

# *SELECTIVE SEARCH 110*

## *THE COMPUTER CHESS MAGAZINE*

Est. 1985

Editor: Eric Hallsworth

Feb-Mar 2004

£3.95



A vital game in ROUND 5 of the recent WORLD COMPUTER CHESS CHAMPIONSHIP, as Stefan Meyer-Kahlen's PC-based **SHREDDER** does battle with Chrilly Donninger's mighty **BRUTUS**! Who won? See inside...

### *IN THIS ISSUE !*

2 **NEW PRODUCTS, NEWS, RESULTS and INFORMATION** including: DEEP FRITZ8 - REBEL 12-XP - PALM HIARCS - Fischer Random Chess for Computers, with Ratings! - WinBoard results - RUFFIAN 2 - Endgame trouble for Computers!

12 **8th. GEBRUIKERS, 2003** by Rob van SON  
TASC R40, R30, Mephisto VANOUVER 68030, RISC and MAGELLAN, do battle with MONTREUX, BERLIN PRO, Novag STAR DIAMOND and others. With PHOTOS, some surprise RESULTS and analysed GAMES

20 **The WORLD COMPUTER CHESS CHAMPIONSHIP, 2003**  
Major controversies, including a disqualification, as BRUTUS, JUNIOR, FRITZ and SHREDDER battle it out at the top. REPORT, RESULT, GAMES and PHOTOS. And the new Champion is...

28 **Novag STAR SAPPHIRE games**  
More analysed GAMES as this time the new Novag portable battles it out with the tough 2261 rated Mephisto BERLIN PRO.

32 Latest "Selective Search" PC and DEDICATED COMPUTER RATINGS

- **SUBSCRIBE NOW** to get a REGULAR COPY of the LATEST ISSUE and RATING LIST mailed to you as soon as it comes out!
- **£22** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£25**, elsewhere **£30**. For FOREIGN PAYMENTS CHEQUES must be in POUNDS STERLING, or (best for you) use a CREDIT CARD.
- **PUBLICATION DATES:** Early Feb, Apr, Jun, Aug, Oct, late Nov.
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are more than **welcome**.

Visit the **SELECTIVE SEARCH & COUNTRYWIDE** web pages:  
**[www.elhchess.demon.co.uk](http://www.elhchess.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@elhchess.demon.co.uk](mailto:eric@elhchess.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, 10.15am-5pm

# NEWS & RESULTS - *keeping you right* *UD-TO-DATE in THE COMPUTER CHESS world!*

Welcome to another issue of *Selective Search* as we enter our 20th. year of publication!

The first thing I must do is to sincerely wish all my readers a **Happy New Year!**

As you know I promised some time ago to keep you informed on subscription numbers each issue, so that readers can anticipate the dreaded 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
- Issue 109 195 sent out

I have a desire to get the magazine published through to 2005 so that it completes a full 20 years, so although the subscription numbers have fallen below the 200 figure I'm not announcing 'the last 6 issues' just yet. So if you're due for renewal at this time, can I encourage you to please do so! When I decide it really is time to call it a day then, as I have promised, I will then complete 6 more issues so that there is no danger of renewing and not getting your full quota!!

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.

## Results

We have quite a few **results** in for this issue, some connected with various **new programs**: Ruffian 2, Rebel 12-XP and Deep Fritz 8.

In no particular order:-

### Deep Fritz 8

The new **Deep Fritz 8** is of course the program which recently drew 2-2 in its 3D match with Gary Kasparov.

There is no doubt (in my mind) that the top

PC programs - even on off-the-shelf shop PC's at 2000-2600MHz are now a match for all but the very top players. The 2-2 draw by **Hiarcs8+** on a P4/2000 against world no. 6 Bareev was clear proof of that, and of course both **Deep Fritz** and **Deep Junior**, on very fast quad processor equipment, have also drawn their matches respectively against Kramnik and Kasparov in the past 15 months.

Indeed Kramnik's view was that Deep Fritz was better even than the great **Deep Blue**, but Kasparov's claim at the time of his match with Deep Junior was that Fritz was much easier to play against!

Naturally he had changed his tune before his latest effort, this time against Deep Fritz, assuring us that he not only uses Fritz 'regularly' for his analysis, but that the latest programming and hardware meant that this was his toughest computer match ever! 'One year in computer technology is an eternity'.

It is interesting to consider the remarks of *ChessBase* founder **Frederic Friedel** concerning the changes made from Fritz7->8:

*'Over the past 12 months we have changed our emphasis with Fritz to concentrate on playing against humans. Previously we spent a lot of time trying to program Fritz to beat other computers, as it was commercially important to be high up on the computer ranking lists. This year we decided to emphasise the human algorithms but to our surprise our rankings have not been affected much, if at all'.*

However as we saw in our last issue, game 3 of the GK-DF8 match showed that even an engine like Fritz on super-fast hardware enabling it to see 18 ply ahead before extensions is no match for someone like Kasparov in a blocked position.

The computer-aware and carefully prepared strong human player may still be okay for some time to come.

Concerning Deep Fritz 8's poor play in game 3 where, for some 25 or more moves, it totally failed to understand or even recognise that Kasparov had a (winning) advantage, and in which even at the very end it only evaluated Kasparov at around 1.5 pawns ahead, programmer **Franz Morsch** said

*'We've been here before, often. We know*

*what the problem is, it's just that we do not know how to fix it'.*

Despite all this I still believe that only a few humans can really hope to match the top programs on fast hardware, and the way Kramnik and Kasparov played their final games in the respective matches, and Bareev played almost throughout in his match with Hiarcs, in refusing to take any risks in deciding games, shows that they definitely have a high respect for PC opposition.

Even our *SelSearch* 'Computer Killer' Dave Wiekrykas - see issues 98 and 105 - has been noticeably quiet of late! He used to send me up to 5 or 6 games a month of his logic-defying wins against various software. But since the upgraded Shredder7.04, Junior8 and Hiarcs9, plus new hardware at the Wiekrykas household, his most recent letters have admitted to 'difficulties' in maintaining the flow of victories!

In any case for purchasers in the 1500-2400 Elo range, which means most of us, there is a lot more to any *ChessBase* program than its sheer strength.

They can be asked to adjust their playing strength to suit your needs with lots of handicap and friendly levels, will warn when you go wrong in a game, give hints on how to play better, can in any position explain the good and bad points of all possible continuations in simple language, can display all attacked, defended or hanging pieces, in sparring mode can even deliberately set up tactical opportunities for you to try and discover, and finally can analyse games afterwards pointing out blunders, mistakes, missed opportunities and possible improvements.

This list could easily be enlarged if we wanted to consider opening book features, the games database, endgame studies with tablebases, printing and publishing features, Internet use etc. etc!!

So let's have a look at the early results in for **Deep Fritz 8**:

■ DFritz 8 - Shredder 704	28-22
■ DFritz 8 - Ruffian 2	28½-21½
■ DFritz 8 - Junior 8	23-27 !

These results come from '*Blackbeard's Ghost*' on the Internet. I guess he's a longtime computer chess fanatic as in his e-mails he says he remembers me from the *Computer Chess Reports Magazine* by Larry Kaufman

& co. which closed down well over 10 years ago. The games are played on two P3/1200 machines with 512MB RAM, and the time control is 60/90 then 60/75 and G/30 finish.

The program is classed as for **multiprocessor** use, and costs **£74.95**, but as the self-proclaimed '*Blackbeard's Ghost*' is using it on a P3/1200 obviously it works fine on a standard PC... but you still have to pay £74.95 I'm afraid! I guess a £39.95 single processor version will appear eventually.

### **Rebel 12-XP**

The results for the long-awaited Rebel Windows version are probably not quite as good as hoped, but Rebel's strength has always been more in its play v. humans than computers.



The following results were played on Athlon 1300 MHz hardware at a time control of G/90min + 30secs. The programs each used their own books and 3+4 piece endgame tablebases.

■ Rebel 12 - Tiger 15	24½-25½
■ Rebel 12 - Chessmaster 9000	21½-28½
■ Rebel 12 - Shredder 704	21-29
■ Rebel 12 - Fritz 8	20-30
■ Rebel 12 - Hiarcs 9	21-29
■ Rebel 12 - Junior 8	17-33 !

**Rebel 12's** score against the five programs which have *SelSearch* gradings, which average out at 2674, was 103½-146½, which is 41.4%. So the estimated grading for Rebel 12 comes out at **2606**.

The most recent previous Rebel version already in our rating list is Rebel Century 4 which has a 2590 grading, so we see that, certainly in computer-computer terms, there is probably an improvement, but it is only slight.

Nevertheless for the many folk who loved the wide-ranging analytical options which the DOS Rebel programs have always had, the good news is that the distributors *Lokasoft* are indicating that pretty well all of them are present from this transition to Windows!

I can't say more than that as I haven't bought a copy for myself, at least not as yet... so I can only quote from their web pages:

'...the long awaited Windows version of **Ed Schroder's Rebel** program, **Rebel 12** comes with the *ChessPartner* interface. Being programmed using Winboard Protocol makes it possible to use the engine under other interfaces, although it works best under the *ChessPartner* one.'

'Rebel is... one of the most complete chess programs in the world, and absolute champion at providing the maximum information on your screen with the visualisation of the internal thinking process of the chess brain.'

#### What's new....

- Greatly improved chess engine particularly with regard to positional understanding
- Many new 'Personality' parameters for serious engine tuning
- The *ChessPartner* interface has been enhanced with an engine info window providing details of Rebel's internal thinking process, such as [Average depth], [Search efficiency], [Ponder efficiency], [Hash table usage], etc.
- Comes with giant Chess Tree of 55,000,000 positions.
- Typical DOS Rebel features ported include: Full 'other' opening book support, Easy create of EPD and PGN databases, full EOC support, fast-search Rebel database support, Extended book learner, many pre-programmed personalities (Alekhine, Karpov, Fischer, Kasparov, Tal, Anand) and range of playing levels down to 1200 Elo

Here's a couple of screenshots...



As I've said I haven't yet bought a copy

myself, so if you want to check out the information in more detail, or order, your best route is to visit *Lokasoft's* web site:

■ <http://www.lokasoft.nl/uk/rebel12.htm>

#### **Hiarcs 9 and Palm-HIARCS!**

My good friend **Mark Uniacke** is currently working on converting **Hiarcs** to run on the **Palm handheld** units... as his initial advertising idea says: '*A chess champion in the palm of your hand!*'

The conversion work is proving very interesting! One of the reasons for this is that, on Mark's Palm unit, the program runs massively slower than it does on our Pc's. That's not a fault or problem for the future, but **Palm** handheld units can be purchased with a wide and wild range of different processing powers! E.g:

- Old 16MHz and 20MHz black and white display Units, costing £50-£75.
- The popular Palm Tungsten E which runs at 126MHz and has a colour display, all at a cost of just £149
- The Palm Tungsten T3 which has a 400MHz ARM processor, colour screen, various bells and whistles and costs just over £300

To get the work started...

- find out what would be involved
- how easy/hard it would be to do the engine conversion
- and produce an interface with screen display and all the screen info. and database features we've all become accustomed to,

Mark decided to buy himself one of the b&w 20MHz units! '*Not too expensive if it doesn't work out!*'

However the work is going well - I saw an early version, without either an opening book or thinking in opponent's time, but looking nice on screen and playing chess against my Star Diamond in October last year, when Mark and his family visited us.

Work on converting the engine for Palm had only been completed a day or two before - and that by burning the midnight oil as Mark was keen to bring something I could have a play with! But on it's 20MHz processor and playing at 5 secs a move the PC-tuned program sometimes made decisions whilst still in ply 1, and was giving the StarD a useful time advantage in the game as well,

being without any opening book.

So it really wasn't too surprising that the StarD won both games, but the second one was very interesting and Palm-HIARCS had a middle game advantage for quite a while until it went wrong when it misplaced its rook on entering the endgame, a mistake which allowed the StarD to queen first.

Within a few days Mark had made enough progress on the quickly converted code to improve the speed and get a small opening book up and running. And it was at this time that some interesting discoveries were made!

I'm not going to give you details, because that wouldn't be fair on Mark, but the fact is that with PC's already running at 200MHz+ quite a few years ago - and now at 10-or more times that in some cases - program defects can actually be being hidden by the speed and just never show up! Even at 1sec per move on a decent PC today Hiarcs will be in 6 or even 7 ply just like that!

So in those very early Palm days Mark got quite a shock watching Hiarcs crawling through 1 ply and occasionally throwing up some 'quite suprising' move choices! Things you'd never see at even 3 or 4 ply because the extra search depth corrects them before you or I see them in the first lines of analysis that scroll off our PCs!

But this has been very beneficial, as Mark has found one or two unexpected errors in the code which have sometimes been there, in fact, since the earliest days.

The gain is two-fold - obviously the Palm-HIARCS version benefits from the corrections immediately and immensely, but also it helps the PC version of Hiarcs quite a bit, not least because it means that the ply 1 move ordering list (which is quite important!) is now more accurate than it was!

Playing through the early Palm-HIARCS games has also enabled us to spot other small faults and errors which don't get seen at super-PC speeds, so Mark has been able to make some improved pawn and piece value changes, and 3 or 4 useful positional re-evaluations. Mark has also been busy checking through the code to see if he could find any time-consuming algorithms achieving little or nothing. Again time consumption at 2000MHz isn't the same as it is at 20MHz!! Saving 0.05 secs seems neither here nor there, but at 100x slower that's 5 wasted seconds! Even the PC program can start to feel some benefit as it gets ever-deeper into the search.

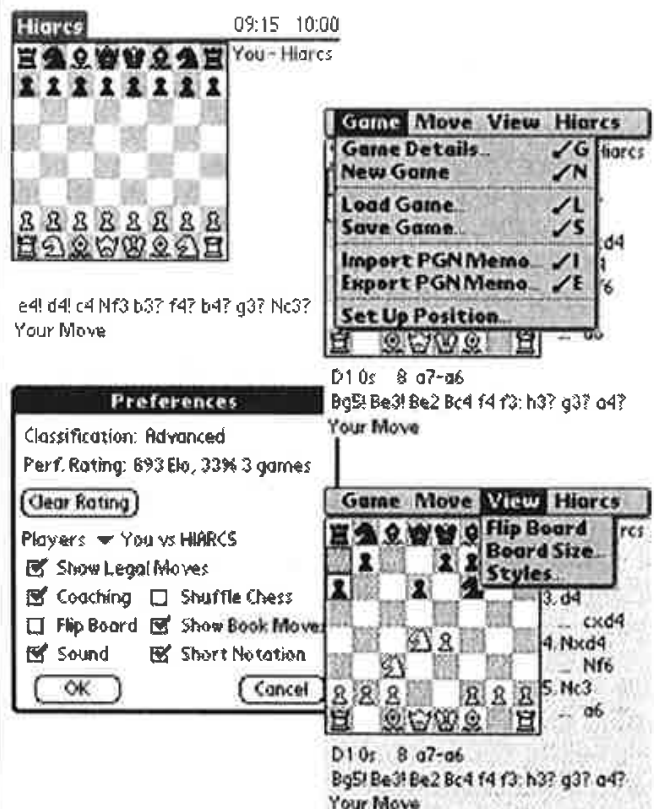
As at this moment in time Mark's Palm-HIARCS 20MHz version is rating at around 2300 Elo! I wasn't going to divulge any scores, as that's not necessarily helpful to our sales of dedicated machines, but as Mark's shown the early December Palm 20MHz score against the Novag Sapphire2 on his web site, I suppose you might as well know that one! It's 7½-2½ to the P-H, 5 wins, 5 draws!

Here's one game from that 12/2003 match - all were played at G/10mins. Even after just the initial tuning Mark did, PalmHIARCS/20 already always reached at least 3 or 4 ply. I've added a few notes and left in the evaluations, search depth and time figures so that readers can see the decisive moments for themselves.

### ***Palm Hiarcs 9.051/20MHz - Sapphire 2***

1.e4 e5 2.♟f3 ♟c6 3.♟b5 a6 4.♟a4 ♟f6  
5.0-0 ♟xe4 6.d4 b5 7.♟b3 d5 8.dxe5 ♟e6  
9.♟e3 ♟e7 10.c3 ♟d7 11.♟bd2 ♟d8 12.♟e1  
♟xd2 13.♟xd2 Both programs were in book  
to here - PalmHIARCS' smallish book at the  
time was helped because of the popularity of  
the opening! I think 13.♟xd2 ♟g4 14.♟d4 is  
better known 13...♟g4 14.h3 0.44/5 34  
14...♟h5 15.♟c2 0.00/5 35 15...♟e6 16.g4  
0.48/4 36 16...♟g6 17.♟g5 0.41/5 21  
17...♟xg5 18.♟xg5 0.59/4 4 18...♟e7 19.f4

Some PalmHIARCS screen shots from early December



0.75/4 14 19...♖b6+ 20.♔g2 0.78/4 10



**20...d4?** With its next move forcing White's queen to move, presumably the Novag depth of search didn't see far enough past White's reply to see that the bishop might still be trapped/lost. 20...♙xc2 21.♖xc2 ♖c6 was obviously better **21.f5!** 0.96/3 11. The right move, but the PH eval has not jumped so much! Why? **21...dxc3 22.♖b1?** 0.81/3 11. It's PalmHIARCS turn to miss the right move as, after 22.♖f3! cxb2 23.♖ad1, White is clearly winning **22...f6?** Because of White's error the bishop could actually still be saved with 22...cxb2 23.♖xb2 h6! 24.♙e3 ♖c6+ 25.♔g3 ♙h7, and Black is certainly better than in the game, though 26.♖ac1! definitely keeps White on top **23.exf6** 1.13/3 10 **23...gxf6 24.♙e3** 1.10/3 10 **24...♖d2+** 25.♔f3 3.47/4 23. The PH eval. leaps! **25...cxb2 25...♖c6+** 26.♙e4 ♖d6 would have made White's task somewhat tougher. Now it's over. **26.♙xb6** 5.62/3 8 **26...cxb6 27.♖xb2** 13.23/3 8, and the Novag resigned. **1-0**

There's still some work to do, especially as the Palm Tungstens use OS5 with an ARM processor which increases the playing speed considerably... once the code is further optimised for it. I'm aiming to get myself the Tungsten E 126MHz job fairly soon, so I'll hopefully be able to include one or two games with that to whet a few appetites.

With the optimisation you can well imagine what P-H will do running at 126MHz (probably around 2400 Elo) or even 400MHz (maybe around 2500 Elo)! Not bad, eh.

I can't give you an availability date at the moment - it depends on how long the extra work to maximise the speed for ARM processors takes - but Mark wants it to be 'as soon as possible'. We are definitely hoping that final details, pricing and availability etc. will be ready for announcement for the next issue of the magazine.

Before we leave **Hiarcs** issues, Mark Uniacke recently received the following highly complimentary e-mail from none other than **Vishy Anand!**

From: Anand [mailto:anand@\*\*\*\*\*]  
Sent: 02 December 2003 22:42  
To: Mark Uniacke  
Subject: Re: Hiarcs

Dear Mark,

I have been using Hiarcs 9 for a couple of days now, I am very impressed. It is very sharp tactically (odd compliment from a human!), and it found quite a few things that Fritz and Junior didn't find quickly, nor would earlier versions have found. Great stuff.

What have you been doing recently?

Cheers Vishy

### ***Fischer Random Chess for Computers!***

**Armin Duerr** on his 'beepworld' web site has been showing a chess computer tournament table for **Fischer Random Chess [FRC]** for some time, but I only came across them in November, so it's the first time they've appeared in *Selective Search*.

The figures I have at present are up to and including Hiarcs 9 and Rebel 12, but the new Ruffian 2 will be added in due course. Also Armin only tests single processor versions, so the table doesn't usually include any of the 'Deep' versions - which would have to run on his single processor Athlon 1500 machines anyway. The one exception is that Armin has included the new Deep Sjeng 1.5 engine.

As many readers may know the chess engines are not able to exactly fulfil the **Fischer Random** requirements, as they have problems with the full castling rules.

Therefore Armin uses the 15 FRC positions in which the king and rooks are placed on their usual squares - i.e. White Ra1, h1, Ke1, and Black Ra8, h8 and Ke8 - and only the queens, bishops and knights are 'shuffled'. But with this the engines can castle normally, so for the resulting 15 set-ups it is real FRC.

Armin's **tournament table** has 21 programs listed, each having played all of the others on both the black and white sides of every one of the 15-FRC positions!

Readers can imagine it is quite a task adding any new engine as it has to play no less than 600 games!! Even though the time control is a relaxed G/10mins + 5secs per move, that's still a long haul.

**Fischer Random Test Table**

Pos	Program	/600
1=	<b>Fritz 8</b> <b>Hiarcs 9</b>	422½
3	<b>Shredder 7.04</b>	418½
4	<b>The King 3.23 (sel=12)</b>	388½
5	<b>Chess Tiger 15</b>	356
6	<b>Junior 8</b>	351½
7	<b>Ruffian 1.0.1</b>	341½
8	<b>List 5.04</b>	314½
9	<b>SOS 3</b>	296½
10	<b>Rebel 12</b>	294
11	<b>Deep Sjeng 1.5</b>	282½
12	<b>Fritz 5.32</b>	281½
13	<b>Aristarch 4.6</b>	252
14	<b>Delfi 4.1</b>	250
15	<b>Nimzo 8</b>	246½
16	<b>Pepito 1.59</b>	243
17	<b>Little Goliath 2000 v3.9</b>	242½
18	<b>Crafty 19.03</b>	240
19	<b>Anaconda 1.0</b>	227
20	<b>Yace Paderborn</b>	222½
21	<b>Tao 5.4</b>	206½

When a new engine comes out - and Armin tries out many of the amateur ones where they have a good reputation, and upgrades of established ones where the programmer is able to assure him of a reasonable chance of worthwhile improvement - it is tried against every opponent on a selection of the FRC positions. If these initial results make it seem likely that it might take a 'top 21' place, the games are then all completed in full.

If now it does make the top 21, then the program previously in 21st. position drops out!. This means that even the positions right at the top can change!

For example if the top program has, say, a 25-5 score against the 21st. program, it will lose that result when the latter drops out and a new program gets into the list.

If its score against the newcomer is only,

say, 18-12, it means 7 points have been lost so retention of top place will depend on the gains and losses of the programs immediately below. So the list is in regular fluctuation each time something new comes out that makes it into the top 21!

I'll check the website from time-to-time, especially before each issue of *SelSearch* and update the table when necessary.

### **Chris GOULDEN - WinBoard tests**

Chris sent me the results of his latest **tournament** recently, as he'd received some more interesting new amateur programs.

In particular Chris had seen the newer **Yace** 'Paderborn' program falling down the various rating lists, so he wanted to compare it with its 'Berlin' predecessor. Also he had the new **Smarthink** engine... v14. came only 6th. in Chris's 2nd division in our issue 109, but we remarked at the time that v16. had leapt into 9th. place overall in the **Ridderkerk** list.

Two others also nicely placed on Ridderkerk's site were **Green Light** (an English program by Tim Foden) and **El Chinito**, so these 3 were pitched straight in with some other division 1 programs from Chris's previous testing!

After 9 rounds, with Ruffian well in front on 7/9, it seemed certain to be another 'foregone conclusion'.

But draws with Crafty, Smarthink and Yace Berlin, and a loss to El Chinito left it on 8½/13, with Green Light, El Chinito and Aristarch all on 8. So it needed to win its final game against Green Light to be sure of sole top spot.

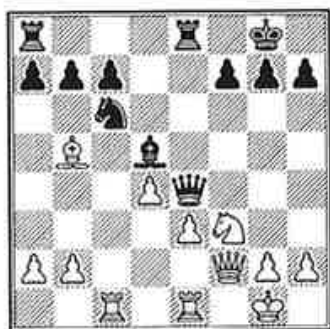
Pos	Program	/14
1	<b>Ruffian 1.0.1</b>	9½
2=	<b>Aristarch 4.21</b> <b>El Chinito 31C1</b>	9
4	<b>Green Light Chess 3.0</b>	8
5=	<b>Crafty 19.03</b> <b>Smarthink 16b2</b>	6
7	<b>Yace 0.99.56 Berlin</b>	4½
8	<b>Yace Paderborn</b>	4

Here are 3 interesting, short games. The first a surprise loss by Ruffian.

### **Elchinito31c1 - Ruffian 1.0.1**

1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4 ♗b4+

5.♔d2 ♕xd2+ 6.♖xd2 ♜f6 7.♜gf3 0-0 8.♙e2  
 ♜c6 9.0-0 dxc4 9...♙g4 10.h3 ♙h5 11.♙c1  
 ♙e8 12.cxd5 ♜b4 is theory 10.♜xc4 ♙e8  
 11.♜e3 ♜g4 12.♙d2 ♙e6?! 12...♙d6=  
 13.♙b5 ♜xe3 14.fxe3 w41 14...♙d5 15.♙f2  
 ♙e7 16.♙fe1 ♙e4 17.♙ac1!?



Leaving a tempting but poisoned pawn, which  
 you would not expect Ruffian to fall for at all!  
 17...♙xa2? 17...♙ad8 would have kept the  
 game nicely balanced with both sides having  
 chances 18.b3 Of course! 18...♙xb3  
 19.♜d2! I can't believe that Ruffian has a  
 blind spot on forks, but if not, why its 17th.  
 move blunder? 19...♙e6 20.♜xb3 ♙xb3  
 21.♙c4 ♙a3 22.♙xf7+ ♜h8 23.♙xe8 ♙xe8



El Chinito has a won game of course, but  
 we'll see it through to the finish 24.d5! ♙f8  
 25.♙g3 ♜d8 26.♙xc7 ♜g8 27.e4! ♙d3  
 28.♙cd1 ♙b5 29.e5 ♙e8 30.e6 ♙b4 31.♙f1  
 31.e7! is even better! 31...♙e7?! 32.♙c1 h6  
 33.♙xe7 ♙xe7 34.♙c8 ♜h7 35.♙xd8 Black  
 resigns 1-0

Now we even things up with 2 nice Ruffian  
 wins!

### Ruffian 1.0.1 - Green Light Chess 3.00

1.d4 d5 2.c4 c6 3.♜c3 ♜f6 4.♜f3 a6 5.e3 b5  
 6.cxd5 cxd5 7.♙d3 e6 8.♙d2 ♙d6 9.e4!?  
 9.♜e5 or 0-0 is usual. Ruffian has some  
 interesting opening lines 9...dxe4 10.♜xe4  
 ♙b7 11.♜xf6+ ♙xf6 12.0-0 ♜d7 13.♙e1



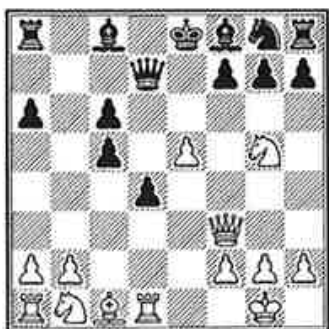
13...0-0? A fairly obvious mistake. Black  
 could try 13...h5, the pawn being supported  
 by the rook remaining on h8, or consider  
 playing ♙g8 which puts the ♜g2 and ♜f3  
 under attack. Castling onto a semi-open file  
 not only weakens his own potential attack but  
 also endangers his king 14.♙h6! ♙e8  
 15.♜e5! f5 15...fxe5?? 16.♙g4+ is mate in 3  
 16.♙h5 ♙xe5 17.dxe5 ♜f8 18.♙ad1! ♙e7  
 19.♙e3!



19...♜g6 20.♙g5 ♙f8 21.♙h3 h6 22.♙xh6  
 ♙c5 23.♙d2 ♙ed8?! 23...♙ec8 would stop  
 White's next, which is a killer, though  
 24.♙h7+ ♜f8 25.♙xf5! exf5 26.e6! soon wins  
 24.♙c1! ♙xc1+ What else?! If 24...♙e7  
 25.♙g5! 25.♙xc1 ♜f8 Black resigns. After  
 26.♙g5! threatening mate 26...♜e8 27.♙h7  
 ends resistance 1-0

### Ruffian 1.0.1 - Yace Paderborn

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♜f3 exd4  
 5.♙xc4 ♜c6 6.0-0 ♜f6 7.♙b3 ♙d7 8.♙b5?!  
 Looks like another Ruffian novelty. 8.♙d2 a5  
 9.♙e1 a4 10.♙b5 ♜d8 has been played  
 8...a6 9.♙xc6 bxc6 10.e5 ♜g8 11.♙d1 c5  
 12.♜g5 c6 13.♙f3



13...♙d5 13...♞h6!? 14.♞e4 ♞f5 looks to leave Black with a small advantage with his pawns invading around the centre restricting White's development 14.♞e4 ♙xe5? 14...♞d7 or h5 were much better 15.♞f4 ♙d5? Black's second consecutive move just helping White complete his development with threats 16.♞bc3! White is now ahead, Black's only developed piece is the queen and it must move again. The 2 extra pawns are no longer worth their weight 16...♙f5 17.♞e1! Another fine move, but his piece activity makes them easy to find I guess 17...♞d8 18.♞g5 ♞d7



19.♞a4 19.♞xf7+! ♙xf7 20.♞c7+ ♞xc7 21.♙xf7 is a dramatic little combination! 19...♞h6 20.♞e4 ♞e7 21.♙b3! A nice switch, yet attacking f7 again! 21...♞e8 22.♞ae1! ♞g8 23.♞xc5 ♙d5 24.♙b7 ♞d8 25.♞e5 ♙d6 26.♞ge4 ♙xe5 Fed up of running, the queen decides to surrender with her 8th move in 26 27.♞xe5 f5 28.♞d6+ ♞xd6 29.♞xd6+ ♞f7 30.♞xd7 Black resigns. 30...♞g6 31.♞f8+ is m/11 1-0

Of course **Per-Ola Valfridsson's Ruffian 1.0.1** is now over a year old, and rumours have abounded that a new version would be coming out, especially since its recent and best success to date when it came 1= in the **Dutch Open!**

And indeed one has - **Ruffian 2** - but this time, as half expected, it's a commercial version produced by **Frank Quisinsky**. As

far as I know so far the only distributor seems to be Germany's **Gunther Niggemann**, but I'm sure it will soon be available more widely.

As with Rebel 12 I still haven't got myself a copy, but as Ruffian has Winboard and UCI protocol support (so it can be run from within the *ChessBase* programs) I will probably e-mail Gunther my credit card details soon!

The claims on the Niggemann web site are that Ruffian 2.0 is 'a much improved engine that is considerably stronger than versions 1.0.1-1.0.5. More chess knowledge has been added, piece mobility has been completely rewritten, and the new version has a more active positional playing style'.

Sounds good, and it wouldn't need that much improvement over Ruffian 1.0.1-5 to see the new Ruffian challenge near the top. However at present I have hardly any early results for it, apart from those claimed on Quisinsky's own site.

The one independent result I have (apart from its 21½-28½ against Deep Fritz, see page 4) comes from the **Uttinger-Buhler** site where they have been running a rather unusual tournament.

Called the '**5Moves 2004 Tournament**', Uttinger's idea is to give all the programs the same Opening Book, which comprises a range of carefully chosen openings by Michael Scheidl. These opening only and always go just 5 moves deep, so variety is guaranteed but the engines themselves always start playing at move 6.

In many ways the idea is quite similar to the 'fixed' opening books files which Mark and I use to test new versions of Hiarc. Using 30 fixed openings (and Mark uses a different set of 40 fixed openings) we've started with benchmark scores for each commercial version which we can then compare with scores obtained by 'improvements', knowing that changes in the scores represent engine tuning ups or downs!

In both ours and Uttinger's cases the idea is that it is the engines which are getting tested and not the opening books! Of course for rating lists one must use each engine with its own book, as the book is correctly an important and integral part of the full program's performance ability.

The **5Moves** tournament was played engine-engine on an Athlon/1300, using the time control G/90mins +30secs. Book learning

was switched off. So far 5 all-play-all rounds have been played.

### 5 Moves 2004 Tournament

Pos	Program	/35
1	Hiarcs 9	20½
2	Junior 8	18½
3	The King 3.23	17½
4=	Fritz 8 Shredder 7.04	17
6=	Ruffian 2.0 Rebel 12	15½
8	Chess Tiger 15	14½

I'll update this as more rounds are played, the intention being to play 10 altogether, so it's just at the half-way stage at present.

### 'Amusing' positions to CHECK!

I'm sure many readers will remember a position that was doing the rounds a few years ago, and which dear David Norwood reprints in the Week-end Telegraph whenever he wants to poke a bit of fun at chess computers.



White to play and, through the years, the computers/PC programs have always taken the materialistic view and played the only losing move,  $\Delta b4 \times \text{R}$ , which unfortunately allows Black to breakthrough. If instead White ignores the rook and simply shuffles his king around across the bottom ranks there is absolutely nothing Black can do!

Incidentally there is now at least one program which won't play  $\Delta \times \text{R}$ ! Shredder 7.04 shows either  $\Delta c2$  or  $\Delta c3$  at just 1sec. Next best Hiarcs9x changes to  $\Delta c1$  after 4m17 on my P1800. Others I tried still struggle.

**A draw, but -1500 eval!!**

I saw this position recently and the play

immediately reminded me of the 'Norwood position', but this one's even harder for the computers as they have to see the locked position from a few moves away and head for it, which they can't. However once they've been shown the first move they do get some of the following moves right but, in the drawn position which we finally reach, they can be evaluating Black as anything up to +1500!!!!

White to play and draw



**1.  $\Delta a4+$ !** Except for Shredder 7.04 (21secs!) the programs fall at the first move, usually choosing 1.b3 with a big minus **1...  $\Delta \times a4$**  Apart from Shredder they already think Black has an easy win, showing it ahead by anything up to +1000. If Black played **1...  $\Delta c4$ ??** then White is winning with **2.  $\Delta b3+$** . Now the computers start to find the moves, not because they think they might get a draw but because there's not much else they can do! **2.b3+  $\Delta b5$  3.c4+  $\Delta c6$  4.d5+  $\Delta d7$  5.e6+** Not many find this, they prefer  $\text{exf6}$ ? **5...  $\Delta \times d8$**  Now you might well see an evaluation around +1500 for Black, but after... **6.f5!**



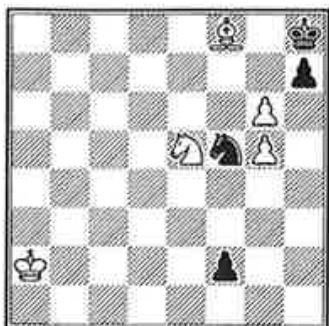
of course it's a draw, as there is absolutely no way for Black to breach the pawn chain!

Here's another one they can't do! This was a study which appeared in *The Problemist* having been one of the best (in my view) to be used in the *De Feijter Festival* held in Holland. Apparently problem solving as so many things is also becoming the domain of young chess wizards, as it was won by 16

year old Daniel Stellwagen with a 100% score!

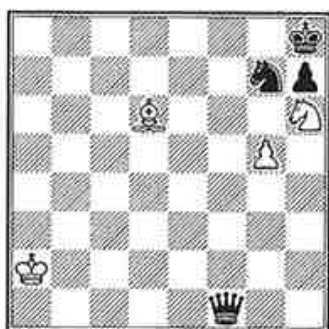
### Endgame Study- 1

White to play and draw



It's the sort of position you could see in an ordinary game! White's in big trouble, so first off he'd try to find a mating net... but there isn't one. So how can he stop Black's pawn from queening? As far as I can see he can't. Okay, I give up! But there is a draw here!

**1.g7+ ♖xg7** I'm sure you don't need me to tell you that the PC engines think Black has an easy win! **2.♔f7+ ♜g8 3.♕c5** But surely this just forces the pawn to queen??!  
**3...f1♚ 4.♔h6+ ♜h8** Goodness, now the checks have run out, and it looks hopeless **5.♕d6!**

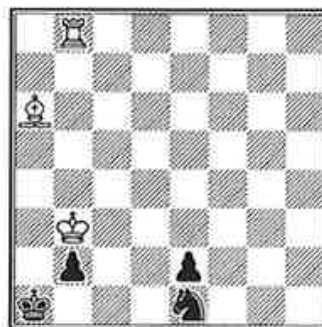


Again have a look what your PC program thinks of this!? It may have found one or two of the moves, but I'll almost guarantee it's been showing an easy win for Black with its evaluation. Yet this remarkable position is completely drawn!

The king is hemmed in by ♔h6, and the ♔h7 is blocked by the same piece. The queen can give check until doomsday, but if it ever plays ♚xd6 or ♚xg5, then ♔f7+ forks and wins the queen! White just has to avoid allowing either piece to be taken with check, which is easy!

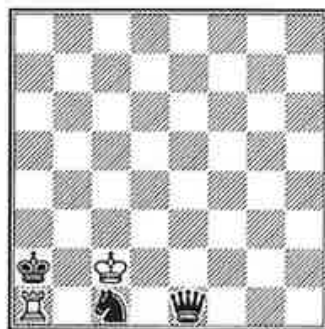
### Endgame Study- 2

White to play and draw



This one's rather cute as well, but this time whilst it's hard for humans, the computer's can do it in a flash partly due to tablebases but mainly because of the fact that there's a forcing line to a simple tactic!

**1.♕d3** *Hiarcs, as they all do, had -0.01/12 in 1sec! It's as well to note that White not only covers the pawns but also threatens ♜a8 mate! So Black's reply is forced* **1...♔xd3**  
**2.♜c2 ♔c1** If **2...e1♔+ 3.♔d2 b1♚ 4.♜xb1+ ♔a2** and a draw **3.♜xb2 e1♚** Again if **3...e1♚ 4.♜b1+ ♔a2 5.♜xc1** draw **4.♜b1+ ♔a2 5.♜a1+**



The rook must be captured = stalemate.

Readers who are interested in **Endgames** can contact **John Roycroft**, who supplied me with some other positions from **STUDY OF THE YEAR**, which also appear in the **2004 BCF Year Book**, at

■ roycroft@btinternet.com

There is also an **Endgame Study Magazine**. The annual sub. is £16 by cheque made out to J. D. Beasley and sent to him at:

■ John Beasley, 7 Saint James Road, Harpenden, Herts AL5 4NX

# GEBRUIKERS AGAIN!... NO. 8!

## By ROB VAN SON

The 8th. Gebruikers took place recently in Leiden, running alongside the Dutch Open Computer Championship, for which there is a report elsewhere in this issue.

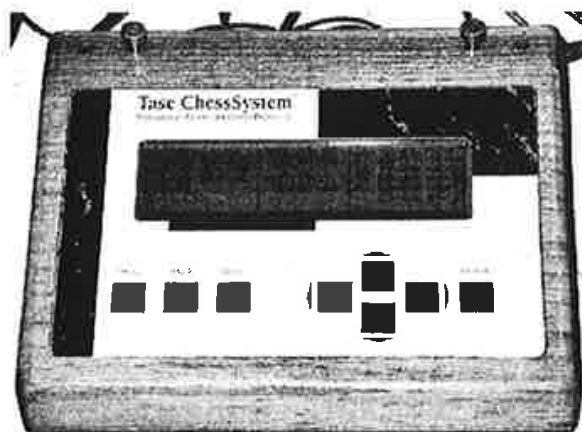
### Rob reports:

We were intending to play 7 games each with 1 hour on the clocks per computer. Unfortunately the 1st. round took too much time so the organiser, Ries van Leeuwen, told us to use G/45 each in the remaining 6 rounds.

We had a strong playing field plus a new entry - my **Novag Star Diamond**. Here are the entrants, listed in *Selective Search* rating order. We've also added the UK prices as far as we can remember them as they applied when each model first came out!

### 2398 Elo (est). Tasc Turbo/R40! £----

Ruud Martin's Tasc Turbo looks exactly like the well known Tasc R30, but when you switch it on you see the program name R40 with de Koning's King 2.5 program. In the mid-nineties the Tasc versions were the strongest chess computers and kept in step with the PC technology of that time.



### 2368 Elo. Tasc R30. £1495

This belongs to Louis van Bever, but as he was also entering his Magellan he asked Peter Schimmelpennink to operate it for him. This had Johan de Koning's King 2.2 program in it, rather than the 2.5 program which came out 2 years later. It was on a RISC ARM 30MHz processor with 512K RAM.

### 2263 Elo. Mephisto Vancouver 68030. £4995

We will mention the owner of this computer, Hans van



Rob van Son with his Novag Star Diamond

Mierlo, again in a few moments. In 1991 the Vancouver was the last Richard Lang dedicated Mephisto version to win the world championship, which he shared with Ed Schroder and Gideon that year. Hans has the program running on a 36MHz 68030 processor, though other commercial versions a year or two later ran at 30MHz and the price came down to £1495.

### 2261 Elo. Mephisto Berlin Pro -1. £595

Walther Kappelhof is a regular operator for my machines, and this is my Berlin Pro. This computer was made in 1994, and had a Richard Lang program in it running on a 68020 processor at 24MHz with 1MB for hashtables! The program was derived from the PC program Genius2 which won the world championship that same year.

### 2261 Elo. Mephisto Berlin Pro -2. £595

Jan Krabbenbos owns this Berlin Pro - in fact he is the CSVN webmaster if you should visit his excellent site.

### 2244 Elo. Mephisto RISC 1MB. £1295

Hein Veldhuis, one of the biggest chess computer collectors in the Netherlands with more than 120 machines, owns this and has it in the big Munchen board. At home Hein has his best computers exhibited in a special showcase. He already has a large file on his collection, and wants in the future to make a list of all

manufactured chess computers in the world! The RISC program is from Ed Schroder and runs on a 32-bit RISC processor at 14MHz, and is an improved engine of the 1991 world PC champion called Gideon.

### 2236 Elo. Mephisto Magellan -1. £789

This was Arnold Heesbeen's computer, with the Magellan running in an Exclusive board.

### 2236 Elo. Mephisto Magellan -2. £789

This was Louis van Bever's machine, the program running in the Modular board. Many years ago you could buy a really nice big wooden Munchen board, or a small black and silver Modular board. Nowadays there is only the part wood Exclusive board.

### 2227 Elo. Mephisto Montreux. £449

This machine used to belong to the founder and organiser of the Gebruikers tournaments, Ries van Leeuwen. But he sold it to Hans van Mierlo. However Hans also has the Vancouver 68030 which he was operating for Gebruikers 8, so Ries had the pleasure of operating his 'own' machine again! The Montreux was manufactured in 1995 by Saitek (Mephisto) and is the Johan de Koning 32-bit 14MHz RISC program. It is almost identical in play to the Saitek RISC 2500, the only notable difference we know of is to the opening book. But the board was a higher quality and looks very smart. Strangely the RISC 2500 was produced in big numbers whilst the Montreux was hardly obtainable.

### 2201 Elo. Novag Star Diamond. £199

For some time I wasn't sure if I should let the brand new Star Diamond participate at the Gebruikers! I bought it in June this year but found a lot of major bugs, so sent it back to the retailer for repair. Only at the beginning of October did I get it back, and when I found the program was now corrected I decided to bring him to the tournament. I think it plays a bit weaker than programs like the Atlanta and Berlin Pro. The program is by Dave Kittinger. It is a sign of the times that a new computer should come on the market, yet only be rated in 10th. position before the event. Of course its initial retail price is also lower (in some case by a heck of a lot!) than that of any other computer when it first came out!

*[Note by Eric: the Star Diamonds we have sold had the main bug corrected before any were sent to us. Owners can easily check if this is so by playing 1.e4 e6 2.d4 d5. If your Star Diamond is now out of book then you need to send it back as it is one of the first batch off the assembly lines].*

### 2109 Elo. Novag Sapphire. £225

Alfons Termaat entered Gebruikers for the first time, along with his little Sapphire computer. He enjoyed it very much, and his machine played very well! The

Sapphire was a 1994 model, also by Dave Kittinger, who bought the Sapphire2 version out 3 years later and now of course we have the Star Sapphire.

### 1986 Elo. Mephisto MM5. £495

Kees Sio operated this, on an Exclusive board. Kees is the CSVN treasurer, but the machine is owned by Arnold Heesbeen who was operating his own Magellan. The MM5 is another Ed Schroder program, and came on the market in 1990. Bit it only runs on a 6502 processor at 5MHz which is why we won't expect it to play strongly enough against the other dedicated machines.

So to the Tournament. I've shown the most interesting results from each round, interspersed with a few games with what I started out as light notes and diagrams at critical moments, but ended up somewhat deeper in some cases where one or two of the games became very interesting!

#### Round 1

■ Meph Berlin Pro - Meph RISC	1-0
■ Tasc R30 - Tasc Turbo R40	0-1
■ Nov Star Diamond - Meph Montreux	draw
■ Meph Berlin Pro[1] - Nov Sapphire1	1-0
■ Meph MM5 - Meph Magellan[2]	0-1

### Mephisto Berlin Pro. - Mephisto RISC

G/60. Round 1.

D18: Slav Defence: 5 a4 Bf5 6 e3

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♙f5 6.e3 e6 7.♙xc4 ♙b4 8.0-0 0-0 9.♘h4 ♙g4 10.f3 ♙h5 11.g4 ♙g6 12.e4 ♘bd7 13.g5 ♘e8 14.♘xg6 hxg6 15.♙e3 ♘c7 16.♚d2 End of books 16...e5 17.♙g2 exd4 18.♚xd4 c5 19.♚d1 ♘e5 20.♚b3 ♙e7 21.♘d5 ♘xd5 22.♙xd5



A good post for the bishop. Both sides now play inferior moves... 22...♙fe8? 22...♙fd8 looks best 23.♙f4?! This is okay, but with 23.f4! c4 (23...♘d7 24.f5!) 24.♚c2 ♘d7 25.f5! White would have a strong attack 23...♚d7 24.♙fd1 a5? Black has quite a few problems



Hein Veldhuis with his Mephisto RISC, and a Berlin Pro in the foreground



Arnold Heesbeen with his Mephisto Magellan

to cope with but this doesn't help much.  
 24...♖f8 or ♜c6 were better 25.♙c4! ♚c7  
 26.♞d5 ♞ad8 27.♙xe5 ♞xe5 28.♞xd8+ ♚xd8  
 29.♙xf7+ ♖f8 30.♞d1 ♞xg5+ 31.♖h1



31...♚e7?? A blunder in an already poor position. 31...♚f6 32.♞d7 c4 33.♙xc4 ♙c5 and Black is only a pawn down with survival chances! 32.♙g8! A great tactic, threatening ♞d8+ deflecting the queen so that, after ♚xd8 ♚f7 mate!! 32...♚f6? Oooh no! 32...♖e8 was necessary, then 33.♙h7 c4 34.♚xc4 ♙d6 though things are still grim after 35.f4! 33.♞d8+! The death sentence 33...♖e7 34.♚d1 ♚c6 35.♙c4 ♞h5 36.♞g8 ♞xh2+ 37.♖xh2. 1-0



## Round 2

■ Meph Magellan[1] - Nov Star Diamond	1-0
■ Meph Montreux - Meph Vancouver 68030	1-0
■ Tasc Turbo R40 - Meph Berlin Pro[2]	1-0
■ Meph RISC - Meph MM5	1-0
■ Nov Sapphire1 - Tasc R30	draw

## Meph Magellan - Nov Star Diamond

G/45. Round 2.

B19: Classical Caro-Kann: 4...Bf5 main line

1.e4 c6 2.d4 d5 3.♞c3 dxe4 4.♞xe4 ♙f5  
 5.♞g3 ♙g6 6.h4 h6 7.♞f3 ♞d7 8.h5 ♙h7  
 9.♙d3 ♙xd3 10.♚xd3 ♚c7 11.♙d2 e6  
 12.0-0-0 ♞gf6 13.♚e2 c5 14.♞h4 The end of  
 the books 14...cxd4 14...♙e7 15.dxc5 ♞xc5  
 is theory, but there's nothing wrong with the  
 Star-D move 15.♞xd4



15...0-0-0?? 15...♗c5 would have been fine, but the move played allows White to generate a strong attack very quickly 16.♖b5! ♖b6 17.♗e3! ♗c5 18.♗xd8+! ♗xd8 18...♗xd8 19.♗xc5 ♗xc5 20.♗c4 b6 21.b4! and Black is in big trouble 19.b4 a6



20.♗c3 Black's pinned knight cannot be saved, so not 20.bxc5? which just swaps knights: 20...♗xb5 21.♗xb5 axb5= 20...♗c6 21.bxc5 ♗xg2 The Star-D tries to fight back, but his king is in the open and Magellans are great at tactics! 22.♗d4+! ♗c8 If 22...♗e8 23.♗ce4 ♗xe4 24.♗xe4 e5 25.♗d1 followed by ♗d3 should be decisive 23.♗a4 ♗b8 24.♗f4+ ♗a7 25.♗d8! ♗g1+ 26.♗b2 0-1



26...♗d7 27.♗e4 ♗d1 28.♗b4 leads to mate

### Meph Montreux - Meph Vancouver '030

G/45, Round 2

D10: Slav Defence: 3 cxd5 (without early Nf3) and 3 Nc3

1.d4 d5 2.c4 c6 3.♗c3 dxc4 4.e4 e5 5.♗f3

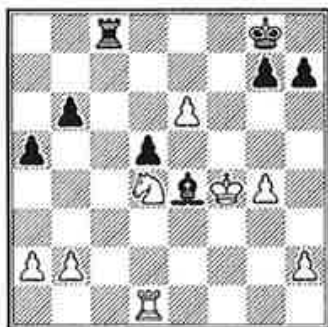


The fan driven Vancouver 68030 in play against the rarely seen but delightful Mephisto Montreux

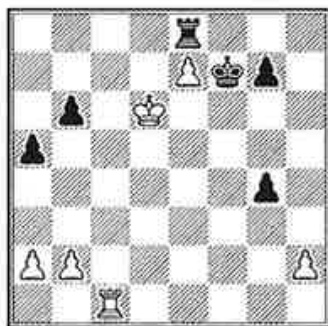
exd4 6.♗xd4 ♗xd4 7.♗xd4 ♗f6 8.f3 ♗c5 9.♗e3 ♗bd7 10.♗xc4 0-0 11.♗f2 ♗b6 12.♗b3 a5 13.e5 ♗fd5 14.♗xd5 ♗xd5 15.♗xd5 cxd5 Last book move - they've gone deeper than Fritz8 in this line 16.♗ac1 b6 17.♗c6 ♗xe3+ 18.♗xe3 ♗e8 19.♗hd1



Putting the isolated d-pawn under pressure. But at present there's no sign of this being a quick game! One thing worth noting now is the relative positions of the two kings. The Montreux will give an instructive lesson on this endgame strategy 19...♗e6 20.f4 f6 21.♗f3 fxe5 22.fxe5 ♗ac8 23.♗d4 ♗f7 Black really needs to get his king moving, so would have done better to play 23...♗f7 24.♗xc8! As pieces come off the superior position of White's king will become more telling 24...♗xc8 25.e6 ♗g6 26.♗f4! ♗e4 27.g4!



27...Rf8+? Only serves to encourage the White king further forward 28. e5 Rb8 29. Rc1 h6 30. d5 h5 31. d6?! What about 31. Rc7! 31...hxg4 32. e7 g6 33. cxd5 e8? Rob van Son suggested 33...a4!? and pray for a miracle! 34. dxe8 f7 35. d6 Rxe8



After 36. Rf1+! g6 (36...g8 37. d7!) 37. Rf8! it's clearly 1-0

### Round 3

- Meph Berlin Pro[1] - Meph Montreux draw
- Tasc R30 - Meph Magellan[1] 0-1
- Nov Star Diamond - Nov Sapphire1 0-1



Walther Kappelhof operated Rob's Berlin Pro in its game against the Turbo R40

### Round 4

- Meph Montreux - Meph Magellan[2] 1-0
- Meph RISC - Meph Magellan[1] 0-1
- Nov Star Diamond - Meph Berlin Pro[2] draw
- Nov Sapphire1 - Meph Vancouver 68030 draw
- Tasc Turbo R40 - Meph Berlin Pro[1] 1-0

The Sapphire1 is playing out of its skin - after a win over big brother Star Diamond in round 3, it's now just drawn with the mighty Vancouver 68030!

### Tasc Turbo R40 - Mephisto Berlin Pro

G/45. Round 4

E32: Nimzo-Indian: Classical (4 Qc2): 4...0-0

1. d4 f6 2. c4 e6 3. c3 b4 4. c2 0-0 5. a3 xc3+ 6. xc3 b6 7. g5 b7 8. e3 d6 9. f3 bd7 10. e2 c5 11. h4 c7!? 11...a5 12. 0-0 e4 is theory, but there's nothing wrong with the move played 12. 0-0 ac8 13. f1 e4 14. c2 cxd4?! It's probably better to maintain the pawn tension in the centre, so I'd have played 14...fe8 15. exd4 c6 16. d3 df6 17. e1 g5?! A similar thrust on the other side of the board with 17...b5 might have been okay, but this is in front of his own king!? 18. g3 g4



19. d5? Allows Black to equalise. The subtle 19. h4! looks very strong here. If 19...gxf3 20. c1! threatening to arrive on f4. 19. h4 was also okay and still a small advantage to White 19...exd5! 20. d4 c5 21. f5



21...xg3? Opens up lines to h7 which will be very dangerous for BP. 21...ce8?! runs

into 22.b4 ♖c8 23.♟xd6 ♟xd6 24.♟xd6 dxc4 25.♞d2! and if 25...cxd3 26.♞g5+! ♔h8 27.♞xf6+ winning. Best was 21...dxc4 22.♟xe4 ♟xe4 23.♟e7+ ♔g7 24.♟xc8 ♟xg3 25.♟xd6 ♞xd6 26.♞ad1 ♞c5 27.♞c3+ f6 28.♞xg3, and White's small material advantage is not yet enough to guarantee the win 22.hxg3 ♞fe8?? Disaster! 22...♟e4 had to be tried, blocking the d3-h7 diagonal. Then probably 23.♞e2 ♞xf2+ 24.♞xf2 ♟xf2 25.♟xf2 ♞c7 26.cxd5 and the pawn is safe on d5 because of the knight fork threat ♟f5-e7+ leaving White with knight for pawn, and should be 1-0 but still some work to do 23.♞d2! You can see where she's headed! 23...♞xe1+ 24.♞xe1 ♟e4 25.♟xe4 Actually 25.♞xe4! dxe4 26.♞g5+ ♔f8 27.♞g7+ and mate soon 25...dxe4 26.♞g5+ ♔f8 27.♞g7+ ♔e8 28.♞g8+ ♔d7 29.♞xf7+ ♔c6 30.b4



30...♞e5 31.♞d1 b5 32.♞xd6+ ♞xd6 (only move) 33.cxb5+ ♔xb5 34.♟xd6+... crushing! 1-0

#### Round 5

- Meph Berlin Pro[1] - Nov Sapphire1 0-1
- Meph Berlin Pro[2] - Meph RISC draw
- Meph Magellan[1] - Meph Montreux 0-1

And now the Sapphire1 has beaten one of the Berlin Pro's!! Must be worth a look! At present the Sapphire1 has scored more points than the Star Diamond, but that will change!

#### Mephisto Berlin Pro. - Novag Sapphire

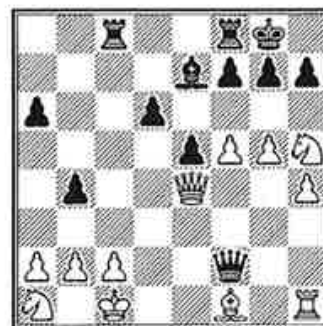
G/45. Round 5

B99: Sicilian Najdorf: 6 Bg5 e6 7 f4 Be7 8 Qf3 Qc7 9 0-0-0 Nbd7

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♟g5 e6 7.f4 ♟e7 8.♞f3 ♞c7 9.0-0-0 ♟bd7 10.g4 b5 11.♟xf6 ♟xf6 12.g5 ♟d7 13.f5 ♟c5 14.h4?! Theory is not convinced by this; 14.f6 is perhaps White's best line 14...b4 15.♟ce2 e5 16.♟b3 ♟xe4 17.♞xe4 ♟b7 18.♞d5 ♞c8



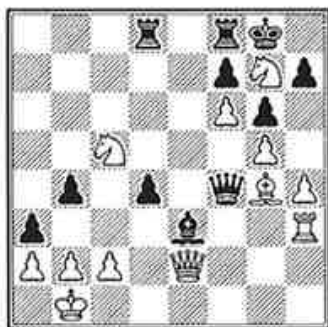
The programs have come to the end of their books, and the position is dangerous for both sides, but probably favours Black because of the enormous pressure down the c-file. Best here is supposed to be 19.c3, whilst ♟b1 and ♟a1 are both dodgy! 19.♟a1?! ♟xd5?! Not the best reply. 19...♞c4! is the 'killer' response to White's move, then 20.♞xc4 ♞xc4 21.♟g2 ♟xd5 22.♟xd5 ♟xh4 and Black has a good advantage once he frees his ♞h8 20.♞xd5 0-0 21.♟g3 ♞a7 22.♞e4 ♞f2?! Another missed opportunity by the Sapphire, as 22...d5! 23.♞e2 ♞d4 looks better for Black 23.♟h5!



23...a5?! Only defence with 23...g6! can get my support here 24.f6?! White's turn to miss the best move, which is 24.♟a6 giving White a clear advantage after 24...♞a8 25.♟c4 ♞ac8 26.f6! 24...d5! Fighting back again! 25.♞xe5 Note that the d-pawn cannot be taken: 25.♞xd5?? ♞fd8! threatening both ♞e1 mate or ♞d2+ and ♞d1 mate if the White queen moves carelessly, so it is lost as all he can try is 26.♟g2 then 26...♞xd5 27.♟xd5 gxf6 28.gxf6 ♟c5 and Black's material plus is overwhelming 25...♟c5



**26. ♖e2!** *There's another potential disaster in 26. ♖xg7?? when 26... ♗e3+ forces 27. ♖xe3 ♖xe3+ and again the queen is lost trying to delay mate! 26... g6 27. ♖g7 ♖f4+ 28. ♖b1 a4! A brilliant try by the Sapphire 29. ♗h3 ♖cd8 30. ♗g4 a3 31. ♖b3 ♗e3! Threatening d4! 32. ♗h3 d4! 33. ♖c5*



**33... axb2?** *Mistakes sometimes win games! Here 33... h5! was best, and if 34. gxh6 ♖xf6 it's hard to say for sure who's winning! 34. ♖d7?? An unfortunate error that gives the point to the Sapphire! BP completely misses the winning 34. ♖ge6! when 34... fxe6 35. ♖xe6 wins back rook for knight: 35... ♖d6 36. ♖xd8 ♖xd8, when the material is exactly equal again, but Black's pawns on the d-file will soon be gobbled up 34... d3!! Demolishes the White position 35. ♖d1? 35. ♖xd3 was vital, and after 35... ♖xg4 36. ♖xe3 ♖xd7 37. ♖e4. Now 37... ♖d1+ 38. ♖xb2 ♖g1 should win for White, assuming the Sapphire finds its way safely through these complications 35... dxc2+! 36. ♖xc2 ♖c4+! 37. ♖xb2 ♖a8*



*Mate in 8 announced 38. ♗e6 fxe6 39. f7+ ♖h8 40. ♖xe3 ♖xa2+ 41. ♖c1 ♖ac8+ 42. ♖c5 ♖xc5+ 43. ♖c3 ♖xc3+ 44. ♖c2 ♖xc2# 0-1*

Some readers may not enjoy games with such mistakes by both sides. But I enjoyed the excitement as they won and then lost chances.

So far Rob's Star Diamond hadn't broken any records, but in round 6 it got a draw against the Vancouver 68030, and as we soon see, in the last round it won with Black against the powerful Mephisto RISC

#### Round 6

- Meph Montreux - Tasc Turbo R40 0-1
- Nov Star Diamond - Meph Vancouver 68030 draw

#### Round 7

- Meph RISC - Nov Star Diamond 0-1
- Tasc Turbo R40 - Nov Sapphire1 1-0
- Tasc R30 - Meph Montreux 1-0

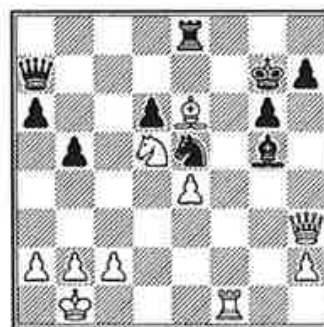
The game I mentioned between the Star Diamond and the Mephisto RISC is also 'flawed', with mistakes by both sides, but it must have been incredibly tense and exciting to be operating either of the machines!

### Meph RISC 1Mb - Novag Star Diamond

G/45. Round 7

B99: Sicilian Najdorf: 6 Bg5 e6 7 f4 Be7 8 Qf3

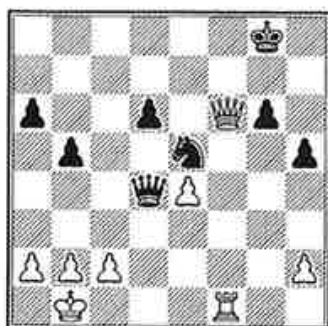
**1. e4 c5 2. ♖f3 d6 3. d4 cxd4 4. ♖xd4 ♖f6 5. ♖c3 a6 6. ♗g5 e6 7. f4 ♗e7 8. ♖f3 ♖c7 9. 0-0-0 ♖bd7 10. g4 b5 11. ♖xf6 ♖xf6 12. g5 ♖d7 13. f5 ♖xg5+ 14. ♖b1 ♖e5 15. ♖h5 ♖e7 16. ♖xe6 ♖xe6 17. fxe6 g6 18. exf7+ ♖xf7**  
*The end of the computer books 19. ♖h3 19. ♖e2 ♖g7 20. ♖d5 is the other line here known to theory 19... ♖g7 20. ♖d5 ♖a7 We're still in theory, though 20... ♖d8! 21. ♗e2 ♖f8 has a slightly better reputation 21. ♗e2 ♖ac8 22. ♖hf1 ♖hf8 23. ♗g4 ♖ce8! This is better than 23... ♖xg4?! 24. ♖xg4 ♖h6 25. ♖e6! 24. ♗e6 ♖xf1 25. ♖xf1*





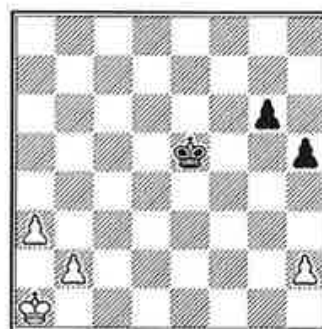
Left to right: Louis van Bever operating his Magellan in the Modular board; Peter Schimmelpennink operating the Tasc R30 for Louis; and Gerard Tubbergen (Rob's chess coach)

25...♖d4?? Not a good decision, allowing Meph RISC to grab a big advantage. Either 25...a5 or h6 would maintain a tense equality 26.♘c7! ♖e7! The only move! 26...♖f8?? would be a second disaster in 2 moves, as 27.♙f7! ♘h8 28.♘e6 ♖e3 29.♖xe3 ♙xe3 30.♘xf8, and White is a full rook up! 27.♙g8! Neat! Clearing the way for ♖h3-c8 27...h6 Not 27...♙xg8?? 28.♖c8+ and mate 2 moves later 28.♖c8 ♙f6 The best defence 29.♘e6+ Forcing the win of material 29...♖xe6 Again the only move – anything else is a quick mate 30.♖xe6 h5 31.♖xf6+ ♙xg8



32.♖e7?! 32.♖f8+ was correct, then after 32...♙h7 33.♖e7+ ♙h6 34.a3 to remove back rank worries, followed by h4 to enclose the Black king and White is almost sure to win 32...♘f3! Taking advantage of the back rank threat to block the f-file for a moment 33.♙a1 ♖d2? 34.a3? Again the RISC misses the best move which is 34.e5 and after 34...dxe5 35.♖b7 ♘g5 36.♖c8+ ♙h7 37.h4 he's winning 34...♖e2 35.♖h1 ♖xc2 36.♖xd6?! Here too we'd have to say that 36.♖f1! was better 36...♖xe4 37.♖xa6 ♘e5 38.♖c1 ♙g7 39.♖xb5 ♙f7 40.♖c5 ♙e6 41.♖xe5+? It was better to improve the position of his king with 41.♙a2, this is still a position White ought to win 41...♖xe5 42.♖xe5+ ♙xe5

The prize-winners: Ruud Martin (left), owner of the Tasc Turbo, and proudly hoding the Jan Louwman Cup; and Arnold Heesbeen whose Magellan-1 came 2nd. ahead of the other Magellan only on a tie-break split



We reach a position that PC engines with tablebases would soon work out what wins and what doesn't. Actually here it's not win or draw, but win or lose! The fact is that, with best play, ♙b1 wins, and anything else loses! 43.a4? As I've pointed out above, 43.♙b1! wins 43...g5! Perfect! This and h4 would both win for Black 44.a5 ♙d5 45.a6 ♙c6! Once more the Star-D finds the only winning move 46.a7 ♙b7 47.♙b1 h4 48.♙c2 g4 49.♙d3 h3 50.a8♖+ ♙xa8 51.♙c4 g3 0-1

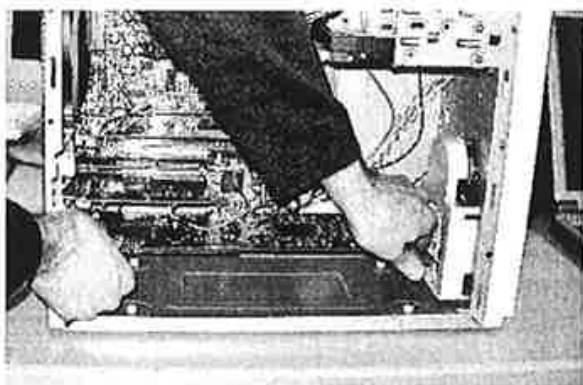
Pos	Comp	Score/7
1	Tasc Turbo R40	5½
2=	Mephisto Magellan-1 Mephisto Magellan-2	4½
4=	Mephisto Montreux Tasc R30	4
6=	Mephisto Berlin Pro-2 Novag Star Diamond Mephisto Berlin Pro-1	3½
9=	Novag Sapphire Mephisto RISC Mephisto Vancouver 68030	3
12	Mephisto MM5	0

## WORLD COMPUTER CHESS CHAMPIONSHIP CONTROVERSIES ABOUND IN GRAZ, AUSTRIA 2003.

The **2003 World Computer Chess Championship** was played at the end of November 2003, running into December.

As usual the tournament is not an entirely fair one, and certainly doesn't indicate which is the strongest program, as the programmers are left to get for themselves the strongest hardware they can. So some programs are running as race-tuned turbo-charged Ferraris, whilst others are on pretty basic hardware straight out of the local showroom.

Of course in the case of **Brutus** that is inevitable, as this program is constructed for a series of programmable chips called Field Programmable Gate Array systems. This hardware is then placed into a desktop PC cabinet and runs the program much faster than even a Quad PC set-up can manage.



Even the '*ChessBase*' programs, whilst entered by their programmers, got different assistance from *ChessBase* who helped organise maximum hardware for two of them.

So **Fritz** and **Junior** (the current World Champion from 2002) both ran on the same powerful Quad hardware that **Deep Fritz** had used in its drawn match with Kasparov. These 2 machines were standing in the X3D Technologies offices in New York, connected to Dell laptops in Graz which controlled move input in both directions.

**Shredder** was thought to be getting the same help, but its super-Quad gear didn't become available so, after hasty alternative arrangements, it ran on a Dual system. Fast compared with the single processor systems which some Amateur entries were using, but clearly running at around 60% of the speed of Fritz and Junior was a massive handicap in its attempt to win its 4th. title in 5 years.

Here's a full list of entries and hardware. I cannot guarantee 100% accuracy as it's never easy to get full details from original sources, but it is probably correct. I've ordered them according to their processor power.

Program	Country	Hardware
<b>Brutus</b>	Austria	8 PC cluster hardware
<b>Diep</b>	Holland	SGI 512 processors
<b>Deep Fritz</b> <b>Deep Junior</b>	Holland Israel	Quad P4/2.8
<b>Deep Shredder</b>	Germany	Dual P4/3.06
<b>Deep Sjeng</b>	Belgium	Dual AMD Opteron/1.6
<b>Quark</b>	Germany	AMD Athlon/2700
<b>Nexus</b>	Germany	AMD Athlon/2600
<b>Green Light</b>	England	AMD Athlon/2600
<b>List</b>	Germany	P4/3.7
<b>Ruy-Lopez</b>	Spain	P4/3.06
<b>SOS</b>	Germany	AMD Athlon/2.2
<b>Falcon</b> <b>Jonny</b> <b>Hossa</b>	Israel Germany Austria	P4/2.4
<b>Chinito</b>	Spain	Laptop P4/2.4

Quite a few folk have asked me why **Hiarcs** didn't appear (again!). There are 2 reasons: the first is that the programmer, or one of the programmers, has to be present. This is virtually impossible for Mark or myself at this time. The second is the hardware issue, as **Hiarcs** still runs on single processor only. This means we would be handicapped from the start, running at  $\frac{1}{2}$  Shredder speed,  $\frac{1}{4}$  Fritz and Junior, and  $\frac{1}{x}$  Brutus!

All the games were being shown live on the Playchess.com server, and British G.M Peter Wells (who was once involved in the promotion for **Hiarcs2**) did a daily audio commentary on the top games.

### Round 1

Normally things tend to go as you'd expect with the way the pairings are arranged for the 1st. round... but not this time!

- Green Light - Brutus 0-1
- Diep - Quark 1-0
- Fritz - Falcon 1-0
- Junior - Ruy Lopez 0-1 !?!
- List - Shredder 0-1

There seemed to have been another shock with **Deep Sjeng** reportedly losing with White against **Hossa**, but a couple of days (!) later this was corrected to show that Sjeng was Black and had won!

■ Hossa - Sjeng 0-1

It is still difficult to judge **Deep Sjeng** as only a few results have come in for it. Not enough people have two equal PCs in order to do the testing, and many of these folk tend to need much persuading (as, I admit, do I) to buy *non-ChessBase* software. Once one has accumulated plenty of engines, opening books and databases in ones PC [ChessBase] folder, incompatible software often loses out!

The Sjeng 12.13 UCI version which can be downloaded from the *ChessBase* web site is around 200 Elo or more behind the top programs, but the *Lokasoft* **Deep Sjeng** version was supposed to be a clear improvement and at least halve that gap.

That would be tested in the next round where it was drawn to play with Black against **Fritz**. And the reward for **Ruy Lopez** in beating **Junior** was a game with **Brutus**... that hardly seemed fair! Another interesting pairing was **Shredder** v the high-powered **Diep**.

### Round 2

■ Brutus - Ruy Lopez	1-0
■ Shredder - Diep	1-0
■ Sjeng - Fritz	0-1
■ Parsos - Junior	0-1

It is not often one gets so many fairly key games this early in a tournament, and when the draw for the 3rd. round paired **Fritz** and **Shredder** I'm sure a few pulses were set racing. Of course it needs to be remembered it was Quad Fritz as White v Dual Shredder.

### Round 3

■ Jonny - Brutus	0-1
■ Diep - Falcon	draw
■ Fritz - Shredder	1-0
■ Junior - List	1-0
■ Nexus - Sjeng	0-1

### Leaders after round 3

3	<b>Brutus, Fritz</b>
2½	
2	<b>Shredder, Sjeng, Junior, Green Light</b>
1½	<b>Diep, Jonny, Falcon</b>

**Green Light**, after its round 1 loss v **Brutus**,

had since beaten **Chinito** and **Ruy Lopez**.

In view of the clear lead the 2 programs **Brutus** and **Fritz** had at the top, it was inevitable that they would meet in round 4!

Of course **Brutus** was the local hero for the many Graz spectators and Austrian newspapers, as programmer **Chrilly Donninger** is himself an Austrian.

Another Austrian **Ulf Lorenz** develops the parallel algorithms and also does debugging and testing. He claims that **Brutus** is scoring 70% after a series of games against **Fritz8**, **Shredder7.04** and **Junior8**, with the latter all on single processor hardware. Little wonder that *ChessBase* are strongly underwriting this project and hoping eventually for lots of sales of a hardware & software package with a guesstimate price of around £1,000 or more.



Left: Chrilly Donninger and, below, with his dog Bello!



### Round 4

■ Brutus - Fritz	1-0
■ Shredder - Green Light	1-0
■ Sjeng - Junior	0-1
■ Falcon - Jonny	1-0
■ Ruy Lopez - Diep	0-1

I think the **Brutus-Fritz** result is what the *ChessBase* folk were hoping for. I don't think it is much of a secret that they have championed Franz Morsch's **Fritz** over quite a few

years, with Junior their second favourite, and Shredder (despite its many big successes) and Hiarc some way behind when it comes to promotions. But obviously if **Brutus** proves itself to be clearly stronger than PC engines on fastest possible hardware, then there will be big prospective sales even at the high price... and a major match with Kasparov, Kramnik, Anand or whoever is no.1?!

#### Leaders after round 4

- 4 **Brutus**  
 3½  
 3 Fritz, Shredder, Junior  
 2½ Diep, Falcon  
 2 Sjeng, Ruy Lopez, Chinito, List

At this point nearly everyone was of the view that **Brutus** was going to be unstoppable, though one (un-named) GM with computer chess experience declared that its games were "a bit strange". If it could repeat the deadly dose against **Shredder** in round 5, who could stop it!? Another key pairing in this round, in the fight for, presumably, the runners-up spot, would be **Junior v Fritz**.

#### Round 5

- |                        |        |
|------------------------|--------|
| ■ Shredder - Brutus    | 1-0 !! |
| ■ Junior - Fritz       | draw   |
| ■ Diep - Sjeng         | draw   |
| ■ Green Light - Falcon | 1-0    |
| ■ Chinito - List       | 0-1    |

In the **Junior-Fritz** game, the reigning world champion played with unusual caution and Fritz did all the attacking without ever making enough progress to look like winning.

**List**, entered by Fritz Reul, is another interesting program, which quite a few *SelSearch* readers will have running as a UCI engine within a *ChessBase* setup. Although it has never achieved the status of "nearly as good as the top commercial programs" in the same way that Ruffian has, the **List5.04** we have is nevertheless a strong program, and **5.12** is doing well so far here in Graz!

The GM who had called the **Brutus** style of play as "a bit strange" was now describing **Shredder** as "probably the best of the lot". In fairness Shredder's win came partially from the opening, but once it had the advantage it completely outplayed 'Big-B' Brutus!

Junior's Amir Ban, right, and Shay Bushinsky below



#### Leaders after round 5

- 4 **Brutus, Shredder**  
 3½ Fritz, Junior  
 3 Diep, Green Light, List  
 2½ Sjeng, Falcon, Jonny

Now it was getting interesting! and 2 rounds were to be played on the next day! In round 6 **Brutus** was drawn to play the 2002 Champion **Junior**. No longer 'unstoppable' the game was eagerly awaited even though Brutus had White.

#### Round 6

- |                      |       |
|----------------------|-------|
| ■ Falcon - Shredder  | 0-1   |
| ■ Brutus - Junior    | 0-1 ! |
| ■ Fritz - Diep       | 1-0   |
| ■ List - Green Light | draw  |
| ■ Sjeng - Jonny      | 1-0   |

These results put **Shredder** on top on its own, but only a ½ point ahead of its deadliest and higher-powered rivals **Junior** and **Fritz**. Amazingly the 'unstoppable' **Brutus** had dropped to a further ½ point behind at 4th.

The stressed-out programming teams hardly had chance to re-assess what this meant before the 7th. round pairings came out. Clearly there weren't too many meetings between 'the big 4' still to come, so if Shredder was to be caught then the others had to make sure they got full points against any weaker opposition.

But first **Shredder** had to meet **Junior** in the late afternoon/evening session!

**Round 7**

■ Junior - Shredder draw

Ahaa! There was still a big chance for Brutus and Fritz! Incidentally the **Junior-Shredder** game followed exactly a drawn game which Anand and Gelfand had played. That's what opening book preparation gets you sometimes - we'll check it out in our next Issue!

■ Green Light - Fritz 0-1  
 ■ List - Brutus draw !  
 ■ Chinito - Sjeng 1-0 ?!  
 ■ Diep - Hossa 1-0  
 ■ Parsos - Falcon 1-0

And as you can see, **Brutus** messed up!

**Leaders after round 7**

5½ **Fritz, Shredder**  
 5 **Junior**  
 4½ **Brutus**  
 4 **Diep, List, Chinito**  
 3½ **Sjeng, Green Light, Quark**

Someone (who shall remain nameless!) e-mailed me in a slightly triumphant tone: "Looks like Brutus isn't the Brute it claims to be!". Certainly a £1,000 price tag looks a bit steep compared with normal software prices!

But all this had let in **Fritz**, which was recovering nicely from its early loss to Brutus and draw with Junior.

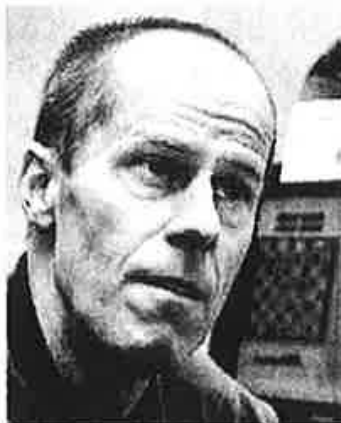
The *ChessBase* website proclaimed it "**FRITZ DAY**" - 2 wins and back at the top. And then, after showing how spectacularly Fritz had won both these games, produced an interview by their **Peter Schreiner** with **Franz Morsch**... please forgive me for my little smile/smirk as I typed that paragraph :-)

• **Schreiner**: you have been taking part in computer world championships since 1986 in Cologne. How does this one in Graz compare to the others you have attended?

• **Morsch**: I have never been to a computer tournament that was so well organised. There are no reasons to complain, the conditions are superb. I feel I am part of the world cultural centre of Graz.

• **Schreiner**: after round 7 you and Shredder are in the lead, and it looks like one of you will take the title. What would you say about Fritz's performance, and what will its strategy be during the rest of the tournament?

• **Morsch**: in the past years we have always tried to beat the amateur programs with tactical means. But this has become too dangerous, because you have to take a



Fritz's Franz Morsch, left and below watching his program closely in its game against Brutus



lot of risks. That has cost us a number of points in the past. The latest version of Fritz plays excellent positional chess, as you were able to see for instance in its game against Shredder. That is our strength.

• **Schreiner**: is the dramatic improvement in strategic play a result of the preparation for the match against Garry Kasparov?

• **Morsch**: that is correct. I spent a lot of time and effort making Fritz strategically as strong as it is in the tactical area. I am convinced that only by improving the positional understanding of the program that its performance can be further improved. I am very gratified that this seems to be working, not just against human players, but also against other programs.

Clearly something fairly unexpected from one of the lower programs would have to happen in rounds 8-11 if anything was to stop one of either Fritz or Shredder winning, but of course this is always possible as Franz Morsch concedes above.

**Round 8**

■ Fritz - List 1-0  
 ■ Shredder - Chinito 1-0  
 ■ Quark - Junior 0-1  
 ■ Brutus - Diep 1-0  
 ■ Sjeng - Green Light 0-1 !?

It was becoming a pretty grim tournament for **Sjeng**, but his were not the greatest troubles!

On the morning of November 27th. the **ICGA** (International Computer Games Association) reluctantly announced that they had been forced to disqualify the program **List**, and its author **Fritz Reul**. So if the previous day was 'Fritz Day', this was '**Bad Fritz Day**'!!

Their report details accusations made by another participant 4 days earlier that they believed the **List** program was directly based on **Bob Hyatt's Crafty** program! The circumstantial evidence supporting this related to two earlier versions of **List**, 4.60 and 5.04, which are publicly available, and were claimed to contain substantial parts of **Crafty** code. Plagiarism of another program's code is of course a very serious offence.

Prof Bob Hyatt has always made his **Crafty** source code open for others to see, and indeed parts may be (and often are) used under certain copyrighted conditions.

Reul had not made mention of the code connection between **List** and **Crafty** on his entry form - nor has he ever indicated any such association - and was given time to explain what the exact situation was.

Initially he denied the accusation, "*no connection whatsoever*", so the **ICGA** asked him to make his source code available for examination either by the **ICGA** or one or their named representatives, such as Tournament director Prof van den Herik.

After refusing this request further deadlines were given to Reul - eventually with a disqualification warning - but still no response was forthcoming. In van den Herik's final phone call to Reul's home he was told that Reul was out, and a final deadline was therefore given which was also ignored.

This left the **ICGA** with no alternative but to disqualify **List** and its programmer. Part of the subsequent **ICGA** statement says...

*"At the time this decision was taken the program **LIST** had played three of the four leading programs in the tournament, and was paired to play the fourth of that group (Fritz) today. Had **LIST** been disqualified before the 8th. round today the very act of disqualification could have had an impact on the final result of the tournament and the destiny of the World Championship title, partly because of the effect it would have on any tie-break. It was therefore recommended to the **ICGA** that*



Left the Diep programmer, Vincent Diepeveen, and below Gian-Carlo Pascutto watching his **Sjeng** program in play against Junior



*the disqualification should take place immediately after the conclusion of round 8".*

**List** and **Reul** are now disqualified from participating in any events organised or sanctioned by the **ICGA** until June 1st. 2006.

A few days later Fritz Reul made a public apology and admitted his guilt.

Well, I told you in the heading on page 1 that there was some **controversy**! And there you have it!

But there was maybe an even bigger one still to come!!

#### Round 9

■ Nexus - Fritz	0-1
■ Shredder - Quark	1-0
■ Green Light - Junior	0-1
■ Falcon - Brutus	0-1
■ Diep - Jonny	1-0
■ Parsos - Sjeng	1-0 !?

All the leaders win again! Two rounds were to be played on the final Saturday.

#### Round 10

■ Fritz - Chinito	1-0
■ Parsos - Shredder	0-1
■ Junior - Diep	1-0
■ Brutus - Nexus	1-0
■ Sjeng - Quark	0-1

**Diep** had been 2 pawns up against **Junior**, but the latter still won. **Fritz** cut **Chinito** to ribbons. **Shredder** sacked material for a deadly king attack against **Parsos**. And so we come to the final round!

### Leaders after 10 rounds

8½ **Fritz, Shredder**

8 **Junior**

7½ **Brutus**

... and next, on 5 **Diep, Green Light, Chinito, Parsos**

We are going to watch the 2 key games from the last round: **Fritz** (8½)-**Parsos** (5), and **Shredder** (8½)-**Jonny** (4). Before we do, here are the other main results:

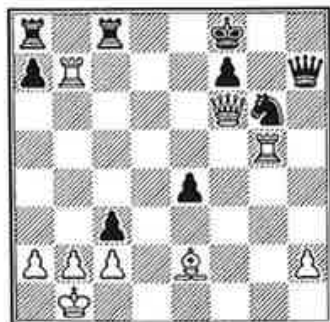
### Round 11

■ Chinito - Junior	0-1
■ Quark - Brutus	0-1
■ Diep - Nexus	1-0
■ Sjeng - Ruy Lopez	1-0 hurray!

In the **Fritz-Parsos** game, with Black to play, it seems like a dead draw.



Whereas in the **Shredder-Jonny** game at the same moment in time, also with Black to play, Shredder has a massive attack and is (correctly) showing over +600. If both games end as it seems they should, Shredder will win the title by a ½ point!



Stefan's supporters were already celebrating!

Let's see what happened...

### Fritz - Parsos - Black to play



27...♔h8?! The failure of Black's king to ever get involved is a strategic mistake. 27...g6= 28.b4! axb4 29.♖c4 ♕a5?! 29...♖a8 30.♗xb4 ♕c5, and White's advantage is still far from winning. But each mistake, however tiny, helps Fritz improve its chances 30.♗cxd4 ♗c8 31.♗d5! b6 32.♕g4 ♗c7 33.h5 ♗c6 34.♗1d3 ♕g8 35.♕f5 ♗b8 36.♗d7 ♗cc8 37.♕e6+ ♔h8 38.♗7d6 ♗f8 39.♗d1 ♖a8 39...b5!? 40.♖a6 ♗b6 41.♗xb6 ♕xb6 42.axb5 ♗e8 was the best saving chance – note the opposite coloured bishops which can make it hard for White to win 40.f4!



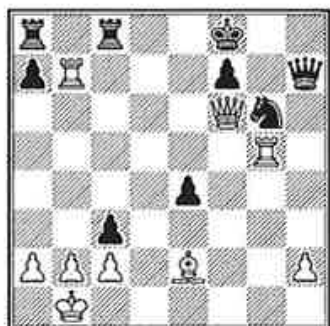
Bit by bit Fritz improves its position – now it has good winning chances 40...♗fb8 41.♕c4 ♗c8 42.♕f7 ♗f8 43.♗d7 b5!? I'm not sure about this! 44.axb5 ♗ac8? 44...♖ab8 was probably better, though 45.e5 fxe5 46.fxe5 ♗xb5 when with 47.e6! White threatens to win soon 45.e5! fxe5 46.fxe5 ♗c2+ 47.♔h3 ♗e2



48.♗1d6! At first this looks wrong, but actually it deserves more than one of my !!

48...♖xe5 49.b6! ♜f5 50.b7 ♜f6 51.♔g4 b3  
52.♙xb3 1-0. A brilliant Fritz endgame and it  
grabs a share of the title as Shredder had as  
good as won when we looked at its position.

**Shredder - Jonny** - Black is lost!



29...♖g7 30.♜d6+ ♔g8 31.♖xf7 ♜xf7  
32.♖xg6+ ♔h7 33.♖g4 ♜ab8 34.♖h4+ ♔g8  
35.♖g4+?! ♔h7 36.♖h4+?! Note that the  
rook has been here once, Shredder has  
repeated the position 36...♔g8



37.♖g4+?? The just released Shredder8  
engine plays 37.♜g3+ here, with a 1400+  
evaluation and a certain win. But there was a  
bug in the WCCC version, and it allowed a  
repetition draw in a totally won position!  
37...♔h7! Draw by 3-fold repetition! Indeed  
Jonny showed 0.00 in its evaluation, but  
programmer and operator Johannes  
Zwanzger felt it was wrong to claim a draw in  
this way (even though his program was  
claiming it!) and instead executed the move  
on the board... thus giving Shredder another  
go! 38.♙c4! This time Shredder recognises  
that ♖h4+ is a 3-fold repetition, and changes  
its move, eventually going on to mate Jonny  
at move 51! 38...♖xb2+ 39.♔a1 ♖xc4  
40.♖h4+ ♔g8 41.♜d8+ ♜f8 42.♖g4+ ♔f7  
43.♜d7+ ♜e7 44.♖f4+ ♔g6 45.♜xe7 ♖xa2+  
46.♔xa2 ♖a4+ 47.♔b3 ♖b4+ 48.♔xb4 a5+  
49.♔xc3 a4 50.♜f6+ ♔h5 51.♖h4# 1-0

You can imagine the pandemonium which  
followed this! Yes, a very sporting gesture by  
Zwanzger, but his action created another



Shredder's Stefan Meyer-Kahlen discusses 'The Great  
Escape' with Johannes Zwanzger

major problem for the ICGA, as the rules  
state: *"the human operator must be  
completely passive and may not interfere in  
any way with the outcome of the game!"*

In this case the interference enabled Shred-  
der to maintain its 1= position with Fritz. The  
ICGA ruled that, once Black's reply had been  
made on the board it was no longer possible  
to claim or declare a draw unless a repetition  
occurred again.

Zwanzger revealed in the aftermath of inves-  
tigations that he had approached the tourna-  
ment director to ask whether he was allowed  
to ignore the repetition and continue playing  
(and lose), or if he had to take the draw!

The TD apparently did not understand the  
question and, by the time he came to the  
board to see what was going on, play was  
already under way again.

An hour earlier it had seemed **Shredder**  
would be outright champion. By move 37 in  
both games Fritz had gained a decent advan-  
tage with winning chances, whereas Shred-  
der's game could have finished a draw. **Fritz**  
would have been outright champion!

In the end Zwanzger's action meant that  
Shredder was able to complete its 'obvious'  
win, and Morsch had to sweat it out whilst  
Fritz worked its way to its clever victory.

In a way, I'm not troubled by this! (but I know  
some people who are!). Because Shredder  
went through the tournament on somewhat  
slower hardware than Fritz and Junior, I think  
that maybe it deserved this bit of luck!

It also meant a 2-game play-off between  
the pair would take place on the following  
day. Before that, let's see the final table!

# Final Standings - WCCC 2004

Pos	Program	Score/11
1=	<b>Fritz Shredder</b>	9½
3	<b>Junior</b>	9
4	<b>Brutus</b>	8½
5=	<b>Green Light Diep</b>	6
7=	<b>Chinito Parsos</b>	5
9=	<b>Quark Falcon Sieng</b>	4½
12=	<b>List (disqual) Jonny</b>	4
14	<b>Nexus</b>	3½
15	<b>Hossa</b>	2½
16	<b>Ruy Lopez</b>	2

## The Play-Off

(Quad) **Fritz** had already beaten (Dual) **Shredder** in the main Tournament in round 3, but gladly for the play-off games **Shredder** was transferred onto the X3D hardware which **Junior** had been using during the main tournament, so it was able to meet **Fritz** in the vital deciding games on equal hardware!

Game 1 was drawn, here's the end of game 2.

**Fritz - Shredder**, play-off game 2

After 30 moves it's 'equal but unbalanced'!



And now after 73 moves, still about equal



Above: ChessBase's Matthias Feist operated Fritz in the play-off, and is seen shaking hands with Stefan Meyer-Kahlen  
Below: Stefan in a typical pose- holding trophies!



43 moves later the Q-side pawns haven't moved, but exchanges should occur on the f and g-files 74.♖d1? Appears to not only lose a pawn but also sets Shredder's kingside pawns free! 74.♙b7 ♖c7 75.fxg6 ♙xb7 76.g7 ♙xg7 77.♙xg7 is probably still just level 74...gxf5 75.b4 ♖a2 Not 75...♙xb4? 76.♙b3! ♖a5 77.♙b7+= 76.♙e2 ♖a1 77.♙a3? It's tempting to try and trap the queen, but wrong. 77.♙h5 was better, attacking f7 77...♙g8+! Now Black's queen can not only run to g1 but also create mate threats 78.♙g3 Only sensible move 78...♙xg3+ 79.♙xg3 ♖g1+ 80.♙h3 e4! Threatening ♙e5 leading to mate, so... 81.♙xe4 ♙e5 82.♙g2 ♖e3+ 83.♙f3 ♖xe4 84.♙g2 ♖xc4 85.♙xf5 ♖xb4 86.♙g5+ ♙e6 87.♙d8 ♙d2+ 88.♙f3 ♙d1+ 89.♙f2 ♙d4+ 0-1

More Games in our NEXT ISSUE!

Thus **SHREDDER** became **World Computer Chess Champion** for the 4th. time in 5 years! I hope this will at last earn Shredder its deserved right to play in the next **World Computer v Human match**, later this year!

## STAR Sapphire v Mephisto Berlin Pro

*NOVAG'S NEW PORTABLE in its 2nd. TEST MATCH!*

In our last issue we saw some games of the **Star Sapphire** against Hiarc9 (grossly unfair!), the Cosmic (a tough game but the Star-S came through okay), and the Sapphire1 (which the Star-S won handily by 4-2).

After the Sapphire1 match **John Rhodes** decided to put the Star-S into its toughest match so far... G/60 against the **Mephisto Berlin Pro 68020**, a computer with a 2261 Elo grading.


So the expectancy would be for the Berlin Pro to win this one, maybe by  $3\frac{1}{2}$ - $2\frac{1}{2}$ , or slightly more likely 4-2.

Here is game 1:

### ***Star Sapphire - Berlin Pro***

G/60mins. Game 1

### A00: Irregular Openings

**1.g3 d5 2.g2 c6**

2...e5 would take more advantage of White's modern opening

3.d3 ♖f6 4.♘d2 e5 5.e4  
dxe4 6.♘xe4

6.dxe4 can also be played, but doesn't help the cause of the ♗g2

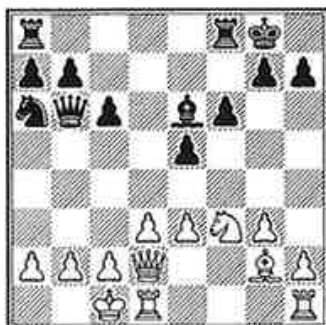
6... xe4 7. xe4 c5 8. e3

Apparently the first new move. 8.♖e2 ♕e6 9.♕e3 ♕xe3 10.fxe3 ♜d7 11.♕g2 surprisingly won for White in 34 moves in Van der Heijden–Van Meurs in 1992; 8.♕g2 0-0 has been tried and obtained a draw

8...♙xe3 9.fxe3 0-0 10.♔d2  
♘a6 11.♙g2 ♚b6 12.0-0-0

A bold decision, Black already has ♖ and ♗ in position on the queenside and can now add the ♘

**12...♙e6 13.♘f3 ♜f6**



**14.g4?!**

Instead of doing something about the en pris ♠a2, with ♖b1 or a3, White decides to give Black a choice of pawns to capture!

14...♔xg4

14...xa2?! 15.b3!

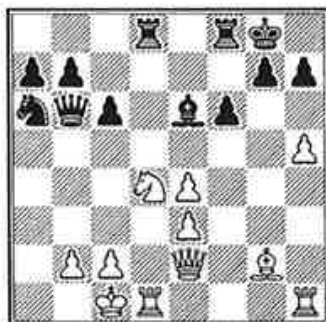
15.h3 ♖e6 16.h4?! ♜xa2

*The temptation becomes too much, but instead of replying with the expected 17.b3 the Novag has something else up its sleeve!*

17.h5!? e4 18.dxe4 ♖ad8  
19.♗e2 ♕e6

Here the BP probably misses the best move, which was 19...♕f7! and now White is in trouble after either 20.c3 (20.♖xd8? ♖xd8 21.♜d4 ♗a5 22.c3 ♜c5 and Black is well on top) 20...♗a5 21.♜d4 ♗a1+ 22.♔c2 ♗a4+ 23.♔b1 ♕c4 24.♗c2 ♗a2+ 25.♔c1 c5, and Black is a pawn up though the attack doesn't look decisive as yet

20.♜d4!



*White takes the chance to*

*fight back a little, though the BP still has a clear advantage due to the pawn layout*

**20...♞b4 21.b3**

21. ♖xe6?? forks the rooks, but unfortunately allows a pleasing mate: 21... ♕a2+!

22. ♖b1 ♜c3+ 23. ♖c1  
(23. ♖a1?? ♚a5#) 23... ♜xe2+  
24. ♖b1 ♜c3+ 25. ♖c1 ♚xe3+  
26. ♞d2 ♚xd2#

21...♔a5 22.♔b2

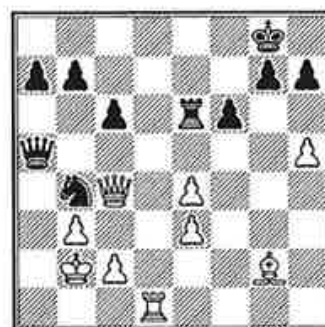
At this moment the BP becomes concerned about the threatened fork of the rooks with ♖x♗e6. Should it defend the bishop, or protect the bishop with one of the rooks?!

22...♖fe8??

**Wrong choice... and the win is gone! 22...♙f7! keeps Black ahead after 23.♖a1 ♜e5 as he is still a pawn up, and White has 3 pawn islands including doubled pawns**

**23. ♖xe6!**

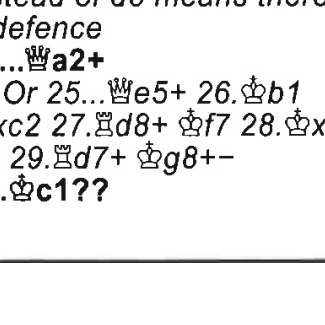
Ooops. The f-rook couldn't  
 protect the bishop at all as, if  
 23... ♖xe6?? 24. ♖xd8+ ♔xd8  
 25. ♔c4 wins material  
 23... ♖xd1 24. ♖xd1 ♖xe6  
 25. ♔c4!



Similar to the line above, but Black's ♔ being still on a5 instead of d8 means there is a defence

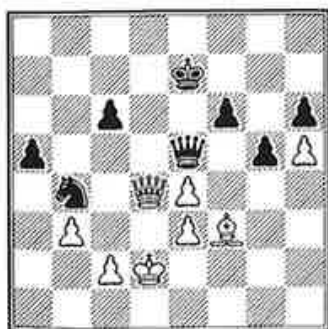
25...♔a2+

Or 25...♔e5+ 26.♕b1  
 ♜xc2 27.♞d8+ ♕f7 28.♕xc2  
 b5 29.♞d7+ ♕g8+-  
**26.♕c1??**



Not a good decision, allowing the BP right back in the game with a simple check to centralise the queen.

26. ♖c3 was correct and White still has the upper hand  
26... ♖xc2+ 27. ♖xb4 ♖xc4+  
28. ♖xc4+-  
26... ♖a1+! 27. ♖d2 ♖e5  
28. ♖e1 a5 29. ♖d8+ ♖f7  
30. ♖d7+ ♖f8 31. ♖xb7 ♖e7  
32. ♖xe7 ♖xe7 33. ♖f3 g5  
34. ♖d2 h6 35. ♖d4?!



A touch risky, though a draw should still be the outcome. Bear in mind that at this point the BP has the edge! 35. ♖g8 forces the draw by virtue of perpetual check opportunities  
35... ♖h2+?!

Also dodgy, this time for Black. 35... ♖d6 is better, keeping the queen central to the game

36. ♖e2! ♖c7?

36... ♖a2 would have minimised the fault of the previous move by threatening a combined attack on the ♖e2 and probably forcing White to take a perpetual check  
37. ♖c5+!

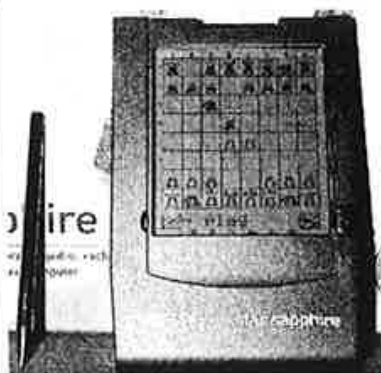
White suddenly gains all the initiative!

37... ♖e8 38. c3! ♖d7+  
39. ♖d4 c5?

All of a sudden Black crumbles, he needed to move the knight even though a2 is an unpalatable square now  
40. ♖xd7+ ♖xd7 41. cxb4 cxb4 42. ♖d3!

Maintaining king opposition

42... ♖d6 43. ♖d4 ♖c6  
44. ♖g4 ♖d6 45. ♖f5 ♖c6



46. e5! fxe5+ 47. ♖xe5



47... ♖b6

47... a4!? is an over-the-board try that might frighten a human into a mistake, but 48. bxa4 b3 (or 48... ♖b6 49. ♖d4, but if 49... ♖a5 50. e4 ♖xa4 51. e5 as the bishop stops the b-pawn from queening) 49. ♖d4 b2 50. ♖c3 b1 ♖ 51. ♖xb1, and White will have no trouble containing Black's pawns and queening one of his own. If 47... ♖c5 simply 48. ♖d3 and the king must go back 48... ♖b6 49. e4+-

48. ♖d4 ♖c6 49. e4 ♖d6  
50. e5+ ♖e7 51. ♖c4 ♖d8  
52. ♖b5

Black is quite helpless and really the game is over

52... ♖e8 53. ♖xa5 ♖f7  
54. ♖xb4 ♖e7 55. ♖c5 ♖f7  
56. ♖d6 ♖g7 57. ♖d7 g4  
58. ♖xg4 ♖f7 59. e6+ ♖f6  
60. e7 ♖g5 61. ♖e2 ♖f4  
62. e8 ♖g3 63. ♖e3+ ♖h2  
64. ♖f1 ♖h1 65. ♖h3+ ♖g1  
66. ♖g2# 1-0

Not quite what we expected, and game 2 was drawn, so Star-Sapphire leads 1½-½!



## Star Sapphire - Berlin Pro

G/60mins. Game 3.

C82: Open Ruy Lopez: 9 c3 without 9... Be7

1. e4 e5 2. ♖f3 ♖c6 3. ♖b5 a6  
4. ♖a4 ♖f6 5. 0-0 ♖xe4 6. d4  
b5 7. ♖b3 d5 8. dxe5 ♖e6  
9. c3 ♖c5 10. ♖bd2 0-0  
11. ♖c2 ♖xf2 12. ♖xf2 f6  
13. exf6 ♖xf2+ 14. ♖xf2 ♖xf6  
15. ♖f1 ♖e5 16. ♖e3 ♖ae8  
17. ♖c5 ♖xf3 18. gxf3 ♖f7

There is plenty of theory to here, and ♖g1, ♖g2, ♖g3 and ♖d3 have all been tried  
19. ♖g1



An interesting position, and one's evaluation of the relative powers of rooks, knights and bishops will determine whose side you are 'on'!

19... ♖f5?!

Here 19... ♖xf3 20. ♖xf3 ♖xf3 21. ♖e1 ♖f7 is the theory line and is supposedly 'uncertain' but probably about equal

20. ♖g3 ♖xc2 21. ♖xc2 ♖c6  
22. ♖f2 ♖e6 23. ♖d1 c6  
24. ♖d2 ♖g6 25. ♖e2 ♖xe2  
26. ♖xe2 ♖f6 27. ♖f2 ♖e6  
28. ♖d2 ♖b1 29. a3 a5

30. ♖e2 h6 31. h4 ♖h1 32. ♗f4  
♜g6 33. ♕e3 ♖b1 34. ♗c7



Sets a neat trap which BP could well have fallen into! 34... ♕h7!

Well done, there's still nothing in it. Not 34... ♖xb2? which gives White a big opportunity with 35. ♗c8+ ♕h7 36. ♗f5. Now Black must stop 37. h5, so 36... h5, but 37. ♕f2 and Black can do nothing about ♕e3 and ♖xh5+ which will win ♖+♗ for ♕, then the game 35. b4?!

Best was 35. ♗d7 and it's still level

35... ♗e1 36. ♗d7

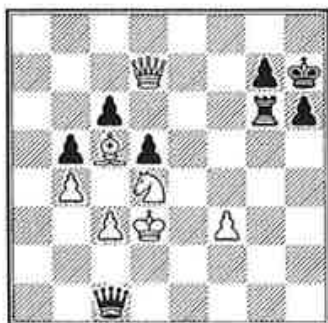
There was an interesting apparently playable idea in our previous game which could have led to mate, and there's one in this game also: 36. bxa5?? ♖e6+ 37. ♕f4 ♖xh4+ 38. ♕f5 ♖e4 threatening ♖h3 mate and White can only sacrifice to delay the loss 39. ♗xg7+ ♕xg7 40. ♕d4+ ♕f7 41. fxe4 ♖xe4#

36... axb4 37. axb4 ♖xh4

38. ♕d4?!

The wrong piece! 38. ♕d4! would be equal

38... ♗g5+ 39. ♕d3 ♖c1



40. ♕d6?

Allows the Black queen to win material, and any pawn is valuable at this stage. The Star-S needed to find 40. ♗f5 and BP must find a way to re-centralise his queen. That is done with 40... ♖b1+ 41. ♕c2 ♗d1+ 42. ♕e3 ♖c1+ 43. ♕d3 ♗f1+ 44. ♕d2 ♗g2+ 45. ♕e3 ♗g5+, and now 46. ♗xg5 ♖xg5 and you still can't tell who will win!

40... ♖b1+ 41. ♕e3 ♗g1+ 42. ♕d3 ♗f1+ 43. ♕e3 ♖c1! 44. ♕c5 ♖xc3+ 45. ♕e2?

A blunder allowing Black's rook to power into the game. Actually 45. ♕f2 would still be likely to lose after 45... ♖b2+ 46. ♕e2 ♗e5, but here the advantage isn't quite decisive yet

45... ♗g2+! 46. ♕f1 ♗g5 47. ♕e2 ♗xf3+ 48. ♕f2 ♖h1+

After 49. ♕g1 ♗g2+ 50. ♕e1 ♖e5 the only way to stop mate seems to be to sac' the bishop with 51. ♕e3 ♖xe3 to allow the queen to stave off mate with 52. ♗f5+. But now 52... ♗g6 53. ♗f4 ♗d3 54. ♗g4 ♖f3, and mate or heavy material loss is inescapable 0-1

So the match is equal, and game 4 was a draw making it 2-2. And so we arrive at game 5:

### Star Sapphire - Berlin Pro

G/60 minutes. Game 5  
D31: Queen's Gambit Declined:  
Semi-Slav without ...Nf6 (+  
Marshall Gambit and Noteboom)  
and Exchange Variation lines  
without ...Nf6

1. ♕f3 d5 2. c4 c6 3. d4 e6  
4. ♕c3 dxc4 5. a4 ♕b4 6. e3  
b5 7. ♕d2 ♕b7 8. b3 c5

The BP goes out of book and plays this novelty which looks quite interesting. 8... a5 is probably the best known move here, but ♕f6 and ♕xc3 have also been played 9. bxc4 bxc4 10. dxc5 ♕xc5

11. ♕xc4 ♕f6 12. ♖b1 ♗e7  
13. ♖b3 ♕xf3



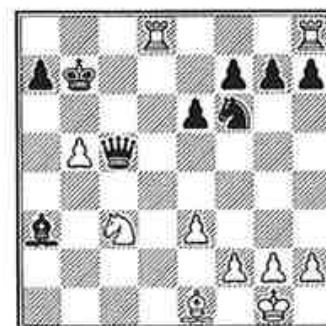
14. ♖xb8+!? ♖xb8 15. ♖xb8+ ♕d7 16. ♖xh8

White has 2 rooks for the queen – how would readers evaluate that? Worth a full pawn... or a bit less?!

16... ♕c6 17. ♕b5 ♕xb5 18. axb5

Instead of 18. ♕xb5? which allows Black a decent advantage with 18... ♕e4! 19. 0-0 a6 (not 19... ♕xd2?! 20. ♖d1 and if 20... ♕b4 21. ♖c1! threatening ♖c7. Black can defend with 21... ♕a5 but 22. ♖a8 leaves Black barely ahead). Now White has 2 pieces en pris, so 20. ♕a5 axb5 21. axb5 is best, though Black would-stay on top with 21... ♖h4 18... ♕b4 19. 0-0 ♖c5 20. ♖c1 ♕a3 21. ♖d1 ♕c7?!

21... ♕b4 was probably best, or move the king the other way with ♕e7 22. ♕e1 ♕b7 23. ♖dd8



23... ♖c7?!

Gives White a chance to really trouble the BP. 23... ♗e5! was best, and after 24. ♕d2 ♕d6, White must play g3 or f4 and seems to have little if any advantage

24. ♖e2?

At this critical moment the Star Sapphire misses 24.b6! axb6 25. ♖a8! threatening ♖xa3, and if the bishop moves then instead ♖a7+ ♗xa7 ♖b5 forking queen and king! Best for Black would be 25... ♗d6 (25... ♗c5 26. ♖hb8+ ♗c7 27. ♖c8+ ♗b7 28. ♖xc5 ♖xc5 29. ♖a4 and White has an extra piece to the ♗d6 line) 26. ♖a7+ ♗xa7 27. ♖b5+ ♗a6 28. ♖xd6 ♖xd6, but the Star Sapphire would still be winning  
24... ♖e7 25. ♖a8 ♖d6 26. h3 ♗c2 27. ♗f1 ♗b1

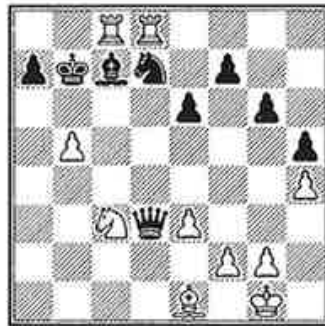


28. ♖ad8!

The Star-S finds a way to save the b5 pawn, but Black's queen is causing much more trouble than White's pair of rooks which are limited to creating small threats along the 8th rank

28... ♗c7 29. ♖c3 ♗d3+ 30. ♗g1 ♖d7 31. ♖hg8 ♖e5 32. ♖ge8 g6!

Well done. It would be tempting to try to take out the protector of the b5-pawn with 32... ♖xc3? 33. ♖xc3 ♗xb5 because 34. ♖a8! ♗b7 35. ♖xg7, but this turns out much worse and the game is back in White's favour  
33. ♖g8 ♗b6 34. ♖c8 ♗b7 35. ♖gd8 ♖c7 36. ♖h8 ♖e5 37. ♖hg8 ♖d6 38. h4 h5 39. ♖gd8 ♖c7



The last 10 or more moves have made it clear how weak the 2 rooks have become  
40. ♖h8 ♖e5

40... ♖e5! was also strong  
41. ♖he8 ♖c7! 42. g3?

I suppose the Novag has got fed up of aimlessly shuffling his rooks around, but unfortunately this creates a nasty hole in White's position on f3  
42... ♖e5!



43. ♗g2

White has little choice but to protect the hole at f3, but doing so leaves his bishop unprotected and that becomes the new target! The king cannot be on f1 and g2 at the same time!

43... ♗c2 44. b6

The last, desperate chance was to sac' one of the rooks to free up the other with 44. ♖xc7+!? ♗xc7 45. ♖d5+! exd5 46. ♖xe5. But if Black finds 46... ♗d6! we see that the rook isn't that much better off after all!

44... axb6 45. ♖f8 ♗c1 46. ♖xc7+!?

Credit to the Novag, which at the second opportunity finds the only chance to save

the bishop and buy the rook some freedom

46... ♗xc7 47. ♖b5+ ♗d7 48. ♖c3 ♗b1 49. ♖d4?!

A pity after cleverly finding the ♖xc7+ idea. 49. ♖xe5! was the best chance, then 49... ♗e4+ 50. ♗f1 ♗xe5 51. ♖d4 and the ♖ + ♖ against ♗ might give White some chances of tricking his way into a draw

49... ♗e4+ 50. ♗f1 ♗d3+ 51. ♖e2 ♗d1+ 52. ♗g2 ♗d6 53. ♖xe5 ♗xf8

Now White has ♖+♖ instead of the ♖+♖ in our previous note, and against the ♗, really it's all over  
54. ♖f6 b5! 55. ♗f1 b4 56. ♗e1 ♗c5! 57. ♖d4 ♗c2 58. f4 b3!



That does it... 0-1, putting the Berlin Pro into a 3-2 lead. It also went on to win the final 6th. game, so ended a comfortable-looking 4-2 winner after its shaky start.

John Rhodes comment when he sent the games was:

'I'm pleased that my old Berlin Pro won, but the Star Sapphire is not far off! and the match was closer than the final result suggests'.

This view gets a confirmation from the first score coming in from Sweden's SSDF testing, which is all done at 40/2. They show the Star Sapphire leading the Atlanta by 8-5 with 7 games to play. The Star-D-S had slipped to 2195 in the last issue of SelSearch, but that score might put it back to 2200 again!

RATING LIST (c) Eric Hallsworth. DEDICATED									
BCF Computer	Elo	+/-	Games	Pos	Feb 2004	Human/Games			
220 TASC R30-1995	2367	16	821	1	2276	18			
217 MEPH LONDON 68030	2341	12	284	2	2272	6			
214 TASC R30-1993	2319	27	1347	3	2336	66			
214 MEPH GENIUS2 68030	2314	18	657	4	2308	23			
213 MEPH LONDON PRO 68020/24	2309	67	47	5					
210 MEPH LYON 68030	2282	15	869	6	2392	51			
210 MEPH RISC2 1MB	2281	20	517	7	2316	9			
209 MEPH PORTOROSE 68030	2275	20	515	8	2340	82			
207 MEPH VANCOUVER 68030	2262	17	698	9	2347	54			
207 MEPH BERLIN PRO 68020/24	2261	12	1284	10	2217	29			
207 MEPH LYON-VANC 68020/20	2258	27	296	11	2327	10			
207 KASP RISC 2500-512K	2256	25	337	12	2330	17			
205 MEPH RISC1 1MB	2243	9	2540	13	2232	95			
204 MEPH ATLANTA-MAGELLAN	2234	15	953	14	2357	9			
204 KASPARY SPARC/20	2233	14	1077	15	2251	24			
203 MEPH MONTREUX	2226	16	840	16	2288	54			
201 NOVAG STAR DIAMOND-SAPPHIRE	2212	45	106	17					
201 MEPH LONDON 68020/12	2211	77	36	18	2040	4			
201 KASP RISC 2500-128K	2209	9	2625	19	2270	67			
199 FID ELITE 68040-V10	2192	53	75	20	2215	21			
197 MEPH VANCOUVER 68020/12	2179	9	2258	21	2121	33			
196 MEPH LYON 68020/12	2173	8	3302	22	2246	92			
194 MEPH LONDON 68000	2153	61	58	23					
194 MEPH PORTOROSE 68020	2153	10	1842	24	2238	199			
192 NOV SAPPHIRE2-DIAMOND2	2142	19	589	25	1800	1			
192 MEPH BERLIN 68000	2139	12	1311	26	2221	25			
192 FID ELITE 68030-V9	2136	15	917	27	2169	13			
191 MEPH VANCOUVER 68000	2130	12	1320	28	2126	23			
191 MEPH LYON 68000	2128	11	1642	29	2083	33			
190 MEPH ALMERIA 68020	2123	14	1024	30	2152	243			
189 MEPH MIL PRO-MASTER-SENIATOR	2112	19	543	31	2169	10			
188 NOV SAPPHIRE1-DIAMOND1	2108	12	1389	32	2139	83			
187 MEPH PORTOROSE 68000	2099	11	1573	33	2179	130			
186 FID MACH4-DES325 68020-V7	2091	9	2281	34	1888	2			
183 FID ELITE 2*68000-V5	2070	26	312	35	2080	54			
182 MEPH POLGAR/10	2057	18	632	36	2069	199			
181 MEPH DALLAS 68020	2052	14	973	37	2033	73			
180 KASPARY BRUTE FORCE	2043	14	1060	38	2182	42			
179 MEPH ALMERIA 68000	2032	14	1017	40	2093	31			
176 NOVAG SCORPIO-DIABLO	2026	15	2015	41	2126	140			
176 KASP MM6-COUGAR-COSMOS	2009	10	857	42	2072	65			
175 FID MACH3-DES2265 68000-V2	2004	25	322	43	2136	5			
174 NOV EMERALDCLASS-AMBER	2000	6	5471	44	2107	245			
174 MEPH DALLAS 68000	1998	58	64	45					
173 MEPH POLGAR/5	1994	11	1526	46	1959	65			
173 MEPH MHS/5	1985	8	2799	47	2076	17			
172 NOV SUPER FORTE-EXP C/6	1981	11	1750	48	1850	17			
172 MEPH MONDIAL 68000XL	1979	8	2824	49	2000	24			
		15	852	50	2049	77			

RATING LIST (c) Eric Hallsworth. PC PROCS									
BCF Computer	Elo	+/-	Games	Pos	Feb 2004	Human/Games			
262 SREDEDER.04 P3-PC	2701	12	1391	1	2663	20			
260 JUNIOR8 P3-PC	2684	14	1043	2					
259 HIARCS9 P3-PC	2674	17	747	3					
258 FRITZ8 P3-PC	2668	13	1207	4					
258 FRITZ7 P3-PC	2665	12	1467	5	2687	8			
256 CHESS TIGER15 P3-PC	2648	16	773	6					
254 GAMBIT TIGER2.0 P3-PC	2636	11	1712	7	2502	2			
254 CHESS TIGER14 P3-PC	2634	12	1305	8	2665	13			
253 SREDEDER6/632 P3-PC	2624	12	1316	9	2438	7			
252 HIARCS8 P3-PC	2621	11	1602	10	2611	14			
251 JUNIOR7 P3-PC	2615	12	1332	11	2661	12			
251 FRITZ4 P3-PC	2610	10	2079	12	2576	53			
250 GAMBIT TIGER1.0 P3-PC	2601	22	429	13					
248 REBEL CENTURY4 P3-PC	2589	15	872	15	2634	4			
248 JUNIOR6A P3-PC	2588	10	1891	16					
246 HIARCS732 P3-PC	2574	9	2347	17	2581	22			
246 HIARCS7.1 P3-PC	2569	12	1397	18	2427	19			
245 SREDEDER5/532 P3-PC	2567	14	1018	19	2602	15			
244 SREDEDER4 P3-PC	2556	16	759	20					
244 NIMZ08 P3-PC	2554	12	1336	21	2560	15			
243 FRITZ532 P3-PC	2550	12	1458	22					
243 NIMZ0732 P3-PC	2550	13	1208	23					
243 CHESSMASTER 6/7000 P3-PC	2550	24	348	24	2554	22			
243 FRITZ516 P3-PC	2549	12	1359	25	2473	6			
243 REBEL CENTURY3 P3-PC	2548	25	340	26	2615	6			
243 GANDALF5 P3-PC	2544	20	495	27					
242 NIMZ098 P3-PC	2542	12	1307	28	2435	10			
242 GANDALF4 P3-PC	2536	13	1115	29					
241 JUNIOR5 P3-PC	2532	11	1537	30					
240 HIARCS6 P3-PC	2522	13	1205	31					
240 S05 P3-PC	2520	14	974	32	2552	24			
239 GOLIAH LIGHT P3-PC	2518	15	846	33					
239 NIMZ099A P3-PC	2516	14	1050	34					
239 REBEL CENTURY1.2 P3-PC	2516	21	458	35	2552	43			
239 REBEL-10 P3-PC	2513	25	329	36	2558	17			
239 REBEL9 P3-PC	2513	14	1059	37	2637	14			
238 REBEL8 P3-PC	2509	19	548	38					
237 KNESS PRO6 P3-PC	2502	17	699	39	2504	12			
237 KNESS PRO7 P3-PC	2501	14	1067	40	2560	2			
237 CHESS GENIUS5 P3-PC	2498	13	1206	41	2419	6			
236 KNESS PRO8 P3-PC	2489	14	1026	42					
236 SREDEDER3 P3-PC	2489	34	177	43	2671	2			
236 SREDEDER2 P3-PC	2488	15	875	44	2178	6			
234 FRITZ516 PENI-PC	2474	29	256	45					
233 GANDALF3 P3-PC	2467	27	278	46					
231 HIARCS6 PENI-PC	2449	11	1686	47	2540	2			
230 HIARCS5 PENI-PC	2447	19	585	48					
230 JUNIOR4.6 P3-PC	2445	43	115	49					
230 KALLISTO2 P3-PC	2440	22	412	50					