Superb screenshots from the Hiarcs, Junior, Shredder, Fritz and Tiger programs

**Selecticide Search 108**
**The Computer Chess Magazine**

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Editor: Eric Hallsworth

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**In This Issue!**

2. **Computer Chess: BEST BUYS!**
3. **NEW PRODUCTS, NEWS, RESULTS and COMMENT from the UK and around the WORLD!** Pete Blandford, Chris Gaulden, Frank Holt, Harald Faber and others. Detlef (Elvis) Pordzik has died. HIARCS9 arrives! some early results.

6. **BRUTUS in Lippstadt**
GM field BRUTUSed. Aside! Info., Results, Games and Photos.

11. **KASPAROV to play X3d FRITZ**

12. **Programming HIARCS 9!**
Mark Unravelle interviewed, plus Positions to check, early Test Set Assessments, Game and Photos.

19. **Star Diamond vs London 68000**

20. **SHREDDER 7 in Argentina**
Big Result and best Games analysed.

22. **'How to Use COMPUTERS to IMPROVE your CHESS'**
Excellent NEW BOOK reviewed!

History, Games and superb Photos.

30. **Meet KASPAROV in London!**

31. **Latest "Selecticide Search" PC and DEDICATED COMPUTER RATINGS**

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

<table>
<thead>
<tr>
<th>PORTABLE COMPUTERS [pc]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Kasperov</td>
<td></td>
</tr>
<tr>
<td>BRAVO - new £49.</td>
<td>Barracuda program!</td>
</tr>
<tr>
<td>COSMIC - new £69.</td>
<td>Hand-held Touch chess!</td>
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<tr>
<td>Board displayed on screen, moves in stylus pen, plus clock, evaluations, hints etc.</td>
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<tr>
<td>COSMOS £99 - great value, 4½ x 4½ plug-in board, strong Morsch '2100' program. Multiple levels + in display and coach system</td>
<td></td>
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<tr>
<td>Novag</td>
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<tr>
<td>STAR SAPPHIRE £179 - the long-awaited and very strong 200 BCF touch screen model. Ffits just nicely in the pocket in carry case with pen</td>
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<tr>
<td>Excalibur</td>
<td></td>
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<tr>
<td>TOUCH CHESS £49 - play on screen using touch pen. Includes carry pouch</td>
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</tr>
</tbody>
</table>

**TABLE-TOP PRESS SENSORY [ps]|
| Kasperov               |  |
| 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 16x16" board; good info display. |
| Novag                   |  |
| 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 features, 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-sensor surface. Looks great! |
| Mephisto                |  |
| EXCLUSIVE - reduced prices! All wood board and nicely carved wood, felted pieces. Superb to play on, available with choice of 2 modules. |
| with Morsch's 2100 program £399 |
| with SENATOR - Milano Pro program £99 |

**PC PROGRAMS from CHESSBASE on CD**

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- **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!
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- **DEEP JUNIOR 7** £40 - 2 left! - the multi-processor World Champion version of Junior 7!
- **POWERBOOKS 2003** £39 - turn your ChessBase playing engine into an openings expert! 7.8 million opening positions + 750,000 games!
- **ENDEGAME TURBO CD's £39** - turn your ChessBase playing engine into an endgame expert with this 4CD Naillomb tablebases set!

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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 6 issues:

- Issue 100 270 sent out
- Issue 105 221 sent out
- Issue 106 212 sent out
- Issue 107 203 sent out

Over 30 subs were due for renewal with 107, and though most have re-subscribed, I'll have no choice but to seriously consider the future of the magazine, as I've already warned.

As if to confirm the fact that it is probably approaching the time when it really should be closed down, I found that I had to transfer £20 out of my own account into the SelSearch bank account so that I could pay the printing bill for issue 106. And when posting out time came for 107 there was still insufficient money available, so I had to pay for that out of my own account as well.

Therefore the first price increase since as long ago as 1998 (!) has been inevitable.

- The single issue price goes up to £3.95,
- The UK subscription goes up to £22 per year,
- The European subscription stays at £25,
- The Rest of the World goes up to £30 (postage costs alone for 6 issues to places like the USA and Australia amount to almost £10 a year, so those subs have been much too low at £25 for quite a while).

Let's see what happens now. It's only a very small increase to most readers (the UK), but maybe it will help make sure that costs don't exceed income again in the next few months.

Pete Blandford

We had Pete's latest Tournament Table in SelS 106 which gave an update on his G/60 Tourney, played on an Athlon XP/2011.

At that time 32 games had been played by each program and the big surprise was that Hiarcs732 was top, whilst Shredder7 was suffering its first poor result since it came out:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/32</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hiarcs732</td>
<td>19</td>
</tr>
<tr>
<td>2</td>
<td>Fritz8</td>
<td>17</td>
</tr>
<tr>
<td>3</td>
<td>Hiarcs8</td>
<td>16½</td>
</tr>
<tr>
<td>4</td>
<td>Fritz6</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Shredder7</td>
<td>15</td>
</tr>
<tr>
<td>6+</td>
<td>Gambit Tiger2</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Chess Tiger14</td>
<td>14½</td>
</tr>
<tr>
<td>9</td>
<td>Fritz5</td>
<td>13½</td>
</tr>
</tbody>
</table>

Since then Pete has purchased some new programs: Junior7 and 8, and Tiger15, and including them has resulted in the table looking a little different!

Tiger15 has had a particularly unhappy time - of its eleven 4 game matches the only ones it won were against Junior7 and Fritz6. It even lost 1-3 to Tiger14 as well as 1½-2½ to GambitTiger2.

Junior7 did better, and its 4-0 win over Hiarcs732 has cost the latter its top spot! However 1-3 defeats to Tiger14 and Shredder7 left Junior7 only just above halfway.

Junior8 has done exceptionally well. Amazingly (especially in view of Junior7's score) it lost 1½-2½ to Hiarcs732, but that was its only defeat and it registered big 3½-½ wins against Hiarcs8, Fritz6 and Tiger15.

Fritz6 had a torrid time against the new programs, losing ½-3½ to both Junior versions, and 1-3 to Tiger15. As a result it has dropped from down to 11th place.

So the new Table looks like this:

Pete Blandford, G/60. All-play-all 4games

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/44</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Junior8</td>
<td>28</td>
</tr>
<tr>
<td>2</td>
<td>Hiarcs732</td>
<td>24</td>
</tr>
<tr>
<td>3</td>
<td>Fritz7</td>
<td>23½</td>
</tr>
<tr>
<td>4</td>
<td>Fritz8</td>
<td>23</td>
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<td>5</td>
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<tr>
<td>6</td>
<td>Shredder7</td>
<td>22</td>
</tr>
<tr>
<td>7</td>
<td>Chess Tiger14</td>
<td></td>
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<td>9</td>
<td>Hiarcs8</td>
<td>21</td>
</tr>
<tr>
<td>10</td>
<td>Fritz5</td>
<td>20</td>
</tr>
<tr>
<td>11</td>
<td>Fritz6</td>
<td>10½</td>
</tr>
<tr>
<td>12</td>
<td>Chess Tiger15</td>
<td>18</td>
</tr>
</tbody>
</table>
Winboard: Additional info!

Chris Goulden's very helpful Winboard article in our last issue needs a small piece of additional information, which Chris has asked me to include:

There is a known fault in Winboard that, if you do engine v engine matches and use the uci2w6 program to run one of the engines or a similar batch file program via Winboard, that the default setting in the mode drop down menu does not stay as engine v engine when you use Save Settings.

Some users will need to set their mode setting to engine v engine every time when you go back into Winboard. Sorry this was not in the original article.

I am happy for people to e-mail me with advanced Winboard problems:

chris@goulden02.freeserve.co.uk

I would also like to point out the very good web site for Winboard based issues by Aaron Tay at

http://www.aarontay.per.sg/Winboard/

This was not mentioned in the first article and was an oversight. His site may well have the answer to most questions that crop up!

Thanks.... Chris

Detlef 'Elvis' Pordzik

I was sorry to learn a few weeks ago of the death of Detlef Pordzik.

For the last couple of years or so Detlef had been the editor of the ChessBits magazine, and he and I occasionally swapped snippets of information to help each other keep up-to-date.

We also found from our e-mail correspondence that we had other interests in common - his nickname 'Elvis' which was also his internet name was the first one quickly found after introducing ourselves to each other while discussing computer chess issues.

He was also excited (which would be a good all-round description of Detlef as I knew him) that I played guitar, and then we found we also shared a passion for dogs.

We swapped various jpg files, pictures of my GSD Sky heading in his direction, and of his fine Doberman Attila heading in mine.

I was aware that I'd not heard from him for a while, but put that down to the fact that I knew he needed a hospital visit and recuperation time to deal with painful bone problems in his back and leg. Then I learned that Attila had died - how sad Detlef would be - and now Elvis has gone as well.

He used to ask me if I thought that there would be animals in eternity (yes!) and if I thought that (the real) Elvis had gone to heaven! And I used to tell him that the most important issue was whether the Detlef version went there, then he could find out for himself!

Marcus Kastner has promised to say a bit more about Detlef for our next issue.

Frank Holt

Frank, having recently purchased Shredder7, has recently put his top 5 programs through his combined Tournament+Blitz test. The PC in use is Athlon/1800 and the programs use their own books.

The Tournament time controls are 40/30, 60/60 and 40/60, 2 games played at each and against each opponent; and the Blitz time controls are G/30, G/60 and G/90.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Blitz/12</th>
<th>Tour/12</th>
<th>Tot/24</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder7.04</td>
<td>14 ½</td>
<td>16 ½</td>
<td>31</td>
</tr>
<tr>
<td>2</td>
<td>Fritz8</td>
<td>13</td>
<td>12</td>
<td>25</td>
</tr>
<tr>
<td>3</td>
<td>Chess Tiger15</td>
<td>11 ½</td>
<td>12 ½</td>
<td>24</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs8</td>
<td>11 ½</td>
<td>11 ½</td>
<td>23</td>
</tr>
<tr>
<td>5</td>
<td>Junior7</td>
<td>9 ½</td>
<td>7 ½</td>
<td>17</td>
</tr>
</tbody>
</table>

Frank has never been over-impressed with the various versions of Junior, and J7 has continued to produce poor results on his testing, despite meticulously always using it with its own book. Let's see what his results are with Junior8 and Hiarcs9 which he's just added to his collection!

Frank did send me one position which Junior versions are good at. See what you make of this with your engines!
It is White to play, and it’s a mate in 9.

Frank tells me that Junior6 is quickest on his machine (1m26secs), and other Junior versions also solve it, but none of the others he has tried such as Fritz, Shredder, Tiger, and Hiarc9!

Here is the solution:

1.\(\text{c}7 \text{x}f7+ 2.\text{xf7} \text{g}6 3.\text{xg6} \text{g}7\)
4.\(\text{xg7} \text{xh5}+ 5.\text{xh7} \text{f}6+ 6.\text{xe6} \text{g}4+ 7.\text{xe5} \text{f}6 8.\text{g}6 \text{g}8 9.\text{e}8\# 1-0\)

There is another way to get the solution quickly if you don’t have Junior. Boot up your Hiarc9, go into parameters, and set selectivity=0! On my laptop Hiarc9 set like this got it in 59secs.

This tells us that it’s a null move and zugzwang issue! Very nearly every program uses null move to quickly find and discard junk moves, so reducing the number of moves which need to be searched (the branching factor) very considerably.

But as Kongsted says in his book How to use COMPUTERS to Improve Your Chess (excellent book, reviewed elsewhere), “this kind of pruning has its dangers”, and one of the particular dangers is zugzwang (the other can be missing some good sacrifices)!

Setting Hiarc selectivity to 0 (it will work the same with Hiarc8), takes out all selective searching including null-move, so Hiarc becomes brute-force, zugzwang is no longer a problem, and it can suddenly do this job as well as Junior.

But without null-move, whilst zugzwang and sacrifices might work better (important for the risk-taking Junior), there are other things that work less well, and precious time can be wasted searching bad moves. You take your choice!

It would seem that, amongst its various selective search techniques, Junior possibly has at least one unique to itself which is similar to, but not exactly the same as, the standard null-move system used by most of the others.

Oh. yes.... and please return your Hiarc9 to selectivity=7 for its next game!

Harald Faber

In our last two issues we showed Harald’s results in testing Shredder7 and Junior8.

In his latest reports Harald has been involved in private preparation testing of Shredder7.04 in readiness for the Thueingen tournament in October:

- Shredder7.04 - Fritz8 19-21
- Shredder7.04 - Junior8 23-17
- Shredder7.04 - Tiger15 24-16

Despite the narrow loss to Fritz8, these results increased Shredder’s lead at the top of my ratings. Fritz8 moved into 2nd, swapping places with Junior.

Hiarc9

Of course we also have results pouring in for the new Hiarc9, even since I completed the Hiarc9 Interview article, printed elsewhere in the magazine. Those earlier results put into my ratings on 19/Sept left Hiarc9 tied 2= with Fritz8, just ahead of Junior8 in 4th.

When playing 40/2hrs it seems that the Hiarc9 results are even more impressive. I haven’t put all the scores into the ratings as I write these final notes before the magazine goes to the printers, but will be doing so at the last possible moment.

From Thomas Wallendik (40/120)
- Hiarc9 - Fritz8 9½-8½
- Hiarc9 - Shredder7.04 3½-3½

From Thomas Casanovas (also 40/120)
- Hiarc9 - Shredder7.04 5-5

From Wetzikon (G/90+30)
- Hiarc9 - Shredder7.04 1½-1½

From Harald Faber (G/60)
- Hiarc9 - Shredder7.04 19-22

From M Pillen (G/60)
- Hiarc9 - Fritz8 53.5-46.5

Shredder7.04 is the problem! It looks as if we (Hiarc9) should be 2nd, but not top!
BRUTUS lives up to its name in Lippstadt as GM field is BRU[TU]SHED aside!

The experimental hardware program Brutus made an interesting appearance a few weeks ago in the Lippstadt (Germany) tournament.

Most Selective Search readers will know at least a little about the Brutus project and its chess programmer Christian (Chrilley) Donninger who is best known for his series of Nimzo programs.

Thus far Brutus hasn't quite been the expected hit in the tournaments it has entered, despite rumours that the ChessBase folk involved in the work believe it will be the top-rated computer program in due course.

It has only been entered occasionally in various events over the past 18 months, and has tended to end up in mid-table or just above. However in this year's more recent Paderborn event it came in 2= with Yace and SOS, behind top-placed Fritz, but ahead of Shredder, Gandalf and Diep.

Having disclosed that there are some expectations that it will be the top-rated program in time, and knowing the effect that will have on some of my 'must have it' readers, I'd better remind you that it is a hardware project - in other words it is definitely NOT going to be a £39.95 CD you can buy and pop into you PC. More likely the cost could be close to £1,000. As for playing strength, with the rate PC power is progressing and prices coming down - fast dual Athlon versions are now available at around £1,500 - I wouldn't be all that sure that Brutus will even go top.

Some PROJECT facts

Brutus is known as an FPGA program - this stands for Field Programmable Gate Arrays. Essentially it's a chip which goes onto a card or board which can be inserted into your PC. Much like installing a memory card or internal modem... or the old Chess Machine cards from 12 or so years ago when de Koning and Schroder programs became available on 16MHz and 30MHz cards for inserting into spare bays of ones computer. I had one but rarely managed to complete a game on it without crashing, but PCs and hardware development have come on a long way since those days when the 30MHz card gave one a big speed-up compared to little 286 PCs at 8 or 12MHz!

There are 2 main advantages claimed for FPGA, a chess playing architecture very close in the way it works to the disassembled Deep Blue2. The first is that many search routines can be limited to chess issues, so the code can run much faster than it would in a standard PC.

The second is that adding chess knowledge routines to the program does not slow the program down in the same way it does with a PC program, where all knowledge is added at the expense of search speed.

It will, in fact already is, interesting to see how Brutus progresses. His Nimzo program it must be said was best known for its number-crunching tactical speed, so how will Donninger get on with changing the whole character of his engine by turning into a knowledge program? Rumour has it that a Russian GM is advising him on various chess issues as he goes along, pointing out where things could be improved.

So let's see how it got on in Lippstadt!

Romanishin, O (2561) - Brutus

Round 1. Opening E7

1.d4 d5 2.c4 e6 3.d3 f6
4..c3 e5 5.g3 bd7 6..d3
in Lippstadt, and in a moment we shall see why!
20...\textbf{d}6 21.\textbf{b}3
21...\textbf{d}2?!
21...\textbf{xf}2+
\begin{itemize}
\item A 'typical Brutus shot out of the blue' said the promotion analysis. The Scotsman called it 'a spectacular piece sacrifice'.
\item But Brutus certainly isn't the only program to find this! It will obtain a long-term attack and at least two pawns for the sacrificed piece, just what many programs are especially comfortable with!
\end{itemize}
22.\textbf{xf}2 \textbf{fg}4+ 23.\textbf{g}1 \textbf{h}6
25...\textbf{h}5!
A typical computer move which is also really good. The engine's evaluation plusses are: it protects the \textbf{g}4--\textbf{d}8, advances on the White \textbf{g}8, and also removes any back-rank mate worries of its own
26.\textbf{d}4?
The first main shift in the game since the sac'. I think 26.\textbf{e}2! should be at least equal... let's see:
27.\textbf{e}7+ \textbf{h}7 28.\textbf{e}4+ \textbf{g}6
29.\textbf{e}x\textbf{g}6+ \textbf{hg}6 30.\textbf{x}h\textbf{h}2
\textbf{x}h\textbf{h}2 31.\textbf{g}2 (31.\textbf{g}2??
\textbf{e}4+ 32.\textbf{g}1 \textbf{f}3+ 33.\textbf{g}1
\textbf{e}2 0-1) 31...\textbf{g}4+ 32.\textbf{f}3
\textbf{f}5 and we have a very interesting little endgame thanks to the material imbalance, but I think White has a (very) small advantage if anything
26...\textbf{h}4! 27.\textbf{x}h\textbf{h}4 \textbf{g}x\textbf{h}4
28.\textbf{h}3 \textbf{g}3+
\begin{itemize}
\item The rush of exchanges between moves 12-19 have not simplified things at all, but rather left a very open position with plenty of tactical opportunities for the pieces
\item 20.\textbf{d}1?!
20.\textbf{e}3 looks better, keeping the queen active. This game was the most heavily covered by the press
\end{itemize}
24.\textbf{e}3!
Best! in fact White seems to me to be at least equal at this point despite all the hoo-ha over 21...\textbf{xf}2+.
\begin{itemize}
\item Two alternatives were:
\begin{enumerate}
\item[i] 24.\textbf{e}2?!! \textbf{h}x\textbf{h}2+ 25.\textbf{f}1 \textbf{x}g\textbf{g}3 26.\textbf{d}x\textbf{e}5
\textbf{e}3+ 27.\textbf{g}1 \textbf{e}5 28.\textbf{d}2\textbf{f}5 probably just favours Black, but not
\item[ii] 24.\textbf{h}3?? \textbf{e}3+
25.\textbf{h}1 when \textbf{f}2+wins the queen
\end{enumerate}
\end{itemize}
24...\textbf{h}x\textbf{h}2+ 25.\textbf{f}1
\begin{itemize}
\item Brutus now has the advantage, but I believe Romanishin can still draw
\begin{enumerate}
\item 29.\textbf{g}1?!
A big clanger! Best seems 29.\textbf{h}x\textbf{h}2 \textbf{g}x\textbf{h}2 30.\textbf{d}x\textbf{d}2, then after 30...\textbf{f}3 31.\textbf{e}3 Black doesn't have much.
\item Another suggestion was 29.\textbf{e}2? but it allows
29...\textbf{c}4+ 30.\textbf{d}x\textbf{d}3 \textbf{x}b\textbf{b}2+
31.\textbf{x}b\textbf{b}2. Now Black needs to extricate its other knight, so
31...\textbf{d}8+ 32.\textbf{d}4 \textbf{f}4 and Black has a lot of pressure, almost forcing 33.\textbf{x}h2 (or if 33.\textbf{e}3? then \textbf{g}4+).
33...\textbf{x}h2+ 34.\textbf{x}h2
39...\textbf{d}3+
30.\textbf{x}f3 \textbf{x}h3
31.\textbf{d}2
\end{enumerate}
\end{itemize}
After 31... \( \text{Qxf3} + 32. \text{Qxf3} \) 
\( \text{g}3 + 33. \text{Qf1} \text{Qxf3} + 34. \text{Qf2} \) 
\( \text{h}3 + \) heading for mate 0-1

**Brutus - Jenni, F (2508)**
Round 2. Opening C93

1.e4 \( \text{e}5 2.\text{Qf3} \text{c6} 3.\text{b5} \text{a6} \)
4.\( \text{a4} \text{f6} 5.0-0 \text{e7} 6.\text{e1} \text{b5} 7.\text{h3} 0-0 8.\text{c3} \text{d6} 9.\text{h3} \)
\text{h6} 10.d4 \text{e8} 11.\text{b2} \text{f8} 12.\text{b1} \text{d7} 13.\text{g3} \text{a5}
14.\text{c2} \text{c5} 15.\text{b3} \text{c6} 16.\text{d5} \text{d7} 17.\text{e3} \text{f3} \)

The pawn on d6 is coming under pressure
27...\( \text{Qxb5} 28.\text{f3}! \) 
Played to avoid the exchange of queens after
28.\( \text{Qxd6} \text{Qxd6} 29.\text{Qxa8} \text{a8} \text{c6} 30.\text{Qxd6} \text{Qxe2} \) 
31.\text{Qxe2}, at which point
31...\( \text{Qa3} \) gives Black counter-chances
28...\( \text{Qa6} 29.\text{Qh6}+! \) 
I wonder if Florian missed this at move 27
29...\( \text{g}xh6 30.\text{Qxa6} \text{Qxa6} 31.\text{Qxf6} \)

All theory so far, and Black now usually responds with \( \text{Qg6} \), though \( \text{Qc7}, \text{Qc8} \) and \g6 have also been tried
17...\( \text{Qd7}?! 18.\text{a3} \text{a5} \)

Neatly aiming to restrict the computer's chances for expansion, but it will end up with a passed a-pawn instead, good for nuisance value at least
19.\text{a4} \text{b4} 20.\text{cxb4} \text{axb4} 21.\text{Qd2} \text{Qg6} 22.\text{d3} \text{Qe7}
23.\text{b5}?! 
The idea is to remove Black's protection of f3, so Brutus can put its \( \text{Qh5} \) there
23...
24.\text{axb5} \text{e6} 25.\text{Qxe} 26.\text{Qf5} \text{g5}?! 
It is far from certain that Brutus wanted to play \text{Qxe7}, and Florian is allowing the program to create far too much piece activity
27.\text{c4}!

Florian will have to play with great care now, with White's \( \text{Qh4} \) sat deep into his position, the \( \text{Qe7} \) aimed at \text{h6}, and the kingside pawns able to advance
31...\( \text{Qa8} 32.\text{g3} \text{h5} 33.\text{h4} \text{a2}?! \)
I think 33...\text{Qe7} to drive Black's \( \text{Qh4} \) back was needed first
34.\text{Qxd6} \text{Qxd6} 35.\text{Qxd6} \text{Qxb3}?! 
Here 35...\text{Qg7} had to be played if the game was to last any longer
36.\text{Qxf6} 
Brutus threatens 37.\text{h6} followed by 38.\text{Qh7} mate.

Smeets, J (2477) - Brutus
Round 3. Opening D00: 1 \text{d4} \text{d5}: Unusual lines

1.d4 \text{d5} 2.\text{c3} 
An anti—computer move of course, but Brutus manages to stay in the minimal theory
2.\text{Qf6} 3.\text{Qg5} \text{e6} 4.\text{c3} \text{c5} 5.\text{d2} \text{Qe7} 6.\text{d3} \text{bd7} 7.\text{f4} \text{h6}

Here however an early novelty by the computer, but Black's record with the main move is not good: 7...\text{b6} 8.\text{Qg3} (or 8.\text{Qf3} \text{b7}) 

Lueders—Tauchert/Berlin 2002 1-0) 8...\text{Qb7} Kuijf—Moiseev/Nettelet 1992 1-0
8.\text{Qxf6} \text{xf6} 9.\text{Qg3} \text{b6} 10.\text{Qb5}??

Provocative
11.\text{g3}?! 
Allows exchanges which open files and leave his king exposed. Better was 11.\text{fxg5} \text{hxg5} 12.\text{Qxg5} \text{cxd4} 13.\text{exd4} \text{e5} 14.0-0—
11...\text{gxf4} 12.\text{gx} 13 \text{g8} 
Black keeps the enemy king in the centre
13.\text{g} 14.\text{g3} 15.\text{g} 16.\text{e6} \text{gg8} 17.\text{f2} 
17...\text{Qxf7}?! \text{cxd4} 18.\text{exd4} \text{g2}?
17...\text{c} 18.\text{a} \text{c} 1 \text{ad6} 19.\text{b} \text{ad7} \text{h7} 20.\text{h} 5 f5
Definitely not 20...\texttt{xa2}?? as 21.\texttt{xf7}! \texttt{g7} 22.\texttt{xe6} leaves White well on top.  
21.a3 \texttt{b8} 22.\texttt{c2} \texttt{h4}+ 23.\texttt{f1} \texttt{f6} 24.\texttt{f3} \texttt{h5} 25.\texttt{e2}!

Smeets is fighting well, it certainly isn't over yet!  
25...\texttt{g4}! 26.\texttt{xg4} \texttt{hxg4} 26...\texttt{fxg4} would be a blunder.  
27.\texttt{h7}?! \texttt{f5} 28.\texttt{hxh5}+ 27.\texttt{g1} \texttt{h8} 28.\texttt{h3}?!  
The simple 28.\texttt{g2} was better, White is struggling now  
28...\texttt{gxh3} 29.\texttt{e1} \texttt{f6} 30.\texttt{f3} \texttt{c6} 31.\texttt{f1} \texttt{d7} 32.\texttt{g1} \texttt{g7} 33.\texttt{xh3} \texttt{xh3} 34.\texttt{xf3} \texttt{h3} 35.\texttt{g2} \texttt{xe3} 36.\texttt{g8}+ \texttt{c7} 37.\texttt{f2}??  
White's nerve for the attack seems to collapse, his best chance was continuing with the checks: 37.\texttt{f1}+ 38.\texttt{g6} \texttt{xf6} \texttt{hxh3}+ 39.\texttt{f2} \texttt{g2}+ 40.\texttt{f3} \texttt{h1}+ 41.\texttt{f2} \texttt{e4} 42.\texttt{e7} and Black still has some work to do to guarantee the full point  
37...\texttt{c1}+! 38.\texttt{g2} \texttt{d7}!!  
A cleverly quiet move ends the game! After 39.\texttt{g3}  
(39.\texttt{h7}+ \texttt{e7} 40.\texttt{h1}? a neat try 40...\texttt{xb2} (if he exchanges 40...\texttt{hxh2}+? 41.\texttt{gxh1} it isn't quite so clear, though 41...\texttt{a6}  
42.\texttt{h3} \texttt{c6}! should be winning) ) 39...\texttt{xb2} 40.\texttt{a4} \texttt{a1} 0-1

Of course now Brutus has won all of its first 3 games, and there's a measure of panic in the human ranks.

Fortunately IM Cyborowski (2550) and GM Ruck (2550) both got draws with it in rounds 4 and 5, so Brutus didn't extend its lead at all:

**After 5 rounds**

- 4 Brutus
- 3½ Maiwald (GM 2517)
- 3 Ruck, Smeets, Cyborowski, Chiburdanize

GM Romanishin was the top-rated player (2561), and had already been beaten by Brutus and was now languishing on 1½. And, as can be seen above, Brutus had also already met most of the other top placed competitors. Apart from Maiwald, the last obvious hope for the humans was its opponent in round 6...the famous ex World Ladies Champion:

**Brutus - Chiburdanize, M**  
**2497**

Round 6. Opening B12: Caro-Kann: Advance Variation

1.e4 c6 2.d4 d5 3.e5 \texttt{f5}  
4.\texttt{c3} \texttt{b6} 5.\texttt{f3} \texttt{e6} 6.\texttt{e2} \texttt{d7} 7.0-0 \texttt{wd8} 8.a4 \texttt{ab4}  
9.\texttt{g5} \texttt{e7} 10.\texttt{h4} \texttt{h6}  
11.\texttt{xf5} \texttt{exf5} 12.\texttt{ae3} \texttt{f8} 13.\texttt{b1} \texttt{a6} 14.c3 \texttt{a5}  
15.\texttt{d3} \texttt{c7} 16.\texttt{f3} \texttt{g6}  
17.\texttt{d2} \texttt{h5} 18.\texttt{b4} \texttt{f8} 19.\texttt{b3} \texttt{b6} 20.\texttt{fe1} \texttt{g7}  
21.b5 \texttt{wd7} 22.\texttt{ac1}  

White has more space, but Chiburdanize looks to have various ways of springing into the attack with the kingside pawns and rook/s on the h-file if Brutus over-reaches  
22...\texttt{hd8}?!  
Surprising, after the work to create possible counter-play on the kingside. 22...\texttt{h4}  
23.c4 \texttt{c5} leaves plenty of tension  
23.\texttt{g3}! \texttt{a6}?!  
It would be hard for Black to move the rook again, but realistically 23...\texttt{e8} was best  
24.bxa6 \texttt{db8} 25.\texttt{a1} \texttt{d8}  
26.\texttt{d2} \texttt{e8} 27.\texttt{ebe1} \texttt{c7} 28.\texttt{e6}??
Brutus makes its move
28...\dxe6 29.\c5! \c7
If Maia had taken her eye
off the queen sat on g3 she
could easily have fallen for
29...\bxc5? 30.\xb8 \xb8
31.\xb8?
30.\b7 \xa6?
Maia decides to sacrifice the exchange in the hope of
relieving the pressure, but it
doesn't work against Brutus,
now in number-cruncher
mode!
31.\x6 \x6 32.\xd8
\x8d8 33.\g5!
An awkward pin, and
Black decides it is too much.
After 33...\f8 34.\f4!
\b7 35.\h6+ \g7
36.\xf8 37.\d6! 1-0
It rather spoils the tension of
this article to admit that with
the above win and another in
round 7 against Wehmeier,
the tournament victory for
Brutus was already as good as
guaranteed.
It was a pity perhaps that the
Brutus-Maiwald game
was in the final round with
only pride to play for as
Maiwald got a draw in a very
even game.
But before that happened
there was one more game
from round 9 well worth
playing through.

Schenk,A (2491) - Brutus
Round 9. Opening E32: Nimzo-
Indian: Classical (4 Qc2): 4...0-0
1.d4 \f6 2.e4 e6 3.\c3 \b4
4.\c2 0-0 5.a3 \xc3+
6.\xc3 b6 7.\g5 \b7 8.\f3
d6 9.\d2 \d7 10.\f3 \h6
11.\h4 c5 12.\xc5 \xc5
13.\c3 d5 14.\d3 \b6 15.\f2
\a6
A new move. 15...a5
was

At this point I'm sure
White is perfectly okay, but
he seems to retake with the
wrong piece!
22.\xc4?
As far as I can tell
22.\xc4 would be fine, and
after 22...\xc4 23.\xc4 \d6
24.\e2. White, with the 2
bishops, is certainly not
worse
22...\d6!
Much better than
exchanging, and now White
is going to have big problems
untangling his pieces and
rescuing his queen
23.e4??
Looks as if Schenk missed
the danger to his queen.
23.\g3 was the best bet to
save the position, as after
23...\xc4 24.\xc4 \xc4
25.\xc4 \a6, he has 26.b5!
saving the queen. Then it is
true that 26...\xa5 27.bxc6
\xc6 leaves Brutus a pawn
ahead, though it should still
just be a draw
23...\xc4! 24.\xc4 \xc4
25.\xc4
Or 25.bxc5 \xc5 26.\xa7
\xb1 27.\xb1 \d3+-
25...\b5!
As the rook now blocks the

saving move (26.b5) shown in
our previous analysis, Black
has to go with 26.\c4. But
26...\b6 wins the exchange
and the game: 27.\c2 \xc4
28.\xc4 \xb4 0-1
Before we see what
tournament rating Brutus got
from this, let's have a look at the
final Table:

Lippstadt, 2003

<table>
<thead>
<tr>
<th>Pos</th>
<th>Player</th>
<th>Elo</th>
<th>/11</th>
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<tr>
<td>1</td>
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<td>-</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td>Cyborowski</td>
<td>2550</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Maiwald</td>
<td>2517</td>
<td></td>
</tr>
<tr>
<td>4</td>
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<td>2550</td>
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<tr>
<td>5</td>
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<td>2477</td>
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<td>8</td>
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<tr>
<td>12</td>
<td>Brenke</td>
<td>2404</td>
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</table>

From the above I calculate
the average tournament Elo
was 2487 giving Brutus a
2751 Elo event grading.
There's no denying that this
is a very good result, and the
Brutus Project is going well.
But remember that
Hiares8+ on a P/2000 got
2730 against Bareev, and
both Fritz and Junior on Deep
hardware graded at 2800+
in their matches against Kaspa-
rov and Kramnik.

That said the target to win
a match (some draws can be
allowed, the aim is 'just' a
simple + score) is different to
that in a tournament where, to
win, 'easy' draws need to be
pursued more actively and
some converted into full
points and a bigger + score.

I still think Shredder, Hiares,
Fritz or Junior on fastest PC
hardware will beat Brutus.
But of course I'm biased!
What do readers think?
Kasparov to play Fritz

Well, to be exact, Kasparov will play X3D Fritz 'in total virtual reality, with the chessboard floating in the air between man and computer'. :-))

Yes, it made me smile too! What sort of reality a chessboard floating in the air represents to Kasparov, I'm not sure, though I expect Fritz will cope okay.

The photos accompanying the initial press announcement added to my amusement, for there indeed, in a darkened room, was Kasparov in a pair of large wrap-round sunglass goggles peering at a 3D chess board apparently floating in space.

A second photo showed the board on its PC monitor, a 'radically lifelike 3D image appearing to jump off the screen and into the room', boasted the X3D Technologies Press Release, which continued: 'without the need of special glasses'. Oh! So Gazza normally wears those goggles when he's pottering around at home or in the office does he?!

The photos, being in a darkened room, may not reproduce too well for our magazine, but they've got to be worth a try!

The room lights have been turned on here, so we can see the set-up more normally. It's a PC and monitor!

The Event - a 4 game match at 40/2 - takes place at the New York Athletic Club from Nov 11-18.

I understand that the Match has been sanctioned by the International Computer Games Association and the United States Chess Federation as 'the First Official World Chess Championship Man vs. Machine'. This revelation produced another gasp and sharp intake of breath in the Hallsworth household, as neither Fritz nor

Kasparov are World Champions at this time, despite the number of titles swarming around!

In fairness to Kasparov he has topped every FIDE Rating List which has included him, for an incredible 18 consecutive years (!), and few would argue about his still being the World's best player, title or no title.

Equally the apparent collapse (again) of negotiations for the World Championship semi-final play-off matches, which were supposed to be being played about now, are certainly not his fault. But the lack of these deciding events doesn't mean that the title in some way just defaults to Kasparov.

Even so, it is certainly far from satisfactory that the World Championship cycle should be in such a mess again, and that the World's no.1 rated player should find himself having to earn the best part of his living playing against computers. This latest confrontation in Kasparov's self-styled 'one man war to halt the march of the machines in chess' will be another $1m Man-Machine showdown.

Final whinge: when are they going to give Shredder a chance?! Okay, if somehow it's going to be an official World Championship title, then the World Champions should be playing, i.e. Junior vs. Kramnik or Ponomariov. But Kasparov's been nominated and, as he's already drawn (3-3) with Deep Junior, someone's elected Deep Fritz instead.

But, like Kasparov, it is Shredder which tops its own rating lists (it leads in SelSearch and the SSDF). It also won consecutive 2000 and 2001 World Championships (and was similarly by-passed at that time), then came 1= with Junior in 2002, losing the title only on tie-break, and is the World Blitz Champ!

Ah. well, grunts and groans over - I'll cover the games in our next Issue!! :-)}
Mark UNIACKE interviewed
PROGRAMMING HIARCS 9!

It's a while since I've heard from Thorsten Czub, who used to be very active working alongside Chris Whittington testing CS-Tal as well as contributing regularly to the pages of rgcc on the Internet.

But when he recently contacted Mark Uniacke asking if he could do an 'e-mail interview', Mark said 'yes' as long as I could have the resulting article for Selective Search, as we had already planned to do something like this ourselves anyway. So Thorsten posed Mark his set of questions relating to various computer chess issues and, in particular, the work which has been done on the new Hiarcs9.

Thorsten:
Good, thank you Mark in anticipation. Here my questions:

1. Hi Mark. Many people are waiting for Hiarcs9. You and your program seem to have a huge fan-club.

IMO ('in my opinion') this has to do with the playing style of Hiarcs. We all remember from the good old days of Hiarcs when it all began before 1993 and at the championship in 1993 Munich that you tested your program against Mchess in older days. It seems that Marty Hirsch's program AI-chess/Mchess was a reference for your Hiarcs program. Can you tell us why you choose Mchess and why you always tried to make much KNOWLEDGE in your program instead of concentrating on making a fast program.

Do you still believe this was the right decision?

Mark:
When I decided to bring Hiarcs 1.0 out for the PC in 1992, MChess was the clear leader until Chess Genius arrived so it was natural and fun to test against MChess. In fact I remember a memorable afternoon testing Hiarcs v MChess on 386s after it was ported from Sun to PC. As I recall Hiarcs lost 3.5-4.5 so I was pleased to be so close at that stage.

Ever since Hiarcs was first written back in 1980 I have always sought to make the program play with chess knowledge. It is more rewarding for me to program in this way rather than making it a technical exercise of optimisation. That is not to say I do not try to make things fast, but often when it comes to a time trade off I always favour more knowledge rather than spending the time optimising a data structure or code routine.

Was this the right decision? I am still doing it this way and Hiarcs is still competitive so it was not a wrong decision ;)

It is clearly possible to make chess programs play at a similar level with very different approaches and this makes it all the more interesting.

Thorsten:
2. When you won the Championship in 1993 many people expected to see Hiarcs as a dedicated chess program for the SPARC-Module of the SAITEK-company. How close was this deal and how strong do you think the program would have been in relation to the Spracklen program? Do you think it would make sense to write a Hiarcs program for PALM/Pocket-PC's? Maybe you know that Christophe Theron and Richard Lang are doing a great job porting their programs to those small machines... are there plans to bring out a Hiarcs clone for Palm/Pocket-PC-platforms?

Mark:
There were discussions after Munich about a Hiarcs version on the Sparc module. Certainly a deal was discussed but financially it was not very attractive at all, and given that I already had a full time career in telecoms it was not viable.

In terms of strength it is difficult to say how strong the World Software Champion program would have been but it is possible and interesting to come up with a good estimate.

The Sparc module 20Mhz rates at SSDF 2124. Unfortunately the SSDF never tested the champion version Hiarcs 2.1, but they did test Hiarcs 2.0 486/33 which rated SSDF
2100. Now I know because I ran Hiarcs on a Sparc 1, that the performance was comparable with a 486. According to the Selective Search rating list Hiarcs 2.1 on a 486 rated about 35 Elo above the Saitek Sparc module so I reach an estimate of SSDF 2159 for a Sparc Hiarcs WC version in early 1994.

Of course by the end of 1994 Hiarcs 3.0 was available, and in Sparc form this would have been well over SSDF 2200, so would have competed with the Mephisto Genius 68030, ChessMachine/30 and the Tasc R30 as well!

It would be interesting to see how Hiarcs would do on PDA hardware and the associated limitations of memory etc. I will have a think about such a version, maybe one day you will see it happen!

Thorsten:
3. After Hiarcs7/Hiarcs7.32 there was a huge time-gap in development of Hiarcs. When you came out again with Hiarcs8, people were very happy but not 100% confident with the playing strength progress made between Hiarcs7.32 and Hiarcs8. How close is Hiarcs9 coming to the latest Chessbase engines Fritz8, Shredder7.04, and Junior8?

Mark:
Yes there was a big gap in time between H7.32 and H8, mainly due to work and family commitments. Of course Hiarcs was a spare time activity so it did not get worked on as often as I may have liked. I have made good progress since Hiarcs 8 and I think Hiarcs 9 will do well.

The answer to your last question we will not know until Hiarcs 9 has been properly tested, but I think it will be interesting to see how the other programs cope with this new version!

Thorsten:
4. How do you see the possibilities today to increase playing strength in chess programs using knowledge implementation, plan making algorithms? Programs like Fritz8 and Junior8 are very strong although they don’t have much chess knowledge in the leaves of the tree meanwhile other chess programs have the knowledge everywhere in the tree. Do you think a chess program with preprocessed knowledge can find a plan in a chess game?

Mark:

There are massive improvements still to be made in computer chess knowledge and strategic play and it is just a matter of time and effort until these areas improve. A chess program can find a good set of moves which can look like a plan. Knowledge can help improve this set of good moves and even fit with a plan. If you have such knowledge it seems sensible to use it in the search tree in a way that means it is not out of date.

Thorsten:
5. We talked about: "ATTACK WITH MICHAEL TAL" and that the new Hiarcs is capable to use stuff out of this book. You said you certainly looked at this book and others. Can you tell us which other books inspired your work on Hiarcs9?

Mark:
Many, but two other examples are: Secrets of Modern Chess Strategy (Watson) and Tal's match book, Tal-Botvinnik 1960

Thorsten:
6. You said that Hiarcs9 is more aggressive towards the enemy King. This was a weakness in earlier Hiarcs versions. It seems programs have made much progress over all the years of computer chess especially in this area. Will future programs be able to sac pieces just because they this way continue a plan e.g. for a good king attack?

Mark:
Past programs have done this occasionally (CS-Tal was a notable example) and they are even more likely to do this in the future as new ideas are tried and tested. The difficult aspect is making this attacking/sacrificing the programs nature while maintaining its overall strength. I added the king attack code to make Hiarcs play more interesting and exciting chess, and even if this gave no Elo improvement I would have kept it. Fortunately it also improved the program strength.

Thorsten:
7. Most chess programs are used to begin a game of chess from the NORMAL start position. Today chess is much analyzed and Bobby Fischer came out with his Fischer
Random chess. In his eyes this helps the players to begin from zero when playing a game of chess. Will chess programs be able to play Fischer Random chess although most algorithms are focussed on the normal start position of chess?

Mark:
I think programs can play shuffle chess well but they have weaknesses because the heuristics are not tuned to such play. Of course people have similar problems and so the contest is interesting. Of course Fischer's version has special rules too which need to be incorporated into a program.

Thorsten:
8. Would you like to see Bobby Fischer play Fischer Random chess games versus hiarcs?

Mark:
I would like to see Bobby Fischer play any sort of chess, especially against Hiarc9! Will you arrange such a match for Hiarc9, Thorsten? ;-) 

Thorsten:
9. Many chess programs are good in solving test positions. Others are better in playing games. I have concluded from my experience that those that are good in solving test-suites have problems in playing normal games and vice versa. You said that it will be difficult to supply test positions that show the progress of Hiarc9 because you did not make a program to solve test positions but one to play chess! This sounds understandable, but have you found some positions anyway?

Mark:
Okay here are some example positions. The timings are for an Athlon 2Ghz/256Mb hash.

1 - White to play

The key move is 1.e6!! Hiarc9 gets this in 51secs, others programs I have tried like

F8/J8/S7/CT15 are much slower.

Note: Black takes the queen 1...gxh6, but now 2.gxh6+ @f8 3.Edf1!

2 - White to play

From Kramnik-Baricc 2003, the key move is 1.Bf6!! Hiarc9 gets this in 7m54, can any other programs do this faster?

Note: the line would go: 1.Bf6 gxh6 2.exf6 @c8 3.Axe8 @xe8 4.Ag5!

3 - White to play

This one shows the contrast in search efficiency between Hiarc8 and Hiarc9. The key move is 1.Nf6!! Hiarc8 finds this at the 12th iteration in 12m48, Hiarc9 finds it also at the 12th iteration, but in 1m41!
Selective Search 108

Note: the line goes: 1. \( \texttt{Qf6+ gxf6} 2. \texttt{gxh6} \) and White can play \( \texttt{Qc2} \) followed by \( \texttt{Wd3} \) or \( \texttt{Wh5} \), or pile rooks up on the g-file — enough options to guarantee nearly any player the win.

4 - White to play

This one is fun and shows sometimes king attacks requires the participation of one's own king even in the middle game!! The key move is \( \texttt{1.Kg3} \)!! Hiarcs9 finds this is in 1 sec! How do other programs do?

Note: 1. \( \texttt{Qg3} \) \( \texttt{Wxd7} \). Losing the \( \texttt{W} \) for \( \texttt{Q} \) exchange is the best available way to delay the outcome, but the material loss will be too much to survive for long.

If 1... \( \texttt{b8} \) or other similar moves 2. \( \texttt{Qf4} \) and if the king is allowed to march to h6, then \( \texttt{Wg7} \) will be mate 2... \( \texttt{Qh7} \) 3. \( \texttt{Qg5} \) + m/6 2. \( \texttt{Exd7} \) 1-0

5 - White to play

The key move is 1. \( \texttt{Ne6} \)!! Hiarcs9 takes 36 sec., whereas Hiarcs8 took over 3 minutes.

Note the line: 1. \( \texttt{Qe6 fxe6} \) 2. \( \texttt{Qh5} \) \( \texttt{Wf7} \) 3. \( \texttt{f4} \)

6 - White to play

The key move is 1. \( \texttt{Rh8+!!} \) Hiarcs9 takes 2m06.

Note the line: 1. \( \texttt{Rh8+} \) \( \texttt{Qxh8} \) 2. \( \texttt{Exh8+} \) \( \texttt{Qxh8} \) 3. \( \texttt{Wh1} \) \( \texttt{Qg8} \) 4. \( \texttt{Qf6+} \)

7 - White to play

Here the key is to avoid 1. \( \texttt{exd4} \) and play 1. \( \texttt{Rxh4} \)!! Hiarcs9 takes 9 secs while Hiarcs8 took over 3 mins.

Note: 1. \( \texttt{Rxh4} \)

If 1. \( \texttt{exd4?} \) \( \texttt{Qa8}\) 2. \( \texttt{Wd1} \) \( \texttt{Qxe1} \) + 3. \( \texttt{Qxe1} \) \( \texttt{Qe7} \). The queen cannot be taken because of 1. \( \texttt{Qe1} \) mate, and \( \texttt{Q} \) has the advantage.

After 1... \( \texttt{Qa8} \) 2. \( \texttt{Qc1} \) \( \texttt{dxe3} \) 3. \( \texttt{Qxe3} \), White is on top.

The Interview continued:

Thorsten:
10. Are there plans to write a multi-cpu version of Hiarcs?

Mark:
I have had requests for such a version and if it is popular enough I will do it.

Thorsten:
11. the slowest chess program I have ever seen was the commercial dedicated version of Mephisto III by Thomas Nitsche and Elmar
Henne. It won 1984 the Championship in Glasgow with a 16 bit version of the program. It did around 1-3 NPS in the 8-Bit version and between 4-10 NPS in the 16 Bit version of the program playing on a Motorola 68000-CPU. HiarcS is also a SLOW program compared to the others. People are fascinatf to see slow chess programs playing as strong as fast ones. But on the other hand there is a danger that slow programs are beaten in tactical positions. How do you solve this in HiarcS?

Mark:
I have an old Mephisto 3 Exclusive, a very nice and interesting program for its day. HiarcS has tactical knowledge which makes it tactically stronger in the eval so it does not need to search at the same rate to achieve tactical equality. It is really a trade off of search v knowledge and all things being equal I favour the knowledge.

Thorsten:
12. HiarcS liked unbalanced material and gave often material for a positional idea. People remember that it e.g. liked to give a knight for 2 pawns. This is very risky when the pawns are far away from being promoted. Have you seen those behaviour in HiarcS too? And will HiarcS do the same sacs?

Mark:
I am aware of and have seen such behaviour and, whilst HiarcS 9 is different, it may still play some of the same sacs and even some different ones! I did not want to make the program boring and symmetrical, so I have not dumbed it down. In fact it probably will go for more unbalanced situations than ever, except the intention is that these offer more practical chances.

Thorsten:
13. People especially liked HiarcS because it was a good analysis tool in Fritz (backward analysis of games). Better than other chessbase engines. Most people hope that HiarcS 9 has more knowledge so that this feature will be even better with HiarcS 9. Isn't it very difficult to implement more and more knowledge into a chess program and keep anything that much balanced again that it increases playing strength? I can imagine that new knowledge must first be tuned a long time to get the results you want to have. How do you solve this when developing a chess program?

Mark:
You are very right, the difficult part is getting the balance. It is easy to improve some knowledge in isolation, but how that interacts with the rest of the program and in chess games makes this a very difficult problem. I found that I went through about 20 versions or more each time before a new 'best in class' was found. It really requires playing lots of games, taking note of the results, but also looking at the games played. Time consuming and often frustrating when I have to remove knowledge which makes perfect sense to me but does not perform in games.

Thorsten:
14. Do you play much autoplayer games versus other chess programs or do you prefer to let HiarcS play eng-eng matches against HiarcS 8?

Mark:
I rarely play new versions against HiarcS 8, in fact before this last fortnight it was probably about 3 months ago that a HiarcS experimental version played H8!

Thorsten:
15. Is there a difference concerning endgame knowledge between HiarcS 8 and 9?

Mark:
Yes, HiarcS 9 has more knowledge (predictably :-) generally. This means it is better able to convert the wins and hold the draws. The search is also deeper in the endgame, in fact in all game phases. I particularly wanted HiarcS 9 to keep pushing for the win, putting pressure on the opponent. Sometimes this is double-edged but it makes for more interesting games.

As you would expect results were already coming in within a few days of HiarcS 9 CD's reaching their eager purchasers.

Y-A-C-C-P: Miko's HiarcS 9 Welcome Tournament (G/35+5)

<table>
<thead>
<tr>
<th>HiarcS</th>
<th>Opponent</th>
<th>Op.Rate in SelfSearch 107</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>HiarcS 9</td>
<td>Shredder 7.04</td>
<td>2702</td>
<td>18½-26½</td>
</tr>
<tr>
<td>HiarcS 9</td>
<td>Junior 8</td>
<td>2686</td>
<td>22½-21½</td>
</tr>
<tr>
<td>HiarcS 9</td>
<td>Fritz 8</td>
<td>2679</td>
<td>24-21</td>
</tr>
<tr>
<td>HiarcS 9</td>
<td>Chess Tiger 15</td>
<td>2665</td>
<td>24-22</td>
</tr>
<tr>
<td>average</td>
<td>2683</td>
<td>H9 = 2679</td>
<td></td>
</tr>
</tbody>
</table>


The Computerschach folk run a continually updating G/2+2 tournament which, while too fast a time control to rate programs properly, does mean that when a new program comes out, a lot of games can be played against a wide range of opposition and an estimated rating obtained very quickly.

As I've only just come across this Blitz Rating List it is probably best to show it in full, so you can see where everything stands from the good to the bad and finally the ugly (though I wouldn't mind being rated an ugly 2467 Elo!)

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/420 (!)</th>
<th>Est'd Blitz Elo</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 7.04</td>
<td>306½</td>
<td>2739</td>
</tr>
<tr>
<td>2</td>
<td>Hiarc 9</td>
<td>305½</td>
<td>2737</td>
</tr>
<tr>
<td>3</td>
<td>Fritz 8</td>
<td>292½</td>
<td>2712</td>
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<tr>
<td>4</td>
<td>The King 3.23</td>
<td>267</td>
<td>2666</td>
</tr>
<tr>
<td>5</td>
<td>Chess Tiger 15</td>
<td>265</td>
<td>2657</td>
</tr>
<tr>
<td>6</td>
<td>Junior 8</td>
<td>254½</td>
<td>2645</td>
</tr>
<tr>
<td>7</td>
<td>Ruffian 1.0.1</td>
<td>222</td>
<td>2593</td>
</tr>
<tr>
<td>8</td>
<td>SmartThink 0.16b</td>
<td>217½</td>
<td>2586</td>
</tr>
<tr>
<td>9</td>
<td>List 5.04</td>
<td>215½</td>
<td>2583</td>
</tr>
<tr>
<td>10</td>
<td>Gandalf 5.1</td>
<td>206½</td>
<td>2568</td>
</tr>
<tr>
<td>11</td>
<td>SOS3 for Arena</td>
<td>205½</td>
<td>2567</td>
</tr>
<tr>
<td>12</td>
<td>Nimzo 8</td>
<td>195½</td>
<td>2551</td>
</tr>
<tr>
<td>13</td>
<td>Deep Sjeng 1.5</td>
<td>189½</td>
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<td>14</td>
<td>Aristarch 4.21</td>
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<td>16</td>
<td>Delli 4.1</td>
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<tr>
<td>17</td>
<td>Pharaoh 2.62</td>
<td>163</td>
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<td>18</td>
<td>Anaconda 1.0</td>
<td>158½</td>
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<td>19</td>
<td>Yace Paderborn</td>
<td>157½</td>
<td>2489</td>
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<tr>
<td>20</td>
<td>Crafty 19.01</td>
<td>153½</td>
<td>2483</td>
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<tr>
<td>21</td>
<td>Too 5.4</td>
<td>145½</td>
<td>2469</td>
</tr>
<tr>
<td>22</td>
<td>Anyan 1.59</td>
<td>141</td>
<td>2467</td>
</tr>
</tbody>
</table>

The only weird one so far is 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nc6? 5.exd5 Qxd5 6.Nf3 Ni6?!

The ?! moves are strange because they can be played with Tournament book ON, but not with Tournament Book OFF!

Nevertheless as more results came in they continued to be very good, so any blips are almost certainly isolated. I also heard that one or two users, in particular Enrico Carrisco who has also done some testing for us, had it playing on the 'net and were getting excellent gradings with it.

Here are some match scores from Heinz Walz played at G/40:

<table>
<thead>
<tr>
<th>Hiarc9</th>
<th>Opponent</th>
<th>Opp. Rate</th>
<th>Op.Rate in SelfSearch 107</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hiarc9</td>
<td>Junior 8</td>
<td>2686</td>
<td>13½-6 ½</td>
<td></td>
</tr>
<tr>
<td>Hiarc9</td>
<td>Fritz 8</td>
<td>2679</td>
<td>10½-9½</td>
<td></td>
</tr>
<tr>
<td>Hiarc9</td>
<td>Hiarc 8</td>
<td>2623</td>
<td>11½-8½</td>
<td></td>
</tr>
<tr>
<td>Hiarc9</td>
<td>Nimzo 8</td>
<td>2554</td>
<td>11-9</td>
<td></td>
</tr>
<tr>
<td>Hiarc9</td>
<td>Gandalf 432</td>
<td>2536</td>
<td>12½-7½</td>
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</tr>
<tr>
<td></td>
<td>average</td>
<td>2616</td>
<td>H9 = 2668</td>
<td></td>
</tr>
</tbody>
</table>

And now, finally, a reward for all the hard work that goes into the Book. Sometimes our little innovations lead to little or nothing... and sometimes they reap a nice reward!

This short game was posted to us by Eduard Nemeth.

**Hiarc9 - Nimzo9**

Game in 40, P/1000 Opening C24

1.e4 e5 2.d4 We did a lot of work for the Black side of this 2 or 3 years ago when MChess was scoring plenty of points with it as White. But I don't think all of our opponents have found these strong ideas when they play the Black pieces, so it's still worth playing it as White occasionally!

2...d6 3.d4 exd4 4.Nf3 Nxe4 5.Nxd4 Qf6

Don't get too carried away - remember that's Blitz 2+2! so it's good fun but no more than an indication of potential Tournament strength.

Almost all of the early remarks on the web were strongly in favour of the new version. One person did play a load of G/1 stuff and found 2 book lines which are confusing, but so far everybody seems more than happy with that as well, which is a big relief after the way the merging done in Germany of our DOS book with a ChessBase database rather mangled our preference ordering!
8. \( \text{f}4 \)!

This is our novelty. It's actually what Hiarc8 would choose to play and we found it whilst working to defuse the 2. \( \text{c}4 \) line in the MCP book.

In my database there are 18 games, going back to 1912 Mieses-Rubinstein, but occurring most frequently in the 1990's. However in all of these the continuation was 8. \( \text{h}4 \) and then the ChessBase Opening Report recommends 8...d6 9.0-0-0 \( \text{e}6 \) 10. \( \text{d}3 \)

8...0-0

This is fine, it's one of the two moves we have for ourselves against 8. \( \text{f}4 \)

9.0-0-0 d6 10. \( \text{h}1 \)

Hiarc8 was also out of book now, and the position is probably equal. But Nimzo is about to play a move which we've noticed tempts some programs, and which we believe is wrong. It's why \( \text{f}4 \) went into the book!

10...\( \text{h}6 \)?

10...\( \text{d}7 \)=

11. \( \text{x}h6 \)!

Yes!!

11...\( \text{gxh6} \)

According to Nemeth's copy of the gamefile Nimzo showed itself +1.02 playing this

12. \( \text{xf6} \) \( \text{h}7 \) 13.\( \text{h}4 \)!

13...\( \text{a}6 ? \)

Pretty awful as it does nothing active, carries no threat and altogether ignores the danger to its king. Yet Nimzo still showed itself +0.09 playing the move.

I think that 13...\( \text{h}8 \) is probably best, but haven't taken the analysis further as all I'm really trying to show is how (sometimes!) an Opening Book innovation can reap a big reward. Whatever, \( \text{H9} \) would still be nicely ahead.

14. \( \text{d}5 ! \)

Decisive. \( \text{H9} \) had +5.15 as it played this after 57secs

14... \( \text{e}5 \) 15. \( \text{exe}5 \) dxe5 16. \( \text{xd}8 \)

Of course White wins easily: 16... \( \text{xd}8 \)
17. \( \text{d}3 \) e4 (17...f5 18. \( \text{c}4 + \text{h}8 \) 19. \( \text{xe}5 \))
18. \( \text{exe}4 \) f5 19. \( \text{d}5 + \).

1-0

I don't think we've said much about the Bareev program which is included on the CD. Rather obviously it is the version which, on P4/2000 hardware, drew 2-2 with Evgeny Bareev (now rated World No. 4 incidentally!).

We reckoned that stage we were about 30-40 Elo stronger than Hiarc8, but work since on improving knowledge on king attack & safety issues, and making Hiarc more positionally combative to take advantage of this knowledge has, along with other smaller changes, added another 30-40 Elo.

This is largely confirmed by a quick view of the results from Manfred Meiler's very useful WM-Test of 100 Tactical, Positional and Endgame positions.

<table>
<thead>
<tr>
<th></th>
<th>Tact</th>
<th>Pos</th>
<th>End</th>
<th>Overall</th>
</tr>
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<tbody>
<tr>
<td>Hiarc732</td>
<td>2601</td>
<td>2617</td>
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<td>2659</td>
<td>2648</td>
<td>2616</td>
<td>2644</td>
</tr>
<tr>
<td>Hiarc8 Bareev</td>
<td>2690</td>
<td>2640</td>
<td>2674</td>
<td>2668</td>
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<tr>
<td>Hiarc9</td>
<td>2705</td>
<td>2699</td>
<td>2660</td>
<td>2691</td>
</tr>
</tbody>
</table>

Figures in Test Suites like this usually underestimate the full real gap. Cp. H8-H7 on the Rating List, where it is 2623-2575 = 48.

Interestingly the strong defensive positional knowledge already in Hiarc8 Bareev means that Hiarc9, head-to-head against it, often only wins quite narrowly! But the changes show themselves working better against almost all the other programs, and they certainly make Hiarc9 more entertaining and challenging, yet still, in my view, as humanlike in its style as you'll find!
**Star Diamond v London 68000**

Here's a new game by the Novag Star Diamond which I think you'll like! I did.

**White - Novag Star Diamond**

**Black - Mephisto London 68000**

Game in 30 mins. Opening E90; King's Indian; Classical: Early deviations and 6 h3

1.d4 g6 2.e4 g6 3.d3 g7 4.e4 d5 5.Re3 0-0 6.Re5 Both programs are now out of Opening Book 6...h6 7.Re4 c5 This has been played before, as have 7...e6 8.Qd2 g5 which was played in Forgacs-Seres, 1991, and 7...Nc6 8.Be2 Re8 which is also in my Huarcs Opening Book 8.d5 Re4 The first totally new move. Both 8...a6 and 8...b5 have been played before... and both resulted in wins for Black! 9.h3 Re3 10.Re3 a6

Both programs have White nominally ahead as the London considers queenside expansion 11.d3 g5 12.Re2 Re2 Re2

13.0-0-0?! Typically contentious by the StarD! If you want a quiet, sound move, then 13.Re2 would do it 13.Rh7 Considering

Black's 10...a6 it is surprising he didn't try 13...b5?! here, especially now White's king is on c1! 14.Re4 c4 15.Re3? I like this - very in your face! 15...Re4?! The fianchettoed bishop should really be maintained - certainly swapping it for the gentle c3 knight seems incautious. With 15...Rh7 the bishop could have been returned to its proper role 16.Re3 b5?!

This might now be too late, things are beginning to happen on the other wing! 17.Rxg5 Rxg5 The computers were showing White +115-125 here, but that will soon change as they are able to search deeper into what's coming! If 17...Rxg5 18.Re3! and Black is in desperate trouble 18.Re4! Rx6? 18...f6 could have been tried, but 19.Re6 Rh7 (19...Re5?! 20.Rxg5 Rxg5 21.Re3 1-0) 20.Rxg5 fxg5 21.exb6 is clearly winning 19.Re6 The StarD evaluation is closing in on +400! With 19.Re5! the evaluation would have been even higher I think!: 19.Re4 (not 19...Rxg5? 20.Re3 m/3) 20.Re6 Re6 21.Re6 m/3 19.Re4

20.Re3! Re7 21.Re6! Eliminates the defender of f6 21...Rx6 If 21...Rx6 22.Re6+ also forces mate 22.Re6+ The PC programs would be announcing mate here - the StarD had +1213! 22.Rg8 23.Re3 Ra5 24.Re4 Re8 25.Re7+ Re8 26.Re6+ Rx7 27.Re7+ Re8 28.Re1# Great stuff from the StarD! 1-0
SHREDDER 7 in ARGENTINA

The organisers of the Republica Argentina VIth. Mercosur Cup Chess Masters tournament continue bravely to invite the strongest PC software programs to compete in their annual Championships in Buenos Aires.

This is valuable for us! It tests the programs' progress on more standard hardware - last year they used a P/1000 and this year I believe a P/1800 so nothing hugely spectacular.

In 2001 it was Chess Tiger, which even won the tournament, and last year Hiarc8 played, coming 2=.

This year I was very pleased to find that they had invited Shredder7 - and boldly included it not only in the main Championship event but also in their IM-level Major Tournament.

This would be doubly interesting as the entrants for the Championship are largely the same players each year, so they should be getting accustomed to the computers by now. Indeed last year the eventual winner, Roselli, was front page news in Argentine newspapers when he beat Hiarc and just managed to keep a ½ point lead at the end as Hiarc stormed back with a series of late wins. But some of those in the IM Event this year were facing a new challenge for them!

Shredder7.04 met Roselli (2440 Elo) as early as the 2nd round, and we join the game after Shredder's 39.Qe4 with the game about equal.

43.fxe4 now wins easily.

One imagines Rosellia had anticipated only 41.Qxe4, but this misses the win altogether after 41...Qd7! 42.Qd5 Qc2. 1-0

The best known Argentinian playing competitive chess is probably Oscar Panno who has provided the programs with solid and stiff opposition each year. Here is what happened when he met Shredder in round 4:

Shredder7.04 - Panno, O (2489)

1.e4 e6

The French has been a good choice against earlier Shredder versions, the blocked centre appearing to confuse it into misguided Queenside attacks

2.d4 d5 3.Qd2 Qf6 4.e5 Qfd7 5.c3 e5 6.f4

More aggressive than the popular Qd3

6...Qc6 7.Qd3 Qb6 8.g3 Qxd4 9.cxd4 Qb4+

This is the only problem with this line for the computer, as Shredder loses castling rights and its king safety algorithms may not work as well as they should

10.Qf2

10...f6?!

I can understand that Panno was nervous about playing the most popular theory move here (g5!?). Maybe I'd have 0-0 and risked my kingside just to get Shredder out of book with its king in an unusual position

11.Qg2 0-0 12.h4

12.Qd3 Qf7 13.Qe2 Qf8 14.h4 is the theory line I have here, but playing h4 early seems okay!

12...Qf7 13.Qh2?!

That looks a bit strange!

13.Qf8

13...fxe5 14.fxe5 Qf8 was also worth thinking about

14.Qg2 Qd7 15.h5?!
Shredder is really going for it, especially bearing in mind its own king position!
15...e7 16.h6!? gxh6!?
16...f5! was begging to be played, blocking the centre against the computer. But Panno has his eyes on winning a pawn
17.Qe2 Qg7 18.f5!
Of course with this Shredder complicates things just nicely!
18...fxe5
 Possibly 18...Bf7 19.f4 fxe5 20.fxe5 exf5 21.Qxe5 Qxe5 22.dxe5 Qd8 also leaves Black with a small advantage even if not enough to win with best play from both sides
19.Qxe5 Qg5 20.Qxd7 Qxd7 21.Qxg5 hxg5
22.Wd2 h6 23.Qg1!

So far Panno's has defended himself well, but his every move has to be spot on...
38.Qf6 Qf8 39.Qf2 Qxf6?
Correct was 39...Qg8. It's not much fun defending like this, but Panno has to do all he can to keep Shredder's attack as quiet as possible.
40.Wxf6+ Qg7 41.Qd6 Qh7 42.Qe8 Qd7?
Allowing Shredder a dramatic finish!
42...Qd7 43.Qxg7 Wxg7 would have helped Panno last out for a little longer
43.Qg7++!
After 43...Qxg7 44.Qf6+ Qh8 45.Qe8+ Qf8 Qxf8+ Qg8 47.Qxg8#. Neat! 1-0

There's another interesting game, against Scarrella in round 7... and I haven't even looked at the IM Tourny games yet!
They'll keep until our next issue! In the meantime here are the overall results and ratings achieved by Shredder 7.04.

Vth. Mercosur Cup
Shredder did come 1st., and with an unbeaten score of 8½/10 against opposition averaging 2442 Elo. This gave Shredder a 2722 performance grade! Rodriguez (Uruguay), Slipak (another well-known name), and they say he was winning his game against Shredder but agreed a nervous draw... we'll try and check that out next time as well) and Valerga all came 2= with 6½.

The IM Tourny
Against an average grade of 2324 and folk less used to playing Shredder (unless some of them own the program, which is always very possible), I expected Shredder to win even more easily. In the event it did still win, but with the same 8½/10 score for a performance grade of 2604. Some of the games were quite long, and this section appears to have been the tougher of the two for the computer!

2722 + 2604 = 5326/2 = a 2663 Elo grading for Shredder from all 20 games - more next time given room, and a couple of photos.
HOW TO USE COMPUTERS TO IMPROVE YOUR CHESS: A good NEW Book REVIEWED!

If ever there was a title designed to attract my attention, this was it! It's also a good book, and you'll like it as well!!

Produced by Gambit Publications, written by Christian Kongsted and costing £14.99 (+ £2 post+packing = £16.99 if you want to order from me at Countrywide Computers), this is a 192 page book which covers more ground than it's enticing title suggests!

The advertising blurb tells us that:

- Christian Kongsted trained as a journalist at the Danish School of Journalism, and is an experienced chess writer. His correspondence chess rating is over 2500, and his Elo rating is over 2200. He has been interested in computer chess ever since he got his first computer at the age of eight.

- Computers have permeated almost every facet of modern chess, yet few players know how to gain the maximum benefit from working with them. Computers function as playing partners, opening study tools, endgame 'oracles', tactics trainers, sources of information on opponents and searchable game databases. Kongsted provides practical advice on how to use computers in all these ways and more. He also takes a look at the history of the chess computer, and how its 'thinking' methods have developed since the early days. The book features an investigation of human vs. machine contests, including the recent Kasparov vs. Deep Junior and Kramnik vs Deep Fritz matches, in which honours ended even.

The reference to the two GM vs. Computer games (and also Hiarcs drawn match with Bareev in the book) confirms that this is a fully up-to-date work. In fact, if there is any fault in the book, it is that its intention as given in the title to give guidance to today's users means that there is hardly a mention of dedicated computers. But that apart there can be no complaints.

Kongsted's writing style is easy to enjoy, and his suitability to write such a book confirmed in games he has included when he has been playing Fritz, Crafty, Chessmaster, Shredder, Gandalf and Nimzo. These are mostly in the chapters where he is demonstrating particular facets of computer play - strengths and weaknesses - and games by Anand, Kasparov, Kramnik, Smirin and others also appear!

To whet your appetite, here are the chapter headings:

**Part 1: How the Computer Works**
- The History of Computer Chess
  - From early developments through to 'The Legend of Deep Blue'.
- Inside the Machine
  - Includes: Programming Methods: the Search Tree, Alpha-Beta Algorithm, Extensions, the Null-Move, the Evaluation Function etc.
- The Blind Spots of the Computer
  - Includes: Horizon Effect, Fortresses, Materialism, King Safety, Closed Positions, Aggression & Lack of Planning etc. with many game examples.
- How to Beat your Computer
  - Anti-Computer Openings and Strategies, with many game examples.

**Part 2: Improving with the Computer**
- Hardware, Software and Databases
  - PCs; The various types of program: Databases, Playing programs, Tutorials, Opening CDs. Optimising and handicapping the program.
- Computer-Assisted Analysis
  - Expanding the horizons, Playing out your Plans, Helping your Computer help you, Automatic and game analysis.
- Improving your Opening Play
- Improve your Tactics
  - Discussion & Playout Exercises and Solutions
- Improve your Endgame Technique
  - Discussion, Playing out Endgames, with Exercises and Solutions.
- Playing Chess on the Internet
- Computer Chess in the Future

Definitely recommended!
Alvaro Benloch writes on the Fidelity - Spracklen connection, 1981-1992

It has been very encouraging during recent issues to receive contributions from Alvaro Benloch. He and our other long-time friend Rob van Son are both experts when it comes to dedicated chess computers, and they continue to be actively involved entering these into various tournaments.

This article itself comes as a direct result of Rob's excellent interview with the Spracklens which appeared in SelSearch 106 - 'to complete that fantastic article,' says Alvaro, who has:

- 1. Made a full listing for us of all the many Fidelity chess computers with Spracklen programs over their many successful years together - a fine piece of research! and...
- 2. Got out various Fidelity computers from his own collection to play some games and demonstrate how they changed and improved over the years.

Alvaro Benloch's LISTING of the Fidelity computers containing Spracklen programs

<table>
<thead>
<tr>
<th>Name / estimated ELO</th>
<th>Estimated ELO</th>
<th>Processor MHz/Hash where applies</th>
<th>Year</th>
<th>Openings (hf=halfmoves) (pos=positions)</th>
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<tbody>
<tr>
<td>Sensory Champion</td>
<td>1560</td>
<td>6502/2</td>
<td>1981</td>
<td>3500 hf</td>
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<tr>
<td>Sensory Champion Elite</td>
<td>1600</td>
<td>6502/4</td>
<td>1981</td>
<td>5000 hf</td>
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<td>Sensory 9</td>
<td>1600</td>
<td>6502/1.5</td>
<td>1982</td>
<td>3000 pos</td>
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<td>Prestige autosensory</td>
<td>1700</td>
<td>6502/4</td>
<td>1982</td>
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<tr>
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<td>6502/3.2</td>
<td>1983</td>
<td>4400 pos</td>
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<td>1983</td>
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<td>Super Sensory 9</td>
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<td>6502/2</td>
<td>1984</td>
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<tr>
<td>Private Line SPS 3.5</td>
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<td>6502/3.5</td>
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<td>Elegance</td>
<td>1800</td>
<td>6502/3.6</td>
<td>1984</td>
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<td>Elite Glasgow</td>
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<td>6502/4</td>
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<td>Elite Glasgow Private Line</td>
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<td>1985</td>
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<tr>
<td>Par Excellence</td>
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<td>1986</td>
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<tr>
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<td>1988</td>
<td>12000 pos</td>
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<td>(Designer 2000 and 2100 also used same Par Excellence program, but with different clock speed: 3, and 5 MHz respectively)</td>
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<td>Phantom (Par Excellence program)</td>
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<td>1988</td>
<td>16000 pos</td>
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<tr>
<td>Mach III</td>
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<td>1988</td>
<td>28000 pos</td>
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<tr>
<td>Mach IV</td>
<td>2074</td>
<td>68020/20/512Kb</td>
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<td>28000 pos</td>
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<tr>
<td>Designer 2265 Master (Mach III)</td>
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<tr>
<td>Elite Avant–Garde version 2 (Mach III)</td>
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<td>68020/20/512Kb</td>
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<td>68030/32/1024Kb</td>
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<td>68040/25/1024Kb</td>
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<td>Designer 2325 (Mach IV)</td>
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<td>68020/20/512Kb</td>
<td>1991</td>
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<td>Elite Premiere (Mach IV and Lang's Vancouver program switch able)</td>
<td>68000/12/512Kb</td>
<td>1992</td>
<td>64000 pos</td>
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Additional notes:

The Mach III/IV program was sold in various formats inside the Elite Avant–Garde board:

Version 1 68000 / 16, 128Kb, 64000 pos, no learning
Version 2 68000 / 16, 128Kb, 64000 pos, learning
Version 3 68000 / 16, 512Kb, 64000 pos, learning
Version 4 68000 / 16, 1024Kb, 64000 pos, learning
Version 5 2 x 68000 / 16, 192Kb, 64000 pos, learning
Version 6 68020 / 20, 512Kb, 64000 pos, learning
Version 7 68020 / 20, 1024Kb, 64000 pos, learning
Version 8 2 x 68020 / 20, 640Kb, 64000 pos, learning
Version 9 68030 / 32, 1024Kb, 64000 pos, learning
Version 10 68040 / 25, 1024Kb, 64000 pos, learning

Not all versions were sold in all countries. All of them were sold in USA and Germany. The most popular were version 2 and version 6.

The learn function was able to store in memory up to 1175 positions after a negative variation in the evaluation, so the Elite was able to avoid the same error in the future. Similar function was implemented in the Novag Scorpio/Diablo in 1991.

In my opinion, the Elite Avant–Garde board is the most beautiful and elegant wooden auto sensory ever made. The Prestige board was bigger but less stylish.

GAMES SELECTION - chosen and analysed by Alvaro

Our first games are between the 1980 Sargon ARB, which was the main subject of Rob's superb article, and the 1984 Elite Glasgow. Of course we expect the latter to win nicely!

Sargon 2.5 ARB - Elite Glasgow 6502/5
Spracklen Programs Blitz 60'. Opening: D11

1.d4 d5 2.e4 c6 3.f3 f6 4.a3?! Sargon is out of book and chooses this weak move. Glasgow will show good method in positional play. 4...e6 5.c5 b6! Glasgow

knows the weak point c5. It is good the way it presses Sargon's structure. 6.b4 a5!
Glasgow continues pressing. 7.b3 axb4++
At this point Glasgow has a winning advantage. After some exchanges Sargon will have big problems. 8.xb4 9.xb6 9.xa3
9.xa3 bxa3 10.e3-+ 8...xc5 9.dxc5 9.a6
9...e4! 10.a3 9.a6 seems to be more forceful 10.b6

10...xb6 Even better is 10...xc5!
11.cxd8+ cxd8 12.e5 d44! 13.xf7+
e8 14.xh8 bxh8 15.d1 dxf2+
16.xc2 dxc1 and Black wins 11.cxb6
12.xb2 13.c5 14.c2 c3 14.b1
15.xa2 15.b4 xh4 16.xh4 d7 17.b2
0-0 18.xf6 gxf6 19.g4+ Even with
19.g1 ffa8 20.e3 eal 21.ed1 8a2
White has not solved its problems 19...h8

20.b4 d7 21.e3 c5 22.b3? This wastes a tempo as it helps Glasgow advance the c
pawn. Best was 22...\texttt{b}b1, but 22...c4 23.\texttt{e}e2 \texttt{e}c8 24.f4 c5 25.\texttt{f}f3 \texttt{xb}6 26.\texttt{d}d4 e5 27.\texttt{f}f5 exf4 28.\texttt{d}d6 \texttt{e}c7 29.\texttt{f}f2 fxe3+ 30.\texttt{x}xe3 \texttt{e}e7+ 31.\texttt{f}f4 \texttt{c}c8 0-1 22...c4 23.\texttt{b}b5 \texttt{a}a1+ 24.\texttt{b}b1 \texttt{c}c6 24...c3! would nearly get a resignation now! 25.\texttt{b}b4 \texttt{b}b8 26.\texttt{e}e2 \texttt{xb}6 27.0-0 \texttt{a}a8 28.\texttt{c}c3 \texttt{a}a4 29.\texttt{x}xb8+ \texttt{xb}8 30.\texttt{xa}4 \texttt{xa}4 31.\texttt{a}a1

31...c3! Uaa! (Alvaro, what does this mean! it sounds good!) Glasgow knows that the bishop is untouchable. Great for a program of 1984. 32.\texttt{xa}4 Of course Sargon mistakenly takes the bishop, accelerating the end. 32.\texttt{d}d3 e2 33.\texttt{f}f1 was best, but 33...e5 34.f3 f5 35.\texttt{c}c1 \texttt{h}h2 wins soon enough 32...c2 33.\texttt{f}f1 c1 34.\texttt{e}e4 \texttt{b}b1 35.h3 0-1

Elite Glasgow 6502/5 - Sargon 2.5 ARB
Spracklen Programs Blitz 60'. Opening C68

1.e4 c5 2.\texttt{f}f3 \texttt{c}c6 3.\texttt{b}b5 a6 4.\texttt{x}xc6 dxc6 5.d4 exd4 6.\texttt{x}xd4 \texttt{e}e6 Theory shows two lines here for White: 0-0 and Bf4. 7.\texttt{c}c3?! \texttt{xd}4 8.\texttt{xd}4 \texttt{d}d6 9.\texttt{x}xe6 fxe6 10.0-0 The game is equally balanced. Sargon will play imprecise moves and Glasgow will take profit of this. 10...\texttt{e}e7?! 10...\texttt{c}c6 11.f3 \texttt{c}c5+ 12.\texttt{d}h1 0-0-0 11.\texttt{e}e3 0-0 12.\texttt{f}f4! \texttt{b}b4?! 13.\texttt{e}e2 Glasgow now has a good position, and Sargon loses many tempos. 13...\texttt{d}d8 14.\texttt{e}d1 b6 One more tempo lost. 14...\texttt{g}g6 was more competitive 15.c3 \texttt{xd}1 16.\texttt{xd}1 \texttt{d}6 17.e5

Glasgow is going to obtain a decisive advantage. 17...\texttt{c}c5 18.\texttt{x}xc5 bxc5 The material is equal, but Glasgow has destroyed the black pawn structure. Now things are easy for white. 19.e4! Glasgow fixes the weak points. 19...\texttt{d}d6? This no longer helps, but Sargon has no ideas. 20.g3 \texttt{e}e7 21.\texttt{c}c3 Glasgow starts manoeuvres to press the weak points. 21...\texttt{d}d8 22.\texttt{e}e4 \texttt{d}d7 23.\texttt{e}e3 a5 24.\texttt{f}f3 \texttt{b}b6 25.\texttt{d}xc5 \texttt{d}xc4 26.\texttt{c}c3

26...\texttt{xd}2 27.\texttt{d}d6 \texttt{b}b7 28.\texttt{x}xc6 \texttt{d}d1+ 29.\texttt{h}h2 \texttt{d}d2+ Sargon has done its best, but now it is only driving white's king up the board, just where it needs to go. 30.\texttt{h}h3 \texttt{d}d3 31.\texttt{f}f7+ 32.\texttt{h}h4 Sargon is completely lost. 32...\texttt{g}g8 33.\texttt{g}g7+ \texttt{h}h8 34.\texttt{e}e7 \texttt{g}g8 35.\texttt{f}f5+ \texttt{f}f7 36.\texttt{g}g5+ A good game for Glasgow. 1-0

Okay, now let us see how 1984's Elite Glasgow program fared against the 1988 Designer Display 2100.

Elite Glasgow 6502/5 - Designer 2100 Display 6502/6
Spracklen Programs Blitz 60'. Opening B65

1.e4 c5 2.\texttt{f}f3 d6 3.d4 exd4 4.\texttt{d}d4 \texttt{f}f6 5.\texttt{c}c3 \texttt{d}d6 6.\texttt{x}xe4 e6 7.\texttt{d}d2 \texttt{f}f7 8.0-0 0-0 9.\texttt{f}f4 \texttt{d}d4 10.\texttt{e}e4 h6 11.\texttt{h}h4 11.\texttt{h}h4 is usually played 11...\texttt{g}xf6 Both programs are out of book from here. 12.\texttt{e}e3 Or 12.f3?! \texttt{c}c7 13.\texttt{d}d2 \texttt{d}d7 14.\texttt{d}d3± 12...\texttt{h}h7
and now black has a fine reply to this mistake! Look at 19.\texttt{\textit{f}}f1!! It would almost bring white back into the game 19...\texttt{\textit{x}}d6
20.\texttt{\textit{x}}d6 \texttt{a}a1+ 21.\texttt{\textit{x}}d2 \texttt{x}xh2 22.\texttt{\textit{g}}f1!!
\texttt{g}d8 23.\texttt{\textit{x}}xb2 \texttt{\textit{x}}d6+ 24.\texttt{\textit{e}}3. Perhaps
black's a-pawn will win the game, but it's far from over 19...\texttt{\textit{xb}}b5 20.\texttt{\textit{x}}xb7 \texttt{\textit{c}}c6!
21.\texttt{\textit{c}}d6 \texttt{g}d8 22.\texttt{\textit{c}}c4 \texttt{a}a1+ 23.\texttt{\textit{d}}d2 \texttt{\textit{x}}d6+
24.\texttt{\textit{e}}e2 \texttt{\textit{x}}xb2 25.\texttt{\textit{f}}f2 \texttt{\textit{b}}b6+ Designer
played a good game and finally took profit of
Glasgow's tactical errors. 0-1

**Designer 2100 Display 6502/6 - Elite
Glasgow 6502/5**

Spracklen Programs Blitz 60'. Opening B34

1.e4 c5 2.\texttt{\textit{f}}f3 \texttt{\textit{c}}c6 3.d4 \texttt{\textit{x}}xd4 4.\texttt{\textit{x}}xd4 g6
5.\texttt{\textit{c}}c3 \texttt{\textit{g}}g7 6.\texttt{\textit{c}}c6 7.\texttt{\textit{c}}c6 \texttt{\textit{c}}c6 8.e5
\texttt{d}d5 9.\texttt{\textit{e}}e5 \texttt{\textit{x}}d5 10.\texttt{\textit{e}}e5 The last move
in Designer's book 10...\texttt{\textit{e}}e8 11.0-0?! This
is supposed to be inferior, and most
players would go for 11.\texttt{\textit{e}}e4 e6 12.\texttt{\textit{e}}e5
\texttt{c}c6 13.0-0 \texttt{\textit{e}}e8 11...\texttt{\textit{f}}f6! The last move in
Glasgow's book 12.\texttt{\textit{d}}d4 Correct! 12...\texttt{\textit{e}}e6
13.\texttt{\textit{f}}f4 After the theory, both programs finish
their development. 13...0-0

14.\texttt{\textit{e}}e2 What about 14.\texttt{\textit{a}}a7 you could ask!
Let's see: 14...d6 (14...\texttt{\textit{a}}a8!? 15.\texttt{\textit{a}}a6 \texttt{\textit{e}}e8
16.\texttt{\textit{a}}a6 \texttt{d}d6 17.\texttt{\textit{f}}f6 \texttt{d}d7 18.\texttt{\textit{c}}c4 \texttt{\textit{x}}f8 Now
black has counterplay 19.\texttt{\textit{a}}a4 \texttt{\textit{g}}g2
20.\texttt{\textit{b}}b3=) 15.a3 \texttt{\textit{e}}e6 16.\texttt{\textit{a}}a4 \texttt{\textit{e}}e4 17.\texttt{\textit{d}}d4
\texttt{\textit{d}}d7 18.\texttt{\textit{a}}a2 \texttt{\textit{x}}f8 19.\texttt{\textit{a}}a6
14...\texttt{\textit{f}}f6
15.\texttt{\textit{h}}h1 f6? It was necessary to play d6 and
eliminate the future problem on d7.
16.\texttt{\textit{c}}c4+ \texttt{\textit{h}}h8 17.\texttt{\textit{e}}e6?! Also 17...e6?! probably
turns out better for black:
17...\texttt{\textit{b}}b5! 18.\texttt{\textit{c}}c5 (18.\texttt{\textit{x}}xb5 \texttt{\textit{x}}xb5 19.\texttt{\textit{x}}xb5
\texttt{d}d6 20.\texttt{\textit{f}}f5 \texttt{\textit{x}}f5 21.\texttt{\textit{x}}xb5 a4 22.\texttt{\textit{g}}g1 \texttt{\textit{c}}c8+ 18.\texttt{\textit{e}}e2 19.\texttt{\textit{x}}xb2 \texttt{\textit{x}}e8 20.\texttt{\textit{e}}e1 \texttt{\textit{c}}c6
21.\texttt{\textit{e}}e7 \texttt{\textit{e}}e7 22.\texttt{\textit{e}}e7? Perhaps 17.\texttt{\textit{a}}a6
was best of all 17...\texttt{\textit{x}}f6 18.\texttt{\textit{c}}c3 \texttt{\textit{b}}b5
19.\texttt{\textit{a}}a4 \texttt{\textit{a}}a5 20.\texttt{\textit{a}}a6

A weak move that allowed Designer the
chance of a fast victory with \texttt{\textit{g}}d8! Even
with 18.\texttt{\textit{a}}a3 \texttt{\textit{a}}xa3 19.bxa3 \texttt{\textit{c}}c6 however,
white would have an inferior endgame.
18...\texttt{\textit{c}}c6? 18...\texttt{\textit{g}}d8! puts \textit{White} in big
trouble! He could try 19.\texttt{\textit{e}}e4 but 19...\texttt{\textit{a}}a1+
20.\texttt{\textit{d}}d2 \texttt{\textit{b}}b2 and \textit{white's} choice is limited
because his d6-\textit{g} is now en prises. \textit{He
probably must exchange queens with
21.\texttt{\textit{c}}c3 \texttt{\textit{c}}c3+ 22.\texttt{\textit{c}}c3 but now 22...\texttt{\textit{c}}c6!
23.\texttt{\textit{c}}c4 \texttt{\textit{e}}e4 0-1 19.\texttt{\textit{b}}b5?? A big tactical
miss on two counts - Glasgow itself had a
reasonable reply to black's previous move,
Who is winning now depends on how you assess \( \text{\texttt{\textit{A\texttt{A}} v \text{\texttt{B}}}} \) in a position like this!

20...d5 21.cxd5 e6 22.bxd5 wC7 23.a4 e8
24.b4 g7 The game continues imbalanced in material, but balanced in chances!
Both programs are playing correctly. 25.h4
h6 26.g5 hxg5 27.fxg5 e5

28.c4! e7?? A great shame, now Designer
has an advantage, enough to win. But with
28...\( \text{\texttt{f}} \)4 black should not be losing: 29.xf4
xf4 30.cxd5 d8! 31.d6 xe5+ 29.cxd5!

d5?? Better was 29...\( \text{\texttt{d6}} \) 30.\( \text{\texttt{b6}} \) e5
31.xa5 xe5, but with 32.c3 white has
a solid position which should be decisive
advantage. 30.exd5 d6?? A last big error
that accelerates the end. 30...g8 31.b6
\( \text{\texttt{g7}} \) 32.xa5 \( \text{\texttt{e4}} \) would keep white
working for his win 31.e1d3

Necessary. If \( \text{\texttt{exd6}} \) then \( \text{\texttt{xe3}} \) and nothing
is gained, but now black cannot remove the
bishop because of \( \text{\texttt{d7}} \) winning the queen.
So protection is all he can try... 31.e8d8
32.d4+ g8 33.e6l \( \text{\texttt{e1}} \) 34.d1 \( \text{\texttt{e4}} \)
\(\text{\textsl{Selective Search 108}}\)

\(\text{\textsl{The later, beautiful}}\)

\(18...\text{\textsl{e6}}\) A different plan could be 18...b5!? 19.\(\text{\texttt{e1c1 b4}}\) 20.\(\text{\texttt{e5c6 bx3}}\) 21.\(\text{\texttt{d5 cxb2}}\)

22.\(\text{\texttt{b2xh2}}\), creating a passed c-pawn and now proceeding to break into f4. 22...f4! 23.\(\text{\texttt{e4}}\) (23.\(\text{\texttt{exf4}}\) \(\text{\texttt{xf4}}\)) 23...\(\text{\texttt{xf3}}\) 24.\(\text{\texttt{gxh3}}\) \(\text{\texttt{h8}}\) 25.\(\text{\texttt{ec2}}\) 19.\(\text{\texttt{e2a1 a2h2+}}\) 20.\(\text{\texttt{g1f1}}\)?! Even at first glance this seems dangerous. The natural escape to h1 is safer. 20...f4?! Elite tries to open the position to explore the exposed position of Designer's king. A good plan, but at present this move is risky because of the delicate position of the h2 bishop, which is far now imprisoned there. It was probably wiser to play 20...\(\text{\texttt{d6}}\) first!

21.\(\text{\texttt{e4!}}\) \(\text{\texttt{h6??}}\)? If the Designer was already winning because of black's over-ambitious 20...f4, it certainly should have been after this! 21...\(\text{\texttt{e5}}\) was so much better: 22.\(\text{\texttt{exe5}}\) \(\text{\texttt{exf4}}\) 23.\(\text{\texttt{b4 h6}}\) 24.\(\text{\texttt{d3xf3}}\) 25.\(\text{\texttt{exf3xf7}}\) 26.\(\text{\texttt{bxc5}}\) \(\text{\texttt{bx5}}\) 27.\(\text{\texttt{a3 h4}}\) 28.\(\text{\texttt{d3+}}\)

22.\(\text{\texttt{a6??}}\)? Unexpected mistakes by both programs. Playing at a higher level the technical and tactical requirements of the positions they get into are more demanding. 22.\(\text{\texttt{c4}}\) would give white a clear advantage: 22...\(\text{\texttt{d4}}\) 23.\(\text{\texttt{xe4 cxd4}}\)

24.\(\text{\texttt{d3}}\) \(\text{\texttt{xd4}}\) 25.\(\text{\texttt{d3b2}}\) 26.\(\text{\texttt{g3d7}}\) 27.\(\text{\texttt{ec5}}\) and an attack which black must halt at the cost of his d-pawn with 27...\(\text{\texttt{d3}}\)

28.\(\text{\texttt{exd3}}\) to get the queen back into the defence with 28...\(\text{\texttt{f6}}\) though white now has enough to win 22...\(\text{\texttt{a6}}\) Designer has lost a big opportunity. Anyway, it still has a better position but unfortunately not the tactical strength to take profit of it. 23.\(\text{\texttt{e6x8}}\)

**24.b3?** 24.\(\text{\texttt{d1}}\) had to be played -- it is necessary for white to first control the d file. Then, because of the restricted position of the h2 bishop, Designer could take some advantage. The bishop doesn't even need to be taken as black is playing a piece short with it just where it is! So 24...\(\text{\texttt{e8}}\) 25.\(\text{\texttt{d5}}\) \(\text{\texttt{xf3}}\) 26.\(\text{\texttt{xf3 xg8}}\) 27.\(\text{\texttt{h3c5 b5}}\) 28.\(\text{\texttt{e7g6}}\) 29.\(\text{\texttt{h5+ e3}}\) 30.\(\text{\texttt{xf5}}\) 33.\(\text{\texttt{e8g8}}\) 34.\(\text{\texttt{h8}}\) (keeping black's rook from e5) 34...\(\text{\texttt{h4}}\) (attemping a rescue operation)

35.\(\text{\texttt{e5g5 e2}}\) 36.\(\text{\texttt{f5g8}}\) 37.\(\text{\texttt{exf3}}\) 36.\(\text{\texttt{b1}}\) But now it is the Elite that controls the d file, and has equalised the game. 25.\(\text{\texttt{a4 b6}}\) 26.\(\text{\texttt{b2 e6}}\)

Nearly throwing it away again. 26...\(\text{\texttt{g8}}\) was correct 27.\(\text{\texttt{e3??}}\) 27.\(\text{\texttt{d1!!}}\) Again Designer had a chance to take control of the d file 27...\(\text{\texttt{ed7}}\) 28.\(\text{\texttt{xd7}}\) 29.\(\text{\texttt{axa6}}\) 30.\(\text{\texttt{e1}}\) with a decent advantage
27...d6 That's better! 28.e2 h6 29.d3 

We conclude that neither Elite or Designer know how to play here. 30.a5 

fx3 31.xf3 bxa5 32.e5 ee6 33.a3 e8 34.b2?? 34.d3 would still be equal:

34...a4 35.bxa4 f3 36.xf3 e5 37.f5 e3 38.xf3 xe4 39.xe4 xe4 40.a5 c4 41.e3 d4 42.e5= 34...xe4 This time Elite will surely take profit of his opportunity. 35.xg7?? An awful move. The long-imprisoned h2- is now (amusingly?!) a big problem for white! Because it covers the king's g1 escape square. And white's own bishop must protect e1, or else e1 would be mate. So this latest move throws away a vital tempo. Needed was 35.a2 e7 36.h4. The h2 bishop has become a dangerous barrier for the exposed white king, and any safe check on the first rank or at e2 is mate, so white has many problems, but still some ways to resist for a while. 35...h7 36.e3 a4! This finishes collapsing the white position. 37.h4 There is nothing white can do, and certainly the pawn shouldn't be taken as 37.bxa4? e4+ 38.d3 xe3+ 39.e2 xe2#. 37...xb3 38.d2 b1+ 39.xb1 xe1+ 40.xe1 d1! 41.e3 (41.xb3 xxb3) 41...a2 0-1 A strangely up-and-down performance by both computers.

Really the Mach III is the same program as the Elite v9 in the above game, but would be called version 2 on its more affordable hardware – a 68000/16MHz processor. As big brother struggled a bit at times above, maybe this will be hard fought as well?! Incidentally this game was actually played in a Tournament in 1991!

Mach III 68000/16 128Kb - Designer 2100 Display 6502/6

Spracklen Progs 40/2 from 1991. Opening E59 1.d4 e6 2.c4 e6 3.d3 b4 4.e3 0-0 5.d3 e5 6.d3 c5 7.0-0 c6 8.a3 dxc4 Both books end here 9.xc4 xc3 If black retreats with 9.e5 then 10.dxc5 and now 10...xc3 is virtually forced, and now perhaps 11.bxc3 a5 12.e2 axc5 13.e4 b6 14.d1 (14.e5?!) 14...a5 15.d3 b7 16.e3 h5 17.d4 b3 18.xd4 exd4 19.xd4 c8= 10.bxc3 d7?? Theory recommends 10...e7 the main line being 11.d3 e5 12.e2 xe8 13.dxe5 xe5 14.dxe5 xe5 15.f5 d7 16.a4 ed8 17.e4= 11.a1 c7 12.d3 b6 A passive move allowing Mach3 to take the initiative. 12...e5? would be interesting! 13...e2 (13.a3 e5! 14.dxe5 xe5 15.exf4 but black wins the pawn back with 15...a6 16.b2 xe3 and now 17.b2=) 13...e7 14.e4 with a small advantage 13.e4! What should Designer do about the centre? It belongs to white! However this choice closes the centre and will favour Mach III in attack. 14.e2 h6?! 14...e5 is best: 15.h3 ed8 16.g5 exd4 17.d3 e8 with some counterplay 15.a2 a7 16.a5 b5 17.f3

17...a5 17...g6 might be the preferred move, then 18.xd7 xh7 19.e5?! 18.a4! Very good play! Mach3 stops any Designer counter attack and opens the b file for his rook. 18.xh6! was also possible: 18...g6 best (not 18...gxh6? 19.xf6 is 1-0 already; nor 18...xe3?! 19.g3 d5 20.xg4 and black's in big trouble) 19.g5 xe5 20.dxe5 h7 21.e7 xe7 22.d6. But I still prefer the move played by Mach3! 18.bxa4 19.a3 Mach3 takes full advantage of the sacrificed pawn. The bishop has a good position here, the f8- will also have to abandon its defence of f7. 19...e7 20.b7! c8 21.a6 a6 22.a3 After this Designer's position is close to collapse. It is very interesting to see how Mach3 places all pieces optimally. 22...e6
Nothing could save Designer anyway, but this move allows Mach\textsuperscript{3} to show us a beautiful combination! 23.\textit{\textbf{\texttt{Qxa7}}}!! Mach \textit{III} is a good tactician and just crunches the black position. 23...\texttt{Qxa7} 24.e5! Now the \textit{c2}–\textit{d4} breaks onto the scene. 24...\texttt{Qd7} 25.\texttt{Qxe7} \texttt{Qe4} 26.\texttt{Qxd8} \texttt{Qxg3} 27.\texttt{Qxd7+ Qf8} 28.\texttt{Qb8 Qe2+} 29.\texttt{Qf1 Qe6} 30.\texttt{Qd6 Qxd4} 31.cxd4 \texttt{Qxd6} 32.exd6 A great game by the Fidelity Mach\textsuperscript{3} to end with \textit{1–0}.

Alvaro has also sent me another splendid Fidelity-Spracklen game, this time against one of Richard Lang's Mephisto programs.

But I'm going to leave that until our next issue, and instead put in a couple of extra photos from Alvaro's collection!

Above, another photograph of the superb Sargon 2.5 ARB.

Below - how many readers had one of these?! There was the Club, the Mach\textsuperscript{2} (photo) and the Mach\textsuperscript{3}. The board quality, features and usefulness of the displays improved dramatically when the Display 2265 & 2325 replaced them!

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**Kasparov in London!**

Garry Kasparov is due to visit the London Chess Centre on Tuesday, 21st October!

The main purpose of his visit is to sign copies of his excellent new book, *My Great Predecessors, volume 1*.

This first book of the series covers Steinitz, Lasker, Capablanca and Alekhine, with biographies of the players, Kasparov's incisive explanations of the new ideas the successive champions brought to the game, plus of course some superbly annotated games! Part 2 (published next month) will cover Euwe to Tal (!), and part 3 will presumably cover Kasparov's own era (very interesting!)

Try and get there! Kasparov himself is due to arrive at around 11.30am, and will be pleased to autograph your copy of the book... but I'd be there early if I were you, maybe 10.30 or so.

You'll be pleased to know that Chess & Bridge (369 Euston Road) are outside the £5 Congestion Charge Zone, but if you prefer to leave your car at home it's but a brisk 20 minute walk from Euston Station!

- **The book:**
  - normally £25 in the shop
  - £25 + £2.50 UK p+p by mail from Chess & Bridge or Countrywide = £27.50

- **On the day:**
  - £25 in the shop and Kasparov will sign it!

- **If you can't get there:**
  - To Order the book signed - £40 in the UK:
    1. at least 7 days in advance, send me a cheque made out to Countrywide Computers, or
    2. at least 4 days in advance phone me at Countrywide on 01353 740323 with your credit card details, or
    3. at least 4 days in advance e-mail me [eric@allchess.demon.co.uk] with your credit card details, and a phone no. I can reach you on 'just in case'
  - I'll arrange to get a copy signed for you and posted off within 48 hours!
A brief guide to the purpose of the HEADINGS may help everybody.

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

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

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

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

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

A guide to PC Gradings:
386 & 486 based PCs 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.

<table>
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<th>RATING LIST (c) Eric Hallsworth, SelSearch 108 Oct 2003</th>
<th>Human/Games</th>
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<td>2685 20</td>
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