**Selective Search 110**

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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 Donniger's mighty BRUTUS! Who won? See inside...

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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.

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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 PCs 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 Barciov 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 throughly 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&b 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 PCs 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 surprising' 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.

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.d3 d6 3.b5 a6 4.a4 f6
5.0-0 dxe4 6.d4 b5 7.b3 d5 8.dxe5 a6
9.a3 e7 10.c3 w7 11..bd2 ed8 12..e1
d2 13..xd2 Both programs were in book
here - PalmHIARCS' smallest book at the
time was helped because of the popularity of
the opening! I think 13..xd2 w4 14..d4 is
better known 13..w4 14.h3 0.44/5 34
14..h5 15.c2 0.00/5 35 15..w6 16.g4
0.48/4 36 16..w6 17..g5 0.41/5 21
17..xg5 18..xg5 0.59/4 4 18..De7 19.f4

Some PalmHIARCS screen shots from early December
Before we leave Hiarc issues, Mark Unicake 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 Unicake
Subject: Re: Hiarc

Dear Mark,

I have been using Hiarc 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 Hiarc 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 fulfill 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 that 600 games! Even though the time control is a relaxed G/10mins + 5secs per move, that's still a long haul.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/600</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fritz 8</td>
<td>422½</td>
</tr>
<tr>
<td>2</td>
<td>Hiarc 9</td>
<td>418½</td>
</tr>
<tr>
<td>3</td>
<td>Shredder 7.04</td>
<td>388½</td>
</tr>
<tr>
<td>4</td>
<td>The King 3.23 (sel=12)</td>
<td>356</td>
</tr>
<tr>
<td>5</td>
<td>Chess Tiger 15</td>
<td>351½</td>
</tr>
<tr>
<td>6</td>
<td>Junior 8</td>
<td>341½</td>
</tr>
<tr>
<td>7</td>
<td>Ruffian 1.0.1</td>
<td>314½</td>
</tr>
<tr>
<td>8</td>
<td>List 5.04</td>
<td>296½</td>
</tr>
<tr>
<td>9</td>
<td>SOS 3</td>
<td>294</td>
</tr>
<tr>
<td>10</td>
<td>Rebel 12</td>
<td>282½</td>
</tr>
<tr>
<td>11</td>
<td>Deep Sieng 1.5</td>
<td>281½</td>
</tr>
<tr>
<td>12</td>
<td>Fritz 5.32</td>
<td>252</td>
</tr>
<tr>
<td>13</td>
<td>Aristarch 4.6</td>
<td>250</td>
</tr>
<tr>
<td>14</td>
<td>Delfi 4.1</td>
<td>246½</td>
</tr>
<tr>
<td>15</td>
<td>Nimzo 8</td>
<td>243</td>
</tr>
<tr>
<td>16</td>
<td>Pepito 1.59</td>
<td>227</td>
</tr>
<tr>
<td>17</td>
<td>Little Goliath 2000 v3.9</td>
<td>222½</td>
</tr>
<tr>
<td>18</td>
<td>Crafty 19.03</td>
<td>217</td>
</tr>
<tr>
<td>19</td>
<td>Ananconda 1.0</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Yace Paederborn</td>
<td>206½</td>
</tr>
</tbody>
</table>

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 Chinto, 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 Chinto left it on 8½/13, with Green Light, El Chinto and Aristarch all on 8. So it needed to win its final game against Green Light to be sure of sole top spot.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ruffian 1.0.1</td>
<td>9½</td>
</tr>
<tr>
<td>2</td>
<td>Aristarch 4.21</td>
<td>9</td>
</tr>
<tr>
<td>3</td>
<td>El Chinto 31c1</td>
<td>8</td>
</tr>
<tr>
<td>4</td>
<td>Green Light Chess 3.0</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>Crafty 19.03</td>
<td>4½</td>
</tr>
<tr>
<td>6</td>
<td>Smarthink 16b2</td>
<td>4</td>
</tr>
</tbody>
</table>

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

Elchinto31c1 - Ruffian 1.0.1

1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4 \_b4+
5.\textit{d2} \textit{xd2}+ 6.\textit{xd2} \textit{f6} 7.\textit{gf3} 0-0 8.\textit{e2} 9.\textit{c6} 9.0-0 \textit{dxc4} 9...\textit{f4} 10.\textit{h3} \textit{h5} 11.\textit{e1} \textit{e8} 12.\textit{cxd5} \textit{eb4} is theory 10.\textit{xc4} \textit{e8} 11.\textit{e3} \textit{g4} 12.\textit{wd2} \textit{e6}! 12...\textit{wd6}= 13.\textit{eb5} \textit{xe3} 14.\textit{fxe3} \textit{w4} 14...\textit{d5} 15.\textit{f2} \textit{we7} 16.\textit{f4} 17.\textit{e1}!

Leaving a tempting but poisoned pawn, which you would not expect Ruffian to fall for at all!
17...\textit{xa2}? 17...\textit{bad8} would have kept the game nicely balanced with both sides having chances 18.b3 Of course! 18...\textit{xb3} 19.\textit{d2}! I can’t believe that Ruffian has a blind spot on forks, but if not, why its 17th move blunder? 19...\textit{we6} 20.\textit{xb3} \textit{xb3} 21.\textit{c4} \textit{wa3} 22.\textit{xf7}+ \textit{h8} 23.\textit{xe8} \textit{xe8}

El Chinito has a won game of course, but we’ll see it through to the finish 24.d5! \textit{xf8} 25.\textit{g3} \textit{d8} 26.\textit{xc7} \textit{g8} 27.\textit{e4}! \textit{wd3} 28.\textit{cd1} \textit{b5} 29.e5 \textit{e8} 30.e6 \textit{b4} 31.\textit{f1} 31.e7! is even better! 31...\textit{we7}? 32.\textit{c1} \textit{h6} 33.\textit{we7} \textit{xe7} 34.\textit{e8} \textit{h7} 35.\textit{xd8} Black resigns 1-0

Now we even things up with 2 nice Ruffian wins!

\textbf{Ruffian 1.0.1 - Green Light Chess 3.00}

1.d4 d5 2.c4 dxc4 3.e4 e5 4.\textit{f3} exd4 5.\textit{xc4} \textit{c6} 6.0-0 \textit{f6} 7.\textit{b3} \textit{d7} 8.\textit{b5}?! Looks like another Ruffian novelty. 8.\textit{d2} a5 9.\textit{e1} a4 10.\textit{b5} \textit{d8} has been played 8...\textit{a6} 9.\textit{xc6} \textit{bxc6} 10.e5 \textit{g8} 11.\textit{d1} c5 12.\textit{g5} c6 13.\textit{f3}
13...\text{d}d5 13...\text{h}h6!? 14.e4 \text{f}f5 looks to leave Black with a small advantage with his pawns invading around the centre restricting White's development 14.e4 \text{x}xe5? 14.d7 or h5 were much better 15.f4 \text{d}5? 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...\text{d}8 18.g5 \text{d}7

19.a4 19.xf7+! xf7 20.c7+ xc7 21.xf7 is a dramatic little combination! 19.h6 20.e4 \text{e}7 21.b3! A nice switch, yet attacking f7 again! 21...\text{e}8 22.ae1! \text{g}8 23.xc5 \text{d}5 24.b7 \text{d}8 25.e5 \text{d}6 26.ge4 \text{xe}5 Fed up of running, the queen decides to surrender with her 8th move in 26 27.xe5 f5 28.d6+ xd6 29.xd6+ \text{f}7 30.xd7 Black resigns. 30...\text{g}6 31.f8+ is m/11 1-0

Of course Per-Ola Valfirdsson'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 Utzinger-Buhler site where they have been running a rather unusual tournament.

Called the '5Moves 2004 Tournament', Utzinger's idea is to give all the programs the same Opening Book, which comprises a range of carefully chosen openings by Michael Scheidt. 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 Hiarcs. 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 Ulzinger'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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hiarc 9</td>
<td>20½</td>
</tr>
<tr>
<td>2</td>
<td>Junior 8</td>
<td>18½</td>
</tr>
<tr>
<td>3</td>
<td>The King 3.23</td>
<td>17½</td>
</tr>
<tr>
<td>4=</td>
<td>Fritz 8</td>
<td>17</td>
</tr>
<tr>
<td></td>
<td>Shredder 7.04</td>
<td></td>
</tr>
<tr>
<td>6=</td>
<td>Ruffian 2.0</td>
<td>15½</td>
</tr>
<tr>
<td></td>
<td>Rebel 12</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Chess Tiger 15</td>
<td>14½</td>
</tr>
</tbody>
</table>

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 Weekend Telegraph whenever he wants to poke a bit of fun at chess computers.

![Chess position](image)

White to play and draw

1.\(\texttt{xa4}+!\) Except for Shredder 7.04 (21secs!) the programs fall at the first move, usually choosing 1.b3 with a big minus 1...\(\texttt{xa4}\) Apart from Shredder they already think Black has an easy win, showing it ahead by anything up to +1000. If Black played 1...\(\texttt{c4}??\) then White is winning with 2.\(\texttt{b3}+\). 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.\(\texttt{b3}+\texttt{b5}\) 3.\(\texttt{c4}+\texttt{c6}\) 4.\(\texttt{d5}+\texttt{d7}\) 5.\(\texttt{e6}+\) Not many find this, they prefer exf6? 5...\(\texttt{xd8}\) Now you might well see an evaluation around +1500 for Black, but after... 6.\(\texttt{f5}!\)

Incidentally there is now at least one program which won’t play \(\Delta x\texttt{f}4+\) Shredder 7.04 shows either \(\texttt{xc2}\) or \(\texttt{xc3}\) at just 1sec. Next best Hiarc9x changes to \(\texttt{c1}\) 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!!!

![Chess position](image)

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+ hxg7 I'm sure you don't need me to tell you that the PC engines think Black has an easy win! 2.g7+ hxg7 3.c5 But surely this just forces the pawn to queen??

3...f1=Q 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 xg3, 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...Qxd3

2.Qc2 Qc1 If 2...e1=Q+ 3.xd2 b1=Q 4.xb1+ a2 and a draw 3.Qxb2 e1=Q Again if 3...e1=Q 4.Qb1+ a2 5.Qxc1 draw 4.Qb1+

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.

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 Veidhuis, 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

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
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 1981 world PC champion 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 Montreuex. £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 Montreuex was manufactured in 1995 by Salek (Mephisto) and is the Johan de Koning 32-bit 14MHz RISC program. It is almost identical in play to the Salek 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 Montreuex 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 e5 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 Sapphire 2 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 6802 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
- Mephe Berlin Pro - Mephe RISC 1-0
- Tasc R30 - Tasc Turbo R40 0-1
- Nov Star Diamond - Mephe Montreuex draw
- Mephe Berlin Pro[1] - Nov Sapphire 1-0
- Mephe MM5 - Mephe 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.e3 dxc4 5.a4
6.e3 e5 7.c4 b4 8.0-0 0-0 9.h4
g4 10.f3 g5 11.g4 g6 12.e4 d7 13.g5
e8 14.hg6 hxg6 15.d3 d7 16.d2
End of books 16...e5 17.g2 exd4 18.gxd4
19.d1 e5 20.b3 d7 21.d5 dxd5
22.gxd5

A good post for the bishop. Both sides now play inferior moves... 22...b8 22...d8 looks best 23.f4!? This is okay, but with 23.f4! c4 (23...d7 24.f5) 24.g2 d7 25.f5!
White would have a strong attack 23...d7
24.f6 a5? Black has quite a few problems
Hein Veldhuis with his Mephisto RISC, and a Berlin Pro in the foreground

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.\$d4 \$c6 35.\$c4 \$h5 36.\$g8
\$xh2+ 37.\$xh2. 1-0

Arnold Heesbeen with his Mephisto Magellan

Round 2
- Meph Magellan[1] - Nov Star Diamond 1-0
- Meph Montreux - Meph Vancouver 68030 1-0
- Meph RISC - Meph MM5 1-0
- Nov Sapphire1 - Tasc R30 draw

Meph Magellan - Nov Star Diamond

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.\$h7 \$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...\$xd4 14...\$e7 15.\$xc5 \$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.exd8+! xd8 18...xd8
19.xc5 xc5 20.e4 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.e4 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
G45. 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
27...\$f8+? Only serves to encourage the White king further forward 28.\$e5 \$b8  
29.\$c1 h6 30.\$f5 h5 31.\$d6?! What about 31.\$c7! 31...hxg4 32.e7 \$g6 33.\$xd5 \$e8?  
Rob van Son suggested 33...a4!? and pray for a miracle! 34.\$xe8 \$f7 35.\$d6 \$xe8

After 36.\$f1+! \$g6 (36...\$g8 37.\$d7!) 37.\$f8! 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

Round 4  
- 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...\$e5  
12.0-0 \$e4 is theory, but there’s nothing wrong with the move played 12.0-0 \$ac8  
13.\$fc1 \$e4 14.\$c2 \$xd4?! It’s probably better to maintain the pawn tension in the centre, so I’d have played 14...\$xe8 15.\$exd4 \$c6 16.\$d3 \$g6 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...\$gxg3  
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

Walther Kappelhof operated Rob’s Berlin Pro in its game against the Turbo R40
into 22...b4 dxc6 23.\(\text{b}x\text{d}6\) \(\text{c}x\text{d}6\) 24.\(\text{c}x\text{d}6\) \(\text{d}x\text{c}4\)
\(25.\text{d}2\) and if 25...\(\text{cxd}3\) 26.\(\text{g}5\)+! \(\text{h}8\)
27.\(\text{xf}6\)+ winning. Best was 21...\(\text{dxc}4\)
22.\(\text{xe}4\) \(\text{xe}4\) 23.\(\text{e}7\)+ \(\text{g}7\) 24.\(\text{xc}8\) \(\text{xc}3\)
25.\(\text{c}x\text{d}6\) \(\text{xd}6\) 26.\(\text{ad}1\) \(\text{c}6\) 27.\(\text{c}3\)+ \(\text{f}6\)
28.\(\text{xc}3\), and White's small material advantage is now enough to guarantee the win.
22.\(\text{h}x\text{g}3\) \(\text{h}e\text{f}8\)?!! Disaster! 22...\(\text{d}4\) had to be tried, blocking the \(\text{d}3\)-\(\text{h}7\) diagonal. Then probably 23.\(\text{e}2\) \(\text{xf}2\)+ 24.\(\text{xf}2\) \(\text{xf}2\)
25.\(\text{xf}2\) \(\text{c}7\) 26.\(\text{cxd}5\) and the pawn is safe on \(\text{d}5\) because of the knight fork threat \(\text{f}5\)-\(\text{e}7\)+
leaving White with knight for pawn, and should be 1-0 but still some work to do
23.\(\text{d}2\)! You can see where she's headed!
23...\(\text{exe}1\)+ 24.\(\text{exe}1\) \(\text{e}4\) 25.\(\text{exe}4\) Actually
25.\(\text{exe}4\) \(\text{dxe}4\) 26.\(\text{g}5\)+ \(\text{f}8\) 27.\(\text{g}7\)+ and
mate soon 25...\(\text{dxe}4\) 26.\(\text{g}5\)+ \(\text{g}8\) 27.\(\text{g}7\)+
\(\text{e}8\)
28.\(\text{g}8\)+ \(\text{d}7\) 29.\(\text{xf}7\)+ \(\text{c}6\) 30.b4

30...\(\text{e}5\) 31.\(\text{d}1\) \(\text{b}5\) 32.\(\text{xd}6\)+ \(\text{xd}6\) (only move) 33.\(\text{cxb}5\)+ \(\text{xb}5\) 34.\(\text{xd}6\)+... crushing!
1-0

Round 5
- Meph Zurich Pro[1] - Novag Sapphire
draw
- Meph Magelian[1] - Meph Montreux
0-1

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

Mephisto Zurich Pro. - Novag Sapphire
G45. Round 5
B99: Sicilian Najdorf: 6 \(\text{B}g5\) \(\text{e}6\) 7 \(\text{f}4\) \(\text{Be}7\) 8 \(\text{Qf}3\)
\(\text{Qc}7\) 9 0-0-0 \(\text{Nbd}7\)
1.\(\text{e}4\) \(\text{c}5\) 2.\(\text{f}3\) \(\text{d}6\) 3.\(\text{d}4\) \(\text{cxd}4\) 4.\(\text{xd}4\) \(\text{f}6\)
5.\(\text{c}3\) \(\text{a}6\) 6.\(\text{g}5\) \(\text{e}6\) 7.\(\text{f}4\) \(\text{e}7\) 8.\(\text{f}3\) \(\text{c}7\)
9.0-0-0 \(\text{bd}7\) 10.\(\text{g}4\) \(\text{b}5\) 11.\(\text{xf}6\) \(\text{xf}6\) 12.\(\text{g}5\)
\(\text{d}7\) 13.\(\text{f}5\) \(\text{c}5\) 14.\(\text{h}4\)?!! Theory is not
convinced by this; 14.\(\text{f}6\) is perhaps White's
best line 14...\(\text{b}4\) 15.\(\text{ce}2\) \(\text{e}5\) 16.\(\text{b}3\) \(\text{xe}4\)
17.\(\text{exe}4\) \(\text{b}7\) 18.\(\text{d}5\) \(\text{c}8\)

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.\(\text{c}3\), whilst \(\text{b}1\) and
\(\text{a}1\) are both dodgy! 19.\(\text{a}1\)?! \(\text{xd}5\)?? Not
the best reply. 19...\(\text{c}4\)! is the 'killer'
response to White's move, than 20.\(\text{xc}4\)
\(\text{xc}4\) 21.\(\text{g}2\) \(\text{xd}5\) 22.\(\text{xd}5\) \(\text{h}x\text{h}4\) and Black
has a good advantage once he frees his \(\text{h}8\)
20.\(\text{xd}5\) 0-0 21.\(\text{g}3\) \(\text{wa}7\) 22.\(\text{we}4\) \(\text{e}2\)?? Not
Another missed opportunity by the Sapphire,
as 22...\(\text{d}5\)! 23.\(\text{e}2\) \(\text{d}4\) looks better for Black
23.\(\text{h}5\)!

23...\(\text{a}5\)?!! Only defence with 23...\(\text{g}6\)! can get
my support here 24.\(\text{fe}6\)!! White's turn to miss
the best move, which is 24.\(\text{a}6\) giving White
a clear advantage after 24...\(\text{a}8\) 25.\(\text{c}4\) \(\text{ac}8\)
26.\(\text{f}6\)!! 24...\(\text{d}5\)! Fighting back again! 25.\(\text{xe}5\)
Note that the d-pawn cannot be taken:
25.\(\text{xd}5\)?? \(\text{d}8\) threatening both \(\text{e}1\) mate
or \(\text{d}2\)+ and \(\text{d}1\) mate if the White queen
moves carelessly, so it is lost as all he can try
is 26.\(\text{g}2\) then 26...\(\text{xd}5\) 27.\(\text{xd}5\) \(\text{g}x\text{f}6\)
28.\(\text{gx}f6\) \(\text{c}5\) and Black's material plus is
overwhelming 25...\(\text{c}5\)
Mate in 8 announced 38...e6 fxe6 39.f7+ h8 40.xe3 xxa2+ 41.c1 eac8+ 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
- Mephisto - Tasc Turbo R40 0-1
- Nov Star Diamond - Mephisto Vancouver 68030 draw

Round 7
- Mephisto - Nov Star Diamond 0-1
- Tasc Turbo R40 - Nov Sapphire 1-0
- Tasc R30 - Mephisto 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.

Mephisto RISC 1Mb - Novag Star Diamond
G/45. Round 7
B99: Sicilian Najdorf: 6 Bg5 e6 7 f4 Be7 8 Qf3

1.e4 c5 2.gf3 d6 3.d4 cxd4 4.xd4 df6 5.xc3 a6 6.e5 e6 7.f4 e7 8.xf3 xe7 9.0-0 xd7 10.g4 b5 11.xf6 xf6 12.d5 ed8 13.b1 e5 14.xd8 xd8 15.xe6 xe6 16.xf6 g6 18.xg7+ xg7

The end of the computer books 19.d5 is the other line here known to theory 19...e7 20.d5 xg7

We're still in theory, though 20...d8! 21.ee2 xg8 has a slightly better reputation 21.ee2 xac8 22.eh1 xh1 23.d4 xce8! This is better than 23...xg4? 24.xg4 xh6 25.e6! 24.e6 xf1 25.xf1
25...\texttt{d}4?? Not a good decision, allowing Mep RISC to grab a big advantage. Either 25...\texttt{a}5 or \texttt{h}6 would maintain a tense equality.

26.\texttt{c}7! \texttt{e}7! The only move!

26...\texttt{f}8?? would be a second disaster in 2 moves, as 27.\texttt{f}7! \texttt{h}8 28.\texttt{c}6 \texttt{e}3 29.\texttt{x}e3 \texttt{xe}3
30.\texttt{x}f8, and White is a full rook up! 27.\texttt{g}8!

Neat! Clearing the way for \texttt{h}3-\texttt{c}8 27...\texttt{h}6
Not 27...\texttt{x}g8?? 28.\texttt{c}8+ and mate 2 moves later 28.\texttt{x}c8 \texttt{f}6 The best defence 29.\texttt{e}6+
Forcing the win of material 29...\texttt{x}e6 Again the only move – anything else is a quick mate
30.\texttt{x}e6 \texttt{h}5 31.\texttt{x}f6+ \texttt{g}8

32.\texttt{e}7?! 32.\texttt{f}8+ was correct, then after 32...\texttt{h}7 33.\texttt{e}7+ \texttt{h}6 34.a3 to remove back rank worries, followed by \texttt{h}4 to enclose the Black king and White is almost sure to win

32...\texttt{f}3! Taking advantage of the back rank threat to block the \texttt{f}-file for a moment

33.\texttt{a}1 \texttt{d}2? 34.\texttt{a}3? Again the RISC misses the best move which is 34.e5 and after 34...\texttt{d}xe5 35.\texttt{b}7 \texttt{g}5 36.\texttt{c}8+ \texttt{h}7 37.\texttt{h}4 he's winning 34...\texttt{e}2 35.\texttt{h}1 \texttt{x}c2

36.\texttt{x}d6?! Here too we'd have to say that 36.\texttt{f}1 was better 36...\texttt{x}e4 37.\texttt{x}a6 \texttt{e}5

38.\texttt{e}c1 \texttt{g}7 39.\texttt{x}b5 \texttt{f}7 40.\texttt{c}5 \texttt{e}6

41.\texttt{x}e5+? It was better to improve the position of his king with 41.\texttt{a}2, this is still a position White ought to win 41...\texttt{xe}5

42.\texttt{x}e5+ \texttt{x}e5

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, \texttt{b}1 wins, and anything else loses!

43.\texttt{a}4? As I've pointed out above, 43.\texttt{b}1! wins 43...\texttt{g}5! Perfect! This and \texttt{h}4 would both win for Black 44.\texttt{a}5 \texttt{d}5 45.\texttt{a}6 \texttt{c}6!

Once more the Star-D finds the only winning move 46.\texttt{a}7 \texttt{b}7 47.\texttt{b}1 \texttt{h}4 48.\texttt{c}2 \texttt{g}4

49.\texttt{d}3 \texttt{h}5 50.\texttt{a}8\texttt{w}+ \texttt{xa}8 51.\texttt{c}4 \texttt{g}3 0-1

<table>
<thead>
<tr>
<th>Pos</th>
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<td>2</td>
<td>Mephisto Magellan-1 Mephisto Magellan-2</td>
<td>4½</td>
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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.

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

Quite a few folk have asked me why Haiacs 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 Haiacs still runs on single processor only. This means we would be handicapped from the start, running at 1/2 Shredder speed, 1/4 Fritz and Junior, and 1/8 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 Haiacs2) 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 - Falco 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 Brutus, Fritz
2½ Shredder, Sjeng, Junior, Green Light
1½ Diep, Jonny, Falcon

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!
years, with Junior their second favourite, and Shredder (despite its many big successes) and Hiarcs 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  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!

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 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 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 gained 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...g8?! The failure of Black's king to ever get involved is a strategic mistake. 27...g6= 28.b4! axb4 29.e4 a5?! 29...e8 30.e5 e5 c5, and White's advantage is still far from winning. But each mistake, however tiny, helps Fritz improve its chances 30.g3 e4 d7 31.e5 b5 32.b4 g4 e7 33.h5 c6 34.b1 b3 g8 35.f4 b4 36.e7 c8 37.e6+ h8 38.e5 e8 39.d1 a8 39...b5? 40.a6 b6 41.e5 a5 b5 42.e5 e5 fce 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...f8 41.e4 c8 42.c4 d7 43.e7 b5? I'm not sure about this! 44.axb5 c7 45.b4 e6! White threatens to win soon 45.e5! fxe6 46.fxe6 c2+ 47.eh3 e2

48.e1d6! At first this looks wrong, but actually it deserves more than one of my !!
48...\texttt{xe5} \texttt{49.b6! Ze5 50.b7 Ze6 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!

\begin{center}
\includegraphics[width=0.4\textwidth]{chess_board.png}
\end{center}

29...\texttt{g7} 30.d6+ \texttt{g8} 31.xf7 xf7 32.xg6+ \texttt{h7} 33.xg4 \texttt{ab8} 34.h4+ \texttt{g8} 35.g4+?! \texttt{h7} 36.h4+?! Note that the rock has been here once, Shredder has repeated the position 36...\texttt{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...\texttt{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 \texttt{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.xh4+ \texttt{g8} 41.db8+ \texttt{f8} 42.g4+ \texttt{f7} 43.wd7+ \texttt{we7} 44.f4+ \texttt{g6} 45.xe7 \texttt{xh4+} 46.xa2 \texttt{xa4+} 47.db3 \texttt{b4+} 48.db4 a5+ 49.xc3 a4 50.db6+ \texttt{h5} 51.xe4# 1-0

You can imagine the pandemonium which followed this! Yes, a very sporting gesture by Zwanzger, but his action created another 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 Shredder 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 investigations that he had approached the tournament 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 advantage with winning chances, whereas Shredder'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

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<tr>
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</tr>
<tr>
<td>3</td>
<td>Junior</td>
<td>9</td>
</tr>
<tr>
<td>4</td>
<td>Brutus</td>
<td>8½</td>
</tr>
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<td>5=</td>
<td>Green Light</td>
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<td>9</td>
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<tr>
<td>12=</td>
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<tr>
<td>16</td>
<td>Ruy Lopez</td>
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</table>

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'!

43 moves later the Q-side pawns haven't moved, but exchanges should occur on the f and g-files? 74. 6d1? Appears to not only lose a pawn but also sets Shredder's kingside pawns free! 74. 6b7 6c7 75. fxg6 6xb7 76. 6g7 6xg7 77. 6xg7 is probably still just level 74...gxg5 75. b4 6a2 Not 75...6xb4? 76. 6b3! 6a5 77. 6b7=+ 76. 6e2 6a1 77. 6a3? It's tempting to try and trap the queen, but wrong. 77. 6h5 was better, attacking f7 77... 6g8+!
Now Black's queen can not only run to g1 but also create mate threats 78. 6g3 Only sensible move 78... 6xg3+ 79. 6xg3 6g1+ 80. 6h3 e4! Threatening 6e5 leading to mate, so... 81. 6xe4 6e5 82. 6g2 6e3+ 83. 6f3 6xe4 84. 6g2 6xc4 85. 6xf5 6xb4 86. 6g5+ 6e6 87. 6d8 6d2+ 88. 6f3 6d1+ 89. 6f2 6d4+ 0-1

And now after 73 moves, still about equal

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 again Hiarcs9 (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 3½-2½, or slightly more likely 4-2.

Here is game 1:

**Star Sapphire - Berlin Pro**

G/60mins. Game 1
A00: Irregular Openings

1.e4 d5 2.e4 c6
2...e5 would take more advantage of White's modern opening
3.d3 4.e4 4.d2 e5 5.e4
6...xe4 6...xe4
6...xe4 can also be played, but doesn't help the cause of the 7.g2
6...8xe4 7...e4 &c5 8...e3

Apparently the first new move: 8...e5 9...e3
10.fxg3 9.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...e3 9...e3 0-0 10...d2
11...g2 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 prs Aa2, with \b1 or a3, White decides to give Black a choice of pawns to capture!
14...xg4
14...xe2?! 15.b3!
15.h3 16.h4?! 17.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 20.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 21.d4 \a5
22.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.d1
(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 \xex6. Should it defend the bishop, or protect the bishop with one of the rooks?!
22...f8??
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...f6!
Ooops. The f-rook couldn't protect the bishop at all as, if
23...xe6?? 24...d8+ \xd8
25...c4 wins material
23...d1 24...d1 \xe6
25...c4!
Not a good decision, allowing the BP right back in the game with a simple check to centralise the queen.
26...\texttt{bxc3} was correct and White still has the upper hand
26...\texttt{bxc2}+ 27.\texttt{bxc4} \texttt{bxc4}+ 28.\texttt{bxc4}+-
26...\texttt{a1}+1 27.\texttt{d2} \texttt{xe5}
28.\texttt{e1} a5 29.\texttt{d8}+ \texttt{f7}
30.\texttt{d7}+ \texttt{f8} 31.\texttt{xe7} \texttt{xe7}
32.\texttt{xe7} \texttt{xe7} 33.\texttt{f3} g5
34.\texttt{d2} h6 35.\texttt{d4}?! 46.e5! fxe5+ 47.\texttt{xe5}

A touch risky, though a draw should still be the outcome. Bear in mind that at this point the BP has the edge! 35.\texttt{g8} forces the draw by virtue of perpetual check opportunities
35...\texttt{h2}+?!
Also dodgy, this time for Black. 35...\texttt{d6} is better, keeping the queen central to the game
36.\texttt{e2}! \texttt{c7}?
36...\texttt{a2} would have minimised the fault of the previous move by threatening a combined attack on the \texttt{e2} and probably forcing White to take a perpetual check
37.\texttt{c5}+!
White suddenly gains all the initiative!
37...\texttt{e8} 38.\texttt{c3}! \texttt{d7}+
39.\texttt{d4} c5?
All of a sudden Black crumbles, he needed to move the knight even though a2 is an unpleasant square now
40.\texttt{xd7}+ \texttt{xd7} 41.\texttt{xb4} \texttt{xb4} 42.\texttt{d3}!
Maintaining king opposition
42...\texttt{d6} 43.\texttt{d4} \texttt{c6} 44.\texttt{g4} \texttt{d6} 45.\texttt{f5} \texttt{c6}
47...\texttt{b6}
47...\texttt{a4}?! is an over-the-board try that might frighten a human into a mistake, but 48.\texttt{bxa4} b3 (or 48...\texttt{b6})
49.\texttt{d4}, but if 49...\texttt{a5} 50.\texttt{e4}
\texttt{xe4} 51.\texttt{e5} as the bishop stops the b-pawn from queening) 49.\texttt{d4} b2 50.\texttt{c3}
\texttt{b1}\texttt{w} 51.\texttt{bxb1}, and White will have no trouble containing Black’s pawns and queening one of his own. If 47...\texttt{c5}
simply 48.\texttt{d3} and the king must go back 48...\texttt{b6}
49.e4+-
48.\texttt{d4} \texttt{c6} 49.\texttt{e4} \texttt{d6}
50.e5+ \texttt{e7} 51.\texttt{c4} \texttt{d8}
52.\texttt{b5}
Black is quite helpless and really the game is over
52...\texttt{e8} 53.\texttt{xa5} \texttt{f7}
54.\texttt{xb4} \texttt{e7} 55.\texttt{c5} \texttt{f7}
56.\texttt{d6} \texttt{g7} 57.\texttt{d7} g4
58.\texttt{e4} \texttt{f7} 59.\texttt{e6}+ \texttt{g6}
60.\texttt{e7} \texttt{g5} 61.\texttt{d2} \texttt{f4}
62.\texttt{e6} \texttt{g3} 63.\texttt{e3}+ \texttt{h2}
64.\texttt{f1} \texttt{h1} 65.\texttt{h3}+ \texttt{g1}
66.\texttt{g2}\# 1-0

Not quite what we expected, and game 2 was drawn, so Star-Sapphire leads 11/2-1/2!

\textbf{Star Sapphire - Berlin Pro}

G/60mins. Game 3.
C82: Open Ruy Lopez: 9 c3 without 9...\texttt{Be7}
1.e4 e5 2.\texttt{f3} \texttt{c6} 3.\texttt{b5} a6
4.\texttt{a4} \texttt{d6} 5.0-0 \texttt{xe4} 6.d4
b5 7.\texttt{b3} d5 8.\texttt{dxe5} \texttt{e6}
9.c3 \texttt{c5} 10.\texttt{bd2} 0-0
11.\texttt{c2} \texttt{xf2} 12.\texttt{xf2} f6
13.\texttt{xf6} \texttt{xf2}+ 14.\texttt{xf2} \texttt{xf6}
15.\texttt{f1} \texttt{g5} 16.\texttt{e3} \texttt{ae8}
17.\texttt{c5} \texttt{xf3} 18.\texttt{xf3} \texttt{g7}
There is plenty of theory to here, and \texttt{g1}, \texttt{g2}, \texttt{g3} and \texttt{d3} have all been tried
19.\texttt{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...\texttt{f5}?! Here 19...\texttt{xf3} 20.\texttt{xf3} \texttt{xf3} 21.\texttt{xf3} \texttt{f7} is the theory line and is supposedly 'uncertain' but probably about equal
20.\texttt{g3} \texttt{xc2} 21.\texttt{xc2} \texttt{c6}
22.\texttt{f2} \texttt{e6} 23.\texttt{d1} c6
24.\texttt{d2} \texttt{g6} 25.\texttt{e2} \texttt{xe2}
26.\texttt{xe2} \texttt{f6} 27.\texttt{f2} \texttt{e6}
28.\texttt{d2} \texttt{b1} 29.a3 a5
Sets a neat trap which BP could well have fallen into!

34...\text{h7}!

Well done, there's still nothing in it. Not 34...\text{xb2}? which gives White a big opportunity with 35.\text{g8}+ \text{h7} 36.\text{g5}. Now Black must stop 37.h5, so 36...h5, but 37.\text{h2} and Black can do nothing about \text{g3} and \text{xh5+} which will win \text{h}+\text{a} for \text{g}, then the game

35.\text{b4}?!  

Best was 35.\text{d7} and it's still level

35...\text{e1} 36.\text{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.\text{bxa4}?? \text{e6+} 37.\text{f4} \text{xe4}+ 38.\text{xe4} \text{xe4} threatening \text{h3} mate and White can only sacrifice to delay the loss 39.\text{xg7}+ \text{xe7} 40.\text{xd4}+ \text{f7} 41.\text{xe4} \text{xe4} 36...\text{axb4} 37.\text{axb4} \text{xe4} 38.\text{d4}?!  

The wrong piece! 38.\text{d4}! would be equal

38...\text{g5}+ 39.\text{d3} \text{c1}

40.\text{d6}?

Allows the Black queen to win material, and any pawn is valuable at this stage. The Star-S needed to find 40.\text{xf5} and BP must find a way to re-centralise his queen. That is done with 40...\text{b1}+ 41.\text{c1}+ 42.\text{f11}+ 43.\text{g2}+ 44.\text{h1}+ 45.\text{g2}+ and now 46.\text{xe5} \text{xe5} and you still can't tell who will win!

40...\text{b1}+ 41.\text{e1} 42.\text{d3} \text{f11}+ 43.\text{g2} 44.\text{h2} 45.\text{g3} 46.\text{h3} 47.\text{g2} 48.\text{xf2} \text{h1}+ 49.\text{f1} \text{g5} 50.\text{g2}+ \text{e5} the only way to stop mate seems to be to sac' the bishop with 51.\text{xe1} \text{xe3} to allow the queen to stave off mate with 52.\text{g5}+. But now 52...\text{xe5} 53.\text{f4} \text{d3} 54.\text{g4} \text{f4} and mate and 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.\text{f3} d5 2.c4 c6 3.d4 e6 4.\text{c3} dxc4 5.a4 \text{b4} 6.e3 b5 7.\text{d2} \text{d5} 8.\text{b3} \text{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 \text{f6} and \text{xc3} have also been played

9.bxc4 bxc4 10.bxc5 \text{xc5}

11.\text{xc4} \text{f6} 12.\text{b1} \text{e7} 13.\text{b3} \text{f3}

14.\text{xb8}+!? \text{xe8} 15.\text{xb8}+ \text{d7} 16.\text{xe8}

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

16...\text{c6} 17.\text{b5} \text{xb5} 18.\text{xb5}

Instead of 18.\text{xb5}? which allows Black a decent advantage with 18...\text{e4}! 19.0-0 a6 (not 19...\text{xd2}?! 20.\text{d1} and if 20...\text{b4} 21.\text{c1} threatening \text{c7}. Black can defend with 21...\text{a5} but 22.\text{xa6} leaves Black barely ahead). Now White has 2 pieces en priss, so 20.\text{a5} axb5 21.axb5 is best, though Black would stay on top with 21...\text{b4} 18...\text{b4} 19.0-0 \text{c5} 20.\text{c1} \text{a3} 21.\text{d1} \text{c7}?

21...\text{b4} was probably best, or move the king the other way with \text{e7}

22.\text{e1} \text{b7} 23.\text{d8}

23...\text{c7}?!  

Gives White a chance to really trouble the BP.

23...\text{e5}! was best, and after 24.\text{d2} \text{d6}, White must play \text{g3} or \text{f4} and seems to have little if any advantage
24.\(\text{Qe}2!\)

At this critical moment the Star Sapphire misses 24.b6!\(\text{axb6}\) 25.\(\text{Qxa8}\) threatening \(\text{Qxa3}\), and if the bishop moves then instead \(\text{Qa7+}\) \(\text{Qxa7}\) \(\text{Qb5}\) forking queen and king! Best for Black would be 25.\(\text{Qd6}\) (25...\(\text{Qc5}\) 26.\(\text{Qh6}\) \(\text{Qc7}\) 27.\(\text{Qc8}\) \(\text{Qb7}\) 28.\(\text{Qxc5}\) \(\text{Qxe4}\) 29.\(\text{Qa4}\) and White has an extra piece to the \(\text{Qd6}\) line) 26.\(\text{Qa7}\) \(\text{Qxa7}\) 27.\(\text{Qb5+}\) \(\text{Qa6}\) 28.\(\text{Qxd6}\) \(\text{Qxg6}\), but the Star Sapphire would still be winning.

24...\(\text{Qe}7\) 25.\(\text{Qa8}\) \(\text{Qd6}\) 26.\(\text{h3}\) \(\text{Qc2}\) 27.\(\text{Qf1}\) \(\text{Qb1}\)

28.\(\text{Qd6}\)!

The Star–S finds a way to save the \(\text{b5}\) 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...\(\text{Qc7}\) 29.\(\text{Qc3}\) \(\text{Qd3+}\) 30.\(\text{Qg1}\) \(\text{Qd7}\) 31.\(\text{Qh8}\) \(\text{Qe5}\) 32.\(\text{Qg8}\) \(\text{Qxg6}\)!

Well done. It would be tempting to try to take out the protector of the \(\text{b5}\)–pawn with 32...\(\text{Qxc3}\)? 33.\(\text{Qxc3}\) \(\text{Qxb5}\) because 34.\(\text{Qa8}\) \(\text{Qb7}\) 35.\(\text{Qxg7}\), but this turns out much worse and the game is back in White’s favour.

33.\(\text{Qg8}\) \(\text{Qb6}\) 34.\(\text{Qc8}\) \(\text{Qb7}\) 35.\(\text{Qd8}\) \(\text{Qc7}\) 36.\(\text{Qh8}\) \(\text{Qe5}\) 37.\(\text{Qh8}\) \(\text{Qd6}\) 38.\(\text{h4}\) \(\text{h5}\) 39.\(\text{Qd8}\) \(\text{Qc7}\)

43.\(\text{Qg2}\)

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

43...\(\text{Qc2}\) 44.\(\text{b6}\)

The last, desperate chance was to sac’ one of the rooks to free up the other with 44.\(\text{Qxc7+?!}\) \(\text{Qxc7}\) 45.\(\text{Qd5+}\) \(\text{exd5}\) 46.\(\text{Qxe5}\). But if Black finds 46...\(\text{Qd6}\) we see that the rook isn’t that much better off after all!

44...\(\text{axb6}\) 45.\(\text{Qf8}\) \(\text{Qc1}\) 46.\(\text{Qxc7+?!}\)

Credit to the Novag, which at the second opportunity finds the only chance to save the bishop and buy the rook some freedom.

46...\(\text{Qxc7}\) 47.\(\text{Qb5+}\) \(\text{Qd7}\) 48.\(\text{Qc3}\) \(\text{Qb1}\) 49.\(\text{Qd4?!}\)

A pity after cleverly finding the \(\text{Qxc7+}\) idea. 49...\(\text{Qxe5}\) was the best chance, then 49...\(\text{Qe4+}\) 50.\(\text{Qf1}\) \(\text{Qxe5}\) 51.\(\text{Qd4}\) and the \(\text{Q+Q}\) against \(\text{Q}\) might give White some chances of tricking his way into a draw.

49...\(\text{Qe4+}\) 50.\(\text{Qf1}\) \(\text{Qd3+}\) 51.\(\text{Qe2}\) \(\text{Qd1+}\) 52.\(\text{Qg2}\) \(\text{Qd6}\) 53.\(\text{Qxe5}\) \(\text{Qxf8}\)

Now White has \(\text{Q+Q}\) instead of the \(\text{Q+Q}\) in our previous note, and against the \(\text{Q}\), really it’s all over.

54.\(\text{Qf6}\) \(\text{b5}\) 55.\(\text{Qf1}\) \(\text{b4}\) 56.\(\text{Qe1}\) \(\text{Qc5}\) 57.\(\text{Qd4}\) \(\text{Qc2}\) 58.\(\text{Qf4}\) \(\text{b3}\)

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 SSSDF 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 SelfSearch, but that score might put it back to 2200 again!'