The move that SHOOK
a World Champion!
See pages 7-10

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CHESS COMPUTERS and PC PROGRAMS... the BEST BUYS!

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

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

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

■ PORTABLE COMPUTERS [por]
Kasparov
BRAVO - new **£49**. Barracuda program!
COSMIC - new **£69**. Hand-held Touch chess! Board displayed on screen, moves made by stylus pen. plus clocks. evaluations. hints etc.
COSMOS £99 - great value, 4½"x4½" plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system
Excalibur
TOUCH CHESS £49 - play on screen using touch pen. Includes carry pouch.
■ TABLE-TOP PRESS SENSORY [ps]
Kasparov
BARRACUDA £79 - The Morsch '2000' prog. Compact board. display etc. This is great value!
CENTURION £79 - Barracuda '2000' program in slightly larger board. and value-for-money buy
COUGAR £99! - the Cosmos '2100' program + features in 16"x11" board: good info display.
Novag
AGATE PLUS £72 - Opal Plus progam, 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 **SENATOR** - Milano Pro program **£679**

■ PC PROGRAMS from CHESSBASE on CD
All Win & run INDEPENDENTLY + analyse within CB7/8. Great graphics. big databases+opening books. printing. max features.
FRITZ 8 £39.95 - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. Excellent in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo. many helpful features.

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

HIARCS 8 £39 - by Mark Uniacke. Simply outstanding and running faster+stronger than ever! Superb features. terrific Graphics.

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

JUNIOR 7 £29.95 - *2 left!* - top Features in its ChessBase Interface etc. Strong: decent positional chess but aggressive with fast tactics!

DEEP JUNIOR 7 £49.95 - *2 left!* - 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 tablebase set!

■ Other PC PROGRAMS on CD
CHESS TIGER 15 £46. The *Lokasoft* version and interface for Christophe Theron's Tiger program. Combines the best of Tiger14 and Gambit Tiger2 into one tuned and ultra-strong program running faster and stronger than ever. New opening book by Jeroen Noomens and Nalimov's 4 piece Tablebases also on CD.
HIARCS7 - for PC and MAC! - **£29**

■ PC DATABASES on CD
CHESSBASE 8.0 for Windows £99 !! The most popular and complete Games Database system, with the very best features. 2.3 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more, incl. 3 recent ChessBase magazines on CD! This is the business!
CHESSBASE 7.0 for Windows. now only **£49**
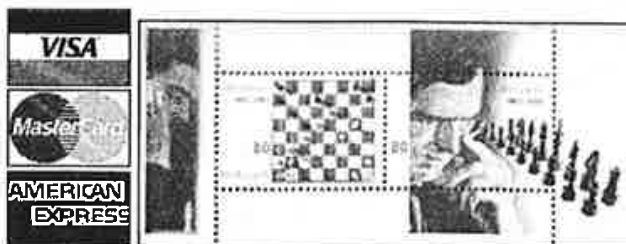
NEWS & RESULTS - keepiNq you RiqhT up-to-date iN the COMPUTER CHESS world!

Welcome to another issue of *Selective Search!*

We've plenty of news, games and articles once more, plus the Hiarcs-Bareev and Junior-Kasparov matches to finish, so let's get straight on with it!

Sonnabend UCI Tourny 40/40 + G/30

As anticipated in our last issue Gerhard has now included the program **List 5** in his tournament.

It has done very well, but didn't do quite enough to catch **Ruffian**, even though it won their head-to-head narrowly by 10½-9½!

Pos	Prog	/160
1	Ruffian 1.01	97
2	List 5.04	94
3	Aristarch 4.4	84
4	Nimzo 8	82
5	Gromit 3.11.5	78½
6	Yace 0.99.56	78
7	Pharaon 2.62	74
8	Crafty 18.15	67½
9	Tao 5.4	65

Unfortunately I haven't been able to find a **List** version as a UCI engine to run within *ChessBase* products, and think it is Winboard only.

In the Blitz (10+2) tournament, the top 3 were:

- 1 **Ruffian 1.01**   110½/180
- 2 **Nimzo 8**   107
- 3 **List 5.01**   98
- 7 others played

Another Ruffian success!

Someone new to me on the Internet, logging-on under the name *'Chaos'* and who signs himself as *'Dayffd'* has completed a massive G/10 double-round Blitz tournament involving 22 programs.

I only have the scores for the top 7 programs as I go to press, but list the 8-22nd. program placings in their finishing order.

Dayffd's G/10 Blitz Tourny

Pos	Prog	Score/42
1	Ruffian 1.01	32
2	Hiarcs 6	30½
3=	Fritz 532 Shredder 532	29½
5	List 5.04	27½
6	Pharaon 2.62	26
7	Fritz 516	25½
8-22	Crafty17.14, Tao5.4, Sjeng12.13, CometB48, Junior5, CrazyBishop, CometB32, LittleGoliath2000, Nimzo99, Gromit.20, Doctor3.0, ExChess4.03, Gnuchess, ExChess31.., BamBam	various!
	BamBam	BamBam scored ½

Still with **Ruffian** I spotted another result posted on the web, sent by **Richard Malaschitz** of the Czech Technical University!:

■ **Ruffian** 18½-11½ **Crafty**

The machine in use was a P/1400 and the time control a lengthy 40/2. The e-mail doesn't say which version of Crafty was playing, but it's almost certainly a recent 18.x one.

Readers who scan through the series of 'others' bracketed in the 8-22 group will spot **Sjeng**.

The **Sjeng 12.13** version is currently available from the *ChessBase* engines download site, as a UCI engine for running within *ChessBase* programs.

However a **new** version has just been announced by *Lokasaoft* (who have recently done the latest Chess Tiger 15 version).

It is being called **Deep Sjeng 1.0** and fairly obviously from its name will therefore run on both single and multi processor units (up to 8 processors is stated).

The interface will be based on the *ChessPartner GUI* as used with Tiger15 and Gandalf5, and the engine will be Winboard and UCI (Fritz interface) compatible.

I'm expecting a price of £46.95, as charged for Tiger15. I haven't decided yet whether to get any in at Countrywide, the main reason being that even *Lokasoft* are only expecting Gandalf5 type strength from the new Sjeng.

In such a tough market, with some very strong competition also appearing from one or two pieces of free software such as Ruffian, I am not at all sure how much interest there will be.

And anyone running state-of-the-art dual/quad equipment is presumably more likely to spend not that much more and get Deep Fritz or Deep Junior!?

Indeed the new £39.95 **Shredder7** CD already includes the multi-processor version to run within the alternative Meyer-Kahlen interface. The single processor Shredder7 will run under either the included *ChessBase* or Meyer-Kahlen interface!

Pete Blandford's Results

Pete, who must be one of my 'oldest' readers - maybe even one of the few with a full set, 1-105? - has 2 almost identical P4/1700 machines.

When so much testing is done engine-engine (not Sonnabend's I hasten to point out), it is good to get 'proper' results.

The following tables have a couple of surprises with the placings of the Fritz and Hiarcs versions:

Pete Blandford
2xP4/1700. G/60

Pos	Prog	Score/24
1	Fritz 8	15½
2	Hiarcs 732	14½
3	Hiarcs 8	13
4	Fritz 532	9
5	Fritz 6	8

Next at a slower time control - also less games, or Pete says he'd be playing till next year!

Pete Blandford
2xP4/1700. 40/2hrs

Pos	Prog	Score/8
1	Fritz 8	6½
2	Hiarcs 8	4½
3	Hiarcs 732	3½
4	Fritz 532	3
5	Fritz 6	2½

Harald Faber's Results

Most of the scores I have in for the new **Fritz8** are very impressive - e.g. Pete Blandford's, shown just above.

All together they indicate that Franz Morsch has managed (so far!) to stay just ahead of the field with his latest version, which is the one which drew 4-4 with Kramnik.

However **Harald**'s scores at G/60 (on 2xP4/1500 I believe) have not been quite up with the rest:

- Fritz8-Shredder6 P'born 4½-5½
- Fritz8-GambitTiger2 5-5
- Fritz8-Junior7 5½-4½
- Fritz8-Hiarcs8 5½-4½
- Fritz8-Ruffian1.01 7½-2½

I am waiting for more info on the above, as they may have used pre-selected openings for the tournament.

In 2 other results Gerhard's scores match those which usually reach me!:

- Fritz8-CMaster9000 21½-12½
- DeepF7-CMaster9000 was 24½-15½
- Fritz8-Tiger15 13½-6½ !!
- DeepF7-GambitTiger2 was 25-15

All of this means that there is likely to be a very close battle at the top between **Fritz8, DeepFritz7/8** (which is supposed to be exactly or almost exactly the same as Fritz8 when played on a single PC), and - some may be surprised and others wont - **Shredder7**!

As I write this section of the magazine Shredder7 is top (but only just above F8!) of both mine and the latest Swedish *SSDF* lists!

Also the latest scores in for **Tiger15** probably mean it will drop a little from the 2673 Elo of *SelSearch 104* and may not even be 3rd.

But there is one other potential top 3 program!

I know you've heard it from me before, and our new versions of Hiarcs, which in turn we've often expected to get a top 3 placing, haven't always made it.

True, Hiarcs7 did get to the top for a little while! But with Hiarcs8 the final *Chess-Base* opening book compilation cost us some points. As it turned out we'd still not have caught Fritz7 anyway!

But I can promise you that **Hiarcs9** will definitely be

right up there with F8 and S7, though it might be *SelSearch 106/7* before we'll all know if my confidence is to be proved correct this time!

Frank Holt's Results

A recent tournament from **Frank** on his Athlon/1800 at 40/1hr was a double round event with all programs playing ECO C86, the Ruy Lopez Worrall attack.

Pos	Prog	Score/10
1	Fritz 7	7½
2	Gambit Tiger 2	6
3	Hiarcs 8	5
4	Shredder 6	4½
5	Chess Tiger 14	4
6	Junior 7	3

Okay, the Worrall Attack goes:

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Qe2
The last move by White is what gets it its name 'Worrall Attack'. It's okay for Black if he knows his stuff, but can be tricky if it catches an opponent unprepared. I'm not sure whether Frank asked the programs to continue from here, or gave them a few more moves. If so they would probably be:
6...b5 7.Bb3 0-0 8.c3
and now Black can play 8...d5 or 8...d6.

In one of my e-mails or notes to Frank I told him that a couple of readers had been experimenting with Hiarcs8 on its Aggressive setting, and that they thought it might be a touch better on that!

You only have to say something like that to Frank once, and no sooner said than done!

This time the Worrall Attack results were:

Pos	Prog	Score/10
1	Fritz 7	7½
2=	Gambit Tiger 2 Shredder 6	5½
4=	Hiarcs 8 aggressive Chess Tiger 14	4
6	Junior 7	3½

New PRODUCTS for April/May

Although not the time of year one would normally associate with **new product**, it seems likely that there will be some!

NEW PC PROGRAMS

I'm pretty sure that **April** will see the arrival of **Junior8** and I'd guess, though haven't heard for sure, **Deep Junior8** following its performance against Kasparov.

Also **late April** or **May** should see **Hiarcs9** on the shelves. We've managed to make some more improvements since the Bareev match and are currently finalising little bits of speed tuning and work on the Opening Book.

Almost certainly the prices for the standard versions will be the usual **£39.95**, but whether <u>Deep</u> Junior will come as a separate (and more expensive) CD version, I don't know at present.

NEW DEDICATED COMPUTERS

I remember seeing a film about a robot some years ago in which the poor thing appeared to have had its 'life' crushed out of it in an accident. Suddenly its lights came back on, and the owner squeeled (it was a girl!), *"Number Five is Alive"*.
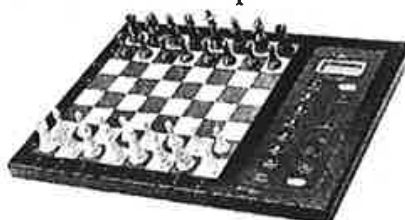
Now it's my turn to squeel - *"NOVAG is ALIVE!"*.

Three new dedicated machines should be arriving

in the next 1-3 months! Yes, that will, we believe, include the long awaited **Star** units!

▪ [1] Novag OBSIDIAN

First, though, a new table-top called the **Obsidian**. Supplies of this are already on their way, scheduled to arrive in the UK in mid-April.

The **Obsidian** is the latest in the line from the Emerald, then the Emerald Classic Plus and Turquoise. As I believe it is also on a newer, faster processor, it should reach at least 180 BCF/2040 Elo in the ratings.

Once we have them in stock I'll do some testing to find out! We are hoping to be able to sell it at a price somewhere close to **£125**.

▪ [2] Novag STAR SAPPHIRE and STAR DIAMOND

As a press release says, *"This is the portable that every chess buff has been waiting for <u>for three years!</u>"*

Their words, not mine.

We are talking of course about the **Star Sapphire** touch screen portable!

Both it and the **Star Diamond** will be on 25MHz new H8 RISC-type chips, and Novag estimate the end result will be Sapphire2 + 80 Elo.

If so this will take them to <u>just over</u> **200 BCF** and **2200 Elo** on the *SelSearch* rating list. Both are very welcome - the Star Diamond should be available in May, and the Star Sapphire, which is certain to be extremely popular a little later in June 2003. We hope!

Prices have not been agreed

with Novag as this issue goes to press - my best <u>guesses</u> would be £169-£189 for the Star Sapphire, and £199-£229 for the Star Diamond.

The photos are from proposals 3 years ago, so may or may not still apply exactly. I am assured the Sapphire screen will use high quality piece symbols.

BILL REID's
Let's Finish with some Chess

Regular contributor **Bill Reid** prepares a special position for each issue, designed to be tricky for computers, and sometimes humans! Readers are invited to analyse it alongside their computers, and send in their findings.

Actually, for a change, the position in *SelSearch104* was one I spotted from the Linares games. But it was so much in Bill's style (an ending which has some delicious static and zugzwang complications) we did a substitution!

So, **'Bill Reid'** 12:

White to play and win
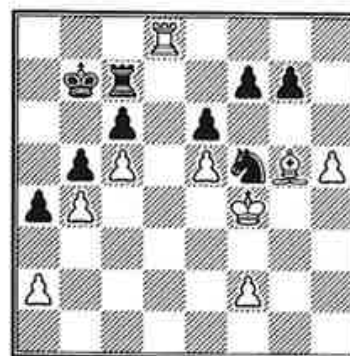
I said, *"You can have as long as you need - I think the*

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!?" and this negative expectation proved to be correct.

Most folk who replied said their programs couldn't do it, usually choosing a bland king move to e3, f3 or e4.

One advantage of my choosing the puzzle was that Bill replied! *"This puts me on the spot!! Now I have to try to solve one of these things. It looks like the h-pawn is the ace, and White should play Bf6 to free it up".*

Well done Bill! Also Chris Tatham and Harvey Williamson. In fact Harvey shared that Fritz8 did find the move in 33 mins on his very fast P4, and Hiarcs8 also got it, in 34 mins. Well I did say *'have as long as you need!'*

The position came from **Kramnik-Bareev**, Linares 2003. Here's some analysis:
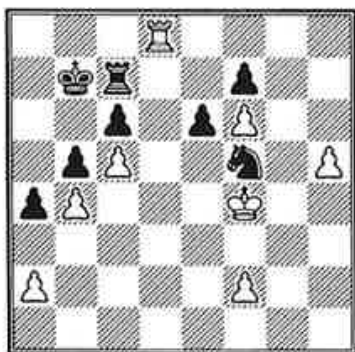
1.Bf6!!

A brilliant find by Kramnik. These things are much *harder to find in play than they are when you've been told that there's something special in the position!*

1...gxf6

What has White achieved? True the h5-pawn looks dangerous, but the Black ♘ on f5 covers an advance to h6 and is well protected by the e6-pawn which iself cannot be attacked.

2.exf6

Now the difficulty of Black's position should be much clearer, and the programs also begin to see what is happening because he has so few moves at his disposal. His rook is static and there is no way of escape. Most pawns are blocked, and of the two which can move, one just gets taken and the other becomes immediately blocked. Of course the knight can move... but unless it goes to h6 it will just allow pawn to h6!

2...Rc8

Has to be best, as the rook was helpless as it was, whilst White's was poised to see the h-pawn home once it got moving.

If the knight goes 2...Nh6 then 3.Kg5 Nf5 4.h6 Nxh6 5.Kxh6 e5 6.Kg7 followed by ♖f8 and 1-0

3.Rxc8 Kxc8 4.Kg5
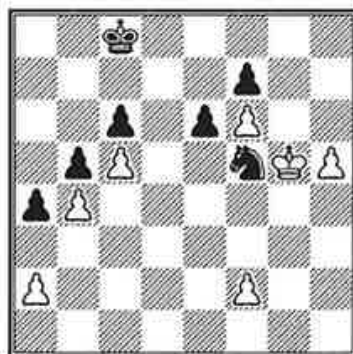
4...Nd4

The best move by popular opinion. Although it allows White's h6 it gives Black a chance of capturing the pawn as it queens!

5.h6 Nf3+ 6.Kh5 Ne5 7.h7 Ng6 8.Kh6 Kd7 9.Kg7 e5 10.h8Q Nxh8 11.Kxh8 e4 12.Kg7 Ke6 13.a3!

And Black has finally run out of moves so the f7-pawn will fall!
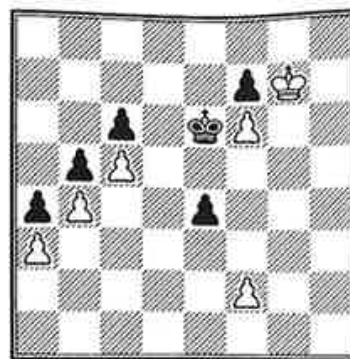
13...Kd7

Recognising that White's f-pawn can't be stopped could survive a little longer as Black threatens to maybe queen a pawn of his own, so 13...Kd5! 14.Kxf7 Kc4 15.Ke6 Kb3 16.f7 Kxa3 17.f8Q Kxb4 18.Kd6 a3 19.Kxc6 a2 20.Qa8 Kb3 21.Qxa2+ Kxa2 22.Kxb5 1-0

14.Kxf7 Kd8 15.Kg7 1-0

It's Bill's turn again for this issue, and he's sent another for *SelSearch106*, as he didn't want to finish on a '13'. He's then taking his retirement from *Selective Search* duty after giving us a lot of pleasure over the years!

Bill Reid- 13
Black to play
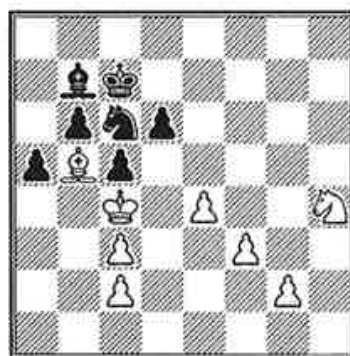
Black seems to have the worst of things because of White's kingside passed pawns. But my programs think the draw can be held with 1...Na7.

But is there something even better? Given 10 minutes, what can humans and programs come up with?

DEEP JUNIOR v GARRY KASPAROV - GAMES 4-6

It feels slightly strange writing again about this Match, aware that most of my readers will know the final outcome and have even played through annotated games!

But if, in the years ahead and if we're all still here, someone wants to refer to the Match, then surely *Selective Search*, the Computer Chess magazine would be the first place to look, so I must make sure our records are complete for such an occasion!

We left this Match at **1½-1½**, there having been 1 win each and 1 draw. Now I must make 2 confessions:

- The first 3 games were the exciting ones, except for a remarkable move played by Deep Junior in game 5 which created 'some tension'!!
- I made a mistake showing Deep Junior's hardware as being 8x1600MHz processors. In fact Amir Ban and Shay Bushinsky decided on a lesser but 100% reliable set-up, and used 4x1900

Deep Junior - Kasparov

Game 4. B44. Sicilian Taimanov

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 e6 5.Nb5 d6 6.c4 Nf6
7.N1c3 a6 8.Na3 Nd7?!**
A novelty again to get DJ out of Book, but probably not prepared before the match as Kasparov took 20 mins. to decide on it. 8...Be7 9.Be2 0-0 10.0-0 b6 is the most popular variation
**9.Nc2 Be7 10.Be2 b6 11.0-0
Bb7 12.h3 0-0 13.Be3 Rc8**

14.Qd2 Nce5 15.b3 Nf6

16.f3
Amir Ban thought DJ might have played 16.f4 In fact he was pleased with f3 as it focussed the program on the queenside for the time being
16...Qc7 17.Rac1?!
Dangerous (and interesting!) because it allows 17...b5!
17...Rfe8?!
17...b5!? Hiarcs and most commentators would play this, expecting perhaps 18.Bf4 bxc4 with advantage to Black. However Amir Ban says DJ planned a piece sac' with 18.cxb5?! a revelation which received plenty of disapproving headshakes from the watching IM/GMs. But Amir says he'd have been happy to see 18...Qxc3 19.Qxc3 Rxc3 20.bxa6 played over the board!
18.a3 Ned7
Again refusing to play b5. The excitement has gone from the game temporarily, as Kasparov tries a new idea: cautious tactics, holding back awaiting a mistake by his opponent
**19.Rfd1 Qb8 20.Bf2 Rcd8
21.b4 Ba8 22.a4 Rc8 23.Rb1
Qc7 24.a5? bxa5 25.b5 Bb7
26.b6 Qb8 27.Ne3 Nc5
28.Qa2 Nfd7 29.Na4 Ne5
30.Nc2 Ncd7 31.Nd4 Red8
32.Kh1 Nc6 33.Nxc6 Rxc6
34.Kg1 h6 35.Qa3 Rdc8
36.Bg3 Bf8 37.Qc3 Ne5**

38.c5?!
If there is a way to win, Amir Ban suggests it must be with 38.Bxe5 a move selected by the latest Hiarcs8252 after 50secs. on my laptop. Then there would be 38...dxe5 39.Qxa5 Bd6 40.Rbc1 and there's plenty of complica-tions so there might still be a result, maybe either way!
**38...Nd7 39.Qxa5 Nxc5
40.Nxc5 Rxc5 41.Qa4**
The time control is reached and Kasparov took 20 mins to make sure he found the right way to hold the draw
41...R5c6
Trying to save the pawn with 41...a5?! meets 42.Bb5! and instead of the a–pawn White will first win the d6 pawn!
**42.Bf2 d5 43.Bxa6 Bc5
44.Bxc5 Rxc5 45.Bxb7 Qxb7
46.exd5 exd5 47.Qa7
R5c7?!**
DJ got excited after this, showing +200 scores. But in the commentary room it was much quieter as the endgame was now recognised as being drawn. Heading for the draw with 47...Rb8 would have kept the PC evaluations closer to the truth and brought the draw agreement sooner I suspect! Operators with a big +200 on screen inevitably want to see 'a few more moves'!
**48.Qxb7 Rxb7 49.Rxd5 Rc6
50.Rdb5 h5 51.Kf2 Re6 52.f4**

g6 53.Kg3 Kg7 54.Kh4 Kh6
55.R1b4 Rd6 56.g3 f6 57.g4
hxg4 58.hxg4 Kg7 59.Rb3
Rc6 60.g5 f5 61.Rb1 ½-½

Kasparov - Deep Junior

Game 5. E48. Nimzo Indian

1.d4 Nf6
The first 2 games with DJ as Black had gone 1.d4 d5 2.c4 c6, but the programmers had changed the priorities, having had enough of the Semi−Slav!
2.c4 e6 3.Nc3 Bb4 4.e3 0-0 5.Bd3 d5 6.cxd5 exd5 7.Nge2 Re8 8.0-0 Bd6 9.a3?!
9.f3 c5 10.Qe1 Nc6 11.Qh4 is considered better, but Kasparov has probably tried 9.a3 in practice against Junior, found it goes out of Book playing a move he considers to be weak!
9...c6?!
Indeed DJ fails to find any of the known Book moves. Kasparov probably expected this weaker move.
The range of theory moves I have is: 9...c5 10.dxc5 Bxc5 11.b4 Bd6±. Or better 9...Ng4 10.h3 Nh2 11.Re1 Nf3+ 12.gxf3 Qg5+ 13.Kh1=. Also 9...h5 10.f3 c5 11.Qe1 Nc6=.
10.Qc2

If Kasparov had expected Black's 9th move, there is no way he was ready for what comes now!
10...Bxh2+?!
This MUST have surprised Kasparov. He raised his eyebrows but took the bishop

The match arbiter watches closely as Amir Ban and Shay Bushinsky adjust the priorities in Junior's opening book

without much thought. Is Junior's Bxh2 destined to find a place in MCO, BCO and the rest?!
10...b6 would be a 'standard' type move, or Nbd7 and heading for b6

11.Kxh2 Ng4+ 12.Kg3
Played somewhat derisively by Kasparov, looking around him, 'is this serious?!' Of course the pattern of the sacrifice is known, but with Black's pieces mostly undeveloped how can it succeed here?!
12...Qg5
According to Amir Ban DJ showed 0.00 here and for the remainder of the game. Other programs show White ahead. For example the Hiarcs8X I have has White +135. Indeed after only a few seconds it shows the same next few moves exactly as they were played, but varies at move 16 with 'an improvement' on what Kasparov played. If

there was a chance for Kasparov to play for the win at move 16 (as most commentators also now believe!) then Junior's evaluation was wrong. We shall need to do some analysis when we get there!
13.f4
Kasparov isn't smirking now − he spent more than an hour over this and his next 3 moves!
13...Qh5 14.Bd2 Qh2+ 15.Kf3 Qh4

16.Bxh7+?
This can only draw, which probably all PC programs also show instantly. Maybe Kasparov was hoping for the error 16...Qxh7 when Black has an inferior endgame, but that was not really likely!
The issue re DJ's sac and evaluations surrounds the move 16.g3! which was Kasparov's chance for the win. Black has two choices for his continuation:
[1] 16...Nh2+ is the move which I understand DJ would have played, then 17.Kf2 Ng4+ 18.Ke1 Qh3. Here White has 3 choices: 19.Nd1 Nh2 20.Bxh7+ Kh8 21.Rf2±. Or 19.Rg1 Nd7 20.e4±. But not necessarily DJ's 19.f5?! when 19...Rxe3! 20.Nxd5! Re8! appears uncertain with equal chances
[2] 16...Qh2 was the move which concerned GK 17.f5 17...h5 (DJ would play h5 rather than 17...Qh3) 18.e4 dxe4+ 19.Bxe4, and now DJ would play 19...c5 to which

13.Nc4 b5 14.Nb6 Ra7 15.Nbd5 Rb7 16.Qd2, and we're still in theory on my database, with White here having good pawn structure and the better placed knights **11...Nbd7 12.a4 b6 13.Qd3 Bb7 14.h3 Rc8 15.Rad1 h6 16.Rfe1 Qc7 17.g3 Rfd8 18.Kh2 Re8**

Kasparov shuffles his rook indecisively (a bit like a computer?! :-))
19.Re2 Qc4 20.Qxc4 Rxc4 21.Nd2 Rc7 22.Bg2 Rec8 23.Nb3

23...Rxc3!

Kasparov was already offering the draw after this powerful exchange sac' move, the first sign to the spectators that he was nervous and wanted to make sure there was no tired repeat of his 6th game shock defeat against Deep Blue. However most commentating GMs felt that, with this move which would give Kasparov an extra and strong central pawn, Black now had reasonable chances to play for the win
24.bxc3 Bxe4 25.Bc1!

GK admits he missed this 'clever bishop manouvre' to a3, and now decided that the draw was his imperative
25...Bxg2

25...Bg6!? would have been more energetic and could have given Black a small reason for playing on
26.Kxg2 Rxc3

Here Kasparov claimed a draw, saying that the program was showing a negative

---

Ban adds a !... but ends his analysis. So what has Black got? I took it a few moves further with 20.dxc5 Nd7 21.Be3 Nde5+ 22.Kf4 Bxf5 23.Bxf5 g5+ 24.Kxg5 Nxe3 and it seems White's position is no longer so secure!

Note, if 17.f5 indeed runs into problems, as my analysis suggests it could, then 17.Rae1 g6 18.e4 might be better, though I'm doing an Amir Ban and leaving it there!
16...Kh8

Not 16...Qxh7? 17.Qxh7+ Kxh7 18.Rh1+ leaving White with better endgame prospects
17.Ng3

DJ is still the bishop down, so must now take the draw, which he can do easily
17...Nh2+ 18.Kf2 *And Kasparov, trying to look cool, put on his watch, which means the game is over and the draw can be agreed.*
18...Ng4+ 19.Kf3 Nh2+ ½-½

There was HUGE excitement everywhere for this final, deciding game.

There were many interviews done for TV, radio stations and the top newspapers, as well as the many various chess magazines.

Indeed the major sports network **ESPN tv** even covered the game live in the USA, which was a definite first since the glory days of the Fisher-Spassky encounter in 1972!!

It was a shame that the last game was destined to be uneventful, short... and frustrating for the spectators.

Deep Junior - Kasparov

Game 6. B92. Sicilian Najdorf

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be2
Amir Ban believes that Kasparov expected DJ to play 6.Bg5 and enter the very sharp Rauzer here!
6...e5 7.Nb3 Be7 8.0-0 0-0 9.Kh1 Bd7 10.Be3 Bc6

11.Bf3?!
Junior has gone out of Book and, by misplacing this bishop, never really finds any initiative during any part of the game. The pawn belongs here with 11.f3 a5 12.Nd2 a4

score, so it was <u>his right!</u> He was wrong on both counts! Firstly this was definitely NOT in the rules, and secondly Ban says that DJ actually showed itself as +40!

27.Ba3 Ne8 28.f4

In the on-screen analysis DJ showed 28.f4 f6 and then proposed to play 29.a5, which the team didn't like. In particular Boris Alterman, Junior's GM adviser, felt that Kasparov would play 29...b5 and feel suddenly better about his position... enough to encourage him to start trying again!

*As a result they offered the draw which their opponent was waiting for. And so the match was over, **3-3**.*

The crowd was disappointed ('waves of disbelief rippled through the standing-room only audience' says one report), feeling there was still potential for a decisive result in the final position. Kasparov could 'easily' walk his king to the centre and then start pushing his central pawns down the board.

In interviews afterward Kasparov said he indeed thought he stood better, but did not want to risk losing.

The Press Conferences!

The sides were keen to compliment each other's play in the closing press conference.

- **Kasparov** highlighted the speculative and intelligent playing style that Junior exhibitied, particularly the move of the match, 10...Bxh2+ from game 5. He rued the fact that he'd been unable to capitalise on advantageous positions in games 2 and 3.
- **Amir Ban** and **Shay Bushinsky** complimented Kasparov for playing courageous chess and helping to create exciting games.

Kasparov didn't lose, but failed to prove *'human superiority'* of which he had spoken so often. Also I question whether his caution at key moments in games 5 & 6 was all that *'courageous'* ?!

Did **Deep Junior** prove itself better than Deep Blue? The Junior team and Kasparov both claimed that it did, but <u>if</u> (I know, it's a big word) Kasparov had won from his good positions in games 2, 5 and maybe 6, and drawn game 3 as he probably should have done, then the final score could have been pretty one-sided for him!

Even if we take away Deep Blue's win in game 6 of the GK-DB match, the first 5 games were all strenuously exhilerating and close, hard-fought battles. And Kasparov was probably stronger then, physically and chess-wise.

The players/teams received $250,000 each, splitting the prize money. Kasparov also received $500,000 for playing.

An Annual Event!

After his interview Kasparov made the following statement: *"It's now, it should be an annual event, and it's the whole idea of FIDE just to put the best man versus the best machine. And in the regular computer world championships Junior has to win it, and I also have to win the human championship,*

and if we both win we will play next year".

There's a few more of that little *'if'* word in there once again. Supposedly the **human** unification **play-offs** between Kasparov-Ponomariov and Kramnik-Leko are agreed by the players in principle, but I think that backing money still needs to be found for the Kramnik match.

The **computer world championship** so far happens every year automatically, and should be no problem, though many of us would like to see:

- more rounds played, and
- close hardware equality

so that the winner represents the best program as nearly as can be determined by competition. Equally one would want the hardware standard to be set high, and programmers must be encouraged to produce 'Deep' versions.

It would be unsatisfactory and less attractive if an equal hardware level was set at, say, Athlon 2500, and we end up with a winner that <u>only</u> runs on a single processor meeting Kasparov or whoever.

Equally while it seems money would be available for another human-computer match next year... would it still be so if Leko or Ponomariov won through?!

> **In our next issue more from Bushinsky and Kasparov on their after-match conclusions!**

HiaRcs8X v Evgeny Bareev
THE FINAL GAME!

We ended the report in our last, late Issue with the situation that **Evgeny Bareev** (2729 Elo) and **Hiarcs8X** (Athlon 2000MHz) stood at 1½-1½ each.

All 3 games had been drawn, and I made some remarks relating to the difficulties faced by any computer **program** when playing a GM or, in this case, **super GM**, when that opponent decides to adopt a cautious approach.

Of course the GM isn't there to provide us with a glorious advertising opportunity, any more than Hiarcs is there to put customer entertainment first by trying to play exciting even if losing chess at all costs.

Great chess games need both sides to take some risks, and for that reason Bareev may not have been 'as good' an opponet for Hiarcs as, say, Kramnik, Kasparov or Anand might have been.

That said, Bareev's caution shows a considerable measure of respect for Hiarcs, especially remembering that he had used a copy of **Hiarcs8** itself in preparation for the match! He must have found there were a number of ways of losing to the program should caution be thrown to the wind!

Game 4

Well... it's time we played through the final game, in which Bareev has White.

The GM had been at his most careful playing the Classical French as Black in games 1 and 3.

Game 2 where he had White had already been the most interesting so far, with Hiarcs impressively extricating itself from a slightly immobile set-up at one stage. We did anticipate that Bareev would probably push a little for a win in this last game!

After the game we'll take a look at where Hiarcs8->9 is at right now, and when it should be released!

Bareev - Hiarcs 8196

[Game 4. A20. English]

1.c4 e5 2.g3 Nf6

2...Nc6 was played in game 2, and H8 joined Bareev by fianchettoing on the kingside. Since then Mark had adjusted the priorities to try and make sure he didn't walk into some new Bareev preparation for that line

3.Bg2 c6 4.d4 exd4 5.Qxd4 d5 6.Nf3 Be7 7.cxd5 cxd5 8.0-0 Nc6 9.Qa4 0-0 10.Be3 Be6 11.Nc3 Qd7 12.Rfd1 h6 13.Rac1 Rfd8

All theory to here, but now Bareev varies from our book move. We could also have played 13...a6, taken from Kasparov–Hjartarson a few years ago

14.Nd4

14.Qb5 Rac8 15.Na4 is the book variation we had, so now Hiarcs is on its own

---

Mark Uniacke, currently busy finishing off the work aimed at getting the imminent Hiarcs9 to the top of all the Rating Lists!

14...Bh3 15.Bh1 a6 16.Nxc6 bxc6 17.Nb1 Rdc8 18.Nd2

18...Qb7

Hiarcs couldn't find much to choose between the move played and 18...c5

19.Nb3 Qb5 20.Qxb5

Probably Hiarcs thought

Bareev and Mark discuss game 3

The players during game 4

the queen would run away with, say, 20.Qh4

20...axb5

The queens having gone might suit Bareev, but Hiarcs evaluates itself as +0.46

21.a3 b4 22.axb4 Bxb4
23.Nc5 Bf5 24.Bg2 Ra2

Here 24...Nd7 was almost equal with the move played in Hiarcs' opinion. It makes you realise how the tiniest of programming changes can result in completely different games being played as, with even a tiny evaluation adjust-ment, both here and at move 18 variant moves could have easily been seen!

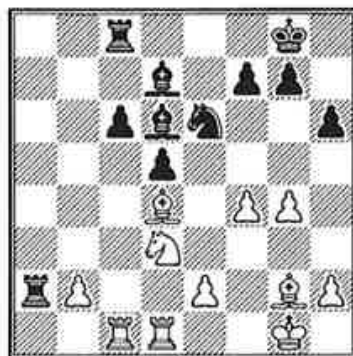**25.Nd3 Bd6 26.Bd4 Ne4**

27.g4!

Gaining the centre by removing Black's piece control there... and equally possibly looking at a major advance on the kingside

27...Bd7 28.f3 Ng5 29.f4?!

Bareev seems to be taking a chance with this second pawn charge, so he must at last be going for a win!

Better was probably 29.Bc5 Bxc5+ 30.Nxc5 Be8 and now 31.f4 when there's

very little in it

29...Ne6

30.Be3

30.Be5?! would be a big risk! 30...Bxe5 31.Nxe5 Nxf4 32.Nxd7 Nxe2+ 33.Kf1 Nxc1 34.Rxc1 Rxb2 35.Bxd5 Rxh2 36.Rxc6 Rxc6 37.Bxc6∓ and here Hiarcs would have quite decent winning chances

30...Re8 31.Bf3 Ng5!

'Oooh!' was my immediate reaction, 'I wonder if Bareev saw this?!' Probably he hadn't as he went into deep thought! As it happens, it's not as good as it first seems, in fact taking the knight is almost forced with the e3-bishop now en pris. But it takes some time off Bareev's clock.

Interestingly Hiarcs nearly chose 31...Ra4 instead, and I'm not sure which is better.

32.fxg5 Rxe3 33.gxh6 g5

Or 33...gxh6 34.Ra1 Rxa1 35.Rxa1 Kf8

34.Ra1 Rxa1 35.Rxa1 Re6 36.Ra8+ Kh7 37.b4 Kxh6 38.b5!

A well-found resource that should ensure the draw. It seems a pity that Bareev

showed his best inventive qualities when he was on the defensive.

38...cxb5 39.Bxd5 Rf6!

Not 39...Rxe2? 40.Ra6±

40.e4 Be6!

Again not 40...Bxg4? 41.e5±

41.Kg2

The scope of Black's f6-♖ is now negligible, and it is Bareev who has a slight advantage, though never enough to convert to the full point

41...Kg7 42.h3 Bf8?!

I didn't like this! It commits its own king to a defensive role, guarding the bishop. Hiarcs will get away with it okay here, but 42...Bc7 certainly seems better and there could be an occasion with a slightly different position on the board when it might have mattered!

43.Rb8 Bxd5 44.exd5 b4 45.Rb7 Bd6

Draw rightly agreed, as can be seen in the line 46.Nxb4 Bxb4 47.Rxb4 Rd6 48.Rd4 Kf6 49.Kf3 Ke5 ½-½

Hiarcs 9 due out very soon

I commented in my notes introducing the first 3 Bareev games that Mark had produced a version beyond the H8196 which played in the match, and that we thought it was even a touch stronger, but just didn't have the time to make certain.

... so <u>we</u> played safe!

In fact it has proved stronger, by maybe another 15 or 20 Elo after a little more careful tuning, thus getting it to version H8252 (!), and this will be our **Hiarcs9** unless we find something else!

Also <u>we</u> are compiling the Opening Book ourselves this time, to make sure there are no late *Chess-Base* hiccups there!

It will be even more knowledge-packed than ever, yet actually <u>faster</u>, and should on our extensive testing <u>guarantee</u> at least a top 3 placing!

Optimised HASH... *by Peter Grayson*

> We have raised the important issue of using HASH memory correctly in recent issues of *Selective Search*.
> **Peter Grayson** has since conducted some tests of his own and wrote to me as follows...

Dear Eric,

I received Frtiz8 and Shredder7 from you this morning before leaving for work, so of course they are not included in the hash test I discussed with you on Friday.

I have attached the **test results table** which started off as a comparison of software performance at tournament time controls (my preferred settings of 40/90 and 20/45) on the original **Rebel Test** positions (these were all given in *SelSearch 97*, pages 16-17).

This set readily lent itself to compare performance variations for different hash table settings.

When setting hash tables, users should remember that *Chessbase* software sets a default of 1MB for endgame positions so this should be taken into account for overall memory allocation.

Shredder 4 also has a separate allocation for end game positions.

The task manager window of Windows XP is very useful for identifying memory allocation. Genius 3 & 4 seemed to be limited to 2MB, Genius 6 to 32MB and Genius 6.5 to 64 MB which probably shows up the age of the software.

The maximum hash for Fritz7 can be set relatively quickly. For my 256MB machine, 204MB was attainable. On infinite analysis this could take up to 2½ minutes to get allocated, but by starting the Fritzmark test while in infinite analysis mode it took about 10 seconds! Again verified by Task Manager.

I found this by mistake, seeing if it was any quicker using Fritmark only to realise it was still in infinite analysis mode!

Having found it, I do this every time now.

The **results** confirm there is very little benefit in setting huge hash values for tournament times. Most software followed the expected outcome whereby performance deteriorates at a point of hash reduction.

Of course there had to be some anomalies, none more so than Fritz7 threw up.

The optimised hash value of 192MB did not give optimum results, and there was the curious result from position 3 where a setting of 128MB took almost 2½ times longer than 204MB and over twice as long as 96MB. What I detected here was that the solution was still found at the main search depth of 17 ply but for some reason, at the 128MB setting, the extended search went to 45 ply compared to 39 ply on the 204Mb setting.

The results also confirm that best performance is not always with maximum hash - even without hard disk running and for shorter times, lower hash may be desirable.

I hope this helps to clarify the situation although I think that to obtain optimum performance, users really do need to try something similar and see how their own machines and each program performs.

Best regards,
Peter Grayson.

As indicated in his letter, Peter sent me the full results from testing the **10 Rebel Positions**, but there just isn't space this time to print the Table.

However the results were indeed interesting. One of the things Peter's findings confirmed was my view that the various programs react differently when hash settings are increased. Perhaps, Peter, when you've added Fritz8, Shredder7 and Hiarcs8 or 9 (!) to your testing, we could indeed print the full table, as it would have even more meaning!?

The **Fritz** programs really do seem to appreciate big hash settings, which no doubt affects the way *ChessBase* handle defaults. On Peter's machine with 256MB RAM only at absolute maximums is there an occasional hint of a fall-off. **F7** scored 103.8 with 64MB, its best was 96.7 with 96MB, then 98.2 on 160MB, 97.3 with 172 and 204MB, but only 102.4 on 192MB.

Junior7 was similar, though the differences were small - it got a 113 rating with 32MB, improved to 111.8 and 111.7 with 64 and 128, but dropped to 112.2 with 192MB.

Things are more critical with **Shredder4** which was at its slowest scoring 98.25 with 32MB hash, and had as its best an amazing 83.25 with 64MB. But when set to 128MB it had already started to go worse. **Hiarcs** also starts to slow on my 256MB RAM PC once the hash is increased much beyond 96MB. Perhaps it's a feature of 'knowledge' programs that they drop off sooner?

Certainly setting Shredder or Hiarcs to big 192/204MB hash figures causes them considerable harm, and even moreso in engine-engine matches where they share memory with their opponent and so the hash for each should be halved!

The ANNUAL: *Dedicated Computers v Puzol & Basilio chess clubs !*

> **7 Dedicated Computers play the Puzol & Basilio Chess Clubs, Christmas 2002.**
> Article, analysis and photos by **Alvaro Benlloch** for *Selective Search.*

As we do every year, a **dedicated chess computers team** played against a human team composed by players from the **Puzol and Basilio Chess Clubs**. This year the event took place in a very good situation and building, much better than in any past events. Many thanks to Puzol club's president, Mr. Esteve, for his efforts to obtain this fantastic place to play. Many thanks to all players for make this interesting event possible every year.

Incidentally **Basilio** is located in Valencia City - European football fans and holidaying sun-seekers will have heard of Valencia! - it is on the Mediterranean coast of Spain, in front of Mallorca Island. **Puzol** is a town in northern Valencia, about 30Km away.

Following the usual procedure, first we decide on the human team and later we prepare the dedicated computer team. The goal is to choose those machines to give a balanced match.

The computers

Magellan: As you know from many articles, it is a Morsch program very powerful in tactics. Only one mistake and you have no chance! Powered by Hitachi SH7000 series risc microprocessor performing 20 MIPS and helped by 512Kb for hash tables.

Vancouver: Richard Lang's program from 1991, then worldchampion and also very strong in tactics and positional play. Powered by Motorola 68020 at 12MHz with 1024Kb for hash tables.

Elite V9: A beautiful Elite board by Fidelity running the Spracklen Mach 4 program powered by Motorola 68030 at 32MHz with 1024Kb for hash tables. A fantastic dedicated computer very rare and with good tactics and positional play.

Main view, the Playing Hall and setting up the computers for play Left of picture, Alvaro Benlloch and on the right, Victor Penades and Enrique Esteve

Humans	Rating	Dedicated computers	SelSearch
Victor Penades	2149	Mephisto Magellan SH7000/20 512Kb	2234
Leonardo Soliño	2117	Mephisto Vancouver 68020/12 1024Kb	2179
Luis Barona	2049	Fidelity Elite Avantgarde V9 68030/32 1024Kb	2136
Vicente Adsuara	1913	Mephisto Amsterdam 68000/12	1962
Manuel Cortes		CXG Galaxy 6502/4	1889
Andres Benito Fernandez		Mephisto Rebell 5.0 6502/5	1844
Javier Soriano		Novag Super Vip Turbo 6301/20	1706
Antonio Fernandez		Mephisto MM-I (Mephisto IIIa) 1806/8	1501

Amsterdam: 1985 world champion, by Richard Lang, the first 680x0 program of Lang series. It still is a strong opponent with conservative playing style. If we think that it is from 1985, it has very respectable tactics. It is very illustrative how Amsterdam took profit of his opponent positional mistakes and won a beautiful game.

Galaxy: Morsch program powered by a 6502 8bit processor running at 4MHz. Good in tactics but with a poor positional play. This computer had a fantastic price/performance relation and was a best selling item in the late 80's.

Rebell 5.0: This is the first Schoroeder program, from 1985, sold by Mephisto. It was very close to winning the world championship, even running on a 6502 at 5MHz and with only 32Kb program size. It shows the future Rebel playing style. Poor in tactics but with good positional play. It is very interesting to see how Rebell 5.0 avoids tactical complications.

Super Vip: A program by Dave Kittinger powered by Hitachi 6301 8bit processor tuned to run at 20MHz. It equals to a 6502 at 5MHz approximately. It is a portable machine with a very good strength of play.

MM-1: This is the Mephisto III program packaged in a module for Mephisto boards and accelerated up to 8MHz. A very primitive program from early 80's with a slow processor. In the middle game it analyzes just one or two positions per second! It is a very selective program! Usually, at 40/2, it deeps 2-3 brute force plies and 8-12 selective plies. MM-1 is a very weak opponent in tactics and positional play.

The Tournament

The result was a complete disaster for the humans!

Only Antonio Fernandez managed to win his game against **Mephisto IIIa**.

Magellan started a balanced game with some advantage for the human player. Later, the human made a mistake after which Magellan gave him no chance and won the game.

Vancouver won a pawn due to a human

opening mistake. All it had to do was to maintain its advantage to win the game.

Elite V9 played a very good positional game. It used very well its queenside pawns and started a combination and won the game. After the game there was a funny situation because the player said *"I think I could have commited a robbery and drawn the game"*. We checked this and, effectively, it could have been a draw. We decided to record this very moment for the future!

Later, in the game analysis, we will see how Luis could indeed have drawn the game.

The **Amsterdam** played a good game and took profit of all the human opponent's mistakes made during the opening.

Rebell and **Galaxy** had no problems to win both their games showing great superiority.

The same was true for the **Super Vip**.

Mephisto IIIa however lost as expected, but did its best to resist. Its lack of tactical ability was the main problem for Mephisto III.

The games analysed
going from board 8 through to board 1

MM-I (Mephisto 3a) - Fernández, A
[B01, Scandinavian Defence]

1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.Nf3 Bg4 5.Bc4 c6 6.0-0 g6 7.Nc3
Now we have some small and large errors by both sides!

7...Nxc3?

7...Bg7 8.h3 Bf5 9.Qe2 0-0 10.Re1 Re8±

8.bxc3?!

Missing 8.Ne5! Nd5 9.Qxg4 Nd7 10.Re1+−. Clearly a combination out of MM-1 capabilities

8...Bg7??

8...e6 was needed to cover the f7 weakness. 9.Rb1 b5 10.Be2±

9.Re1?

Missing a very big chance to win! 9.Bxf7+! Kf8 (if 9...Kxf7 10.Ng5+! Kg8 11.Qxg4+−) 10.Bb3+−

9...0-0 10.Bf4 Nd7 11.h3 Bxf3 12.Qxf3 Nb6 13.Bb3 Nd5 14.Rab1?

Not best, the bishop should be made safe. 14.Bg5 Nf6 15.Rad1 and White is still ahead

14...Nxf4 15.Qxf4 Rb8

15...e6 16.Rbd1=

16.Re4 e6 17.Rd1 Qf6 18.Qe3 Rfd8 19.Rf4?

Best was 19.c4 c5 20.c3= improving the pawn structure and central control

19...Qe7 20.Qe4

During the games: Left is Enrique Esteve operating the Mephisto Mobile with Rebell module.
Next to him from left to right are Galaxy, then Modular Amsterdam, and Elite version 9.
The players are Andres Benito Fernandez, Manuel Cortes and Victor Penades, watching Manuel's game

chance Black stays ahead

22.Rh4 Bh2+ 23.Kh1 Be5 24.Rb1 Bf6 25.Qf4 Qxf4 26.Rxf4 Bg7 27.Bb3 Rd7 28.Rh4 Rc8 29.f4 c5 30.Ba4 Rdc7 31.f5?

What for?

31...gxf5 32.Rd1 Rd8

Now comes an unforced error

20...Qc7??

Missing a tactic... fortunately his opponent does as well! 20...Rd6 or Rbc8 both leave Black with a small advantage

21.Bc4??

Of course 21.Rxf7! Qxf7 (not 21...Kxf7?? 22.Qxe6+ Kf8 23.Qg8+ Ke7 24.Qf7+ Kd6 25.Qe6#) 22.Bxe6+− winning the queen

21...Be5

Thanks to White missing a second big
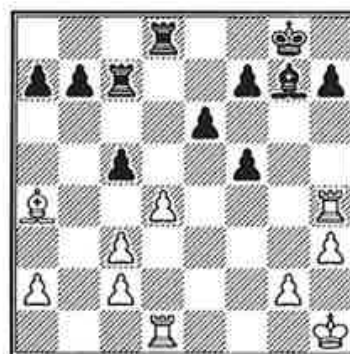
33.Bb3?? c4 34.Ba4 Rd5

And the a4 bishop is lost, but it's not quite all over!

35.Rb1 a6 36.Rb6 Ra5 37.Be8 Kf8 38.Rxh7 Re7??

Almost letting Mephisto back into the game! Instead 38...Rxa2 39.Rd6 Rxc2 40.Rd8 Rxc3 is an easy 0-1

39.Bc6! Kg8

Or if 39...bxc6?! 40.Rb8+ Re8 41.Rxe8+ Kxe8 42.Rxg7! Kf8 43.Rg5 Rxa2 44.h4 and White will still win okay

40.Rh5 bxc6 41.Rb8+ Bf8 42.Rg5+ Kh7 43.Rxf8 Rxa2 44.Rh5+ Kg7 45.Rc8 Rxc2 46.Rxc6 Rxc3 47.d5 exd5 48.Rg5+ Kf8 0-1

Soriano,J - Super Vip 6301/20
[C54 Giuoco Piano]

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Nc3 Nxe4 8.0-0 Nxc3 9.bxc3 d5 10.cxb4 dxc4

Everything is theory up to here.

11.Ba3?!

11.Re1+ is top Book line: 11...Ne7 12.Bg5 (or 12.Qe2 Be6 13.Bg5 Qd5 14.Bxe7 Kxe7 15.Qc2 f6 16.Ng5 fxg5 17.Re5 Qxd4 18.Rae1∓) 12...f6! 13.Bd2

11...0-0 12.b5 Ne7 13.Re1 Re8

Black has balanced the game, so now White should recover the pawn as soon as possible.

14.Qe2?

14.Qc2 would have been fine, then perhaps 14...Bg4 (14...Be6? 15.Bxe7 Rxe7 16.Ng5±) 15.Qe4 Bxf3 16.Qxf3 c6 17.Rxe7 Rxe7 18.Bxe7 Qxe7 19.bxc6 Re8 20.Qc3 bxc6 21.Qxc4=

14...Be6! 15.Ng5

15.Bxe7? doesn't give an advantage any longer: 15...Rxe7 16.Ng5?! Qxd4 17.Nxe6 Rxe6 and White is 2 pawns down for nothing

15...Nf5!

Novag does well not to play 15...Qd5?! 16.Nxe6 fxe6 17.Rac1 and White regains his pawn with equal chances

16.Qh5 h6

All of the games are analysed by Alvaro Benlloch - who tells us he 'received great help from Fritz!'

17.Rxe6??

Helping Black win! 17.Nxe6 fxe6 18.Rac1 with draw chances

17...fxe6

Even more deadly: 17...Qxg5!

18.Qf7+ Kh8 19.Qh5??

Loses the knight and for nothing. 19.Nxe6 was a last chance to try and save it: 19...Qd5 20.Re1 Qxb5 21.Bc5! blocking the defence of f5, but 21...b6 22.Qxf5 bxc5 and Black should win

19...Qxg5 20.Qf7 Nxd4 21.Bb2 Re7! 22.Qxe7

Black can now win the queen immediately, but uses the g-file pin to win as much material as possible with his knight first!

22...Nf3+ 23.Kf1 Nxh2+ 24.Kg1 Nf3+ 25.Kf1 Nd2+ 26.Ke2 Qxe7

And the game is over

27.Kxd2 Qd6+ 28.Ke2 Qd3+ 29.Ke1 Rd8 30.Be5 Qe4+ 31.Kf1 Qxe5 32.Re1 Qxe1+ 33.Kxe1 c3 34.Ke2 c2 0-1

Rebell/5 - Andrés Benito Fernández
[D37. Queens Gambit Declined]

1.Nf3 Nf6 2.d4 d5 3.c4 e6 4.Nc3 Be7 5.Bf4

Not a very usual line in computer books, but with good chances for White because it avoids the exchanges played in Bg5 lines.
5...a6 6.e3 0-0 7.Bd3 Nbd7?

7...dxc4 8.Bxc4 b5 9.Bd3 Bb7 10.0-0 Nbd7 11.a3 c5=
8.c5

Blocking the central pawns isn't always advisable, but here Rebell wins space, restrict the d7-knight and therefore limits the c8-bishop developing, as well as it tries to control the square d6. With the bishop on f4 the counter attack by e5 (thematic against c5 advances) is very difficult.
8...c6?

8...Nh5 9.Bg3 Nxg3 10.hxg3 h6 11.Qc2 c6= is not far from equal
9.0-0 b5?!

Or 9...b6 10.cxb6 Qxb6 11.Na4 Qa7 12.Rc1±
10.Qc2 b4 11.Ne2 a5 12.a3! Bb7?

12...bxa3 is better, though still White is on top after 13.bxa3 Ba6 14.Bxa6 Rxa6 15.Rab1 Ra7 16.Ng3
13.Qb3 Nh5 14.axb4 Nxf4 15.Nxf4 axb4 16.Qxb4 Rb8 17.Qc3 Nf6 18.Ra7
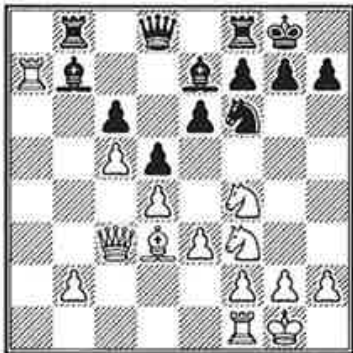
Rebell plays very precise chess, as is usual in Schoroeder programs when it locates enemy weaknesses. Fernandez is finding it very hard to get back into the game
18...Qc8 19.Rfa1 Ra8 20.Ne5 Rxa7 21.Rxa7 Qb8 22.Nxc6?!

A better plan would be a rook retreat (Ra1) and prepare the b-pawn advance.
22...Bxc6 23.Rxe7 Qa8 24.Qa3 Qd8?

24...Nd7 would make it a better game: 25.e4 dxe4 26.Bxe4 Qd8 27.Bxc6 Qxe7 28.b4 Nb8 29.Be4 Qd7 30.Ne2 Rc8 31.h3 Qb5 32.Nc3 Qc4 33.d5 exd5 34.Bxd5 Qd4 35.c6+-
25.Ra7! Qb8 26.b4 Rc8 27.Qa6 Qxb4??

A wild lash out, perhaps panic?!
28.Qxc8+ Be8 29.Nh5 Qe1+ 30.Bf1 Kf8

In my opinion, Rebell played a very good game for an old 8bit computer.
31.Qd8

A modern PC program would announce mate with this move! **1-0**

Cortés,M - Galaxy 6502/4
[A28 English Opening, Four Knights variation]

1.c4 1...Nc6 2.Nf3 e5 3.e4 Nf6 4.Nc3 Bc5 5.h3?!

New, but not necessarily good! 5.Nxe5 Nxe5 6.d4 is theory
5...d6 6.a3?! Be6 7.d3 0-0 8.Bg5

If 8.b4 Bb6 9.Nd5 Bd4 10.Rb1∓ maybe is better for White than the game
8...h6 9.Bh4 Nd4 10.Be2 Nxf3+?!

10...c6! is still ahead
11.Bxf3 Bd4

12.Qd2?

Of course the f6-knight is pinned, you would agree, yes! 12.0-0 c6 13.Qc2=
12...Nxe4!

Surely a very big shock for Cortes!
13.Bxd8

Or 13.Bxe4 Qxh4
13...Nxd2 14.Kxd2 Raxd8 15.Raf1?

White wants to fight for the e-file, but cannot because Bxf2. But there is no value with the f-file. 15.Nb5 Bxf2 16.Nxc7 Bd7 17.b4 was better
15...c6 16.Kc2 Bb6 17.Be2 Rfe8 18.f4 exf4 19.Rxf4 Be3 20.Rf3 Bd4 21.Rf4 Bxc3 22.Kxc3 Bxh3

Now the open e-file (and 7th. rank!) is for Galaxy
23.Rxh3 Rxe2 24.g4 Kf8 25.Rh5 Rde8 26.Rhf5 f6 27.a4

There is always hope in the endgame against the older dedicated machines!
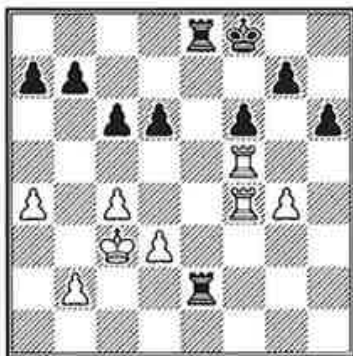**27...Kf7 28.a5 R8e5 29.b4 Rxf5 30.Rxf5 g6 31.Rf4 h5 32.gxh5 gxh5 33.Rh4 Kg6 34.Kd4 Kg5 35.Rh1 f5**
35...Rg2! intending Rg4+ is very strong here
36.b5
36.Rg1+!? Kh6 37.Rg8 was maybe worth a try
36...a6 37.c5? dxc5+ 38.Kxc5 axb5?!
38...Re5+!
39.Rg1+ Kf6 40.Rh1 Kg6 41.Rg1+ Kh6 42.Rg8 h4 43.Rd8? Re7 44.Kd6 Rf7 45.Ke6 Kg7 46.Rd4 f4! 47.Rb4 h3 48.Rb1 f3 49.Rh1 f2 0-1

Amsterdam 68000/12 - Adsuara,V
[A04 Kings Indian Attack – unusual lines]

1.Nf3 g6 2.e4 d5 3.exd5 Qxd5 4.d4 Bg7 5.Nc3 Qa5 6.Bf4 c5?!
Better/usual is 6...Nf6 7.Qd2 c5 8.dxc5 Qxc5 9.Be3 Qa5 10.Bc4 0-0 with easy development for Black to equalise. The strategic theme of queenside pawn majority could be exploited at the endgame
7.Bb5+ Bd7 8.Be5
Amsterdam tries to increase pressure on weak points.
8...Bxe5 9.Bxd7+ Nxd7 10.dxe5
Without the g7 bishop, e5 is an excellent square for a pawn. It controls f6 and d6 for the future and makes Black's development more difficult!
10...0-0-0 11.Qd5?!
It is a very tempting move for a program that emphasises the mobility. It may be Qe2 would be a better plan, e.g. 11.Qe2 Nh6 12.0-0 Nf5 13.Rfd1 h6 14.Qc4±
11...e6?
This move gives Amsterdam definite control of squares f6 and d6. 11...Nh6 would leave it deciding where to castle with only a little plus

---

12.Qe4 h6 13.0-0-0!
Amsterdam starts pressing on d6.
13...Ne7 14.Rhe1?!
14.Nd2 Nb6 15.Nb3 Qb4 16.Qf3 Nf5 17.a3 Qc4 18.Ne4 Na4 19.Nd6+ Nxd6 20.Rxd6 Rxd6 21.exd6 Qd5 22.Qxf7 Qxd6 23.Na5±
14...g5 15.Nd2 Nb6 16.Nb3 Qb4 17.Qxb4 cxb4 18.Rxd8+ Rxd8 19.Nb5
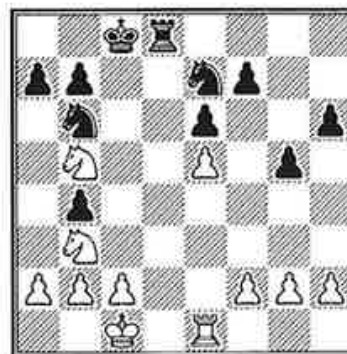
19...Nc4?
Wasting a tempo which allows an attack on the b4-pawn. Amsterdam jumps right in! If 19...Nc6 20.Nd6+ Kc7 21.Nc5 Nxe5 22.Nb5+ Kc6 23.Rxe5 Nc4 24.Nxa7+ Kb6 25.Na4+ Kxa7 26.Rb5 White just has a small edge±
20.Re4! Nb6 21.Nd6+ Kb8 22.Nc5 Nbd5??
22...Nd7 23.Ncxb7 Rf8 24.Na5! is bad news for Black, but better than the game!
23.Nxf7
After 23...Rg8 24.Nxe6 White has 2 pawns and more good moves available **1-0**

Luis Barona, Basilio Club president, before his game with Elite V9

Barona,L - Elite V9 68030/32
[C81 Open Ruy Lopez – Keres Variation]

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Nxe4 6.d4 b5 7.Bb3 d5 8.dxe5 Be6 9.Qe2

Be7 10.Rd1 Nc5 11.Be3 Nxb3 12.axb3 Qc8 13.Nbd2

Elite is now out of book – Nc3 is usual here. I was not sure if Elite would play in a good way this position, but I was surprised by its excellence

13...Qb7 14.c3 a5 15.Nf1 0-0 16.Ng3

Or 16.Bg5 a4 17.Bxe7 Nxe7 18.Nd4=

16...a4! 17.b4! Rae8 18.Bd4 Bg4 19.h3

Possibly better was 19.Qd3!? Nxd4 20.Qxd4 Bxf3 21.gxf3 c6 22.Qg4 g6 23.Nf5 Qc8 24.Nd4=

19...Nxd4 20.Rxd4 Be6 21.Rd2

21...Qb6?!

21...c6 22.Qd3 Qd7 23.Re1∞

22.Rad1 g6 23.Qd3 c6 24.Nd4?!

The contest between 2 knights and 2 bishops is very interesting. This move gives one of the bishops a good attacking square. Equal is 24.Ne2 Bf5 25.Qd4 Qc7 26.Ng3 Be6∞

24...Bg5 25.Re2 Bd7 26.Rde1 Qc7 27.e6?!

Unfortunately doesn't work. Anyway 27.Nf3 was important to try and maintain the position

27...Bxe6!

At first it seems the exchanges on e6 will encourage the draw, but Black has a fine move waiting at the end which Luis has missed!

28.Nxe6 fxe6 29.Rxe6 Rxe6 30.Rxe6

30...Rxf2!

The end of the combination not seen by Luis. A really impacting sacrifice able to break

the nerves of almost anyone! The first reaction is... 'what is happening here? Ufff... a computer never gives material without a good reason!'

31.Rxc6

If 31.Kxf2 play continues 31...Qf7+ 32.Qf3 Qxe6-+. Ok, lets see how Elite continues after the game move...

31...Rxg2+ 32.Kxg2 Qxc6 33.Qf3

Barona is resourceful! He starts looking for a position to give chances for a perpetual check or any similar theme

33...Bc1 34.Ne2 Bxb2 35.Nd4 Qc4??

This is a big error that could have actually allowed White to draw the game. Note that 35...Qd7! would win with no argument!

36.Ne6??

We are now fairly sure that 36.Qf6!= gets perpetual check! Let's see: 36...Bxc3 37.Qd8+ Kf7 (37...Kg7?? 38.Ne6+ Kf7 39.Ng5+ Kg7 40.Qe7+ Kh6 41.Nf7+ Kg7 42.Nd6+ Kh6 43.Qe3+ Kg7 44.Nxc4+-) 38.Qd7+ Kf6 39.Qe6+ Kg7 40.Qe7+ Kg8.

Note however not 36.Qe3? Qc8 37.Qe5 Qd8∓.

White's move not only missed a drawing chance, but as well it leaves Black a totally winning reply! A great shame for Luis – he had been really looking for just this draw opportunity, but was still quite unsettled by the sac' on move 30 and missed it when it came!

36...Qe4!

Forcing a queen exchange, then a4-a3-a2 and White's knight is lost stopping the pawn. Well played Elite... except for that one mistake which you managed to escape with!

0-1

Vancouver 68020/12 - Soliño,L
[D55 Queens Gambit Declined]

1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Bg5 Be7 5.Nc3 0-0 6.e3 b6 7.cxd5 exd5 8.Rc1 c5?

This seems to simply lose a pawn. Theory lines are:

8...Bb7 9.Bxf6 Bxf6 10.Be2 Qe7 11.0-0 Rd8 12.Qc2 Nd7 13.Rfd1=, and

8...Be6 9.Ne5 Nfd7

9.dxc5 bxc5 10.Bxf6 Bxf6 11.Nxd5 Bxb2 12.Rxc5 Ba3 13.Rc3 Qa5 14.Qb3

It is clear that Vancouver has not let Solino gain anything with his doubtful 8th move
14...Bd6 15.Nd4 Be6 16.Bc4 Bxd5 17.Bxd5 Bb4 18.0-0 Bxc3 19.Bxa8 Bxd4 20.exd4 Na6 21.Be4 g6?!
With 21...Rd8 Black can continue fighting for the draw. The advance to g6 generates new weaknesses and Vancouver knows how to exploit them.
22.Rd1 Rb8 23.Qc4 Rb4 24.Qc8+ Kg7 25.Qd7 Nb8
There is a suprising try for Black here in 25...Nc7! Perhaps we have missed a small mistake by Vancouver somewhere, becasue now 26.Bc6 Ne6 27.d5 and then the clever 27...Re4! threatening mate on e1! Black is not far from being equal
26.Qd6 Rb2
Black is trying to recover the pawn but with an insecure king position.
27.Bd5

27...Qd2?
Threatens perpetual check (or even mate!) along White's 2nd. rank, but unfortunately this gives Vancouver too much access to assault the black king. 27...Qb6 would delay the end but even then the game is almost won for Vancouver after 28.Qxb6 Rxb6 29.Bb3
28.Qe5+ f6??
Accelerating the end, but anyway there was nothing to do. If 28...Kh6 29.Rf1 Rb4 30.Qe8 Rxd4 31.Qf8+ Kg5 32.Bxf7 Qb4 33.Qg7+– 1-0

Vicente Adsuara and Leonardo Solino in post-mortem analysis with Vancouver

29.Qe7+ Kh6 30.Qf8+ Kg5 31.h4+
All that is left is 31...Kxh4 32.Qxf6+ Kh5 33.g4+ Kh6 34.Rxd2 and mate follows very soon **1-0**
One can easily sense the level of commitment by the players to this match in the photograph above.

And now we come to the game on top board!

Penadés,V - Magellan SH7000/20
[**C68** Ruy Lopez, Exchange Variation sideline]

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.0-0 Qd6 6.d4 exd4 7.Qxd4 Bg4 8.Nbd2
Most White players would go 8.Qe3 in Club games, to avoid the queen exchange, but the current anti-computer vogue is to get queens off to minimise tactical risks and work towards small positional advantages for the endgame. We soon see from Penades' moves that this is what has decided to do!
8...Qxd4 9.Nxd4 0-0-0 10.c3 c5 11.Nc2 Be2 12.Re1 Bd3 13.Ne3 Bd6 14.f3
Penades plays quiet moves waiting for Magellan to make positional mistakes, but maybe he is a bit too passive for this to happen?!
14...Ne7 15.Ndf1 b5
Magellan controls the weak square d3 and tries to gain space in the queenside.
16.Kf2 c4
Consolidating d3. White is playing in a very conservative way and this gives Magellan the possibility to play with little discomfort!
17.g3 Rd7 18.a4

Trying finally to obtain counterplay.
18...Rhd8 19.axb5 axb5 20.Ra8+ Kb7 21.Rxd8 Rxd8 22.h4

After the match Alvaro puts the games into his laptop - always best done before switching the computers off! In the background Enrique Estevez starts packing up!

22...c5?!
Maybe this is okay? or maybe Magellan has made its first doubtful move.
I think 22...Ra8 23.f4 f5 looked good
23.Ng2 Ra8 24.f4 Kc6 25.Kf3 Bc7 26.Nfe3 g6?!
An unecessary pawn advance that weaks the whole structure. Maybe 26...h5!?
27.Ng4! h5 28.Nf2 Bc2?! 29.Ne3
Good! White has equalised the game and even has some initiative
29...Bb3 30.e5 Ng8 31.Ne4 Nh6 32.Ng5 Bd8 33.Ne4 Ra1 34.Bd2 Ra2

At this point the game seems to be headed for a draw. Penades only has to defend the pawn with 35.Bc1 and the Magellan would be struggling to make any sort of progress
35.Rb1?
It is a mistake to use the rook to defend b2, and it gives Magellan a real advantage
35...Be7 36.Be1 Ng4! 37.Nd2!
36...Ng4! was clever! but Penades finds the right reply! – he cannot play 37.Nxg4? hxg4+ 38.Kxg4?? (better is 38.Ke3 but Bc2 39.Rc1 Rxb2-+) 38...Bc2! forking rook and knight 0-1
37...Nxe3 38.Kxe3?
Loses a key pawn. If 38.Nxb3! cxb3 and now 39.Kxe3 Kd5 40.Rd1+ Ke6 41.c4 bxc4 42.Bc3∓ but White may still be able to draw!

38...Bc2 39.Rc1 Rxb2

40.Ne4?
40.Ra1 is clearly better
40...Kd5 41.Ng5 f6 42.Nf3 fxe5 43.fxe5
White's morale level has collapsed and his play loses precision. But even if 43.Nxe5 b4! is still close to won for the computer!
43...Bf8 44.Kf4 Bh6+ 45.Ng5 Bd3 46.g4 Re2 47.gxh5 gxh5 48.Ra1 Rxe5
After 49.Kf3 Bxg5 50.hxg5 Rxg5 Black's only possible problem is the bishops being opposite colours, so the win may still need some care: 51.Ra5 Rf5+ 52.Kg2 Be4+ 53.Kg3 Rf1 54.Bd2 Rb1 and now Black will win **0-1**

Enrique & Alvaro after a great morning of chess!

DAVE WIEKRYKAS (COMPUTER killer) TAKES ON RATING LIST table-topping SHREDDER 7!

It seems a long time *(SS98)* since we last had a look at a game from **Dave Wiekrykas** - one of *Selective Search's* remarkable anti-computer stars!

In one sense I don't like doing it, as it sometimes makes the programs look a bit silly when someone plays weird moves against them and yet somehow wins (quickly!).

After all, these are the products I'm trying to sell to earn a living, so if anything I should be protecting them from such publicity!

But on the other hand, I wonder if other readers are like me - strangely fascinated that, whilst **Kramnik, Kasparov** and **Bareev** have all been held to quite exhausting match draws against Fritz, Junior and Hiarcs respectively (our top programs), yet here the unknown (well, not to SS readers!) **David Wiekrykas** plays some - errr - daft opening moves and beats them easily!

In the end I find myself drawn towards his games, because I want to know *'how does he do it'*, and what are the program weaknesses that <u>must</u> be there for such things to still be happening!?

To 'celebrate' Shredder 7's arrival at the top of my Rating List (that's as I type on 20/March - it may change) I thought we'd see how **Dave** deals with '**Big S**'!

Dave Wiekrykas - Shredder7 Athlon 1333
Sicilian (of sorts!) B23. G/25

1.e4 c5 2.Nc3 Nc6
Here theory shows a

tremendous choice: Ng3, g3, Nge2, f4, and then other lesser moves for White. But there's no sign of Dave's!
3.f3?!?!
Yes, DW's at large! and Shredder is, of course, now out of Book
3...e6 4.Nh3 a6 5.a4 d5 6.Nf2 Nf6 7.d3 d4?
Falling into Dave's blocked centre, his standard theme
8.Ne2 b6

9.f4!
Expanding on the kingside now the centre is blocked. The next step will be to wait for Black to play e5, enabling White to respond with f5, after which the kingside pawn invasion can be deadly
9...Qc7 10.g3 Be7 11.Ng1 0-0 12.Bd2 e5? 13.f5!

13...c4?!
13...Bb7 seems better
14.dxc4 Bb7 15.Bd3 Nd7 16.h4 Rac8 17.b3 Bc5 18.g4 f6

19.Nf3
Some programs wrongly play 19.h5?? here, killing their own attack (the g-pawn becomes backward and the pawn march is immobilised)
19...Qd6 20.g5! Kh8 21.Rg1 Rg8?
Incarcerating his own king. 21...Bb4 was better, though Dave already holds an advantage at this point
22.g6 h6 23.Kf1 Ba3
23...Rge8 probably runs into 20 24.Qc1. The best chance... perhaps 23...Bb4
24.Ne1 Bb4 25.Bc1

25...Qf8??
Further imprisonment for his own king?!! 25...Qe7 would be better, but 26.Qh5 is still very strong! and 25...Rge8!? 26.Qh5 gives White the same winning attack. 1-0 all ways!
26.Qh5! Ba3 27.Bxa3 Ne7 28.Ng4 Rc5 29.Bc1 Nxf5 30.exf5 and **1-0**

'STRENGTH ISN'T EVERYTHING - FEATURES RULE!' said STEVE HARDING
THE SS WISH LIST HIT PARADE!

Firstly, may I say a big thank you to everyone who responded to my *'Strength Isn't Everything'* article in *SelSearch 103*.

Readers may remember that in it I had presented a few ideas for new features I would like to see included in future versions of our favourite chess playing programs and dedicated computers.

I had then invited you, the SS readers, to do the same - to write down your own personal feature *'wish lists'* and to send them in to me.

From these I would then produce an overall **SS Readership wish list** or *'Hit Parade'* and send this in to Eric for inclusion in SS105.

Importantly, after publication, our overall Hit Parade feature wish list would also be made available to all the main programmers, manufacturers and suppliers as evidence of what some of their real customers actually want from future versions of their products.

Around twenty readers duly answered the call and, either directly to myself or via Eric, sent in their own wish lists and/or comments.

And what a imaginative (and demanding!) mixture of ideas and suggestions you all came up with !

I must say that it has been great fun reading, sifting and sorting through them all to produce our overall **Hit Parade** list, which by the way, I have actually separated out into **two lists**, one for <u>dedicated chess computers</u> and one covering <u>PC chess playing software</u>.

Anyway, without further ado here are our two separate lists followed by a few observations. See what you make of all this - and see if you can spot your own suggestions !

Manufacturers, suppliers and programmers take note! This is what WE - the readers of *Selective Search* want !

'The Dedicated Chess Computer of 2004' we would buy will :-

- (For auto-sensory wooden based boards) cost no more than £300-400 but play at 2600 Elo and be full size boards with full size felted pieces.

- (For table top press sensory boards) cost no more than £200 but play at 2600 Elo.

- (For Portables) Be a hand held, touch screen device with the playing strength of Pocket Fritz

Dedicated chess computers will in general ...

- Provide us with an ELO/BCF rating after the game, based on our playing standard during the game.

- Will run dedicated versions of the top PC programmers chess playing engines.

- Will accept upgrade modules or cards when new versions of the program become available. Furthermore, we should be able to buy and easily slot these modules into convenient sockets in the side of the boards ourselves, with no need to return the board to a

supplier for special fitting.

- Will have extra sockets or slots on the side of the board so that if we wanted to we could buy and fit additional processors or memory to increase the speed and playing strength of the existing program.

- *(The previous two ideas would combine to produce a dedicated board which we could upgrade both with new software and with faster, better or extra hardware).*

- Will actually be available to buy on the date the manufacturer first said it would be.

- Will speak to us (!) and at the same time allow us to give it voice commands to for example select its playing personality or strength.

- Make other sounds of the kind we hear from our opponents during tournament games.

- Be able to 'debate' and run through the game with us when the game is over.

- Come with an mains adaptor at no extra charge (for mains supplied dedicateds).

- Come with special long life rechargeable batteries (for batteries only machines).

- Will link to our PC if we have one and be able to play other computers (PC and dedicated) in easy to set up series of tournament matches.

- Could be optionally purchased as a dedicated card with its own processor and memory that we could plug in to our PC in a way that would combine the PCs own processor and memory to that installed on the card to play at twice the speed.

'The PC Chess Playing Program of 2004' we would buy will ...

- Cost about the same as they do now, but no more than £40

- Come on CD/DVDs where the spare space on the CD or DVD is filled to capacity with added extras such as :-
  - *A selection of other chess engines.*
  - *Other games - draughts, diagonal draughts, fox and geese, othello, chess variants, suicide chess, mastermind,*
  - *A linux version contained on the CD as standard,*
  - *A Mac version*
  - *Dedicated chess tutorials.*
  - *Current world rating lists and listings of recent tournament games etc.*
  - *Light-hearted chess puzzles / strange positions / strange winning moves and anecdotal stories for extra fun and entertainment.*
  - *A listing of all the main regularly held tournaments.*
  - *A listing of chess retailers, tournament organisers, useful web addresses.*
  - *A set of the latest patches to earlier versions of the program.*
  - *A full set of earlier versions of the program.*
  - *A chapter describing how chess programs work internally and how one might go about programming a computer to play chess.*
  - *A utility to slow down the PC to ensure that in computer -*

computer games there is a level playing field even if the two machines are at a different specification.
- *An Encyclopedia of Chess.*
- *Biographies of the top players.*
- *An Openings Encyclopedia.*
- *Come with a better and more substantial Help Manual, clearer and better quality documentation.*

- Be the 'deep' version of the program by default - if a 'standard' version also exists put this on the CD as well.

- Be able to load and run all Winboard / UCI compatible chess engines as standard, without the need for a translator program to convert the winboard / UCI engines to the appropriate format and firmly dispensing with the idea of proprietry engine formats.

- Be fully Internet Aware. For example to have :
  - *An option/program which searches the net for quality games and compiles new opening book lines in a separate 'book' which we could then pick lines from to include in our actually used opening book.*
  - *An option/program which searces the net to download supplier-authorised 'learn' files which we could then apply to our program to make it a little bit stronger.*
  - *An option within the program which allows us or the program to automatically report a bug or 'bad move' back to 'base' ie to the suppliers web site for their reference and / or correction.*
  - *An opton that will automatically detect the availability of program patches, upgrades, new opening books, learn files and other content we could then optionally download to strengthen our program and keep it 'up to date'.*

- Be much better at teaching us how to play good chess. Particularly to have:-
  - *Dedicated in-built graduated tutorials such as those within some of the more specialised products such as Mentor.*
  - *Personalised tutorials based on games played against the computer and those against other people that we could also import in for assessment and recommendations.*
  - *Themed tutorials which 'show you on the board'. Themes could be such as king pawn openings, playing the middle game, tactical themes, how to play rook and pawn endgames etc. There is lots of scope here.*
  - *Targetted tutorials - ones which are designed for and require careful study to allow us to reach a specific target (say a specified ELO rating).*
  - *A certificated tutorial and test. Eg a tutorial with a test which if we pass the program awards us a certificate.*
  - *A Master / IM / GM 'Super' or 'Gold Level' Tutorial - one we could follow with the aim of achieving a recognised title!!*
  - *A tournament tutorial showing us how to play to get the best results in real chess tournaments. Hints and tips etc.*
  - *A 'fun' / 'interest' tutorial - light-hearted tutorial showing us some of the more fun learning aspects of chess.*
  - *A option to produce an assessment of the main areas of our play in which improvement is required.*
  - *Better descriptions of why a move we made proved to be a mistake.*
  - *A detailed personalised assessment of our playing strengths / weaknesses.*
  - *A graphical representation of how our rating has improved over time. (To show if we are learning*

what the computer is teaching us).

■ Be much better at providing us with good analysis. For example :-
  • *English-like analysis of principle variations*
  • *Set up the program to analyse a specific opening line or lines in order to look for opening innovations.*
  • *Analysis for (deep) traps in the opening. We all know some, let the computer analyse and show us more (for fun and who knows maybe it might happen in real play).*
  • *Set the opening variation to say the Kings Gambit and let the computer exhaustively analyse for hidden traps and opening innovations.*
  • *Be able to gather analysis as the game progresses move by move rather than all at the end when the game has finished.*
  • *Better graphical representation of analysis / score as te game progresses.*
  • *A SWOT type anaysis feature (Stengths, Weaknesses, Opportunities and Threats).*
  • *A statistical option that displays the number of games in the database which contain a position equivalent to the current board position with the same side to play and a statistical breakdow of how many were white wins, black wins and draws.*
  • *Analysis by more than one engine at a time, so as to present different opinions of the best lines to play.*
  • *Provide better graphical analysis capable of being exported to other software packages like Excel*

■ Will allow us to play two or three engines on one side.

■ Have more and different playing modes

■ An option to ask the program to play a positional or tactical type game (at the start or at any point during the game)

■ The ability to create a 'personality' within the program that equates to our own playing style and strength. We could them play a computer representation of 'ourselves'. This might be interesting and fun.

■ The ability to create a positional personality or a wholly tactical one.

■ The ability to easily direct the computer to play a specific type of opening, say, the Kings gambit or similar.

■ When suggesting moves, allow the computer to suggest different moves for different playing styles and the reasons in each case why the moves have been suggested. Eg when asking for help the computer might generate several suggested moves - one for a positional type game, one for tactical, one for the aggressive gambit player and one for the ultra defensive player.

■ Named personalities - ones which play in the style of the person who they are named after. E.g. If we want to play a Tal or Kasparov type personality, let us.

■ Be better able to calculate a chess rating from games played

■ The ability for the computer to accurately rate our play from actual games we have played against it and/or from our performance at playing a comprehensive suite of test positions.

■ The ability for the computer to rate itself on our specific PC hardware by studying a special set of test

positions.

■ The ability of the program to hold and maintain a rating table consisting of our rating, its rating and its own rating of all the internal personalities it/we have created. If comp-comp games have also been played then also an entry for all of the other programs or engines that the computer has played. All table entries to be shown with with full histories, games played stats, margins of error etc. individual ratings against other computers and humans - All in all a table like Eric's inside the back page of SS. Also separately shown rating sub - categories, such as ratings for games where we play with White / Black pieces and say for Blitz games, Tourn and other categories of games, ratings for different kinds of openings played etc.

■ The ability to set the computer to play at ANY elo/bcf etc rating not just one in the prescribed range.

■ Have better engine research options.

■ Make it easier to set up fully automated tournaments in advance.

There it is then. We have all had the chance to have our say - for this year at least.

Well, what are we to make of it all ?
   This is my take on what we are trying to say. See what you think.

Dedicated Computers

Well, firstly, it looks as if we feel that many of the current dedicated boards are relatively under-strength when compared to their PC based equivalents - and in

some cases a bit pricey for what they are.

Nevertheless, some of our comments and pleas for innovation do suggest there does seems to be a strong underlying dedicated market out there just waiting to be tapped by the right products.

After all, not all of us own or wants to own a PC and many of us would certainly prefer to play on a nice full size wooden board with large felted pieces rather than on a flat two dimensional PC screen.

Added to this, many of us on the move would love to own a reasonably priced strong touch screen portable we could easily carry around with us. Some of us would even like both a large full size wooden board for our homes and a good portable for the times we are not at home.

Widenening Gap

Frustratingly, even though hardware, processor and memory prices in general are falling and whilst in theory it ought to be cheaper to manufacture stronger dedicated boards nowadays, all we can see is a continuing and substantial gap (strength and price) between the dedicateds and the latest PC programs.

Worse than that, the strength gap between the two is actually widening to the further advantage of the PC programs.

•*(With 1.2 Ghz processors retailing to the public at just above £40 nowadays, surely there must be some way for a manufacturer to produce a relatively strong dedicated machine with an acceptable price tag).*

We're Waiting ...

Our SS message to the manufactureres of dedicated chess computers then seems to be:

'There are a lot of us customers out here and we ARE prepared to spend our money. Some of us would might even buy more than one dedicated machine - but not at the moment.

'We are still waiting, waiting for you to come up with the right product at the right price. We want to be impressed. In fact we are really hoping that things will change soon. Don't leave us waiting for too long though. Eventually, we'll get bored and go elsewhere.'

PC Chess Programs

In contrast to our price related comments on the dedicateds, we seem to think the PC playing chess programs are quite reasonably priced, perhaps with the exception of the 'Deep' versions.

However, that is not to say that the programs could not be made better value for money at the same price. For example, we would much appreciate the inclusion of many other value adding extras on to the CD or DVD which, after all, would otherwise be shipped with masses of un-used space.

Strength

Most of us seem to feel that the latest PC programs are good enough in terms of playing strength - no one said for example that they 'must have' a 2900 (!) ELO program.

Nevertheless, we do seem to routinely expect gradual increases in ELO points year on year.

By contrast, we have highlighted a large number of

areas in the PC programs that we consider do need to be improved or overhauled altogether as our needs evolve.

Notably, the teaching, analysis, rating, Internet awareness and the Winboard / UCI compatibility features all seem to be good starting points from which to look forward.

Good - But Get Innovative Again

Our message to the programmers and suppliers of the PC based chess playing programs therefore appears to be

'Good playing strength, but a little bit stronger next year please, think about the price tag on the 'Deep' versions but other than that we are content to pay at around the current level.

'Plough more resources into providing better and more varied features, paying specific attention to improving the areas we have highlighted.

'Get innovative, start to think a little more laterally. Make progress on these fronts and our continued custom is assured'.

Steve Harding
(fan, enthusiast, once peaked at 150 BCF, programmer (not chess), no commercial interest at all).

Note from Eric: I would like to thank Steve Harding for bringing his excellent idea to fruition, and all his hard work in compiling the responses.
I would also like readers to know that I have greatly enjoyed reading the finished article, but would not necessarily feel able to support practically all of the ideas proposed!

Mephisto's ATLANTA and RISC 1MB
head-to-head in Colin Newby's match!

It's always good to hear from an old friend, **Colin Newby.**

I first met Colin and his dear wife Beryl in November 1986 when we ran the **West Winds Tournament** in Aberdovey, mid-Wales.

It was one of those really great weeks - Aberdovey is on the (windy) mid-Wales coast, but the weather stayed fine. We all got a little outdoor exercise, whilst indoors we enjoyed a fascinating computer chess tournament and good company.

My wife and I were running a Rotary Guest House at the time, so we held the Tournament in their off-season and tried to make the event a mini-holiday for our visitors.

My wife's parents came to help with the catering and, as I recall, Beryl Newby did a fair share as well. Our dog Kimbo had a great time with the visitors, including eating a pawn from Kevin Doubleday's Conchess set (she was never all that fussy!).

I had a **Mephisto Amsterdam** which was the hot (and expensive!) favourite - at that time it was winning everything it entered, incl. the World Championship.

I also had a new **Mephisto Mobil Rebell** program by Ed Schroder.

Most of the other entrants, bringing their computers along with them, were readers of my magazine, at that time called *'the News Sheet'*.

I've already mentioned Kevin Doubleday and he brought along his **Novag Super Constellation** and

Conchess 2MHz. We also had a **Conchess Plymate 8MHz** playing, courtesy of the then Conchess distributor Andy Roland.

Another guest was Ian Peddie. I can't remember for certain what his machine was, but think it was probably the **Fidelity Excellence/3.** Ian is now working in the USA.

Colin brought his **Fidelity Par Excellence**, and we also managed to borrow a Fidelity Elite and **Avant Garde 5MHz** from Terry Knight. Unfortunately we couldn't get the Elite to work - some things never change!

A chap called John from South Wales - just can't remember his last name - brought along a **Novag Constellation/2** and his **QL Computer** with Richard Lang's early **Psion** program on it, but it had a very hard time... those were the days when we weren't sure if personal computers had much of a future in chess!

Last but not least we had Paul Cohen, the boss of Eureka who were at that time the Novag and Mephisto distributors. He came along in his fine Rolls Royce which we persuaded him to park as near to the front of the Guest House as he could! Better still he brought with him the new **Novag Forte** and **Expert** computers, and a spare **Mephisto Rebell** in the Modular board. Actually I recall he brought 2 of the **Expert** along, making every effort to ensure a Novag machine won if possible!

And amazingly the unthinkable sort of happened!

My Amsterdam lost 4 of its

How young we all looked in 1986. Chris's dad, who has since died, is in the foreground (her mum took the picture, she now lives just round the corner from us in Wilburton). Chris is sat with a very young Kimbo! and I'm just behind her with a waistline I'd like back! Next to me is John, behind him Colin, centre-back is Ian Peddie, then Kevin Doubleday and in front of Kevin is Beryl Newby.

8 games, going down firstly to Colin's **Par Excellence**, and that went on to win the tournament with 6/8!

The Modular **Rebell** also beat the Amsterdam in the best game of the week, and ended with 5½.

3rd. was (hurray!) a Novag **Expert/5** with 5, and on 4½/8 were Novag Forte, the Avant Garde/5, Plymate/8 and the other Rebell.

My poor Amsterdam came in 8th. of 14 with a hugely disappointing 4! Some days it played great chess, and on the others, well, not so great! At least it went unbeaten, as far as I can recall, in our human-computer games in the evening, though the

combination of Ian Peddie and Paul Cohen had it hanging on for a draw on a couple of occasions!

Great days, and most of us have kept in touch since through the magazine and Christmas cards etc.

Colin has been a strong supporter of *Selective Search* so when he renewed his sub. this time and sent me *'a really good game'*, I knew it was likley to be magazine material! Here it is:

Atlanta - Meph RISC 1MB
Game in 45 mins. Feb 2003.
D15: Slav Defence: 4 Nc3 a6 and
gambit lines after 4 Nc3 dxc4

1.c4 c6 2.d4 d5 3.Nf3 Nf6 4.Nc3 dxc4 5.e4 b5 6.e5 Nd5 7.a4 e6 8.axb5 Nxc3 9.bxc3 cxb5 10.Ng5 Bb7 11.Qh5 g6 12.Qh3

The Fritz8 book shows 12.Qg4 Be7 13.Be2 Nd7 14.Bf3∓

12...h6?!

Colin watches his ParE in play at West Winds against a Novag Expert. Chris's dad observes intently - though he admitted afterwards he didn't really have a clue what was going on! Behind him are Kevin and Ian, while I am checking up on the Psion QL game

12...h6 is new, and gets an unexpected response! Usual is 12...Be7 13.f4 Nd7 (but 13...Qd5!? went 14.Qh6 Bf8 15.Qh4 Be7 0-1 in Wallinger-Hohm, 1988) 14.Be2 Nb6 15.0-0 and 1-0, Marschall-Schlinkmeier, 1996

13.Nxe6!?

Wow! what a surprise. Most programs will quite strongly favour Black's game after this, but it must certainly give White an initiative and some attacking chances.

13.Be2 was the safe and sound alternative!

13...fxe6 14.Qxe6+ Qe7 15.Qxg6+ Qf7 16.Qxf7+ Kxf7 17.Ra5

17.Rb1!? looks a more natural way to attack the pawn... and the b7-bishop as well, though 17...Bc6 18.Be2 Nd7 still has Black ahead on the PC evaluations

17...a6

With queens now off it seems White's sac' and subsequent material disad-vanatage will leave him with a

difficult game. But the Atlanta has very different ideas, and keeps the pressure on by starting to launch its kingside pawns up the board most impressively!

18.f4! Ke6?!

Not the most inspiring reply. Better seems 18...Bd5 19.f5 Nc6

19.Ra2 Be7 20.Be2 Rg8 21.Rg1 a5 22.g4! Bh4+ 23.Kd1 Kf7 24.f5!

White has very nearly equalised

24...Bg5 25.Re1

Another possibility was 25.h4!? Bxh4 26.Rb2±

25...Bxc1 26.Kxc1

26...Ra6??
There was really nothing much in it up to this point. In fact with 26...Bd5 27.Kd2 Nc6 the game would be on a knife edge, with both sides having interesting chances!
27.Rb2! Bc6
This seems forced, I can find nothing better even though it allows the Atlanta to make a further and winning pawn advance.
Allowing the b-pawn to be taken with 27...Rc8?! 28.Rxb5 is no use. White just plays Kd2 followed by Reb1 and the attack along the now open b-file is decisive!
28.d5! Be8
28...Bxd5?! deflecting White's main purpose allows 29.Rxb5 Bc6 30.Bxc4+ Kg7 31.Rxb8 Rxb8 32.Bxa6 with an easy win
29.h3
29.Bxc4!? might be an even shorter path to the win 29...Rxg4 30.Bxb5 Bxb5 31.Rxb5 Nd7 32.e6+ Ke8 33.exd7+ Kxd7+-
29...a4
Counterattack is the only practical chance in a situation like this!
30.Kb1
30.Bxc4!? a3 31.d6+ Kf8 32.Rxb5 Bxb5 33.Bxb5 Rb6+-
30...Ra5 31.d6 Bc6 32.Ka2 Rd8 33.h4 Kg7 34.g5

A pretty picture.. for White!
34...Nd7 35.Bh5 hxg5
Or 35...b4 36.f6+ Kh7+-
36.hxg5 b4
36...Nc5 is no good either:

37.e6 Nxe6 38.Rxe6 b4 39.Rg6+ Kf8 40.Rf6+ Kg8 41.Bf7+ Kg7+-
37.f6+ Kg8 38.e6
Another pretty picture, pawns in a row!
38...b3+ 39.Ka3 Nxf6
39...Rf8 praying for a miracle, but 40.e7! Raa8 41.e8Q Raxe8 42.Bxe8 1-0
40.gxf6 Rxh5 41.f7+ Kg7 42.e7 Rhh8 43.Rf2 Kh6
43...b2 seems to last the longest, but 44.Rg1+ #8
44.Rg1
After 44...Bf3 45.Rxf3 Rxd6 46.Rh3# **1-0**

The current match score is:

■ Meph Atlanta 3-2 Meph RISC 1MB

Having shared some memories and photos from the 1986 **West Winds tournament**, here's the Mephisto Rebell/5 win over Mephisto Amsterdam!

Amsterdam - Rebell/5
West Winds, 1986. 40/2hrs

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Bf4 d5 5.e3 Bb4+ 6.Nbd2 0-0 7.Bd3 Bb7 8.0-0 Nbd7 9.cxd5 exd5 10.Qc2 c5 11.Bd6 Re8 12.a3 Bxd2 13.Nxd2 Rc8 14.Qc3?! cxd4 15.Qxd4 Nc5 16.Bxc5?! bxc5 17.Qa4 Qb6 18.b4 c4 19.Bf5 Rcd8 20.Nf3 g6?! 21.Bh3 Ne4 22.Nd4 f5!

23.Rac1?! 23.g3 was better, and if 23...Ng5 24.Bg2! **23...Ng5! 24.Qc2 Nxh3+ 25.gxh3 Qf6! 26.Qd1 Qg5+ 27.Kh1 f4 28.Rg1 Qh6 29.Qf3 fxe3! 30.Rc2?** exf2 **31.Rxf2 Rf8**

Paul Cohen and me deep in thought during a Novag Expert game

32.Nf5?? Crazy! 32.Qg3 had to be better, then 32...Rxf2 33.Qxf2 and if 33...Rf8 34.Qg3 ,though of course Black's c and d pawns should win the game **32...Qg7?!** 32...Rxf5! and the ensuing set of potent pins would win outright for Black: 33.Qxf5 d4+ 34.Rf3 Rf8 35.Qe6+ Kh8 36.Qe5+ Qg7, 0-1 **33.Nxg7 Rxf3 34.Rxf3 d4!** 35.Kg2 Rf8! Piling on the pressure **36.Rgf1 Kxg7 37.Kg3 Bxf3 38.Re1 Rf7 39.Rf1 d3**
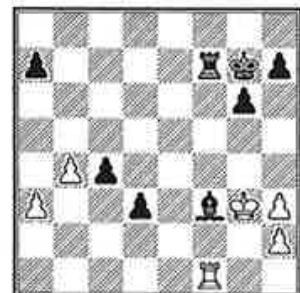
40.Rg1 c3 and Amsterdam could resign now. Search depths were much smaller in 1986, so it needed another couple of moves for the computers to admit it! **0-1**

RATING LISTS and NOTES

A brief guide to the purpose of the HEADINGS may help everybody.

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

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

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

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

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

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

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

P3-PC represents a program on a Pentium3/K7 at approx. **500**MHz, 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. SelSearch 105 Apr 2003						
BCF	Computer	Elo	+/-	Games	Pos	Human/Games
261	SHREDDER7 P3-PC	2688	26	318	1	
260	FRITZ8 P3-PC	2687	42	118	2	
259	DEEP FRITZ7/8 P3-PC	2675	22	446	3	2687 8
258	FRITZ7 P3-PC	2671	12	1357	4	
257	CHESS TIGER15 P3-PC	2659	21	453	5	
254	GAMBIT TIGER2.0 P3-PC	2636	10	1856	6	2502 2
254	CHESS TIGER14 P3-PC	2634	12	1372	7	2665 13
253	DEEP FRITZ6 P3-PC	2631	12	1493	8	2594 18
253	SHREDDER6/632 P3-PC	2629	13	1210	9	2438 7
252	HIARCS8 P3-PC	2627	13	1154	10	2611 14
252	JUNIOR7 P3-PC	2619	13	1212	11	2661 12
250	FRITZ6A P3-PC	2606	10	2087	12	2567 35
250	GAMBIT TIGER1.0 P3-PC	2601	21	490	13	
249	REBEL CENTURY4 P3-PC	2593	20	528	14	2634 4
248	REBEL TIGER12 P3-PC	2588	15	926	15	
248	JUNIOR6A P3-PC	2586	10	2014	16	2581 22
246	SHREDDER5/532 P3-PC	2571	13	1113	17	2602 15
246	HIARCS732 P3-PC	2570	9	2407	18	2427 19
245	HIARCS7.1 P3-PC	2562	12	1442	19	
244	SHREDDER4 P3-PC	2553	16	759	20	2560 15
244	NIMZO8 P3-PC	2552	12	1409	21	
243	CHESSMASTER 6/7000 P3-PC	2548	24	348	22	2554 22
243	FRITZ516 P3-PC	2546	12	1327	23	2473 6
243	NIMZO732 P3-PC	2546	13	1258	24	
243	FRITZ532 P3-PC	2546	12	1469	25	
242	GANDALF5 P3-PC	2542	19	579	26	
242	NIMZO98 P3-PC	2540	12	1307	27	2435 10
241	GANDALF4 P3-PC	2533	13	1153	28	
241	REBEL CENTURY3 P3-PC	2532	23	380	29	2615 6
241	JUNIOR5 P3-PC	2529	11	1537	30	
240	HIARCS6 P3-PC	2520	13	1205	31	2552 24
239	SOS P3-PC	2515	14	1003	32	
239	NIMZO99A P3-PC	2513	14	1050	33	
239	REBEL CENTURY1.2 P3-PC	2513	21	458	34	2552 43
238	GOLIATH LIGHT P3-PC	2511	15	874	35	
238	REBEL9 P3-PC	2511	14	1059	36	2637 14
238	REBEL-10 P3-PC	2510	25	329	37	2558 17
238	REBEL8 P3-PC	2507	19	548	38	
237	MCHESS PRO6 P3-PC	2500	17	699	39	2504 12
237	MCHESS PRO7 P3-PC	2498	14	1067	40	2560 2
237	CHESS GENIUS5 P3-PC	2496	13	1206	41	2419 6
235	MCHESS PRO8 P3-PC	2486	14	1026	42	
235	SHREDDER2 P3-PC	2486	15	875	43	2178 6
235	SHREDDER3 P3-PC	2485	34	177	44	2671 2
234	FRITZ516 PENT-PC	2477	29	256	45	
233	GANDALF3 P3-PC	2466	27	278	46	
231	HIARCS6 PENT-PC	2448	11	1686	47	2540 2
230	HIARCS5 PENT-PC	2447	19	585	48	
230	JUNIOR4.6 P3-PC	2443	43	115	49	
229	REBEL8 PENT-PC	2439	10	2116	50	

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

Deep prog on 8xP4/1000	120	Deep prog on 4xP4/1000	90
Deep prog on 2xP4/1000	60	P4/1800, Athlon 1500	60
P3-K7/1000	40	**P3-K7/500**	**0**
PPro2-K6/300	-40	PPro2-K6/233	-60
Pent/150	-100	486DX4/100	-180
486/66	-200	386/33	-300

RATING LIST (c) Eric Hallsworth. SelSearch 105 — Apr 2003

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
221	TASC R30-1995	2369	16	821	1	2276	18
218	MEPH LONDON 68030	2346	28	259	2	2272	6
215	TASC R30-1993	2320	12	1347	3	2336	66
214	MEPH GENIUS2 68030	2316	18	657	4	2308	23
214	MEPH GENIUS2 68030	2312	67	47	5	2392	51
212	MEPH LYON 68030	2284	15	869	6	2316	9
210	MEPH LYON 68030	2283	20	517	7	2316	9
210	MEPH RISC2 1MB	2277	20	515	8	2340	8
210	MEPH PORTOROSE 68030	2264	17	698	9	2347	54
209	MEPH VANCOUVER 68030	2262	13	1267	10	2330	17
208	MEPH BERLIN PRO 68020/24	2260	27	296	11	2327	10
207	KASP LYON-VANC 68020/24	2258	9	2540	12	2357	9
207	KASP RISC 2500-512K	2245	25	337	13	2232	95
207	MEPH RISC1 1MB	2245	9	2540	14	2330	17
205	MEPH ATLANTA-MAGELLAN	2237	15	913	15	2357	24
205	KASPAROV SPARC/20	2234	14	1077	16	2288	54
204	MEPH MONTREUX	2229	16	840	17	2040	4
204	MEPH LONDON 68020/12	2216	77	36	18	2270	67
203	KASP RISC 2500-128K	2212	9	2625	19	2215	21
202	FID ELITE 68040-V10	2193	53	75	20	2121	33
201	MEPH VANCOUVER 68020/12	2182	9	2280	21	2246	92
199	MEPH LYON 68020/12	2176	8	3292	22	2238	22
197	MEPH LONDON 68020/12	2163	61	57	23	1800	1
197	MEPH PORTOROSE 68000	2155	10	1842	24	2221	25
195	NOV SAPPHIRE2-DIAMOND2	2146	19	567	25	2169	23
194	MEPH BERLIN 68000	2141	12	1321	26	2126	13
193	FID ELITE 68030-V9	2138	15	917	27	2083	33
192	MEPH VANCOUVER 68000	2133	12	1320	28	2152	243
192	MEPH LYON 68000	2130	11	1642	29	2169	10
191	MEPH ALMERIA 68020	2126	14	1020	30	2139	83
191	MEPH MILANO PRO-SENATOR	2111	20	523	31	2111	25
190	NOV SAPPHIRE1-DIAMOND1	2110	12	1383	32	1888	2
188	MEPH PORTOROSE 68000	2102	11	1573	33	1886	130
188	FID MACH4-DES2325 68020-V7	2093	9	2281	34	2179	33
187	FID ELITE 2x68000-V5	2072	26	312	35	2111	34
186	MEPH POLGAR/10	2059	18	632	36	2080	35
184	MEPH ROMA 68020	2055	14	1070	37	2033	36
182	MEPH DALLAS 68020	2055	14	973	38	2069	37
181	KASPAROV BRUTE FORCE	2045	14	1060	39	2182	42
181	MEPH ALMERIA 68000	2035	14	1017	40	2093	31
180	NOVAG SCORPIO-DIABLO	2029	10	2037	41	2126	140
179	KASP MM6-COUGAR-COSMOS	2013	15	852	42	2126	65
178	MEPH NIGEL SHORT	2006	25	322	43	2072	65
176	FID MACH3-DES2265 68000-V2	2002	6	5485	44	2107	245
175	NOV EMERALDCLASS-AMBER	2001	58	64	45	2033	73
175	MEPH DALLAS 68000	1997	11	1526	46	1959	65
175	MEPH POLGAR/5	1987	8	2801	47	2076	17
174	MEPH MM5/5	1987	11	1747	48	1850	57
173	NOV SUPER FORTE-EXP C/6	1984	8	2824	49	2000	24
173	MEPH MILANO	1982	13	1156	49	2087	14
172	MEPH MONDIAL 68000XL	1982	15	852	50	2049	77
172	NOVAG JADE2-ZIRCON2	1977	39	138	51	2032	48
171	MEPH MONTREAL-ROMA 68000	1972	9	2507	52	1968	56
170	MEPH AMSTERDAM	1965	9	2253	53	2054	182
170	MEPH ACADEMY/5	1960	9	2379	54	2023	111
168	FID MACH2B	1951	27	276	55	1960	25
168	NOV SUPER FORTE-EXP B/6	1947	12	1437	56	2005	93
167	MEPH MEGA4/5	1943	8	2697	57	1981	197
167	KASPAROV MAESTRO D/10	1940	12	1323	58	1923	127
167	MEPH MACH2C	1937	9	2627	59	2059	127
166	KASP CENTURION-BARRACUDA-BRAVO	1931	15	908	60	1830	30
165	MEPH MODENA	1924	16	780	61	2006	97
165	MEPH MM4/5	1923	12	2693	62	1981	48
164	NOVAG RUBY-EMERALD	1912	27	697	63	1999	98
163	KASPAROV MAESTRO C/8	1909	17	295	64	2021	176
163	NOV SUPER FORTE-EXP A/6	1908	9	2375	65	1981	48
163	FID TRAVELMASTER	1907	19	264	66	2074	8
163	MEPH SUPERMOND2-COLLEGE-MCARLO4	1907	27	548	67	1909	90
162	FID MACH2A	1903	26	310	68	1912	35
161	KASP MONTE CARLO	1893	28	260	69	2046	10
161	KASP TRAVEL CHAMPION	1893	32	209	70	1862	22
161	CONCH PLY-VICTORIA/5.5	1892	16	771	71	1861	22
160	CXG SPHINX GALAXY/4	1883	14	975	72	1947	157
160	KASP TURBOKING2	1878	32	206	73	2026	22
159	NOV EXPERT/6	1866	12	1309	74	1827	18
158	FID CLUB B	1862	26	305	75	2012	68
157	NOV EXPERT/5	1857	11	1530	76	1800	38
157	NOV SUPER FORTE-EXP A/5	1854	9	2462	77	1916	220
156	FID PAR E-ELITE+DES2100	1851	10	1836	78	1953	236
156	NOV FORTE B	1848	11	1670	79	1852	80
156	FID AVANT GARDE/5	1847	9	2188	80	1940	69
155	MEPH REBELL	1840	31	224	81	1908	143
155	NOV FORTE A	1838	9	2191	82	1767	6
154	FID CLUB A	1834	31	2086	84	1890	48
154	KASP STRATOS-CORONA	1832	10	927	85	1864	131
154	KASPAROV MAESTRO A/6	1827	15	102	86	2017	8
153	CONCHESS/6	1827	24	352	87	1900	61
153	KASP TURBOKING1	1827	11	1527	88	1990	6
153	MEPH SUPERMONDIAL1	1823	9	2184	89	1923	55
152	CONCH PLYMATE/5.5	1817	13	1115	90	1824	36
152	KASP SIMULTANO	1815	14	1020	91	1960	43
151	NOV EXPERT/4	1814	21	470	92	1933	64
151	SCI TURBO KASPAROV/4	1810	11	1657	93	2007	6
151	FID EXCELLENCE/4	1803	24	362	94	1869	11
150	CONCH PLYMATE/4	1799	35	174	95	1852	40
149	FIDELITY ELITE C	1790	17	672	96	1880	55
148	FID ELEGANCE	1784	17	745	97	1859	13
148	MEPHISTO MM2	1783	12	276	98	1859	70
147	SCI TURBOSTAR 432	1778	12	1344	99	1828	57
147	FID EXCELLENCE-DES2000	1778	11	1591	99	1826	70
145	CONCHESS/4	1763	21	487	100	1875	26