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The first 3 games analysed + photos

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31 Latest "Selective Search" PC & DEDICATED COMPUTER RATINGS

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Amir Ban & Shay Bushinsky's DEEP JUNIOR on 8x1600MHz processors faces 2847 Elo Garry KASPAROV

Mark Uwincke's latest HIAARCS version on a single Athlon 2000MHz faces 2729 Elo Evgeny BAREEV

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Visit the SELECTIVE SEARCH & COUNTRYWIDE web pages at:
www.elhchess.demon.co.uk

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Selectivesearch is produced by ERIC HALLSWORTH.

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All Computer Chess Products are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. 01353 740323 for INFO or to ORDER.

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Free catalogue.

Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.30am-5pm.
CHESS COMPUTERS and PC PROGRAMS... the BEST BUYS!

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

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

Note the software prices - some retailer prices seem cheaper, but there's a post & packing charge at the end... our insured delivery p+p is FREE to £5 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 [poor]

**Kasparov**

- BRAVO - new £49. Barracuda program
- COSMIC - new £69. Hand-held Touch chess!
  Board displayed on screen, moves obeyed by stylus pen, plus clocks, evaluations, hints etc.
- COSMOS £99 - great value. 4½×4½ 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 [cs]

**Kasparov**

- BARRACUDA £79 - The Morsch '2000' prog. Compact board, display etc. This is a great buy!
- CENTURION £79 - Barracuda '2000' program in slightly larger board, and value-for-money buy
- COUGAR £99! - the Cosmos '2100' program + features in 16×11 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 (37/8). Great graphics, big databases + opening books, printing, many features.

**FRITZ 8 £39.95** - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful
  chess 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 7th 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 Unlacke. 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 1st with Deep Junior (24) for main title.

**JUNIOR 7 £39.95** - top Features, latest Chess-
  Base 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 Chess-
  Base 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 tablebases set!

### Other PC PROGRAMS on CD

**CHESS TIGER 15 £46**. The Laskoof 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 Noomsens and
  Nalimov's 4 piece Tablebases also on CD.

**HIARCS7** - for PC and MAC - £29

### PC DATABASES on CD

**CHESSBASE 6.0 for Windows £99**!!
  The most popular and complete Games
  Database system, with the very best features.
  2.3 million games, players encyclopedia, multi-
  media presentations, search trees, statistics,
  superb printing facilities and much more, incl.
  3 recent ChessBase magazines on CD! This is the
  business!

**CHESSBASE 7.0 for Windows, now only £49**
NEWS & RESULTS - keeping you right up-to-date in the COMPUTER CHESS world

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 Hiarc8x 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 Hiarc8x, 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 RUSSIAN

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 search, and excellent at tactics, especially attacking the 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**

\[
\begin{array}{|c|c|c|}
\hline
\text{Pos} & \text{Prog} & \text{Elo} \\
\hline
1 & Ruffian 1.01 & 871/2 \\
2 & Aristarch 4.4 & 741/2 \\
3 & Nimzo 3.11.5 & 721/2 \\
4 & Yace 0.99.56 & 691/2 \\
5 & Pharaoh 2.62 & 66 \\
6 & Crafty 18.15 & 601/2 \\
7 & Tao 5.4 & 58 \\
\hline
\end{array}
\]

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://wbrc-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 2819, 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**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>SS</th>
<th>Elo</th>
<th>Tot</th>
<th>18</th>
</tr>
</thead>
<tbody>
<tr>
<td>256</td>
<td>Ruffian 0.76</td>
<td>2591</td>
<td>14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2562</td>
<td>Gandalf5</td>
<td>2627</td>
<td>13</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2559</td>
<td>Nimzo2000</td>
<td>2625</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2465</td>
<td>Yace 0.99.56</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2448</td>
<td>Tao 5.4</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2440</td>
<td>Pharaoh 2.62</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2395</td>
<td>Pepito 1.55</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2364</td>
<td>Shredder3</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>SS</th>
<th>Elo</th>
<th>Tot</th>
<th>18</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 532</td>
<td>2591</td>
<td>14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Junior 7</td>
<td>2627</td>
<td>13</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Crafty 18.15</td>
<td>2625</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Tao 5.4</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Comet B48</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Sheng 12.12</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Pharaoh 10.88</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Monarch 2002.4a</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Pharaoh 2.62</td>
<td>2524</td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>SS Elo</th>
<th>Tot/18</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ChessTiger 14</td>
<td>2645</td>
<td>12</td>
</tr>
<tr>
<td>2</td>
<td>Pepito 1.55P</td>
<td>–</td>
<td>11</td>
</tr>
<tr>
<td>3</td>
<td>Fritz 7</td>
<td>2682</td>
<td>10½</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs 8</td>
<td>–</td>
<td>9½</td>
</tr>
<tr>
<td>5</td>
<td>Yace 0.99.56</td>
<td>–</td>
<td>9</td>
</tr>
<tr>
<td>6</td>
<td>Nejmet 3.06</td>
<td>–</td>
<td>9</td>
</tr>
<tr>
<td>7</td>
<td>SOS 2 for Arena</td>
<td>2637</td>
<td>7½</td>
</tr>
<tr>
<td>9</td>
<td>AnMon 5.21</td>
<td>–</td>
<td>7</td>
</tr>
<tr>
<td>10</td>
<td>Tso 5.4</td>
<td>–</td>
<td>5½</td>
</tr>
</tbody>
</table>

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 - Pharaoh 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 version 9 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 Tourney. 40/1hr

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Tot/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fritz 7</td>
<td>7</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 6</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>Hiarcs 8</td>
<td>5½</td>
</tr>
<tr>
<td>4</td>
<td>Gambit Tiger 2</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>Chess Tiger 14</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>Junior 7</td>
<td>2½</td>
</tr>
</tbody>
</table>

Standard Tourney. 40/1hr

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Tot/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fritz 7</td>
<td>6½</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 6</td>
<td>5½</td>
</tr>
<tr>
<td>3</td>
<td>Hiarcs 8</td>
<td>5</td>
</tr>
<tr>
<td>5</td>
<td>Junior 7</td>
<td>4½</td>
</tr>
<tr>
<td>6</td>
<td>Chess Tiger 14</td>
<td>3½</td>
</tr>
</tbody>
</table>

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 98MB 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 ChessBase engine for play or analysis - e.g. Hiarcs 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’ hashable 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% 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. Chess Tiger 10/11
2. The King 9
3. Diep 8
4= Deep Sjeng 7½
  Insomniac 7½
5= IsiChess 6½
  Warp 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! \h8

Or 3...a6 4...c1 >c8 5...f2 >d7 6...e1 >g4 7...d2 >f5 8...a2 >c8 9...c3 c1 >w + 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 >w + 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 than 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!
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!

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 Schroder 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.

Harc8 - Ruzele, L (GM)
Rated game, 30m + 0s. Engine Room, 2002. C24

1.e4 e5 2...c4 c6 3.d3 c5
4.exd5 cxd5 5...f3 c6
6.0-0 g4 7.h3 h5!?
7...xh4 8...xh3 d4
9.g4 c6 10.8h6 11...a4 + dce6
12...f4 13...xe5 14...xe5
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
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...xd6 21...d3 xf4!

Now Hiarc4 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 Hiarc4, on test for the Bareev match, would play 24.f3?!

Fritz8 would play 24...fx5 25. which may be nominally better, but still is still in all of these variations.

24...hxg4 25...xg4 h6!
26...h2 g6 27...e4 28.f4 h6
29...g3?

Not so good, as we shall see. The Hiarc 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
32...f5 + e6 33...xg4
34...h1 35...e3

35...e4!

Improves on the obvious
36...c6 37...e2
38...d2 b6 39...e4 40...f3
41...e6 e6 42...e2
43...d1

Probably the best try!
44...d4 45...d8+

This reminds me of the weak move in the Smirin match! In that game Hiarc4 had a small advantage, and didn't expect the GM to exchange rooks. When he did the chances soon favoured him, though Hiarc4 still managed to get the draw!

44...d8 45...d8 + b7
46...d3

The eval. is b174

46...b6 47...e4 + b8
48...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...b7 55...d5
56...d5

There is nothing else!

55...d5 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 SetSearch102.

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 SetSearch103 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

1. 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. Hiarc 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 won’t 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’!
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.

The 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:

<table>
<thead>
<tr>
<th></th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Meph Magellan</td>
<td>6½/7</td>
</tr>
<tr>
<td>Tasc R30</td>
<td>6</td>
</tr>
<tr>
<td>Meph Berlin Pro</td>
<td>4</td>
</tr>
<tr>
<td>Meph Chess Academy</td>
<td>4</td>
</tr>
<tr>
<td>Saitex Centurion</td>
<td>3½</td>
</tr>
<tr>
<td>Meph Montreux</td>
<td>3</td>
</tr>
<tr>
<td>Saitex Renaissance BF</td>
<td>3</td>
</tr>
<tr>
<td>Meph RISC 1MB</td>
<td>3</td>
</tr>
<tr>
<td>Saitex Cougar</td>
<td>3</td>
</tr>
<tr>
<td>Meph MM5</td>
<td>2½</td>
</tr>
<tr>
<td>Meph Miami (Bravo)</td>
<td>2</td>
</tr>
<tr>
<td>Chess Professor</td>
<td>1½</td>
</tr>
</tbody>
</table>

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.d3 f3 e6 3.dxe5 d6 4.d3 fxe4 5.d4 d5 6.d3 c6 7.0-0 a7 8.a1 e5 9.a3 c3 xc3 10.bxc3 xc3 11.exd3

If 11.axb3 which is perfectly playable, the game would probably follow Britain's Jon Speelman's line with 11...0-0 12.c4 a5, as in Torre-Speelman at Hastings 1980 (½-½).

11...0-0 12.c4

12.axb3 is the other move seen here; 12.axb3 b4

12...b4 13.d2 dxd2

14.axb3 c6 15.axb1 b6 16.b5 dxe4 17.bxe4 c5

18.axb1 c5

Putting d4 under attack

19.axe8+ cxe8 20.axe1 c5 21.h3 f6 22.d5 a5 23.a4 e7

24.axe4 c5 25.a4 e4 26.a4 a4 27.c6+ b8 28.axd4

28...c1+?? Completely misplacing the queen and letting the wind out of his own sails! 28...f8 29.c6+ g8 maintained a fairly simple draw in the position.

29.h2 f7

If 29...h5 30.e8+ h7 31.g6 wins

30.g6+ g6 31.f5+

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

31...h5 32.f5+ g5

33.g3 g6 (stops mate!)

34.e4+ f4 35.xf6 followed probably by 36.g3+ 1-0

31...g5

31...f7? 32.g7+ g5

33.g8+ h5 34.f5+ wins quickly

32.g6 c3 33.f4 g5

34.h4 g6 35.hxg5 e5+ 36.f4 g5

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...cxd5 38.cxd5 39.e6 c6 -- 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.d4 f6 3.dxe4 exd4 4.axb3 c6 5.axc6 dxc6

28...c1+?? Completely misplacing the queen and letting the wind out of his own sails! 28...c8 29.c6+ g8 maintained a fairly simple draw in the
6.\text{g}5 \text{e}7 7.\text{c}3 \text{c}6 8.0-0-0 \text{d}5 9.\text{he}1 \text{e}6 10.\text{h}4 \\
\text{bd}7 11.\text{d}3 \text{d}5 12.\text{d}4 \text{g}8 \\
12...\text{h}6 is favoured here by some \\
13.\text{xe}7

The position needs a critical reply straight out of the opening! Black needs to quickly conclude development. 13...\text{xe}7, which stops the exchange on h7 because White's queen is en prise, then 14.\text{w}g3 \text{g}6 15.f4 0-0-0 has been played a few times \\
13...\text{xe}7? 14.\text{xe}7?! \\
A poisoned pawn?! The self-pin looks dangerous for White, but it doesn't turn out that way at all \\
14...\text{c}7 \\
14...\text{d}6?! was necessary, and Black is still in the game after 15.\text{b}4 \text{a}6 16.\text{xe}6 \text{fxe}6 \\
15.\text{b}4! \text{d}7? \\
It was suggested that 15...\text{g}5 is better, to allow 16.\text{ex}g5 \text{hx}7 17.\text{xc}5 \\
0-0-0, but after 18.\text{xe}6 \text{fxe}6 \\
19.\text{xe}6 \text{g}8 20.\text{f}6 \pm and White is easily ahead. Note that Black can't play 20...\text{ex}g2? because of 21.\text{d}4!! and now not \\
21...\text{dxe}4 22.\text{f}8+ \text{m}/2! \\
16.\text{xe}6 \text{f}6 17.\text{xf}6 \text{gxf}6 \\
18.\text{e}1 0-0 0-0 19.\text{xf}6 \\
Ending the pin, but now if 
19...\text{Rh}7 20.\text{xe}7 \text{xd}6 
21.\text{xd}6 \text{xd}6 22.\text{h}5 and 
White has too much material, as in the game... \\
19...\text{d}6 20.\text{xd}6 \text{xd}6

21.\text{xe}7 \text{exh}7 22.\text{h}3 \text{g}7 \\
23.\text{b}5?! \\
As far as I can see the fork 23.\text{f}5! was even stronger! Then 23...\text{eg}6 24.\text{d}g7 \\
\text{h}7 25.\text{g}3+ \\
23...\text{a}6? \\
23...\text{e}2 is better, but wouldn't save the day: 
24.\text{xf}7 \text{gg}6 25.\text{xc}6 \text{bxc}6 
26.\text{x}a7 + \\
24.\text{d}c6 \\
Again 24.\text{f}5! ends any further debate: 24...\text{eg}6 
25.b6 1-0 \\
24...\text{d}c6 25.\text{bx}6 + \text{b}8 
26.\text{d}a4 c5 27.\text{b}7 + \text{a}8 
28.\text{b}d6 + \text{xb}6 29.\text{xb}6 
29...\text{a}g2 30.\text{f}6++ is certainly winning for White, 
though I'd have probably liked to see them play on for 
a little longer. 1-0 

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

Mephisto Montreux - Tasc R30 
1.\text{c}4 \text{c}5 2.\text{g}3 \text{d}6 3.\text{c}3 \text{c}6 
4.d4 exd4 5.\text{xd}4 \text{d}5 
6.\text{f}4?! \\
Not in my opening book, and probably for good reason! 6.\text{c}d5 \text{c}d5 7.\text{g}5 is, as well as 6.\text{g}2 \text{dxc}4 
7.\text{xc}4 
6...\text{e}6 7.\text{h}3 \text{bd}7 8.\text{c}d5 
\text{c}5 9.\text{xd}3 \text{c}d5 10.e3 0-0 
11.\text{g}2 \text{h}6 

12.\text{f}3? 
I think 12.h4 had to be played here, then perhaps 
12...\text{b}6 and after 13.\text{ge}2 
Black doesn't have all that much 
12...\text{g}5 13.\text{e}5?! 
13.\text{xc}5?! h\text{gx}5 14.\text{xg}5 
\text{e}5 15.\text{xc}2 leaves Black with \text{Nh} for 2\text{xP}, but when 
White gets his rooks into the game he may have counter-- 
chances 
13...\text{xe}5 14.\text{xe}5 \text{d}4 
It's plain sailing now,
though White could have resisted a little better by avoiding its materialistic 18th move
15.\text{e}4 \text{xe}4 16.\text{wx}e4 \text{dxe}3
17.\text{fxe}3 \text{f}5

18.\text{wx}b7?
18.\text{c}2 would have put up a much better resistance:
18...\text{exe}3 19.\text{xb}7 \text{b}8
20.\text{f}3 \text{d}4! and only now can we begin to say that Black should win soon
18...\text{exe}3 19.\text{f}3 \text{e}8
20.\text{d}1 \text{a}5+ 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 c5 2.\text{b}2 \text{c}6 3.e3 \text{f}6
4.\text{b}5 d6 5.\text{f}3 \text{d}7 6.d3?

Unusual and a little quiet. The main Book moves are:
6.d4 e4 7.\text{fd}2 d5 Serrano-Lara, 1996 (1-0 in only 34 moves), or 6.0-0 \text{e}7 7.\text{e}2 (or 7.d4, or even 7.c4) 7...0-0
8.c4 \text{e}8 9.\text{c}3 \text{f}8 10.d3 which was Larsen-Andersson 1972, also 1-0.
Finally I found 6.c4 a6
7.\text{xc}6 \text{xc}6 8.d4 e4 9.\text{fd}2 d5 has also been played but was a short draw
6...\text{a}6 7.\text{xc}6 \text{xc}6 8.0-0
9.\text{e}7 \text{e}4 0-0 10.\text{c}3 \text{d}7?!
11.d4 b5 12.\text{e}1

17...\text{xf}5?
If the RISC had seen the R30 reply coming, he'd have surely opted for 17...\text{xf}5! threatening e4, and after
18.\text{d}2 (if 18.\text{xe}5? simply 18...\text{exe}5 with a big material advantage) 18...\text{h}8 with a growing initiative
18.\text{xe}5! \text{xf}2+
18...\text{xd}3 19.\text{xd}3 \text{h}4

There is no rush to take the rook, it's going nowhere: 44...\text{h}1 45.\text{e}7 \text{f}3
46.\text{xa}5 h6 47.\text{e}8+ \text{g}7
48.\text{e}7+ \text{f}8 49.\text{h}5 \text{e}5
After 50.\text{gh}6 \text{g}8 51.\text{h}7+
\text{h}8 52.\text{f}4 \text{e}5
53.\text{g}5 \text{e}2 54.\text{h}6 \text{f}3

17...\text{xf}5
18.\text{f}3!
20.\text{d}7 21.\text{e}2 \text{wb}6
22.\text{de}1 \text{e}5 23.\text{xe}5 \text{dxe}5
24.\text{xe}5 b4 25.\text{xe}7 \text{xe}7
26.\text{xe}7 \text{f}6
Threatening mate on f1
27.\text{e}1 \text{bx}3 28.\text{h}3 \text{g}5
29.\text{g}1 \text{g}6 30.\text{f}4 \text{a}5
31.\text{h}2 \text{h}4+?!

Black, still a pawn down, should avoid the queen exchange with 31...\text{d}8
32.\text{xf}4 \text{xf}4 33.\text{e}8+ \text{h}7
34.\text{b}8 \text{b}4 35.\text{h}8 \text{h}4
36.\text{g}7 36.\text{d}8 \text{f}4
looks better

36.g4! \text{e}7 37.\text{g}3 \text{g}6
37...g5? ends up worse!
38.\text{g}8! \text{h}6 39.\text{g}7+ \text{e}8
40.d6! and as the pawn on c7 is pinned, White has an easy win!
38.\text{h}4 \text{f}7 39.\text{g}5 \text{h}5 40.\text{e}4
\text{xd}5 41.\text{f}6 \text{g}7 42.\text{e}8 \text{c}6
43.\text{b}7+ \text{h}8 44.c4
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 its '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 2.f6 3.g2 c6
4.df3 d6 5.c4 wc7 6.g5
New? Popular enough
Book moves are 6.d5, 6.Nc3 and 6.0-0
6...e5 7.xf6 gxf6 8.dbd2
h6 9.b3 a5 10.wd2 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

26.f6?
26.xf5 27.xf5 xf5 28.wxh5+ g8 29.wxh6+ g7
30.xd7 xa1 30.f5+ xf5
30...g8? 31.e6+ m/3
31.xf5 wc3 32.g6+ fxg8
33.wxh6+ h8 34.e7 g7
35.e6+ h8 36.wxh4+ h7
37.wxh7+ 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...xf6 40.f4 exf3+ 1-0

From round 5 - a wild opening: one of the programs plays a move marked? but threatens to win!
but I'm saying no more, you can have a go at working it out for yourselves!

Back to the game...

12...Exh4 Qg4

13.Qd5?
13...g1 looks to be the only move here, after which
13...Qxe2+ 14.Qc3 Qxf7
15.Qxf7+ Qxf7 16.Qxg4 seems equal.

Now White is in trouble!

13...Qc6 14.c4?
14.Qg1 Qxe2+ 15.Qc3 should have been the last saving chance

14...g6?
Black risks losing the upper hand with this,
14...Qxf7! (or f3) and Black surely wins: 15.Qxg4 Qxg4
0-1
15.Qxg4 Qxg4 16.Qc3??
After this the game is lost! White might still be able to save the game with 16...Qxh6
Qg2 17.Qc3

16...Qg2+ 17.Qe2 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...Qg3?? If that had happened we'd get
18.Qxg2 Qxf7 19.Qxf7+ Qxf7, 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.Qxg2 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 exd4
4...Qxd4 Qf6 5.Qc3 a6 6.Qe2
e6 7.0-0 Qe7 8.f4 0-0 9.Qe3
Qc7 10.Qe1 Qc6 11.Qg3
Qxd4 12.Qxd4 b5 13.a3 Qb7
14.Qh1 Qc6 15.Qd3 Qae8
16.Qad1??

The first new move of the game as far as I know.
16...Qb7?!
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.Qxe5 (18.dxe5 Qb7
is okay for Black) 18...Qd7;
16...Qb7 17.e5 dxe5 18.Qxe5
Qe4

17.e5! dxe5 18.Qxe5! Qxf3
19.Qxc7 Qxd1 20.Qxd1 Qxc7
21.f5 Qc6 22.fxe6 Qxe6
23.h3 Qc5

24.Qc7! Qd6?!
Once you've seen the combination it becomes clear
that 24...Qb6 was better
25.Qxd6! Qe8 26.Qxe6 Qxc7
27.Qxe6 Qe6 28.Qxa6
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...Qb8 29.Qa7 g5 30.Qe4
Qb6?!
He'd have done better to grab the open file with
30...Qd8
31.Qd7! b4 32.Qf6+ Qg7
33.Qd5 h3!
A neat idea, but the Magellan responds correctly
34.Qd3 Qe6 35.Qd4 Qc4
36.Qg1 Qc5 37.Qd5 h6
38.Qd3

38...Qxd3
Of course Black would like to avoid piece exchanges, but
the trouble is that 38...Qa4
leads to 39.Qb5 Qxc3
40.Qxc3 Qc3 41.Qb2 Qg6
42.a4! and Black is in trouble
39.Qxd3 Qe4 40.Qf1 Qf4+
41.Qxf3 Qe4 42.Qe5 Qa4
43...b5 44...g6 45...xb3 h5
45...b4 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
7...f3 ...e7 8...d2??
This move doesn't have a particularly good reputation! Better are supposed to be 8.a4 or 8.a2
8...Bb6 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.dxe5 (not
11...xb5?! ...xe5 12...xe5
= ...xb5) 11...xe5 12.gxe5
...xe5 13.a1 ...f6, and it's hard to know who's ahead, though maybe White gets a small advantage with 14.b1
a6 15.h2
11...g5

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

11...c4??
Black wins space but nothing else, and should have lost the game instantly!
11...f6 was best, then 12.f5
...f5 (not Fritz's 12...h5?
expecting ...g4, because instead Hiarc's shows
13...xh6! ...gxh6 14...xh6 and
White is winning) 13.exf6

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 ...xe2 22...xe6+
hxg6 23.b2 ...d6 24...xe2
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...c2 ...xe2+ 7...xg2 ...c6
8...f4 0-0-0+ 9...c1
This has all been played before, and as recently as 2002 when Figura-Hinzmann continued
9...\text{\texttt{Q}}\text{e}7 10.\text{\texttt{Q}}\text{e}4 \text{\texttt{Q}}\text{g}6
11.\text{\texttt{e}}6 \text{\texttt{Q}}\text{f}4 12.\text{\texttt{Q}}\text{f}4 \text{\texttt{f}}6,

drawing after 24 moves
9...f5 10.\text{\texttt{d}}\text{d}1 \text{\texttt{c}}\text{c}5 11.\text{\texttt{a}}\text{a}d8+
\text{\texttt{Q}}\text{d}8 12.\text{\texttt{a}}\text{a}d2 \text{\texttt{d}}\text{d}2 13.\text{\texttt{a}}\text{a}f1
\text{\texttt{b}}\text{b}6 14.\text{\texttt{g}}\text{g}5 + \text{\texttt{Q}}\text{g}7 15.\text{\texttt{a}}\text{a}f5
\text{\texttt{h}}\text{h}6 16.\text{\texttt{a}}\text{a}x7 + \text{\texttt{Q}}\text{e}7 17.\text{\texttt{a}}\text{a}x4
\text{\texttt{d}}\text{d}8+ 18.\text{\texttt{c}}\text{c}3 \text{\texttt{a}}\text{d}4 19.\text{\texttt{a}}\text{a}d4
\text{\texttt{d}}\text{d}4+ 20.\text{\texttt{b}}\text{b}3 \text{\texttt{e}}\text{e}6 21.\text{\texttt{f}}\text{f}1
\text{\texttt{d}}\text{d}5 22.\text{\texttt{c}}\text{c}3 \text{\texttt{e}}\text{e}5 23.\text{\texttt{g}}\text{g}3 \text{\texttt{b}}\text{b}6
24.\text{\texttt{e}}\text{e}1 \text{\texttt{b}}\text{b}5+ 25.\text{\texttt{a}}\text{a}c2 \text{\texttt{c}}\text{c}6
26.\text{\texttt{h}}\text{h}4 \text{\texttt{d}}\text{d}5 27.\text{\texttt{f}}\text{f}2 \text{\texttt{f}}\text{f}5
28.\text{\texttt{d}}\text{d}1 \text{\texttt{d}}\text{d}8 29.\text{\texttt{e}}\text{e}3+ \text{\texttt{g}}\text{g}5
30.\text{\texttt{c}}\text{c}4 \text{\texttt{f}}\text{f}6 31.\text{\texttt{e}}\text{e}6 \text{\texttt{c}}\text{c}5
32.bxc5 bxc5 33.\text{\texttt{a}}\text{a}6

also offers to give support on the kingside: 37...\text{\texttt{d}}\text{d}8+
38.\text{\texttt{c}}\text{c}2 \text{\texttt{g}}\text{g}5 39.\text{\texttt{a}}\text{a}5 and
Black probably doesn’t have enough to win. Tempos like
this are so important.
37...\text{\texttt{b}}\text{b}8+?

Poor as this gives White
the chance to correct his
error now with 38.\text{\texttt{a}}\text{a}2. Best for
Black was 37...\text{\texttt{g}}\text{g}5

38.\text{\texttt{a}}\text{a}5??

Obviously wrong – well
that’s my view... but Fritz
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...\text{\texttt{a}}\text{a}5+ 39.\text{\texttt{a}}\text{a}5 \text{\texttt{a}}\text{a}5
40.\text{\texttt{a}}\text{a}4 \text{\texttt{h}}\text{h}3

41.\text{\texttt{a}}\text{a}5??

Another step in the wrong
direction. Correct was
41.\text{\texttt{e}}\text{e}3 \text{\texttt{g}}\text{g}5 42.\text{\texttt{f}}\text{f}5 but now
42...\text{\texttt{g}}\text{g}6! 43.\text{\texttt{d}}\text{d}4 \text{\texttt{a}}\text{a}4, 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...\text{\texttt{a}}\text{a}4 42.\text{\texttt{c}}\text{c}6 \text{\texttt{h}}\text{h}5!

Of course
43.\text{\texttt{a}}\text{a}7 \text{\texttt{d}}\text{d}8! 44.\text{\texttt{c}}\text{c}6 \text{\texttt{h}}\text{h}4!

45.\text{\texttt{e}}\text{e}5+?!

45.\text{\texttt{b}}\text{b}6! 46.b6 is the
best chance. It’s tricky as
Black can queen and play
\text{\texttt{a}}\text{a}1+ next move, winning
White’s own new queen
straight away! If only the
king wasn’t on that b–file! So
after 46...\text{\texttt{h}}\text{h}2, he must try
47.\text{\texttt{a}}\text{a}4! \text{\texttt{h}}\text{h}1 \text{\texttt{a}}\text{a}4.

However 48...\text{\texttt{a}}\text{a}8! (not
48...\text{\texttt{a}}\text{a}3? 49.\text{\texttt{c}}\text{c}6! \text{\texttt{a}}\text{a}3+
50.\text{\texttt{d}}\text{d}6! when it’s not so
straightforward, program
evaluations are dropping!)
49.\text{\texttt{d}}\text{d}6 \text{\texttt{a}}\text{a}5 50.\text{\texttt{c}}\text{c}7 (the
pawn can’t be taken, a queen
check on f8 wins the knight)
50...\text{\texttt{a}}\text{a}3+ 0–1
45...\text{\texttt{g}}\text{g}3 46.\text{\texttt{c}}\text{c}4 \text{\texttt{h}}\text{h}3 47.\text{\texttt{a}}\text{a}7
\text{\texttt{a}}\text{a}6 48.\text{\texttt{c}}\text{c}5 \text{\texttt{h}}\text{h}2

After 49.cxb6 \text{\texttt{h}}\text{h}1 it’s 0–1

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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 ever-best 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 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 (1), 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:

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<td>2</td>
<td>Hiarcs 8165</td>
<td>24</td>
</tr>
<tr>
<td>3</td>
<td>Deep Fritz 7</td>
<td>23</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs 8125</td>
<td>20</td>
</tr>
</tbody>
</table>

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 Qb4+ 6.Qc3 0-0 7.Qe2 dxec4 8.Qxe4 Qe8+
9.Qxe3 Qe6 10.Qb3 Qxc4
Possibly new! 10...Qc6
11.Qxe6 Qxe6 12.0-0 Qxc3
13.bxc3 is a Book line

11.Qxc4 Qc6 12.0-0 Qxc3
13.bxc3 Qd5

14.Qd3?! Mark has added some gentle coding to discourage

**Hiarcs from swapping queens where possible**

14...Qa5!

A long battle over the c4 square commences

15.Qd2 b5 16.a4 a6 17.axb5 axb5 18.Qc1 c6 19.f3 h5
20.Qe1 Qc4 21.Qxc4 bxc4
22.Qd1

22...Qb1 Qxa1 23.Qb1 a5=

22...Qh5! 23.Qd2 Qxel+
24.Qxe1 Qxa1 25.Qxa1 Qh7
26.Qa2 Qd3 27.Qf2 Qd5
28.Qd2 Qxd2+ 29.Qxd2

**Hiarcs believes itself still just ahead at this point, probably evaluating Black’s doubled c-pawns as a minus. However the 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.Qd6! 30.g4!
After the game Bareev complimented Mark (and Hiarcs!) on this move

30...Qf5 31.Qg3 Qf6
In after-game discussions Bareev said he should have tried 31...hxg4! here (he had not expected the neat g4!). But after 32.fxg4 Qf6
33.Qxf5+ Qxf5 34.Qh3 Qg4
35.Qf4 g5 36.Qc7 = it’s still a draw in fact
32. g×h5+ ♕h5+ 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 g×h5+ 40.♗×h5 ♙f5 41.♗h4 ♙e7 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 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's 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.♗f1

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. ... Qe4!? 22. dxe5 (22. Qxe4 dxe4 23. Qxe4)
22... Qxe5
23. Qe1 =

22. Qf4 Qg4?!
Should either knight be moving towards the kightside?! 22... Qc8 was recommended by Jan van Reek, who was commenting on the web site, so that it can jump to b6 or d6

23. Qf1 Bba8 24. Ea4 Bh6
25. Bc1 Bxa4 26. Bxa4 Eb8
27. Ba6! Bxf4
This is Black's better bishop (neither of them are that good!), but I don't know what else Hiarcs could play

28. Bxf4 Bc8 29. Be1 B6
30. Be2 Bg7 31. Bc2
Thankfully Bareev doesn't seem to be able to make as much progress as I had feared. I wondered about 31. Bc8! e3!? 32. Bxg4
exf2 + 33. Bxf2 fxg4, but all-in-all Hiarcs is holding well.

31... Qf6 32. Bc3 Bc8 33. Be5

33... Bc6!
Well done Hiarcs! The knight has manoeuvred its way back into the game

34. Bc1 Bd8 35. Bc3
Bc436. Bc4 e3 37.Bf3
Not 37.fxe3? Bc8 and Black has the beginnings of a counterattack!

37... Qxb5!
Hiarcs has found some activity and opens up the game, which is proving much more exciting than game 1

38. Qxb5 Bd7 39. Bc5 Be8
40. Bxe4 dxe4 41. Be3
If 41. d5 Bxb5

41... Bxb5

42. Bxb5
If 42. d5 + Bb7 43. Bxb5 (or 43... Bb7! 43... Bb7 43... Bc8 44. Bxe4 is m6) 44. Bxb5 Bxe5 45. fxe5
Bxh6 46. Bxe6 = 47. Bxe5
44... Be3=.
With best play, all routes lead to a draw

42... Bxb5 43. d5 + Bb8
44. Be3 Ff7 45. Be7 Bb8
46. Bc4 Bc8 47. Bxf6 Be1+
48. Bg2 Be2 + 49. Ff2 Bc8
49... c3=

50. Bf5 Bxe5
51. fxe5 c3 52. Bc5 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. Bc3 Bf6
4. Bg5 dxe4 5. Bxe4 Bb7
d7 9. Bb2 a6! 10.0-0?! 10.0-0 b5 11. Bb3 Bb7

12. d5 is theory, but H8 is out of book having expected the theory line 9... Bc7

10... Bb5 11. Bb3 Bb7 12. c3
Bc7 13. Bc4! Bb4 14. d6
15. Bc3 Bb5 16. Bxb5 Bxb5
17. Bxf5 Bxf5 18. Bxa5 Bc5

19... Bf6
Sacrificing a pawn to create pawn structure weaknesses in the Hiarcs
ranks! 19... Bxe4 20. Bxd7
Bd5! 21. Bc3 Bc4 keeps
the material level, but after 22. Bc1 Bc3 23. Bc6 Bb3 it is not easy to decide who has the best chances

Returning the pawn with
21. Bc3 Bc4 22. dxe5 Bxe3 looks drawish, so Hiarcs tries keeping it

21... Bxf3 22. Bxf3 Bc8 23. c4
Bd8 24. d5 exd5 25. Bxd5
Bb4 26. Bb4 Bb5 27. Bc4

27... Bc6 28. h3 Bf6 29. Bb1
h5 30. Bg2 B6!

Blocking on d6 surely makes it impossible for
Hiarcs to make progress with the extra pawn

31.\texttt{Ad3} g6 32.h4 \texttt{f8} 33.\texttt{Ae1} \\
\texttt{Ab8} 34.\texttt{Ec2} \texttt{Gg7} \\
Black now has a worthwhile threat in \texttt{Eb4}, so the Hiarcs reply is forced and virtually ensures that both sides accept a draw

35.\texttt{Ab1} \texttt{Ec8} 36.\texttt{Ab7} \texttt{Ec7} \\
\text{1/2-1/2}

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 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 I 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!!
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 - “hilarity 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 D Fritz-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 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
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 website.

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-Deep Fritz “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 had made me smile:

- Before the Kasparov-Deep Junior

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 Ponomariov!

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.e4 c6 3.Qc3 Qf6 4.e3 e5 5.Qf3 Bd7 6.Qc2 Qd6 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.\textit{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 \textit{h5}
The knight goes out of the game... for ever!

11.e3 0-0 12.0-0-0

12...\textit{c7} 13.d5
New! Previously 13.\textit{b1} g6 (\textit{b7}!!?) 14.e2, and 13.e2 exd4 14.\textit{xd4} have been played, but would imagines 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...\textit{b7} 14.dxc6 \textit{xc6} 15.\textit{b1}+

14.dxc6 bxc6 15.\textit{b5}! \textit{xc6}
16.\textit{xd6}
After the game Kasparov boasted that 'he'd always believed that 'a knight on d6 is better than a rook'

16...\textit{b7} 17.\textit{c3}

17.\textit{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...\textit{ad8} 18.\textit{axe5} \textit{xe5}
19.\textit{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.\textit{xe8} \textit{xe8} 19.\textit{he1} \textit{wb5}
20.\textit{d2} \textit{e8} 21.\textit{d1} \textit{d8}
22.\textit{a1} \textit{g6} 23.\textit{e1} \textit{a6}
24.b3 \textit{cxb3} 25.\textit{xb3}
Kasparov could have finished with a flourish, and saddled his queen with 25.\textit{xc8}+ but it can be a dangerous practice against computers. So he decided against 23...\textit{c8} 26.\textit{xc8}+ \textit{c7} 27.\textit{b3}, when Black is left with a queen and might find a perpetual check or something else nasty round the corner.

25.\textit{a8} 26.\textit{xb5} \textit{xb5}
27.\textit{Ec7}
and the program's chief author, Amir Ban, pulled the plug: if 27...\textit{Ec7} a6
28.\textit{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 Sicilian
Paulsen

1.e4 c5 2.d4 f3 e6 3.d4 cxd4
4.exd4 a6 5.d5 e5 6.e5 b5
7.e5 c6 8.d3 e3
9.0-0 a7 10.a1
10.e2 e5 11.e3 is in the Fritz opening book

10...0-0 11.e3 e5 12.d5
12..e6 13.e2 is also okay I think

12...a5 13.e1
Or 13..h5 e3 14.e3
a4 15.e1 f5

13..a4 14.e6 15.e3 a7
16.e4 h5 e6
Or perhaps 16...e5!

17.e3 e5 18.e2 xd5
19.exd5 g6 20.e6 f5
21.ea3

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 22.a3 (aiming for g5) to continue the kingside attack was considered correct by Kasparov

22..axb3 23.ea7 bx5
24.e1 e4 25.ee2

We reach a controversial moment!

25.ea1+?!
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.ea8 e3 28.fxe3 fxe3

The pin on the f1-\( \text{Q} \) 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.xe8+ \( \text{Q} \)7

30...\( \text{Q} \)7 31.ee2 \( \text{Q} \)e4
32.e7+ \( \text{Q} \)f8 33.ee3 \( \text{Q} \)d2
34.e8+ \( \text{Q} \)g7 35.e7+ \( \text{Q} \)f8

and soon the game is draw by perpetual check.

The point in the position in the analysis is that, after 35.e7+, Kasparov cannot try to win by advancing his king with 35...\( \text{Q} \)f6? because 36.e6+ \( \text{Q} \)f5? (note that 36...\( \text{Q} \)g5 still draws)

37.\( \text{Q} \)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.\( \text{Q} \)c3 \( \text{Q} \)f6
4.e3 e6 5.f3 \( \text{Q} \)bd7 6.\( \text{Q} \)e2 b6

DJ played 6...\( \text{Q} \)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 \( \text{Q} \)e7
9.\( \text{Q} \)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?! \( \text{Q} \)xg4?!

A dangerous capture to make?!

11.\( \text{Q} \)g1
11.\( \text{Q} \)xh7+ \( \text{Q} \)h8 12.\( \text{Q} \)d3
also leaves White with the advantage

11...\( \text{Q} \)d6 12.h3 \( \text{Q} \)h6 13.e4
\( \text{Q} \)xe4 14.\( \text{Q} \)xh6?!

14.\( \text{Q} \)xe4?! \( \text{Q} \)h8 and then 15.\( \text{Q} \)xh6 gxh6 16.\( \text{Q} \)c6 \( \text{Q} \)h8
17.\( \text{Q} \)d2 also seems nicely advantageous to White

14...\( \text{Q} \)xd3

15.\( \text{Q} \)xg7+

If 15.\( \text{Q} \)xg7! the not immediately obvious
15...\textit{Q}g4 survives: 16.\textit{Q}xd3 \textit{Q}xg7 17.\textit{hxg4} \textit{Q}g5 18.\textit{Q}xg5 \textit{Q}xg3 and White doesn’t really have anything.

15...\textit{Q}h8 16.\textit{Q}xd3 \textit{Q}g8 17.\textit{xg8+} \textit{Q}xg8 18.\textit{f4} f6 19.0-0-0 \textit{Q}d6

whereupon the bishop is won by 28.\textit{Q}xh3 leaving a small but hardly winning advantage to White, as Malcolm says.

24...\textit{Q}e6 25.\textit{Rh1} \textit{Qd8} 26.\textit{Qg6+} \textit{Qg7} 27.\textit{f4} \textit{Qf5} 28.\textit{Qce2} \textit{Qe7} 29.\textit{Qg3}

The knight pair begins to look pretty threatening.

29...\textit{Qh8} 30.\textit{Qxf5} \textit{Qxf5} 31.\textit{Qe4}

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...\textit{Qd7} 32.\textit{Qh5}?

Whether trying for a win or a draw, Kasparov misses a not-so-obvious \textit{Q} sac’ which Junior has available towards the end of the ‘winning’ line.

32.\textit{Qg6+} Looks like a draw to me, but I’ve only looked at it quickly 32...\textit{Qg7} (32...\textit{Qg8}?? 33.\textit{Qxf5} \textit{Qxf5} 34.\textit{Qe7+} 1-0) 33.\textit{Qf4}=

32...\textit{Qxd4} 33.\textit{Qg6+}

This was apparently the plan when he played \textit{Qh5}, but those watching say that

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.\textit{Qh1} he takes away the knight mating threat – have you seen it?? \textit{Qb3}+ and mate with \textit{Qd1} – and may have had some chance of saving the game.

33...\textit{Qg8} 34.\textit{Qe7+} \textit{Qf8} 35.\textit{Qd5}

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

His intention had been 35.\textit{Qxh7} when starting the combination at 32.\textit{Qh5}, but of course he’d since realised at move 33 that he’d be mated with 35...\textit{Qb3}+ 36.\textit{Qc2} \textit{Qa1}+ 37.\textit{Qc3} \textit{Qd2}+ 38.\textit{Qc4} b5+ 39.\textit{Qc5} \textit{Qd6#}

35...\textit{Qg7} 36.\textit{Qxd4} \textit{Qxd5} 37.\textit{Qxd5}

Kasparov concludes that DJ won’t slip up with the advantage it will have after 37.\textit{Qxd5} (only move!) 37...\textit{Qxd5} 38.\textit{f4} \textit{Qh6} 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 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 Grading:

| 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 Pent/1/Pent/2/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.

### RATING LIST (c) Eric Hallsworth. PC PROG SelSearch 104 Feb 2003

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