

# SELECTIVE SEARCH 101

## THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth  
£3.75



Above - the **SMIRIN v PC** games are all analysed in this packed issue

Left - regular contributor **Rob van SON** was at the 5th. Gebruikers event! and is promoted to our front page

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■ **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**

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# 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

*Excalibur*

**TOUCH CHESS £49** - play on screen using touch pen. Includes carry pouch.

## ■ TABLE-TOP PRESS SENSORY ■ [ps]

*Kasparov*

**BARRACUDA £79** - The Morsch '2000' prog. 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 ■

All Win & run **INDEPENDENTLY** + analyse within CB7/8. Great graphics, big databases+opening books, printing, max features.

**FRITZ 7 £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

**HIARCS 8 £39.95** - by Mark Uniacke. Simply outstanding and running faster+stronger than ever! Superb latest Interface, terrific Graphics.

**TIGER14 £39** - by Christophe Theron. Features for play, analysis, printing etc. as Fritz6.

**Tiger14.0** is very strong and 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 + 630,000 games!!

**ENDGAME 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 Suurballe'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.

**HIARCS7** - 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 allotted 5mins) found the solution:.

1. ♖xe7! ♜xe7 2. ♕f3 ♔g7  
3. ♘ce4 dxe4 4. ♘xe4 ♕e6  
5. ♙xf6+ ♔g8 6. ♕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.

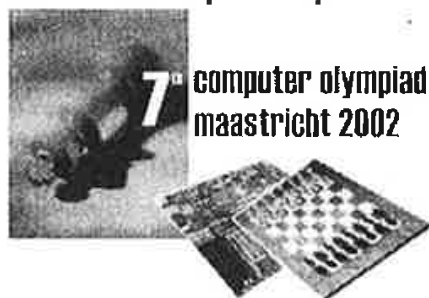
Overall size is a handy but nicely visible 130 x 82mm. The touch screen display feature shows board and position (of course), plus analysis, evaluation of position, clock times, plus hints, take-back. There's plenty of levels

including some for novices.

It also has a useful openings 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 batteries, 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 Olympiad will take place in Maastricht, 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 entrants include **Junior**, **Goliath**, **Diep**, **Brutus** (see article elsewhere on this high-powered entry), **Comet**, **Shredder**, **Quest** (Fritz), also **XiniX**, **Goliath** and a program with a bit of a reputation 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!*

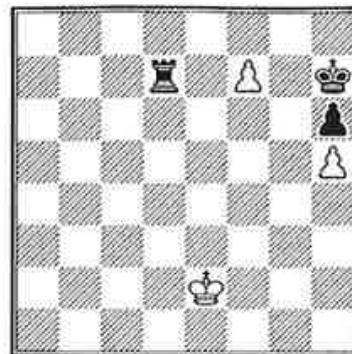
Regular contributor **Bill Reid** prepares a special 'tricky for computers, and sometimes humans!' problem for each issue, and readers are invited to send in theirs, and their programs, best efforts.

As you know, Bill likes to catch the computers out, often showing areas of weakness 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 tablebases - will have sorted

out his last one with comparative ease. And I'm sure all of our readers will have seen it immediately!

**Bill Reid- 8. White to move**



Says Bill - "So chess computers 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♖+**

You're right, Bill. My **Hiarcs8** said *m/22 immediately*, as will all the programs 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.

Here's Bill's explanation if promotion is made to a queen:

All good players will see instantly that **1.f8♖??** is only good for a draw, because Black simply goes **1...♞d2+!** Of course the rook can't be taken because of stalemate! So if the king goes to the 3rd rank, Black checks along the 2nd rank. And if the king goes to the

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

		F7	H8	CT14	J7	S6	GT2	H732	N8	/140
1	<b>Fritz7</b>	x	11½	11	13½	12	11	11½	14½	<b>85</b>
2	<b>Hiarcs8</b>	8½	x	13½	10	9	11	12½	11½	<b>76</b>
3	<b>Shredder6</b>	8	11	10	7½	x	9½	12½	13½	<b>72</b>
4	<b>Junior7</b>	6½	10	10	x	12½	10	10	12½	<b>71½</b>
5	<b>Gam Tiger2</b>	9	9	10	10	10½	x	11½	9½	<b>69½</b>
6	<b>Chess Tiger14</b>	9	6½	x	10	10	10	10½	13	<b>69</b>
7	<b>Hiarcs732</b>	8½	7½	9½	10	7½	8½	x	9½	<b>61</b>
8	<b>Nimzo8</b>	5½	8½	7	7½	6½	10½	10½	x	<b>56</b>



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!

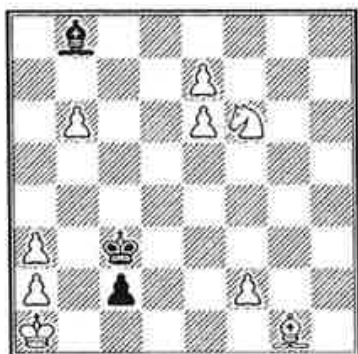
Back to the solution:

1...♖g7 2.♘xd7 ♖f7 3.♖f3  
3...♘c5 ♖f6 4.♘e4+ ♖f5  
5.♖f3 ♖e5 6.♘g3 ♖e6  
7.♖f4 ♖f6 8.♘f5 ♖f7  
9.♘xh6+ 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...♖e6 4.♘c5+ ♖f6 5.♖f4  
♖f7 6.♘b3 ♖g7 7.♘d4 ♖h7  
8.♘f5 ♖h8 9.♘xh6 ♖h7  
10.♘g4 etc. From here it's  
m/12.

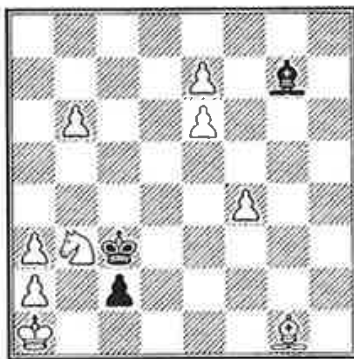
A few readers responded with the correct solution, amongst them **Trevor Deane**, who remembered the following fascinating position from which 3 different under-promotions produce the solution.

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



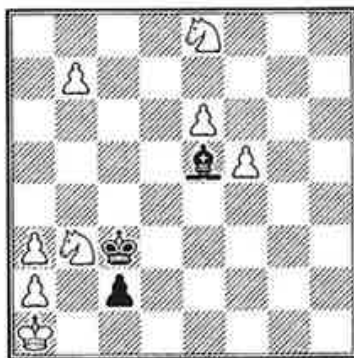
1.♘e4+ ♖d3 2.♘c5+ ♖c3  
3.♘b3 ♖e5 4.f4 ♖g7



5.e8♘!

Here promoting to a queen allows Black to mate!:

5.e8♖ ♖d3+ 6.♖d4 ♖xd4+  
7.♘xd4 c1♖#  
5...♖h8 6.f5 ♖e5 7.♖h2  
♖xh2 8.b7 ♖e5



9.b8♖!

Here promoting to a queen allows a draw, but one top program chooses it! 9.b8♖  
♖c4+ 10.♖xe5 c1♖+  
11.♘xc1 stalemate!

9...♖xb8 10.♘c7 ♖xc7 11.e7  
♖e5



12.e8♖

Again promoting to a queen allows a draw!:  
12.e8♖ ♖c4+ 13.♖xe5  
c1♖+ 14.♘xc1 stalemate  
12...♖f6 13.♖e6 ♖g7 14.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...♘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 Gulko** match, won by the computers by 5-3 thanks to wins by Fritz and Hiarc, 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 **Hiarc**, each on P4/2000 machines.

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

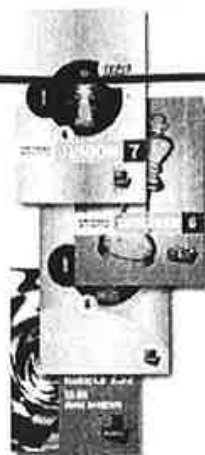
## Smirin, I - DeepShredder

A22. Game 1

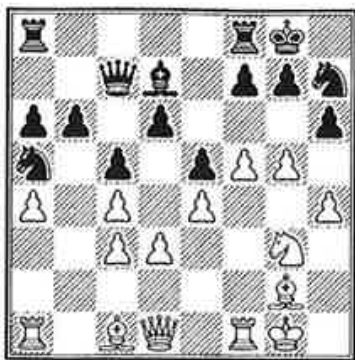
1.c4 e5 2.♖c3 ♖f6 3.g3 ♗b4 3...d5! is better for computers because an open position results after 4.cxd5 ♖xd5 5.♗g2 ♖b6 4.♗g2 0-0 5.e4 ♗xc3 6.bxc3 d6 7.♗e2 ♗g4 8.f3 ♗e6 9.d3 Smirin copies the successful strategy of Loek van Wely in his game against Fritz6 during the Dutch Championship 2000. The plan 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 counterthrust 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 counterthrust; 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 q-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...hxf5 19.hxf5 ♖b7 20.♙e3 b5 21.axb5 axb5 22.♚h5! bxc4? I shall maintain a dignified silence at the sight of this move, and content myself with a single '?' 23.f6 ♜fc8 24.fxg7 ♙g4



Really a rather poor final effort from Shredder, as the bishop can simply be taken, of course. Much better to go with ♙e6, or something which doesn't shed material... or just resign! 25.♚xg4 1-0

It 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 Hiarc8 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?!"

### Hiarc8 - Smirin

E92 Kings Indian: Classical, Petrosian System without 7...Nbd7. Game 2

1.d4!? We try a new strategy! Against Gulko we had played 1.e4 and won. But looking through Smirin's games it was clear that he is an expert in various Sicilian lines, so might easily be more up-to-date with latest theory and wrinkles than we can keep Hiarc8, 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 Hiarc8 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 positions 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.♘c3 ♙g7 4.e4 d6 5.♘f3 0-0 6.♙e2 e5 7.dxe5! Objectively 7.0-0 is probably better, and certainly less drawish. But after 7...♘c6 8.d5 ♘e7 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.♚xd8 ♜xd8 9.♙g5 ♜e8 10.♘d5 ♘xd5 11.cxd5 c6 12.♙c4 b5 The end of our own H8 book. As in the Gulko games, we were playing without the back-up

support of a big 'human' book created from a full database, which is what purchasers get when they buy the finished commercial products 13.♙b3 a5 14.a4 ♙d7

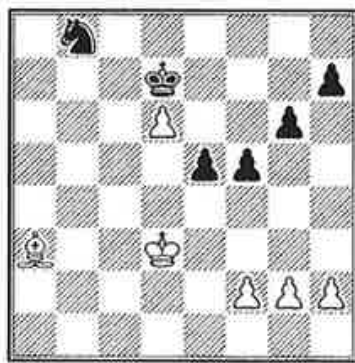


15.♘d2 15.dxc6 ♘xc6 16.axb5 ♘b4 17.0-0 ♙xb5 18.♜fc1 a4 is in the F7 book (no doubt taken from the game Shneider-Smirin, 1990, which ended in a draw), leaving White with only a tiny plus. Smirin thought the move H8 found was pretty good! 15...bxa4 16.♙xa4 cxd5 17.exd5 ♙xa4 18.♜xa4 ♘d7 19.♙e3 ♙f8 20.♘c4 ♙b4+ 21.♚e2 ♜ec8 22.b3 ♜ab8 23.♘xa5 23.f4?! has been suggested as a good alternative here, and play might have continued 23...♘f6 24.d6 exf4 25.♙xf4 but with 25...♜e8+ we think Black now would have the advantage 23...♙xa5 24.♜xa5 ♜xb3 25.♙d1



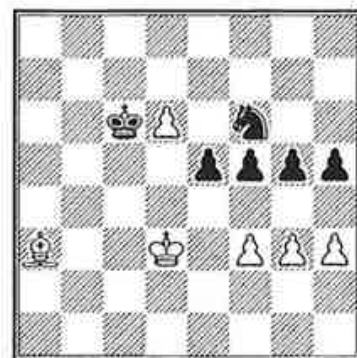
So far so good for Hiarc8. It has ♙ for ♘, though that is a

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's, making the programming team scratch their heads! Why did Hiarc's 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 **♙da1 27...♜xc1 28.♙a8+?!** Hiarc's clearly believes the exchanges favour White, as it expects Smirin to avoid them with **♙g7**, after which Hiarc's takes on c1 and does have a small advantage. Instead **28.♙xc1 f5 29.♙a3 ♙f7 30.♜c3 ♙e6 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.♜xb8+ ♜xb8 30.♙xc1 ♙e8 31.♙d3 ♙d7 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's **33.g3 g5** Perhaps **33...♙c6!** immediately it might have given Hiarc's more trouble. The best reply it could find for itself would have been **34.f4** which it evaluates as b73. As long as White keeps its bishop it should be able to keep the draw, but with some discomfort perhaps!? **34.h3 h5 35.♙c4 ♙c6 36.♙d3** Another mystery move to the programming team! It was made at the last moment, after about 13mins. 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's play its move straight away... but Hiarc's 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 13minute move (which was really its choice at about 2 seconds!) there was plenty of discussion on who was winning, and what Hiarc's should play. One recurring suggestion was **36.♙c1?!** but after **36...g4! 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's choice, and would have actually transposed to the game after all! **36...♙d7 37.f3 ♙f6**



The Hiarc's 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's is clearly right now to try and exchange some of the pawns. With which pawn should Smirin re-take. The Hiarc's 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  $hxg4$ :  $39.hxg4 f4$   $40.\text{♙}b4 e4+$ . Here both  $41.fxe4$



(which is what Hiarc would have played), and  $41.\text{♙}e2$ , 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:  $41...\text{♜}xg4$   $42.e5$ . Now it seems clear that  $42...\text{♜}xe5+$   $43.\text{♙}e4$  draws, so the only winning chance would be  $42...f3?$ ! though you'd have to think this might give White chances as well! However  $43.e6$   $\text{♜}e5+$   $44.\text{♙}e3 g4$   $45.d7$   $\text{♜}xd7$   $46.exd7 \text{♜}xd7$   $47.\text{♙}e1$  is a draw!  $39.fxg4 hxg4$   $40.hxg4$   $\frac{1}{2}-\frac{1}{2}$ . Well done Hiarc, but also 'Phew'!

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

### Ilya Smirin - Deep Junior

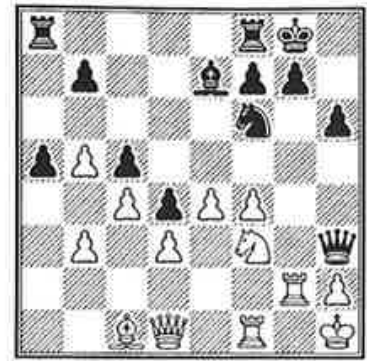
A14. Game 3

$1.c4 e6!$ ? Shay and Amir obviously want to avoid the type of set-up into which Shredder fell in game 1  $2.\text{♞}f3 d5$   $3.b3 c5$   $4.\text{♙}b2 \text{♞}c6$   $5.g3 \text{♞}f6$

$6.\text{♙}g2 \text{♙}e7$   $7.0-0 d4$   $8.d3 0-0$   $9.e3 e5?$ ! If Deep Junior knew that it is a chess program it would play  $9...dxe3$   $10.fxe3$  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.  $10...\text{♞}e8!$ ?  $11.\text{♞}a3 \text{♙}e6$   $12.\text{♞}c2 a5$  Prevents a possible  $b3-b4$   $13.\text{♞}a3 \text{♞}d7$   $14.\text{♞}b5 \text{♙}h3$   $15.\text{♞}h4 \text{♙}g4$  Not  $15...g5?$   $16.\text{♙}xh3 \text{♞}xh3$   $17.\text{♞}f5!$   $16.\text{♙}f3$  Perhaps Smirin had the chance of getting in  $16.f3$  here. Then  $16...\text{♙}e6$   $17.f4$   $16...\text{♙}e6!$   $17.\text{♙}g2 \text{♞}fc8$   $18.\text{♙}c1 \text{♙}g4$   $19.f3 \text{♙}e6$   $20.f4$



$20...exf4$   $21.gxf4 \text{♙}g4$   $21...\text{♞}xe4?$ !  $22.dxe4 \text{♙}xh4$  does not win a pawn, because of  $23.f5!$   $\text{♙}xc4$   $24.bxc4$ , so Black would lose a piece for 2 pawns!  $22.\text{♞}f3 \text{♙}h3$   $23.a3 \text{♙}xg2$   $24.\text{♙}xg2 \text{♞}g4+$   $25.\text{♙}h1 \text{♞}h3$   $26.\text{♙}a2 \text{♞}a7$   $27.a4 \text{♞}xb5$   $28.axb5 \text{♞}f8$   $29.\text{♙}g2$

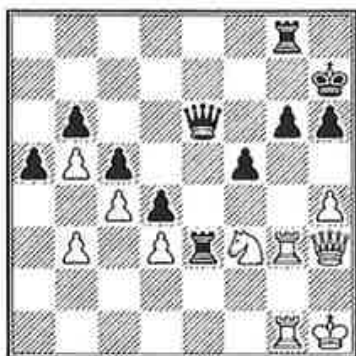


DJ has defended well, but now we can clearly see that Smirin might have it in trouble. Someone on the 'net had already suggested that Junior would soon resign!  $29...\text{♙}h8$   $30.f5!$   $\text{♞}h5!$  Best, but Black is in trouble. Not  $30...\text{♞}d7?$   $31.\text{♞}g1!$   $\text{♞}h4$   $32.f6 \text{♞}xf6$   $33.e5 \text{♞}d7$   $34.\text{♙}f4!$  wins queen for rook  $31.\text{♙}fg1 \text{♙}ae8$   $32.\text{♙}f4?$ ! Smirin wrongly hoped the move chosen would give him more than  $32.\text{♙}xg7$   $\text{♙}g8$   $33.\text{♙}xg8+$   $\text{♙}xg8$   $34.\text{♙}xg8+$   $\text{♞}xg8$   $35.\text{♞}e2+$   $32...\text{♙}g8$   $33.\text{♙}g3$  The idea is to play  $\text{♞}f1$  and then  $\text{♙}h3!$   $33...g6!$   $34.e5?$ ! Smirin goes for the central thrust, but probably a bit too soon.  $34.\text{♞}f1 gxf5$   $35.\text{♙}h3$  may have been best, as in our note to move 33 – after  $35...\text{♙}xg1+$   $36.\text{♞}xg1 \text{♞}g4$   $37.\text{♙}xh6$  White definitely stands better  $34...\text{♞}xf5$   $35.exf6 \text{♞}xf4$   $36.fxe7 \text{♙}xe7$



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.♖d2 ♖e5 38.♗f3 ♖h7 To protect the g6-♖ so it can threaten to play f7-f5 39.♗g2 b6 40.♖e4 ♖e6 41.♖h3 ♖g7 42.♖g3 It is now clear that Smirin is struggling to find a way to break through 42...♖h7 43.h4?! Avoiding the draw by repitition, but with something of a gamble 43...f5! 44.♖d2 ♗f6 45.♖f3 ♖e3! 46.♗h3 ♖e6



DJ has its counterplay and has just about equalised!

47.♖d2 ♖g7 48.♗f3 ♖e7 49.♖f1 ♖e5 50.♖g3 h5?! 51.♖f1 ♖e2 52.♗fg3 f4 53.♗xe6 ♖7xe6 54.♗f3 ♖b2 55.♖xf4 ♖xb3



56.♗f3 Smirin's last chance was to defend the d3-♖ with the other rook, leaving the more active one on f4. But he was probably concerned about 56.♖g3 a4! 57.♗f8 a3

58.♖a8 as, if 58...♖e2 is playable, it might be White in trouble! 56...♖e4 57.♗f7+ ♖g8 58.♗f6 ♖xh4+ 59.♖h2 ♖xd3 60.♖gxc6+ ♖h7 It's now a dead draw, as was agreed a few move later 61.♖g1 ♖d1+ 62.♖f1 d3 63.♖g2 ♖e1 64.♗f7+ ♖h8 65.♖f8+ ♖h7 66.♗f7+ ♖h8 67.♗f8+ ♖h7 68.♗f7+ ½-½

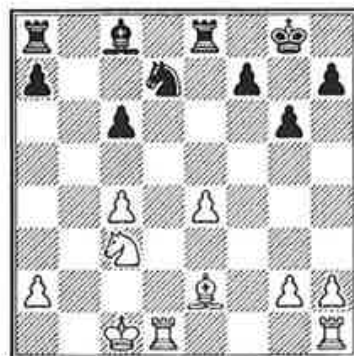
Sometimes the difference between winning and not winning is quite small – a winning tempo, a defensive resource. With Black Smirin outplays Tiger, but can he get the full point this time which his endeavours deserve?

### Gambit Tiger - Smirin, I

E92. Game 4

1.d4 ♖f6 2.c4 g6 3.♖c3 ♖g7 4.e4 d6 5.♖f3 0-0 6.♖e2 e5 7.dxe5 dxe5 8.♗xd8 ♖xd8 9.♖g5 Tiger's programmers have followed the opening used by Mark Uniacke with Hiarcs. Smirin decides it's time to make a change 9...c6!? A pawn sacrifice, but one which gets Black the initiative. Against Hiarcs Smirin played 9...♖e8 10.♖xe5 ♖e8 11.0-0-0 ♖a6 12.f4 Today one usually sees 12.♖d6 12...♖c5 Probably the key game in this variation is 12...h6 13.♖h4 g5 14.fxg5 hxg5 15.♖g3 ♖c5 16.♖hf1 ♖e6 17.♖f3 ♖fd7 18.♖xd7 ♖xd7 0-1 Levit-Kholmov in Leningrad 1955 13.♖xf6 ♖xf6 14.b4 An aggressive novelty as we finally leave theory. 14.♖f3 ♖xe5 15.fxe5 ♖e6 16.b3 ♖d7 17.♖d6 ♖xe5 18.♖hd1 g5 19.♖ld2 ♖f8 20.♖e2 ♖e7 was 0-1 in Czernicki-Shishkin, Warsaw 1994 14...♖xe5 15.fxe5 ♖d7 16.e6 ♖xe6 17.b5?! Tiger's

strange determination to push the pawns in front of his own king, after the players have castled on opposite sides, appears to run against popularly indicated strategy 17...♖e8 18.bxc6 bxc6

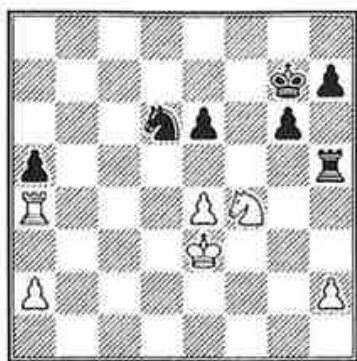


Now Black's pawn on c6 is weak, but he has the open b-file for his rook/s 19.♖d6 ♖e5! The knight sat on e5 looks very strong 20.c5 ♖e6 21.♖d1 ♖ab8 22.♖a4 ♖b4! The temporary pawn sac' puts Black into a very strong position 23.♖xc6?! 23.♖hd1 ♖c4 24.♖d8 ♖f8 25.♖xe8+ ♖xe8 26.♖d2 ♖xc5 27.♖b1 was possibly a safer alternative. Black is a pawn ahead but White's pieces are active and drawing chances are good 23...♖c8 24.♖d5 ♖xc5 25.♖c2



Tiger achieved material equality with 23.♖xc6, but Black's pieces are much more active 25...♖c4 25...♖d4! looks very strong here, and I would put Smirin as winning

with this 26.♞d8+ ♔g7 27.♙xe6 fxe6 28.♞d7+ ♔h6 29.♞e1 ♞b2+ Black still has a clear advantage, but it is difficult to win this kind of tactical position against a computer, as we see 30.♙d1 ♞xg2 31.♞e2 ♞xe2 32.♙xe2 a5 33.♙f4! ♞e5 34.♞d4 ♙e3+ 35.♙e2 ♙f5 36.♞a4 ♙d6 37.♙e3 ♔g7 38.♙d3 ♞h5 39.♙f4!



White's ♙ rather than Black's has ended up running the show, and a draw moves into sight 39...♞xh2 40.♙xe6+ ♔f6 41.♙c5 g5 42.♙d4 ♞d2+ 43.♙c3 ♞d1 44.♙c2 ♞h1 45.♞xa5 Mate—material is equalised again at last! 45...g4 46.♞a6 ♙e7 47.♞a7+ ♔f6 48.♞a6 ♙e7 49.♞a7+ ♔f6 50.♞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 ½-½

So we reach the half-way stage with Smirin just 1 ahead at 2½-1½. 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 Shredder deactivates its chances!

### Deep Shredder - Smirin, I

C45. Game 5

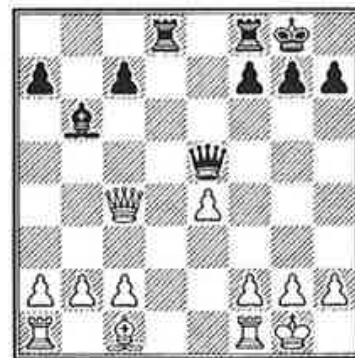
1.e4 e5 2.♙f3 ♙c6 3.d4 exd4 4.♙xd4 ♙c5 5.♙xc6 ♞f6 6.♞d2 dxc6 7.♙d3 ♙e7 8.0-0

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 program could use Junior's book for this game, which he'd been happy to do! 8...♙g6 9.♞c3 An early offer to simplify is quickly rebuffed by Smirin, who soon threatens to trap the queen 9...♙d4! 10.♞b4

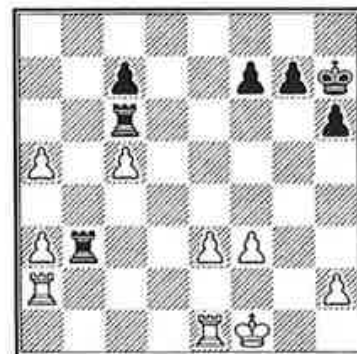


10...♙e5 11.♙d2 c5 See note to Black's 14th 12.♞b3 0-0 13.♙e2 ♙e6 Offering a pawn - is it poisoned? But why not 13...♞g6! with a simple advantage to work with? 14.♞xb7 Shredder takes the bait and, as you'd expect, now evaluates itself ahead 14...c4 At this point Vishy Anand, who was watching over the 'net, commented that he hadn't liked 11...c5, and felt Smirin would have been better playing 10...a5 and then 11...♙e5. "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!) considered the best program aware GM computer user around 15.♙f3 ♙b6 16.♙xe5 ♞xe5 17.♞c6 ♞ad8 18.♙xc4 ♙xc4 19.♞xc4



Anand: "You have to say this looks good for Shredder now" 19...♙d4 20.♞c3 ♞xe4 21.♞e1 ♞d5 22.♞f3?! Is Shredder right to exchange queens. Okay it will strengthen his queenside plus pawn majority, but maybe ♞g3 would have been more energetic 22...♞xf3 23.gxf3 ♞fd8! 24.♙e3 ♞d6 25.♞e2 h6 26.c4 ♙d4 27.♞ae1 ♔h7 28.c5 ♞g6+ 29.♙f1 ♙xe3 30.fxe3 ♞d5 Anand: "Smirin should draw this, which is a fair result as the machines made escapes in earlier games against him!" 31.b4 a5 32.a3 ♞d3 33.♞a2 ♞b3 34.bxa5 ♞c6



**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...♞xc5**  
**36.♔e2 ♞a5 37.a4 ♞xa6**  
 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.♞c1 ♞e6 39.e4 ♞f6 40.♞f1 c5 41.a5 ♞a6 42.♞c1 ♞b5 43.♞ca1 ♞b3 44.♞a3 ♞b2+ 45.♔d3 ♞xh2 46.♞c3 ♞b2 47.♞xc5 ♞b3+ 48.♞c3 ♞b5 49.♞ca3 h5 50.♔c4 ♞e5 51.♔d4 ♞b5 52.f4 ♞b4+ 53.♔e3 ♞e6 54.e5 g5 55.♞a4 gxf4+ 56.♔f3 ♞b7 57.♔xf4 ♞a6 58.♞h1 ♞b5 59.♞xh5+ ♔g7 60.♞g5+ ♔f8 61.e6 ♞xg5 62.♔xg5 fxe6 63.♔f4 ♔e7 64.♔e5 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

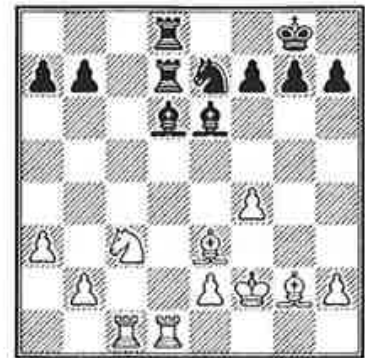
**1.c4 c5 2.♟f3 ♟f6 3.g3 d5 4.cxd5 ♟xd5 5.♟g2 ♟c6 6.d4 cxd4 7.♟xd4 ♟db4 8.♟xc6 ♞xd1+ 9.♔xd1 ♟xc6** Mark and I took a bit of a chance with this opening – we'd decided on **1...c5** if it was an English, and even worked through the variation all the way to here! So whilst Smirin was doubtless pleased to 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 overreached.... **10.♟c3 ♟d7 11.♟e3 e5**



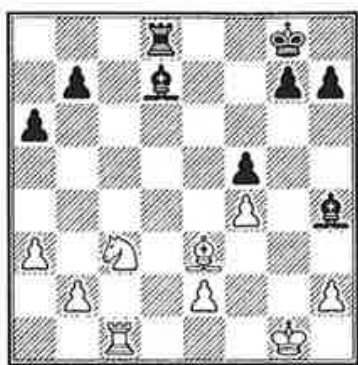
Perhaps White does have chances to do something, with having minimally better development. E.g. he could exchange on c6, leaving Hiarcs with a weak pawn there – but giving the computer the advantage of the bishop pair might not be so good an idea, as the bishop pair in an open position is well worth 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.♞c1 ♞d8 13.♔e1 ♟e7 14.f4 exf4 15.gxf4 0-0 16.♟d5** GM Mecking (do you remember him?) was on line: "Hiarcs just plays **♟d6** 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...♟d6 17.♔f2 ♟e6 18.♞hd1 ♞d7!** Hiarcs tries to set up some tactical tricks on the d-file – a worthwhile plan **19.♟c3 ♞fd8** The commentators were starting to slightly favour Hiarcs after the last few moves. Mecking

joined in again: "I agree, Black is at least ok in this position" **20.a3 ♟e7**



Mecking: "I have to go, but I enjoyed my first ever visit to the Fritz server" **21.♟e4** Some folk looked at the exchange sac' **21.♞xd6?!** leaving White with the 2 bishops, but **21...♞xd6 22.♟xa7 f5** must be okay for Black. There is no need yet for Smirin to take such a possibly drastic step **21...♟f5! 22.♟xf5 22.♟xa7?! ♟xf4 23.♞xd7 ♞xd7 24.♞f1 ♟d6 25.♟d3 ♟c4** is clearly good for Black. And **22.♟d2? ♟c5+ 23.♔e1** (only option!) **♟e3! 24.♟xe3 ♟xe3 25.♞xd7 ♞xd7 26.♞d1 ♟xf4** also leaves Black in control **22...♟xf5** So Hiarcs ends up with the 2 bishops! **23.♞d4 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 opposite colored bishops. We'll see if Hiarcs knows to avoid this **24.♟a4 ♟e7! 24...♟xa3?! 25.♞xd7 ♟xd7 26.♞d1! ♟e7 27.♟b6!** and White is okay again **25.♞xd7 ♟xd7 26.♟c3 ♟h4+ 27.♔g1 f5**

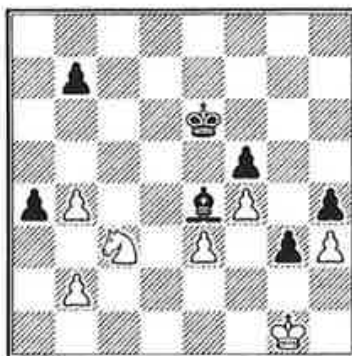




Black has 2 pawn islands v White's 3, and the 2 bishops in an open position with pawns on both sides of the board. So H8's ahead at present 28.♖d1 ♕c6 29.♖xd8+ ♕xd8 30.♕d4 ♖f7 To win Anand suggested Hiarc's should be playing h6 and g5 31.e3 h6 32.♗e2 g5! 33.♖f2 ♕c7 33...g4 is correct, said Anand, who didn't believe Hiarc's could break through without this 34.♕c3 ♕e4 35.♖g3 g4 36.♕d4 Hiarc's has played Anand's move, but it's not easy for me to see how he can break through at this point 36...♖g6 37.♖f2 h5! 38.♕c3 ♕d8?! Aimless and not promising... h4 looks to be the only chance to win 39.♕d4 a5 40.♕c3 a4 Shay Bushinsky said that Smirin had begun to look relaxed here, obviously believing that Hiarc's had nowhere to go 41.♗d4 ♕h4+ 42.♖g1 ♕e7 43.♖f2 ♕d5 44.♖g3 h4+ 45.♖f2 ♕e4 46.♖g1 g3



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's can't find a way through, so tries a different idea. Shay Bushinsky is loathe to offer the draw on our behalf when the evaluation is so high. The truth is that Hiarc's has again played very well, but Smirin clearly knew a few moves ago how to make sure he got the draw 50.♗b5 ♖e6 Rushing to get in the other way, but Smirin again has the answer ready! 51.♗c3!



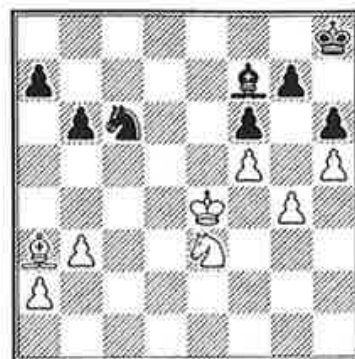
The diagram makes it clear that Hiarc's can't force a way through, but once more we'll complete the game for the record 51...♕c2 52.♖g2 ♖d6 53.♖g1 ♖c6 54.♖g2 b5 55.♖g1 ♕d3 56.♖g2 ♕e4+ 57.♖g1 ♕c2 58.♖g2 ♕d3 59.♖g1 ♕e4 60.♖f1 ½-½

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 computers!

## Deep Junior - Smirin

### Game 7



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.♗e6 axb3 55.axb3 ♖g8?! 55...♗a5 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! ♗xe6 60.fxe6 ♕e8 61.♖e7 ♕c6 62.♗d8 ♖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.♕c5 is quickly showing from Hiarc's 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 Kxg6 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

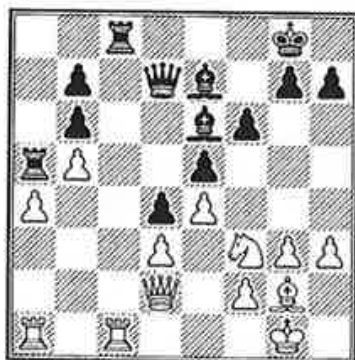
A08. Game 7

1.♠f3 d5 2.g3 ♠f6 3.♙g2 c5 4.0-0 ♠c6 5.d3 e5 6.♠bd2 ♙e7 7.e4 0-0 8.c3 ♙g4 9.h3 ♙c8 10.♙e1 d4?! Almost certainly just what Smirin was hoping for! 11.♠c4 ♙c7 12.a4 ♙e6 13.♙d2 ♠d7 14.♙c2 Christophe Theron 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.♙ec1



15...♠b6?! 16.♠xb6 axb6 17.cxd4 cxd4 18.b4! Putting an end to Black's queenside hopes 18...♙d7 19.b5 ♠a5 20.♙xa5 ♙fc8 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 Guadaloupe 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 ♙xa5



Black has pressure on a4 and is clearly better, with White's ♠-f3 and ♙-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 ♙ca8 At this point it was noted that Smirin was just getting into a little time trouble 24.h6! g6 25.♙c2 ♙b4 26.♙c7 ♙c3 27.♙xb6 ♙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 ♙ on a1, trying to persuade Tiger to take it and open the c-file for ♙c7!! Will Tiger be tempted?!" 28.♠h2! g5 Well done... this time! Theron commented that he thought ♙xc3 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? ♙c7! It would be interesting to check other programs to see if and for how long they want to play ♙xa1. Hiarc changes after 43secs on my P1000, and prefers either ♙5a7 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 ♖-e6, as at present it can get to g8 and therefore cover h7! 31...g4 32.♙xg4!! ♙xg4 33.♖c5+ "The Tiger tamed" as someone on the 'net quipped cleverly 33...♗e8 34.♙xh7 The weak h-♗ has indeed become strong 34...♖c8 35.♙h8+ ♗f7 36.♙xd8 ♖xc5 37.h7 ♖c8 38.♖xc8 ♙xc8 39.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.d4 ♘f6 2.c4 g6 3.♗c3 ♙g7

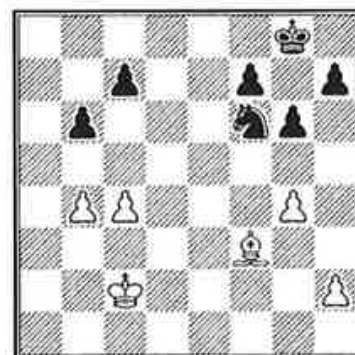
4.e4 d6 5.f4 0-0 6.♗f3 ♗a6 7.♙e2 e5 8.fxe5 dxe5 9.d5 ♗c5 10.♙g5 a5 11.♖c2 b6 12.♗xe5 ♖e8 13.♗c6 ♗cxe4 14.♗xe4 ♖xe4 15.0-0-0 ♖xc2+ 16.♗xc2 ♗e4 DJ7, on its 2x1GHz processors, was reportedly showing 17.Bh4 Bd7 -0.07/18, but then played 17.♙f4!?



17...♖e8 Smirin refuses the exchange sac' which DJ's last-second change of move offered: 17...♗f2?! forking the rooks, 18.♖he1 (or 18.♗e7+ ♗h8 19.♙xc7) 18...♗xd1 18.♖de1 ♗f2 19.♖hf1 ♙f5+ The knight can't be extricated with 19...♗g4 as 20.♙f3 ♙f5+ 21.♗d2 ♙f8 to stop ♗e7+ 22.♖xe8 ♖xe8 23.h3 ♗f6 24.g4 ♗e4+ 25.♗d1 ♙c8 26.♙xc7 ♙c5 27.♙xe4 ♖xe4 28.♖e1 ♖xe1+ 29.♗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-♗ would have to be dangerous 20.♗d2 ♗e4+ 21.♗c1 ♗d6 Protection for the c7-♗. But what about 21...a4! when 22.♙xc7 would be very dubious because of 22...a3! 23.b4 ♗c3! 22.g4 ♙d7 23.♗c2 ♙xc6 I should think Smirin was pleased to get rid of that knight! 24.dxc6 ♙e5 25.♙d3 ♙xf4 26.♖xe8+ ♖xe8 27.♖xf4 ♖e5



We look to be heading for a draw after the exchanges 28.a3 ♖c5 29.b4 axb4 30.axb4 ♖xc6 31.♙e2 The pin with 31.♖f6 holds no terrors at all, as Black just plays 31...♗f5! and after 32.♖xc6 ♗d4+ 33.♗c3 ♗xc6 and at least a draw 31...♗e8 32.♙f3 ♖f6 33.♖xf6 ♗xf6



It's almost the position which concluded our last piece of analysis! 34.♗d3 ♗f8 35.♗d4 ♗e7 36.c5 bxc5+ 37.bxc5 h5 38.g5 ♗d7 39.h4 ♗f8 A clever idea for Black was proposed on the 'net': 39...f6! 40.gxf6+ ♗xf6 41.♗d5 ♗b8 42.♗e4 ♗c6 43.♙g2 ♗e7! 44.♙h1 ♗f5 45.♗d5 ♗e7 46.♗c6 ♗d8 47.♗d5 ♗d7 48.♗e5 ♗e7. The line stopped here, but I extended it, and think Black might win! 49.♙f3 ♗xh4 50.♙e2 ♗f7 51.♗d5 ♗f5 40.♗e5 ♗e6 41.c6 ♗c5 42.♙e2 ♗e6 43.♙b5 ♗g7 44.♙d3 ♗e8 45.♗d5 and draw agreed ½-½ for 3-5!

# The NEW... HIARCS 8! - *Early* SUCSESSES, VIEWS AND Book CONTROVERSY!

One or two things have happened since **Hiarcs8** 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 **Hiarcs** 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

		H8	Cr18.15	Com B46	/40
1	<b>Hiarcs 8</b>	xxx	13-7	18-2	<b>31</b>
2	<b>Crafty 18.15</b>	7-13	xxx	11½-8½	<b>18½</b>
3	<b>Comet B46</b>	2-18	8½-11½	xxx	<b>10½</b>

For a change to playing **Hiarcs8** (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**, **Hiarcs**, **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 not 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 **Hiarcs8**, played within the **Tiger** interface and as a Tournament, was something of a surprise, much as I obviously love **Hiarcs**! 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!



Left  
Mark Untch  
Right  
Eric Hallsworth

programmer can adjust even the non-used lines to his own liking as he goes along.

But the **Hiarcs** 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



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:

### ■ *Hiarcs* 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 Bc4!!! Aaaaarrgh!!

### ■ *Hiarcs* 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 Hiarcs8, 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

book by calling: Menu File  
-> New -> Openings book.

■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 Hiarcs8 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 Hiarcs 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 Hiarcs8 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 wont 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 **Hiarcs8** should play!

## A minor BUG!

When I commented on the Hiarcs8 - 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 Hiarcs as White the opening goes 1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♙e3 e5 7.♘f3 ♖c7 8.a4 ♙e7 9.a5 ♙e6 10.♘g5 0-0 11.♘xe6 and ends with 11...fxe6, we must now 'think' about our 12th. move. In the reverse game the Hiarcs 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 **Hiarcs8** game, I just want to raise the question of **hash tables**.

The comments apply to all

*ChessBase* programs, but seeing the serious effect of trying to use hash tables at too high a setting in a recent *Hiarcs8* result, prompted me to mention it here!

Obviously everyone wants to get the hash tables running with as high a setting as possible, but it really is worth knowing that if you have them a little too low, you probably won't lose much, often not even 1% of speed.

But if you have them too high, you can cause *mayhem*! The problem is that, when the RAM runs out the program must still find somewhere to store the tables, so your computer has to make use of the hard disk! This slows everything down in all circumstances, and can even result in incorrect hash access, as the program tries to put the tables back together again from the separate RAM and hard disk sources.

The result which reminded me of the serious error that can occur in scores was seeing *Junior7* beat *Hiarcs8* (on a faster PC) by 22-18.

Okay, *Junior7* is very strong, and can do something like this, though in general the results between J7 and H8 seem mostly to just favour H8. But then Mark noticed that the user, having done some work to boost the available RAM on his newer PC to increase the maximum hash, had set them for H8 at 193MB(!). J7 had 136MB.

The match is currently being replayed, with both set to 136MB, and this time it is *Hiarcs8* which leads, and by 13½-6½. Maybe this gap for *Hiarcs* is too big and will reduce, but you can easily see the big difference which setting the hash tables too high can really make!

Finally a great GAME!

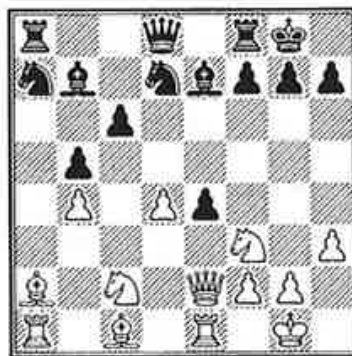
## Hiarcs8 - Rebel Century 4

C92. Game in 30 mins

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6  
4.♗a4 ♘f6 5.0-0 ♗e7 6.♞e1  
b5 7.♗b3 0-0 8.c3 d6 9.h3  
♘d7 10.a4 ♘a5!?

10...♗b7 is the usual book move here – H8 is now on its own

11.♗a2 ♗b7 12.b4 ♘c6  
13.axb5 axb5 14.♘a3 ♘a7  
15.d4 c6 16.♞e2 exd4  
17.cxd4 d5 18.♘c2 dxe4



19.♘d2!

Preferring to maintain a pin and pressure on the e-file to taking with ♞xe4

19...e3 20.♞xe3

Forced this time of course  
20...♘c8 21.♘e4 ♘f6 22.♘c5  
♞c7 23.♞e2 ♞e8 24.♞f3 ♘b6  
25.♗f4 ♞c8 26.♘e3 ♘d5?!

I'd have preferred to put the other knight there with 26...♘bd5

27.♗e5! f6 28.♗g3 ♖h8  
29.♞h5

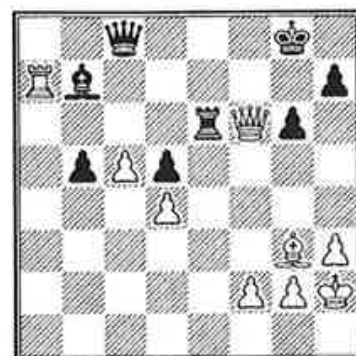


White's neat build-up is beginning to look quite threatening

29...g6 30.♞f3 ♞a7 31.♗xd5

I think 31.♗h4! could be even stronger!

31...♞xa1 32.♞xa1 ♘xd5  
33.♘xd5 cxd5 34.♞a7! ♗xc5  
35.♞xf6+ ♖g8 36.bxc5 ♞e1+  
37.♖h2 ♞e6



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

38.♞xe6+!! ♞xe6 39.♞xb7  
b4 40.♞b6!

The key to White's ♞-sac! where can the Black queen go?

40...♖f7

It doesn't really make any difference – if the queen runs for cover, to delay the exchanges and simplification to the easy win, *Hiarcs* just plays a cool c6, and waits a few moves more before getting an even easier finish.

E.g. 40...♞c8 41.c6 ♖f8  
42.c7 ♖e7 43.♞xb4 ♖d7  
44.♞b8 ♞xc7 (44...♞a6? is even worse 45.♞d8+ ♖e7  
46.c8♞) 45.♗xc7 ♖xc7  
46.♞h8 1-0

41.♞xe6 ♖xe6 42.♗f4 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!

# Gebruikers, 2002

## 'OUR' dedicated MAN ROB VAN SON WAS THERE!

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.♖f3 ♖f6 2.d4 e6 3.c4 c5?!  
3...b6 and d5 are much more popular 4.d5 exd5 5.cxd5 d6 6.♖c3 g6 7.e4 ♖g7 8.♗e2 0-0 9.0-0 ♗e8 10.♖c2 ♖a6 11.♗g5



11...♖b4 Black usually prefers to drive the bishop away with 11...h6 12.♗h4 and then 12...♖b4 12.♖d2 ♖e7 12...h6 was still the best choice 13.a3 ♖xe4?! A bold response, but almost sure to fail I'm afraid. 13...♖ back to a6 seemed right 14.♖xe4 ♖xe4 15.♗b5 ♖c2 To make the most of the sacrifice Black needed to find 15...♗h3! 16.gxh3 ♖c2 17.♗xe8 ♖xa1 18.♗xa1 ♖xf3. Even then the advantage is still with White 16.♗xe8 16.♗a1! would have virtually guaranteed the point already! 16...♖xa1 17.♗e1 ♖c2 18.♗xa1 ♖xd2 19.♖xd2 ♗xb2 20.♗b1 ♗e5 21.♗a4 f6 22.♗e3



22...♗f7? Black luckily gets away with this for now! Best was 22...♗b8 and if 23.f4 ♗f5! 23.♖c4 Again there's an immediately winning move, this time 23.f4! ♗d4 (23...♗c3 24.♖e4!; or 23...♗f5 as in the line at move 22, 24.♗xb7+) 24.♗xd4 cxd4 25.♖c4 23...♗e7 24.♖xe5 fxe5 With a bishop for 2 pawns White should win, but we'll follow the game a little longer to make sure! 25.f4 ♗f6 26.♗f2 b6 27.♗c6 ♗b8



Above: the Mephisto MIAMI

Below: the UK version, Saitek's BRAVO



28.fxe5+ ♗xe5 29.♗f3 ♗f6 30.♗f4 ♗f5 31.♗e1 ♗d8 32.h4 ♗f8 33.g4 ♗c8 34.♗xd6



Analysing with Hiarc 1 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

Pos	Computer	/2
1=	<b>Meph Magellan Tasc R30</b>	2
3	<b>Renaissance Brute Force</b>	1½
4=	<b>Meph Berlin Pro Chess Academy (Rob's)</b> <b>Saitek Centurion</b> <b>Meph Montreux</b> <b>Meph Miami</b> <b>Chess Professor</b>	1
10	<b>Meph MM5</b>	½
11=	<b>Meph RISC-1MB (!?!?)</b> <b>Saitek Cougar</b>	0

### Meph MM5 - Saitek Centurion

B45. Round 3

1.e4 c5 2.♟f3 e6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 ♟c6?! 5...d6 is top-rated here 6.♟g5 ♟b4 7.♟db5 0-0 Unusual. ♟a5 is theory so probably the Centurion was playing out of book here 8.a3 ♟a5 9.b4 ♟b6 10.♟d6 ♟d4 11.♟d2 h6 12.♟e3 ♟xe3 13.♟xe3



13...♟b6?! Black is struggling to get developed and shouldn't really want to worsen his pawn structure as well. Why not 13...♟e8!? 14.♟xb6 axb6 15.♟a2 ♟d4 16.♟d3 ♟e8 17.♟c4 ♟a6?!

Both rooks have been developed strangely, so here just letting the pawn go with 17...♟b8 18.♟xb6 d6 seems better 18.b5 ♟a7 The original ♟a6 move is wasted and now it ends on a worse square still! 19.e5!

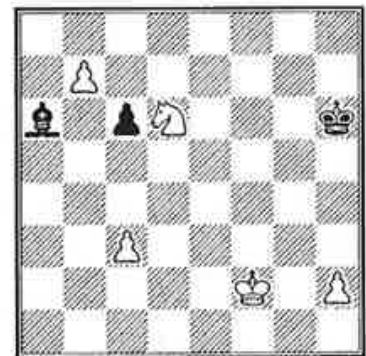


It is worth looking at the dreadful state of some of the Black pieces – the c8-♟, e8-♟ and both rooks are all seriously lacking in mobility and potential 19...♟c7 20.♟xb6 ♟a5?! 21.♟c4 ♟a8 22.a4 f6 23.f4 fxe5 24.fxe5 ♟h8 25.♟e4 ♟b8 26.♟f1 ♟xf1+ 27.♟xf1 ♟f5 28.g4 ♟e7 29.a5 ♟cd5



30.♟d1 I think Black's knight could have been taken: 30.♟xd5 exd5 31.♟b6 and this knight holds both ♟b8 and ♟c8 in their places whilst the other knight can take on d5 30...♟b4 Activating White's rook for him! 31.♟a3 ♟bd5 32.c3? De-activating his own rook when, with 32.♟f3, they could

have just about switched off! 32...h5 33.gxh5 ♟f5 34.♟a2 ♟c7 35.b6 ♟d5 36.♟f2! ♟de7 37.♟d6 ♟c6 38.♟xf5 exf5 39.♟xf5 ♟g8 40.♟g5 ♟f8 41.e6 ♟a8 42.♟xc6 dxc6 43.e7+ ♟xe7 44.♟xg7+ ♟f6 45.h6 ♟xa5 46.♟f2 ♟h5 47.♟e4+ ♟e5 Allowing White to trade rooks seals his fate, but there was nothing else as the alternative 47...♟e6 48.h7 ♟xh2 49.♟c7! ♟d7 50.♟xb7 ♟xh7 51.♟g5+ wins the rook and the game even more easily 48.♟g5+ ♟xg5 49.♟xg5 ♟f6 50.♟e4+ ♟g6 51.♟d6 ♟h3+ 52.♟f2 ♟xh6 53.♟xb7 ♟c8 54.♟d6 ♟a6 55.b7 1-0



### CXG Chess Professor - Mephisto Chess-Academy

A08. Round 3

1.♟f3 c5 2.g3 ♟c6 3.♟g2 d5 4.d3 4.d4 or 0-0 would probably suit a computer better 4...e6 5.0-0 ♟d6 6.♟g5 6.e4 is the only Book move I know of here, then 6...♟ge7 7.♟bd2 0-0 8.♟e1 ♟c7 9.♟e2 f6 10.c3 6...♟ge7 7.♟e1 h6 8.♟c1?! ♟e5 9.e4 ♟xf3+ 10.♟xf3 0-0 11.♟c3 d4





12.  $\text{d}e2$  An alternative try was 12.e5  $\text{c}c7$  13.  $\text{d}b5$  12...  $\text{d}g6$  13.  $\text{d}d2$   $\text{b}b6$  14.  $\text{a}b1$   $\text{d}d7$  15.  $\text{d}f4$   $\text{d}e5$  16.  $\text{e}e2$   $\text{f}fe8$  17.  $\text{d}h3$   $\text{c}b5$  18.  $\text{f}f4$   $\text{d}g6$  19.  $\text{e}e5$   $\text{c}c7$  20.  $\text{d}f2$   $\text{a}a5$  21.  $\text{d}e4$   $\text{e}ed8$  22.  $\text{a}bd1$  22.c4!  $\text{d}d7$  23.  $\text{b}b3$  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...  $\text{c}c6$  23.  $\text{c}c1$ ?! Very tentative 23...  $\text{a}a4$ !? 24.  $\text{a}a3$   $\text{d}e7$  25.  $\text{c}h1$   $\text{d}f5$  26.  $\text{g}g4$   $\text{h}h8$  27.  $\text{f}f3$   $\text{d}d5$  28.  $\text{h}h3$   $\text{c}c6$  29.  $\text{c}c4$   $\text{d}xc3$  30.  $\text{b}xc3$



30...  $\text{b}b5$ ?! A critical moment. Black's last move looks like a mistake, and the Professor had the chance of 31.c4!  $\text{c}c4$  32.  $\text{c}c4$   $\text{d}d7$  33.  $\text{c}c4$   $\text{a}a8$   $\text{b}b8$  34.  $\text{f}f3$   $\text{e}ed8$  35.  $\text{c}c3$  and White is the exchange up and has good winning chances 31.  $\text{c}c2$ ?!  $\text{a}a8$ ! 32.  $\text{b}b1$   $\text{b}b4$ !



The Chess Academy is popular in the UK with its display plus interactive voice features and lessons. Unusually for a Saitek machine the programmer is not Franz Morsch, but the USA's Craig Barnes. Craig worked for I.M. Julio Kaplan's old team on the Simultano, Stratos and Corona, so Rob says it is really considered to be a Kaplan program with a rating of around 1900 Elo!



33.  $\text{a}xb4$ ? The Academy overpressed the q-side pawns earlier, but ends up well rewarded thanks to this mistake! White needed 33.c4  $\text{c}xe4$  34.  $\text{c}xe4$  and now Black must play 34...  $\text{d}d7$  to maintain an advantage 33...  $\text{c}xb4$  34.  $\text{c}xb4$ ? Yet again 34.c4 was the best (only) move: 34...  $\text{c}xe4$  35.  $\text{c}xe4$  but now 35...  $\text{b}b6$ !+ should be winning for Black anyway 34...  $\text{c}xb4$  35.  $\text{c}xb4$ ! Excellent play by the Academy! 36.  $\text{e}ec1$   $\text{a}a3$  36...  $\text{c}xb2$  37.  $\text{c}xb2$   $\text{c}xb2$  38.  $\text{cxc7}$   $\text{a}a3$  also wins 37.  $\text{cxc7}$   $\text{cxc7}$  38.  $\text{eec1}$   $\text{axb2}$  39.  $\text{cxc7}$   $\text{b}b1$ + 40.  $\text{cxb2}$   $\text{cxb2}$ + 41.  $\text{cxb2}$   $\text{cxb2}$  42.  $\text{cxc2}$   $\text{cxc2}$  43.  $\text{d}d4$   $\text{cxc2}$ # 0-1

Here's a big surprise from round 3:

### Mephisto Risc 1Mb - Saitek Cougar

We join after Black's 11th move. In an equal position

the RISC tries to be too clever:



12.  $\text{f}f4$ ? 12.  $\text{d}d5$   $\text{d}xd4$  13.  $\text{d}xd4$   $\text{exd4}$  and now 14.  $\text{f}f4$  12...  $\text{exd4}$  13.  $\text{d}xd4$ ? Even at this point 13.  $\text{d}d5$  would not be so bad: 13...  $\text{e}e8$  14.  $\text{d}d2$  and Black's advantage is negligible as his extra pawn is hardly sustainable 13...  $\text{b}b6$ ! A very nasty pin along the b6-g1 diagonal 14.  $\text{c}c5$   $\text{c}xc5$  15.  $\text{c}xc6$   $\text{c}xc2$  16.  $\text{d}d4$   $\text{a}a4$  17.  $\text{xa4}$   $\text{d}d4$  18.  $\text{f}fd1$   $\text{b}bxc6$  19.  $\text{e}eac1$   $\text{b}b6$  20.  $\text{ed2}$   $\text{c}c5$  21.  $\text{db5}$   $\text{ab8}$  22.  $\text{dc3}$   $\text{d}d4$ + 23.  $\text{g}g2$   $\text{b}b7$ + 24.  $\text{h}h3$   $\text{c}c8$ !



The Cougar's position is



overwhelming, with threats of f6 and ♖b4, 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:

Pos	Computer	/4
1=	<b>Meph Magellan</b> <b>Tasc R30</b>	3½
		3
3	<b>Chess Academy</b>	2½
4=	<b>Berlin Pro</b> <b>Saitek Centurion</b> <b>Meph Montreux</b> <b>Renaissance Brute Force</b> <b>Meph MM5</b>	2
9	<b>Saitek Cougar</b>	1½
10=	<b>Meph RISC-1MB</b> <b>Meph Miami</b> <b>Chess Professor</b>	1

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 ♟f6 5.♟c3 e6 6.♟f3 ♟e7 7.cxd5 ♟xd5 8.♟d3 ♟c6 9.0-0 0-0 10.♟e1 ♟f6 11.♟e4 ♟ce7



12.♟g5?! All theory so far, and this move is also known though it is considered a bit



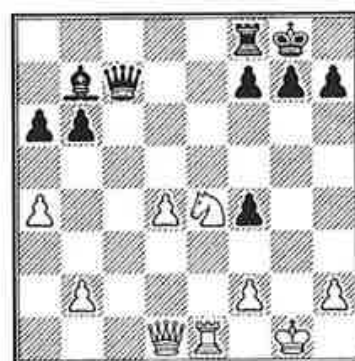
Rob's friend Walter Kappelhof (right) has been asked unexpectedly to operate the Magellan... but the manual's been mislaid, so Rob (centre) and his long-time pal Peter Schimmelpennink, are trying to sort out the right settings!

dubious. 12.♟e5 or ♖d3 are usual and generally preferred 12...♟xg5 13.♟xg5 ♟f6 14.♟c1!? 14.♟f3 ♟ed5 15.♖d3 h6 16.♟xd5 exd5 17.♟f3 is known, but White's 14th seems okay and the position is equal with (apparently) nothing out of the ordinary likely to happen 14...♟xe4 15.♟gxg4 b6 16.♟b5?! Better was 16.♖f3 16...♟b7 17.a4?! 17.♖d3 was best 17...♟f5 18.g4

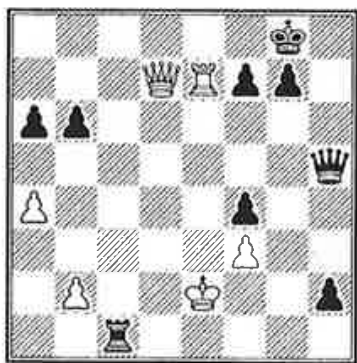


Now White's position is all over the place! 18...a6 Correct! 19.♟c7 ♟c8 20.gxf5 exf5! Well found - this is much stronger than 20...♟xc7 21.♟xc7 ♖xc7 22.♖g4 with

some play 21.♟g3 f4! 22.♟e4 ♟xc7 23.♟xc7 ♖xc7



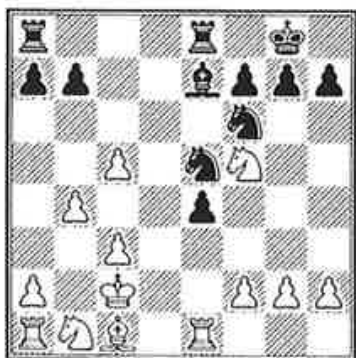
24.♟g5? 24.d5 was needed to stop Black's next. If the knight was to be moved then 24.♟c3 ♖c6 25.d5 saves the day - well not quite, as Black is still ahead, but it's much better than in the game... can readers see why? 24...♖c6! 25.d5 Best, but not good enough any more! 25...♖g6! 26.h4 h6 27.♟e7 ♟c8 28.d6! A bold try by the Brute Force, but... 28...hxg5 29.d7 gxh4+ 30.♟f1 h3! 31.dxc8 ♖xc8 32.♖d7 ♟c1+ 33.♟e2 ♖h5+ 34.f3 34.♟d3? ♖d1+ 35.♟e4 ♟c4+ 34...h2 0-1 See final position next page



### Chess Academy - Tasc R30

B22. Round 5

1.e4 c5 2.c3 d5 3.exd5 ♖xd5  
4.d4 ♜f6 5.dxc5?! Of course  
5.♞f3 is more enterprising  
5...♖xd1+?! And here  
5...♖xc5 6.♞a3 a6 is the  
enterprising line 6.♞xd1 e5  
7.♞b5+ Probably the  
opening book has ended, as  
mainline theory only shows  
7.♞e3 ♜c6 7...♞d7 8.♞xd7+  
♜bxd7 9.b4 ♞e7 10.♞f3 0-0  
11.♞e1 ♞fd8 12.♞c2! Well  
played by the Academy  
12...e4 13.♞h4 ♞e5 14.♞f5  
♞e8



White's extra pawn is only  
going to be of benefit if he  
can complete his queenside  
piece development quickly  
15.♞d6? A great shame, the  
Academy had played well up  
to here. 15.♞g5! ♞d3  
16.♞e2 h6 17.♞xe7+ ♞xe7  
18.♞xf6 gxf6 19.♞d2 would

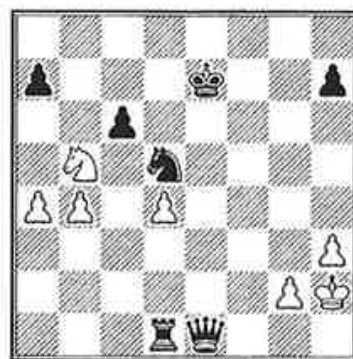
have just about completed  
development and certainly  
left White with an advantage  
15...♞d3 16.♞d1 ♞xd6  
17.cxd6 ♞xf2



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.♞d4 ♞e5 19.♞f4 ♞d5!  
20.a3?! Protecting the rook  
with 20.♞e3 was better, then  
the newly developed piece  
could make the recapture and  
maintain something of the  
pawn structure 20...♞xd4  
21.cxd4 ♞d5! 22.♞g5 f6  
23.♞h4 ♞c8+ 24.♞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.♞b3  
and if 24...e3 25.d7 ♞d8  
26.♞c3 ♞xd7 27.♞xd5 ♞xd5  
28.♞c4 with fighting chances  
for the draw 24...e3+ 25.♞e2  
♞c2+ 26.♞f3 ♞f7



The diagram helps us to see  
why White must lose – the  
rook–a1 and knight–b1 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.a4! g5  
28.♞a3 g4+ 29.♞g3 ♞d2  
30.♞b5 f5! These pawns and  
White's hemmed-in king look  
very ominous 31.h3 f4+  
32.♞h2 g3+ 33.♞xg3 If  
33.♞g1 e2 33...fxg3+  
34.♞xg3 ♞d1 35.d7 e2  
36.d8 ♞+ 36.d8 ♞? e1 ♞+  
37.♞f3 ♞d3+ 0-1 36...♞e7  
37.♞h2 e1 ♞ 38.♞c6+ bxc6  
39.♞xd1 ♞xd1 0-1



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:

Pos	Computer	/6
1	Meph Magellan	5½
2	Tasc R30	5
		4½
		4
3=	Berlin Pro Chess Academy	3½
5=	Meph Montreux Renaissance Brute Force	3
7=	Saitek Centurion Saitek Cougar Meph MMS	2½
10	Meph RISC-1MB	2



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.

### Meph RISC 1MB - Meph MM5

C81. Round 7

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6  
4.♙a4 ♘f6 5.0-0 ♘xe4 6.d4  
b5 7.♙b3 d5 8.dxe5 ♙e6  
9.♙e2 ♙e7 10.♙d1 0-0 11.c4  
bxc4 12.♙xc4 ♙d7 13.♘c3  
♘xc3 14.bxc3 f6 15.exf6  
♙xf6 16.♘g5 ♙xg5 17.♙xg5  
h6 18.♙e3



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 cxd6 23.♙g4 ♙f7 24.♙g3



Should the attack on d6 be

defended? 24...♘c2 24...♙f6 was the alternative, then perhaps 25.♙c5!? d5 25.♙xd6 ♘xa1? 25...♙a4 was probably vital: 26.♙c1 ♘xe3 27.fxe3 ♙xa2 28.♙xh6 a4 26.♙xd7 ♙xd7 27.h4 With the threat of a back-rank mate removed White's extra material must be enough to win 27...♙d1+ 28.♙h2 ♙h8? 29.♙xh6! ♙g8 Of course not 29...gxh6? 30.♙e5+ (White is after the rook, not the knight) 30...♙g8 31.♙e6+ ♙f8 32.♙f5+ ♙e7 33.♙e4+ ♙d6 34.♙xa8 1-0 30.♙e5 ♙h7 31.♙xg7 ♙f1 31...♙xg7 32.♙h5+ ♙g8 33.♙xd1 1-0 32.♙f6 ♙h6 33.♙e3+ ♙g6 34.♙c3 ♙h5 Extricating the knight would lose very quickly: 34...♘c2 35.♙e6+ 35.♙e2+

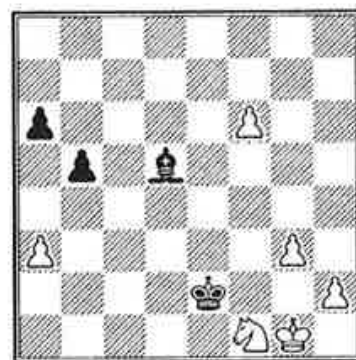


winning the rook 1-0

### Berlin Pro - Chess Academy

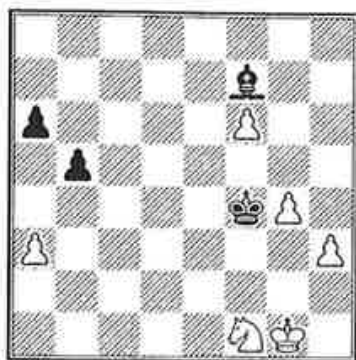


The Chess Academy has been something of a star, so let's see how it copes in this last round endgame. You'd expect the Berlin Pro, 2 pawns up and with hash tables, to win easily from the diagram 40.f6 ♙c1! 41.♙e3+ ♙g4 42.♙e1 ♙f3! 43.♙f1+ ♙e2 Both of the last 2 moves by the Academy are 'only' moves to 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...♙xd1?? 45.♙xd1 ♘xd1 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

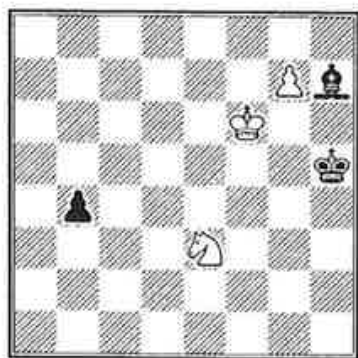


Would you believe it? – the Academy has a WIN here?! Can you see it? 45...♙f3? 45...a5!! was the move. The key is in White's knight stuck on f1 unable to extricate itself to stop Black's queenside pawns. If anyone can find a saving line for White, please let me know! Here are my two efforts: A) 46.h4 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.♖g3+ ♔d3  
48.axb4 axb4 and the pawn  
cannot be stopped whatever  
ingenuity White might come  
up with: 49.♔f2 (49.♖h5  
threatening a sneaky fork on  
f4 if White is too busy  
thinking about pawn  
promotion! 49...♔e3!)  
49...b3 50.♖e2 ♔d2! 46.g4  
♙f7 47.h3 ♔f4



48.♔f2?! A better try was  
48.♖d2! getting the knight  
back into the game and  
asking Black to decide where  
to send his king, a tricky  
decision! 48...♔g5! 49.♖e3  
♙e6 50.♖c2 ♔xf6 51.♔g3  
♙f7 52.h4 a5! 53.♔f4 ♔g7  
54.h5 ♔h6 55.♔f5 ♙c4  
56.♔f6 ♙e2 57.♖e3 57.g5+  
looks tempting, but after  
57...♔xh5 58.g6 ♙c4  
57...b4! 58.axb4 axb4  
59.g5+ ♔xh5 60.g6 ♙d3  
61.g7 ♙h7 ½-½



A good draw for the Chess  
Academy - from a losing po-  
sition it got to within one  
move of winning!

## Montreux - Centurion

E00. Round 7

1.c4 e6 2.g3 An unusual  
opening for a computer to be  
choosing! 2...♖f6 3.d4 d5  
4.♖f3 c6 5.♙g2 ♙e7  
5...♖bd7 is usual - if this  
opening can ever be called  
that with two computers  
playing! - so now both  
programs drop out of book  
6.♙f4 dxc4 7.0-0 0-0 8.♙c2  
b5 9.♖c3 ♖d5 10.♖xd5  
cxd5 11.a4 b4 12.♖e5 ♙a6  
13.♙fd1 ♙d6 14.♙ac1



Despite - or because of!? -  
the rather strange opening, a  
pretty interesting game is  
developing! 14...f6 15.♖f3  
♙xf4 16.gxf4 ♙d7 17.♙a1 b3  
18.♙c3 ♖c6 19.♖d2 ♙ab8  
20.♙h3 ♖b4 21.e3 ♙fe8  
22.♙g2 ♖c2 23.♙ac1



This rook has not had a  
happy time! 23...♙xa4 24.e4  
♙bd8 25.f5 e5 I am  
surprised Black didn't open  
the e-file with 25...exf5  
26.exd5 as 26...♖b4 looks

very strong 26.dxe5 d4!  
27.♙g3 ♙xe5 28.♙b1 ♙ee8  
29.♙g4 ♙b4 30.♙e2 ♙b5  
31.♙g4 a6 Why not a5  
straightaway?! 32.♙h5 a5  
33.♙g4 a4 34.e5 ♙xe5  
35.♖f3 ♙ed5 36.♖d2 ♙d7  
37.♖e4 ♙e7 38.♙h5? a3!  
39.bxa3 The wasted 38th  
move means it is now too late  
to get the queen back to give  
some help with 39.♙e2, as  
Black just plays 39...d3!  
39...♖xa3 40.♙b2 c3!



White's position has become  
hopeless 41.♙xb3 ♙a4  
42.♙b6 ♙xd1 43.♙xd1 c2  
44.♙c1 d3 0-1

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

Pos	Computer	/7
1	Meph Magellan	6½
2	Tasc R30	6
		5½
		5
		4½
3=	Chess Academy Berlin Pro	4
5	Saitek Centurion	3½
6=	Meph Montreux Saitek Cougar Meph RISC-1MB Renaissance Brute Force	3
10	Meph MM5	2½
11	Meph Miami	2
12	Chess Professor	1½

# 2nd. CSVN PC Tourney

## 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!



The list of entrants for the PC programs could well give anyone a **Nightmare!** Yes, that's one of the names, as well as **Tiger**, **SpiderChess**, **Insomniac**, **Ant**, **Comet**, **Shark** and others.

So, as organiser **Theo van der Storm** pointed out, if results went the right way you could end up with some pretty wonderful headlines:

- Ant [b]eats Tiger
- Shark caught by Spider

- 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,

this time by Isichess

- 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!

Pos	Leading Programs	/5
1=	Fritz Diep XiniX	4
4	Comet	3½
5=	Shredder SOS IsiChess Insomniac Chess Tiger Nightmare Tao The King	3
13	Ant	2½
14=	Patzer Goldbar SpiderChess The Baron	2

Admittedly there's still 4 round 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!

- Shredder is held to a draw by Insomniac
- The King has a Nightmare! 0-1

**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 Turke!
- Tiger beats high-flying XiniX
- Fritz beats Nightmare - sweet dreams!

Pos	Leading Programs	/7
1	<b>Fritz</b>	5½
2=	<b>Diep</b> <b>SOS</b> <b>Chess Tiger</b>	5
5=	<b>Shredder</b> <b>XiniX</b>	4½
7=	<b>Nightmare</b> <b>The King</b>	4
9=	<b>Comet</b> <b>Insomniac</b> <b>Tao</b> <b>Patzer</b>	3½
13=	<b>GoldBar</b> <b>Sjeng</b> <b>SpiderChess</b> <b>The Baron</b> <b>Holmes</b>	3

So to **round 8**:

- Fritz finishes SOS's hopes
- Diep beats Tiger. Tiger started so badly, then had a 3½/4 run, but it's top place hopes are gone. Meanwhile, what about Diep!
- No Nightmare for Shredder, 0-1
- Comet beats The King
- XiniX drew with Insomniac

Obviously that meant only Fritz (6½) and Diep (6) had winning chances coming to the final **9th round**.

- Diep had a tough game - against Shredder - and just couldn't win it. The draw meant that....
- Fritz, playing against Insomniac, also only needed a draw. In fact Fritz won, so ended a point clear



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

of the field.

- Comet followed up its win against The King with one against Chess Tiger, which was in the process of finishing with, I think, its first ever really poor result

Pos	FINAL RESULT	/9
1	<b>Fritz</b>	7½
		7
2	<b>Diep !</b>	6½
3=	<b>Shredder</b> <b>Comet !</b>	6
5=	<b>SOS</b> <b>XiniX</b> <b>Isichess</b>	5½
8=	<b>Insomniac</b> <b>Chess Tiger ?</b> <b>Nightmare</b> <b>Tao</b>	5
12=	<b>The King ?</b> <b>Patzer</b> <b>Ant</b> <b>Goldbar</b>	4½
16=	<b>Sjeng</b> <b>Spider Chess</b>	4
18=	<b>The Baron</b> <b>Holmes</b>	3½
		3
20	<b>Morphy4.1</b>	2½
21	<b>Shark</b>	1
22	<b>Djenghis</b>	0

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

### Shredder - The King

B09. Round 3

1.d4 d6 2.e4 ♟f6 3.♟c3 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!

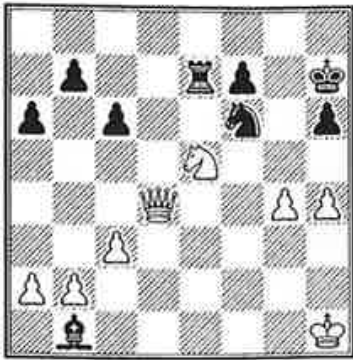


11...♞b6? 11...♟h5 is close to equal after 12.♞xd8 ♞xd8  
12.f5! gxf5 13.exf5 e4  
14.♟xe4 ♟xe4 15.♟xe4 ♞b4



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! ♟f6 Best 18.♞xe4 ♞xe4 19.♞g3 ♟xf5 The immediate exchanges are over, leaving White with a clear advantage 20.♟h6 ♟h5 21.♞g5 ♟g6 22.♟xg7 ♟xg7 23.♞c5 a6 24.♞b6 ♞e7 25.♞e1 ♞ae8 26.♞xe7 ♞xe7 27.♞d4+ ♟f6 28.♟e5 h6 29.g4 ♟h7 30.h4 ♟b1



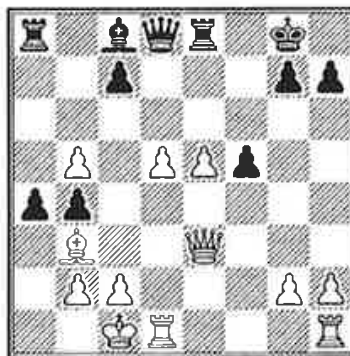


31. Qxc6!? Re1+ 32. Kg2 Qxg4 33. Wxg4 bxc6 34. Wc4 Kg7 35. b4 Re4 36. Wxa6 Rxb4 37. Qg3 Rh5 38. Wxc6 Qxa2 39. b5 Qd5 40. Wc7

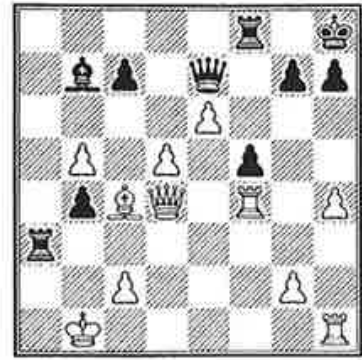


10. Qc4 Qd6 11. Qb3 Re8!

This move looks tremendous and, even though it is easily met at this moment, you wonder if the resulting pin's long-term impact might swing the game! 12. Qe5 Saves the day! If only Black still had a pawn on d7 or f7! 12... a5 13. Qc3 b5 14. a4 b4 15. Qb5 Qd7 16. 0-0-0! Qxe5 17. fxe5 Qxb5 18. axb5 a4



This exciting position deserves another diagram! White has broken the half-pin on the e-file, but his king still looks vulnerable! 19. Qc4 a3!? Did Black have a way of building up the attack just a little more before pushing one of the pawns? 20. bxa3 Rxa3 20... bxa3 21. d6+! Qe6 22. Qxe6+ Rxe6 23. Wb3 Qf7 24. Rhf1 g6 25. dxc7 Wxc7 26. Ed6! and Black looks to be in trouble 21. Wd4! Qh8 22. Qb1 Wg5 23. e6! Qb7 24. h4 We7 25. Edf1 Rf8 26. Rf4



There are 2 threats: g4 and Rhf1. What should Black do? 26... Ra4 27. Rhf1 b3 28. cxb3 Raa8 29. b6 Wa3 30. bxc7 Qa6 If Black had tried 30... Wa2+ escape is easy enough: 31. Qc1 Wa3+ 32. Qd1 Wa2 33. e7 Wb1+ 34. Qd2 Wa2+ (34... Ra2+?? leaves himself subject to exf8=Q mate 35. Qe3 Re8 36. d6 Qc8 37. Rxb1 night night!) 35. Qd3 and White wins easily from here 31. Qxa6 Wxa6 32. Rxf5 Rxf5 33. Rxf5 Wa2+ 34. Qc1 Wa5 35. Qd1 Wxc7 36. d6 Wb8 37. b4



Very well played Comet! 1-0

## 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 Qf6 And now we're in an even rarer Falkbeer Counter Gambit! 5. dxe4 Qxe4 6. Qf3 Qc5 7. We2 f5 Probably better is 7... We7 and now 8. Qe3 can be met by 8... Qxe3 9. Wxe3 Qd7 10. Qbd2 Qdf6 though most players would much rather be White 8. Qe3 Qxe3?! 8... Wxd5 is usual here - has the Shredder book entered this unusual variation but stopped short, or are they hoping Qxe3 will take opponents out of book while they're still in? 9. Wxe3 0-0

## Shredder - Fritz

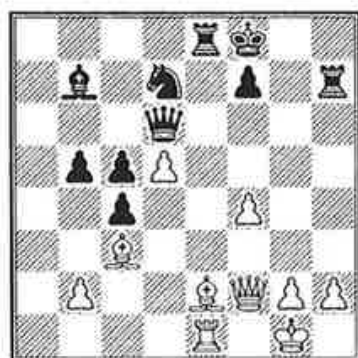
D15. Round 5

1. d4 d5 2. c4 dxc4 3. Qf3 Qf6 4. Qc3 c6 5. e4 b5 6. Wc2 e6 7. Qe2 This line has a good reputation from Black's point of view, and the databases indicate that only 7. Qg5 produces a plus score for

White here 7...♔b7 8.0-0  
 ♖bd7 9.♔g5 ♖c7 10.a3 a6  
 11.♖ad1 c5 12.d5 exd5  
 13.exd5 ♔d6 14.a4 ♖b6  
 15.♔e4 ♔xe4 16.♖xe4+ ♔f8  
 17.♖fe1 ♖e8 18.♖g4 ♖c7  
 19.axb5 axb5 20.♖h5 h6



White has a difficult choice, already a pawn down. 21.g3 is a possibility. Hiarcs8 suggests 21.b3 which looks inventive but risky?! 21.♖h3 ♔c8! A cracking pin! 22.♖h4 22.g4 ♔b6 23.♖h5 ♖d7 also leaves Black well on top 22...♔g8 23.♔d2 g5 24.♔xg5 White had no choice 24...hxg5 25.♖xg5+ ♔f8 26.f4 ♔e7 27.♖g3 ♔h4 28.♖f3 ♔xe1 29.♖xe1 ♖d6 30.♔c3 ♖h7 31.♖f2 ♔b7!



An overwhelming win for Fritz in the end 0-1

### Diep - SOS

E38. Round 7

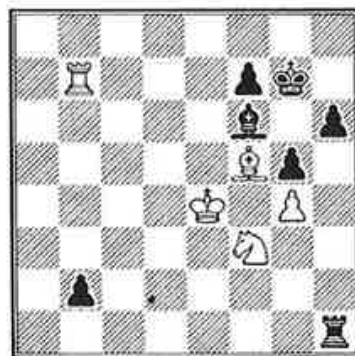
We're joining this after Black has played 40...♖xh3



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

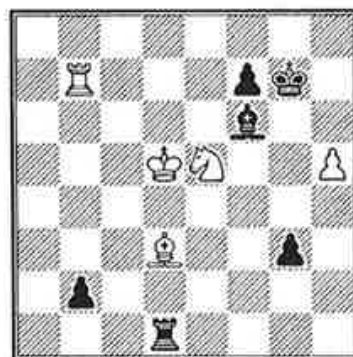


I reckon the position is equal, though the highly unbalanced nature of ♖ for 4x♔ means that anything might yet happen! 41.♖a8 b4 42.♖xa6?! 42.♖a7 is probably that bit more accurate, but it's still close to equal 42...b3 43.♖b6 b2 44.♖b7?! ♖h1



45.♔d5? 45.♔e3 h5 46.gxh5 ♖xh5 (46...g4 is now met by the surprising 47.♔g6! which

seems to draw whether Black plays ♔h8 or b1=♖) 47.♔f2 should be drawing 45...h5! SOS has come up with a very good move! 46.gxh5 g4 47.♔e5 Now the surprise move in our earlier variation doesn't appear to work, though it creates more problems than you might think: 47.♔g6?! ♔h6! 48.♖xf7 ♖xh5+ 49.♔e6 ♔g7 50.♔c2 ♖c5 51.♔b1 ♖c1 52.♔d2 ♖e1+! 53.♔d5. Not the file the king wants to be on, but there's no choice, and now 53...♖d1 should be enough to win 47...♖d1+ 48.♔d3 g3



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



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

51. ♖f4 escapes with the draw) 50. ♖xd3 ♕xb2 0-1  
49... ♖g8 50. ♖xf6 b1 ♖  
51. ♖g6+ ♖h7 52. ♖xg3+ ♖h6  
53. ♖f7+ ♖xh5 54. ♖e5 ♖a2+  
55. ♖d6 ♖a8 56. ♖g5+? I'm not sure why Diep gave it up with this immediate loser! Obviously 56. ♖h3+ ♖g5 57. ♖f3 would last longer, and though I'd guess SOS would get him in the end, probably with ♖d8+, even so why hand the game away on a plate?! 56... ♖xg5 0-1

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

### Chess Tiger - Diep

B97. Round 8  
1.e4 c5 2. ♖f3 d6 3.d4 cxd4  
4. ♖xd4 ♖f6 5. ♖c3 a6 6. ♖g5  
e6 7.f4 ♖b6 8. ♖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. ♖b3 suits computer programs best 8... ♖xb2 9. ♖b1 ♖a3 10.f5 ♖c6 11.fxe6 fxe6 12. ♖xc6 bxc6 13.e5 ♖d5!?

13... dxe5 is supposed to be correct, but in view of the result maybe this needs a re-think!? 14. ♖xd5 cxd5  
15. ♖e2 dxe5 16.0-0 ♖a7  
17.c4 ♖c5+ 18. ♖h1 d4  
19. ♖h5+ g6 20. ♖d1 ♖e7  
21. ♖a4+ ♖d8 22. ♖f7 h6  
23. ♖xh6 e4 24. ♖e3 e5  
25. ♖g5 e3 26. ♖xe3 ♖h5  
27. ♖g7 ♖b7

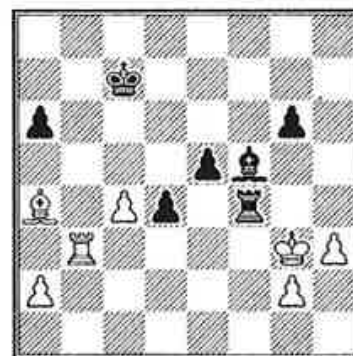


Well, it's all book stuff to here. Jeroen Noomen, who does the book for Tiger, was pretty disappointed that they both left book showing equal – he'd hoped the depth of his line in Tiger might catch someone out! Maybe it did!! 28. ♖b3 Appears to be new. White's best continuation in my view is 28. ♖xb7 ♖xb7 29. ♖xg6 ♖f5 which is about equal. White has the extra

pawn, but Black's passed pair have the centre of the board and are further advanced  
28... ♖f5 29. ♖g8+ ♖f8  
30. ♖xf8+ ♖xf8 31. ♖g5+ ♖e7  
32. ♖xe7+ ♖xe7 33. ♖h6 ♖f7



The mate threat ♖f1 is easily met, but which way is best?  
34. ♖h8+? 34. ♖b1 ♖d6  
35. ♖g1 and material is equal, but Black's central passed pawns give him a small plus. Or 34.h3! (my choice) ♖d6 35.c5 ♖xc5  
36. ♖xg6 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... ♖f8 35. ♖h4+  
35. ♖xf8+ ♖xf8 36. ♖g1 e4 has to be good for Black  
35... ♖c7 36.h3 ♖f1+ 37. ♖h2 ♖f4+! Forcing the exchange  
38. ♖xf4 ♖xf4 39. ♖g3 ♖f5

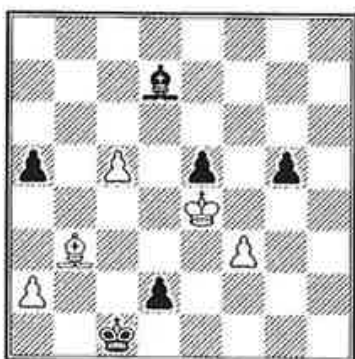


White would prefer not to move, but as he has to then presumably it must be 40. ♖a3 to hold the 3rd rank but allow ♖f1, or else 40. ♖b2



He's done it again, another outright first for Franz Morsch and his Fritz program!

when maybe g5 is Black's best 40.  $\text{Rf3?}$ ! I feel sure White's best chance here for the draw was to keep the rooks on 40...  $\text{Rxf3} + 41. \text{gxf3}$   $\text{c6}$  42.  $\text{e8}$  g5 43.  $\text{f7}$   $\text{c5}$  44.  $\text{f2}$   $\text{b4}$ ! It's 'all a matter of technique' as they like to say, and here Diep's is good! 45.  $\text{g8}$   $\text{xh3}$  46.  $\text{e1}$   $\text{c3}$  47.  $\text{c5}$  d3 48.  $\text{f2}$   $\text{d7}$  49.  $\text{d5}$  d2 Perfect timing 50.  $\text{b3}$   $\text{b2}$  51.  $\text{e3}$   $\text{c1}$  52.  $\text{e4}$  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

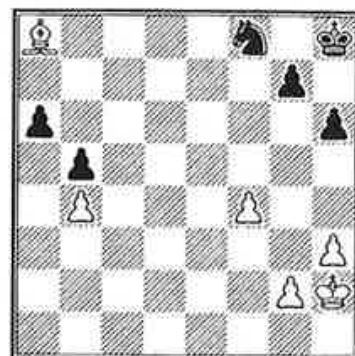
As we join, the game appears equal, but the material equation is about to change.



36.  $\text{Rxe6?}$  The pedestrian 36.  $\text{Rcd1}$   $\text{f6}$  37.  $\text{Rg6}$  (not 37.  $\text{Re5?}$   $\text{Rxe5}$  38.  $\text{Rxe5}$   $\text{Rd7}$  and Black has a small advantage) 37...  $\text{Rd7}$ ! leaves White no more than equal 36...  $\text{f8?}$ ! Or 36...  $\text{Re6}$  37.  $\text{fxe6}$   $\text{Rc3}$  38.  $\text{fxd8}$   $\text{Rxd8}$  39.  $\text{Rf5}$  threatening mate on h7 39...  $\text{f6}$  threatening  $\text{Rxc2}$   $\text{Rxc2}$   $\text{Rd1}$  mate! 40. h3  $\text{Rd2}$ . Black has an initiative and may soon win back his  $\text{f}$  37.  $\text{Ree1}$   $\text{f7}$  38.  $\text{Rh4}$   $\text{g6}$  39. h3  $\text{Rd6}$  40.  $\text{Re6}$  SOS has survived the tactics well, the position is still just about equal. Now, should it exchange  $\text{f}$ 's or try the tempting pin with  $\text{Re8}$ ? 40...  $\text{fxe6}$ ! 40...  $\text{Re8?}$  doesn't work: 41.  $\text{fxg6}$   $\text{Rxc1}$  42.  $\text{fxe8}$   $\text{Rxe1} +$  43.  $\text{Rxe1}$   $\text{fxe6}$  and Black is still a pawn down with no compensation at all 41.  $\text{fxg6}$   $\text{Rxc1}$  42.  $\text{Rxc1}$   $\text{f5}$  43.  $\text{c2}$   $\text{Rxa3}$  Back to material equality! 44.  $\text{Re1}$   $\text{Rd6}$  45. b4!  $\text{Rc7}$  46.  $\text{Rd4}$   $\text{Rc8}$  47.  $\text{Rb6}$   $\text{Re8}$  48.  $\text{Rxe8} +$   $\text{Rxe8}$



49.  $\text{Rc5}$  Not 49.  $\text{Rxa6?}$  allowing 49...  $\text{Re1} +$  50.  $\text{Rh2}$   $\text{Re5} +$  leading to perpetual check 49...  $\text{f7}$  50.  $\text{f5}$   $\text{f8}$  51.  $\text{Rd6}$   $\text{g8}$  52.  $\text{Re4}$   $\text{Rc8}$  53.  $\text{Rh2}$   $\text{Rh8}$  54.  $\text{f4}$   $\text{f7}$  55.  $\text{Rc6}$   $\text{Rb8}$  56.  $\text{Ra8}$ !  $\text{Rxa8}$  Black has no choice. If 56...  $\text{Rf8?}$  57.  $\text{Rxf8} +$   $\text{fxf8}$  58.  $\text{f5}$ ! and headed for c8 to win the  $\text{a6}$  and the game 57.  $\text{fxa8}$   $\text{f8}$



58.  $\text{g3}$  58.  $\text{f7}$   $\text{f6}$  59.  $\text{f5}$   $\text{f7}$  holds, for now at least 58...  $\text{f6}$  59.  $\text{Re4}$   $\text{d8}$  60.  $\text{g4}$   $\text{g6}$  61.  $\text{f5}$  Not 61.  $\text{fxg6?}$   $\text{f6}$ ! 61...  $\text{gxf5} +$  61...  $\text{f7}$  62.  $\text{fxg6}$   $\text{d6}$  63.  $\text{d3}$   $\text{g7}$  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 saccing a piece for an about-to-promote pawn 62.  $\text{xf5}$   $\text{g7}$  63.  $\text{d5}$   $\text{f7?}$  With 63...  $\text{f8}$  64.  $\text{f6}$   $\text{e8}$  65.  $\text{g4}$   $\text{d7}$  66.  $\text{h4}$   $\text{d6}$  67.  $\text{g5}$   $\text{h5}$ !  $\text{fxd5}$  69.  $\text{h6}$   $\text{f6}$  70.  $\text{h7}$   $\text{fxb4}$  71.  $\text{h8}$   $\text{f6}$  SOS would at least make Fritz work hard for the win 64.  $\text{fxf7}$  0-1. After 64...  $\text{xf7}$  White simply drags the SOS king over to the queenside with 65.  $\text{e5}$   $\text{e7}$  66.  $\text{d5}$   $\text{d7}$  67.  $\text{c5}$   $\text{c7}$  and then 68.  $\text{g4}$ !  $\text{b7}$  69.  $\text{h4}$   $\text{c7}$  70.  $\text{g5}$  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 co-operating 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

IPCCC Paderborn 2002

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1 Shredder	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	60/7
2 Fritz	1	*	1	1	1	1	1	1	1	1	1	1	1	1	1	1	55/7
3 Comet B40	0	0	*	1	1	1	1	1	1	1	1	1	1	1	1	1	45/7
4 Gnomit	0	0	1	*	1	1	1	1	1	1	1	1	1	1	1	1	40/7 12.00
5 IstChess	0	1	1	1	*	1	1	1	1	1	1	1	1	1	1	1	40/7 11.75
6 Ikarus	0	1	1	1	1	*	1	1	1	1	1	1	1	1	1	1	40/7 11.25
7 Gaudin X	0	1	1	1	1	1	*	1	1	1	1	1	1	1	1	1	35/7 15.00
8 SOS	0	1	1	1	1	1	1	*	1	1	1	1	1	1	1	1	35/7 12.25
9 BrutusXPa	0	0	1	1	1	1	1	1	*	1	1	1	1	1	1	1	35/7 11.75
10 Putzer	0	0	1	1	1	1	1	1	1	*	1	1	1	1	1	1	35/7 8.00
11 Quark	0	0	1	1	1	1	1	1	1	1	*	1	1	1	1	1	35/7 7.35
12 Diep	0	0	1	1	1	1	1	1	1	1	1	*	1	1	1	1	35/7 6.75
13 XiniX	0	0	1	1	1	1	1	1	1	1	1	1	*	1	1	1	30/7
14 P.ConNerS	0	0	1	1	1	1	1	1	1	1	1	1	1	*	1	1	25/7
15 Neurologic	0	0	1	1	1	1	1	1	1	1	1	1	1	1	*	1	15/7
16 Metador	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	*	00/7



Dr Chrilly Donninger



Above: the FPGA development board used by Chrilly Donninger.

Below: inserting the FPGA into a standard PC



supplied on the *ChessBase* web site and in *Sel Search* as the project progresses.

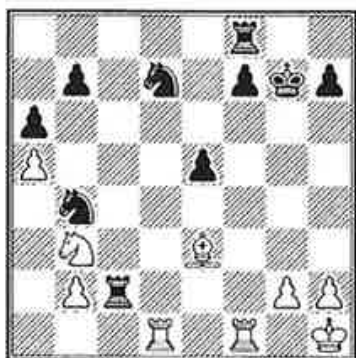
Now the **Diep** game:

## BrutusXPa - Diep

B92. Paderborn 2002, rnd 3

1.e4 c5 2.♘f3 d6 3.d4 cxd4  
4.♗xd4 ♘f6 5.♗c3 a6 6.♗e2

e5 7. ♖b3 ♙e6 8. f4 ♖c7 9. 0-0  
 ♜bd7 10. ♙e3 ♙e7 11. a4 0-0  
 12. ♜h1 ♖ac8 13. f5 ♙c4  
 14. a5 d5!? 14... b5 15. axb6  
 ♜xb6 16. ♙g5 d5 17. ♙xf6  
 ♙xf6 18. ♙xc4 is theory, but  
 surely favours White, so why  
 not try something new!  
 15. exd5 ♙xe2 16. ♖xe2 ♙b4  
 17. ♜a2 ♜xd5 18. f6 ♖xc2!?  
 19. ♖xc2 ♖xc2 20. ♜xb4  
 ♜xb4 21. fxg7 ♜xg7 22. ♖ad1



Black has won a pawn but  
 can't maintain the rook on  
 the 7th so the initiative  
 passes to White 22... ♖c7 Not  
 22... ♜f6? 23. ♙c5! 23. ♖d6  
 f6 24. ♜d2 ♖f7 25. ♜e4 ♖c4  
 26. ♜g3 ♜g6 27. ♜f5 h5  
 28. ♖dd1 ♜h7 29. g3 ♜c6  
 30. b3 ♖e4 31. ♜h4+! ♖xh4  
 32. gxh4 ♜xa5 33. ♖d5 ♜c6  
 34. ♖d6 ♖e7 35. ♖g1+ ♜f5!?  
 The alternative, safer  
 approach was with 35... ♜f7  
 36. ♖gd1 ♜cb8 37. ♜g2 ♜g6  
 38. ♜f3 ♜f8 39. ♖d8 ♜bd7  
 40. ♖c1 ♜e6 41. ♖h8 ♖h7  
 42. ♖xh7 ♜xh7 43. ♖d1 ♜ef8  
 Knights are never at their  
 strongest protecting each  
 other, but it would have been  
 better to put the d7-♜ onto  
 f8: 43... ♜df8 then 44. ♜e4  
 ♜g6 = 44. ♜e4 ♜g6 45. ♖d6  
 a5 46. ♜d5!

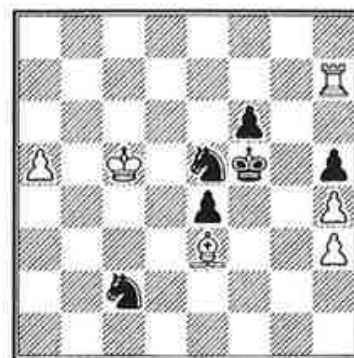


The position has become  
 quite exciting! who will break  
 through?! 46... ♜f5! 47. h3!  
 Shutting the king out of the  
 g-file 47... e4 48. ♙h6 b5  
 49. ♖a6 b4? If either pawn  
 was to be moved, it really  
 had to be 49... a4 50. bxa4  
 bxa4 51. ♙xf8 ♜xf8 52. ♖xa4  
 and now 52... e3 53. ♖e4 ♜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?? ♜xf4  
 and suddenly Black's e-pawn  
 becomes enormous, forcing  
 52. ♖a6 f5 53. ♖e6 and a  
 probable draw) 51... ♜e6+  
 52. ♜c3 ♜c7, 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. ♖a7 a4 51. bxa4 ♜b6+  
 52. ♜c5 ♜fd7+ 53. ♜xb4 ♜e5



54. ♜c5 The immediate  
 54. a5! would have been  
 almost terminal for Black!

54... ♜g6 55. ♙e3 ♜bc4  
 56. ♜d4! The bishop couldn't  
 retreat because of e3!  
 56... ♜f5 57. a5!? Strangely  
 this probably wasn't the best  
 choice here! Instead the  
 immediate 57. ♖h7! would  
 have given Black a real  
 headache deciding what to do  
 next! 57... ♜a3 58. ♖h7 ♜c2+  
 59. ♜c5



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... e2 63. ♖b1! and only  
 after 63... e1 ♖ 64. ♖xe1 ♜xe1  
 65. a8 ♖ ♜f4 66. ♖e8! can  
 White start to relax 60. ♜b5  
 ♜cb4 This is only a token  
 effort – with White's king on  
 b5 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 re-  
 sults, and is certainly no easy  
 opponent nowadays.

However Fritz and Shred-  
 der both beat Brutus com-  
 fortably, 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 pro-  
 gramming, it may soon have  
 something to say for itself!

## RATING LISTS AND NOTES

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 50-66MHz 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

Quad Pent3/500	80	Pentium3-K7/1000	50
Dual Pent3/500	40	Pentium3-K7/450	0
Pent Pro2K6-Celrn/300	-40	Pent Pro2-MMX-K6/233	-60
Pent/150	-100	Pent/100	-140
486DX4/100	-180	PentDX2/66	-200
486DX-SX/33	-260	386DX/33	-300

RATING LIST (c) Eric Hallsworth. PCProgs		SelSearch101		Aug2002	
BCF Computer	Elo	+/-	Games	Pos	Human/Games
260 FRITZ7 P3-PC	2685	13	1147	1	
257 HIARCS8 P3-PC	2661	18	602	2	2671 4
257 GAMBIT TIGER2.0 P3-PC	2656	11	1604	3	
256 CHESS TIGER14 P3-PC	2653	12	1284	4	2665 13
256 DEEP FRITZ6 P3-PC	2651	12	1392	5	2618 16
255 SHREDDER6/632 P3-PC	2642	16	780	6	2471 4
253 JUNIOR7 P3-PC	2631	15	922	7	2611 8
252 FRITZ6A P3-PC	2623	10	2077	8	2567 35
252 GAMBIT TIGER1.0 P3-PC	2622	21	490	9	
251 REBEL CENTURY4 P3-PC	2613	21	487	10	2634 4
250 REBEL TIGER12 P3-PC	2605	15	912	11	
250 JUNIOR6A P3-PC	2603	10	1978	12	2581 22
250 SHREDDER5/532 P3-PC	2600	15	949	13	2653 11
248 HIARCS732 P3-PC	2586	9	2387	14	2427 19
246 NIMZ08 P3-PC	2575	12	1337	15	
246 HIARCS7.1 P3-PC	2574	12	1442	16	
246 SHREDDER4 P3-PC	2571	16	759	17	2560 15
246 GANDALF5 P3-PC	2568	20	521	18	
245 NIMZ0732 P3-PC	2566	13	1228	19	
245 FRITZ532 P3-PC	2560	12	1469	20	
244 CHESSMASTER 6/7000 P3-PC	2555	24	348	21	2554 22
244 FRITZ516 P3-PC	2555	12	1281	22	2473 6
244 GANDALF4 P3-PC	2553	13	1145	23	
243 REBEL CENTURY3 P3-PC	2550	23	380	24	2615 6
243 NIMZ098 P3-PC	2548	12	1307	25	2435 10
242 JUNIOR5 P3-PC	2542	11	1531	26	
241 SOS P3-PC	2535	14	1003	27	
241 GOLIATH LIGHT P3-PC	2532	15	874	28	
241 HIARCS6 P3-PC	2530	13	1205	29	2552 24
241 REBEL CENTURY1.2 P3-PC	2528	21	458	30	2552 43
240 NIMZ099A P3-PC	2526	14	1050	31	
240 REBEL-10 P3-PC	2521	25	329	32	2558 17
240 REBEL9 P3-PC	2520	14	1059	33	2637 14
239 REBEL8 P3-PC	2516	19	548	34	
238 MCHES PRO6 P3-PC	2509	17	699	35	2504 12
238 MCHES PRO7 P3-PC	2508	14	1067	36	2560 2
238 CHESS GENIUS5 P3-PC	2506	13	1198	37	2419 6
237 MCHES PRO8 P3-PC	2500	14	1026	38	
237 SHREDDER3 P3-PC	2499	34	177	39	2671 2
237 SHREDDER2 P3-PC	2496	15	875	40	2178 6
234 GANDALF3 P3-PC	2474	27	278	41	
232 FRITZ516 PENT-PC	2463	32	210	42	
232 HIARCS6 PENT-PC	2456	11	1686	43	2540 2
231 JUNIOR4.6 P3-PC	2455	43	115	44	
231 HIARCS5 PENT-PC	2453	19	585	45	
231 KALLISTO2 P3-PC	2448	22	412	46	
230 REBEL8 PENT-PC	2446	10	2116	47	
230 REBEL9 PENT-PC	2440	16	805	48	
228 CHESS GENIUS5 PENT-PC	2431	11	1573	49	
228 CHESS GENIUS3 PENT-PC	2428	14	1028	50	2658 10

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■■■■■■■■

Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS direct to Eric... thanks!

RATING LIST (c) Eric Hallsworth. selSearch101									
BCF Computer	Elo	+/-	Aug2002	Games	Pos	Human/Games			
221 TASC R30-1995	2371	16	798	1	2276	18			
219 MEPH LONDON 68030	2358	32	203	2	2272	6			
215 TASC R30-1993	2323	12	1346	3	2336	66			
214 MEPH GENIUS2 68030	2319	18	657	4	2308	23			
214 MEPH LONDON PRO 68020/24	2317	67	47	5					
210 MEPH RISC2 1MB	2287	20	516	6	2293	8			
210 MEPH LYON 68030	2287	15	869	7	2392	51			
209 MEPH PORTOROSE 68030	2279	20	505	8	2340	82			
208 MEPH BERLIN PRO 68020/24	2266	13	1247	9	2217	29			
208 MEPH VANCIVER 68030	2265	18	656	10	2347	54			
208 MEPH LYON-VANC 68020/20	2264	27	296	11	2327	10			
207 KASP RISC 2500-512K	2262	25	337	12	2232	95			
206 MEPH RISC1 1MB	2249	9	2548	13	2232	95			
205 KASPAROV SPARC/20	2241	14	1077	14	2251	24			
205 MEPH ATLANTA-MAGELLAN	2240	15	892	15	2357	9			
204 MEPH MONTREUX	2232	16	835	16	2288	54			
202 MEPH LONDON 68020/12	2219	77	36	17	2040	4			
202 KASP RISC 2500-128K	2216	9	2629	18	2270	67			
199 FID ELITE 68040-V10	2196	53	75	19	2215	21			
198 MEPH VANCIVER 68020/12	2186	9	2300	20	2121	33			
197 MEPH LYON 68020/12	2180	8	3292	21	2246	92			
195 MEPH LONDON 68000	2167	61	57	22					
194 MEPH PORTOROSE 68020	2158	10	1842	23	2238	199			
194 NOV SAPPHIRE2-DIAMOND2	2152	19	567	24	1800	1			
193 MEPH BERLIN 68000	2147	12	1321	25	2221	25			
193 FID ELITE 68030-V9	2144	15	917	26	2169	13			
192 MEPH VANCIVER 68000	2136	11	1340	27	2126	23			
191 MEPH LYON 68000	2135	11	1662	28	2083	33			
191 MEPH ALMERIA 68020	2130	14	1019	29	2154	242			
189 MEPH MILANO PRO-SENATOR	2116	20	523	30	2169	10			
189 NOV SAPPHIRE1-DIAMOND1	2116	12	1363	31	2139	83			
188 MEPH PORTOROSE 68000	2106	11	1613	32	2111	25			
187 FID MACH4-DES325 68020-V7	2100	9	2281	33	2179	130			
184 FID ELITE 2*68000-V5	2079	26	312	34	1888	2			
183 MEPH POLGAR/10	2065	18	632	35	2080	54			
182 MEPH ROMA 68020	2060	14	1075	36	2033	73			
182 MEPH DALLAS 68020	2058	14	972	37	2069	198			
181 KASPAROV BRUTE FORCE	2053	14	1060	38	2182	42			
180 MEPH ALMERIA 68000	2041	14	1017	39	2093	31			
179 NOVAG SCORPIO-DIABLO	2036	10	2056	40	2124	139			
177 KASP MM6-COUGAR-COSMOS	2020	15	848	41	2072	65			
176 MEPH NIGEL SHORT	2014	25	322	42	2136	5			
176 FID MACH3-DES2265 68000-V2	2009	6	5504	43	2107	245			
176 MEPH EMERALDCLASS-AMBER	2008	58	64	44					
175 MEPH DALLAS 68000	2002	11	1526	45	1959	65			
174 MEPH POLGAR/5	1996	8	2821	46	2076	17			
174 MEPH MM5/5	1995	11	1754	47	1850	17			
174 NOV SUPER FORTE-EXP C/6	1992	8	2824	48	2000	24			
173 MEPH MILANO	1991	13	1156	49	2087	14			

173 MEPH MONDIAL 68000XL	1989	15	852	50	2049	77
172 NOVAG JADE2-ZIRCON2	1982	39	138	51	2032	48
172 MEPH MONTREAL-ROMA 68000	1979	9	2512	52	1968	56
171 MEPH AMSTERDAM	1971	9	2253	53	2054	182
171 MEPH ACADEMY/5	1968	9	2379	54	2023	111
169 FID MACH2B	1967	27	276	55	1960	25
169 NOV SUPER FORTE-EXP B/6	1956	12	1441	56	2005	93
168 MEPH MEGA4/5	1951	8	2697	57	2005	197
168 KASPAROV MAESTRO D/10	1947	12	1323	58	1923	127
168 FID MACH2C	1945	9	2627	59	2059	127
167 KASP CENTURION-BARRACUDA-BRAVO	1938	15	928	60	1830	30
166 MEPH MODENA	1933	16	780	61		
166 MEPH MM4/5	1931	8	2693	62	2006	97
165 NOVAG RUBY-EMERALD	1920	17	71			
164 NOV SUPER FORTE-EXP A/6	1917	12	13			
164 MEPH SUPERMOND2-COLLEGE-MCARLO4	1916	27	28			
164 KASPAROV MAESTRO C/8	1916	27	25			
164 FID TRAVELMASTER	1915	19	54			
163 FID MACH2A	1910	26	31			
162 CONCH PLY-VICTORIA/5.5	1902	16	77			
162 MEPH MONTE CARLO	1902	28	26			
162 KASP TRAVEL CHAMPION	1901	32	26			
162 CXG SPHINX GALAXY/4	1901	9	23			
161 KASP TURBOKING2	1894	14	97			
160 NOV EXPERT/6	1886	32	26			
159 FID CLUB B	1875	12	13			
158 NOV EXPERT/5	1870	26	30			
158 NOV SUPER FORTE-EXP A/5	1867	11	15			
157 FID PAR E-ELITE+DES2100	1863	9	24			
157 NOV FORTE B	1860	10	18			
157 FID AVANT GARDE/5	1858	11	16			
157 MEPH REBEL	1857	9	22			
156 NOV FORTE A	1849	9	21			
156 FID CLUB A	1848	31	22			
155 KASP STRATOS-CORONA	1845	10	20			
155 KASPAROV MAESTRO A/6	1841	15	92			
154 MEPH SUPERMONDIAL1	1839	11	15			
154 KASP TURBOKING1	1836	24	35			
154 CONCHESS/6	1835	45	10			
154 CONCH PLYMATE/5.5	1833	9	2164	89	1923	55
153 KASP SIMULTANEO	1829	13	1115	90	1824	36
153 NOV EXPERT/4	1825	14	1020	91	1960	43
152 SCI TURBO KASPAROV/4	1823	21	470	92	1933	64
152 FID EXCELLENCE/4	1821	11	1657	93		
151 CONCH PLYMATE/4	1815	24	372	94		
151 FIDELITY ELITE C	1808	35	175	95	2007	6
150 FID ELEGANCE	1801	17	696	96	1869	11
149 MEPHISTO MM2	1795	17	744	97	1852	40
149 SCI TURBOSTAR 432	1794	12	1358	98	1823	9
148 FID EXCELLENCE-DES2000	1789	11	1593	99	1866	69
146 CONCHESS/4	1772	20	511	100	1828	57
					1875	28

**2002 World Championship RESULT**  
 From 18 entrants JUNIOR and SHREDDER finished 1= with 7½/9. BRUTUS (!) came 3rd with 7. JUNIOR became World Champ by beating Shredder 1½-½ in the Play-off.  
 Full details NEXT ISSUE!