

# SELECTIVE SEARCH 113

## THE COMPUTER CHESS MAGAZINE

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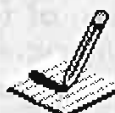
Women's ex-World Chess Champion **ZU CHEN** in play against **FRITZ 8** on a super-duper 'Star of Unisplendour' 64-bit 3400MHz Laptop!

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

Welcome to another new issue of *Selective Search*... 113! If you're due for renewal at this time, can I encourage you to please do so! There will be at least 6 more issues of the magazine.

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.

## ***World Championships!***

Summer used to be the 'quiet time' for Chess... but no more it seems. The months of June and July saw the FIDE men's and women's World Championship and the World Computer Championships all taking place.

As far as the **Women's Event** was concerned, the then current Champion **Zhu Chen** opted out due to her master's degree studies in China... and her pregnancy! Instead she chose to play a short match against **Fritz8** which was playing on a new AMD 64-bit 3400MHz super laptop. These games are covered elsewhere in this issue.

The **Men's Event** was part of the hoped-for unification system, with the **FIDE knockout** aiming to find a new Champion to replace Ponomarev, who had refused to play Kasparov as part of the unification plans. The winner will have to defend his new title against Gazza later this year! In the meantime Kramnik and Leko are also due to face each other later this year for their version of the World Championship. Kramnik is its current Champion having beaten Kasparov who instigated this version when he broke away from FIDE to play Nigel Short. The winner of the current FIDE Event was surprise finalist **Rustam Kasimdzhanov** from Uzbekistan who beat England's much below par Mickey Adams. So, he plays Kasparov, and the winner will then play the winner of Kramnik v Leko to produce one undisputed World Champion.... at least that's the theory!

And while all this was going on **Shredder, Junior, Fritz, Deep Sjeng, Diep, Crafty & co** were fighting for the 2004 World Computer Title, each hoping eventually to win a lucrative meeting with the holder of the Human Title! More news of this elsewhere.

## ***Frank HOLT tests Shredder8!***

As readers will have taken note of I'm sure, **Shredder7** went clear at the top of our Rating List as soon as its upgrade version **7.04** was released, and more recently **Shredder8** has even surpassed that.

As far as my memory goes, only **Carl Bicknell's** scores and views on Shredder8 have been disappointing so far, but in this issue we will see one or two others raising questions about the latest offering, and **Frank** also questions whether it has actually passed 7.04. In his recent matches, it lost narrowly to 7.04, and also to Hiarcs9. However its other scores are very good - as usual!

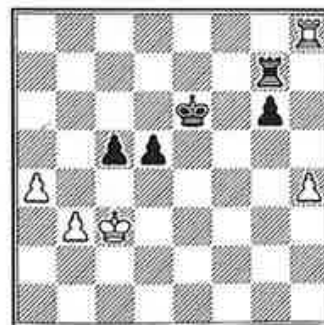
Here is his full results list:

■ Shredder8 - Shredder7.04	5 - 7
■ Shredder8 - Hiarcs9	5½-6½
■ Shredder8 - Fritz8	7½-4½
■ Shredder8 - Junior8	7½-4½
■ Shredder8 - Chess Tiger15	8 - 4

Frank sent me a couple of very interesting endgames, well worth looking at...

## ***Shredder 8 - Fritz 8***

After 50.♖h8 ♕e6



**51.♖c8 g5?** A very surprising choice by Fritz. Surely the simple 51...♕d6 would keep Black

in the game, and White must decide if the time is right to run with the a-pawn! 52.a5!? ♖a7 53.b4 cxb4+ 54.♗xb4 ♖b7+ 55.♗a4= 52.♖c6+! ♗d7 53.♖xc5 ♗d6 54.♗d4 gxh4 55.♖xd5+ ♗c6 It's a tricky choice between the move played – eyeing White's passed pawns – or 55...♗e6, hoping to support his own, slightly more advanced passer! So 56.♖h5! ♖g4+ (forcing White to make a similar decision) 57.♗c5! ♗f6 58.a5 (the chase is on) 58...♗g6. Now the ♖ must make a choice – ♖h8 to slow the h-pawn's progress, or ♖d5 after which both pawns will probably queen. Is this better or worse for Black than the move played? 56.♖c5+ ♗b6 57.♖h5 ♖g3 58.♗c4 ♖g4+ 59.♗c3 ♖g3+ 60.♗b4 ♖g4+! The pawn shouldn't be pushed yet. 60...h3? 61.a5+! ♗c6 62.♗a4. Getting close to being able to play b4. Black has one way to stop this... 62...♖g1! 63.♖xh3 (63.b4? ♖a1+ 64.♗b3 ♖b1+ 65.♗a3 h2 66.♖xh2 ♗b5 and White must still play with care to win) 63...♖a1+ 64.♗b4 ♖g1 65.♖h6+ 1-0 61.♗a3 ♖d4 62.♖h6+ ♗c5 63.b4+ ♗c4 64.a5

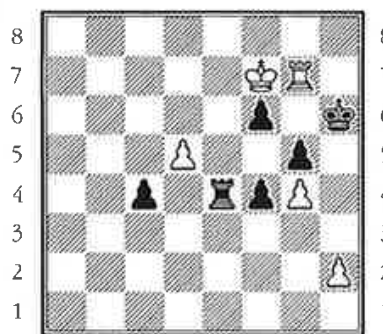


64...♖d1? Allowing the pawn to be taken, but really Black's only hope is to keep it on the board just in case White makes any mistake. So I think 64...♗b5!? is best, then White should go 65.♖b6+ ♗c4 66.♗a4 ♖d1 (66...h3? 67.a6! h2 68.♖h6 ♖d6! 69.♖h4+ ♖d4 70.♖xh2 1-0) 67.♖c6+ ♗d5 68.♖h6 h3 69.a6 when White should still win 65.♖xh4+ ♗b5 66.♖h5+ ♗a6 67.♖h6+ ♗b5 68.♖b6+ ♗c4 69.a6 ♖e1 69...♖a1+ can't save the game: 70.♗b2 ♖a4 71.b5 ♖a5 72.♖b7! 70.b5 ♖f1 71.♖b7! ♖a1+ 72.♗b2 ♖a5 73.a7 ♗c5 74.b6 1-0

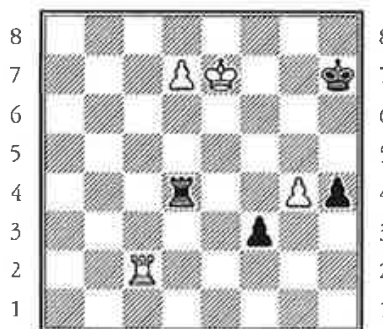
Here is another very interesting and slightly strange finish. Does Shredder7.04 outplay its opponent or, this time, is it Shredder8 which apparently errs unexpectedly?!

## Shredder 8 - Shredder 7.04

After 101.♖g7+ ♗h6



So, who is winning. Black with the extra pawn, or White with its d-pawn seemingly unstoppable? 102.d6! ♖d4! Everything else loses, e.g. 102...c3 103.♖g8 threatens Rh8 mate 103...♗h7 104.d7 ♖d4 105.d8♖ ♖xd8 106.♖xd8 f3 107.♖d3! 1-0 103.♖g6+ ♗h7 Frank tells me that S704 showed itself moving into the lead at this point, but Hiarc and Fritz (+238) both favour White. Interesting! 104.♖xf6 c3! 105.h4? or! 105.♖g6!? would get perpetual check, but as S8, F8 and H9 all think White is still ahead, they play h4 to win 105...♖b4 106.d7 ♖d4! Anything else loses, e.g. 106...♖b7?? 107.♖d6 c2 108.hxg5 threatening ♖h6 mate, and indeed it will be mate in a few moves after 108...♖xd7+ 109.♖xd7 c1♖ 110.♗f6+ etc 107.♗e7 c2! 108.♖c6 gxh4 109.♖xc2 f3 Finally we are about to find out why Fritz and Hiarc have been favouring White, though the fact (I think!) is that a draw is still the best White can hope for



110.♖c5?? Shredder8 still has this top even after 3 or 4 mins!? But what is needed is 110.♖c5! ♗g6 (110...h3 wont work anymore here as the rook safely goes to h5 with check) 111.♖h5+ ♗g6 112.♖xh3) 111.♖f5, and it's probably a draw after 111...♖e4+ 112.♗d6 ♖d4+ 113.♗c7 ♖c4+ etc 110...h3! Now of course White can't play the saving

line above, ♖h6+, as he just loses the rook!  
 What a difference a file makes! 111.d8??  
 Even here 111.♖c2! seems to draw, as does  
 111.♖d6! ♖e4+ 112.♖e6 111...♖xd8 112.♖c1  
 If 112.♖xd8 f2 113.♖c1 ♖g6, and Black's  
 king arrives first to force one of the pawns  
 home 112...♖g6 113.♖h1 f2 and again  
 Black's king will win the day 0-1

### Paul WALSH tests Shredder8!

Before I give you his scores, it's worth taking note of Paul's comments on the Shredder programs!

"After reading Carl (Bicknell's) observations concerning Shredder7 I'm inclined to agree with him concerning quick time controls - there is a decline in Shredder8's play... but it goes into over-drive at the longer time controls!

This is why I am personally reluctant to play quick games computer-computer. Firstly such games can't be used for ratings in *SelSearch* and mainly I like to see my programs playing at their best.

For example I play most games at 40/2hr, then 30/1hr and a G/30 finish where needed. Here Shredder8 seems to be able to find good plans which other programs either miss or don't understand. This also applies in endgames, I recently watched it outmanoeuvre Gambit Tiger when both sides had K+5P in a totally equal position, but Shredder found a way to win which Tiger wasn't worried about until it was too late.

Please pass on my thanks to Frank Holt for that lovely Shredder7.04 game. I think even Tal would have liked to play 18...Nxb2, but I noticed that you said Shredder8 didn't play this move, and when I tested Shredder7 it changed to S8's 18...Nxe3 after 15 mins. I think both of them saw your suggested refutation of 19.Bb6! and if so, then Shredder8 found it more quickly. But the point is that even if it does only lead to a draw with best play, S7's amazing move put the onus on Fritz to find the draw, and it didn't!

One last thing on this game - by 15mins Shredder8 has changed from 18...Nxe3 to 18...Rc8! More work for your magazine's analysts to do!

As far as I am concerned at the moment the Shredder7 and 8 versions seem to be really out in front.

Paul's hardware is P4/3000 and his results are as follows:

#### 40/2 + 30/1 + G/30

1	Shredder7	22/30
2=	Hiarcs9 Junior8	13
4	Fritz8	12

■ Shredder8 - Junior8 9-1 !!

The next tournament is still in progress with 8 rounds to go, but Shredder8 has made an excellent start

1	Shredder8	10/12
2=	HiarcsBareev Fritz7	6
4	Gambit Tiger2	5
5	Hiarcs8	3

#### Game/90

- Shredder7 - Chess Tiger14 6-4
- Shredder8 - Chess Tiger14 7-3

The last set of games is of great interest I think!

#### Game/60

- Shredder8 (def) - Fritz7 13-7
- Shredder8 (act) - Fritz7 13-7
- Shredder8 (nor) - Fritz7 13-7
- Shredder8 (agg) - Fritz7 16-4 !!
- Shredder8 (sol) - Fritz7 12-8

### Joe SHARP and Shredder!

Joe is another whose interest was sparked by Carl's article. He also has sent me some revealing results to share with readers!

Joe's results are engine-engine Shredder8 v Deep Fritz7 on an Athlon 2700+ and, as he says, "the results on Blitz confirm Carl's (and now Paul's) conclusions, and are remarkable given that Shredder is the current world blitz champion".

Game in 4mins+2

- DFritz7 - Shredder8 34-18 (!)

Shredder occasionally got itself into time trouble in that match. I increased the time control to...

G/15mins

■ DFritz7 - Shredder8 36-14 (!!)

Only over 50 games at G/25 did the tide start to turn...

G/25mins

■ DFritz7 - Shredder8 24½-25½

*"It seems that Shredder needs more time for its better (?) pruning and deeper ply search to take effect", says Joe. "I am currently engaged on a marathon test at 40/2hrs + 20/1hr + G/30 finish, and so far Fritz now seems to be being outclassed, with Shredder at times looking 5-7 ply deeper! Perhaps someone better qualified than I can explain what's going on here. I would have thought Shredder's pruning method would sometimes cause it to miss vital moves, and that does seem to happen but only at faster time controls".*

### **RK2004 Tournament by Utzinger & Buhler**

Massive 8 engine, 140 rounds, 560 games,  
G/90 + 30secs on Athlon 1300 computers

Pos	Program	/140 !!
1	Shredder 8	78½
2	Junior 8	76½
3	Hiarc 9	75½
4	Fritz 8	74½
5	Chessmaster 9000	71
6	Ruffian 2.1	67½
7	List 5.13	63
8	Aristarch 4.41	53½

### **Chris GOULDEN**

Chris continues to do his Winboard testing for us, and recently was pursuing his feeling that Ktulu might be a close challenger to Ruffian, as suggested in our last issue. To do this he decided to play at a much slower time control (G/23+5) and add 2 other strong engines, SOS3 and Green Light Chess3, playing 4 games between each program.

At first it seemed Ruffian1 might be in for a right shock as SOS beat it in round 1, and Ktulu beat it in round 2. With Green Light beating Ktulu in round 1, the early table looked quite strange:

- 2/2
- 1½ Green Light Chess, SOS
- 1 Ktulu
- ½
- 0 Ruffian !!

However Ruffian beat in turn each of its opponents in the next 3 rounds, to reassert itself, and at the halfway stage the scores were:

- 3½/6 SOS, Ruffian
- 3
- 2½ Ktulu, Green Light Chess

Once Ruffian had beaten SOS in round 7 I guess the excitement was largely over, and the final scores were....

Pos	Program	Score/12
1	Ruffian 1	8
2	SOS 3 Arena	7
3=	Ktulu 4.2 Green Light Chess 3	4½

Chris kindly always sends me a good games selection, and it is constantly my intention to print one or two in *SelSearch*. Somehow there always seems to be so much else demanding attention and inclusion - I'm especially aware I've got the 12th. WCCC being played right now, and Gebruikers and 4th CSVN left over from the last issue.

But one of these days I'll definitely set Hiarc or Fritz and myself to work and analyse some of the games, and we'll see what we can make of them.

In the meantime Chris has 'phoned to tell me how well the latest version of **Aristarch (4.50)** has played in his most recent mini-tournament. So he's planning to do another 4-player event with, this time, Aristarch, Ruffian, The King3.23 (which is Winboard compatible) and Ktulu, and see how that works out. He's forecasting that Aristarch will now run The King and Ruffian very close!

# SHREDDER wins 4th CSVN

You could have forecast that **Shredder** would win the **4th. International CSVN Tournament**, as reported in our last issue, as it had progressed from 3rd. in 2002 to 2nd. in 2003, so 2004 promised to be its year.

The strong entry list at Leiden included the mighty Hydra (representing the United Arab Emirates!), strong Dutch programs Chess Tiger, The King, Diep, Tao and others, plus Sweden's Ruffian, Belgium's Deep Sjeng, and Germany's Shredder, Nexus and IsiChess.

Following its first big success at Paderborn the 16-card Hydra was a hot favourite to win but, although only Diep was on dual hardware and all the others on fast single processor units, it was not to be!

Hydra made a good start despite being held to a draw by IsiChess in round 1, by winning its next two, including a good but not dramatic win over Ruffian.

Shredder's programmer Stefan Meyer-Kahlen must have had a bit of a shock as, after beating Ant and Nexus in rounds 1 and 2, it lost to Diep in round 3. In fact Diep won each of its first 3 games! After 3 rounds the leaders were:

- 3 Diep!
- 2½ Hydra, Chess Tiger
- 2 Ruffian, Shredder, The King, Nexus
- 1½ IsiChess, Deep Sjeng

But Diep then drew with Tiger and lost to Hydra so, with Hydra also beating Nexus in round 4, Ruffian beating The King and IsiChess, and Shredder beating Tiger and Deep Sjeng, the leaders after 5 rounds were:

- 4½ Hydra
- 4 Shredder, Ruffian
- 3½ Diep
- 3 Chess Tiger, The King

In round 6 Shredder beat Hydra (aided by the latter's poor book line), then Ruffian in round 7, and The King in round 8. It is truly an amazing program at times! Hydra seemed to sulk after its defeat and could only draw its next 2 games. Ruffian beat Diep in round 6 but compounded its defeat to Shredder with another against Nexus so, with still 1 round to play Shredder was already 1½ pts clear!

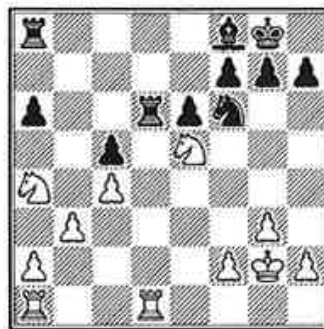
## 4th CSVN at Leiden, 2004

Pos	Program	Score/9
1	Shredder	8
2	Hydra	6½
3=	Ruffian Diep	6
5=	The King Chess Tiger	5½
7=	Nexus IsiChess Tao	5
10=	Deep Sjeng The Baron	4½
12	Zzzzzzz	3
13=	Ant Neurosis Goldbar	2½
16	Praetorian	0

A great result for **Shredder**, also **Ruffian** and **Diep**. Once more a disappointing outing for **Deep Sjeng**. Here's one or two games...

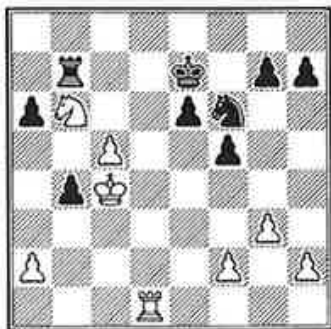
### Round 2... *Ruffian - Hydra*

1.♖f3 ♖f6 2.g3 e6 3.c4 b6 4.♖c3 c5 5.♗g2  
 ♗b7 6.0-0 ♗e7 7.d4 cxd4 8.♞xd4 d6 9.♞d1  
 a6 10.b3 ♖bd7 11.e4 0-0 12.♗a3 ♖c5 13.e5  
 dxe5 14.♞xd8 ♞fxd8 15.♖xe5 ♗xg2  
 16.♗xg2 ♗f8 17.♗xc5 bxc5 18.♖a4 ♞d6



It's been all theory to here, though in a line which is generally considered better for White 19.♞xd6?! 19.♖f3 h5 20.h3 is theory 19...♗xd6 20.♖d7 ♞c8 21.♞d1 ♖e8 22.♖ab6 ♞c7 23.♞e1 ♗e7 24.♖f3 ♞b7 25.♞d1 ♗d6 26.♞c1? I'm not sure why the rook wants to be on this file 26...f5! 27.b4 cxb4 28.c5 Well we see Ruffian's idea with ♞c1, but whether this pawn will turn out strong or become a handicap it isn't yet clear 28...♗c7 29.♖e3 ♖f7 30.♖d3 ♖e7 31.♖c4 ♖f6 32.♞d1 ♗xb6 33.♖xb6

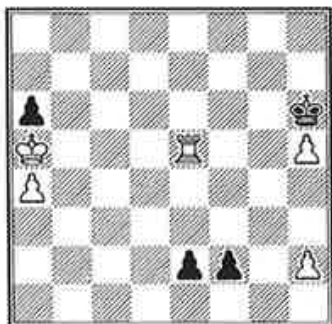




33...Rc7?! I prefer 33...d4 34.f3! Stopping Black from playing my previous note suggestion 34...g5 35.bxb4 g4 36.fxc4?! Its opponent's e-pawn becomes a dangerous passer. 36.f4 was best 36...dxc4 37.Rxe1 d6 38.Rxe2 d5 39.Rxe3 dxc6+ 40.b3 h5 41.Rd3 d5 42.Rc3 h4! 43.gxh4 f4 44.a4 d6 45.b4? The wrong way. 45.c2 d5 46.d2 f3 47.c6 Rxc6 48.Rxc6 dxc6 49.d7 d8 50.e3 was more likely to hold the draw 45...f3! 46.d4 Rb7+ 47.a5



47...dxc4+! Other programs head for a draw with 47...dxc6+. The very deep searching Hydra sees that a win is still possible and goes for it 48.Rxc4 Rf7! 49.Rc1 e5! 50.c6! e4! 51.c7 Hiarc's' apparently ingenious 51.h5+!? doesn't quite work: 51...dxc5 52.c7 Rxc7 53.Rxc7 e3! and even though the rook can get to both the e and f files, thanks to the 51.h5+ idea, one of the pawns must queen after a long series of checks 51...Rxc7 52.Rxc7 e3 53.Rxe7 e2 54.Rxe5 d6 55.h5 f2



56.Rxe2 f1 57.Rxe6+ dxc5 58.Rxa6 and now tablebases enabled 58...g1 to be played with mate announcement. A very impressive finish by Hydra! 0-1

### Round 5... Chess Tiger - Shredder

1.d4 d5 2.c4 dxc4 3.f3 d6 4.e3 e6 5.dxc4 a6 6.0-0 c5 7.Rxe2 b5 8.b3 b7 9.a4 b4 10.Rd1 d7 11.d2 d8 12.d4 c7 13.d5 0-0 14.a5 Rxd8 End of opening books 15.f3 d8 16.e4!? Obviously the plan behind Tiger's previous move 16...cxd4 17.d3 c6 18.f4 b7 19.dce5 b5



20.Rf2? 20.Rd2 was better, as his next move indicates. The pawn sacrifice at move 16 doesn't really allow White to waste time as he must make sure he keeps an initiative 20...d7 21.Rd2 dxe5! 22.dxe5 d7 23.f4 dxd3 24.Rxd3 d5 25.Rc2 d3!? 26.Rc4 R8! One strong move after another 27.a2 Rfd8 28.Rac1 a4 29.Rb3 Rxc1 30.Rxc1 b5 31.Rc4 Rxa5 32.b1 d2 33.Rxd2 Rxd2 34.Rxd2 dxb2 35.Rc8+ f8



Black threatens Ra1 an unpleasant pin, and even worse Rc5+ forcing the exchange of queens which is game over due to his 2 extra pawns 36.Rc1 If 36.d3 to stop Rc5+ 36...d1 37.d4 b3 0-1; if 36.f2 probably the most obstinate 36...d1+ 37.g3 b6 38.Rc2 Rf2+ 39.h3 d3 40.dxe3 Rxe3 41.Rd1 and Tiger can stretch the game out

for just a little longer yet 36...♖c5+ 37.♙e3 ♖xc1+ 38.♙xc1 ♖a4 39.♙c2 ♖c5 and the queenside pawns will be running soon 0-1

Also from round 5 came the following, Hydra's best effort in a tournament in which it showed few of the expected sparks

### Round 5... Hydra - Diep

1.d4 ♖f6 2.♖c3 d5 3.f3?! Unusual! 3...e6 4.e4 ♙b4 5.a3?! More unusual still! ♙g5 or e5 are known to theory, but not this I think 5...♙e7 6.e5 ♖fd7 7.f4 c6 8.♙e3 b6 9.♖h5 g6?! An unnecessary weakening of the king's position 9...0-0 was better 10.♖h6 ♙f8 11.♖h3 ♙a6 12.♖f3 ♙xf1 13.♙xf1 h5 14.♖g5 ♙e7 15.g4! c5



16.♖xf7!? ♖xf7 17.f5! Hydra has a fierce attack, but will it succeed? 17...cxd4 18.fxc6+! I think most programs would play 18.fxe6+ and, after 18...♖g7, 19.♙xd4 to regain some material. Of course most programs wouldn't have played 16.♖xf7! 18...♖g7 19.gxh5! ♙h4+ 20.♖e2 ♖xe5 The best defence, but it won't hold. 20...♙e8? runs into 21.♙f7+! ♖g8 22.h6! 1-0 21.♙xd4 ♙f6? 21...♖bc6 may have been more resilient, then 22.♙f7+ ♖h6 23.♙e3+ ♙g5 24.g7 ♖xf7 25.gxh8♙+ ♖xh8 26.♖xe6+ ♖g7 27.♖g6+ ♖f8 28.♙f1! winning 22.♙xe5 ♖d7 23.♙xf6! ♖xe5 23...♖xf6? 24.♙f1!! 24.♙af1 ♖c8 25.♙f7+ ♖xf7 26.♙xf7+ ♖g8 27.h6! 1-0

### Round 6... Shredder - Hydra

1.e4 c5 2.♖f3 ♖c6 3.d4 cxd4 4.♖xd4 g6 5.♖c3 ♙g7 6.♙e3 d6 7.f3 ♖f6 8.♖d2 0-0 9.0-0-0 ♖xd4 10.♙xd4 ♙e6 11.♖b1 ♖c7 12.h4 ♙fc8 13.h5 ♖a5 14.h6 ♙h8 15.a3 ♖d7 16.f4 ♙xd4 17.♖xd4 ♖f6 18.f5 gxf5 19.♖d5 ♙xd5 20.exd5 ♖c5 21.♖d3



Shredder programmer Stefan Meyer-Kahlen with yet another 1st. Prize. This time one of the coveted and beautiful CSVN model ships!



The books apparently got them to here, but Black is in trouble 21...♖h8? I'm going to have to sort something out for the Hiarcs book - or make the line non-playable earlier - what I'll probably put in is 21...♖f2! and if 22.♙e2 ♖f8 or f4 which are both not too far from equal I reckon 22.♖xf5 ♙g8 23.♙h3 ♖c8 24.♖f2 ♖f8 25.♙d3 ♙g5 26.♙f5 ♖g8 27.g4



27...♖d8? The last chance to save it might have been 27...♖xg4 28.♙xg4 ♙xg4, though it should still be a White win 28.♖e3 ♙xg4 29.♙xg4 ♖xg4 30.♖g5 ♖g8 31.♖xe7 A pretty devastating win from Shredder 1-0



# Review of *CLASSIC* Shredder!

Because so many people buy their PC programs in *ChessBase* format - got used to the interface - engine v engine testing - comparative analysis - import/export of cbh files - the tendency is to review all new programs in their *ChessBase* guise.

However **Shredder's** programmer **Stefan Meyer-Kahlen** has always maintained his own interface, which is how all the early versions of Shredder appeared. Of course because of its many great successes *ChessBase* persuaded Stefan to release the program in their format, but recent releases - until Shredder8! - have also included the **Shredder Classic** version on their CD. I actually know quite a few folk who prefer the Classic version, and the only real drawback I know of is the fact that gamefile import is 'restricted' to cbf, pgn and epd, and doesn't include the latest *ChessBase* file system of cbh. However it's easy enough to convert pgn/cbf to cbh, and vice-versa, from within any *ChessBase* program so, apart from a few moments of 'wasted' time, there's not much lost.

Here is a brief listing of the **main Shredder Classic** features:

- User interface that is easy to handle and can be set up individually
- Four different sets of pieces and chessboards both in 2D and 3D
- Chess engine with extremely powerful play, that can be individually adjusted and configured
- Built-in Chess coach, which alerts of mistakes and suggests better moves
- Own games can be automatically examined for mistakes
- Moves can easily be entered by mouse or keyboard
- Extensive on screen documentation, which can be printed
- Games can be provided with alternative lines and comments
- Many features for training and analysis
- Manifold possibilities to systematically search and examine the endgame databases
- Free, open protocol between user interface and chess engine (UCI protocol) which means many other engines can be used from within Shredder Classic, and full advantage taken of its Triple Brain feature
- Possibility to simultaneously load up to ten chess

- engines, most of which differ in their playing style
- Many possibilities for automatic tests and comparisons of different chess engines

Okay, let's have a look at a couple of screenshots.



The first thing I noticed when I started testing was that the program seemed to be very slightly different than the *ChessBase* Shredder8 I'd been using. In fact Stefan tells me the **Classic** engine has the same knowledge as the *ChessBase* one, but the search is not quite so efficient. So when Stefan enters a tournament he uses the *ChessBase* Shredder8 engine. But if you have *CBase* Shredder8 you can easily install that engine into the Classic interface, and it runs fractionally faster there as well, so you can have the best of both worlds!

Stefan's interface is excellent, very reliable, and brilliant when resizing the board or any other window. The 2D pieces are easiest to view in my opinion, but the 3D pieces operate faster as, though they look good and are easy to see, are not photo realistic. When you buy **Shredder Classic** from Stefan's website (address shown below) you can also get a big bonus opening book by Sandro Necchi. This is worth having as the opening style options and variation weightings are easily adjusted. The engine piece values, positional consideration weightings, hash tables etc. can also be easily adjusted! and it can be given an Elo setting which a few quick games suggests it simulates quite well - hopefully I am right in thinking it plays a little above its settings in the 1800-2200 range, either that or my chess is deteriorating! Last of all it works with the DGT board... and the Tasc Smartboard for those of you out there with one gathering dust!

website: [www.shredderchess.com](http://www.shredderchess.com)

## 9th. GEBRUIKERS

Many thanks are due as always to our regular contributor **Rob van Son** who sent me the entrants list, games and photos of this excellent bi-annual event.

We are very fortunate in my view to have such a dedicated group of owners playing these dedicated computers against each other so regularly.

The first thing to note for **9th. Gebruikers** is that only computers manufactured before 1994, i.e. over 10 years old, were allowed to enter. This meant that the **Mephisto RISC1** was the top-rated entrant, followed by **Kasparov RISC 2500**, **Mephisto London 68020**, earlier brother **Portorose 68020**, then a beautiful **Fidelity Prestige** board with the **Mach3** program and extra RAM, next a **Polgar**, **Super Expert C**, **Milano**, **MM4** and 3 others.

**9th Gebruikers** was won by the 2nd. rated entrant: Johan de Koning's program in the **RISC 2500**, with a 6-0=1 record and no less than 1½ pts ahead of the **Mephisto RISC1** by Ed Schroder. The **Novag Super Expert** did better than expected and came 3=, whilst the **Polgar** was a disappointment coming next to last.

I had wondered whether to offer prizes for readers who could guess how many the old Chess Challenger7 got, but decided you'd probably all get it right!

Here a small games and photo selection to enjoy... I'm starting off with the best effort by Rob's beautiful **Prestige Mach3**, though I note that it was the only one to also get a draw off the **RISC 2500** winner!

### **Mephisto MM IV - Fid Prestige Mach3**

Round 2. Opening D13: Slav Defence: Exchange variation without ...Bf5

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.♘f3 ♘f6  
5.♘c3 ♘c6 6.♙f4 e6 7.e3 ♙e7 8.♙d3 0-0  
9.0-0 ♘h5 10.♙e5 f5 11.♙c1 ♘f6 12.♙g3  
♘h5 New. ♙e4 (probably just best) and ♙d7  
have been played here 13.♙e2 Probably  
better was 13.♙f4 ♘xf4 14.exf4 followed by  
♙e1 13...♘g3 14.hxg3 ♙d7 15.♙fd1 ♙c8



Arnold  
Hesbeen  
operating his  
MM4 in its  
game against  
Rob's Pretige  
which is in the  
foreground

16.a3! To stop ♘b4 16...♙h8 17.♙e1 ♙f6!  
Can the Fidelity machine really be up to what  
it seems like!? 18.♘b5 ♙h6 19.♘c3 ♙e8



Yes, it is! 20.b4?! 20.♘e5! stops the queen  
from moving, and even after 20...♘xe5  
21.dxe5 his own queen covers h5 and there's  
not much in it 20...♙h5! 21.♙f1 21.♘h4!  
was a bit better, then Black must reorganise  
as 21...♙xh4 22.♙xh5 ♙xh5 23.gxh4 ♙xh4  
24.♘b5 probably favours White 21...♙h1+  
22.♘g1 ♙h2 23.♙f3?? If the game can be  
saved it would need 23.f4 g5 24.♙f2 and now  
Black can try either gxf4 or ♙g8, either of  
which keep him on top with an attack  
23...b6? Black is lucky as this does nothing.  
He could have pressed home the attack with  
23...♙e8! threatening ♙h5, and White is in big  
trouble after 24.♙xf5 exf5 25.g4 fxg4 26.♙xd5  
♘xd4 27.exd4+ 24.♙a6?! 24.♘ce2! would  
really keep White alive as, if now 24...♙e8  
25.♘f4 might hold the defence 24...♙f8



25.♔d3?? That does it, one mistake too many! 25.♔e2! ♖xg2 26.♔d2 ♜h2 27.♔h3! might just work as, if the obvious 27...♜xh3 28.♖h1! 25...♙e8 26.g4 f4 26...fxg4! was even better! 27.exf4 ♔xd4 28.♜g3 ♙h4! 29.♜xh2 ♜xh2 30.f5 ♙d7 31.♙ed1 exf5 32.gxf5 ♙xf5 33.♙xf5 ♔xf5 34.♔f3 ♔g3+! 35.fxg3 ♙xg3 36.♙d3 ♜h1+ 37.♔e2 ♙e8+ 38.♙e3 ♙xe3+ 39.♔d2 ♜h6 40.♖h1 ♜xh1 41.♔xe3 ♜c1+ 0-1

The RISC 2500 beat the RISC 1MB in 52 moves in this round (2) and was never caught after that. But here's how the RISC 1MB dealt with the MM4!

### Meph MM IV - Meph Risc 1MB

Round 5. D14: Slav Defence: Exchange variation with ...Bf5

1.c4 c6 2.d4 d5 3.cxd5 cxd5 4.♔f3 ♔f6 5.♔c3 ♔c6 6.♙f4 ♙f5 7.e3 e6 Almost the same opening as our first game, but there we had Be7, here Bf5 8.♙b5 ♔d7 9.♜a4 ♖c8 10.0-0 a6 11.♙xc6 ♖xc6 12.♖fc1 ♙e7 13.♔e2 ♜b6 14.♙xc6 bxc6 15.♖c1 ♜xb2 16.♜xa6 0-0 17.♙xc6 g5 18.♙g3 g4 19.♔e1 ♜d2



20.♖c1 The first move new to theory. It doesn't look that bad, but watch what happens! Georgiev got a draw in 1986 against Khalifman with 20.♔f1 20...♔b8 21.♙xb8 ♖xb8 22.♔f1 Seems sensible as it protects the knight 22...♖b2! 23.a4! ♙b4!



Ruud Martin - the subject of Rob's article in our last issue - with London 68020 in the draw against Rob's Prestige Mach3. The pre-1995 rule meant no turbo-charged computers for Ruud!

24.♖c8+?? Going for glory, but the only hope was to try and exchange off some aggressors. E.g 24.h3 gxh3 25.gxh3 ♙xh3+ 26.♔g2+ 24...♔g7 25.♖c1 ♖b1! 26.♖xb1 ♙xb1 27.♔c3 27.g3? allows mate after 27...♜xe1+ 27...♙a2 28.♔f3 ♜c1+ 29.♔e1 ♙c4+! And White must lose his queen to delay the mate 30.♜xc4 dxc4 A dynamic effort, explaining the Meph RISC's top rating in this tourney 0-1

The RISC 2500 had an outstanding tournament, and despatched even its nearest-rated rivals with ease at times.

### Kasp Risc 2500 - Meph London 68020

Round 5. Opening D18: Slav 5 a4 Bf5 6 e3

1.♔f3 d5 2.d4 c6 3.c4 ♔f6 4.♔c3 dxc4 5.a4 ♙f5 6.e3 e6 7.♙xc4 ♙b4 8.0-0 ♔bd7 9.h3 h6 10.♜e2 ♙h7 11.e4 ♙xc3 12.bxc3 ♔xe4 13.♙a3 ♔b6 14.♖fc1 ♔xc4 The end of the opening line 15.♜xc4 ♜f6 16.a5 ♜f4 17.a6 ♜c7 18.♔e5



18...♔d2? The game would be nicely balanced after 18...b5 19.♜b4 0-0-0 as Black still has a pawn advantage, but the Risc has the attack 19.♜a2! ♔e4 20.f3 Vancouver has an important choice, to defend with ♔f6 or... 20...♔g3? Attack?! 21.axb7 ♜xb7

22.♙c5 h5?! An irrelevant move, sometimes a complaint against the Lang programs when they were under pressure. 22...♞c7 was the best chance 23.♜c4 ♜d8 24.♞a5+ ♜d7 25.♞e1 f6? 26.♙xa7 ♞af8



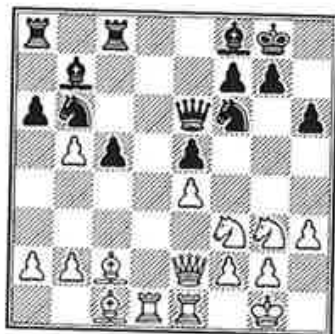
This attack just cannot work and White can now win a rook 27.♙c5 ♞fg8 28.♜d6! ♞a8 29.♜xb7 ♞xa5 30.♞xa5 ♞c8 31.♞a7 ♙g8?? Missing that White now mates. 31...♜f5 would prolong the agony 32.♜d6+ m/6 32...♞c7 33.♞xc7+ ♜xc7 34.♞b1 34...♜e2+ 35.♜f2 ♜d8 36.♞b7 ♜xd4 37.♙b6# 1-0

The Novag machine played above itself - here's a good example against the higher-rated Portorose.

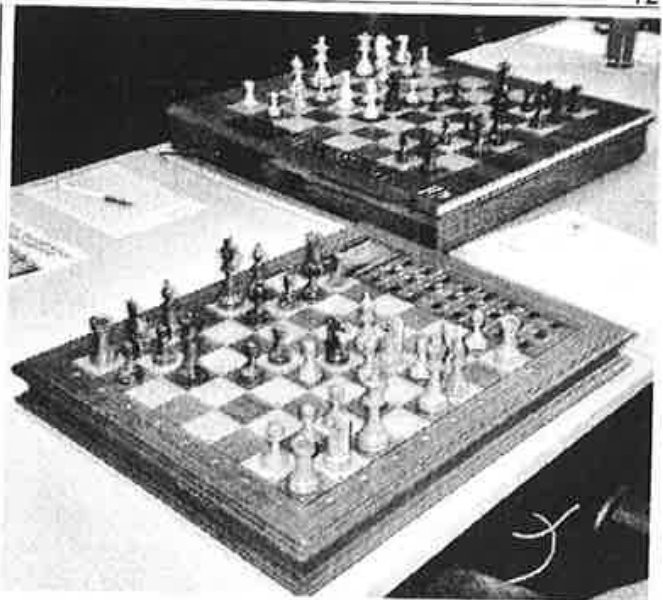
### Super Expert C - Portorose 68020

Round 7. Opening C93: Closed Ruy Lopez: Smyslov Variation

1.e4 e5 2.♜f3 ♜c6 3.♙b5 a6 4.♙a4 ♜f6 5.0-0 ♙e7 6.♞e1 b5 7.♙b3 0-0 8.c3 d6 9.h3 h6 10.d4 ♞e8 11.♜bd2 ♙f8 12.♜f1 ♙b7 13.♜g3 ♜a5 14.♙c2 ♜c4 15.♙d3 ♜b6 16.♙d2 c5 17.♞e2 17.d5 is the only theory move 17...♞d7 18.♞ad1 ♜a4 19.dxe5 dxe5 20.♙c1 ♞e6 21.c4 ♞ec8 22.♙c2 ♜b6 23.cxb5



And now the Portorose is tempted 23...♞xa2?! 24.♜xe5 ♞e8 25.f4! ♞ed8 26.♜f5 g6 27.♜g3 ♜g7 28.f5! g5? Obviously Black has problems. 28...♞e8 was probably the best try, then after 29.♜g4 ♜xg4 30.♞xg4



This time it's the also very nice Novag Super Expert C in play against the Prestige Mach3

♜h8 31.fxg6 fxg6 29.♜h5+! ♜xh5 30.♞xh5 ♙d6 31.♙xg5! Dramatics are allowed! 31...♞xd1 32.♙xh6+ ♜f6 33.♞xd1 ♜xe5 34.f6+! With mate announcement! 34...♜xf6 35.♞f5+ 35...♜e7 36.♞e5+ ♞e6 37.♞xc5+ ♞d6 38.♞xd6+ ♜e8 39.♞xf8# 1-0

### Final Table - Gebruikers 2004

Computer	Holland	SelS
Mephisto RISC 1MB	2200	2239
Kasparov RISC 2500	2191	2205
Mephisto London 68020	2161	2202
Mephisto Portorose 68020	2127	2149
Mephisto Polgar 5MHz	2042	1975
Fidelity Prestige Mach3	1993	1985
Mephisto Milano	1962	1965
Novag Super Expert C	1960	1972
Mephisto MM4	1904	1911
Saitek Turbo Advanced Trainer	1896	1852
CXG Dominator	1880	1877
Fidelity Chess Challenger 7	1250	1200

I've shown the comparative Dutch and British ratings for each computer in the final result Table, though their rating for the London 68020 was in fact the figure for the Vancouver, which I have 30 Elo lower. Most of our ratings are very similar!



Rob with the Prestige

## WOMEN'S World Champ, ZU CHEN, plays FRITZ8 ON THE NEW 'STAR of UNISPLENDOR' Laptop

**Zu Chen**, the Women's World Chess Champion until a few weeks ago chose, instead of defending her title, to play 2 games against **Fritz8**. A strange decision perhaps until one realises that [a] she is pregnant at this time, and [b] in the middle of studying for her master's degree at the prestigious Chinese *Tsinghua University*.

Rated at 2497 Elo the delightful 28 year old Zu would know she had her work cut out, as a local Beijing company was using the opportunity to demonstrate their new 'Star of Unisplendour' Tsinghua laptop with its advanced AMD 64-bit 3400+ CPU!

*"I use a computer a lot to store information in my training, but have no practical match-play experience with it. I am clear it will let no mistake slip away, but it's not as creative as human beings, so I don't know who is better positioned".*

In game 1 she was!!!

### UniStar Fritz8 - Zhu Chen (2497)

Game 1, Beijing 40/2. Opening B91

**1.e4 c5** Sicilians are a brave choice for a first big game against the computer! **2.♟f3 d6**  
**3.d4 cxd4 4.♞xd4 ♟f6 5.♞c3 a6 6.g3?! e5**  
**7.♞de2 ♞bd7 8.a4 b6 9.♞g2 ♞b7 10.h3**  
**♞c5!?** 10...♞e7! is the usual move here, and appears to score around 50%. White replies with 11.g4 and then 11...♞c5 is played, followed by 12.♞g3 0-0 **11.♞g5** Black's changed move order effectively stopped 11.g4 because of 11...♞cxe4! winning a pawn **11...♞e7 12.♞xf6 ♞xf6 13.♞d5 ♞g5 14.h4!? ♞h6 15.g4 g6**



**16.a5?!** I recall Deep Blue2 seemed to have



been programmed to push the rook pawns, though it was against the king as a rule, or to discourage castling on a particular side, as with White's 14, 15 and 18 **16...bxa5 17.♞ec3 0-0 18.h5 ♞g5 19.♟f3 ♞c6 20.♞f1!?** Does this look like Fritz to anyone?! 20.♟h3 seemed more likely. Nevertheless I found that F8 on my little laptop wanted to play the chosen move! **20...♞a7 21.♞c4 ♞g7 21...♞b7** seemed more obvious, threatening to double up on the b-file **22.♟h3 h6 23.b3 ♞b7** The dangerous (for whom!?) **23...f5?!** needs some working out! **24.hxg6 ( 24.exf5 gxf5 25.gxf5 ♞af7! 26.♞e3! ♞xe3 27.fxe3 ♞xf5) 24...fxe4 25.♞e3 ♟f3.** This is interesting! Hiarc8 thinks this favours Black quite nicely, but after **26.♞f5+** Fritz has it equal!? In either line Black is still a pawn up, but F8 clearly likes White's kingside compensations more than other programs! The real alternative to the move played was **23...a4!? 24.♟g2 ♞b5 25.♞e2 ♞e6 26.♞xb5 axb5**



**27.♞a2** Programs which want White to castle during this phase of the game just leave



themselves a pawn down. The threat up the g/h files must be maintained to have any chances **27...♖f4?!** Black probably still has a small advantage after this, but **27...♞c8** **28.♜e2 a4** looks stronger **28.♞f3 ♜xd5** **29.♜xd5 a4?!** I know I've mentioned this move a couple of times, but sometimes timing is everything and here, it would have been better to prepare a4 with **29...♞c8!** first. If **30.♞xa5 ♞xc2** **31.♜f1** because of **♞c1+** **31...f5** **32.exf5 ♞d2!?** **30.♞e2** Still **30.0-0?** is wrong as after **30...♞d7** and Black's plus pawn remains and with few problems **30...♞a5+** **31.b4?!** **31.c3!?** **31...♞a7** **32.c3 ♞c8** **33.♞a3 ♞bb8** **34.♞d3 ♞d7!**

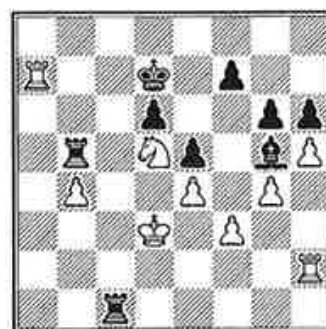


The queen gets back to the good square recommended, and now Black has a decent advantage in the view of both Hiarcs and Fritz! White's only compensation remains the potential along the g/h files **35.♞e2 ♞c6** **36.f3 ♞c4** **37.♞xc4** It doesn't seem to be in Fritz's interest to exchange queens – one normally tries to keep major pieces on when a pawn or more down, and White would need his queen if an attack on the kingside was to be effective. But what alternative good moves are there? **37...♞xc4** **38.♜e2 ♜f8** Now that the danger on the kingside has lessened it seems it might have been worth Zhu Chen playing **38...f5!?** when **39.gxf5 gxf5** **40.♜d3 fxe4+** (actually **40...♞c6!?** **41.♞aa1 ♞f8** might be better still!) **41.fxe4 ♞cc8**, but with **42.♞f1** Fritz is threatening to grab a draw **39.♜d3 ♞c6** **40.♞h2 ♜e8** **41.♞h1 ♜d7** **42.♞h2**



Fritz has to resort to waiting to see what Zhu

Chen can do **42...♞g8?** It seems that the natural follow-up to her last 2 moves would be **42...♜e6**, though now **43.♞h1 ♞bc8** **44.♞h2** and it is still difficult to see how she can break through for the win. Even so, it's better than maybe losing! **43.c4!** With this one move the advantage swings to Fritz, though the win isn't certain by any means with best play from Black **43...♞b8?** The win is gone, and Black needs to think defensively. Therefore **43...bxc4+!** was wiser, and then **44.♜c3 gxf5** **45.♞xh5 ♞b8** **46.♞xa4 ♞b7** might still hold the draw **44.cxb5 ♞xb5** **45.♞xa4 ♞c1?!** One admires her boldness, but she's still going for too much. Best was **45...♞b7** **46.♞ha2 gxf5**, and Black can maybe still hold, though I think **47.♞a7!** gives White very good chances once the b-pawn starts to run, e.g. **47...♜c8** **48.♞a8+ ♞b8** (or **48...♜d7** **49.♞2a7 ♞xa7** **50.♞xa7+ ♜e6** **51.b5!**) **49.b5**. Even now **49...♞c1** would still seem to give Black drawing chances. I note that Fritz thought **45...♜e6** **46.♞a5 ♞b7** was Black's best chance **46.♞a7+!**



**46...♜e6** **46...♜c8** **47.♞xf7 gxf5** **48.♞a2 ♜b8** **49.gxf5** is also winning for Fritz **47.hxg6 fxf6** **48.♞xh6! ♞xd5+** Not **48...♞xh6??** **49.♞e7#** **49.exd5+ ♜xd5** **50.♞a5+ ♜c6** **51.♞xg6 ♜f4** **52.g5!** White now has a second pawn running up the board! **52...♞d1+** **53.♜e4 ♜b6** **54.♞d5** **54...♞e1+** **55.♜f5 ♞e3** **56.♞gxd6+ ♜c7** **57.♞d3** and either the b or g pawn will soon be in sprint mode! **1-0**

A shame for Zu Chen, at one time she was slightly ahead and, even at move 42 a pawn ahead, she could have gone for the draw. "I chose to attack, and then made a mistake". The chief coach of the Chinese National team suggested, "If she was experienced with the machine she would not have broken. But her thirst for a victory made her commit a fatal error. I also compliment the computer - the combination of computer technology and chess programming has greatly promoted the spread of chess in the world".

# **Zhu Chen (2497) - UniStar Fritz8**

Game 2, Beijing 40/2. Opening A15

**1.c4 ♘f6 2.d3?! e5 3.♙f3 ♘c6 4.e3?! Chen is probably trying to get Fritz out of its book, but this move is pretty negative and has a poor 25% record. It would be better to proceed more normally with 4.♘c3 d5 5.cxd5 ♘xd5 and then 6.e3 with an equal game 4...d5 5.cxd5 ♘xd5 6.a3?! Readers might expect Fritz to be out of book after this, but not so, even though 6.♘c3 is usually played! 6...♙g4 7.b4! A good follow-up and finally F8 does go out of Book, but with 3 pieces developed to Chen's 1 – and her bishops won't be so easy to activate – Fritz is already on top 7...a6 8.♙e2 ♙d6 9.♙b2! 0-0 10.♘bd2 ♙e8 11.♙c1 ♙f6 12.0-0 ♙ad8 13.♙e1**



Chen has come out of the early 'out of Book' manouvres quite well in fact, but Fritz feels ready to start an attack **13...♙h6 14.♘e4 ♘f6 15.♘xd6 ♙xd6 16.♙b3 ♙g6 17.♙h1?! White could have pressed a little on the queenside here with 17.b5 axb5 18.♙xb5 and if 18...♙d7 19.♙b3 b6 20.♘h4 (20.♙f1!?) 20...♙g5 21.♘f3 threatens to draw by repetition. 17.♙ed1 ♙h3 18.♘e1 was another possibility 17...e4! 18.dxe4 ♘xe4**



We soon see that the king should have stayed on g1 as Black threatens ♘xf2+ **19.♙g1 ♙h5 20.♙ed1! Probably the best defence! 20...♙g6! 21.♙f1 Understandably trying to get her king out of the line of fire. But was 21.♙xc6!?** worth a try! How should Black

retake... with the pawn or the rook?! **21...♙xc6 (not 21...bxc6? 22.♘e5! and with queen and knight hitting f7 it is White who has taken over!) 22.♙d5 ♙h6 and Black is still ahead 21...♙h3 22.gxh3 ♙xh3+ 23.♙e1 ♙g2 24.♙d7! Good defence again, freeing d1 for the king and trying to create some threats for the future along the 7th rank 24...♙h1+ 25.♙f1 ♙xf3 26.♙c2 Again best. 26.♙xf7+? ♙xf7 27.♙c4! doesn't achieve anything after 27...♙f8! as 28.♙xf7 ♙xf7 29.♙xf7+ ♘xf7 leaves White a full piece down. Not 26.♙c2?? as ♘xf2 27.♙c4 ♙xe3+ 28.♘d2 ♙ge6 leaves White in dire straits 26...♙g1 27.♙d5 ♙f8 28.♙d3 ♙g2**



**29.♙xc7?** Chen could have hung on for longer with 29.h4! ♘f6 30.♙xf6 gxf6 31.♙c5! ♘e5 32.♙xe5 fxe5 33.♙xc7, and now she is 'only' down rook for bishop. But having to constantly find critical defensive moves under pressure is very tiring, and I guess she just ran out of energy **29...♙d8! 30.♙d4 ♘e5! 31.♙xe5 ♙xf1+ 32.♙xf1 ♙d1+ 33.♙xd1? 33.♙e2 ♙xf1+ 34.♙f3 ♙h3+ was headed for mate anyway 33...♙xf1# After getting into trouble, at around move 17, Zu Chen defended extremely well until the last few moves. 0-1**



# Mark UNIacke's PALM HIARCS!

Readers will recall that I didn't manage to get a full quota of information into our last issue about the new Palm HIARCS, but I did manage to report that the 'ARM conversion' work had been done successfully. This means that the release version actually now runs 20x faster on my Palm Zire21 126MHz (a £75 unit), and about 80x faster on Mark's posh Tungsten T3 400MHz (£289)!

I also gave a few fairly staggering results which indicated that the program is at least 2400 Elo on my Zire21, and more like 2500 on the T3.

In fact results from the released 9.41 version being sent in by customers mean that it is necessary to increase those estimates by at least 25 Elo!

Both the **Palm Genius** website

■ <http://www.chessgenius.com>

and the **Palm Tiger** site

■ <http://www.rebel.nl/chesstiger>

give their gradings for their own products - in fact Palm Genius 2447, and Palm Tiger 2293. So when you see the following scores you will wonder why I haven't got Palm HiarcS at over 2600!

- Palm HiarcS v Palm Genius 37½-14½ (3 different contributors: 16-6, 7-3, 14½-5½)
- Palm HiarcS v Palm Tiger 31-3 (!) (2 different contributors: 22-0, 9-3)

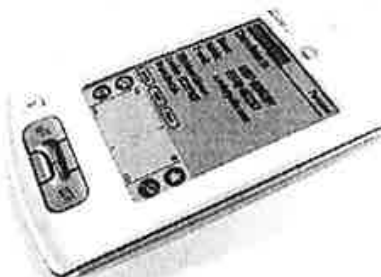
To complete the picture here is a reminder of the **Palm HiarcS** website

■ <http://www.hiarcS.com>

I think the Genius and Tiger sites are a bit over-optimistic, so I've produced a Table which might clarify where I think they stand.

Program	If Genius & Tiger are right	If Selective Search is right
<b>Palm TIGER</b> 400MHz	2293	2200
<b>Palm GENIUS</b> 400MHz	2447	2375
<b>Palm HIARCS</b> 400MHz	2622	2525

Whichever column you use, the Elo gaps between the programs comes out very similar.



Left my £75 b+w 126MHz **Palm Zire21**, and below the all singing, all dancing big screen colour **Tungsten T3** 400MHz costing £289

**If you buy a Palm you need a PC, or access to one! You need the PC to install the Palm software from its CD to your Palm unit. You then need the same PC to get Palm HiarcS on the Internet at [www.hiarcS.com](http://www.hiarcS.com) and then to transfer the program to your Palm. If you have a Palm & PC access, but no Internet connection, send Eric £25 for a HiarcS disc with instructions!**



As a final 'proof' that Palm HiarcS is strong, we now have scores coming in from users with it playing against Pocket Fritz2, where both programs were on their fastest 400MHz products!

- Palm HiarcS v Pocket PC Fritz2 19-11 (various users: 5½-4½, 2-2, 2½-1½, 5½-2½, & 3½-½ at 40/2)

Let's have a look at a couple of positions!

White to play. The winning move isn't so easy to find quickly as White's rook is en pris.



1. exf6! ♖xf6 If Black tries 1... ♖xa3! 2. ♕xh7+ is m/6 2. ♖h5 1-0.

The Fidelity Mach3 takes 30 mins, a Novag Scorpio 25mins, Chess Tiger/400 uses much



less with 3min23, the Saitek RISC 2500 does well at 1min28, Palm Genius/400 is better still at 1min14, but Palm Hiarc on my 126MHz Zire21 needs just 6secs!!

*Tasc R30 230x 63030 59scc*

Here's another. You've seen this one before as it was the 4th. position in Alvaro Benlloch's Star Diamond review in *SelSearch 111*.

White to play



1.♖xd4! exd4 2.e5 1-0

Here a Mephisto MM5 needs 56mins, a Mach3 23mins, Palm Genius on my 126MHz takes 12mins56, another Richard Lang program, the Vancouver 68020 was good at 5mins25, the Star Diamond excellent at 1min18, and Palm Hiarc again on my 126MHz was 51secs. Not quite as dramatic a difference as the first one, but pretty impressive all the same! On Mark's T3/400 it's just 13secs!!

*Tasc R30 1:23 66030 28scc*

I've decided to show a couple of games from a Blitz match, with **Palm Hiarc** playing the **Mephisto RISC1**! This was a very well-known dedicated computer in its day and has a strongly established 2239 Elo rating, including 95 tournament games against humans in which it rated 2232 Elo!

However **Palm Hiarc** on a T3/400 made mincemeat (like 10-0!) out of it. Here's two examples.

### **Meph Risc 1Mb - Palm Hiarc 9.1/400**

1.c4 ♘f6 2.♘c3 e6 3.e4 c5 4.e5 ♘g8 5.♘f3 ♘c6 6.d4 cxd4 Books end 7.♘xd4 ♘xe5 8.♘f4 d6 9.h4!? Discouraging Black from castling. However we're actually still in theory and 9.♗d2 is usually played, though 9.c5 is also possible 9...♘d7 10.b4?!



This rather weakens his c-pawn, a fact which Hiarc quickly fastens on to 10...♖c8! 11.c5 ♘g6 12.♘g5 f6 13.h5 ♘e5 14.c6 ♘xc6 15.♘xc6 ♖xc6 16.♘e3 a6 17.a4 d5! 18.h6?! A disappointing push by the RISC. I'd guess at the fast blitz time control it mustn't have seen that the pawn is attacked, not twice, but 3 times because the f8/bishop is also lined-up on it from behind the g7/pawn. 18.♖b1 ♘d6 19.b5 would at least have had the merit of being consistent with earlier moves 18...♘h6 19.b5



19...♘b4! 20.bxc6 ♖xc3+ 21.♘d2 ♖xd2+ 21...♘xa1?! is not as good: 22.cxb7! ♖c6 23.♗xa1 22.♗xd2 ♗d6 23.♘d1 ♗xc6 24.f3 0-0 25.♘e1 ♗d6 26.♘f2 ♘f5 27.g4



27...♖c2! A great find by PH 28.♗xc2 ♗g3+ 29.♘e2 ♘d4+ 30.♘d3 ♘xc2 31.♘xc2 ♖c8+ After 32.♘d1 ♗xf3+ 33.♘e2 ♗c3 it's mate quite soon 0-1

**Palm Hiarc 9.1/400 - Meph Risc 1Mb**

1.d4 ♘f6 2.♘f3 d5 3.e3 e6 4.♗d3 c5 5.c3 c4?! MR goes out of Book and this move, though tempting, is not as good as theory suggestions such as ♗e7, ♘c6 or ♘bd7 6.♗c2 b5 7.♘bd2 a5 8.0-0 b4



This looks quite threatening, but Hiarc immediately counterattacks classically in the centre 9.e4! b3 10.axb3 cxb3 11.♗xb3 dxe4 12.♘g5 h6?! 13.♘gxe4 ♘xe4 14.♘xe4 f5? 15.♗h5+! Very quickly found by PH 15...♗d7 16.♘g5



16...g6 17.♗f3 hxg5 18.♗xa8 ♗b6 19.♗c4 a4? 19...♗d6 was probably the only defence, though 20.♗e1 ♗xh2+ 21.♗f1 ♗b7 22.♗xa5 would prevail 20.♗xa4+ ♗e7 21.♗xg5+ ♗f7 22.♗a7+ After the forced 22...♗xa7 23.♗xa7+ ♗g8 24.♗f4 ♘c6 25.♗c7 Black's position is hopeless 1-0

Most of the games were much the same with Palm Hiarc, even on its lowest-sized opening book, getting decent positions - the RISC making mistakes as soon as Hiarc created any initiative - PH jumping on mistakes almost unerringly - getting the upperhand in the middlegame. It's a long time since I used a Mephisto RISC (Schroder/Rebel program), and I seem to recall we didn't think it was always at its best at Blitz. But even so 10-0 is rather impressive! Let's squeeze in one more!

**Hiarc 9.41 - Pocket Fritz 2.0 [D58]**

G/30. Opening D58: QGD, Tartakower Defence

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗e7 5.e3 0-0 6.♘f3 h6 7.♗h4 b6 8.♗d3 ♗b7 9.cxd5 exd5 10.0-0 ♘bd7 11.♗c1 ♘e4 12.♗xe7 ♗xe7 13.a3 c5 14.♗c2!? White has tried various ideas here: ♗a4, ♗b1, dxc5 and ♗e1, but all have fared poorly. PH's first move out of book is therefore a useful novelty! ♗ac8 15.dxc5 ♘dxc5 16.♘e2 a5 17.♘fd4 ♗fd8 18.♗b5 ♘e6 19.♗d3 ♗f6 20.♗xc8 ♗xc8 21.b4 ♘xd4 22.♗xd4! Not 22.♘xd4?! ♗c3! 22...♗xd4 23.♘xd4 This is much better than 23.exd4? axb4 24.axb4 ♗c2! when White could lose the b/pawn. The ♘ will now also become a valuable piece! 23...♗c3 24.♗a1 ♗f8 25.bxa5 bxa5 26.a4 ♗e7 27.h4 ♗f6 28.♗b1 ♗a3 29.♗d7 ♘c5 30.♗h3



30...♗e7! Not 30...♗xa4? as 31.♗b6+! ♗e7 32.♘b3! ♘xb3 33.♗xb7+ ♗d6 34.♗xb3 leaves White with ♗ for ♘! 31.♘f5+ ♗d7! 31...♗f8 saves the g/♗ but runs into 32.♗b5! 32.♘g7+ ♗c6 33.♘f5 ♗xa4 34.g4! f6 35.♘xh6 ♗c8 36.♗b8



PalmH shows it knows more about the endgame than PocketFritz in the next few moves 36...♗c7? 36...♗e6 had to be played 37.♗xc8+! Wow! 37...♗xc8 38.g5+ ♗c7 39.g6! ♗xh4 The only way the ♗ could stop the pawn was 39...♗b4! 40.g7! ♗b8 but of course 41.g8 ♗xg8+ 42.♘xg8 and Hiarc is a full ♗ up! 40.g7 ♗xh6 41.g8 ♗xh3 42.♗g2! Wherever the ♗ runs up the h-file, White plays a ♗ check and wins it! If ♗h4 then ♗g3+, if ♗h5 ♗f7+, if ♗h6 ♗g7+. Great Hiarc play! 1-0



## **CARL BICKNELL INTERVIEWS Chrilly DONNINGER**

### **SUBJECT: BRUTUS -> HYDRA**



I have told readers before how the very mention, even in hushed tones, of the words 'Brutus' or 'Hydra' get **Carl Bicknell's** ears a-wagging! We've also become aware of the fact that Carl has been persuading Hydra's main Internet operator to reveal a few bits of information to him, such as the number of FPGA cards and speed in nodes per second being achieved by Hydra at this time.

Just after our last issue had gone to the printers I got a *very excited* e-mail from Carl, who has for (many) months been trying to make contact with **Chrilly Donninger** himself.

The main reason this is rather difficult to do is that the e-mail address given for Chrilly on his website is fake!!? But by pestering one of the online operators Carl had finally been given the real one! And after a couple of introductory e-mail exchanges Chrilly had agreed to do an interview for *Selective Search*!

"In a day or two I'll e-mail my question list, how about you add to it and then I'll send it back to Chrilly for answers? How many questions do you think there is space for... Carl".

In fact Carl's list of questions arrived at my in-tray at the very same time as the introductory e-mail, as they were waiting for me on my return from holiday. I was somewhat over-run as there were over 600 other e-mails waiting for me - the worst part of holidays has always been coming home! - and it took me a couple of days to make time to respond with some additional questions of my own.

It was already too late, as Chrilly's busyness had decided Carl to send his own list as it was.

#### **Questions for Chrilly !**

**Q1:** Many people see Hydra as "the next Deep Blue", are you trying to accomplish the same thing as the IBM team (a Goliath chess computer), what are the differences?

**Chrilly:** It started as a commercial project for a single-card. But it is now on the way to a Goliath chess computer.

Differences on technical level is FPGA instead of ASIC (normal hardware). Organisational level. It is much cheaper, much less effort than DB. And on the symbolic level. It is the Arabic answer (Although the development team is Austrian/German).

**Q2:** Can you briefly and simply describe how Hydra works? We've heard lots of weird and wonderful things about FPGA cards - what are the benefits? How powerful are they?

**Chrilly:** The benefits: FPGAs are reprogrammable. It takes 2-3 hours till a new version is made (of course it takes sometimes weeks till a new version is programmed). This is important, because computer-chess is basically trial and error. The disadvantage is, that FPGAs are slower and per piece more expensive than ASICs.

**Q3:** How did you come up with the idea and opportunity to make this?

**Chrilly:** Ken Thompson (UNIX-inventor) asked his friend Frederic Friedel of Chessbase if he does not know a good programmer how can make such a chess-machine. First I did not want to do it, because I had no experience at all in Hardware design. But Ken promised me to teach it. I could not resist this invitation. It is like Tiger Woods promises you to teach you golf.

**Q4:** What is your goal with Hydra?

**Chrilly:** To do some interesting work which is also reasonable paid. I have no higher goals.



Chrilly  
Donninger

I do just my best, because I like to do that. But it has no higher meaning. The philosopher Wittgenstein said in his tractatus-logicus. When we have solved all scientific problems, we will realize, that nothing essential has been solved.

*Q5: How many FPGA cards are you hoping to use in the end?*

**Chrilly:** We are using currently 16 cards. For me the ideal number is 32. Currently we use somewhat outdated FPGAs (Virtex-I). I hope that the 32-cards are the latest Virtex-II. Other people in the team dream of 256. But it is in chess very difficult to use this number efficiently and it is only a lot of trouble to get 256 running at all.

*Q6: How many nodes / sec does Hydra search? Does it double as you double the cards?*

**Chrilly:** Each card searches appr. 3MegaNodes/sec. But the search on the card is somewhat simpler than in software. So it is a little bit comparing apples and oranges. The search is like in Deep-Blue mixed. The last part is done in Hardware/FPGA, the first part in software.

Basically 16 cards are searching 16x the number of nodes. But in a parallel system sometimes a processor has no reasonable work to do and just waits. Considering this waiting time, 16 processors search about 14x the nodes. Additionally there is some search

overhead. A parallel program searches nodes, which need not be searched by a single processor version. The effective speedup is therefore about 12.

*Q7: You clearly believe Hydra to be the best – in what way do you think it is superior to the P.C programs?*

**Chrilly:** In Hardware one can do a more sophisticated evaluation. Hydra is especially good in king-attacks and general aggressive play. It is yet not so finely tuned than e.g. Fritz or Shredder.

*Q8: Why have you used FPGA cards and not built a chess processor as IBM did, what are advantages / disadvantages of both?*

**Chrilly:** Besides the points mentioned already in Q2, the so called Norecurring Engineering Costs (making a first mask) are in ASIC some 100K US\$. Especially CB had not the money to finance this.

*Q9: How do you think the P.C programs of today compare with Deep Blue, how do you think Hydra does?*

**Chrilly:** I think the "big four", Fritz, Hydra, Junior and Shredder are nowadays better than Deep Blue. There has been an unbelievable increase in playing strength in the last years.

*Q10: Of the P.C programs which one do you think is the best and why? Is there one which gives Hydra a lot of trouble?*

**Chrilly:** I think Fritz, Junior, Shredder are of comparable strength. Probably Shredder-8 was a step ahead of this crowd. But I think the others will catch up.

In the last tournaments the most "nasty" opponent was Junior. But in the long run it is Shredder. I think Stefan Meyer-Kahlen (Shredder-programmer) is the most creative of the 3 program authors.

*Q11: If Shredder etc was built on FPGA how*

*much stronger would it be than it is now?*

**Chrilly:** One can not compare this. Hydra has nothing to do with my previous chess programm Nimzo. It is completely impossible to "port" Shredder directly into hardware. Stefan would also have to start from scratch.

*Q12: Will Hydra ever become available to the public to buy?*

**Chrilly:** In the next time not. The FPGAs are too expensive. I also do not know if the sponsor Sheik Tahnoon is interested in a commercial version. Sheik Tahnoon does not need these peanuts. But maybe he gives the programm sometime as a sort donation to all chess interested people for the cost-price. But this is not my business. I can not say anything definite on it.

*Q13: Is there anything the public can do to help the development of Hydra? Do you have enough finance?*

**Chrilly:** I have now enough money from Sheik Tahnoon of Abu-Dhabi. One can write positively about the program. Like every sponsor Sheik Tahnoon likes to read good press about his "child".

*Q14: I notice on the internet that Hydra / Chimera has replaced Orthus – how do you decide when it's time for a new version, did a big improvement happen to get called Chimera?*

**Chrilly:** I get an Email from the Sheik. Basically it is based on the number of processors and also if the Sheik feels, that we have made now another step forward. The Sheik is a good chessplayer and plays a lot with Hydra. Basically he is the best tester in the team.

*Q15: Hiarcs is a chess program well known for its high amount of chess knowledge whereas some others use less. Where on the scale does Hydra fit in? Is it a high knowledge or low knowledge program?*

**Chrilly:** My goal of Hydra was/is: As much knowledge as Hiarcs and as fast as Fritz. (Actually it is somewhat faster).

*Q16: Can you tell us anything about the search method in Hydra? Anything special?*

**Chrilly:** The search is split up in a software and a hardware part. When searching to depth 18, 15 plies are done in software, 3 plies in Hardware. The Hardware search is relative simple (but more sophisticated than in Deep Blue), the software part uses mainly selective tricks and extensions.

*Q17: I don't mean to be rude but one of your online operators claimed that Hydra (with 16 FGPA cards) was 160 elo stronger than Shredder 8 running on an 8 x 2.8Ghz P.C....now I happen to notice that Hydra tends to be rated about 2750 (roughly 10<sup>th</sup> on the list) at chessbase, and none of the P.C progs have more than a dual processor machine – is everything on track??*

**Chrilly:** The ChessBase Server is an own game for itself. For me the results on the server are not relevant. Sometimes a programm changes more than 100 Elo a day up and down. This should not happen under "normal" conditions.

According our internal test-suite we are currently 120 Elo stronger than Shredder 8. But one can also question our method. Basically I do not care about this figures. For me it is only important, if a new version is better than the previous one. If the next version is 130 Elo better it is fine. It would not make any difference if it is in "reality" 50 instead of 120, and 60 instead of 50. The important message is: We have made 10 Elo progress.

By the way: I am not very happy that Erdo is so much on the server and especially that he talks many things when the day is long. I would call this "pub-talk". What the people talk after drinking some beer. The only difference is, that on the server they need no beer.

# Chess Academy - Chess Challenger

## Augusto Perez plays the 2 SAITEK machines HEAD-TO-HEAD

It is always pleasing to have new contributors to *Selective Search*, and **Augusto Perez** first started sending me games played by his new Novag **Star Diamond** then, more recently, games from matches involving Saitek's **Chess Challenger** (the Cougar, Cosmos, Expert program), and (**Talking**) **Chess Academy**, and another Novag, the **Obsidian**.

I mentioned in our last issue that Augusto likes me to try and forecast the results in advance (!) and I was lucky last time getting the 6½-3½ right between the winner, the Star Diamond, against the Challenger.

For our next match, **Chess Challenger** (1999 Elo) v **Talking Chess Academy**, I forecast 6-4 for the Challenger. I should mention that the matches are played at the Game in 60mins time control. Let's jump straight in and see how it goes!

Game 1 was a weird little draw in only 15 moves as the programs chose to repeat moves, so the first decisive game was the 2nd.

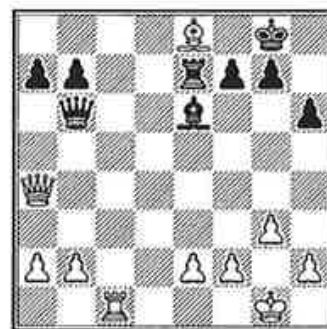
### Chess Academy - Chess Challenger

Game 2. Opening D34: Tarrasch Defence: 6 g3 Nf6 7 Bg2 Be7

1. d4 d5 2. d4 c5 3. c4 e6 4. cxd5 exd5  
5. dxc3 dxc6 6. g3 f6 7. g2 e7 8. 0-0 0-0  
9. dxc5 xc5 10. g5 e6 11. c1 e7  
12. e1 There's actually a host of book moves here - 12. a4; 12. c2; 12. d4; 12. a4 - but the Academy choice isn't so bad! 12... c8 13. h4?! 13. e3!? 13... h6  
14. xf6 xf6 15. d2 e8 16. b3

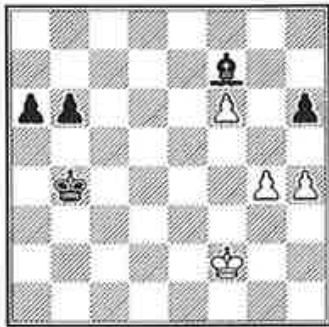


White is trying to build pressure on the isolated d-pawn, but is fortunate that Black misses a strong response! 16... c7?! What about 16... a5! threatening the very unpleasant d4! Therefore 17. a3 xa3 18. bxa3 but now 18... e7 seems to force 19. b5 after which 19... b2! 20. b1 c2 17. a4 17. d5? doesn't win a pawn with 17... d5 18. d5 as 18... d4! driving the queen from the defence of the d5-bishop and therefore forcing 19. xf7+ xf7+ 17... ce7 18. ed1 b6 19. d5? Missing a tactic. 19. b3 was vital and, okay, White is still under pressure but after 19... d4 20. e4 not without counterplay 19... xc3! Now the d5-bishop is unprotected 20. xc6 d2 21. xe8 xc1 22. xc1



White is a pawn up, and his bishop can't yet be taken, but he is as good as lost! 22... a6 23. d1 c7?? Black will be very lucky to get away with this move - the queen should have gone here leaving the rook still threatening the bishop. So 23... c7 24. a3 c8 and the bishop falls and it should be 0-1 24. xf7+?? There was just no need for this. With 24. f4 c2 25. d7 both sides have threats and I'm not sure who is winning, but I reckon White is definitely okay at present! 24... xf7 25. e4? Obviously (to me anyway) 25. d2 was better 25... e6? This is really strange - both sides are suddenly playing quite poorly for good quality dedicated computers. Maybe I'm getting too used to using 2600 Elo PC programs, and need to use our 2000 Elo brethren a bit more often to remind myself what they're like! I certainly shouldn't turn my nose up at them, my own grading never got higher than 155 BCF (1840 Elo). Anyway, here 25... xb2 makes life much easier for

Black, and after the almost forced 26.a3, then ♖c2+ 26.♞d4 ♜xa2 27.♞xa2 ♠xa2 28.b4 ♜f7 29.f4 ♜e6 30.♞d8 ♞d7 31.f5+ ♜e7 32.♞xd7+ ♜xd7 33.e5 ♜c6 34.h3 ♜b5 35.♜f2 b6 36.f6 gxf6 37.exf6 Of course Black doesn't have to worry about this pawn with his bishop strategically placed on a2 to stop any runaway! 37...♜xb4 38.g4 ♠f7 39.h4



Readers, just look at this and watch what happens as we get two incredible blunders, one after the other 39...a5?? A truly awful mistake which should have cost the Challenger the win! All that was needed was 39...h5 and the White pawns can do no harm: 40.♜e3 ♜c4+. But now of course they can!! 40.♜e2?? Yet they don't, as White strolls merrily down the path to defeat (I sound more like Fritz every day!) 40.h5! putting his pawn where Black's should have gone, unexpectedly saves the day! Watch: 40...a4 41.g5 hxc5 42.h6! now either the f or h pawn must queen... 42...a3 43.h7 a2 44.h8♞ a1♞ 45.♞f8+ ♜b5 46.♞xf7 and it should be a draw 40...a4 Black has got away with it and there were no more shocks as the Challenger finished the game with ease! 0-1 -

So the **Chess Challenger** takes an early lead and, as it happened, game 3 also produced a decisive result, so...

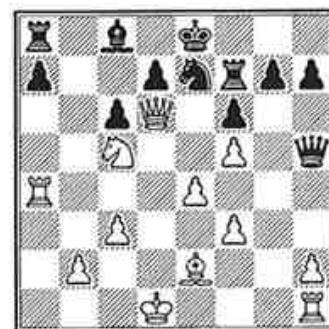
### Chess Challenger - Chess Academy

Game 3. Opening C22: Centre Game

1.e4 e5 2.d4 exd4 3.♞xd4 ♜c6 4.♞a4 ♠b4+ 5.c3 5.♠d2 ♞e7 6.♜c3 ♜f6 7.0-0-0 is the main line, but the move played isn't so bad! 5...♠c5 6.♠b5 6.♜f3 has been seen a few times, but now both programs are out of book 6...♞h4! 7.g3 ♞e7 8.♠f4 ♜f6 9.♠d2



9...♠d5?! Looks clever, but probably 9...♠g4 was better 10.♠e2! ♜xf4 11.♠xf4 ♞f6 12.f3 ♠e7 13.♞c4 ♠d6?! The Black position is getting somewhat cramped 14.♞d4 ♠xf4 15.gxf4 ♞h4+ 15...♞xd4 16.cxd4 just gives White the centre and better development; 15...♞xf4! might be best, then 16.♞g1! ♠g6 17.♞xg7 ♞e3+ 18.♜f1 ♞xd2! 19.♞xg6 hxc6 20.♞xh8+ ♜e7 is probably equal 16.♠d1 c6 17.♠c4?! A small mistake which White gets away with! 17.♠d3! was best 17...♠g8 17...d5! was the best option for Black as the attack on the bishop gains him a development tempo 18.♞d6! ♞h5 19.f5 b5 20.♠e2 f6 21.♠b3 ♞h8? Don't ask me, I don't know why! 21...g6 22.♞e1 ♜f7 offered much better chances 22.♜c5 ♞f8?! Makes the previous move appear even more mysterious 23.a4 bxa4 24.♞xa4 ♞f7



25.♞d4! Very strong! 25...a5 If 25...♜f8 26.♞g1!+- 26.♜xd7 ♜xf5 27.♞xc6 ♜xd4 28.♜xf6+! Not 28.♞xa8?? which loses everything that's been gained after 28...♞xd7 29.cxd4 (or 29.♞xc8+?! ♞d8!?) 29...♞c5 and a draw is most likely 28...♜e7 White has so many captures available, which to choose?! 29.♠d5+! 29.♞xa8?! would still win, less convincingly: 29...♞xf6 30.cxd4 ♠d7 31.♞g8+- 29.cxd4?! also just wins after 29...♞xf6 30.♞xa8 ♠d7 31.♞g8+- There's even a way to lose with 29.♜xh5?? and now it's not even a draw after 29...♜xc6 30.♞f1



h3!-+ 29...d8 30.xa8! Now the quickest way to finish the game 30...b3? A wild fling! However aiming to improve the defence with 30...e6 would still lose to 31.xa5+ c7 32.c2 consolidating his 3 pawn advance 31.c2 b7 32.a6! c5 33.xb7 xb7 34.b8 f7 35.d1!

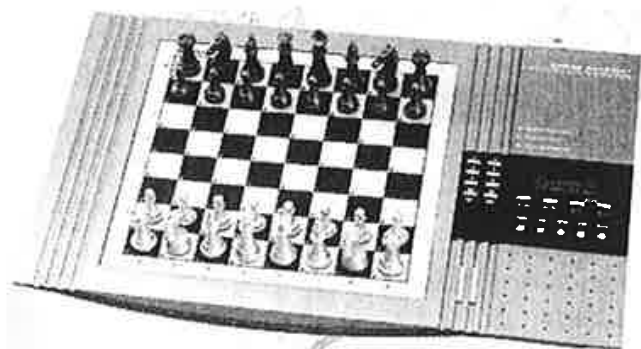


35...e6 36.c7+ d6 37.b5 d7 38.xd7+ xd7 39.c7+ e8 40.xc8+ 1-0

With the **Challenger** now 2 up, the **Academy** needed to at least consolidate and preferably get a win of its own pretty quickly!

I should perhaps say something more about the (**Talking**) **Chess Academy** as it has never had a proper 'Review' as such in *Selective Search*.

In fact it has an interesting, more selective type of program than many dedicated computers and, unusually for a Saitek-Kasparov model, isn't by Franz Morsch but is a program that has been developed and improved in collaboration from the days of the Simultano/Stratos.



At Countrywide, it's a good seller - especially since its price reduction to £99.95, as it not only has a voice (thus the new name for the 2003 smart black casing version, the 'Talking' Chess Academy), but also the standard Saitek information display for analysis, evaluations, clock times etc. Using either the voice or the

display there are teaching, coaching, and bad move warning features, plus a very wide range of 'normal' (Tournament, Blitz etc) and lower fun and hobby levels.

It also has leds on every square which is always nicer to play on!

On its tournament levels I've always estimated the Chess Academy to be around 1900 Elo, this from the few games I've played against it myself and also some computer-computer games. But Augusto's match with it against the Challenger is the most comprehensive effort done on it so far, so it had better buck its ideas up quickly!?

## Chess Academy - Chess Challenger

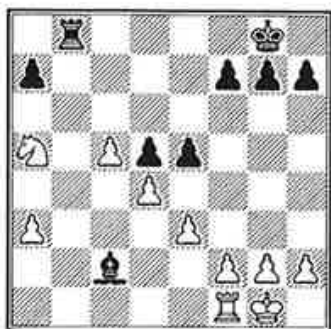
Game 4. Opening D13. Slav Defence

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.f3 f6 5.c3 c6 6.f4 f5 7.e3 e6 8.c1 e4 9.e4?! 9...b3 b4 10.a3 xc3+ 11.bxc3 b6 is known to theory and White must decide if he wants to exchange queens or not 9...xe4 10.d2 a5? The queen is misplaced here. Better is 10...b4 11.a3 xd2+ 12.xd2 c8 and, apart from having the 2 bishops, White has little 11.a3 d8 12.c3 g6 13.b3 13.b4 xb4 14.axb4 xb4 15.c1 was also quite strong 13...d7 14.b5 d6 15.xc6 bxc6 16.xd6 xd6 17.b8+ d8 18.b7 0-0 19.b4 b5 20.xc6

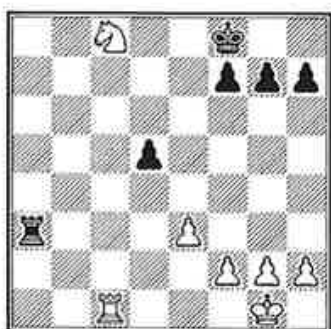


20...xc6? That spoils it! With 20...b8 there are still good drawing chances, even after 21.c7 a8 22.f4, because of 22...c8! 21.xc6 Okay, White is a (potential distant passed) pawn up and, with queens off the board, should have good winning chances now 21...c8 22.c5! Normally you'd expect the side with the extra pawn to want to exchange a pair of rooks, but the Academy is right to avoid this as 22.xc8?

♖xc8 gives Black the open file and the threat of ♖c1+, so 23.0-0 ♖c3! and the gained initiative is close to equalising 22...e5 23.♟b3 ♟c2 24.♟a5 ♖xc5 24...♟a4 25.♟d2 exd4 26.exd4 ♖cd8 would avoid the rook exchange, but now 27.b5! puts him in big trouble 25.bxc5 ♖b8 26.0-0

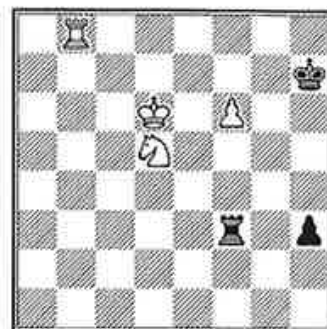


26...exd4? Again, being a pawn down, it would seem right to exchange pawns, but White has a big reply! Therefore 26...♟a4! was best, then 27.c6! ♟f8 and, after 28.e4, not dxe4 29.d5! but 28...♟e7 29.exd5 ♟d6. Of course it still doesn't look good after 30.dxe5+ ♟xe5 (30...♟xd5? 31.f4!) 31.♖c1 but it looks much better than the game! 27.♟c6! ♖b3? Goodness, much too optimistic. The defensive 27...♖a8 was needed 28.♟xd4 ♖b2 In view of the previous move why not 28...♖xa3!? 29.♟xc2 ♖c3 for consistency in defeat! 29.c6! ♟d3 30.c7 ♟a6 Challenger plays the only move that stays in the game 31.♖c1 ♟f8 32.♟c6?! The promotion could have been played here: 32.c8♖+ ♟xc8 33.♖xc8+ 32...♖b3! 33.♟xa7 ♖xa3 34.c8♖+ ♟xc8 35.♟xc8



The Academy has an easy win now, though it fuffed around for another 45 moves without getting far before it finally broke through at move 82...

Diagram is after...81...♟h7



82.♖b2! ♟g6 83.♟e6 ♟h7 84.♖h2 ♟g8 85.♟e7+ ♟h7 86.♟f5 ♖b3 87.♖xh3+ ♖xh3 88.f7 ♟g6 89.f8♖ ♟g5 90.♟e5 with mate announcement 1-0

Well, the Chess Academy made heavy weather of getting the game finished, but it deserved its win and closed the scoreline.

With game 5 being a 77 move draw, the scoretable looks like this...

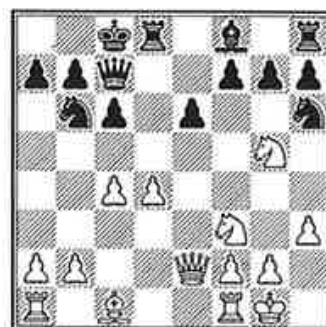
Chess Challenger	½	1	1	0	½							3
Talking Chess Academy	½	0	0	1	½							2

So to game 6!

### Chess Academy - Chess Challenger

Game 6. OpeningB18: Classical Caro-Kann: 4...Bf5 sidelines

1.d4 c6 2.e4 d5 3.♟c3 dxe4 4.♟xe4 ♟f5 5.♟g3 ♟g6 6.♟f3 ♟d7 7.♟d3 ♟xd3 8.♖xd3 e6 9.0-0 ♖c7 10.c4 0-0-0!? 10...♟gf6 11.♖e1 ♟b4 12.♟d2 is known to theory, but Black's novelty must be nearly as good 11.♟e4 ♟gf6 12.♟eg5 ♟g4?! Attacking before we're ready. Better is 12...♟b8 13.♖e2 13.♟xf7 ♟c5! and now 14.♖e2 ♖xf7 15.dxc5 would have put White on top even sooner 13...♟b6 13...♟df6 14.h3 ♟h6 was worth looking at 14.h3! ♟h6



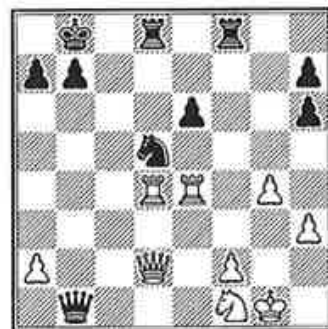
**15.♖d1!?** This is an okay move, and White definitely has the advantage after it. However, though probably a bit sophisticated for the Academy, the best idea was to start the queenside attack here and now with 15.a4! ♖d7 16.a5! ♖b8 17.♙d2 **15...♙f5 16.g4!** Advancing on the other wing and easily driving the knight back **16...♙h6 17.♙e4** Again it's an okay move that retains an advantage, but once more there was probably something even better with 17.♙e5!? ♙d6! the best defence 18.♙f4 ♖d7 and now 19.♙e4 would put Black under enormous pressure **17...♙e7 18.♙e5!**



**18...♙h6??** The position is very sharp, and this allows White to pile on the pressure. 18...f5! had to be played, and seems to almost hold the position though I'm not sure why! 19.♙g5 ♙xg5 20.♙xg5 ♖de8 21.♙f4! g5 22.♙xg5 ♖f7, though returning the bishop to f4 with 23.♙f4! is still promising for White **19.♙f4!** It looks as if the Academy is going to equalise at 3-3! **19...♙g8 20.♙xh6??** What! 20.♙g6!! and the game is almost over! Black can try ♖d7 or ♙d6, but best is possibly 20...e5 21.♙xe5 ♙f8 22.♙g6 ♖d7 23.♙xf8 ♖dxf8. White is only a pawn up, but still has terrible threats. Here is one winning line: 24.d5! ♖e8 25.♖f3 ♖xe4 ( 25...♙xc4? 26.♙c5 1-0) 26.♖xe4 g5 27.♙h2 f5 28.♖e5 f4 29.dxc6 ♖xc6 30.♖d6 1-0 **20...gxf6 21.♙xf7 ♖df8 22.♙g3 ♖b8 23.♙e5**



From having a 'certain' win White almost has to start rebuilding again. Okay, so first get the knight on a decent outpost **23...c5 24.b4 cxd4 25.♖xd4?!** 25.c5 was best, but yields no great advantage anymore, and White is in danger of losing this once won game now if any more mistakes are made **25...♙xb4 26.♖e4 ♖d8?!** This gives the opponent some counterplay again. It is really quite interesting to see how, in such complicated tactical positions, the computers often miss the very best moves. Of course it's easier for us to spot nowadays with our Fritz-Shredder-Hiarcs on P4 machines showing two lines of analysis, but even so I've been a bit surprised by one or two things in this game. 26...♙a4! (with the threat ♙c3) would have given Black a reasonable advantage: 27.♙d3 ♙c3 28.♖e3 ♙xe4 29.♙xe4 ♙e7+ 27.♙d3 It's level again and all to play for **27...♙d6 28.c5 ♙xc5 29.♙xc5 ♖xc5 30.♖e1 ♙d5 31.♖d2 31.♖c4!** might have produced a small advantage **31...♙gf8! 32.♖d4 ♖b6 33.♖ee4 ♖b1+ 34.♙f1**



**34...♙f6?!** Shredder reckoned there was an 'easy' win here with 34...♖b6! (the ! is Shredder's. not mine) expecting 35.♖xh6 ♖f6 36.♖h5 ♖df8 but, apart from the fact it misses 35.♙g3! for White (possibly drawing), the position even here is certainly not yet cut and dried. Nevertheless ♖b6 was a better move than that played by the Challenger, and the Academy really should now seize on another chance to get the full point! **35.♖e3?** Aaagh?!?! 35.♖b4! ♖xf2 36.♖xb1 ♖xd2 37.♙xd2 ♙c3 38.♖f1 ♙xe4 39.♙xe4 and, though Black has 2 pawns for the knight, the weakness of the doubled h-pawns means White ought to be able to win **35...h5 36.♖b3 ♖g6 37.♙e3 hxg4 38.♖xg4 ♖f7 39.♙c4 ♖f8! 40.♙d6** White has to try and disrupt the attack down the h-file somehow, but... **40...♖xf2! 41.♖h6??** I guess White was

getting short of time. If it had been a human I would blame the collapse on time – or demoralisation after missing clear winning chances! – 41.♖d4 was the move, to get extra protection for f2, and then 41...♗f1+ 42.♔g2 ♗f2+ 43.♗xf2 ♖1xf2+ 44.♔g3, and although Black is 2 pawns ahead the presence of both pairs of rooks gives White some drawing hopes. Surely it is over now, and in favour of Black, but who can know! 41...♗f1+! 42.♔h2 ♗f2+ 43.♗g2 ♗e1 44.♗xb7+ ♔a8 And now White must sacrifice material to delay the end – I nearly said the inevitable, but after a game like this nothing seems that certain! 45.♗xa7+ ♔xa7 46.♗g7+ ♔b6 47.♗g1 ♗xg1 48.♗xg1+ ♗f2+ 49.♔h1 ♗e2 50.♔c4+ ♔c5 51.♔d2 ♗xd2 52.a4 ♔c3 And now even sacrificng the queen wont delay mate for long! 53.♗xf2+ ♗xf2 54.a5 ♔e4 55.h4 ♔g3# 0-1

Not content with winning the 6th. game the Challenger went on to win a long 93 move game 7 as well, so the table looks like this...

Chess Challenger	½	1	1	0	½	1	1				5
Talking Chess Academy	½	0	0	1	½	0	0				2

As I've given a brief description and photo of the Chess Academy, currently badly behind, I'd better do the same for the Chess Challenger!

In fact the Challenger (and the portable Expert) contain the same program on the same processor as the Cougar and Cosmos did. There have been very small changes, mostly 'bug' fixes to the code or incorrect opening moves, but nothing that amounts to much. The Challenger board however is more in the style of the (in my view) neater Centurion than the Cougar, though the playing area is still 200x200mm.



Well, game 8 went to the Academy in 84 moves, but Chess Challenger recovered its 3 point lead with a win in game 9. At 6-3 the odds are now against my 6-4 forecast being right, but these games have been so up-and-down you never know!

### Chess Academy - Chess Challenger

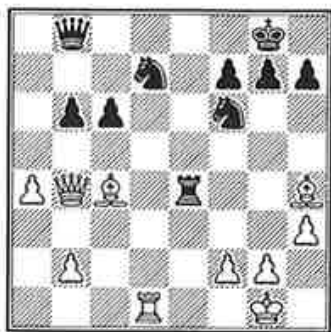
Game 10. Opening D26: Queen's Gambit  
Accepted: 4 e3 e6 5 Bxc5 c5 sidelines

1.♔f3 ♔f6 2.d4 d5 3.c4 dxc4 4.e3 e6 5.♗xc4 ♔bd7 6.0-0 ♗d6 7.♗e2?! 7...♔c3 0-0 8.e4 is the only GM-played line here 7...0-0 8.♔c3 ♔b6 9.♗b3 ♗e8 10.e4 e5 11.dxe5 ♗xe5 12.♔xe5 ♗xe5 13.♗f4 ♗e8 14.♗ad1 ♗d7 15.a4 a5 16.♗f3 ♗c8 17.h3 ♗c6 18.♗fe1 ♗b8 19.♗g3

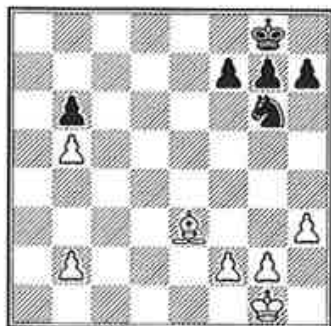


The Academy has an advantage because it controls the d-file with its rook, and the Challenger still needs to find a way to develop the a8/rook and really also its queen on b8 19...♗a6?! This looks weird, I know, but at least it's trying to deal with the problem. Perhaps I'd try 19...♗e7 to make room for the queen to get to e8 or f8 and thus release the a8/rook. Is this any better?... it would take ages to accomplish 20.♗f4 ♗e7! 21.♗h4 ♔bd7 22.♗c4 ♗b6! 23.♗g3 ♔h5 24.♗e3 ♗e8 25.♔d5 ♗xd5! Challenger pleasingly avoids the temptation of 25...♗xb2? when 26.♗c3 ♗b4 27.♔e7+ ♗xe7 ( 27...♔h8? 28.♔xc6 bxc6 29.♗xd7! 1-0) 28.♗xe7 ♗xa4 29.♗b3+-leaves White well on top. It's quite fascinating how sometimes the programs miss apparently fairly obvious tactics and then, just when you'd be sure they'd 'fall' for something, they sort it out. I think my conclusion is that sometimes they play 200 BCF chess, and sometimes 150 BCF, and the average comes out at 175! But at any given moment you often can't tell which you'll get next! 26.♗xd5 ♔hf6 27.♗c3 ♗d6?! 27...c6 28.♗xf6 ♔xf6

29.♔c4 ♖e5 was best. After this we can again say that White 'should' win! 28.♜xa5?! Another small inaccuracy as here 28.♔g3! would give White a greater chance after 28...♜xd5 29.exd5 ♖xe1+ 30.♜xe1+-. The Challenger finds the best reply, and is on the point of equalising in a couple more moves 28...c6! 29.♔c4 b6 30.♜b4 ♖xd1? Perhaps 30...♖xe4!? 31.♖xd6 ♖xe1+ 32.♜xe1 ♜xd6 would nearly equalise!? 31.♖xd1 ♖xe4



32.♖xd7! Well found by the Academy. Now, which is Black's best recapture?! 32...♖xc4?! The other one, I think! If 32...♜xd7!? then, okay, 33.♔xf7+ discovers an attack on the rook: 33...♜xf7 34.♜xe4, but this brings us to Q+B+5P v Q+N+4P... not so easy to win in my view 33.♜xc4 ♜xd7 34.♜xc6 I know what you're going to say, it's exactly the same material as in our note above! But here Black's king is still on g8 instead of f7, and in fact f7 is also still occupied so Black is at least one tempo worse off! 34...♜e5 35.♜b5! ♜g6 36.♔g5! ♜e5 Of course Black doesn't really want to exchange queens as White has the distant pawn majority. But as it stood his king can't easily get past the e8/e7 squares due to the clever placing of White's ♜+♔, so this has become the only option 37.♔e3 ♜xb5 38.axb5



38...f5?! Endgames are so tricky for lower knowledge, non-hashtable programs. Probably best was 38...♜f8! and after 39.♔xb6

♜e7! heading to stop the b-pawns. It may not save the day, but it has to be the best try 39.♔xb6 ♜f7 40.♔a7 ♜e7 It is now clear that the king can no longer get to the b-file in time 41.b6! ♜c6 42.b7 g5 Not much he can do - if he takes the bishop the pawn queens 43.b4! ♜xa7 If the knight's going to be dislodged, might as well then 44.b5?! Unexpected (why didn't the computer just queen?! ) but it's okay 44...♜xb5 45.b8♜ 1-0

So here is how it ended...

Chess Challenger	½	1	1	0	½	1	1	0	1	0	6
Talking Chess Academy	½	0	0	1	½	0	0	1	0	1	4

On the basis that the **Chess Challenger** is around 2000 Elo - a rating established from hundreds of Cougar/Cosmos results - then the rating for the **Chess Academy** based on this match is 1920 Elo. I've just looked in the Countrywide 2004 Catalogue - exactly what I claimed there, so it's a satisfying scoreline for that reason and because it's what I forecast!

I did feel, going through the games, that the **Challenger's** chess in its losing match (3½-6½) to the **Star Diamond** was actually a little more convincing at times than it was in its win here. Both the **Challenger** and the **Academy** occasionally made a mess of good positions in this match, so maybe their strengths lie more in their defensive capabilities than in their ability to win 'nearly won' positions. Equally I've become spoilt on playing with the latest top software running on 2000MHz hardware, and seeing incredible and sound tactical ideas produced confidently in just seconds. So I can produce fairly 'expert' analysis by checking initial outline notes for a game with a program, easily demonstrating corrections and improvements here and there for both moves played in the game - and ideas I've suggested in my notes!

Perhaps the real issue is what happens when we play the Challenger and Academy computers ourselves, and find out whether our 'unforced error' ratio is higher or lower than theirs!

In conclusion, despite the errors pointed out in the notes, I still enjoyed playing through these games - and it gave me some encouragement at times as well!



# COMPUTER World Championships 2004

Well, I've done it again and run out of space with one major article still to do! What can I tell you in one page that will give everyone the basic vital details (=keep readers satisfied), yet leave you looking forward to the next issue, wanting to know more?! Tricky.

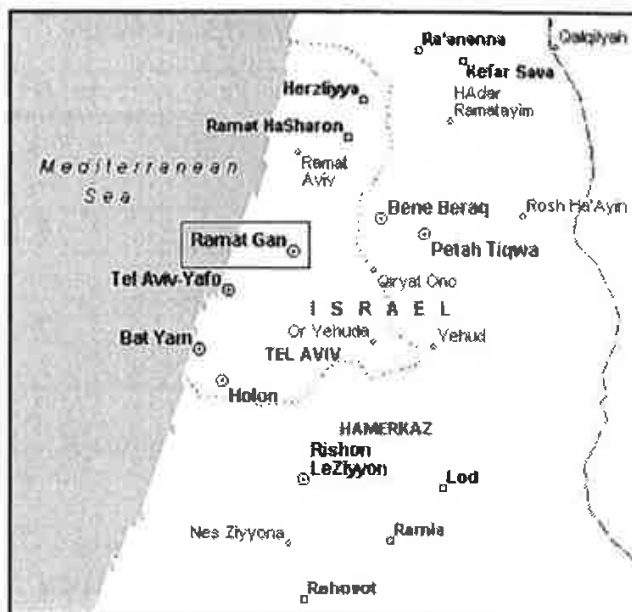
I know - first off I'll scrap my inside front cover advert, then you'll get 2 WCCC pages, that will help a little.

Here is the list of entrants in seeding order:

- **Shredder** by Stefan Meyer-Kahlen, Germany. The current World Champion from 2003 and running on 4xOpteron AMD/ 2000
- **Fritz** by Frans Morsch, Germany, on 4x Opteron AMD/2000
- **Junior** by Amir Ban & Shay Bushinsky, Israel, on 4xHP/2200
- **Diep** by Vincent Diepeveen, Holland on 4xOpteron/2000
- **IsiChess** by Gerd Isenberg, Germany on AMD 64-bit/3400+
- **ParSOS** by Rudolf Huber, Germany on AMD 64-bit/3200+
- **Falcon** by O D Tabibi, Israel on AMD 64-bit/3200+
- **Crafty** by Bob Hyatt, USA on 4xOpteron AMD/2000
- **Deep Sjeng** by G C Pascutto, Belgium on AMD 64-bit/3400+
- **Jonny** by Johannes Zwanzger, Germany on AMD 64-bit/3200+
- **The Crazy Bishop** by Remi Coulom, France on P4/2800
- **Woodpusher 1997** by John Hamlen, England on P4/2800
- **Movei** by Uri Blass, Israel on P4/2800
- **FIB Chess** by G B Garcia, Spain on P4/2800

## Notes:

- You will observe that, amongst the important programs missing (yet again in some cases, e.g. Hiarcs, Tiger, Rebel) there was also no sign of **Hydra**! That would probably be because the 2004 WCCC was held in the Bar-Ilan University in Israel, and Hydra now plays under the United Arab Emirates flag!
- Jonny was the program which, in reality 'drew' with Shredder last year, when Shredder allowed an unnecessary draw by repetition in a won position. But, you may recall, Zwanzger refused to take the draw and let Shredder play on to find the win. Thus Shredder made a play-off v Junior and went on to finally win the World Championship. Would they meet again?
- It is reported that **FIB Chess** was playing without an opening book!
- My 'old' friend John Hamlen's name appeared late on the entry list with his **Woodpusher 1997**. John has got really interested in Japanese culture, and from this 'discovered' the game of Go. Also he hadn't been to Israel before and wanted to, so decided to enter a rush version of his first attempt at a Go program - aptly called **DumbGo** - in the Go Olympiad being held at the same time as the WCCC. When they saw his name the organisers asked him to enter his old Woodpusher



chess program - the same code as in 1997! - and he said 'yes', quite keen to see how it would run on today's much faster hardware. He'll write a report for us for the next issue, and hopefully compare Go programming with that for Chess!

The first 4 rounds saw some surprises, a few small, and a few big!. The main results were:-

- (r1) Crafty drew with Shredder, DeepSjeng drew with Fritz, Jonny drew with Junior, Woodpusher drew with IsiChess
- (r2) IsiChess drew with Fritz, DeepSjeng drew with Crafty, Jonny beat the Crazy Bishop
- (r3) Jonny drew with Shredder (justice!?), Falcon beat Fritz (!), ParSOS drew with DeepSjeng
- (r4) Junior beat Crafty, Shredder beat Diep, Falcon beat Jonny, Woodpusher beat the bookless FIBChess

So the scores after 4 rounds were:

- 3½ Junior
- 3 Shredder, Falcon
- 2½ DeepSjeng
- 2 Fritz, Diep, ParSOS, Crafty, Jonny, Woodpusher
- 1½ IsiChess, Movei

The **World Speed Chess Championships** were held on the Tuesday and Wednesday evenings, after rounds 3 and 4.

Despite some misgivings amongst *SelSearch* readers concerning Shredder at

Blitz play - and note also that not all the main WCCC programs took part - the result was:

### WCCC - Speed Championship

Pos	Program	/7
1	<b>Shredder</b>	5½
2	<b>Crafty</b>	4½
3=	<b>Junior, Falcon</b>	4
5	<b>ParSOS</b>	3½
6	<b>Jonny</b>	2½
7=	<b>Diep, The Crazy Bishop</b>	2

Here's what happened in the next few rounds of the main Championship:-

- (r5) Junior drew with Shredder, but Falcon lost to DeepSjeng so that Junior stayed clear 1st. Fritz beat Crafty, Diep drew with Jonny, ParSOS beat Woodpusher
- (r6) Junior beat DeepSjeng to stay clear 1st. Fritz drew with Shredder (Shredder's 4th. draw already), Falcon drew with ParSOS, Diep beat Movei, Jonny beat IsiChess. At this point the bookless FIBChess has 0/6
- (r7) IsiChess drew with Junior... maybe there's still a chance for the others!? Shredder beat Movei, ParSOS beat Jonny, Crafty beat Diep, DeepSjeng beat Woodpusher, Falcon beat Crazy Bishop, Fritz beat the hapless FIBChess

So, after 7 rounds we had...

- 5½ Junior
- 5 Shredder
- 4½ Fritz, Falcon, ParSOS, DeepSjeng
- 4 Crafty
- 3½ Diep, Jonny
- 3 IsiChess
- 2½ Movei, Woodpusher

By now most of the top programs had already met each other, so you'd imagine it would be pretty difficult for the programs on 5 and 4½ pts to catch Junior.

However, if the draw obliged, **Junior** still had Falcon and Fritz to play, **Shredder** still had to play DeepSjeng and Falcon, **Fritz** had Junior (as mentioned) and Diep to come, and **Falcon** had Crafty. **DeepSjeng** seemed to have an easier run-in as it had met most of the big names except for Shredder. **ParSOS** still hadn't played Junior, Fritz and Crafty!



Gonda Brain Research Centre, Bar-Ilan University, Israel

- (r8) Some of the big ones still outstanding took place straight away- Junior beat Falcon, Shredder beat DeepSjeng, and Fritz beat ParSOS. That just about settled the occupants of the top 3 places in one order or another! Crafty beat Movei, and Diep beat Woodpusher, while Jonny beat poor FIBChess
- (r9) The big one! and Junior and Fritz drew. Shredder beat Woodpusher, so it's 1= with 7/9 **Junior** and **Shredder**, threatening a repeat of 2003! Crafty beat Falcon, and Diep beat IsiChess, so in 3= but a full point behind we had Fritz and Crafty on 6/9! DeepSjeng and Diep are on 5½, but there's only 2 rounds left!
- (r10) The leaders both win... Junior over CrazyBishop, Shredder over FIBChess. So they're both on 8/10. Fritz lost to Diep (!) so is out of it, and Crafty lost to ParSOS so its chance has gone as well! In another slight surprise Jonny beat DeepSjeng.
- (r11) Junior beat ParSOS quite early, so now Shredder had to beat Falcon to tie... but could only draw. **Junior** is the World Champion for 2004. In other games Woodpusher did nicely to draw with Jonny, whilst IsiChess beat DeepSjeng which had disappointed again. Diep beat FIBChess and consigned it to 0/11.

More details, analysed games and photos next time, with a report from John Hamlen 'who was there' as they say!



# RATING LISTS AND NOTES

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

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

**Elo.** This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in *SELECTIVE SEARCH* are calculated by combining each Computer's results v computers with its results v humans. I believe this makes our

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

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

**Human/Games.** The Rating obtained and no. of Games played in Tournaments v rated humans.

## A guide to PC Gradings:

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

**Pent-PC** represents a program on a Pent/Pent2/MMX/K6 at approx. 200MHz, with 16-32MB RAM.

**P4-PC** represents a program on a Pentium4/K7 at approx. 1000MHz, with 256MB RAM.

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

## Comp-v-Comp GUIDE, if Pentium4/1000 = 0

Deep prog on 8xP4/1000	80	Deep prog on 4xP4/1000	60
P4-Athlon/2000	40	Deep prog on 2xP4/1000	30
<b>P4/1000</b>	<b>0</b>	P3-K7/500	-40
PPro2-K6/300	-80	PPro2-K6/233	-100
Pent/200	-120	486DX4/100	-200
486/66	-240	386/33	-320

RATING LIST (c) Eric Hallsworth. PC PROGS		SelSearch 113		Aug 2004	
	Elo	+/-	Games	Pos	Human/Games
BCF Computer	2746	19	585	1	2619 21
268 SHREDDER8 P4-PC	2728	12	1481	2	2703 20
266 SHREDDER7.04 P4-PC	2709	13	1211	3	
263 JUNIOR8 P4-PC	2698	11	1616	4	2733 10
262 FRITZ8 P4-PC	2696	15	939	5	
262 HIARCS9 P4-PC	2695	11	1559	6	
261 FRITZ7 P4-PC	2670	16	836	7	
258 CHESS TIGER15 P4-PC	2664	11	1712	8	2542 2
258 GAMBIT TIGER2 P4-PC	2662	12	1305	9	2705 13
257 CHESS TIGER14 P4-PC	2651	12	1316	10	2478 7
256 SHREDDER6 P4-PC	2648	11	1602	11	2651 14
256 HIARCS8 P4-PC	2640	10	2081	12	2616 53
255 FRITZ6 P4-PC	2640	12	1372	13	2701 12
255 JUNIOR7 P4-PC	2628	22	430	14	
253 GAMBIT TIGER1 P4-PC	2620	15	872	15	
252 REBEL TIGER12 P4-PC	2617	10	1891	16	2621 22
252 JUNIOR6 P4-PC	2617	21	480	17	2674 4
252 REBEL CENTURY4 P4-PC	2603	9	2347	18	2467 19
250 HIARCS732 P4-PC	2603	12	1397	19	
250 HIARCS7-DOS P4-PC	2592	14	1018	20	2642 15
249 SHREDDER5 P4-PC	2585	16	760	21	2600 15
248 SHREDDER4 P4-PC	2583	12	1375	22	2513 6
247 FRITZ516 P4-PC	2583	12	1480	23	
247 FRITZ532 P4-PC	2580	24	353	24	2594 22
247 CHESSMASTER 6/7000 P4-PC	2580	12	1326	25	
247 NIMZ08 P4-PC	2578	13	1208	26	
247 NIMZ07 P4-PC	2576	25	340	27	2655 6
247 REBEL CENTURY3 P4-PC	2573	12	1308	28	2475 10
246 NIMZ098 P4-PC	2567	20	503	29	
245 GANDALF5 P4-PC	2563	11	1537	30	
245 JUNIOR5 P4-PC	2562	13	1115	31	
245 GANDALF4 P4-PC	2556	13	1207	32	2592 24
244 HIARCS6 P4-PC	2547	14	1051	33	
243 NIMZ099 P4-PC	2546	14	974	34	
243 SOS P4-PC	2545	21	460	35	2592 43
243 REBEL CENTURY1.2 P4-PC	2545	25	333	36	2598 17
243 REBEL-10 P4-PC	2544	14	1063	37	2677 14
243 REBEL9 P4-PC	2543	15	846	38	
242 GOLIATH LIGHT P4-PC	2543	19	549	39	
242 REBEL8 P4-PC	2538	17	712	40	2504 12
242 MCHES PRO6 P4-PC	2531	14	1068	41	2600 2
241 MCHES PRO7 P4-PC	2530	13	1207	42	2459 6
241 CHESS GENIUS5 P4-PC	2524	33	193	43	2711 2
240 SHREDDER3 P4-PC	2520	14	1031	44	
240 MCHES PRO8 P4-PC	2519	15	878	45	2218 6
239 SHREDDER2 P4-PC	2496	27	282	46	
237 GANDALF3 P4-PC	2473	43	115	47	
234 JUNIOR4.6 P4-PC	2470	22	413	48	
233 KALLISTO2 P4-PC	2456	25	332	49	
232 FRITZ5 PENT-PC	2447	19	589	50	
230 HIARCS5 PENT-PC					

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

RATING LIST (c) Eric Halliworth, SetSearch, 113 Aug 2004									
Bcf	Computer	Elc.	1/-	Games	Pos	Human	Games		
219	TASC R30-1995	2354	16	837	1	2276	18	170	MEPH MILANO
214	TASC R30-1993	2312	12	1357	2	2336	66	169	NOVAG JADE2-ZIRCON2
213	MEPH LONDON 68030	2310	24	353	3	2272	6	169	MEPH MONTREAL-ROMA 68000
212	MEPH GENIUS2 68030	2303	18	660	4	2208	23	168	MEPH AMSTERDAM
210	MEPH LONDON PRO 68020/24	2280	61	57	5			167	MEPH ACADEMY/5
209	MEPH LYON 68030	2273	15	873	6	2292	51	167	NOV OBSIDIAN-EMCLASSIC-AMBER
208	MEPH PORTOROSE 68030	2271	20	515	7	2340	82	166	FID MACH28
208	MEPH RISC2 1MB	2264	20	523	8	2316	9	166	NOV SUPER FORTE-EXP B/6
206	MEPH VANCOUVER 68030	2255	17	698	9	2347	54	165	MEPH HEGA4/5
206	MEPH BERLIN PRO 68020/24	2249	12	1287	10	2217	29	165	KASPAROV MAESTRO D/10
206	MEPH LYON-VANC 68020/20	2249	27	296	11	2327	10	165	FID MACH2C
205	KASP RISC 2500-512K	2245	25	338	12	2330	17	164	KASP CENTURION-ADVTRAVEL-BRANO
204	MEPH RISC1 1MB	2234	9	2549	13	2332	95	163	MEPH MM4/5
203	MEPH ATLANTA-MAGELLAN	2225	14	975	14	2357	9	163	MEPH MODENA
202	KASPAROV SPARC/20	2222	13	1151	15	2251	24	162	KASPAROV MAESTRO C/8
202	MEPH MONTREUX	2219	15	865	16	2288	54	161	NOVAG RUBY-EMERALD
200	KASP RISC 2500-128K	2200	9	2632	17	2270	67	161	NOV SUPER FORTE-EXP A/6
199	MEPH LONDON 68020/12	2197	77	36	18	2040	4	161	FID TRAVELMASTER
198	FID ELITE 68040-V10	2184	53	75	19	2215	21	160	MEPH SUPERMOND2-COLLEGE-MCARLO4
197	NOVAG STAR DIAMOND-SAPPHIRE	2183	26	307	20			160	FID MACH2A
196	MEPH VANCOUVER 68020/12	2169	9	2270	21	2121	33	159	KASP TRAVEL CHAMPION
195	MEPH LYON 68020/12	2164	8	3332	22	2246	92	159	MEPH MONTE CARLO
193	MEPH PORTOROSE 68020	2145	10	1846	23	2238	199	159	CXG SPHINX GALAXY/4
192	MEPH LONDON 68000	2141	61	58	24			159	CONCH PLY-VICTORIA/5.5
191	NOV SAPPHIRE2-DIAMOND2	2133	18	609	25	1800	1	157	KASP TURBOKING2
191	MEPH BERLIN 68000	2129	12	1311	26	2221	25	157	NOV EXPERT/6
190	FID ELITE 68030-V9	2122	15	948	27	2169	13	155	FID CLUB B
190	MEPH VANCOUVER 68000	2120	12	1359	28	2126	23	155	NOV EXPERT/5
189	MEPH LYON 68000	2118	11	1642	29	2083	33	154	NOV SUPER FORTE-EXP A/5
189	MEPH ALMERIA 68020	2116	14	1026	30	2152	243	154	FID PAR E-ELITE+DES2100
187	MEPH MILPRO-MASTER-SENATOR	2102	19	569	31	2169	10	154	NOV FORTE B
186	NOV SAPPHIRE1-DIAMOND1	2092	12	1483	32	2139	83	153	FID AVANT GARDE/5
186	MEPH PORTOROSE 68000	2089	11	1573	33	2111	25	153	MEPH REBEL
184	FID MACH4-DES325 68020-V7	2078	9	2286	34	2179	130	152	NOV FORTE A
182	FID ELITE 2*68000-V5	2059	26	312	35	1888	2	152	FID CLUB A
180	MEPH POLGAR/10	2046	18	632	36	2080	54	151	KASPAROV MAESTRO A/6
180	MEPH DALLAS 68020	2044	14	973	37	2069	199	151	KASP STRATOS-CORONA
178	KASPAROV BRUTE FORCE	2042	14	1070	38	2033	73	151	KASP TURBOKING1
178	MEPH ALMERIA 68000	2029	14	1060	39	2182	42	150	CONCHES/6
176	NOVAG SCORPIO-DIBL0	2024	14	1037	40	2093	31	150	MEPH SUPERMONDIAL1
174	KASP MM6-CHALLENGER-EXPERT	2013	10	2015	41	2126	140	150	CONCH PLYMATE/5.5
173	MEPH NIGEL SHORT	1994	15	868	42	2072	65	149	SCI TURBO KASPAROV/4
173	FID MACH3-DES2265 68000-V2	1989	25	322	43	2136	5	149	NOV EXPERT/4
172	MEPH DALLAS 68000	1986	6	5473	44	2107	245	149	KASP SIMULANO
171	MEPH POLGAR/5	1982	11	1526	45	1959	65	148	FID EXCELLENCE/4
171	MEPH MM5/5	1970	8	2799	46	2076	17	147	CONCH PLYMATE/4
170	NOV SUPER FORTE-EXP C/6	1970	11	1750	47	1850	17	147	FID FIDELITY ELITE C
170	MEPH MONDIAL 68000XL	1966	8	2843	48	2000	24	146	FID ELEGANCE
		1966	15	852	49	2049	77	145	MEPHISTO NM2
								145	SCI TURBOSTAR 432
								144	FID EXCELLENCE-DES2000