

SELECTIVE SEARCH 107

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This fine **White Knight** is part of the Gilbert Collection, and one of the many magnificent chess pieces and sets on display in **The Art of Chess Exhibition**, taking place from 28/June-28 September 2003 at South Building, Somerset House, Strand, London WC2R 1LA. More details on page 3

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- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are more than **welcome**.

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■ **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**

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- All COMPUTER CHESS PRODUCTS are available from **COUNTRYWIDE COMPUTERS LTD**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. ☎ **01353 740323** for INFO or to ORDER.
- **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 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 SS folk.** Adaptors are £9 extra. **Subscribers Offer:** buy from **Countrywide** and deduct **5% off dedicated** computer prices shown here.... mention **'SS'** when you order.

■ PORTABLE COMPUTERS [por]

Kasparov

BRAVO - new £49. Barracuda program!

COSMIC - new £69. Hand-held Touch chess! Board displayed on screen, moves made by stylus pen, plus clocks, evaluations, hints etc.

COSMOS £99 - great value, 4½"x4½" plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system

Excalibur

TOUCH CHESS £49 - play on screen using touch pen. Includes carry pouch.

■ TABLE-TOP PRESS SENSORY [ps]

Kasparov

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

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

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

Nova

OBSIDIAN £129 - with carry case! Excellent

STAR DIAMOND £199 - long awaited, brilliant, strong new 200 BCF model. With carry case

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 - 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!

DEEP JUNIOR 8 £75 for dual & single PCs!

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

SHREDDER 7 £39.95 - Meyer-Kahlen's latest in his own & the latest ChessBase Interface. Feature-packed & knowledge-based playing stylish chess. **Deep version** (on the CD!) won the World Blitz Champs, and came 1= with Deep Junior for main title.

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 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!*

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

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 28/June-28 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.

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 is 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.

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 PC's.

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.aopen.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 Hyper-Thread 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!

Sonnabend 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:

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	Pharaon 2.62	80½
9	Crafty 18.15	79
10	Tao 5.4	73½

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	7½-2½

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!

Pos	Prog	/30
1	Ruffian 1.01	24½
2	Anaconda 1.0	19½
3	List 5.04	17½
4	Aristarch 4.21	17
5	Pharaon 2.62	16½
6	Abrok 5.0	16
7=	Crafty 19.03 Tao 5.4	15½
9	Sjang 12.13	15
10=	Yace Paderborn Nejmet 3.06 Pepito 1.59	14
13=	Dragon 4.4.3 Amyon 1.59	12½
15	Queen 2.38	9½
16	Comet B60	6½

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 tourney

Pos	Prog	T15	S7	F8	F7	/36
1	Tiger 15	-	6½	6½	8½	21½
2	Shredder 7	5½	-	8½	7	21
3	Fritz 8	5½	3½	-	7½	16½
4	Fritz 7	3½	5	4½	-	13

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 tourney

Pos	Prog	/14
1=	Shredder7, Fritz7	9
3	Shredder6	7½
4	Fritz8	6½
5=	Junior7, Tiger15, GambitTiger2, Hiarcs8	6

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* dally 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

Pos	Program	/80
1	Hiarcs 8298	47½
2	Fritz 8	43½
3	Deep Fritz 7/8	41½
4	Hiarcs 8257	41
5	Chess Tiger 15	39
6=	Shredder 7.04 Junior 8	37½
8	Hiarcs 8233	36½
9	Deep Junior 8	36

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:

2.Bd1 Qe1 3.Ra2 Rd8 Putting the rook on a better square **4.Rc2** If 4.Qf3 then Rxd2 5.Rxd2 Qxd2+ 6.Kb1 Qc1+ 7.Ka2 Qxc4 8.Qb3 Qxb3+ with a won ending. Or 4.Kb2 Qxd1 5.Nb1 (5.Nb3 Rd3 6.Ra1 Rxc3 7.Rxd1 Rxc4 8.Rd6 h5) Rg8 6.Ka1 Rg3 7.Qc2 Qd4+ 8.Rb2 Rd3 9.Qf2 Qxf2 10.Rxf2 Rd4 and again Black will win the ending **4...h6** Now the h-pawn goes to a square where it is protected **5.Ra2 Kg7 6.Rc2 Kf6 7.Ra2 Be3** The key move restraining White's Q! **8.Rc2 h5 9.b5 c5 10.Ra2 h4** and White can resign.

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** Hiarc8. **2m35** Ruffian.

Winners... 47secs Shredder7. **39secs** Hiarc9

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*.

CSVN TOURNEY 2003: LEIDEN, NETHERLANDS

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:

2001 : 1. Fritz, 2. Gambit Tiger, 3. Diep

2002 : 1. Fritz, 2. Diep, 3. Shredder

Entrants included:

Fritz and Shredder, both on Dual/2800 PCs., also the new Lokasoft 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 Be7 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
16.Be3 Bxd6 17.Bxb6 Qb8 18.Rc1 Na7 19.Bxa7 Rxa7
20.Nd4 Re8 21.Bxb7 Qxb7 22.Qd3 Bf8 23.Nc5 Qb6
24.Rfd1 h6 25.Na4 Qb8 26.Nb2 a5 27.b5 Rc7 28.Rxc7
Qxc7 29.Na4 Qb7 30.b6 Qa8 31.Qb3 h5 32.Rc1 Qe4

33.Nf3 Rb8 34.Re1 Qb7 35.Ra1 Rc8 36.Ne5 d6 37.Nc4
Qd5 38.Nab2 h4 39.gxh4 Qf5 40.Ne3 Qh3 41.Nd3 Ng4
42.Nxg4 Qxg4+ 43.Kf1 Qf5 44.Ne1 Qe5 45.b7 Rb8
46.Rb1 Qxh2 47.Nf3 Qh3+ 48.Ke2 Qf5 49.Qd3 Re8+
50.Kd2 Qf4+ 51.Kd1 Rb8 52.Qd5 Qf6 53.Ke1 Qe7+
54.Kf1 Qd7 55.Ng5 g6 56.a4 Bh6 57.Rb5 Bg7 58.Rb3
Qc7 59.Ne4 Be5 60.Kg1 Kg7 61.Ng5 Kg8 62.Kg2 Qd7
63.Rb5 Qg4+ 64.Kf1 Qd7 65.Rb6 Kg7 66.Rb3 Bf4
67.Qe4 Be5 68.h5 Bf6 69.h6+ Kg8 70.Qd5 Bxg5
71.Qxg5 Qe6 72.Re3 Qf5 73.Qxf5 gxf5 74.Re7 Kh7
75.Rxf7+ Kxh6 76.Ke2 Kg6 77.Rc7 f4 78.Kd3 Kf5
79.Kc4 Ke4 80.Kb5 1-0

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 saved 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.cxd5 cxd4 5.Qa4+ b5 6.Qxd4 Nc6 7.Qd2 exd5 8.Qxd5 Bd7 9.Qe4+ Be7 10.Bg5 h6 11.Bxe7 Ngxe7 12.e3 a6 13.O-O-O 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 Rb8 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 Nce5 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 5/8) 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 e5 2.Bb2 Nc6 3.c4 d6 4.g3 Nf6 5.Bg2 g6 6.Nf3 Bg7 7.O-O O-O 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 Rxd6 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, Diep, The Baron, IsiChess, SpiderChess
- 4 Ant, Nullmover
- 3 XiniX
- 2½ 31337/Celes
- 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 Hiarcs8X 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

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



10...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+ ½-½**

In our 2 previous games, which were played at G/30mins + 15secs per move between Hiarcs9.295 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 Hiarcs won in 46 moves.

In the return game with Hiarcs as Black the programs followed the GK-DJ junior moves for a little longer, but again it was the player with Black which varied first as Hiarcs 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 Hiarcs8.295 and Junior8, and left them to it!

Hiarcs 8.295 - Junior 8

P4/1800, Blitz:30'+15"

W=11.4 ply; 112kN/s

B=14.8 ply; 1,020kN/s

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 ♘g4+ 12.♙g3 ♖g5
13.f4 ♖h5 14.♙d2 ♖h2+
15.♙f3 ♖h4

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 Hiarcs as it plays the move which sends the game into complications 'with chances for the win'

16...♙h2+ 1.42/16 1:39

17.♙f2 1.63/12 53 ♘g4+

1.12/16 1:23 18.♙e1 1.47/12

1:11 ♖h3 0.71/16 2:06

19.♖g1 (Nd1) 1.24/11 1:43

J8 expected Nd1, and it

seems that may be better

19...♙d7 0.37/16 1:27 20.e4

1.30/11 1:11 dxe4 (Nh2)

0.00/15 1:20 21.♙xe4 1.51/11

34 ♖h2 0.00/14 35 22.♙d1

(f5) 1.05/11 4:55 22...♙df6

0.01/15 40 23.♙xf6+ (N4c3)

0.46/12 4:55 23...♙xf6

0.13/15 27 24.♖e1 0.20/12

1:24 ♙g4 0.00/16 2:05

25.♖c4 (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 Hiarcs - there have been frequent differences! Junior now sees itself as ahead, but it is some while before Hiarcs agrees
26.♖xc6 0.16/11 4:08 ♖xg3
(Rac8) -0.79/14 3:39 27.♖c3
(Qxb5) 0.98/10 2:33 27...♖g2
-1.08/14 2:02 28.♙xb5 (Qb3)
0.48/10 1:38 28...♙e4
-1.69/11 24

The Hiarcs 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.♖b4 (Qb3) -1.45/10 4:01

29...♖ac8 -3.06/11 21

30.♙c3 -6.88/11 2:59 ♘g3

-6.79/12 21 31.♙c2 -6.88/10

17 ♙xe2 -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!

The ChessBase game info:

IN GAME HEADING

■ P4/1800=my laptop

■ Blitz:30'+15"=time control

■ Ply=ave depth of search of 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 the move played was the one expected

■ 1.18/16=eval. from White's side and depth of search

■ 45=45secs taken on move, or 1:45 means 1min 45secs taken

7th GEBRUIKERS! - 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 Schimmelpennink) 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.

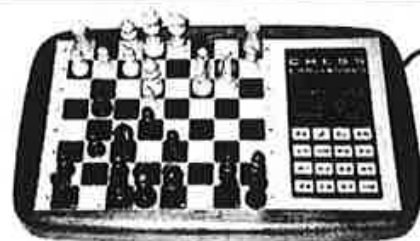
Do you know this CC10 came on the market in July 1978 and has one big weakness! He is not able to castle!! But you can carry out the castling of his opponent! He understands that but he prefers always to leave his own king in the centre of the chessboard!

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 earliest 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 e3, 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.



The vintage Fidelity CC10-A

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

First we'll have a look at some of the games played by Rob's CC10-A!

CXG Sphinx Dominator - Fid Chess Challenger 10

1. ♖f3 ♘c6? 2.e4 d5

2...e5 transposes into a well-known opening!

3.exd5 ♖xd5 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 cxd4 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...

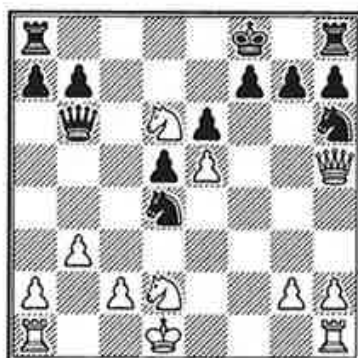
8.♖e3! ♖xe3



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



Black must win!?



The Club treasurer with his Mephisto MM2 in play against Rob's CC10-A!



Rob with his CC10-A

15...♗c7?

15...♗df5 16.♗f3 ♗xd6 17.exd6 ♗xd6 and the MM2 is 2 clear pawns to the good

16.♖c1! ♗df5 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, a6 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!



11...h5 12.♖f2?! ♜f8?

13.♞d2! a6

13...♞xd5 14.exd5 a6 was Black's best chance

14.♞b6!

White now has a ferocious attack

14...♞b8 15.♜c7+ ♔d7

16.♜c5+! ♜c8 17.♜5xe6 ♜xe4?!

17...fxe6 18.♞c4 d5 was better

18.fxe4 fxe6 19.♞xc6



19...♞g5

I can't see why CC10 didn't play the obvious capture 19...bxc6 which was actually the best move despite 20.♜xa8 ♞xa8 21.♞xd6!

20.♞xd6

20.♞d7+!! would have been killing: 20...♜d8 21.♞xd6 1-0. ♞xd6 wasn't best, but CC10 now makes its final mistake and so rewards the inferior move

20...♞e7??

20...♞e3+ 21.♞xe3 ♞xc7



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

22.♞d7+ ♜b8 23.♞b6 ♞xb6+ 24.♞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.♞d7+ ♜d8 22.♜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.♞de1



16...♞f8?

Better were 16...♞f8, or 16...g6

17.♜e5! ♜f6 18.♜g6! ♞xg6?

The obvious move was the better one here: 18...hxc6 19.♞xe7 ♞d7 20.♞f4

19.♞xe7 ♞d7 20.♞f4 ♜f6 21.♞c7!



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



21...♞c8?

Falling right into a double attack, but it was pretty much over anyway!

22.♞e8+! ♜f8

22...♞xe8? would just lose first the queen: 23.♞xc8, and then the rook 23...♜d7 24.♞xe8+

23.♞xc8 ♞xc8 24.♞e7 ♜d7 25.♜a4 ♜f7 26.♞xf7

Evals are now >1000 on PC programs, so Black would resign if it was running at 1000MHz!

26...♜xf7 27.♜c5 ♜e8 28.♞xf5 ♜xc5 29.♞xc8 a6 30.dxc5 ♞xc8 31.♞xc8+ 1-0

Mephisto MM IV - Mephisto Academy

A29: English Opening: Four Knights Variation with 4 g3

We're joining this one after White has played 18.g4, which is to be admired but



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...b5?

Black lets the MM4 get away with it! 18...exf4 would keep Black well in the game after 19. ♖xf4 ♜fe8!

19.g5! hxg5 20.fxg5 ♜h7
21.cxb5 ♜xf5 22.♙c6 ♜e6
23.♜a4 ♜g6 24.♜h1



In fact the MM4 hasn't made as much progress as might have been expected,

and the Academy still has decent chances

24...♜xg5?

Perhaps not now!

24...♜e7! was better and the defence isn't so easy to break down

25.♜g4! ♜h6?

25...♜e7 still gave Black some defensive chances, even after 26.♜xg5 ♜xg5
27.♙xg5 ♜xc6 28.bxc6

26.♜xg5 ♜xd3



If queens had come off with 26...♜xg5?! then 27.♙xg5 ♜h7 28.♙e3 is an easy endgame, as White wins the a7-pawn and is a full piece ahead

27.♜g2

27.♜g1 keeps an even firmer grip on the position:
27...♜g6 28.♜xg6 fxg6

27...♜h8??

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...♜h7 was necessary, then after 28.c4 indeed 28...♜h8 can be played to drag the game out for much longer

28.♙e4!

Black loses his queen! 1-0

Final Scores:

1=	Mephisto MM4 MVL Mephisto MM4 LVB	5½/7
3	Sphinx Dominator	5
4	Mephisto Amsterdam	4
5=	Mephisto Academy Mephisto MM2	3½
7	Chess Professor	3
8=	Simultano Super Enterprise	2
10	Fidelity Challenger 10A	½



The prize-winners: Louis van Bever (2nd MM4), Jan Krabbenbos (1st MM4), and Ries van Leeuwen who has the Sphinx Dominator. You can't see the winner of the booby prize, who says he took the picture, but may have been enjoying his prize!

THE IMMORTAL GAME!

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.♔c4 ♖h4+ 4.♕f1 b5



It seems this position arose first of all in a game between Schulten-Kieseritzky in Paris in 1844. Schulten played what is considered the best 5th. move as White, but was quickly demolished. 5.♔xb5 ♗f6 6.♗c3 ♗g4 7.♗h3 ♗c6 8.♗d5 ♗d4 9.♗xc7+ ♗d8 10.♗xa8 f3! 11.d3 f6 12.♔c4? d5 13.♔xd5 ♔d6? 14.♖e1? fxg2+! 15.♗xg2 ♖xh3+ 16.♗xh3 ♗e3+ 17.♗h4 ♗f3+ 18.♗h5 ♔g4# 0-1

In 1847 Kieseritzky made it work again as Black, this time against Harrwitz, though he also played 5.♔xb5. So it was no surprise that it made an early appearance in his 1851 London match against the formidable Anderssen.

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

Anderssen-Kieseritzky

1.e4 e5 2.f4 exf4 3.♔c4 ♖h4+ 4.♕f1 b5

See diagram

5.♔xb5 ♗f6 6.♗f3 ♖h6 7.d3 ♗h5 8.♗h4? ♖g5 9.♗f5 c6 10.g4? ♗f6 11.♔g1 cxb5 12.h4 ♖g6 13.h5 ♖g5 14.♖f3 ♗g8 15.♔xf4 ♖f6 16.♗c3 ♔c5? 17.♗d5 ♖xb2 18.♔d6? ♔xg1?? (♖xa1+!) 19.e5 ♖xa1+ 20.♗e2 ♗a6 21.♗xg7+ ♗d8 22.♖f6+ ♗xf6 23.♔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.♗c3 instead of 7.d3, but still won in 40 moves.

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

Anderssen-Kieseritzky

Our diagram position...

5.♔xb5 ♗f6 6.♗f3 ♖h6 7.♗c3 c6 8.♔c4 d6 9.d4 ♔e6 10.d5 cxd5 11.exd5 ♔g4 12.g3 g5 13.h4 ♖h5 14.♖e1+?! ♔e7 15.♗xg5 fxg3 16.♔f4 ♗f8 17.♖xg3 ♗bd7 18.♔e1 h6 19.♖xe7?! hxg5 20.♔xd6 ♗g7 21.♔e5 gxh4 22.♖f4 ♖ae8 23.♗e4? (♖xe8!) ♖xe7 24.♔xf6+ ♗xf6 25.♖xf6+ ♗f8 26.♗g3? ♖h6 27.♖xh6+ ♖xh6 28.♗g2 ♔e3 29.♗f1 h3+ 30.♗h2 ♔f3 31.♔d3 f5 32.♗g1 f4 33.♖h2 ♖h5 34.♔e4 ♖g3+ 35.♗xg3 fxg3 36.♔d2 ♔e5 37.♔d3? ♔e1+ 38.♔f1 ♔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 *Chess-Base* 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.



of Paul Morphy.

Paul Morphy from an engraving published in 1865

Morphy-Maurian

Once more our diagram...

5.♔d5?! ♗c6 6.♗f3 ♖h5 7.d4 ♗f6 8.♔b3 ♔a6 9.♖e2 ♗xd4 10.♗xd4 b4

Things were not all that bad to here!

11.♖xa6??? ♖d1+ 12.♗f2 ♗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. ♖xb5 g5!? 6. ♘f3 ♖h5
7. ♙e2 g4! 8. ♘g1 f5 9. d3 ♙d6
10. ♘f3?! ♘c6! 11. e5 ♘xe5
12. ♙xf4? ♘c4? (gxf3! 0-1!)
13. dxc4 ♙xf4 14. ♖d5 ♖b8
15. ♖d4 ♙c1 16. b3 ♙b7
17. ♘e1 ♖g5 18. ♖xh8 ♖f4+
19. ♘f3 gxf3 20. ♖xg8+ ♙e7
21. ♖xh7+?? (♖g7+ =) ♘f6
22. ♙e1 ♖e8 0-1

Apparently Morphy, perhaps because of his embarrassment as White playing 5. ♙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. ♙b3!? 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 exf4 3. ♙c4 ♖h4+ 4. ♘f1 b5

The usual diagram

5. ♙b3!? ♘f6 6. ♘f3 ♖h6
7. ♘e5 d5 8. ♘c3 ♙d6 9. d4 ♘xe4? 10. ♘xe4 ♙xe5
11. ♙xd5 c6 12. dxe5 cxd5?

13. ♘d6+ ♘d7 14. ♖xd5 ♘c7
15. c4 ♖e6 16. ♖xa8 ♘c6
17. cxb5 ♖d5 18. ♖xc6+ ♖xc6
19. bxc6 ♘xc6 20. ♙xf4 ♙d8
21. ♘f2 ♙e6 22. ♖ac1+ ♘b6
23. ♙e3+ ♘a6 24. ♖c6+ ♘a5
25. ♙d2+ ♘a4 26. ♖a6# 1-0

The line got yet another outing in 1864!

Rott-Kvicala

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



Instead of Morphy's 8. ♘c3, Rott tried 8. ♘xf7?! ♘xf7 9. ♙xd5+ ♘e8 10. ♙xa8

and proceeded to lose after

10...c6! 11. d4 ♘f6 12. d5 ♙g4 13. ♖d4 ♙g7 14. ♖xa7 ♘xe4
15. ♖xb8+ ♘f7 16. ♖a7+ ♘g6 17. dxc6?? ♘g3+
18. ♘g1 ♘e2+ 19. ♘f1 ♘g3+ 20. ♘f2 ♖e8!
21. ♖e1 ♘h1+ 22. ♘f1 ♖xe1+ 23. ♘xe1 ♖h4+
24. ♘f1 ♘g3+ 25. hxxg3 ♖h1+ 26. ♘f2 0-1

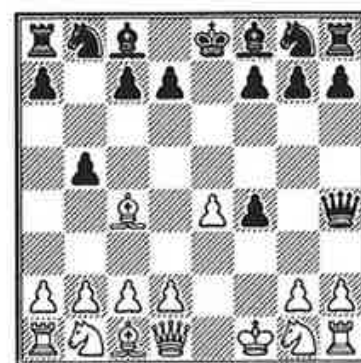
Over 100 (!!) years went by before the line appeared again in 'serious' play, taken up by none other than Garry Kasparov in 1993!

Short-Kasparov

1. e4 e5 2. f4 exf4 3. ♙c4 ♖h4+ 4. ♘f1 b5



An engraving from Morphy's match with Anderssen, in which neither was willing to risk the counter gambit!



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. ♙xb5! ♘f6 6. ♘f3 ♖h6
7. ♘c3 g5 8. d4 ♙b7 9. h4 ♖g8
10. ♘g1! gxh4 11. ♖xh4 ♖g6
12. ♖e2 ♘xe4? 13. ♖xf4 f5
14. ♘h4 ♖g3? 15. ♘xe4 1-0

Winboard AND Chess ENGINES

by *CHRIS GOULDEN*

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 -fcp ".\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
"GNUChes5 xboard"
}
/secondChessProgramNames={GNUChess
"GNUChes5 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
"GNUChes5 xboard"
"Ruffian" /fd="c:\winboard\ruffian"
```

```
/secondChessProgramNames={GNUChess
```

```
"GNUChes5 xboard"
"Ruffian" /sd="c:\winboard\ruffian"
```

Now to explain what the above jargon all means.

The **fc** 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={GNUChes
"GNUChes5 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\luci2wb"
```

```
/secondChessProgramNames={GNUChes
"GNUChes5 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\luci2wb"
```

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://wbcc-ridderkerk.nl/index.html> web site. The entries relating to the first and second ProtocolVersion 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\luci2wb 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
#
# Hashtable size in MB (*not* for UCI)
Hash=16
# Style: Aggressive, Active, Normal, Solid
style=Normal
```

Happy Winboarding!
from Chris Goulden

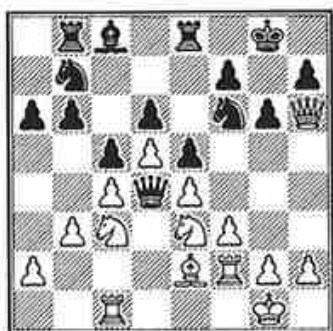


GAMES SELECTION!

The first two come from Frank Holt, and are fine examples of Shredder7's defensive, positional and counter-attacking abilities!

ChessTiger15-Shredder7

Blitz:15'+10. [E81]
 1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7
 4.e4 d6 5.f3 0-0 6.♙e3 c5
 7.♘ge2 ♘c6 8.d5 ♘a5 9.♘g3
 a6 10.♙e2 ♘d7 11.♙c1 b6
 12.b3 ♘b7 13.♙d2 e6 14.0-0
 ♙b8 15.♙g5 ♙f6 16.♙xf6
 ♙xf6 17.♙f2 ♙d4 18.♙f4
 ♙e8 19.♘f1 ♘f6 20.♘e3 e5
 21.♙h6



Tiger has itself +110 here, perhaps a little too high?
 21...♙h8 22.♘cd1 ♘g8
 23.♙h4 ♙d2 24.♙c2 ♙e1+
 25.♙f1 ♙a5 26.f4 exf4
 27.♙xf4 ♘d8 28.♙f3 f6
 29.♙g3 ♙g7



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

30.♘c3 ♘f7 31.♘f5+ ♙xf5
 32.exf5 g5 33.♙h5 ♙e5
 34.♙h3 ♘gh6 The Black
 knights are holding Shred-
 der's game together! 35.g4
 ♙be8! 36.♙f2 ♙e1 37.♙e2
 ♙a1 38.♙d3 b5 39.♙g2 ♙e5



40.h4?! gxh4 41.♙xh4 ♘g5
 42.♙f2 b4! 43.♙d1 ♙xd1
 Shredder puts itself at +116
 44.♘xd1 ♙c7 45.♙g3 ♙e7
 The queens involvement has
 been nicely reorganised
 46.♙f1 ♙e4 47.♘f2 ♙e3
 48.♙f4 ♘g8 49.♙d2 ♘hf7
 50.♘d1 ♙e4 51.♙h2?
 51.♙g3 protecting the
 g4-pawn was better
 51...♘e5! 52.♙g3 ♙xg4!
 53.♙xg4 ♘e4 54.♙e3 ♘xd2+
 55.♙xd2 ♘xg4



The queen knight and pawn endgame looks quite tricky, but Shredder plays it very well indeed 56.♙g2 h5!
 57.♘f2? 57.♙h1!? 57...♙e5
 58.♘d3 ♙e3 59.♘e1 ♘h7
 60.♘f3? Inviting an
 exchange which unfortu-
 nately will leave his own
 position hopeless

60...♙xf3+! 61.♙xf3 ♘h2+
 62.♙e2 ♘xf3 63.♙xf3 ♘h6
 A fine demonstration of
 patience, careful manouver-
 ing and a well-timed
 counter-attack. 0-1

Fritz8-Shredder7

60'/40+30'/20+15'. [A77]
 1.d4 ♘f6 2.c4 c5 3.d5 e6
 4.♘c3 exd5 5.cxd5 d6 6.e4
 g6 7.♘f3 ♙g7 8.♙e2 0-0
 9.0-0 ♙e8 10.♘d2 ♘bd7
 11.a4 ♘e5 12.♙c2 a6 13.♙a3
 ♙b8 14.a5 b5 15.axb6 ♙xb6
 16.f4 ♘eg4 17.♘c4



F8 jumped to +128 here, and
 it's clearly on top 17...♙b4!
 18.h3 ♘h6 19.g4? The
 resulting exchanges will
 leave White with a material
 plus, but his king will have
 been exposed. Something like
 19.♙d3 both looks sound and
 would have kept the advan-
 tage firmly with Fritz
 19...♙xg4! 20.hxg4 ♘fxg4
 21.♙d1 ♙d4+ 22.♙xd4
 22.♙g2?? ♙h4 23.♙h1 ♙f2+
 24.♙h3 ♙xc4+ 22...cxd4
 23.♘a2 ♙h4!



Shredder showed itself +210 here! What a turnaround from move 17 24.♔d3 ♖xc4 25.♔xc4 ♖c8 26.♖f3 ♖xc4 27.♖xc4 ♖h2+ 28.♔f1 ♖h1+ 29.♔e2 ♖g2+ 30.♔e1 ♖xf3 31.♖xd4 ♖g3+ 32.♔e2 ♖g2+ 33.♔e1 ♔h2 34.♔d1 ♔g4 35.♖c4?! It would have been better to bring the knight into play with 35.♔c3 35...♔f2+ 36.♔c2 ♔xe4+ 37.♔b1 ♔f1 38.♖c8+ ♔g7 39.♖c2 ♖f3



40.b3?! Again a knight move – 40.♔b4 was preferable, but 40...h5 41.♔d3 ♔e3 42.♔xe3 ♖xe3 is still winning for Black 40...h5! 41.♔b2+ ♔h6 42.♔c1 h4 43.f5+? g5 44.♖c8 ♔h5! 45.♖e8 h3 46.♖xf7+ ♔g4 Shredder showed +1069 here, and Fritz resigned. Another impressive Shredder effort, showing some excellent timing, especially when the chance came to start pushing a passed pawn! 0-1

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 ½-1½ 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*.

President-Grandmaster

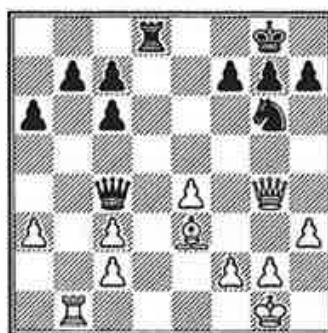
Time Control: 40/2

C68: Ruy Lopez: Exchange Variation, sidelines

1.e4 e5 2.♔f3 ♔c6 3.♔b5 a6 4.♔xc6 dxc6 5.d4 exd4 6.♖xd4 ♔g4 Both computers leave book here 7.♖e5+ ♔e7 Theory is: 7...♖e7 and now a choice: [a] 8.♖f4 (or f5 9.♔c3=) 8...♔xf3 9.♖xf3 ♖e6 10.0-0 0-0-0; or [b] 8.♖xe7+ ♔xe7 9.♔e5 8.♖g3 ♔xf3= 9.♖xf3 ♔g6 10.0-0 ♔d6 11.♔d1 0-0 12.♔e3 ♖e7 13.♔c3 ♔e5

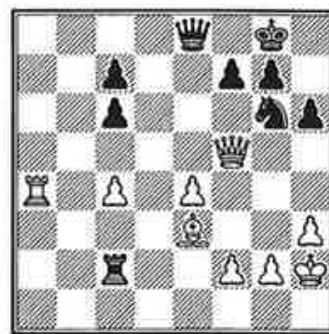


At this stage there's nothing to choose between them, but the Grandmaster starts to get some advantage over the next few moves 14.♖g4 14.♔d4 ♔ad8 15.♔xe5 ♔xe5 was better for White 14...♖b4 15.♔ab1 ♔ad8 16.♔xd8 ♔xd8 17.a3 ♖c4 18.h3 ♔xc3 19.bxc3

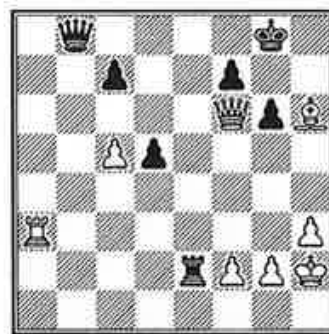


19...♖xc3?! A bit careless. With 19...b5! 20.♔d1 ♔xd1+ 21.♖xd1 ♖xc3 22.♖d8+ ♔f8 Black would have had a small advantage to take into the endgame 20.♔xb7 ♖xa3 21.♖f5 ♖e7 Too passive, White now gets the initiative. 21...h6 22.♔a7 ♖b4 23.♔xa6

♖c4 24.♔a7 ♖xc2 is close to equal 22.♔c5! ♔d1+ 23.♔h2 ♖d8 24.♔a7 ♔d2 25.c4 a5 The pawn was going to fall anyway, so why not improve the queen's position with 25...♖e8 26.♔xa6 and now 26...♔c2 to get some counterplay 26.♔xa5 h6 27.♔a7 ♔c2 28.♔a4 ♖e8 29.♔e3



29...♔e5?! Attacking the isolated pawn on c4, but it would have been better to take the c5 square itself first with. 29...c5! 30.♔a7 c6 and Black's position should be good enough to draw 30.c5! ♔d3 31.♔a7 ♖b8?? This allows White to take over. The only real chance was 31...♔xc5 32.♔xc5 g6 33.♖f6 ♔xc5 32.♔a3! ♔b4 33.♖g4 g6 34.♖h4 ♔e2 35.♔xh6! ♔d5 36.exd5 cxd5 37.♖f6!



PC programs would be announcing mate here, and a move later so was the President 37...c6+ 38.f4 ♔xg2+ 39.♔xg2 ♖b2+ 40.♖xb2 d4 41.♖b8+ ♔h7 42.♖f8 f6 43.♔a7# 1-0

The Novag Star Diamond improved its 2-0 lead to 3½-½ over the Milano 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:

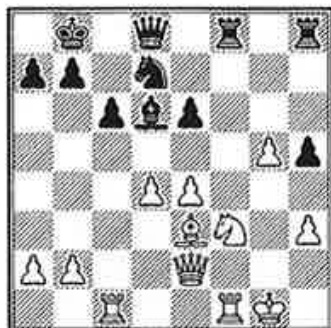
Meph MM5-Star Diamond

Time: 40/2. Opening D25
 1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6
 4.e3 ♗g4 5.♗xc4 e6 6.h3
 ♗h5 7.0-0 ♘bd7 8.♘c3 c6
 The MM5 goes out of book and takes the StarD with it
 9.♗d2?! ♗e2, ♗e2 and e4 are in my Book 9...♗b6
 10.♘a4 ♗c7 11.♗c1 0-0-0?!
 12.♘c3 g5?! Very bold!
 13.g4! ♗g6 14.♘g5 The MM5 goes a pawn up – does Black have enough compensation? Doubtful I'd say
 14...h6 15.♘f3 ♗b8 16.♗e2 h5 17.g5 ♘e4 18.♘xe4 ♗xe4
 19.♗d3

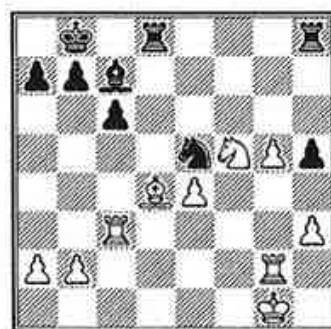


19...f5! The StarD continues to play aggressively.
 19...♘c5!? would have been delightfully dramatic, then

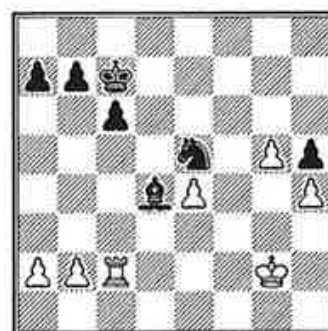
20.♗xe4 (not 20.dxc5? ♗xd3!)
 21.♗e1 ♗xf1 22.♗a5 b6)
 20...♘xe4 20.♗xe4 fxe4
 21.♘h2 ♗d6 22.f4 exf3
 23.♘xf3 ♗df8 24.e4 ♗b6
 25.♗e3 ♗d8



The MM5 is still a pawn up, and probably has the better position centrally and with piece activity... just the king safety issue needs to be watched 26.♗f2?! White still has an advantage, but this isn't his best move. 26.♘d2! ♗fg8 (Best, if 26...♗c7?! 27.♗xf8 ♘xf8 28.♗f1+-) 27.♗f7+- 26...♗e8 27.♗g2 ♗g6 28.♗f2 e5!? 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...♗e6 30.♘f5?! White misses a simplifying chance here with 30.♗c4 when Black has little choice but to exchange with 30...♗xc4 31.♗xc4 ♗hg8 and now the extra pawn and 32.♘f5 and the big threat of g6 must give him good winning chances 30...exd4 31.♗c4! ♗xc4 32.♗xc4 ♗c7 33.♗xd4 ♘e5! 34.♗c3 ♗d8



35.h4? A big mistake, missing the resulting pin! 35.g6 isn't quite as strong now, because of 35...♗xd4 (or 35...♗hg8!?) 36.♘xd4 ♗b6! but White is still ahead. 35.♗b3 was probably best, and ♘f2 was fine 35...♗xd4! 36.♘xd4 ♗b6! 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 ♗d8 38.♗g2 ♗xd4 39.♗xd4 ♗xd4 40.♗c2 ♗c7



The game looks like a tricky draw, but the StarD plays this endgame extremely well to get the point 41.b3 ♘g6! 42.♗g3?! White has a difficult decision to make here. 42.♗c4?! would only entice Black's pawns forwards: 42...c5! 43.♗h3 b5! 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...♘h4+ 43.♗g3 ♗e3! 44.♗f1 ♗xg5, offers the best chance now with 45.♗f7+! ♗c8, (not 45...♗b6? as already 46.♗g7! draws), and 46.♗h7 gives White drawing potential 42...♘d6! 43.a3 ♗e5 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.bxc4 bxc4 48.♗c2 c3! 49.♗e2 If 49.♗f3 ♘h4+ 49...♘f4! 50.♗a2 ♗xe4 0-1

RATING LISTS AND NOTES

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

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

Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results v computers with its results v humans. I believe this makes our 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 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 Pentium3/500 = 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		Sel	Search	107	Aug 2003	
BCF Computer	Elo	+/-	Games	Pos	Human/Games	
262 SHREDDER7 P3-PC	2702	20	500	1		
260 JUNIOR8 P3-PC	2686	29	252	2		
259 FRITZ8 P3-PC	2679	20	500	3	2687	8
258 FRITZ7 P3-PC	2667	12	1381	4		
258 CHESS TIGER15 P3-PC	2665	21	485	5		
254 GAMBIT TIGER2.0 P3-PC	2638	11	1684	6	2502	2
254 CHESS TIGER14 P3-PC	2636	13	1277	7	2665	13
253 SHREDDER6/632 P3-PC	2627	13	1274	8	2438	7
252 HIARCS8 P3-PC	2623	12	1290	9	2611	14
252 JUNIOR7 P3-PC	2616	13	1118	10	2661	12
251 FRITZ6A P3-PC	2612	10	2067	11	2576	53
250 GAMBIT TIGER1.0 P3-PC	2602	22	429	12		
248 REBEL CENTURY4 P3-PC	2591	21	480	13	2634	4
248 REBEL TIGER12 P3-PC	2590	15	872	14		
248 JUNIOR6A P3-PC	2589	10	1891	15	2581	22
246 HIARCS732 P3-PC	2575	9	2339	16	2427	19
246 HIARCS7.1 P3-PC	2570	12	1397	17		
246 SHREDDER5/532 P3-PC	2569	14	974	18	2602	15
244 SHREDDER4 P3-PC	2557	16	759	19	2560	15
244 NIMZ08 P3-PC	2554	12	1286	20		
243 NIMZ0732 P3-PC	2551	13	1208	21		
243 CHESSMASTER 6/7000 P3-PC	2550	24	348	22	2554	22
243 FRITZ532 P3-PC	2550	12	1450	23		
243 FRITZ516 P3-PC	2549	12	1359	24	2473	6
243 REBEL CENTURY3 P3-PC	2548	25	340	25	2615	6
243 GANDALF5 P3-PC	2546	20	495	26		
242 NIMZ098 P3-PC	2542	12	1307	27	2435	10
242 GANDALF4 P3-PC	2536	14	1095	28		
241 JUNIOR5 P3-PC	2533	11	1537	29		
240 HIARCS6 P3-PC	2523	13	1205	30	2552	24
240 SOS P3-PC	2521	14	974	31		
239 GOLIATH LIGHT P3-PC	2519	15	846	32		
239 NIMZ099A P3-PC	2517	14	1050	33		
239 REBEL CENTURY1.2 P3-PC	2517	21	458	34	2552	43
239 REBEL-10 P3-PC	2514	25	329	35	2558	17
239 REBEL9 P3-PC	2513	14	1059	36	2637	14
238 REBEL8 P3-PC	2510	19	548	37		
237 MCHES PRO6 P3-PC	2502	17	699	38	2504	12
237 MCHES PRO7 P3-PC	2501	14	1067	39	2560	2
237 CHESS GENIUS5 P3-PC	2499	13	1206	40	2419	6
236 MCHES PRO8 P3-PC	2490	14	1026	41		
236 SHREDDER3 P3-PC	2489	34	177	42	2671	2
236 SHREDDER2 P3-PC	2489	15	875	43	2178	6
234 FRITZ516 PENT-PC	2478	29	256	44		
233 GANDALF3 P3-PC	2467	27	278	45		
231 HIARCS6 PENT-PC	2449	11	1686	46	2540	2
231 HIARCS5 PENT-PC	2448	19	585	47		
230 JUNIOR4.6 P3-PC	2446	43	115	48		
230 KALLISTO2 P3-PC	2441	22	412	49		
230 REBEL8 PENT-PC	2440	10	2116	50		

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth, 9-1									
BCF Computer	Aug 2003	Games	Pos	Human/Games	Aug 2003	Games	Pos	Human/Games	Aug 2003
221 TASC R30-1995	2368	16	821	1	2276	18			
218 MEPH LONDON 68030	2346	28	259	2	2272	6			
215 TASC R30-1993	2320	12	1347	3	2336	66			
214 MEPH GENIUS2 68030	2315	18	657	4	2308	23			
213 MEPH LONDON PRO 68020/24	2311	67	47	5					
210 MEPH LYON 68030	2283	15	869	6	2392	51			
210 MEPH RISC2 1MB	2282	20	517	7	2316	9			
209 MEPH PORTOROSE 68030	2276	20	515	8	2340	82			
207 MEPH VANCOUVER 68030	2263	17	698	9	2347	54			
207 MEPH BERLIN PRO 68020/24	2262	13	1275	10	2217	29			
207 MEPH LYON-VANC 68020/20	2259	27	296	11	2327	10			
207 KASP RISC 2500-512K	2257	25	337	12	2330	17			
205 MEPH RISC1 1MB	2244	9	2540	13	2232	95			
204 MEPH ATLANTA-MAGELLAN	2236	15	919	14	2357	9			
204 KASPAROV SPARC/20	2234	15	1077	15	2251	24			
203 MEPH MONTREUX	2227	16	840	16	2288	54			
201 MEPH LONDON 68020/12	2213	77	36	17	2040	4			
201 KASP RISC 2500-128K	2211	9	2625	18	2270	67			
201 NOVAG STAR DIAMOND	2208	63	53	19	2215	21			
199 FID ELITE 68040-V10	2192	53	75	20	2121	33			
197 MEPH VANCOUVER 68020/12	2180	9	2280	21	2121	33			
196 MEPH LYON 68020/12	2174	8	3302	22	2246	92			
194 MEPH LONDON 68000	2156	61	58	23					
194 MEPH PORTOROSE 68020	2154	10	1842	24	2238	199			
193 NOV SAPPHIRE2-DIAMOND2	2147	19	579	25	1800	1			
192 MEPH BERLIN 68000	2140	12	1321	26	2221	25			
192 FID ELITE 68030-V9	2137	15	917	27	2169	13			
191 MEPH VANCOUVER 68000	2131	12	1320	28	2126	23			
191 MEPH LYON 68000	2129	11	1642	29	2083	33			
190 MEPH ALMERIA 68020	2125	14	1020	30	2152	243			
188 NOV SAPPHIRE1-DIAMOND1	2109	12	1383	31	2139	83			
188 MEPH MILANO PRO-SENATOR	2108	20	527	32	2169	10			
187 MEPH PORTOROSE 68000	2100	11	1573	33	2111	25			
186 FID MACH4-DES2325 68020-V7	2092	9	2281	34	2179	130			
183 FID ELITE 2*68000-V5	2071	26	312	35	1888	2			
182 MEPH POLGAR/10	2058	18	632	36	2080	54			
181 MEPH DALLAS 68020	2053	14	973	37	2069	199			
181 MEPH ROMA 68020	2053	14	1070	38	2033	73			
180 KASPAROV BRUTE FORCE	2044	14	1060	39	2182	42			
179 MEPH ALMERIA 68000	2034	14	1017	40	2093	31			
178 NOVAG SCORPIO-DIABLO	2027	10	2037	41	2126	140			
176 KASP MM6-COUGAR-COSMOS	2010	15	857	42	2072	65			
175 MEPH NIGEL SHORT	2005	25	322	43	2136	5			
175 FID MACH3-DES2265 68000-V2	2001	6	5485	44	2107	245			
174 NOV EMERALDCASS-AMBER	1999	58	64	45					
174 MEPH DALLAS 68000	1995	11	1526	46	1959	65			
173 MEPH MM5/5	1986	11	1750	47	1850	17			
173 MEPH POLGAR/5	1986	8	2801	48	2076	17			
172 NOV SUPER FORTE-EXP C/6	1982	8	2824	49	2000	24			
172 MEPH MILANO	1981	13	1160	50	2087	14			
172 MEPH MONDIAL 68000XL	1980	15	852	51	2049	77			
172 NOVAG JADE2-ZIRCON2	1976	39	138	52	2032	48			
171 MEPH MONTEAL-ROMA 68000	1970	9	2507	53	1968	56			
170 MEPH AMSTERDAM	1963	9	2259	54	2054	182			
169 MEPH ACADEMY/5	1958	9	2384	55	2023	111			
168 FID MACH28	1949	27	276	56	1960	25			
168 NOV SUPER FORTE-EXP B/6	1946	12	1437	57	2005	93			
167 MEPH MEGA4/5	1942	8	2697	58	2005	197			
167 KASPAROV MAESTRO D/10	1938	12	1323	59	1923	127			
166 FID MACH2C	1935	9	2627	60	2059	127			
166 KASP CENTURION-BARRACUDA-BRAVO	1929	15	908	61	1830	30			
165 MEPH MODENA	1922	16	780	62					
165 MEPH MM4/5	1922	8	2701	63	2006	97			
163 NOVAG RUBY-EMERALD	1911	17	697	64	1981	48			
163 KASPAROV MAESTRO C/8	1908	27	295	65	1999	98			
163 NOV SUPER FORTE-EXP A/6	1907	12	1388	66	2021	176			
163 FID TRAVELMASTER	1906	19	548	67	1909	90			
163 MEPH SUPERMOND2-COLLEGE-MCARLO4	1905	27	284	68	2074	8			
162 FID MACH2A	1901	26	310	69	1912	35			
161 MEPH MONTE CARLO	1892	28	260	70	2046	10			
161 KASP TRAVEL CHAMPION	1891	32	209	71	1862	22			
161 CONCH PLY-VICTORIA/5.5	1891	16	771	72	1861	22			
161 CNG SPHINX GALAXY/4	1890	9	2375	73	1947	157			
160 KASP TURBOKING2	1882	14	975	74					
159 NOV EXPERT/6	1876	32	206	75	2026	22			
158 FID CLUB B	1864	12	1309	76	1827	18			
157 NOV EXPERT/5	1861	26	305	77	2012	68			
157 NOV SUPER FORTE-EXP A/5	1856	11	1530	78	1800	38			
156 FID PAR E-ELITE+DES2100	1852	9	2462	79	1916	220			
156 NOV FORTE B	1850	10	1836	80	1953	236			
155 FID AVANT GARDE/5	1847	11	1670	81	1852	80			
155 MEPH REBEL	1845	9	2188	82	1940	69			
154 NOV FORTE A	1839	9	2191	83	1908	143			
154 FID CLUB A	1837	31	224	84	1767	6			
154 KASP STRATOS-CORONA	1833	10	2086	85	1890	48			
153 KASPAROV MAESTRO A/6	1830	15	927	86	1864	131			
153 KASP TURBOKING1	1825	24	352	87	1900	61			
153 CONCHESS/6	1825	46	102	88	2017	8			
153 MEPH SUPERMONDIAL1	1825	11	1527	89	1990	6			
152 CONCH PLYATE/5.5	1821	9	2184	90	1923	55			
151 KASP SIMULTANO	1815	13	1118	91	1824	36			
151 NOV EXPERT/4	1814	14	1020	92	1960	43			
151 SCI TURBO KASPAROV/4	1812	21	470	93	1933	64			
151 FID EXCELLENCE/4	1808	11	1657	94					
150 CONCH PLYATE/4	1801	24	362	95	2007	6			
149 FIDELITY ELITE C	1797	35	174	96	1869	11			
148 FID ELEGANCE	1789	17	672	97	1852	40			
147 MEPHISTO MM2	1782	17	748	98	1860	10			
147 SCI TURBOSTAR 432	1781	12	1344	99	1859	70			
147 FID EXCELLENCE-DES2000	1776	11	1591	100	1828	57			