left: Garry Kasparov after winning game 3 of his match against X3D Fritz.
below: a measure of fame for Selective Search reader John Rhodes as meets Malcolm Pein in London - more inside as he then meets Kasparov!

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Visit the SELECTIVE SEARCH & COUNTRYWIDE web pages:
www.elphchess.demon.co.uk
Reviews, Photos, best possible U.K. Prices for all computer chess products. Order Form, credit card facilities, etc.

Selective Search is produced by ERIC HALLSWORTH
CORRESPONDENCE and SUBSCRIPTIONS to Eric Hallsworth at The Red House, 46 High St., Wilburton, Cambs CB6 3RA. Or E-MAIL: eric@elphchess.demon.co.uk

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

<table>
<thead>
<tr>
<th>PORTABLE COMPUTERS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kasparov</strong></td>
<td></td>
</tr>
<tr>
<td><strong>ADVANCED TRAVEL</strong></td>
<td>(was BRAVO) £34.95 - Barracuda program! 160 BCF. Amazing value!</td>
</tr>
<tr>
<td><strong>TOUCH SCREEN travel</strong> £49.95 - as Cosmic below, almost identical strength, with soft leather case</td>
<td></td>
</tr>
<tr>
<td><strong>COSMIC £99</strong> - hand-held Touch chess! Board displayed on screen, moves made by stylus pen, plus clocks, evaluations, hints etc.</td>
<td></td>
</tr>
<tr>
<td><strong>COSMOS £99</strong> - great value, 4½″x4½″ plug-in board, strong Morsch '2000' program. Multiple levels &amp; info display and coach system. Only a FEW left!</td>
<td></td>
</tr>
<tr>
<td><strong>Novag</strong></td>
<td></td>
</tr>
<tr>
<td><strong>STAR SAPPHIRE £179</strong> - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in carry case with pen.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>TABLE-TOP PRESS SENSORY</th>
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</thead>
<tbody>
<tr>
<td><strong>Kasparov</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CHALLENGER £69</strong> - Centurion '2000' program in newly designed board, and good value-for-money buy</td>
<td></td>
</tr>
<tr>
<td><strong>BARRACUDA £79</strong> - The Morsch '2000' prog. Compact and attractive board, display etc.</td>
<td></td>
</tr>
<tr>
<td><strong>MASTER £139!</strong> - the Milano Pro program + features, but in smaller 13″x10″ board, no laptop lid. Good info display, includes plastic carry case.</td>
<td></td>
</tr>
<tr>
<td><strong>OBSIDIAN £129</strong> - with carry case! Excellent</td>
<td></td>
</tr>
<tr>
<td><strong>STAR DIAMOND £199</strong> - long awaited, brilliant, strong new 200 BCF model. With carry case</td>
<td></td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
<td></td>
</tr>
<tr>
<td><strong>MILANO PRO £249</strong> - Morsch at RISC speed, big book, strong, good features, display, laptop lid</td>
<td></td>
</tr>
<tr>
<td><strong>ATLANTA £349</strong> - the fast hash-table version of Milano Pro - even greater strength. 64 led board</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AUTO SENSORY</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Excalibur</strong></td>
<td></td>
</tr>
<tr>
<td><strong>GRANDMASTER £199!</strong> - big 2 squares, green &amp; white vinyl auto-sensory surface. Looks great!</td>
<td></td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
<td></td>
</tr>
<tr>
<td><strong>EXCLUSIVE - reduced prices!</strong> All wood board and nicely carved wood, felted pieces. Superb to play on, available with choice of 2 modules:- with <strong>MM6</strong> - Morsch's £100 program £399 with <strong>SENIOR</strong> - Milano Pro program £499</td>
<td></td>
</tr>
</tbody>
</table>

PC PROGRAMS from CHESSBASE on CD

- **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 (B1) £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 Ulianov. Simply outstanding: knowledgeable & running faster-stronger than ever! All the latest superb ChessBase features + terrific graphics.**


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

- **DEEP JUNIOR 7 £40 - 2nd top features in its ChessBase Interface etc. Strong: decent positional chess and aggressive with fast tactics!**

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!

<table>
<thead>
<tr>
<th>Other PC PROGRAMS on CD</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CHESS TIGER 15 £46</strong> - the Lokasoft version of Christophe Theron's Tiger program and includes new Noornens opening book. ChessBase version also available £99.95. Both CDs also include main 4 piece Tablebases.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PC DATABASES on CD</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CHESSBASE 8.0 for Windows £99</strong> - The most popular and complete Games Database system, with the very best features. 2.3 million games, players encyclopedia, multimedia presentations, search trees, opening reports and statistics, superb printing facilities and much more, incl. 3 recent ChessBase magazines on CD!</td>
<td></td>
</tr>
</tbody>
</table>
Welcome to, yes, another issue of Selective Search!

As you know 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
- Issue 108: 201 sent out

Amusing, eh!? Most of the 30 subs due for renewal with 107 came in, and we got 3 new readers! As I start work in earnest on issue 109 let's hope the same will happen as the subs for 108 come in!

Occasionally readers ask me to let them know when their sub is due for renewal. The label on your envelope enclosing each issue always shows the number of the last issue covered by your current sub. So it's easy for you to keep a check on it, and make sure I've updated you correctly after a payment has been made.

In addition Paul - good man! - has just bought Hiarcs9 and Junior8 off me, so he's proposing to start a new and even bigger Tournament in the near future!

**Chris GOULDEN results**

Chris wrote a very useful Winboard article for us in SelS 107, and has recently been playing 32 Winboard engines in double round G/10 tournaments on Athlon/1720 hardware. You might wonder how he finds the time to do all of that, and the answer is that he's neatly followed the idea on the Ridderkerk site of breaking the engines up into 4 divisions of 8 programs in each.

Here is how the top division (the premiership!) went....

The first round was interesting as hot favourite Ruffian went down with White against Comet! A program called Little Goliath was fancied to have a chance of competing with Yace Paderborn, Pharaoh, Crafty and Comet for 2nd, 3rd, and 4th. places, but it was also beaten, by LambChop, in round 1.

Ruffian beat Yace in round 2, but Comet leapt to 2/2 by beating LambChop.

In round 3 Yace beat Comet, while Ruffian beat Crafty as things began to settle down. At the half-way stage the scores were:

- 5/7 Ruffian
- 4½ Yace
- 4 Little Goliath
- 3½ Comet
- 3 Pharaoh, LambChop
- 2½ Crafty, Aristarch

Suddenly Yace fell into serious decline, losing to lowly Aristarch in round 8. It got a draw with Ruffian in round 9 to suggest the loss had been a temporary blip, but then lost to Comet in 10 and Little Goliath in 12.

Amazingly Aristarch also beat Little Goliath in round 10 so that, even though Ruffian only scored 2½/4 in rounds 8-11, it was already a certain winner when it beat LambChop in round 12. With its win over yace in this round

### Paul WALSH results

Paul has just completed a tourny which he's called the Trans-Euro Cup. Played as an all-play-all at 40/2, and the result is quite interesting:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>SelS 108</th>
<th>Elo</th>
<th>Score/9</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gambit Tiger 2</td>
<td>2637</td>
<td></td>
<td>6</td>
</tr>
<tr>
<td>2=</td>
<td>Ruffian 1.01</td>
<td>-</td>
<td>2568</td>
<td>5½</td>
</tr>
<tr>
<td></td>
<td>Shredder 532</td>
<td>-</td>
<td>2698</td>
<td>6</td>
</tr>
<tr>
<td>4=</td>
<td>Shredder 7</td>
<td>2635</td>
<td></td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>Chess Tiger 14</td>
<td>-</td>
<td>2620</td>
<td></td>
</tr>
<tr>
<td>6=</td>
<td>Fritz 7</td>
<td>2666</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td></td>
<td>Hiarcs 8</td>
<td>2620</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Junior 7</td>
<td>2616</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Comet 850</td>
<td>-</td>
<td></td>
<td>3½</td>
</tr>
<tr>
<td>10</td>
<td>Crafty 19.01</td>
<td>-</td>
<td></td>
<td>2½</td>
</tr>
</tbody>
</table>

Other match games he's also played are:

- Shredder7-Fritz7 | 15½-12½
- Shredder7-Hiarcs8 | 8⅓-7½
LittleGoliath seemed set for clear 2nd. place, but Pharaon suddenly burst into life and, from a meagre 4/10, scored 3½ from its last 4!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program: DIVISION 1</th>
<th>Score/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ruffian</td>
<td>10</td>
</tr>
<tr>
<td>2=</td>
<td>LittleGoliath 3.5</td>
<td>7¼</td>
</tr>
<tr>
<td>3=</td>
<td>Pharaoh 2.62</td>
<td>7½</td>
</tr>
<tr>
<td>4</td>
<td>Comet 842</td>
<td>7½</td>
</tr>
<tr>
<td>5</td>
<td>Aristarch 4.4</td>
<td>5½</td>
</tr>
<tr>
<td>6</td>
<td>Crash 19.03</td>
<td>5½</td>
</tr>
<tr>
<td>7</td>
<td>LombChop 10.99</td>
<td>5½</td>
</tr>
<tr>
<td>8</td>
<td>Yace Pederborn</td>
<td>5½</td>
</tr>
</tbody>
</table>

I think it is now beyond dispute that Perola Valfridsson’s Ruffian is by far the best of the non-commercial programs. If it had emerged 2-3 years ago it would have surely gained commercial status... maybe it still will.

In division 2, Tao5.4 and Thinker4.2 tied 1= leaving Smartthink14 a bit behind - however its new version 16b2 has moved up to 9th, on the Ridderkerk list, so it should be worth looking out for in the future. The well-known Gromit didn’t do too well either.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program: DIVISION 2</th>
<th>Score/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Tao 5.4</td>
<td>8½</td>
</tr>
<tr>
<td>2</td>
<td>Thinker 4.2</td>
<td>7½</td>
</tr>
<tr>
<td>3</td>
<td>Peplite 1.58</td>
<td>7½</td>
</tr>
<tr>
<td>4=</td>
<td>Quest 2.05b</td>
<td>7½</td>
</tr>
<tr>
<td>5</td>
<td>Neimket 3.06</td>
<td>7½</td>
</tr>
<tr>
<td>6</td>
<td>Smartthink 14a</td>
<td>6½</td>
</tr>
<tr>
<td>7=</td>
<td>Gromit 3.82</td>
<td>5½</td>
</tr>
<tr>
<td>8</td>
<td>Ammon 5.21</td>
<td>5½</td>
</tr>
</tbody>
</table>

In division 3 the 4 year old version of SOS came a very creditable 2nd. List was lower than you’d expect considering it was in division 3, but here also there’s a 5.04 version out now on the ChessBase site.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program: DIVISION 3</th>
<th>Score/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Delhi 4.1</td>
<td>10½</td>
</tr>
<tr>
<td>2</td>
<td>SOS 99.11.03</td>
<td>9½</td>
</tr>
<tr>
<td>3</td>
<td>GLC 2.18</td>
<td>8½</td>
</tr>
<tr>
<td>4</td>
<td>List 4.61</td>
<td>7½</td>
</tr>
<tr>
<td>5</td>
<td>Amy 0.81</td>
<td>6½</td>
</tr>
<tr>
<td>6=</td>
<td>Francesco 0.09</td>
<td>5½</td>
</tr>
<tr>
<td>7</td>
<td>KnightDreamer 3.2</td>
<td>5½</td>
</tr>
<tr>
<td>8</td>
<td>Amyan 1.59</td>
<td>3½</td>
</tr>
</tbody>
</table>

The Baron won division 4, easily enough to deserve a promotion! As Chris commented it was a shame to see the elderly statesman The Crazy Bishop languishing in bottom place. I was also very surprised, firstly that Chris had entered Sjeng in this division, and then that it did so poorly.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program: DIVISION 4</th>
<th>Score/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TheBaron 1.0.1</td>
<td>9½</td>
</tr>
<tr>
<td>2=</td>
<td>Wildcat 2.79</td>
<td>7½</td>
</tr>
<tr>
<td>3</td>
<td>Leif 0.53h</td>
<td>6½</td>
</tr>
<tr>
<td>4</td>
<td>Resp 0.19</td>
<td>6½</td>
</tr>
<tr>
<td>5</td>
<td>Abrok 4.0</td>
<td>6½</td>
</tr>
<tr>
<td>6</td>
<td>Dragon 4.43</td>
<td>6½</td>
</tr>
<tr>
<td>7</td>
<td>Sjeng 12.13</td>
<td>6½</td>
</tr>
<tr>
<td>8</td>
<td>TheCrazyBishop</td>
<td>5½</td>
</tr>
</tbody>
</table>

**New SAI TEK range**

The newly named Touch Screen Travel, Advanced Travel, Challenger and Master are, to be correct, basically re-badge of the Cosmic, Bravo, Centurion and Milano Pro. Program improvements are no more than one or two minor ‘bug’ corrections, mainly in a couple of opening book positions.

The boards are re-designed (they look a little smarter! which is good) and - here’s the best bit - the prices have come down! Some by quite a lot!!

If you want to have a better look at them, and you don’t automatically get one of our Countrywide Catalogues, then the best thing is to give me a ring and ask for one - this year in glorious colour. But here is a basic run down of the changes relating to the better machines, with black & white photos of the new models.

1. **If you’re buying a present for a novice/hobby player** then the always popular Alchemist Plus is now called the Talking Chess Trainer. With 64 levels, 11 teaching modes, 16 stored Opening systems, take back, hints and bad move warning, plus the addition of a voice to encourage (or warn of bad moves), this is good value at £34.95.

2. The popular Bravo with its strong Barracuda...
program is now called the Advanced Travel Chess Computer! The specs seem exactly the same! The Bravo was already brilliant value at £49.95, but the ATCC is only £34.95!

3. The Cosmic wasn’t as strong as the Bravo, but used the new and popular touch screen technology. So no prizes for guessing its new name: Touch Screen Travel Chess! It also comes with a soft leather wallet/case. The games I played on the Cosmic and from which I gave it a 110 BCF grade were from the days when the Cosmic knew castling in its opening book, and would let its opponent castle happily enough... but it wouldn’t castle for itself once out of book! We played games against the Excalibur Touch Chess and they came out 5-5. To be honest I’ve just not found the time to re-test it since the castling code was activated, but obviously it would be better. Indeed a game elsewhere in this issue against the Star Sapphire is quite impressive, so maybe it’s around 120-125 BCF!? And the new price is £49.95.

4. The Centurion has gone and is replaced by the Chess Challenger which again uses the same 166 BCF (SelfSearch) program, with capture and tactical alerts, coach and study modes etc. It looks smart and the price has dropped from £79.95 to £69.95, which even includes the adaptor.

5. The Chess Academy (£149) is being replaced by the Talking Chess Academy. The board surrounds is in black instead of silver, but all features and the program appear to be exactly the same. The price is £99.95, but we have some of the original Chess Academy left and they are reduced to £89.95 while stocks last.

6. The Master replaces the Milano Pro. The playing engine and processor and all features again are identical, but the board looks smart and comes with a plastic carry bag which replaces the hardtop lid which the Milano Pro had. The price is reduced to £139.95 which again includes the adaptor. Obviously Saitek are hoping this will outsell the Novag paid Obsidian and Star Diamond at this price. But it isn’t quite as strong as the Star Diamond, while the Obsidian, though weaker, has a slightly bigger board playing area and the carry case is a nicer fitted fabric type.

Incidentally the Atlanta (the hash table and faster version of the Master/Milano Pro) is now discontinued, but I have a small number left at £349, ‘white stocks last’ as they say.

7. The Exclusive MM6 has come to the end of its days - I have 1 left at £399. After that only the Exclusive Senator will be available. This is the Master/ Milano Pro 188 BCF program and the new price which was recently reduced from £649 to £589 has now come down even more to £499!!

Reduced prices of course are great for the customers, and I’m hoping that sales numbers might get a decent boost (through the Christmas period :-)) Hint, hint!

From Graham WHITE

This is from a series of Blitz (4+2) tournaments I am playing with thematic gambit openings.
Hiarcs 9 is winning so far, ahead of Shredder 7 and Fritz 7. Both Hiarcs and Shredder show hugely improved scores from their previous versions.
Gambit Openings G/4+2. Graham White

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Tot/56</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hiarc 9</td>
<td>36 1/2</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 7</td>
<td>32</td>
</tr>
<tr>
<td>2=</td>
<td>Fritz 7</td>
<td>32</td>
</tr>
<tr>
<td>2=</td>
<td>Gambit Tiger 2</td>
<td>32</td>
</tr>
<tr>
<td>5</td>
<td>Junior 7</td>
<td>29 1/2</td>
</tr>
<tr>
<td>6</td>
<td>Chess Tiger 14</td>
<td>28</td>
</tr>
<tr>
<td>7</td>
<td>Hiarc 8</td>
<td>25</td>
</tr>
<tr>
<td>8</td>
<td>Shredder 6</td>
<td>22</td>
</tr>
<tr>
<td>9</td>
<td>Ninoz 7</td>
<td>15</td>
</tr>
</tbody>
</table>

I'll send you some of the best games....

Just in time for inclusion:

**[1] Chris GOULDEN (again!)**

Chris has just sent me the results of his latest tournament, in which he mixed some commercial programs with the top amateurs.

Chris Goulden - Andover G/5

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 7</td>
<td>10 1/2</td>
</tr>
<tr>
<td>2</td>
<td>Ruffian</td>
<td>10</td>
</tr>
<tr>
<td>3</td>
<td>List 5,04</td>
<td>7 1/2</td>
</tr>
<tr>
<td>4=</td>
<td>Fritz 6</td>
<td>6</td>
</tr>
<tr>
<td>4=</td>
<td>Junior 6</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>Anaconda 1.0</td>
<td>5 1/2</td>
</tr>
<tr>
<td>8</td>
<td>Yace</td>
<td>4 1/2</td>
</tr>
</tbody>
</table>

Chris writes: 'I was getting quite excited after round 12 as I thought I might be publishing the first tourny where Ruffian came out ahead of current top engine Shredder 7. Ruffian had a 1/2 point lead going into round 13, but it lost to List while Shredder beat Anaconda, and that was its last chance.

A great result for Shredder and, especially, Ruffian, with this pair well ahead of List, a surprise 3rd. and doing pretty well to be 1 1/2 pts clear of older Fritz and Junior versions, and the current Crafty

**[2] Frank HOLT**

Frank has now got all the current top versions, so his latest Table is of particular interest. As always Frank plays 2 game matches between every pair at each of Tournament 40/30, 60/60 and 40/60, and Blitz G/30, G/60 and G/90.

Frank Holt - Athlon 1800 mixed times

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>S7</th>
<th>J8</th>
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<th>T15</th>
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<td>1</td>
<td>Shredder 7.04</td>
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<td>6 1/2</td>
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An astonishingly easy win for Shredder which, as Frank says is 'a worthy ratings leader... though not in the eyes of Big Business (Kasparov-Fritz) even though it runs rings round Fritz. I would say the other programs are very close to each other, and there's a big improvement with Hiarc 9.'

Both Chris and Frank sent some games to accompany their results. There's not likely to be room for a 'Games Section' in this issue, but I'll try to make some in the January issue.

**Carl BICKNELL on Brutus!**

You asked for feedback on Brutus and I've been following its development with interest and have e-mailed chessbase numerous times. Here are some thoughts:

- The effect of being able to add knowledge without a speed penalty seems to me to be exactly the same as running a high knowledge program on super fast hardware. In other words it's a great breakthrough but the advantages can be reproduced on any machine if one is willing to pay enough money for multiple processors etc.
- Brutus runs...very much faster than an Athlon / P4 - Chessbase. Woooaaah there!! Lets just think about that statement. Is it really true? In terms of operations per second an Athlon / P4 must be WAY faster than Brutus. Intel / AMD are spending billions on cranking these things up to the max and no DIY chess card will compete with that. If Brutus is faster it must be in the sense that it can process much more positions per second because of the inefficiency of generic processors that you get in P.C's. So in other words because Brutus is dedicated to playing chess it is probably much more efficient and therefore "faster". I make that point just because I don't think Chessbase have been plain about this and what I'm saying is that if Brutus is much faster as they claim, it is for different reasons to why Deep Blue was faster. Deep Blue was faster in the true sense of the word - whereas Brutus will be effectively faster...maybe.
- Your point about people preferring to spend £1500 on a dual Athlon to get the same speed must be true. However, I've heard that Brutus is now going parallel so it might still be quite a bit quicker than P.C's yet - we'll...
have to wait and see. In his book "Behind Deep Blue" Hsu makes the point that code entered in hardware is 100 x faster than in software - could this be true with Brutus?

- Surely one excellent use of Brutus is to create some long overdue new dedicated machines of 2700+ Elo.
- Let's assume for arguments sake that all singing & dancing Brutus is twice as fast as a dual Athlon running Fritz or some other top program. On speed alone what would that give it? Plus 20 - 30 Elo I reckon. As you can see from the grading lists the difference is MORE than that based solely on the quality of the program!! In other words my argument can be summed up like this: it's Morsh/Unlacke/whoever vs Donninger, with the latter having a 20-30 Elo head start. Is that enough to compensate for the fact that the other two seem to produce better programs? I doubt it. Not if you compare the results of Nimzo with Hiarcs, Shredder, Fritz etc etc.

Personally I really hope Brutus IS a monster. I hope it smashes the PC programs because it would generate lots of interest in chess which in the LONG term would be good for Hiarcs & co! Remember when Deep Blue was around everyone wanted their program to play it. Remember the excitement when Fritz took down the monster machine in that weird game as black? The problem was that IBM wouldn't let their Behemoth out of it's cage and both versions played what, a dozen public games? What a waste. But with Brutus we wouldn't have that problem - we'd own it!

Eric, feel free to quote any of this in the next SelSearch, even if you totally disagree with my views.

Bye for now, best wishes... Carl

Christmas Puzzle

I spotted the bare bones of the following article on the always interesting ChessBase web site. It seemed an excellent 'little' puzzle for Selective Search readers with their PC programs. Alas a couple of weeks later David Norwood beat me to it by showing the position in the Saturday Telegraph. But many of you might not have seen it - and he didn't publish the solution until later - so I decided to share it with you anyway.

The puzzle tends to be known as Jim Plaskett's Chess Puzzle, as it was he who showed the position to players at the Super GM Tournament in Brussels in 1987. No-one could do it, but the great Mikhail Tal later went for a walk round a local park and came back with a remarkable, beautiful solution!

Jim Plaskett's Puzzle - White to play & win

White's problem is that, if the pawn promotes with 1.d8=Q, Black has the fork Nf7+. Here is Tal's solution:

1. Nf6+! Kg7! 1... g5?? 2 hx5+ 1-0
2. hx5+ Kg6 3 c2+ Kh5 The computers of course all think Black is winning! 4.d8=Q!
Allowing the fork! Kf7+ Ke6 Suddenly the PC programs show a mate for White!
5...exd8+ 6.f5 e2 7.e4 e1Q If 7...e1B 8.f3# 8.d5 c2 9.c4 c1Q If 9...c1B 10.e2+ m/2 10.b5 c7 11.a4 e2 12.d1 f3 13.xe2 c4 14.xf3#

Sadly we must now own up, and admit that a fault has been found in the solution - these PC programs have a lot to answer for, spoiling such beauty! So can readers find the fault?

If I show you a new version of the puzzle which works, it might help! We've moved the Black knight from g5 to e5.

JP's Puzzle' Corrected - White to play & win

1. Nf6+! Kg7! 2. hx5+ Kg6 3. c2+ Kh5 4.d8=Q! The moves are the same, but already now most PC progs are showing a mate for White! 4...f7+ 5.e6 exd8+ 6.f5 e2 7.e4 etc. mate/6
STAR SAPPHIRE
NOVAG'S NEW PORTABLE UNDER TEST!

The first consignment reached me just too late to make any reference to it in our last issue - though a few folk picked up on its last minute inclusion on our page 2 'the BEST BUYS' section.

The first thing I wanted to check was that the playing engine and processor speed was the same as the Star Diamond, which had already made a promising appearance in the Rating List. Pleasingly the answer is, 'yes, it is', but less agreeable was the sight of the final display screen and chess figures en route to doing some speed and comparison tests.

These are not of the same high quality as those then still being shown on the Novag web site, as well as on the actual box containing the Star Sapphire. I immediately took my own photos of the real thing, and posted one on my web site. The fact is that to get a high quality screen with really good chess piece representation would require dot matrix technology and regrettably this would heavily increase production costs.

Disappointing... but surprisingly I soon got over this, finding it easier to get used to the figures than I'd at first expected once I'd started playing a game. Touching and moving the pieces with the stylus pen is very simple and quick, and I became even more encouraged when I started to access the cleverly arranged menus and features - okay, I needed a few brief references to the manual, but once you get into the swing of everything it becomes pretty straightforward.

Once I'd started to get more comfortable with the pieces the screen seemed okay, but the backlight does improve definition a little. It probably also reduces battery life somewhat, so I don't normally bother with it at all. It also somehow seemed nice to switch-off in mid-game and then switch back on again to find all the pieces on the screen just where you left them. Silly really, because almost all the computers have memory retention, it just seems better on the various touch screen models to see everything where you expected it to be.

There's a flip-over protective screen cover which probably needs to be treated with respect if you want it to last for ever, but there's a decent carry case for the computer so it should be well safeguarded when it's in your pocket or briefcase.

Oh, yes, and that screw in the back holding down the battery compartment! I am told that's to comply with European regulations, apparently to stop children being able to get at your batteries... they are so dangerous you know! Well, maybe the kids are!

The basic specifications for the machine are the same as for the Diamond2/Sapphire2 - 123,000 position opening book etc. but the processor is different - a better processor but running slightly slower which seems to combine to produce a small speed-up. In fact entering all the early results into the Rating List indicated that the Star versions are a 60 Elo improvement over their predecessors. Novag says it should be 80, so we're not so far out!

One of our readers, John Rhodes, has just played a 6 game match between the new Star Sapphire and the original Sapphire 1! That will give us a good guide - as will his match against the Berlin Pro 68020 (next issue!).

But before we see how those games went, here's a couple of others. The first is grossly unfair, as I played it at the office against Hiarc59 running on a P4/1800, but when the programs came out of the opening books they reached a very sharp position, which just shows how wary you need to be at all times. The second game might also seem unfair, this time being against the much lower graded Cosmic - but the latter put up a good show and we have probably under-rated it.
Star Sapphire - Hiarc9  
G/30. Opening D49

1.d4 d5 2.c4 c6 3.Qc3 e6 4.e3 Qf6 5.Qf3  
Qb7 6.Qd3 dxc4 7.Qxc4 b5 8.Qd3 a6 9.e4  
c5 10.e5 cxd4 11.Qxb5 Qxe5 12.Qxe5 axb5  
13...Qf3?!

Played from the Star Sapphire book, but  
Mark Unicke and I think this is slightly  
doubtful. We prefer 13.Qxb5 + Qd7 14.Qxd7  
Qa5 + 15.Qd2 Qxb5 16.Qxf8 Qxf8∞  
13...Qb4 + 14.Qe2 Qb8 15.Qg3 Qd5  

With this we finally put the StarS out of its  
book!  
16.Qf3! e5 17.Qxg7?!

Tempting, but probably unwise. 17.Qxe5 +  
Qxe5 + 18.Qxe3 is better but the resulting  
game rather mundane  
17...e4!

Without its opening book Hiarc9 would  
take over a minute to find this very strong  
move. Earlier in the search the more obvious  
17...Qg8 would top the list, expecting  
18.Qxf6 and now 18...e4. But e4 is actually  
stronger played at move 17 which is why we  
put it in the book there, otherwise Qg8 could  
get played in fast time control games  
18.Qxh8+ Qe7

Okay, so what should the StarS do now?  
It's a rook up, but its king has the Black army  
in its face  
19.Qf1?  
The wrong way! Best was 19.Qd1 and  
now H9 would have played 19...exf3 as in the  
game, but here the presence of the king on d1  
enables 20.Qd2 and White is probably okay  
- his king isn't in too bad a spot and both  
rooks are activated  
19...exf3! 20.Qg7  
If 20.g4?! Qe5! threatens mate on e1 and  
White only has losing moves, e.g. 21.Qg1  
Qxg4 22.Qxb8 Qxb8 0-1  
20...fxg2 + 21.Qxg2 Qh3 22.Qxh3 Qxh1+

Material is back to equal but Black is still  
on the attack  
23.Qe2 Qe1+ 24.Qf3 Qd1 + 25.Qe2 Qc2  
26.Qh4  
There are no saving moves so this is no  
worse than anything else.  
E.g. 26.Qg2 Qxe2 and if 27.Qg5 Qg8  
0-1;  
Or 26.Qg5 Qe4+ 27.Qg3 Qd6 + 0-1  
26...Qg8 27.Qg5 Qf5 + 28.Qg2 Qxg5 +  
29.Qh1 Qd5 + 30.Qf3 Qh5 31.Qf2 Qd6  
32.Qd3 Qg4 33.Qe2+  
and the StarS resigned just as H9  
announced m/14 with 33...Qe3 0-1

Cosmic - Star Sapphire  
Played by John Rhodes. G/60. B23

1.e4 c5 2.Qc3 e6 3.Qf3 a6 4.Qe2 Qc6  
5.d3?!

This 'new' move by the Cosmic puts both  
machines out of book. Regular lines are  
5.0-0, and 5.d4  
5...d6 6.Qe3 Qb6 7.Qb1 Qf6 8.0-0 Qd4  
9.Qxd4 cxd4 10.Qd1 e5 11.c3 dxc3 12.Qxc3  
Qc6 13.Qb4 Qe7 14.Qe3 a5 15.Qb2 0-0  
16.Qab1 a4 17.a3 Qd8 18.Qd2 Qb8 19.Qfc1
19...\textbf{\textit{\textit{g6}}}?
Better was 19...\textbf{\textit{d6}} protecting the a-pawn, then if 20.d4 \textbf{\textit{sa5}}=
20.d4! \textbf{\textit{d7}} 21.h3?
Better was 21...\textbf{\textit{b5}}! The timing of this move is important – right here it would give
White a clear advantage 21...\textbf{\textit{xb5}} 22.\textbf{\textit{xb5}}
\textbf{\textit{xb5}} 23.\textbf{\textit{xb5}} \textbf{\textit{a8}} 24.\textbf{\textit{d4!}}±
21...\textbf{\textit{a5}} 22.\textbf{\textit{b5}}?!
Now it is not so good! Better was 22.dxe5
dxe5, and then 23.\textbf{\textit{b5}}, though here the
advantage to White is not so great after
23...\textbf{\textit{xc7}} 24.\textbf{\textit{dc4}} \textbf{\textit{b6}}
22...\textbf{\textit{xb5}} 23.\textbf{\textit{xb5}} \textbf{\textit{xb5}} 24.\textbf{\textit{xb5}} exd4
25.\textbf{\textit{xa5}} dxe3 26.fxe3 \textbf{\textit{a8}} 27.\textbf{\textit{xa8}} \textbf{\textit{xa8}}
28.\textbf{\textit{b1}}

![Chess Diagram]

Amazing, the Cosmic is probably still just
about level, as Black has some problem
defending both the a and the b pawns
28...\textbf{\textit{f8}}?!

The Novag decides to let the b-pawn go
in order to activate its king and other pawns,
so as to keep the Cosmic on the defensive.
Initiative can be just as important in the
endgame, but it's risky to go a pawn down at
this stage and allow your opponent's rook onto
the 7th rank!
29.\textbf{\textit{xb7}} \textbf{\textit{c8}} 30.\textbf{\textit{c4}} \textbf{\textit{e8}} 31.\textbf{\textit{b4}} \textbf{\textit{xe4}}
32.\textbf{\textit{xe4}} \textbf{\textit{xe4}} 33.\textbf{\textit{f2!}} \textbf{\textit{e7}} 34.\textbf{\textit{f3}} \textbf{\textit{e5}}
35.\textbf{\textit{xa4}}

The Cosmic is still a pawn up!
35...\textbf{\textit{ff5}}+ 36.\textbf{\textit{e2}} \textbf{\textit{g5}} 37.\textbf{\textit{g4}} h5! 38.\textbf{\textit{a7}}+
\textbf{\textit{e6}} 39.\textbf{\textit{f3}} hxg4+ 40.hxg4 \textbf{\textit{e5}}

41.a4? 41.a4+
The cheaper Cosmic program isn't big
enough to include knowledge for rooks
behind pawns, so Novag is able to get right
back into the game. With 41.a4 f5 42.gxf5+
\textbf{\textit{xf5}} 43.e4+ White would still be just ahead!
41...\textbf{\textit{xc4}} 42.a5 \textbf{\textit{a4}}! 43.e4 f6 44.a6??
Better was 44.\textbf{\textit{exg7}} \textbf{\textit{xa3}}
44...\textbf{\textit{g5}}?!
Quite a risk. 44...\textbf{\textit{a3}}+ 45.\textbf{\textit{f2}} g5
46.\textbf{\textit{e2!}} \textbf{\textit{e5}} kept the draw in sight
45.\textbf{\textit{c3}}!
From this move it seems that the Cosmic
might know something of how to use its king
in the ending, but subsequent moves unfortu-
nately suggest otherwise, otherwise it
might well have won from here!
45...\textbf{\textit{d5}} 46.\textbf{\textit{exd5}}+?! 46...\textbf{\textit{xd5}}
Do you know I think 46.\textbf{\textit{ba8!}} \textbf{\textit{a3}}+ 47.\textbf{\textit{d4}} \textbf{\textit{a4+}} 48.\textbf{\textit{c5}} dxe4 49.a7 would
have been close to causing a major shock!
46...\textbf{\textit{xd5}} 47.\textbf{\textit{f3}} \textbf{\textit{c5}} 48.\textbf{\textit{e2}} \textbf{\textit{b5}}
49.\textbf{\textit{d1}}?!
Here 49.\textbf{\textit{f3}} would certainly get the
Cosmic the draw. But the game still isn't lost,
it's a great effort against its illustrious
opponent.
49...\textbf{\textit{xa6}}

50.\textbf{\textit{f7}}?
50.\textbf{\textit{xa6}} \textbf{\textit{xa6}} 51.\textbf{\textit{d2}} is a draw, but the
persistent small endgame inaccuracies make
it less and less likely that the Cosmic will
now save the game, especially as the Star-S
is now beginning to find the right moves
towards a win.
50...\textit{$\mathcal{A}$}e5! 51.\textit{$\mathcal{A}$}c1?
51.\textit{$\mathcal{A}$}e2 had to be played. Now the game
cannot be saved.
51...\textit{$\mathcal{A}$}d5 52.\textit{$\mathcal{A}$}c2 \textit{$\mathcal{A}$}e6

And we would expect the Novag to win
from here, which it does...
53.\textit{$\mathcal{E}$}c7 \textit{$\mathcal{A}$}a4! 54.\textit{$\mathcal{A}$}b3 \textit{$\mathcal{A}$}xg4 55.\textit{$\mathcal{E}$}c6+ \textit{$\mathcal{A}$}e5
56.\textit{$\mathcal{E}$}c5+ \textit{$\mathcal{A}$}d6 57.\textit{$\mathcal{E}$}b5 \textit{$\mathcal{E}$}c6 58.\textit{$\mathcal{E}$}f5 \textit{$\mathcal{E}$}xf4
59.\textit{$\mathcal{B}$}a5 g4! 60.\textit{$\mathcal{B}$}a7 f5 61.\textit{$\mathcal{B}$}h7 g3 62.\textit{$\mathcal{B}$}g7 \textit{$\mathcal{G}$}g4
63.\textit{$\mathcal{B}$}xg4 fxg4 0-1

A pretty courageous effort by the Cosmic. As
the Star Diamond/Sapphire seem to be estab-
lished at 200-205 BCF, this performance
suggests that the Cosmic must be higher than
the 110 BCF I have been showing - it may
even be 125 BCF. I need to create some spare
time to give it some games against a 140-150
BCF type opponent, and see if it can get one
or two draws or wins against that.

Now we come to the other John Rhodes
games, but before we do I must let you read a
short e-mail he sent me. You will remember
in our last issue that I printed an 'advert' for
Kasparov's London visit to Chess & Bridge
on Euston Road. John made it there.....

I went to the Chess Centre to see
Garry Kasparov and, due to catch-
ing an earlier train running late
(1), I arrived in London sooner
than expected and found myself at
the head of the queue at 8:50am!

Within about 20 minutes others
turned up and Malcolm Pein made us
pose for some photos at the front
of the shop, and later I had my
photo taken with Kasparov as he
handed me the signed book.

A very enjoyable morning!

Best Regards... John Rhodes

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In John's first match the \textit{Star Sapphire}
played 6 games against the original
\textit{Sapphire} which had a 2109 rating in our
issue 108. If the Star Sapphire is 2210 as we
showed there, then the 100 Elo gap should
translate into a 3½-2½ win for the new
program. Let's see!

\textbf{Star Sapphire - Sapphire 1}

\textit{G/60. Game 1. Opening B99.}

1.e4 c5 2.d3 d6 3.d4 cxd4 4.\textit{$\mathcal{A}$}xd4 \textit{$\mathcal{A}$}f6
5.\textit{$\mathcal{A}$}c3 a6 6.\textit{$\mathcal{G}$}g5 e6 7.f4 \textit{$\mathcal{E}$}e7 8.\textit{$\mathcal{A}$}f3 \textit{$\mathcal{A}$}c7
9.0-0-0 \textit{$\mathcal{A}$}bd7 10.g4 b5 11.\textit{$\mathcal{A}$}xf6 \textit{$\mathcal{A}$}xf6 12.g5
\textit{$\mathcal{A}$}d7 13.f5
13...\textit{xe}5 All main line theory so far, though here. 13...\textit{xg}5+ 14.\textit{xb}1 \textit{e}5 is also played quite frequently 14.\textit{f}6 \textit{g}xf6 15.\textit{gxf6 \textit{xf}8} 16.\textit{g}1 \textit{d}7 17.a3 17.\textit{g}7 \textit{g}7 18.\textit{xf}g7 \textit{g}8 19.e5 is shown as giving White the advantage, though the continuation 19...0-0-0 got a draw in a game on my database 17...\textit{h}6+?! 17...\textit{b}6 18.\textit{h}5 0-0-0 is also on my database and was a draw (isn’t 18...\textit{b}4 better?) 18.\textit{b}1

Now perhaps Black can get his development finished: the centre is reasonably secure and the \textit{f}8-\textit{h} can finally be extricated to release the \textit{h}8-\textit{h}... if White will allow him time! 17.\textit{f}d1 \textit{c}7 18.\textit{e}4 \textit{xd}1+ 19.\textit{xd}1 0-0 20.\textit{f}4 \textit{f}5 21.\textit{g}5 \textit{g}5 22.\textit{xf}g5 \textit{e}8 23.\textit{g}5 \textit{e}7 24.\textit{f}6 25.\textit{f}7 26.\textit{e}7+ 27.\textit{a}1 White’s passive play is in danger of letting the Star-S back into the game 27...\textit{e}5! 28.\textit{c}3 \textit{a}5 29.\textit{c}8 \textit{g}6 30.h4 \textit{h}5?! 30...a4 was better 31.\textit{g}8+! a4?! Black needed to admit his last move couldn’t work and return the king to g6 31...\textit{g}6 32.\textit{xe}g7 The pin on Black’s knight will hurt him more and more as the game continues 32...\textit{axb}3 33.\textit{xb}3

Of course Black has problems, but there are still drawing chances. 33...\textit{xd}h3?
33...\textit{xb}3+ 34.\textit{d}2 \textit{a}3 35.\textit{h}2 \textit{a}2 36.\textit{xb}7+ \textit{g}4 37.\textit{c}1 \textit{f}8 38.\textit{h}6 e4 with a fighting chance for the draw 34.\textit{xe}5!

thought it might be a whitewash, but game 3 was drawn’ so bringing us to game 4...

\textbf{Sapphire 1 - Star Sapphire}  
G/60. Game 4. B01: Scandinavian Defence

1.e4 d5 2.exd5 \textit{f}6 3.d4 \textit{xd}5 4.c4 \textit{b}6 5.\textit{f}3 \textit{g}4 6.\textit{e}2 \textit{e}6 7.0-0 \textit{c}6 8.\textit{b}3 \textit{xf}3 9.\textit{xf}3 \textit{xd}4 10.\textit{xb}7 \textit{b}8 11.\textit{c}3 \textit{xb}7 The program books have gone quite deep, but here 11...c5 12.\textit{xd}4 \textit{b}7 13.\textit{c}3 \textit{d}7 is preferred... Schulz-Schneider, 2001 ½-½ 12.\textit{xd}4 \textit{xd}4 13.\textit{xd}4 c5 14.\textit{c}3 \textit{d}7 15.\textit{d}2 \textit{d}3 16.\textit{ac}1 \textit{f}6

18...\textit{c}8?? Oh dear. Whilst 18...0-0-0 19.\textit{h}5 \textit{f}4 20.\textit{g}7 certainly puts Black in difficulties, the game is by no means lost after 20...\textit{b}8 21.\textit{xb}7 22.\textit{xb}7 \textit{g}8 19.\textit{xb}5+ If you check out 19.\textit{dx}b5!! axb5 20.\textit{xb}5

you’ll see that White could actually have won even more quickly! Even so, the finish in the game is also pretty swift! 19...\textit{f}8 20.\textit{h}3 \textit{f}4 21.\textit{h}4 \textit{e}3 22.\textit{g}3 axb5 23.\textit{d}xb5 \textit{b}8 24.\textit{xd}6 \textit{h}5 25.\textit{xf}7 1-0

The Star Sapphire also won a lengthy game 2. \textit{John} says: ‘After the first couple of games I
This gives White a big advantage as the bishop cannot be taken 34...\text{d}g4 35.\text{e}e2 \text{f}a7 36.\text{e}e1? 37.\text{f}f6 38.\text{e}e7+ \text{f}f5 39...\text{d}d6! could have been tried in the hope of getting a position where the king protects the rook, so freeing the poor knight to get back in the game 40.\text{d}d1 \text{e}c7 41.b4! cxb4 42.c5!

Exploiting the pinned knight again 42...\text{d}xf6
No other choice really 43.\text{d}xc7 \text{d}d5
43...\text{d}xg5 doesn't work either; 44.c6!
44.\text{d}f7+ \text{d}xg5 45.\text{e}6 b3 46.\text{c}c1 \text{g}6
47.\text{d}xf4 \text{f}5 Of course if 47...\text{d}xf4 48.\text{c}7]
48.\text{e}3 \text{c}7 49.\text{b}2 \text{e}5 50.\text{b}xb3 \text{d}d4 finishes the forced mate here with 50.\text{c}7! but the game will be over soon enough anyway
50...\text{d}f4 51.\text{b}7 \text{e}5 52.\text{e}7 \text{d}5 53.c7!
Hurray 53...\text{d}xd7 54.\text{d}c8\text{e}1-0

So, from a 2-0 start, the Star Sapphire suddenly only leads by 2\frac{1}{2}-1\frac{1}{2}, with 2 to play. But game 5 sees an amazing blunder!

**Star Sapphire - Sapphire 1**

G/60. Game 5. A37: Symmetrical English vs...g6

1.e4 c5 2.\text{c}c3 \text{c}c6 3.g3 g6 4.\text{g}g2 \text{g}7 5.\text{d}f3 \text{e}5 6.0-0 \text{g}e7 7.\text{d}3 0-0 8.a3 \text{d}6 9.\text{b}b1 \text{a}5
10.\text{d}d2 \text{b}8 11.\text{e}e1 \text{e}6 12.\text{d}c2 \text{d}5 13.exd5 \text{d}xd5 14.\text{e}e1?! Once again the big Novag books took the programs well into the game, but here the Star Sapphire varies. Both 14.\text{e}e4 and 14.\text{d}d4 are in theory 14...\text{b}6

There's little or nothing in it – perhaps Black has a space advantage, but the White bishops have plenty of scope 15.\text{d}e3 \text{xe}3 16.fxe3 \text{f}d7 17.d1 c4!? One of two good moves available to the Sapphire I. I think 17...f5! would also have been strong here, and both moves give Black an advantage at this stage of the game 18.\text{e}e1 cxd3 19.\text{xd}3

19...\text{f}d8? Too clever, and this really wasn't necessary. With the simple 19...\text{xd}3
20.exd3 \text{d}e7 21.\text{e}e4 \text{h}6 Black would have an enduring advantage against the hanging d and e pawns 20.\text{xd}7! \text{d}x7 21.\text{d}d1! \text{d}e7
22.\text{f}2

22...\text{c}6?! This isn't all that bad, but with 22...\text{e}4! Black would still be equal as, after 23.\text{d}xe4 \text{g}4! 24.\text{d}c3, he has 24...\text{b}5 and definite compensation for the pawn. Easier to see when you've got a Shredder or Hiarcs to check your analysis with! 23.e4! \text{e}8
24.\text{d}xd8 \text{h}5?? But this is totally unfathomable, even though partly based on by spending long thinking time on earlier, complicated moves! Obviously 24...\text{xd}8 has to be played, and then there is still plenty in the game. In fact White would have only a small advantage after 25.\text{d}d3 \text{xd}5 26.\text{exd}5 \text{d}d6 27.\text{e}4! \text{f}5! 28.\text{e}3, and is far from being sure of the full point. After the game John took moves back and tried to get the Sapphire I to repeat this amazing blunder, but it would not. 25.\text{xb}8 and suddenly White finds itself with the gift of two rooks for... nothing! 25...\text{f}8 26.\text{xb}6 1-0. Game 6 was drawn, so the Star Sapphire won 4-2!
The Utzinger & Buhler Tests

Kurt Utzinger and Rolf Buhler are new names to me, but they have an impressive and interesting web site which was brought to my attention by Manfred Meiler recently (see results of his WM-Test in SelSearch 108, page 18) during discussions over whether Hiarcs9 is better on normal or aggressive.

In the main I have just drawn from the site the various recent tournament results, but for those interested in their comments and other statistics, the web address is:

- http://www.utzingerkurt.com

The setup (8 engines) is engine-v-engine all-play-all 10 games each match.

The PC is an Athlon 1.3/64 MB hash each engine. The Time control: 60/2hrs plus 30/1hr and G/30 finish. Ponder-off, 3/4-men tablebases in use. Except where stated all programs use their own books with book learning turned off. All games under ChessBase-GUI Hiarcs8.

Testers: Rolf Bühler, Zurich / Kurt Utzinger, Wetzikon (Schweiz)

<table>
<thead>
<tr>
<th>RK 2003 - Tournament table 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
</tr>
<tr>
<td>-----</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
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<td>8</td>
</tr>
</tbody>
</table>

It was a close win for Stefan Meyer-Kahlen's Shredder, but considering the many other tournaments and results, it is a further sign that its first place in both the SSDF and Selective Search rating lists is fully justified. Why is Shredder 7.04 so strong? We believe it knows perhaps the best of all programs how to deal with the middle game. The endgame is still good, but not so much better than most other engines, though it can be seen that Shredder 7.04 uses the endgame tablebases quite early and in a very efficient way.

In second place was The King 3.23 (SKR settings), only half a point behind. In Tournament 1 it used the strong and narrow Fritz7 general.cig opening book. Please note that the same engine but with the wider and less strongly 'tuned for success' remis.cig got 10½ points less out of its 70 games - see Tournament table 2. The influence of the opening books seems to be much higher than we have imagined.

For a long time it seemed Junior 8 might come top, but the loss to Fritz 8 ended its hopes. For many chessplayers Junior 8 is something of a mystery, but of course a 'must have' program! The dynamic playing style often leads to very exciting winning games but also to games with errors that will hardly be seen with other top engines. We are still unable to give an objective appraisal of this most interesting program... what however can be said is that Junior 8 depends more than other programs on its well optimised opening book, which surely contributes a great deal to the overall strength of Junior 8. This was seen in a tournament we interrupted but where all engines had to use the book remis.cig. At the time we decided to stop this tournament, Junior 8 had played 21 games and was in last place with only 7½ points.

With Fritz8 in 4th. place there is a big drop between the top 4 and the bottom 4!
The performance of Deep Sjeng 1.5 was a great surprise. Before starting our tournament it was being argued that the Belgium engine would not have much chance in this strong field. The main reason for its good result was the clear win of 7-3 vs Hiarcs 8, the win vs Fritz 8 and the draw vs Chess Tiger 15. To describe the playing style of this engine is not so easy. It prefers or plays stronger in closed and half-open positions. The classical e4/e5 openings do not suit it very well, and improvements should be made in the endgame.

As for Chess Tiger 15 the main reason for its disappointment was the heavy loss by 1½-8½ vs Shredder 7.04. This looks strange and the question could the latter engine be a dreaded opponent for Chess Tiger 15. This is however not the case when we consider the rating lists or compare some results at faster time controls. But when we go to the SSDF list, with games also at longer time controls (tournament level 40/120) we find there that Shredder 7.04 won big by 30-10. We get the impression that Chess Tiger 15 finds good moves rather early and that playing strength does not considerably increase with more thinking time.

Ruffian obtained a very reasonable score of 40%. The amateur engine of Perola Valfridsson plays all phases of the game rather well and is a dangerous opponent for all other engines even though it suffered a crushing 2-8 against Fritz. The version 1.05 has not been released for public but it is perhaps not stronger than 1.01 with only minor corrections.

Hiarcs 8 was unable to win a single match. One reason for this - we noticed this in many games - the opening book does not work well for fighting other engines.

A final observation: Please note that it was just one tournament among many others and it is not wise to draw too many conclusions, which can be wrong.

**Some statistics, out of 280 GAMES**

- White Wins : 99 (35.4%)... performance 57%
- Black Wins : 60 (21.4%)... performance 43%
- Draws : 121 (43.2%)... rather high, possibly due to 'tight' opening books!?

- ECO A = 9 Games (3.2 %)
- ECO C = 39 Games (13.9 %)
- ECO E = 52 Games (18.6 %)
- ECO B = 137 Games (48.9 %)
- ECO D = 43 Games (15.4 %)

We see at a quick glance that the chess computer opening books clearly prefer open (1.e4) and half-open lines. Openings with code ECO A are represented in only nine games.

As already mentioned the choice of the opening books is very important. The same tournament would have gone completely differently had The King 3.23 SKR used the remis.ctg instead of the general.ctg.

### RK 2003 - Tournament table 2

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Tot/70</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 7.04</td>
<td>44</td>
</tr>
<tr>
<td>2</td>
<td>Junior 8</td>
<td>42</td>
</tr>
<tr>
<td></td>
<td>Fritz 8</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Deep Sjeng 1.5</td>
<td>34</td>
</tr>
<tr>
<td>5</td>
<td>The King 3.23 skr settings</td>
<td>32½</td>
</tr>
<tr>
<td>6</td>
<td>Ruffian 1.05</td>
<td>31</td>
</tr>
<tr>
<td>7</td>
<td>Chess Tiger 15</td>
<td>29½</td>
</tr>
<tr>
<td>8</td>
<td>Hiarcs 8</td>
<td>25</td>
</tr>
</tbody>
</table>

What caused the big drop in The King's score? Replaying all its games but using the less powerful and also wider 'remis' opening book resulted in the following big score changes which combined together to bring about a drop from 2nd. to 5th:
Against Fritz8 it lost 4-6 instead of winning 6½-3½.
Against Deep Sjeng it also lost 4-6 instead of winning 6½-3½.
Against Ruffian it lost 4½-5½ instead of winning 7½-2½!!
Against Hiarc8 it won 5½-4½ instead of winning 7-3.

To test only the engines, we need to play with them all using the same opening book, an idea which we started and abandoned part way through. If, sometime, we did that, we would however be able to compare more exactly just the engines on their own, and then deduce which opening books worked best for their programs!

Since all of this we have of course also now tested Hiarc9 and worked out a crosstable (see below) where all games of Hiarc 8 have been replaced by the latest version of Mark Unicace's fine program. And instead of 25/70 (35.7%) for Hiarc 8, the Hiarc 9 engine got 33½/70 (47.8%) thus giving clear proof of the improvements between the old and new versions. Frankly spoken we had expected an even better result, but the program in our opinion is a very strong one.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>S7</th>
<th>King</th>
<th>JB</th>
<th>F8</th>
<th>H9</th>
<th>Dsng</th>
<th>CT15</th>
<th>Ruff</th>
<th>Tot/70</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 7.04</td>
<td>xxx</td>
<td>5½</td>
<td>4</td>
<td>6</td>
<td>5½</td>
<td>7</td>
<td>8½</td>
<td>5</td>
<td>41½</td>
</tr>
<tr>
<td>2=</td>
<td>The King 3.23 skr settings</td>
<td>4½</td>
<td>xxx</td>
<td>5</td>
<td>6½</td>
<td>4</td>
<td>6½</td>
<td>7</td>
<td>6</td>
<td>40</td>
</tr>
<tr>
<td>2=</td>
<td>Junior 8</td>
<td>6</td>
<td>5</td>
<td>xxx</td>
<td>3</td>
<td>5½</td>
<td>7</td>
<td>6</td>
<td>7½</td>
<td>40</td>
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<tr>
<td>4</td>
<td>Fritz 8</td>
<td>4</td>
<td>3½</td>
<td>7</td>
<td>xxx</td>
<td>6</td>
<td>4½</td>
<td>6½</td>
<td>8</td>
<td>39½</td>
</tr>
<tr>
<td>5</td>
<td>Hiarc9 9</td>
<td>4½</td>
<td>6</td>
<td>4½</td>
<td>4</td>
<td>xxx</td>
<td>5½</td>
<td>5</td>
<td>4</td>
<td>33½</td>
</tr>
<tr>
<td>6</td>
<td>Deep Sjeng 1.5</td>
<td>3</td>
<td>3½</td>
<td>3</td>
<td>5½</td>
<td>4½</td>
<td>xxx</td>
<td>5</td>
<td>4½</td>
<td>29</td>
</tr>
<tr>
<td>7</td>
<td>Chess Tiger 15</td>
<td>1½</td>
<td>4</td>
<td>4</td>
<td>3½</td>
<td>5</td>
<td>5</td>
<td>xxx</td>
<td>5½</td>
<td>28½</td>
</tr>
<tr>
<td>8</td>
<td>Ruffian 1.05</td>
<td>5</td>
<td>2½</td>
<td>2½</td>
<td>2</td>
<td>6</td>
<td>5½</td>
<td>4½</td>
<td>xxx</td>
<td>28</td>
</tr>
</tbody>
</table>

Since this we have played Hiarc9 in two 30 game engine-engine matches at G/90+30secs and results have improved to our expectations: v Shredder 7.04 14-16, and v Junior 8 15-15.

Note from Eric

I find the above all very interesting! I'm sure we all do! I have included in the text some of the conclusions drawn by the testers, Kurt Utzinger and Rolf Buhler, and the results and their views give us much food for thought!

Mark Unicace (the Hiarc programmer, as I'm sure you all know by now!) and I have been watching the Hiarc9 games, played on our own PC's and also gathered from pgn and cbv files produced by other users. We've reached the same conclusion when it comes to opening books. The Hiarc9 book is so much better than the one in Hiarc8, not particularly because of the extra work I've put into it, but mainly because Mark has re-written the ChessBase coding for integrating the GM book with it. The result is that the default percentages make much more sense and for general and human use it's a big improvement. But we've still kept it so that things like 1.c4 and 1.Nf3 can be played, and as a response to 1.e4, whereas everyone else seems to stick to 1...e5 or c5, we allow e6, c6 and Nf6 as well - to be played less often it's true, but they will get played. Some of our supporters have e-mailed urging us to get much more stingy, and are telling us that, to top any of the computer-vs-computer rating lists (which the engine is capable of doing) we have to make the opening book meaner. I guess Utzinger and Buhler are telling us the same thing!

But what do users want? I know that the different programs have their own supporters, a bit like football teams I guess. Many love Hiarc - quite right too! I know of others who support Junior through thick and thin because of its risky 'you never know what it might do' style. It also has a narrow highly-tuned book! Others are great Shredder fans - it does play some superb chess and it's my second favourite. Fritz still sells more than any other, and its reputation for all-round quality is well deserved. Do these 'supporters' prefer to see the program they've got near the top of a computer rating list, even if by virtue of a mean book, or would they rather see their program playing the French, Caro-Kann and Alekhines (and many other lines) automatically, rather than having to key a few moves in to force openings the program would not otherwise play? I ask because I wonder what the aim should be for Hiarc 10!
The Open Dutch Championships for PC programs runs alongside the Gebruikers Tournament for dedicated hardware each year. Rob van Son has sent me results, pictures and games from the Gebruikers event, and I will include some of that in this issue, and put the rest in issue 110.

**Main Entrants - Open Dutch PC event**

I have put these in a 'seeding' order based on reputation and hardware for the tournament.

1. **ChessTiger**  AMD/2400
2. **TheKing**  AMD/2200
3. **Rebel**  AMD/2800
4. **DeepSjeng** dual AMD/2200
5. **Ruffian**  AMD/2800
6. **Diep** dual AMD/2200

I would probably have put the dangerous King program top, but its hardware is a little below the others. Equally I may have Deep Sjeng a little low... though the few results I have for it so far suggest it is below other leading commercial programs, Utzinger's results (elsewhere in this issue) are better, and the dual processor might enable it to exceed my expectations! Likewise Diep. It's a big test for the so-far amateur program Ruffian.

Let's see how it goes as I list the results between my forecasted main contenders and any others from IsiChess, The Baron, Tao, XiniX, Ant, Zzzzzz, Nullmover and GNU which manage to threaten or cause upsets....

**Round 1**

<table>
<thead>
<tr>
<th>Game</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruffian-ChessTiger</td>
<td>draw</td>
</tr>
<tr>
<td>XiniX-TheKing</td>
<td>draw</td>
</tr>
<tr>
<td>DeepSjeng-Nullmover</td>
<td>1-0</td>
</tr>
<tr>
<td>Rebel-Ant</td>
<td>1-0</td>
</tr>
<tr>
<td>Diep-TheBaron</td>
<td>1-0</td>
</tr>
</tbody>
</table>

**Round 2**

<table>
<thead>
<tr>
<th>Game</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChessTiger-XiniX</td>
<td>1-0</td>
</tr>
<tr>
<td>TheKing-Rebel</td>
<td>1-0</td>
</tr>
<tr>
<td>Nullmover-Ruffian</td>
<td>0-1</td>
</tr>
<tr>
<td>IsiChess-DeepSjeng</td>
<td>draw</td>
</tr>
<tr>
<td>Tao-Diep</td>
<td>0-1</td>
</tr>
</tbody>
</table>

So Diep has made a great start (against non-fancied opposition) and is sole leader with its 2/2. ChessTiger, TheKing, Ruffian,

**Round 3**

<table>
<thead>
<tr>
<th>Game</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeepSjeng-ChessTiger</td>
<td>draw</td>
</tr>
<tr>
<td>Ruffian-TheKing</td>
<td>1-0</td>
</tr>
<tr>
<td>Rebel-TheBaron</td>
<td>1-0</td>
</tr>
<tr>
<td>Diep-IsiChess</td>
<td>0-1</td>
</tr>
</tbody>
</table>

Diep's high position was short-lived, and now IsiChess joins Ruffian (what a win over TheKing!) in 1st place with 2½/3. There's a few programs on 2½/3, it's early days yet!

**Ruffian - The King**

Round 3. Opening D45

1.d4 c6 2.e4 d5 3.Qc3 d6 4.e3 e6 5.Qf3 Obd7 6.Qe2 Qd6 7.Qc2 0-0 8.0-0 Wc7 9.a3 e5 10.cxd5 10.dxe5 Qxe5 11.cxd5 cxd5 12.Ed1 is the usual way of play here 10...cxd5 11.Qb5 e4 Black maintains a small space advantage from here which makes it difficult for Ruffian to get into the game 12.Qe1 Qb8 13.Qd2 Qc6 14.Qc1 Qb8 15.Qb3 a6 16.Qc3 Qd8 17.g3 Qh3 18.Qg2 4a7 19.Qa4 Wd7 20.Qc5 Qxc5 21.Qxc5 Qg4 22.Qxg4 Qxg4 23.Qe1 Qf6 24.Wd1 Qdc8 25.Qf4 b6 26.Qxc5 Qe7 27.Qb3 Qxc3 28.Qxc3 Qb8 29.Qg2 a5 30.Qe1 Qd8 31.Qb5 Qe8 32.Qd4 4d6 33.Qe2 Qa8 34.Qxa5 Qxa5 35.Qc5 4b7 36.Qc2 Qd7 37.Qg1 Qd6 38.4c5 Qa4 39.4c7
The rook's attack along the 7th rank is the first real sign of initiative for Ruffian, but the timing is perfect and it yields immediate dividends! 39...\(\text{g6}\) The alternative was 39...\(\text{Exe8}\) 40.\(\text{g2}\) \(\text{Axα3}\) 41.\(\text{Aα6}\) \(\text{Axe5}\) 42.\(\text{Axa5}\) \(\text{Bb3}\) and the next few moves would be very tense! 40.\(\text{Axαd5}\)! \(\text{Axα3}\) 41.\(\text{Bc6}\)! There are various threats, including \(\text{Dc7}\) and \(\text{Dc1}\), or \(\text{Bα6}\). Black now has only difficult choices! 41...\(\text{Bd8}\) if 41...\(\text{Bf3}\) 42.\(\text{Bb5}\) threatening \(\text{Dc7}\) is obviously strong, but Black's chances are probably better than in the game after Ruffian's next 42.\(\text{Aa6}\)! \(\text{De8}\) 43.\(\text{Bc8}\)! \(\text{Bxd5}\) 44.\(\text{Bc6}\)!

\[44...\text{Eg5} 45.\text{Exe8+ Df8 46.Ec1! Now the Black \text{W} must stay somehow on the a3-f8 diagonal to save the knight and the game 46...\text{Bb4} 47.\text{Bb8} \text{Bd6} 48.\text{Bd8} \text{Bb4} 49.\text{Ec2} \text{Bα3} 50.d5! Game over! Since move 39 Ruffian's play has been irresistible! 50...\text{h6} 51.\text{Ec1} h5 52.d6 \text{Bh7} 53.\text{xf8} \text{Bg6} 54.d7 \text{Bd3} 55.\text{Bh8} 1-0\]

\[\text{Round 4}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsiChess-Ruffian</td>
<td>0-1 impressive!</td>
</tr>
<tr>
<td>ChessTiger-Rebel</td>
<td>draw</td>
</tr>
<tr>
<td>TheKing-Ant</td>
<td>1-0</td>
</tr>
<tr>
<td>Diep-DeepSjeng</td>
<td>draw</td>
</tr>
</tbody>
</table>

It looks as if it's all over after the first day's games... but not yet!

\[\text{Round 5}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruffian-Diep</td>
<td>draw</td>
</tr>
<tr>
<td>Rebel-IsiChess</td>
<td>1-0</td>
</tr>
<tr>
<td>DeepSjeng-TheKing</td>
<td>1-0</td>
</tr>
<tr>
<td>Tao-ChessTiger</td>
<td>0-1</td>
</tr>
<tr>
<td>XiniX-TheBaron</td>
<td>0-1</td>
</tr>
</tbody>
</table>

So Ruffian's lead is cut to a ½ point, ahead of Rebel, DeepSjeng and ChessTiger.

\[\text{Round 6}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeepSjeng-Ruffian</td>
<td>draw</td>
</tr>
<tr>
<td>ChessTiger-TheBaron</td>
<td>1-0</td>
</tr>
<tr>
<td>Diep-Rebel</td>
<td>draw</td>
</tr>
<tr>
<td>TheKing-Zzzzzzz</td>
<td>1-0</td>
</tr>
<tr>
<td>GNUChess-IsiChess</td>
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</tr>
<tr>
<td>Nullmover-Tao</td>
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</tr>
</tbody>
</table>

\[\text{Round 7}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsiChess-ChessTiger</td>
<td>draw</td>
</tr>
<tr>
<td>Ruffian-Rebel</td>
<td>1-0</td>
</tr>
<tr>
<td>Tao-DeepSjeng</td>
<td>draw</td>
</tr>
<tr>
<td>TheKing-Diep</td>
<td>1-0</td>
</tr>
<tr>
<td>TheBaron-GNUChess</td>
<td>1-0</td>
</tr>
</tbody>
</table>

The important win for Ruffian moves it back into the lead a ½ point ahead of Tiger, while Rebel drops back a little.

\[\text{Round 8}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>TheBaron-Ruffian</td>
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</tr>
<tr>
<td>ChessTiger-TheKing</td>
<td>0-1</td>
</tr>
<tr>
<td>Rebel-DeepSjeng</td>
<td>draw</td>
</tr>
<tr>
<td>IsiChess-Ant</td>
<td>1-0</td>
</tr>
<tr>
<td>GNUChess-Diep</td>
<td>0-1</td>
</tr>
</tbody>
</table>

\[\text{Round 9}\]

<table>
<thead>
<tr>
<th>Team</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ruffian-Tao</td>
<td>1-0</td>
</tr>
<tr>
<td>ChessTiger-Nullmover</td>
<td>1-0</td>
</tr>
<tr>
<td>TheKing-IsiChess</td>
<td>1-0</td>
</tr>
<tr>
<td>DeepSjeng-XiniX</td>
<td>1-0</td>
</tr>
<tr>
<td>Rebel-GNUChess</td>
<td>1-0</td>
</tr>
<tr>
<td>Diep-Zzzzzzz</td>
<td>1-0</td>
</tr>
</tbody>
</table>
The King and Ruffian have each had 3 wins in a row, so this means:

- 7½ Ruffian
- 7
- 6½ The King
- 6 ChessTiger, DeepSjeng
- 5½ Rebel, Diep
- 5 IsiChess, The Baron

And just when you think 'now it really is all over', with only 2 rounds to play....

**Round 10**

XiniX-Ruffian 1-0 huh???

The Ruffian team try to work out what on earth is going on against lowly XiniX!

---

**XiniX - Ruffian**

Round 10. Opening B73

1.e4 c5 2.d3 c3 3.d4 f3 g6 4.d3 d3 g7
5.d2 d2 6.e2 d5 7.0-0 0-0 8.a4 dxe4 8...d4 is usual. That's the end of the books
9.dxe4 c6 10.b5 a6 11.e1 c6 12.e2 d6 a5 13.e1 e5 14.e1 e5 15.e1 e5 16.e1 e5 17.e1 e5 18.e1 e5 19.e1 e5 20.e1 e5 21.e1 e5 22.e1 e5 23.e1 e5 24.e1 e5

---

24...d3? Too aggressive. 24...e6 blocks his own e-pawn but, as White's pawn on c3 is now under attack, he would probably play 25.e5 and after 25.d5 Black's solved the problem and his position seems okay again.
Round 11

Ruffian-Zzzzzz 1-0!
TheKing-Tao 1-0!
ChessTiger-GNUchess 1-0
TheBaron-DeepSjeng 0-1
Rebel-Nullmover 1-0
IsiChess-XiniX 1-0
Ant-Diep 1-0

Final Table

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Tot/11</th>
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<tr>
<td>1</td>
<td>Ruffian TheKing</td>
<td>8½</td>
</tr>
<tr>
<td>3</td>
<td>ChessTiger</td>
<td>8</td>
</tr>
<tr>
<td>4-</td>
<td>DeepSjeng Rebel</td>
<td>7¼</td>
</tr>
<tr>
<td>6</td>
<td>IsiChess</td>
<td>7</td>
</tr>
<tr>
<td>7</td>
<td>Diep</td>
<td>6½</td>
</tr>
<tr>
<td>8</td>
<td>Tao</td>
<td>5½</td>
</tr>
<tr>
<td>9</td>
<td>The Baron</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>XiniX</td>
<td>4½</td>
</tr>
<tr>
<td>11</td>
<td>Ant</td>
<td>4</td>
</tr>
<tr>
<td>12</td>
<td>Nullmover</td>
<td>2½</td>
</tr>
<tr>
<td>13</td>
<td>Zzzzzz</td>
<td>2</td>
</tr>
<tr>
<td>14</td>
<td>GNUchess</td>
<td>0</td>
</tr>
</tbody>
</table>

Ruffian won the title on all the point count systems - having been at the top all the way through it had missed out on playing both Ant and the non-scoring GNUchess. As in the game against The King, which we showed earlier, Ruffian played some excellent chess. It has a strange opening book and plays quite a few unusual moves to take its opponent out of book. Annoyingly in prepared opening engine-vs-engine matches it plays from its book moves - with other engines you can turn the books off altogether and force them to search from the prepared positions you give them. But that issue obviously has no effect in a tournament like this, and this is a terrific result for it. It also finds some clever endgame tactics, but sometimes struggles in passed pawn situations due to lack of knowledge through being a (very) fast search program. If the search or tablebases see it, fine... if not it occasionally looks a bit dumb.

As a matter of interest Rebel is the new Rebel-12 from LokaSoft. It’s a full Windows version which apparently manages to include nearly all the unique Rebel DOS analysis features. Of course being a non-ChessBase interface means that it isn’t compatible with, and can’t run within, Fritz, Hiarcs & co. but if someone works out how to get it to run within the ChessBase interface I’ll certainly get some in at Countrywide.

The Baron - Ruffian

Round 8, Opening B82

1.e4 c5 2.d3 d6 3.d4 cxd4 4.exd4 f6 5.c3 e6 6.dxe3 a6 7.f4 b5 8.d3 b7 9.d3 bd7 10.g4 b4 11.fc2 fc5 12.d3 d5 13.e5 fd7 A new idea, and it seems okay! 13...fe4 14.0-0 c7 is usual 14.e2 c7 15.0-0 0-0 16.fc1 f6! 17.exf6 xf6 18.fc2 e5! 19.xe5 xe5

The open f-file will suit Ruffian's style

20.d5g5 g8 21.g2 g6 22.g4 g6! 23.c3
g6 24.g5 g7 25.g4 f4! 26.xe2 bxc3 27.bxc3 b6 28.h4 c4 29.f2 f6! 30.xc8 xc8 +

30.xc8 If 30.d6 xc6 31.xc6 xc6 32.d5 c5 33.d6 c4 34.d7 c3 and White's material plus will be short-lived – he’s in big trouble 30...xc8 31.d1

d7 32.gxf5 xf5 0-1

The winning RUFFIAN team, Valfridsson (programmer), Frank Qulusinsky and another operator.
Real art comes from Vienna!

Some time ago I went to Vienna for a couple of days and visited the many works of art located in this beautiful city. One of the highlights was my visit to Schönbrunn Palace. In 1770 the Hungarian baron and engineer Wolfgang von Kempelen presented there the very first chess machine, the Turk, to the empress Maria Theresa. Looking around in the splendid rooms I tried to imagine the atmosphere of that time.

Besides visiting the many sights I had a special appointment with a man who has, for a long time now, been the proud possessor of many marvellous chess machines.

I am talking about the Viennese chess computer collector Kurt Kispert. I met Kurt through his unique website, which is entirely specialized in everything in the field of chess computers.

Nowhere on the internet have I been able to find a site that can even remotely touch the transparency, many-sidedness and beauty of Kurt's Schachcomputer Homepage!

Do you want to know what an old chess computer looks like or what its Elo-rating is? Are you interested in the history of computer chess? Do you want to share your opinion with other chess computer lovers?

These are just a few of the questions that a visit to Kurt's site will provide a quick answer to.

Kurt Kispert would have liked to participate in the 1st CSVN computer Gebruiikers (users) tournament but found the distance between Vienna and Leiden too large. He did not give up, drummed up his many chess friends in Germany, Austria and Switzerland with the help of his question and answer forum on the internet, and in 2001 organized instead the first D.A.CH. Oldie-Computer Tournament in the South-German city of Kaufbeuren.

While I was visiting him he hardly gave me the time to drink my coffee, because he wanted to take me as soon as possible to the room where all his chess computers were lined up. I was very much impressed with his splendid collection of masterpieces consisting of many rare antique computers with wooden boards and reed-contacts, the very first series of Chess Challengers, chess robots that can independently carry out their moves, and many more marvellous machines.

In everyday life the 44 year old Kurt works as a financial administrative employee in a Viennese hospital, and spends almost all of his spare time on his wide-ranging hobby. Judging from the number of e-mails he receives every day it is safe to say that Kurt has a worldwide chess computer fan-club.

So I took the opportunity to ask this outstanding collector and webmaster a few questions!
Rob: Kurt, what made you start to play chess and how old were you at the time?

Kurt: I learnt to play chess from my father. He was an occasional player and taught me to play chess when I was ten years old. By practicing a lot, over the years I came to play chess at the level of an average club-player. I would be lying however if I said I have become a strong player.

Rob: Did you have any other hobbies at the time?

Kurt: I had many hobbies in those days, but my favourite pastime was football. I played football at an advanced amateur level until, in 1980, I was forced by injuries to start playing in a lower division. After this I participated in several other sports like tennis, table tennis and running. I no longer have time for these things because my present hobby, computer chess, has become very wide-ranging and time consuming.

Rob: How did you get interested in computer chess and was there at the time much to see and buy in Vienna or elsewhere in Austria?

Kurt: My interest in computer chess was roused in 1985 when a colleague gave me a Mephisto III chess computer, against which I often played and regularly lost. He gave it to me when he bought the new Mephisto Exclusive Amsterdam from the Schach Mattes Company in Vienna, for 2000 euro.

The Amsterdam module is the first world championship program (1985) of the English programmer Richard Lang. In 1986 the colleague replaced the module-set of his computer by the newer and stronger Dallas program of the same programmer. He thought that by playing often against this computer he would start playing better. When he did not succeed in that, he sold me the machine for 750 euro. However, in those days that was still quite a large sum for me to pay for a chess computer. Later-on I put the original Amsterdam module-set back in.

I would have liked to buy more chess computers at the time, but the real good machines were just too expensive for me. Up into the early nineties I bought a number of other chess computers and modules like the Mephisto Modular MMV with the opening module HG 550, the Mephisto Polgar module, the CXG Sphinx Dominator and the Fidelity Kishon Chesster.

In the eighties there were only a few specialized computer chess stores in Vienna. Nowadays there is only the Schach Mattes Company.

Rob: When did you decide to start collecting chess computers and how did that come about?

Kurt: The transition from computer chess player to computer collector just happened. In 1997 I could use the internet at my workplace. There I discovered the forum of the Gambitssoft Company and that way I came into contact with many other chess friends. In addition I visited the websites of the EBay auction and the German chess wholesale dealer Schach Niggemann, which offered used chess computers against a very favourable price. Magnificent antique chess computers in very good state were put up for sale at bargain prices because many people wanted to finance their new pc with them. That is very different from the large amounts you nowadays have to pay at E-Bay for a chess computer with for instance a beautiful wooden read contact-board.

Rob: I noticed that you have the very first Chess Challenger from the beginning of 1977 in your collection. How did you obtain this
chess computer, which is also very special because of the switched board-coordinates?

Kurt: I got the Chess Challenger 1 in the year 2001 from a German computer chess friend, Wolfgang Rausch, with whom I already had exchanged many old chess computers. But I don't think the first Chess Challenger is that rare. I know many collectors that have one. As far as I know there exist machines that are much rarer.

Rob: You have a great number of antique chess computers in your collection that are characterized by the beautiful large wooden boards with elegant chess pieces, equipped with read-contacts with or without the possibility of changing the chess-module. I noticed for instance the Sargon 2.5 ARB (automatic response board) from 1980, the Mephisto ESB (Electronical Schachbrett) II from 1981, the Fidelity Prestige from 1982, the Fidelity Elite Avantgarde version 10 from 1990, the Saitek Renaissance Sparc from 1992 or the Tasc R40 from 1993. I suppose it isn't easy to obtain these show-pieces among the chess computers. How did you get these machines?

Kurt: At the time I also thought it would be very difficult to get hold of the more expensive old machines. Fortunately I started collecting chess computers exactly at the right time. I was able to purchase the very beautifully made Tasc R40 cheaply at EBay in the year 2000. The price I paid for it was just a fraction of what you would have to pay for it now. To give you another example: "A few years ago I paid only 450 euro for a Mephisto Bavaria with the Genius 68030 module-set and the man who sold it to me was very pleased that he could still get that much money for it."

Many people thought that chess computers like old pc's would no longer have any value. I was very surprised that people disposed of their old machines so cheaply, while as a young chap I had been very keen on having these machines, but could not afford them. As a result I bought one chess computer after another and quickly broadened my collection.

Partly because of the contacts I had built up through my website, I was able to obtain beautiful classical chess computers. This way I bought a Fidelity Prestige and a chess robot, the Fidelity Chester Phantom Eyeball, from a New York collector.

Rob: Chess robots are also part of your collection. You have for instance the Milton Bradley, the Fidelity Phantom, the Fidelity Phantom Chester, the Fidelity Chester Phantom Eyeball, the Mephisto Phantom and the Excalibur Mirage. The most remarkable thing about these robots is their ability to move chess pieces by means of so-called special magnetic tapes and motors located underneath the chess board. Kurt, can you tell me a little more about these robots?

Kurt: Chess robots fascinate me highly and did get a special place in my collection. I will give you a listing of my robots and a short description of the differences and similarities between these machines.

- **Milton Bradley (1983)** - This chess robot, also known as the father of the Phantoms, came from the Milton Bradley Company (USA). Because of its complicated construction this machine was technically speaking a spectacular sight at the time, but this also made the machine more susceptible to failures. The Milton was obtainable in two models: one is named Milton and was intended for the European market and the other Grandmaster, attuned to the USA. Other than its successors this machine does not have a display to read the moves from and has a weaker program (Intelligence Software, London).

- **Fidelity Phantom (1988)** - This is the first chess robot brought on the market by the Fidelity Company in Miami (USA) and, other than the Milton Bradley does have a display. The program can be found in many other chess computers, like the Fidelity Par Excellence, the Elite Avant Garde 2100, the Kishon Chester, the Peri Epsilon, etc.

- **Fidelity Phantom Chester (1991)** - When this Phantom Chester came on the market, Fidelity had already been taken over by the Hegener & Giesser (Mephisto) company from Munich while only the old brand name was being continued for this robot. On the outside the machine is no different from an ordinary Fidelity Phantom; only this Fidelity robot is equipped with a voice.

- **Fidelity Chester Phantom Eyeball (1991)** - This is one of the rarest and most fascinating robots. Like the Fidelity Phantom Chester it has a voice, but the voice is being activated by a movement-detector built into the front of the machine! The minute you stand in front of it, it will start to talk to you. The Phantom Eyeball then lets you know that it would like to play chess with you and subsequently tells you which
- **Mephisto Phantom (1991)** - This robot is entirely identical to the classical version of the Fidelity Phantom, but was launched for the European market by the German Hegener & Glaser (Mephisto) company. It has the new Mephisto inscription, but on the bottom of the machine you can still see that it originally was a Fidelity-machine. All Phantom-robots have a program from Kathe and Dan Sprackleen.

- **Excalibur Mirage (1997)** - The Excalibur Electronics Company, founded in 1993 by Shane Samole, son of Fidelity-founder Sid, brought in 1997 the chess robot Mirage on the market, which on the outside doesn't look very much like the old Phantoms, but on the inside does have the same technique. Unfortunately this machine is even more susceptible to trouble than its predecessors and because of that is no longer on the market. There are still some specialized stores that have a single specimen for sale. The program is from Ron Nelson and I expect that in the future this machine will also become a collector's item.

Rob: But there were also robots that could independently move the pieces with a grasping arm. For instance the Boris Handroid from 1980 or de Novag Robot Adversary from 1982. Why don't I find these machines in your collection?

Kurt: I know that from the Boris Handroid a few prototypes were made in 1980 and that it was never put upon the market. My Swiss chess friend, Rolf Bühler, informed me last year through the internet that he has one in his possession. At first I would not believe that, but had to when he proved it by sending me pictures of his robot. According to Rolf there should be at least one other Handroid, the whereabouts of which is unknown however.

The Novag Robot Adversary was actually taken into production in 1982 and put on the market. This robot is a real collector's item and there are only a few pieces left that are in good working condition. Even if you find someone who is willing to sell it, you will have to cough up a substantial amount of money. Nevertheless it is impossible to have each and every rare machine in your collection. You would have to be quite rich to be able to buy them. But I am interested in knowing which other collectors also own special chess computers.

Rob: How many chess computers do you have at the moment?

Kurt: I own almost 100 chess computers, but there are collectors who have many more. In the first place I would like to mention Hans-Peter Ketterling from Berlin, who claims to have over 500 and Karsten Bauermeister from Münster who has over 400 pieces.

Rob: What is your most favourite chess computer and why?

Kurt: A difficult question! I very much like the Novag Super Expert C with a program from Dave Kittinger because it does not play as strongly as for instance the Tasc R40 or the Mephisto Bavaria with the Genius 68030 module. Moreover I find the design of the machine very beautiful. Since I am an Austrian, the chess computer Peri Epsilon also has a special place among my favourite machines. Because this computer was produced in 1990 by the Austrian company Peri Spiele and in my opinion has a unique design. Looking at the small machines I find the CXG Sphinx Dominator very special because of its particular manner of playing which over the years gave me a lot of fun.

Rob: Do you ever test your chess computers by having them play against each other?

Kurt: I would like to let my chess computers play against each other, but I don't have the time. I would like to draw up a personal ranking list of my chess computers. I want to let them play against each other with a clock time of 30 seconds per move. In my opinion no one plays at a slow tournament level against a chess computer and I am curious how my ranking list will look using the clock time I mentioned. All the same I believe that in the end there will not be much difference
with the SSDF or Selective Search lists.

Rob: Are you planning on expanding your collection any further?

Kurt: Actually, since my 50th machine I have been saying that I am only going to expand my collection in a qualitative way. Yet whenever I think of selling some of my lesser quality computers, I can’t bring myself to part with them. Fortunately my girlfriend is very positive about my hobby.

Rob: Isn’t it a very expensive hobby to buy so many exclusive chess computers?

Kurt: It depends on how you look at it, but I don’t think it is an expensive hobby. Because I was able to obtain a lot of machines at a low price a couple of years ago, the whole collection did not cost me that much in the end. If I were to spread all the money I spent on them over a period of six years, it would amount to between 200 and 250 euro per month. Besides I can afford it to drive a landrover for which I only paid 7000 euro. I know of people that spend much more money on their car, but are just as stuck in traffic as I am. Looking at it in that light I actually think that my collection cost me next to nothing...!

Rob: If a computer gets out of order, where do you have it repaired?

Kurt: As a collector you naturally have to know who you can turn to with a defective chess computer. Fortunately a friend of mine is electrician and can remedy small defects on my chess computers. Also, I know mister Bucke in Munich (Germany), who only repairs Fidelity-machines. If they can’t help me, I can always go to the German companies Niggemann, Elektroshach and Saitek. Luckily, up till now that has not been necessary very often.

Rob: As you well know, the PC-chess program has largely taken up the place of the chess computer. What do you think of this, and do you have chess programs yourself?

Kurt: I have certainly not lost sight of the modern time. In the nineties I bought almost all well-known chess programs and couldn’t wait for a new program to come out. However, since the year 2000 I lost more and more interest. There were a great many programs available, the pc hardware changed quickly and updates of chess programs succeeded each other rapidly. Nowadays I only buy a new program when I really find it interesting.

I used to buy a new pc almost every year, but right now I still have a Pentium 700 Mhz at home and am very happy with it. Instead of buying a faster pc, I rather get an old chess computer. The programs I have on my pc now are already too strong for me anyway. I think it is much more elegant to sit behind a beautiful wooden board of a chess computer, drink a cup of coffee and play against a computer opponent that can be defeated.

Rob: Kurt, you do have a wonderful, unique website, well-organized, with a lot of information on chess computers. A site where also a lot of pictures and links to other computer chess websites can be found. In addition there is a sell-buy forum on the site and a question and answer forum for everyone who wants information in this field. When and why did you decide to build a website?

Kurt: That is an interesting story. I actually had no desire to have my own website, but some four years ago my friend Margit wanted her own site. Since I am the computer expert in the house, I was given the task to build the site and organize it further. I always thought it would be very difficult to make a homepage, but with programs like FrontPage 2000 it has become of childlike simplicity. Once I really had come to like it, I started to create a site for myself, which I have gradually expanded more and more in the past few years. I called my site Kurt’s Schachcomputer Homepage and I regularly receive positive reactions from the many visitors from all corners of the world.

Rob: Do you have plans for the future for your website?

Kurt: I do have a great many plans with my website, but unfortunately I often lack the time to realize them. I did not foresee that my website would be visited by so many chess friends and the many positive reactions I get from them. If you only knew how many e-mails I receive daily.

Today there is still a lot of interest in old chess computers and luckily there is also quite a bit of information available on the subject. In this field I will be able to expand...
my website further. I have already put the most important information about the Fidelity and Mephisto computers on my site, but I still would like to inform more about the other brands. And the presentation of my homepage can also do with some changes. So there is enough work to do, you might actually say that it is never finished.

**Rob:** In 2001 the 1st D.A.CH. Oldie-Computer-Tournament was played in Kaufbeuren Germany. The letters D.A.CH. stand for the German, Austrian and Swiss participants. Meanwhile the 3rd D.A.CH tournament, that took place on 25 and 26 October, is already over. You did have a large part in the organisation. Can you tell me a little more about that?

**Kurt:** When you informed me about the 1st CSVN Gebruikers tournament in Leiden, I would have liked to immediately drive over there with three chess computers. Unfortunately the large distance between Vienna and Leiden kept me from doing so. Yet I believed that it should be possible to also organize a similar tournament through my website and the many contacts with chess computer lovers. That is what I proposed to my (internet) chess friends. The tournament should be easy to reach for all interested persons from German language countries. Eventually we picked the South-German city Kaufbeuren.

The organisation of our tournament is not so difficult anymore because I found the ideal tournament leader in my Austrian chess friend Franz Wiesenecker. He makes sure that all kinds of matters concerning the tournament work perfectly. The German collector Alwin Gruber takes care of the hotel and the overnight-stays of the operators in Kaufbeuren. It is my task to give as much publicity as possible to this tournament through my website and internet forum. I hope that this way even more participants and their old machines will apply for the 4th D.A.CH. tournament which will probably take place in October 2004.

**Rob:** In the Netherlands we have the Gebruikers tournament and in Germany the DACH tournament. Is it possible for the chess computer lovers in England to organise a similar tournament?

**Kurt:** I think you have to find someone in England who has the willingness and the time to build a chess computer website, like mine. With a good forum the English chess computer lovers can then come into contact with each other and this way organize a central location where they can travel to with their chess computers to play their oldies tournament. Should anyone be interested, I will be more than willing to provide the necessary help in the form of information and picture material.

**Rob:** Do you believe the chess computer still has a future?

**Kurt:** I believe there won’t be much change in the next few years. Since about ten years the chess computer already has no longer a real future. Yet there are still many idealists who believe it is better to play against an equal opponent than against a big bruiser with an Elo of 2700, equipped with a screen and a mouse. Personally I believe that the chess computer is winning back ground because via the internet it is increasingly easy for many chess computer lovers to come into contact with each other and exchange their experiences that way.

**Rob:** Kurt, thank you for this interview. We talked about your wonderful website. Would you like to tell the readers in the UK how they can visit this site?

**Kurt:** You are welcome; it was a pleasure to be able to answer your questions. My website can be reached at the following address:

- http://www.schachcomputer.at

I would like to take the opportunity to send my English computer chess friends the kindest regards from Vienna and I hope they will visit my website sometime soon.

Article, Interview and Photos
© Rob van Son, 16 October 2003
KASPAROV - X3D FRITZ
MAN-MACHINE WORLD CHAMPIONSHIP, NEW YORK USA, 2003

So here we are again. I know not everyone gets excited by these SuperGM - TopEngine matches - some even go so far as to suggest they're all fixed! (of which more later) - but I always look forward to them. Readers might think it strange, but I am usually on the side of the GM (unless Hiarcs is playing!), and there are 2 things I'm particularly on the lookout for:

- a top GM getting a good anti-computer position and still losing...
- on that day I will conclude that the PC programs have gone top
- or a PC program getting a terrific tactical position, but the GM wins

In the meantime the only thing I felt before this match was that, despite [1] the practice time Kasparov did get with the 3D system, and [2] every assurance from X3D that their virtual reality system was 'perfect', Kasparov was giving them an unnecessary advantage in what was sure to be another difficult contest. Of course if the sponsorship comes largely from X3D then Kasparov can't tell them he'll play the match but only on a proper board. However his suggestion that X3D was the future of chess, and one day all chess would be played this way did seem a little over-the-top. I reckon when 2 fellas sit down to play chess at their local club it will almost always for ever be over a board and pieces!

The match took place from 11-18 November at the NYC Athletic Club, on Broadway no less. Reporters, TV cameras (every match got 4½ hours TV coverage!), internet moguls, spectators of all nationalities, indeed anybody of chess importance (except me, I was too busy!) was there.

Kasparov G - X3D Fritz
Game 1. Opening D45
1...d5 2.c4 c6 3.d4 d6 4.e6 e5
The Slav Defense is well-known by Garry Kasparov! This choice is relevant because in Kasparov's last computer match, against Deep Junior in January 2003, he crushed the machine in this exact opening in the first game!
5.e3 d7 6.c2 d6
6...b6 7.cxd5 exd5 8.d3 d7 9.d2 0-0 10.g4 xg4 11.g1 df6 0-1 Kasparov-D-Junior, 2003
7.g4
A very aggressive move, often marked ? or ! in computer opening books. It offers a pawn in exchange for attacking chances. If Black captures the pawn with Nxc5 White gets a lot of pressure on the open g-file. Kasparov has played this position three times, twice with white and once with black! He won all three games, and that includes the one against Deep Junior earlier this year 7...b4
A standard book move which takes the game away from the other Kasparov-DJ game we've mentioned: 7...xc4 8.xc4 b6 9.e4 e5 10.g5 h5 11.e3 0-0 12.0-0-0 e7 13.d5 b5 14.c6 bxc6 15.b5 xc6 16.bx6 b7 17.c3 ae8 18.e8 e8 19.f8e1 b5 20.d2 c8 21.c1 f8 22.a1 c6 23.e1 a6 24.b3 xb3 25.xb3 a8
26. \( \text{h}x\text{b}5 \text{ g}x\text{b}5 \) 27. \( \text{c}c7 \) 1-0

Kasparov-DJ, 2003

8. \( \text{d}2 \text{ e}7 \) 9. \( \text{g}1 \text{ c}3 \)
10. \( \text{c}3 \text{ e}4 \) 11.0-0-0

A new move instead of
11. \( \text{d}3 \text{ c}3 \) 12. \( \text{xc}3 \) 0-0 (or
12... \( \text{dxc}4 \) 13. \( \text{xc}4 \) 13.0-0-0
\( \text{dxc}4 \) 14. \( \text{xc}4 \) c5 which does
not have a particularly good
record
11... \( \text{xf}6 \) ?

We are out of Fritz's book
and right away it is playing to
win a protected knight on f3.

12. \( \text{e}2 \)

Kasparov protects his
knight and offers the 12 pawn
for capture. 12. \( \text{g}2 \) would
have also protected the
knight and left the pawn safe!

12... \( \text{xf}2 \) ?

And Fritz takes the pawn,
which will give White a lot of
pressure against the Black
position in compensation for
the sacrificed pawn. It's a
materialistic choice by Fritz,
and programs working close
to a 1-3-3-5-9 value system
will go for it, not seeing
Kasparov's initiative as being
over-dangerous. The battle
of material vs initiative
continues! - Kasparov loves
to have the initiative and such
sacrifices are his stock-in-
trade.

13. \( \text{df}1 \) \( \text{e}4 \) 14. \( \text{b}4 \)

Here the bishop prevents
the Black king from casting
by attacking the f8 square.
The attractive looking alter-
native 14. \( \text{e}5 \) discovers an
attack on the Black queen,
but Fritz will have seen the
effective counterattack

\( \text{xf}4 \) 15. \( \text{xf}7 \) ! 0-0!
16. \( \text{e}5 \) \( \text{xf}1 \) 17. \( \text{xf}1 \) \( \text{xe}5 \)
18. \( \text{dxe}5 \) \( \text{xe}2 \). Black still has
its extra pawn and a clear
advantage.

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

This move apparently
came as a surprise to Kaspa-
rov, who went into a deep
think after playing his previ-
ous moves at great speed.
Fritz is cleverly giving back
the pawn in order to block the
bishop's diagonal and the open
lines towards the White
king.

15. \( \text{c}x\text{d}5 \) \text{exd}5 16. \( \text{dxc}5 \) \( \text{e}7 \)

Gets the queen away from
the discovered f-file attack,
and increases the attack on
the c5 pawn. Kasparov has
an edge in development, but
Fritz has a well-placed knight
on e4.

17. \( \text{d}4 \) !

Typically dynamic Kaspa-
rov, ignoring the threat to the
c5 pawn since capturing it
would cost Black a lot of time.

17...0-0?

Not 17... \( \text{dxc}5 \) ? 18. \( \text{b}5 \) !
\( \text{xf}8 \) and the Black king, stuck
in the middle of the board,
kills its own rook! I don't believe
that any program
which chooses this line and
some do - can hope to beat
Kasparov

18. \( \text{f}5 \) !

Kasparov's attack begins
to look quite dangerous with
this move!

18... \( \text{e}5 \) 19. \( \text{c}6 \) !

Kasparov goes for it as the
attack on the knight has also
opened the diagonal for the
b4-bishop to attack the rook

on f8. He is going to win a
rook for his bishop, a gain in
material, but he usually
prefers giving up material for
the attack. Now X3D Fritz will
have the initiative and more
active pieces.

19... \( \text{xc}6 \)
19... \( \text{df}6 \) ? 20. \( \text{xf}8 \) \( \text{xf}8 \)
21. \( \text{g}5 \)-

20. \( \text{xf}8 \)

20. \( \text{e}7 \) +? \( \text{h}8 \) 21. \( \text{xc}6 \)
looks good, but Black has
21... \( \text{g}5 \) and the counterat-
tack might be unpleasant for
White

20... \( \text{xf}8 \) 21. \( \text{g}3 \)

Now Kasparov has a
material advantage and
wants to trade pieces.

21... \( \text{dc}5 \) 22. \( \text{xe}4 \) \( \text{xe}4 \)
23. \( \text{d}3 \)

Threatening yet more
exchanges

23... \( \text{e}6 \) 24. \( \text{xe}4 \) \( \text{dxe}4 \)

Having completed the
useful exchanges Kasparov
must find a way to convert his
material plus into a win

25. \( \text{f}4 \)
this attack is too slow. If instead 31.h5! ¤xa2?? 32.h6! 31...¤xa2!

A surprise for Karpov! Perhaps the pawn had sat immune on a2 for so long that he’d forgotten about it?! Not only does Black win a pawn but suddenly White’s king is feeling a draught.

32.¢xe4?! 

Almost accepting a draw as it becomes more difficult White to find a way of avoiding the repetition that now ends the game. Commentators expected 32.¢d2 which pushes the Black queen off the d-file after which Karpov could continue his kingside push. 32...¢e8 33.h5! and still chances for a win perhaps. 32.¢xc6 was also suggested by some – ‘and Black has nothing’.

However 32...b3! 33.¢xe4 (probably best... if the rook moves away to anywhere but d2 it is mate next move (¢d1), and even if 33.¢d2 then ¢a5! threatens ¢a1 mate and White has to throw pieces away to stop it) 33...¢xc2 34.¢xc2 b6 and clearly White has nothing either!

32...¢d3! 

The threats around the White king leave Karpov with limited choices.

33.¢d4?! 

The only way I could find for Karpov to keep playing for a win was 33.¢f5! which by both protecting f1 and attacking f7 still gives him some winning chances – I think! At present I haven’t seen the idea mentioned elsewhere so perhaps I’m wrong, but I think Black must reply with 33...¢f6 (the other choice is 33...¢e6 when 34.¢f4 threatening ¢d2 is good) and now 34.¢e5 looks strong

33...¢xe3+ 34.¢xd2 

Danger lurks, not the other

rook: 34.¢d2?? ¢xb2! and if 35.¢xe3 ¢b1# 34...¢e1+ 35.¢d1 

Again White’s only move. 35.¢c2?? ¢b1+ 36.¢c3 ¢xc1+ 37.¢ec2 ¢xc2# 

35...¢e3+ 36.¢d1¢g1+ 

It would be very risky for Fritz to now try 36...¢e8 and go for more than the draw, as 37.¢c3! ¢e6 38.¢d6 gives White more chances than Black.

37.¢d1 

Now the draw is completely forced because White threatens mate on d8 and Black therefore has to play ¢e3+ again for the draw – any other move loses immediately. ‘Good game’ as Bruce Forsythe would say!

½-½

Fritz X3D - Karpov G

Game 2. Opening C66

1.e4 e5 2.¢f3 ¢c6 3.¢b5 ¢f6

Following Kramnik’s anti-Karpov strategy, which then also worked against Fritz, Karpov also opts for the Berlin Defence!

4.d3!? 

Surprise! Perhaps not in that this keeps the queens on the board which is something the computers always need to aim for if possible. Good preparation I’d say, but White’s development will be slowed. 4.0-0 ¢xe4 5.¢d4 ¢d6 6.¢xc6 dxc6 7.dxe5 0-0 8.¢xd8+ 0-0 spurs the Berlin

4...¢d6 5.c3 g6 6.0-0 7.¢bd2 0-0 8.¢e1 ¢e8

Better known is 8...¢d7 9.a4 a6 10.¢c4 ¢e6 11.a5 ¢xc4 12.¢xc4 0-0 5.h5 1/2-1/2

Ponomariov-Grischuk, 2001

9.¢d4 0-0 10.¢d7

Blocking the centre. Has Fritz played into Karpov’s hands after all?! I prefer 10.¢b3 but only 10.d5 is shown in my opening books
10...\textit{De}7 
11.\textit{Dd}7 \textit{Dd}7 
The structure reminds us of the King's Indian, an opening in which computers have traditionally not fared too well.

12.\textit{a}4 \textit{h}6 13.\textit{a}5 
A positionally justified advance of the a-pawn

13...\textit{a}6 14.\textit{b}4 \textit{f}5 15.\textit{c}4 \textit{f}6 
16.\textit{b}2 
This move was criticised by many commentators, but I can't pretend I can see too much wrong with it myself.

16.\textit{b}3!? was an alternative

16...\textit{d}7 17.\textit{b}1 

17.\textit{c}1 and 17... 18.\textit{c}5 was expected

17.\textit{g}5 
Khalifman thought f5-f4 was better.

18.\textit{ex}f5 
Well played Fritz. This was necessary, otherwise White will be overrun on the kingside.

18...\textit{xf}5 19.\textit{f}1 
With the following manoeuvres Fritz takes control of the square e4.

19...\textit{h}7?! 20.\textit{d}3 \textit{d}2 \textit{f}5 
20...\textit{g}6 21.\textit{g}3 \textit{f}4 
22.\textit{d}e4! probably did not appeal to Kasparov

21.\textit{e}4 \textit{xe}4 22.\textit{xe}4 \textit{h}5 
23.\textit{d}3 \textit{f}8 24.\textit{be}1 \textit{f}7 
25.\textit{e}1\text{e}2 
This and the following moves were criticised. Fritz is not playing actively enough (i.e. it doesn't really know what to do and is waiting for a mistake!)

25...g4 26.\textit{b}3 

26.\textit{h}3 was a possibility, here and the next move

26...\textit{xf}8 27.\textit{c}5?! 
27.\textit{b}5 was better according to Khalifman – Hiarcs shows h3 top and b5 second

27...\textit{g}6 28.\textit{cxd}6? \textit{cxd}6 
28...\textit{cxd}6 was also good – whichever, Kasparov now has the advantage

29.\textit{b}5 \textit{axb}5 30.\textit{xb}5 \textit{h}6 
The black plan is now h5-h4-h3 (or \textit{g}3) with attack. Most annotators now thought that Black had the advantage and were glad to see Kasparov playing so aggressively

31.\textit{b}6 

32...\textit{xf}7? 
Almost immediately after playing the move, Kasparov jumps to his feet, snatches off his 3D glasses and shakes his head... he's not happy. But neither the commentary team nor the spectators seemed particularly aware that anything was amiss, both they and (until now) Kasparov were more interested in trying to see how he could prosecute his longstanding attack and get a breakthrough.

32...\textit{c}8 would have been fine, certainly Kasparov is not worse and the unbalanced position means it's still 'game on'

33.\textit{xe}5! \textit{dxe}5 34.\textit{xf}8 \textit{d}4? 
It wasn't really wise to encourage exchanges, which will only help Fritz. With

34...\textit{d}7 35.\textit{b}4 \textit{g}7 
36.\textit{xe}5 \textit{xe}7, Kasparov would have had some chance of saving the game – but only with best play. In fact he was probably preparing an after-game speech, 'it was something to do with the glasses'

35.\textit{d}4 \textit{d}4 36.\textit{e}8 
Threatens mate on h8

36...\textit{g}8 37.\textit{e}7+ 
Not 37.\textit{xe}8+ \textit{xe}8 
38.\textit{xe}8 \textit{xe}8 and the White advantage disappears

37...\textit{g}7 
Or 37...\textit{g}7 38.\textit{ex}g8 \textit{ex}g8 
39.\textit{xb}7+- 37...\textit{h}8 
38.\textit{ex}g8+ \textit{ex}g8 39.\textit{xb}7+- 
38.\textit{d}8 
Once again threatens mate.
38...\text{\textbf{B}}g8 39.\text{\textbf{B}}d7+ 
39...\text{\textbf{B}}g7 40.\text{\textbf{B}}c8 \text{\textbf{B}}f6 
41.\text{\textbf{B}}g3 threatening the fork 
\text{\textbf{B}}xh5, and if 41...\text{\textbf{B}}g5 
42.\text{\textbf{B}}xb7+ wins. 1-0

The big, continuing puzzle to many is 'How can the computers play chess so well in some games, and so badly in others?'. Yes, although that game was decided on a blunder, Fritz did play some good stuff in both games 1 and 2. Here's game 3.

\textbf{Kasparov G - X3D Fritz} 
\textit{Game 3. Opening D45}

1.\text{\textbf{B}}f3 \text{\textbf{B}}f6 2.c4 e6 3.\text{\textbf{B}}c3 d5 
4.d4 c6 5.e3 a6 
Diverging from game one, when the more common 5...\text{\textbf{B}}bd7 was played. This sideline of the Slav with 5...a6 was criticized by Kasparov after the game. From the continuation here we can see why. X3D Fritz is playing from its opening book right into a position it doesn't understand at all! When Kasparov said this everyone looked over at poor Alex Kure, the man responsible for selecting and "training" Fritz's openings.

Kasparov has little practical experience with this sideline and in both cases (once as white and once as black) the game continued with 6.b3. 6.c5!

Readers may find this marked '?' or '?' in their computer's opening book, but that is because programmers want to stop their engines blocking the position. I imagine Kasparov would mark it '!!' for a game like this

6...\text{\textbf{B}}bd7 7.b4 a5? 8.b5 e5 
9.\text{\textbf{B}}a4! 

Given an exclamation mark by Gligoric and Wade in their 1972 book "The World Chess Championship". This move was apparently not in Fritz's opening book so it was now on its own.

9...\text{\textbf{B}}c7 10.\text{\textbf{B}}a3 

The game is still following the Reshevsky-Keres 1948 World Championship encounter. 10.\text{\textbf{B}}e2 e4 11.\text{\textbf{B}}d2 
\text{\textbf{B}}g6 12.\text{\textbf{B}}b3 \text{\textbf{B}}h6 13.\text{\textbf{B}}d2 0-0 
14.0-0 b6 15.bxc6 \text{\textbf{B}}xb8 
16.\text{\textbf{B}}xb6 \text{\textbf{B}}xb6 17.\text{\textbf{B}}b5 \text{\textbf{B}}xc6 
18.\text{\textbf{B}}xc6 \text{\textbf{B}}xc6 19.\text{\textbf{B}}a4 1-0 
was Pacman-Fichtl, 1954

10...e4?

Closing the centre! 
11.\text{\textbf{B}}d2 \text{\textbf{B}}e7 12.b6 

Varying from Reshevsky's 12.\text{\textbf{B}}e2, though Kasparov said after the game that he had not realised they were following this. There remain similarities however as, after 12...\text{\textbf{B}}h5 (Keres saw that Black needed pawn counterplay on the kingside), 13.b6 was played, then 13...\text{\textbf{B}}d8 14.h3 
\text{\textbf{B}}f8 15.0-0-0. Kasparov is simply sealing the queenside a move earlier, and Fritz does not know that its life depends on pawn actions on the kingside to create a very sharp battle

12...\text{\textbf{B}}d8 13.h3 0-0 

This is where Keres would have played 13...\text{\textbf{B}}f8 (Hiaarc's choice, that's encouraging!) or h5

14.\text{\textbf{B}}b3 

Closing in on the isolated a5 pawn. Black will be a pawn down and must counterattack vigorously on the kingside, which it fails to do

14...\text{\textbf{B}}d6?!

Apparently this little trick move got a good laugh from the Grandmaster commentators. Perhaps only a computer would put its bishop right where the white pawn can capture it, and hope it's a trap Kasparov might fall for in his 3D glasses! 14...\text{\textbf{B}}e8 
15.\text{\textbf{B}}b1 and now 15...f5 is the key continuation Fritz needed to play, then 16.g3 g5 which is necessary to force...f4, but X3D Fritz has been taught not to move the pawns in front of its king. Now a double-edge battle is underway and White will have to watch out for Black's breakthrough on the kingside. In the game, Kasparov never had to worry about this at all since Fritz never touched its f-pawn.

15.\text{\textbf{B}}b1 

The Fritz move was a trap, but not a threat, so Kasparov just develops. Not of course 15.\text{\textbf{B}}xd6?? \text{\textbf{B}}xb6 winning the queen. Also 15.\text{\textbf{B}}xa5? \text{\textbf{B}}xb6 
16.\text{\textbf{B}}xb6 \text{\textbf{B}}xa3 17.\text{\textbf{B}}xa3 \text{\textbf{B}}xb6 
and it is Black who goes a pawn up as the knight is pinned to the queen.
15...\text{\textit{\textcopyright e7?!}}

Very disappointing, this has just gifted Kasparov two tempi. 15...\text{\textit{\textcopyright b8}} would have made more sense, keeping the bishop on the diagonal towards h2

16.\text{\textit{\textcopyright xa5 \textit{\textcopyright b8 17.\textit{\textcopyright b4!}}}}

\begin{center}
\text{\textit{\textcopyright bd7 26.\textit{\textcopyright b2 \textit{\textcopyright f8}}}}

Ironically Fritz was reaching incredible search depths because there are so few legal moves in the closed position. But even reaching 19 half-moves ahead it couldn't find the essential plan, and even still thought it was winning! Shredder7 also gives Black an edge, but only a small one (-0.11) whilst Hiarc9 just favours White (0.16)

27.a4

The a-pawn begins its march.

27...g6 28.a5 e7

29.a6!

Apart from Junior the PC programs think this premature as Kasparov gives back the pawn so as to gain a protected passed b-pawn. He is ready to build up his forces for the final assault.

29...\text{\textit{\textcopyright xa6 30.\textit{\textcopyright a5 \textit{\textcopyright db8 31.g3}}}}

The last piece in the puzzle is involving the rook on h1!

31...g5 32.g2

As well as getting out of the way of the rook note that, because the h1-rook is now protected, this also threatens to win Black's trapped bishop with h4. One feels that Kasparov is playing and Fritz is watching!

32...\text{\textit{\textcopyright g6 33.\textit{\textcopyright a1 \textit{\textcopyright h8 34.\textit{\textcopyright a2 \textit{\textcopyright d7 35.\textit{\textcopyright c3 \textit{\textcopyright e8 36.\textit{\textcopyright b4 \textit{\textcopyright g8}}}}}}}}

For the first time Fritz showed a very small plus evaluation for White here. Its operators had been shuffling their feet for some time. It must have been quite hard listening to the not-too-complimentary remarks coming from the commentary team who, unlike the program, could see exactly what Kasparov was up to.

37.\textit{\textcopyright b1 \textit{\textcopyright c8 38.\textit{\textcopyright a2 \textit{\textcopyright h6 39.\textit{\textcopyright f1}}}}

Everything is now in place for the final strike, and all Kasparov has to do is reach the time control safely next move.

39...\text{\textit{\textcopyright e6 40.\textit{\textcopyright d1 \textit{\textcopyright f6}}}}

41.\text{\textit{\textcopyright a4 \textit{\textcopyright b7}}}

The only way to protect the c6-pawn. 41...\textit{\textcopyright h8} looks to offer Black the chance of a tempting pin after 42.\textit{\textcopyright bxc6 \textit{\textcopyright d7}}, but unfortunately White just plays 43.b7!

42.\text{\textit{\textcopyright bx7 \textit{\textcopyright bx7 43.\textit{\textcopyright xa6}}}}

Kasparov is again a pawn up, and has a strong position as well, though the PC programs that I've checked ALL reckon his plus is less than a pawn!? 43.\textit{\textcopyright xa6} would achieve much the same.

43...\text{\textit{\textcopyright d7 44.\textit{\textcopyright c2}}}

For the second time the queen steps out of a pin on the a-file. Now it's a simple matter of dominating the a-file, trading pieces, and pushing the b-pawn

44...\text{\textit{\textcopyright h8 45.\textit{\textcopyright b3}}}
The computer team resigned for Fritz here - a bit early for some spectators in New York, and on the net. Of course folk following the game with Fritz, Shredder, Hiarcs & co. loaded up would conclude that the PC still has chances - i.e. the evaluation isn't that bad (around -1.00/1.50 only). And maybe the bespectacled Kasparov would blunder again!

But the team also had the incessant discomfort of the commentary team's banter, which was a bit over-the-top by all accounts. Okay, Kasparov had played an anti-computer strategy and obtained a position Fritz didn't understand, and it was playing (this game) poorly. If it was that easy for him to do, why doesn't he do it every game?!

Some say it's fixed - he can do it whenever he wants to! - and some believe it depends on how the opening and the first few moves after it turn out. If you can get the position closed the GMs usually win (barring mistakes), if the position stays tactical even the best GMs have to be very careful.

As for the conclusion of the game, the rooks will double on the a-file, penetrate to a7 or a8, force exchanges, and finally the push of the b-pawn will be unstoppable. For example 45...a3 e8 46.b3 a8 47.b4 f5 48.a6 a6 49.xd8+ xdx8 50.a4. 1-0

Why can't the programs be tuned to avoid blocked positions and to understand counter-tactics better?! One or two people noted that Crafty had the proposed pawn advance moves at the top or high in its search on more that one occasion. Bob Hyatt (its programmer) responded to the idea that Crafty might be a better opponent: 'Crafty would never play the sequence of moves as played by Deep Fritz in game 3. But that isn't to say it wouldn't have lost in a worse way for all I know... if a program tries too hard to avoid blocked positions, the opponent can use that to force it to weaken things in other areas as it avoids blocking pawns. It might for example end up with pawn structure weaknesses that would quickly lose the game'.

The sceptics came out in their hundreds after game 3, though it must be admitted that some 50% on the internet before the match started had forecast a 'draw by arrangement'. But I don't take much notice of the fact that half forecast 'bore' or 'fix', I reckon the cynics come out in much greater force than all the rest put together on most of these occasions!

If Fritz - or on other occasions against different GMs we've seen Junior, Hiarcs or Shredder - if one of them wins, will they do a Deep Blue and refuse ever to play again? I think not. Even so, I can understand the super-GMs don't want to lose, so if the risk-level is too high for their liking, they'll take a draw! Can't argue with that surely!

But if Kasparov wins, I cannot believe it would make the next match any less marketable! If anything I think people would be even more interested next time. With maybe a different program on faster hardware, the challenge would be even more attractive. And Kasparov knows what the cynics are saying, that it's fixed etc., so I'm pretty sure he'd like to win if he felt he could.

Before the last game he said: 'I admit I'm not going into it as a 'must-win' game. I want to play good chess, make the best moves, and we'll see what will happen'.

Here is the game, but printing and space deadlines mean that it's mostly just the bare bones for now.

**X3D Fritz - Kasparov G**

Game 4. Opening D21

1.d4 d5 2.c4 xc4 3.e3 e6 4.e3 f6 5.xc4 c5 6.0-0 a6 7.b3 xd4 8.xd4 b6 9.xc3 e7 10.xe1 0-0 11.xf4 a5 12.d5 xb3 13.xb3

I know that I said there wouldn't be much analysis, but we've really got to stop here and consider the implications and tension of this position, as Kasparov will know it very well!

Of course it's been seen many time before, but in 2000 Alexei Shirov unleashed a remarkable queen sacrifice with 13...xd5!
His game against Gelfand who was White went: 14.\texttt{Rad1} \texttt{Qxf4!} 15.\texttt{Rxd8} \texttt{Rxd8} 16.\texttt{Rad1} \texttt{Qd5} 17.\texttt{Rxd5} exd5 18.h3 b5 19.\texttt{Rxd5} \texttt{Qe6} 20.\texttt{Rxd8+} \texttt{Rxd8} 21.\texttt{Rc2} 1/2-1/2

Much analysis was done to determine the soundness of Shirov's brilliant idea, and Kasparov must have thought it worked because, a year later he produced it in his 2001 blitz match with Kramnik, which went:

14.\texttt{Rad1} \texttt{Qxf4} 15.\texttt{Rxd8} \texttt{Rxd8} 16.\texttt{Ad1} \texttt{Qd5}.

Now, instead of 17.\texttt{Rxd5}, Kramnik tried

17.\texttt{Qe5} \texttt{Qf6} 18.\texttt{Qe4} \texttt{Bb8}!

and then

19.\texttt{Qa5}?!

Subsequent analysis has shown that this can be improved on, but the K-K game now went

19...\texttt{Qd7} 20.\texttt{Qe4} \texttt{Qe7}

21.\texttt{Qc4} \texttt{Ab5} 22.\texttt{Qe5} \texttt{Qe8} 23.h3\texttt{h5} 24.\texttt{Qg3} \texttt{Qe8} 25.\texttt{Qh1} \texttt{a5} 26.\texttt{h4} 27.\texttt{Qg5} \texttt{h6} 28.\texttt{Qg3} \texttt{Qf6} 29.\texttt{Qd6} 30.\texttt{Qf4} \texttt{Qg4} 31.\texttt{Qh2} 32.\texttt{Qd6}+ 33.\texttt{g3} 34.\texttt{Qe1} 35.\texttt{Qxf3} 0-1

The game is almost over now and must be a draw

23.\texttt{Qf1} \texttt{Qc5} 24.\texttt{Qxd5} \texttt{Qxf2} 25.\texttt{Qxf2} \texttt{Qxf2}+ 26.\texttt{Qh1} \texttt{h6} 27.\texttt{Qd8+} \texttt{Qh7} 1/2-1/2

Virtual reality+Virtual equality!
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

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RATING LIST (c) Eric Hallsworth, SelSearch 109 Dec 2003

BFC Computer Elo 4/- Games Pos Human/Games

262 SHREDER7.04 P3-PC 2701 12 1391 1 2663 20
260 JUNIORB P3-PC 2683 14 1043 2
259 HIARC59 P3-PC 2673 17 747 3
258 FIZT2 P3-PC 2668 13 1207 4
258 FRITZ75 P3-PC 2668 12 1447 5
256 CHESS TIGER15 P3-PC 2648 16 773 6
254 GAMBIT TIGER2.0 P3-PC 2637 11 1692 7
254 CHESS TIGER14 P3-PC 2635 12 1285 8
253 SHREDERS/632 P3-PC 2624 12 1316 9
252 HIARC58 P3-PC 2620 12 1492 10
251 JUNIOR7 P3-PC 2615 12 1312 11
251 FRITZ14 P3-PC 2610 12 2079 12
250 GAMBIT TIGER1.0 P3-PC 2601 22 429 13
248 REBEL CENTURY4 P3-PC 2590 21 480 14
248 REBEL TIGER12 P3-PC 2589 15 672 15
246 JUNIOR6A P3-PC 2589 10 1891 16
246 HIARC572 P3-PC 2574 12 1207 17
246 HIARC571 P3-PC 2569 12 1397 18
246 SHREDERS/532 P3-PC 2568 14 988 19
244 SHREDER4 P3-PC 2556 12 1306 20
243 NINZ08 P3-PC 2554 12 1306 21
243 NINZ072 P3-PC 2550 13 1208 22
243 FIZT2 P3-PC 2550 12 1458 23
243 CHESSMASTER 6/7000 P3-PC 2550 24 348 24
243 FIZT516 P3-PC 2549 12 1359 25
242 REBEL CENTURY3 P3-PC 2548 25 340 26
242 GANDALF5 P3-PC 2545 20 495 27
242 NINZ098 P3-PC 2542 12 1307 28
242 GANDALF4 P3-PC 2536 13 1115 29
242 JUNIOR3 P3-PC 2532 11 1377 30
240 HIARC5 P3-PC 2522 13 1205 31
240 SOS P3-PC 2520 14 974 32
239 GOLIATH LIGHT P3-PC 2518 15 846 33
239 NINZ099A P3-PC 2516 14 1050 34
239 REBEL CENTURY1 2 P3-PC 2516 21 458 35
239 REBEL-10 P3-PC 2513 25 329 36
239 REBEL9 P3-PC 2513 14 1059 37
238 REBEL8 P3-PC 2509 19 548 38
237 MECH P3-PC 2502 17 699 39
237 MECH PRO6 P3-PC 2502 14 1067 40
237 MECH P3-PC 2501 14 1067 41
236 CHESS GENIUS P3-PC 2498 13 1206 42
236 MECH P3-PC 2489 14 1067 43
236 SHREDER2 P3-PC 2489 16 1737 44
236 SHREDER2 P3-PC 2489 16 1737 45
234 FIZT516 PENT-PC 2474 19 256 46
233 GANDALF3 P3-PC 2475 20 277 47
231 HIARC5 PENT-PC 2449 11 1686 48
230 HIARC5 PENT-PC 2447 19 585 49
230 HIARC5 PENT-PC 2447 19 585 50
230 KALLISTO2 P3-PC 2440 22 412 50

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