

SELECTIVE SEARCH 103

THE COMPUTER CHESS MAGAZINE

Est. 1985

Dec 2002-Jan 2003

Editor: Eric Hallsworth

£3.75



As well as wishing all my readers a Happy CHRISTmas, this year I can offer a strong recommendation for a really good Christmas present idea - the great **FRITZ 8**! Out early December @ £39.95.

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- **PUBLICATION DATES:** Early Feb, Apr, Jun, Aug, Oct, late Nov.
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are more than **welcome**.

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■ SELECTIVE SEARCH is produced by ERIC HALLSWORTH.

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- All COMPUTER CHESS PRODUCTS are available from **COUNTRYWIDE COMPUTERS LTD**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. ☎ **01353 740323** for INFO or to ORDER.
- **FREE CATALOGUE**. Readers can ring **ERIC** at **COUNTRYWIDE**, Mon-Fri, 10.30am-5pm

CHESS COMPUTERS AND 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 [dor]

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 [ds]

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.

Novaq

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 8 £39.95 - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. Excellent in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features.

DEEP FRITZ 7 (8!) £75 - new '7' program! for single, dual & quad processors, giving GM strength on multi-processor machines. The program which drew 4-4 with Kramnik!

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 2003 £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! - **£29**

■ PC DATABASES on CD

CHESSBASE 8.0 for Windows £99 !!

The most popular and complete Games Database system, with the very best features. 2.3 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more, incl. 3 recent ChessBase magazines on CD! This is the business!

CHESSBASE 7.0 for Windows, now only £49



NEWS & RESULTS - *keeping you right* *UP-TO-DATE IN THE COMPUTER CHESS world!*

Firstly a quick "thank you" to the folk who replied with some good ideas and encouragement, following my comments in the last Issue relating to the work pressure and problems associated with keeping *Selective Search* running.

I'll be thinking through these in the New Year. I should say that, helpful though the responses really are - and I appreciated that nearly all indicated they'd be willing to pay more for the magazine - they represented only 10% of the readership!

What the other 90% would do if I stuck up the prices, it's hard to know.

But there's a lot to cover in this Issue, so we need to get started.

To everyone who reads this Issue:
I wish you A VERY HAPPY
CHRISTMAS AND A GOOD
NEW YEAR IN 2003!

New TIGER 15!

As mentioned briefly in our last issue, **Lokasoft** have now added to their own **Chess**



Partner range many of the products previously distributed by Ed Schroder.

As a result **Christophe Theron's** new **Tiger 15** has been produced by them, and is now available on CD for all Windows environments!

The previous versions **Gambit Tiger 2** and **Chess Tiger 14** have been continually placed in the top 3 or 4 places on our Rating List ever since their launch by **ChessBase**, so I expect this newest version to

be well in the running for the top spot!

Lokasoft reckon the engine is about 50 Elo stronger than the previous version, and though this is likely to prove a bit optimistic, it is interesting to note that this CD has one engine rather than two! **Theron's** aim has been to 'combine the strong points of the previous *Gambit* and *Chess Tiger* versions'.

For those who like the *Gambit* style, there are 4 playing styles available within the engine options.

Other improvements:

- Improved search algorithm
- Improved evaluation function
- New enhanced opening book
- Supports tablebases, includes 3 + 4 and some 5, and will use **Nalimov's** from **ChessBase**
- Support for **Winboard** and **UCI** engines

To save readers wondering, it is NOT **ChessBase** compatible, so only runs under its own steam, but it will import **cbf** (old **ChessBase** format), **pgn** and **epd** files.

The price incl p+p is **£46.95**, but if you already have **Rebel11** or **Gandalf5** installed, we can send an upgrade CD for **£36.95**.

Lokasoft show some of their own test results:

Tiger 15 v Fritz7 10½-9½
Tiger 15 v Deep Fritz7 5½-4½
Tiger 15 v Deep Fritz6 6½-3½
Tiger 15 v **Hiarcs8** 5½-4½
Tiger 15 v Junior7 7-3
Tiger 15 v Junior6 5-5
Tiger 15 v **Shredder6** 10½-9½

Tiger 15 v Tiger 14 6-4
Tiger 15 v **Gambit Tiger2** 7-3
Tiger 15 v **Crafty 18.15** 7½-2½

I'd guess that, if our readers, the **SSDF** and everyone else reproduced figures like that, **Tiger 15** would go top... We shall have to wait and see!

Results from Frank HOLT

We saw some of Frank's results in our last Issue, which enabled an interesting comparison between **Hiarcs 7** and **8**.

His latest results are designed to do much the same, but comparing his **P2/800** table results with those from the faster **Athlon 1800** throws up another interesting variation!

P2/800. Game in 2 hours Double Round All-Play-All

pos	prog	score/14
1	Fritz 7	11
2	Chess Tiger 14	8
3	Junior 7	7½
4	Shredder 6	7
5	Crafty 18.11	6½
6=	Gambit Tiger 2	6
8	Hiarcs 732	4

Now compare this result!:

Athlon 1800. G/2hrs Double Round All-Play-All

pos	prog	score/14
1	Gambit Tiger 2	10
2=	Hiarcs 8	8
4=	Fritz 7	7½
6	Chess Tiger 14	7
7	Nimzo 732	4½
8	Crafty 18.15	3½

So on the **P2/800** **Fritz7** wins easily, whilst **Gambit Tiger** gets a rare bad result, and the older **Hiarcs** also struggles.

But on the Athlon/1800 Fritz7 drops, Gambit and Chess Tiger almost swap places, Hiarcs8 does very well, and the upgraded Crafty 18.15 performs worse than its predecessor.

Of course small sample effects may be considered a possible culprit - though it's an excuse which can be over-used, especially when a result doesn't suit the writer!

Frank also sent me his solution to Bill Reid's position no.9 from issue 101. I am sorry, Frank, that I couldn't include it during my desperate attempts to find a computer I could use that worked, when getting our last issue to the printing stage!

I only found time to read your solution properly after I'd taken everything to the printers, and lo and behold, yours was almost exactly the same as my proposed alternative to Bill's own analysis!

But along with his solution Frank sent another very interesting position with a slightly similar theme.

The PC programs gobble this one up, but it's still worth checking out. It's from an the game Sieglen-Gawehns, 1994, and it's White to play:



1. ♖xf7

Here Black saw only
1... ♜d8?? 2. ♙xh5 ♜xe8
3. ♙xe8 ♜e1+ 4. ♖g2 ♜e4+
5. ♙f1 ♜xe8

which leaves him 2 pawns down, so... he resigned?
1-0

However after

1. ♖xf7

... This is the move which should be marked ?? Black has:

1... ♜b1+!! 2. ♖g2 ♜h1+

3. ♙xh1

Or 3. ♙h3 ♜f1+ 4. ♖h4 g5+
5. ♙xh5 ♜h3#

3... ♙f3+ 4. ♖g1 ♜d1+ 5. ♜e1
♜xe1# 0-1

So 1. ♖xf7? won, but it should have lost!

Finally:

1. ♜a8!

should probably win in its own right, though it wouldn't be all that easy:

1... ♜b6 2. ♜h8+ ♖g6 3. ♜c6+
♜xc6 4. ♙xc6 ♙e2 5. ♖g2 ♙f5
6. ♜e8

And White has good chances

Carl Bicknell decides a lot has happened in 8 years!

Carl has sent me an interesting e-mail, following a 3 program all-play-all match he has completed using 2 PC's: a Celeron/1000 and P3/933.

"They produce an almost identical node count," says Carl. "The time control was G/30. It seems a pity that only G/60 or more counts for computer grading purposes, because modern PCs at G/30 search deeper than a 386/33 left on overnight!"

Carl Bicknell G/30. 10 games each Match

		F7	H8	G3	/20
1	Fritz 7	x	6	9½	15½
2	Hiarcs 8	4	x	7½	11½
3	Genius 3	½	2½	x	3

Carl: "Hiarcs, I'm now convinced, plays like Nimzowitch and often strangled Genius with all sorts of subtle positional squeezes.

I'll send you some games later. Just occasionally the subtle route petered out into nothing so Genius was able to grab a few draws and a win.

"However Genius just couldn't cope with Fritz at all. Fritz7 seems incredibly good in sharp unbalanced positions where it plays very direct aggressive chess. Fritz strove for these positions and nearly every one of its wins was concluded by an attack against the Genius king!

"All programs were optimally set. Hiarcs used your own downloaded book, whilst Fritz and Genius used their own books... and these were all reset before the matches to make sure they played as intended.

"I'm greatly surprised that Genius was despatched so easily - at one time people were saying that it might be hard to improve on the program, and others say that current improvement is only coming from hardware, but this match has opened my eyes as to how much has happened in the last few years!

"I continued the Fritz7 - Hiarcs 8 match through to 20 games, and the final score was 11½-8½". Regards, Carl

Paul Walsh: Hiarcs v Fritz

As we're on Hiarcs8 v Fritz7, it's worth mentioning that Paul told me recently that he's in the middle of a match between this pair, using at 40/90 time control. I admire that patience of folk who still stick to playing the longer games!

Anyway, for this match Paul has Hiarcs8 on its Aggressive setting, and currently it leads by 5-2, though F7 had an advantage in game 8 that might peg the score back to 5-3.

Of course **Mark Uniacke** and I do test our various settings quite carefully from time to time. But you can't run every 60 game test match with different versions and settings or you'd never get anything done!

The last time we tested the Solid and Aggressive variations in the run-up to the Hiarcs8 release, we found that Solid was definitely down on the Normalstyle, but Aggressive was quite close.

However going through the games it seemed that Hiarcs was sometimes just a bit too sharp for its own good, so we stayed with Normal. I must admit that some other king safety changes were made by Mark after this, and before the release, so it is just possible that these alterations had a particularly good effect on the Aggressive setting, which we didn't test again.

Maybe other readers might care to see if it's possible we sent Hiarcs8 out and missed the best default playing style!? We'll certainly make sure we check it ourselves carefully before the **Bareev** match (see news on this later) and an eventual Hiarcs9!

Charles Palmer and DEEP Fritz7

Charles recently purchased the new **Deep Fritz7** from me, and quickly sent in his first result.

Before I show it I note that the advertising blurb tells us that the new coding in DF7, in advancing the chess knowledge of the original single processor Fritz7, makes it stronger on all machines!

Yes, that's right... on all machines. For the new **Deep** version will actually run fine on both single and multi (2, 4 or 8) processor PC's!

However there have been

some moans and groans on the Internet sites complaining that the version is not performing as well as Fritz7 did, when used on single processor machines.

Bearing in mind that Fritz7 costs £39.95, and Deep Fritz7 costs £74.95, this is a valid complaint if true! That said, **Harald Faber's** scores which follow shortly show it doing just fine!

Obviously if you've got a multi-processor, then DF7 is the program for you.

It will probably prove to be at least maybe 80 or even 100 Elo stronger than the previous **Deep Fritz** (6) version.

And, in producing a 1.8x speed-up on dual processor machines - on quad machines it's approx. 3x - it will clearly be much stronger than Fritz7 could be when running on any multi processor units.

But if you're a single processor owner, as are most of us, then you may want to exercise a little caution!

As always the programmers have to try and balance the relationship between speed and knowledge, so maybe the extra knowledge in the new **Deep Fritz7** suits the multi-processors with their extra speed, but not necessarily the single variety.

Charles Palmer. G/5+4 Dual P3/1200

		DF	DJ	H8	/16
1	Deep Fritz 7	-	5	6½	11½
2	Deep Junior 7	3	-	4	7
3	Hiarcs 8	1½	4	-	5½

That is an obviously excellent result for the new **Deep Fritz7** program.

Roy Quinn

Roy was amongst the many who kindly wrote encouraging me to keep *SelSearch*

going 'in some shape or form... the Internet has a lot to answer for!' :-)

He also sent me some results from his own games against various PC programs. I'm not going to print all the scores - Roy has had a hard time scoring points, from 51 games only 7 draws so far... well you will buy yourself an AthlonXP/1800 Roy!

But one result and his comments were of particular interest:

■ Quinn v Hiarcs8 2-15

"The first 10 game match finished 2-8, with 2 of the draws in only 14 and 16 moves respectively. This match was played without Eric's book and the short draws were at Hiarcs' own instigation due to the eccentric ChessBase book.

"I proved this when I downloaded your book, Eric, and the lines could not be played. As you can calculate for yourself, the next 7 games with your book have all been losses, in fact crushing defeats!

"For the first time in my computer-playing career, a draw now seems like a good result!"

Harald FABER

Deep Fritz7 is also included in some of **Harald's** latest test, as is the recently released **Chessmaster 9000**.

So here are his results involving these 2 programs, all matches played on 2 almost identical 1500-1600 MHz PC's.

- DFritz7-Cmaster 9000 13½- 6½
- DFritz7-GamTiger2 25-15
- Cmaster 9000-Shredder6 7½-12½
- Cmaster 8000-Hiarcs8 7½-12½

Gerhard Sonnabend

Always hard at work, the latest result table from Gerhard is a new 40/2 Tourny which is very similar to the tournament previously shown in *SelSearch* involving even more programs.

But the re-run used the Fritz7 upgrade version F7.007 downloaded from the ChessBase web site, and was run on his P4/1600 PC instead of the dual P3/800.

Fritz7.002 (111/180) won the previous event, with Hiarcs8 (101) 2nd. & Junior7 (96½) 3rd. Fritz wins again, but this time Hiarcs does less well, and just look at Junior!

Sonnabend 40/2 on P4/1600

pos	prog	score/60
1	Fritz 7.007	35½
2	Chess Tiger 14	35
3	The King 3.12	30
4	Hiarcs 8 Gandalf 5.1	28½
6	Shredder 6 Paderborn	26½
7	Junior 7	26

As can be clearly seen, **Tiger** got very close to **Fritz** this time, mainly because it won their individual match by 6½-3½.

The **Junior7** result (the latest version is the new World Champion!) was a shock: it went down 2½-7½ to **The King**, and 3½-6½ to **Fritz**!

New... Genius 7 from Richard Lang!

It was a really nice surprise to read on the Internet a few weeks ago that Richard has a new **Genius 7** version.

He tells me it is much the same as **Genius5/6** but with some improvements, so I am sure **Genius** fans of old will be keen to have a copy.

Of course **Chess Genius**

will always hold its own place in history due to its Speed Match victory by 1½-½ over **Gary Kasparov**, when the latter was at the height of his powers!

To get it you will first need to download the **ChessGenius Classic7** file from Richard's Internet site.

It will work on Win98, NT, ME, 2000 or XP.

The initial version you get will have some time and function limitations, but will come with appropriate **registration** information. Once you e-mail Richard with your name and payment details, or send him a cheque (only £15.50), then he will let you have a registration code to unlock the whole program.

■ For web download:
<http://www.chessgenius.com>

■ Snail mail:
Richard Lang, Lang Software Ltd. 31
Clifton Rd. Poole BH14 9PW

Ruffian & Genius!

Before leaving the subject of **Chess Genius** it is appropriate to mention a new UCI-Winboard engine!

I had an article on these last month, with regard to how they can be obtained and installed for use with **Fritz7**, **Hiarcs8** & **Shredder6**.

Since that article a new program called **Ruffian** has come to my attention!

This downloads as a zip file and can be used as a UCI engine within the above **ChessBase** programs, in the same way as the **LambChop** and **Monarch** zip engines.

But Adrian Millet's web site for his **Sage** draughts and Richard's **Genius** also explains how the **Ruffian** engine can be used within **Genius** in Winboard format!

I can't believe **Ruffian** will stay free for long! It is strong!

In fact in my tests - admittedly a small sample of 10 games and at a fast G/6mins +4secs per move - **Ruffian** actually beat **Genius** with a bit to spare! It beat **Pharaon** with great ease (see next result for the relevance of that) and only **Fritz7** (7-3) and **Hiarcs8** (6-4) put it slightly in its place!

The French Championships

This 12 program **all-play-all** event, played at the unusual G/20mins + 5secs per move so it could be completed within 2 full days, caused something of a surprise.

Glance down at the final table, and you'll see some quite well known names.

2002 French Comp Champs

Pos	Prog	Proc	/11
1	Chess Wizard	Athlon 1750	9½
2	Pharaon 2.6	Athlon 1666	8½
3=	Chinito	Athlon 1550	8
5	Chess Tiger 15	P3/1000	7
6=	Capture	Athlon 1200	6
8	Jester 2	P3/750	5
9	BB Chess	Athlon 1800	4½
10	Small C	Athlon 2100	1½
11=	Chess Christy	P3/533	1

Certainly **Chess Wizard** by Louguet has been seen near the top in various tournaments before - a surprise that it has never become commercially available. You may remember the programmer as he produced the famous Louguet Test a few years ago.

Chinito, **Dragon**, and **The Crazy Bishop** are also well known.... ooh! And did you see that in passing - **Chess Tiger 15**. It's a pity **Chess Tiger** wasn't on the same hardware as the top 4 - it would have been interesting to see if that would have

saved it from its 2 defeats, against Chinito and Pharaon.

Pharaon2.62 by Frank Zibi is the same UCI engine mentioned in *SelSearch102*.

It would seem that Pharaon, Crafty and now Ruffian are the 3 challengers for the title of **top free software**. But in my tests Ruffian beat Pharaon easily (5-1), and I heard from someone else that it had comfortably beaten Crafty as well. A little 3-way Tournament needs to be played before the next issue of the magazine, I think!

Hiarcs8* to play Bareev !

The * by Hiarcs8* is to let you know that we have permission to play our latest and best when we meet the highly rated **Evgeny Bareev** at the end of January. The current version no. is **8.091!**

This is the annual 4 game 40/2 match at Maastricht. In previous years Ed Schroder's **Rebel** has represented the computer chess world, but this time **Hiarcs** steps into the limelight against Bareev who, at 2726, is rated 7th. in the World on the latest FIDE list!

Mark Uniacke and I (mainly Mark!) are still at work on Hiarcs and are already nicely on the way towards a Hiarcs9.

We have some more interesting ideas we want to try out, and then a technique Mark has found which will give the program a nice little speed-up - this to be applied when everything else is in place!

Hopefully it can come out as a Hiarcs9 to co-incide with or be just after the match!

Gerhard Sonnabend

A Ruffian Update

I might have known that **Gerhard** would be quick off

the mark when news of **Ruffian** started spreading.

I paid a quick visit to his web pages 'just in case' and there indeed was his latest **Shareware Program** tourny, with Ruffian already playing!

The time control is 40/40 + G/30 finish, 20 games each match. The tournament is particularly useful as Gerhard has included the commercial **Nimzo8** to provide us with a useful benchmark! Also Goliath3 will be added to the tournament in due course.

After 6 rounds

Pos	Prog	/120
1	Ruffian 1.0.1	71½
2	Nimzo 8	64½
3=	Aristarch 4.4	62
5=	Pharaon 2.62	61
7=	Tao 5.4	54
9	Crafty 18.15	50

So, Ruffian is right where I'd thought it might be and, from these figures, would probably be somewhere close to 2600 Elo on our **Rating List**.

Nimzo in 2nd. is just above some other promising amateur programs, including Pharaon which is nicely placed having played both Nimzo and Ruffian. But what's happened to Crafty?

Gerhard has also completed a **Blitz** G/10min + 2sec tourny.

The winner was again Ruffian, just 3½ points ahead of Nimzo this time, with List 3rd. and Gromit 4th.

Fritz8 !

I can tell already, that this will cause some confusion!

Nevertheless, a new **Fritz8** will be out in early December, just in time for your Christmas stocking!

In the distance the recent

purchasers of **DeepFritz7** are screaming! But it's okay!

I think *ChessBase* would have been wiser to call the new DeepFritz7, which came out to co-incide with the Kramnik match, DeepFritz8. Because basically that's what it certainly is.

Here is the recent Fritz series:

- 11/1999 **Fritz6**
- 11/2000 **Deep Fritz** (which contained the **Fritz6** program, but for running on multi-processors only)
- 11/2001 **Fritz7**
- 09/2002 **Deep Fritz7** which contained the new, and therefore **Fritz8** program, for the Kramnik match. This version runs on both single and multi-processors
- 11/2002 **Fritz8** which is clearly advertised as containing the program which drew with Kramnik!

It is fairly obvious from following the dates, and the information on which engines were in use, that DF7 should indeed have been called Deep Fritz8. It contains the new '8' program released to Kramnik in late August to enable him to prepare for his match, and to the public in Sept. 2002.

In other words, if you purchased DeepFritz7, don't be aggrieved that a newer version has come out so soon. It hasn't, it is the '8' engine! So, for multi-processor PC owners, **Deep Fritz7/8** at £74.95 will give you the program with extra speed (approx. 1.75x faster on a dual, and 3x faster on a quad), whilst **Fritz8** at £39.95 gives you the same engine for single processor machines!

Kasparov - Deep Junior

Just as I'm completing the last section of our **News** columns (after which it's off to the printers), I hear that the GK-DJ match has been put

off again, this time from December to January 2003.

Hopefully it will go ahead, and we should have coverage of the first games in our next issue!?

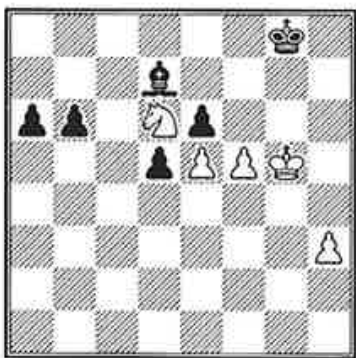
BILL REID'S

Let's Finish with some Chess

Regular contributor **Bill Reid** prepares a special 'tricky for computers' (and sometimes humans!) position for each issue. Readers are invited to check it out themselves alongside their computers, and send in their findings.

Here was the position and question as posed by Bill in our last issue:

Bill Reid 10 - White's move



'This position looks fairly even, though it is unbalanced enough that both sides may have chances for the win.

What should White play? There's quite a bit to think about here, so humans get a full 10 minutes. Sophisticated computer programs may, of course, figure it out in a bit less!'

It was an interesting one - they usually are! - so let's go on to Bill's solution before we see how some of the programs fared.

The programs to which I showed this position reckoned that 1.Kf6 is the way to go:

1.♔f6 exf5 2.e6

They now think the advantage is with White. Black has to decide between immediately giving up pawn for bishop, or delaying matters, but in both cases the positive evaluation proves illusory. With all those

Black pawns streaming down the board, a draw is the inevitable outcome!

[i] the delay first:

2...♙a4 3.♖xf5 ♖h7

And there is no win in sight.

[ii] now the immediate sac:

2...♙xe6 3.♙xe6 d4 4.♙xf5 d3

5.♙e4 a5 6.♙d2

6.♙f4 a4 7.♙e3 a3 8.♙d2=

6...a4 7.♙e4 a3 8.♙xd3 a2

9.♙b3 ♙g7=

If the White king comes back to defend the h-pawn, we have effectively K+h-pawn v K, because the knight must cover the Black a-pawn. If he relieves the knight by picking up the a+b pawns, then White's h-pawn falls to the Black king.

White's problem after 1.Kf6 is that the knight has too much work to do! Perhaps this is a position where humans can do better than the programs because they can, as Rowson suggests in his book 'The Seven Deadly Sins of Chess' 'talk with their pieces' (p40).

The key piece is the knight, so we should ask him: 'How would you feel if I went 1.Kf6?'

No doubt the reply would be 'Well I'm not too keen on that. After the bits come off on e6 I'll be left to chase up all those passed pawns and look after the h-pawn'.

But you've got the king to help you!

'Yes, but he's even less good at chasing pawns than I am! Why not play 1.f6! fixing the position - then I can stay on this nice square where I am safe, and can threaten all sorts of things against the Black king?! And we'll keep all the pawns on and not be left with just a miserable h-pawn'.

But then there's nothing to stop the passed pawns!

Never mind them, they won't be going anywhere! Do you want to win or not?!

Well, okay, if you think you can handle it!

1.f6!

How many programs choose this, given 10mins each!

1...♙b5 2.h4 ♙e2 3.h5 ♙f8

4.♙b7

Now I am enjoying myself!

This is much better than

chasing after passed pawns!

4...♙e8 5.♙g6 ♙f8 6.♙d8 ♙d3+

7.♙g5 ♙f5 8.h6 1-0

You may feel Black has other possibilities, but they all lose!

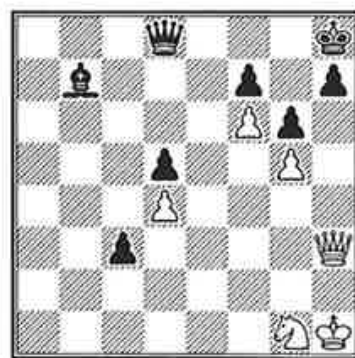
A couple of issues ago Eric found some programs with a sense of humour. Now let's see how many turned up that can chat to their pieces before making major decisions!

My thanks to all who responded, especially Frank Holt who sent in a goodly list of results for different PC programs:

Success f6	Failure Kf6
Fritz7	Junior6
Fritz6	GambitTiger2
Shredder6.02	Tiger14
Junior7	Hiarcs8
Hiarcs8.091	Nimzo732
Goliath Light	
Crafty18.15	

Well, it's time for the **Christmas Issue** puzzle - a bit unique, I'd say!

Bill Reid 10 - either side to move



In SelSearch 101 we ran into a problem about whether it was White or Black to play (my fault - Eric). So here is a position that makes life easy for editors!

It's either Black or White to play (two for the price of one, one might say). And in either case: **what** is the best move, and **what** should be the result?!

Five minutes all round!

DEEP FRITZ v KRAMNIK

BRAINS in BAHRAIN MATCH for \$1,000,000

The greatly anticipated million dollar 'Brains in Bahrain' match between 2807 rated Vladimir Kramnik and an 8 processor (Xeon 933 Mhz's each I believe) Deep Fritz7 finally took place in October.

Who did we want to win?!

I'm not really sure whose side I was on!!

On the one hand I tend to side with the computer playing programs - after all, that's the business I'm in. And, with Hiarcs, I'm a part of one of the programming teams trying to get our engines to a place where they really are a match for the top players.

On the other hand I was also on Kramnik's side. Partly I've always hoped it might by Hiarcs itself that won the first proper match victory of a commercial program over one of the World Champions! Also I saw the damage Kasparov's blunder did to chess in general against Deep Blue - and once a commercial program is provably better than the top human, I guess the programmers' incentives and the buying public's desire for something stronger will both wane somewhat!

Actually I think I am one of many people who are a little bit unfair to Kasparov.

We should remember that whilst the Deep Blue team had plenty of time to prepare for Kasparov specifically, and were allowed to make major program changes if they wished to between games, Kasparov really had no idea what to expect other than a



Fritz's view of Kramnik

very few old games by a pre-decessor of his opponent. In an attempt to make up for the perceived unfairness to GK, the organisers this time went a bit far the other way!

Who did we think WILL win?

Kramnik was given the finished program 4 weeks before the match, so was able to thoroughly test its opening repertoire and areas of weakness. The Fritz team were at no stage allowed to alter the program at all, except that they were allowed to change opening book priorities in an attempt to influence the opening lines and variations chosen by Fritz.

In addition the games were nicely spread out to 3 a week, only Kramnik was allowed to offer a draw, and he could (but only if he wanted) adjourn a game after 56 moves (and presumably nip back to his hotel and analyse it with his own copy of Deep Fritz and its tablebases!).

As a result of all this, I expected Kramnik to win.

I thought, for the first few games, he would look to push Fritz into lines he had found he could win in, during his preparation. That this would put him 1 or 2 up by the

half-way stage, and that he would then play cautiously and content himself with quiet draws unless DF presented him with a clear opportunity to extend his lead.

So I expected it might be something like 5-3 for Kramnik, or possibly 5½-2½. Under the match conditions I did not believe that Deep Fritz (nor any other commercial program for that matter) had much of a chance.

What went 'wrong'?

For the first 4 games you'd think that I had written the script, and had insider knowledge.

What happened after that... well, I'm not sure!?!

Was the match fixed, to set us up for a big pay-off rematch? Quite a few people seemed to think so but, apart from the amount of money at stake, I reckon that Kramnik would value his credibility far too much to risk throwing any games, never mind a match victory.

Perhaps the critical and deciding factor was that the GM was able to get the queens off early in the first 4 games, but the hard-working Fritz team found openings which kept them on the board for the second half. There is probably some truth in this, but I wouldn't really have thought that someone like Kramnik would be likely to crack just because queens were still on the board after 20 moves. Gracious me, he's 2807 Elo!

Perhaps, when he got in front he decided that, instead of playing cautiously, he would 'mix it' and 'show

everyone (including Fritz) what he could really do!' Mankind is still the master of strategy and tactics!

And perhaps, despite the very fair playing conditions - the same as for a 'normal' World Championship match (if there is such a thing anymore!), he found himself **tiring quite seriously** as the match with its pressures and tensions went on. Exactly as had Kasparov v Deep Blue, though in his case under more difficult conditions still.

A bit of each of the last 3, but definitely not number 1. That's my view, anyway.

So let's have a look at the games!

Deep Fritz - Kramnik, V

Game 1

C67: Ruy Lopez: Berlin Defence: 4 0-0 Nxe4

1.e4 e5 2.♘f3 ♘c6 3.♙b5
♘f6 4.0-0 ♘xe4 5.d4 ♘d6
6.♙xc6 dxc6 7.dxe5 ♘f5
8.♙xd8+ ♙xd8 9.♘c3 h6
10.b3 ♙e8 11.♙b2



This was Fritz's last book move as Kramnik's reply caught it out. He was prepared, and would certainly know what the DF reply would be.

And I must say, however deep (!) or wide they thought their book was, I'm amazed they allowed a Berlin Defence against Kramnik. If



Game 1 - Kramnik writing down his move, as operator Matthias Feist prepares to move for Fritz

Kasparov couldn't break it down they should have known they couldn't. A gamble I guess - I mean, if DF had won,...!!

Also better known is 11.h3 a5 (or 11...♙e6 12.♙b2) then 12.♙b2

11...♙e7!?

11...♙e6 is the main move, but Kramnik has tested out the DF book in practice at home, so will know how the next few moves are likely to go as Fritz starts to think on its own

12.♙ad1 a5 13.a4 h5 14.♘e2 ♙e6 15.c4 ♙d8 16.h3 b6 17.♘fd4 ♘xd4 18.♘xd4

Inferior is 18.♙xd4? ♙f5 19.♙d2 c5+

18...c5 19.♘xe6 fxe6 20.♙xd8+ ♙xd8 21.♙c1 ♙c8 22.♙d1 ♙d8



Inviting the exchange. One must imagine that Kramnik has had similar positions on the board in preparing the Berlin Defence in the past, and felt that he could play accurately enough to draw from here

23.♙xd8+ ♙xd8 24.g4 g6



25.h4?!

Probably missing its last chance of really testing the GM. 25.f4! was proposed as better, aiming to get the king to e4 and play an eventual f5 25...♙e8 26.♙f2 ♙f7 27.♙e3 ♙f8 28.♙e4. That's as far as I'm going! I can't decide if Black should exchange with hxg4, or just put the bishop back on e7. Either way White will be poised to play f5, but how strong a chance that would be against Kramnik you need to ask a better player than I am! My guess still a draw 25...hxg4

25...♙xh4? would be great except for 26.g5+-

26.♙g5 ♙xg5 27.hxg5 ♙e8 28.♙g2

The Fritz operator, Matthias Feist illegally offered the draw here - the particular rules for this match only allow Kramnik to offer a draw. But White has the advantage yet can't win, so it was a good idea to settle it here 1/2-1/2

Kramnik, V - Deep Fritz

Game 2

D27. QGambit Accepted

1.d4 d5 2.c4 dxc4?!

For me, a slightly disappointing choice, as whilst it opens lines quickly, it can also lead to early simplifications and even a queen

exchange. The Fritz7 book normally chooses e6 or c6
 3. ♖f3 ♖f6 4.e3 e6 5. ♖xc4 c5
 6.0-0 a6 7.dxc5

This is perfect for what Anand wants, he probably never even gave a thought to the more critical a4 or ♖b3
 7... ♗xd1 8. ♗xd1 ♖xc5
 9. ♖f1!?

Would neatly put most PC programs out of book.

9. ♖bd2 ♖bd7 10. ♖e2 b6 was Kramnik-Kasparov in their 4th. game in London, 2000. Of course Fritz would have been ready for that!
 9... ♖b5 10. ♖e2 ♖b7 11. ♖bd2 ♖bd7 12. ♖b3 ♖f8?

An embarrassing choice for the programmers!
 12... ♖b6 or ♖e7 were clearly better. But WHY ♖f8? at all?! It appears that DF expected White to return the knight to d2, so he could play b3 and ♖b2. However DF concluded this would give it an early draw by repetition with ♖ back to c5. Not a chance! Obviously there's something not quite right in the balance between the evaluation function and the contempt factor here!
 13.a4



Kramnik is now well ahead in development
 13...b4 14. ♖fd2 ♖d5 15.f3 ♖d6 16.g3 e5!

Nicely limiting the scope of the knight on b3. 16... ♖c5 certainly doesn't work out any better: 17. ♖xc5 ♖xc5 18.e4 ♖c6 19. ♖b3 ♖e7



Arbiter, Enrique Irazoqui

20. ♖a5
 17.e4 ♖e6 18. ♖c4 ♖c7

The poor bishop has been chased around mercilessly, and now tries its chances on c7!

19. ♖e3 a5 20. ♖c5 ♖xc5
 21. ♖xc5 ♖d7

This seems to be the only move. 21... ♖d8?! 22. ♖d6+ ♖xd6 23. ♖xd6 ♖d7 24. ♖b5! is a winning attack for White
 22. ♖d6+



22... ♖f8!



Best, but I wonder what the Fritz evaluation was here! The rook is only briefly locked-in, so it may still have thought it was

reasonably okay.

Note that 22... ♖d8? might seem kinder to the rook, but 23. ♖ac1 (not 23. ♖xf7+ just yet, because of 23... ♖xf7 24. ♖b5 ♖e6 25. ♖xd7+ ♖xd7 26. ♖d1 ♖c8 27. ♖xd7 g6 and when Black finally gets his rooks working he will be in the game with some chances) 23... ♖xc5 24. ♖xf7+ ♖e7 25. ♖xc5 ♖b6 26. ♖c6 would leave DF in big trouble
 23. ♖f2

Nigel Short was with Malcolm Pein in Bahrain, and here Nigel was convinced that 23. ♖b5+ ♖xc5 24. ♖xc7 was winning. Next comes 24... ♖c8 25. ♖ac1 which looks 'crushing', but when they got the ChessBase team to check the idea with DF, it came up with 25... ♖h3+! 26. ♖e1 ♖xc7! 27. ♖d8+ ♖e7 28. ♖xh8 ♖d3+ and survives!
 23... ♖xd6 24. ♖xd6 ♖e7 25. ♖ad1 ♖hc8 26. ♖b5 ♖c5! 27. ♖c6 ♖c4+!

A second excellent find on the run! Apparently Kramnik expected 27... ♖xc6 28. ♖xc6 ♖xa4 and now 29. ♖d2 would leave him on top! Kramnik confessed after the game that DF's resourcefulness in difficulty had surprised and worried him!
 28. ♖e1!?

Fritz quite likely expected 28. ♖g2
 28... ♖d3+ 29. ♖1xd3 ♖xd3 30. ♖c5

30. ♖xd3?? ♖xc6 0-1
 30... ♖c4 31. ♖d4+!

Forcing the game into a R+P ending, which Kramnik sees he has a big advantage in because he controls the vital file affecting king mobilisation

31... ♖f6 32. ♖xc4 ♖xc6 33. ♖e7+ ♖xe7 34. ♖xc6



We need to see where the exchanges have left us, as a new game phase begins!

34...♔d7 35.♞c5

Kramnik's rook will make it difficult for Black's king to get into the game effectively, whereas his own king should not have any such problem

35...f6

35...♔d6 36.♞d5+ ♔e6

37.♔e2

36.♔d2! ♔d6 37.♞d5+ ♔c6

38.♔d3 g6 39.♔c4 g5 40.h3

h6 41.h4 gxh4 42.gxh4 ♞a7

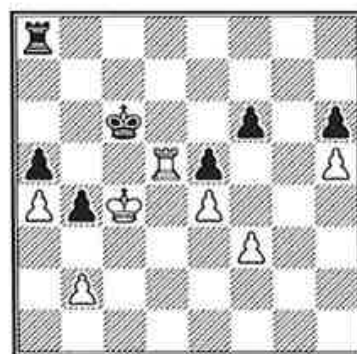
43.h5



The aim is zugzwang

43...♞a8 44.♞c5+ ♔b6

45.♞b5+ ♔c6 46.♞d5



ChessBase supremo Frederic Friedel analysing the game, using Fritz no doubt!

There it is! Kramnik visibly controls the board, but Fritz surely didn't need to yield ground quite so quickly as it does with its next?!

46...♔c7?!

46...♞a7 would seem to be better, so we should check it out: 47.♞d8 ♞c7 (47...♞f7

48.♞c8+ ♔b6 49.♔d5 ♞d7+

50.♔e6 ♞d2 51.♔xf6 ♞xb2

52.♔xe5 followed by 53.f4)

48.♞f8 ♔d6+ 49.♔b5 ♔e7

50.♞b8 ♞c2 51.♔xa5 ♞xb2

52.♞xb4 ♞ moves 53.♔b6!

And White still wins

47.♔b5 b3 48.♞d3 ♞a7

49.♞xb3 ♞b7+ 50.♔c4 ♞a7

51.♞b5 ♞a8 52.♔d5 ♞a6

53.♞c5+ ♔d7 54.b3 ♞d6+

Having jettisoned one pawn, DF decides to offer the a-pawn as well. It is trying to obtain some counterplay against the White kingside pawns, or even produce a perpetual check

55.♔c4 ♞d4+ 56.♔c3 ♞d1

57.♞d5+

DF probably expected

57.♞xa5 after which 57...♞f1

58.♞d5+ ♔c7 59.♔c4 ♞xf3

60.♞c5+ ♔b7 (60...♔d6

61.a5 wins) 61.b4 will win.

Some commentators, Nigel Short in particular, were disappointed (annoyed) that the Deep Fritz team resigned after 57.♞d5+. However DF had the following line in its analysis and was reportedly showing -700, so the

operator felt it was time to call it a day: 57...♞xd5
58.exd5 ♔d6 59.b4 axb4+
60.♔xb4 ♔xd5 61.♔b5 1-0

After this game Nigel Short commented in the weekend *Telegraph*: "Deep Fritz is struggling valiantly, but probably in vain, against Vladimir Kramnik... (in comparing this with the Kaparov-DB match) the pendulum has perhaps swung too far in the opposite direction... Not only was Kramnik given Fritz's program in advance of the match, but he has the anachronistic privilege of adjourning the game after 56 moves - whereupon he can rest and use his opponent to analyse the game for him. This enables Kramnik, with diligent preparation, to plot to a high degree of accuracy, the computer's errors".

Nigel is NOT a great fan of computers, so when he takes their side, we can draw our own conclusions!

He continued: "I love a fair fight, which is perhaps why my joy at Kramnik's success has been somewhat muted. I hope those responsible for re-writing the rules will take note, and strike a better balance next time".

Deep Fritz - Kramnik, V

Game 3

Scotch Game. C45

1.e4 e5 2.♘f3 ♘c6 3.d4!?
exd4 4.♘xd4 ♘c5 5.♘xc6
♞f6 6.♞d2 dxc6 7.♘c3 ♘e7

Cleverly following a line in which White usually opts to exchange queens for a (very) small advantage. Kramnik has already clearly demonstrated that he is more comfortable strategically with queens, and it takes away some of the benefits of

the computer's monstrous calculating power, to use Kramnik's own description.
8. ♖f4

The best known plan to avoid the queen exchange is 8. ♖a4, but it has a doubtful reputation after 8... ♗d6 9. f4 0-0

8... ♗e6! 9. ♖xf6 gxf6 10. ♖a4 ♗b4+ 11. c3 ♗d6 12. ♗e3 b6 13. f4



Fritz would be happy here, as its opponent has two pairs of doubled pawns. However, as can be seen, neither pair can be attacked by rooks so the more immediate targets will be control of the open d-file and half-open g-file.

It is interesting that Fritz's liking of doubled enemy pawns is proving very successful... against other computer programs, which try to protect such pawns at all costs and let Fritz run the game with piece mobility. But Kramnik is not a PC program!

13... 0-0-0

I would guess this put DF out of book. 13... ♗d7 and c5 are in my F7 book

14. ♖f2 c5

Prophylaxis, stopping White's ♗d4

15. c4 ♗c6 16. ♗c3 f5

Kramnik's had a month's practice with DF, so will know it won't want to exchange here, as it values Kramnik's doubled pawn 'problem' quite heavily in its favour!

17. e5

17. exf5 ♗xf5 18. ♖d1 ♗e7

17... ♗f8

I wonder if Kramnik smiled playing this? – it's the bishop placement for which Fritz was roundly condemned in the previous game. Here, of course, it's a different matter altogether

18. b3



18... ♗b4!

Kramnik spent over 30 mins deciding on this, including a brief time away from the board for a quick cigarette! The lengthy deliberations proved worthwhile, as the simplifications which DF now allows leave it with a worryingly passive position, which suits Kramnik perfectly
19. a3?!

I'm not keen on this idea. In fact I wrote this comment going over the game on the day, and found next morning that Kramnik had highlighted the move for criticism!

19. ♖c1 ♗g7 and then 20. a3 forcing 20... ♗c6 and now 21. ♗d5 looks more active and keeps his bishop pair!

19... ♗c2 20. ♖c1 ♗xe3

21. ♗xe3 ♗g7 22. ♗d5! c6!

Not 22... ♗xd5? 23. cxd5 ♗xd5 as, with the simple 24. ♗d3! White now has the more active pieces along with the better pawn structure
23. ♗f6 ♗xf6 24. exf6 ♖he8



Kramnik visibly now has the better position
25. ♖f3 ♖d2 26. h3 ♗d7 27. g3 ♖e6

Kramnik's doubled pawns still stand, but one of DF's is going!

28. ♖b1 ♖xf6 29. ♗e2 ♖e6

30. ♖he1 ♖c7 31. ♗f1 b5

32. ♖ec1

32. cxb5? is bad: 32... cxb5 33. ♖xe6 fxe6 and if 34. ♖c1 ♗c6+ 35. ♗e3 ♖a2 36. ♖xc5 ♖xa3 37. ♖c3 b4 and 0-1. White could improve on a couple of my moves (e.g. 37. ♖c3 isn't too clever, ♗g2 is better), but Black is winning after 32. cxb5 whatever

32... ♗b6 33. b4 cxb4 34. axb4



The king-supported queenside pawn majority indicates that all the chances are now with Kramnik, and he takes full advantage with a masterly display of brilliant technique

34... ♖e4 35. ♖d1 ♖xd1

36. ♖xd1 ♗e6 37. ♗d3 ♖d4

38. ♗e2?!

I wonder if 38. ♗e3 might

have worked out better?!

38...♖xd1 39.c5+ ♔b7
40.♙xd1 a5! 41.bxa5 ♔a6
42.♙e3 ♔xa5 43.♙d4

43.♙f3 wouldn't work,
Black just carries on with
43...b4 anyway!

43...b4 44.g4 fxg4 45.hxg4
b3 46.♙c3 ♔a4 47.♙b2 f6
48.♙f3

48.f5 ♙f7 49.♙e2 ♔b4
50.♙d1 ♔xc5 51.♙xb3 ♙xb3
52.♙xb3 ♔d5 and it's all
over

48...♔b5 49.g5 f5 50.♙c3
♔xc5



Connected passed pawns...
Goodnight!

51.♙e2 0-1

Fritz played this, but the
team resigned without
waiting for Kramnik's
response. This time we don't
need any analysis to convince
readers of the win.

Was the match turning into
a rout? Would Kramnik try
for a major crush of DF (say
6-2) to put sponsors off
paying Kasparov \$1,000,000
to show he could do the same
to Deep Junior? To try and
maintain some tension
Kramnik's manager assured
everyone that the GM had
needed to win as many as he
could now, in order to allow
for the inevitable dropping
off of his energy levels as the
match progresses!



Main Fritz programmer Franz Morsch
shares the after-game Press Conference
with Kramnik

Kramnik, V - Deep Fritz Game 4

Tarrasch Defence. D34

1.d4 d5 2.c4 e6

As I'm sure I've said or say
elsewhere, although neither
the program nor the moves in
the opening book can be
changed or added to, the
preferences can! Under the
watchful eye of Enrique
Irazoqui 2...dxc4 was
demoted overnight, in view of
the game 2 result, and now
2...e6 is given its chance

3.♙f3 c5

Well, this could be inter-
esting – the Tarrasch, in
which Black can blast open
the position to give himself
active pieces, but will suffer
an isolated pawn to do so.

Unfortunately Kramnik
doesn't take too long to work
out how to get queens off in
this line either!

4.cxd5 exd5 5.g3!?

5.♙c3 is seen more often,
but g3 and ♙g2 puts the
bishop where it can be very
effective – and dare I say
that fianchettoes are not
always properly understood
by computers either!

5...♙c6 6.♙g2 ♙f6 7.0-0 ♙e7
8.♙c3 0-0 9.♙g5 cxd4
10.♙xd4 h6 11.♙f4 ♙g4
12.h3 ♙e6 13.♙c1 ♙e8
14.♙xe6 fxe6 15.e4!



We're still in theory (will
be right up to move 20!) and
it is clear that Kramnik is
again threatening to bring off
the queens

15...d4 16.e5 dxc3 17.exf6
♙xf6 18.bxc3 ♙xd1
19.♙fxd1

There they go!

19...♙ad8 20.♙e3 ♙xd1+
21.♙xd1 ♙xc3 22.♙d7

There was a feeling up to
this point that Kramnik had a
position on the board that
he'd seen before, maybe in
preparation

22...♙b8 23.♙xc6 bxc6
24.♙xa7 ♙b2!



As will be seen in a few
moves after more exchanges,
the presence of the rook, in
pinning White's king to the
1st. rank, will make it almost
impossible for Kramnik to
make progress

25.♙a6!

Ray Keene was watching
and thought this was very
strong, whilst Malcolm Pein
thought 25.a4!? ♙a2 26.♙a6
was a better try. As my
Hiarcs also prefers 25.a4 I'm
agreeing with Malcolm... but

it would almost certainly still be headed for a draw
25...♔d2! 26.♖xc6?!

This seemed a slightly disappointing choice, simplifying into a certain draw, especially as it enabled DF to access its tablebases. There were more positive continuations, but perhaps Kramnik fancied a quiet, easier finish to this one, and a 3-1 lead.

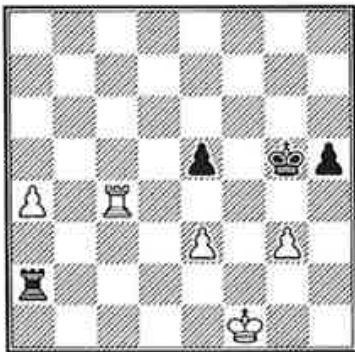
Widely expected was 26.♔d4 when Fritz would continue with either 26...♖b4 or ♖c2. Another possibility might be 26.♔xd2 ♖xd2 27.♖xc6 ♖xa2 28.♖xe6 26...♔xe3 27.fxe3 ♔f7 28.a4 ♖a2 29.♖c4 ♔f6 30.♔f1 g5!

Although the draw is 'guaranteed' it is important for Black that it doesn't just passively wait for it, but threatens counterplay options on the kingside. In a less even position this approach could be vital

31.h4 h5 32.hxg5+ ♔xg5 33.♔e1

At this point the computer actually failed (tell me something new!). A commotion ensued as operator Matthias Feist couldn't get it to reset correctly, and then only got 1 of the 8 processors running. Fortunately the position is simple enough with tablebases and it didn't matter

33...e5 34.♔f1



No doubt Fritz was showing exactly 0.00 by now

34...♔f5 35.♖h4 ♔g6 36.♖e4 ♔f5 37.♖h4 ♔g5 38.♔g1 ♔g6 39.g4 hxg4 40.♖xg4+ ♔f5 41.♖c4 ½-½

A good game, and certainly Fritz's best effort so far.

The game we are about to see will be remembered forever because of a major, and quite astonishing blunder.

In my view this is slightly unfair - okay, the blunder decided it, but up to then Fritz had shown its best chess of the match so far, and definitely had Kramnik in some trouble!

Deep Fritz - Kramnik, V

Game 5

Queens Gambit, Lasker. D57

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♔e7 5.♔g5 h6 6.♔h4 0-0 7.e3 ♘e4 8.♔xe7 ♖xe7 9.cxd5

I think 9.♖c1 and ♖c2 have the best reputations in this position, but the line chosen usually sees the queens staying on to the end of book! So some good preparation!

9...♘xc3 10.bxc3 exd5 11.♖b3 ♖d8 12.c4 dxc4 13.♔xc4 ♘c6 14.♔e2 b6 15.0-0 ♔b7 16.♖fc1 ♖ac8

This probably put DF out of book, as my F7 only has 16...♘a5 17.♖b2 and then ♖ac8

17.♖a4 ♘a5

A natural and oft-played move in this opening, but as played here the knight struggles to re-emerge back into active play

18.♖c3 c5 19.♖ac1 cxd4 20.♘xd4 ♖xc3 21.♖xc3 ♖c8

In the midst of the exchanges, an interruption by Kramnik with 21...♖e4 would have been more active. Then perhaps 22.♔f1 and now 22...♖d6 to enable ♘c6 and get the knight into the

game

22.♖xc8+ ♔xc8



The position has draw written all over it, but while Kramnik has the distant passed pawn, he still has the badly placed knight! And with the queens still on, we can yet hope to see some tactical and initiative seeking play from the computer!

23.h3 g6 24.♔f3 DF is determined not to let the knight out onto c6!

24...♔d7 25.♖c2 ♖c5

Would you like to exchange queens?

26.♖e4

No, thanks!

26...♖c1+ 27.♔h2 ♖c7+ 28.g3 ♘c4



At last the knight gets into the game, but just as it does it is White's bishop that suddenly finds a real lease of life!

29.♔e2! ♘e5

Not 29...b5? because of 30.a4! Now if 30...♘d6 (30...a6 31.♖a8+ ♖c8 32.♖xc8+ ♔xc8 33.axb5 axb5 34.♘xb5 also puts White a pawn up) 31.♖a8+

♙c8 32.axb5 wins a pawn
30.♙b5!

Also good! Black would like to get the knight to c6, to protect the weak a7-pawn, but Fritz is definitely making Kramnik's life difficult in this one

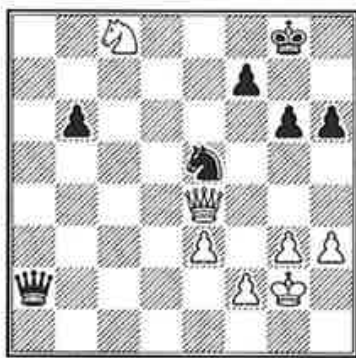
30...♙xb5

30...a5 to ease the pawn weakness was probably better, then if 31.a4 (better than 31.f4?! when 31...♙xb5 32.♙xb5 ♖d7 threatening ♖d2+ and perpetual check gets the draw) 31...♖c5 32.g4 ♙xb5 33.♙xb5 ♙d7 and White doesn't have much 31.♙xb5 ♖c5 32.♙xa7

DF isn't really winning a pawn, as Kramnik has different ways of winning it back

32...♖a5

Instead of regaining the pawn, Black could go with 32...♖c3 33.♖a8+ ♗g7 34.♖d5 ♗g8 and it's hard to see how White can progress 33.♗g2 ♖xa2 34.♙c8



There's no doubt that Fritz has an advantage here, and for Kramnik it will be a long and probably unpleasant endgame. There will be many ways of making a mistake, especially if and when tablebases begin to make their presence felt. Instead of going this longterm difficult route, he looks for a complication, sees a problem with it, rechecks other analysis... then comes back to the tricky move but forgets the



There's a slight swagger about the Fritz team of Feist, Kure and Morsch after game 5!

problem! Sounds like me!!

34...♖c4??

Simply loses the knight! If 34...♙c4! 35.♙e7+. An only move – Black had threats of ♙xe3 or, if Fritz moved its queen carelessly, ♖a8+ winning White's knight! Thus the b-pawn cannot be attacked immediately and this roundabout route must be taken. 35...♗f8 36.♙d5 ♗g8 37.♖d4 b5, and already it's easy to see what a long struggle this could turn into... and the b-pawn hasn't even been won yet!

Kramnik said after the game that, on first analysis and before entering this variation a few moves ago, he had seen the deadly check. But after looking at other possibilities he forgot about it – a blackout, he said. The clock can't be blamed, he had 15 mins for his last 6 moves to the time control

35.♙e7+ 1-0

After 35...♗h7 36.♖xe5! wins easily

The next game is a real humdinger – already the subject of much discussion and analysis on the Internet, and likely to result in considerable further debate in the future.

Kramnik, with a good position on the board by move 19, sees an amazing sacrifice! Against a human, it

would probably come into the brilliant category, and a 'Brilliancy' it certainly would be to win – but against a computer is it a move of genius, or an enormous gamble?!

We shall see....

Kramnik, V - Deep Fritz

Game 6

Queens Indian. E15

1.d4 ♙f6 2.c4 e6 3.♙f3 b6 4.g3

The Rubinstein is a solid setup against the QID – it looks as if Kramnik is reverting to safety first! 4...♙a6 5.b3 ♙b4+ 6.♙d2 ♙e7 7.♙g2 c6 8.♙c3 d5 9.♙e5 ♙fd7 10.♙xd7 ♙xd7 11.♙d2 0-0 12.0-0 ♖c8 13.a4

13.e4 b5 14.♖e1 is more usual. 13.a4 is considered doubtful by Fritz... so one imagines that Kramnik disagrees and has something prepared!?

13...♙f6 14.e4 c5!

I know this is in the Book, but it's still worth a ! for its active nature in a match like this!

15.exd5 cxd4 16.♙b4



Someone suggested simplification by exchange here, with 16.dxe6, though I must admit I don't know if it's a Book move in anyone's library

16...♖e8

A new move, probably in the new DF book!? 16...♙e7

17. ♖xe7 ♜xe7 18.dxe6
(18. ♖e1!?) 18...fxe6 is old F7
book!

17. ♖e4

With ♖d6 Kramnik can
now win the exchange, but
Black will have good
compensation in central
connected passed pawns.
Still, it looks like advantage
Kramnik!

17...exd5 18. ♖d6 dxc4



19. ♖xf7?!!

What a risk to take!...
sensational if it works, but it's
a big 'if' against a computer.
Of course sometimes they do
turn out to be 'blind' against
direct attacks on the king, but
that usually works when the
computer has committed one
or two too many pieces to the
wrong side of the board.

3-1 up in the match,
19. ♖d5 was safe and sound!
19... ♖e5 (if 19... ♖f8?!
20. ♖xc8 ♖c5 21. ♖xb6!
♜xb6 22. ♖xc5 ♜xc5
23. ♖xc4 ♖xc4 24. ♖c1 (or
24.bxc4 ♜xc4 25. ♖c1 ♜d5 is
okay for White) 24... ♖xb3
25. ♖xc5 ♖xd1 26. ♖xd1
appears to give White a
suitable advantage at no
risk!) 20.f4 ♖d3 21. ♖xf7+
♜f8 and now White has the
choice of ♖xe8+, ♖xe8 and
♜h5, each of which offers
him a small advantage. I also
found the quiet 22. ♖a3!?
which could be even
stronger.

Another idea was 19. ♖xe8
♜xe8 20. ♖e1 ♜d8 21.bxc4 is
about equal.



Arbiter Irazoqui watches closely as
Fritz's Alexander Kure adjusts the
opening preferences before game 6...
Must somehow keep the queens ON!

Well, the cat is amongst
the pigeons now...

19... ♖xf7

The knight has to be taken
of course and this, as well as
most of Black's next few
moves, are pretty well forced
if Fritz is to survive

20. ♖d5+ ♖g6 21. ♜g4+ ♖g5



Here Kramnik must make
a major decision on how to
pursue the attack – if it fails
he will be losing the game!

One of his aims will be to
push either the f-pawn, or
even better if he can get a
rook to h1, the h-pawn. But
he will have to do this whilst
surrounding the Fritz king
escape squares with his
pieces, so Fritz gets no time
in which to get his king into
safety.

Note that 21... ♖h6? would
have run into trouble:
22. ♖d2+ g5 23.f4! with a
definite advantage to White.
22. ♖e4+

I trust you are all in the
right mood to check out some
tricky ideas!

First 22.f4!? Looks
dangerous, but it seems that
22...h5! is a satisfactory
response: 23. ♖f7+ (Tiger14
suggests 23. ♜xg5+ ♜xg5
24.fxg5 but it seems 24...c3
leaves Black just ahead)
23... ♖xf7 24.fxg5+ ♖g8
25. ♜xh5 ♖e5! (I saw the
tricky looking 25... ♖e5
suggested in some quarters,
to stop White playing g6.
However 26. ♜f7+ ♖h8
27. ♜h5+ ♖g8 28. ♜f7+ is
perpetual check!). 26.g6
♖xg6 27. ♜xg6 ♜d7 and
Black has a decent but
perhaps not yet winning
advantage.

Secondly there is 22.h4?!
22... ♖c5 seems to hold the
advantage.

Not (i) 22...h5? just yet as,
after 23. ♖e4+ ♖xe4
24. ♜xe4+ ♖h6 25.hxg5+
♜xg5 26. ♖f1 and, if
anything, Kramnik might
have the advantage.

Nor (ii) 22...cxb3 which
initially looks more promis-
ing but, after 23. ♖e4+ ♖xe4
24. ♜xe4+ ♖h6 25.hxg5+
♜xg5 26. ♖g2! and now the
White rook/s can gain access
to the h-file, and White will
win!

Back to 22... ♖c5 and now
23.bxc4 h5! Is good for Fritz!
22... ♖xe4!

Only move!

We would expect DF to
find such tactical necessities
with comparative ease.
Although other moves do
lose, a human would usually
spend time having to check
them all out, and we might
expect them to struggle
working through every
variation correctly. In other
words Kramnik's sac' might
have had good chances
against a human!

E.g. 22... ♖f7? 23. ♜h5+
and White is winning; or
22... ♖h6?? 23. ♜h3+ wins
outright 23... ♖h4 24. ♖d2+
23. ♜xe4+ ♖h6 24.h4!



One has to admire Kramnik's relentless attack. Even though Fritz still shows >100 you really do wonder if this can work after all!

24...♔f6 25.♔d2+ g5
26.hxg5+ ♔xg5 27.♖h4+

Fritz expected 27.♖e6+, which is what Kramnik had planned, and after 27...♔f6 28.f4 (28.♖h3+!? would have been better, still looking for a chance to play f4 or get a rook to the h-file), he thought he was winning.

But at the last moment he saw that Fritz had 28...♔h4! Anything else would lose instantly, but this indeed wins, as White's attack is now beginning to dry up! Best is 29.♖h3 (not 29.gxh4 ♖g8+ 30.♖xg8 ♔xg8+ 31.♔h2 ♔g4+ 32.♔h3 c3 is an easy 0-1) and now 29...c3 30.♖xh4+ ♔h5 31.♖h2 cxd2 looks a definite 0-1.

So a disappointed Kramnik opted for 27.♖h4 instead, aware that his Brilliance was not to be! 27...♔g6



28.♖e4+



British GM and Match commentator, Danny King (left), with Kure and Franz Morsh, all watching tensely as Fritz attempts to repudiate Kramnik's sac' in game 6

Hopes for a mate now seem to have gone completely, so Kramnik is looking for the draw.

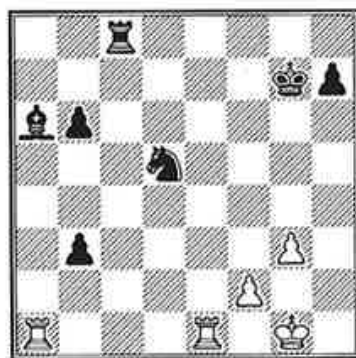
28...♔g7 29.♔xg5 ♖xg5
30.♔fe1

If 30.♖xd4+ then ♔f6 is fine for Black

30...cxb3 31.♖xd4+ ♔f6
32.a5 ♖d5

32...♖c5 is less forcing as White can avoid the queen exchange with 33.♖b2. But 33...♖d5! even now surely wins anyway

33.♖xd5 ♔xd5 34.axb6
axb6



Kramnik, now short of time, resigned in view of the apparently easy win

34...axb6 35.♔xa6 b2! However Kasparov took it a little further: 36.♔a7+ ♔g6 37.♔d7 ♔c1 38.♔d6+ ♔f6 39.♔dd1 b1 ♖ 40.♔xc1 and Kasparov reckoned it would be quite difficult for Fritz to win from here.

Malcolm Pein explained why in the Daily Telegraph:

there are two possible endgames that have to be understood. An endgame with queen and h-pawn against rook, f and g-pawns is a draw if the White rook reaches the f4 or h4 squares and can prevent the Black king from advancing. The second endgame arises if the Black king reaches the queenside and supports the advance of the b-pawn. Under those circumstances White must give up his 2 rooks for queen and b-pawn and reach a position with king f and g-pawns against king, knight and h-pawn. In the Encyclopaedia of Endgames there is reference to such an ending between Horvath and Sapis in 1986, showing that such endgames are drawn.

On reading Malcolm's explanation I realise that I am out of my depth here!

Fritz would indeed probably continue with 40...♖f5 reading a plus of just over 300?! However 41.♔c6! goes into a demonstration of Malcolm's discussion, and according to Mig Greengard's comprehensive analysis on the 'net, is a saving move! (The more obvious 41.♔b1?! b5 42.♔b4 ♔g4 43.♔f4 ♖d7 appears to leave Black with a winning position). 41...b5 would probably follow 42.♔ee6 b4

43. ♖b6! ♔f7 I noted that my Hiarcs8 eval dropped from +250 to +150 when agreeing with this as Black's best move here. 44. ♖xf6+! Of course the PC programs give this a ? rather than a ! (44. ♖ec6 would be a computer choice, and showing Black only +136 now) 44... ♗xf6 45. ♖xb4! (45. ♖xf6+?? ♔xf6 and the b-pawn promotes) 45... ♗d6 46. ♖f4+



The rook has reached f4 and it is a theoretical draw. But, with great respect, could Kramnik have found all this over the board? I'd suggest his resignation after move 34 indicates that he was not aware of some of the unique resources in the position. 0-1

After the game I suggested to Malcolm Pein that Kramnik had actually won all 4 games - in 2 he beat Fritz and in 2 he beat himself.

But considering the manner in which the final 2 games are played, I now think that was rather unfair. Fritz is clearly a tough opponent for the World Champion!

Deep Fritz - Kramnik, V

Game 7

Queens Indian (Closed). E19

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♙b7 5.♙g2 ♙e7 6.0-0 0-0 7.♘c3 ♘e4

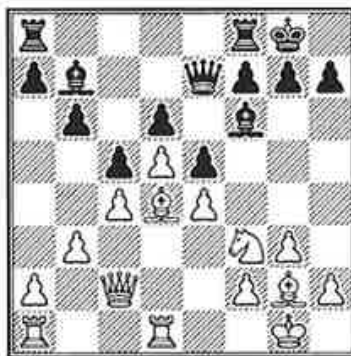
The idea is to give White doubled c-pawns, but we already know what Fritz thinks of those, so it responds appropriately!

8.♗c2 ♘xc3 9.♗xc3 c5



Press conference strain is showing as Kramnik explains how things aren't going as well as expected!

10.♙d1 d6 11.b3 ♙f6 12.♙b2 ♗e7 13.♗c2 ♘c6 14.e4 e5 15.d5 ♘d4 16.♙xd4



16...cxd4

Better than 16...exd4 17.♗d3 (or 17.♖ab1). I can understand why Franz Morsch was looking worried here! The position is firmly closed and it was the turn of the GM team to look rather smug, expecting Kramnik to now reproduce his games 1-4 form. He should be able to take advantage especially of the d4-pawn which, though not strong as a passed pawn, is a real thorn in the heart of White's position, and



seriously hinders the Fritz pieces.

17.♙h3 g6 18.a4



18...a5!

New, and an improvement on Polugaevsky-Gulko, 1976, when Gulko played 18...♙g7?! allowing 19.a5! bxa5 20.♖xa5 f5 21.♘d2 which is all F7 book. After 21...♙c8 Black's queenside is dissolving: 22.c5 fxe4 23.♙xc8 ♖axc8 24.♘xe4 dxc5 25.d6 and White won 19.♖ab1!

Good. DF is now out of book, but a plan of b3-b4 is correct, and impressive that Fritz should see the idea, even though Kramnik stopped it from being played!

19...♙a6! 20.♖e1

Someone suggested Fritz was beginning to fiddle. But if it had tried 20.b4?! now, then probably Kramnik would continue with 20...♗c7 and Black is gaining an initiative because of pressure on the c4-pawn. So 21.b5 would follow, and ♙c8 22.♙xc8 ♖axc8 23.♖bc1 ♙g7! leaving Kramnik on top.

20...♙h8

Kramnik is probably looking for a chance to break with f5

21.♙g2 ♙g7! 22.♗d3 ♖ae8 23.♘d2! ♙h6 24.f4!



Fritz beats Kramnik to the break and, if anything, now has its opponent on the defensive, though only for a few moves

24...♖c7 25.♞f1 ♔g8
26.♞be1 ♞d8

26...exf4? 27.gxf4 might encourage Fritz to play on
27.♔g1 ♙b7 28.♞e2 ♙a6

And the draw was agreed. Both sides seemed happy. The Fritz team were delighted to have ended up equal from a position that should have suited Kramnik, whilst his team, having been anticipating a winning opportunity, could see that it had been snuffed out with some ease. Indeed Fritz could easily have had its own chances if Kramnik had now erred due to tiredness. ½-½

3½-3½! Everyone wanted to get excited about the final, decisive game. Perfectly understandable, with most people also wanting Kramnik to come out on top.

But in Bahrain there was a feeling that the wearied GM might well content himself with a draw unless the opening yielded clear possibilities.

Kramnik, V - Deep Fritz

Game 8

Queens Gambit Declined.
D68

1.d4 ♘f6 2.c4 e6 3.♘f3 d5

4.♘c3 c6 5.♙g5!?

5.e3 is the more usual line
5...♙e7

Kramnik is something of an expert in the following, more usual, lines: 5...h6; 5...dxc4; 5...♞bd7.

Having indicated it might play a sharp line of the Slav with 4...c6, and getting Kramnik's interest in this idea with his bishop move response, Fritz has now transposed to a quieter, safe variation of the Queens Gambit. "If you can't catch the computer in the opening", said Kramnik later, "you don't stand much of a chance of winning". This solid response and sudden switch tricked Kramnik somewhat, he admitted afterwards, taking him out of his main preparation. He felt he would now need to take excessive risks if he was to play seriously for a win.

6.e3 0-0 7.♙d3 ♞bd7 8.0-0 dxc4

It's as long ago as Capablanca that this and the following moves were found, and which basically ease Black's cramped position and equalise the game

9.♙xc4 ♞d5 10.♙xe7 ♞xe7
11.♞c1 ♞xc3 12.♞xc3 e5
13.♙b3 exd4 14.exd4 ♞f6
15.♞e1 ♞d6 16.h3 ♙f5



The Fritz book ended with this move. White's rooks are active, but opinions vary as to the strength or (eventual) weakness of his isolated

d-pawn! Meanwhile DF's position is unexciting, but safe and sound, and Kramnik is behind on the clock

17.♞ce3 ♞ae8! 18.♞e5 ♙g6
19.a3!?

Probably trying to lure DF into some sort of excess, but it isn't interested

19...♞d8 20.♞xe8 ♞xe8
21.♞d2



And here Kramnik offered a draw of both game ½-½ and match, in what will probably go down as a disappointing and anti-climatic end to a match which had promised so much: for the human race (and Kramnik with \$1 million looming!) at 3-1, and then a potentially very exciting finish when it was 3-3.

But Malcolm Pein told me that Kramnik was visibly tiring towards the end, and seemed aware that he was no longer playing to his very best. In fact the last person to get away with such a quick draw as Black against Kramnik was Kasparov!

Honours even then, and the prize money shared at \$500,000 each, with all DF's 'winnings' going to a European trust fund to promote chess for children.

So I guess you could well say that, in the end, chess did win!



A very! pleased
Franz Morsch

JAN LOUWMAN

INTERVIEWED by ROB VAN SON

Introduction to

The father of computer chess tells his story!

by Rob van Son

Jan Louwman told me so much about 25 years of history, so I hope that you like it! I did my very best to write and translate it as best as possible....

Best regards... *Rob*

Jan Louwman - The father of computer chess tells his story!

It is spring 1978. Jan Louwman and his wife Coby are staying in the Dutch province Limburg where Jan settles down for a while to recover from a gall-bladder operation.

They decide to make a trip to Düsseldorf (Germany) to do some shopping and to look around a bit.

Before leaving the city again they take a look inside the Horten department store.

Jan, who has been an ardent chess player since the World Cup match Aljechin-Euwe in 1935, sees a small machine that immediately draws his attention.

The box flaunts the name '*Chess Champion Mark 1*' and the machine literally and figuratively challenges him to play against it.

You guessed - it's a tiny chess computer!



Jan had once, in 1959, seen an IBM 360 computer, which took up an area of 100 square meters (!), carry out a simple mate in two with much difficulty. Even though it now was twenty years later, he couldn't believe what he saw.

Without a moment of hesitation Jan bought the small machine for only 289 Marks, not yet realizing then that in doing so, he was laying the groundwork for a whole new turn in his life.

This purchase would turn out to be the start of his development from an enthusiastic chess hobbyist into a worldwide known chess computer expert.

Often to the exasperation of Coby, Jan used to play chess against his new computer till far into the night.

But that was not all!

Next, he started collecting all models that came out at the end of the seventies and made all these chess computers play against each other at different chess tournaments.

Jan gained so much knowledge of the different chess computers, that he gave lectures and even demonstrated chess computers for department stores like Vroom & Dreesmann and the Bijenkorf.

On 18th October 1980, the Computer Chess Association Netherlands (CSVN) was founded, with Jan as a member of the board.

By organising the first Dutch Computer Chess Championships, Jan came into contact with talented chess programmers whom he would supervise in the eighties and nineties.

It was not long before, with

his many contributions to the CSVN publication *Computerschaak*, as well as in several other magazines, that the producers of chess computers discovered him.

Jan visited several factories all over the world to test their new chess computers, but also to mediate when a producer was looking for new programmers.

In the nineties he published the magazine *MegaByte*. The periodical existed for five years, during which sixteen issues came out.

Even now in 2002, at the age of 78, Jan is still very active with his big hobby, or should I say his life fulfilment? In his house, in a specially fitted up test-room, you will find eleven desktop computers and seven notebooks running constantly.

Almost everyone who wants to know something about a chess computer or chess program is familiar with the telephone consulting hours of Jan Louwman. You just can't ignore him, so it's time for a retrospective view of almost 25 years of computer chess.

Rob: Jan, at the end of the eighties you were demonstrating chess computers in the big department stores. Can you tell me how that was done?

Jan: I had been playing chess for many years and through this I had made the necessary contacts in the chess world.

The management of the department stores Vroom & Dreesmann (V&D) and the Bijenkorf had asked me in the spring of 1979 if I would

organise a chess computer demonstration.

At the time I worked at the environment department 'Rijnmond' (a government authority) in Schiedam and demonstrating my chess computers at night in the company restaurant was no problem.

Also, I borrowed certain new models from the Horten department store in Düsseldorf, where I had good contact with the manager, Mr. Alfeld, who knew much more about chess computers than I did.

But only two years later the roles were reversed!

The management of V&D and the Bijenkorf were burning with enthusiasm after they had watched my demonstrations.

V&D agreed to let me give demonstrations for the public in different branches in a special stand during the Christmas holiday season.

I was demonstrating at least ten or fifteen chess computers and behind me they were being sold in large quantities. I most often worked in their Amstelveen branch because the management there was very interested in chess computers.

In addition, I once a year gave training to the V&D staff, demonstrating and explaining the features of the then very latest models.

Electronics Netherlands, a subdivision of the Vendex concern, imported chess computers, so it was important that the training was continued each year.

Since the eighties Mr. Kalkoene, at the time general



Rob van Son

manager of Electronics, intensified the contacts for the training between V&D and myself. This was partly influenced by IM Hans Böhm, who for a short while worked with them as an adviser.

Rob: You have discovered and coached many programmers and you brought them into contact with chess computer producers. Who were they and how did you do this?

Jan: Shortly after the CSVN was founded, I undertook the technical preparations and supervision of the first Dutch Championship Computer Chess (NK), held in September 1981 in Utrecht. I tested all chess programs before they were admitted.

One of the pioneers of computer chess, Jaap van den Herik, is still grateful to me because I did admit his Pion program to the tournament, in spite of its rather poor performance.

Ed Schröder's first program was written in Basic and I did

not admit it to the tournament.

He is still mad about this!

During the second NK, held in September 1982, I was able to admit him because by then he had written his program Rebel in Assembler.

After I had been declared unfit for my job at the environment department 'Rijnmond' in 1981, the phone often rang several times a day.

Different chess computer producers called me and said: *"You in the Netherlands are the only people who do have a real Computer Chess Championship."*

In America, they did have something a bit like it, but that involved people from the university and the manufacturers found the Dutch programmers more suited to write programs for their chess computers.

I said: *"Wait a minute. I need at least two years to coach programmers and I need a lot of test material (computers). Also, I want to get more insight into EPROM (Erasable Programmable Read Only Memory or re-programmable memory)."*

The programmers they had set their eyes on were Frans Morsch, Ed Schröder and Richard Lang. I didn't think they were professional enough by far, that's why I needed at least those two years.

I started with Frans Morsch, who then had a small build-it-yourself computer. He was not allowed to participate in the first two NK's because at

that time you had to play three matches simultaneously using three computers, but I knew he was talented.

I introduced him to SciSys (Scientific Systems, later Saitek) in Hong Kong, but they did not want him. They didn't think he was good enough... something they much regretted later on, and put right!

Manfred Hegener of Mephisto (Hegener and Glaser) from Munich had been asking me since January 1981 for a programmer, but I advised him to first hire a good expert.

He took on Ossi Weiner who was a strong chess player with a rating of ± 2200 ELO and had great commercial insight.

The coaching of Frans Morsch did not last that long because he is somebody who can work much better by himself.

At some point in 1981 Ed Schröder called me that he wanted to write a chess program. He borrowed a couple of chess computers from me and promised he would give me all the games.

That had been going on for about two months, and then I got to see a jewel of a game! I coached Ed Schröder till the beginning of the nineties.

Every year Philips put up a "young discoverers" prize and I was told that in 1982 a talented mathematics student was going to win the prize in Brussels for his chess program.

I immediately went over there to meet this student, Kaare Danielsen from



Copenhagen. By now I had brought the chess computer Sargon and used the opportunity to test this computer against his program.

I was fairly impressed by the results and Kaare asked me if I knew of any commercial opportunities for him.

But next, Kaare went to SciSys in Hong Kong, without my knowledge.

After SciSys had committed a breach of contract, he again came back to me.

However I knew Ken Cohen of Newcrest Technologies (Hong Kong) from the Nuremberg fair in Germany, and I immediately suggested that he should employ Kaare Danielsen.

So this is what happened and Kaare did his programming from his small student room in Copenhagen, while I was testing his programs in the factory in Hong Kong.

The co-operation was very successful and one of his chess computers is probably still well remembered: the Super Enterprise.

In 1983, during the world championship for microcomputers in Budapest, the

English programmer Richard Lang approached me. He said he no longer felt like working for Intelligent Software (of David Levy in London) and preferred a job with better conditions with another producer.

I phoned Newcrest and told them I had a top-programmer for them. Since Richard Lang did not have much self-confidence, I went with him to Hong Kong.

The meeting between Richard Lang and the management of Newcrest (Eric White and Ken Cohen) was a disaster, not in the least because of the unsympathetic way they made their conditions.

After this discouragement, Richard collapsed completely which was a good reason for me to make a lot of fuss about this the following day. The result was that I did not even get my return journey cost reimbursed!

In February 1984, at the trade fair in Nuremberg, I met Manfred Hegener (of Mephisto) who asked me how Richard Lang had fared.

I told him about the failure in Hong Kong and Manfred immediately said enthusiastically: *"Call him up, I want him!"*

Frans Morsch and Ed Schröder already worked for him and so it happened that on the 1st and 2nd of March 1985 the complete Mephisto staff and the three programmers Frans Morsch, Ed Schröder, and also Richard Lang, came to my house to deliberate how they should work together from then on.

Eventually we agreed that Richard Lang would program

the expensive computers with Motorola processors from the 68000 and 68020 series.

Ed Schröder took on the middle range with the 6502 processor, and Frans Morsch would write programs for the cheaper range.

Richard Lang wasn't satisfied with the royalties Mephisto offered.

I said to him: *"I am organising the World Championship Computer Chess this year (1985) in Amsterdam. If you become world champion - and I don't doubt that for a second - we will state strict terms to Mephisto, and otherwise we will go to the competitor."*

Richard did become champion! I coached him for a year and after that the then advisor of Manfred Hegener (Mephisto), Ossi Weiner, took over the supervision. I had my hands full with the further coaching of Ed Schröder anyway.

One day at the beginning of the nineties I found Wil Sparreboom of the Rotterdam firm Tasc stood on my doorstep.

He was urgently in need of a programmer. At this time I had become acquainted with Bart Weststrate, who was working on a promising chess program and I immediately introduced him to Wil.

After the contract was signed Bart did not show up at his new employers... *"because he no longer felt like it."* Even so, Bart achieved success with his powerful chess program Kallisto.

After this disappointment,



Richard Lang with the Vancouver on 1991's top hardware!

Wil Sparreboom asked me to quickly find another programmer.

Luckily I was coaching the very talented Johan de Koning whom I had met earlier at the Dutch Computer Chess Championships. At that time he was still participating as an operator only!

Johan worked, at first, on his chess program using an Atari computer. When I offered him to start working at Tasc, he said: *"No, I don't want that, I am not capable to do that."*

Eventually I managed to talk him over and he did start working with Tasc after all. I coached him for a while longer, but the Dutch IM Cor van Wijgerden later took it over from me. His program The King was a big success and the commercial version, Chessmaster (which has become a series), was released in America.

Halfway through the nineties Erik van Riet Paap, a draughts computer programmer, also started to develop chess programs.

In 1994 Mephisto was taken over by Saitek from

Hong Kong, and the manager, still Eric Winkler, was looking for a programmer for his cheaper chess computers.

Frans Morsch was now doing the top-programs for the Saitek chess computers in the more expensive range.

I thought that Erik's chess programs were perfectly suited for the Saitek chess computers, but at the end of the nineties Erik had to quit programming there, because sales were falling considerably.

At a NK in the nineties I also met Dr. Christian (Chrilly) Donninger from Vienna because he had to be in the Netherlands for his (scientific) work.

He also wanted to write a chess program and eventually even quit his job to dedicate himself totally to his program.

I sort of coached him from a distance for a while, but when my co-operation with the other programmers gradually dropped off, I started to intensively test his program Nimzo.

Nowadays Chrilly no longer concerns himself with Nimzo, but is working on his new program Brutus, that runs on specially developed hardware.

Right now I am still doing some test work for the Dutch programmer Vincent Diepeveen with his program Diep and for the American programmer James Robertson with his program Insomniac.

I have been working with Vincent for five years now. He has a lot of knowledge of hardware and software and always claims that his program is the best.

I used to say to him: "*Of all bad programs yours is certainly the best!*"

This is no longer true of course, for Diep has recently started to make a pretty good breakthrough and has performed well in recent tournaments.

Rob: In the past two decades you set up computer teams that lined up against strong players of different chess clubs. How did you organise all this?

Jan: During my telephone consulting-hour several people had called to ask me if I would play a match with a number of chess computers against members of their club.

At the beginning of the eighties the chess computer was just starting to make its big advance and many chess clubs saw it as a good promotion if a computer team crossed swords with strong club players.

In those days many people were interested in chess computers and therefore such an event could also generate new members.

Of course I already had many contacts in the chess world and moreover I had a large collection of chess computers at home. So setting-up a chess computer team was no problem, no more than finding enough operators to work the machines.

In 1984 I set up my computer team *ROM'84* and we played 4 to 5 matches a year against different chess clubs. In principle we received no pay, but if the club could afford it, the

operators were compensated for their travelling expenses. Usually a well-to-do club member would be willing to pay these expenses.

I continued playing against chess clubs with my computer team until about 1994.

In the eighties we used dedicated chess computers and from the early nineties, when the sale of chess computers showed a strong decline, primarily notebooks with chess programs.

In 1994 I set up a new computer team, which I named after my computer chess magazine '*Megabyte*', which I had started the year before.

With the Megabyte team we also played against different clubs and even now we each year play one match against the oldest chess club of the Netherlands, *Messe-maker 1847*.

Rob: Can you tell me a little more about the computer magazine *MegaByte* that you founded?

Jan: Beside my telephone-consulting hour, I gave advice on chess computers in the KNSB (Royal Dutch Chess Association) magazine *Schakend Nederland* (now *Schaakmagazine*) for 10 years.

At the time members of the association could buy there several kinds of chess computers for a reduced price. When the KNSB stopped selling chess computers in 1993 I therefore no longer could give advice in their magazine, which I thought was a bad thing, both for the consumers and the

manufacturers. Besides, I did not have such a good understanding with the then editor of the CSVN magazine Computerschaak for which I had been writing since the foundation.

The big boss of Saitek, Eric Winkler, phoned me to ask if I would like to start a new computer chess magazine, with him taking care of the financing.

He also wanted to know if I would be willing to start selling his computers as well and continue my telephone-consulting hour.

At first I did not feel like selling his chess computers, but because of the bad situation that had developed, I agreed to his proposal.

The number of subscribers grew fast because I gave away a free one-year subscription to anyone who bought a computer from me, but I also handed out the magazine during the many *Megabyte* computer team matches.

At the same time the importer of Saitek, Electronics in Amsterdam, promoted my magazine when people bought a chess computer there.

In all *Megabyte* had about 500 subscribers, but that included a great number of free subscriptions that were only partly continued when the time came for them to be paid subscriptions!

After a few years the sale of chess computers fell off more and more and Electronics decided to stop importing them. Saitek would no longer subsidise my magazine and that I was also forced to stop.



Rob: Jan, it has been 25 years since the appearance of the first commercially available chess computers. Do you think that all the work you did in the past years for the computer chess world has borne fruit?

Jan: During his many meetings with me Eric Winkler of Saitek often remarked: *"If it had not been for Jan, there would not be half as many chess computers in this world."*

I am convinced that without me some of the top programmers would also not have reached their current high level.

The way it was for the dedicated chess computers in

the beginning of the eighties up to the beginning of the nineties has never been equalled, not by far, by the PC chess programs.

As far as playing power is concerned yes, but definitely not with respect to sales.

Don't forget that back then fifty thousand chess computers were sold per year against only four or five thousand now, including chess programs.

And the sale of chess programs is still falling.

Rob: These days you still carry out a lot of test-work with different top chess programs. Can you tell me how this works?

Jan: I observe for instance how a new version of a chess program plays against older versions or against other top-programs.

I test this by playing several tournaments with different clock times. I let all the programs play automatically against each other.

The engines of the ChessBase programs can already play against each other, through the built-in auto player of the chess program, and I can test the other non-ChessBase programs by connecting two PCs with a so-called zero-modem cable.

With the help of special drivers in the chess program and the Windows operating system several matches can then be played automatically.

I also use different versions of Windows because a given program may show faults under Windows XP, but run perfectly well under Windows 98.

Following a tournament I look at the matches played. I don't replay them all, but I especially observe which of the games ended quickly.

This way I can see whether there are certain bugs in the program and what a particular program is specifically good or bad at.

The evaluation function may show a strong change with certain positions.

I select these games and study them more closely. If my technical knowledge of chess fails me when trying to find out why the evaluation changed this much, I can ask advice from a number of top-chess players.

Such a top-chess player

may for instance say that a particular move is no good, and my experience will then tell me that perhaps the mobility of a chess-piece needs to be raised or lowered by the programmer.

Next, I pass on these matches with my comment to the programmer and he effectuates the changes in the program.

Suppose the mobility of the knights needs to be raised somewhat, then it is important that the programmer changes this very accurately, because otherwise the bishops may become too passive for instance! If this is not done very precisely, the 'improvement' usually will make other things worse at the same time.

Because of my many years of test experience I don't often have to call in the help of the top players.

There are actually two goals you have for your testing: *"Tracking down bugs in the chess programs, and the final results the programs achieve at the end of the test tournaments played."* Generally speaking you might say that most programs are not very particular when it comes to the king's safety.

Rob: If you could look into the future, how do you think the computer chess world will look in the year 2010?

Jan: I am quite pessimistic about that. Computer chess will still be there, but commercially it will be a problem.

Nowadays an incredible amount of software is copied

illegally and in the long run this will be at the expense of the programmers.

One day, they will no longer be available. Also, I don't like the development where six top-programmers are working with one firm (ChessBase).

And at this time the sale of dedicated chess computers is already a sinking business.

Rob: What are your plans for the next few years?

Jan: After I was declared unfit for my job in 1981, I totally dedicated myself to computer chess.

This kept me going and even now I will keep on devoting myself to computer chess, as long as my health permits.

The many telephone calls I daily receive from the public demonstrate that there is still a great need for good advice. With my test-work, I anyhow hope to be able to contribute to the improvement of the top chess programs for now and in the future!

Rob van Son, 29 September 2002 for *Selective Search*.



SHREDDER6 plays THE SWISS INTERNATIONAL TEAM!

How do we fit 4 games onto the page? Can't be done!

All we can do is reduce the print size and go for 2!

The match was played in Biel over 4 evenings in July/August. The time control was G/60, and Shredder was, I believe, on a P/1000.

The 2 games NOT shown were both drawn. Here are the 2 decisive ones!

Pelletier - Deep Shredder

A17: English Opening: 1...Nf6 with ...Bb4

1.c4 d6 2.d3 e6 Avoiding the 2...e5?! it has erred with (against humans) in some games 3.d3 f3 4.g3 c5 5.g2 0-0 6.0-0 c6 7.d3 d6 8.e4 Apparently a new idea, still hoping to block the centre. 8...b1, 8...d2 and 8...e4 are the popular theory moves 8...d7 9.d4 e7 10.f4



White has managed to create a kingside attack. Meyer-Kahlen was getting quite nervous, also fearing his program might play fxc3? It didn't! 10...a5 11.h1 a6 Covers b5 12.d2 b5 13.b3



ab8 14.f5 This push gains space 14...f8 15.g5 e5?! Giving Pelletier the blocked position he's been hoping for! 16.f3 h6 17.xf6 xf6 18.g2 g5 19.h4 e7



20.f6? Impetuously opening up the position, which allows Shredder to decide the game tactically. Better was 20.d3 f8 and then 21.f6 could be tried less dangerously! 20...xf6 21.h5 e7 22.xf7+ h8 23.h5?! Presumably missing Black's strong reply, easily done now that tactics rule! 23.g6 and if 23...f8 24.d3 was better 23...g5 24.d4 g4! 25.f5?? Ooops! this allows a quick end. 25.d5 was better, but unlikely to change the outcome after 25...f8! 25...e3! winning the knight on e2 for starters, and therefore the game 0-1

Deep Shredder - Jenni, F

C56: Two Knights: 4 d4 exd4 5 0-0 1.e4 e5 2.c4 f6 3.d4 exd4 4.f3 c6 5.0-0 xe4 6.e1 d5 7.xd5 xd5 8.c3 a5 9.xe4 e6 10.eg5 0-0-0 11.xe6 fxe6 12.xe6 d6 13.g5 d8 14.e2 d7 15.xe8 xe8 16.d3 h6 17.d2 d5 18.h7!? It's all been theory to here. I traced 2 games played in the 1990's, one went 18.c3, and the other 18.d1, both ended as draws 18...e7 19.e1



19...xa2? Commentators didn't like this - more like a computer's move! The queen goes out of play for a pawn. 19...xe1+ 20.xe1 e5 would be just about equal 20.b3! g5 21.f5+ If 21.xh6?! g4 22.xe7+ xe7 23.e1 White has nothing 21...d8 22.g6 d7 23.f1?! Slightly strange! 23...b2 24.xh6



24...xc2? Not just greedy, but overlooking the computer's immediate and winning response. With 24...g4 Black would still be in the game after 25.d1 d3!= 25.h3+! d8 26.xg5 A decisive pin 26...d3 27.d1 xb3 28.xd3 a5 29.f5 e8 30.xe7 xe7 31.e1 c3 32.e3 a1+ 33.d1 a4?? A rather sad ending, risking desperate measures to try and save the game. It only allows a deadly check and results in a speedy demise. But if 33...d8 34.b5 b6 35.f1 c1 36.h3 and White will win soon 34.c8+! f7 35.f3+ 35...g7 36.e6 and Black must shed lots of material to delay mate 1-0

PLAYING STRENGTH ISN'T EVERYTHING. FEATURES RULE!

SAYS STEVE HARDING

Steve Harding was one of just over 20 readers who responded with encouragement and ideas, following my little 'tale of woe' in *SelfSearch102*.

Amongst many useful ideas was his suggestion of a 'Reader Questionnaire' - though it occurred to me that if only 20-25 folk respond to a 1/2-threat of magazine closure, how many would bother to fill in a Questionnaire?!

Other good ideas were for an article on 'Strength isn't Everything'; another Interview with Mark Uniacke; development potential of Learning in the programs; and an Interview with Richard Lang on his current work and the potential in Palm & Pocket PC products.

He even offered to do the 'Strength isn't Everything' article - and I said 'yes' before he had time to change his mind.

So here it is!

Strength isn't Everything!

Sssh! Don't tell the programmers, but **times are a-changing**.

Yes, there was a time when program playing strength was the key factor in our purchasing decisions.

And yes, it probably still is for some of us.

But, for how much longer?

Ok. This is going to hurt, but my secret has to come out sometime - so here goes.

Despite my best efforts, the only way I can beat Fritz 7, Hiarcs 8 or Tiger 15 in a proper game nowadays is when I resort to using the handicap levels. Alright, I admit it. It has been this way for a few years now.

To put it another way, when I go out to buy the latest version of a chess program, pure playing strength is no longer the deciding factor - it hasn't been for some time.

Am I alone or does anyone else think this way?

If so, then it is surely a massive compliment and 'thank you' to the programmers responsible for the phenomenal progress made over the last 10-20 years and long may it continue. But it is also a warning.....

A Changing Market

Take heed, the 'market' has now matured, and it moves on apace. Us most ardent of fans are now also entitled to be the most demanding of users.

When even Kramnik can only draw 4-4 with this year's latest super strength PC program, Deep Fritz, it leaves me for one wondering what will make me go and buy next year's version if all that has changed is playing strength - 'routinely' up again by another 30 ELO points.

A little cynical? Maybe.

A challenge to the programmers, certainly.

Yes, we all want the extra 30 ELO points - more please if possible - but to be frank, many of us will demand a whole lot more than that if we are to part with our hard earned cash again next year and the year after.

Got the message? It's time for you, the programmers, designers and suppliers to get innovative again. It's time for you to consider new ways of adding value to your



products. Come on, surprise us. Reinvigorate your product - we'll even help.

One thing is for sure. By the end of 2004, if your programs are to sell in any significant numbers, they are surely going to need to thoroughly distinguish themselves from the current offerings.

More features, more entertainment, more value and yes more strength. That's what we want.

A Wake Up Call

Anyone else feel this way?

In case you hadn't noticed by now, this is a wake up call to our favourite industry. In short, the product we have now is great, super strong with useful features - thank you.

But deep, nagging questions have also recently appeared.

Where on earth do 'we' all go from here? Is the future bright or bleak?

Well. Good news.

The answer to both questions is the same - and resoundingly simple.

It's up to us!... 'us' being those of us with an interest as either customers programmers or suppliers.

The idea is that if we, as customers, can collectively tell the programmers and suppliers what we want to see in the next couple of versions, such that we would be sure to buy from them if they can deliver, then the future will be bright. Otherwise....

We as SS folk and customers can certainly do our part. Let's get together and make ourselves an SS shopping list of what we would like to see in future versions of our favourite chess playing programs - both PC based and dedicated.

It goes like this. Sit down and carefully consider what you would like to see added, enhanced, changed or even removed from next year's version. Have you got any other ideas or suggestions that would, if implemented, increase your chances of making a purchase next year?

Then write down **YOUR** personal shopping list. Send it to myself:

- stevecharding@hotmail.com, or to
- Eric, 46 High St. etc., or his e-mail address, and he'll pass them on.

I will collate them, rank each request or idea in order of its popularity and return our overall SS readers shopping list back to Eric for publication in the next issue of SS for us all to see.

Once published, I will then distribute our SS list to all of the main programmers for their consideration and seek their comments for inclusion - again in a future issue of SS.

To get your ideas and creative juices flowing, I have included parts of my own shopping list below.

Provocative ? See what you think.

Chess Program 2004 - Shopping List

I, Steve Harding, would like:

In a dedicated chess computer.

1. A wood, auto sensory dedicated chess computer that plays at the same strength as the top PC based programs and costs no more than £400. It would be upgradeable and able to communicate with and play against my PC based programs.
2. A table top, press sensory version of the above with all the same features and strength (up to £200). A portable version (up to £100).

In my PC based programs

3. Many more chess engines included as standard. Also a Linux version on the same CD.
4. Engine - engine games where more than one engine plays on each side. Eg. Hiarcs 8 and Tiger 15 versus Fritz 7 and Junior 7.
5. A proper 'print preview' facility - like the one provided in many word processing packages.
6. Much more flexibility in the feature that allows me to set the rating level at which the computer will play. If I want to set the ELO level at say 1000 or 2600, then let me - using ELO, BCF, USCF, other. Then have the program accurately playing to the level I have set.
7. The ability to set an option which guarantees the same game is never played twice.
8. The ability to gather full analysis from the program as the game progresses, rather than have to replay the game in 'analysis mode' to get it.
9. The ability of a program, given a certain number of games played, to give a full text-based assessment of the strengths and weaknesses of my play.

- then to provide a custom written set of chess lessons and tutorials

designed to improve my play to a new rating level I have specified. Finally to guide me through these tutorials providing a continual assessment of the progress I am making. Wow !

10. Usage statistics. How much have I used the program. How many games have I played and for how long.

11. Much closer links from the program to the suppliers web site, including:

- the ability to download bug fixes, improvements, new opening books, new engines, new personalities, new features, articles about the program, information about the programmers, future plans etc from a much more active and regularly updated web site.
- an ability to easily have the program report a mistake or bad move or bug 'back to base'. To have the program generate all the necessary info in an automated way, requiring no real effort on my part.

12. A Chess Program Construction Kit. The ability to custom build my own custom written chess program using a comprehensive set of provided 'wizards' and menus. I could name 'my' program, play against it myself and play it against other custom programs I have created by using the kit.

Now it's over to you. What do you think ? What's on your list ? This is our make a difference! With the SS publication dates in mind, please try to get your own lists to myself or Eric by the 28th Feb 2003. Our cumulative list might just make it in the next issue of SS. Let's do it !

Steve Harding
(fan, enthusiast, once peaked at 150 BCF, programmer, no commercial interest at all).

- Stevecharding@hotmail.com
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Bristol BS31 2LJ.

RATING LISTS AND NOTES

A brief guide to the purpose of the HEADINGS may help 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 Sel/Search 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 on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents a program on an 80486 at 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

Deep prog on 8xP4/1000	120	Deep prog on 4xP4/1000	90
Deep prog on 2xP4/1000	60	P4/1800	60
P3-K7/1000	40	P3-K7/450	0
PPro2-K6/300	-40	PPro2-K6/233	-60
Pent/150	-100	486DX4/100	-180
486/66	-200	386/33	-300

RATING LIST (c) Eric Hallsworth. PC PROGS				SelSearch 103	Dec 2002
BCF Computer	Elo	+/-	Games	Pos	Human/Games
260 FRITZ7 P3-PC	2682	12	1345	1	
259 DEEP FRITZ7/8 P3-PC	2674	28	262	2	
256 GAMBIT TIGER2.0 P3-PC	2649	11	1766	3	2502 2
255 CHESS TIGER14 P3-PC	2645	12	1328	4	2665 13
255 DEEP FRITZ6 P3-PC	2643	12	1402	5	2618 16
254 SHREDDER6/632 P3-PC	2637	14	1040	6	2471 4
254 HIARCS8 P3-PC	2637	14	1094	7	2611 14
253 JUNIOR7 P3-PC	2627	14	1044	8	2661 12
251 FRITZ6A P3-PC	2615	10	2077	9	2567 35
251 GAMBIT TIGER1.0 P3-PC	2613	21	490	10	
250 REBEL CENTURY4 P3-PC	2605	20	528	11	2634 4
249 REBEL TIGER12 P3-PC	2596	15	926	12	
249 JUNIOR6A P3-PC	2594	10	1992	13	2581 22
248 SHREDDER5/532 P3-PC	2591	14	989	14	2653 11
247 HIARCS732 P3-PC	2578	9	2407	15	2427 19
245 HIARCS7.1 P3-PC	2567	12	1442	16	
245 NINZ08 P3-PC	2565	12	1345	17	
245 SHREDDER4 P3-PC	2561	16	759	18	2560 15
244 GANDALF5 P3-PC	2558	19	570	19	
244 NINZ0732 P3-PC	2554	13	1258	20	
244 FRITZ532 P3-PC	2552	12	1469	21	
243 CHESSMASTER 6/7000 P3-PC	2550	24	348	22	2554 22
243 FRITZ516 P3-PC	2548	12	1327	23	2473 6
242 GANDALF4 P3-PC	2542	13	1145	24	
242 NINZ098 P3-PC	2542	12	1307	25	2435 10
242 REBEL CENTURY3 P3-PC	2540	23	380	26	2615 6
241 JUNIOR5 P3-PC	2533	11	1531	27	
240 SDS P3-PC	2524	14	1003	28	
240 HIARCS6 P3-PC	2523	13	1205	29	2552 24
240 GOLIATH LIGHT P3-PC	2521	15	874	30	
239 REBEL CENTURY1.2 P3-PC	2519	21	458	31	2552 43
239 NINZ099A P3-PC	2518	14	1050	32	
239 REBEL-10 P3-PC	2514	25	329	33	2558 17
239 REBEL9 P3-PC	2513	14	1059	34	2637 14
238 REBEL8 P3-PC	2509	19	548	35	
237 MCHES PRO6 P3-PC	2502	17	699	36	2504 12
237 MCHES PRO7 P3-PC	2501	14	1067	37	2560 2
237 CHESS GENIUS5 P3-PC	2498	13	1206	38	2419 6
236 MCHES PRO8 P3-PC	2490	14	1026	39	
236 SHREDDER3 P3-PC	2489	34	177	40	2671 2
236 SHREDDER2 P3-PC	2488	15	875	41	2178 6
233 GANDALF3 P3-PC	2467	27	278	42	
232 FRITZ516 PENT-PC	2456	32	210	43	
231 HIARCS6 PENT-PC	2449	11	1686	44	2540 2
230 HIARCS5 PENT-PC	2447	19	585	45	
230 JUNIOR4.6 P3-PC	2446	43	115	46	
230 KALLISTO2 P3-PC	2440	22	412	47	
229 REBEL8 PENT-PC	2439	10	2116	48	
229 REBEL9 PENT-PC	2432	16	805	49	
227 CHESS GENIUS5 PENT-PC	2422	11	1573	50	

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

RATING LIST (c) Eric Hallsworth. SelSearch 103									
BCF Computer	Elo	+/-	Games	Pos	Human/Games	172	173	174	175
220 TASC R30-1995	2367	16	798	1	2276	172	173	174	175
219 MEPH LONDON 68030	2355	32	203	2	2272	176	177	178	179
214 TASC R30-1993	2319	12	1346	3	2336	180	181	182	183
214 MEPH GENIUS2 68030	2315	18	657	4	2308	184	185	186	187
214 MEPH LONDON PRO 68020/24	2313	67	47	5	2392	188	189	190	191
210 MEPH LYON 68030	2283	15	869	6	2293	192	193	194	195
210 MEPH RISC2 1MB	2282	20	516	7	2293	196	197	198	199
209 MEPH PORTOROSE 68030	2277	20	505	8	2340	200	201	202	203
207 MEPH VANCOUVER 68030	2261	18	656	9	2347	204	205	206	207
207 MEPH BERLIN PRO 68020/24	2261	13	1247	10	2217	208	209	210	211
207 MEPH LYON-VANC 68020/20	2259	27	296	11	2327	212	213	214	215
207 KASP RISC 2500-512K	2257	25	337	12	2330	216	217	218	219
205 MEPH RISC1 1MB	2244	9	2548	13	2232	220	221	222	223
204 MEPH ATLANTA-MAGELLAN	2237	15	892	14	2357	224	225	226	227
204 KASPAROV SPARC/20	2234	14	1077	15	2251	228	229	230	231
203 MEPH MONTREUX	2229	16	835	16	2288	232	233	234	235
201 MEPH LONDON 68020/12	2215	77	36	17	2240	236	237	238	239
201 KASP RISC 2500-128K	2211	9	2629	18	2270	240	241	242	243
199 FID ELITE 68040-V10	2192	53	75	19	2215	244	245	246	247
197 MEPH VANCOUVER 68020/12	2181	9	2300	20	2212	248	249	250	251
196 MEPH LYON 68020/12	2175	8	3292	21	2246	252	253	254	255
195 MEPH LONDON 68000	2161	61	57	22	2238	256	257	258	259
194 MEPH PORTOROSE 68020	2154	10	1842	23	1800	260	261	262	263
193 NOV SAPPHIRE2-DIAMOND2	2147	19	567	24	2221	264	265	266	267
192 MEPH BERLIN 68000	2140	12	1321	25	2169	268	269	270	271
192 FID ELITE 68030-V9	2138	15	917	26	2169	272	273	274	275
191 MEPH VANCOUVER 68000	2130	12	1340	27	2126	276	277	278	279
191 MEPH LYON 68000	2129	11	1662	28	2083	280	281	282	283
190 MEPH ALMERIA 68020	2126	14	1019	29	2154	284	285	286	287
188 MEPH MILANO PRO-SENATOR	2110	20	523	30	2169	288	289	290	291
188 NOV SAPPHIRE1-DIAMOND1	2108	12	1363	31	2139	292	293	294	295
187 MEPH PORTOROSE 68000	2100	11	1613	32	2111	296	297	298	299
186 FID MACH4-DES2325 68020-V7	2092	9	2281	33	2179	300	301	302	303
184 FID ELITE 2*68000-V5	2072	26	312	34	1888	304	305	306	307
182 MEPH POLGAR/10	2058	18	632	35	2080	308	309	310	311
181 MEPH DALLAS 68020	2054	14	972	36	2069	312	313	314	315
181 MEPH ROMA 68020	2054	14	1075	37	2033	316	317	318	319
180 KASPAROV BRUTE FORCE	2044	14	1060	38	2182	320	321	322	323
179 MEPH ALMERIA 68000	2035	14	1017	39	2093	324	325	326	327
178 NOVAG SCORPIO-DIABLO	2028	10	2036	40	2124	328	329	330	331
176 KASP NM6-COUGAR-COSMOS	2012	15	848	41	2072	332	333	334	335
175 MEPH NIGEL SHORT	2005	25	322	42	2136	336	337	338	339
175 FID MACH3-DES2265 68000-V2	2001	6	5504	43	2107	340	341	342	343
175 NOV EMERALDCLAS-AMBER	2000	58	64	44	1959	344	345	346	347
174 MEPH DALLAS 68000	1996	11	1526	45	2076	348	349	350	351
173 MEPH POLGAR/5	1987	8	2821	46	1850	352	353	354	355
173 MEPH HMS/5	1986	11	1754	47	2000	356	357	358	359
172 NOV SUPER FORTE-EXP C/6	1983	8	2824	48	2000	360	361	362	363
172 MEPH MILANO	1981	13	1156	49	2087	364	365	366	367
172 MEPH MONDIAL 68000XL	1981	15	852	50		368	369	370	371
172 NOVAG JADE2-TIRCIN2	1976	39	138	51		372	373	374	375
171 MEPH MONTREAL-ROMA 68000	1971	9	2512	52		376	377	378	379
170 MEPH ANSTEROM	1965	9	2253	53		380	381	382	383
169 MEPH ACADEMY/5	1959	9	2379	54		384	385	386	387
168 FID MACH2B	1950	27	276	55		388	389	390	391
168 NOV SUPER FORTE-EXP B/6	1947	12	1441	56		392	393	394	395
167 MEPH MESA4/5	1943	8	2697	57		396	397	398	399
167 KASPAROV MAESTRO D/10	1939	12	1323	58		400	401	402	403
167 FID MACH2C	1936	9	2627	59		404	405	406	407
166 KASP CENTURION-BARRACUDA-BRAVO	1928	15	928	60		408	409	410	411
165 MEPH MODENA	1923	16	780	61		412	413	414	415
165 MEPH MHA/5	1923	8	2693	62		416	417	418	419
163 NOVAG RUBY-EMERALD	1910	17	717	63		420	421	422	423
163 KASPAROV MAESTRO C/8	1909	27	295	64		424	425	426	427
163 NOV SUPER FORTE-EXP A/6	1908	12	1388	65		428	429	430	431
163 FID TRAVELMASTER	1906	19	548	66		432	433	434	435
163 MEPH SUPERMOND2-COLLEGE-MCARL04	1906	27	284	67		436	437	438	439
162 FID MACH2A	1902	26	310	68		440	441	442	443
161 MEPH MONTE CARLO	1893	28	260	69		444	445	446	447
161 CONCH PLY-VICTORIA/5.5	1892	16	771	70		448	449	450	451
161 KASP TRAVEL CHAMPION	1892	32	209	71		452	453	454	455
161 CXG SPHINX GALAXY/4	1890	9	2394	72		456	457	458	459
160 KASP TURBOKING2	1882	14	975	73		460	461	462	463
159 NOV EXPERT/6	1878	32	206	74		464	465	466	467
158 FID CLUB B	1865	12	1309	75		468	469	470	471
157 NOV EXPERT/5	1862	26	305	76		472	473	474	475
157 NOV SUPER FORTE-EXP A/5	1857	11	1530	77		476	477	478	479
156 FID PAR E-ELITE+DES2100	1854	9	2462	78		480	481	482	483
156 NOV FORTE B	1851	10	1836	79		484	485	486	487
156 FID-AVANT GARDE/5	1848	11	1670	80		488	489	490	491
155 MEPH REBEL	1847	9	2201	81		492	493	494	495
155 NOV FORTE A	1840	9	2219	82		496	497	498	499
154 FID CLUB A	1838	31	224	83		500	501	502	503
154 KASP STRATOS-CORONA	1834	10	2086	84		504	505	506	507
154 KASPAROV MAESTRO A/6	1832	15	927	85		508	509	510	511
153 MEPH SUPERMONDIAL1	1827	11	1547	86		512	513	514	515
153 KASP TURBOKING1	1826	24	352	87		516	517	518	519
153 CONCHES/5	1826	45	103	88		520	521	522	523
152 CONCH PLYMATE/5.5	1822	9	2184	89		524	525	526	527
152 KASP SIMULTANO	1817	13	1115	90		528	529	530	531
151 NOV EXPERT/4	1815	14	1020	91		532	533	534	535
151 SCI TURBO KASPAROV/4	1814	21	410	92		536	537	538	539
151 FID EXCELLENCE/4	1810	11	1657	93		540	541	542	543
150 CONCH PLYMATE/4	1805	24	312	94		544	545	546	547
149 FID ELITE C	1799	35	175	95		548	549	550	551
148 FID ELEGANCE	1791	17	696	96		552	553	554	555
147 MEPHISTO MM2	1783	17	744	97		556	557	558	559
147 SCI TURBOSTAR 432	1783	12	1358	98		560	561	562	563
147 FID EXCELLENCE-DES2000	1778	11	1593	99		564	565	566	567
145 CONCHES/4	1762	20	511	100		568	569	570	571
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