

# SELECTIVE SEARCH 104

## THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth  
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**Amir Ban & Shay  
Bushinsky's DEEP JUNIOR**  
on 8x1600MHz processors faces  
2847 Elo Garry KASPAROV

**Mark Uniacke's latest  
HIARCS version on a single  
Athlon 2000MHz faces 2729 Elo  
Evgeny BAREEV**

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DEDICATED COMPUTER RATINGS**

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## 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 [por]

*Kasparov*

**BRAVO** - new £49. Barracuda program!

**COSMIC** - new £69. Hand-held Touch chess! Board displayed on screen, moves made by stylus pen, 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 [tos]

*Kasparov*

**BARRACUDA** £79 - The Morsch '2000' prog. Compact board, display etc. This is great value!

**CENTURION** £79 - Barracuda '2000' program in slightly larger board, and value-for-money buy

**COUGAR** £99! - the Cosmos '2100' program + features in 16"x11" board; good info display.

*Novag*

**AGATE PLUS** £72 - Opal Plus program, good hobby computer + teaching features

*Mephisto*

**MILANO PRO** £249 - Morsch at RISC speed, big book, strong, good features and display

**ATLANTA** £349 - 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.

**SHREDDER 7** £39.95 - Stefan Meyer-Kahlen's latest version in both his own and the latest ChessBase Interface. Feature-packed, knowledge-based program playing stylish chess. Great for high-quality analysis, but also now much improved at Blitz... Deep version (on the CD!) won the World Blitz Championship recently, and came 1= with Deep Junior (8?) for main title.

**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!

**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 - close to the new no.1! A great chess CD!

**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

**CHESS TIGER 15** £46. The Lokasoft version and interface for Christophe Theron's Tiger program. Combines the best of Tiger14 and Gambit Tiger2 into one tuned and ultra-strong program running faster and stronger than ever. New opening book by Jeroen Noomens and Nalimov's 4 piece Tablebases also on CD.

**HIARCS7** - for PC and MAC! - £29

### ■ PC DATABASES on CD

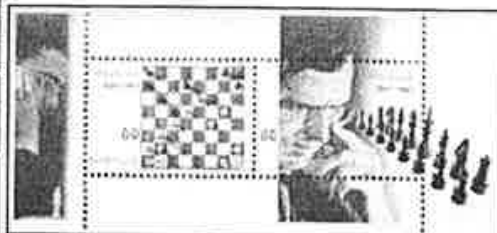
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# NEWS & RESULTS - *keeping you right* UD-TO-DATE IN THE **COMPUTER CHESS** world

## Apologies!

The very FIRST thing I must do in this issue is apologise for its lateness! It's so late that another couple of weeks and it could almost qualify as the next issue, if you know what I mean!

Noting that my coverage of the **Kramnik-DeepFritz** match ran to 12 pages, I've been holding that number in reserve for the **Kasparov-DeepJunior** match!

Originally scheduled to take place in October, directly 'competing' for prestige with the VK-DF affair, the Kasparov match has had a full share of postponements. Firstly to late October, then December, then early January.

Finally (we thought) it had been agreed to play 2 games in Jerusalem in early January, and the rest in New York at the end of that month.

Another reader had kindly offered to do a fairly substantial article for us on a Tournament in which he had been involved, so I decided that this issue would greatly benefit from that, then include the 2 early GK-DJ games, and we'd have our 32 pages just about.

But then the Jerusalem GK-DJ games were cancelled and the promised article has never arrived.

What to do?!

Produce a 16 page issue - on time! - or wait!?

For some time **Hiarcs8x** has been scheduled to play **Bareev** (also at the end of January, but that date was set some 3 months ago, where it was not supposed to conflict

with anything else) - so I decided to wait until the first games from each contest had been played, annotate them and make up the 'missing' pages in that way, to get either a 28 or 32 page magazine to the printers as soon as possible in February.

That's what's happened, so I do hope readers will agree it was the most satisfactory choice from a few rather frustrating ones!

## Shock as Jan LOUWMAN dies!

It was a great shock to learn from **Rob van Son**, almost on the very day I was posting out the last issue of our magazine, of the death of dear **Jan Louwman**.



He was 78 and had been poorly and confined to bed for a couple of weeks. But Rob had not long since visited him, and Jan had told him how he was looking forward to seeing the **interview** between them in *Selective Search*.

I am sad that copies to Holland didn't make it to him in time, but am pleased that Rob had been inspired to do the interview at the time he did. It gave us all the chance to read Jan's brief review of his life in computer chess!

## A Happy NEW YEAR!

Well, Christmas is over and we're into another New Year... and I'd like to wish all my readers a good one!

The run-up and work before Christmas at Countrywide was absolutely hectic. Now that I am the manager at Countrywide, as well as writing *Selective Search*, running a personal and company website, and (occasionally) adding new opening lines to Hiarcs, there are no longer enough hours in the day, nor days in the week.

From starting work typing up and organising photographs for the Catalogue, laser printing it and pasting pages, organising 5,500 labels onto envelopes, stuffing Catalogues and leaflets into the envelopes and getting stamps on them all, through to the welcome but incessant phone calls for orders or potential ('just need a bit of advice') orders, it just never stopped. At 60 years old I thought life might start to get easier, but I have truly never worked such long or strenuous hours in all my life.

And they say chess is a quiet game! I suppose it is if you find the time to play it!

## More about RUFFIAN

In our last issue we looked a little at the new and very strong **Ruffian** program.



Written by Sweden's **Per-Ola Valfridsson**, it is available (at the moment) as a free download on the Internet for running as a Winboard or UCI engine.

As I suggested in the NEWS section of *SelSearch103* Ruffian is clearly strong enough to rank with many of the top commercial programs.

It is quite a fast searcher and excellent at tactics, especially attacking its opponent's king! Occasionally it seems to misunderstand the danger of getting caught in a pin, and its endgame can be a bit over-aggressive... But it is strong!

The problem is that it has burst onto the scene when a declining market will make it very difficult for any new engine to breakthrough.

Whether someone will take up its cause commercially probably depends on whether Valfridsson can squeeze another 25-30 Elo points out of it!

In the meantime here is how version 1.01 fared in Gerhard Sonnabend's tournament.

#### Sonnabend UCI Tourny 40/40 + G/30

| Pos | Prog                 | /140 |
|-----|----------------------|------|
| 1   | <b>Ruffian 1.01</b>  | 87½  |
| 2   | <b>Aristarch 4.4</b> | 74½  |
| 3   | <b>Nimzo 8</b>       | 72½  |
| 4   | <b>Gromit 3.11.5</b> | 71½  |
| 5   | <b>Yace 0.99.56</b>  | 69½  |
| 6   | <b>Pharaon 2.62</b>  | 66   |
| 7   | <b>Crafty 18.15</b>  | 60½  |
| 8   | <b>Tao 5.4</b>       | 58   |

Unfortunately a couple of programs got missed in my final print-out last issue, but they're all there this time!

**Ruffian** has moved even further ahead (a final 16-4 win over Tao!), whilst **Aristarch** has managed to squeeze past **Nimzo** at the end, for 2nd place.

The well-known **Crafty** also just edged itself off bottom place!

I believe that matches involving **Goliath 3.8** and **List 5.03** are to be played in due course, so I will update the table when appropriate.

I suggested in *issue 103* that Ruffian must be close to **2603** Elo, and the latest results certainly confirm this.

At the excellent **Ridderkerk** site I found a lengthy list of ratings for UCI engines, together with engine download sections and plenty of other useful information. To see for yourself, visit:

<http://wbec-ridderkerk.nl/index.html>

I am not clear what PC processor the figures represent. Comparing a small selection, with my Rating List equivalents in brackets, we see there are some inconsistencies between the 2 lists:

**Ruffian0.76** is shown at 2646 (the latest v1.01 would rate higher, but is equivalent to 2600 on my list),  
**Gandalf5** 2622 (2558)  
**Crafty18.15** 2480 (-).

From these you'd put Ridderkerk at 60 above my P/450 level ratings. But, **Shredder3** 2464 (2489).

However **Nimzo2000** shows at 2619, and that's about the equivalent of Nimzo732 which I have at 2554, so I think the 60 difference probably holds up.

Therefore I have taken the liberty of knocking 60 off all the Ridderkerk figures, so that readers can more easily compare them with the commercial ratings our List shows for a P/450 processor.

The table is of interest, because quite a few of these engines appear regularly in computer v computer tournaments, often against commercial programs!

#### UCI Ratings Selection Based on Ridderkerk's List

|      |                       |
|------|-----------------------|
| 2586 | <b>Ruffian 0.76</b>   |
| 2562 | <b>Gandalf 5.1</b>    |
| 2559 | <b>Nimzo 2000b</b>    |
| 2525 | <b>Yace 0.99</b>      |
| 2465 | <b>LambChop 10.88</b> |
| 2448 | <b>Pharaon 2.62</b>   |
| 2440 | <b>Tao 5.4</b>        |
| 2440 | <b>Aristarch 4.4</b>  |
| 2422 | <b>Zarkov 4.5</b>     |
| 2420 | <b>Crafty 18.15</b>   |
| 2414 | <b>Comet B48</b>      |
| 2410 | <b>Quark 1.76</b>     |
| 2404 | <b>Shredder 3</b>     |
| 2400 | <b>Gromit 3.82</b>    |
| 2395 | <b>Pepito 1.55</b>    |
| 2364 | <b>Phalanx</b>        |

**Brian Martin** has also run Tournaments in which many of the above have been involved, and alongside well-known commercial programs.

Here are 2 of his recent results:

#### Brian Martin- 1

| Pos | Prog                         | SS Elo    | Tot/18 |
|-----|------------------------------|-----------|--------|
| 1   | <b>Shredder 532</b>          | 2591      | 14     |
| 2   | <b>Junlor 7</b>              | 2627      | 13½    |
| 3   | <b>Crafty 18.15</b>          | —         | 10½    |
| 4=  | <b>Tao 5.4</b><br><b>SOS</b> | —<br>2524 | 10     |
| 6   | <b>Comet B48</b>             | —         | 8      |
| 7   | <b>Sjeng 12.12</b>           | —         | 7½     |
| 8   | <b>LambChop 10.88</b>        | —         | 6      |
| 9   | <b>Monarch 2002-4c</b>       | —         | 5½     |
| 10  | <b>Pharaon 2.62</b>          | —         | 5      |

Interesting - as is the next one!

I must ask Brian what he knows about **Pepito**... it seems from his result that it may challenge **Ruffian** for the right to be called top free software. But also check the **Ridderkerk** list (where Pepito has played 180 games)



as it rates Pepito very differently, in fact quite low!

### Brian Martin- 2

| Pos | Prog                        | SS Elo    | Tot/18 |
|-----|-----------------------------|-----------|--------|
| 1   | ChessTiger 14               | 2645      | 12     |
| 2   | Pepito 1.55 (?)             | —         | 11     |
| 3=  | Fritz 7<br>Ruffian 1.01     | 2682<br>— | 10½    |
| 5   | Yace 0.99.56                | —         | 9½     |
| 6   | Nejmet 3.06                 | —         | 9      |
| 7=  | SOS 2 for Arena<br>Hiarcs 8 | —<br>2637 | 7½     |
| 9   | AnMon 5.21                  | —         | 7      |
| 10  | Tao 5.4                     | —         | 5½     |

These results again suggest that Ruffian is in the 2600+ area, a fact I consider now to be established.

I know a few folk who believe that **Shredder 532** was a particularly good version - against humans it has sometimes proved a particularly tough opponent!

My friend **Steve Maughan's Monarch** did okay in the 1st. Group - Pharaon is quite well known and is shown at 2448 on the *Ridderkerk* list!

**Hiarcs8** disappointed here - Mark and I will have to redouble our efforts if we are to get a Hiarcs version9 back into the top 3!

### Frank Holt's Latest Scores

Always hard at work enjoying testing latest versions under his range of time controls, **Frank's** latest results are put into two Tables:

One where all the programs were forced to play a Benoni (ECO A61), and then a standard Tournament using their own books.

For both of these all games were played at 40 moves in 1 hour and on Athlon 1800 hardware!

### Benoni Tourny. 40/1hr

| Pos | Program        | Tot/10 |
|-----|----------------|--------|
| 1   | Fritz 7        | 7      |
| 2   | Shredder 6     | 6      |
| 3   | Hiarcs 8       | 5½     |
| 4   | Gambit Tiger 2 | 5      |
| 5   | Chess Tiger 14 | 4      |
| 6   | Junior 7       | 2½     |

### Standard Tourny. 40/1hr

| Pos | Program                    | Tot/10 |
|-----|----------------------------|--------|
| 1   | Fritz 7                    | 6½     |
| 2   | Shredder 6                 | 5½     |
| 3=  | Hiarcs 8<br>Gambit Tiger 2 | 5      |
| 5   | Junior 7                   | 4½     |
| 6   | Chess Tiger 14             | 3½     |

### Computer RAM for Hash

#### Under WinXP

**Mark Uniacke** pointed out to me something new under WinXP which I hadn't noticed.

Under previous Windows Operating Systems, the sequence held together [Ctrl]-[Alt]-[Del] has always caused a re-boot of the PC. Often useful for escaping when everything crashes!

However under WinXP it brings up a useful **Windows Task Manager**.

Once here a click on **Performance** will show you various pieces of helpful information for **engine-engine** testing!

A first key one is **CPU Usage**. This should normally show 100% for serious play or testing - in other words the game being played (or your engine-engine match) is the only thing you are doing on the PC, and the CPU is devoted solely to that - thus 100%.

Don't misunderstand - if you want to use your PC for 2 or 3 things at once (I do, quite often!) then your chess program will trundle along quite nicely in the background, and continue to play well. But if you're playing a serious game then the CPU Usage figure should be running at 100%.

The second useful piece of information concerns the **PF Usage** which will show you how much RAM your programs are using.

We have discussed the importance of this in the context of both computer-computer and engine-engine testing. If your settings allow the hashing to exceed the RAM available, the info. has to be stored somewhere! Thus you get hard disk swapping taking place when the RAM has run out! This slows an engine down horrendously.

In the past we have relied on checking our *Fritzmark* in a quick test, but these tests take so little time now on a fast PC, it hardly tells you if disk swapping might in fact start to occur after a minute or two!

I thought I'd found my best *Fritzmark* was 128MB, which scored just better than a 96MB setting, and for many quick tests it was faster. But I did find that, despite the *Fritzmark* recommendation, once either Fritz or Hiarcs had been analysing for a little longer, there was a touch of hard drive activity.

Indeed when a program tries to store some hash tables between moves, the RAM may in fact fill up after 2 or 3 mins, or even 10 mins... but then it isn't going to empty until the end of a game, so a RAM->hard disk situation can easily arise... and then

continue until the end of the game.

The only way apart from the not 100% reliable *Fritzmark* to know you were slowing a program down in this way was to keep an eye on whether your hard drive led started flashing during play.

It may (and should) in endgames where tablebase access occurs, but should not do so during normal play. Now the **Windows Task Manager** should enable users to fix their maximum hash safely to an optimum figure!

On my main laptop I have 256MB RAM.

I have found that when I am running a single Chess-Base engine for play or analysis - e.g. Hiarcs8 or Fritz8, then if I give the program 96MB RAM, the PF Usage remains under 256. But if I step the hashing up to 128MB RAM, then it goes just over 256 and the program will therefore be forced into accessing the hard drive for storage every now and then, and thus be slowed down. My eyesight and timings for longer problems had not been deceiving me!

In engine-engine testing I can give each engine 48MB RAM and stay under 256 PF Usage, so get 'clean' hashtable RAM. But if I give each side 64MB RAM, again I edge over the 256 figure and hard drive access starts to occur once more.

Each reader will get different results, depending on the set-up of your laptop/desktop, graphics memory usage etc. and how much RAM you have!

I am pretty sure there was a simple enough way to get to the Task Manager under Win95, Win98, WinME &

co. and obtain similar information, though maybe not quite so comprehensive.

But as my other machines are all poorly sick and currently on various repair benches, I haven't got access to make sure I give you the correct instructions.

But for all WinXP owners it's clearly a quick matter to have a look at what's going on when you're using your program, as the easily accessed Task Manager will help you get optimal settings!

### New - Shredder7 !

This was a surprise! I'd heard no rumours or any other indications that **Stefan Meyer-Kahlen** had another upgrade in the pipeline, but in mid-January a little parcel arrived on my desk with a small number of new **Shredder's** in it.

We have pretty much a standing order for most top products that *ChessBase* just send them to take care of early orders, and then I buy a 'top-up' supply once I've tried to judge the demand.

Very welcome, anyway!

I've always had a good regard for Shredder because, like Hiarcs, it's a knowledge emphasis program.

It has also won 2 of the 3 most recent World Computer Championships, was only beaten this time in a Play-Off with Junior for the title, but still won the Blitz Championship outright.

As usual now, it comes with 2 interfaces - [1] the *ChessBase* version like Fritz & Co. so it will run all their programs, and also [2] with Stefan's own which offers a different look, some alternate features, and runs all features 100%



Stefan Meyer-Kahlen

correctly with the DGT Board for the folk who like to use their programs with a full-sized board and pieces.

Both latest versions are on the one CD and have new opening books and databases to support them, with the usual reduced but useful set of endgame tablebases.

The program seems a little more active to me, which should give it a better edge against human opponents, though early scores also indicate that it's going to be a little higher in the computer v computer ratings as well!

It's the standard £39.95 price, but as with recent new Fritz and Hiarcs versions, there is no longer a reduced price upgrade offer from earlier versions.

### PC Tourny @ Gebruikers

Whilst the **dedicated** tournament was taking place at Gebruikers in October (fully reported elsewhere), the **Open Dutch Computer Championship** also took place.

**16 programs** took part, and the final **Leaders** were:

|    |                    |       |
|----|--------------------|-------|
| 1  | <b>Chess Tiger</b> | 10/11 |
| 2  | <b>The King</b>    | 9     |
| 3  | <b>Diep</b>        | 8     |
| 4= | <b>Deep Sjeng</b>  | 7½    |
|    | <b>Insomniac</b>   | 7½    |
| 6= | <b>IsiChess</b>    | 6½    |
|    | <b>Warp</b>        | 6½    |

## 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:

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

**Bill Reid 11** - 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 this time we have 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!

### The Solution!

I never get all that many responses to Bill's intriguing puzzles, which is a surprise and a shame because I must say I always have quite a bit of fun with them myself!

This time - perhaps put-off by the challenge of 2 puzzles? - no-one responded at all!

**Bill** says: 'With this position, we are back to my old theme of statics. It's an opportunity to see how much progress the

latest programs have made on that front!

'First, with White to move, readers familiar with the idea of statics will have found the move with no hesitation!'

### 1. ♖h6!!

The mate threat forces Black's reply.

Those unfamiliar with static issues (and various PC programs!) will no doubt choose 1. ♖xc3? but this is only good enough to draw at best after 1...h5!

### 1... ♗g8

Computer programs might believe Black's winning chances have now increased somewhat! However the Black queen and king are now tied up and out of play! So White covers the queening square with...

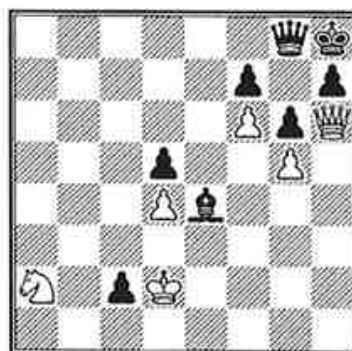
### 2. ♕e2

How many Black evaluations just went up again? Not for long I trust! From this point on the Black pieces can only spectate while the White king marches over to relieve the knight of queening square duties. Then the knight can trot off and win the game by arriving on e7. Here it is...

### 2...c2 3. ♖g1! ♕c8

Or 3... ♕a6 4. ♕c1 ♕c8 5. ♖f2 ♕d7 6. ♖e1 ♕g4 7. ♖d2 ♕f5 8. ♕a2 ♕c8 9. ♕c3 c1 ♖+ 10. ♖xc1 ♕b7 11. ♕a4 ♕c8 12. ♕b6 is pretty much as in our main line

### 4. ♖f2 ♕d7 5. ♖e1 ♕g4 6. ♕c1 ♕f3 7. ♖d2 ♕e4 8. ♕a2



8...c1 ♖+ 9. ♕xc1 ♕f5 10. ♕a2 ♕c8 11. ♕c3 ♕b7 12. ♕a4 ♕c8 13. ♕b6! ♕b7 14. ♖c3 ♕c6 15. ♕c8 1-0

So, if it was Black to move in the initial position, it becomes quite clear that what must **not** be played is 1...c2?? since 2. ♖h6!! ♗g8 3. ♕e2 opens up exactly the same winning line for White!

What **MUST** be played is either 1...h5 or 1... ♕a6

I wonder how many computers got **THAT** right!!

**Bill Reid 12!** Actually Bill did send me a puzzle for this Issue, despite threatening to retire from the job very soon.

But going through the games being played at Linares during this January, I came across an ending which has some delicious static and zugzwang complications.

So **Bill Reid 12** is an **Editor's Choice** 'in the style of Bill Reid'. I'm sure Bill will approve, and be glad that I still have his latest study in hand for our next issue!

### White to play and win



You can have as long as you need - I think the computers will find this one pretty tough, but maybe I'm wrong and there's a program out there that CAN get it within, say, half-an-hour!?

With the solution next time, I'll tell you who played it, if you don't already know!

# JAN LOUWMAN

## *A tribute by Ed Schroder*

### In memorium- Jan Louwman

Today, December the 4th 2002, a remarkable man died - a man regarded by many as the no.1 expert of the computer chess community.

I had the pleasure to have known Jan Louwman quite well. I remember our very first talks together, in the University of Utrecht (the Netherlands). They took place in 1981 at the time of the first official Dutch computer chess championship, Jan being one of the main organizers of the event.

I was both upset and sad when I learned that **Jan Louwman** had died, and poignantly almost on the day my last issue was posted out to readers with an article on him.

I am particularly grateful to Rob van Son that he did and wrote their interview for *Selective Search*.

But also I was cross with myself that I hadn't done an article about Jan much sooner, one that he could have enjoyed, and responded or added to himself!

I met him only the once, and that in London a few years ago at a Tournament when he was operating a chess computer (Rebel) on Ed Schroder's behalf.

I had actually gone there to talk with Richard Lang about his program, but was happy also to chat with Jan, who clearly knew everyone there much better than I did, and was in his element amongst all the top programmers.

It seems very appropriate to me that Ed Schroder has now contributed this, his tribute to the excellent Jan Louwman!

**Eric**

The tournament was a big success, about 1500-2000 people came on day one, and the event was quickly reported on Dutch television.

### Computers can play... Chess?!

All was new, the first personal, dedicated computers had reached the shelves, though few had been sold yet.

A computer that could play Chess?

That was impossible!... the Dutch press had to see it with their own eyes!

Although already active in computer chess in the late 70's, **Utrecht 1981** was Jan's breakthrough. A few years later and he had become widely respected as the Dutch oracle of computer chess.

Have a question? -> call Jan! He would take all the time you needed to tell you the latest developments in computer chess.

After many hours (and with a red ear) you needed all your diplomacy to end the conversation. It was that kind of passion for computer chess Jan was known for.

It was Jan who decided that my first version of Rebel was not allowed to play in Utrecht 1981.

His reason -> it was too weak!

One year later Rebel was allowed to participate in the second Dutch Championship, where it came 3rd.

During the years afterwards, we have laughed on many occasions about this curiosity.



In later years after this, when computer chess became more and more international, Jan's star rose further, always being present at any computer chess tournament of importance, and anywhere in the world.

Nor did his excellent communication skills, and his expertise in computer chess remain unknown among the commercial companies of that time. He was invited and consulted by almost all of them, the most notable being Hegener & Glaser for the Mephisto series.

Besides Utrecht 1981 this approach by Mephisto was the other main pillar in Jan's history, because of the role he played in 1984/85.

Hegener & Glaser were in a search for new talent, and they asked Jan for help.

### Programming Talent!

Jan advised Hegener & Glaser to check out the programmers Richard Lang, Frans Morsch and Ed Schroder. As history has proven, that was not such a bad choice!



That was perhaps another of Jan's main strengths - his very fine nose for talent!

He also discovered Johan de Koning, and put him in contact with TASC, the producers of the famous Chess Machine.

### Jan and 'his Rebel'!

I remember the panic phone call I got from Jan in 1984, *"Ed, be here in my home next Sunday, Mr. Hegener and his staff are coming and they want to meet you. Also bring your computer and chess program with you"*.

I remember this meeting quite well of course, as it became the trigger of a new life for me, a life fully dedicated to computer chess as a living.

Crucial was the demand of Mr. Hegener Rebel to play 2 games against their top model, the Mephisto BP BLITZ.

Rebel with great luck won the mini-match with 1½-½. Jan radiated his joy.

As a result of this Jan offered me his services as counselor.

I took the offer, and a long co-operation was the result, ending somewhere in the 90's when I moved to the PC and only then our almost daily contacts became less frequent.

Jan loved working with 'his Rebel', at times he said it almost felt as if it was his own child, as he tested the latest versions day and night with inexhaustible energy and passion.

He would write long playing strength improvement reports, travelling the world to play with 'his Rebel' in any tournament.

In 1986 he convinced me to

play in the world championship in Cologne, Germany.

He pushed me into it, insisting that Rebel would do well.

As for me, I saw only those big mainframe machines and the respected names, all well-known programs compared to Rebel on that little Apple 2E.

Indeed I thought Cologne would become a disaster.

But Jan was right, his claim was, *"your chess knowledge versus their brute force will outweigh"*.

Rebel almost became world champion! And in fact would have but for throwing away a completely won position in the last round!

But his statement 'your chess knowledge' had become the eye opener to me!

**1991** - this was the year Jan went to Vancouver with Rebel, where it became world champion in the Software Group.

Jan, swollen with pride, came home with the trophies.

**1992** - according to Jan his absolute all-time highlight, when 'his Rebel' became the World Champion in all classes.

### The PC Revolution begins

Later, I believe it was **1994/95**, a sweeping change took place in his computer chess life.

It started with the birth of the auto232 software, and suddenly Jan wasn't limited any longer to 4-5 tournament games a day, all played manually on the respective chess computer boards or PC units.

Suddenly everything was automatic!

Wall Street peaked as his house instantly was filled with 15-20 new PC's, which must have played ten's of thousands of autoplayer games during the years!

Always, literally always, Jan had the latest and fastest hardware, this until his dying day, today December the 4th 2002.

Jan during his last 7-8 years suffered from all kind of age related diseases.

In order to keep his body going he was taking pills in massive proportions, having all kind of nasty side effects. But his body was never boss, his spirit kept him going.

He often said, *"If there hadn't been computer chess I would have been dead a long time ago"*.

Not so long ago Jan's wife Coby passed away. In the background she was Jan's great help and stay.

Although he did not say this, it had hit Jan as a sledgehammer blow. Those who have known him knew that it certainly might have speeded up his own - still - unexpected death.

So, today an important man to computer chess passed away.

He has influenced many lives in the computer chess community. His unbridled energy, his passion for computer chess, his great sense of humor, it all will be greatly missed in the next computer chess tournament, and for a long time to come.

Jan - you will be missed. May you rest in peace next to your Coby.

*Ed Schröder and Family.*

# HIARCS8 v LITHUANIAN G.M L RUZELE

Long-time reader (and a regular encourager!) **Harvey Williamson** sent me the following game.

It was played over the Internet at G/30 mins.

## Hiarcs8 - Ruzele, L (GM)

Rated game, 30m + 0s.  
Engine Room, 2002. C24

1.e4 e5 2.♘c4 ♘f6 3.d3 d5

4.exd5 ♘xd5 5.♘f3 ♘c6

6.0-0 ♘g4 7.h3 ♘h5?!

7... ♘xf3 8.♙xf3 ♘d4

9.♙e4 ♘e7 10.♙xb7 ♙b8

11.♙a6 ♙b6 12.♙a4+ ♘ec6

is the usual theory line

8.♙e1 ♙d6 9.♘b5 ♘de7

10.g4 ♘g6 11.♘xe5 0-0-0

From the note of the times taken per move it seems Hiarcs was in book to here, so must have been using our book in combination with something else!

12.♘f4 ♘xe5 13.♘xe5 ♙b6

14.♘c3 ♘c6 15.♘xc6?!

A surprising choice – see my note to move 18. I think 15.♘g3 was worth considering

15...♙xc6 16.a4 a6 17.♘e2

♘c5 18.♘f4



H8 has a slight tendency to overvalue the ♘, and is occasionally prone to chase it around with a ♘, especially if there's a chance of doubling pawns as well. Here however, Black escapes with ease

18...f6 19.♘c3 ♘f7! 20.d4?!

*I can't really see what this achieves for White?! The GM now has an advantage due to better pawn structure and king safety. Also White's last move make the ♘/c3 and ♘/d4 look unhealthy to me*

*The active 20.g5!? was probably better*

20...♘d6 21.♙d3 ♘xf4!

*Now Hiarcs finds that Ruzele is happy to exchange his black squared ♘ for the ♘! He has all the initiative*

22.♙f5+ ♙d7 23.♙xf4 h5

24.♙f5

*Our current version of Hiarcs, on test for the Bareev match, would play 24.f3!?*

*Fritz8 would play 24.g5 fxg5 25.♙f5 which may be nominally better, but Black is still ahead in all of these variations*

24...hxg4 25.♙xg4 ♙h6!

26.♘h2 ♙g6 27.♙e4 ♙d6+

28.f4 ♙h6



29.♘g3?

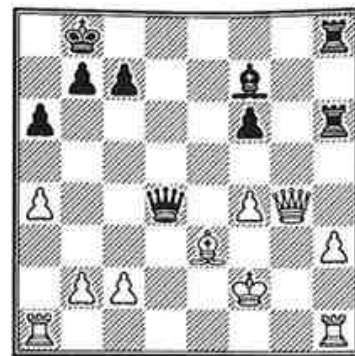
*Not so good, as we shall see. The Hiarcs position has deteriorated considerably over the past few moves. Our latest H8162 version shows b120 here, and even with its suggested improvement, 29.♙e3, has b101*

29...g5! 30.♘d2 ♙d8 31.♘f2

g4 32.♙f5+ ♘b8 33.♙xg4

♙dh8! 34.♙h1 ♙xd4+

35.♘e3



35...♙e4!

*Improves on the obvious ♙xb2*

36.♙ae1 ♙xc2+ 37.♙e2 ♙xa4

38.♙d2 b6 39.h4 ♙e4 40.♙f3

♙f5 41.♙c6 ♘e6 42.♙c2

♙h5 43.♙d1

*Probably the best try*

43...♘g4 44.♙d8+

*This reminds me of the weak ♙ move in the Smirin match! In that game Hiarcs had a small advantage, and didn't expect the GM to exchange rooks. When he did the chances soon favoured him, though Hiarcs still managed to get the draw!*

44...♙xd8 45.♙xd8+ ♘b7

46.♙d3

*The eval. is b174*

46...♙g6 47.♙e4+ ♘b8

48.♙h2 f5 49.♙e7?

*In view of my next note, perhaps 49.♙d5 was better, but 49...♙d6 still leaves White with plenty of problems*

49...♘f3!

*Clever, cutting the White ♙ off the important diagonal*

50.♘e1 ♘e4 51.♙d2 ♘b7

52.♙d7 ♙c6

*Although there's just a pawn in it, it's virtually all over. The final moves were:*

53.♘d2 ♙f3 54.♙g7 ♘d5

55.♙xd5

*There is nothing else!*

55.♙e5 ♙g3+ is shown as m/11

55...♙xd5 56.♙g3 ♙c2 0-1

# 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*.

He even offered to do an article - entitled '*Strength isn't Everything*' - and I quickly said 'yes' before he had time to change his mind!

So that went into *SelfSearch103* together with Steve's interesting '*What I want in a Chess Program SHOPPING LIST*'... plus an encouragement to readers to give it some thought and send in their lists of ideas as well.

We've had some responses, and will be compiling a **Hit Parade** of main requirements for a full article in *issue 104*.

To encourage still more readers to respond, here's Steve's list again, and then a few comments relating to the ideas that have come in so far!

## 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).

■ Steveharding@hotmail.com  
8, Lincoln Close, Keynsham,  
Bristol BS31 2LJ.

So, a couple of weeks before this magazine issue was due to go to the printers, I e-mailed Steve to see how

things were going along, and got the following reply:

*"Yes, I have a few written responses so far.*

*I have also been trawling around the 'net for other peoples ideas. It is quite interesting the wild and wonderful ideas people come up with.*

*Perhaps, in the next edition you might gently remind your readers and suggest a deadline of end of February latest, for letters or e-mails, so that we can put together an Article for issue 105!*

*It should be interesting.*

*Some of the feedback so far. Much interest centres around analysis features and methods whereby the programs could explain to us mere mortals why a particular move was chosen.*

*It seems that whilst the computers have been taught to play stronger and stronger by us humans, the computers now owe it to us to return the favour, and help us to improve!*

*There is quite a bit of interest in some of the free programs and Winboard / UCI.*

*Access to playing chess on the net is also quite a interest area it seems.*

*One reader commented that having a really strong chess program he could never beat was nevertheless a good thing and likened it to a having a really fast, flashy sports car - can't drive it faster than the speed limit most of the time- but its nice to know the power is there if you need it.!*

*There are only a few mentions of dedicated machines specifically. It seems that most people must*

*use their PC to play chess against these days.*

*But so far so good!*

Steve mentions that there are few comments related to dedicated chess computers. Those that we have are mostly urging the manufacturers to produce something strong!

**Danny Dixon** expressed the wish as strongly and concisely as anyone:

*"A big wish is a strong wood board computer under £300, which should be possible with today's technology".*

*"When will someone produce one?!?!"*

Others wrote in a similar vein, and there has been some lamenting the non-arrival of Novag's Star Sapphire, of which we first heard rumours over 2 years ago, but which has never seen the light of day.

Surely, as Danny says 'with today's technology', it must be possible to produce certainly a table-top Atlanta-like, or a portable Sapphire-like computer that would better the still dedicated chart-topping Tasc R30 and London 68030 machines from way back in 1995!!!

But the manufacturers' question is, 'Will we sell enough to make it a profitable venture?'

I guess that's the issue!

Having made no commercial attempt to get over the 2400 Elo figure during the past 8 years, the dedicated manufacturers' have yielded much of the market to PC software without so much as a fight!

But I still believe there's a **good market** for a **dedicated board** with a Morsch, Schroder, de Koning or Uniacke

program if it's running on a little old Pentium 150MHz and getting a 2500 Elo rating, and if available for, say, £300-£400 (though more I think in a wood board).

Of course even 50 *Selective Search* readers jumping up and down and promising to buy such a computer would not be enough to make the product profitable.

But maybe if I could tell Saitek, Novag, or Mephisto that one-fifth of my readers would buy it, that would encourage the manufacturers to work out what the potential might be worldwide!?

What will happen, I think, is that if they wont have a go at this, they will yield yet more of the market to the PALM or POCKET PC!

Already **Chess Tiger** running on a 42MHz Palm rates at slightly higher than a **Mephisto Atlanta**, according to SSDF testing.

Therefore **Pocket Fritz** running on a Pocket PC at 206MHz would probably go quite close to 2400 Elo.

The (my!) old argument that 'people **NEED** a PC to link to for installing and updates etc' is getting less and less 'off-putting' as more and more folk get themselves PC-literate and comfortable. The only arguments at the moment are that the Palm/PocketPC programs haven't yet gone past what a Pentium/150 dedicated could do, and there are short battery life problems which still somewhat tie users down to an adaptor and plugging in very regularly.

Perhaps readers could give this matter some thought, as well as Steve's ideas, when you send in your 'Wanted List'!



# 6th. GEBRUIKERS, Oct 2002

## The bi-ANNUAL DEDICATED COMPUTER TOURNY

Once again we owe thanks to **Rob van Son** for sending the games and his photos from this important and bi-annual event.

Rob entered his **BERLIN PRO**, but, as Rob says, it wasn't strong enough to overcome the power of the TASC R30, Mephisto RISC and one of the (2) MAGELLANS.

Th **TIME CONTROL** was G/45mins, which enabled them to play 9 games over the 2 days. Previously the time control has been G/1hour, but they've only been able to complete 7 rounds.

For the record, the **TABLE** from the **mid-year 2002** Event was:

|    |                       |      |
|----|-----------------------|------|
| 1  | Meph Magellan         | 6½/7 |
| 2  | Tasc R30              | 6    |
| 3= | Meph Berlin Pro       | 4    |
|    | Meph Chess Academy    | 4    |
| 5  | Saitek Centurion      | 3½   |
| 6= | Meph Montreux         | 3    |
|    | Saitek Renaissance BF | 3    |
|    | Meph RISC 1MB         | 3    |
|    | Saitek Cougar         | 3    |
| 10 | Meph MM5              | 2½   |
| 11 | Meph Miami (Bravo)    | 2    |
| 12 | Chess Professor       | 1½   |

The starting line-up for the October 2002 Tournament was similar to the mid-year Event, but Chess Academy, Renaissance, MM5, Miami and Professor were missing, and a Tasc R40 and a Vancouver 68030 (!) were involved. The presence of a second Magellan meant this was a stronger field than ever.

With now just 10 machines it also became an all-play-all.

For GEBRUIKERS this time, we are going to concentrate on the games, looking at a good number of the best ones - well in some the chess is not

so good, but that is why they are interesting and exciting!

From **round 1**, a simple blunder decides the issue.

### BerlinPro - Vancouver68030

C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♙d3 ♘c6 7.0-0 ♙e7 8.♙e1 ♙f5 9.♘c3 ♘xc3 10.bxc3 ♙xd3 11.cxd3

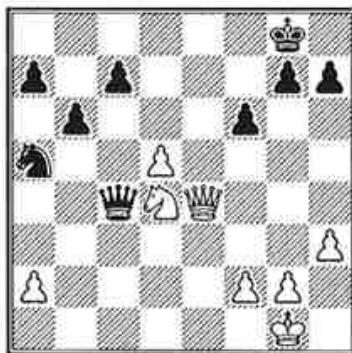
If 11.♙xd3 which is perfectly playable, the game would probably follow Britain's Jon Speelman's line with 11...0-0 12.c4 ♙e8, as in Torre-Speelman at Hastings 1980 (½-½)

11...0-0 12.c4

12.♙b1 is the other move seen here; 12.♙f4 ♙b8±

12...♙b4 13.♙d2 ♙xd2 14.♙xd2 ♙d6 15.♙ab1 b6 16.♙b5 dxc4 17.dxc4 ♙fe8 18.♙bb1 ♙ad8

Putting d4 under attack 19.♙xe8+ ♙xe8 20.♙e1 ♙e7 21.h3 f6 22.d5 ♘a5 23.♙xe7 ♙xe7 24.♙f4 ♙c5 25.♙e4 ♘f8 26.♘d4 ♙xc4 27.♘e6+ ♘g8 28.♘d4



28...♙c1+??

Completely misplacing the queen and letting the wind out of his own sails! 28...♘f8 29.♘e6+ ♘g8 maintained a fairly simple draw in the



Rob in play with his Berlin Pro

position

29.♘h2 ♘f7

If 29...h5 30.♙e8+ ♘h7 31.♘e6 wins

30.♙e6+ ♘g6 31.♙f5+

Even better was 31.♙e8+! and the result of the game is clear: White has won!

31...♘h6 32.♘f5+ ♘g5

33.♘g3 g6 (stops mate!)

34.♘e4+ ♘f4 35.♘xf6

followed probably by 36.g3+ 1-0

31...♘h6

31...♘f7? 32.♙d7+ ♘g6

33.♙e8+ ♘h6 34.♘f5+ wins quickly

32.♘e6 ♙c3 33.♙g4 g5

34.h4 ♘g6 35.hxg5 ♙e5+

35...fxg5 36.♘f4+ 1-0

36.f4 f5

A neat trap, even though it doesn't work this time.

Anyway, not 36...♙xd5

37.f5+! - a forcing and devastating end

37.♙h3

Not of course 37.fxe5??

Falling into the trap, as

37...fxg4 38.♘xc7 ♘c4 39.e6 ♘d6 +- and White still has some work to do

37...♙h8 38.♙h6+ 1-0

From **round 2** we see a mistake made just after the opening!

### Magellan2 - Berlin Pro

C24: Bishop's Opening

1.e4 e5 2.♙c4 ♘f6 3.d4 exd4 4.♘f3 ♘xe4 5.♙xd4 ♘f6

6.♗g5 ♖e7 7.♘c3 c6 8.0-0-0  
d5 9.♖he1 ♖e6 10.♗h4  
♘bd7 11.♗d3 ♘c5 12.♘d4  
♘g8

12...h6 is favoured here by  
some

13.♗xe7



The position needs a critical reply straight out of the opening! Black needs to quickly conclude development. 13...♗xe7, which stops the exchange on h7 because White's queen is en pris, then 14.♗g3 g6 15.f4 0-0-0 has been played a few times 13...♘xe7? 14.♘xh7!?

A poisoned pawn?! The self-pin looks dangerous for White, but it doesn't turn out that way at all

14...♗c7

14...♗d6!? was necessary, and Black is still in the game after 15.b4 ♘a6 16.♘xe6 fxe6=

15.b4! ♘d7?

It was suggested that 15...g5 is better, to allow 16.♗xg5 ♖xh7 17.bxc5 0-0-0, but after 18.♘xe6 fxe6 19.♖xe6 ♖g8 20.♗f6 ± and White is easily ahead. Note that Black can't now play 20...♖xg2? because of 21.♘e4!! and now not 21...dxe4 22.♗f8+ m/2!

16.♖xe6 ♘f6 17.♖xf6 gxf6  
18.♖e1 0-0-0 19.♗xf6

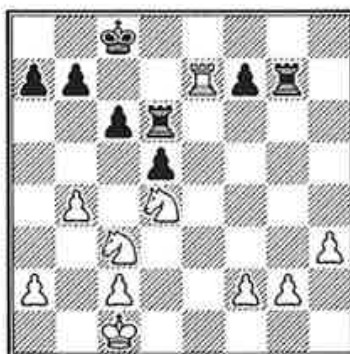
Ending the pin, but now if 19...Rxh7 20.♖xe7 ♗d6 21.♗xd6 ♖xd6 22.h3 and White has too much material, as in the game...

19...♗d6 20.♗xd6 ♖xd6



Louis van Bevere with his Tasc R30, a strong favourite along with the R40, Vancouver 68030 and possibly one of the Magellans to win the Top Prize!

21.♖xe7 ♖xh7 22.h3 ♖g7



23.b5?!

As far as I can see the fork 23.♘f5! was even stronger!

Then 23...♖dg6 24.♘g7

♖xg7 25.g3+-

23...a6?

23...♖xg2 is better, but wouldn't save the day:

24.♖xf7 ♖gg6 25.bxc6 bxc6

26.♖xa7 +-

24.♘xc6

Again 24.♘f5! ends any further debate: 24...♖dg6 25.b6 1-0

24...bxc6 25.bxa6 ♖b8

26.♘a4 c5 27.♖b7+ ♖a8

28.♘b6+ ♖xb6 29.♖xb6

29...♖xg2 30.♖f6+- is certainly winning for White, though I'd have probably liked to see them play on for a little longer. 1-0

In our next from **round 2** we see one of the programs has an Opening Book problem!

### Meph Montreux - Tasc R30

1.c4 e5 2.g3 ♘f6 3.♘c3 c6  
4.d4 exd4 5.♗xd4 d5  
6.♗f4?!

Not in my opening book, and probably for good reason! 6.cxd5 cxd5 7.♗g5 is, as well as 6.♗g2 dxc4 7.♗xc4

6...♗e6 7.♗h3 ♘bd7 8.cxd5  
♗c5 9.♗d3 cxd5 10.e3 0-0  
11.♗g2 h6



12.♘f3?

I think 12.h4 had to be played here, then perhaps 12...♗b6 and after 13.♘ge2 Black doesn't have all that much

12...g5 13.♗e5?!

13.♘xg5!? hxg5 14.♗xg5 ♘e5 15.♗c2 leaves Black with N for 2xP, but when White gets his rooks into the game he may have counter-chances

13...♘xe5 14.♘xe5 d4

It's plain sailing now,

though White could have resisted a little better by avoiding its materialistic 18th move

15.♖e4 ♖xe4 16.♗xe4 dxe3  
17.fxe3 f5



18.♗xb7?

18.♗c2 would have put up a much better resistance:

18...♙xe3 19.♙xb7 ♖b8  
20.♙f3 ♗d4! and only now can we begin to say that Black should win soon  
18...♙xe3 19.♙f3 ♖e8  
20.♖d1 ♗a5+ 0-1

From round 3, and an apparently safe pawn grab turns out badly!

### Tasc R30 - Meph Risc 1MB

A01: Nimzowitsch-Larsen  
Opening

1.b3 e5 2.♙b2 ♖c6 3.e3 ♖f6  
4.♙b5 d6 5.♙f3 ♙d7 6.d3?!

Unusual and a little quiet. The main Book moves are: 6.d4 e4 7.♙fd2 d5 Serrano-Lara, 1996 (1-0 in only 34 moves), or 6.0-0 ♙e7 7.♙e2 (or 7.d4, or even 7.c4) 7...0-0 8.c4 ♖e8 9.♙c3 ♙f8 10.d3 which was Larsen-Andersson 1972, also 1-0. Finally I found 6.c4 a6 7.♙xc6 ♙xc6 8.d4 e4 9.♙fd2 d5 has also been played but was a short draw  
6...a6 7.♙xc6 ♙xc6 8.0-0 ♙e7 9.e4 0-0 10.♙c3 ♙d7?!  
11.d4 b5 12.♖e1



12...f6

Also a quiet move – both sides seem as if they know of each others' aggressive reputations, so are themselves playing out of character to counteract it! I'd have liked to see 12...f5!?

13.dxe5 dxe5 14.exf5 and the board is opening up  
13.♗d3 ♖b6 14.♙a3 ♙b7  
15.d5 f5! 16.exf5 ♗d7  
17.♖ad1



17...♗xf5?

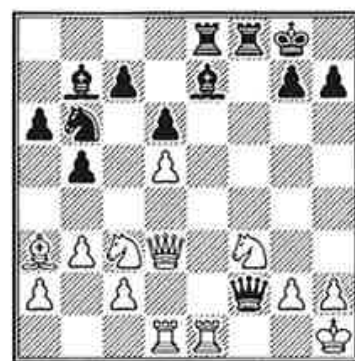
If the RISC had seen the R30 reply coming, he'd have surely opted for 17...♗xf5! threatening e4, and after 18.♙d2 (if 18.♙xe5? simply 18...♗xe5 with a big material advantage) 18...♗af8 with a growing initiative

18.♙xe5! ♗xf2+

18...♗xd3 19.♙xd3 ♙h4 would have been better. The game is about even, though Black has some pressure and will equalise the material when he takes the d5 pawn  
19.♙h1 ♖ae8?

Taking one chance too many. 19...♗f5 was called for, as we see in a moment!

20.♙f3!



20...♙d7 21.♖e2 ♗b6  
22.♖de1 ♙e5 23.♙xe5 dxe5  
24.♖xe5 b4 25.♖xe7 ♖xe7  
26.♖xe7 ♗f6

Threatening mate on f1

27.♖e1 bxa3 28.h3 ♗g5  
29.♙g1 g6 30.♗d4 a5  
31.♙h2 ♗f4+?!

Black, still a pawn down, should avoid the queen exchange with 31...♗d8

32.♗xf4 ♖xf4 33.♖e8+ ♙f7  
34.♖b8 ♖b4 35.♖h8 ♖h4

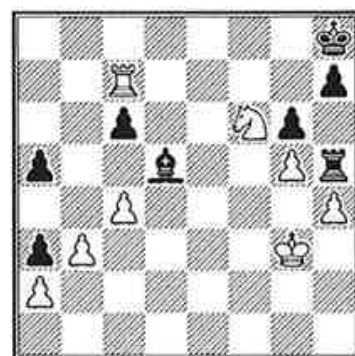
35...♙g7 36.♖d8 ♖f4 looks better

36.g4! ♙e7 37.♙g3 ♖h6

37...g5? ends up worse!:

38.♖g8! h6 39.♖g7+ ♙e8  
40.d6! and as the pawn on c7 is pinned, White has an easy win!

38.h4 ♙f7 39.g5 ♖h5 40.♙e4  
♙xd5 41.♙f6 ♙g7 42.♖c8 c6  
43.♖c7+ ♙h8 44.c4



There is no rush to take the rook, it's going nowhere!

44...♙h1 45.♖a7 ♙f3  
46.♖xa5 h6 47.♖a8+ ♙g7  
48.♖a7+ ♙f8 49.♙xh5 ♙xh5

After 50.gxh6 ♙g8 51.h7+ is m/7: 51...♙h8 52.♙f4 c5  
53.♙g5 ♙e2 54.♙h6 ♙f3

55. ♖d7 ♕d5 56. ♖d8+ ♕g8  
57. hxg8 ♖# 1-0

From **round 4**. The Tasc R40 is supposedly a 40MHz version of the 1995 Tasc R30, but it seems never to have performed quite so well as it's 'little' brother. Here it allows it's king to get over exposed and misplaces its queen.

### Meph Risc 1MB - Tasc R40

A81: Dutch Defence: 2 g3

1.d4 f5 2.g3 ♘f6 3.♗g2 c6  
4.♘f3 d6 5.c4 ♖c7 6.♗g5

*New?! Popular enough  
Book moves are 6.d5, 6.Nc3  
and 6.0-0*

6...e5 7.♗xf6 gxf6 8.♘bd2  
♖b6 9.♘b3 a5 10.♖d2 a4  
11.♘c1 e4

*This push gains space but  
is the end of Black's solid  
pawn central control.*

11...♗e6!? 12.d5 cxd5  
13.cxd5 ♗d7=  
12.♘h4 ♗e7?!

*If you've got the position  
on your board, you can see  
how useful this bishop is!*  
13.0-0 ♗e6



14.d5

*14.♗h3!? looked good  
here: 14...♖a5 15.♖c2 ♘a6  
16.f3! ♘c7 17.fxe4 and lots  
of possibilities*

14...cxd5 15.cxd5 ♗d7 16.e3  
a3 17.b3 ♖a5?! 18.♖d1 0-0  
19.♘e2

*19.♗h3 still looks good!*  
19...f4!? 20.♘xf4 f5 21.♖h5!  
♘a6 22.♗h3! ♗e8?!



Coq de Gorter, chairman of the CSVN, operating his Tasc R40

22...♗xh4 23.gxh4 ♖d8  
*was a better defence*  
23.♖h6 ♗d7 24.♘fg6! hxg6  
25.♖xg6+ ♗h8 26.♘xf5



26...♗f6?

26...♗xf5 27.♗xf5 ♖xf5  
28.♖xf5 ♘c5 isn't that much  
better, it's still going 1-0  
27.♖h5+ ♗g8 28.♘h6+ ♗g7  
29.♗xd7 ♗xa1 30.♘f5+ ♖xf5

30...♗g8? 31.♗e6+ m/3  
31.♗xf5 ♖c3 32.♖g6+ ♗f8  
33.♖xd6+ ♗g8 34.♖e7 ♖g7  
35.♗e6+ ♗h8 36.♖h4+ ♖h7  
37.♖xh7+ ♗xh7 38.♖xa1  
♗g6 39.♖d1 ♘f6

*and Black resigned which,  
to be honest, he could have  
done as soon as the queens  
came off[ 39...♗f6 40.f4  
exf3+- 1-0*

From **round 5** - a wild  
opening: one of the programs  
plays a move marked ? but  
threatens to win!

### Meph Montreux - Meph Risc

C34: King's Gambit Accepted

1.e4 e5 2.f4 exf4 3.♘f3 d6  
4.♗c4 h6 5.h4 ♘f6 6.♘c3  
♗e7 7.d3 ♘h5 8.♘e5



8...♗xh4?!

*Marked ? in the Fritz book  
- not to be played! Current  
theory seems to suggest that  
8...dxe5 is correct, then  
9.♖xh5 0-0 10.♖xe5 ♗d6  
11.♖d4 ♗e6 12.♗xe6 fxe6=  
9.♗d2*

*The right move, though  
computers evaluating this,  
seeing castling rights lost, the  
king exposed with hardly  
anywhere to go, and the  
c1-bishop blocked-in, all  
rather fancy Black's position!*  
9...♖g5!

*Not 9...dxe5? because of  
the loose pieces on the h-file  
10.♖xh5! ♖d7 (or 10...0-0  
11.♖xh4) 11.♖xh4±  
10.♘xf7 ♖xg2+*

*Come on, admit it - this is  
exciting! Can Black get away  
with this?!!*

11.♘e2 ♖f8?!

*I believe that correct play  
is 11...f3! 12.♖xh4 ♘g3  
13.♘xh8 ♘xe2∞*





but I'm saying no more,  
you can have a go at working  
it out for yourselves!

*Baack to the game...*

12. ♖xh4 ♙g4



13. ♙d5?

13. ♖g1 looks to be the only move here, after which 13... ♖xe2+ 14. ♙c3 ♖xf7 15. ♙xf7+ ♙xf7 16. ♖xg4 seems equal.

*Now White is in trouble!*

13... ♙c6 14. c4?

14. ♖g1 ♖xe2+ 15. ♙c3 should have been the last saving chance

14... g6?

Black risks losing the upper hand with this.

14... ♖xf7! (or f3) and Black surely wins: 15. ♖xg4 ♖xg4 0-1

15. ♖xg4 ♖xg4 16. ♙c3??

After this the game is lost! White might still be able to save the game with 16. ♙xh6 ♖g2 17. ♙c3

16... ♖g2+ 17. ♖e2 f3!

and Black has reached his goal. The way the pgn file of the game was sent to me, it suggested that the RISC had missed the winning move, and played instead the abysmal 17... ♙g3?? If that had happened we'd get 18. ♖xg2 ♖xf7 19. ♙xf7+ ♙xf7, and White simply has too much material so it would be 1-0. But a quick check of the tournament results table confirmed that this was not so, and that the RISC had played f3 and won. Nevertheless it's a reminder of how

easily even one carelessly played move can sometimes cost a player the fruits of his hard work!

18. ♖xg2 fxg2 0-1

From round 6 we have a close and interesting tussle.

### Meph Magellan - Meph Risc

1. e4 c5 2. ♘f3 d6 3. d4 cxd4 4. ♘xd4 ♘f6 5. ♘c3 a6 6. ♙e2 e6 7. 0-0 ♙e7 8. f4 0-0 9. ♙e3 ♖c7 10. ♖e1 ♘c6 11. ♖g3 ♘xd4 12. ♙xd4 b5 13. a3 ♙b7 14. ♙h1 ♙c6 15. ♙f3 ♖ac8 16. ♖ad1!?



The first new move of the game as far as I know.

16. ♖ae1 ♖fd8 17. ♙d1 is theory

16... ♙b7?!

By depriving his queen of the useful b7 square this allows White a central pawn push that changes the material balance and soon yields a significant advantage. The two alternatives which keep the game tighter are: 16... a5 17. e5 dxe5 18. fxe5 (18. ♙xe5 ♖b7 is okay for Black) 18... ♙d7; 16... ♖b7 17. e5 dxe5 18. fxe5 ♙e4

17. e5! dxe5 18. ♙xe5! ♙xf3 19. ♙xc7 ♙xd1 20. ♖xd1 ♖xc7 21. f5 ♖c6 22. fxe6 ♖xe6 23. h3 ♙c5



24. ♖c7! ♙d6?!

Once you've seen the combination it becomes clear that 24... ♙b6 was better

25. ♖xd6! ♙e8 26. ♖xe6 ♘xc7 27. ♖c6 ♙e6 28. ♖xa6

White's queenside (distant) pawn majority should always win this game, but we'll play through a few more moves and see what we think of their endgame technique...

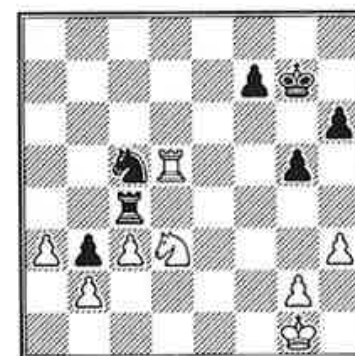
28... ♖b8 29. ♖a7 g5 30. ♙e4 ♖b6?!

He'd have done better to grab the open file with 30... ♖d8

31. ♖d7! b4 32. ♙f6+ ♙g7 33. ♙d5 b3!

A neat idea, but the Magellan responds correctly

34. c3 ♖c6 35. ♙b4 ♖c4 36. ♙g1 ♙c5 37. ♖d5 h6 38. ♙d3



38... ♙xd3

Of course Black would like to avoid piece exchanges, but the trouble is that 38... ♙a4 leads to 39. ♖b5 ♙xc3 40. bxc3 ♖xc3 41. ♙b2 ♙g6 42. a4! and Black is in trouble 39. ♖xd3 ♖e4 40. ♙f2 ♖f4+ 41. ♖f3 ♖e4 42. ♖f5 ♖a4

43.♖b5 ♔g6 44.♖xb3 h5  
45.♖b4 ♖a6 46.a4

and now White is clearly going to win nicely 1-0

Also from **round 6** a game of shocking mistakes by both sides, before White starts to get a few things right!

### Vancouver68030 - Montreux

C19: French: 3 Nc3 Bb4:  
Main line: 7 Nf3 and 7 a4

1.e4 e6 2.d4 d5 3.♖c3 ♖b4  
4.e5 c5 5.a3 ♖xc3+ 6.bxc3  
♗c7 7.♖f3 ♖e7 8.♗d2?!

This move doesn't have a particularly good reputation!. Better are supposed to be 8.a4 or 8.♖e2  
8...♖bc6 9.♖d3 ♖d7 10.0-0

New, but logical enough, though White usually plays 10.a4 first, then b6 11.0-0  
10...0-0

10...b5 11.dxc5 (not 11.♖xb5?! ♖xe5 12.♖xe5 = ♖xb5) 11...♖xe5 12.♖xe5 ♗xe5 13.♖e1 ♗f6, and it's hard to know who's ahead, though maybe White gets a small advantage with 14.♖b1 a6 15.♖b2  
11.♗g5



11...c4??

Black wins space but nothing else, and should have lost the game instantly! 11...f6 was best, then 12.♗h5 ♖f5 (not Fritz8's 12...h6? expecting ♗g4, because instead Hiarcs' shows 13.♖xh6! gxf6 14.♗xh6 and White is winning) 13.exf6



Hans van Mierlo with his high-power fan-driven Vancouver 68030!

♖xf6 and, though White can win a pawn with 14.dxc5, the c-file tripled pawns are a long-term problem for him  
12.♖e2??

Surely the immediate 12.♖xh7+! wins straight away!: 12...♖xh7 13.♗h5+! ♖g8 14.♖g5 ♖fb8 15.♗h7+ ♖f8 16.♗h8+ ♖g8 17.♖h7+ ♖e7 18.♖g5+ and Black has had it!  
12...♖g6!

Amazing – Black is safely back in the game with not too much damage done!  
13.♖b1 f6 14.exf6 gxf6  
15.♗g3?

Another poor move, giving Black every chance of drawing. With 15.♗h6 ♖ce7 16.♖h4 White even had a small advantage  
15...e5?

I honestly can't remember seeing two top dedicated computers make such a mess of a game for a long time! Black needs to play with care in view of the lack of king protection. 15...♗xg3!? 16.hxg3 b6 is completely level

16.♖h6 ♖fd8 17.♖h4 ♖f7?! 17...♖ce7 18.♖xg6 hxg6 19.dxe5 fxe5 was a better try  
18.♖h5 ♖ce7?!

Sadly this now ISN'T the best defence! Challenging White's queen on the g-file with 18...♖g8! was better, though I believe 19.f4! is a strong reply, assuming the Vancouver would find it!



19.♖fe1! ♖f5



20.dxe5!

Opening up the Black defences, and this time there is no answer

20...fxe5

20...♖e6 is the only other try, and worth checking through to see the lovely set of pins with which White demolishes his opponent!  
21.♗f4! ♖g8 22.♖g5! and 1-0

21.♖xe5 ♖xc2 22.♖xg6+ hxg6 23.♖b2 ♗d6 24.♖xc2 and it's all over 1-0

Finally from **round 9** we find 2 machines involved in a tricky endgame challenge!

### Montreux - Meph Atlanta

D00: 1 d4 d5: Unusual lines

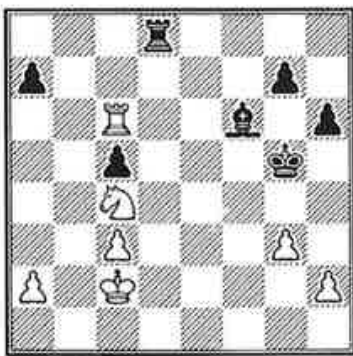
1.d4 d5 2.e4 dxe4 3.♖c3 e5  
4.dxe5 ♗xd1+ 5.♖xd1 ♖g4+

Theory is 5...♖c6 but in this unusual line there are other perfectly acceptable ideas to be tried!

6.♖e2 ♖xe2+ 7.♖gxe2 ♖c6  
8.♖f4 0-0-0+ 9.♖c1

This has all been played before, and as recently as 2002 when Figura-Hinzmann continued

9...♖ge7 10.♗xe4 ♖g6  
11.e6 ♗xf4 12.♗xf4 f6,  
drawing after 24 moves  
9...f5 10.♗d1 ♖c5 11.♗xd8+  
♗xd8 12.♗d2 ♖xf2 13.♗f1  
♖b6 14.♖g5+ ♗ge7 15.♗xf5  
h6 16.♖xe7+ ♗xe7 17.♗xe4  
♗d8+ 18.♗c3 ♗d4 19.♗xd4  
♖xd4+ 20.♗b3 ♗e6 21.♗f1  
♗d5 22.c3 ♖xe5 23.g3 b6  
24.♗e1 ♗b5+ 25.♗c2 c6  
26.b4 ♗d5 27.♗f2 ♗f5  
28.♗d1 ♗d8 29.♗e3+ ♗g5  
30.♗c4 ♖f6 31.♗e6 c5  
32.bxc5 bxc5 33.♗c6



We've reached the interesting part of the game! White is trying to win a pawn, but Black superbly ignores this and opts for advancing his king, which could be dangerous. How would your program play?  
33...♗g4!

33...♗d5? 34.♗e3 ♗e5  
35.♗d3! with an advantage  
34.♗xc5 ♗h3 35.♗h5+ ♗g2

The issue now is determined by how one assesses the position. Is it still level? If White considers Black might have winning chances due to his king's infiltration, then he should cop out for a draw  
36.a4?!

Bold, but risky. 36.g4?!  
♖g5 37.♗e5 ♗e8 and Black has an edge. So 36.♗e3+!  
♗f3 37.♗c4 is best, and if Black plays ♗g2 we're headed for a repetition draw  
36...♗c8 37.♗b3?

37.♗d3 has to be right – it can still get to the queen-side if necessary, but on d3



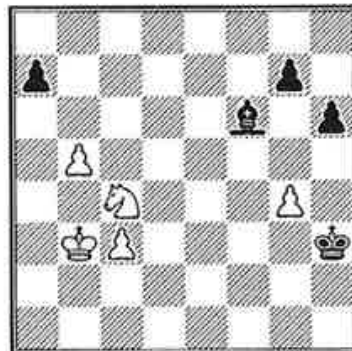
Proud owners at the Prizegiving. From the left: van Leeuwen (organiser), Kappelhof, Toet, van Bever, and Veldhuis

also offers to give support on the kingside: 37...♗d8+ 38.♗c2 ♖g5 39.♗e5 and Black probably doesn't have enough to win. Tempos like this are so important.  
37...♗b8+?

Poor as this gives White the chance to correct his error now with 38.♗c2. Best for Black was 37...♖g5  
38.♗b5??

Obviously wrong – well that's my view... but Fritz8 would play this even after half-an-hour. So it's another moment worth checking on your PC with Hiarcs, Shredder, Tiger, Junior & co!!

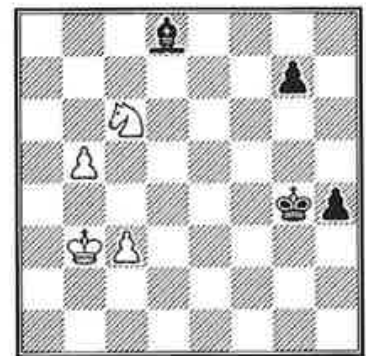
38...♗xb5+ 39.axb5 ♗xh2  
40.g4 ♗h3



41.♗a5??

Another step in the wrong direction. Correct was 41.♗e3 ♖g5 42.♗f5 but now 42...g6! 43.♗d4 ♗xg4, and, okay, I believe Black still has a won game – but if the White king had been a tempo or two nearer the kingside, he might easily have drawn  
41...♗xg4 42.♗c6 h5!

Of course  
43.♗xa7 ♖d8! 44.♗c6 h4!



45.♗e5+?!

45.♗xd8! h3 46.b6 is the best chance. It's tricky as Black can queen and play ♗b1+ next move, winning White's own new queen straight away! If only the king wasn't on that b-file! So after 46...h2, he must try 47.♗c4! h1 ♗ 48.♗c5. However 48...♗a8! (not 48...♗f3? 49.♗c6! ♗xc3+ 50.♗d6! when it's not so straightforward, program evaluations are dropping!) 49.♗e6 ♗f5 50.♗c7 (the pawn can't be taken, a queen check on f8 wins the knight) 50...♗a3+! 0-1

45...♗g3 46.c4 h3 47.♗f7  
♖b6 48.c5 h2

After 49.cxb6 h1 ♗ it's 0-1

### Final Table, 9 Rounds

| Pos | Computer  | /9 |
|-----|---|----|
| 1   | Tasc R30  | 7  |
| 2=  | Mephisto Magellan(1)<br>Mephisto RISC 1MB<br>Tasc R40 | 6  |
| 5   | Meph Vancouver 68030                                  | 5½ |
| 6   | Meph Berlin Pro 68020                                 | 4½ |
| 7   | Mephisto Magellan(2)                                  | 4  |
| 8   | Mephisto Atlanta                                      | 3  |
| 9   | Mephisto Montreux                                     | 2½ |
| 10  | Kasparov Cougar                                       | ½  |

# Match 1: Hiarcs 8X v Evgeny Bareev

The matches organised by the Dutch *chess events maastricht foundation* have always involved a top G.M.

But usually in a match against Holland's own Dutch programmer, **Ed Schroder**, with his latest Rebel version.

However Ed has taken a back-seat as far as computer chess is concerned, at least for the moment, because of a family commitment.

We all hope we will see him back, especially if it means a true Windows version of his **Rebel XP**.

His absence from the scene at this time gave **Mark Uniacke** a chance to compete, in his place, with the latest **Hiarcs** version.

It was matched to play the **2729** Elo rated Russian SuperGM, **Evgeny Bareev**!

## Evgeny Bareev

In fact Bareev's rating has probably gone up from 2729 in view of his fine performance at the recent **Corus Tournament** where he scored 7½/13 and came 3rd. behind 1st. Anand 8½ and 2nd. Judit Polgar 8 (!! probably her best-ever result in such exalted company).

Notably these three were ahead of Van Wely, Kramnik (!), Grischuk, Ivanchuk, Shirov, Ponomariov (!), Karpov, Timman and others! Only Kasparov (preparing for Deep Junior) was missing from this exalted list.

## Hiarcs X (8196!)

Mark has worked incredibly hard and long hours since the release of **Hiarcs8** - and I've joined him during the past few weeks, as we've tried to

choose some specific opening lines to play against Bareev, whilst testing various improvement ideas for Hiarcs, to get it tuned as well as we could for the match!

## Progressing with Hiarcs!

It is fascinating (and, I have to confess for both of us), sometimes also frustrating, testing out the different ideas we have.

Particularly on those occasions when we see Hiarcs in play doing something we don't think it should, or perhaps mis-evaluating a position.

It is not my place to tell readers of the specific areas which Mark has particularly tried to address, but we seem to very often get a **good new version**, and then spend ages trying but failing to improve on it, getting less successful results, before we are able to both determine that we finally have another good version.

The improvements seem to come around every 20-25 versions, or approximately after every 6-8 weeks.

So, we had a strong H8016 - i.e. we were sure the 16th. version since Hiarcs8 was a definite improvement! But then we had to wait until versions 8035 and 8038 before we felt we had moved forward again.

One of these did really well at Mark's and pretty well at my house. The other - you've guessed it - did really well on my machines and only fairly well at Mark's.

The overall scores were improvements for both, so we went forward with 8038, but Mark kept a note of the



Mark Uniacke

differences and occasionally re-applies them when we make another '*breakthrough*' to see if they help or not!

I put '*breakthrough*' in italics because almost certainly none of the top 5 or 6 programs can ever make sudden 20 or 30 Elo breakthroughs anymore - oh. it was so much easier to test and verify those!

Nowadays we are looking for 3 or 4 Elo here, and 2 or 3 Elo there... which requires monumental testing before it can be said with any certainty: '*yes, this is our new no.1!*'.

After 8038 we had to wait until 8065, and after that to 8094 to be sure we had our next new '*no.1*' versions.

Actually a strange thing happened with 8095 which did really well on my machines - it was my new top version!.

But Mark's results went down and, when he checked the code, he found a silly new little mistake in the capture coding which should have always made it lose!



We were very excited! - we thought that when Mark had made the correction, we would have a version to beat even Kasparov... but instead it slumped at both houses! Great confusion!

Of course we've considered putting the little coding bug back in (!), but remembering that Mark's results were not so good, we've resisted that temptation!

More recently 8125 and 8165 each showed useful steps forward, and the 8196 which played Bareev was closely based on 8165.

However 8196 included an adjustment to queen values to try to encourage HiarcS to keep queens on where possible, and a couple of other activity helps for the match.

As well as our own testing of 8165 we got a close and trusted friend of Mark's to run auto232 tests for us on his 2 equal and very fast machines (much faster than our little wimp PC's running engine-engine games!)

Firstly **HiarcS8165** beat our previous best 8125 version by 38½-31½, and then it came a close 2nd. in a Tournament, as follows:

### Final Bareev Test

| Pos | Prog         | Score/46 |
|-----|--------------|----------|
| 1   | Fritz 8      | 25       |
| 2   | HiarcS 8165  | 24       |
| 3   | Deep Fritz 7 | 23       |
| 4   | HiarcS 8125  | 20       |

You can calculate from the fact that the version which played Bareev was called **8196** just how many other small 'improvements' we tried in the final two weeks before the match.

One of these actually did

seem just a bit better - and it was a little more aggressive - but we didn't have enough time to do sufficient last-minute testing to be certain of it, so we decided to go with our top 'safe' version.

Finally the hardware for **HiarcS8X (8196)** was an Athlon 2400. These Athlon numbers are a bit misleading, as I'm sure most readers know by now!

The processor is actually a 2000MHz, but Athlon know that their 2000 = a P4/2400 for speed in most situations, so they call it an Athlon 2400!

Whatever, it's still not in quite the same league as Deep Junior's 8 x 1600MHz multi-processor gear for the Kasparov match!

Well, here's the first 3 games:

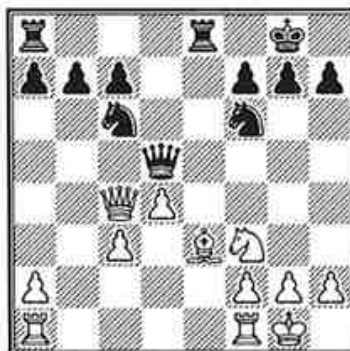
### HiarcS8X - Bareev

[Game 1. C01. French Defence, Exchange]

1.e4 e6 2.d4 d5 3.exd5 exd5 4.♟f3 ♟f6 5.c4 ♟b4+ 6.♟c3 0-0 7.♟e2 dxc4 8.♟xc4 ♟e8+ 9.♟e3 ♟e6 10.♟b3 ♟xc4

Possibly new! 10... ♟c6 11.♟xe6 ♟xe6 12.0-0 ♟xc3 13.bxc3 is a Book line

11.♟xc4 ♟c6 12.0-0 ♟xc3 13.bxc3 ♟d5



14.♟d3!?

Mark has added some gentle coding to discourage

HiarcS from swapping queens where possible

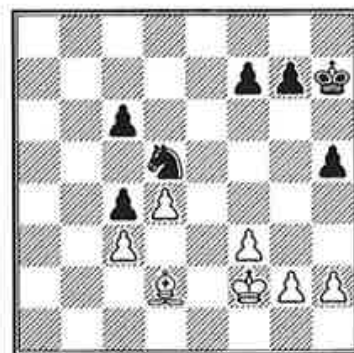
14... ♟a5!

A long battle over the c4 square commences

15.♟d2 b5 16.a4 a6 17.axb5 axb5 18.♟fb1 c6 19.f3 h5 20.♟e1 ♟c4 21.♟xc4 bxc4 22.♟d1

22.♟b1 ♟xa1 23.♟xa1=

22... ♟f5! 23.♟d2 ♟xe1+ 24.♟xe1 ♟xa1 25.♟xa1 ♟h7 26.♟a2 ♟d3 27.♟f2 ♟d5 28.♟d2 ♟xd2+ 29.♟xd2



HiarcS believes itself still just ahead at this point, probably evaluating Black's doubled c-pawns as a minus. However they are good enough to stop White's pawns from making progress, and the knight on the excellent d5 outpost pins the White bishop to the defence, so the correct evaluation may be that Black is slightly ahead... but probably not enough to win!

29... ♟g6! 30.g4!

After the game Bareev complimented Mark (and HiarcS!) on this move

30...f5 31.♟g3 ♟f6

In after-game discussions Bareev said he should have tried 31...hxg4! here (he had not expected the neat g4!). But after 32.fxg4 ♟f6 33.gxf5+ ♟xf5 34.♟f3 ♟g4 35.♟f4 g5 36.♟c7= it's still a draw in fact

32.gxh5+ ♖xh5+ 33.♔f2  
♟f6 34.♟f1

The fact that Hiarcs can retreat its king, but Bareev still cannot gain entry to the White position is a strong indicator that this game is already drawn

34...♟e6 35.♟g2 ♟f6  
36.♟g3 ♟d5 37.h4 g6 38.h5  
f4+ 39.♟g4 gxh5+ 40.♟xh5  
♟f5 41.♟h4 ♟c7 42.♟h3  
♟e6 ½-½

A cautious start by Bareev. We had expected him to play the French as Black, and keep at least half-an-eye on getting the draw, which is pretty much what he's done.

Coming to game 2 we thought he'd be likely to try harder for a win with White. His style suggested to us that he'd go for a win in one of the games with White, and be happy to draw the others in order to edge a narrow match win.

In the event it still seemed he was waiting for a mistake from Hiarcs, before being willing to take any risks with his opening or middle-game.

Nevertheless dear Hiarcs misplaces a knight and for a while it seems Bareev might have good chances as the centre is also blocked. But Hiarcs reorganises (dare I say brilliantly), and shows great positional and defensive qualities in a close struggle.

### Bareev - Hiarcs8X [Game 2. A25. English]

1.c4 e5 2.g3 ♟c6 3.♟c3 g6  
4.♟g2 ♟g7 5.♟b1 a5 6.a3 d6  
7.b4 axb4 8.axb4 f5 9.b5  
♟ce7 10.e3 ♟f6 11.♟ge2  
♟e6!?

Oops! It looks as if I ended this line in my book a bit too soon, as H8X is out of book and has played this last move of its own choice. Still, it



Bareev with Black, in play against Hiarcs (and Mark), early in game 1

looks okay, and may even end-up in a transposition!

E.g. 11...0-0 12.0-0 ♟e6  
13.d3 c6 was Portisch-Hort, 1980

12.♟xb7?!

Accepting the challenge. Watching on the Internet I expected 12.0-0 ♟xc4 13.d3 ♟e6 14.♟xb7 ♟b8, but perhaps now this game will be more interesting!

12...♟a7

Before choosing this, 12...♟b8 was on Hiarcs' screen for quite a while, but I concluded after 13.♟g2! it's about equal

13.♟g2 ♟xc4 14.d3 ♟e6



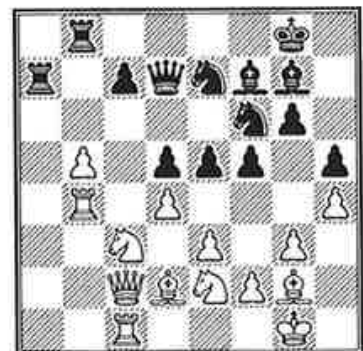
It looks to be pretty even:

Black has some extra space, but Bareev's position is very solid and he may later be able to cause trouble with his b-pawn

15.♟d2 h5!? 16.h4 ♟d7  
17.♟c2 0-0 18.0-0 ♟b8  
19.♟fc1

Concentrating pressure on the queenside while the central pawns wait quietly to see what Hiarcs decides to do there

19...♟f7 20.♟b4 d5 21.d4



21...e4?!

I can imagine Mark's face when this was played, as blocking the centre is the last thing he would want Hiarcs to do. Watching on the 'net I feared Bareev might now

show why he's a world top-6 GM! 21... ♖e4!? 22.dxe5 (22. ♖xe4 dxe4?) 22... ♙xe5 23. ♙e1=

22. ♖f4 ♖g4?!

Should either knight be moving towards the kingside?! 22... ♖c8 was recommended by Jan van Reek, who was commenting on the web site, so that it can jump to b6 or d6

23. ♙f1 ♖ba8 24. ♖a4 ♙h6  
25. ♖ca1 ♖xa4 26. ♖xa4 ♖b8  
27. ♖a6! ♙xf4

This is Black's better bishop (neither of them are that good!), but I don't know what else Hiarcs could play

28. exf4 ♖c8! 29. ♙c1 ♖b6  
30. ♙e2 ♖g7 31. ♖a2

Thankfully Bareev doesn't seem to be able to make as much progress as I had half-feared. I wondered about 31. ♙a3!? e3!? 32. ♙xg4 exf2+ 33. ♖xf2 fxg4, but all-in-all Hiarcs is holding well

31... ♖f6 32. ♙a3 ♖e8 33. ♙c5



33... ♖d6!

Well done Hiarcs! The knight has manouevred its way back into the game

34. ♖a1 ♖d8 35. ♖a3  
♖bc4 36. ♖b4 e3 37. f3

Not 37. fxe3? ♖e8 and Black has the beginnings of a counterattack!

37... ♖xb5!

Hiarcs has found some activity and opens up the game, which is proving much more exciting than game 1

38. ♖xb5 ♖d7 39. ♖a5 ♙e8

40. ♙xc4 dxc4 41. ♖c3  
If 41. d5 ♖xb5

41... ♖xb5



42. ♖xb5

If 42. d5+ ♖h7 43. ♖xb5 (or 43. ♖e5 a trap! 43... ♖g7! (not 43... ♖xa5?? 44. ♙d4 is m/6) 44. ♖xb5 ♖xe5 45. fxe5 ♙xb5 46. ♙xe3=) 43... ♖xb5 44. ♖xe3=. With best play, all routes lead to a draw

42... ♖xb5 43. d5+ ♖g8

44. ♖xe3 ♙f7 45. ♖e7 ♖b8  
46. ♙d4 ♖e8 47. ♖f6 ♖e1+  
48. ♖g2 ♖e2+ 49. ♙f2 ♙e8  
49... c3=

50. ♖e5 ♖xe5

51. fxe5 c3 52. ♙c5 ½-½

A fine game by Hiarcs. At one time it seemed to be getting into trouble, but then played some excellently aware chess and fully earned it's draw!

### Hiarcs8X - Bareev

[Game 3. C11 French Classical System]

1. e4 e6 2. d4 d5 3. ♖c3 ♖f6

4. ♙g5 dxe4 5. ♖xe4 ♙e7

6. ♙xf6 ♙xf6 7. ♖f3 0-0 8. ♙c4  
♖d7 9. ♖e2 a6! 10. 0-0?!  
10. 0-0-0 b5 11. ♙b3 ♙b7

12. d5 is theory, but H8 is out of book having expected the theory line 9... Be7

10... b5 11. ♙d3 ♙b7 12. c3

♙e7 13. b4!? ♙d5 14. a4 c6

15. ♖a3 a5 16. axb5 cxb5

17. ♖xa5 ♖xa5 18. bxa5 ♖xa5  
19. ♙xb5



19... ♖f6

Sacrificing a pawn to create pawn structure weaknesses in the Hiarcs ranks! 19... ♙xe4 20. ♙xd7 ♖d5! 21. ♖e5 ♙xg2 keeps the material level, but after 22. ♖a1 ♙h3 23. ♙c6 ♖b3 it is not easy to decide who has the best chances

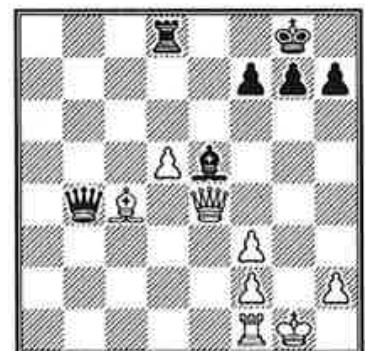
20. ♖xf6+ ♙xf6 21. ♖d3!?

Returning the pawn with 21. ♖e5 ♙xe5 22. dxe5 ♖xc3 looks drawish, so Hiarcs tries keeping it

21... ♙xf3 22. gxf3 ♖c8 23. c4

♖d8 24. d5 exd5 25. cxd5

♖b4 26. ♙c4 ♙e5 27. ♖e4



27... ♖d6 28. h3 ♖f6 29. ♖b1  
h5 30. ♖g2 ♙d6!

Blockading on d6 surely makes it impossible for

*Hiarcs to make progress with the extra pawn*

31.♔d3 g6 32.h4 ♖f8 33.♞e1  
♞b8 34.♙c2 ♖g7

*Black now has a worth-while threat in ♞b4, so the Hiarcs reply is forced and virtually ensures that both sides accept a draw*

35.♞b1 ♞c8 36.♞b7 ♞c7  
½-½

Once more with Black Bareev has played with great caution.

### Eric's Initial Conclusions (with 1 game to play!)

One wonders to what degree we can really expect a computer program to beat a World top 6 2729 Elo rated player, if the GM's intent in his approach to each game, is first of all to keep in hand a minimum risk draw.

I.e. he tries to create small long-term advantages without weaknesses, and only really starts to play with vigour if the computer makes a mistake, or over-reaches against his solid set-up!

This is not a complaint against the GM - he's not there to casually provide easy or dramatic wins for his PC opponent, so he can become advertising fodder - he's there to try and win by whatever proper means he can and, failing that, not to lose if he can possibly help it!

Clearly the programs are not able to beat top GM's with better strategy or long-term plans - the GM's are still stronger in that department. Instead the programs must rely on programming that will, with a proper measure of safety, maintain the opportunity or bring about the presence of tactical



Eric van Reem (match photographer and occasional contributor to *Selective Search*) chats to Mark Uniacke after game 2

complications and combinational possibilities to make their presence felt!

Mark Uniacke commented in an e-mail that players like Kasparov and Anand make for better opponents, because they are more willing to enter Sicilians and the like, play creatively, seek an initiative, and enter such complications.

Then both sides have winning chances! If a Super GM is intent on the draw 'barring mistakes' then the PC program would have to be programmed much more riskily to get 1-0 (and 0-1!) results.

If it could be programmed to take, say, just 1 risk in a game, maybe it could get away with it. But unfortunately in practice 'aggressive' coding would result in a tendency to play riskily throughout the game.

This might be okay against a 2000-2500 player (rather like using a contempt factor), but hardly wise against a draw-seeking 2600-2800.

### Our Next Issue of SelSearch

Well, there's one game to play and Bareev has White. So maybe he'll play a bit

more positively, and have a try to win both the game and the match!?

In our next issue we will obviously cover game 4.

But I've also asked **Mark Uniacke** if he will write a report of the match for us, and talk us through some of the critical decisions which Hiarcs had to make!

After each of the games Mark also spent some time analysing with Evgeny Bareev, and I've asked him if he will share some of Bareev's thoughts on how computers (and Hiarcs in particular) play chess, and perhaps how hard he found the match.

Finally maybe he'll also be willing to tell us a little bit about whether this match might change Mark's thoughts on the future aims and direction in the programming of Hiarcs, and what he thinks can be done to counteract a GM using a slightly negative approach.

However, in view of Kramnik's collapse against Deep Fritz, and Deep Junior's game 3 win against Kasparov, maybe Bareev's is the approach we shall see more and more as the PC processors get faster and faster!?



## MATCH 2: DEEP JUNIOR v GARRY KASPAROV

Doesn't life sometimes get complicated!?

It's just a simple enough chess match - or that's what you'd think - but somehow when **Kasparov** is involved, you never know what, whether or when it's going to happen.

Okay, I admit it - I'm not a big fan of the man... I never have been since he decided to create his own world chess body (the **PCA**), separating himself from the long-established World body (**FIDE**) and starting a measure of chaos which the chess world has been in ever since.

I became even less enamoured when he played an opening he'd never used before (as far as I can find) in tournament chess, to lose his last, vital game against **Deep Blue2**. The subsequent tantrums, and claims that the computer cheated did nothing to raise my appreciation.

Personally I don't think he's ever been quite the same since his defeat to DB2! but he's been bursting "*to uphold mankind's honour*" (which is what he was said he was doing against DB) ever since - "*humanity is resting on my shoulders, blah blah blah*".

Or perhaps earn a few hundred thousand dollars! Gracious he gets \$700,000 if he loses!) - and it seemed he'd got his chance when he signed up to meet **Deep Junior** in a match first scheduled to take place in Jerusalem in October 2002.

He really wanted to play the match in Israel because of his fondness for that nation, "*to express my support for Israel*

*at this time*", though I recall he'd been quick enough to change his obviously Jewish name (Weinstein) to Kasparov at the first signs of fame.

Even so, there is no argument that he has worked hard for chess in Israel (and other countries, including the UK) with visits and support, especially aimed at young people in Israel.

Also **Shay Bushinsky** of the Israeli pairing that programs World Computer Chess Champion **Deep Junior** has been in charge of Kasparov's web presence, *Kasparov Chess Online* for a good while.

As you will read in a moment, the website has also become a major source of trouble for GK.

### The Match, On and Off!

As I have said elsewhere, the 8 game \$1 million **DJunior-Kasparov** match, announced in August 2002, was originally scheduled to take place at exactly the same time as the **DFritz-Kramnik** affair.

It is easy and probably correct to suppose that this was done deliberately to try and steal as much as possible from the publicity for Kramnik's (the new PCA World Champion) match.

I imagine Kasparov may have been surprised by the amount of heavy criticism and bad publicity he got from this piece of blatantly ungentlemanly conduct, and the date was hastily re-arranged for end of October.

A few weeks later further (unknown to me) problems arose, and a new date was set for December 1st.

As that date got nearer it



Garry Kasparov, promoting the match in New York

was changed yet again, this time to January 5th. The given reasons were that "*a giant media company was taking over the coverage*", and one of the sponsors, Kirsan Ilyumzhinov had pressing duties accompanying Russian President Putin on a trip to China.

However as a part of the announcement around this time it was also stated that the match might have to be moved out of Jerusalem "*due to the heightened tensions and political unrest in Israel*".

Shortly after this we learned that the main match (which would now be reduced to 6 games) was to be played in New York starting 19th January, but before this 2 games (which would not score towards the main match ?!) would still be played in Tel Aviv.

### Big Trouble in Little Israel!

At about this time I had noticed various complaints on the Internet that Kasparov's web site had *disappeared*. I checked, and it was true.

It did suddenly reappear for a couple of days, but then finally vanished again, this time altogether.

And then on or around 8th January it was announced that



Garry Kasparov, working on his web site with Shay Bushinsky, in somewhat happier times

the Israel games would not take place at all! And the main 6 game match had been put off (yet again) to January 26th.

Political tension?  
No!!

It appears (do I need to say allegedly?!) that Kasparov had borrowed a substantial sum of money from the First International Bank of Israel, using his *Kasparov Chess Online* website as part of the collateral. As far as they were concerned, he now owed them \$1.6 million!

The website had closed down, having (like lots of dot coms!) lost "millions", and the Bank filed to force Kasparov to reconnect it, though the staff had already been dismissed.

This approach was quickly rebuffed by a US judge in Delaware, so they decided to sue Kasparov himself for the debt!

This is what forced the cancellation of the Jerusalem 2 game pre-match leg, as an old Israeli law could have seen Kasparov's passport taken from him if he had set foot on Israeli soil, pending trial of the case against him!

Kasparov took legal advice, decided he couldn't risk going, and cancelled the Jerusalem 'warm-up' games.

My readers can imagine the

effect this has had on Kasparov's relationship with Deep Junior's Israeli programmers - one of whom, Shay Bushinsky, as I have already said was directly responsible for running Kasparov's web site.

Graciously Shay has commented that, though he was disappointed that no games would be played in Israel, *"This is a big deal in terms of best human versus best computer in the game of chess. We still want to play against him and show him how great an artificial brain can be."*

But it has been reported that there was definitely a visible measure of hostility between Kasparov and his Israeli opponents as they gathered for the 1st. game in New York!

### Pre-match Quotes!

Well, I think that has given readers a good outline of the political and financial run-up to the Match.

Here's a quote I saw in September 2002, which had made me smile:

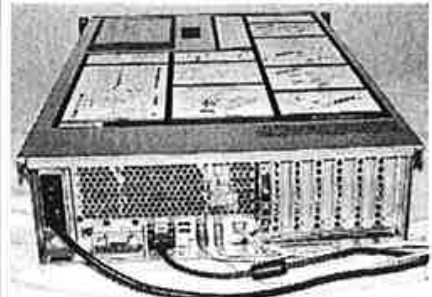
- Before the Kramnik-DeepFritz "Brains in Bahrain" Match: *"Deep Fritz is stronger than Deep Blue2"*.

So said Kramnik after a month's practice with the program at home!

In that match I believe that Deep Fritz used 8 Xeon 933MHz processors but, as readers will recall, Kramnik raced into a 3-1 lead only to beat himself in 2 of the last 4 games and end up drawing 4-4.

Here's a quote I saw in mid-January, which made me smile:

- Before the Kasparov-DeepJunior



Deep Junior's hardware for the Kasparov match - 8 x 1600MHz processors!

"FIDE Man vs Machine 'World Chess Championship' Match: *"It is absolutely clear that Deep Junior is stronger than Deep Blue2"*.

So said Kasparov after a month's practice with the program at home.

Incidentally you'll notice that the name FIDE appeared in the heading there! Since losing his PCA title to Kramnik (who won't give him an automatic return), Kasparov has 'made up' with FIDE who are now organising (hopefully) a re-unification knock-out tournament involving, in the semi-finals, Kramnik v Leko, and Kasparov v Ponomarev!

For this match Deep Junior will be on 8 x 1600MHz processors!

Whether Kasparov really believes Deep Junior is stronger than Deep Blue2 I have no idea!

But in game 1, played on January 26th., he made an extremely good show of disproving his opinion!

### Kasparov - Deep Junior

Game 1. D45: Semi-Slav: 5  
e3

1.d4 d5 2.c4 c6 3.♘c3 ♘f6  
4.e3 e6 5.♘f3 ♘bd7 6.♙c2  
♙d6 7.g4!?

*The Anti-Meran, which is*

the sharpest variation in the Semi Slav. A human's alarm bells would ring – 'what's GK prepared for me?!'

7...dxc4

In view of the fact that DJ mysteriously went out of book at move 9, I'd expect 7...♗b4 to be programmed in as top reply here for any future game in this line

8.♗xc4 b6

One of those annoying book-program conflict issues: in book DeepJ plays b6 to prepare Bb7... then it goes out of book and doesn't put the bishop where it should!

9.e4 e5 10.g5 ♖h5

The knight goes out of the game... for ever!

11.♗e3 0-0 12.0-0-0



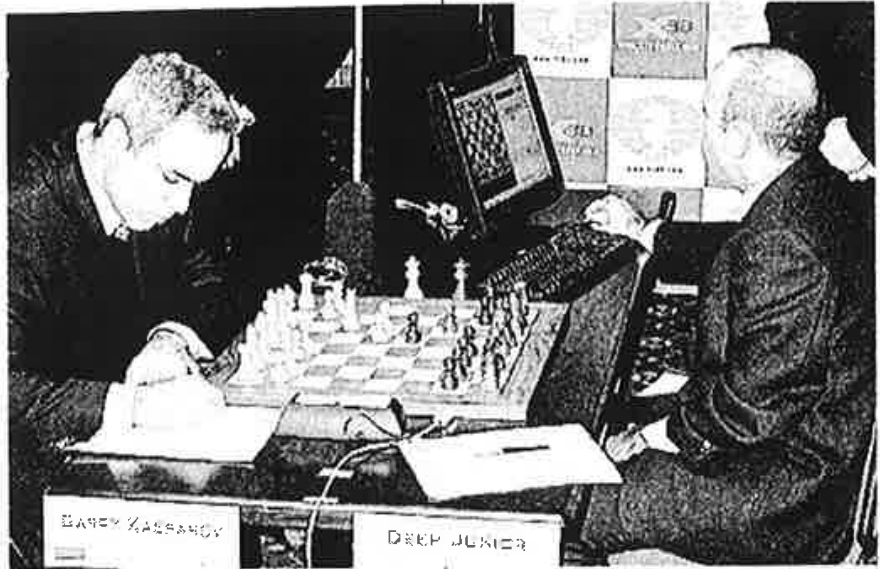
12...♖c7 13.d5

New! Previously 13.♗b1 g6 (♗b7!?) 14.♗e2, and 13.♗e2 exd4 14.♖xd4 have been played, but would imagine that Kasparov must have tried this in practice with the program, whilst preparing for the match.

He made no secret of the fact he was expecting this position and knew 13.d5! would be Junior's downfall!

13...b5?!

Better would be 13...♗b7 14.dxc6 ♗xc6 15.♗b1±

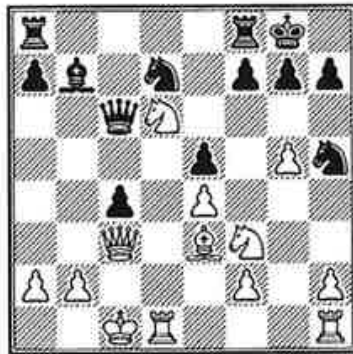


Kasparov writing down his move early in game 1, with Junior's main programmer, Amir Ban, operating the computer

14.dxc6 bxc4 15.♖b5! ♖xc6 16.♖xd6

After the game Kasparov boasted that he'd always believed that 'a knight on d6 is better than a rook'

16...♗b7 17.♖c3



17...♖ae8

Embarrassingly for commentator Yasser Seirawan, Junior played this about 15 seconds after he had announced it was no good and couldn't be played!

The pawn sac' with 17...♖ad8 18.♖xe5 ♖xe5 19.♖xe5 might have reduced some of the pressure, but I think DJ would still be lost here.

It's unusual you will agree for computers to sac' pieces! That is what Kasparov thought, so he spent a few

minutes making sure the program hadn't found some incredible forced mate hidden in the position, and then took the rook!

18.♖xe8 ♖xe8 19.♖he1 ♖b5 20.♖d2 ♖c8 21.♗b1 ♖f8 22.♗a1 ♖g6 23.♖c1 ♗a6 24.b3 cxb3 25.♖xb3

Kasparov could have finished with a flourish, and sacked his queen with 25.♖xc8+ but it can be a dangerous practice against computers. So he decided against 25...♗xc8 26.♖xc8+ ♖f8 27.♖xb3, when Black is left with a queen and might find a perpetual check or something else nasty round the corner

25...♖a8 26.♖xb5 ♗xb5 27.♖c7

and the program's chief author, Amir Ban, pulled the plug: if 27...♖c7 a6 28.♖c4+- 1-0

"Deep Junior, Deep trouble, Deep doo-doo," was one amusing offering after game one.

As I suppose you'd expect, by the next morning almost everyone had written Deep Junior off – just as they'd

done with Deep Fritz, they were reminded.

"Ah, yes, but this is different. Even though Junior is World Champion, it isn't as strong as Fritz (!?). And Kasparov's much better than Kramnik at this sort of thing."

Incidentally, as far as I know, this was Junior's first tournament loss to a human for over 2 years.

And so to game 2.

## Deep Junior - Kasparov

Game 2. B42 Sicilain  
Paulsen

1.e4 c5 2.♘f3 e6 3.d4 cxd4  
4.♘xd4 a6 5.♙d3 ♙c5 6.♘b3  
♙a7 7.c4 ♘c6 8.♘c3 d6  
9.0-0 ♘ge7 10.♙e1

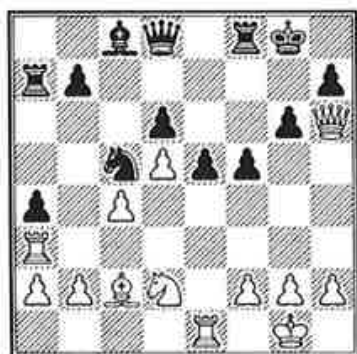
10.♙e2 e5 11.♙e3 is in  
the Fritz opening book

10...0-0 11.♙e3 e5 12.♘d5  
12.♙xa7 ♘xa7 13.♙e2 is  
also okay I think

12...a5 13.♙c1  
Or 13.♙h5 ♙xe3 14.♙xe3  
a4 15.♘c1 f5=

13...a4 14.♙xa7 ♙xa7  
15.♘d2 ♘d4 16.♙h5 ♘e6  
Or perhaps 16...♘d5!?

17.♙c3 ♘c5 18.♙c2 ♘xd5  
19.exd5 g6 20.♙h6 f5  
21.♙a3



21...♙f6!

Kasparov now has a



Amir Ban and Shay Bushinsky arriving for game 2. Ban seems to be worried about whether he's remembered to bring Junior's program software with him!

visible advantage on the kingside, with his dangerously advanced pawns, and rightly decides to go for the win! A 2-0 lead would pretty well end the contest!

22.b4?!

I expect most/all programs choose this, as it wins the exchange.

22.♙h3 or ♘f3 (aiming for g5) to continue the kingside attack was considered correct by Kasparov

22...axb3 23.♙xa7 bxc2  
24.♙c1 e4 25.♙xc2



We reach a controversial moment!

25...♙a1+?!

Frowns all round amongst the commentators! 'This is just a spite check' said Seirawan, but Kasparov said afterwards that he had missed the computer's saving queen sac' on move 29 in his over-the-board analysis, and played ♙a1+ believing he had a forced win.

The commentators, however, had been certain Kasparov would follow-up and maintain the pressure with 25...f4! It certainly looks strong!

After 25...f4, then 26.♘f1 e3! which Susan Polgar, Seirawan and, later, Kasparov all agreed could have won.

But the Junior programmers Bushinsky and Ban disagreed (!) and believed the computer might now have had winning chances. Was this their own view, or what they saw on the Deep Junior analysis screen?! Whichever, they believed Kasparov's ♙a1 getting the draw was best!

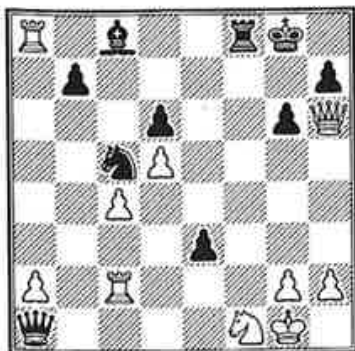
But we haven't been shown any analysis at this time supporting the 'White has



winning chances' theory, and after a brief look at it with Hiarcs, I'm siding with Kasparov's opinion for now. Whether he had enough for us to say he missed a win, I'm not sure, but I believe he was the one who would have had the best chances!

I should add that I've since read that someone has suggested 26.h3! would be White's best continuation, and what DJ would have played, but I haven't had chance to check it out as yet

26.♖f1 f4 27.♙a8 e3 28.fxe3 fxe3



The pin on the f1-♖ looks certain to win! But Junior comes up with a what commentators described as 'a fantastic queen sac' to save itself...

In truth all of today's programs would instantly recognise this as the right move to take the draw, but we agree that it does look good!

29.♙xf8+! ♖xf8 30.♙xc8+ ♖f7

30...♖f7 31.♙e2 ♖e4 32.♙c7+ ♖f8 33.♙xe3 ♖d2 34.♙c8+ ♖g7 35.♙c7+ ♖f8 and soon the game is draw by perpetual check.

The point in the position in the analysis is that, after 35.♙c7+, Kasparov cannot try to win by advancing his king with 35...♖f6? because 36.♙e6+ ♖f5?! (note that 36...♖g5 still draws)

37.♙f7+ and the knight on f1 is defended, so White now has winning chances. ½-½

Afterwards, the more Kasparov talked and analysed with various folk about his (possibly) missed opportunity at move 25, the more angry he got with himself!

Is this a bad omen?

Readers casting their minds back to Kasparov's losing encounter with Deep Blue2 may remember how cross he was with himself after game 2 in that match.

On that occasion DB2 had played quite superbly created some enormous complications, and put Kasparov under great pressure. But some hours after he resigned the game it was shown that he had an amazing resource in the position which would have drawn. He just never saw it in a game which he had found quite exhausting!

Kasparov admitted that 'the Deep Blue phenomenon' still troubles him today - certainly it seemed to affect him psychologically in and immediately after that match.

Maybe it is still having some sort of 'computer effect' on him?

Game 3 starts off with the same moves as in 1, until the computer varies at move 6. It is a quite astonishing game, almost historic in some ways!

Kasparov gets an opening advantage (again), and creates pressure on the kingside. Deep Junior castles straight into it!! Then it riskily grabs a pawn most humans would probably avoid... yet it seems to be just surviving! Finally Kasparov, who has had chances against Junior's king throughout, believes he has finally found a way to win...!?!?

## Kasparov - Deep Junior

Game 3. D45: Semi-Slav

1.d4 d5 2.c4 c6 3.♖c3 ♖f6 4.e3 e6 5.♖f3 ♖bd7 6.♙c2 b6

DJ played 6...♙d6 in game 1, but was soon out of book and in trouble in a game it's programmers would be keen to avoid by as big a distance as possible!

7.cxd5 exd5 8.♙d3 ♙e7 9.♙d2

9.0-0 0-0 10.b3 is book

9...0-0

Played out of book, and Kasparov's next brings the position of the Black king into serious question. By move 15 it will look distinctly fragile!

10.g4!? ♖xg4?!

A dangerous capture to make?!

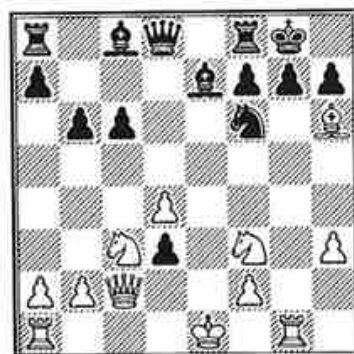
11.♙g1

11.♙xh7+ ♖h8 12.♙d3 also leaves White with the advantage

11...♖df6 12.h3 ♖h6 13.e4 dxe4 14.♙xh6?!

14.♙xe4!? ♖h8 and then 15.♙xh6 gxf6 16.♙xc6 ♙b8 17.♙d2 also seems nicely advantageous to White

14...exd3



15.♙xg7+

If 15.♙xg7! the not immediately obvious

15...♖g4 survives: 16.♙xd3 ♗xg7 17.hxg4 ♕g5 18.♖xg5 ♙xg5 and White doesn't really have anything

15...♖h8 16.♙xd3 ♗g8  
17.♙xg8+ ♖xg8 18.♕f4 f6  
19.0-0-0 ♕d6



20.♙e3!?

Noting that Black's queen rook is still sat peacably on a8, and both his knight and queen want the d7 square, Kasparov's sac' of the h3-pawn for a potentially dangerous attack seems absolutely right.

20...♕xd6 ♙xd6 21.h4 isn't very exciting!

20...♕xf4 21.♙xf4 ♕xh3  
22.♗g1 ♙b8!

Although this doesn't help it's own a8-rook, it forces Kasparov to work hard to maintain any attack. Obviously he can't exchange queens, or Black is winning!

23.♙e3 ♙d6 24.♖h4

In the Daily Telegraph Malcolm Pein looked at 24.♖e4 ♙e7 (I noticed here 24...♙e6 and 25.♖eg5 isn't so successful because Black's queen is protected by the bishop, and also has a check available: 25...fxg5 26.♖xg5 ♙c4+, and I thought Black might have an edge) 25.♖eg5 ♙xe3+ (or 25...fxg5 26.♖xg5 ♗f8 27.♖xh3 ♙f7=) 26.fxe3 fxg5 27.♖xg5 and the threat of ♖f7 mate forces 27...♖h6,

whereupon the bishop is won by 28.♖xh3 leaving a small but hardly winning advantage to White, as Malcolm says

24...♕e6 25.♗h1 ♗d8  
26.♖g6+ ♖g7 27.♖f4 ♕f5  
28.♖ce2 ♖e7 29.♖g3

The knight pair begins to look pretty threatening

29...♖h8 30.♖xf5 ♖xf5  
31.♙e4



The game looks to be heading for a draw – DJ still has its pawn, but Kasparov is able to keep it quiet through the mate threats against h7.

In fact from what happens in a moment it appeared that he thought he had a worthwhile chance of more than a draw, but after the game he said that it was (he thought) simply the easiest way to reach the draw!

31...♙d7 32.♗h5?

Whether trying for a win or a draw, Kasparov misses a not-so-obvious ♖ sac' which Junior has available towards the end of the 'winning' line.

32.♖g6+ Looks like a draw to me, but I've only looked at it quickly 32...♖g7 (32...♖g8?? 33.♙xf5 ♙xf5 34.♖e7+ 1-0) 33.♖f4=

32...♖xd4 33.♖g6+

This was apparently the plan when he played ♗h5, but those watching say that



A pre-game handshake, but a certain lack of eye contact from the left!

Kasparov had realised his mistake here, got up and walked away from the table. He came back to continue the game, but now he's in big trouble!

Probably he should have regrouped here, instead of continuing the forlorn attack. If instead 33.♗h1 he takes away the knight mating threat – have you seen it?... ♖b3+ and mate with ♙d1 – and may have had some chance of saving the game

33...♖g8 34.♖e7+ ♖f8  
35.♖d5

Blocking the d-file is the only chance as Kasparov finally bails out.

His intention had been 35.♗xh7 when starting the combination at 32.♗h5, but of course he'd since realised at move 33 that he'd be mated with 35...♖b3+ 36.♖c2 ♖a1+ 37.♖c3 ♙d2+ 38.♖c4 b5+ 39.♖c5 ♙d6#

35...♙g7 36.♙xd4 ♗xd5

Kasparov concludes that DJ won't slip up with the advantage it will have after 37.♗xd5 (only move!) 37...cxd5 38.f4 ♙h6 0-1

A major shock to his system I'm sure, and one wonders if he can pull himself together and play at his best after this!

So, there's 3 games to play – and they'll all be covered in our next issue.

■ Stop Press: game 4 drawn!

# 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 SelSearch Rating List the most accurate available for Computer Chess anywhere in the world.

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

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

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

## A guide to PC Gradings:

**386 & 486 based PC's** have now disappeared from our **top 50** listing. The GUIDE below will help readers calculate approximately what rating their program should play at when used on alternative hardware.

**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. 500MHz, with 128MB 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-K7/500              | 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 PROG |      | SelSearch 104 |       | Feb 2003 |             |
|--|------|---------------|-------|----------|-------------|
| BCF Computer                             | Elo  | +/-           | Games | Pos      | Human/Games |
| 259 FRITZ7 P3-PC                         | 2679 | 12            | 1345  | 1        |             |
| 259 CHESS TIGER15 P3-PC                  | 2673 | 28            | 265   | 2        |             |
| 258 DEEP FRITZ7/8 P3-PC                  | 2667 | 26            | 306   | 3        |             |
| 255 GAMBIT TIGER2.0 P3-PC                | 2646 | 11            | 1778  | 4        | 2502 2      |
| 255 CHESS TIGER14 P3-PC                  | 2643 | 12            | 1360  | 5        | 2665 13     |
| 254 DEEP FRITZ6 P3-PC                    | 2638 | 12            | 1493  | 6        | 2594 18     |
| 254 SHREDDER6/632 P3-PC                  | 2635 | 13            | 1146  | 7        | 2438 7      |
| 254 HIARCS8 P3-PC                        | 2634 | 13            | 1124  | 8        | 2611 14     |
| 253 JUNIOR7 P3-PC                        | 2626 | 13            | 1182  | 9        | 2661 12     |
| 251 FRITZ6A P3-PC                        | 2612 | 10            | 2087  | 10       | 2567 35     |
| 251 GAMBIT TIGER1.0 P3-PC                | 2609 | 21            | 490   | 11       |             |
| 250 REBEL CENTURY4 P3-PC                 | 2601 | 20            | 528   | 12       | 2634 4      |
| 249 REBEL TIGER12 P3-PC                  | 2593 | 15            | 926   | 13       |             |
| 248 JUNIOR6A P3-PC                       | 2591 | 10            | 1992  | 14       | 2581 22     |
| 247 SHREDDER5/532 P3-PC                  | 2580 | 14            | 1073  | 15       | 2602 15     |
| 246 HIARCS732 P3-PC                      | 2575 | 9             | 2407  | 16       | 2427 19     |
| 245 HIARCS7.1 P3-PC                      | 2565 | 12            | 1442  | 17       |             |
| 245 NIMZ08 P3-PC                         | 2561 | 12            | 1377  | 18       |             |
| 244 SHREDDER4 P3-PC                      | 2559 | 16            | 759   | 19       | 2560 15     |
| 244 NIMZ0732 P3-PC                       | 2552 | 13            | 1258  | 20       |             |
| 243 GANDALF5 P3-PC                       | 2551 | 19            | 579   | 21       |             |
| 243 FRITZ532 P3-PC                       | 2550 | 12            | 1469  | 22       |             |
| 243 CHESSMASTER 6/7000 P3-PC             | 2549 | 24            | 348   | 23       | 2554 22     |
| 243 FRITZ516 P3-PC                       | 2548 | 12            | 1327  | 24       | 2473 6      |
| 242 NIMZ098 P3-PC                        | 2541 | 12            | 1307  | 25       | 2435 10     |
| 242 GANDALF4 P3-PC                       | 2540 | 13            | 1153  | 26       |             |
| 242 REBEL CENTURY3 P3-PC                 | 2537 | 23            | 380   | 27       | 2615 6      |
| 241 JUNIOR5 P3-PC                        | 2532 | 11            | 1537  | 28       |             |
| 240 HIARCS6 P3-PC                        | 2522 | 13            | 1205  | 29       | 2552 24     |
| 240 SOS P3-PC                            | 2521 | 14            | 1003  | 30       |             |
| 239 GOLIATH LIGHT P3-PC                  | 2518 | 15            | 874   | 31       |             |
| 239 REBEL CENTURY1.2 P3-PC               | 2517 | 21            | 458   | 32       | 2552 43     |
| 239 NIMZ099A P3-PC                       | 2516 | 14            | 1050  | 33       |             |
| 239 REBEL-10 P3-PC                       | 2512 | 25            | 329   | 34       | 2558 17     |
| 239 REBEL9 P3-PC                         | 2512 | 14            | 1059  | 35       | 2637 14     |
| 238 REBEL8 P3-PC                         | 2508 | 19            | 548   | 36       |             |
| 237 MCHES PRO6 P3-PC                     | 2501 | 17            | 699   | 37       | 2504 12     |
| 237 MCHES PRO7 P3-PC                     | 2500 | 14            | 1067  | 38       | 2560 2      |
| 237 CHESS GENIUS5 P3-PC                  | 2497 | 13            | 1206  | 39       | 2419 6      |
| 236 MCHES PRO8 P3-PC                     | 2489 | 14            | 1026  | 40       |             |
| 236 SHREDDER3 P3-PC                      | 2488 | 34            | 177   | 41       | 2671 2      |
| 235 SHREDDER2 P3-PC                      | 2487 | 15            | 875   | 42       | 2178 6      |
| 235 FRITZ516 PENT-PC                     | 2480 | 29            | 256   | 43       |             |
| 233 GANDALF3 P3-PC                       | 2466 | 27            | 278   | 44       |             |
| 231 HIARCS6 PENT-PC                      | 2448 | 11            | 1686  | 45       | 2540 2      |
| 230 HIARCS5 PENT-PC                      | 2446 | 19            | 585   | 46       |             |
| 230 JUNIOR4.6 P3-PC                      | 2445 | 43            | 115   | 47       |             |
| 229 KALLISTO2 P3-PC                      | 2439 | 22            | 412   | 48       |             |
| 229 REBEL8 PENT-PC                       | 2438 | 10            | 2116  | 49       |             |
| 228 REBEL9 PENT-PC                       | 2431 | 16            | 805   | 50       |             |

## SELECTIVE SEARCH

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

| RATING LIST (c) Eric Hallsworth, SelsSearch |      |    |       |     |             |     |     |                                 |      |    |      |     |      |     |
|---|------|----|-------|-----|-------------|-----|-----|---------------------------------|------|----|------|-----|------|-----|
| BFC Computer                                | Ello | +/ | Games | Pos | Human/Games |     |     |                                 |      |    |      |     |      |     |
| 220 TASC R30-1995                           | 2366 | 16 | 801   | 1   | 2276        | 18  | 172 | MEPH MONDIAL 68000XL            | 1979 | 15 | 852  | 50  | 2049 | 77  |
| 219 MEPH LONDON 68030                       | 2352 | 31 | 215   | 2   | 2272        | 6   | 171 | NOVAG JADE2-ZIRCON2             | 1975 | 39 | 138  | 51  | 2032 | 48  |
| 214 TASC R30-1993                           | 2318 | 12 | 1347  | 3   | 2336        | 66  | 171 | MEPH MONTREAL-ROMA 68000        | 1969 | 9  | 2512 | 52  | 1968 | 56  |
| 214 MEPH GENIUS2 68030                      | 2314 | 18 | 657   | 4   | 2308        | 23  | 170 | MEPH AMSTERDAM                  | 1962 | 9  | 2253 | 53  | 2054 | 182 |
| 214 MEPH LONDON PRO 68020/24                | 2312 | 67 | 47    | 5   |             |     | 169 | MEPH ACADEMY/5                  | 1957 | 9  | 2379 | 54  | 2023 | 111 |
| 210 MEPH LYON 68030                         | 2281 | 15 | 869   | 6   | 2392        | 51  | 168 | FID MACH2B                      | 1948 | 27 | 276  | 55  | 1960 | 25  |
| 210 MEPH RISC2 1MB                          | 2280 | 20 | 516   | 7   | 2293        | 8   | 167 | MEPH MEGA4/5                    | 1944 | 12 | 1437 | 56  | 2005 | 93  |
| 209 MEPH PORTOROSE 68030                    | 2275 | 20 | 515   | 8   | 2340        | 82  | 167 | KASPAROV MAESTRO D/10           | 1940 | 8  | 2697 | 57  | 2005 | 197 |
| 207 MEPH VANCOUVER 68030                    | 2261 | 17 | 688   | 9   | 2347        | 54  | 166 | FID MACH2C                      | 1934 | 12 | 1323 | 58  | 1923 | 127 |
| 207 MEPH BERLIN PRO 68020/24                | 2259 | 13 | 1267  | 10  | 2327        | 29  | 166 | KASP CENTURION-BARRACUDA-BRAVO  | 1934 | 9  | 2627 | 59  | 2059 | 127 |
| 207 MEPH LYON-VANC 68020/20                 | 2257 | 27 | 296   | 11  | 2327        | 10  | 165 | MEPH MODENA                     | 1928 | 15 | 908  | 60  | 1830 | 30  |
| 207 KASP RISC 2500-S12K                     | 2256 | 25 | 337   | 12  | 2330        | 17  | 165 | MEPH MM4/5                      | 1928 | 15 | 908  | 60  |      |     |
| 205 MEPH RISC1 1MB                          | 2243 | 9  | 2555  | 13  | 2232        | 95  | 165 | NOVAG RUBY-EMERALD              | 1921 | 16 | 780  | 61  | 2006 | 97  |
| 204 KASP ATLANTA-MAGELLAN                   | 2233 | 15 | 904   | 14  | 2357        | 9   | 163 | KASPAROV MAESTRO C/8            | 1920 | 8  | 2693 | 62  | 1981 | 48  |
| 203 MEPH MONTREUX                           | 2234 | 14 | 1077  | 15  | 2251        | 24  | 163 | NOV SUPER FORTI-EXP A/6         | 1909 | 17 | 697  | 63  | 1999 | 98  |
| 201 MEPH LONDON 68020/12                    | 2226 | 16 | 840   | 16  | 2288        | 54  | 163 | FID TRAVELMASTER                | 1907 | 27 | 295  | 64  | 2021 | 176 |
| 201 KASP RISC 2500-128K                     | 2214 | 77 | 36    | 17  | 2040        | 4   | 163 | MEPH SUPERMOND2-COLLEGE-MCARLO4 | 1905 | 12 | 1388 | 65  | 1909 | 90  |
| 198 FID ELITE 68040-V10                     | 2209 | 9  | 2629  | 18  | 2270        | 67  | 162 | FID MACH2A                      | 1904 | 19 | 548  | 66  | 2074 | 8   |
| 197 MEPH VANCOUVER 68020/12                 | 2199 | 53 | 75    | 19  | 2215        | 21  | 161 | MEPH MONTE CARLO                | 1904 | 27 | 284  | 67  | 2074 | 8   |
| 196 MEPH LYON 68020/12                      | 2173 | 8  | 3292  | 21  | 2121        | 33  | 161 | KASP TRAVEL CHAMPION            | 1904 | 26 | 310  | 68  | 1912 | 35  |
| 195 MEPH LONDON 68000                       | 2160 | 61 | 57    | 22  | 2245        | 92  | 161 | CONCH PLY-VICTORIA/5.5          | 1890 | 28 | 260  | 69  | 2046 | 10  |
| 194 MEPH PORTOROSE 68020                    | 2152 | 10 | 1842  | 23  | 2238        | 199 | 161 | CX6 SPHINX GALAXY/4             | 1890 | 32 | 209  | 70  | 1862 | 22  |
| 193 NOV SAPPHIRE2-DIAMOND2                  | 2144 | 19 | 567   | 24  | 1800        | 1   | 160 | KASP TURBOKING2                 | 1890 | 16 | 771  | 71  | 1861 | 22  |
| 192 MEPH BERLIN 68000                       | 2138 | 12 | 1321  | 25  | 2221        | 25  | 159 | NOV EXPERT/6                    | 1889 | 9  | 2374 | 72  | 1945 | 156 |
| 192 FID ELITE 68030-V9                      | 2136 | 15 | 917   | 26  | 2169        | 13  | 157 | FID CLUB B                      | 1889 | 9  | 975  | 73  |      |     |
| 191 MEPH VANCOUVER 68000                    | 2128 | 12 | 1340  | 27  | 2126        | 23  | 156 | NOV SUPER FORTI-EXP A/5         | 1880 | 14 | 774  | 74  | 2026 | 22  |
| 190 MEPH LYON 68000                         | 2127 | 11 | 1662  | 28  | 2083        | 33  | 156 | FID PAR E-ELITE+DESS2100        | 1875 | 32 | 206  | 74  | 1827 | 18  |
| 190 MEPH ALMERIA 68020                      | 2124 | 14 | 1019  | 29  | 2154        | 242 | 155 | FID AVANTI GARDE/5              | 1863 | 12 | 1309 | 75  | 2012 | 68  |
| 188 MEPH MILANO PRO-SENATOR                 | 2108 | 20 | 523   | 30  | 2169        | 10  | 155 | MEPH REBEL                      | 1860 | 26 | 305  | 76  | 1800 | 38  |
| 188 NOV SAPPHIRE1-DIAMOND1                  | 2107 | 12 | 1363  | 31  | 2139        | 83  | 154 | FID CLUB A                      | 1854 | 11 | 1530 | 77  | 1827 | 18  |
| 187 MEPH PORTOROSE 68000                    | 2098 | 11 | 1613  | 32  | 2111        | 25  | 154 | NOV EXPERT/5                    | 1851 | 9  | 2462 | 78  | 1800 | 38  |
| 186 FID MACH3-DESS2325 68020-V7             | 2090 | 9  | 2281  | 33  | 2179        | 130 | 156 | FID PAR E-ELITE+DESS2100        | 1851 | 9  | 2462 | 78  | 1916 | 220 |
| 183 FID ELITE 2*68000-V5                    | 2070 | 26 | 312   | 34  | 1888        | 2   | 155 | FID AVANTI GARDE/5              | 1849 | 10 | 1836 | 79  | 1953 | 236 |
| 182 MEPH POLGAR/10                          | 2056 | 18 | 632   | 35  | 2080        | 54  | 155 | MEPH REBEL                      | 1849 | 10 | 1836 | 79  | 1852 | 80  |
| 181 MEPH ROMA 68020                         | 2052 | 14 | 972   | 36  | 2069        | 198 | 154 | NOV FORTI A                     | 1845 | 11 | 1670 | 80  | 1844 | 9   |
| 180 KASPAROV BRUTE FORCE                    | 2042 | 14 | 1060  | 38  | 2182        | 42  | 154 | FID CLUB A                      | 1844 | 9  | 2188 | 81  | 1837 | 9   |
| 179 MEPH ALMERIA 68000                      | 2032 | 14 | 1017  | 39  | 2093        | 31  | 153 | KASP STRATOS-CORONA             | 1837 | 9  | 2191 | 82  | 1835 | 31  |
| 178 NOVAG SCORPIO-DIBL0                     | 2026 | 10 | 2056  | 40  | 2124        | 139 | 153 | KASP TURBOKING1                 | 1835 | 31 | 224  | 83  | 1831 | 10  |
| 176 KASP MM6-COUGAR-COSMOS                  | 2010 | 15 | 852   | 41  | 2072        | 65  | 153 | KASPAROV MAESTRO A/6            | 1831 | 10 | 2086 | 84  | 1831 | 10  |
| 175 MEPH NIGEL SHORT                        | 2004 | 25 | 322   | 42  | 2136        | 5   | 153 | KASP TURBOKING1                 | 1829 | 15 | 927  | 85  | 1829 | 15  |
| 174 FID MACH3-DESS2265 68000-V2             | 1999 | 6  | 5498  | 43  | 2107        | 245 | 152 | MEPH SUPERMONDIAL1              | 1824 | 24 | 352  | 86  | 1824 | 24  |
| 174 NOV EMERALDCALASS-AMBER                 | 1998 | 58 | 64    | 44  |             |     | 152 | CONCHESS/6                      | 1823 | 11 | 1527 | 87  | 1823 | 11  |
| 173 MEPH POLGAR/5                           | 1994 | 11 | 1526  | 45  | 1959        | 65  | 152 | CONCH PLYMATE/5.5               | 1823 | 45 | 103  | 88  | 1823 | 45  |
| 173 MEPH MM5/5                              | 1985 | 8  | 1754  | 46  | 2076        | 17  | 151 | KASP SIMULIANO                  | 1820 | 9  | 2184 | 89  | 1820 | 9   |
| 172 NOV SUPER FORTI-EXP C/6                 | 1981 | 11 | 1824  | 47  | 2000        | 24  | 151 | NOV EXPERT/4                    | 1820 | 9  | 2184 | 89  | 1820 | 9   |
| 172 MEPH MILANO                             | 1979 | 13 | 1156  | 49  | 2037        | 14  | 151 | SCI TURBO KASPAROV/4            | 1814 | 13 | 1115 | 90  | 1814 | 13  |
|   |      |    |       |     |             |     | 150 | CONCH PLYMATE/4                 | 1812 | 14 | 1020 | 91  | 1812 | 14  |
|   |      |    |       |     |             |     | 149 | FID FIDELITY ELITE C            | 1812 | 14 | 1020 | 91  | 1812 | 14  |
|   |      |    |       |     |             |     | 148 | FID ELEGANCE                    | 1811 | 21 | 470  | 92  | 1811 | 21  |
|   |      |    |       |     |             |     | 147 | SCI TURBOSTAR 432               | 1807 | 11 | 1657 | 93  | 1807 | 11  |
|   |      |    |       |     |             |     | 146 | FID EXCELLENCE-DESS2000         | 1802 | 24 | 372  | 94  | 1802 | 24  |
|   |      |    |       |     |             |     | 144 | CONCHESS/4                      | 1796 | 35 | 175  | 95  | 1796 | 35  |
|   |      |    |       |     |             |     |     |                                 | 1788 | 17 | 696  | 96  | 1788 | 17  |
|   |      |    |       |     |             |     |     |                                 | 1780 | 12 | 1358 | 97  | 1780 | 12  |
|   |      |    |       |     |             |     |     |                                 | 1774 | 11 | 1591 | 99  | 1774 | 11  |
|   |      |    |       |     |             |     |     |                                 | 1758 | 20 | 511  | 100 | 1758 | 20  |
|   |      |    |       |     |             |     |     |                                 |      |    |      |     |      |     |
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