

SELECTIVE SEARCH 114

THE COMPUTER CHESS MAGAZINE

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Stefan Meyer-Kahlen (Shredder) and **Chrilly Doninger** (Hydra) working with their laptops after game 1 of their match. Their expressions probably tell you who won game 1

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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**... 114! If you're due for renewal at this time, can I encourage you to please do so! There will still 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.

CONTENTS for this Issue!

What a job it is again - here are some of the main events which I want to try and cover...

- Some **World Championship games and photos**, as promised last time
- **Shredder8** has just played in important GM and IM Events in the **Argentina Open**
- A very interesting article for **Star Diamond** owners on a new (British) program (by a *Selective Search* reader!) to enable you to get maximum benefit out of a Star Diamond <-> PC link
- Another completed match from Augusto Perez, this time between the **Saitek Chess Challenger** and the **Novag Obsidian**
- More news on **Palm HIARCS** which is getting some 'rave' reviews to go with its excellent results
- A free **Rebel** PC engine called **Pro Deo** and which will run within *ChessBase* program/engines such as Fritz, Hiarcs, Shredder and Junior!
- A major 8 game match: **Hydra** -v- **Shredder!**

and, as always, various important results from our regulars... as well as a 'new face'! I probably won't get it all in, so if I miss out your contribution - or the item you're most interested in from the above list - I do apologise.

The magazine needs more pages sometimes, but to do that we need quite a few more subscribers... and your editor/publisher needs a lot more time!

Frank HOLT's latest tests

In our last issue **Frank** joined the small but growing list of people who have questioned whether the new, deeper search (no doubt by sharper pruning) of **Shredder8** has really got it past its predecessor **Shredder7**. The **Rating**

Lists say it has, but some users (and not just those playing at Blitz speeds where it makes sense that sharper pruning could hurt) are not so sure. But Frank's results weren't so bad - in five 12-game matches it lost narrowly to **Shredder7.04** and **Hiarcs9**, but beat **Fritz8**, **Junior8** and **Tiger15**.

On the basis that **Shredder8** is expected generally to show its best form at 40/2 Frank decided to play a small tournament at that time control - 'small' isn't the right word - yes, small i.e. not so many games, but any tournament at 40/2 can never be small in terms of time commitment!

Frank Holt 40/2 Tournament

Pos	Program	Score/10
1	Junior 8	8
2	Hiarcs 9	6
3	Fritz 8	5
4	Shredder 7.04	4
5=	Tiger 15 Shredder 8	3½

Well, there's a surprise! **Junior8** had 6 wins and 4 draws... no losses - '*a stupendous achievement*' says Frank.

Chris GOULDEN

Chris continues to do his **Winboard** testing for us, and at the time of our last issue had been pursuing his feeling that **Ktulu** might be a close challenger to **Ruffian**. To do this he had played at a much slower time control (G/23+5) and added 2 other strong engines, **SOS3** and **Green Light Chess3**, playing 4 games between each program. But **Ruffian** did the business again!

KTULU Test - final scores

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

At about the same time Chris had 'phoned to tell me how well the latest version of **Aristarch** (another amateur program and now up to version **4.50**) had played in his most recent mini-tournament.

ARISTARCH Test 1 - final scores

Pos	Program	Score/14
1	Aristarch 4.5	11
2	Little Goliath 3.8 uci	8½
3	Green Light Chess 3.0	8
4	Smarthink 17a	7½
5	Yace Paderbourn	7
6=	Tao 5.6 Ktulu 4.2	6½
8	Chop 10.99	1

You know what to do with the one that came 8th., Chris... 'give it the ----!' Also I note our early high enthusiasm for **Ktulu** cannot be maintained by this result..

The great result for **Aristarch** (it didn't lose a game until round 10 and gave the appearance of being very strong) persuaded Chris to immediately run another of his 4-player events with, this time, **Aristarch**, **Ruffian**, **The King3.23** (which is Winboard compatible, and the underlying Johan de Koning engine for Chessmaster 9000 as I expect most folk know) and **Ktulu**, and see how that worked out. He'd forecast that **Aristarch** would run **The King** and **Ruffian** very close!

ARISTARCH Test 2- final scores

Pos	Program	Score/12
1	The King 3.23	7½
2	Ruffian 1.0.1	7
3	SOS 4 Arena uci	5
4	Aristarch 4.5	4½

Obviously **Aristarch** found it rather tougher playing only against proven strong programs, and had it not got a 3-1 score against **SOS** would have looked a bit sick.

By this time a few of us had spotted on the Internet that **Ed Schroder**, the **Rebel** programmer of many years standing but who

'retired' from the commercial side of chess computing about 18 months ago, had suddenly released a free download on his website of a new Windows update of **Rebel**, called **Pro Deo 1.0**. Amazing... especially as it also comes in UCI format so you can install the engine in **Fritz**/**Hiarcs**/**Shredder**/**Junior** and use it there!

Chris had seen it straight away, so decided to run another Tournament to include this with **Ruffian** and **The King**, give **Aristarch** and **Ktulu** another chance, and include **El Chinito** as it had easily won its 'division 2' tournament.

For those new to *SelSearch*, Chris runs 4 divisions for the amateur programs, 8 engines in each division, and has relegation and promotion at the end of each series. He then runs the tournaments again, always using latest versions, and from time-to-time we print all 4 divisions in *SelSearch*, even though some of the programs are little known and quite some way behind the top commercial versions. But winning division 2 entitles **El Chinito** to promotion, though it had a tough introduction for starters!

PRO DEO Test - final scores

Pos	Program	Score/14
1	Pro Deo 1.0	10½
2	Ktulu 4.2	9½
3	Aristarch 4.5	8½
4	Ruffian 1.0.1	8
5	The King 3.23	7½
6	El Chinito 3.25	5½
7	Green Light Chess 3.00	4
8	Little Goliath 3.8 uci	2½

The King obviously disappointed this time around - it was on 6/10 (by which time **Pro Deo** had 8½!), but scored poorly at the end.

Pro Deo of course did brilliantly. **Ed Schroder** reckons it is 30 Elo above his last **Rebel** version (12). If so it will still be just a little way below the top 4 (**Shredder**, **Junior**, **Hiarcs** and **Fritz**), but not by so much. Great for a free program (for users) but if it gets much closer in a future version there is a danger it might undermine the commercial market and reduce the number of professional

or semi-professional programmers. I have not played it against these programs as yet, but did play it against a couple of **Hiarcs9x** test versions which we are optimistic about as we prepare for a **Hiarcs-10** in the near future, and Hiarcs9.0302 scored 14-8, while Hiarcs9.0305 scored 15-7. Pro Deo is probably better than this suggests as Hiarcs has usually had a decent record and scored around 60% against Rebel versions. Chris e-mailed recently to say he would next play a match, **Pro Deo v Shredder7.04**. Should be interesting!!

Of course I have to take back earlier comments about **Ktulu**, which did particularly well... as did **Aristarch** this time, with both of these heading **The King and Ruffian**!

Finally **El Chinito** did enough to stay in Chris's top division!

Sedat CANBAZ Results!

I am always pleased to come across someone else working hard with computer chess programs - dedicated or software.

Sedat, who hails from Turkey, has a particularly good website...

■ <http://www.geocities.com/sedatchess>

which is packed full of recent engine/engine tournaments, links to other tester's sites, info on Winboard, UCI, Arena,



Ratings Lists for different time controls, and a Hardware test page to compare different PCs and processors - the page even has a link to his own downloadable test program, so you can very easily and quickly get a comparative figure for your own equipment!

Most of his Tournaments have 20 or more programs entered, and are double round events, so plenty of games (always on 2 computers) are played, and Sedat obviously spends a lot of time playing these events.

Here are 3 of his most recent ones:

STARS of 2004. **G/60 + 10secs. Computers: 2 x P4/2400**

Pos	Program	Score/42
1	Shredder 8	31½
2	Chessmaster 9000	28
3	Deep Fritz 8	26½
4=	Hiarcs 9 Ruffian 2	26
6	SOS for Arena	25½
7=	Rebel 12 SmartThink 0.17a	22½
9=	Deep Sjeng 1.5a Aristarch 4.37	22
11	Gandalf 5.1	21½
12	Chess Tiger 15	21
13	Nimzo 8	19½
14	Junior 8	19
15=	Delfi 4.4 List 5.12	18½
17	Little Goliath Nemesis	17
18=	Crafty 19.08 Ktulu 4.2	16½
20	Crafty X (El Chinito 3.25)	15½
21	Koissa 1.7	14½
22	Quark 2.05b	11½

Readers don't really need me to point out some of the surprises, of which Junior8's poor showing must be the main one. It also seems that, just as List was found out to be a Crafty clone in the World Championships, and therefore disqualified, El Chinito appears to have been found to be 'a Crafty version' as well!

ANTALYA 2004. **60/2hrs + G/30. Computers: 2 x P4/2400**

Pos	Program	Score/42
1	Shredder 8	31
2	Deep Fritz 8	30
3	Ruffian 2.1	27½
4	List 5.12	26½
5	Junior 8	25
6	Hiarcs 9	24½
7	Rebel 12	23½
8=	Chessmaster 9000 SOS 4 for Arena	22½
10	Chess Tiger 15	22

11	Aristarch 4.50	21½
12	Deep Sjeng 1.6	20
13	Delfi 4.5	19½
14=	SmarThink 0.17a Ktulu 5.1	19
16	Crafty 19.14	18
17	Thinker 4.6c	17
18=	Anaconda 1.6.2 Gandalf 5.1	16½
20	Yace 0.99.87	14½
21	Nimzo 8	14
22	Patriot 1.2.3	11½

Okay, so Shredder8 wins again - is it possible it doesn't work as well when engine-engine matches are played on one PC, which is what I believe Chris (Goulden) and Frank (Holt) are doing?!? And what on earth happened to Nimzo in this one?

Our last is a Blitz tournament, but there were so many entrants I think it would be overkill to show the full list, especially as some of the lower scorers were little known programs.

**World BLITZ Cup tournament
40/5 repeating. Computers: 2 x P4/2400**

Pos	Program	Score/50
1	Hiarcs 9	39
2=	Shredder 8 uci Chess Tiger 15	38
4=	List 5.12 Chessmaster 10000	36½
6	Ktulu 5.1	34
7	Deep Fritz 8	32
8=	Pro Deo 1.0 Ruffian 2.1	30
10=	Patriot 1.3 Gothmog 1.0 b10 Deep Sjeng	29½
13=	Thinker 4.6 Gandalf 5.1	28½
15	Tao 5.7	28
16	Junior 8	27
	and 35 others!	

Finally, if you're thinking of buying a new PC it's well worth checking Sedat's **comparative processor listing**. You'll see a bunch of

64-bit AMD Athlon's right at the top, then AMD Athlon XP's. It would seem to me that the basic Shredder on an AMD Athlon 64 3400+ would run about as fast as Deep Shredder on a dual-P4/2600, but the test doesn't take the dual set-up into account properly so I've calculated that by multiplying the dual ratings by 1.6. For example the PowerRating for an AMD Athlon 64 3400+ is 10.827, and that for a Dual P4/2660 is 7.015 which, if x1.6 is correct, makes it 11.22.

Pentium 4's come next, with the Celerons and Intel Xeons appearing alongside them - worth noting as the Celeron PCs are sometimes a little cheaper. My office P4/2800 rates at 7.319 and a Celeron 2700 at 7.067.

For laptops the new Intel Centrino processors look good - a Centrino 1700 rates at 6.864 which brings it alongside a P4 2500/2600 or Celeron 2600 for example - which I mention just in case anyone's starting to think about what to buy me for Christmas! My current mobile-P4/1800 laptop rates at 4.414.

Bill REID rides again!

I'm sure, like me, lots of you have greatly missed Bill's regular articles. He's not back 'for good' as you might say, but he has sent us this very interesting little teaser - **Time for Adjudication!**

These day, team games get finished in one session. Modern electronic clocks lend themselves to all kinds of tricks for making sure of that. But things used to be very different. Clocks would be set for, say, 36 moves in an hour and a half and, at the end of that time, games would be 'adjudicated'.

Often captains could agree on a result, especially if it didn't affect the outcome of a match. We sometimes used to get away with 'draws' that we probably wouldn't have achieved over the board. But a lot might hang on a particular game and, if captains couldn't agree, the position would be sent off to a strong player 'for adjudication'. I think it cost 5 shillings plus postage to do that. And then it would take at least a week to get the answer.

If only we had had computer programs to do the job for us! Put the position into Fritz or

Hiars and the answer would come in a couple of minutes.

Or would it?

How do they get on with the following position, **White to play**?



'Not many moves played there', you say. Well, no. But sometimes we had no clocks at all and players could be very slow moving!

Here White is claiming a win - 'Look at the cramped position of Black's king, and my control of the King's rook's file!' (Those were the days when no-one would have said 'h-file').

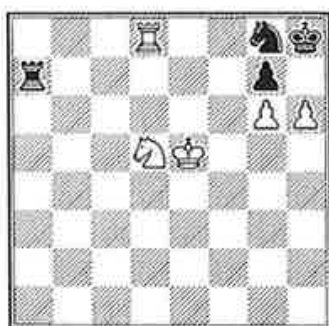
But Black says it's a draw - 'All that can be done is shuffle the queen back and forth, up and down! If it does anything else I'm winning on material'.

Who was right? What does your favourite program say?

Solution next time of course.

A couple more Positions from Eric

Here's another one, this is from **Kramnik-Krasenkow**, Corus 2003. With **White to play** what would your computer choose?

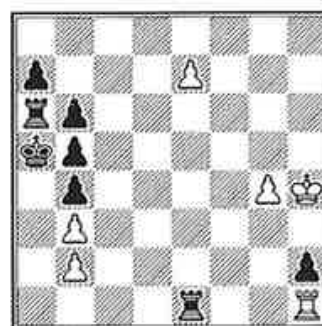


Probably it chose 1.h7. And with a big evaluation! But what happens after that?

Black just gives perpetual check with his rook - sometimes the rook can only give check by putting itself en pris, but it can't be taken or it's stalemate! Kramnik obviously saw it and played 1.Ne3, and probably 1.Nb4 is just as good.

So far I've found 2 programs which get it right if you give them up to 10 mins - that's on my P4/1800. Maybe there are others, so please let me know if yours does, so we can make a little list. But you don't need to tell me about Junior8 which played 1.h7 and announced mate in 6! Ooops!!

The next one appeared in **David Norwood's** column in Saturday's *Daily Telegraph*. It's **White to play and win!**



If/when you or your program work it out, make sure to check Black's responses as he has quite a few possibilities which should all be taken into account. A couple of programs can get it within 10 mins but others need much longer, so I'll put some light analysis for this in the next issue.

A BOOK worth getting?!

Robin Smith's new book - **Modern Chess Analysis** - £15.99 + £2 p+p - is very much about computer chess. 'The last 15 years have seen a profound change in the chess world - the rise of powerful personal computers has given every player the chance to have a second of grandmaster strength. But how many players really use computers to their best effect?'

That's what the book's all about, as it shows what the computers are good at, including some GM analysis which they've destroyed, and also 'their various blind spots which can easily lead the unwary user astray'. The author, a Correspondence GM who uses PC programs in his games, looks at their strengths and weaknesses, and also discusses the idiosyncrasies of particular engines.

WCCC 2004 Report & Games

I know I promised games, photos etc. in the last issue, but there may be fewer than you'd hoped here, simply because I'm going to be short of space for everything else.

In the right-hand columns we have an **Entry/Hardware** list, kindly sent to me by **John Hamlen**. Many of the photos you will see are also by him... many thanks John!

As a 'reward' I'm starting off with **Woodpusher's** round 2 game with **Deep Junior**. It should be mentioned that John hasn't done any work on Woodpusher since 1997, except that he changed the transposition table size to accomodate the much faster search available on a top 2004 PC than Woodpusher has ever enjoyed before!

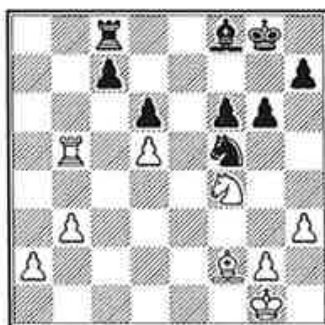
Deep Junior - WoodPusher 1997

Round 2. Opening C72.

1.e4 ♖c6 2.♗f3 e5 3.♙b5 a6
4.♙a4 ♙e7?! This put Junior
out of Book!! Quite amusing
for John, and Shay Bushinsky
remarked generously on the
surprise and effectiveness,
though his added comment
that 'you must have worked
hard on your book' made
John's smile even bigger!
5.0-0! d6?! 6.d4 ♙d7?!
7.dxe5?! ♗xe5 8.♙xd7+
♗xd7 9.♗c3 ♗gf6 10.♗h4
0-0 11.♗f5 ♙e8 12.♙e3 ♙f8
13.f3 ♗e5 14.♗d5 ♗fd7
15.f4 ♗c6 16.♗g3 ♗f6
17.♙f3 ♗xd5 18.exd5 ♗e7
19.c4 b5 20.f5 f6 21.♙ac1
♙d7 22.♙fd1 bxc4 23.♙xc4
♙ab8 24.b3 a5 25.♙f2 ♙b4
26.♙dd4 ♙xc4 27.♙xc4 ♙c8

Program	Authors	Hardware + Booksize	Positions Search/sec	Typ Depth reached
Dp Junior	Ban, Bushinsky- Israel	4x2.2GHz 1m pos	5-6m	18-20
Shredder	Meyer-Kahlen- Germany	4x2.0GHz 10m pos	1.5-1.8m	21
Diep	Diepeveen- Holland	4x2.0GHz 2m pos	500k	11-13
Fritz	Morsch- Holland	4x2.2GHz 1m pos	5m	16
Crafty	Hyatt- USA	4x2.4GHz 70k pos	8-9m	15-16
Jonny	Zwanzger- Germany	Ath64/3200 100k games	1m	14-15
ParSOS	Huber- Germany	Ath64/3200 120k moves	600k	16
Falcon	Tabibi- Israel	Ath64/3200 10k pos	700k	13-16
IsiChess	Isenberg- Germany	Ath64/3400 200k lines	450k	12-14
Dp Sjeng	Pascutto- Belgium	Ath64/3400 18.5k var + GM games	600k	14
Woodpusher 1997	Hamlen- England	P4/2800 38k pos	450k	12
Movei	Blass- Israel	Ath64/3000 500 pos !	600k	13-14
The Crazy Bishop	Coulom- France	P4/2800 1000 pos !	1.2m	14
FIB Chess	Garcia- Spain	P4/2800 1 position !!	300 !!	5 !

28.♙e4 ♙b5 29.♙e6+ ♗h8
30.♙d4 ♙c5 31.♙e4 ♙b5
32.h3 ♙a8 33.♙f7 ♙e8
34.♙xe8 ♙xe8 35.♗e2 ♙c8
36.♗f4 ♗g8 37.♙a4 ♗xf5
38.♙xa5 g6 39.♙b5



White has the advantage
because of the distant
a(passed)-♗, but the game is

not over yet, though Black
must play with great care
39...c6?! This has the merit
of giving Woodpusher its own
passed pawn, but unfortu-
nately means that Junior will
have a pair of distant
connected passed pawns,
which will take a lot of
stopping. Any of these could
have been tried 39...♙h6 ;
39...♗f7; 39...♗e7 40.dxc6
♙xc6 41.g4 ♗e7 You'd think
the Black d/♗ might yet have
something to say, but can
Woodpusher find a way
of getting to grips with its
opponent's ♙-side pawns?
42.♙b7 ♙h6 43.♗e6 ♙c1+
44.♗g2 ♗f7 45.♗d4



45...d5 As the pawn is already blockaded on its new square this seems a bit futile, but if 45...♖a1 then 46.a4! Or if 45...♙d2 46.♙g3! and now if 46...d5 47.♙d6! ♖e1 48.♘c6 wins the ♘ and the game
46.a4 Here they come – or one of them anyway!
46...♙f4 46...♙e8 was probably the only hope, then 47.b4 ♖a1 48.♘b5 ♙f4 (the pawn can't be taken with 48...♖xa4 as 49.♙c5 ♘c8 50.♘c3 ♖a6 51.♘xd5 and Black has 2 pawns en pris and will also need to sacrifice material to stop the b/♙ queening) 49.♙c5 ♘c6 and Black is still (just about) hanging on **47.a5!** ♖c8 **48.a6** ♙e8 **49.a7** ♙e5 **50.♘e6 d4** **51.♘c7+** 51...♙xc7 52.♖xc7 ♖a8 53.♙xd4 ♘d8 54.♖b7 and whatever Black does now the material losses soon accumulate: 54...♘c6 55.♙b6+ ♙e8 56.♖xh7 ♘xa7 57.♙xa7 **1-0**



Note to photo, bottom of 1st column. GM **Boris Alterman** did the main commentary - the projection screen is hidden behind the text I have added to the photo. But frequently he would send 'the roving mic' around so that the operators could comment on what their programs thought about the situation. Both Junior and Woopusher had Junior about 0.5 pawn ahead at the time the photo was taken.

Here's one of **Junior's** most impressive efforts!

Diep - Deep Junior

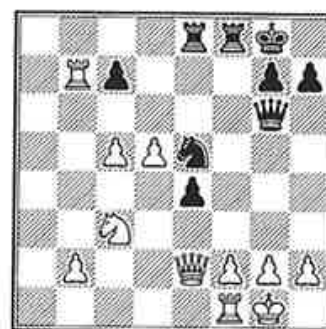
Round 3

1.d4 d5 2.c4 dxc4 3.e4 ♘f6 4.e5 ♘d5 5.♙xc4 ♘b6 6.♙d3 ♘c6 7.♙e3 ♘b4 8.♙e4 f5 9.exf6 exf6 10.a3 f5 11.axb4 fxe4 12.♘c3 ♙e6 13.♘h3 ♙d7 14.♘f4 ♙e7 14...♙xb4 15.♙h5+ ♙f7 16.♙e5+ is a theory line, and Black has two choices: [a] 16...♙f8 17.♙xe4=, or [b] or 16...♙e7 17.♙xg7 and now 17...0-0-0 18.♖xa7 ♘b8 19.♖a1 and now Black drives the queen away with 19...♖hg8 and if 20.♙xh7 ♘d5!?~ **15.♘xe6 ♙xe6 16.d5 ♙g6 17.0-0 0-0 18.♙c5**



18...♖ae8!? A very sneaky move! Apparently just giving up some queenside pawns. Can the attack be anything like sufficient? **18...♙d6** **19.♖e1 ♙fe8** was the continuation most might expect, and an unbalanced

but equal position **19.♖xa7** Of course, but.... **19...♘c4!** **20.♙e2?!** If **20.♙xe7 ♖xe7** **21.♖xb7** then **21...e3!** might put the cat among the pigeons. Next comes **22.fxe3 ♖ef7!** forcing **23.♖xf7 ♙xf7** Now I think that **24.♙f3** holds the draw for White and, if so, this line is better than the one chosen by Diep **20...♙xc5!?** Another shock, undoubling the b-pawns and giving White a pair of advanced connected ones which can easily create a passer **21.bxc5 ♘e5 22.♖xb7**



Okay, so Black's knight is in position to attack – is it ♘d3 or ♘f3 **22...♘f3+!** **23.♙h1** Only move – ♙xf3 loses heavy material and is also mate very soon! **23...♖e5!** The threat of course is not against the c and d pawns, but an aim to cross to the g/h files! **24.♖a1?** The move which needs to be analysed is **24.♙e3!** Can Black still win? If so I think it will be through **24...♙g4!** (**24...♖h5 25.gxf3 ♖xh2+ (25...exf3? 26.♙e6+! ♙xe6 27.dxe6** and White is effectively a knight up) **26.♙xh2 ♙h5+** settling for a draw) **25.gxf3 (or 25.♘xe4 ♖xe4 26.h3 ♙g6 27.♙a3 ♙h6** note that the knight still can't be taken in this line, and I think Black has a big advantage but I'm not sure that it's a definite win without quite a bit more study) **25...♙h3 26.♖g1 ♖h5 27.♖g2 exf3 28.♙e6+ ♙xe6 29.dxe6 fxe2+ 30.♙xg2 ♖xc5**, and Black should be able to win. Instead of

24. ♖e3! or the move played, note the knight still can't be taken: 24. gxf3?? exf3 and the new threat of ♖g2 mate forces White to give up his queen with 25. ♖xf3 ♖xf3 0-1 **24...♖h5! 25.h3** Anything else loses outright **25...♖g4 26.♖f1 ♖g5 27.♖xc7** Returning material doesn't work either: 27. ♖xe4 ♖xe4 28. ♖b3 ♖xh3 29. ♖xh3 ♖xh3+ 30. ♖g1 ♖h5 and Black has a rook for 2 pawns and must win **27...♖xh3 27...♖xh3 28.gxh3 ♖xh3+ 29.♖xh3 ♖xh3+ 30.♖g1 ♖g4+ 31.♖f1 e3 32.♖e1 exf2+ 33.♖d2 ♖f4+** is one way of winning the a7/♖ and the game **0-1**

Deep Sjeng had a fairly unhappy time. Here's how each of the tournament leaders dealt with it:

Deep Junior - Deep Sjeng

Round 6

1.e4 e5 2. ♖f3 ♖c6 3. ♖b5 a6 4. ♖a4 ♖f6 5. 0-0 ♖e7 6. ♖e1 b5 7. ♖b3 d6 8. c3 0-0 9. h3 ♖a5 10. ♖c2 c5 11. d4 ♖c7 12. d5 c4 13. b4 cxb3 14. axb3 ♖d7?! 14... ♖e8 15. ♖d3 g6 16. ♖h6 ♖g7 is supposed to be a slightly better line for Black **15. ♖a3 ♖d8 16. ♖d3 ♖b7!?** 16... ♖e8 has been played, but White won **17. b4 a5 18. ♖b2 ♖b6 19. ♖c1?!** He's used 3 of his last 5 moves to go from c1-a3-b2-c1 **19... ♖e7 20. ♖e3! ♖c7 21. ♖a3 ♖fc8** For a few moments I wondered why not 21... ♖xc3 as 22. ♖xb5 ♖xb5 23. ♖xb5 appears to allow 23... ♖xe4 winning a pawn. As soon as I played it out I saw the pin 24. ♖c6! and if 24... ♖fb8 25. bxa5! which threatens a6! **22. ♖xb5!?** Junior's at it again! The simple 22. ♖d2 axb4 23. cxb4 would have satisfied most programs



Taken from near the top of the City Gate Tower in Ramat Gan (our photographer John Hamlen believes it is the tallest building in the Middle East). The view is to the west across Tel-Aviv and towards the Mediterranean.

22...♖xb5 23. ♖xb5



23...axb4 If 23... ♖xe4 then the same pin we looked at earlier 24. ♖c6 f5 (24... ♖xc3 isn't as good after 25. ♖b3! ♖e4 26. ♖b1 f5 27. bxa5! threatening a6, as we've also seen before) 25. ♖d3 ♖cb8 and I really need a much faster computer to help me decide who's got the best chances here – I certainly wouldn't think many humans would fancy either side in play against a top PC engine! **24. cxb4 ♖xe4 25. ♖c6 ♖b8** [25... f5?! has been suggested earlier, but now 26. ♖e2! looks quietly very strong, threatening to go to c4 or b5, depending on Black's response **26. ♖xa8 ♖xa8 27. ♖d3 f5 28. ♖b5! 28. ♖d2!**

also looks good, then if 28... ♖xd2 29. ♖xf5 **28... ♖b8 29. ♖f1**



It had to get off the b-file, and White's next move will show why this is the best square for the queen at this moment **29... ♖a3 30. ♖a1! ♖xb4 31. ♖b1 ♖a3 32. ♖xb7 ♖xb7 33. ♖xb7** Finally reaping the reward for the pin – 2 pawns! **33... f4 34. ♖c1!** Of course a ♖-exchange would suit White greatly now **34... ♖c3** Trying to avoid the exchange with, say, 34... ♖a5 35. ♖xf4 exf4 36. ♖c8+ ♖d8 37. ♖e6+ ♖h8 38. ♖xe4 is still 1-0 **35. ♖xc3 ♖xc3 36. ♖d2 ♖e4 37. ♖a5 ♖c5 38. ♖c8 ♖b3 39. ♖e6+ ♖f8 40. ♖b4**



Another pin 40...♖c5
41.♙xc5 ♜xc5 42.♗e5 ♖e8
43.♖f1 ♙f8 44.♖e2 And
Sjeng gave up. It could have
probably struggled on for
another 20 or 30 tortuous
moves, but the 1-0 was inevi-
table by now. A very interest-
ing game with quite a few
surprisingly effective moves
along the way 1-0

Deep Sjeng - Shredder

Round 8

1.e4 c5 2.♗f3 d6 3.d4 cxd4
4.♗xd4 ♗f6 5.♗c3 a6 6.♙g5
e6 7.f4 ♜b6 8.♗b3 ♙e7
9.♜f3 ♜c7 10.0-0-0 ♗bd7
11.♙d3 b5 12.a3 ♜b8
13.♜he1 h6 14.♜h3 b4 New!
Non-book moves caused the
weaker programs some
trouble in this tournament!
14...e5 15.f5 b4 16.axb4
♜xb4 17.♙d2 ♗b6 18.g4 ♜g8
19.♖b1 ♗c4 20.♙xc4 has
been played before 15.axb4
♜xb4 16.♜e3?!



The h-file pin makes the
position a little complicated,
but Sjeng appears optimistic
to think it has an attack on the
kingside. I'd play a patient

16.♖b1 16...♙b7 17.♜f1 ♗c5
18.♗xc5 ♜xc5 19.♜ee1 ♜g8!
If Black had tried castling
19...0-0? then 20.e5! dxe5
(not 20...hgx5?? of course,
look at the double attack on
h7 as the defender is
removed with 21.exf6! 1-0)
21.♜xe5 ♜b6 22.♙xh6! gxh6
23.♜xh6 and there is nothing
Black can do to defend the
g/h files. For example the
best chance is 23...♗e4! but
24.♜f3! wins – but note well,
not 24.♜h5! ♜e3+ m/3!
20.♙h4 ♜a5 21.f5 e5



It looks as if White's attack
has come to an end 22.♜d1
d5! 23.exd5 ♜xb2! A critical
moment for Sjeng 24.♜g3
The best chance I think. Of
course 24.♖xb2?? wont do,
as 24...♙a3+ 25.♖a2 ♙b4+
26.♗a4 ♜xa4+ 27.♖b2 ♙a3+
28.♖a2 ♙xd5+, and White will
soon have no material left! I
thought 24.♙xf6 gxf6 25.♙c4
was a possible try, but
25...♙a3! 26.♖d2 and now a
surprise swing over to the
other side of the board with
26...♜b4! 27.♙b3 ♙b2! 28.♜f3
♜bg4! wins brilliantly
24...♙b4 25.♜xe5+ ♖d7
26.♜f3 ♜c8



27.♙b5+?! The evaluation
might make this the best
move, but I always think it
wrong that programs
dispense with material to
delay a defeat – why not play
something that at least leaves
you with some practical
chances if the opponent goes
wrong. Now even my dear
wife would know to play...
27...axb5 28.♙xf6 gxf6
29.♜xf6 ♜a1+ 30.♖d2
30...♜xc2+ 31.♖xc2 ♜a2+
32.♖d3 ♜xc3+ 33.♜xc3 ♙xc3
34.♖xc3 ♜xg2 leaves Black
much too far ahead on
material 0-1

I showed in *SelSearch 113*
that **Fritz**, after 7 rounds, was
on 4½ pts and having a
mediocre tournament (for
Fritz!). Here's its game in
round 10 against **Diep**.

Fritz - Diep

1.e4 c5 2.♗f3 d6 3.d4 cxd4
4.♗xd4 ♗f6 5.♗c3 a6 6.♙e3
e5 7.♗b3 ♙e6 8.f3 ♗bd7
9.g4 b5 10.g5 b4 11.♗e2
♗h5 12.♜d2 a5 13.♗g3
♗xg3 14.hxg3 a4 15.♗c1
♜a5 16.f4 ♗c5!? 16...g6
17.♗d3 d5 is in Fritz's own
book, but Diep's move could
be an improvement! 17.♙g2
a3 18.b3 ♜c8 19.f5 ♙d7



With neither side castled this
is becoming very interesting!
20.♗d3 ♗xd3+ 21.cxd3 ♜b5
22.d4 ♙e7 23.d5?! I don't
know if Franz Morsch would
have been happy to see the
centre blocked like this.

23.♖d1 looks better 23...♙d8
24.♙f1 ♖b7 25.♙c4 ♙b8
26.0-0-0?! I reckon 26.♙e2!
was a better way of 'castling'
the rooks together and getting
the king safe 26...♙b6
27.♙b1 ♖a7 28.♙xb6 ♖xb6
29.♙c1 ♙f8



With Black's rook now a prisoner on h8, you'd have to fancy White after this move 30.♙c2 Though 30.f6!? ♙c8 31.fxg7+ ♙xg7 32.♙cf1 does free Black's h8/♖ it also gives White some big kingside attacking potential 30...♖d4 31.♙e2?! 31.♖xd4! should win a pawn after 31...exd4 32.♙d2 ♙e7 33.♙xd4 (or 33.♙dh2 h6 34.f6+ gxf6 35.♙xh6 ♙xh6 36.gxh6 to get a passed pawn on the h-file. However 36...f5! and Black may still get a draw) 33...f6 34.gxf6+ ♙xf6 35.♙d2. This wouldn't be easy to win, but Fritz can hardly lose! 31...♙c8 32.g6 h5! 33.g4? h4 Amazing, but strange play from White - in two quick strokes Fritz has given his opponent a passed pawn on the h-file! 34.♖f3 f6 35.♙d1?! 35.g5 is the only way I can see that might have made sense out of White's last few moves. Then Black's next seems pretty much forced... 35...♙e7, and 36.gxf6+ ♙xf6 37.♙ch2♖ 35...♖b6 36.♙h2 ♙e7



37.g5? Bad timing, it's too late! Best was 37.♖d3 and accept it's going to be a draw. Now, after his reply, Black will have connected passed pawns! 37...fxg5 38.♙e2 ♙h6 39.♖g4 ♙f6! Well played Diep, the Fritz pawn charge is dead 40.♖g2 ♙b5! 41.♙g1 41.♙xb5 ♖xb5 42.♙ee1 h3 43.♖d2 ♙h4! also leaves White with big problems 41...♙h5 42.♙xb5 h3 43.♖g4 ♖xb5 44.♙d2 Not 44.♖xh5? as ♖d3+ is m/5: 45.♙a1 ♖d4+ 46.♙b1 ♖xg1+ etc 44...♖c5 45.♙gd1 ♙h4! 46.♖g3 ♖c3 47.♖h2 Not 47.♖xc3? ♙xc3 48.♙h1 g4! 0-1 47...♖e3 48.♙e2 ♖f3 49.♙ed2 (protecting the e/pawn with 49.♙de1 results in 49...♙xe4! anyway, then 50.♙xe4 ♖d3+! 51.♙a1 ♙c2!) 49...♖xe4+ 50.♙a1 g4. A great win by Diep 0-1

FINAL STANDINGS

Pos	Program	/11
1	Deep Junior	9
2	Deep Shredder	8½
3	Deep Diep	7½
4=	Deep Crafty Deep Fritz	7
6	Jonny	6½
7=	ParSOS Falcon IsiChess	6
10	Deep Sjeng	5½
11=	Woodpusher 1997 Movei	3
13	The Crazy Bishop	2
14	FIB Chess	0

As users of any Junior version since Junior6 will know, the program places less emphasis on material values than most other programs, and more on certain types of positional factor, king attack possibilities and piece mobility. With this WCCC 2004 win, having shared the title (but lost in the tie-break) with Shredder last year, it is clear that it is hot property when running on fast hardware!

The only shame with the WCCC Event is that most of the known top programs also play on the fastest hardware. The excellent Athlon 64 bit/3200 machines were supplied for anyone who wanted one, but even they can't compete with Deep programs on 4 x 2200MHz hardware! Of course I don't blame programmers with Deep versions for using multi-processors, it just makes it all that much harder for 'the amateurs' to enjoy the benefits of an equal chance.

So as well as congratulating, obviously, Junior and then Shredder, also Diep deserves mention for breaking into the top 3 in Israel. So does Jonny for a good 6th place and a plus score on standard Athlon 64bit/3200 hardware, including draws with Junior, Shredder, Diep... & Woodpusher!



Photo right-hand column: Junior's Shay Bushinsky with his 7 y.o. daughter Gil - and John Hamlen's teddy bear!

COMPUTER CHALLENGE MATCH - SAITEK CHESS CHALLENGER v NOVAG OBSIDIAN

Augusto Perez has done us proud again. Following upon his 2 recent matches:

- Star Diamond - Chess Challenger 6-4
- Chess Challenger - Chess Academy 6-4

he has now played a 12 Game G/60 match between the **Chess Challenger** and the **Obsidian**.

This was quite an important one for the Obsidian. The Challenger is the latest version of the GK2100-Cougar series, so has a very well established rating of 1994 Elo, but we haven't played anything like as many games with the Obsidian, so its rating before this match of 1940 Elo was based on only 92 games.

Thus the feeling was that it would be a tough but close match, with the Challenger starting out as narrow favourite for maybe a 6½-5½ win!

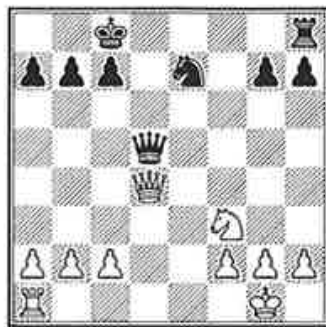
Game 1 was an amazing 14 move draw - both sides thought they were just losing out of the opening, so opted for a repetition!

Challenger - Obsidian

Game 2, C56: Two Knights: 4 d4 exd4 5 0-0 Nxe4

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♙c4 ♘f6 5.0-0 ♘xe4 6.♖e1 d5 7.♙xd5 ♖xd5 8.♘c3 ♖a5 9.♘xe4 ♙e6 10.♘eg5 ♙e7 A new idea, but it's perfectly good. 10...0-0-0 11.♘xe6 12.♖xe6 fxe6 was ½-½ in Nurkic-Hazai 1983= 11.♘xe6 fxe6 12.♖xe6 ♖c5?

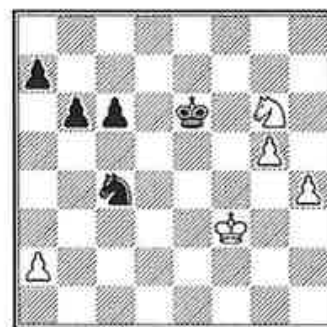
12...0-0-0 or even 0-0, to break the ♖-♙-♘ pin, are clearly better than this 13.♙g5! 0-0-0 Too late 14.♙xe7 ♘xe7 15.♖e5 ♖d5 16.♖xd5 ♖xd5 17.♖xd4



17...♖xd4 Not what Black wants to do, now a pawn down - but with pawns on a7 and g7 en pris there isn't much choice 18.♘xd4 ♖d8 19.c3 ♖d6 20.♘f3 ♘d7! Over the next few moves the Obsidian plays extremely well and, on move 30, even manages to recover its pawn! 21.♖e1 ♘g6 22.b4?! 22.g3! 22...♖a6 23.♖d1+ ♙e7 24.♖d2 ♖c6! 25.♖e2+ ♙f6 26.♘d2 ♙f5 27.♘e4?! 27.c4! 27...♘f4! 28.♘g3+ ♙g6 29.♖c2 ♘d5 30.♘e2 ♘xb4! Exploiting the pin, though the ! is really for the sequence of the last 10 moves, and this recapture is the culmination of that and should give Black a draw 31.♖d2 ♙a6 32.f3 ♘c5 33.♙f2 ♖f6 34.♙g3 ♘e6 35.♖d7 ♖f7 36.♖xf7 ♙xf7 Right now you'd bet on the draw 37.f4 b6 38.♙f3 c6 39.g4 ♙e8?! 40.f5 ♘c5 41.g5 ♘d7 42.♘d4 ♙d6 43.h4



43...♘a4? 43...♘d7 surely holds the draw, barring mistakes!... just what the move played is, by taking a tempo in the wrong direction 44.♘e6 g6 45.♙e4 b5= 44.c4 44.h5! was even stronger as, if 44...♘xc3 45.g6 hxg6 46.f6! wins 44...♘b2 45.♘e6! g6? In fact 45...♘c4 taking the pawn might have been better. White then goes 46.♙f4! and after 46...g6 47.♘f8! gxf5 48.♘h7 ♙e6 49.h5 c5 50.g6 ♘e5 51.♙g5! c4! and now the ONLY possible way to win is 52.h6! pretty well forcing 52...♘xg6 53.♘xg6 c3! 54.♘g5+ ♙e7 55.h7 c2 56.h8 ♖c1♖. Now White might still win because of 57.♖g7+ ♘d6 58.♖xa7 46.fxg6 hxg6 47.♘f4 ♘xc4 48.♘xg6 ♙e6 Neither side plays the remainder of the game particularly well



49.♙e4? Correct was 49.♙f4 denying Black a check... which he misses anyway!

49...♖d2+? Gets the check but leaves the knight in the wrong half of the board!
49...♖d6+! and we see with **50.♗f4** that White would have lost a tempo because of his mistake on move 49. It might have cost him the win after **50...c5!** **50.♗f4 ♖c4 51.h5 ♗f7** It's already too late for **51...♖d6 52.h6! ♖f7 53.h7 c5 54.♗g4 c4 55.♖f4+ ♗e7 56.g6 ♖e5+ 57.♗f5** and Black's knight is lost and still a pawn queens **52.♖h4 ♖b2?** It had to be **52...♖d6** to maintain a small interest in case White messes up **53.h6! ♖d3+** Suddenly White's king starts going the wrong way, but it doesn't make a difference anymore **54.♗e4?!** **54.♗f5! 54...♖f2+ 55.♗e3? 55.♗f5! 55...♖d1+ 55...♖g4+ 56.♗f4 ♖xh6 57.gxh6 1-0; 55...♗g8 56.♗xf2 ♗h7 57.♗f3 1-0 56.♗d2?! 56.♗f4! 56...♖b2 56...♖f2** was a worthwhile last effort to resist **57.g6+ ♗g8 58.♖f5! ♖e4+ 59.♗e3 ♖f6 60.♖e7+ ♗f8 61.g7+ 1-0] 57.g6+ ♗g8 58.♖f5 ♖c4+ 59.♗e2 ♖e5 60.♖e7+ ♗f8 61.g7+ ♗f7** If **61...♗xe7 62.h7 ♖f7 63.g8 ♗ 1-0 62.g8 ♗+ ♗xe7 63.♗g5+ ♗e6 64.h7 ♖f7 65.♗g6+ ♗e7 66.♗xc6 1-0**

After some good middle game play the standard dropped a little. It's still interesting to see how the dedicated machines, with lower knowledge levels, slower processors, and no tablebases, manage in the endgame. The result usually comes out as it would in an adjudication, as long as the initial advantage is enough.

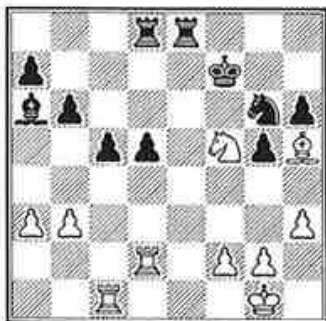
Obsidian - Challenger

Game 3. E12: Queen's Indian: Unusual White 4th moves, 4 a3

1.d4 ♖f6 2.c4 e6 3.♖f3 b6 4.a3 d5 5.cxd5 exd5 6.♖c3 c6?! New to me. The databases are full of games with **6...♗b7 7.e3 ♗d6 8.♗d3 0-0 9.0-0 ♗e8 10.♗d2 ♗g4 11.h3 ♗h5 12.♗c1 ♖e4 13.♗c2?** **13.♗e2 f5 14.♖h2** is about equal, though White's position is a bit compressed **13...♖xd2 14.♗xd2 ♗f6 15.e4 ♗f4 16.♖e2** The attempt to break out with **16.e5!? ♗xf3 17.gxf3 ♗e7 18.♗e2** was perhaps worth a try **16...♗xf3 17.♖xf4 ♗xd1 18.e5 ♗xe5 19.♗e1**



19...♖d7! With both his bishops en pris the Challenger chooses the best move... and leaves them both where they are! **20.dxe5 ♗b3 21.e6 g5! 22.exf7+ ♗xf7 23.♖e2 h6 24.♗c1! ♖e5 25.♖d4 ♗c4!** Not **25...♖xd3?! 26.♗xd3 ♗c4** as **27.♗f3+ ♗g6 28.b3= 26.♗c2! ♗ad8 27.b3 ♗a6 28.♗d1 c5! 29.♗h5+ ♖g6 30.♖f5**



The Obsidian is fighting back well, as in the previous game

30...♗e6 31.♖xh6+ ♗g7 32.♗g4 ♗e5 33.♖f5+ Initiating the manoeuvre **Nh6-f5-e3-g4 33...♗f6 34.♖e3! d4** Space has been White's problem from the early stages, and it still is **35.♗f3 ♗e7 36.♖g4 ♗e6 37.♗h2?!** The prophylactic **37.g3!** was better, to stop Black's knight coming in **37...♖h4! 38.♗d1 ♗e1! 39.♗cc2 ♖f5 40.♗f3 d3! 41.♗c3 ♗e6 42.♗d1 ♗xd1 43.♗xd1 ♖d6 44.♗c1 d2 45.♗c2 ♖f5**



46.♖e3? 46.f3! ♗d3 47.♗b2 was better **46...♖xe3** Loosening White's pawns so much that one must fall **47.fxe3 ♗d3 48.♗b2 ♗e5** Adding to the pawn assault with **48...b5!** would have been very strong, but Black's still on top with the move played **49.♗g1 b5! 50.♗f2 c4 51.♗e2! 51.bxc4?!** looks wrong, but it's not as easy to breach White's position as it seems after **51...bxc4 52.♗f3 c3! 53.♗b3! 51...b4**



52.axb4?? After all the hard recovery effort with this the Obsidian just causes himself serious grief. With **52.bxc4 bxa3 53.♗xd3 axb2 54.♗c2**

♙e4 55.♙xb2 ♙xe3 56.♙c3 he might yet have survived 52...cxb3 52...c3! would have finished it 53.♙a2 ♙d6+! 54.♙xa6 ♙xa6 53.♙xd2?? Better was 53.♙f3!? ♙c4 54.g3 ♙d6 55.b5 making it as difficult as possible 53...b2! Advancing the pawn also clears the way for ♙b3 54.♙c2 If 54.♙xb2 ♙b3+ revealing check and winning the rook 54...♙b3+?! 54...♙c3+ finishes the game! 55.♙f2 ♙xc2 56.♙xc2 b1♙ 0-1 55.♙f2 b1♙ 56.♙xb1 ♙xb1 57.♙a2 ♙b7 58.g3 ♙xb4 59.♙xa7 ♙b2+ 60.♙g1 ♙e4 61.♙a3 ♙f3 62.g4? The last chance was 62.e4+! ♙xe4 63.h4 g4 (not 63...gxh4?? 64.gxh4 ♙f4 65.h5 of course) 64.♙f1, but 64...♙d5 followed by ♙b3 trying to force the exchange of rooks and then win the g3/♙ should see Black home for 0-1 62...♙g3 63.♙f1 ♙f3 64.♙e1 ♙e2+! 65.♙f1 ♙d2 66.♙a1 ♙h2 67.♙e1 ♙h1+ 68.♙d2 ♙xa1 0-1

So another patchy game, with some good chess mixed with occasional mistakes puts the **Challenger** 2½-½ ahead.

Challenger - Obsidian

Game 4. B52: Sicilian: Moscow Variation with 3...Bd7

1.e4 c5 2.♗f3 d6 3.♙b5+ ♙d7 4.♙xd7+ ♗xd7 5.d3 5.0-0 is theory's most popular move 5...e6 Both programs are already out of book 6.0-0 ♗gf6 7.♗c3 ♙e7 8.♙f4 0-0 9.♙e1 ♙b6 10.♙b1 ♙c7 11.♗b5 ♙c6 12.♗xd6 ♙xd6 13.♙xd6 ♙xd6 14.e5 ♙a6 15.exf6 ♗xf6 16.a3 ♙ac8 17.♗e5 ♙fd8 18.♙f3 ♙d6 19.♗c4 ♙d5 20.♗e3 ♙d4 21.♗c4 ♙cd8 22.♗e5 ♙d4d5 23.c4 ♙d4 24.b4



24...cxb4! 24...♙xa3? is possibly a poisoned pawn and could leave Black in some trouble after 25.bxc5! ♙xc5 26.♙xb7 ♙f8 27.♙e3! 25.♙xb4 b6 25...♙xa3? still fails because of 26.♙xb7! ♙f8 27.♙e3 26.a4 h6 27.♙e3 ♙a5? Probably the Obsidian saw the ♗-fork, but evaluated not so serious as, with ♙c5, it can create a counter-threat... but it just didn't see deep enough to know the outcome was still going to be bad. Therefore 27...♙d6 was the best way to keep it level 28.♗c6 ♙c5! 29.♙b1! 29.♗xd4? looks great, only 29...♙xb4 30.♗c2 ♙b1+ 31.♗e1 ♙xd3!-+ 29...♙xd3 30.♙xd3 ♙xd3 31.♙xd3 ♙xc6 32.a5



You know the rule when you're material down – keep major pieces on the board 32...♙d7? 32...♗d7 was correct 33.♙xd7 ♗xd7 34.axb6 34.a6! g5 35.c5! would work, but it's probably a bit sophisticated for the dedicated machines to find in their search 34...axb6 35.♙f1 ♗h7 36.♙e2 ♗g6 37.♙b5 ♗f6 38.♙e3 ♗e5

39.♗d4 ♗g4? The knight goes the wrong way again, as in the last game! 39...♗d7 was correct, though with the enduring benefit of ♙v♗ White should still win in the end 40.f3 e5+ The knight having got to g4, 40...♗xh2 might as well be played, but 41.♙xb6 g5 42.c5! still wins 41.♗d3 e4+ 42.♙xe4 ♗xh2 43.♙b1?! Mysterious! Why not 43.♙xb6+! ♙e7 44.♙e5 43...♙g5 44.♙h1 ♗g4 45.fxg4 ♙xg4 46.♙h3 f5+ 47.♙e5 f4 48.♙b3 f3 49.♙xf3 g5 50.♙b3 h5 51.♙xb6 h4 52.c5 ♙g3 53.c6 The game lasted a few more moves, but readers with PC programs will see mate announcements jumping out of the screen by now 1-0

So now the **Challenger** has jumped to 3½-½

Obsidian - Challenger

Game 5. A38: Symmetrical English vs ...g6: 4 Bg2 Bg7 5 Nf3 Nf6

1.c4 c5 2.♗c3 ♗c6 3.g3 ♗f6 4.♗f3 g6 5.♙g2 ♙g7 6.0-0 0-0 7.h3?! 7.d4 d6 and now d5 or dxc5 are well known lines 7...b6 8.d4 cxd4 9.♗xd4 ♙b7 10.♙e3 ♙c8 11.♙a4



White already has an early advantage, but Black's idea to kick out against the queen-side threats makes life easier still 11...a5? 11...a6!? 12.♗xc6 dxc6 13.♙b4 ♗d7 isn't too bad, though 14.♙ad1!

was always going to be strong, and then 14...♖e8 15.c5! keeps up the pressure 12.♖ad1! ♗c7 13.♜db5 ♗d8 14.♜a7 ♜xa7 15.♙xb7 ♖b8 16.♙g2! ♗c7 17.♜d5 ♜xd5 18.♖xd5 d6! Preventing the unpleasant intrusion on c5 19.b3 e6 20.♖d3 f5!? 21.♖fd1! b5?!



Black is leaving too many pawns 'hanging around'! 22.cxb5 ♜xb5 23.♖c1 ♗d8?! If 23...♜c3!? which looks slightly better, 24.♖dxc3! ♙xc3 25.♙d2! but now Black has a good move: 25...♖b4! 26.♖xc3 ♖xa4 27.♖xc7 ♖xa2 and then 28.♙c3. Material is, in theory, equal at 2x♙ v ♖+♙, but Black's pawns are waiting to be picked off, and White should win 24.♙c6! ♜d4?! 25.♙xd4! ♖b4 26.♙xg7! ♖xa4 27.♙xf8 ♖xa2 28.♙xd6 ♖xe2



The diagram is to show this most unusual material imbalance. Add it up on the 9-5-3-1 system and White is +1, but in truth it's advantage is much more than that as it has 4 pieces against 2 so can easily gang-up on enemy pawns 29.♙f3! ♖b2 30.♖c7!

g5 If 30...a4 then 31.♖g7+! ♜xg7 32.♙e5+ ♜f7 33.♖xd8 ♖xb3 34.♖d7+ ♜g8 35.♙c6 and the count-up is easier: 2x♙ v 2x♙ and White will win 31.♙h5 ♖b1+ 32.♜h2 ♗a8 33.♙f7+ ♜g7 34.♙xe6+ ♜h6 35.♖d5 ♖f1 36.♙e5 Closing in! 36...♗a6 37.♙g7+ ♜g6 38.♙xf5+ ♜h5 39.♙d4 and Black must sacrifice pieces to delay mate – and then it won't be far off anyway! After 3, dare we say, mediocre games by the Obsidian this game was very good indeed! 1-0

Challenger - Obsidian

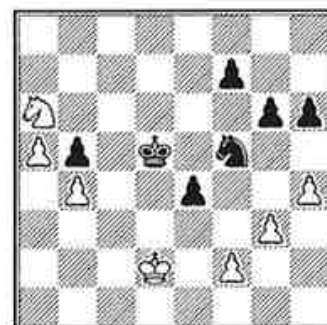
Game 6. E01: Catalan: Early deviations

1.d4 ♜f6 2.c4 e6 3.g3 d5 4.♙g2 ♜c6?! 5.cxd5?! 5.♜f3 dxc4 and now White usually plays either ♗a4 or 0-0 5...♙b4+ Both programs have made an early exit from book, mostly because of Black's rarely seen 4...♜c6 6.♙d2 exd5 7.♙xb4 ♜xb4 8.♜c3 0-0 9.♜f3 ♙f5 10.0-0 ♖e8 11.♖c1 c6 12.a3 ♜a6 13.e3 ♗b6 14.b3 ♗a5! 15.a4 ♖ad8 16.♜e5

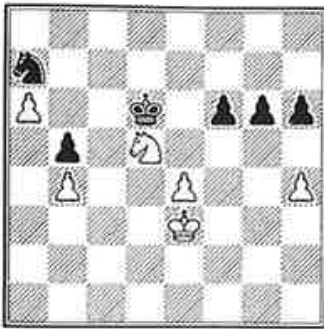


16...c5?! 16...♜b4!? looks more promising, and after 17.f3 ♜d7 18.♜xd7 ♖xd7 19.e4! ♙e6, and probably White must block the centre with 20.e5= 17.♜b5 ♗b6 18.♜d3 ♙xd3 19.♗xd3 ♜b4?! 20.♗d1 ♜a6 21.♗c2 The result of the knight's 'messing about' is that White has improved his ♗'s position and cramped Black's

queenside pieces somewhat 21...♖c8! 22.dxc5! ♖xc5 23.♗f5 ♜b4 Obviously this knight just likes it on b4! 24.♖xc5 ♗xc5 25.♖d1 Increasing the pressure on the isolated pawn on d5 25...♜h8?! One of the mysterious and, fortunately, fairly infrequent Kg1-h1/g8-h8 king moves the Novag's sometimes make 26.♜d4 26.g4!? 26...♜c6 27.♜f3 ♜e7 28.♗d3 ♜e4 29.♜d4 ♜f6 30.♜e2 ♖c8 31.♖c1 ♗a5 32.♖xc8+ ♜xc8 33.♜f1 ♗c5 34.h4 g6 35.♗d4 35.♗c3!? ♗xc3 36.♜xc3 attacks d5 2 to 1, so 36...♜e7 37.♜b5! ♜c6 38.♜d6! and White is going to go a pawn up 35...♗xd4 36.exd4 ♜g7 37.♜f4 ♜e7 38.♜e2 h6 39.♜d3 a6 40.♜d2 b6 41.b4 b5 42.a5 ♜e4+ 43.♙xe4 dxe4 44.d5 ♜f6 45.d6 ♜f5?! 45...♜c6!? 46.♜d5+! ♜e6 47.♜c7+ ♜xd6 48.♜xa6 ♜d5



49.♜c7+! ♜c6 50.♜e8 e3+ 51.fxe3 ♜xg3 52.♜g7 ♜e4+ 53.♜d3 ♜f6 54.e4 ♜d7 55.♜d4 55.h5!? gxh5 56.♜xh5 55...♜f6 56.♜e3 ♜d7 57.♜e8 ♜e5 58.♜f6 ♜d6 59.a6 ♜c6 60.♜d5 ♜a7 61.♜f4 ♜c6 62.♜c3 ♜a7 63.♜e3 f6 64.♜d5



64...♙e5?

The fatal mistake when it seemed a draw was the outcome. Best is 64...f5! and then we find 65.exf5 gxf5 66.♗f6! ♙e5 67.♗g8 h5 68.♗e7! f4+ 69.♙f3 ♗d4 and I think Black has held with best play – which can't be guaranteed of course! 65.♗e7! g5 66.h5! ♗d6?! Of course 66...♙e6 was better, but 67.♗f5 wins just the same 67.♗f5+ ♗c7 68.♗xh6 ♗c6 69.♗f5 ♗e5 70.h6 ♗b6 71.h7 ♗f7 72.♗d6! ♗h8 73.♗xb5! ♗xa6 74.♗c7+ ♗b6 75.♗d5+ ♗b5 76.♙f3 ♗c4 77.♙g4 ♗b5 78.♙f5 g4 79.♙xf6 g3 80.♗f4 Black's pawn is under lock and key, and White will queen with either the e or h pawn 1-0

So the **Challenger** moves back into a +3 lead, 4½-1½.

Obsidian - Challenger

Game 7



Black has just played f6 and, after an equal game with both sides carefully nurturing their respective pawn structures and advantages, the Obsidian

now finds a good series of moves, starting with... 37.♗d3! which puts him in the ascendancy 37...♗d4 38.b4 ♗a4 39.♗b2 ♗dxb4! It's all he can try. 39...♗c3?! 40.♗xa4 ♗xe2+ 41.♙f1 ♗xf4 42.c3! and Black is on the edge of trouble 40.♗xa4 40.axb4?? ♗xa1+ 41.♙f1 ♗d2! 0-1 40...♗xa4 41.♗h3 ♙f7 42.♗b1 e5?! 42...d4 looks like the best chance, then 43.♗b4 ♗c6 44.♙f3 f5 and it's not completely clear that White will win, though his rook for knight and pawn may be good enough 43.fxe5 fxe5 44.♗f3+



44...♗e7? The Challenger needed to find 44...♗f6! as the self-pin shouldn't cause him any trouble: 45.♗b8 ♗c6 46.♗b6 ♗d7 47.♗xa6 e4! and this pawn will keep White on his toes, though he still has the better winning chances with rook for knight! 45.♗b6 ♗c5 46.♗g3 g5 47.♗xh6 That's what 2 rooks do together – pick off pawns with lightning strikes 47...♗e6 48.♗b3 ♗d4 49.♗bb6 ♗xe2+ 50.♙f2



50...♙f7?? Disasterously

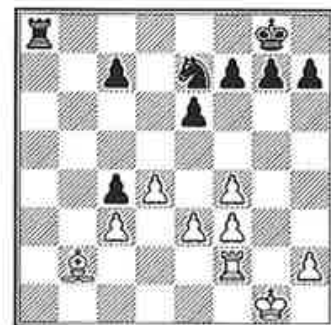
failing to see the danger the pair of rooks represent. 50...♗h4 was the best chance, then perhaps after 51.♗xh4 gxf4 52.♗xa6 try 52...♗d4 53.♗xa8 ♗xc2 54.a4 d4! It's a slim chance, and White should still win with either ♗h8 or a5 51.♗h7+! ♙g8 52.♗a7! Threatening ♗b8 mate 52...♗f4+ 53.♙xe2 ♗f8 54.♗bxa6 g4 55.♗xa8 ♗xa8 56.♗xa8+ and White has won easily 1-0

Easily the **Obsidian's** best game so far, and now it's 4½-2½ to the **Challenger**.

Challenger - Obsidian

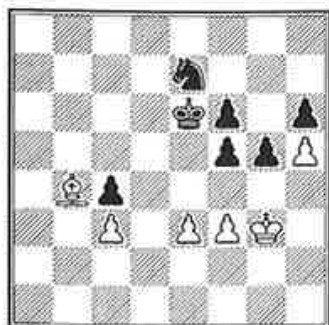
Game 8, D21: Queen's Gambit
Accepted: 3 Nf3 sidelines

1.♗f3 d5 2.d4 e6 3.c4 dxc4 4.e3 ♗d5?! 5.♗c3 ♗b4 6.♗d2 ♗xc3 7.bxc3 ♗f6 8.♗c2 b5 9.♗e2 ♗g5 10.0-0 0-0 11.a4± ♗b7 12.♗f3 ♗h5 13.♗e1 ♗g5 14.f4 ♗d5 15.♗a3 ♗e8 16.axb5 a6 17.bxa6 ♗xa6 18.♗a2 ♗a4 19.♗f3 ♗e4 20.♗c2 ♗a5 21.♗xe4 ♗xe4 22.♗xe4 ♗xe4 23.♗f3 ♗c6 24.♗f2?? ♗xf3+ 25.gxf3 ♗e7 26.♗b2 ♗xa1+ 27.♗xa1 ♗a8 28.♗b2



We have reached an early endgame, but one in which Black's ♗ is able to cause more trouble than White's ♗! 28...♗d5! 29.♗e2 ♗a2! 30.♙f2 ♙f8 31.h4 ♙e7 32.♗d2 There is not much White can do to stop the Obsidian ♗ infiltrating 32...♗d6 33.♙e2 c5!

34.dxc5+ ♖xc5 35.♗f2 h6?!
35...♗b5! and then
♗b5-a4-b3 is probably
unstoppable 36.♞e2 Actually
36.♗e2 is no better: 36...♗b5
37.f5 ♖a4! 36...♗b5! 37.f5
exf5 38.♞d2 ♜f6 39.♗e1
♗c5 40.♞c1 ♞xd2 41.♞a3+
♗d5 42.♗xd2 ♜g8 43.♗e1
g6 44.♗f2 f6 45.♗g3 ♗e6
46.h5 g5 47.♞b4 ♜e7!



So far Black's plus pawn hasn't got him to the 'won game' stage. There is now one move that White must NOT play, but does it know that?! 48.♞xe7?? Obviously PC programs with tablebases wouldn't make this mistake, but pre-tablebases this was pretty tough to program! So could 48.e4! keep White in with drawing chances? 48...f4+ 49.♗h3 f5 50.exf5+ ♜xf5 51.♞c5. I think here that Black should win with the manouver ♜f5-e3-d5, but note that first he has to play 51...♗f7! to stop ♞f8! as that would in turn stop Black's knight tour to win the c3/♜ 48...♗xe7 A tablebase program now has Black +900 or so! the game is over with correct play 49.♗g2 ♗d6! 50.♗h2 ♗d5 51.♗g3 ♗e5 52.♗h3 ♗d6 52...f4! pretty much wins outright: 53.e4 (53.exf4+ ♖xf4 54.♗g2 f5 55.♗f2 g4!) 53...f5! 54.exf5 ♖xf5 55.♗g2 g4! 53.♗h2 ♗e6?! The Obsidian's still not worked out how to do this 54.♗g2 ♗d5 55.♗g3 ♗c5! Maybe it's got it! 56.♗g2 ♗b5! 57.♗f2 ♖a4! Yes, it's got it! Well done 58.♗e2

♗b3 59.♗d2 g4!! 60.fxg4 fxe4 61.e4 g3 62.♗e2 ♖xc3 63.♗f3 ♗d3 0-1

What a fightback, it's:

Challenger 4½

Obsidian 3½ ... and now I'm going to drive you mad, and leave the last 4 games to our next issue!

But with so many other articles fighting for space, 6 pages is pretty good, and you can look forward to seeing the outcome next time.

New Novags!

Two new machines are due out, and should just about be coming into stock as you read this!

[1] Novag Carnelian

The Agate Plus program in a new classic wood-look board with carved wood pieces. Looks a treat. 130 BCF. £79.95



[2] Novag Star Ruby

Almost the same in appearance as the Star Sapphire, but in a dark maroon rather than blue casing. Also it's battery only - but with much better battery life, 50 hrs claimed - and game memory is just for current game. The graphics are about the same though the heads of the piece symbols are a little easier to differentiate. I think the program is pretty much the same as the Obsidian, though Novag say it has been improved a little,

but it's on a single 20MHz H8 processor rather than the Obsidian's 2 x 16MHz so won't be quite as fast though, when I tested them, they ran almost level for the first 2 mins and then at 3 mins the Obsidian had gone just 7% faster. I've played 2 games with it at G/15 against the plug-in portable Kasparov Expert 174 BCF, and they were both drawn. The Expert seemed likely to win its game as White, but the Star Ruby fought back and just held it in the endgame. Hopefully I'll be able to include some games next time. £99.95.

New Saitek-Mephisto!

[1] Maestro

The Cosmic which became the Touch Screen now becomes the **Maestro**. The program is unchanged as far as I know, but the piece symbols are definitely a little easier to recognise, though still not of magazine chess diagram quality. £39.95



[2] Explorer

A new design table-top with the Advanced Travel 164 BCF program. Batteries only. Amazing value at £49.95



SHREDDER 8 in ARGENTINA

For the past few years a major Chess Festival has taken place in Buenos Aires, Argentina. Of particular interest, and with great media success, a computer program has also been allowed to participate.

Previous versions of **Hiarcs** (which came 2nd) and **Shredder** (which won) have entered the **GM Event**, and this year **Shredder8** was allowed to enter both the GM and IM Events.

The **GM Field** for the Mercosur Cup) would include the famous Oscar Panno (now rated 2474), and Sergio Slipak (2502). Top rated (apart from Shredder!) was Andrew Rodriguez (2567) who is Uruguay's only GM!

The organisers gave Shredder a provisional 2600 Elo grading for both tournaments, though for the GM Event (average Elo 2431) it was playing on a faster P4 than in the IM Event (average Elo 2305). Both computers showed P4/3000, but the GM machine produced a 'Shredder mark' of 1500, whilst the IM machine showed 1392.

If the *SelfSearch* ratings are correct then Shredder8 on either of these machines should be around 2800. Indeed the famous Swedish *Ply* ratings have the PC programs showing some 60 or more Elo higher than mine, and even on a P4/1200 they would have Shredder at over 2800. So it should win with a bit to spare.

The time control was G/90 + 30secs per move, and Roberto

Alvarez was in charge of the Shredder entries, though he shared operating duties with 18 year old Estefania Sarquis.

Round 1

GM Event. Shredder faced 16 year old Leonardo Fusco (2296), who responded to Shredder's 1.e4 with the Caro Kann. Shredder played 2.c4?! and after 2...d5 3.exd5 cxd5 4.d4 it had transposed into a Queen's Pawn game. 13...Rfc8 seems dubious (13...b6 is better), and Shredder's 16.c4 aims to open the centre for major piece action. Finally it is 24...Nb7? which confirms the loss.

Shredder 8 - Fusco, L

1.e4 c6 2.c4 d5 3.exd5 cxd5 4.d4 ♟f6 5.♟c3 ♟c6 6.♟g5 e6 7.♟f3 ♟e7 8.c5 ♟e4 9.♟xe7 ♞xe7 10.♟b5 ♟d7 11.0-0 0-0 12.♞e1 ♟xc3 13.bxc3 ♞fc8 14.♞b1 b6 15.♟a6 ♞cb8 16.c4



16...♞d8 [if 16...dxc4 17.d5!] 17.cxd5 exd5 18.♟b5 ♟a5 19.♟e5 ♟xb5 20.♞xb5 bxc5 21.♞xc5 f6 22.♟d3 ♞c8 23.♟f4 ♞xc5 24.dxc5 ♟b7? 25.c6 ♟a5 26.c7 ♞d6 27.♞xd5+ 1-0

IM Event. Here Shredder played IM Cristobal Valiente (2323) from Paraguay, and he



Shredder v Fusco

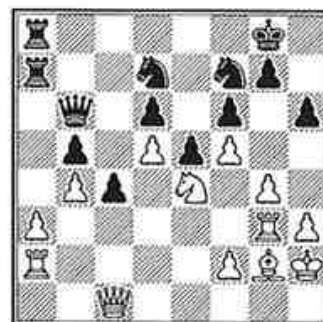
played an excellent defensive game with a draw being agreed after 59 moves.

Round 2

GM Event. This time it was Shredder's turn to play the Caro Kann - and against Bernardo Roselli (2420) the only player who had previously beaten one of the computer programs when he edged Hiarcs8 on a P3/1000 after an epic game in 2002. In his game v Shredder Roselli played cautiously and duly got a draw after 56 moves!

IM Event. Pablo Dela Morte (2302) played carefully for 43 moves to reach this position....

Della Morte, P - Shredder 8



44.h4 ♟b8 45.♟c3?! [Why not press on from the previous move with 45.g5 hxg5 46.hxg5 fxg5 47.♟xg5 and White might have a small

edge] 45...♖a6! 46.♖b2 ♘c7 47.♖a2 ♘f8 48.♖e3 h5 49.gxh5 ♘h6 50.♖h3 ♖a6 51.♖g3?! [51.♖ee2 seems better and, if 51...♗d4 then 52.♖e4=] 51...♗d4! 52.♗g1?! [Losing material and, in the following moves, instead of trying to hang in, he pursues his attack at an even greater cost] 52...♖xa3 53.♖xa3 ♖xa3 54.♖xg7 ♖xc3 55.♖xc7 ♗f4+ [56.♗g3 loses the exchange and more material, 56.♖h1 allows an early mate] 0-1

Round 3

GM Event. Shredder8 had White and opened with 1.c4 against IM Diego Valerga (2498). He played 1...c6 and, after 2.e4?! d5 3.exd5 cxd4 4.d4 we had exactly the same position as had been on the board in round 1 against Fusco. Black's position was passive throughout the game but he played very solidly until this happened....

Shredder 8 - Valerga, D



59.c6!? ♕e6 60.♗e4 ♖e8 61.♘e3 ♗h7 [61...♗f7 is okay, as ♗f3 no longer carries any threat, so probably 62.g4 ♖ec8 but White does have an advantage still after 63.♖d1] 62.♗f3! ♖f8 [62...f5! was a way of protecting the pawn and also increasing Black's counterchances!] 63.♘d5 ♕xd5 64.♗xd5+ ♗f7 65.♗e4 ♖d8 [65...♖e8 was needed as Black can't exchange rooks if it gets challenged on the

d-file... which it does! 66.♖d3 f5 was the best chance] 66.♖d3! ♖dc8 [66...♖xd3? 67.♗xd3 and the threat of ♗d8+ and then ♖d1! cannot really be met even by 67...♗f8 due to 68.♗g6+!; 66...♖f8 was actually best, but Shredder should win with 67.♖cd1] 67.♖cd1! ♖e8 68.♖d7!



68...♖e7 69.♗g6+ ♗xg6 70.hxg6 [70...♖exd7 71.cxd7 and it costs Black his rook to stop d8=♗, so goodnight!] 1-0

IM Event. Shredder's game against Sergio Giardelli (2434) was the first to finish here, so we'd better show it!

Shredder 8 - Giardelli, S

1.d4 ♘f6 2.♘f3 e6 3.e3 b6 4.b3 ♖b7 5.♖d3 ♖e7 6.0-0 c5 7.♘bd2 ♘c6 8.a3 0-0 9.♖b2 ♗c7 10.c4 ♖ac8 11.dxc5 bxc5 12.♗c2 h6 13.♖ad1 d6 14.♖fe1 ♘d7 15.♘e4 f5 16.♘c3 a6 17.♘e2 ♖f6 18.♘f4 ♖fe8 19.♖xf6 ♘xf6



20.♘xe6! [A neat little temporary sacrifice which other programs would also make] 20...♖xe6 21.♖xf5



*Giardelli v Shredder
Note the usual ploy - Shredder's operator is rather attractive!*

♖ce8 22.♖xe6+ ♖xe6 23.♘h4 ♘e7 24.f3 ♗c6 25.e4 ♗e8 26.♗f2 ♗f7 27.b4 ♘d7? [Allows a series of exchanges which are good for White. 27...♗h5 offered the best chance, then S8 plays 28.♖d3 and now 28...♗e5!±] 28.bxc5! ♘xc5 29.e5! ♘f5 [If 29...dxe5? 30.♖d8+ ♖h7 31.♗xc5 wins of course] 30.♘xf5 ♗xf5 31.exd6 ♘d3? [31...♖g6 was best, then S8 would play 32.♖e8+ ♖h7 33.♗e2+- but still a bit to do] 32.d7! ♖xe1+ 33.♗xe1 ♗c5+ [Or 33...♘xe1 and 34.d8♗+ ♖h7 35.♖xe1 wins] 34.♖h1 [34...♘xe1 35.d8♗+ ♖h7 36.♖xe1 ♗xc4 and Shredder has ♖+♖ for ♖ and will win easily, so Black resigned] 1-0

Round 4

GM Event. Shredder took sole lead with 3½/4 after beating IM Jose Cubas (2384) who opened with 1.a3?! Shredder however has been well prepared for this sort of thing and replied with 1...g6! which probably confused Cubas more than a central pawn advance would have done! 0-1.

IM Event. Amusingly Shredder's game against Jorge Molina (2277) was completely different as they stayed in theory for 20 moves, reached a level and quiet position which was soon drawn.

Round 5

GM Event. Shredder played an old opponent Sergio Slipak

(2502) who, last year, had ventured the Breyer Variation of the Ruy Lopez and obtained a winning position before settling for a draw when in time trouble. Shredder had an improved line ready this time, but it made no difference to the outcome.

Shredder 8 - Slipak, S

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.0-0 ♙e7 6.♞e1 b5 7.♙b3 d6 8.c3 0-0 9.h3 ♘b8 10.d4 ♘bd7 11.♘bd2 ♙b7 12.♙c2 c5 13.♘f1 ♞e8 14.♘g3 ♙f8 15.d5 g6 16.a4 c4 17.♙g5 h6 18.♙e3 ♘c5



19.♞d2 [19.♞a3 ♞b8 20.axb5 axb5 21.♙xc5 was Shredder's continuation last year, the game lasting 44 moves]

19...h5 20.♙g5 ♙e7 21.♞a3 ♞b8 22.♞ea1 ♘h7 [It was all theory to here – in fact the ChessBase S8 book now has 23.♙e3 ♙f6 24.♘e2, but Stefan would have been using his own Shredder Classic book I'm sure, so ♙h6 might be a small improvement in his view] 23.♙h6 [Whilst S8 holds a space advantage the game never really looks like anything other than a draw] 23...♞b6 24.axb5 axb5 25.♞e3 ♙c8 26.♘f1 ♙d7 27.♞e2 ♞ec8 28.♙e3 ♞d8 29.♞d2 ♙f6 30.♞a2 ♞a8 31.♙xc5 dxc5 32.♞e3 ♞xa3 33.♞xa3 ♞c7 34.♘g3 ♙e7 35.♞a6 ♞b7 36.♞a3 ♞c7 37.♞h6 ♙f8 38.♞c1 ♙d6 39.♞a6 ♞b8 40.♞h6 ♙f8 41.♞e3 ♙d6 42.♞h6 ♙f8 43.♞e3 ♙d6 44.♙d1 ♞b6 45.♞a8+ 1/2-1/2

IM Event. Shredder also went to top place, with 4/5, in the IM Event with a troublefree 25 move win over Manuel Larrea (2224)

Round 6

GM Event. Salvador Alonso (2444), by winning in round 5, had joined Shredder at the top in the main Event, and they met in this round! Perfect planning!

Shredder 8 - Alonso, S

1.d4!? [Shredder usually opens 1.e4 or 1.c4] 1...d5!? [A bit unexpected, Alonso normally plays the Grunfeld: 1...♘f6 2.c4 g6 3.♘c3 d5] 2.c4 c6 3.♘f3 ♘f6 4.♞c2 a6 [A standard Slav position] 5.e3 e6 6.♘c3 b5 7.b3 ♘bd7 8.♙d3 ♙d6 9.0-0 0-0 10.e4 dxc4 11.bxc4 e5 12.d5 cxd5 13.♘xd5



13...♘xd5? [13...♘c5 seems better. After the move played Shredder wins a pawn] 14.exd5 g6 15.♙h6 ♞e8 16.cxb5 ♘c5 17.♙c4 ♙f5 18.♞d2 ♘e4 19.♞e3 ♙c5 20.♞b3 ♞b6 21.bxa6 ♙xf2+ 22.♘h1 ♙c5 23.♞ae1?! [23.♞xb6 ♙xb6 24.♙b5 would have avoided the exchange of his ♞ for ♘+♙ which now occurs. At these moments so much depends on how programs rate the various piece values] 23...♘f2+ 24.♞xf2 ♙xf2 25.♞xb6 ♙xb6 26.♞xe5 ♞xe5 27.♘xe5 ♞e8



[Hiarcs would evaluate this position, with ♞ for ♘+2♙, as exactly level, Shredder says w43, Fritz w25 and Junior a dubious b53?!] 28.♘f3 ♞c8 29.♘d2 ♙a5 30.♙b5 ♙d7 31.♙d3 ♙f5 32.♙b5 ♙d7 33.♙f1 [Shredder has itself w42, Hiarcs w34, Fritz w47 and Junior b14. This is important as 33.♙d3? would allow 33...♙f5 and a 3-fold repetition. Shredder avoids this because it thinks it is ahead, but Junior would take the draw!] 33...♙b6 34.♙c4



[The GM said that he believed the material imbalance favoured him, but the position is so tactical because of White's pawn spread – and also Black's ♙ is hemmed in – that against a computer there can easily be problems] 34...♙a5? [Now there are! I can't see any benefits to this move, it just drives the knight to a better square. 34...♞a8! 35.♘e4 ♙d4 36.d6 ♞b8 37.♙b3 ♞b6=] 35.♘e4! ♞b8 36.♘f6+ ♘h8 [Now the Black ♙ is seriously restricted, but also note the position of the White ♘] 37.♙b3 [Not 37.♘xd7?? ♞b1+ mating]

37...♙b5 38.a7 ♖c8 39.a4! [Isolated doubled pawns can often be a real nightmare in the endgame, as they hinder their own rooks in trying to defend them and are usually easy prey. But as White has ♙+♙+♙ it is a bit different to usual] **39...♙a6 40.d6! ♙d8?** [40...♙a8 was just about an only move, then 41.♙e3 ♙b7 42.d7 ♙d8, but White must be winning with the ♙-manoeuvre ♙f6-e8-d6xf7. 43.♙d4! also looks strong] **41.d7 ♙a8 42.♙e8!** [Threatening ♙xf7 and then ♙g7 mate] **42...♙g8 43.♙d6!** [Again threatening ♙xf7 and this time it cannot be stopped] **43...♙xa7 44.♙xf7+** [No doubt also announcing mate!] **44...♙h8 45.♙e8** [Again threatening ♙g7 mate, and the only way to stop it is 45...♙f6 allowing 46.d8♙ and it's m/2 anyway] **1-0**

In the GM Event Shredder8, on 5/6, now led by a full point from Alonso on 4, and a small group on 3½.

IM Event. Alexis Ferrera (2235) as White was the next to try something 'different' against Shredder, opting for a pawn formation c3 d4 e3 and f4. For fully 60 moves he kept the pawn formation blocked but, at move 61 and under time pressure, he wilted and left his g3-pawn undefended. He resigned on the spot, though if he'd had a few more minutes on his clock it might even then have been worth seeing if Shredder could breach his still fairly good stronghold position. Shredder has 5/6 in this group also, but so has Enrique Scarella.

Round 7

GM Event. Ricardo Szmetan (2250) with White tried the trick of doing little but doing it well,

but overdid the defensive manoeuvres and succeeded in blunting only his own pieces. So 0-1 in 34 moves.

IM Event. Recoulat had been taken ill, so Shredder got the point by default without playing.

Round 8

GM Event. Oswaldo Zambrana (2477) showed no interest in 1...a6 or any other anti-computer or blocked centre formations, and boldly went into a tense Sicilian.

Shredder 8 - Zambrana, 0

1.e4 c5 2.♙f3 ♙c6 3.c3 ♙f6 4.e5 ♙d5 5.g3 d6 6.exd6 e6 7.♙g2 ♙xd6 8.d4 cxd4 9.♙xd4 ♙xd4 10.♙xd4 0-0 11.0-0 ♙c7 12.♙d2 ♙e5 [A new idea, I think, but it looks okay doesn't it! 12...♙d7 or ♙d8 are known to theory] 13.♙e4 g6 14.♙f3 ♙g7 15.♙e1 b5 16.♙h4 ♙b7 17.♙h6 ♙fe8 18.♙xg7 ♙xg7 19.a4 a6 20.♙ad1 ♙ad8 21.axb5 axb5



[There's really little or nothing in it, but still plenty of play in the position, and maybe White can take advantage of his queenside pawn majority] **22.♙f1 ♙f6 23.♙d4 ♙d5 24.g4 h6 25.♙g2 ♙g5 26.f3 b4 27.♙g3 ♙xg3 28.hxg3 bxc3 29.f4!** [29.bxc3?! ♙c5! 30.♙b1 ♙d5 31.♙ec1 e5+ would not appeal to Shredder] **29...♙xg4 30.♙xb7 ♙xg3+ 31.♙f2 ♙g4**



Not just pretty faces - 15 y.o Belen Sarquis (left) played in the Swiss, whilst 18 y.o Estefania was an operator for Shredder



[♙ for 3x♙ - unbalanced but probably still equal] **32.bxc3 ♙xf4+ 33.♙g1 ♙g4+ 34.♙f2 ♙f4+ 35.♙g2 e5 36.♙c6 ♙e7 37.♙f3 ♙c7 38.♙xe5 ♙xc3 39.♙e7 ♙f8 40.♙b7 ♙c4 41.♙e2 ♙f5 42.♙d8+ ♙g7 43.♙d4 ♙g5+ 44.♙f2 ♙e5 45.♙d6 g5 46.♙e6+ ♙g6 ½-½** [A good and well-deserved draw for Zambrana]

Alonso won his game, just enough to keep the GM Event alive for another round or two!

IM Event. It was Enrique Scarella (2348) v Shredder, the joint leaders. As the IM Event is only over 10 rounds, this was a virtual decider!

Scarella, E - Shredder 8

1.d4 d5 2.c4 e6 3.♙f3 ♙f6 4.♙c3 c5 5.cxd5 ♙xd5 6.g3 ♙c6 7.♙g2 ♙e7 8.0-0 0-0 9.♙xd5 exd5 10.dxc5 ♙xc5 11.♙c2 ♙b6 12.♙g5?! [The

knight usually goes here with 12.♖g5 g6 13.♖d2 following] 12...f6 13.♙f4 ♖e7 14.♙ad1 ♙g4 15.♙fe1 ♙ad8 16.a3 ♙fe8 17.h3 ♙h5 18.g4 ♙g6 19.♙b3 ♙a5



20.♙a2?! [20.♙b5 seems better. There have been more than a few instances in this year's tournament of the players overdoing the 'hiding' their pieces for safety reasons, but sometimes getting too defensive a position. One of the commentators said that 'the programs are getting faster, but the humans are getting smarter'. That was certainly true some of the time, but not always] 20...♙e4! 21.♙d2 ♙a4 22.♙xa5 ♙xa5 23.b3 ♙d7 24.b4 ♙b6 25.♙d4 ♙f7 26.e3 ♙c7 27.♙c2 ♙c8 28.♙d2 ♙d6 29.f4



[Scarella has all but equalised. What happens on the c, d and e-files should settle it] 29...♙d7 30.♙c1 ♙cd8 31.♙f3 ♙b6 32.♙f2 ♙g6 33.f5?! [This time safety was the better choice, and 33.♙e2 a6 34.♙f3=] 33...♙f7 34.♙g1!? [It's certainly full marks for a fine attacking

idea] 34...♙d6 35.♙g2 ♙d7 36.♙cg1 ♙de7!



37.♙e1 [I'm afraid there was no choice but to give the threat along the g-file up. If 37.g5? ♙xe3 38.g6 ♙xg6 39.♙g4 ♙h2+ 40.♙1g2 ♙xh3 41.♙xe3 ♙xe3 42.♙xe3 ♙xf5 leaves Black well on top materially and with an attack after 43.♙xg7+ ♙f8 44.♙g8+ ♙e7 45.♙2g7+ ♙d6 when White's checks have ended and it's going to be Black's turn!] 37...♙c8 38.♙e2?! [A shame. Here 38.g5! might just be best leading to 38...fxg5 39.♙xg5 and maybe White can still get something out of the game] 38...♙e5 39.♙g3 ♙ec7! 40.♙f3



40...♙f4! [Pins like these make it very difficult for humans to maintain their calm!] 41.♙d3! ♙e7 42.♙b5 ♙h8 43.♙d3 ♙e8 44.♙g2 [I can't find anything better than this. If 44.♙xe8 ♙cxe8 puts too much on e3 for White to survive] 44...♙xe3 45.♙xe3 ♙xb5 46.♙xb5 ♙xe3 [The threats of ♙f2 and ♙c1 can't both be met] 47.h4 ♙f2+ 48.♙h3 ♙c7! [And White is soon mated even making a

couple of delaying sacrifices first] 0-1. [Shredder would now be the IM Event winner barring a serious accident!]

Round 9

GM Event. Talking of serious accidents...! Despite his top grading Andres Rodriguez (2567) was having a quiet mid-table tournament, but reserved his best for Shredder.

Rodriguez, A - Shredder 8

1.e4 c5 2.♙f3 d6 3.g3?! [Quite unusual, aiming to get into a Closed Sicilian type of position that may not suit the computer. 3.d4 cxd4 4.♙xd4 ♙f6 5.♙c3 is the well-known line of play] 3...♙c6 4.♙g2 g6 5.0-0 ♙g7 6.d3 e5 7.♙g5?! [7.c3 or 7.♙c3 are more usual] 7...♙ge7 [Despite the unusual nature of the opening I believe Shredder will have been in book up to White's next] 8.♙d2!? [If 8.♙c3 first, then 0-0 (8...h6 9.♙e3 0-0 10.♙d2 is another, similar little line) and now 9.♙d2, and Shredder might have stayed in its theory a little longer] 8...h6 9.♙e3 f5!



Rodriguez v Shredder

[This is energetic Shredder, and now we're definitely out of theory!] 10.♖c3 g5! 11.exf5 ♗xf5 12.h4! ♜d7?! [Sacking the g-pawn, an offer which White quickly accepts. 12...g4 13.♖h2 ♜d7 is similar and avoids the 'loss' of the pawn] 13.hxg5 hxg5 14.♖xg5 ♗g6 15.♖d5 0-0-0



16.b4?! [Now it is Rodriguez, known to be an aggressive player who always tries to go for a win, who plays energetically!] 16...e4?! [This idea, aiming to win ♖ for ♗+2♗, highlights how Shredder values the material involved. Most programs would not go for this, and prefer 16...♖xd5, then 17.♗xd5 ♖b8=] 17.♖xe7+ ♖xe7?! [Played almost instantly and further demonstrating the material values which Shredder gives the ♖, ♗ and ♖. Hiarc, as one example, would retake with 17...♜xe7! hoping for 18.♜ae1 but no doubt getting 18.b5! ♖b4 (not 18...♗xa1? 19.bxc6 ♗f6 20.cxb7+ ♜xb7 21.♖xe4 ♗xe4 22.dxe4± and the material (and advantage) is the same as the game) 19.♜ae1 (now 19.dxe4?! ♗xa1 20.♜xa1 d5! doesn't appear to leave White with much after, presumably, 21.exd5 ♖xc2) 19...♖d5!±] 18.dxe4 ♗xa1 [Here we go, then, this is what Shredder wanted] 19.♜xa1 cxb4? [19...b6 looks best to me] 20.♗xa7



[The whole Black plan over the last few moves has gone sadly wrong] 20...♖c6 21.♗b6 ♜dg8 22.a3 [22.f4! also looks very strong, but Rodriguez no doubt wanted to tidy up the one loose end - Black's b/♖ - which could still trouble him if left unattended] 22...b3?! [22...♜g7 23.♜b1 bxa3 24.♜xd6 ♜e7 was the best try, but sometimes getting rid of a doubled pawn is better than expending wasted energy trying to hang onto it!] 23.cxb3 ♗e8 24.♜c1 ♜h5 25.f4 ♗g6 26.♜d4?! [A bit over-dramatic. 26.b4! was very strong] 26...♜g4 27.♜e3 ♜hxg5 28.fxg5 ♜xg5 29.♜xg5 ♜xg5



30.♗e3?! [I'm not sure why Rodriguez allowed this immediate loss of a pawn, it seems to put his win in doubt. He just needed to reorganise his pieces with 30.♜c3 ♜b5 31.♗e3, and settle down into the won endgame 2pawns ahead, the g/♖ already passed] 30...♜xg3 31.♖f2 ♜xg2+? [Now it is Shredder I don't understand! This is a strange choice when (I think!) it's actually been allowed

back into the game with an outside chance of a draw. Continuing with 31...♜g6 32.♗f4 ♖c7 would surely force White to work quite hard, and carefully, to ensure the win] 32.♖xg2 ♖d7 33.♗f4 ♖e6 34.♜h1! ♖e5 35.♜h6+ ♖g6 36.♖f3 d5 37.♖g4 dxe4 38.♖g5 ♖d5 39.♜xg6 ♗xg6 40.♖xg6 ♖d4 41.♖f5 ♖d5? [In over the board play Black had to try to wipe out the a+b/pawns with 41...♖c3 forcing 42.b4 ♖b3 43.♖xe4 ♖xa3. Okay, now a computer program would know that 44.♗d2 is m/20, but Black still had to go this route and hope for a mistake from its human opponent] 42.♗e3 b5 43.♖f4 [To be honest that's just about the worst game I've seen from Shredder7 or 8, I really didn't understand one or two of its moves which seemed quite uncharacteristic of a normally very reliable program at long time controls. But a fine effort by Rodriguez to brighten up his otherwise rather ordinary tournament]. 1-0

IM Event. In its final 2 rounds Shredder8 beat Granara (2258) and De Dovitiis (2356), so ended a pretty comfortable winner...

IM Event Leaders

- 9/10! Shredder8
- 8½
- 8
- 7½
- 7
- 6½ Scarella, De Dovitiis, Della Morte
- 6 Giardelli
- and 6 others from 4½ down

The **Shredder8** grading from the 10 games in this event was **2652**. Of course it is very hard to get a really high grading when the opponents average out at 2332. Even 10/10 would only get 2732, and you

can't really do much better than 9/10 in practice!

Round 10

GM Event. The end was a disappointment. Shredder, still a ½ pt clear, needed a win and a draw in its last 2 games to be sure of at least 1=.

But in **round 10** it drew with White against bottom-marker Jorge Rosito (2424) in 18 moves, allowing a dull 3-fold repetition at the end. It is surprising that Stefan doesn't ask for the Contempt Factor feature to be used, to try to avoid this sort of thing, as there was nothing wrong with Shredder's position. It was, I thought, just ahead before the repetition moves occurred and certainly should have been trying to play on, though the operator said that some players thought that Rosito was just ahead. For what it means, Hiarcs, Fritz and Junior all have White just ahead at move 15, but Shredder indeed does have Black just ahead. A small Contempt Factor would have been enough, say 0.15. The only fair thing is to let you have a look to see what you think....

Shredder 8 - Rosito, J

1.d4 ♘f6 2.♙g5 d5 3.♙xf6 exf6 4.e3 ♘d6 5.c4 dxc4 6.♙xc4 0-0 7.♘c3 c6 8.♘f3 ♙e7 9.0-0 ♘d7 10.♙d3 g6 11.♙b3 ♘b6 12.♘e4 ♙c7 13.♘c5 ♙b8 14.♙fc1 ♘d7 15.♘a4 ♘b6



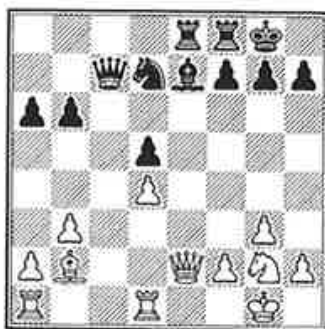
16.♘c5? [16.♘xb6!?] 16...♘d7 17.♘a4 ♘b6 18.♘c5 ½-½

16...♘d7 17.♘a4 ♘b6 18.♘c5 ½-½

Then in **round 11** it played Oscar Panno (2474). I wouldn't expect to see the Contempt Factor used against him!

Panno, O - Shredder 8

1.♘f3 c5 2.c4 ♘f6 3.♘c3 e6 4.g3 b6 5.♙g2 ♙b7 6.0-0 ♙e7 7.b3 0-0 8.♙b2 a6 9.e3 d6 10.♙e2 ♘bd7 11.♙fd1 ♙c7 12.d4 ♙ae8 13.♘e1 cxd4 14.exd4 ♙xg2 15.♘xg2 d5?! [Taking a risk this time. 15...♙b7 is equal] 16.cxd5 ♘xd5 17.♘xd5 exd5



18.♙ac1 [18.♙xa6?! might have brought about a decisive result (one way or the other!), but Panno probably didn't fancy dealing with 18...♙c2. Now the game slides into another draw] 18...♙b7 19.♙d3 ♘f6 20.♙c2 ♙d6 ½-½

So the final **GM Event table leaders** were:

- 7½/11 Alonso, Shredder8
- 7 Panno
- 6½ Slipak, Valerga, Rodriguez
- 6 Zambrana
- and 5 others from 4 to 3pts

The **Shredder8** grading from the 11 games in this Event was **2589** Elo. I would probably have to say this was disappointing. Apart from the slightly poor play in the game lost, allowing too many draws also hurt. Perhaps it was true -

the humans are getting smarter! I should also add that Alonso got his first GM norm for his effort!

Before we bring this article to an end, I must mention the terrific effort put in by the computer operators!

On everyone else's day off they turn up with both computers for the annual '**Blitz Exhibition Challenge**'.



This year that meant over 100 Blitz games were played during 5 very exhausting hours - a true kids' festival!

To get this number of games in the youngsters play at G/5mins but the computers - operated by Roberto and Estefania - play at G/1min (!!)

which requires plenty of concentration and real speed from the operators. It should, however, also be noted that most games end within 25 moves - indeed Shredder won them all and the '**Blitz Cup**' was awarded to a 10 year old girl, Sabrina Larregain, as she resisted the longest... for 52 moves!



PC CONNECTION for the Novag STAR DIAMOND by Rob van Son!

We are very pleased :-)) to announce a new and strongly featured piece of **PC connection software** for the **Novag Star Diamond**, written by long-time *Selective Search* reader **Ray Couzens**.

Our regular contributor **Rob van Son** has been heavily involved in testing it. Here is his report on the product - now available, see details at the end of the article!

Star Diamond Connection!

Introduction: Last year I bought the new Novag Star Diamond chess computer, which together with the 'handheld' Star Sapphire had already been announced by Novag a few years ago. All this time my expectations had been highly strung, because these new offshoots were going to be the strongest computers ever produced by Novag. However, it took until June 2003 before you could buy the first one in a store.

In 2002 computer-expert Jan Louwman told me in confidence that he wanted to be the first person to let one of the two newcomers participate in a gebruikers-tournament. He too evidently had big expectations and thought he could once again acrive a victory in the tournament to his name. Apparently he did not like competition of another user with a 'Star'. Sadly, he did not live long enough to experience this.

The Star Diamond computer has many buttons with a great number of features. The manual, unfortunately (for me!) is not in Dutch, and is printed in a small type font,

which does not help visually. However, the English instructions for use are reasonably easy to understand.

Unfortunately I soon discovered a couple of serious software errors in the program of the computer. With a small number of openings (the French Defence was one) the Star Diamond was already out of its book after only a couple of moves! How is this possible with an opening book of over 200,000 ply? Later on it turned out that this information is not correct, and the book contains only 123,000 ply anyway... but still more than enough to completely play out an opening without landing prematurely in the calculation phase after the second or third move!

I also discovered that it was impossible to correctly replay games where there had been a pawn promotion. During the so-called 'replay' everything went well until the Star Diamond was expected to execute the promotion move. This was clearly beyond the machine and it spit out a number of nonsense moves followed by the message 'error.'

The playing strength of the computer, however, is good. According to the *Selective Search Rating List* the Star Diamond, like the Star Sapphire, has a rating of 2188 Elo. For a chess computer definitely not bad!

Novag recognized the software errors mentioned above, and made an update available. I took my computer back to the store in



Amsterdam, which in turn sent it back to the exporter in Germany.

Since the computers from the second production run no longer had these errors, I secretly hoped that I was entitled to get a new computer. But no, after having waited a month I got back my old Star Diamond, but this time at least with a program without software errors.

With this Star Diamond I could confidently participate in the **8th CSVN gebruikers** tournament that took place in October last year.

Extra Features: In addition to its many possibilities for use, the Star Diamond comes with a handsome leather carrying case and a cable for connection to the PC. I immediately became enthusiastic about the possibility to play games on the Star Diamond and subsequently transfer them to the PC, so that I could analyse them with a chess program.

Connecting the cable was no problem. Now I just needed to look up in the manual how to transfer games to the PC. I searched through the many tiny words, and did see that for certain functions you needed to have a PC, but I

could not find any explanation of how this should be done. It just was not there. Only later was I able to find and download an extra manual from the Novag website!

After this I went to work with the second manual. It now turned out you needed the Windows HyperTerminal program. This is a program that comes standard with Windows and offers the possibility to make a connection with other computers with the help of a modem. I managed to get the whole thing going and struggled through the manual to execute the commands needed to enter games into the HyperTerminal program. The manual is actually not so much a manual as a series of boring commands. It felt as if I was back in the old DOS-era! For many users this is probably too complicated and therefore not much of use.

After a lot of pernickety work I succeeded in loading a complete game into the HyperTerminal! With a by now somewhat subdued enthusiasm I thought I would be able to save the game and then read it in into for example Fritz 8. Well, this just did not work!

You can save a game as a text file and print it, but with this Windows program it's just not possible to save a game as a (P)ortable (G)ame (N)otation file and read it as such into a chess program.

Some good news at last came in August last year when I came into contact with **Raymond Couzens** via Eric.

Ray, who works as a computer programmer, is also in possession of a Novag Star

Diamond. He had bought the machine last year from Eric and found the same software bugs I came across in my computer. He however received a completely new machine without program errors from Eric. That is what I call good service!

Ray also found the problems many owners of the Star Diamond are confronted with when they connect their computer to the PC with the cable provided. As a result he decided to write a better manual that would explain the use of Windows HyperTerminal in comprehensible language. But after he had written a first version he got the idea to write his own additional program which makes it possible to monitor a game on the PC and save it in a format readable for a chess program.

This is what Ray told me about his experiences and his plan to create a separate communication program:

"The Windows HyperTerminal program is a useful program for general use, but not that user-friendly for a broader public. The result could well be that many Star Diamond owners are discouraged from connecting their computer to the PC.

Because of the small type font the manual looks more like a reference manual than like an easy to comprehend instruction manual. Moreover Novag talk of specific functions for which a PC is required, while that is not always the case.



Ray Couzens

To use the connection of the computer with the PC you need an extra manual, which purely consists of a basic summing up of a series of commands. Novag probably are not aware that, for a broader public, this is simply not enough.

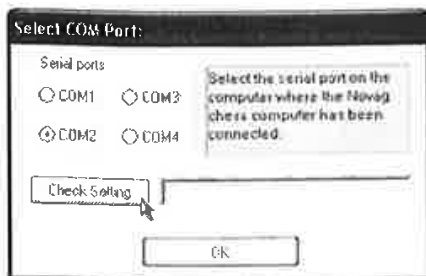
Moreover, the HyperTerminal program does not give any explanation about the different pieces of information that end up in it from the Star Diamond. This was the reason for me to write the program 'StarConnect'!"

Eric (our editor) did not have time to test the first Beta-version of Ray's program. Because he knew me through *Selective Search*, Ray asked me to test StarConnect. I rather liked the idea, and up until today I have never regretted it!

After about six months of testing, **the definitive Alpha-version is ready**, and in the following I have summed up the many features/options of this handsome program:

- StarConnect can be used on PC's having Windows 98 or later, including WindowsXP.

- After the Star Diamond has been turned on and been connected with the cable to the serial COM1-port, a connection can be made with the StarConnect using the 'Connect'-button. StarConnect will recognize the connection and configure it automatically. This needs to be done only once. If you want to connect your computer to a different COM-port of the PC, you can use the 'Config' menu to have it configured.

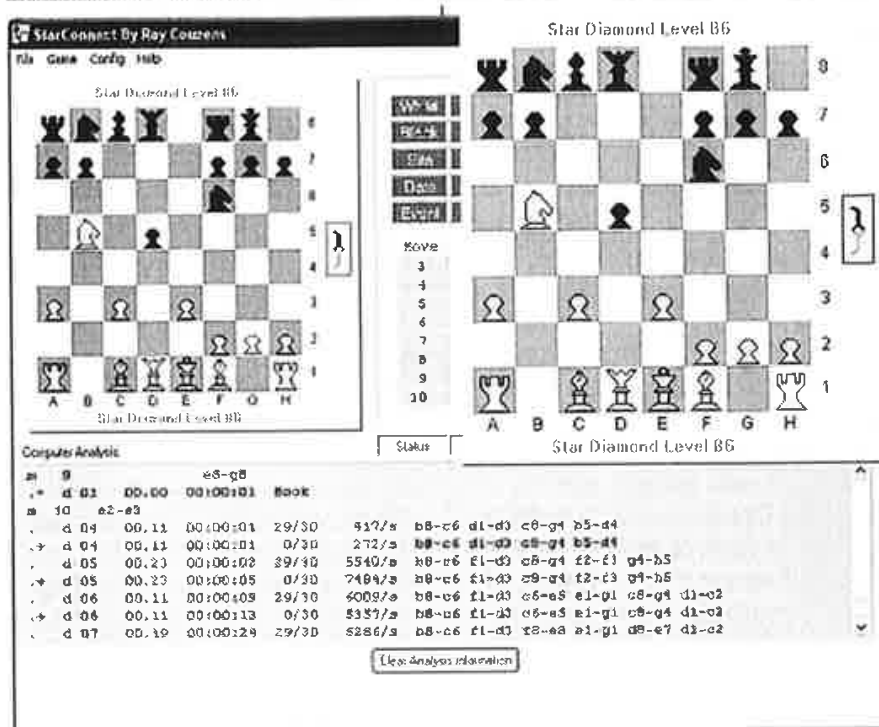


- Disconnecting is naturally done with the 'Disconnect'-button. You are not actually closing the program, but this function is useful if you want to use the serial port involved for a different device.
- Games, saved in the Star Diamond, can simply be reclaimed by the 'Get Position'-button giving you the end position and the relevant set of moves in StarConnect. You can always use this button to reclaim games or positions. A prerequisite is that the Star Diamond is in normal mode before you click the 'Get Position'-button.
- You can also play chess with the Star Diamond while the computer is connected to the PC and connected with StarConnect. The moves you make appear one by one in the program. You don't even need to type in the moves made by the Star Diamond! This way, games can quickly and safely be saved with StarConnect on the hard disk of your PC.
- Chess-studies can also be transferred to StarConnect using the 'Get Position'-button. The program will ask a number of questions, like which side to move, what kind of castling was used, any 'en passant' moves etc.

- Before you save a game with StarConnect, you can use the 'Game Details'-button to optionally enter all sorts of information about the game, such as the names of the players, the place where the game took place, the name of the event, elo-ratings, the chess match round, the result, and the date. These data are saved along with the game, which in turn saves you typing in the chess program. With the 'Swap'-button you can turn round the names and elo-ratings of the players with just one click of the mouse. Even without calling the 'Game Details' menu, the names and elo-ratings can be turned around with one click. There is in fact another 'Swap'-button on the right side of the chessboard in the main screen of StarConnect.
- The used-up time is automatically copied from the Star Diamond.
- After the game data, if any, has been updated, the game is saved in StarConnect with the 'Save Game'-button. StarConnect then shows a new dialog box in which the location (folder), the name and the file format (Save as type) are asked. The default format is PGN for use in a chess program, but you can also select TXT (text) format if you want to edit the game at a later stage with a word processor. Make your selection and click on the 'Save'-button. The game is now saved in the PC. StarConnect will then ask if the game should be re-played so that the last position, before the game was saved, is shown again. If you

select this option, the moves will be re-played very rapidly via the Star Diamond and it is fun to see how the moves flash by on the display. In case you use batteries with your computer, be sure the batteries are in good condition. You need extra power for the re-play and with low batteries this process may go wrong.

- In StarConnect it is possible to turn round the chessboard with the 'Rotate Board'-button. This is a useful option if you play with the black pieces on your side and want to be able to check the position at any desired moment.
- When you have loaded a game in StarConnect and decide to continue playing with the Star Diamond, the calculations in StarConnect are shown beneath the image of the chessboard and the moves. You can save these analyses with the 'Save Analyses'-button and edit them later with a word processor. You will find explanation of all analysis-information in the 'Help'-menu and the submenu 'help topics.'
- The Star Diamond offers the possibility to create your own opening-book with a maximum of 3000 ply with the programmable opening-book. It would be a waste of time and effort if this personal book should be lost by a power-break. For this reason StarConnect let's you save your personal book on the PC by means of the 'Opening books'-button. When you click this button, the window 'User Opening



Book Backup And Restore' opens. Now click the left button 'Get User Book'. A progress indicator shows how much of the process has been completed by StarConnect. After this a second dialog box opens in which you can select the folder to save the book in. You can also enter a name here. The extension of the book is always SUB (Star User Book). In this way several opening-books can be created, which you can subsequently save on the PC with StarConnect.

- Should a personal opening-book have been removed from the Star Diamond e.g. by a power-failure, or should you feel like using a different book, then the book can easily be restored to the Star Diamond. Click the 'Opening books'-button in StarConnect and next the button 'Restore User Book' on the right side of the dialog box. In the next window the program will ask you to indicate which book you want to restore. After you have selected this, the Star Diamond will start using the selected book again. Please note that both in the Backup and in the Restore process any active games in the Star Diamond will be removed, as the StarConnect

needs to reset the computer for these processes. Any saved games in the Star Diamond will of course be kept.

- All functions that can be activated by the buttons, are also available in the menu. The menu-bar shows the main groups File, Game, Config and Help. By clicking one of these four menus a number of submenus roll out from which you can make a further selection.
- If anything is still unclear, you can find all features/options of StarConnect via the Help-menu and the submenu Help topics.
- With the Quit-button the connection is broken and you quit the program.

So much about the features of StarConnect.

I asked Ray if he was satisfied with the end-result and if he had any further wishes for a future version. This was his answer:

"I am very satisfied and the result is better than I had expected. If there is sufficient interest in the program, I would like to make it available in different languages.

The current version is only in English, but it would be nice if people could read the functions in their own language.

The main window of StarConnect is designed for a screen-resolution of 800 x 600 pixels. With a higher resolution the image of the chessboard and the pieces becomes smaller.

In a next version I would like to modify the graphic image in such a way that the user, irrespective of the setting of the screen-resolution, can adjust the size of the board and the pieces.

Finally there are other ideas, such as being able to restore games using StarConnect in the Star Diamond, the possibility to print directly from StarConnect or being able to design your own chess pieces."

Ray is not sure whether the portable model, the Novag Star Sapphire, can also communicate with StarConnect.

He would be surprised if Novag were using a different communication technique for this little brother, but wrote his program first of all for the Star Diamond because of the model and the handsome large chessboard. Perhaps someone with a Star Sapphire would be a guinea pig for us and buy the program off Ray to see if it works. He can then let other enquirers know whether it works or not!

For only £15 (approx. 23 Euros), you would be in the possession of this great program which adds so much value to your Novag Star Diamond chess computer! If you are interested in StarConnect then send an

e-mail to:

■ StarConnect@dsl.pipex.com

You can also write to the following postal address:

■ Ray Couzens, 18 Elcombe Close,
Bracklesham Bay, Chichester,
West Sussex PO20 8QZ,
England

Have fun playing with the
Novag Star Diamond and
StarConnect!

Rob van Son,

4 August 2004



Schroder's PRO DEO

There is mention elsewhere that **Ed Schroder** of **Rebel** fame has brought out a new Windows version, which will run under *ChessBase* programs. Note: not under *ChessBase7/8*, but under *ChessBase* engines such as Junior, Shredder, Hiarcs, Fritz and Tiger.

Whilst one must admire Ed for doing this for nothing, if a free Ruffian, Crafty or, now, **Pro Deo** ever gets right up there with the top 3 or 4 commercial engines, then the future for chess programmers, software distributors and

retailers alike is likely to be seriously undermined.

'Fortunately' at this time Ruffian's approach towards the top resulted in its going commercial, and Schroder's new Pro Deo remains some way below a top placing.

Here are some early results, all G/60min + 10sec:

- ♦ ProDeo-ChessTiger15 19½-20½
- ♦ ProDeo-Fritz8 13-27
- ♦ ProDeo-Hiarcs9 16-24
- ♦ ProDeo-Ruffian2.1 15½-24½
- ♦ ProDeo-Shredder8 17-23
- ♦ ProDeo-Junior8 8½-9½ in play

A quick calculation from these scores would put **Pro Deo 1.0** on Elo in the *SelfSearch* list. You can download it from:

♦ <http://members.home.nl/matador>

Uniacke's PALM HIARCS

Mark's Palm program, which is based on Hiarcs9.305, continues to get some amazing results. Matches have been played at various time controls, but here is a compilation of the most interesting scores so far:

- ♦ PmHiarcs-PmGenius 52½-15½
- ♦ PmHiarcs-PmTiger 43½-6½
- ♦ PmHiarcs-PocketFritz2 73½-46½
- ♦ PmHiarcs-TascR30/1995 2-0

Clive Munro has started testing his Palm Zire 21 (the £75 126MHz unit), but tantalisingly he is playing the Genius 68030 and Tasc R30-1995 computers against **Palm Genius** and **Palm Tiger** first! All these at G/60:

- ♦ Genius68030-PmTiger 6½-3½
- ♦ Genius68030-PmGenius 2½-7½ !
- ♦ TascR30/95-PmTiger 8½-1½
- ♦ TascR30/1995-PmGenius 5-2 and in play

Clive's results so far would

put **Palm Genius/126** at around 2340 Elo, and **Palm Tiger 2130** Elo. The **Palm HIARCS** games will start after the current match!

Our current best estimate of the ratings for the Palm and Pocket PC units, taking all results into account, are:

Unit	126MHz	400MHz
Palm Hiarcs	2450	2550
Palm Genius	2300	2400
Palm Tiger	2150	2225
Pocket Fritz	—	2470

ChessBase 9 !

The new **ChessBase 9** will be out soon after you get this Issue, and there are special offers for those who want to save some money and place their order early. I expect them to be in stock by mid-October. Includes a Big Database of 2.6 million games, and Chess Media training lessons!

New Features include:

- ♦ Much faster browsing all databases than CB8, especially tree control
- ♦ Improved indexing
- ♦ New opening key layout, and automatic opening reference
- ♦ HTML support in database text
- ♦ Game history
- ♦ Fast real 3D board
- ♦ Threat animation
- ♦ Chess Media system integrated enabling video tutorials to be fully used... and more
- ♦ **Requires a DVD drive**

Pricing:

- **ChessBase7/8 -> 9 upgrade DVD.** £69.95 + £3 p/p. Or order before 31/Oct for £65 inclusive!
- **ChessBase 9 Starter DVD.** £99.95 + £3 p/p. Or order before 31/Oct for £95 inclusive!
- **ChessBase9 Mega pack DVD.** Adds 55,000 annotated games, 1 year sub. to ChessBase

magazine. £249.95 + £3 p/p. Or
order before 31/Oct for £225
inclusive!

HYDRA v SHREDDER

I'd planned to have 6 or more pages with a few photos from the **Hydra-Shredder** match - but space has completely gone, so what to do? Let's have a look at the first game - which sets the tone for the match! - and next time we'll have the remaining games, interviews and photos (+ some of the Hydra hardware!)

Hydra - Shredder

Game 1 of 8

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♟e3 e6 7.f3 b5 8.g4 h6 9.♟d2 ♟bd7 10.0-0-0 Last move in Hydra's opening book - we'll consider the Hydra book *next issue!* but their basic premise was that, from move 10, let the program work it's own moves out, it can do better than theory!! **10...♟b7 11.h4! d5 12.exd5** This would put the *ChessBase S8* out of book, but in the game an enlarged *Classic* book was in use and ran to move 16 **12...♟xd5 13.♟xd5 ♟xd5 14.♟g2 ♟e5 15.♟e2**



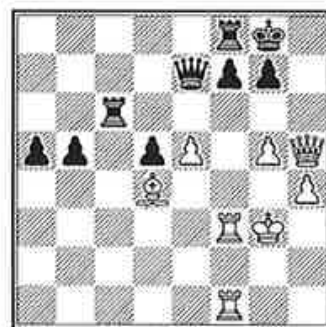
15...♟a5?! You can see what the idea is, to generate an attack against the White king before Black's attack gets fully started. But it seems dangerous putting this directly into the book, especially as Black is still a

couple of moves from castling. Okay, if **15...♟c8?!** the tricky **16.♟f5!** is strong - check out **16...exf5? 17.♟f4!** and Black's in trouble. Therefore **15...♟c4! 16.f4 ♟c5 17.♟xd5 ♟xd5** looks to be best **16.f4** Note that both the d5/♟ and e5/♟ are now en pris **16...♟xa2** Shredder's last book move, but the position is already quite critical for the German program **17.♟xd5 ♟a1+** This move is forced. After **17...♟xd5?? 18.fxe5** White is a piece up and has a decisive advantage, while after **17...exd5? 18.♟b3 ♟c6 19.♟c5+!** (discovered check!) White is threatening to trap the queen and at the same time putting unbearable pressure on the e-file: **19...♟e7 20.♟xe7 ♟xe7 21.♟he1**, and now Black must decide whether [a] to shed the knight but help his king out with 0-0, or [b] hang onto the knight with **21...♟a7?!** when **22.♟e3 ♟b7 23.♟c5** is very threatening indeed **18.♟d2 ♟b4+ 19.c3 ♟xb2+ 20.♟e1 ♟xc3+ 21.♟f1 exd5 21...♟d8!? 22.fxe5**



To exchange or not to exchange queens?! that.... **22...♟b4 22...♟xe2+!?** **23.♟xe2 h5 24.g5 ♟d7** reaches an ending which favours White with his ♟ for 3x♟, but it's by no means certain that Hydra would win from here **23.♟f2 0-0 24.g5!** Hydra has very strong king attack/safety algorithms, which means the program

likes to attack the enemy king and weaken its security **24...♟xd4 25.♟xd4 h5?!** **25...hgx5** seems better, but **26.hgx5 ♟c4** (only move, anything else and ♟h5! is deadly) **27.♟d3** (White wants the queens on the board, his attack is his best chance) **27...♟ac8 28.♟f2± 26.♟g2** Just improving his king's safety a little, rather than play ♟xh5 immediately and risk a series of checks **26...♟ac8** I'm sure Black would want to play **26...g6** here - after all, if the h/♟ is lost then **25...h5** was really bad. But **27.e6 ♟d6 28.e7 ♟fe8 29.♟f6** would probably not look at all appealing **27.♟hf1** Not **27.♟xh5? ♟c2+ 28.♟g1 a5!** and Black would increase the tension somewhat! **27...♟e7** Definitely not **27...g6?** now, as **28.e6! ♟d6 29.exf7+! ♟xf7 30.♟xf7 ♟xf7 31.♟f1+ ♟g8 32.♟f6 ♟d7 33.♟xg6+ 1-0 28.♟xh5 ♟c2+ 29.♟g3 ♟c6 30.♟d3 a5** The best chance **31.♟df3**



Hydra is methodically preparing the final assault **31...♟e6 32.♟f6! ♟xe5 32...gxf6??** loses very quickly, e.g. **33.gxf6 ♟xf6 (33...♟d8 34.♟g5+ m/2) 34.exf6 ♟c7+ 35.♟f3** and White mates in another few moves **33.♟xe5 ♟xe5+ 34.♟f4 a4 35.♟g2 d4 36.♟xf7 ♟d5+ 37.♟f3 ♟c8 38.♟e1 38...d3 39.♟e8+ ♟xe8 40.♟xe8+ ♟h7 41.♟h5+ ♟g8 42.♟f1** (to unpin the rook) **42...♟e6 43.g6! 1-0**

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 *Se/Search* Rating List the most accurate available for Computer Chess anywhere in the world.

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

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

Human/Games. The Rating obtained and 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.

RATING LIST (c) Eric Hallsworth.		PCPROGS	Se/Search	114	Oct 2004	
BCF	Computer	Elo	+/-	Games	Pos	Human/Games
268	SHREDDER8 P4-PC	2744	19	595	1	2619 21
265	SHREDDER7.04 P4-PC	2727	12	1491	2	2703 20
263	JUNIOR8 P4-PC	2710	13	1221	3	
262	FRITZ8 P4-PC	2698	11	1626	4	2733 10
262	HIARCS9 P4-PC	2696	15	949	5	
262	FRITZ7 P4-PC	2696	11	1559	6	
258	CHESS TIGER15 P4-PC	2669	15	846	7	
258	GAMBIT TIGER2 P4-PC	2664	11	1712	8	2542 2
257	CHESS TIGER14 P4-PC	2663	12	1305	9	2705 13
256	SHREDDER6 P4-PC	2651	12	1316	10	2478 7
256	HIARCS8 P4-PC	2649	11	1602	11	2651 14
255	FRITZ6 P4-PC	2641	10	2081	12	2616 53
255	JUNIOR7 P4-PC	2641	12	1372	13	2701 12
253	GAMBIT TIGER1 P4-PC	2629	22	430	14	
252	REBEL TIGER12 P4-PC	2620	15	872	15	
252	JUNIOR6 P4-PC	2617	10	1891	16	2621 22
252	REBEL CENTURY4 P4-PC	2617	21	480	17	2674 4
250	HIARCS732 P4-PC	2604	9	2347	18	2467 19
250	HIARCS7-00S P4-PC	2603	12	1397	19	
249	SHREDDER5 P4-PC	2592	14	1018	20	2642 15
248	SHREDDER4 P4-PC	2585	16	760	21	2600 15
247	FRITZ516 P4-PC	2583	12	1375	22	2513 6
247	FRITZ532 P4-PC	2583	12	1480	23	
247	CHESSMASTER 6/7000 P4-PC	2580	24	353	24	2594 22
247	NIMZ08 P4-PC	2580	12	1326	25	
247	NIMZ07 P4-PC	2579	13	1208	26	
247	REBEL CENTURY3 P4-PC	2576	25	340	27	2655 6
246	NIMZ098 P4-PC	2574	12	1308	28	2475 10
245	GANDALF5 P4-PC	2567	20	503	29	
245	JUNIOR5 P4-PC	2564	11	1537	30	
245	GANDALF4 P4-PC	2562	13	1115	31	
244	HIARCS6 P4-PC	2557	13	1207	32	2592 24
243	NIMZ099 P4-PC	2547	14	1051	33	
243	SOS P4-PC	2547	14	974	34	
243	REBEL CENTURY1.2 P4-PC	2546	21	460	35	2592 43
243	REBEL-10 P4-PC	2545	25	333	36	2598 17
243	REBEL9 P4-PC	2544	14	1063	37	2677 14
243	GOLIATH LIGHT P4-PC	2544	15	846	38	
243	REBEL8 P4-PC	2544	19	549	39	
242	MChess PRO6 P4-PC	2538	17	712	40	2504 12
241	MChess PRO7 P4-PC	2531	14	1068	41	2600 2
241	CHESS GENIUS5 P4-PC	2530	13	1207	42	2459 6
240	SHREDDER3 P4-PC	2525	33	193	43	2711 2
240	MChess PRO8 P4-PC	2520	14	1031	44	
240	SHREDDER2 P4-PC	2520	15	878	45	2218 6
237	GANDALF3 P4-PC	2496	27	282	46	
234	JUNIOR4.6 P4-PC	2474	43	115	47	
233	KALLISTO2 P4-PC	2470	22	413	48	
232	FRITZ5 PENT-PC	2456	25	332	49	
230	HIARCS5 PENT-PC	2447	19	589	50	

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
P4/1000	0	P3-K7/500	-40
PPro2-K6/300	-80	PPro2-K6/233	-100
Pent/200	-120	486DX4/100	-200
486/66	-240	386/33	-320

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■ ■ ■ ■ ■

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

RATING LIST (c) Eric Hallsworth, sel@search 114											
Bcf Computer	Elc	Games	Pos	Human/Games	170	160	13	1192	50	2087	14
219 TASC R30-1995	2354	16	837	1	169 NOVAG JADEZ-ZIRCON2	1959	39	138	51	2032	56
214 TASC R30-1993	2312	12	1357	2	169 MEPH MONTREAL-ROMA 68000	1955	9	2507	52	1968	58
213 MEPH LONDON 68030	2310	24	353	3	168 MEPH AMSTERDAM	1950	9	2259	53	2054	18
212 MEPH GENIUS2 68030	2303	18	660	4	167 MEPH ACADEMY/5	1942	9	2384	54	2023	1111
210 MEPH LONDON PRO 68020/24	2281	61	57	5	167 NOV OBSIDIAN-ENCLASSIC-AMBER	1938	45	104	55		
209 MEPH LYON 68030	2273	15	873	6	166 FID MACH28	1933	26	298	56	1960	25
208 MEPH PORTOROSE 68030	2271	20	515	7	166 NOV SUPER FORTE-EXP B/6	1930	12	1437	57	2005	93
208 MEPH RISC2 1MB	2264	20	523	8	165 MEPH MEGA4/5	1926	8	2697	58	2005	1977
206 MEPH VANCOUVER 68030	2255	17	698	9	165 KASPAROV MAESTRO D/10	1923	12	1323	59	1923	1277
206 MEPH BERLIN PRO 68020/24	2249	12	1287	10	165 FID MACH2C	1920	9	2649	60	2059	127
206 MEPH LYON-VANC 68020/20	2249	27	296	11	164 KASP CENTURION-ADVTAVEL-BRAVO	1914	15	940	61	1830	30
205 KASP RISC 2500-512K	2246	25	338	12	163 MEPH M4/5	1914	15	940	61	1830	30
204 MEPH RISC1 1MB	2234	9	2549	13	162 MEPH MODENA	1906	8	2701	62	2006	97
203 MEPH ATLANTA-MAGELLAN	2225	14	975	14	162 KASPAROV MAESTRO C/8	1903	16	780	63	1999	98
202 KASPAROV SPARC/20	2222	13	1151	15	161 NOVAG RUBY-EMERALD	1896	27	295	64	1999	98
202 MEPH MONTREUX	2219	15	865	16	161 NOV SUPER FORTE-EXP A/6	1893	17	697	65	1981	48
200 KASP RISC 2500-128K	2219	15	865	16	161 FID TRAVELMASTER	1890	12	1388	66	2021	176
199 MEPH LONDON 68020/12	2200	9	2632	17	160 MEPH SUPERMOND2-COLLEGE-MCARLO4	1889	19	554	67	1909	90
198 NOVAG STAR DIAMOND-SAPPHIRE	2196	77	36	18	160 FID MACH2A	1887	27	284	68	2074	8
198 FID ELITE 68040-V10	2189	25	331	19	159 KASP TRAVEL CHAMPION	1885	25	330	69	1912	35
196 MEPH VANCOUVER 68020/12	2184	53	75	20	159 MEPH MONTE CARLO	1875	32	209	70	1862	22
195 MEPH LYON 68020/12	2169	9	2270	21	159 CXG SPHINX GALAXY/4	1875	28	260	71	2046	10
193 MEPH PORTOROSE 68020	2164	8	3332	22	159 CONCH PLY-VICTORIA/5.5	1872	9	2375	72	1947	157
192 MEPH LONDON 68000	2145	10	1846	23	157 KASP TURBOKING2	1872	16	771	73	1861	22
191 NOV SAPPHIRE2-DIAMOND2	2141	61	58	24	157 NOV EXPERT/6	1861	14	975	74		
191 MEPH BERLIN 68000	2133	18	609	25	155 FID CLUB 8	1860	32	206	75	2026	22
190 FID ELITE 68030-V9	2129	12	1311	26	155 NOV EXPERT/5	1846	12	1309	76	1827	18
190 MEPH VANCOUVER 68000	2122	15	948	27	154 NOV SUPER FORTE-EXP A/5	1845	26	305	77	2012	68
189 MEPH LYON 68000	2120	12	1359	28	154 FID PAR E-ELITE+DES2100	1837	11	1530	78	1800	38
189 MEPH ALMERIA 68020	2118	11	1642	29	154 NOV FORTE 8	1835	9	2462	79	1916	220
187 MEPH MILPRO-MASTER-SENATOR	2116	14	1026	30	153 FID AVANT GARDE/5	1833	10	1836	80	1953	236
186 NOV SAPPHIRE1-DIAMOND1	2102	19	569	31	153 MEPH REBEL	1829	11	1670	81	1852	80
186 MEPH PORTOROSE 68000	2093	12	1483	32	152 NOV FORTE A	1826	9	2168	82	1940	69
184 FID MACH4-DES2325 68020-V7	2089	11	1573	33	152 FID CLUB A	1821	9	2191	83	1908	143
182 FID ELITE 2*68000-V5	2078	9	2286	34	151 KASPAROV MAESTRO A/6	1819	31	224	84	1767	6
180 MEPH POLGAR/10	2059	26	312	35	151 KASP STRATOS-CORONA	1814	15	927	85	1864	131
180 MEPH DALLAS 68020	2046	18	632	36	151 KASP TURBOKING1	1813	10	2092	86	1890	48
180 MEPH ROMA 68020	2044	14	973	37	150 CONCHESS/6	1808	24	352	87	1900	61
178 KASPAROV BRUTE FORCE	2042	14	1070	38	150 MEPH SUPERMONDIAL1	1807	46	102	88	2017	8
178 MEPH ALMERIA 68000	2029	14	1060	39	150 CONCH PLYMATE/5.5	1804	11	1533	89	1990	6
176 NOVAG SCORPIO-DIABLO	2024	14	1037	40	149 SCI TURBO KASPAROV/4	1801	9	2184	90	1923	55
174 KASP MH6-CHALLENGER-EXPERT	2012	10	2021	41	149 NOV EXPERT/4	1795	21	470	91	1933	64
173 MEPH NIGEL SHORT	1993	15	886	42	149 KASP SIMULTANO	1794	14	1020	92	1960	43
173 FID MACH3-DES2265 68000-V2	1989	25	5473	43	148 FID EXCELLENCE/4	1794	13	1118	93	1824	36
172 MEPH DALLAS 68000	1986	6	5473	44	147 CONCH PLYMATE/4	1788	11	1657	94		
171 MEPH POLGAR/5	1982	11	1526	45	146 FID FIDELITY ELITE C	1781	24	362	95	2007	6
171 MEPH MHS/5	1970	8	2799	46	146 FID ELEGANCE	1780	35	174	96	1869	11
170 NOV SUPER FORTE-EXP C/6	1970	11	1750	47	145 MEHISTO MH2	1762	17	748	97	1852	40
170 MEPH MONDIAL 68000XL	1966	8	2843	48	145 SCI TURBOSTAR 432	1761	12	1344	98	1859	70
		15	852	49	144 FID EXCELLENCE-DES2000	1757	11	1607	100	1828	57