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**The Computer Chess Magazine**  
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**Editor:** Eric Hallsworth  
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### CHESS COMPUTERS and PC PROGRAMS... THE BEST BUYS!

**RATINGS** for all these computers and programs are on the back pages. 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 55 folk.**

Adaptors are £9 extra. **Subscribers Offer:** buy from **Countrywide** and deduct 5% off dedicated computer prices shown here...  mention '55' when you order.

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<th><strong>PORTABLE COMPUTERS</strong> [por]</th>
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</thead>
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<tr>
<td><strong>Kaspary</strong></td>
</tr>
<tr>
<td><strong>BRAVO</strong> - new £49. Barracuda program!</td>
</tr>
<tr>
<td><strong>COSMIC</strong> - new £69. Hand-held Touch chess! Board displayed on screen, moves made by stylus pen, plus clocks; evaluations, hints etc.</td>
</tr>
<tr>
<td><strong>COSMOS</strong> £99 - great value. 4½ x 4½ plug-in board, strong Morsch '2100' program. Multiple levels &amp; info display &amp; coach system</td>
</tr>
<tr>
<td><strong>EXCALIBUR</strong></td>
</tr>
<tr>
<td><strong>TOUCH CHESS</strong> £49 - play on screen using touch pen. Includes carry pouch.</td>
</tr>
<tr>
<td><strong>TABLE-TOP PRESS SENSORY</strong> [pos]</td>
</tr>
<tr>
<td><strong>Kaspary</strong></td>
</tr>
<tr>
<td><strong>BARRACUDA</strong> £79 - The Morsch '2000' program. Compact board, display etc. This is great value!</td>
</tr>
<tr>
<td><strong>CENTURION</strong> £79 - Barracuda '2000' program in slightly larger board, and value-for-money buy</td>
</tr>
<tr>
<td><strong>COUGAR</strong> £99 - the Cosmos '2100' program + features in 16&quot; x 11&quot; board; good info display.</td>
</tr>
<tr>
<td><strong>NOVAQ</strong></td>
</tr>
<tr>
<td><strong>OBSIDIAN</strong> £129 - with carry case! Excellent</td>
</tr>
<tr>
<td><strong>STAR DIAMOND</strong> £199 - long awaited, brilliant, strong new 200 BCF model. With carry case</td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
</tr>
<tr>
<td><strong>MILANO PRO</strong> £249 - Morsch at RISC speed, big book, strong, good features and display</td>
</tr>
<tr>
<td><strong>ATLANTA</strong> £349 - the fast hash-table version of Milano Pro = even greater strength, 64 led board</td>
</tr>
<tr>
<td><strong>AUTO SENSORY</strong> [as]</td>
</tr>
<tr>
<td><strong>EXCALIBUR</strong></td>
</tr>
<tr>
<td><strong>GRANDMASTER</strong> £199 - big 2&quot; squares, green &amp; white vinyl auto-sensory surface. Looks great!</td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
</tr>
<tr>
<td><strong>EXCLUSIVE</strong> all wood board, felted pieces with MM6 - Morsch's 2100 program £449 with SENATOR - Milano Pro program £679</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th><strong>PC PROGRAMS from CHESSBASE on CD</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>All Win &amp; run INDEPENDENTLY = analyse within CB7/8. Great graphics, big databases+opening books, printing, max features. see next column—&gt;</td>
</tr>
</tbody>
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| **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 3-3 with Kasparov. Is very potent and aggressive, also highly suited to computer v computer chess, and with all the latest ChessBase features!** |
| **JUNIOR 8 £39.95 - new version - an updated version of the engine which drew 3-3 with Kasparov. Is very potent and aggressive, also highly suited to computer v computer chess, and with all the latest ChessBase features!** |
| **JUNIOR 8 £75 for dual & single PCs!** |
| **HIARCS £39 - by Mark Unicka. Simply outstanding and running faster than ever! Superb features. terrific Graphics.** |
| **JUNIOR 7 £25 - 1 left! top Features in its ChessBase Interface etc. Strong: decent positional chess and 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 Noemens 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**
Welcome to, yes, another issue of Selective Search!

Some readers asked if I could keep them informed on subscription numbers each issue, so that they could anticipate the day when the number drops below 200 and Selective Search nears its final issue:

- Issue 100 270 sent out
- Issue 105 221 sent out
- Issue 106 212 sent out

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**Front Cover PHOTO**

The photo of the fine White Knight on our front cover in this issue is courtesy of the Gilbert Collection.

The knight is one of the many magnificent chess pieces and sets on display in The Art of Chess Exhibition, taking place from 28th June-28th September 2003 at South Building, Somerset House, Strand, London WC2R 1LA. Open daily 10.00am to 6.00pm, admission is £5.00. More information can be obtained by ringing Somerset House on 020 7420 9400.

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**Bill Reid’s BOOKLET**

As I indicated in our last issue, Bill and I have put together his excellent little booklet "Thought Processes in Chess".

Well, I say 'Bill and I'... of course he did all the hard work, compiling the positions and putting his ideas into a logical sequence, then adding a fascinating commentary.

Summer always a time when there is less going on in the chess world, so the booklet is included free to all subscribers as part of a reduced 24 page issue of this SelSearch 107.

If you want any extra copies, or know someone else who might like to make use of the booklet and positions for current and future testing of computer progress, then I've had a small extra number printed. They'll be £1.50 each including post and packing, amount payable to myself Eric Hallsworth.

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**Rating List change**

I have decided to remove the ratings for the Deep program versions from the Rating List.

In fact the Deep versions of Junior7 and Shredder6/7 have never appeared in SelSearch ratings, but Deep Fritz6 and then 7/8 have.

Basically Deep Fritz6 is the same engine as Fritz6, but tuned for multi-processors, and Deep Fritz7/8 is the same engine as Fritz8, but again tuned for multi-processors.

Because the Deep versions are geared for use on multi-processors it means there is a (very) small speed drop-off when they are used on single processors as compared with the standard versions used on normal PCs.

This can tend to result in it appearing on my List (where testing is all done on single processors) that the Deep versions are fractionally weaker than the normal ones, which is slightly confusing as well as misleading.

My chart alongside the ratings always shows what difference can be expected for both faster and slower processor speeds, including when a Deep engine is used on a proper multi-processor, and deriving the adjusted figures in this way is the fairer and clearer way of arriving at them.

So, Deep Fritz6 has already been removed and, if it's been left in this time, Deep Fritz7/8 will almost certainly go out next time to make room for ratings for the Novag Stars or Hiarcs9.

---

**Hyper Threading**

Although it might seem like an altogether different subject, in fact more like the answer to a clue in a Crossword puzzle about wives particularly adept at sewing-up holy (or should it be holey?) socks for their men, Hyper-Threading is directly related to the issue of Deep engines and multi-processors!

Carl Bicknell pointed me to a web site giving a reasonably simple guide to this new piece of technology, and readers may fancy a browse there themselves:

- [http://www.uopen.com/tech/techinside/HyperThreading.htm](http://www.uopen.com/tech/techinside/HyperThreading.htm)

A visit here will tell you how Hyper-Threading works, with some basic, explanatory diagrams and charts. The technology is designed for software applications which are
multi-processor capable, and processes the instructions in parallel in a way that it can be considered as two separate logical units.

On the site you will see the claim that this results in an average improvement ~40% in CPU resource utilisation.

In practice I've been told that experiments with Crafty produced a 15% speed-up. This might not seem a lot, but maybe ChessBase versions will get more?!

And noting that the next generation of Pentium4 processors will be Hyper-Threading capable means that all Deep Chess versions will get a free ~15% speed boost!

Whilst a true dual processor system will produce more like a 75% speed gain, these units are still somewhat expensive.

The new Pentium4 shouldn't cost that much more than P4 at present, so a HyperThread P4/3000 producing the equivalent of 3450 MHz for chess would seem a rather attractive thought to me! It would also be likely to pretty well force all programmers to produce Deep versions for the next release of their respective programs!

**Sonabend Tournys**

Gerhard appears to have finished with his major effort testing the leading amateur Winboard and UCI engines, with Nimzo8 included as a benchmark.

The final table showed:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>/180</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ruffian 1.01</td>
<td>109½</td>
</tr>
<tr>
<td>2</td>
<td>List 5.04</td>
<td>107</td>
</tr>
<tr>
<td>3</td>
<td>Aristarch 4.4</td>
<td>95</td>
</tr>
<tr>
<td>4</td>
<td>Nimzo8</td>
<td>92</td>
</tr>
<tr>
<td>5=</td>
<td>Gromit 3.11.5</td>
<td>89½</td>
</tr>
<tr>
<td></td>
<td>Yace 0.99.56</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Defi 4.0</td>
<td>84½</td>
</tr>
<tr>
<td>8</td>
<td>Pharon 2.62</td>
<td>80½</td>
</tr>
<tr>
<td>9</td>
<td>Crafty 18.15</td>
<td>79</td>
</tr>
<tr>
<td>10</td>
<td>Too 5.4</td>
<td>73½</td>
</tr>
</tbody>
</table>

I have repeated the table as one of our major articles in this issue is from Chris Goulden, who shows readers how to install and run various Winboard engines. The results above will help potential users to work out what to try, depending whether they want something super-strong or a bit easier!

If you want a fuller list, then the Ridderkerk listing shown in SS-106 is your answer. There you will find Gandalf, Comet, Thinker, Aristarch, Francesca & others.

Since finishing (for now) with the Amateurs, Gerhard has been testing Shredder7 which hovers with Fritz8 in the continuing battle for 1st. and 2nd. place.

Here are his Shredder7 scores:

- Shredder7-Fritz8 6-4
- Shredder7-Chess Tiger15 6½-3½
- Shredder7-Junior8 7¼-2½

Gerhard's are a further set of results just swinging the top 2 balance slightly in Shredder's direction!

**Brian Martin tests the 'Amateurs'**

Brian is obviously already well into Winboard and UCI matters, as he's sent me the result of a major tournament which he ran recently involving 16 engines!

No prizes for guessing the winner:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>/30</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ruffian 1.01</td>
<td>24½</td>
</tr>
<tr>
<td>2</td>
<td>Anaconda 1.0</td>
<td>19½</td>
</tr>
<tr>
<td>3</td>
<td>List 5.04</td>
<td>17½</td>
</tr>
<tr>
<td>4</td>
<td>Aristarch 4.21</td>
<td>17</td>
</tr>
<tr>
<td>5</td>
<td>Pharon 2.62</td>
<td>16½</td>
</tr>
<tr>
<td>6</td>
<td>Abrok 5.0</td>
<td>16</td>
</tr>
<tr>
<td>7=</td>
<td>Crafty 19.03</td>
<td>15½</td>
</tr>
<tr>
<td></td>
<td>Too 5.4</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Steng 12.13</td>
<td>15</td>
</tr>
<tr>
<td>10=</td>
<td>Yace Pederborn</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>Najmet 3.06</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Pepto 1.59</td>
<td></td>
</tr>
<tr>
<td>13=</td>
<td>Drugen 4.4.3</td>
<td>12½</td>
</tr>
<tr>
<td></td>
<td>Anyam 1.59</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Queen 2.38</td>
<td>9½</td>
</tr>
<tr>
<td>16</td>
<td>Comet B60</td>
<td>6½</td>
</tr>
</tbody>
</table>

What on earth happened to the usually reliable Comet which one would expect to be at least mid-table? Perhaps version B60 is to be avoided!

Also the Yace result is lower than you'd expect. But there's no arguing about Ruffian, it really is very strong isn't it, and proves itself time and time again. The version 1.01 we all have dates back to last September. I keep re-visiting the site to see if there's an upgrade, but of course we may not get a freebie of it next time round!
Frank HOLT’s latest scores

Frank continues to send valuable results. 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.

Here is the table from Frank’s most recent tournament, each program played 12 games against each opponent!

**Frank Holt’s TOP FOUR tourny**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>T15</th>
<th>S7</th>
<th>F8</th>
<th>F7</th>
<th>/36</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tiger 15</td>
<td>-</td>
<td>6½</td>
<td>6½</td>
<td>8½</td>
<td>21½</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 7</td>
<td>5½</td>
<td>-</td>
<td>8½</td>
<td>7</td>
<td>21</td>
</tr>
<tr>
<td>3</td>
<td>Fritz 8</td>
<td>5¼</td>
<td>3½</td>
<td>-</td>
<td>7½</td>
<td>16½</td>
</tr>
<tr>
<td>4</td>
<td>Fritz 7</td>
<td>3¼</td>
<td>5</td>
<td>4½</td>
<td>-</td>
<td>13</td>
</tr>
</tbody>
</table>

That’s the best result I’ve seen for Tiger15 so far, and of course Shredder7 is only a half point behind in a close finish. Frank sent me a couple of excellent Shredder games - see Games Selection at end of magazine.

In another tourney, 2 games v each opponent and with more players, an earlier result was:

**Frank Holt’s G/15m+10secs tourny**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Prog</th>
<th>/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder7, Fritz7</td>
<td>9</td>
</tr>
<tr>
<td>3</td>
<td>Shredder6</td>
<td>7½</td>
</tr>
<tr>
<td>4</td>
<td>Fritz8</td>
<td>6½</td>
</tr>
<tr>
<td>5</td>
<td>Junior7, Tiger15, GambitTiger2, Hiarcs8</td>
<td>6</td>
</tr>
</tbody>
</table>

In his e-mail to me Frank wondered if Hiarcs9 will be as good as my claims?!

We certainly hope so - based on our testing it’s right up with Fritz8 and Shredder7. But if ChessBase daily over bringing it out much longer, we might call it Hiarcs10 and bring it out ourselves as a DOS program!

Only joking - but Junior8 took ages to arrive, and then only had 1 engine whereas the pre-launch advertising proclaimed there would be 2... and then they wanted to delay Hiarcs so that the latest engines don’t just take sales off each other.

I suppose part of the truth is that the reducing software market is not going to sustain 5 top commercial programs for much longer.

Anyway terms for Hiarcs9 have now been agreed between Mark and ChessBase, so it will be out very soon!

Apart from Mark and myself we have 1 other co-worker doing testing for us. A big plus is that ‘EC’ has a very fast PC set-up, so his G/5+5 is more like us testing at 10+10.

He recently played a useful 10 game all-play-all with 3 versions which had each seemed our ‘best’ at one time or another. H8257 was the one we were particularly proud of as we had it just beating Fritz8 and Shredder7!

Here’s what happened when EC used them along with an even later effort, H8298. Incidentally H8166 was the version which drew 2-2 with Bareev, so you can see we’re still working very hard!

**‘EC’ 5+5 Hiarcs versions test**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/80</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hiarcs 8298</td>
<td>47½</td>
</tr>
<tr>
<td>2</td>
<td>Fritz 8</td>
<td>43½</td>
</tr>
<tr>
<td>3</td>
<td>Deep Fritz 7/8</td>
<td>41½</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs 8257</td>
<td>41</td>
</tr>
<tr>
<td>5</td>
<td>Chess Tiger 15</td>
<td>39</td>
</tr>
<tr>
<td>6</td>
<td>Shredder 7.04</td>
<td>37½</td>
</tr>
<tr>
<td>7</td>
<td>Junior 8</td>
<td>36</td>
</tr>
<tr>
<td>8</td>
<td>Hiarcs 8233</td>
<td>36</td>
</tr>
<tr>
<td>9</td>
<td>Deep Junior 8</td>
<td>36</td>
</tr>
</tbody>
</table>

**Harald Faber**

In our last issue we showed Harald’s results in testing Shredder7.

This time it’s Junior8’s turn!

- Junior8-Chess Tiger15 8-12!
- Junior8-Hiarcs8 12-8
- Junior8-Shredder7 9½-10½
- Junior8-Fritz8 25-15 ?!

An excellent result for Tiger15, which hasn’t in general indicated there’s much of an improvement since Tiger14.

But what about that result for Junior against Fritz8! Amazing. It does seem that the new Junior particularly enjoys playing Fritz8. The Intagrand web site has it leading there, though by a narrower 20½-17½. This is to be a 50 game match, games played on a dual 2400 at 40/2hrs, 20/1 + G/30 finish.

**Excalibur Grandmaster**

In our last issue I introduced the fine-looking new Grandmaster auto-sensory computer.

It still looks as good as ever, but after a few games - and also some sent by Reg Cox -
I have to conclude that this is not the Kittinger Emerald Classic Plus program, which is rated at 175BCF/2001 Elo.

In fact, though I can’t find any reference to the programmer on the Excalibur site, it has been suggested it is a Ron Nelson program.

Ron was originally with Sid Samole and the Fidelity team in the USA from its earliest days, and is now working with Julian Samole (son of Sid) and the Excalibur team. He is responsible for the Touch Chess and, it now appears, the Grandmaster.

Although claimed by Excalibur to be 2200 USCF, and running on superior hardware to their portable products, results so far suggest the rating may be more like 150 BCF/1800 Elo. If so, a 400 Elo manufacturer over-rate!!

Because of the size, appearance and features I still reckon it’s good value, but it isn’t going to be as strong as things like the Saitek Centurion and Cougar or Novag Obsidian from the looks of it. See Games Selection at end of this issue.

Let’s Finish with some Chess!

For a long time our regular contributor Bill Reid has prepared a special position for each issue, designed to be tricky for computers, and sometimes humans! Readers are invited to analyse it alongside their computers.

Bill Reid - 14

In this position Black has just played 1...B(h2)-f4

Against a human opponent the choice would have been 1...Qxh5 when Black has an edge, but there are problems about the win. One such is that his bishop is on the wrong coloured square to control the queening square of the passed rook pawn.

However the player of the White pieces is not a human, but a computer program, and Black thinks that Bf4 offers a good chance of luring it into a fatal error. Was that a correct judgement? What move does your program play after a five minute think?

Bill’s comments:

Black’s last move (1...Bh2-f4) sets a trap! Not one that the better humans would fall into. No doubt they would think about 2.Bd1, holding on to a material advantage, but would soon spot that 2...Qe1 leaves them completely tied up. Almost certainly they would prefer the clear draw after 2.Be8 Qe1+ 3.Kb2 Rxd2 4.Bxc6 Rxc2+ 5.Kxc2.

However the hazards of 2.Bd1 are over the programs’ horizons - well, the ones I’ve checked! - and their algorithms drive them to choose it! It is not a good idea!

Black’s plan is now to create a situation where the bishop can arrive on e3. Then, with White’s pieces lacking any good moves, the h-pawn can advance to the queening square. Black just has to be careful about allowing positions where freeing moves like Kb2 or Qf3 might work. If either White pawn advances, Black just moves the one on the adjacent file to maintain the blockade. E.g:


This is an example of the programs getting into a semi-static, where moves are possible, but they lead nowhere. For the time being there is a material advantage, but in the longer run it will prove useless against the opponent’s greater mobility.

Eric’s results to choose Be8 (on P4/1800 laptop):
Not in 10mins Junior8, Tiger15.
6m33 Fritz8. 2m49 Hijacs8. 2m35 Ruffian.
Winners... 47secs Shredder7. 39secs Hijacs9

Sadly this was Bill’s last regular contribution under the ‘Let’s Finish...’ heading, though he has promised to send other articles from time-to-time. The value of Bill’s efforts will be known to everyone, and I am sure readers will greatly enjoy the little booklet ‘Thought Processes in Chess’ which is included with this issue of Selective Search.
The Dutch Computer Chess Club CSVN organised its 3rd. International CSVN Tournament running from 16-18 May in the Minds Sports Centre in Leiden. The playing tempo was reasonably swift at G/90 mins, with 3 rounds being played each day. Our thanks are due to Eric van Reem for his daily reports.

Previous winners:

Entrants included:
Fritz and Shredder, both on Dual/2800 PCs., also the new Lokosoft Deep Sjeng program; Chess Tiger, The King and Diep each on AMD/1600-1800, plus other well-known engines such as IsiChess, XiniX, Tao 5.5 and The Baron (also on a Dual AMD/2000+)

In the 1st round we saw some fascinating games with surprising results. The Baron, a program made by the tall Dutchman Richard Pijl drew his game with one of the top favourites, Chess Tiger. The biggest upset in the first round, however, was the victory of Deep Sjeng, the Belgian program of Gian-Carlo Pascutto over the well-known Fritz. The Dutch-German program Fritz had to deal with serious problems in the middlegame after a Nimzo-Indian opening. White’s passed pawn on the b-file proved to be the decisive factor in this game. Shredder and The King played some convincing attacking chess against Tao and Ant respectively.

In the 2nd round we saw Sjeng go to 2/2 after beating Nullmover, playing in its first tournament. The other programs with a perfect score after two rounds were Shredder and The King. The King, the engine used in ChessMaster programs, played a good game against IsiChess, and Shredder had no real problems with XiniX. Fritz battled it out in a sharp opening against Tao but could not win with the White pieces, the game suddenly ending in a draw, but Chess Tiger won after a long battle against SpiderChess!

In the 3rd round The King added another victory, this time against Sjeng, to end the first day with a 100% score. Shredder was also on 3/3 after beating Chess Tiger. The two favourites for first place, Fritz and Chess Tiger, were both left on just 1½/3 after Fritz beat SpiderChess!

Game of the day: Deep Sjeng - Fritz
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 c5 5.Nge2 cxd4
6.exd4 0-0 7.a3 Bb7 8.d5 exd5 9.cxd5 Re8 10.d6 Bf8
11.g3 b6 12.Bg2 Nc6 13.b4 Bb7 14.0-0 a6 15.Na4 Re6
Qxc7 29.Na4 Qb7 30.b6 Qa8 31.Qb3 h5 32.Re4

In the 4th round on Saturday, the first thing Chess Tiger and Fritz had to do was play each other - it was obvious it was going to be a very important game. It ended in a disaster for Fritz after the program was outplayed in the opening. Frans Morsch, author of Fritz, shook his head: "We shouldn't have played the Najdorf in this game. The game was lost as soon as we came out of the book. Jeroen Noomen, the Dutch opening wizard, who is responsible for Chess Tiger's book, had found a hole in our Fritz book." Noomen: "It was a lucky shot, because Fritz had played this line before in a world championship game against Crafty. I never thought that Fritz would repeat that variation but I decided to give it a try." Shredder and The King do not very often play against each other in tournaments. Last year in the CSVN tournament, Shredder won a good game. This year The King showed no fear, although Shredder started a dangerous attack. "I grab all the pawns I can get and we'll see what happens", said Johan de Koning laughingly during the game. It turned out to be the right strategy against ex-world champion Shredder. The King got a good position with Black, but

Stefan Meyer-Kahlen
and Johan de Koning
the position was very difficult to evaluate, even for computers. De Koning: "This game is a good example to show that chess still has a lot of secrets. The tactics in this game were very deep and it was impossible to evaluate the position properly." The game ended in a draw, but it will be interesting to analyse with different chess programs.

In the 5th & 6th rounds, Chess Tiger was lucky to get away with a draw against IsiChess, and Shredder also salvaged another very difficult position against Deep Sjeng: the position seemed to be lost but Shredder found a perpetual. In round 5 The King won against The Baron after a long fight, and then crushed Diep in round 6 with a queen 'sac/exchange' with Black.

Game of the Day: Diep - The King
1.d4 e6 2.c4 d5 3.Nc3 c5 4.exd5 cxd5 5.Qa4+ b5
10.Bg5 h6 11.Bxe7 Nxe7 12.e3 a6 13.0-0-0 Rc8
14.Be2 b4 15.Bg4 Appears safe from the obvious fork f5, as the d7 bishop is pinned! Or is it?

15...f5! 16.Bxf5 Bxf5 17.Rxd8+ Rxd8 18.Qf4 g5 19.Qg3
bxc3 20.bxc3 Rd8 21.f3 Rb1+ 22.Kd2 O-O 23.e4 Rd8+
24.Kc2 Rbd1 25.Qf2 Be6 26.Qe2 Ra1 27.Qxa6 Rxa2+
28.Qxa2 Bxa2 29.Ne2 Bc4 30.Nc1 Ng6 31.Rg1 Nxe5
32.Nb3 Bd3+ 0-1

Ranking after 6 rounds (with 3 games to play):
5½  The King
5  Shredder
4½  Deep Sjeng
3½  Tao5.5, Fritz
3  Chess Tiger, The Baron, Diep, IsiChess, Nullmover, SpiderChess

Round 7 saw The King win another spectacular game, this time against Tao. Meanwhile Shredder was held to a draw by Fritz, and Deep Sjeng could also only draw against SpiderChess. Could anything stop The King?!

Perhaps! In round 8 The King finally lost its first game in the tournament, against Fritz. In the same round Shredder beat Diep, so suddenly the leaders both had 6½/8. Deep Sjeng also won in the round 8, against The Baron, so was on 6. No other program had more than 5 so the winner had to come from these 3!

In the final round the disappointing Chess Tiger (only

a bye and a win against a backmarker had brought it back to 5½) had White against The King! It made no difference and Johan de Koning's program re-discovered its fearless attacking style and winning ways to reach 7½. "I played with the same version as last year", de Koning told Eric van Reem after the last game. "I changed only some minor things, I think that it is very difficult to improve the program further. If I start changing things, the program may get weaker!" Meanwhile Shredder had an easier game against Ant and also won! Actually Shredder did not lose a single game in the tournament. With this pair finishing on 7½ Deep Sjeng couldn't have won anyway, but in the event it had a shock loss against IsiChess which meant that Fritz, continuing its late surge with a win against XInIX, actually managed to come 3= after its horrendous start.

Game of the day: King - Tao
1.b3 e6 2.Bb2 Nc6 3.d4 d6 4.g3 Nf6 5.Bg2 g6 6.Nf3
Bb7 7.0-0 0-0 8.d4 Nh5 9.d5 Ne7 10.e4 Bd7 11.c5 f5
12.Nc3 dxc5 13.Re1 Kh8 14.Rc1 Bh6 15.Nxe5 Bxc1
16.Qxc1 Ng7 17.exf5 gxf5 18.Ne2 Ng8 19.Nf4 Rf6
20.Nh5 Be8 21.Nxf6 Nxf6 22.Qxc5 Kg8 23.Rc1 b6
24.Qxc7 Qxc7 25.Rxc7 a5 26.d6 Rd8 27.Ng4 fxg4
28.Bxf6 Rd8 1-0

Final Scores after 9 Rounds:
7½  The King (winner on SB point count), Shredder
6  Deep Sjeng, Fritz
5½  Tao 5.5
5  Chess Tiger, Fritz, SpiderChess
4  Ant, Nullmover
3  XInIX
2½  31337/Celebs
1 Praetorian (the point was scored from a bye!)
**Deep JUNIOR-KASPAROV: A third look at game 5**

In our last issue we had a second look at game 5, in which Kasparov was accused of 'ducking out' by spectators and others, but in which some GMs/IMs have insisted he took the only safe option.

As Junior8 still wasn't available at the time I played a recent Hiarc8X version against the new Tiger15. This time it's J8 itself, and the game is laid out to help you follow the original notes with the new game moves.

**Kasparov - Deep Junior**

Game 5. E48. Nimzo Indian


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 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.Kxe1 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...hx5 (DJ would play h5 rather than 17...Qh3) 18.e4 dxe4+ 19.Bxe4, and now DJ would play 19...c6 to which Ban adds a!... but ends his analysis. So what has Black got? I took it a few moves further with 20.dxc5 Nxd7 21.Bxe3 Nde5+ 22.Kf4 Bxf5 23.Bxf5 g5+ 24.Kxg5 Nxe3 and it seems White's position is no longer so secure! Note, if 17.f5 indeed runs into problems, as my analysis suggests it could, then 17.Rae1 g6 18.e4 might be better, though I'm doing an Amir Ban and leaving it there! 16...Kh8 Not 16...Qxh7?? 17.Qxh7+ Kxh7 18.Rh1+ leaving White with better endgame prospects 17.Ng3 DJ is still the bishop down, so must now take the draw, which he can do easily

17...Nh2+ 18.Kf2. And Kasparov, trying to look cool, put on his watch, which means the game is over and the draw can be agreed. 18...Ng4+ 19.Kf3 Nh2+ ½-½

In our 2 previous games, which were played at G/30mins + 15secs per move between Hiarc9.295 and Tiger15.0, we started from the position after 10...Bxh2+.

This didn't really work, as I admitted!

In game 1 Tiger as Black failed to follow DJ's 12...Qg5, instead choosing 12...Qd6+, and Hiarc won in 46 moves.

In the return game with Hiarc as Black the programs followed the GK-DJunior moves for a little longer, but again it was the player with Black which varied first as Hiarc chose 14...Rxe3+ instead of 14...Qh2+.

Thus we never found out whether the programs would 'duck out' with 16.Bxh7+? (which is what we accused Kasparov of doing!), or would play 16.g3! and go on, we thought, to win.

I was keen to check this out soon as I'd installed the new Junior8 in my laptop. But even that wasn't as clear-cut as expected!

The original advertising proclaimed there would be 2 engines on the CD - e.g. the ChessBase website 22/May 2003: "with Junior8 you get 2 chess engines. One is the original engine that played in the Kasparov match, the second is the most recent, fully developed version".

But when the CD's arrived, there was only 1 engine on it - the later one. "A small mistake" said ChessBase in a clarifying e-mail. But 10 days
later it transpired there was only going to be the one... the later development.

So I half guessed when I installed it! Probably you have as well.

It doesn't play 10...Bxh2+!

My supposition is this - and that's all it is, supposition - but I reckon that the engine which played Kasparov, on a quad processor, was particularly speculative and highly tuned for play against humans.

If that same program had played against other PC programs, and on slower single processor hardware, it quite possibly would not have done so well, taking risks and over-reaching more than can be afforded in such matches.

So the 'fully developed' version has probably been re-tuned a little.

In fairness it has quite a long look at 10...Bxh2+ each time it comes to it in the search, but it doesn't play it on my machine, even after a very long time allowance.

Also Amir Ban's claim that Deep Junior showed an 0.00 evaluation when it played 12...Qg5 and thereafter cannot be supported by the final version we all have.

So I was a touch disappointed not to get the original 'New York' engine, if only to check out the amazing sequence of moves in Kasparov-DJunior game 5.

That said, whether it's been dumbed-down, re-tuned or just 'developed', it is still pretty aggressive and speculative, and comes up with some unexpected and interesting ideas and evaluations when on the attack... I like it!

So I input the moves 1-15 from the game, fired up Hiarc8.295 and Junior8, and left them to it!

**Hiarc8.295 - Junior 8**

P4/1800, Blitz:30+15'
W=11.4 ply, 112kN/s
B=14.8 ply, 1020kN/s

1.d4 f6 2.c4 e6 3.d3 c3 d4
4.e3 0-0 5.d3 d5 6.cxd5
exd5 7.Qg2 Bb8 8.0-0 Qd6
9.a3 c6 10.Qa2 Qxh2+ 11.Qxh2 Qg4+ 12.Qg3 Qg5
13.f4 Qh5 14.Qd2 Qh2+
15.Qf3 Wh4

And so we reach the starting position for the second installment of our experiment!

16.g3!? 1.63/11 1:10
Thank goodness for that... the first requirement is met by Hiarc8 as it plays the move which sends the game into complications with chances for the win'

16...h2+ 1.42/16 1:39
17.Qf2 1.63/12 53 Qg4+
1.12/16 1.23 18.Qe1 1.47/12
1.11 Wh3 0.71/16 2:06
19.Qg1 (Nd1) 1.24/11 1:43
J8 expected Nd1, and it seems that may be better
19.Qd7 0.37/16 1:27 20.e4
1.30/11 1:11 dx4 (Nh2)
0.00/15 1:20 21.Qxe4 1.51/11
34 Wh2 0.00/14 35 22.Qd1
(f5) 1.05/11 4:55 22...Qd6
0.01/15 40 23.Qxf6+ (N4e3)
0.46/12 4:55 23...Qxf6
0.13/15 27 24.Qe1 0.20/12
1.24 Qg4 0.00/16 2:05
25.Qc4 (Rc1) 0.13/10 1:20
25...b5 (Nh5) 0.79/14 2:41
It has been interesting to compare the moves expected by

Junior with those played by Hiarc8 - there have been frequent differences! Junior now sees itself as ahead, but it is some while before Hiarc8 agrees.

26.Qc6 0.16/11 4:08 Qxg3
(Rc8) -0.79/14 3:39 27.Qc3
(QxB5) 0.98/10 2:33 27...Qg2
-1.08/14 2:02 28.Qxb5 (Qb3)
0.48/10 1:38 28...Qe4
-1.69/11 24

The Hiarc8 evaluation collapse which follows is astonishing, with a +0.48 figure on its last move dropping first to -1.45 and then next move to -6.88!!

29.Qb4 (Qb3) -1.45/10 4:01
29...Qac8 -3.06/11 21
30.Qc3 -6.88/11 2:59 Qg3
-6.79/12 21 31.Qc2 -6.88/10
17.Qxe2 7.09/12 15 0-1

Okay - my apologies to Kasparov, with a bit of bowing and scraping as well I guess!

Clearly he was right to head quickly for the draw in the match game, rather than take what would have been, it now seems, a massive risk trying for more.

After the unending criticism he came in for - still does in some quarters! - after losing the last game of his match with Deep Blue2, one can imagine the comments if he'd lost to Deep Junior!
7th GEBRIUKERS! - Vintage stuff as only pre-1990 Machines are allowed!

Hi Eric,

On 17 & 18 May, we played our 7th Gebruikers tournament in Leiden. This time only computers manufactured before 1990 with an Elo underneath 1900 were allowed to participate!

The oldies there were two Mephisto MM IV computers, CXG Dominator, Mephisto Amsterdam, Chess Academy, Mephisto MM II, CXG Chess Professor, Saitek Simultano, Super Enterprise, and Fidelity Chess Challenger 10.

Our organizer, Ries van Leeuwen decided to play 7 rounds with 1 hour clock-time per computer.

Well Eric, I brought 3 computers to the tournament: the Chess Professor (operated by Walther Kappelhof), the Super Enterprise (operated by Peter Schimmelpennik) and the Chess Challenger 10 (operated by myself).

This should surely be enough to win at least one of the three cups...... I noticed that the booby prize was a bottle of red wine!

The two MM4 machines came 1=, and the Sphinx Dominator came 3rd, and the owners of these all won beautiful cups!

We had a much higher expectations of the Mephisto Amsterdam, which in fact should win the tournament, but spoiled some of his games by playing the endgames very weakly.

We also had some new operators involved who had some problems with choosing the correct level during the game, and some games were unnecessarily lost on time.

My good old Chess Challenger 10 played like a warrior and fought until the very end.....but didn't win the tournament.

Do you know this CC10 came on the market in July 1978 and has one big weakness! He is not able to castle!! But you can carry out the castling of his opponent! He understands that but he prefers always to leave his own king in the centre of the chessboard!

About four months later, in November 1978, Fidelity brought a new CC10 on the market which looked exactly the same as my version, but now was really able to castle by himself. Wonderful!

Collectors call this the B-version, and renamed the earlier ones like mine the CC10-A version. There is also a C-version, but the design was different.

Eric, my CC10 drew one game and that's very special for a chess computer 25 years old! In the second round, he played against the MM II and, at the 9th move, instead of taking back the Black bishop on c3, he first gave check by playing his knight to d6. Because of this, the Black king went to f8 and couldn't castle anymore, so were equal!

Then, at the 10th move, the CC10 played Qh5 and threatened the Black king with checkmate on f7! The display began to blink, and I think the Challenger was very proud that he played this move.

Finally I won the booby prize, a bottle of red wine!! So I'm very proud of my CC10, which everybody loved to see. Some folk remembered their Challenger which they gave away or threw out more than 20 years ago!

Frans Morsch, programmer of the well-known Fritz chess-program, was at Gebruikers and was absolutely fascinated watching the CC10 play chess!

Attached I send you the most interesting games of the tournament, a ranking table and, of course, some of the photos which I made during the tournament. I hope you and your readers enjoy them all!

Best regards,
Rob

CXG Sphinx Dominator - Fid Chess Challenger 10
1. d4 e6? 2.e4 d5
2...e5 transposes into a well-known opening!

3.exd5 cxd5 4.c3 e6+?
   Blocking in both his bishops at one go!

5.e2 b4?
   Breaking the well-known
rules about moving the same piece too much too soon

6.0-0 ♞d7 7.a3 ♞d5 8.♕xd5 ♛xd5 9.d4 ♧f5 10.♗f4

10...♕e4??
10...c6 11.c4 ♔e4 12.♕e3 ♝f6 isn't too bad, but
13.♗b3+

11.♕xc7 ♝d7? 12.♕d3! ♔e6
13.d5 ♛xd5??
Missing a rather simple tactic

14.♕xf5+ e6 15.♔xd5+
Rob used his common sense at this point and switched off 1-0

Well of course we must have a look at the Challenger 10's piece de resistance!!

Fid Chess Challenger 10 - Mephisto MM II

1.e4 e6 2.d4 d5 3.e5 c5
4.♕f3 exd4 5.♕b5+??
5...♕d3 gets played a lot, or you just retake with knight or queen

5...♕d7 6.♕xd4 ♕xb5
7.♕xb5 ♕c5?!
7...♕c6! is certainly better, and leaves Black on top. Black's mistake allows White to maintain at least equality with...

8.♕e3! ♕xe3

9.♕d6+! ♕f8 10.♕h5?!
10.♕f3 was better, and it still receives the honour of threatening mate against its illustrious opponent! Black still takes, 10...♕xf2+, but now 11.♕xf2 is better than the king having to retake

10...♕xf2+ 11.♕xf2 ♖h6
12.b3 ♕b6+! 13.♕e2 ♕c6
14.♕d2 ♕d4+ 15.♕d1

15...♕c7?
15...♕df5 16.♕f3 ♕xd6
17.exd6 ♛xd6 and the MM2 is 2 clear pawns to the good

16.♕c1! ♕d5 17.♕xf5 ♕xf5
Black is still ahead, but the game was agreed drawn, so
½-½

CXG Super Enterprise - Fid Chess Challenger 10

1.e4 c5!
Wonderful – I'd forgotten it enjoyed playing the Sicilian. If only it castled as well!

2.♕f3 d6 3.d4 cxd4 4.♕xd4 ♕f6 5.♕c3 g6 6.♕e3 e5?
6...♕g7 is seen 99% of the time, ab the other 1%

7.♘b3 ♕g4 8.f3 ♕e6 9.♕b5+
♖c6 10.0-0
The Super Enterprise was always simple and practical – a pawn in the centre, develop the minor pieces, castle, and attack

10...♕e7 11.♕d5!

The Club treasurer with his Mephisto MM2 in play against Rob's CC10-A!
11...h5 12.f2?! $f8?
13.\(\text{\&d2}\) a6
13...\(\text{\&xd5}\) 14.exd5 a6 was Black's best chance

14.\(\text{\&b6}\);
White now has a ferocious attack

14...\(\text{\&b8}\) 15.\(\text{\&c7}\) + \(\text{\&d7}\)
16.\(\text{\&c5}\) +! \(\text{\&c8}\) 17.\(\text{\&xe6}\)
\(\text{\&xe4}\)!!
17...\(\text{\&xe6}\) 18.\(\text{\&c4}\) d5 was better

18.fxe4 fxe6 19.\(\text{\&xc6}\)

19.\(\text{\&g5}\)
I can't see why CC10 didn't play the obvious capture 19...\(\text{\&xc6}\) which was actually the best move despite 20.\(\text{\&xa8}\) \(\text{\&xa8}\) 21.\(\text{\&xd6}\)!

20.\(\text{\&xd6}\)
20.\(\text{\&xd7}\)++! would have been killing: 20...\(\text{\&d8}\)
21.\(\text{\&xd6}\) 1-0. \(\text{\&xd6}\) wasn't best, but CC10 now makes its final mistake and so rewards the inferior move

20...\(\text{\&e7}\)??
20...\(\text{\&e3}\) + 21.\(\text{\&xe3}\) \(\text{\&xc7}\)

Ries van Leeuwen with his 3rd. placed Sphinx Dominator - a computer never sold in the UK as far as I know

22.\(\text{\&d7}\) + \(\text{\&b8}\) 23.\(\text{\&b6}\)
\(\text{\&xb6}\) + 24.\(\text{\&xb6}\) and although the game is over because of the material inequality, there's still not a mate showing on my PC screen! Oooops just arrived, m/11

21.\(\text{\&d7}\) + \(\text{\&d8}\) 22.\(\text{\&xe6}\) # 1-0

2 games by the winners:

**Mephisto MM IV - CXG Super Enterprise**

C01: French: Exch Variation

We join the game after White has played 16.\(\text{\&de1}\)

16...\(\text{\&f8}\)?
Better were 16...\(\text{\&f8}\), or 16...\(\text{\&g6}\)

17.\(\text{\&e5}\) \(\text{\&f6}\) 18.\(\text{\&g6}\) \(\text{\&xg6}\)?
The obvious move was the better one here: 18...\(\text{\&h6}\)
19.\(\text{\&xe7}\) \(\text{\&d7}\) 20.\(\text{\&f4}\)

19.\(\text{\&xe7}\) \(\text{\&d7}\) 20.\(\text{\&f4}\) \(\text{\&f6}\)
21.\(\text{\&e7}\)!!

The prizes were rather special, and would grace any Tournament. But where's Rob's bottle of wine gone?!

21...\(\text{\&c8}\)?
Falling right into a double attack, but it was pretty much over anyway!

22.\(\text{\&e8}\)++! \(\text{\&f8}\)
22...\(\text{\&xe8}\)?? would just lose first the queen; 23.\(\text{\&xc8}\), and then the rook 23...\(\text{\&d7}\)
24.\(\text{\&xe8}\)++

23.\(\text{\&xc8}\) \(\text{\&xc8}\) 24.\(\text{\&e7}\) \(\text{\&d7}\)
25.\(\text{\&a4}\) \(\text{\&f7}\) 26.\(\text{\&xf7}\)
Evals are now >1000 on PC programs, so Black would resign if it was running at 1000MHz!

26...\(\text{\&xf7}\) 27.\(\text{\&c5}\) \(\text{\&e8}\)
28.\(\text{\&xf5}\) \(\text{\&xc5}\) 29.\(\text{\&xc8}\) a6
30.\(\text{\&xc5}\) \(\text{\&xc8}\) 31.\(\text{\&xc8}\) + 1-0

**Mephisto MM IV - Mephisto Academy**

A29: English Opening: Four Knights Variation with 4 \(\text{\&g3}\)

We're joining this one after White has played 18.\(\text{\&g4}\), which is to be admired but
and the Academy still has decent chances

24...\(\text{Dxg5}\)?
Perhaps not now!
24...\(\text{De7!}\) was better and the defence isn’t so easy to break down

25.\(\text{Dg4! Dh6}\)?
25...\(\text{De7}\) still gave Black some defensive chances, even after 26.\(\text{Dxg5 Dxg5}\)
27.\(\text{Dxg5 Dxc6 28.bxc6}\)

26.\(\text{Dxg5 Dxd3}\)

If queens had come off with 26...\(\text{Dxg5}\)? then
27.\(\text{Dxg5 Dh7 28.e4}\) is an easy endgame, as White wins the a7–pawn and is a full piece ahead

27.\(\text{Dg2}\)
27...\(\text{Dg1}\) keeps an even firmer grip on the position:
27...\(\text{Dg6 28.Dxg6 fxg6}\)

27...\(\text{Dh8??}\)
What a mistake by the well-rated Schroder program! It’s hard to believe.
We had one of these Mephisto Academy computers in the British Major Championships a few years ago, and it graded at 180 BCF (2040 Elo). I’m glad it didn’t do something like this there! Of course first 27...\(\text{Dh7}\) was necessary, then after 28...\(\text{c4}\) indeed 28...\(\text{Dh8}\) can be played to drag the game out for much longer

28...\(\text{Dd4!}\)
Black loses his queen! 1-0

---

**Final Scores:**

<table>
<thead>
<tr>
<th>1</th>
<th>Mephisto MM4 MVL</th>
<th>5½/7</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Mephisto MM4 LVB</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Sphinx Dominator</td>
<td>5</td>
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<tr>
<td>4</td>
<td>Mephisto Amsterdam</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Mephisto Academy</td>
<td>3½</td>
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<tr>
<td>6</td>
<td>Mephisto MM1</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Chess Professor</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>Stivelmanno</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Super Enterprise</td>
<td>2</td>
</tr>
<tr>
<td>10</td>
<td>Fidelity Challenger 10A</td>
<td>½</td>
</tr>
</tbody>
</table>

---

The Chess Academy, in the foreground, playing against the Mephisto Exclusive MM4. Beautiful machines!

has to be a little bit risky for his own king safety

18...\(\text{b5}\)?
Black lets the MM4 get away with it! 18...\(\text{exf4}\) would keep Black well in the game after 19.\(\text{Dxf4 Dxe8}\)!

19.\(\text{g5! hXg5 20.fxg5 Dh7}\)
21.\(\text{AXB5 Dxf5 22.Dc6 De6}\)
23.\(\text{Da4 Dg6 24.Dh1}\)

In fact the MM4 hasn’t made as much progress as might have been expected,
Nothing perhaps to do with computer chess, but hopefully a pleasant 'filler' of some interest! However if you play through the games on your Computer you'll certainly enjoy them, and also be amazed at some of the mistakes and oversights which occur!

Here is our starting position for all games, after:

1.e4 e5 2.f4 exf4 3.\textit{\&}c4 \textit{\&}h4+ 4.\textit{\&}f1 b5

This quite incredible effort has been known ever since as the 'Immortal Game'.

\textbf{Anderssen-Kieseritzky}

1.e4 e5 2.f4 exf4 3.\textit{\&}c4 \textit{\&}h4+ 4.\textit{\&}f1 b5

\textit{See diagram}

5.\textit{\&}xb5 \textit{\&}xf6 6.\textit{\&}f3 \textit{\&}h6 7.d3 \textit{\&}h5 8.\textit{\&}h4? \textit{\&}g5 9.\textit{\&}f5 c6 10.g4? \textit{\&}f6 11.\textit{\&}g1 \textit{\&}xb5 12.h4 \textit{\&}g6 13.h5 \textit{\&}f5 14.\textit{\&}g3 \textit{\&}g8 15.\textit{\&}f4 \textit{\&}f6 16.\textit{\&}e3 \textit{\&}c5? 17.\textit{\&}d5 \textit{\&}xb2 18.\textit{\&}d6? \textit{\&}xg1?? (\textit{\&}xal+!)

19.e5 \textit{\&}xa1+ 20.\textit{\&}e2 \textit{\&}a6 21.\textit{\&}xg7+ \textit{\&}d8 22.\textit{\&}f6+ \textit{\&}xf6 23.\textit{\&}e7# 1-0

Despite this setback Kieseritzky repeated the line in a later game in the match. Anderssen must have feared preparation as this time he played 7.\textit{\&}c3 instead of 7.d3, but still won in 40 moves.

And then, with remarkable boldness, Kieseritzky tried it once more:

\textbf{Anderssen-Kieseritzky}

\textit{Our diagram position...}

5.\textit{\&}xb5 \textit{\&}xf6 6.\textit{\&}f3 \textit{\&}h6 7.\textit{\&}c3 c6 8.\textit{\&}e4 d6 9.d4 \textit{\&}e6 10.d5 exd5 11.exd5 \textit{\&}g4 12.g3 g5 13.h4 \textit{\&}h5 14.\textit{\&}e1+?! \textit{\&}e7 15.\textit{\&}xg5 fxg3 16.\textit{\&}f4 \textit{\&}f8 17.\textit{\&}xg3 \textit{\&}bd7 18.\textit{\&}e1 h6 19.\textit{\&}xe7?! hxg5 20.\textit{\&}xd6 \textit{\&}g7 21.\textit{\&}e5 gxh4 22.\textit{\&}f4 \textit{\&}ae8 23.\textit{\&}e4? (\textit{\&}xe8?) \textit{\&}xe7 24.\textit{\&}xf6+ \textit{\&}xf6 25.\textit{\&}xf6+ \textit{\&}f8 26.\textit{\&}h3? \textit{\&}h6 27.\textit{\&}xh6+ \textit{\&}xh6 28.\textit{\&}g2 \textit{\&}e3 29.\textit{\&}f1 h3+ 30.\textit{\&}h2 \textit{\&}f3 31.\textit{\&}d3 f5 32.\textit{\&}g1 f4 33.\textit{\&}h2 \textit{\&}h5 34.\textit{\&}e4 \textit{\&}g5+ 35.\textit{\&}xg3 fxg3 36.\textit{\&}ed2 \textit{\&}e5 37.\textit{\&}d3? \textit{\&}e1+ 38.\textit{\&}f1 \textit{\&}f3 0-1

I have no idea what chess magazine production and distribution was like in those days - certainly players didn't have the Internet or ChessBase keeping them up-to-date on a 24 hour basis!

But I guess the great Paul Morphy must have heard about Anderssen's efforts in this fairly rare King's Gambit counter-gambit. So he tried it himself, with an 'improvement' at move 5 to make sure no 'Kieseritzky' tricks were pulled on him! This game was played in 1855.

\textbf{Morphy-Maurian}

\textit{Once more our diagram...}

5.d5?! \textit{\&}c6 6.\textit{\&}f3 \textit{\&}h5 7.d4 \textit{\&}f6 8.\textit{\&}b3 \textit{\&}a6 9.\textit{\&}e2 \textit{\&}xd4 10.\textit{\&}xd4 b4

Things were not all that bad to here!

11.\textit{\&}xa6?? \textit{\&}d1+ 12.\textit{\&}f2 \textit{\&}g4# 0-1

I find a small measure of hope for my own chess prowess in seeing one of the world's all-time greats falling into a mate in 2!

Amazingly Anderssen, having played the Immortal Game as...
White, was even prepared to venture the counter-gambit as Black. This is another game from 1855!

**Schurig-Anderssen**

*From the usual diagram!*

5.\(\text{d}x\text{b}5\) g5? 6.\(\text{d}x\text{f}3\) \(\text{W}h5\)
7.\(\text{e}e2\) g4! 8.\(\text{g}g1\) f5 9.d3 \(\text{d}d6\)
10.\(\text{d}x\text{f}3\)?! \(\text{e}e6\) 11.e5 \(\text{x}e5\)
12.\(\text{d}x\text{f}4\) \(\text{e}c4\)? (\(\text{g}x\text{f}3! 0-1\))
13.\(\text{d}x\text{e}4\) \(\text{x}e4\) 14.\(\text{d}x\text{d}5\) \(\text{E}b8\)
15.\(\text{W}d4\) \(\text{e}c1\) 16.b3 \(\text{d}b7\)
17.\(\text{e}e1\) \(\text{W}g5\) 18.\(\text{x}xh8\) \(\text{W}f4+\)
19.\(\text{g}x\text{f}3\) \(\text{x}f3\) 20.\(\text{W}xg8+\) \(\text{e}e7\)
21.\(\text{x}xh7++?\) (!\(\text{W}g+\) \(\text{e}e7\))
22.\(\text{e}e1\) \(\text{E}e8\) 0-1

Apparently Morphy, perhaps because of his embarrassment as White playing 5.\(\text{d}d5\), or maybe he saw Anderssen's latest win - who knows which - now also concluded that it was better to be on the Black side of this wicked Gambit!

Unfortunately for him his opponent Stanley introduced 5.\(\text{h}3\)!! against him, and greatly added to Morphy's acute discomfort!

But one bad game by the great Morphy is enough for any issue of *SelSearch*, so we move on to the opening's next appearance!

And here we have - yes! - it's Morphy again, now in 1858 and risking it again, back as White! But this time he's trying out Stanley's 'improvement' in an effort to get revenge against Maurian, his conqueror 3 years earlier in that 12 traumatic mover!

**Morphy-Maurian**

1.e4 e5 2.f4 \(\text{e}x\text{f}4\) 3.\(\text{c}c4\)
\(\text{W}h4+\) 4.\(\text{f}f1\) \(b5\)

*The usual diagram*

5.\(\text{h}3\)!! \(\text{f}6\) 6.\(\text{d}f3\) \(\text{W}h6\)
7.\(\text{e}e5\) d5 8.\(\text{d}e3\) \(\text{d}d6\) 9.d4
\(\text{x}e4?\) 10.\(\text{x}e4\) \(\text{x}e5\)
11.\(\text{x}d5\) \(c6\) 12.\(\text{x}d5\) \(\text{cxd}5\)?

13.\(\text{d}d6+\) \(\text{d}d7\) 14.\(\text{x}d5\) \(\text{c}c7\)
15.\(\text{c}c4\) \(\text{W}e6\) 16.\(\text{x}a8\) \(\text{c}c6\)
17.\(\text{cxb}5\) \(\text{W}d5\) 18.\(\text{x}c6++\)
\(\text{W}c6\) 19.\(\text{b}x\text{c}6\) \(\text{d}x\text{c}6\) 20.\(\text{x}f4\)
\(\text{W}d8\) 21.\(\text{f}f2\) \(\text{e}e6\) 22.\(\text{d}e1+\)
\(\text{b}b6\) 23.\(\text{e}c3+\) \(\text{a}a6\) 24.\(\text{b}c6+\)
\(\text{a}c5\) 25.\(\text{d}d2+\) \(\text{c}c4\) 26.\(\text{a}a6#\)

The line got yet another outing in 1864!

**Rott-Kvicala**

Moves 1-7 as in the previous game, so reaching this position:

\[\text{D} \]

Instead of Morphy's 8.\(\text{c}c3\), Rott tried 8.\(\text{f}f7\)!! \(\text{x}f7\) 9.\(\text{xd}5+\)
\(\text{e}e8\) 10.\(\text{a}a8\)
and proceeded to lose after
10...\(\text{e}e6!\) 11.d4 \(\text{f}f6\) 12.d5
\(\text{g}g4\) 13.\(\text{e}e4\) \(\text{g}g7\) 14.\(\text{a}a7\)
\(\text{xe}4\) 15.\(\text{xb}8+\) \(\text{f}f7\)
16.\(\text{g}g7+\) \(\text{g}g6\) 17.\(\text{d}x\text{d}6??\)
\(\text{g}g3+\) 18.\(\text{g}g1\) \(\text{e}e2+\) 19.\(\text{f}f1\)
\(\text{g}g3\) 20.\(\text{f}f2\) \(\text{e}e8!\) 21.\(\text{e}e1\)
\(\text{h}1+\) 22.\(\text{f}f1\) \(\text{e}x\text{e}1+\)
23.\(\text{f}f1\) \(\text{h}4++\) 24.\(\text{f}f1\) \(\text{g}g3+\)
25.\(\text{h}x\text{g}3\) \(\text{h}1+\) 26.\(\text{f}f2\) 0-1

Over 100 (!!!) years went by before the line appeared again in 'serious' play, taken up by none other than Garry Kasparov in 1993!

**Short-Kasparov**

1.e4 e5 2.f4 \(\text{e}x\text{f}4\) 3.\(\text{c}c4\)
\(\text{W}h4+\) 4.\(\text{f}f1\) \(b5\)

I suppose I must come clean, and admit that this was not a World Championship game, or even a Linares or something else big. You could say it wasn't even fair, as it was forced on Gazza in a 'thematic' exhibition match, where the players could not choose their own openings - and GK was not very amused to see what he'd been given!

Yet the fact is that White's record in 10 games prior to this game was only 50% - i.e. 5/10 - including Stanley's amazing win over Morphy!

5.\(\text{x}b5!\) \(\text{f}6\) 6.\(\text{f}f3\) \(\text{h}6\)
7.\(\text{e}c3\) g5 8.d4 \(\text{b}b7\) 9.h4 \(\text{g}g8\)
10.\(\text{g}g1!\) \(\text{g}x\text{h}4\) 11.\(\text{e}x\text{h}4\) \(\text{g}g6\)
12.\(\text{d}d2\) \(\text{d}x\text{e}4?\) 13.\(\text{e}x\text{f}4\) \(f5\)
14.\(\text{a}a4\) \(\text{g}g3?\) 15.\(\text{d}x\text{e}4\) 1-0
Winboard And Chess Engines

Winboard can be used as a pgn reader and can be linked to an Internet chess server as well putting chess engines through it for engine v engine matches or human v engine.

This article is intended to cover various scenarios or problems in Winboard when trying to get engines to work plus some other bits at the end.

Tim Mann www.tim-mann.org/xboard.html as the author of Winboard originally wrote about using command lines via Dos prompt to get engines to work in Winboard as below:

xboard -fp "./crafty" -fd crafty_directory
xboard -scp "./crafty" -sd crafty_directory

I will explain the above lines later, but an alternative and easier method is to do this via the Winboard.ini or (configuration) file.

To Start

This next stage assumes that you have already downloaded Winboard 4.2.6 from Tim Mann’s web site, and run the set-up program and played a couple of moves against Gnu Chess 4.0. This chess engine and Gnu 5.0 comes with the Winboard programme.

You have to play some moves and then exit Winboard to self create the Winboard.ini (configuration) file as it is not there at the download.

Before you do any Winboard.ini (configuration) editing you need to download the Winboard engine of your choice either from Tim Mann’s website shown above or from http://wbec-ridderkerk.nl/index.html

Preparation

Using Windows Explorer create a directory in your Winboard directory with the same name as the downloaded engine and put all the programs files in there.

Open up the Winboard.ini Configuration file again from Explorer, this should show up as a Notepad document and scroll down to the bottom until you see the following:

/firstChessProgramNames={GNUChess
 "GNUChess5 xboard"
}
/secondChessProgramNames={GNUChess
 "GNUChess5 xboard"

You should consider these lines to be two separate sections, one for the firstChessProgram and one for the second.

You will need to create a new line under each of the GNUChess5 xboard entries to insert the line of your new engine as follows: (see line 3 of each part).

/firstChessProgramNames={GNUChess
 "GNUChess5 xboard"
 "Ruffian" /fd="c:\winboard\ruffian"
/secondChessProgramNames={GNUChess
"GNUChess5 xboard"
"Ruffian" /sd="c:\winboard\ruffian"

Now to explain what the above jargon all means.

The fcp bit of Tim's command line stands for firstChessProgram, and fd stands for first directory. The command for xboard or xb is there because xboard is the Unix or Linux version of Winboard and Winboard has to be told if the program originates from a unix background in some cases.

Nejmet is an example of this as is Gnu, above. You use xb or xboard, both will work.

The Crafty engine mentioned in quotes above represents the exe file of the program and the reference to Crafty after the fd command should state which directory the files are to be found in.

In our case I have chosen the now famous Ruffian engine. The Ruffian mentioned in the quotes is the exe file, and the path after the fd command is where the exe file can be found.

The reason for the first and second chess program and fd and sd is so that the engine can play as black against another engine or human.

You are now ready to play against your new engine after you have done the above or similar and saved your config file.

Please note that you should now start Winboard from the Winboard Start-up Dialog icon. To make use of your edited config file as shown below. Click into the play against chess engine option and find the engine of your choice using the down arrows.

You can put the same engine name in the first line and the second to play white or black to play as human v the chess engine.

To match two engines together you could put Gnu Chess in the first line and Ruffian in the second. This means that Gnu is white and Ruffian is black. Again see the example below.

After clicking OK, Winboard should play the engines against each other. You may get an error about Winboard not finding the engine this means your lines in the ini file or Config file are wrong.

**Other advanced options With Winboard Engines**

Having seen how to change the Winboard.ini (configuration) file to add engines, please note that some engines have their own ini files as well which may control the opening book or hash table size e.g. hash table=16mb and opening book =on etc.

The opening book may point to another file via the ini file as well. Quite a lot of chess engines have the opening book built into the program like Ruffian 1.0.1 and Sjeng 12.13.

When you play engine v engine matches you can tell if the opening book is on because the opening moves will be instantaneous. If they take between 5 to 20 seconds there is no opening book in one or either of the programs, or the book is switched off.

You can actually get around doing anything about the opening book which I will explain below using some lines from my own Winboard.ini file as examples.

/firstChessProgramNames={GNUChess
 "GNUChess5 xboard"
 "Ruffian" /fd="c:\winboard\ruffian"
 "TCB TCBXINIT.cui" /fd="c:\winboard\TCB"
 "ListBK List" /fd="c:\winboard\List"
 "SOS" /fd="c:\winboard\Sos" /firstProtocolVersion=1
 "SOS3uci" /fd="c:\winboard\uci2wb"

/secondChessProgramNames={GNUChess
 "GNUChess5 xboard"
 "Ruffian" /sd="c:\winboard\ruffian"
 "TCB TCBXINIT.cui" /sd="c:\winboard\TCB"
"ListBK List" /sd:"c:\winboard\List"
"SOS" /sd:"c:\winboard\sos" /secondProtocolVersion=1
"SOS3uci" /sd:"c:\winboard\uci2wb"

On line four of the ini file above TCB is the engine known as The Crazy Bishop. It’s opening book is controlled via a cui file, so as above you need to put the book name before the exe file name both inside the quotes.

Now let us suppose that an engine has a separate opening book and if this book is too big to download or you are too impatient like me to wait for the downloads then line five from the above ini file is an interesting alternative.

You may know of a program called Thinker. The Thinker program has an Opening book which can be used in other Winboard engines.

Download Thinker 4.2b and copy the Thinker.dat file and the Bookthinker.exe file into the directory of another engine. Like the List engine mentioned above, change the name of the exe file to the name of the new engine but with a BK suffix to remind you that it is Thinkers book and not List’s.

However remember that the book name should be before the exe file in the quotes like the TCB example or the List example above. Do not change the name of the Thinker.dat file or this will not work.

Some Winboard Extras

Just to explain the last two lines of the example Winboard.ini (configuration) file. Line 7 of the above represents the famous SOS engine by Rudolf Huber of Shredder fame.

The engine in the line above is actually SOS 11-99 and the reason for the example is that some engines can use Nalimov endgame table bases.

As they are again too big to download easily, the above line shows how to set up SOS without the endgame table bases unlike the ini file example on the http://wbec-ridderkerk.nl/index.html website. The entries relating to the first and second Protocol/Version have to be with this engine for it to work, but the explanation for this is beyond the scope of the article. You will also need to download a version of Cygwin1.dll from the net and add it to the SOS directory.

Using a UCI engine in Winboard

Finally the last line of my ini file refers to a rather wonderful batch file called uci2wb written by Roland Pfister. uci2wb is an exe file which is an adapter to make uci engines play in Winboard but the info to use in Winboard is held in the Adapter.rc file example below.

You will need to change the name of the adapter.init file and the adapter.exe file to the name of your downloaded uci engine or your engine will just be called Adapter when it shows up in Winboard.

Please note as in the example line of my ini file, the exe file is pointing to the renamed uci2wb file and C:\winboard\uci2wb is where the edited adapter file is. This is because the adapter rc file is already pointing to the directory where the uci engine is.

# Exe-Name
exe=SOS_Arena.exe
#
# Directory
dir=c:\Winboard\sos3uci
#
# Hashable size in MB (*not* for UCI)
Hash=16
# Style: Aggressive, Active, Normal, Solid
style=Normal

Happy Winboarding!
from Chris Goulden
The first two come from Frank Holt, and are fine examples of Shredder 7’s defensive, positional and counter-attacking abilities!

**ChessTiger15-Shredder 7**

Blitz: 15’+10. [E81]


30.庶c3 ᵇf7 31.庶f5+ ǎx5 32.庶xf5 g5 33.庶h5 ᵇe5 34.庶h3 ᵇh6 The Black knights are holding Shredder’s game together! 35.g4 ᵇe8! 36.庶f2 ᵇe1 37.庶e2 ǎa1 38.庶d3 ᵇb5 39.庶g2 ᵇe5 60...庶xf3+! 61.庶xf3 ᵇh2+ 62.庶e2 ǎxh3 63.庶xf3 ᵇh6 A fine demonstration of patience, careful manoeuvring and a well-timed counter-attack. 0-1

**Fritz8-Shredder 7**

60’+20+30/20+15’. [A77]

1.d4 ǎf6 2.e4 c5 3.d5 ě6 4.庶c3 exd5 5.cxd5 ě6 6.庶e4 ěg6 7.庶f3 ǎg7 8.庶e2 0-0 9.庶e1 eaxd8 10.庶d2 ǎd7 11.a4 ǎe5 12.庶c2 a6 13.庶f3 ǎb8 14.a5 ᵇb5 15.axb6 ěxb6 16.庶f4 ǎeg4 17.庶c4

F8 jumped to +128 here, and it’s clearly on top 17...庶b4!

18.庶h3 ǎh6 19.庶f4? The resulting exchanges will leave White with a material plus, but his king will have been exposed. Something like 19.庶d3 both looks sound and would have kept the advantage firmly with Fritz.

19...庶xg4! 20.hxg4 ǎfxg4 21.庶d1 ǎd4+ 22.庶xd4 22.庶g2?? ǎh4 23.庶h1 ǎf2+ 24.庶h3 ǎec4+ 22...庶xd4 23.庶a2 ěh4!

Tiger has itself +110 here, perhaps a little too high?

21...庶b8 22.庶ed1 ǎg8 23.庶h4 ǎd2 24.庶c2 ǎe1+ 25.庶f1 ǎa5 26.庶f4 exf4 27.庶xf4 ǎd8 28.庶f3 ěf6 29.庶g3 ǎg7

40.h4?! ǎxh4 41.庶h2 ǎh4 42.庶f2 b4! 43.庶d1 ěxd1 Shredder puts itself at -116 44.庶xh1 ěc7 45.庶g3 ěe7 The queen’s involvement has been nicely reorganised 46.庶f1 ěe4 47.庶f2 ěc3 48.庶f4 ěg8 49.庶e2 ǎhf7 50.庶d1 ěe4 51.庶h2? 51.庶g3 protecting the g4-pawn was better 51...庶e5! 52.庶g3 ěxg4! 53.庶xg4 ěe4 54.庶d3 ěxd2+ 55.庶xd2 ěxg4

The queen knight and pawn endgame looks quite tricky, but Shredder plays it very well indeed 56.庶g2 ěh5! 57.庶f2? 57...庶h1?? 57...庶e5 58.庶d3 ěc3 59.庶e1 ěh7 60.庶f3? Inviting an exchange which unfortu- nately will leave his own position hopeless.

White’s kingside attack looks very dangerous, and all but one of Black’s pieces are back on the first rank and his queen out of play. But Shredder demonstrates it’s not as bad as it seems
President-Grandmaster

Time Control: 40/2
C68: Ruy Lopez: Exchange Variation, sidelines

1.e4 e5 2.\(\texttt{d}f3\) \(\texttt{c}c6\) 3.\(\texttt{b}b5\) a6
4.\(\texttt{a}xe6\) dxe6 5.d4 \(\texttt{e}d4\)
6.\(\texttt{e}x\texttt{xd4}\) \(\texttt{g}4\) Both computers leave book here 7.\(\texttt{w}e5+\) \(\texttt{a}e7\)

Theory is: 7...\(\texttt{w}e7\) and now a choice: [a] 8.\(\texttt{w}f4\) (or \(f5\)
9.\(\texttt{g}3\) \(c3\)=) 8...\(\texttt{w}x\texttt{f4}\) 9.\(\texttt{w}x\texttt{f4}\) \(\texttt{w}e6\) 10.0-0-0-0; or [b]
8.\(\texttt{a}x\texttt{e7}\)\(\texttt{w}x\texttt{e7}\) 9.\(\texttt{g}5\)
8.\(\texttt{g}x\texttt{e3}\) \(\texttt{a}x\texttt{e3}\) 9.\(\texttt{w}x\texttt{e3}\) \(\texttt{g}6\)
10.0-0 \(\texttt{a}6\) 11.\(\texttt{d}d1\) 0-0
12.\(\texttt{f}4\) \(\texttt{e}7\) 13.\(\texttt{b}c3\) \(\texttt{e}5\)

29...\(\texttt{a}e5\)?! Attacking the isolated pawn on c4, but it would have been better to take the c5 square itself first with \(29...\texttt{c}5!\) 30.\(\texttt{e}a7\) \(\texttt{c}6\) and Black's position should be good enough to draw 30.\(\texttt{c}5!\)
31.\(\texttt{d}d3\) 31.\(\texttt{a}a7\) \(\texttt{b}b8??\) This allows White to take over. The only real chance was
31...\(\texttt{c}x\texttt{e}5\) 32.\(\texttt{a}x\texttt{e}5\) \(\texttt{g}6\)
33.\(\texttt{a}x\texttt{e}5\) \(\texttt{a}x\texttt{e}5\) 32.\(\texttt{a}a3\) \(\texttt{b}4\)
33.\(\texttt{a}g4\) \(\texttt{g}6\) 34.\(\texttt{w}h4\) \(\texttt{e}2\)
35.\(\texttt{a}x\texttt{h}6!\) \(\texttt{d}d5\) 36.\(\texttt{e}x\texttt{d}5\) exd5 37.\(\texttt{w}f6!\)

PC programs would be announcing mate here, and a move later so was the President 37...\(\texttt{c}6+\) 38.\(\texttt{f}4\) \(\texttt{e}x\texttt{g}2+\)
39.\(\texttt{a}x\texttt{g}2\) \(\texttt{w}b2+\) 40.\(\texttt{w}x\texttt{g}2\) \(\texttt{d}4\)
41.\(\texttt{w}b8+\) \(\texttt{a}7\) 42.\(\texttt{w}f8\) \(\texttt{e}6\)
43.\(\texttt{a}a7\) 1-0

I mentioned that the Excalibur Grandmaster didn't seem to be quite as good as we first thought, and I've reduced the est'd rating from 175-180 BCF down to 160 (2040 Elo->1880).

Reg Cox also sent me his results. Although it got a draw with the Atlanta so was 1/2-1/2 against that, it lost 2-0 to the Tasc R30 (though most dedicated machines do!), and also lost the following to the Kasparov President, which is reliably rated at 2012 Elo in Selective Search.

19...\(\texttt{w}x\texttt{c}3?!\) A bit careless. With 19...\(\texttt{h}5!\) 20.\(\texttt{a}x\texttt{d}1\) \(\texttt{e}x\texttt{d}1+\)
21.\(\texttt{w}x\texttt{d}1\) \(\texttt{w}x\texttt{c}3\) 22.\(\texttt{d}8+\)
\(\texttt{w}f8\) Black would have had a small advantage to take into the endgame 20.\(\texttt{a}x\texttt{b}7\) \(\texttt{w}x\texttt{a}3\)
21.\(\texttt{w}f5\) \(\texttt{w}e7\) Too passive, 
White now gets the initiative. 21...\(\texttt{h}6\) 22.\(\texttt{a}7\) \(\texttt{w}b4\) 23.\(\texttt{a}x\texttt{a}6\)
The Novag Star Diamond improved its 2-0 lead to 3½-½ over the Milan Pro in my tests. I'm still trying to make some time to test it against the Atlanta.

Against the President, the winner in the above game, it has gone 5-0 up, which is pretty convincing. And Gary Sedman reports it's won 5½-4½ at 40/2 v Lyon 68020!

In a match played in Germany at 40/2 against the Mephisto MM5, things haven't been quite so easy! However, after losing game 1 as Black, it won game 2 to level the score.

Here is game 3. The MM5 looks to be on top after 25-30 moves, but the StarD takes risks and recovers well:

**Mephisto MM5-Star Diamond**

Time: 40/2. Opening D25

1.d4 d5 2.c4 dxc4 3.e3 f3 4.f4 5.f5 6.g3 7.0-0 h6 8.e3 c6 9.d2?! e2, e2 and e4 are in my Book 9...d6

10.a4 c7 11.c1 0-0-0?!

12.2.c3 g5?! Very bold!

13.g4! g6 14.hxg5 The MM5 goes a pawn up - does Black have enough compensation? Doubtful I'd say

14.h6 15.e1 h8 16.e2 h5 17.g5 h4 18.e4 exf4 19.d3

20.dxe4 (not 20.dxc5? dxd3!) 21..e1 xf1 22.a5 b6 20...xe4 20..xg4 20:exf4 21..xh2 d6 22.d4 exf3 23.exf3 ed8 24.e4 db6 25..c3 db8

The MM5 is still a pawn up, and probably has better position centrally and with piece activity... just the king safety issue needs to be watched 26..b2?? White still has an advantage, but this isn't his best move. 26..d2! b8! (Best, if 26...c7?!) 27..xg8! (xg8! 28..xg8) 27..f7++ 26..e8 27..g2
g6 28.h2 c5?! 29..h4

You feel White has to be winning - all the computer evaluations say he is - but Novag still threatens danger down the f-g-h files!

29..h6 30..f5?! White misses a simplifying chance here with 30..c4 when Black has little choice but to exchange with 30...xe4 31..xc4 e8 and now the extra pawn and 32..f5 and the big threat of g6 must give him good winning chances

30.exd4 31.c4! xe4 32.exc4 c7 33.cxd4 e5!

34..c3 db8

35..h4? A big mistake, missing the resulting pin! 35..g6 isn't quite as strong now, because of 35...exd4 (or 35..e8??) 36..xd4 e6! but White is still ahead. 35..c3 was probably best, and f2 was fine 35..cxd4!

36..xd4 d6! Now the MM5 sees that one of his rooks (the one on c3) can't protect the knight, because its squares are controlled by the Black knight! 37..d2 c8 38..e2 39..c2 db4 40..c2 c7

The game looks like a tricky draw, but the StarD plays this endgame extremely well to get the point 41..h3 c6! 42..g3?? White has a difficult decision to make here.

42..c4?! would only entice Black's pawns forwards:

42...c5 43..h3 b3 44..c2, and now Black's position is improving all the time, e.g.

44..d6 45..g3 e5+- But 42..c1 whilst dropping some material after

42..c1 43..c1 43..c1 44..c4! db4 45..c4! de5 44..e2 c5 45..e1 b5 46..e2 c4! The Novag machine has taken every chance - indeed it's been a good endgame pawn advance by the StarD!

47..c4 exd4 48..c3! 49..c2! If 49..f3
dxe4+ 49..xf4! 50..c2

19..f3! The StarD continues to play aggressively.

19..c5? would have been delightfully dramatic, then
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 - 800) / 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 vs computers with its results vs humans. I believe this makes our Sel/Search Rating List the most accurate available for Computer Chess anywhere in the world.

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

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

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

**A guide to PC Grading:**

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

- **Pent-PC** represents a program on a Pent/Penl2/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 Pentium3/500 = 0**

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**RATING LIST (c) Eric Hallsworth, PC PROGS Sel Search 107 Aug 2003**

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