

SELECTIVE SEARCH 106

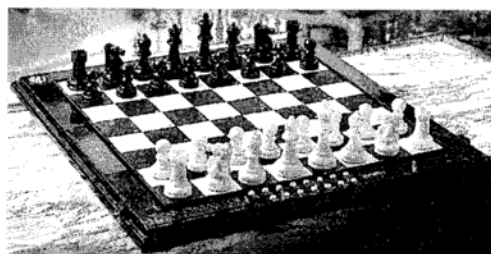
THE COMPUTER CHESS MAGAZINE

Est. 1985
Jun-Jul 2003

Editor: Eric Hallsworth
£3.75



Two new dedicated chess computers! The STAR DIAMOND (left) from Novag, and (below) the auto-sensory GRANDMASTER from Excalibur



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

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

CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

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

Further info/photos can be seen in **Countrywide's CATALOGUE**, 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, 4 1/2"x4 1/2" 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.

Novaa

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

OBSIDIAN £129 - with carry case! Excellent

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

■ **AUTO SENSORY [as]**

Excalibur

GRANDMASTER £199! - big 2" squares, green & white vinyl auto-sensory surface. Looks great!

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.

see next column—>

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 program! for single, dual & quad processors, giving GM strength on multi-processor machines. The program which drew 4-4 with **Kramnik!**

JUNIOR 8 £39.95 - 2 new versions - the engine which drew with **Kasparov**, and a newer 'stronger' version, more suited to computer v computer chess. Obviously potent, aggressive, and with all the latest **ChessBase** features!

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 playing stylish chess. **Deep version** (on the CD!) won the World Blitz Championship recently, and came 1= with **Deep Junior** (8?) for main title.

JUNIOR 7 £25 - 2 left! - top Features in its **ChessBase** Interface etc. Strong: decent positional chess but aggressive with fast tactics!

DEEP JUNIOR 7 £45 - 2 left! - the multi-processor World Champion version of Junior 7!

TIGER15 £39.95 - by Christophe Theron. Features, interface, 'net connection' etc. and gameplay, analysis, printing etc. all as Fritz8. **Tiger15** is very strong and reliable in all aspects of the game. Alternative playing style options (aggressive, suicide! etc) included.

POWERBOOKS 2003 £39 - turn your **ChessBase** playing engine into an **openings expert!** 7.6 million opening positions + 630,000 games!!

ENDGAME TURBO CD's £39 - turn your **ChessBase** playing engine into an **endgame expert** with this 4CD Nalimov tablebase set!

■ **Other PC PROGRAMS on CD**

CHESS TIGER 15 £46. The Lokasoft version of Christophe Theron's Tiger program. Includes new opening book by Noomens and Nalimov's 4 piece Tablebases also on CD.

■ **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!

CHESSBASE 7.0 for Windows, now only **£49**



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

Welcome to, yes, another issue of *Selective Search*!

I can already see that I made a strategic error - or perhaps more accurately, lost the exchange - a few months ago in issue 102, when I discussed the difficulties and future of the magazine, and warned that it would close down if subscriber numbers dropped close to or below 200.

That remains the position, but I hope readers know me well enough to know that I wouldn't just stop the magazine on the spot at that <200 subs. issue number and keep all of your outstanding money!

Some folk must have thought I might, and that they could be paying a sub. for issues that would never happen, as the number of lost subscribers since 102 has been very disappointing, almost alarming.

What will happen is that, if the subscriber number drops below 200 then I will produce just 6 more issues thereafter. So folk offered renewal with my 'the end is nigh' issue would pay the standard sub. and get the last 6 issues.

Renewals sent out with the next issue after that would offer the last 5 issues for approx. £17 UK/£20.50 elsewhere, and then the next issue's renewal offers would go out for the final 4 issues at approx. £13.50 UK/£16.50 elsewhere, etc. etc. So everyone will definitely get what they've paid me for!

As it stands at present there will certainly be at least 6 more issues.

Therefore, unless you've had enough of the Magazine, please always re-subscribe!

If you share your magazine with someone else, or know somebody who might be interested, can you perhaps persuade them to subscribe themselves for a year?

Subscription numbers stood healthily at 270 when issue 100 went out, so there were no alarms bells ringing at all. But by our last issue (105) they had dropped to just 221, most of the losses coming since I expressed my concern over the workload and viability..

Perhaps some folk faithfully stayed just to see me through my 100th. issue, and left after that. Certainly I am aware that the amount of information obtainable from the Internet is having a serious impact on my readers willingness to spend *Selective Search*

subscription money, just as it is with other, much bigger and now struggling publications!

But as long as there's 200+ subscribers we'll keep it going. Once we're <200 there will be just 6 more issues. The only thing that might happen with the last 6 issues when announced is that I might not worry about sticking exactly to publication dates.

Enough! Even though we're heading into the summertime's quieter chess period, there's still plenty to catch up on. So we'd best get on with it!

Sonnabend UCI Tournys

Since our last issue Gerhard has included another new program, **Delphi 4**, in his two major tournaments.

It didn't do particularly well, nor did it's results change the top placings as our clear leaders, **Ruffian** and **List**, both scored well against it in the Tournament 40/40 section.

Sonnabend 40/40 + G/30

Pos	Prog	/180
1	Ruffian 1.01	109½
2	List 5.04	107
3	Aristarch 4.4	95
4	Nimzo 8	92
5=	Gromit 3.11.5 Yace 0.99.56	89½
7	Delfi 4.0	84½
8	Pharoah 2.62	80½
9	Crafty 18.15	79
10	Tao 5.4	73½

Incidentally, in the last issue I apologised for not having managed to find a source for **List5.04**. Shows how easy it is to be a bit thick!

As Frank Holt pointed out to me, it's available on ChessBase's own site at the bottom of the list of downloadable engines! Installs as easy as pie.

When we add the latest results to the Blitz scores, List and Nimzo with 15-5 and 14-6 respectively outscored Ruffian's 13-7 against Delfi, so the gap between the top two in the Blitz section has become very close!

Sonnabend Blitz, G/10+2

Pos	Prog	/180
1	Ruffian 1.01	109½
2	Nimzo 8	108½
3	List 5.04	99
4	Gromit 3.11.5	94½
5	Yace 0.99.56	91
6	Crafty 18.15	88½
7	Pharaon 2.62	81
8	Aristarch 4.4	79½
9	Delfi 4.0	77½
10	Tao 5.4	71

Frank HOLT's latest scores

Having just mentioned him it's obviously the right time to bring you up-to-date with hard working Frank's latest scores!

You'll not be surprised that, having found List5 in the most obvious of places (where I'd never thought to look!), Frank has started testing it against some of the top commercial programs.

As is the case with **Ruffian**, it is clear that **List** is another free program right up there with the best!

- List 5.04 - Fritz 7 2½-3½
- List 5.04 - Junior 7 3½-2½
- List 5.04 - Shredder 6 2½-3½
- List 5.04 - Gambit Tiger 2 3½-2½

As always the games were played on Athlon 1800 equipment at Frank's differing time controls: 2 games in each match at 40/1hr., 2 at 60/1hr., and 2 at 40/30mins.

Just before I got these scores I played List 5.04 against our latest Hiarcs version (8257). The score went heavily in Hiarcs' favour 13-3, but my games were played at a faster time control of G/10mins +5secs per move.

Frank feels that List needs longer time controls, and a comparison of the Sonnabend results seems to confirm this.

Frank also pointed out that List doesn't use endgame tablebases at all - very strange! - and would have scored 1 or maybe 2 extra half-points with them in his matches!

Even so it's 12-12 total result above against those particular 4 programs would put **List 5.04** at **2639** Elo in the *SelfSearch* Rating List.

This is a little higher than we have estimated for Ruffian, whereas most of the

evidence points to **Ruffian** being stronger than List. In a few moments we will look at Ridderkerk's latest figures!

First here is the table from Frank's other recent tournament, this time an all-play-all at 40/2hrs!

Frank Holt's ALL PLAY ALL 40/2

Pos	Prog	/10
1	Shredder 6	6½
2	Tiger 14	6
3	Gambit Tiger 2 agg	5½
4	Hiarcs 8	5
5	Fritz 7	4
6	Junior 7	3

Pete Blandford update

In our last issue Pete had a G/60 tourny with the leaders being:

1. Fritz 8 15½/24
2. Hiarcs 732 14½
3. Hiarcs 8 13

Since then he's added a couple of new entrants, so his latest all-play-all 4 games table now looks like this:

Pos	Prog	/32
1	Hiarcs 732	19
2=	Fritz 8 Fritz 7	17
4=	Hiarcs 8 Fritz 6	16½
6=	Shredder 7 Gambit Tiger 2	15
8	Chess Tiger 14	14½
9	Fritz 5	13½

That's very nearly the first 'ordinary' result we've had for the new Shredder7, which is (narrowly) ahead of Fritz8 on both mine and the Swedish *Ply* lists at this moment in time.

Mark Uniacke will be delighted to see Hiarcs at the top... but very surprised to see it's version 7 there rather than version 8! Ah, well, these things happen sometimes!

Ridderkerk's UCI Ratings

Internet connected readers with a particular interest in the UCI program ratings - there are loads of them, with varying degrees of ability! - can do a lot worse than visit the

excellent Ridderkerk site.

There's much more there than 'just' ratings, as you'll find plenty of information as well as engine download sections, background information and instructions.

■ <http://wbec-ridderkerk.nl/>

The last time we looked at Ridderkerk's ratings I took the decision to knock 60 Elo off his figures so that the results would, hopefully, equate as nearly as possible to those given for the commercial programs in *Selective Search*.

The thing with his figures *then* was that his Ruffian was 0.76, and rated at 2646 - 60 = 2586 Elo. But last week I noted that he'd upgraded to the same version most of us are using, 1.01, with which he'd got 152 game results in.

So here's the updated table, again with the 60 Elo deduction to enable readers to equate the UCI engine ratings with *SelSearch* figures.

Ridderkerk's UCI Ratings

2625	Ruffian 1.01
2526	Yace
2520	Gandalf 4.32
2500	Crafty 19.01
2490	Little Goliath 3.5
2487	WARP 0.37
2474	Nimzo 2000b
2451	Comet B54
2448	Pepito 1.58
2437	Pharaon
2436	Aristarch 4.4
2431	Tao 5.4
2417	SmartThink 0.14
2417	Zarkov 4.5
2403	Dragon 4.4.3
2403	Nejmet 3.06
2396	Gromit 3.8.2
2392	Quark 1.76
2383	Thinker 4.2
2375	Francesca MAD 0.0.7
2370	Patzner 3.61
2370	AnMon 5.21
2360	Delfi 3.5

The list goes on.... and on.... and on. Down to position 120 and then there's a separate *inactive engines* listing!

Nice on the above to see my friend (and *SelSearch* regular) Tom King has got a placing with Francesca!

I guess List isn't going to be included because it's a direct though free *ChessBase* engine rather than true UCI/Winboard.

Harald Faber

Harald has been busily testing **Shredder7** recently and, as it topped our *SelSearch* Rating List last time round, his results are of interest:

■ Shredder 7 - Tiger 15	9½-10½
■ Shredder 7 - Hiarc8	15-5
■ Shredder 7 - Junior 7	10½-9½
■ Shredder 7 - Chessmaster 9000	13½-6½
■ Shredder 7 - Fritz 8	10½-9½

From most results coming in, **Tiger15** hasn't been doing quite as well as might be expected. Yes, it's scoring a little better than Tiger14, but the improvement doesn't seem to be so much.

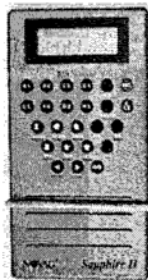
As can be seen, **Shredder7**'s total score above is 59½/100. The same matches played using Shredder7 set to **Gambit** style have resulted in a 51½/100 score, so it's obvious which is the best setting! The biggest cause of the drop-off was a 10-10 result v Hiarc8.

Pocket PC and Palm

Readers often ask me for reviews and ratings for the various hand-held units with whatever programs are available for them.

The first reason there has been no review is that I don't have either a Pocket PC or Palm unit myself. I'd certainly like one! Maybe if I get a nice bonus for Hiarc9 topping the rating list I'll treat myself!

The other reason there has been no review is that a couple of people who have sent me results and have been asked if they'd like to do a review for us have errrr... declined.



A PocketPC
compared for
size next to the
old Novag
Sapphire2

Even so, there is now some testing going on in Sweden by the *SSDF*, so combining scores from there with other information I have persuades me to risk the following guesstimates! as to where they'd be on my own Rating charts:

Computer	Speed	Program	Elo
Pocket PC	Compaq 206 MHz	Fritz (Shredder!)	2400
Pocket PC	Casio 150 MHz	Fritz (Shredder!)	2350
Pocket PC	Compaq 206 MHz	Genius	2250
Palm	42 MHz	Tiger 14	2175
Palm	42 MHz	Genius	2000

Two things are fairly clear:

- The Pocket PC will produce 200+ Elo more than you'll get with a Palm (and cost you at least twice as much!)
- Pocket Fritz (which is actually the Shredder playing engine) is maybe 150 Elo stronger than Genius.

Therefore the best buys are **Pocket PC** with **Fritz**, or **Palm** with **Tiger**.

As I've said at least one hundred and one times, you need a PC in order to install your software to the PocketPC/Palm, and to get any updates which occasionally appear (free) on the Internet.



Left: Palm Tiger screenshot
Right: Pocket Fritz box, version 2.0 now out

Another issue has been battery life, especially with the PocketPC. At 2 hours this is generally quite poor in chess terms... a couple of hours is okay for typing quick letters, updating a spreadsheet, or preparing e-mails, but not such a long time for a game of chess or doing some serious analysis.

The 2 hours however is with the permanent brain on - if you switch the '*pondering in opponent's time*' to '*off*' during games, your batteries will last 6 hours.... but you need to knock 100 Elo at the very least off the performance ratings of course.

I think you probably get better battery life with a Palm than a PocketPC.

Sorry I can't say better than '*think*' - the trouble is that rival owners are very supportive of what they've got!

PocketPC owners insist that '*there really isn't all that much in it!*', whilst the Palm brigade assure us that '*they get much longer life out of each battery charge!*'.

Even faster PocketPC/Palm units are apparently just around the corner, so we'll need to return to this subject sometime!

Chess TIGER 15

I'm looking through *SelSearch 105* and can't see that I've announced that **Tiger 15** is now out in the *ChessBase* version!

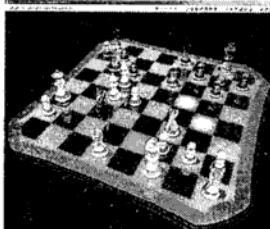
Perhaps it arrived just after the last issue went to the printers, in which case I'll let myself off!

Anyway it has!

Instead of specifically separate standard and gambit versions, this time **Christophe Theron** has merged both styles into one program, an amalgamation "*getting the best out of each style*".

However from within the program it is easy enough to choose variations of the gambit, aggressive and other styles, so folk who preferred the gambit style of play for their own games can readily get what they want. Of course it's very strong, as all of the recent versions have been.

Here are some screenshots, so readers can see the latest boards on offer with the newest *ChessBase* products.



Christophe Theron, above. So far it seems (to me) that the Elo gain from the amalgamation of Tiger14 & Gambit2 to **Tiger15** is quite small, maybe 15-20 Elo

The Riverdale Elite Tourny

Issue 105 referred to someone new on the Internet, logging-on under the name 'Chaos' and signing himself as 'Dayffd'.

He'd completed a massive G/10 double-round Blitz tournament involving 22 'just below the top', or 2nd. division programs! The top 7 of the 22 placings were:

Riverdale 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

I've just had a follow-up e-mail from him sending the results of his *Elite Tourny*, played at G/15 and this times with the engines playing 4 games against each opponent! A truly massive effort!!

Riverdale G/15 Elite Tourny

Pos	Prog	Score/104
1	Shredder7	71
2	Hiarcs 8	67
3	Fritz 7	66½
4	Fritz 8	65½
5	Gambit Tiger 2	65
6	Chess Tiger 14	64
7	Fritz 6	62
8=	List 5.04 Shredder 532	58½
10	Fritz 532	55½
11	Junior 7	52
12=	Ruffian 1.0.1 Crafty 19.03	51½
14	Junior 5	50
15=	Hiarcs 732 Shredder 6	49½
17=	Nimzo 732 Little Goliath 3.9	48
19	Crafty 18.15	47
20	Crafty 17.06	45½
21	Junior 6	45
22	Anaconda 1.0	43½
23	Nimzo 8 (!!!)	41½
24	Tao 5.4	41
25	Anyan 1.57	40½
26	Little Goliath 2000	34½
27	Nejmet 3.06	32

Chris Goulden

Chris has just sent me a very useful article on **Winboard** engines, which he volunteered to do for us recently.

I just can't squeeze it into this issue, but it will certainly be included next time!

He's also offered to do an article for folk who don't have one of the latest *ChessBase* programs... i.e. Fritz8, Shredder7, Tiger15, Junior8. Under *ChessBase* you're supposed to 'need' one of the latest versions to get the UCI engines to work. But Chris has found out how to get older versions such as Fritz6 & co. to work as well!

I think most *SelfSearch* folk keep their versions pretty up-to-date, so I'm not sure if we'll need the second article or not. If there's a hue and cry from my readers for it, I'll ask him to get to work!

Chris also sent me the result of his *ProAm Tourny*, played at G/10.

Pos	Program	Pts/14
1=	Ruffian 1.0.1 Junior 6	9.5
3	Fritz 6	9
4	Yace Paderborn	7.5
5	Little Goliath 3.5	7
6	Pepito 1.55	6.5
7=	Lamb Chop 10.99 Pharaon 2.6.2	3.5

A nice mixture of top programs from a couple of years ago and new amateur ones!

As can be seen the popular **Ruffian** made sure the older commercial entries didn't fill the top two places on their own.

Chris says that **Yace** in 4th. was a little unlucky. He also finds that **Pepito** isn't as good under Winboard as it is converted to a UCI engine file running within Fritz6. Even then he still finds its results a little erratic and not as strong as the Ridderkerk results in *SelfSearch 104*. Surprisingly Pepito1.58 has gone even higher in Ridderkerk's list this issue than 1.55 had done there!

Next Issue!

In addition to the **Winboard** article by Chris, mentioned above, our next issue should also include:

- The big 2003 CSVN Tournament. 9 rounds played, 15 participants: Result, photos and games selection.

PADERBORN 2003 - FRITZ REIGNS

The **Paderborn Computer Chess Championship** continues to be a major annual event, organised by **Ulf Lorenz** who is a researcher at Paderborn University where the event takes place.

The quality of the tournament can be seen from a list of recent winners:

- 2002: 1. Shredder, 2. Fritz, 3. Comet
- 2001: 1. Shredder, 2. Fritz, 3. Gandalf

So the joke was, "Who would finish 3rd. this year?"

For a while it seemed that the top 2 places were also going to be changed, as the leaders after 4 rounds were:

- 3½ Fritz
- 3
- 2½ Brutus, Shredder, Gandalf, Ikarus, Comet
- 2 Yace, SOS, Diep

Fritz was leaving them all behind, and it had already beaten Gandalf and Yace. Its round 5 game would be against **Shredder**, and it as well as all the other programs needed a Shredder win.

It's worth noting that both Shredder and Fritz were running on the fastest dual processor equipment currently available, as the Transtec 2200 Xeon Chess Workstation contains 2 x Intel Xeon 2.8GHz processors!

You'll notice that Chrilly Donniger's current project **Brutus** was also there, running on its special Field Programmable Gate Arrays hardware. All I can tell you is what the tournament notes say: 'This makes it much faster than programs running on a general purpose PC'. These were inevitably expected to be the 'big three'.

Shredder - Fritz

Paderborn, round 5

1.e4 c5 2.d3 d6 3.d4 cxd4

4.dxd4 d6 5.dxc3 a6 6.g5 e6 7.f4 e7 [Our Hiarcs book prefers 7...xb6! 8.d2 xb2 9.d3 a3 10.xxf6 gxf6 11.e2 xc6 12.0-0 d7] 8.f3 c7 9.0-0 d7 10.d3 h6 [Here we prefer 10...b5 11.e4 b7 12.g3 b4 13.d5 exd5 14.e5 dxe5 15.fxe5 d5 and now either 16.e6 dxg3 or 16.Qh4] 11.e4 g5 12.e5 [This is marked ? in F8 but it seems it must be good! 12.fg5 is the Fritz-recommended move, then 12...d5 13.e2 dfg4 14.d3] 12...gxh4 13.exf6 dxf6 14.e4 d7 15.e3 0-0-0 [What about 15...xb6! It seems to be a new idea, but might be an improvement for Black in this line] 16.xa6 bxa6 17.a8+ b8 18.xa6+ b7 19.a5 d4 20.f3 dxh2 21.h3



[The Shredder book ends with this it seems (don't know when Fritz's did!) and the game, sadly for Fritz, is essentially over]

21...d5 [I found I'd put 21...e5 in our Hiarcs book, but it's our last move. The idea when I added it must have been to threaten exh3 removing the deadly threat of said rook to c3+. But I reckon now that 22.d5 would still put White nicely on top] 22.d4!! dxa4 [There's nothing better that I can see] 23.ec3+! b8 24.xxa4 d6 25.b3 b6 26.xb6 xb6 27.d3 c5 28.b3 h3 29.xb6+ xb6 30.b5 a7 31.d7+ b8 32.d6+ a8 1-0



The Venue - Paderborn University

So after 5 rounds (with 2 more to play), 4 programs held the joint lead!

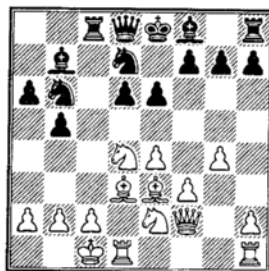
- 3½ Fritz, Brutus, Shredder, Gandalf
- 3 SOS
- 2½ Yace, Diep, Ikarus, Anaconda, Comet, Holmes

It's always tough playing from the top in a Swiss. Was Franz Morsch 'excited by the challenge', or 'disappointed to get another very tough one' when he saw who his opponent was for round 6?!

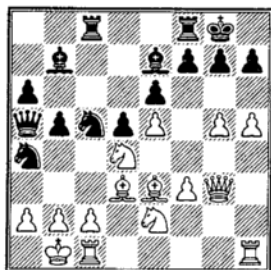
Fritz Paderborn - Brutus

Paderborn, round 6

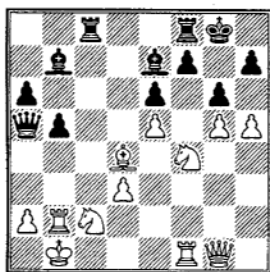
1.e4 c5 2.d3 d6 3.d4 cxd4 4.dxd4 d6 5.dxc3 a6 6.e3 e6 7.f3 b5 8.g4 fd7 9.d2 b6 10.0-0 d8d7 11.f2 b7 12.d3 c8 13.dce2



13...e7!? [Slightly surprising - this has an 8% winning record, whereas 13...c5 shows 80% and 13...c7 70%] 14.b1 0-0 15.h4 a4 16.g5 dxc5 [The end of my theory line] 17.g3 c7 [Maybe 17...d5!? is better] 18.c1 d5 19.e5 a5 20.h5!?



[The position is undeniably exciting, and can be marked 'very uncertain!'] 20...♖xb2 21.♗xb2 ♕e4 [If 21...♖xd3+ then 22.cxd3 ♖a3+ 23.♗b1 ♖xc1 24.♗xc1 ♗b4+ 25.♗a1, and White can next play g6! which, with the ♗ on the g-file and a ♖ on the h is very strong indeed] 22.fxe4 dxe4 23.♗b1 exd3 24.cxd3 ♗a3? [24...♗xh1 25.♗xh1 ♖a3 was probably better] 25.♗hd1! [For reasons not immediately obvious this change to the point of the attack proves very effective] 25...♖d5 26.♗d2 g6 27.♗f2 ♗a4 28.♗g1 ♗a3 29.♗cd1 ♖b4?! 30.♗b2 ♗a4 31.♖c2 ♖e7 32.♖d4 ♖f3 33.♗e1 ♗a5 34.♖f4! ♖b7 35.♗f1!



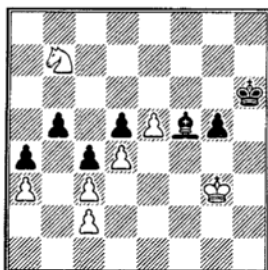
[Returning to the kingside attack and White is now winning] 35...♗a4 36.♖b6 a5 37.♗g4 ♖c6 38.♖e3 ♖a6? [A weird move with his own pawn on a5. Doubling rooks on the c-file with 38...♗fc8 made more sense] 39.♖d4! ♖d8 40.hxg6 hxg6 41.♖h5 ♖f8 42.♗h3 [The threat of 43.♖f6+ Bxf6 44.exf6 and then I guess ♗h2 is too much] 1-0

- 4½ Fritz
- 4 Shredder, Gandalf
- 3½ Yace, Brutus, SOS, Diep, Ikarus

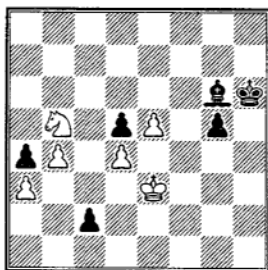
The final round, and Fritz drew with Diep, so finished with 5, Brutus ended with 4½ by beating Gandalf. So for our final game this issue we'll see how Shredder dealt with Yace. A win would give Shredder 5/7 and a share of the title!

We join it at move 83! It's been Shredder with N+5P v Yace B+5P since exchanges at move 40. It's had draw written all over it!

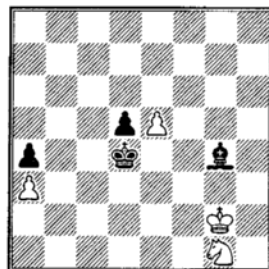
Shredder - Yace



83.♗f3? [83.♖d6 ♖d7 would have been a repetition draw – the obvious outcome as, with the ♖ on d6, 83...♗xc2? 84.♖xb5 is better for White: 84...♗g7 85.♖c7 ♖e4 86.♖a8 followed by ♖b6 1-0. But instead of the safe 83.♖d6 Shredder (no doubt set to avoid a draw if possible) decides to shed the c2 pawn to try for a win and a share of the title] 83...♗xc2 84.♖d6 b4! [Excellent and, I'm sure, quite unexpected!] 85.cxb4 c3! 86.♖e3 ♖g6 87.♖b5 c2



[We now have a very different picture from 4 moves ago!] 88.♖d2 g4! 89.♖c3 g3 90.♖e2 g2 91.♖g1 [Some programs are still quite unworried, but few of us would fancy being on the White side of the board, 2 enemy pawns sat on our 2nd. rank, all pawns spread out and our knight v his bishop] 91...♖d3 92.♖h3 ♗g7 93.b5! ♖xb5 94.♗xc2 [One problem solved] 94...♖e2 95.♖d2 ♖g4 96.♖g1 ♗g6! [Here comes trouble!] 97.♖d3 ♗g5 98.♖e3 ♗f5 99.♗f2 ♖e4 100.♗xg2 [Second problem pawn gone] 100...♗xd4



[But a new problem looms!] 101.♖g3 ♖d7 102.♗f2 [If 102.♗f4 ♖c3!] 102...♗xe5 103.♖e2 d4 104.♖e1 ♖b5 105.♖c1 ♖c4 106.♖d1 ♗f4 107.♖d2 ♖e4 108.♖c2 ♖e3 109.♖b1 ♖d2 0-1

I like endgames! but that one cost Shredder its usual place at the top of the Paderborn table!

Congratulations obviously to Fritz, and also the amateur program Yace which shared 2nd. with the mighty Brutus and SOS.

Paderborn 2003 Final Placings, 7 rounds

- 5 Fritz
- 4½ Yace, Brutus, SOS
- 4 Shredder, Gandalf6.0, Diep
- 3½ Ikarus, Anaconda, Comet
- 3
- 2½ Holmes, Quark
- 2 Patzer
- 1½
- 1 Matador

THE NEW NOVAQ STAR DIAMOND ON TEST!

Oh, I like it! Very similar in appearance to the **Diamond2**, with a nice bigger-size 225mm square playing area, it looks classy, and also comes with a fitted fabric carry case.

But I know my readers! You want to know if it plays good chess!!

I wanted to know as well, because strong chess is what will really sell the **Star Diamond** and its sister machine the **Star Sapphire**!

I needed to decide what to play it against. At first I'd thought the **Mephisto Atlanta**, in view of the **Diamond2's** placing in the *SelSearch* ratings:

- 2237 Elo Atlanta
- 2148 Elo Diamond2
- 2111 Elo Milano Pro

There's an understandable and natural desire to see if the new and slightly faster version might have caught the Atlanta.

But when you add a price comparison to the list, that's not exactly being fair!

- 2237 Elo Atlanta £349
- ??? Elo Star Diamond £199
- 2111 Elo Milano Pro £249

So my decision was this: I would play it against Mephisto's **Milano Pro** for the first match of 4 games, and the second match (if Star Diamond wins) will be against the Atlanta! If the first match is drawn or MPro wins, then I'll take that match to 10 games!

Milano Pro - Star Diamond

Game 1. B52: Sicilian: Moscow Variation with 3...Bd7.

1.e4 c5 2.♘f3 d6 3.♙b5+ ♗d7 4.♙xd7+ ♜xd7 5.0-0 ♙f6 6.♙e1 ♘c6 7.c3 e6 8.d4 cxd4 9.cxd4 d5 10.e5 ♙e4 11.♙bd2 ♘xd2 12.♙xd2

Both programs go out of book, but successfully find some known theory

12...♙c8

12...♙b4 13.♙xb4 ♘xb4 was drawn in Damjanovic-Cvitan, 1989.

12...h6 13.a3 ♙e7 was a win for Black in Bonham-Booth, 2002.

12...♙e7 13.♙c1 0-0= is also playable

13.♙c1 ♙e7 14.♙g5

The first totally new move.

14.♙c3 0-0 15.a3 b5

16.♙d3 was a draw in Aung Thant Zin-Jiravorasuk, 2001

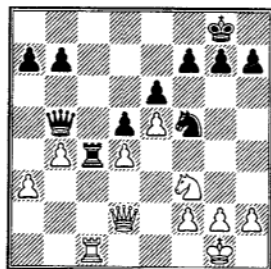
14...0-0 15.♙xe7 ♘xe7

16.♙d2 ♙b5 17.a3 ♙fd8

18.b4 ♙f5 19.♙xc8?!

A simplification that probably suits Black more than White. I prefer 19.♙c5

19...♙xc8 20.♙c1 ♙c4!



21.♙xc4 ♙xc4

21...dxc4!? was also possible, then I'd expect 22.♙c3 ♙c6 and Black has



some initiative plus the c-pawn will need watching

22.g4 ♙e7

I wrote on my game sheet here that it looks like a draw

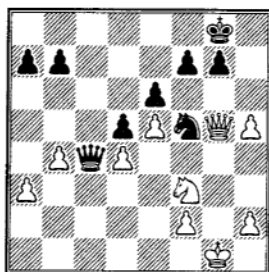
23.♙e3 h5!?

A bold attempt by StarD

24.gxh5

If 24.h3?! hxg4 25.hxg4 ♙c2?

24...♙f5! 25.♙g5!



MPro is quite pleased with the outcome of Novag's bold play and shows itself +40

25...♙h7

Note that the temptation of 25...♙xd4?? leads to instant death in 4 26.♙d8+ ♙h7 27.♙g5+ ♙h6 28.♙xf7+ ♙xh5 29.♙g5#

26.♙d2?

This yields to Black a big

initiative. 26.h6!? giving back the pawn, is an interesting idea: 26...d4 27.♖e7 ♗c1+ 28.♔g2, but White hasn't gained anything as both players have infiltrated with their queens.

26.♔g2= was probably best.

MPro had 26.♗d8 for a while, showing +100, then it dropped to equal. It could have dropped more than that in view of 26...♗c1+! 27.♔g2 ♗f4 28.♔g5+ ♔h6±

26...♗b3!

StarD jumps to a small +42 evaluation

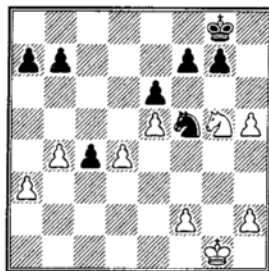
27.♔g5+ ♔g8 28.♗c1

And now MPro shows -80 even though, for the moment, it is still a pawn ahead

28...♗c4 29.♗xc4

29.♗d2? is clearly worse after 29...♗xd4 30.♗xd4 ♔xd4

29...dxc4



We need a diagram for a rare and therefore interesting N+P ending

30.♔e4

In this position the programs' use of their kings will be essential. Probably some early centralisation even now with 30.♔f1! would be worth considering, particularly taking note of the Black pawn on c4

30...dxd4

StarD actually has itself +192 here, which I think is a little high

31.♔g2!?

31.♔f1! is the other way for the king, which I still prefer

31...♔b5 32.a4 c3! 33.♔c5 c2 34.♔b3 ♔d4!

A surprise?! Of course it can't be taken

35.♔c1

35.♔xd4?? c1♗ 0-1

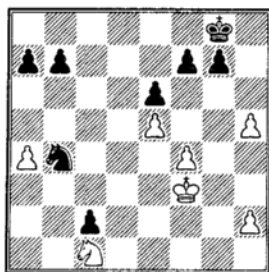
35...♔c6 36.f4?!

Best has to be 36.b5. Of course it still loses a pawn, but a different one and, after 36...♔xe5 37.♔f1 there may be slight drawing chances

36...♔xb4

Played showing +392!?

37.♔f3



I think it's fair to say that StarD now has a won game, but what begins to happen is that it makes a few second best moves - none are in themselves bad, but it allows MPro to start creeping back towards a draw

37...♔h8?!

37...♔h7 is surely better, then if 38.♔g4 ♔h6

38.♔e3 ♔h7 39.♔d2 b6?!

39...♔h6!

40.♔b3 ♔h6

It's having fun by finding the right move, but on

alternate goes!

41.♔d4 ♔xh5 42.f5 exf5

43.♔xf5 ♔g6

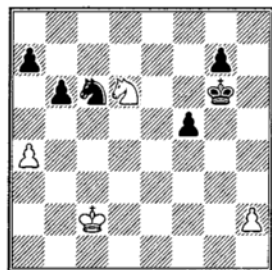
43...g5!

44.♔d4 c1♗+

44...♔g5!

45.♔xc1 ♔d3+ 46.♔c2 ♔xe5

47.♔b5 ♔c6 48.♔d6 f5!



49.♔d2 f4 50.♔d3 ♔e5+?!

50...♔h5! 51.♔e4 g5 looks very strong

51.♔e2?!

Missing the best chance which was 51.♔e4! f3 52.♔f5

51...♔g5 52.♔c8!?

It's hard to assess this. Winning one or both of Black's queenside pawns obviously gives the MPro its own chances, but if the knight finds itself too far from the kingside action it will regret being here

52...♔f5?

This is wrong! 52...♔g4! would have made life much easier for Black: 53.♔d6 (or 53.♔f1 ♔h3 54.♔g1 g5!) 53...♔h3 54.♔e4 ♔xh2 55.♔f2 ♔h3+

53.♔xa7 ♔e4?!

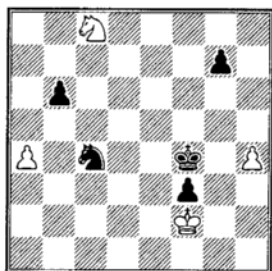
53...f3+!? 54.♔e3 ♔g4 was stronger: 55.♔f2 ♔f4 56.♔b5 ♔g4++

54.♔c8 f3+ 55.♔e1 ♔c4

56.♔f2 ♔f4

56...g5!

57.h4!



57...♔e4 58.h5 ♕f4!

This is now the only move with winning chances!

58...♕e3? 59.♖xb6=

59.♖e7

The horse will need to be a Derby winner to get back in time!

59...♕e3! 60.♖g6+ ♔e4

61.♖e7?!

Having got it back this far I'd have tried 61.♖h4, but after 61...♖g4+! 62.♖g3 ♖e5 63.♖f2 ♖f4 64.♖f1 ♖g4! it's over

61...♖g4+ 62.♖g3 f2!

63.♖g2 ♖d3 64.♖f1

Best

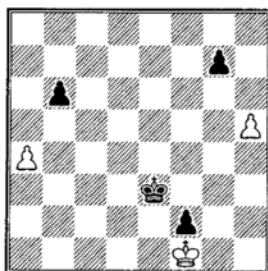
64...♖d2 65.♖f5 ♖e3+

Again nothing else wins. That's what happens when you've made a couple of 'second best' moves, you suddenly have to find a few 'only' moves to keep the win. Fortunately for StarD it's doing just that

66.♖xe3

The only way to prolong the game a little was with 66.♖xf2 when 66...♖xf5 67.♖f3 ♖c3 68.♖f4 ♖h6 69.♖g5 ♖g8 and now if 70.♖g6 ♖f6 71.♖xg7 ♖xh5+ 0-1

66...♖xe3



Fritz tells me that this is mate in 12. But we obviously have to follow through a little longer with the dedicated machines just to make sure the StarD plays it out correctly

67.♖g2

The only other thing to do in order to delay the pawn promotion is to sac' the a and h pawns in turn, which is hopeless

67...♖e2! 68.♖g3 f1♖

69.♖g4 ♖e3

Here is the conclusion to the mate sequence: 70.♖g5 ♖f6+ 71.♖g4 ♖f4+ 72.♖h3 ♖f2 73.h6 ♖g3# 0-1

Before the next game I'd like to share how much I enjoyed first playing and then going over the two games!

It seems quite a while since I've done much **Dedicated v Dedicated** computer game playing - something I once did perhaps 3 or 4 evenings a week! I found it quite refreshing to be doing it again.

Usually I am battling through strong **Engine-Engine**, or **Engine-GM** games.

These are fine, but I don't always know what's going on properly, even after sometimes relying quite heavily on the work of Fritz or Hiarcs to keep my head above water with the tactics, and working

out some of the 'what if they'd played ...?'

Whilst these **StarD-MilPro** games were playing, I contented myself with keeping the gamescore, and made a few personal notes against the moves from time to time.

It was a nice change to find that I mostly knew what was happening, and feel that I could contribute some ideas to the game with a reasonable (I hoped) level of expectancy that I might have come up with some worthwhile ideas and spotted some of the doubtful moves made!

So when I went over these games with Fritz and Hiarcs, it was partly to analyse the game, but also to examine the value of my own notes!

I must say I found this a very worthwhile exercise.

It is often said that the best way to improve is to seriously analyse your own games, and whilst I can't claim that this really comes exactly into that category, I did find it quite beneficial. Sometimes it was very encouraging, and at other times I found things I'd overlooked.

It also definitely added to the pleasure I got preparing the magazine article.

Piecing the analysis together for **SeIS** was also something of a challenge!

Using 2600+ Elo software to analyse 2200 Elo computers obviously means that, if we nit-pick, we'll find a few mistakes here and there.

So the challenge was to present these 2 good games, and get over to my readers the fact that, not only did both computers play well - certainly up to expectation - but at the same time to point out the main errors as well as

the good moves that determined the outcome.

So to game 2....

Star Diamond - Milano Pro

Game 2. C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

1.e4 e5 2.♘f3 ♘f6 3.♗xe5 d6
4.♗f3 ♗xe4 5.♔e2 ♔e7 6.d3
♗f6 7.♙g5 ♗bd7 8.♗c3
♔xe2+ 9.♙xe2 ♙e7

The Star Diamond now goes out of Book. Which side should it castle?

10.0-0-0

10.♔d2 is also playable, as indeed is 0-0!

10_c6

The Milano Pro probably expected castling kingside as it also now goes out of Book. However both programs do find Book moves for a short while! 10...♖b6 11.♗he1 ♕e6 12.♖b1 ♗d7 has been seen at GM level, as has 10.0-0

11.♖he1 0-0 12.♘d4

We finally leave theory, but this move is fine. 12.d4 d5 13.♙d3 ♖e8 14.♞e2 ♙d6 15.♞de1 was 1-0 in Wiech-Kosjorek, 1998

12...d5 13.♘f5 ♕c5?! 14.d4!

StarD shows +50 playing this

14...♖b4 15.♗d3



15...♘g4?!

Too ambitious too soon
against a strong opponent.
Therefore better was 15...g6
16.a3 ♖a5 and if 17.♘e7+
♔g7♚

16. $\frac{1}{2}e7$

Now the StarD has +126
and in a couple of moves
MPro will agree

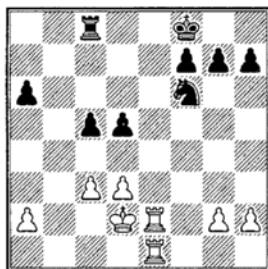
16...xc3?!

16...♙xe7 was correct, then 17.♙xe7+ ♖h8 18.♙xc8 ♠axc8 19.♞e7 ♜gfg6, and things are not so bad after probably 20.♙f5 ♠cd8. Of course we're guessing what the dedicated's would play – it's one thing to use Fritz or Hiarcs to analyse 2700 Elo games, but their best ideas are not necessarily so applicable here!

17.bxc3 ♘xf2!

Having got this far, this is the best move to play. The sequence of moves which follows has both computers playing consistent best moves!

18. ♖xf8 ♔xf8 19. ♜d6 ♜f6
20. ♞d2 ♜xd3+ 21. cxd3 b6
22. ♜xc8 ♞xc8 23. ♞de2! a6
24. ♔d2 c5 25. dxc5 bxc5



Putting the game through Fritz8 it agreed every single one of the last few moves from both sides, sometimes in quite complicated positions. Now however there is a disagreement!

26.♖e7?!

26. ♖e5! c4 27. ♖b1 cxd3
28. ♔xd3 is the continuation
recommended by Fritz8, with
an evaluation of w119
26... ♗e4+!

MPro expected the move we recommend, and its eval, which has been showing itself -100 or more for sometime, now comes back to -60

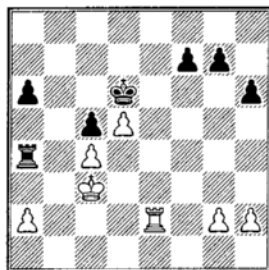
**27.dxe4 ♔xe7 28.exd5+ ♔d6
29.c4**

Okay, they're playing optimally again now, but Black has obtained equality. In fact at this point it looks like a draw, but White's passed pawn on d5 will always need to be watched

29...♖b8 30.♔c2

Why not the immediate
30. ♔c3! a5 31. ♖f1

**30...♖b4! 31.♔c3 ♜a4 32.♞e2
h6**



33. ♖c2?!

Apparently trying for a win, believing it has a small advantage due to the passed pawn on d5. But instead this yields a small chance to the Milano Pro. Instead 33.♖b3 ♖b4+ 34.♙c3 ♖a4 draw

33...♖a3+ 34.♔d2 ♕e5
34...f5!

35.♖b2 ♖a4

Again 35...f5 looks strong

36.♔d3

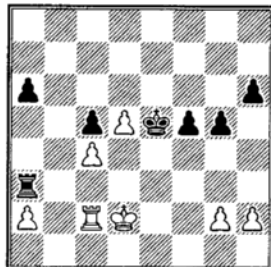
We're back in draw territory again

36...♖a3+ 37.♕c2
37.♕d2=

37...g5!?

Now the Milano Pro is showing a small plus and takes its turn to spurn the draw and play for something more. 37...♖a4 would go for the draw

38.♕d2 f5 39.♖c2



39...f4 40.♕e1 g4

Black, showing the position as =, has got his pawns marching menacingly, and prepares the advance f3. But this has made the StarD more hopeful again, and it shows itself +57

41.♖e2+ ♕f5 42.♖d2 f3??

Fatal! Correct is 42...♖e3+ which would keep Black in the game after 43.♕f2 ♖e8. I think this would probably be a draw

43.gxf3

43.♕f2 is also very strong, after which 43...g3+ is the only saving chance, but 44.hxg3 fxg2 45.♕xg2+-

43...♖e3+ 44.♕f2

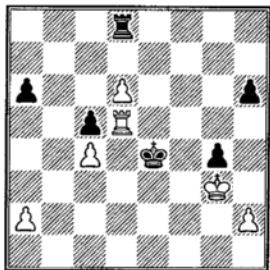
Now StarD reads +223, though MPro remains less convinced

44...♕xf3+ 45.♕g2 ♕e4

45...♖e3!? was probably better, and after 46.d6! ♖e8 47.d7 ♖d8 48.♕g3. Here however Black needs to find some way of relieving his rook, so 48...♕e6 seems

necessary. But the result of this is that the g-pawn goes with 49.♕xg4, so White still has a win!

46.d6 ♖f8 47.♖d5 ♖d8
48.♕g3



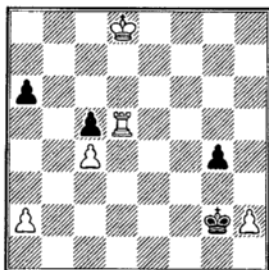
48...h5 49.d7 ♕e3 50.♕h4
♕f3 51.♕xh5 ♕f4 52.♕g6!

At this point StarD is showing around +400 compared to the Milano Pro at around 200.

52...♕e4

52...♕f3 offered the best resistance, but even with that 53.♕f6 ♕g2 54.♕e7 ♖g8 55.♖xc5! would be terminal

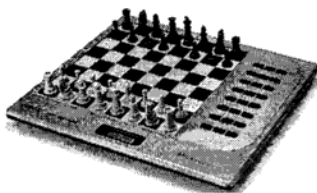
53.♕f6 ♕f3 54.♕e7 ♖g8
55.d8♖ ♖xd8 56.♕xd8 ♕g2



Of course it's all over now, but we'll just play through a few final moves

57.♖d2+ ♕f3 58.♕d7 ♕e3
59.♖d6 ♕e4 60.♕c6 ♕f3
61.♕xc5 ♕g2 62.♖d2+
and I switched off! 1-0

So what do we conclude?



Obviously the fact that the **Star Diamond** has gone straight into a 2-0 lead is very encouraging for Novag.

I think we can also say that, with a good quality and slightly bigger board than average, and the inclusion of the fitted fabric carry case, the new machine represents excellent value for money at £199.

The chess playing quality seen so far also bodes well for the Star Sapphire at £179. This will come out at the end of June I'm told, and will have the exact same engine and processor!

My gut feeling - and it should be no more than that after only 2 games - is that the StarD may just fall short of the Atlanta.

But I've seen some reputations damaged by trying to reach conclusions based on only 1 or 2 games! We need more! I once saw a Fidelity Par Excellence go 4-1 up against a Mephisto Amsterdam, but the final score ended 40-10 the other way! In this match of course we may well see the StarD extend its lead!

So I shall play the 2 more games for *SelS 107* and then switch to the Atlanta.

Equally one of our readers has shown an interest in playing a 4 or 6 round G/60 tournament with the StarD, a Mephisto Berlin Pro, an Atlanta and a Fidelity Mach3!

So one way or another we should be able to establish a rating fairly soon.

DEEP JUNIOR-KASPAROV: A SECOND look AT GAME 5

I said in our last issue that we should look again at game 5 where Kasparov was accused of 'ducking out' by spectators and others, but in which some GM/s/IMs have insisted he took the only safe option.

I wanted to play the latest Hiarcs v Junior8 from both sides of the sac' position - DJ as Black apparently believed it had at least a draw, whereas many believe White would win. But my Junior8 hasn't arrived yet, so I've played Hiarcs against the new Tiger15. Junior8 next time!

I've laid it out to help you follow the original game notes and the new game moves across the columns.

Kasparov - Deep Junior

Game 5. E48. Nimzo Indian

1.d4 Nf6 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?! c6?! 10.Qc2 Bxh2+?! This MUST have surprised Kasparov. He raised his eyebrows but took the bishop 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, and [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 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+ 1/2-1/2

Our 2 games, played at G/30mins + 15secs per move, start from the same position after 10...Bxh2+.

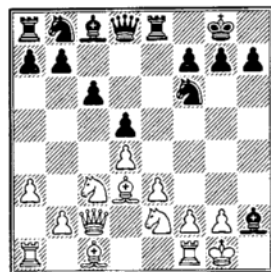
Hiarcs 8.295 - Tiger 15.0

P4/1800, Blitz:30'+15"

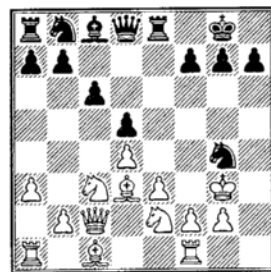
W=12.3 ply; 168kN/s; 3,156 TBAs

B=14.9 ply; 398kN/s; 190 TBAs

1.d4 ♠f6 2.c4 e6 3.♠c3 ♠b4 4.e3 0-0 5.♠d3 d5 6.cxd5 exd5 7.♠ge2 ♠e8 8.0-0 ♠d6 9.a3 c6 10.♠c2 ♠xh2+



11.♠xh2 0.47/12 3:23 ♠g4+ 1.24/14 43 12.♠g3 0.72/12 1:36



Here Tiger changes Black's line of attack from 12...Qg5 to...

12...♠d6+ (Qg5) 1.36/14 1:27 13.f4 1.56/11 1:09 ♠h6 1.06/14 33 14.♠d2 1.52/11 55 ♠h2+ 1.20/14 46 15.♠f3 1.55/11 7 ♠h4 1.60/15 2:14 16.g3 1.55/11 32 ♠h5 (Qh2) 1.52/15 30 17.♠h1 1.80/12 47 ♠xe3+ 1.60/16 46 18.♠xh5 1.80/13 47 ♠g4+ 1.78/16 32 19.♠f2 1.66/13 11 ♠xc2

1.74/14 3 20. **h1** (Bxh7+)
1.61/13 1:09 20... **h5** 1.60/16
32 21. **h5** 1.61/12 35 **a1**
1.67/16 45 22. **h7** 1.73/11
44 **f8** 1.58/16 1:00 23. **xd5**
(Bb1) 1.98/11 45 23... **g6** (Na6)
0.82/14 39 24. **f5** 2.29/11 52
cxd5 0.86/13 36 25. **fxg6**
(Bh6+) 2.29/11 42 25... **fxg6**
(Nd7) 1.46/15 3:29 26. **fxg6**
2.52/11 27 **xc6** (Re6) 1.78/13
2:07 27. **xe8** (Bh6+) 3.09/10
52 27... **xe8** 2.36/14 29
28. **xd5** 3.13/11 41 **xc2**
2.36/13 32 29. **g4** (Rf5+) 3.07/11
48 29... **xe4** (Kf7) 2.20/14 1:16
30. **xf3** 3.22/12 58 **xe6** 2.24/14
46 31. **xc3** 3.27/12 50 **b6** (Ne3)
2.38/13 48 32. **h5** (Ng3)
3.77/12 40 32... **xe3** 2.92/15
1:05 33. **xf2** 3.76/13 24 **xe4**
3.18/15 24 34. **d5** 3.80/12 47
bd4 3.62/15 48 35. **xd4**
3.84/12 35 **xd4** 4.06/14 42
36. **d6** 4.05/11 36 **fxg4** 4.30/13
23 37. **h7** (Rh8+) 3.93/11 21
37... **xe6** 3.50/12 27 38. **xa7**
(d7) 4.13/11 33 38... **g5** (Rg6)
3.46/12 26 39. **b4** (Bd2)
4.38/11 44 39... **xd8** (Rf5+)
4.28/13 45 40. **h7** 4.44/13 43
g8 4.24/15 24 41. **xc7** 4.46/13
42 **xf8** 4.28/14 32 42. **xe3**
4.62/13 31 **xd5** 4.28/14 23
43. **xe4** 4.88/13 25 **xd1** 4.73/16
36 44. **xe5** (Kf5) 4.84/13 33
44... **xd3** 5.02/14 20 45. **a4**
4.98/13 40 **xe3** (Rd1) 5.24/14
40 46. **xd5** (Kd4) 5.38/12 39
1-0

The ChessBase game info:

IN GAME HEADING

- P4/1800=my laptop.
- Blitz:30'+15" = time control.
- Ply=ave depth of search each program during game.
- kN/s=ave * 1,000 nodes per second searched during play.
- TBA's=tablebase accesses.

IN GAME AFTER EACH MOVE

- If there's a move in brackets, it shows the (unplayed) expected move. Otherwise move played was the one expected.
- 1.18/16 = eval from White's side and depth of search.
- 45=45secs taken on move, 1:45 means 1min 45secs taken on move

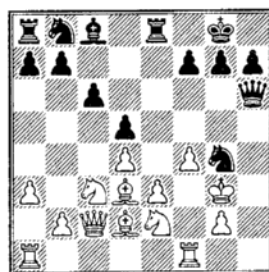
Tiger 15.0 - Hiarcs 8.295

P4/1800, Blitz:30'+15"
W=16.3 ply; 401kN/s; 7,793 TBAs
B=13.3 ply; 199kN/s; 20,932 TBAs

1. **d4** **xf6** 2. **c4** **e6** 3. **xc3** **b4**
4. **e3** 0-0 5. **xd3** **d5** 6. **cx**d5
exd5 7. **ge2** **xe8** 8. 0-0 **xd6**
9. **a3** **c6** 10. **xc2** **ex**h2+



11. **ex**h2 1.18/16 1:55 **g4** +
0.52/11 1:10 12. **g3** 1.06/15 39
g5 (Qd6+) 0.52/10 1:02 13. **f4**
1.34/13 3:15 **h5** 1.48/12 3:15
14. **xd2** 1.10/13 27



Now Hiarcs changes the attack for Black. Instead of 14...Qh2+ it plays...

14... **xe3** (Qh2+) 1.48/11 47
15. **xe3** 1.16/15 33 **xe3**
1.48/11 39 16. **xd2** (Qa4)
1.18/15 38 16... **xf1** + 1.39/11
46 17. **xf1** 1.18/12 3 **xd7**
1.37/12 41 18. **f5** (Qe3) 1.28/15
59 18... **xf6** 1.31/12 54 19. **xf4**
1.32/15 34 **xd7** 1.31/12 1:01
20. **h4** (Ng1) 1.48/15 1:19
20... **fx**h4+ 1.25/12 47
21. **fx**h4 1.22/12 5 **xe8** 1.41/13
1:04 22. **g4** (Nf4) 1.82/14 50
22... **h6** (Kf8) 1.40/12 45
23. **xf4** 1.80/13 35 **xe3** (Kf8)
1.48/12 1:14 24. **xc2** (Nd1)
1.78/13 35 24... **b6** 1.45/11 39

25. **xd3** 1.90/13 42 **xc8** (Re7)
1.48/12 55 26. **xe1** 1.96/15 32
g5 (Rxe1) 1.55/12 47 27. **fxg6**
2.48/1 0 **xe1** 1.55/13 39
28. **xe1** 1.86/13 3 **fxg4**
1.55/13 50 29. **gxf7** + (Ng2)
1.72/15 39 29... **xf7** 1.41/14 24
30. **g2** 1.88/15 38 **h2** (Nf6)
1.49/13 51 31. **xd1** (Kg3)
2.04/16 50 31... **xf1** 1.47/13 36
32. **b4** (Be2) 2.02/15 41
32... **xb7** (b5) 1.58/12 56 33. **a4**
(b5) 2.06/14 36 33... **xe7**
1.42/12 33 34. **xb1** 2.02/16 51
xc8 1.60/14 37 35. **xe2** (Bc2)
2.26/18 39 35... **xf5** 1.75/14
1:06 36. **xc3** 2.36/17 33 **xd2**
1.80/13 26 37. **xe3** 2.38/16 43
xd7 (Be4) 1.91/13 55 38. **b5**
2.62/16 32 **xb3** 1.91/13 40
39. **xc2** (bxc6) 2.74/15 37
39... **cx**b5 (c5) 2.16/13 2:01
40. **xb5** 3.00/17 31 **xe6** (Bf5)
2.39/14 1:02 41. **h5** 3.04/17 52
xf8 (Kd6) 2.40/13 51 42. **g6**
(Kxh6) 3.08/17 29 42... **h5**
2.30/14 33 43. **ex**h5 3.22/17 35
xf5 2.52/14 45 44. **xe3** 3.16/17
28 **xe6** 2.58/14 33 45. **xe2**
3.26/17 28 **xe7** 2.59/14 31
46. **g6** 3.72/17 28 **xd6**
3.02/14 59 47. **xf5** + 4.12/17 27
xf5 + 3.02/14 29 48. **xf5**
3.90/17 5 **xd2** 3.87/14 2:18
49. **xd3** 4.30/18 32 **xb3** 3.88/13
24 50. **xa6** 4.54/18 31 **b5**
4.05/13 36 51. **xb5** 5.52/18 30
xd2 (Na1) 4.54/13 56 52. **xd3**
(Ba6) 5.70/18 40 52... **xb3** (Nf3)
5.23/13 1:27 53. **xf6** 5.80/18 29
da5 5.38/12 29 54. **xc3** 6.08/18
42 1-0

The experiment so far is a bit of a failure! Although White won both games, neither engine as Black pursued the attack in the same way that Junior did against Kasparov!

This also meant that neither game came to the position where Kasparov allegedly ducked out with 16.Bxh7?! instead of playing 16.g3!?

So next time we will use Junior8 itself! Can it win as Black after 10.Bxh2, and also would Hiarcs play 16.Bxh7+ or 16.g3, and who would win that!!

SARGON FOUGHT UNTIL THE VERY END!

Rob VAN SON WRITES ABOUT SARGON & THE SPRACKLENS

At the beginning of the year Rob and I swapped e-mails discussing his next potential article. I thought his idea was great - the subject of his article being the first creation and early work of a couple whose names were probably the best known in all of computer chess in those early, heady and exciting days - Dan and Kathe Spracklen!

April 2003

Hi Eric,

Now here it is, my new article for the June issue.

As already agreed, I wrote the story of the program Sargon of the famous couple Kathe and Dan Spracklen.

The main part of the article is about the first years of Sargon.

I read a lot of the history in different books, in particular the small book of the late chess reporter, Martin Gittel.

He died in December 1989, but in 1983 he had published (under his own control) a very interesting book: "*Sargon: Portrait eines Schach-Programms*." In English it means: "*Sargon, portrait of a chess program*."

I think, totally only 200 copies were published in 1983, but in 1999, his wife Marianne was so very kind to send me an original copy!

Martin hoped that this book would be a stimulus for people to write a chess program by themselves.

And then during last year and this, Dan Spracklen himself gave me some information and sent me a few photos by e-mail!

I hope you like it!

All the best, regards.....

Rob

Sargon fought until the very end!

You may wonder what does this title have to do with chess?



Dan & Kathe Spracklen

To understand it we are going back in time to the seventies of the last century.

In 1974 Dan Spracklen was working with the computer-firm Univac in California (USA).

During an information science evening course he met Kathe, a woman who in the daytime worked as a math teacher, and a lemonade vendor!

She also turned out to be a very active chess player, who played up to 200 tournament games a year.

By playing this many games she was able to force up her American elo-rating from 1103 to 1523 Elo-points.

Dan and Kathe decided to get married and went to live in San Diego, California together with Dan's children from his first marriage.

A BASIC start!

In September 1977 Kathe and Dan were able to secure a computer listing which contained the beginning of a chess program written in the programming language Basic.

Since both Kathe and Dan loved chess and moreover knew how to write a program, this list exercised an enormous attraction. In fact, the idea to personally write a chess program tremendously appealed to them.

They soon started writing, first in a pseudo-code that was suitable for the machine language Assembler.

They did this because they did not know yet on which computer the program would be able to run and what instructions the processor belonging to it would ask for.

Home computers were not very well known in those days. There was the Apple II, but that did not run on Assembler.

Developing a Strategy

They chose to write their program according to the Shannon A and B-strategy.

First all possible moves are calculated in detail by the program with the brute-force method (A-strategy), but when the variants tree becomes too big and too deep, the B-strategy sees to it that a selection is made of the best moves only, thus saving much time.

In an electronics store Kathe and Dan spotted a Wave Mate Jupiter III computer with a Z80 microprocessor running at 2 MHz (2MHz... how times have changed!).

An additional advantage of this computer was that it could be programmed with the Assembler programming-language. They bought it and because they did not yet have a computer table or suitable alternative, they had to put it on the kitchen table for the time being.

Dan needed to be away from home for a week for his work and in the meantime Kathe energetically started manufacturing the interface of their chess program.

She saw to it that the graphical material such as the chessboard and the chess pieces could be seen on the screen of the computer.

When Dan came home again, Kathe had largely finished the graphical part of the program.

In the first three weeks of January 1978 the Spracklens worked intensively on the program.

Dan busied himself with the chess part of the program (the engine) and Kathe took care of programming the graphics.

First moves!

Those weeks of hard work had not been for nothing.

The program now was able to play two plies from the opening. A ply is half a move so 1. e4 and the program could respond to this move with the ply 1...e5.



Naming their Baby!

They also thought about a suitable name for their new creation. First they meant to name the program Jupiter after the name of the computer the program was running on, but they did not like that so much after all.

The planet Saturn and a moon of this planet, Oberon, also did not suit them.

But the combination of these two names led to **Sargon**, which also happened to be the name of an Assyrian warrior from Mesopotamia who won many fights.

Sargon of Akkade lived around 2300 years before Christ. Kathe thought this name sounded powerful and so Sargon was born.

Sargon's first Tournament

On 25 February 1978 the Spracklens received an invitation to participate the next month, from 3 through 5 March, in the first chess tournament for microcomputers in the Convention Centre in San Jose, situated in the famous Silicon Valley in California.

Among the eleven participants were three chess computers that were already commercially available: **Boris**, **Compu Chess** and **Chess Challenger 3**.

Also participating was a prototype, the **Commodore Chessmate**, the commercial version of which was to be launched at the end of 1978. The Metalbox was a computer from Steve Stuart and he had assembled the machine himself for only 85 dollar.

The other six programs ran on so-called hobby or home computers, predecessors of the present personal computer. Two of those, **Processor Technology** and **Compucolor**, were already being sold on cassettes. **Sargon**, **Mark Watson**, **SD-Chess** and **Tenberg Basic** were programs that were individually developed by amateurs.

The playing speed was fifty moves in two hours.

This immediately resulted in huge problems. The programs written in the programming language Basic sometimes needed nine hours to completely finish a game.

There was no way the intended playing time of two games a day could be realised.

So some games were broken off halfway and then arbitrated by the tournament leader.

In the end, however, there was no disputing the winner! **Sargon** won the tournament with a score of 5 points out of five games, ahead of programs like Boris and Chess Challenger 3, which only scored three points.

Building and Sharing Knowledge

After this big success the Spracklens steadily continued improving Sargon. They also wanted to propagate their knowledge to anyone who was familiar with programming in Assembler.

They for instance wrote a small brochure named: 'A Computer Chess Program in Z-80 Assembly Language', that sold for 15 dollars.

In addition they also wrote two large articles in the American trade journal *BYTE*, and they wrote a book for the Hayden Book Company in New Jersey with the title: 'SARGON A Computer Chess Program'.

Kathe and Dan felt it important that no one who wanted to write a chess program would need to re-invent the wheel all over again, but instead could obtain the basic instructions from their publications.

In the meantime they knew **Sargon** itself still needed a great deal of improving.

It is true that the program had won the first microcomputer tournament but it was by far not strong enough to participate in the ninth **North-American computer chess champion-tournament** that was to be played from 3 through 5 December 1978 in the Sheraton Park Hotel in Washington D.C.

Fortunately Kathe and Dan were able to do quite a bit of tinkering on their Sargon in the next few months.

They improved the opening repertoire, they refined the positional analysis of the program, and they developed a beginning of an endplay methodology.

The North American Champion Tournament

The result did not fail to come and in test games the new Sargon, renamed **Sargon II**,

already proved to be playing much stronger than microcomputers like Boris of Applied Concepts or The Chess Challenger 10 of Fidelity Electronics.

In December 1978 the time had finally arrived.

Kathe and Dan travelled in their car - a Toyota with licence-plate SARGON 2 - to Washington D.C.

Chessmaster David Levy was the tournament organiser of the ninth North-American computer chess champion-tournament.

Guests of honour were the grand masters Robert Byrne and Edward Lasker. Indeed the latter celebrated his 93rd birthday during this tournament!

The big giants of computers were participating in this event.

Of the twelve participants only two were microcomputers: the programs **Sargon II** of Kathe and Dan Spracklen and the program **MIKE** from England.

Nevertheless Sargon II was able to obtain joint 3rd-5th place with 2½ points from its 4 games.

The program of Kathe and Dan, running on the Wave Mate Jupiter computer that cost five thousand dollar, managed to beat the program AWIT, running on a big Amdahl 470/V6 computer that cost five million dollars, in 66 moves.

The winner, with 4 points out of four games, was the program **Belle** by Ken Thompson. The mainframe computer Belle would become famous from its many early battles against the mighty Cray Blitz, and its programmer Thompson would become famous for his major contribution to the work on endgame tablebases.

Sargon II's effort in this tournament made it clear that it is really possible to play chess with much cheaper microcomputers, and after this tournament chess programmers henceforth felt able to enter each following tournament with their microcomputers.

Sargon II hits the stores!

Following the big success of Sargon II the program was by mid-1979 available in the stores on cassette for the **TRS 80** (level 2) and the **Apple II** computer for the price of 30 dollar.

The trading-firm **Chafitz** from Rockville (a town near Washington D.C.) had been supplying electronic games for many years. Among other things they were responsible for the marketing and sales of the chess computers Boris, Boris Master and Boris Diplomat manufactured by Applied Concepts from Texas (USA).

Now Chafitz offered the new stars of computer chess, Kathe and Dan, a contract to start working with them and to further develop **Sargon II**.

In co-operation with **Applied Concepts** a new commercial version of Sargon was to be launched.

In the beginning of 1979 Kathe and Dan Spracklen accepted the contract and started to work with the programmers David Slate and Larry Atkin, who already had been working with Chafitz for some time and were the spiritual fathers of the famous chess program from the seventies: "**CHESS**."

Pleasingly they did not need to travel to Rockville, but were able to continue working in their place of residence in San Diego.

A table-top SARGON!

In December 1979 this led to a new 'store available' **standalone** chess computer!

The **Chafitz Sargon 2.5** Modular Game System (MGS).

John Aker, at the time hardware and software adviser with Chafitz, worked for a week in the cellar of his house in Kansas City together with Dan Spracklen to make the Sargon 2.5 program work well with the Modular Game System.

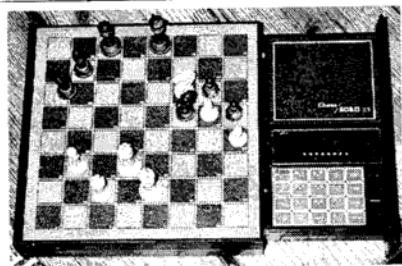
The chess computer was equipped with a small pushbutton-control panel and the chess program-module, running on a 6502/2 Mhz microprocessor.

The advantage of this system was that you could replace the program at a later stage by a more powerful module without having to buy a whole new computer.

Moreover this computer was suitable for other game-modules like checkers or black-jack.

The control panel contained a chessboard and the chess-pieces could be pushed underneath the chessboard in a drawer in a space next to the control panel.

The most unique difference of the program Sargon 2.5 as compared with its predecessor Sargon 2.0, as well as with the other then available commercial microcomputers, was



Sargon 2.5

that the Sargon 2.5 version could think in the time of it's opponent, the so-called permanent brain.

The funny texts during the game such as: "Are there ladies present?" or "May I cheat?" or "Should we switch sides?" were taken over from the first Boris computer, but in the Sargon 2.5 MGS these texts would be more focussed on the board position.

SARGON is top-rated!

The American trading-firm Palmer, McBride & Kincaid Associates tested the various 'store available' chess computers in detail, and in their conclusion the **Sargon 2.5 MGS** ended in first place.

At that time it's rating was estimated at approx. 1641 Elo-points.

Right up until 1981 the Sargon 2.5 continued to determine the image and standard for the public as the strongest playing chess computer.

However, there was a price attached to it.

At the Purveyor of toys to the Queen, Merkelbach (at the time situated at Kalverstraat 30 in Amsterdam), it cost 1500 guilders (**€ 681!**).

There was also a high luxury version available, the Sargon 2.5 ARB. This computer cost 3500 guilders (**€ 1588!**) and was fitted with a large and luxurious board of precious wood.

Its reed-contacts saw to it that the chess-piece only needed to be moved and that the computer registered the move immediately.

The answer of the computer was shown by means of 64 little LED-lamps, situated one at the corner of each square.

ARB stands for Auto Response Board. The firm of William F. Druke & Sons, Inc. from Chicago (USA) made the wood cabinet of the

Sargon ARB.

Finally a very exclusive **chess-robot** with the Sargon 2.5 program would come out on the market, the **Boris HANDroid**.

With a special arm, controlled by three servomotors, this robot was able to move the chess-pieces entirely by itself!

On 16 September 1980 the Boris HANDroid was presented to the public by the German importer of Applied Concepts, Sandy Electronic in Munich.

During and after the presentation the robot could already be ordered, and the computer was planned to be delivered before Christmas of 1980 for about 3000 Mark (€1534). Unfortunately the machine never reached actual production, and nowadays only a few prototypes remain.

Legal battles force CHANGE!

In May 1980 Applied Concepts announced that they would no longer contract out the marketing and sales of their products, including the Modular Game System (MGS), to the firm of Chafitz, but bring it under their own control.

Chafitz reacted vehemently and this incident led to a legal battle over the rights of the Modular Game System.

The contract of Kathe and Dan Spracklen was in jeopardy. Applied Concepts refused to pay the agreed two-dollar per computer sold.

In the end Kathe and Dan agreed to a compromise of fifty cent per piece sold. The computer was renamed **Boris 2.5** again by Applied Concepts, while the actual program in it remained the same **Sargon 2.5**.

Because of the legal squabbling Kathe and Dan looked for a better employer.

They officially entered employment with **Fidelity Electronics** from Miami, USA, in June 1980.

Fidelity boss **Sid Samole** mentioned this in an interview during the first **North-American computer chess champion-tournament** in September 1980 in San Jose in California.

The winner of this tournament was their **Champion Sensory Challenger X** (X stands for experimental) with a score of 4 points out of four games.

Was it possible that Kathe and Dan had already been working on the development of



Dan and Kathe working on an early Fidelity Chess Challenger program

this machine for Fidelity?

Ultimately Chafitz were forced to give back the marketing and sales of the Modular Game System to Applied Concepts, and Chafitz reached an agreement with Fidelity Electronics with respect to the taking over of Kathe and Dan Spracklen's contracts.

After this the Spracklens were able to peacefully continue working on the development of Sargon with Fidelity Electronics.

They did not need to move to Miami for this employer either, and could keep on working in their place of residence in San Diego.

Kathe was also becoming an expert in making ever-larger opening libraries for their programs.

An enforced change of NAME

The name **Sargon** could not be used with their new employer, but it's spiritual parents made Sargon live on in eventually highly modified form in various later Fidelity chess computers such as the **Elite**, the **Sensory 9**, the super-luxury **Prestige**, the **Avant Garde**, the **Excel 68000 Club**, and the **Mach III**.

These Fidelity chess computers were available in very luxury designs with a chessboard of high quality wood, but for the smaller

purchase much cheaper models were also made out of synthetic materials.

Opinions about the appearance of these **plastic machines** differed quite a bit. Some people called the models 'bathtubs', but no-one minded the low prices!

Four World Titles! a proud record

Kathe and Dan won the **world title** of the World Microcomputer Chess Championships with their different programs four times: **London 1980, Travemünde 1981, Budapest 1983, and Glasgow 1984.**

This resulted in the further production of many strong playing and well sold Fidelity chess computers.

Unfortunately their success came to an end at the end of the eighties, partly because of big competition from **Hegener and Glaser (Mephisto)** in Munich, Germany, and also by the high exchange rate of the dollar.

Indeed in 1989 Fidelity was taken over by Hegener and Glaser, and the Spracklens moved to work for **Saitek** from Hong Kong, which themselves took over Mephisto in 1994. Of course Richard Lang and Ed Schroder were also working for Saitek/Mephisto, as was Franz Morsch. Tough competition!

Kathe and Dan's last program, the **Sparc-module** for the **Renaissance** board, was written for Saitek, and from 1993 everywhere for sale.

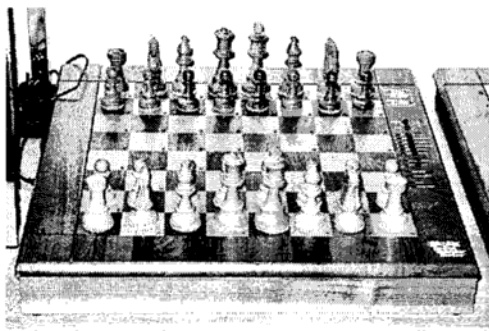
In spite of being the strongest program ever produced by the Spracklens (Elo \pm 2200), this Sparc could hardly meet the emerging challenge of the cheaper and ever stronger playing chess-software for the Personal Computer.

In October 1993, during the 12th World Microcomputer Chess Championship in Munich (Germany), their **Kasparov Sparc** ended in **15th place only** and that was enough reason for Saitek not to renew their contracts.

The End of an important Era

Kathe and Dan now washed their hands of computer chess and disappeared noiselessly from the chess-stage.

With this the computer chess world lost a famous couple that, with their programs, made so much of an impression on the numerous lovers of our royal game. Sargon was indeed an Assyrian warrior who often, but not always, won ...!



The famous Sargon ARB!

Dan and Kathe are now enjoying life in Oregon, a state just above California where they moved 10 years ago to.

Dan works as a 3D programmer for a game development studio. **Kathe** is doing the computer programming for a local company that wholesales craft supplies.

They no longer spend any time on chess, but they do think back fondly to their time with computer chess.

Their oldest daughter gave them four grandsons, which keeps Kathe and Dan pretty busy buying presents for!

References:

Martin Gittel; *SARGON* Porträt eines Schach-Programms, Salzgitter 1983.

Modul / January 1989; EINE LEBENDE LEGENDE; ein Interview mit Kathe Spracklen.

Special thanks to:
Dan Spracklen, USA



Our author,
Rob van Son.
Many thanks Rob!

How did SHREDDER GET 'shredded'?

Asks BILL REID

Dear Eric

Sorry to interrupt your holiday, but I couldn't resist a response to the piece you ran on Wiekrykas v Shredder

Best wishes.... Bill

How Did Shredder Get Shredded?

In his report on Dave Wiekrykas' win over Shredder7 in *SelSearch 105*, Eric said "I want to know 'how does he do it?'"

I assume he was just trying to be provocative!

Wasn't it Eric himself who coined the expression 'veiled attack' to describe what's going on here?!

If humans are to beat programs they have to find some strategy for seeing what is over their tactical horizons.

One way is to set up an attack (preferably against the opponent's king) which develops slowly and in such a way that when, finally, danger is imminent, the program's pieces are unable to regroup to fend it off.

Achieving this involves some or all of the following elements:

1. Blocking the centre. The point of this is to divide the board into two halves.
2. Inducing the program to castle into the part of the board where the attack will be launched.
3. Luring the program's pieces into the other part of the board, possibly by sacrificing a pawn or two.
4. Opening up lines for pieces against the program's castled position.

With these thoughts in mind I settled down to see if I could make it happen against **Rebel 8**.

Now Eric will say, "Why wasn't he playing Fritz 8? I know he's got it".

Well it's because my old computer won't run Fritz and I would have to get it set up on someone else's. That's my excuse!

I awarded myself the White pieces, set up 'Game in 15 minutes' and found myself playing against a Sicilian. A chance to follow

the Wiekrykas tactics! Unfortunately it all went wrong and I lost.

Next it was a Lopez (I've won a few of those), but again my tactics let me down and it was 2-0 to Rebel. I wonder how many Dave loses before he hits the jackpot!?

But third time was lucky. Rebel chose the French and I've a good sense of how it handles that.

Bill Reid - Rebel 8

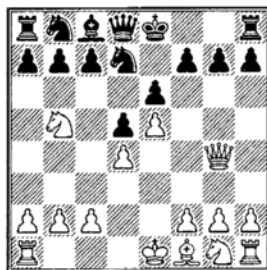
1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.♙g5 ♙e7

Now the block on the centre follows quite naturally

5.e5 ♘d7 6.♙xe7 ♖xe7

And here comes the tactic for getting the Black king castled with a queen hovering around it

7.♘b5 ♖d8 8.♖g4!



Instead 8.c3 0-0 9.f4 would probably keep some programs in their more comfortable theory

8...0-0 9.♘f3 a6 10.♘c3

Now it's quite natural for Black to want to expand on the queen's side

10...c5 11.♙d3 f5

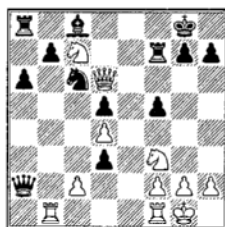
Played in view of the possibility of 12.♙xh7+

12.♖g3 ♖b6 13.0-0



13...cxd4

I believe that White is better in all lines after an immediate 13...xb2, the best follow up being 14. d2! c4 15. d4 cxd3 (if 15...e8 16. dxf5! exf5 17. dxd5±) 16. dxe6 f7 (16...g6!? 17. dxc7 b6 18. eab1!) 17. eab1 xa2 18. dxc7 dxe5 19. e5e5 dxc6 20. d6



However it's all pretty tactical and I think this would have therefore been a better choice for a program

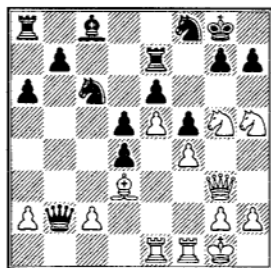
14. d2

With the centre nicely blocked up the knight now heads for the kingside

14...dxc6 15. eae1!

The rook is needed to reinforce e5, and the sacrifice of the b-pawn of course gets the Black queen well offside!

15...xb2 16. d4 e8 17. dh5 e7 18. dg5 f8 19. f4



More reinforcement for e5, plus there's now a way for a rook to get into the attack

19...xa2?

Very risky, I guess Fritz would be more alert to the danger here?

Eric: Interestingly Fritz8 has this showing black +166, and that after 1min on a P1800?! Hiarc9 leaves xa2 after 3secs for dg6. It keeps this for a short while before settling on h8

20. d6+! h8 21. wh4

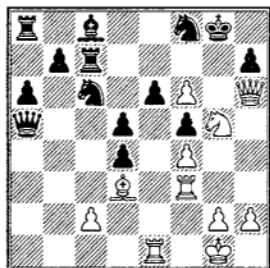


21...gxf6

Eric: Hiarc9 goes with Rebel's move, but Fritz strongly favoured 21...h6!? Is this better?

Both programs eventually agreed on the continuation 22. f3! d7 23. g3! which is probably winning... well Hiarc9 thought so along with myself. But Fritz8 seemed to think that Black was still okay with 23...e8. Then Hiarc9 would play 24. dxe6 and is fairly sure White is winning showing +122 (and rising) in less than a minute

22. exf6 c7 23. wh6 g8 24. f3 wa5



25. eef1

According to Fritz 25. d1! wins on the spot, as it stops Black playing d2. Then I guess 25...dg6 is best, but 26. dxh7 is just deadly

25...♖a2?

Rebel really has lost the plot. But it looks like there was no good move.

Eric: In the game Rebel has missed the best queen move, so Bill's choice also wins as quickly as the continuation from Fritz's excellent 25...♕d1!

But if Rebel had played 25...♗d2 26.♔g3 ♗e3+ 27.♔xe3 dxe3, I reckon Bill would have been forced maintain concentration for a little longer. E.g. 28.♔f3! e2! and some care still needed though of course he's going to win

26.♔g3!

Mate in 6

26...♕e5 27.♕xh7+ ♕fg6 28.♗f8+ ♔xh7
29.♔h3+ ♕h4 30.♔xh4+ ♔g6 31.♔h6# 1-0

Bill's CONCLUSION

Okay, I'm sure I wouldn't have pulled it off against Fritz, but Rebel is after all rated around 2500, and I would have no chance of beating a human player with that kind of Elo.

More importantly, this game does I think again illustrate the principles of Eric's 'veiled attack'.

So, should the GM's be paying attention?

I'm sure they should! In spite of the fact that programs get awarded grades as if they are actually humans, they are very different in how they approach the game!

On the other hand, if I had played this game as a GM in a match against a program, some interfering human would immediately be tweaking the opening book to make sure I couldn't do it again. It's not a fair contest!

Bill has been contributing excellent articles and his often brilliant feature 'Let's Finish with some Chess' for some time. As readers know, that comes to an end very soon as he takes a well deserved rest.

But fans of his work will be pleased to know that we are publishing a **booklet** based on many of his articles, discussions of computer weaknesses, statics etc. Some of the positions in the booklet will be those we've used in *Selective Search* and there will be some new ones of course.

The commentary will delve deeply into where computer programs have managed to progress, and what we can learn from them!

My aim is to include the BOOKLET 'Thought Processes in Chess' by Bill Reid FREE to subscribers with the next issue of *Selective Search*!

New: Novag MODELS and the Excalibur GRANDMASTER!

In our last issue I was glad to be able to announce forthcoming Novag models.

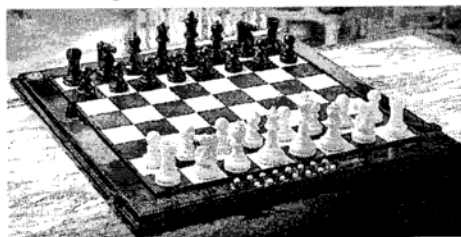
The **Obsidian £129.95** (pictured below) has already arrived - and with a rather nice black fitted fabric carry case for the computer, pieces and manual! It is based on the Emerald Classic program, but has 2 x 16MHz H8 processors = 32MHz, so is a little bit faster than its predecessor.



The **Star Diamond £199.95** will be here by around 10/June (I have a test model which is the subject of an article elsewhere), and the **Star Sapphire £179.95** should arrive probably 2-3 weeks later.

Another new machine in is the **Grandmaster £199.95** from Excalibur Electronics in the USA. They are the same folk who make the popular little Touch Chess!

I believe this program is also based on the Emerald Classic, but the board is a really excellent solid vinyl auto-sensory. The 2" green and white squares mean it is genuine tournament size. The pieces are felted and lightly weighted - the king is 3 3/4"! Set up on the table it looks great!



A unique feature is that there's a display at both ends of the board to show clocks for when 2 are people playing - one player can even be computer assisted! The displays also show the usual analysis and evaluation info! It runs on mains or batteries.

DEEP BLUE (junior!) RE-VISITED

I wonder how many of my readers remember our articles in issues 83-84 regarding a **Deep Blue junior** version which was being exhibited at various events?

At the time - remember it was 1999 - we were very excited, and I wrote:

"There have been occasional (unconfirmed) rumours that a simplified DEEP BLUE program could possibly emerge in a commercial PC format!"

"A multi-processor 'junior' version has been exhibited at one or two major events in the USA and, towards the end of the 1999 World Computer Chess Championships, was available via an Internet connection from Paderborn."

Although one assumes that a PC version still couldn't be as strong as this multi-processor version, it was hoped that these appearances gave some substance to the rumours, and that they would help demonstrate just how strong the Deep Blue project is.

Ed Schroder's team quickly hooked up Rebel 10.5 for a 3 game match challenge, risking this latest version on a Pentium 233 (!) at G/10 with DBj on G/5."

We were all pretty optimistic that a form of **Deep Blue junior** - victorious in full format over Kasparov - was soon going to be available, either as a software item or, more likely, as a plug-in piece of hardware/software for desktop PCs! Wow!!

Our excitement was two-fold - not only to have what we thought would be the strongest program anywhere, but because we would finally get the chance to test IBM's constant (and often disputed) claims that Deep Blue's superiority was not only hardware based, but was also down to many special and sophisticated chess playing algorithms!

The price wouldn't matter! and I was already counting my sales commission!

But then we got the first game from a very chirpy Ed Schroder, which we covered in issue 83 (1-0 to Rebel!), and then two more came in time for our issue 84, and we all put our credit cards back in our wallets!

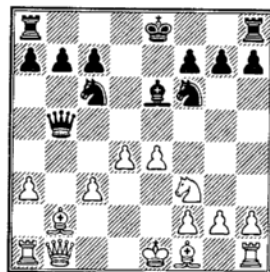
Here is one of those games, the third, with Rebel already 2-0 up.

Watch out for the strange opening (3...e6), some funny queen moves (6...Qd6 and 8...Qc6), and a reluctance or refusal to castle!

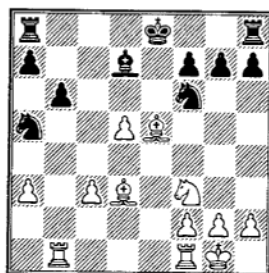
Rebel 10.5 - Deep Blue junior

D06. QGambit (Unusual). Game 3, 1999 match

1.d4 ♖f6 2.c4 d5 3.cxd5 e6?! 4.dxe6 ♙xe6
5.♗c3 ♙b4 6.♗f3 ♙d6?! 7.a3 ♙xc3+ 8.bxc3
♙c6?! 9.♙b2 ♙b5 10.♙b1 ♗c6 11.e4!



White almost has a won game already
11...♙b6 12.♗d3 ♗a5 13.0-0 ♗c4 14.♗c1
♗a5 15.d5 ♗d7 16.♗e3 ♙xb1 17.♙axb1 b6
18.♗f4 c6 19.♗e5 cxd5 20.exd5



20...♙c8

Even here castling would have been better: 20...0-0 21.♗xf6 gxf6. Now White takes full advantage of Black's inadequately protected king

21.♗g5! ♗xd5 22.♗xg7 ♗g8 23.♙fe1+ ♗e6
24.♗h6 ♗e7 25.♗f5 ♗c6 26.♗xh7 ♗gc8
27.♗e4 ♗xc3 28.♗xc6 ♗xb1 29.♗d5 ♗h8
30.♗xf7 1-0

Pretty depressing for DBj.

Obviously Ed Schroder now had some wonderful advertising potential for his Rebel program, but IBM insisted that this particular Internet version was not the real Deep Blue junior at all, but a further cut-down version - just to give mere mortals a bit of fun.

In one sense this hardly seemed likely - after all it would be a crazy way to try and

advertise the program - but at the same time its 'quality' of play was so poor, the relationship between Deep Blue and this seemed to stretch belief just a bit too far!

After many discussions with IBM Ed Schroder, in typical gentlemanly fashion, withdrew his claim that his **Rebel** had beaten **Deep Blue junior** (though in truth I believe he could say it had!), and it became accepted that this version really was 'just for fun'.

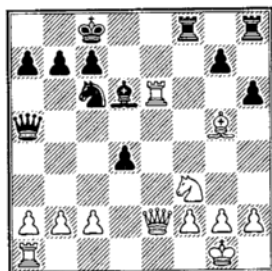
Now, 3½ years later, I have managed to get hold of 6 games played by (I think!!!) the **real Deep Blue junior**, between 1998-9. This **DBj** was on a multi-processor of some sort, though there are no known details.

Here are 3 of those games:

Eva Moser (2159) - Deep Blue junior

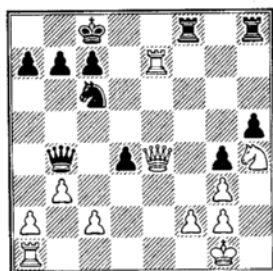
Guioco Piano - Two Knights opening

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♖f6 4.d4 exd4 5.0-0 ♗xe4 6.♙e1 d5 7.♙xd5 ♖xd5 8.♗c3 ♖a5 9.♗xe4 ♙e6 10.♗eg5 0-0-0 11.♗xe6 fxe6 12.♙xe6 ♙d6 13.♙g5 ♙df8 14.♖e2 h6



All known theory to here, and we've reached a pretty equal but interesting position

15.♙h4 g5 16.♙g3 ♙xg3 17.hxg3 h5!
18.♖e4 ♖b4 19.b3 g4 20.♗h4 ♗d8 21.♙e7 ♗c6



22.♙g7?

As it turns out it would have been much better to repeat moves with ♙e6 and hope for a draw

22...♖c3 23.♙f1?

It's the oft-seen human 'two bad moves on the run' syndrome! Much better was 23.♖e1 giving DBj the choice of ♗d8 or ♖xe1+ after which Black's advantage is kept to a minimum. But not 23...♖xc2? 24.♙c1!± 23...d3! 24.♗f5 ♗b8 25.♖f4 ♗b4 26.♙d7?

Even White's best chance with 26.cxd3 ♙xf5 27.♙xc7 ♙xf4 28.♙xc3 ♗xa2 would have left DBj with too much material advantage 26...dxc2 27.♙d4?

Two mistakes on the run again!

27...♗d3!

and queening the pawn wins more material 0-1

Well, that was better wasn't it! But many programs in 1998 were beating 2159 rated players. So let's check out DBj against someone a bit stronger:

DBj - Nikolaus Stanec (2463)

C67 Ruy Lopez, Berlin Defence

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♗f6 4.0-0 ♗xe4 5.♙e1 ♗d6 6.♗xe5 ♙e7 7.♙f1 ♗xe5 8.♙xe5 0-0 9.d4 ♙f6 10.♙e1 ♗f5 11.c3 d5 12.♙f4 c6 13.♗d2 ♙e8?!

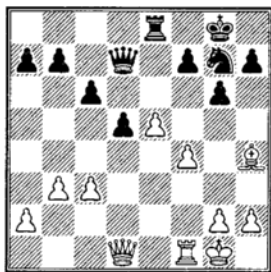
Black varies from what I consider the best theory line of 13...♗h4 14.♙d3 ♙f5

14.♙xe8+ ♖xe8 15.♙d3 g6?! 16.♗f3 ♗g7



What do readers think? It looks as if Stanec has secured his king and obtained a solid position, and is now waiting for DBj to risk over-playing his small initiative?

17.♖d2 ♙f5 18.♙xf5 ♗xf5 19.♙e1 ♖d7 20.♗e5 ♙xe5 21.dxe5 ♙e8 22.♙g5 ♗g7 23.f4!? ♖f5 24.♖d1 ♖e6 25.♙f1 ♖f5 26.b3 ♖d7 27.♙f6 ♗h5 28.♙h4 ♗g7



With Black playing a series of innocuous and repeat moves it begins to seem as if DBj has nothing. But then a quiet computer move obtains an unexpected reaction

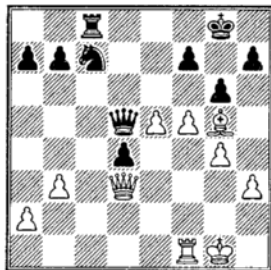
29.h3 c5?!

Hoping, somewhat out of character from his earlier play, to burst through with a passed d-pawn it seems

30.g4 d4 31.f6 c8 32.f3 e8 33.g5 c7?!

Why not his usual 33...g7 putting the onus back on DBj to avoid a draw

34.f5 d5 35.cxd4 cxd4



36.e6!

The winning move, because it causes Black to go really wrong, though it was pretty strong even against best play!

36...e8??

After 36...fxe6 37.f6 h6 exf5 38.gxf5 White would have a useful but not yet winning attack

37...f6 e8?

If Black was to survive he needed 37...f8 38.exf7+ fxf7 39.fxd4 b6, though of course DBj is still looking good

38.exf7+ fxf7 39.fxd4 b6

He had to play 39...fxg6, though I'm sure DBj would have still won easily with 40.fxc4+ f7 41.fxf7+ gxf7 42.fxe5+ g6 43.fxc7 40.fxd4 e6 41.f6! 1-0

We'll look at just one more, also against a highly rated opponent.

Ilia Balinov (2450) - Deep Blue junior

C45, Scotch Game

1.e4 e5 2.f3 c6 3.d4 exd4 4.fxd4 c5 5.fxc6 f6 6.d2 dxc6 7.c3 e7?!

I found this interesting as I discovered that, whilst it is classified as doubtful in our Hiarcs book, it is strongly preferred by Shredder

7...e6 is our main move amongst many decent choices, but (surprise!) Shredder gives our move a '?'. I'll have to check this out with Mark!

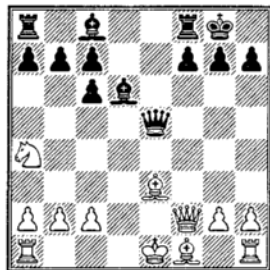
8.a4

Here I prefer 8.f4! which is in fact the main reason why we are not so keen on 7...e7

8...d6 9.f4 0-0 10.f2 g6 11.e5!?

An obvious looking choice, though 11.g3 is actually the theory line

11...xe5 12.fxe5 xe5+ 13.e3



White has finally come out of the opening with an okay position, though he still has to decide what to do with his king

13...g4 14.d3 f5!?

Wow, very enterprising! Can DBj really play this?!

15.g3?

Completely missing Black's follow-up it seems.

With 15.d2 he would have been fine:

15...b5 (15...a5+ doesn't work now as, when White plays 16.c3 the knight is already protected by the king on its new square) 16.d3 c5 17.g5, and White is at least equal

15...a5+ 16.c3 a3!

The point which Balinov probably overlooked is that if 17.bxa3?? both the Nc3 and Ra1 are lost. Now he must rescue what he can from the position, which he proceeds to do with some expertise.

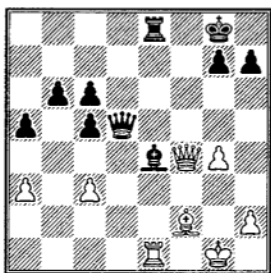
17.0-0 xb2 18.e2 xa1 19.xa1 h5 20.d4



Although DBj has a material advantage White's cause is not hopeless by any means, especially with the potential of the 2 bishops
 20...♖a6 21.♗xf5 ♕g4 22.♗c5?

That's torn it! White needed to maintain the material status - already against him. With 22.♗d2 he would do this and still have some positional compensation. Now the material imbalance will become too much
 22...♗f6!

Not missing a trick
 23.♗d4 ♗xf5 24.♗xf5 ♗xf5 25.c3 ♗d5
 26.♗e1 ♗e4 27.a3 b6 28.♗f4 c5 29.♗f2 c6
 30.g4 a5!



31.♗g3 b5! 32.h4 b4 33.cxb4 cxb4 34.axb4 axb4

So Black's extra pawns are now connected and passed. He must win

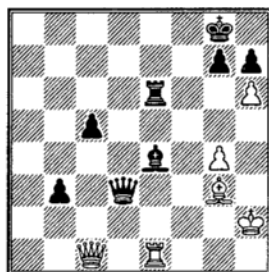
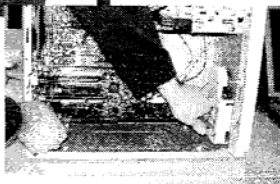
35.h5 b3 36.♗c1 ♗d3 37.♗h2 c5 38.h6

Note, not 38.♗xc5? b2!

38...♗e6



The **Brutus** board (above), and (right) being inserted into a standard desktop PC



39.g5?

39.♗f4 ♗f3 40.♗d2 b2 41.♗g5+ prolongs the game

39...♗f3

The mate threat now wins outright

40.♗xe4

40.♗d2? doesn't work now. White needed his pawn on g4 to stop Black's queen reaching h5 which it can now do. Indeed 40...♗h5+ is m/5!

40...♗xe4 41.♗xc5 ♗e2+

announcing m/7 though Balinov played on another move or so! 0-1

Well, I believe these 3 games make it very clear that the 'DBj' in the Rebel match really wasn't either the same hardware or engine which had been playing with very good results on the Internet.

It actually went 1½-½ in the other 2 games I've got but have not shown here: one a long draw against a 2396 Elo, and the other a very quick win against a 1895.

Of course this does not prove at all that a commercial DBj would be as strong as - or stronger than - our current top ChessBase programs.

Even if sold with its own multi-processor hardware (cp. the **Brutus** project, *SelSearch 101*, which is aiming to do this very thing), we now have various *Deep* versions available for 2x, 4x and 8x processor desktops.

Nor does DBj's success on the Internet mean too much - the ratings some of the programs have been able to obtain playing there are quite extraordinary, occasionally tipping just over 3000 Elo! So DBj's 2670 from the 5 games I have, even allowing for an adjustment because it was 1998-9, doesn't by any means prove it would beat today's Fritz, Shredder, Tiger, Junior or Hiarcs on whatever hardware!

I suppose it doesn't really matter... it's not coming out anyway!

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. 150MHz, with 16-32MB RAM.

P3-PC represents a program on a Pentium3/K7 at approx. 500MHz, with 128MB RAM.

Users will get slightly more (or less!) if their PC speed is significantly different. A doubling in **MHz speed** = approx. 40 Elo; a doubling in **MB RAM** = approx. 3-4 Elo.

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

Deep prog on 8xP4/1000	120	Deep prog on 4xP4/1000	90
Deep prog on 2xP4/1000	60	P4/1800, 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. PC PROGS				SelSearch 106	Jun 2003	
BCF Computer	Elo	+/-	Games	Pos	Human/Games	
261 FRITZ8 P3-PC	2691	23	394	1		
260 SHREDDER7 P3-PC	2685	23	386	2		
259 DEEP FRITZ7/8 P3-PC	2676	20	494	3	2687	8
258 FRITZ7 P3-PC	2670	12	1391	4		
257 CHESS TIGER15 P3-PC	2656	20	493	5		
254 GAMBIT TIGER2.0 P3-PC	2635	10	1898	6	2502	2
254 CHESS TIGER14 P3-PC	2635	12	1414	7	2665	13
253 DEEP FRITZ6 P3-PC	2631	12	1493	8	2594	18
253 SHREDDER6/632 P3-PC	2629	13	1260	9	2438	7
253 HIARCS8 P3-PC	2625	13	1234	10	2611	14
252 JUNIOR7 P3-PC	2619	13	1264	11	2661	12
250 FRITZ6A P3-PC	2607	10	2119	12	2567	35
250 GAMBIT TIGER1.0 P3-PC	2602	21	490	13		
249 REBEL CENTURY4 P3-PC	2594	20	528	14	2634	4
248 REBEL TIGER12 P3-PC	2589	15	926	15		
248 JUNIOR6A P3-PC	2586	10	2014	16	2581	22
246 HIARCS732 P3-PC	2572	9	2439	17	2427	19
246 SHREDDER5/532 P3-PC	2571	13	1113	18	2602	15
245 HIARCS7.1 P3-PC	2563	12	1442	19		
244 SHREDDER4 P3-PC	2554	16	759	20	2560	15
244 NIMZ08 P3-PC	2552	12	1409	21		
243 CHESSMASTER 6/7000 P3-PC	2548	24	348	22	2554	22
243 FRITZ516 P3-PC	2547	12	1359	23	2473	6
243 NIMZ0732 P3-PC	2547	13	1258	24		
243 FRITZ532 P3-PC	2546	12	1469	25		
242 GANDALF5 P3-PC	2543	19	579	26		
242 NIMZ098 P3-PC	2540	12	1307	27	2435	10
241 GANDALF4 P3-PC	2534	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 NIMZ099A P3-PC	2513	14	1050	33		
239 REBEL CENTURY1.2 P3-PC	2513	21	458	34	2552	43
239 GOLIATH LIGHT P3-PC	2512	15	874	35		
238 REBEL9 P3-PC	2511	14	1059	36	2637	14
238 REBEL-10 P3-PC	2511	25	329	37	2558	17
238 REBEL8 P3-PC	2507	19	548	38		
237 MCHES PRO6 P3-PC	2500	17	699	39	2504	12
237 MCHES PRO7 P3-PC	2499	14	1067	40	2560	2
237 CHESS GENIUS5 P3-PC	2496	13	1206	41	2419	6
235 CHESS 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	2476	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 KALLISTO2 P3-PC	2439	22	412	50		

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

RATING LIST (c) Eric Halliworth, Selsarch 106									
RF Computer	Elo	+/-	Jun 2003	Games	Pos	Human	Games	Pos	
221 TASC R30-1995	2369	16	821	1	2276	18			
218 MEH LONDON 68030	2346	28	259	2	2272	6			
215 TASC R30-1993	2320	12	1347	3	2336	66			
214 MEH GENIUS2 68030	2316	18	657	4	2308	23			
210 MEH LONDON PRO 68020/24	2232	67	47	5					
210 MEH LYON 68030	2284	15	869	6	2292	51			
210 MEH RISC2 1M8	2282	20	517	7	2316	9			
209 MEH PORTOROSE 68030	2277	20	515	8	2340	82			
208 MEH VANCOUVER 68030	2264	17	698	9	2347	54			
207 MEH BECLIN PRO 68020/24	2262	13	1267	10	2217	29			
207 MEH LYON-VANC 68020/20	2259	27	296	11	2327	17			
207 KASP RISC 2500-512K	2257	25	337	12	2330	17			
205 KASP RISC 1M8	2245	9	2540	13	2332	95			
204 MEH ATLANTA-MAGELLAN	2237	15	913	14	2357	9			
204 KASP PARC20	2234	14	1077	15	2251	24			
203 MEH MONTREUX	2228	16	840	16	2288	54			
201 MEH LONDON 68020/12	2215	77	36	17	2040	4			
201 KASP RISC 2500-128K	2211	9	2625	18	2270	67			
199 FID ELITE 68040-V10	2213	53	75	19	2215	21			
197 MEH VANCOUVER 68020/12	2181	9	2280	20	2121	33			
196 MEH LYON 68020/12	2155	8	3292	21	2246	92			
195 MEH LONDON 68000	2163	61	57	22					
194 MEH PORTOROSE 68020	2155	10	1842	23	2238	199			
193 NOV SAPPHIRE2-DIAMOND2	2147	19	567	24	1800	1			
192 MEH BERLIN 68000	2141	12	1321	25	2221	25			
192 FID ELITE 68030-V9	2138	15	917	26	2169	13			
191 MEH VANCOUVER 68000	2132	12	1320	27	2126	23			
191 MEH LYON 68000	2130	11	1642	28	2083	23			
190 MEH ALMERIA 68020	2126	14	1020	29	2152	243			
188 MEH MILANO PRO-SENIOR	2111	20	523	30	2169	9			
188 NOV SAPPHIRE1-DIAMOND1	2110	12	1363	31	2139	83			
187 MEH PORTOROSE 68000	2101	11	1573	32	2111	25			
186 FID MACH4-DES2265 68020-V7	2093	9	2281	33	2179	130			
184 FID ELITE 2+68000-V5	2072	26	312	34	1888	2			
182 MEH POLGAR/10	2059	18	632	35	2080	54			
181 MEH ROMA 68020	2054	14	1070	36	2033	73			
181 MEH DALLAS 68020	2054	14	973	37	2069	199			
179 KASPAROV BRUTE FORCE	2045	14	1060	38	2182	42			
178 MEH ALMERIA 68000	2035	14	1017	39	2093	31			
178 NOVAG SCORPIO-DIABLO	2028	10	2037	40	2126	140			
176 KASP NM6-COUGAR-COSMOS	2012	15	852	41	2072	65			
175 MEH NIGEL SHORT	2006	25	322	42	2136	5			
175 FID MACH3-DES2265 68000-V2	2002	58	5485	43	2107	245			
175 NOV EMERALDCLASS-AMBER	1996	11	1526	44					
174 MEH DALLAS 68000	1987	8	2801	45	1959	65			
173 MEH POLGAR/5	1987	11	1747	46	2076	17			
173 MEH NM5/5	1984	8	2824	48	1850	10			
173 NOV SUPER FORTIE-EXP C/6	1984	8	2824	48	2000	24			
172 MEH MILANO	1982	13	1156	49	2087	14			
172 MEH MONDIAL 68000XL	1981	15	882	50					
172 NOVAG JADEE-LIRCON2	1972	39	138	51	2032	48			
171 MEH MONTREAL-ROMA 68000	1972	9	2507	52	1968	56			
170 MEH ACADEMY/5	1965	9	2259	53	2054	182			
168 FID MACHB	1960	9	2284	54	2023	111			
168 NOV SUPER FORTIE-EXP B/6	1950	27	276	55	1960	25			
167 MEH MEGA4/5	1947	12	1437	56	2005	93			
167 KASPAROV MAESTRO D/10	1943	8	2697	57	2005	197			
167 FID MACH2C	1939	12	1223	58	1923	127			
166 KASP CENTURION-BARRACUDA-BRAUD	1937	5	908	59	2039	37			
165 MEH MODENA	1924	16	780	60	1830	30			
165 MEH NM4/5	1923	6	2201	61					
164 NOVAG RUBY-EMERALD	1912	17	677	62	2006	97			
163 KASPAROV MAESTRO C/8	1909	27	295	63	1981	48			
163 NOV SUPER FORTIE-EXP A/6	1908	12	1388	64	1999	98			
163 FID TRAVELMASTER	1907	19	588	65	2021	176			
163 MEH SUPERMOND2-COLLEGE-MCARLO4	1907	27	284	66	1999	90			
162 FID MACH2A	1902	26	310	67	2014	8			
161 MEH MONT CARLO	1893	28	260	68	1912	35			
161 KASP TRAVEL CHAMPION	1892	32	209	69	2046	10			
161 CONG PLY-VICTORIA/5.5	1892	16	771	71	1861	22			
161 CXG SPHINX GALAXY/4	1892	9	2375	72	1947	157			
160 KASP TURBOJUNG62	1883	14	975	73					
159 NOV EXPERT/16	1878	32	206	74	2026	22			
158 FID CLUB B	1865	12	1309	75	1827	18			
157 NOV EXPERT/5	1862	25	305	76	2012	68			
157 NOV SUPER FORTIE-EXP A/5	1857	11	1530	77	1800	38			
156 FID PAR E-ELITE+DES2100	1854	9	2462	78	1916	220			
156 NOV FORTIE B	1851	10	1836	79	1953	236			
156 FID AVANT GARDE/5	1848	11	1670	80	1852	80			
155 MEH REBEL	1847	9	2188	81	1940	69			
155 NOV FORTIE A	1840	9	2191	82	1908	143			
154 KASP STRATOS-CORONA	1834	31	224	83	1890	48			
154 KASPAROV MAESTRO A/6	1832	15	927	85	1864	131			
153 CONCHESS/6	1827	46	102	86	2017	9			
153 KASP TURBOJUNG1	1826	24	352	87	1900	61			
153 MEH SUPERMOND1.1	1825	11	1527	88	1990	6			
152 CONG PLYATE/5.5	1822	9	2184	89	1923	55			
152 KASP SIMULANO	1816	13	1118	90	1824	36			
151 NOV EXPERT/4	1815	14	1020	91	1960	43			
151 SCI TURBO KASPAROV/4	1813	21	470	92	1933	64			
151 FID EXCELLENCE/4	1810	11	1657	93					
150 CONG PLYATE/4	1802	24	362	94	2007	6			
149 FIDELITY ELITE C	1799	35	174	95	1869	11			
148 FID ELLEBANCE	1790	17	672	96	1852	40			
148 MEPHISTO M2	1784	17	748	97	1850	10			
147 SCI TURBOSTOR 432	1782	12	1344	98	1859	70			
147 FID EXCELLENCE-DES2000	1777	11	1551	99	1828	57			
145 CONCHESS/4	1763	21	487	100	1875	28			