

SELECTIVE SEARCH 108

THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth

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



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 Goulden, Frank Holt, Harald Faber** and others - **Deleef (Elvis) Pordzik** has died - **HIARCS9** arrives! some early results
- 6 **BRUTUS in Lippstadt** GM field BRU[TU]SHED aside! Info., Result, Games and Photos
- 11 **KASPAROV** to play X3d **FRITZ**
- 12 **Programming HIARCS 9!** **Mark Uniacke** 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!
- 23 **Alvaro Benlloch** writes on **The FIDELITY-SPRACKLEN connection, 1981-1992** History, Games and superb Photos
- 30 **Meet KASPAROV in London!**
- 31 Latest **"Selective Search" PC and DEDICATED COMPUTER RATINGS**

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

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

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

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

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

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

■ PORTABLE COMPUTERS [por]	
<i>Kasparov</i>	
BRAVO - new £49. Barracuda program!	
COSMIC - new £69. Hand-held Touch chess! Board displayed on screen, moves made by stylus pen. plus clocks, evaluations, hints etc.	
COSMOS £99 - great value, 4½"x4½" plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system	
<i>Novaa</i>	
STAR SAPPHIRE £179 - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in carry case with pen	
<i>Excalibur</i>	
TOUCH CHESS £49 - play on screen using touch pen. Includes carry pouch.	
■ TABLE-TOP PRESS SENSORY [ps]	
<i>Kasparov</i>	
BARRACUDA £79 - The Morsch '2000' prog. Compact board, display etc. This is great value!	
CENTURION £79 - Barracuda '2000' program in slightly larger board. and value-for-money buy	
COUGAR £99! - the Cosmos '2100' program + features in 16"x11" board: good info display.	
<i>Novaa</i>	
OBSIDIAN £129 - with carry case! Excellent	
STAR DIAMOND £199 - long awaited, brilliant, strong new 200 BCF model. With carry case	
<i>Mephisto</i>	
MILANO PRO £249 - Morsch at RISC speed, big book, strong, good features and display	
ATLANTA £349 - the fast hash-table version of Milano Pro=even greater strength. 64 led board	
■ AUTO SENSORY [as]	
<i>Excalibur</i>	
GRANDMASTER £199! - big 2" squares, green & white vinyl auto-sensory surface. Looks great!	
<i>Mephisto</i>	
EXCLUSIVE - reduced prices! All wood board and nicely carved wood, felted pieces. Superb to play on, available with choice of 2 modules:- with MM6 - Morsch's 2100 program £399 with SENATOR - Milano Pro program £589	

■ **PC PROGRAMS from CHESSBASE on CD**
All run **INDEPENDENTLY** + will analyse within C88. Great graphics, big databases+opening books, printing, max features

FRITZ 8 £39.95 - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. Excellent in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features.

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

JUNIOR 8 £39.95 - an updated version of the engine which drew 3-3 with **Kasparov**. Is very potent and aggressive, also highly suited to computer v computer chess.

DEEP JUNIOR 8 £75 for dual & single PCs!

HIARCS 9 £39.95 - new version by Mark Uniacke. Simply outstanding: knowledgeable & running faster+stronger than ever! All the latest superb **ChessBase** features + terrific graphics.

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

JUNIOR 7 £25 - 1 left! - top features in its **ChessBase** Interface etc. Strong: decent positional chess and aggressive with fast tactics!

DEEP JUNIOR 7 £40 - 2 left! - the multi-processor World Champion version of Junior 7!

POWERBOOKS 2003 £39 - turn your **ChessBase** playing engine into an **openings expert!** 7.6 million opening positions + 750,000 games!!

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

■ Other PC PROGRAMS on CD

CHESS TIGER 15 £46. The **Lokasoft** version of Christophe Theron's Tiger program and includes new **Noomens** opening book. **ChessBase** version also available **£39.95**. Both CD's also include main 4 piece Tablebases.

■ PC DATABASES on CD

CHESSBASE 8.0 for Windows £99 !!
The most popular and complete Games Database system, with the very best features. 2.3 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more, incl. 3 recent **ChessBase** magazines on CD!

CHESSBASE 7.0 (not WinXP), now only **£49**



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

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

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

Pos	Program	/32
1	<i>Hiarcs732</i>	19
2=	<i>Fritz8</i> <i>Fritz7</i>	17
4=	<i>Hiarcs8</i> <i>Fritz6</i>	16½
6=	<i>Shredder7</i> <i>Gambit Tiger2</i>	15
8	<i>Chess Tiger14</i>	14½
9	<i>Fritz5</i>	13½

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 3½-1½ 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

Pos	Program	/44
1	<i>Junior8</i>	28
2	<i>Hiarcs732</i>	24
3	<i>Fritz7</i>	23½
4	<i>Fritz8</i>	23
5	<i>Junior7</i>	22½
6=	<i>Shredder7</i> <i>Chess Tiger14</i>	22
8	<i>Gambit Tiger2</i>	21½
9	<i>Hiarcs8</i>	21
10	<i>Fritz5</i>	20
11	<i>Fritz6</i>	18½
12	<i>Chess Tiger15</i>	18

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 **uci2wb** 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.freemove.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.sq/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.

Pos	Program	Blitz/12	Tourn/12	Tot/24
1	Shredder7.04	14½	16½	31
2	Fritz8	13	12	25
3	Chess Tiger15	11½	12½	24
4	Hiarcs8	11½	11½	23
5	Junior7	9½	7½	17

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. ♖c7 ♕xf7+ 2. ♖xf7 g6 3. ♖xg6 ♕g7
4. ♖xg7 ♖xh5+ 5. ♖xh7 ♖f6+ 6. ♖xh6
♖xg4+ 7. ♖xg5 ♖f6 8. ♖g6 ♖g8 9. ♖e8# 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 Hiarc9 selectivity to 0 (it will work the same with Hiarc8), takes out all selective searching including null-move, so Hiarc9 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 Thueringen 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
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From **Wetzikon** (G/90+30)

■ Hiarc9 - Shredder7.04	1½-1½
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From **Harald Faber** (G/60)

■ Hiarc9 - Shredder7.04	19-22
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From **M Pillen** (G/60)

■ Hiarc9 - Fritz8	53.5-46.5
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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 (Chrilly) 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 your 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.



Dr Chrilly Donninger

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



The Brutus development board



Putting the Brutus hardware into a PC

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 c6 3.♘f3 ♘f6
4.♘c3 e6 5.g3 ♘bd7 6.♙d3

♙e7 7. ♙g2 0-0 8. 0-0 b6
9. ♖d1 ♙a6 10. b3 ♖c8 11. e4
c5 12. exd5 exd5 13. ♙b2



13... ♖e8

Apparently new! 13... dxc4
14. bxc4 cxd4 is on my
database and also in the
Fritz8 book

14. ♖ac1 dxc4 15. bxc4 cxd4
16. ♙b5 ♙xb5?!

I prefer 16... ♙b7 and
White takes on d4 with either
♖ or ♙ d4 to equalise the
material and the game stays
level

17. cxb5 ♖xc1 18. ♖xc1 ♙c5!?

Not really a pawn sacrifice
as White would also regain
his pawn after 18... ♙c5
19. ♖c4 ♙fe4 20. ♙xd4]
19. ♙xd4 ♙e5



The rush of exchanges
between moves 12-19 have
not simplified things at all,
but rather left a very open
position with plenty of tacti-
cal opportunities for the
pieces

20. ♖d1?!

20. ♖c3 looks better,
keeping the queen active.
This game was the most
heavily covered by the press

in Lippstadt, and in a
moment we shall see why!

20... ♖d6 21. ♙b3

21. ♖d2!?

21... ♙xf2+

A 'typical Brutus shot out
of the blue' said the promo-
tion analysis. The Scotsman
called it 'a spectacular piece
sacrifice'.

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!
22. ♙xf2 ♙fg4+ 23. ♙g1 ♖h6



24. ♖c3!

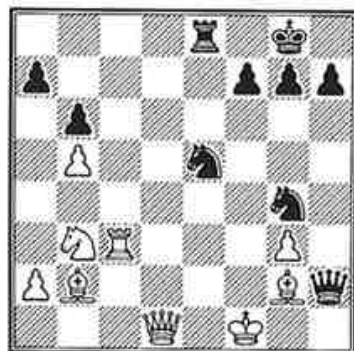
Best! in fact White seems
to me to be at least equal at
this point despite all the
hoo-ha over 21... ♙xf2+.

Two alternatives were:

[i] 24. ♖e2?! ♖xh2+
25. ♙f1 ♖xg3 26. ♙xe5
♙e3+ 27. ♙g1 ♖xe5 28. ♙d2
f5 probably just favours
Black, but not

[ii] 24. h3?? ♖e3+
25. ♙h1 when ♙f2+ wins the
queen

24... ♖xh2+ 25. ♙f1



25... h5!

A typical computer move
which is also really good.
The engine's evaluation
plusses are: it protects the
g4-♙, advances on the
White ♙, and also removes
any back-rank mate worries
of its own

26. ♖d4?

The first main shift in the
game since the sac'. I think
26. ♖e2! should be at least
equal... let's see: 26... ♖e6
27. ♖c8+ ♙h7 28. ♙e4+ ♙g6
29. ♙xg6+ ♙xg6 30. ♖xh2
♙xh2+ 31. ♙f2 (31. ♙g2??
♖e2+ 32. ♙g1 ♙f3+ 33. ♙f1
♖xb2 0-1) 31... ♙g4+ 32. ♙f3
and we have a very interest-
ing little endgame thanks to
the material imbalance, but I
think White has a (very)
small advantage if anything
26... h4! 27. gxf4 ♖xh4
28. ♖h3 ♙h2+



Brutus now has the
advantage, but I believe
Romanishin can still draw
29. ♙g1??

A big clanger! Best seems
29. ♖xh2 ♖xh2 30. ♙d2, then
after 30... ♖g3 31. ♙c3 Black
doesn't have much.

Another suggestion was
29. ♙e2?! but it allows
29... ♙c4+ 30. ♙d3 ♙xb2+
31. ♖xb2. Now Black needs to
extricate its other knight, so
31... ♖d8+ 32. ♙d4 ♖f4 and
Black has a lot of pressure,
almost forcing 33. ♖xh2 (or if
33. ♖e3?! then ♙g4+) 33... ♖xh2+
29... ♙hf3+ 30. ♙xf3 ♖xh3
31. ♙d2

After 31... ♖xf3+ 32. ♖xf3 ♗g3+ 33. ♖f1 ♗xf3+ 34. ♗f2 ♗h3+ heading for mate 0-1

Brutus - Jenni, F (2508)

Round 2. Opening C93

1.e4 e5 2. ♖f3 ♖c6 3. ♗b5 a6 4. ♗a4 ♖f6 5. 0-0 ♗e7 6. ♗e1 b5 7. ♗b3 0-0 8. c3 d6 9. h3 h6 10. d4 ♗e8 11. ♖bd2 ♗f8 12. ♖f1 ♗d7 13. ♖g3 ♖a5 14. ♗c2 c5 15. b3 ♖c6 16. d5 ♖e7 17. ♗e3



All theory so far, and Black now usually responds with ♖g6, though ♗c7, ♗c8 and g6 have also been tried 17... ♖h7?! 18. a3 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. a4 b4 20. cxb4 axb4 21. ♖d2 ♖g6 22. ♗d3 ♗e7 23. ♗b5!?

The idea is to remove Black's protection of f5, so Brutus can put its ♖ there 23... ♗xb5 24. axb5 ♗b6 25. ♗e2 ♖f6 26. ♖f5 ♗f8?!

It is far from certain that Brutus wanted to play ♖xe7, and Florian is allowing the program to create far too much piece activity 27. ♖c4!



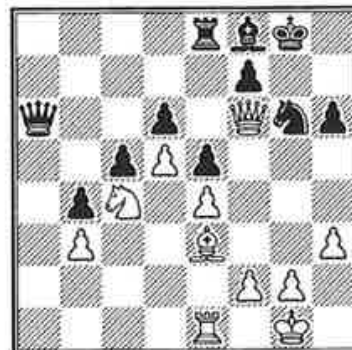
The pawn on d6 is coming under pressure

27... ♗xb5 28. ♗f3!

Played to avoid the exchange of queens after 28. ♖fxd6 ♗xd6 29. ♗xa8 ♗xa8 30. ♖xd6 ♗xe2 31. ♗xe2, at which point 31... ♗a3 gives Black counter-chances 28... ♗a6 29. ♖xh6+!

I wonder if Florian missed this at move 27

29... ♗xh6 30. ♗xa6 ♗xa6 31. ♗xf6



Florian will have to play with great care now, with White's ♗ sat deep into his position, the ♗ aimed at h6, and the kingside pawns able to advance

31... ♗a8 32. g3 h5 33. h4 ♗a2?

I think 33... ♗e7 to drive Black's ♗ back was needed first

34. ♖xd6 ♗xd6 35. ♗xd6 ♗xb3?

Here 35... ♖g7 had to be played if the game was to last any longer

36. ♗f6

Brutus threatens 37. ♗h6

followed by 38. ♖g7 mate. Only sacrifices could stop this, e.g. 36... ♗c3 37. ♗h6 ♗xe1+ 38. ♖h2 ♗xf2+ 39. ♗xf2, so Florian resigned. 1-0

Smeets, J (2477) - Brutus

Round 3. Opening D00: 1 d4 d5: Unusual lines

1. d4 d5 2. c3

An anti-computer move of course, but Brutus manages to stay in the minimal theory 2... ♖f6 3. ♗g5 e6 4. e3 c5 5. ♖d2 ♗e7 6. ♗d3 ♖bd7 7. f4 h6

Here however an early novelty by the computer, but Black's record with the main move is not good: 7... b6 8. ♖gf3 (or 8. ♗f3 ♗b7 Lueders-Tauchert/Berlin 2002 1-0) 8... ♗b7 Kuijf-Moiseev/Nettetal 1992 1-0 8. ♗xf6 ♖xf6 9. ♖gf3 ♗b6 10. ♗b1 g5!?



Provocative

11. g3?!

Allows exchanges which open files and leave his king exposed. Better was 11. fxg5 hxg5 12. ♖xg5 cxd4 13. exd4 e5 14. 0-0=

11... ♗xf4 12. ♗xf4 ♗g8

Black keeps the enemy king in the centre

13. ♗g1 ♗xg1+ 14. ♖xg1 ♗d7 15. ♖gf3 0-0-0 16. ♖e5 ♗g8 17. ♖f2

17. ♖xf7?! cxd4 18. exd4 ♗g2?

17... c4 18. ♗e2 ♗a6 19. ♖xd7 ♖xd7 20. ♗h5 f5

Definitely not 20... ♖xa2??
as 21. ♙xf7! ♜g7 22. ♙xe6
leaves White well on top
21. a3 ♖b8 22. ♖c2 ♙h4+
23. ♙f1 ♙f6 24. ♙f3 h5
25. ♙e2!



Smeets is fighting well, it certainly isn't over yet!

25... ♙g4! 26. ♙xg4 hxg4
26... fxc4? would be a blunder: 27. ♖h7! ♜f8
28. ♖xh5+-
27. ♙g1 ♜h8 28. h3?!

The simple 28. ♙g2 was better, White is struggling now

28... gxf3 29. ♙h1 ♙f6 30. ♙f3
♖c6 31. ♙f1 ♖d7 32. ♙g1
♖g7 33. ♙xh3 ♙xh3 34. ♙xh3
♖g3 35. ♖g2 ♖xe3 36. ♖g8+
♙c7 37. ♙f2??

White's nerve for the attack seems to collapse, his best chance was continuing with the checks: 37. ♖f7+ ♙c6 38. ♖xf6 ♖xh3+ 39. ♙f2 ♖h2+ 40. ♙f3 ♖h1+ 41. ♙f2 ♖e4 42. ♖e7 and Black still has some work to do to guarantee the full point
37... ♖c1+! 38. ♙g2 ♙d7!

A cleverly quiet move ends the game! After 39. ♖g3 (39. ♖h7+ ♙e7 40. ♖h1!? a neat try 40... ♖xb2 (if he exchanges 40... ♖xh1+? 41. ♙xh1 it isn't quite so clear, though 41... ♙d6 42. ♙h3 ♙c6! should be winning)) 39... ♖xb2 40. a4 ♖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.

Großmeisterturnier 2003

07. - 17. August Kategorie X



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 1/5. 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 - Chiburdanidze, M (2497)

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

1. e4 c6 2. d4 d5 3. e5 ♙f5
4. ♙c3 ♖b6 5. ♙f3 e6 6. ♙e2
♙d7 7. 0-0 ♖d8 8. a4 ♙b4
9. ♙g5 ♙e7 10. ♙h4 h6
11. ♙xf5 exf5 12. ♙e3 ♙f8
13. ♙b1 ♙e6 14. c3 ♙a5
15. ♙d3 ♙c7 16. ♖f3 g6
17. ♙d2 h5 18. b4 ♙f8
19. ♙b3 b6 20. ♖fe1 ♙g7
21. b5 ♖d7 22. ♖ac1



White has more space, but Chiburdanidze looks to have various ways of springing into the attack with the kingside pawns and rook/s on the h-file if Brutus overreaches

22... ♖hd8?

Surprising, after the work to create possible counterplay on the kingside. 22... h4 23. c4 c5 leaves plenty of tension

23. ♖g3! a6?!

It would be hard for Black to move the rook again, but realistically 23... ♖f8 was best
24. bxa6 ♖db8 25. ♖a1 ♙d8
26. ♙d2 ♖e8 27. ♖eb1 ♙c7
28. e6!?



Brutus makes its move
28...dxe6 29.dxc5! dxc7

If Maia had taken her eye
off the queen sat on g3 she
could easily have fallen for
29...bxc5? 30.xxb8 xxb8
31.xxb8!

30.dxb7 xxa6?

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.xxa6 dxa6 32.dxd8
xd8 33.g5!

An awkward pin, and
Black decides it is too much.

After 33...xf8 34.f4!
xb7 35.wh6+ xg8
36.xf8+ 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.c4 e6 3.d3 b4

4.c2 0-0 5.a3 xc3+
6.xc3 b6 7.g5 b7 8.f3
d6 9.d2 bd7 10.f3 h6
11.h4 c5 12.dxc5 bxc5
13.e3 d5 14.d3 b6 15.f2
a6

A new move. 15...a5 was
theory

16.0-0 ab8 17.ab1 c6
18.fc1 fc8 19.f1 b6
20.a5 e8 21.b4 dxc4



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.dxc4 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...dxc4 24.dxc4 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...dxc4! 24.dxc4 xc4
25.xc4

Or 25.bxc5 dxc5 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.a4. But
26...db6 wins the exchange
and the game: 27.c2 dxc4
28.xc4 cxb4 0-1

Before we see what tourna-
ment rating Brutus got from
this, let's have a look at the
final Table:

Lippstadt, 2003

Pos	Player	Elo	/11
1	Brutus	—	9
2=	Cyborowski	2550	
	Maiwald	2517	7
	Ruck	2550	
5	Smeets	2477	6½
6	Gustafsson	2560	6
7	Chiburdanidze	2497	5
8=	Jenni Schenk	2508	4½
		2491	
10	Wehmeier	2350	4
11	Romanishin	2561	3½
12	Brenke	2404	2

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
Hiarcs8+ 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, Hiarcs,
Fritz or Junior on fastest PC
hardware will beat Brutus.
But of course I'm biased!
What do readers think?

KASPAROV TO play FRITZ

X3D 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 swanning 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 Ponomarev. 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 ('net shorthand for '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 bring 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 chessknowledge 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 computerchess 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 Hiarcs! Will you arrange such a match for Hiarcs, 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 Hiarcs9 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



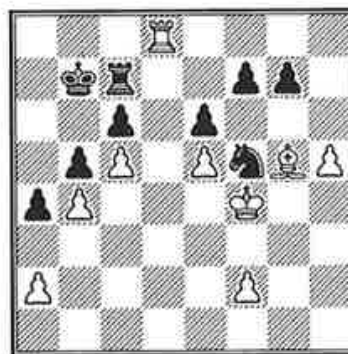
The key move is **1.e6!!** Hiarcs9 gets this in 51secs, others programs I have tried like



F8/J8/S7/CT15 are much slower.

Note: Black takes the queen 1...gxh6, but now 2.gxh6+ ♖f8 3.♗df1!

2 - White to play



From Kramnik-Bareev 2003, the key move is **1.Bf6!!** Hiarcs 9 gets this in 7m54, can any other programs do this faster?

Note: the line would go: 1.♗f6 gxf6 2.exf6 ♖c8 3.♗xc8 ♖xc8 4.♗g5!

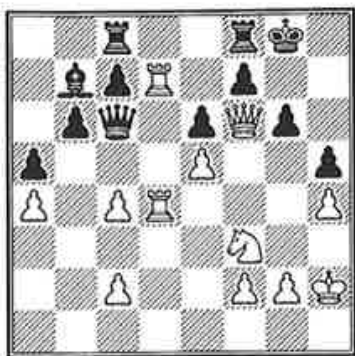
3 - White to play



This one shows the contrast in search efficiency between Hiarcs8 and Hiarcs9. The key move is **1.Nf6+!** Hiarcs8 finds this at the 12th iteration in 12m48, Hiarcs9 finds it also at the 12th iteration, but in 1m41!

Note: the line goes: 1.♘f6+ gxf6 2.gxf6 and White can play ♕c2 followed by ♖d3 or ♖h5, 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 ones own king even in the middle game!! The key move is **1.Kg3!!** Hiarc9 finds this in 1sec! How do other programs do?

Note: 1.♔g3 ♖xd7. Losing the ♖ for ♖ exchange is the best available way to delay the outcome, but the material loss will be too much to survive for long.

If 1...♖b8 or other similar moves 2.♔f4! and if the king is allowed to march to h6, then ♖g7 will be mate 2...♔h7 3.♔g5+ m/6 2.♖xd7 1-0

5 - White to play



The key move is **1. Ne6!** Hiarc9 takes 36 sec., whereas Hiarc8 took over 3 minutes.

Note the line: 1.♘e6 fxe6 2.♙h5 ♖f7 3.f4

6 - White to play



The key move is **1.Rh8+!!** Hiarc9 takes 2m06.

Note the line: 1.♖h8+ ♕xh8 2.♖xh8+ ♔xh8 3.♖h1+ ♔g8 4.♘f6+

7 - White to play



Here the key is to avoid 1.exd4 and play **1.Rxb4!** Hiarc9 takes 9secs while Hiarc8 took over 3 mins.

Note: 1.♖xb4

If 1.exd4? ♖a8! 2.♖d1 ♖xe1+ 3.♖xe1 ♖e7. The queen cannot be taken because of ♖a1 mate, and Black has the advantage.

After 1...♖a8 2.♖c1 dxe3 3.♖xe3, White is on top.

The Interview continued:

Thorsten:

10. Are there plans to write a multi-cpu version of Hiarc ?

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 a 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 fascinated 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 Hiarcs9 ?

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. Hiarcs8 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 Hiarcs8 too? And will Hiarcs9 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 Hiarcs8 because it was a good analysis tool in Fritz (backward analysis of games). Better than other chessbase engines. Most people hope that Hiarcs9 has more knowledge so that this feature will be even better with Hiarcs9. 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 Hiarcs8 ?

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 Hiarcs8 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 Hiarcs9 CD's reaching their eager purchasers.

Y-A-C-C-P: Miko's Hiarcs9 Welcome Tournament (G/35+5)

Hiarcs9	Opponent	Op.Rate in SelSearch 107	Score
Hiarcs 9	Shredder 7.04	2702	18½-26½
Hiarcs 9	Junior 8	2686	22½-21½
Hiarcs 9	Fritz 8	2679	24-21
Hiarcs 9	Chess Tiger 15	2665	24-22
	average	2683	H9 = 2679

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!)

Pos	Program	/420 (!)	Est'd Blitz Elo
1	Shredder 7.04	306½	2739
2	Hiarcs 9	305½	2737
3	Fritz 8	292½	2712
4	The King 3.23	267	2666
5	Chess Tiger 15	265	2657
6	Junior 8	254½	2645
7	Ruffian 1.0.1	222	2593
8	SmarThink 0.16b	217½	2586
9	List 5.04	215½	2583
10	Gandalf 5.1	206½	2568
11	SOS.3 for Arena	205½	2567
12	Nimzo 8	195½	2551
13	Deep Sjeng 1.5	189½	2542
14	Aristarch 4.21	186½	2537
15	Pepito 1.59	186	2536
16	Delfi 4.1	185½	2535
17	Pharaon 2.62	163	2498
18	Anaconda 1.0	158½	2491
19	Yace Paderborn	157½	2489
20	Crafty 19.01	153½	2483
21	Tao 5.4	145½	2469
22	Amyan 1.59	141	2467

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!

The only weird one so far is 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nc6?! 5.cxd5 Qxd5 6.Nf3 Nf6?!

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:

Hiarcs9	Opponent	Op.Rate in SelSearch 107	Score
Hiarcs 9	Junior 8	2686	13½-6½
Hiarcs 9	Fritz 8	2679	10½-9½
Hiarcs 9	Hiarcs 8	2623	11½-8½
Hiarcs 9	Nimzo 8	2554	11-9
Hiarcs 9	Gandalf 432	2536	12½-7½
average		2616	H9 = 2688

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.

Hiarcs9 - Nimzo9

Game in 40. P/1000

Opening C24

1.e4 e5 2.♗c4

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...♖f6 3.d4 exd4 4.♖f3 ♖xe4 5.♙xd4 ♖f6 6.♗g5 ♗e7 7.♖c3 ♖c6



8.♖f4!?

This is our novelty. It's actually what Hiarc8 would choose to play and we found it whilst working to defuse the 2. ♘c4 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. ♖h4 and then the ChessBase Opening Report recommends 8...d6 9.0-0-0 ♘e6 10. ♘d3

8...0-0

This is fine, it's one of the two moves we have for ourselves against 8. ♖f4

9.0-0-0 d6 10.♞he1

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 ♖f4 went into the book!

10...h6?

10... ♘d7=

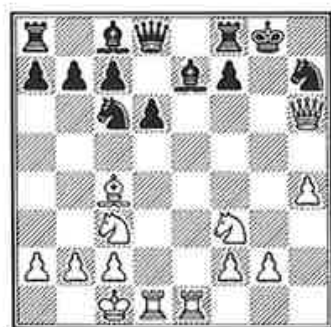
11.♘xh6!

Yes!!

11...gxf6

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

12.♖xh6 ♘h7 13.h4!



13...a6?

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... ♖h8 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, H9 would still be nicely ahead.

14.♞d5!

Decisive. H9 had +5.15 as it played this after 57secs

14...♘e5 15.♞xe5 dxe5 16.♞xd8

Of course White wins easily: 16... ♘xd8 17. ♘d3! e4 (17...f5 18. ♘c4+ ♖h8 19. ♘xe5) 18. ♘xe4 f5 19. ♘d5+. 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 at that stage we were about 30-40 Elo stronger than Hiarc8, but work since on improving knowledge on king attack & safety issues, and making Hiarc8 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.

	<i>Tact</i>	<i>Pos</i>	<i>End</i>	<i>Overall</i>
Hiarc8 732	2601	2617	2609	2609
Hiarc8 8	2659	2648	2616	2644
Hiarc8 Bareev	2690	2640	2674	2668
Hiarc8 9	2705	2699	2660	2691

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 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.♘f3 0-0 6.♗g5 Both programs are now out of Opening Book 6...h6 7.♗f4 c5 This has been played before, as have 7...c6 8.Qd2 g5 which was played in Forgacs-Seres, 1991, and 7...Nc6 8.Be2 Re8 which is also in my Hiarcs Opening Book 8.d5 ♗g4 The first totally new move. Both 8...a6 and 8...b5 have been played before... and both resulted in wins for Black! 9.h3 ♗xf3 10.♖xf3 a6



Both programs have White nominally ahead as the London considers queenside expansion 11.♖e3 g5 12.♗h2 ♘bd7



13.0-0-0?! Typically contentious by the StarD! If you want a quiet, sound move, then 13.♗e2 would do it 13...♘h7 Considering

Black's 10...a6 it is surprising he didn't try 13...b5!? here, especially now White's king is on c1 14.h4! ♗d4 15.♖h3!? I like this – very in your face! 15...♗xc3?! The fianchettoed bishop should really be maintained – certainly swapping it for the gentle c3 knight seems incautious. With 15...♗g7 the bishop could have been returned to its proper role 16.♖xc3 b5?!



This might now be too late, things are beginning to happen on the other wing! 17.hxg5 ♘xg5 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...hxg5 18.♖h3! and Black is in desperate trouble 18.♗f4! ♘f6? 18...f6 could have been tried, but 19.♖xh6 ♘f7 (19...♘e5?! 20.♗xg5 fxg5 21.♖h3 1-0) 20.♗xg5 fxg5 21.cxb5 is clearly winning 19.♖xh6 The StarD evaluation is closing in on +400! With 19.♗xg5! the evaluation would have been even higher I think! 19...♘g4 (not 19...hxg5?? 20.♖h3 m/3) 20.♗xh6 ♘xh6 21.♖xh6 m/3 19...♘gxe4



20.♖h3! ♗g7 21.♖xf6! Eliminates the defender of f6 21...exf6 If 21...♘xf6 22.♖h6+ also forces mate 22.♖h6+ The PC programs would be announcing mate here – the StarD had +1213! 22...♗g8 23.♗d3 ♖a5 24.♗xe4 ♗f8 25.♗h7+ ♘h8 26.♖xf6+ ♘xh7 27.♖xf7+ ♘h8 28.♖h1# 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 **Hiarcs8** 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 Hiarcs and just managed to keep a ½ point lead at the end as Hiarcs 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. ♖e4 with the game about equal.



39... ♖c5+?!

Better was 39... f5 40. ♖g5 ♖b6=

40. ♖e3 ♖xe4??

40... ♖d7, and if 41. ♖d5 f5! 42. ♖d2 a4 and White has only a nominal advantage 41. d7+!

I guess Roselli must have completely missed this - 41... ♖d8 42. dxc8 ♖+ ♖xc8

43. fxe4 now wins easily.

One imagines Roselli had anticipated only 41. ♖xe4, but this misses the win altogether after 41... ♖d7! 42. ♖d5 ♖c2. 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. ♖d2 ♖f6 4. e5 ♖fd7 5. c3 c5 6. f4

More aggressive than the popular ♖d3

6... ♖c6 7. ♖df3 ♖b6 8. g3 cxd4 9. cxd4 ♖b4+

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. ♖f2



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. ♖g2 0-0 12. h4

12. ♖d3 ♖f7 13. ♖e2 ♖f8 14. h4 is the theory line I have here, but playing h4 early seems okay!

12... ♖f7 13. ♖h2?!

That looks a bit strange!

13... ♖f8

13... fxe5 14. fxe5 ♖f8 was also worth thinking about

14. ♖g2 ♖d7 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.♙e2 ♖g7 18.f5!

Of course with this Shredder complicates things just nicely!

18...fxe5

Possibly 18...♙f7 19.♙f4 fxe5 20.fxe6 ♙xe6 21.♙xe5 ♙xe5 22.dxe5 ♖d8 also leaves Black with a small advantage even if not enough to win with best play from both sides

19.♙xe5 ♙g5 20.♙xd7 ♖xd7 21.♙xg5 hxg5 22.♙d2 h6 23.♙g1!



23...♖h7 24.♖d1 ♙d8?!

I think 24...exf5!? 25.♙xd5+ ♙g7 26.♙g2 ♖d8 would still just favour Black

25.♖f1 ♙f6 26.fxe6 ♙xe6 27.♙c3 ♖d8

It hasn't happened yet, and Shredder is still a pawn down, but somehow one feels that the rooks on the f and h files will have something to say very soon

28.♙h3 ♙d6 29.♙f2 ♙g6?

Here we go! 29...a6 was needed to stop White's next, which gives the initiative to the computer

30.♙b5! ♙e7 31.♖e1 ♙f8 32.♙f5

Not 32.♙xf8+? ♙xf8 and if Panno can get at Shredder's weak d4 pawn, he'll win the game

32...♙ce7 33.♙e6+ ♙h8 34.♙d2 ♙f3 35.♙h2 ♙f5 36.♙xf5 ♙xf5 37.♖hf1 ♙g4



So far Panno's has defended himself well, but his every move has to be spot on...

38.♖f6 ♖f8 39.♙f2 ♖xf6?

Correct was 39...♙g8. 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.♙xf6+ ♖g7 41.♙d6 ♙h7 42.♙e8 ♖d7?

Allowing Shredder a dramatic finish!

42...♙d7 43.♙xg7 ♙xg7 would have helped Panno last out for a little longer

43.♙g7+!!

After 43...♖xg7 44.♙f6+ ♙h8 45.♙e8+ ♙f8 46.♖xf8+ ♖g8 47.♖xg8#. Neat! 1-0

There's another interesting game, against Scarella 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 Shredder7.04.

Vith. 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 its 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:

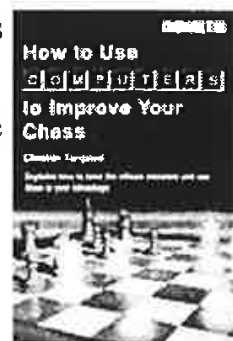
Part 1: How the Computer Works

- **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**
 - Constructing Opening and Repertoire databases, The Opening Report and Middlegame Ideas, Checking Variations, Learning a new Opening and Creating Novelties.
- **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 BENLLOCH WRITES ON THE FIDELITY - SPRACKLEN CONNECTION, 1981-1992

It has been very encouraging during recent issues to receive contributions from **Alvaro Benlloch**. 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 Benlloch's LISTING of the Fidelity computers containing Spracklen programs

Name / estimated ELO	Estimated Elo	Processor MHz/Hash where applies	Year	Openings (hf=halfmoves) (pos=positions)
Sensory Champion	1550	6502/2	1981	3500 hf
Sensory Champion Elite	1600	6502/4	1981	5000 hf
Sensory 9	1600	6502/1,6	1982	3000 pos
Prestige autosensory	1700	6502/4	1982	4000 pos
Playmatic "S"	1650	6502/3,2	1983	4400 pos
Elite A/S Budapest	1750	6502/3,2	1983	9200 pos
Super Sensory 9	1650	6502/2	1984	8160 pos
Private Line SPS 3,5	1700	6502/3,5	1984	16100 pos
Elite Private Line 5,0	1800	6502/5	1984	16100 pos
Sensory 12	1750	6502/3,2	1984	16100 pos
Elegance	1800	6502/3,6	1984	3000 pos
Elite Glasgow	1800	6502/4	1984	10000 pos
Elite Glasgow Private Line	1800	6502/5	1984	10000 pos
Excellence	1800	6502/3	1985	3000 pos
Elite Avant Garde	1835	6502/5	1985	12000 pos
Par Excellence	1835	6502/5	1986	16000 pos
Excel Display	1810	6502/3	1987	8000 pos
Excel 68000 Club	1858	68000/12/8Kb	1987	16000 pos
Excel 68000 Mach II	1878-1915	68000/12/128Kb	1987/88	20000 pos
Designer 2100 Display (Designer 2000 and 2100 also used same Par Excellence program, but with different clock speed: 3, and 5 MHz respectively)	1850	6502/6	1988	12000 pos
Phantom (Par Excellence program)	1835	6502/5	1988	16000 pos
Mach III	1993	68000/16/64Kb	1988	28000 pos
Mach IV	2074	68020/20/512Kb	1989	28000 pos
Designer 2265 Master (Mach III)	1993	68000/16/64Kb	1989	28000 pos
Elite Avant-Garde version 2 (Mach III)	1993	68000/16/128Kb	1989	64000 pos
Elite Avant-Garde version 6 (Mach IV)	2074	68020/20/512Kb	1989	64000 pos
Elite Avant-Garde version 9 (Mach IV)	2124	68030/32/1024Kb	1989	64000 pos
Elite Avant-Garde version 10 (Mach IV)	2150	68040/25/1024Kb	1990	64000 pos
Designer 2325 (Mach IV)	2074	68020/20/512Kb	1991	28000 pos
Elite Premiere (Mach IV and Lang's Vancouver program switch able)		68000/12/512Kb	1992	64000 pos



■ 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 Scorio/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

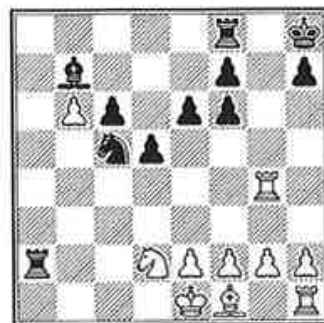
1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘a3?! Sargon is out of book and chooses this weak move. Glasgow will show good method in positional play. **4...e6 5.c5 b6!** Glasgow



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 If 8.cxb6 ♖xa3 9.♙xa3 bxa3 10.e3-+ 8...bxc5 9.dxc5 ♘a6 9...♘e4! 10.♙e3 ♘a6 seems to be more forceful 10.♖b6



10...♖xb6 Even better is **10...♙xc5!**
11.♖xd8+ ♘xd8 12.♘e5 ♘e4! 13.♘xf7+ ♘e8 14.♘xh8 ♙b4+ 15.♘d1 ♘xf2+ 16.♘c2 ♘xh1 and Black wins 11.cxb6 ♙b4+ 12.♘d2 ♘c5 13.♘c2 ♙c3 14.♖b1 ♖xa2 15.♘b4 ♙xb4 16.♖xb4 ♙b7 17.♙b2 0-0 18.♙xf6 gxf6 19.♖g4+ Even with 19.♖b1 ♖fa8 20.e3 ♖a1 21.♖d1 ♖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. ♖b1, but 22...c4 23. ♕e2 ♖c8 24. f4 c3 25. ♕f3 ♕xb6 26. ♕d4 e5 27. ♕f5 exf4 28. ♕d6 ♖c7 29. ♕f2 fxe3+ 30. ♕xe3 ♖e7+ 31. ♕f4 ♕c8 0-1 22...c4 23. ♖b5 ♖a1+ 24. ♕b1 ♕c6 24...c3! would nearly get a resignation now! 25. ♖b4 ♖b8 26. ♕e2 ♕xb6 27. 0-0 ♖aa8 28. ♕c3 ♕a4 29. ♖xb8+ ♖xb8 30. ♕xa4 ♖xa4 31. ♖a1



31...c3! Uuu! (Alvaro, what does this mean! it sounds good!). Glasgow knows that the bishop is untouchable. Great for a program of 1984. 32. ♖xa4 Of course Sargon mistakenly takes the bishop, accelerating the end. 32. ♕d3 c2 33. ♕f1 was best, but 33...e5 34. f3 f5 35. ♖c1 ♖b2 wins soon enough 32...c2 33. ♕f1 c1 ♖ 34. e4 ♖b1 35. h3 0-1

Elite Glasgow 6502/5 - Sargon 2.5 ARB

Spracklen Programs Blitz 60'. Opening C68

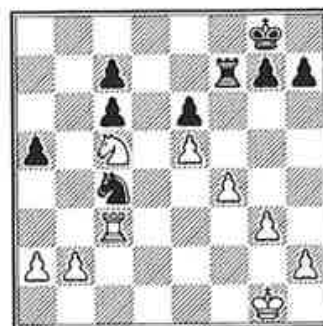
1. e4 e5 2. ♕f3 ♕c6 3. ♖b5 a6 4. ♕xc6 dxc6 5. d4 exd4 6. ♖xd4 ♕e6 Theory shows two lines here for White: 0-0 and Bf4. 7. ♕c3?! ♖xd4 8. ♕xd4 ♕d6 9. ♕xe6 fxe6 10. 0-0 The game is equally balanced. Sargon will play imprecise moves and Glasgow will take profit of this. 10...♕e7?! 10...♕f6 11. f3 ♕c5+ 12. ♕h1 0-0-0= 11. ♕e3 0-0 12. f4! ♕b4?! 13. ♕e2 Glasgow now has a good position, and Sargon loses many tempos. 13...♖ad8 14. ♖ad1 b6 One more tempo lost. 14...♕g6 was more competitive 15. c3 ♖xd1 16. ♖xd1 ♕d6 17. e5



Glasgow is going to obtain a decisive



advantage. 17...♕c5 18. ♕xc5 bxc5 The material is equal, but Glasgow has destroyed the black pawn structure. Now things are easy for white. 19. c4! Glasgow fixes the weak points. 19...♕g6? This no longer helps, but Sargon has no ideas. 20. g3 ♖f7 21. ♕c3 Glasgow starts manoeuvres to press the weak points. 21...♕f8 22. ♕e4 ♕d7 23. ♖d3 a5 24. ♖a3 ♕b6 25. ♕xc5 ♕xc4 26. ♖c3



26...♕xb2 27. ♕xe6 ♖d7 28. ♖xc6 ♖d1+ 29. ♕g2 ♖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. ♕h3 ♕d3 31. ♖xc7 ♕f2+ 32. ♕h4 Sargon is completely lost. 32...g6 33. ♖g7+ ♕h8 34. ♖a7 ♕g8 35. ♖a8+ ♕f7 36. ♕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

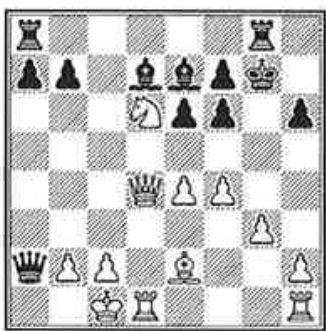
Spracklen Programs Blitz 60'. Opening B65

1. e4 c5 2. ♕f3 d6 3. d4 cxd4 4. ♕xd4 ♕f6 5. ♕c3 ♕c6 6. ♕g5 e6 7. ♖d2 ♕e7 8. 0-0 0-0 9. f4 ♕xd4 10. ♖xd4 h6 11. ♕xf6 11. ♕h4 is usually played 11...gxf6 Both programs are out of book from here. 12. ♖e3 Or 12. f5!? ♖c7 13. ♕c4 ♕d7 14. ♖d3± 12...♕h7

13.♙e2 ♖g8



Designer (the Par Excellence program) tries to make pressure through the g file. Glasgow plays passively in my opinion, but it still has a small advantage at the moment as black's king is not well placed. 14.g3?! ♙d7 15.♖d3 ♖g7 16.♘b5? White could maintain an initiative with 16.g4! because black has delayed the queenside development he needs to make, and Glasgow should use this advantage to launch the kingside pawns. 16...♖b8 17.♗dfl (17.h4!? b5 18.g5!?) 17...b5 18.h4 ♖a5 19.♙b1 b4 20.♘d1 ♙b5 21.♖f3 ♙c6 22.♘e3± 16...♖a5! 17.♘xd6? He must play 17.♙b1 because of course first Glasgow has to protect the king. Now 17...♗ad8 18.♘d4 d5 19.f5 dxe4 20.♖xe4 ♖e5 21.♖g4+ (21.♖xb7?! ♙c5 22.♘b3 ♖xe2 23.♗xd7 ♗xd7 24.♖xd7 ♖f3! 25.♗d1 ♖xf5∞) 21...♙h7 22.♖h4 ♙c6 23.♘xc6 ♗xd1+ 24.♙xd1±] 17...♖xa2? 18.♖d4?



A weak move that allowed Designer the chance of a fast victory with ♗g8! Even with 18.♖a3 ♖xa3 19.bxa3 ♙c6 however, white would have an inferior endgame. 18...♙c6? 18...♗g8! puts White in big trouble! He could try 19.♖c4 but 19...♖a1+ 20.♙d2 ♖xb2 and white's choice is limited because his d6-♘ is now en pris. He probably must exchange queens with 21.♖c3 ♖xc3+ 22.♙xc3 but now 22...♙c6! 23.♘c4 ♙xe4 0-1 19.♙b5?? A big tactical miss on two counts – Glasgow itself had a reasonable reply to black's previous move,

and now black has a fine reply to this mistake! Look at 19.♗hfl! It would almost bring white back into the game 19...♙xd6 20.♖xd6 ♖a1+ 21.♙d2 ♖xb2 22.♖b1! ♗g8 23.♖xb2 ♗xd6+ 24.♙e3. Perhaps black's a-pawn will win the game, but it's far from over 19...♙xb5 20.♘xb7 ♙c6! 21.♘d6 ♗g8 22.♖c4 ♖a1+ 23.♙d2 ♗xd6+ 24.♙e2 ♖xb2 25.♙f2 ♖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.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.♘c3 ♙g7 6.♙e3 ♘f6 7.♘xc6 bxc6 8.e5 ♘d5 9.♘xd5 cxd5 10.♖xd5 The last move in Designer's book 10...♖b8 11.0-0-0?! This is supposed to be inferior, and most players would go for 11.♙c4 e6 12.♖c5 ♙b7 13.0-0 ♖c8 11...♙b7 The last move in Glasgow's book 12.♖d4 Correct! 12...♙c6 13.f4 After the theory, both programs finish their development. 13...0-0



14.♙e2 What about 14.♖xa7 you could ask! Let's see: 14...d6 (14...♗a8!? 15.♖b6 ♖e8 16.♙a6 d6 17.♗he1 ♖d7 18.♙c4 ♗fb8 Now black has counterplay 19.♖d4 ♙xg2 20.♙b3=) 15.a3 ♖b7 16.♖a6 ♖c8 17.♗d4 ♖d7 18.♙d2 ♗fb8 19.♙b4∞ 14...a5 15.♗hg1 f6? It was necessary to play d6 and eliminate the future problem on d7. 16.♖c4+ ♙h8 17.♙xf6?! Also 17.e6?! probably turns out better for black: 17...♙b5! 18.♖c5 (18.♖xb5 ♗xb5 19.♙xb5 d6 20.f5 gxf5 21.♗d5 a4 22.♗gdl ♖c8+) 18...♙xe2 19.♗xd7 ♖e8 20.♗e1 ♙a6 21.♖xe7 ♖xe7 22.♖xe7∞. Perhaps 17.♖c3 was best of all 17...♙xf6 18.c3 ♙b5 19.♖xb5 ♗xb5 20.♙xb5



Who is winning now depends in how you assess ♖♙♙ v ♚ in a position like this! 20...d5 21.♖d2 e6 22.♗gd1 ♚c7 23.a4 ♗c8 24.♙b1 ♙g7 The game continues imbalanced in material, but balanced in chances! Both programs are playing correctly. 25.g4 h6 26.g5 hxg5 27.fxg5 ♗e5



28.c4! ♚e7?? A great shame, now Designer has an advantage, enough to win. But with 28...♗f4 black should not be losing: 29.♗xf4 ♚xf4 30.cxd5 ♖d8! 31.d6 ♚xg5∞ 29.cxd5! exd5?! Better was 29...♗d6 30.♗b6 e5 31.♗xa5 ♚xg5, but with 32.♗c3 white has a solid position which should be decisive advantage. 30.♖xd5 ♗d6?? A last big error that accelerates the end. 30...♙g8 31.♗b6 ♗g7 32.♗xa5 ♚e4+ would keep white working for his win 31.♖1d3



Necessary. If ♖xd6 then ♚xe3 and nothing is gained, but now black cannot remove the bishop because of ♖d7 winning the queen. So protection is all he can try... 31...♖d8 32.♗d4+ ♙g8 33.♗f6! ♚e1+ 34.♖d1 ♚e4+



The Designer Display came in various versions, with different processors and board colourings: the 2100, the 2265 (Mach 3, Elite v2) and the 2325 (MachIV, Elite v6)

35.♙a1 ♗e7 36.♖xd8+ ♗xd8 37.♖xd8+ ♙f7 38.♖d4 It seems 38.♖d7+ might have won even more quickly, but this does not detract from Designer's very beautifully played finish to the game 38...♚h1+ 39.♙a2 ♙e6 40.h4 ♚f3 41.♗c4+ ♙f5 42.♗d8 ♙e5 43.♖d5+ ♙e4 44.♗xa5 ♚f2 45.♗c3 ♙f3 46.♖d4 ♙e3 47.a5 ♚g2 48.♙a3 ♚h1 49.b4 Very well played by Designer. 1-0

The Designer was clearly the stronger, just as we expected. So now let us play it against the next incarnation of the Spracklen-Fidelity combination, the Elite v9 on a 68030 32MHz processor! The program is not so much different, but the hardware certainly is, and it should be no match!

Designer 2100 Display 6502/6 - Elite v9 68030/32 1024Kb

Spracklen Programs Blitz 60'. Opening D28

1.d4 d5 2.c4 dxc4 3.♗f3 ♗f6 4.e3 e6 5.♗xc4 c5 6.0-0 a6 7.♚e2 ♗c6 8.♗c3 ♚c7 9.d5 exd5 10.♗xd5 Last book move 10...♗xd5 11.♗xd5 ♗d6 12.♗d2 The Elite knows the correct book line 12.b3 0-0 13.♗b2 ♗g4 here, but Designer's new move starts him thinking 12...♗g4 13.h3 At the moment the game is nicely balanced. Elite will finish development and will play a very active game. Designer's speed comes far short of Elite's tactical capabilities and will have no chances in complications. 13...♗h5 14.♗c3 0-0 15.♖fc1?! Seems a loss of time. Maybe 15.♗e4 is better: 15...f5 16.♗d5+ ♙h8 17.♚d3 ♗xf3 18.♗xf3 ♗e5 19.♗xe5

♙xe5 20. ♖c2 f4 21. ♖ac1 ♖ac8 22. exf4 ♙xf4
23. ♖ce1 ♖cd8 15... ♖ad8! 16. ♙e4 f5 Elite
goes directly to a break on the f-file,
knowing how to create weak points.
17. ♙d5+ ♜h8 18. ♖d1



18... ♖fe8 A different plan could be 18... b5!?
19. ♖ac1 b4 20. ♙xc6 bxc3 21. ♙d5 cxb2
22. ♖xb2, creating a passed c-pawn and
now proceeding to break into f4. 22... f4!
23. e4 (23. exf4? ♙xf4!) 23... ♙xf3 24. gxf3
♖b8 25. ♖c2 19. ♖ac1 ♙h2+ 20. ♜f1?! Even
at first glance this seems dangerous. The
natural escape to h1 is safer. 20... f4?! Elite
tries to open the position to explode 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 for now imprisoned there. It
was probably wiser to play 20... ♙d6 first!
21. e4! ♖b6?? If the Designer was already
winning because of black's over-ambitious
20... f4, it certainly should have been after
this! 21... ♙e5 was so much better: 22. ♙xe5
♖xe5 23. b4 b6 24. ♖d3 ♙xf3 25. ♖xf3 ♖e7
26. bxc5 bxc5 27. ♖a3 ♖h4 28. ♖d3±
22. ♙xc6?? 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. ♖c4! would give white a clear
advantage: 22... ♙d4 23. ♙xd4 cxd4
24. ♙xh2 ♙xd1 25. ♖xd1 ♖xb2 26. ♙f3 ♖d7
27. ♙e5! and an attack which black must
halt at the cost of his d-pawn with 27... d3
28. ♙xd3 to get the queen back into the
defence with 28... ♖f6 though white now has
enough to win 22... ♖xc6 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. ♖xd8
♖xd8



24. b3? 24. ♖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... ♖e8 25. ♖d5
♙xf3! 26. ♖xf3 ♜g8 27. ♖d3 b5 28. ♖d7 g6
29. ♖d5+ ♖xd5 30. exd5 f3 31. g3 h5
32. ♖g7+ ♜f8 33. ♖xg6 b4 34. ♙h8 (keeping
black's rook from e5) 34... h4 (attempting a
rescue operation) 35. ♖g5 ♖e2 36. ♖f5+ ♜g8
37. ♖xf3 1-0 24... ♖d7 But now it is the Elite
that controls the d file, and has equalised the
game. 25. a4 b6 26. ♙b2 ♖e6?



Nearly throwing it away again. 26... ♜g8
was correct 27. ♖c3? 27. ♖d1! Again
Designer had a chance to take control of the
d file 27... ♖d7 28. ♖xd7 ♖xd7 29. ♖xa6
♖d1+ 30. ♙e1 with a decent advantage

27...♖d6 That's better! 28.♞c2 h6 29.♞c3
♖d7 We conclude that neither Elite or
Designer know how to play here. 30.a5
♙xf3 31.♞xf3 bxa5 32.♙e5 ♖e6 33.♙c3 ♞e8



34.♖b2?? 34.♞d3 would still be equal:
34...a4 35.bxa4 f3 36.♖xf3 ♙e5 37.♖f5
♙xc3 38.♞xc3 ♖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.♙c3 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? ♖c4+
38.♞d3 ♖xd3+ 39.♖e2 ♖xe2# 37...axb3
38.♖d2 ♖b1+ 39.♖e1 ♞xe1+ 40.♙xe1 ♖d1!
41.♞c3 (41.♞xb3 ♖xb3) 41...b2 0-1 A
strangely up-and-down performance by
both computers

Really the MachIII 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 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 0-0 5.♘f3
d5 6.♙d3 c5 7.0-0 ♘c6 8.a3 dxc4 Both

books end here 9.♙xc4 ♙xc3 If black
retreats with 9...♙a5 then 10.dxc5 and now
10...♙xc3 is virtually forced, and now
perhaps 11.bxc3 ♖a5 12.♖e2 ♖xc5 13.e4
b6 14.♞d1 (14.e5!?) 14...♘a5 15.♙d3 ♙b7
16.♙e3 ♖h5 17.♙d4 ♘b3 18.♞ab1 ♘xd4
19.cxd4 ♞ac8= 10.bxc3 ♙d7?! Theory
recommends 10...♖c7 the main line being
11.♙d3 e5 12.♖c2 ♞e8 13.dxe5 ♘xe5
14.♘xe5 ♖xe5 15.f3 ♙d7 16.a4 ♞ad8
17.e4= 11.♞b1 ♖c7 12.♙d3 b6 A passive
move allowing Mach3 to take the initiative.
12...e5!? would be interesting! 13.♖c2
(13.♘xe5!? ♘xe5 14.dxe5 ♖xe5 15.♞xb7
but black wins the pawn back with 15...♙c6
16.♞b2 ♖xc3 and now 17.♞c2±) 13...♞fe8
14.e4 with a small advantage 13.e4 c4?!
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.♙c2 h6?! 14...e5 is best: 15.h3
♞fe8 16.♙g5 exd4 17.♘xd4 ♞ad8 with some
counterplay 15.♖e2 ♘e7 16.♘e5! b5
17.♖f3



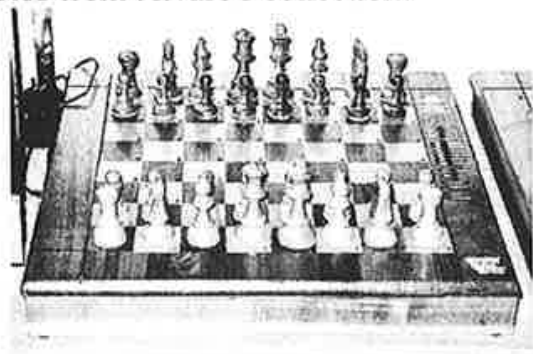
17...♖a5 17...♘g6 might be the preferred
move, then 18.♘xd7 ♘xd7 19.e5!? 18.a4!
Very good play! Mach3 stops any Designer
counter attack and opens the b file for his
rook. 18.♙xh6! was also possible: 18...♘g6
best (not 18...gxf6? 19.♖xf6 is 1-0 already;
nor 18...♖xa3?! 19.♖g3 ♘h5 20.♖g4 and
black's in big trouble) 19.♙g5 ♘xe5 20.dxe5
♘h7 21.♙e7 ♞fe8 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...♞fe8 20.♞b7!
♞ad8 21.♞fb1 ♖a6 22.♖g3! After this
Designer's position is close to collapse. It is
very interesting to see how Mach3 places all
pieces optimally. 22...♘c6



Nothing could save Designer anyway, but this move allows Mach3 to show us a beautiful combination! 23. ♖xf7!! Mach III is a good tactician and just crunches the black position. 23... ♗xf7 24. e5! Now the c2-♙ breaks onto the scene. 24... ♗e7 25. ♙xe7 ♗e4 26. ♙xd8 ♗xg3 27. ♗xd7+ ♖f8 28. ♗b8 ♗e2+ 29. ♖f1 ♗c6 30. ♗d6 ♗xd4 31. cxd4 ♗xd6 32. exd6 A great game by the Fidelity Mach3 to end with 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 Mach2 (photo) and the Mach3. The board quality, features and usefulness of the displays improved dramatically when the Display 2265 & 2325 replaced them!



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@elhchess.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!



RATING LISTS AND NOTES

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

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

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

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

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

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

A guide to PC Gradings:

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

Pent-PC represents a program on a Pent/Pent2/MMX/K6 at approx.

150MHz, with 16-32MB RAM.

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

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

Comp-v-Comp GUIDE, if Pentium3/500 = 0

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

RATING LIST (c) Eric Hallsworth. SelSearch 108		Oct 2003		Human/Games
BCF Computer	Elo +/-	Games	Pos	
262 SHREDDER7.04 P3-PC	2698 14	1078 1		2663 20
260 HIARCS9 P3-PC	2683 20	532 2		
259 FRITZ8 P3-PC	2674 15	895 3		2687 8
258 JUNIOR8 P3-PC	2670 20	513 4		
258 FRITZ7 P3-PC	2666 12	1389 5		
257 CHESS TIGER15 P3-PC	2657 18	645 6		
254 GAMBIT TIGER2.0 P3-PC	2637 11	1692 7		2502 2
254 CHESS TIGER14 P3-PC	2635 12	1285 8		2665 13
253 SHREDDER6/632 P3-PC	2626 13	1274 9		2438 7
252 HIARCS8 P3-PC	2620 12	1392 10		2611 14
252 JUNIOR7 P3-PC	2616 13	1262 11		2661 12
251 FRITZ6A P3-PC	2610 10	2079 12		2576 53
250 GAMBIT TIGER1.0 P3-PC	2602 22	429 13		
248 REBEL CENTURY4 P3-PC	2590 21	480 14		2634 4
248 REBEL TIGER12 P3-PC	2589 15	872 15		
248 JUNIOR6A P3-PC	2589 10	1891 16		2581 22
246 HIARCS732 P3-PC	2574 9	2347 17		2427 19
246 HIARCS7.1 P3-PC	2569 12	1397 18		
246 SHREDDER5/532 P3-PC	2568 14	974 19		2602 15
244 SHREDDER4 P3-PC	2556 16	759 20		2560 15
244 NIMZ08 P3-PC	2555 12	1306 21		
243 NIMZ0732 P3-PC	2550 13	1208 22		
243 FRITZ532 P3-PC	2550 12	1458 23		
243 CHESSMASTER 6/7000 P3-PC	2550 24	348 24		2554 22
243 FRITZ516 P3-PC	2549 12	1359 25		2473 6
243 REBEL CENTURY3 P3-PC	2548 25	340 26		2615 6
243 GANDALF5 P3-PC	2545 20	495 27		
242 NIMZ098 P3-PC	2542 12	1307 28		2435 10
242 GANDALF4 P3-PC	2537 13	1115 29		
241 JUNIOR5 P3-PC	2532 11	1537 30		
240 HIARCS6 P3-PC	2522 13	1205 31		2552 24
240 SOS P3-PC	2520 14	974 32		
239 GOLIATH LIGHT P3-PC	2518 15	846 33		
239 NIMZ099A P3-PC	2516 14	1050 34		
239 REBEL CENTURY1.2 P3-PC	2516 21	458 35		2552 43
239 REBEL-10 P3-PC	2513 25	329 36		2558 17
239 REBEL9 P3-PC	2513 14	1059 37		2637 14
238 REBEL8 P3-PC	2509 19	548 38		
237 MChess PRO6 P3-PC	2502 17	699 39		2504 12
237 MChess PRO7 P3-PC	2501 14	1067 40		2560 2
237 CHESS GENIUS5 P3-PC	2498 13	1206 41		2419 6
236 MChess PRO8 P3-PC	2489 14	1026 42		
236 SHREDDER3 P3-PC	2489 34	177 43		2671 2
236 SHREDDER2 P3-PC	2488 15	875 44		2178 5
234 FRITZ516 PENT-PC	2476 29	256 45		
233 GANDALF3 P3-PC	2467 27	278 46		
231 HIARCS6 PENT-PC	2449 11	1686 47		2540 2
230 HIARCS5 PENT-PC	2447 19	585 48		
230 JUNIOR4.6 P3-PC	2445 43	115 49		
230 KALLISTO2 P3-PC	2440 22	412 50		

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

RATING LIST (c) Eric Hallsworth, Selsarch 108

BCF Computer	Elo	+/-	Oct 2003	Games	Pos	Human/Games
221 TASC R30-1995	2369	16	821	1	2276	18
218 MEPH LONDON 68030	2346	28	259	2	2272	6
215 TASC R30-1993	2320	12	1347	3	2336	66
214 MEPH GENIUS2 68030	2315	18	657	4	2308	23
213 MEPH LONDON PRO 68020/24	2311	67	47	5	2392	51
210 MEPH LYON 68030	2283	15	869	6	2316	9
210 MEPH RISC2 1MB	2282	20	517	7	2340	82
209 MEPH PORTOROSE 68030	2276	20	518	8	2347	54
207 MEPH VANCOUVER 68030	2263	17	698	9	2327	10
207 MEPH BERLIN PRO 68020/24	2262	13	1278	10	2327	29
207 MEPH LYON-VANC 68020/20	2259	27	296	11	2330	17
207 KASP RISC 2500-512K	2257	25	337	12	2332	95
205 MEPH RISC1 1MB	2244	9	2540	13	2357	9
204 MEPH ATLANTA-MAGELLAN	2236	15	923	14	2288	54
204 KASPAROV SPARC/20	2234	14	1077	15	2270	67
203 MEPH MONTREUX	2227	16	840	16	2215	21
201 MEPH LONDON 68020/12	2212	77	36	17	2121	33
201 KASP RISC 2500-128K	2211	9	2625	18	2246	92
201 NOVAG STAR DIAMOND	2210	60	60	19	2238	199
199 FID ELITE 68040-V10	2192	53	75	20	2221	25
197 MEPH VANCOUVER 68020/12	2180	9	2258	21	2169	13
196 MEPH LYON 68020/12	2174	8	3302	22	2152	243
194 MEPH PORTOROSE 68020	2154	61	58	23	2169	10
193 NOV SAPHIRE2-DIAMOND2	2154	10	1842	24	2111	25
192 MEPH BERLIN 68000	2144	19	585	25	2139	83
192 FID ELITE 68030-V9	2137	15	917	27	2179	130
191 MEPH VANCOUVER 68000	2131	12	1320	28	2111	25
190 MEPH ALMERIA 68020	2129	11	1642	29	2139	83
188 MEPH MILANO PRO-SENATOR	2125	14	1020	30	2179	130
188 NOV SAPHIRE1-DIAMOND1	2109	12	1383	32	2111	25
187 MEPH PORTOROSE 68000	2100	11	1573	33	2139	83
186 FID MACH4-DES2325 68020-V7	2092	9	2281	34	2179	130
183 FID ELITE 2*68000-V5	2071	26	312	35	2111	25
182 MEPH POLGAR/10	2058	18	632	36	2139	83
181 MEPH DALLAS 68020	2053	14	973	37	2179	130
180 KASPAROV BRUTE FORCE	2053	14	1070	38	2139	83
179 MEPH ALMERIA 68000	2044	14	1060	39	2179	130
178 NOVAG SCORPIO-DIABLO	2034	14	1017	40	2139	83
176 KASP MH6-COUGAR-COSMOS	2027	10	2015	41	2139	83
175 MEPH NIGEL SHORT	2010	15	857	42	2139	83
175 FID MACH3-DES2265 68000-V2	2005	25	322	43	2139	83
174 MEPH DALLAS 68000	2001	6	5471	44	2139	83
173 MEPH POLGAR/5	1999	58	64	45	2139	83
173 MEPH NMS/5	1986	8	2799	47	2139	83
172 NOV SUPER FORTE-EXP C/6	1982	8	2824	49	2139	83

172 MEPH MILANO

172 MEPH MONDIAL 68000XL	1980	13	1146	50	2087	14
171 NOVAG JADE2-ZIRCON2	1980	15	852	51	2049	77
171 MEPH MONTREAL-ROMA 68000	1975	39	138	52	2032	48
170 MEPH AMSTERDAM	1970	9	2507	53	1968	56
169 MEPH ACADEMY/5	1963	9	2259	54	2054	182
168 FID MACH2B	1958	9	2384	55	2023	111
168 NOV SUPER FORTE-EXP B/6	1949	27	276	56	1960	25
167 MEPH HEGA4/5	1945	12	1437	57	2005	93
167 KASPAROV MAESTRO D/10	1942	8	2697	58	2005	197
166 FID MACH2C	1938	12	1323	59	1923	127
166 KASP CENTURION-BARRACUDA-BRAVO	1935	9	2627	60	2059	127
165 MEPH MODENA	1929	15	908	61	1830	30
165 MEPH MH4/5	1922	16	780	62	2006	97
163 NOVAG RUBY-EMERALD	1911	17	697	63	1981	48
163 KASPAROV MAESTRO C/8	1908	27	295	65	1999	98
163 NOV SUPER FORTE-EXP A/6	1907	12	1388	66	2021	176
163 MEPH SUPERMOND2-COLLEGE-MCARLO4	1906	19	548	67	1909	90
162 FID MACH2A	1905	27	284	68	2074	8
161 MEPH MONTE CARLO	1901	26	310	69	1912	35
161 KASP TRAVEL CHAMPION	1892	28	260	70	2046	10
161 CONCH PLY-VICTORIA/5.5	1891	32	209	71	1862	22
161 CX6 SPHINX GALAXY/4	1891	16	771	72	1861	22
160 KASP TURBOKING2	1890	9	2375	73	1947	157
159 NOV EXPERT/6	1882	14	975	74	2026	22
158 FID CLUB B	1876	32	206	75	1827	18
157 NOV EXPERT/5	1864	12	1309	76	2012	68
157 NOV SUPER FORTE-EXP A/5	1861	26	305	77	1800	38
156 FID PAR E-ELITE+DES2100	1856	11	1330	78	1916	220
156 NOV FORTI B	1852	9	2462	79	1953	236
155 FID AVANT GARDE/5	1850	10	1836	80	1852	80
155 MEPH REBEL	1847	11	1670	81	1940	69
154 NOV FORTE A	1845	9	2188	82	1908	143
154 FID CLUB A	1839	9	2191	83	1767	6
154 KASP STRATOS-CORONA	1837	31	224	84	1890	48
153 KASPAROV MAESTRO A/6	1833	10	2086	85	1864	131
153 CONCHES/6	1830	15	927	86	1900	61
153 MEPH SUPERMONDIAL1	1825	24	352	87	2017	8
152 CONCH PLYATE/5.5	1825	46	102	88	1990	6
151 KASP SIMULIANO	1825	11	1527	89	1923	55
151 NOV EXPERT/4	1821	9	2184	90	1824	36
151 FID EXCELLENCE/4	1815	13	1118	91	1960	43
151 SCI TURBO KASPAROV/4	1813	14	1020	92	1933	64
150 CONCH PLYATE/4	1812	21	470	93	2007	6
149 FIDELITY ELITE C	1808	11	1657	94	1869	11
148 FID ELEGANCE	1801	24	362	95	1852	40
147 MEPHISTO MH2	1797	35	174	96	1860	10
147 SCI TURBOSTAR 432	1788	17	672	97	1859	70
147 FID EXCELLENCE-DES2000	1782	17	748	98	1828	5
147 FID EXCELLENCE-DES2000	1776	11	1591	100		