Tournament have bravely invited the folk at ChessBase to enter again!

The current intention is that Hiarc8 should play!

A minor BUG!

When I commented on the Hiarc8 - Crafty18.15 - CometB46 tournament which I ran, alert readers will have noticed that I said that I used the Tiger interface.

Up to and including Tiger, when I've run engine matches or tournaments on the one PC, with my opening test suite, everything has gone well, and results have been consistent.

I suppose I should discuss briefly my own opening test suite - it is rather like the Nunn Openings, only they're Eric openings, designed to test a pretty wide variety of different game situations which regularly arise out of book: opposite side castling, king safety issues incl. safeguarding the uncastled king, bishops v knights, outposts, open files; then different pawn structure types, blocked centres, openings where a pawn sac demands activity to equalise, isolated pawns, doubled and tripled pawns, hanging pawns, pawn majorities etc. etc.

This set is designed to ascertain as thoroughly as I can whether the latest 'improvements' Mark has sent me really are improvements, as they get tested in all kinds of situations! For example an improvement to king safety, which might be of quite definite value in some situations, could result in passive play in other types of position, so that the overall result ends up worse rather than better.

So the 30 Openings I have prepared mostly end at a point where the programs have a choice of at least 2 or 3 recognised opening moves, so we can also see when the choice made here goes better (or worse!), and they are played by the opponents from both sides of the board.

The real openings books are deleted for the test matches, so suppose in a game with Hiarc8 as White the opening goes 1.e4 c5 2.d4 d6 3.d4 exd4 4.cxd4 c6 5.c3 c6 6.e3 c5 7.d4 e6 8.a4 d7 9.a5 c8 10.d5 0-0 11.dxe6 and ends with 11...fxe6, we must now 'think' about our 12th. move. In the reverse game the Hiarc8 opponent will be White, and they must 'think' about their 12th. move.

However since Fritz7's release this does not work, as the last move in the 2nd. game of each pair is somehow deleted, so instead of Black automatically playing 11...fxe6, it has to 'think' about what to do! As this happens in every alternate game the 60, testing is no longer 100% accurate, and so I still use the Tiger interface to be exactly fair to both sides! (and to save Mark and me becoming very confused by variable results!).

HASH Tables

Finally, before we have a look at a great Hiarc8 game, I just want to raise the question of hash tables.

The comments apply to all
Finally a great GAME!

**Hiarcs8 - Rebel Century 4**

C92. Game in 30 mins

1.e4 e5 2.\texttt{f3} \texttt{c6} 3.\texttt{b5} a6
4.\texttt{a4} \texttt{f6} 5.0-0 \texttt{c7} 6.\texttt{e1} \texttt{b5} 7.\texttt{b3} 0-0 8.\texttt{c3} \texttt{d6} 9.h3 \texttt{d7} 10.a4 \texttt{a5}!?

10...\texttt{a}7 is the usual book move here - \textit{H8} is now on its own

11.\texttt{a}2 \texttt{a}7 12.b4 \texttt{c}6
13.\texttt{axb5} axb5 14.\texttt{a}3 \texttt{a}7
15.d4 c6 16.e2 exd4
17.cxd4 d5 18.c2 dxe4

19.\texttt{d}2!

**Preferring to maintain a pin and pressure on the e-file to taking with \texttt{xe4}**

19...\texttt{e}3 20.\texttt{xe}3

Forced this time of course

20...\texttt{c8} 21.\texttt{c}4 \texttt{f6} 22.\texttt{c}5 \texttt{e}7 23.\texttt{e}2 \texttt{e}8 24.\texttt{f}3 \texttt{b}6
25.\texttt{f}4 \texttt{c}8 26.\texttt{e}3 \texttt{fd}5?!

I'd have preferred to put the other knight there with 26...\texttt{bd}5

27.\texttt{e}5! f6 28.\texttt{g}3 \texttt{h}8
29.\texttt{h}5

**White's neat build-up is beginning to look quite threatening**

29...g6 30.\texttt{h}3 \texttt{a}7 31.\texttt{xd}5

I think 31.\texttt{h}4 could be even stronger!

31...\texttt{a}1 32.\texttt{xa}1 \texttt{a}5
33.\texttt{xd}5 \texttt{cxd}5 34.\texttt{a}7! \texttt{xc}5
35.\texttt{xf}6+ \texttt{g}8 36.bxc5 \texttt{e}1+
37.\texttt{h}2 \texttt{e}6

Okay, this is why this game is here. Cover up White's next move and work out what he plays!

38.\texttt{xe}6+!! \texttt{xe}6 39.\texttt{xb}7 b4 40.\texttt{xb}6!

The key to White's \texttt{xe} - sac! where can the Black queen go?

40...\texttt{f}7

It doesn't really make any difference - if the queen runs over for cover, to delay the exchanges and simplification to the easy win, Hiarcs just plays a cool \texttt{c}6, and waits a few moves more before getting an even easier finish.

E.g. 40...\texttt{c}8 41.\texttt{c}6 \texttt{f}8
42.c7 \texttt{e}7 43.\texttt{xb}4 \texttt{d}7
44.\texttt{b}8 \texttt{xc}7 (44...\texttt{a}6? is even worse 45.\texttt{d}8+ \texttt{e}7 46.\texttt{c}8 \texttt{xc}6 47.\texttt{h}8 1-0)
41.\texttt{xe}6 \texttt{xe}6 42.\texttt{f}4 and Black resigned of course 1-0

So there you are - the recorded sufferings of a pair of hard-working chess programmers... followed by the rewards of a game that makes it all worthwhile!
Holland’s dedicated chess computer enthusiast, Rob van Son, was again looking after our interests during the Gebruikers Dedicated Computer tournament when it ran alongside the CSVN PC tournament recently.

Here is a good selection of games and his photos!

Chess Professor - Mephisto Miami
A76. Round 1

Before this game gets under way, readers will want to know what these 2 machines are!

The Miami is the original European version of the £49.95 Bravo which we have just started to sell in the UK. The program specifications in both are the same as for the well-known Barracuda.

The Professor is a CXG model which appeared on the European market in 1989, but was never seen in the UK! Although it came out at the same time as the Super Enterprise, it contains a different program (by Franz Morsch) and appears to be stronger than our old friend.

1.d4 f6 2.d4 e6 3.c4 c5?! 3...e6 and d5 are much more popular 4.d5 exd5 5.cxd5 d6 6.e3 g6 7.e4 g7 8.e2 0-0 9.0-0 e8 10.e2 c6 11.g5

11...b4 Black usually prefers to drive the bishop away with 11...h6 12.h4 and then 12...b4 12.g2 12...h6 was still the best choice 13.a3 xe4?! A bold response, but almost sure to fail I’m afraid. 13...c6 back to a6 seemed right 14.c4 xe4 xe4 15.d5 xe2 To make the most of the sacrifice Black needed to find 15...c4! 16.gxh3 c4 17.cxd4 cxd4 18.e1 fxa1 19.fxe4 xf3 Even then the advantage is still with White 16.c4 xe8 16.c4 e1 would have virtually guaranteed the point already! 16...c4 e6 17.e1 c2 18.c4 d2 19.d4 c2 20.b2 e5 21.a4 f6 22.e3

22...b7 Black luckily gets away with this for now! Best was 22...b8 and if 23.f4 b5! 23.e4 Again there’s an immediately winning move, this time 23.f4! d4 (23...c3 24.c4 d4! or 23...e5 in the line at move 22, 24.exd4+) 24.c4 d4 c4 25.e7 24.c5 25.e6 With a bishop for 2 pawns White should win, but we’ll follow the game a little longer to make sure! 25.f4 b6 26.g5 b5 27.e6 bb8

Analyzing with Hiarcs I noted that it showed >1000 here, though the Chess Professor fluffed a few chances to finish it easily against a resilient Miami, and needed 62 moves to clinch the full point in the end! 1-0

Our next games come from
round 3, so let's have a look at the tournament table as it stood after 2 rounds, so you can see what else was playing

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<tbody>
<tr>
<td>1=</td>
<td>Meph Magellan Tosc R30</td>
<td>2</td>
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<tr>
<td>3</td>
<td>Renaissance Brute Force</td>
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<td>Chess Professor</td>
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<td>10</td>
<td>Meph MM5</td>
<td>½</td>
</tr>
<tr>
<td>11=</td>
<td>Meph RISC-1MB (?!?)</td>
<td>0</td>
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</table>

Both rooks have been developed strangely, so here just letting the pawn go with 17...\textit{b}b8 18.\textit{d}x\textit{b}6 d6 seems better 18.b5 \textit{a}a7. The original \textit{a}a6 move is wasted and now it ends on a worse square still! 19.e5!

It is worth looking at the dreadful state of some of the Black pieces – the c8-\textit{a}, e8-\textit{d}, and both rooks are all seriously lacking in mobility and potential 19...\textit{c}7 20.\textit{b}xb6 \textit{a}a5?! 21.\textit{c}a4 \textit{b}a8 22.a4 f6 23.f4 fxe5 24.fxe5 \textit{h}h8 25.\textit{d}e4 \textit{b}b8 26.\textit{f}f1 \textit{xf}1+ 27.\textit{x}f1 \textit{d}f5 28.g4 \textit{d}e7 29.a5 \textit{d}cd5

It have just about switched off:
32...\textit{b}5 33.\textit{g}x\textit{h}5 \textit{f}f5 34.\textit{a}a2 \textit{c}7 35.\textit{b}6 36.\textit{f}f2! \textit{d}e7 37.\textit{d}d6 \textit{c}c6 38.\textit{xf}5 \textit{exf}5 39.\textit{xf}5 \textit{g}g8 40.\textit{g}g5 \textit{f}f8 41.\textit{e}6 \textit{e}6 42.\textit{xc}6 \textit{dxc}6 43.e7+ \textit{xe}7 44.\textit{ex}g7+ \textit{f}f6 45.h6 \textit{xa}5 46.\textit{f}f2 \textit{h}h5 47.\textit{g}e4+ \textit{e}5 Allowing White to trade rooks seals his fate, but there was nothing else as the alternative 47...\textit{g}e6 48.h7 \textit{h}h2 49.\textit{d}c7! 50.\textit{b}xb7 \textit{b}xb7 51.\textit{g}g5+ wins the rook and the game even more easily 48.\textit{g}g5+ \textit{xf}6 49.\textit{g}x\textit{g}5 \textit{f}f6 50.\textit{d}e4+ \textit{g}g6 51.\textit{d}d6 \textit{h}h3+ 52.\textit{f}f2 \textit{h}x\textit{h}6 53.\textit{d}xb7 \textit{a}c8 54.\textit{d}d6 \textit{a}a6 55.b7 1-0

Meph MM5 - Saitek Centurion
B45. Round 3
1.e4 c5 2.\textit{f}f3 e6 3.d4 cxd4 4.\textit{d}xd4 \textit{f}f6 5.\textit{c}c3 \textit{c}c6?! 5...\textit{d}d6 is top-rated here 6.\textit{g}g5 \textit{b}b4 7.\textit{d}b\textit{b}5 0-0 Unusual. \textit{a}a5 is theory so probably the Centurion was playing out of book here 8.a3 \textit{d}d5 9.b4 \textit{a}a6 10.\textit{d}d6 \textit{d}d4 11.\textit{d}d2 \textit{h}6 12.\textit{a}a3 \textit{h}h8 13.\textit{c}c3

13...\textit{b}6? Black is struggling to get developed and shouldn't really want to worsen his pawn structure as well. Why not 13...\textit{e}8?!
14.\textit{b}x\textit{b}6 ax\textit{b}6 15.\textit{a}a2 \textit{d}d4 16.\textit{d}d3 \textit{e}8 17.\textit{c}c4 \textit{a}a6?!

30.\textit{d}d1 I think Black's knight could have been taken:
30.\textit{d}x\textit{d}5 \textit{ex}5 31.\textit{b}b6 and this knight holds both \textit{b}b8 and \textit{c}c8 in their places whilst the other knight can take on d5 30...\textit{b}b4 Activating White's rook for him! 31.\textit{a}a3 \textit{bd}5 32.c3? De-activating his own rook when, with 32.\textit{f}f3, they could

CXX Chess Professor - Mephisto Chess-Academy
A08. Round 3
1.\textit{f}f3 c5 2.g3 \textit{a}a6 3.\textit{g}g2 d5 4.d3 4.d4 or 0-0 would probably suit a computer better 4...\textit{e}6 5.0-0 \textit{d}d6 6.\textit{g}g5 6.e4 is the only Book move I know of here, then 6...\textit{g}e7 7.\textit{b}bd2 0-0 8.\textit{f}f1 \textit{c}c7 9.\textit{w}e2 f6 10.\textit{c}c3 6...\textit{g}e7 7.\textit{e}1 h6 8.\textit{d}c1?! \textit{d}e5 9.e4 \textit{xf}3+ 10.\textit{w}x\textit{f}3 0-0 11.\textit{c}c3 d4
12.\textit{d}e2 An alternative try was 12.c5 \textit{d}c7 13.\textit{d}b5
12...\textit{g}6 13.\textit{d}d2 \textit{w}b6
14.\textit{e}ab1 \textit{d}d7 15.\textit{d}f4 \textit{e}e5
16.\textit{e}e2 \textit{fe}8 17.\textit{h}h3 \textit{b}b5
18.f4 \textit{g}6 19.e5 \textit{c}c7 20.\textit{f}f2
a5 21.\textit{e}e4 \textit{ed}8 22.\textit{ab}d1
22.\textit{c}c4! \textit{e}d7 23.b3 would have left White with an enduring space advantage which would probably be worth at least as much as the advantage Black could have in White’s potentially exposed king 22...\textit{c}c6 23.\textit{e}c1?! Very tentative 23...a4! 24.a3
\textit{e}e7 25.\textit{ab}1 \textit{f}f5 26.\textit{w}g4
\textit{h}h8 27.\textit{f}f3 \textit{d}d5 28.\textit{h}h3 \textit{w}c6
29.\textit{c}c4 \textit{dx}c3 30.\textit{b}x\textit{c}3

33.\textit{axb}4? The Academy overpressed the q-side pawns earlier, but ends up well rewarded thanks to this mistake! White needed 33.\textit{c}c4 \textit{xe}4 34.\textit{xe}4 and now Black must play 34...\textit{d}d7 to maintain an advantage 33...\textit{ex}b4 34.\textit{ex}b4? Yet again 34.c4 was the best (only) move: 34...\textit{xe}4 35.\textit{xe}4 but now 35...\textit{b}b6+! should be winning for Black anyway 34...\textit{xb}4 35.\textit{h}h1
\textit{w}b7! Excellent play by the Academy! 36.\textit{xc}c1 a3
36...\textit{xb}2 37.\textit{xb}2 \textit{xb}2
38.\textit{xc}c7 a3 also wins
37.\textit{xc}c7 \textit{xc}c7 38.\textit{e}e1 \textit{axb}2
39.\textit{xc}c7 b1\textit{w} + 40.\textit{h}h2 \textit{b}b2+
41.\textit{g}2 \textit{f}f1 42.\textit{e}e2 \textit{xc}c2
43.d4 \textit{Ex}xg2# 0-1

30...\textit{b}5?! A critical moment. Black’s last move looks like a mistake, and the Professor had the chance of 31.c4!
\textit{xe}4 32.\textit{xc}4 \textit{d}d7 33.\textit{xa}8 \textit{xa}8 34.\textit{f}f3 \textit{d}d8 35.\textit{e}e3 and White is the exchange up and has good winning chances 31.\textit{b}2?! \textit{b}b8!
32.\textit{b}1 \textit{b}4!

Here’s a big surprise from round 3:
\textbf{Mephisto Risc 1Mb - Saitek Cougar}

We join after Black’s 11th move. In an equal position the RISC tries to be too clever:

12.\textit{f}f4? 12.\textit{d}d5 \textit{xd}4
13.\textit{xd}4 exd4 and now 14.\textit{f}f4
12...\textit{ex}d4 13.\textit{xd}4? Even at this point 13.\textit{d}d5 would not be so bad: 13...\textit{e}e8 14.\textit{w}d2 and Black’s advantage is negligible as his extra pawn is hardly sustainable
13...\textit{w}b6! A very nasty pin along the b6–g1 diagonal
14.\textit{c}c5 \textit{xc}c5 15.\textit{xc}c5 \textit{c}c2
16.\textit{a}a4 \textit{xa}4 17.\textit{xa}4 \textit{g}4
18.\textit{fd}1 \textit{bx}c6 19.\textit{ed}c1 \textit{wb}6
20.\textit{ed}c5 21.\textit{ab}5 \textit{ab}8
22.\textit{c}c3 \textit{d}d4+ 23.\textit{g}2 \textit{w}b7+
24.\textit{h}h3 \textit{c}8!
overwhelming, with threats of f6 and Bb4, and if anything it is surprising that the RISC (now 0/3!) survived to move 56. 0-1

Before we look at some games from round 5, let's see the standings after round 4, the Magellan and R30 having drawn lengthily against each other in round 3:

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Let's have a look in turn at each of the leaders in play!

**Brute Force - Magellan**

D42. Round 5

1.e4 c6 2.c4?! d5 3.exd5 cxd5 4.d4 Qf6 5.Qe3 e6 6.Qf3 Qe7 7.cxd5 Qxd5 8.Qd3 Qc6 9.0-0 0-0 10.Qe1 Qf6 11.Qe4 Qe7 12.Qg5?!

12.Qg5?! All theory so far, and this move is also known though it is considered a bit dubious. 12.Qe5 or Qd3 are usual and generally preferred. 12...Qxg5 13.Qxg5 Qf6 14.Qc1?! 14.Qf3 Qxd5 15.Qd3 h6 16.Qxd5 exd5 17.Qf3 is known, but White's 14th seems okay and the position is equal with (apparently) nothing out of the ordinary likely to happen. 14...Qxe4 15.Qgxe4 b6 16.Qb5?! Better was 16.Qf3 16...Qb7 17.Qa4?! 17.Qd3 was best 17...Qf5 18.g4 12...Qxg5

21.Qxc7 Qxc7 22.Qg4 with some play 21.Qg3 f4! 22.Qe4 Qxc7 23.Qxc7 Qxc7

24.Qg5? 24.d5 was needed to stop Black's next. If the knight was to be moved then 24.Qc3 Qc6 25.d5 saves the day — well not quite, as Black is still ahead, but it's much better than in the game... can readers see why? 24...Qf6! 25.d5 Best, but not good enough any more! 25...Qg6! 26.h4 h6 27.Qe7 Qc8 28.d6! A bold try by the Brute Force, but... 28...hxg5 29.d7 gxh4+ 30.Qf1 h3! 31.dxc8 Qxc8 32.Qd7 Qc1+ 33.Qe2 Qh5+ 34.Qf3 34.Qd3? Qd1+ 35.Qe4 Qc4+ 34...h2 0-1

See final position next page
have just about completed development and certainly left White with an advantage 15...\textit{D}d3 16.\textit{A}d1 \textit{A}xd6 17.\textit{C}xd6 \textit{A}xf2

The diagram helps us to see why White must lose — the rook—\textit{A}1 and knight—\textit{b}1 are both 'dead', and the material cannot be considered equal unless White can resolve this problem. His next move starts an attempt at this 27.\textit{A}a4! \textit{g}5 28.\textit{A}a3 \textit{g}4 + 29.\textit{A}g3 \textit{A}d2 30.\textit{A}b5 f5! These pawns and White's hemmed—in king look very ominous 31.\textit{h}3 \textit{f}4 + 32.\textit{A}h2 \textit{g}3 + 33.\textit{A}xg3 f6 34.\textit{A}xg3 \textit{A}d1 35.d7 e2 36.d8\textit{h}\textit{h} + 36...\textit{g}7 37.\textit{A}f3 \textit{A}d3 + 0–1 36...\textit{g}7 39.\textit{A}xd1 \textit{A}xd1 0–1

Now the position is very different — material is equal, White is still undeveloped and one has to expect the strong R30 program will polish this one off easily 18.\textit{A}d4 \textit{e}5 19.\textit{A}f4 \textit{e}5! 20.a3?! Protecting the rook with 20.\textit{A}e3 was better, then the newly developed piece could make the recapture and maintain something of the pawn structure 20...\textit{A}xd4 21.\textit{A}xd4 \textit{A}d5! 22.\textit{A}g5 \textit{f}6 23.\textit{A}h4 \textit{A}e8 + 24.\textit{A}d2?!! Attractive as the king will now be in position to block the e—pawn, but it gives Black a free tempo to push the pawn. Better was 24.\textit{A}b3 and if 24...\textit{e}3 25.d7 \textit{A}d8 26.\textit{A}c3 \textit{A}xd7 27.\textit{A}xd5 \textit{A}xd5 28.\textit{A}c4 with fighting chances for the draw 24...\textit{e}3 + 25.\textit{A}e2 \textit{A}e2 + 26.\textit{A}f3 \textit{f}7

Actually against such strong opposition, I thought the Academy fought pretty well for much of this game.

Let's see the leading positions after 6 rounds, with 1 to play:

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<td>2½</td>
</tr>
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<td>10</td>
<td>Mephisto RISC-1MB</td>
<td>2</td>
</tr>
</tbody>
</table>
The Tasc R30, held to a draw by the Berlin Pro in round 6, had lost joint top placing, and there was no chance of a comeback with the Magellan playing the little Miami in round 7, a game it duly won.

The Chess Academy has been something of a star, so let's see how it copes in this last round endgame. You'd expect the Berlin Pro, 2 pawns up and with hash tables, to win easily from the diagram 40.d6 £e1! 41.£e3+ £g4
42.£e1 £f3! 43.£f1+ £e2
Both of the last 2 moves by the Academy are 'only' moves to stay in the game - well played! 44.£e3?? BP should NOT allow the rook exchange as his knight is not as strong as Black's bishop in the resulting finish. Rather he should push his 'winning' pawns! So 44.h4 was best. Now, should Black win some material or cover the pawn marches? 44...£f7!
(44...£xd7?? 45.£xd7 £xd7 46.h5!) 45.g4 a5 and 46.h5 is best here also, but this time it may not be enough to win!
44...£xf1! 45.£xf1

The game has followed well-known theory to here, where Black should play 18...£e5 or rarely, 18...£d6 18...a5?! 19.£xd5 £xd5 20.c4 £f5 21.cxd5 £b4
22.d6 £xd6 23.£g4 £f7
24.£g3

Should the attack on d6 be winning the rook 1–0

Berlin Pro - Chess Academy

Would you believe it? - the Academy has a WIN here?! Can you see it? 45...£f3?
45...a5!! was the move. The key is in White's knight stuck on f1 unable to extricate itself to stop Black's queenside pawns. If anyone can find a saving line for White, please let me know! Here are my two efforts: A) 46.h4 b4 47.axb4 axb4 48.h5 b3 49.h6 b2 50.f7 (50.h7 b1=£)
50...£xf7 51.h7 b1=£ 52.h8=£
£xf1+ 53.£h2 £f2+; B)
46.g4 46...b4 47.\textit{g}3+ \textit{d}3 48.axb4 axb4 and the pawn cannot be stopped whatever ingenuity White might come up with: 49.\textit{f}2 (49.\textit{h}5 threatening a sneaky fork on f4 if White is too busy thinking about pawn promotion! 49...\textit{e}3?) 49...\textit{b}3 50.\textit{c}2 \textit{d}2! 46.g4 \textit{f}7 47.h3 \textit{f}4

Montreux - Centurion
E00. Round 7

1.c4 e6 2.g3 An unusual opening for a computer to be choosing! 2...\textit{d}f6 3.d4 d5 4.\textit{c}3 c6 5.\textit{g}2 \textit{e}7 5...\textit{d}4 is usual — if this opening can ever be called that with two computers playing! — so now both programs drop out of book 6.\textit{f}4 dxc4 7.0-0 0-0 8.\textit{e}2 b5 9.\textit{c}3 \textit{d}5 10.\textit{xd}5 cxd5 11.a4 b4 12.\textit{e}5 \textit{a}6 13.\textit{fd}1 \textit{d}6 14.\textit{ac}1

very strong 26.dxe5 d4! 27.\textit{g}3 \textit{exe}5 28.\textit{db}1 \textit{exe}8 29.\textit{g}4 \textit{b}4 30.\textit{we}2 \textit{db}5 31.\textit{g}4 \textit{a}6 Why not a5 straightaway? 32.\textit{wh}5 a5 33.\textit{g}4 a4 34.e5 \textit{exe}5 35.\textit{f}3 \textit{ed}5 36.\textit{xd}2 \textit{ed}7 37.\textit{e}4 \textit{e}7 38.\textit{wh}5? a3! 39.\textit{hx}a3 The wasted 38th move means it is now too late to get the queen back to give some help with 39.\textit{we}2, as Black just plays 39...d3! 39...\textit{xa}3 40.\textit{cb}2 e3!

48.\textit{f}2?! A better try was 48.\textit{d}2! getting the knight back into the game and asking Black to decide where to send his king, a tricky decision! 48...\textit{g}5! 49.\textit{g}3 \textit{ce}6 50.\textit{c}2 \textit{xf}6 51.\textit{g}3 \textit{f}7 52.\textit{a}4 a5! 53.\textit{f}4 \textit{g}7 54.\textit{h}5 \textit{h}6 55.\textit{f}3 \textit{e}4 56.\textit{f}6 \textit{e}2 57.\textit{e}3 57.g5+ looks tempting, but after 57...\textit{xh}5 58.g6 \textit{e}4 57...\textit{b}4! 58.axb4 axb4 59.g5+ \textit{xh}5 60.g6 \textit{d}3 61.g7 \textit{h}7 ½-½

Despite — or because of?? — the rather strange opening, a pretty interesting game is developing! 14...\textit{f}6 15.\textit{f}3 \textit{xf}4 16.\textit{xf}4 \textit{d}7 17.\textit{a}1 b3 18.\textit{e}3 \textit{c}6 19.\textit{d}2 \textit{ab}8 20.\textit{h}3 \textit{b}4 21.e3 \textit{fe}8 22.\textit{g}2 \textit{c}2 23.\textit{ac}1

White's position has become hopeless 41.\textit{xb}3 \textit{a}4 42.\textit{cb}6 \textit{xd}1 43.\textit{xd}1 \textit{c}2 44.\textit{we}1 d3 0-1

Well, there you are — a feast of interesting chess for us all, especially SelSearch's army of dedicated fans!

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A good draw for the Chess Academy - from a losing position it got to within one move of winning!
2nd. CSVN PC Tourny
LEIDEN, MAY 31 - JUN 2

Selective Search is very fortunate at this time to have two roving reporters sending in their reports of European Computer Chess Tournaments they have attended.

Rob van Son has been sending his articles for around 12 months now, and he covers the dedicated computer chess side, with photos and background info. You will find his report from Leiden under the 5th. Gebruikers heading, immediately before these pages.

More recently Eric van Reem has also been sending us news and photos of the PC events. The 2nd. CSVN did in fact run side-by-side with the Gebruikers event, so our photo of Eric actually has him playing on one of the dedicated machines as he took time out there!

- Ant stops Comet
- Diep trouble for the King!
- Shredder destroys Comet
- Nightmare finishes off Fritz
- Shredder shred by Shark
- Spider gets to Comet

... and no doubt many more!

Readers will gather from the above that 3 or 4 top programs (Fritz, Tiger, Shredder, The King) were there, along with some of the top amateur representatives (such as SOS, Comet, Diep, Patzer and Insomniac) as well as a healthy gathering of new names. 22 entries in all, for this 9 round G/90 event run over 3 days.

Everything went much as you'd expect in round 1, with the favourites all winning.

But as early as round 2 witnessed some real surprises:
- Shredder beating SOS was perhaps not a BIG surprise, but these are the potential pitfall games that need to be won.
- A big surprise was Chess Tiger losing to Ant, so 'Ant eats Tiger' came true!

Round 3 calmed down a little:
- Shredder got another good win, this time against potential danger The King.
- SOS lost again, this time to Patzer (but it would recover against bottom markers in round 4 and 5).
- Fritz and Diep drew, a sort of equal Diep Fritz? (sorry).
- And Tiger had a second Nightmare, though at least it shared the points in this game.

There were more key results and shocks in round 4:
- Fritz was held to a second draw,
- Shredder lost to Comet (so we got our headline, but in reverse!)

Let's have the main round 5 results, and then look at the mid-way leader's Table:
- Fritz beat Shredder, which had now lost 2 on the trot after starting with 3 wins.
- Diep beat The King - a very promising start for Vincent Diepeveen.
- IsiChess, having drawn with Fritz now drew against Chess Tiger!
- Another to get a draw was the largely unheard-of XiniX, against Comet, but it had drawn with Diep in round 1, and beaten 3 lower ranked programs after that!

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Admittedly there's still 4 rounds to go, but doesn't it look as if there could be a major surprise in the top 3?

Round 6 emphasised that possibility:
- XiniX draws with Fritz!!
- Diep beats Comet to take the outright lead with 5/6!
Round 7 in clarifying which programs still had a real chance of winning, produced yet more surprises:
- Top-placed Diep loses to SOS!
- Comet loses to Insomniac - a sleepless night for its programmer Dr Turkel!
- Tiger beats high-flying XiniX
- Fritz beats Nightmare - sweet dreams!

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The front cover of a recent CSVN magazine, reporting on Rebel-Van Wely!

So let's have a brief look at a few of the games!

**Shredder - The King**

B09, Round 3
1.d4 d6 2.c4 ☐f6 3.d3 g6
4.f4 c6 5.☐f3 ☐g7 6.☐d3 0-0
7.0-0 ☐bd7 8.☒h1 e5 9.dxe5
dxe5 10.☐e1 ☒e8 11.☒h4!

11...☒b6? 11...☒h5 is close to equal after 12.☐xd8 ☒xd8
12.f5! gxf5 13.exf5 e4
14.☐xe4 ☐xe4 15.☐xe4 ☒b4

16.c3 ☒xe4? 16...☒a4 was needed, though 17.☐d4!

cutting Black's queen off from the play and threatening f6 to release the ☐e4's attack on h7 would be tough to meet
17.☒e1 ☒e6 Best 18.☐xe4
ox4 19.☐g3 ☐x5 The immediate exchanges are over, leaving White with a clear advantage 20.☐h6 ☐h5
21.☐g5 ☐g6 22.☐xg7 ☐xg7
23.☐e5 a6 24.☐b6 ☒e7
25.☐e1 ☒e8 26.☐xe7 ☒xe7
27.☐d4+ ☒f6 28.☐e5 h6
29.g4 ☒h7 30.h4 ☐b1
Comet - Shredder

C32. Round 4
1.e4 e5 2.f4?! A rare opportunity to enjoy a Kings Gambit 2...d5?! 3.exd5 e4 4.d3 d6. And now we're in an even rarer Falkbeer Counter Gambit! 5.dxe4 dxe4 6.f3 d5 7...e2 f5. Probably better is 7...d7 and now 8.dxe3 can be met by 8...dxe3 9.dxe3 d7 10.dxe2 dxe6 though most players would much rather be White. 8.dxe3 dxe3?! 8...fxd5 is usual here – has the Shredder book entered this unusual variation but stopped short, or are they hoping dxe3 will take opponents out of book while they're still in? 9.dxe3 0-0

This exciting position deserves another diagram! White has broken the half-pin on the e-file, but his king still looks vulnerable.

19.dxe4 a3?! Did Black have a way of building up the attack just a little more before pushing one of the pawns?

20.bxa3 bxa3 20...bxa3 21.d6+! d6 22.xe6+ xxe6 23.b3 d7 24.xf1 g6 25.dxc7 xxc7 26.b6! and Black looks to be in trouble.

21.d4! db8 22.axb1 xg5 23.e6! b7 24.h3 e7 25.xd1 f8 26.f4

Very well played Comet! 1-0

Shredder - Fritz

D15. Round 5
1.d4 d5 2.c4 dxc4 3.d3 d6 4.e3 c6 5.e4 b5 6.d2 e6 7.d2 This line has a good reputation from Black's point of view, and the databases indicate that only 7.g5 produces a plus score for
White here 7...b7 8.0-0
\(\text{bd7} 9.\text{g5} \text{c7} 10.a3 a6\)
11.\(\text{ad1} c5 12.d5 exd5\)
13.exd5 \(\text{d6}\) 14.a4 \(\text{b6}\)
15.\(\text{e4} \text{xe4} 16.\text{exe4+} \text{f8}\)
17.\(\text{fe1} \text{e8} 18.\text{g4} \text{c7}\)
19.axb5 axb5 20.\(\text{h5} h6\)

The FRITZ-DIEP game was a lengthy 89 move draw in round 3, but here's Franz Morsch and Vincent Diepeveen discussing it afterwards!

White has a difficult choice, already a pawn down. 21.g3 is a possibility. Haiacs8 suggests 21.h3 which looks inventive but risky?! 21.\(\text{h3}\)
\(\text{c8!} \) A cracking pin!
22.\(\text{h4} 22.\text{g4} \text{b6} 23.\text{h5} \text{d7}\) also leaves Black well on top 22...\(\text{g8} 23.\text{d2} g5\)
24.\(\text{Xg5}\) White had no choice 24...\(\text{hxg5} 25.\text{Xg5}\)
\(\text{f8} 26.\text{f4} \text{e7} 27.\text{g3} \text{h4}\)
28.\(\text{f3} \text{xe1} 29.\text{xe1} \text{d6}\)
30.\(\text{c3} \text{h7} 31.\text{f2} \text{b7}\!\)

I reckon the position is equal, though the highly unbalanced nature of \(\text{c}\) for 4x\(\text{a}\) means that anything might yet happen! 41.\(\text{a8} b4 42.\text{xa6?!}\)
42.\(\text{a7}\) is probably that bit more accurate, but it's still close to equal 42...\(\text{b3}\)
43.\(\text{b6} b2 44.\text{b7?!} \text{h1}\)

49.\(\text{xf7+} 49.\text{xb2 would be worth a risk if you were playing (say) me!} 49...\text{xd3+} (you have to make the captures in the right order)! If 49...\text{xe5??} 50.\text{xe5} \text{xd3}\)

An overwhelming win for Fritz in the end 0-1

Diep - SOS
E38. Round 7
We're joining this after Black has played 40...\(\text{exh3}\)

45.\(\text{d5?} 45.\text{e3} h5 46.\text{gxh5}\)
\(\text{exh5} (46...\text{g4 is now met by the surprising 47.\text{g6! which seems to draw whether Black plays \text{h8} or h1=\text{\textasciitilde}}}) 47.\text{g6}\)

49.\(\text{xf7+} 49.\text{xf7}\)
51. \( \text{xf4} \) escapes with the draw. 50. \( \text{xd3} \) \( \text{xb2} \) 0-1
49... \( \text{g8} \) 50. \( \text{xf6} \) b1
51. \( \text{g6} \) + \( \text{h7} \) 52. \( \text{xg3} \) + \( \text{h6} \)
53. \( \text{f7} \) + \( \text{h5} \) 54. \( \text{e5} \) \( \text{wa2} \) + 55. \( \text{d6} \) \( \text{a8} \) 56. \( \text{g5} \) +
I'm not sure why Diep gave it up with this immediate loser!
Obviously 56. \( \text{h3} \) + \( \text{g5} \)
57. \( \text{f3} \) would last longer, and though I'd guess SOS would get him in the end, probably with \( \text{d8} \) +, even so why hand the game away on a plate?!
56... \( \text{xxg5} \) 0-1

If that was the worst of Diep, here's the BEST!

**Chess Tiger - Diep**

B97. Round 8
1. e4 c5 2. \( \text{f3} \) \( \text{d6} \) 3.d4 \( \text{cxd4} \) 4. \( \text{xd4} \) \( \text{xf6} \) 5. \( \text{c3} \) a6 6. \( \text{g5} \) e6 7.f4 \( \text{wb6} \) 8. \( \text{d2} \)

Though it has a good record at GM level, the Poisoned Pawn Variation is still a complicated line of the Sicilian which first caught the public's attention in Fischer-Spassky 1972. It is considered a bit dodgy by some PC book programmers! I think 8. \( \text{b3} \) suits computer programs best.
8... \( \text{xb2} \) 9. \( \text{b1} \) \( \text{a3} \) 10. \( \text{f3} \) \( \text{c6} \) 11. \( \text{fxe6} \) fxe6 12. \( \text{xc6} \) bxc6 13.e5 \( \text{d5} \)!

13... \( \text{dxex5} \) is supposed to be correct, but in view of the result maybe this needs a rethink? 14. \( \text{xd5} \) \( \text{cxd5} \)
15. \( \text{e2} \) dxe5 16.0-0 \( \text{a7} \)
17. \( \text{c4} \) \( \text{c5} \) + 18. \( \text{h1} \) d4
19. \( \text{h5} \) + g6 20. \( \text{d1} \) \( \text{e7} \)
21. \( \text{aa4} \) + \( \text{d8} \) 22. \( \text{f7} \) h6
23. \( \text{xe6} \) e4 24. \( \text{ec3} \) e5
25. \( \text{g5} \) e3 26. \( \text{exe3} \) \( \text{h5} \)
27. \( \text{eg7} \) \( \text{eb7} \)

**Endgame**

The prime winners, left to right: Stefan Meyer-Kahlen, Shredder, 3rd. Franz Morsch, Fritz, 1st. and Vincent Diepen, Diep, 2nd.

pawns, but Black's passed pair have the centre of the board and are further advanced
28... \( \text{ff5} \) 29. \( \text{g8} + \text{ff8} \)
30. \( \text{xf8} + \text{xf8} \) 31. \( \text{g5} + \text{e7} \)
32. \( \text{xe7} + \text{exe7} \) 33. \( \text{h6} \) \( \text{ff7} \)

The mate threat \( \text{ff1} \) is easily met, but which way is best?
34. \( \text{h8} + \) 34. \( \text{b1} \) \( \text{d6} \)
35. \( \text{g1} \) and material is equal, but Black's central passed pawns give him a small plus. Or 34.h3! (my choice) \( \text{d6} \) 35. \( \text{c5} \) \( \text{xc5} \)
36. \( \text{xc6} \) and the problem of the Black central pawns remains, but White's queen is well placed to help contain them, and I reckon this close to equal 34... \( \text{ff8} \) 35. \( \text{h4} + \)
36. \( \text{xf8} + \text{xf8} \) 36. \( \text{g1} \) e4 has to be good for Black
35... \( \text{e7} \) 36. \( \text{h3} \) \( \text{ff1} + \) 37. \( \text{h2} \)
38. \( \text{f4} \) 38. \( \text{f4} \)

Well, it's all book stuff here. Jeroen Noomen, who does the book for Tiger, was pretty disappointed that they both left book showing equal - he'd hoped the depth of his line in Tiger might catch someone out! Maybe it did!! 28. \( \text{b3} \) Appears to be new. White's best continuation in my view is 28. \( \text{xb7} \) \( \text{xb7} \)
29. \( \text{xc6} \) \( \text{f5} \) which is about equal. White has the extra

White would prefer not to move, but as he has to then presumably it must be
40. \( \text{a3} \) to hold the 3rd rank but allow \( \text{ff1} \), or else 40. \( \text{b2} \)
when maybe g5 is Black's best 40...\texttt{xf3}?!  I feel sure White's best chance here for the draw was to keep the rooks on 40...\texttt{xf3}+ 41.\texttt{gxf3} \texttt{d6} 42.\texttt{e8} g5 43.\texttt{f7} \texttt{c5} 44.\texttt{f2} \texttt{b4}! It's 'all a matter of technique' as they like to say, and here Diep's is good! 45.\texttt{g8} \texttt{xh3} 46.\texttt{e1} \texttt{c3} 47.\texttt{e5} d3 48.\texttt{f2} \texttt{d7} 49.\texttt{d5} d2 Perfect timing 50.\texttt{h3} \texttt{b2} 51.\texttt{e3} \texttt{c1} 52.\texttt{e4} a5!

For some reason I found Diep's last move slightly humorous! It is also the best one and White resigned 0–1

Fritz - SOS

As we join, the game appears equal, but the material equation is about to change.

49.\texttt{c5} Not 49.\texttt{xa6} allowing 49...\texttt{e1}+ 50.\texttt{h2} \texttt{e5}+ leading to perpetual check 49...\texttt{h7} 50.\texttt{f5} \texttt{f8} 51.\texttt{d6} \texttt{g8} 52.\texttt{e4} \texttt{c8} 53.\texttt{h2} \texttt{h8} 54.\texttt{f4} \texttt{h7} 55.\texttt{c6} \texttt{b8} 56.\texttt{a8}! \texttt{xa8} Black has no choice. If 56...\texttt{g8}? 57.\texttt{xf7}+ \texttt{xf8} 58.\texttt{f5}! and headed for \texttt{c8} to win the \texttt{a6} and the game 57.\texttt{xa8} \texttt{f8}

58.\texttt{g3} 58.\texttt{h7} \texttt{e6} 59.\texttt{f3} \texttt{c7} holds, for now at least 58...\texttt{e6} 59.\texttt{e4} \texttt{d8} 60.\texttt{g4} g6 61.\texttt{f5} Not 61.\texttt{gxg6}? \texttt{c6}! 61...\texttt{gxg5}+ 61...\texttt{xf7} 62.\texttt{fxg6} \texttt{d6} 63.\texttt{d3} \texttt{g7} was the alternative way to try and stop the pawns. The main thing is that Black must be careful about allowing the pieces to come off, as that would end chances of sacing a piece for an about-to-promote pawn 62.\texttt{xf7} 63.\texttt{d5} \texttt{c7}? With 63...\texttt{f8} 64.\texttt{e6} \texttt{e8} 65.\texttt{g4} \texttt{d7} 66.\texttt{h4} \texttt{d6} 67.\texttt{g5} \texttt{hxg5} 68.\texttt{h3}! \texttt{xd5} 69.\texttt{h6} \texttt{c6} 70.\texttt{h7} \texttt{xb4} 71.\texttt{h8} \texttt{c6} SOS would at least make Fritz work hard for the win. 64.\texttt{xf7} 0–1. After 64...\texttt{xf7} White simply drugs the SOS king over to the queenside with 65.\texttt{e5} \texttt{e7} 66.\texttt{d5} \texttt{d7} 67.\texttt{c5} \texttt{c7} and then 68.g4! \texttt{b7} 69.\texttt{h4} \texttt{c7} 70.\texttt{g3} wins.
The BRUTUS Project!

Well okay... what exactly is Brutus?!!?

At the computer chess tournament in Paderborn, 2002, sharp-eyed program spotters will have noticed there was a new name in the list of participants... Brutus XPa (I've reproduced the final Table at the bottom of the page as a reminder!)

This particular Brutus was not the guy who did in the famous Roman emperor, Caesar, on behalf of the gorgeous Cleopatra, but a spectacular new development in computer chess - a kind of new mini-Deep Blue - being developed by Dr Christian Donninger.

Currently the program runs on an FPGA Virtex V405E board provided by Alpha Data Systems, Edinburgh.

The acronym FPGA stands for Field Programmable Gate Arrays, and the V405E development system contains one of these. It is essentially a programmable chip.

Dr Christian ("Chrilly") Donninger, of Nimzo fame, is currently writing chess playing code for FPGA use. The advantage is that anything programmed this way will run very much faster than on a general purpose chip like the Pentium or Athlon.

An additional benefit of using FPGAs is that it is not just the search routines that are speeded up dramatically. Due to the structure of the code you can add chess knowledge in any quantity without slowing down the processing. In regular PC programs each new quantum of knowledge is expensive - it is bought at the price of search speed. The FPGA program does not slow down when you add new knowledge modules.

The Brutus project has been running for over a year now. Chrilly Donninger has consulted all the leading experts in the field, and he is also cooperating with a strong Russian GM.

The tournament in Paderborn was the first public experiment with the new system. The 50% score was quite satisfactory for a first experimental version.

Some of the games, e.g. the win over Diep, clearly demonstrated the potential of the program.

The hardware in Paderborn was supplied by Alpha Data Parallel Systems Ltd., who are also helping in the development phase.

Dr Donninger's project is being funded by ChessBase, who hope to some time in the future produce a commercial version of the FPGA program. Further details will be supplied on the ChessBase web site and in Sel Search as the project progresses.

Now the Diep game:

BrutusXPa - Diep
B92. Paderborn 2002, rnd 3
1.e4 c5 2.f3 d6 3.d4 cxd4 4.exd4 f6 5.c3 a6 6.e2

![FPGA development board used by Chirilly Donninger.](image)

Below: inserting the FPGA into a standard PC.
The position has become quite exciting! who will break through?! 46...\textit{f}5! 47.h3! Shutting the king out of the g-file 47...e4 48.h6 b5 49.a6 b4? If either pawn was to be moved, it really had to be 49...a4 50.bxa4 bxa4 51.xf8 52.xa4 and now 52...e3 53.e4 g6 when Black still has a fighting chance of getting the draw. The other try was 49...g6?! 50.xa5 f4+ 51.d4 (not 51.xf4?? xxf4 and suddenly Black’s e-pawn becomes enormous, forcing 52.xa6 f5 53.e6 and a probable draw) 51...e6+ 52.e3 e7, when 53.a7 doesn’t win one the knights because of 53...b6! threatening the fork on d5. However White still has winning chances here.

50.e7 a4 51.bxa4 b6+ 52.e5 fd7+ 53.xb4 e5

54.e5 The immediate 54.a5! would have been almost terminal for Black!

59.d3+ Why didn’t it follow up with 59...xe3? then I reckon 60.a6 g2 61.a7 e3! Now 62.b7! just eases the looming tension. 62...a2 63.b1! and only after 63...e1 e1 64.xe1 e1 65.a8 e4 66.xe8 can White start to relax 60.b5 cb4 This is only a token effort — with White’s king on b3 and the rook on the 7th neither knight can do much to stop the pawn 61.d2! and that settles it! 1-0

Quite a good-looking game, especially as Diep has had some favourable recent results, and is certainly no easy opponent nowadays.

However Fritz and Shredder both beat Brutus comfortably, so the ‘Paderborn, Feb. 2002 Brutus’ still needed some work. But 1 year is early days, and with its fast hardware speed plus Nimzo’s Donninger doing the programming, it may soon have something to say for itself!
A brief guide to the purpose of each of the HEADINGS should be helpful for everybody.

BCF. These are British Chess Federation ratings. They can be calculated from Elo figures by (Elo - 600) / 8, or from USCF figures by (USCF - 720) / 8.

Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer’s results v computers with its results v humans. I believe this makes our SelSearch Rating List the most accurate available for Computer Chess anywhere in the world.

+/- The maximum likely future rating movement, up or down, for that particular machine. The figure is determined by the number of games played and calculated on standard deviation principles.

Games. The total number of Games on which the computer’s or program’s rating is based

Human/Games. The Rating obtained and total no. of Games in Tournament play v rated humans.

A guide to PC Gradings:

386-PC represents a program running on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents a program running on an 80486 at between 50-56MHz with 8MB RAM.

Pent-PC represents a program on a Pent1/Pent2/MMX/K6 at approx. 150MHz, with 16-32MB RAM.

P3-PC represents a program on a Pentium3/K7 at approx. 450MHz, with 64MB RAM.

Users will get slightly more (or less!) if their PC speed is significantly different. A doubling in MHz speed = approx. 40 Elo; a doubling in MB RAM = approx. 3-4 Elo.

Comp-v-Comp guide, if Pentium3/450 = 0

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