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.
NEWS & RESULTS - keeping you right up-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, Hiarc9, 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 were not so bad - in five 12-game matches it lost narrowly to Shredder7.04 and Hiarc9, 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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Junior 8</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>Hiarc9</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>Fritz</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>Shredder 7.04</td>
<td>4</td>
</tr>
<tr>
<td>5=</td>
<td>Tiger 15</td>
<td>3½</td>
</tr>
<tr>
<td>5=</td>
<td>Shredder 8</td>
<td>3½</td>
</tr>
</tbody>
</table>

Well, there’s a surprise! Junior8 had 6 wins and 4 draws - ‘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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ruffian</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>SOS 3 Arena</td>
<td>7</td>
</tr>
<tr>
<td>3=</td>
<td>Ktulu 4.2</td>
<td>4½</td>
</tr>
<tr>
<td>3=</td>
<td>Green Light Chess 3</td>
<td>4½</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Aristarch 4.5</td>
<td>11</td>
</tr>
<tr>
<td>2</td>
<td>Little Goliath 3.8 uci</td>
<td>8½</td>
</tr>
<tr>
<td>3</td>
<td>Green Light Chess 3.0</td>
<td>8</td>
</tr>
<tr>
<td>4</td>
<td>Smarthink 17a</td>
<td>7½</td>
</tr>
<tr>
<td>5</td>
<td>Yuce Paderbourn</td>
<td>7</td>
</tr>
<tr>
<td>6=</td>
<td>Toot 5.6</td>
<td>6½</td>
</tr>
<tr>
<td>6=</td>
<td>Ktulu 4.2</td>
<td>6½</td>
</tr>
<tr>
<td>8</td>
<td>Chop 10.99</td>
<td>1</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The King 3.23</td>
<td>7½</td>
</tr>
<tr>
<td>2</td>
<td>Ruffian 1.0.1</td>
<td>7</td>
</tr>
<tr>
<td>3</td>
<td>SOS 4 Arena uci</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>Aristarch 4.5</td>
<td>4½</td>
</tr>
</tbody>
</table>

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

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

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 Hiarc9x test versions which we are optimistic about as we prepare for a Hiarc-10 in the near future, and Hiarc9.0302 scored 14-8, while Hiarc9.0305 scored 15-7. Pro Deo is probably better than this suggests as Hiarc 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](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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/42</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 8</td>
<td>31½</td>
</tr>
<tr>
<td>2</td>
<td>Chessmaster 9000</td>
<td>28</td>
</tr>
<tr>
<td>3</td>
<td>Deep Fritz 8</td>
<td>26½</td>
</tr>
<tr>
<td>4</td>
<td>Hiarc 9</td>
<td>26</td>
</tr>
<tr>
<td>5</td>
<td>Ruffian 2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>SOS for Arena</td>
<td>25½</td>
</tr>
<tr>
<td>7</td>
<td>Rebel 12</td>
<td>22½</td>
</tr>
<tr>
<td>8</td>
<td>SmartThink 0.17a</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Deep Sjeng 1.5a</td>
<td>22</td>
</tr>
<tr>
<td>10</td>
<td>Aristarch 4.37</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Gandalf 5.1</td>
<td>21½</td>
</tr>
<tr>
<td>12</td>
<td>Chess Tiger 15</td>
<td>21</td>
</tr>
<tr>
<td>13</td>
<td>Nimzo 8</td>
<td>19½</td>
</tr>
<tr>
<td>14</td>
<td>Junior 8</td>
<td>19</td>
</tr>
<tr>
<td>15</td>
<td>Delft 4.4</td>
<td>18½</td>
</tr>
<tr>
<td>16</td>
<td>List 5.12</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Little Goliath Nemesis</td>
<td>17</td>
</tr>
<tr>
<td>18</td>
<td>Crafty 19.08</td>
<td>16½</td>
</tr>
<tr>
<td>19</td>
<td>Ktulu 4.2</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Crafty X (El Chinito 3.25)</td>
<td>15½</td>
</tr>
<tr>
<td>21</td>
<td>Kaisse 1.7</td>
<td>14½</td>
</tr>
<tr>
<td>22</td>
<td>Quark 2.05b</td>
<td>11½</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/42</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder 8</td>
<td>31</td>
</tr>
<tr>
<td>2</td>
<td>Deep Fritz 8</td>
<td>30</td>
</tr>
<tr>
<td>3</td>
<td>Ruffian 2.1</td>
<td>27½</td>
</tr>
<tr>
<td>4</td>
<td>List 5.12</td>
<td>26½</td>
</tr>
<tr>
<td>5</td>
<td>Junior 8</td>
<td>25</td>
</tr>
<tr>
<td>6</td>
<td>Hiarc 9</td>
<td>24½</td>
</tr>
<tr>
<td>7</td>
<td>Rebel 12</td>
<td>23½</td>
</tr>
<tr>
<td>8</td>
<td>Chessmaster 9000</td>
<td>22½</td>
</tr>
<tr>
<td>9</td>
<td>SOS 4 for Arena</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Chess Tiger 15</td>
<td>22</td>
</tr>
</tbody>
</table>
Okay, so Shredder 8 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**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/50</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hiarcs 9</td>
<td>39</td>
</tr>
<tr>
<td>2</td>
<td>Shredder &amp; ucl Chess Tiger 15</td>
<td>38</td>
</tr>
<tr>
<td>4</td>
<td>List 5.12 Chessmaster 10000</td>
<td>36½</td>
</tr>
<tr>
<td>6</td>
<td>Ktulu 5.1</td>
<td>34</td>
</tr>
<tr>
<td>7</td>
<td>Deep Fritz 8</td>
<td>32</td>
</tr>
<tr>
<td>8</td>
<td>Pro Deo 1.0 Ruffian 2.1</td>
<td>30</td>
</tr>
<tr>
<td>10</td>
<td>Patriot 1.3 Gothmog 1.0 b10 Deep Sjeng</td>
<td>29½</td>
</tr>
<tr>
<td>12</td>
<td>Thinker 4.6 Gundalf 5.1</td>
<td>28½</td>
</tr>
<tr>
<td>15</td>
<td>Tao 5.7</td>
<td>28</td>
</tr>
<tr>
<td>16</td>
<td>Junior 8</td>
<td>27</td>
</tr>
<tr>
<td></td>
<td>and 35 others!</td>
<td></td>
</tr>
</tbody>
</table>

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 P4/2600 is 7.015 which, if x 1.6 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
Hiarc5 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?

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.Nc3, 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.
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 accommodate 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 Shag 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.\( \&c3 \) \( \&g6 \) 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.\( \&fd1 \) \( \&xc4 \) 23.\( \&xc4 \)
\( \&ab5 \) 24.b3 a5 25.\( \&f2 \) \( \&b4 \)
26.\( \&dd4 \) \( \&xc4 \) 27.\( \&xc4 \) \( \&c8 \)

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)-A, 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 unfortunately 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.\( \&xc6 \)
\( \&xc6 \) 41.\( g4 \) \( \&e7 \)
You'd think the Black d/\( \&d \) might yet have something to say, but can Woodpusher find a way of getting to grips with its opponent's \( \&f \)-side pawns?
42.\( \&d7 \) \( \&h6 \) 43.\( \&e6 \) \( \&c1+ \)
44.\( \&g2 \) \( \&f7 \) 45.\( \&d4 \)
45...d5 As the pawn is already blocked 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 d 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 e1 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 prise and will also need to sacrifice material to stop the b queenning) 49.exd5 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 e8 53.xd4xd8 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 dxe5 5.xc4 c6 6.d3 c5 7.e3 b4 8.a4 f5 9.exf6 exf6 10.a3 f4 11.axb4 fxe4 12.c3 e6 13.h3 xd7 14.f4 e7 14...xb4 15.h5+ f7 16 e5+ is a theory line, and Black has two choices: [a] 16...xf8 17.xe4=, or [b] or 16...xe7 17.xg7 and now 17...0-0-0 18.xa7 b8 19.a1 and now Black drives the queen away with 19...h8 and if 20.xh7 f5!= 15.xxe6 xe6 16.d5 g6 17.0-0 0-0 18.c5

But equal position 19.xa7

Of course, but... 19...c4! 20.xe2? If 20.xe7 xe7 21.xb7 then 21...e3! might put the cat among the pigeons. Next comes 22.fxe3 xe7 forcing 23.xf7 xf7

Now I think that 24.xf3 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...xf3+! 23.h1

Only move - xf3 loses heavy material and is also mate very soon! 23...xe5!

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 xf6+ 25...h5 26.fxg6 gxe6 27.dxe6 and White is effectively a knight up) 26.xh2 h5 settling for a draw) 25.gxf3 (or 25.xe4 gxe4 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.xg2 exf3 28.xg3 g6 29.dxe6 fxe6 29.dxe6 fxg2 30.xg2 xc5, and Black should be able to win. Instead of
24.\textit{Be}e! or the move played, note the knight still can't be taken: 24.\textit{gx}f3?? \textit{ex}f3 and the new threat of \textit{Bg}2 mate forces White to give up his queen with 25.\textit{Bxf}3 \textit{Ex}f3 0-1
24...\textit{Bh}5! 25.\textit{h}3  
\textbf{Anything else loses outright} 25...\textit{Bg}4  
26.\textit{Bf}1 \textit{Bg}5 27.\textit{Bxc}7  
Returning material doesn't work either: 27.\textit{Qxe}4 \textit{Qxe}4  
28.\textit{Bb}3 \textit{Qx}h3 29.\textit{Bx}h3 2\textit{Bx}h3+  
30.\textit{Qg}1 \textit{Qh}5 and Black has a rook for 2 pawns and must win 27...\textit{Qxh}3 27...\textit{Qxh}3  
28.\textit{Bxh}3 2\textit{Bxh}3+ 29.\textit{Bxh}3 2\textit{Bxh}3+ 30.\textit{Qg}1 \textit{Qg}4+ 31.\textit{Qf}1  
e3 32.\textit{Qe}1 \textit{Qxe}2+ 33.\textit{Qd}2  
\textit{Qf}4+ is one way of winning the a7/8 and the game 0-1

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

\textbf{Deep Junior - Deep Sjeng}

Round 6

1.\textit{e}4 \textit{e}5 2.\textit{Qf}3 \textit{c}6 3.\textit{Bb}5 a6  
4.\textit{Qa}4 \textit{Qf}6 5.0-0 \textit{Qe}7 6.\textit{Qe}1  
b5 7.\textit{Bb}3 d6 8.c3 0-0 9.h3  
\textit{Qa}5 10.\textit{Qc}2 c5 11.d4 \textit{Qc}7  
12.d5 c4 13.b4 \textit{Bxb}3 14.\textit{Bxb}3  
\textit{Qd}7? 14...\textit{Qe}8 15.\textit{Qd}3 g6  
16.\textit{Qh}6 \textit{Qg}7 is supposed to be a slightly better line for Black 15.\textit{Qa}3 \textit{Qd}8 16.\textit{Qd}3  
\textit{Qb}7?! 16...\textit{Qe}8 has been played, but White won 17.\textit{b}4  
18.\textit{Qb}2 \textit{Qb}6 19.\textit{Qc}1?!  
He's used 3 of his last 5 moves to go from c1-a3-b2-c1 19...\textit{Qe}7  
20.\textit{Qe}3! \textit{Qc}7 21.\textit{Qa}3 \textit{Qfc}8  
For a few moments I wondered why not 21...\textit{Qxc}3  
as 22.\textit{Qxb}5 \textit{Qxb}5 23.\textit{Qxb}5  
appears to allow 23...\textit{Qxe}4  
winning a pawn. As soon as I played it out I saw the pin  
24.\textit{Qc}6! and if 24...\textit{Qfb}8  
25.bxa5! which threatens a6!  
22.\textit{Qxb}5?! Junior's at it again! The simple 22.\textit{Qd}2  
\textit{Qxb}4 23.\textit{Qxb}4 would have satisfied most programs

\textbf{22...\textit{Qxb}5 23.\textit{Qxb}5}

23...\textit{Qxb}4 If 23...\textit{Qxe}4 then the same pin we looked at earlier 24.\textit{Qc}6 f5 (24...\textit{Qxc}3  
 isn't as good after 25.\textit{Qb}3!  
\textit{Qe}4 26.\textit{Qb}1 f5 27.bxa5!  
threatening a6, as we've also seen before) 25.\textit{Qd}3 \textit{Qxc}8  
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.\textit{Qxb}4 \textit{Qxe}4 25.\textit{Qc}6 \textit{Qb}8  
[25...f5?! has been suggested earlier, but now 26.\textit{Qe}2!  
looks quietly very strong, threatening to go to c4 or b5,  
depending on Black's response 26.\textit{Qxa}8 \textit{Qxa}8  
27.\textit{Qd}3 f5 28.\textit{Qb}5! 28.\textit{Qd}2!  
also looks good, then if 28...\textit{Qxd}2 29.\textit{Qxf}5 28...\textit{Qb}8  
29.\textit{Qf}1

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...\textit{Qa}3 30.\textit{Qa}1! \textit{Qxb}4  
31.\textit{Qb}1 \textit{Qa}3 32.\textit{Qxb}7 \textit{Qxb}7  
33.\textit{Qxb}7 Finally reaping the reward for the pin - 2 pawns!  
33...\textit{f}4 34.\textit{Qc}1! Of course a \textit{Q}-exchange would suit White greatly now 34...\textit{Qc}3  
Trying to avoid the exchange with, say, 34...\textit{Qa}5 35.\textit{Qxf}4 \textit{Qxf}4  
36.\textit{Qc}8+ \textit{Qd}8 37.\textit{Qe}6+ \textit{Qh}8  
38.\textit{Qxe}4 is still 1-0 35.\textit{Qxc}3  
\textit{Qxc}3 36.\textit{Qbd}2 \textit{Qe}4 37.\textit{Qa}5  
\textit{Qc}5 38.\textit{Qc}8 \textit{Qb}3 39.\textit{Qe}6+  
\textit{Qf}8 40.\textit{Qb}4
Another pin 40...d5
41.dxe5 dxe5 42.dxe5 e8
43.d1 f8 44.d2 And Sjeng gave up. It could have probably struggled on for another 20 or 30 tortuous moves, but the 1-0 was inevitable by now. A very interesting game with quite a few surprisingly effective moves along the way 1-0

Deep Sjeng - Shredder
Round 8

1.e4 c5 2.d3 d6 3.d4 cxd4
4.d4 d6 5.c3 c6 6.d5
e6 7.f4 e5 8.dxe5 dxe5
9.d3 f3 10.g5 c7 10.0-0-0 d7
11.d3 b5 12.a3 e8
13.e1 h6 14.f3 b4 New! Non-book moves caused the weaker programs some trouble in this tournament!
14...e5 15.f5 b4 16.axb4
AXB4 17.d2 b6 18.g4 Bh8
19.d1 c4 20.d4 has been played before 15.axb4
AXB4 16.d3?!?

16.b1 16.d7 17.f1 c5
18.dxe5 fxe5 19.e1 g8!
If Black had tried castling
19...0-0? then 20.e5 dxe5
(not 20...h4 5?! of course).
look at the double attack on
h7 as the defender is
removed with 21.exf6 1-0
21.dxe5 b6 22.xh6 gxh6
23.wxh6 and there is nothing
Black can do to defend the
g/h files. For example
the best chance is 23...e4!
but 24.d3! wins - but note well,
not 24.xf1 e3+ m3!
20.d4 a5 21.d5 e5
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.a5 b6 28.xf6 gxf6
29.xf6 a1+ 30.xd2
30...e2+ 31.xc3 a2+
32.xd3 xxc3+ 33.xc3 xxc3
34.xc3 xg2 leaves Black
much too far ahead on
material 0-1

I showed in SetSearch 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.d3 d6 3.d4 cxd4
4.d4 d6 5.c3 c6 6.d5
e5 7.d3 e6 8.f3 d7
9.g4 b5 10.g5 b4 11.d2
12.d2 a5 13.g3
14.hxg3 a4 15.c1
16.f4 d5? 16...g6
17.d3 d5 is in Fritz's own
book, but Diep's move could
be an improvement!! 17.d3
18.b3 c8 19.f5 d7

With neither side castled this
is becoming very interesting!
20.d3 xbd3+ 21.cxd3 c5
22.d4 e7 23.d5? I don't
know if Franz Morsch would
have been happy to see the
centre blocked like this.

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
23...d1 looks better 23...d8
24.afx1 b7 25.xc4 b8
26.0-0-0?! I reckon 26.e2! was a better way of 'casting' the rooks together and getting the king safe 26...b6
27.b7 a7 28.axb6 cxb6
29.c1 f8

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.f4 g6! 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
44.d2 Not 44.xh5? as d3+ is m5: 45.a1
44+ 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.ed1 results in 49...xe4 anyway, then 50.xe4 d3+ 51.e1 c2/)
49...xe4+ 50.a1 g4. A great win by Diep 0-1

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!

**FINAL STANDINGS**

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Photo right-hand column: Junior's Shay Bushinsky with his 7 y/o daughter Gil - and John Hamlen's teddy bear!
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.čf3 d6 3.d4 exd4 4.čc4 ěf6 5.0-0 ěxe4 6.če1 d5 7.čx5 ěxd5 8.čc3 ěa5 9.čxe6 ěxe6 10.čeg5 ěe7 A new idea, but it's perfectly good. 10...0-0-0 11.čxe6 12.čxe6 ěc5?

12...0-0-0 or even 0-0, to break the ěe-ćd pin, are clearly better than this: 13.čg5! 0-0-0 Too late
14.ćxe7 ěxe7 15.če5 ěd5 16.ćxd5 ěxd5 17.ćxd4

43...đa4? 43...đd7 surely holds the draw, barring mistakes!... just what the move played is, by taking a tempo in the wrong direction 44.će6 g6 45.će4 b5=
44.ćc4 44.h5! was even stronger as, if 44...ćxc3 45.g6 hxg6 46.f6! wins
44...ćb2 45.će6! g6? In fact 45...ćxc4 taking the pawn might have been better. White then goes 46.ćf4! and after 46...g6 47.ćf8! ěxf5 48.ćh7 ěe6 49.h5 ěc5 50.g6 ěe5 51.ćg5 c4! and now the ONLY possible way to win is 52.h6! pretty well forcing
52...ćg6 53.ćxg6 c3!
54.ćg5+ ěe7 55.h7 ěc2 56.ćh8+ ěf1. Now White might still win because of 57.ćg7+ ěd6 58.ćxh7
46.fxg6 hxg6 47.ćf4 ćxc4
48.ćxg6 ěe6 Neither side plays the remainder of the game particularly well

49.će4? Correct was 49.ćf4 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.\textregistered f4\textregistered c4 51.h5\textregistered f7 It's already too late for 51...\textregistered d6 52.h6!\textregistered f7 53.h7 c5 54.\textregistered g4 c4 55.\textregistered f4+\textregistered e7 56.\textregistered g6\textregistered e5+ 57.\textregistered f5 and Black's knight is lost and still a pawn queens 52.\textregistered h4\textregistered b2? It had to be 52...\textregistered d6 to maintain a small interest in case White messes up 53.h6!\textregistered d3+ Suddenly White's king starts going the wrong way, but it doesn't make a difference anymore 54.\textregistered e4?! 54.\textregistered f5! 54...\textregistered f2+ 55.\textregistered e3? 55.\textregistered f5! 55...\textregistered d1+ 55...\textregistered g4+ 56.\textregistered f4\textregistered xh6 57.\textregistered xh6 1-0 55...\textregistered g6 56.\textregistered xh7\textregistered f3 57.\textregistered f2?! 58.\textregistered f4! 56...\textregistered b2 56.\textregistered f2 was a worthwhile last effort to resist 57.\textregistered g6+\textregistered g8 58.\textregistered f5!\textregistered e4+ 59.\textregistered f3\textregistered f6 60.\textregistered e7+\textregistered f8 61.\textregistered g7+ 1-0 57.\textregistered g6+\textregistered g8 58.\textregistered f5\textregistered c4+ 59.\textregistered e2\textregistered e5 60.\textregistered e7+\textregistered f8 61.\textregistered g7+\textregistered f7\textregistered e6 62.\textregistered h7\textregistered f7 63.\textregistered g6\textregistered e5 64.\textregistered h7\textregistered f7 65.\textregistered g6+\textregistered e7 66.\textregistered exc6 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.

The Obsidian is fighting back, as in the previous game

30...e6 31.\textregistered h6+\textregistered g7 32.\textregistered g4\textregistered e5 33.\textregistered f5+ initiating the manoeuvre Nh6-f5-e3-g4 33...\textregistered f6 34.\textregistered e3! d4 Space has been White's problem from the early stages, and it still is 35.\textregistered f3\textregistered e7 36.\textregistered g4\textregistered e6 37.\textregistered h2?! The prophylactic 37.g3! was better, to stop Black's knight coming in 37...\textregistered h4 38.\textregistered d1\textregistered e1! 39.\textregistered ecx2\textregistered f5 40.\textregistered f3 d3! 41.\textregistered ecx3\textregistered e6 42.\textregistered edx1\textregistered xd1 43.\textregistered edx1\textregistered d6 44.\textregistered ecx1 d2 45.\textregistered ecx2\textregistered f5

46.\textregistered e3? 46.\textregistered f3!\textregistered d3 47.\textregistered b2 was better 46...\textregistered ecx3 Loosening White's pawns so much that one must fall 47.\textregistered ecx3\textregistered d3 48.\textregistered b2\textregistered 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.\textregistered g1\textregistered b5 50.\textregistered f2\textregistered c4 51.\textregistered c2?! 51.\textregistered bxc4 looks wrong, but it's not as easy to breach White's position as it seems after 51...\textregistered ecx4 52.\textregistered f3 c3! 53.\textregistered b3! 51...\textregistered b4

52.axb4?? After all the hard recovery effort with this the Obsidian just causes himself serious grief. With 52.\textregistered bxc4 \textregistered bxa3 53.\textregistered ecx3 \textregistered axb2 54.\textregistered ecx2
\( \text{e4 } 55. \text{xb2 } \text{xe3 } 56. \text{c3} \) he might yet have survived 52...\text{xb3}! 52...c3! would have finished it 53.\text{a2} 53.d6+! 54.\text{xa6} \text{xa6} 53.dxd2?? Better was 53.\text{f3}! 54.\text{c4} 54.g3 d6 55.b5 making it as difficult as possible 53...b2! Advancing the pawn also clears the way for \text{xb3} 54.\text{c2} if 54.\text{xb2} \text{xb3}+ revealing check and winning the rook 54...\text{xb3}+?! 54...\text{c3}+ finishes the game! 55.\text{f2} \text{xc2} 56.\text{xc2} b1\text{p} 0-1 55.\text{f2} b1\text{p} 56.\text{xb1} \text{xb1}+ 57.\text{a2} \text{b7} 58.g3 \text{xb4} 59.\text{a2} \text{b7} 60.\text{a1} \text{a4} 61.\text{a3} \text{xf3} 62.g4? The last chance was 62.e4+! 63.h4 g4 (not 63...gxh4?? 64 gxh4! 65.f5 of course) 64.\text{xf1}, but 64...\text{xf5} followed by \text{b3} trying to force the exchange of rooks and then win the g3/\text{a} should see Black home for 0-1 62...\text{a1} 63.\text{f1} \text{xf3} 64.\text{e1} \text{e2}+! 65.\text{f1} \text{f2} 66.\text{a1} \text{h2} 67.\text{e1} \text{h1}+ 68.\text{d2} \text{xa1} 0-1

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

\text{Challenger - Obsidian}

Game 4, B52: Sicilian: Moscow Variation with 3...\text{Bd7}

1.e4 c5 2.d3 f6 3.d5 c6 4.d4 d6 5.c3 e5 6.dxe5 fxe5 7.\text{e2} 0-0 8.\text{e2} \text{c7} 9.\text{f3} \text{d5} 10.\text{e5} \text{xexd5} 11.\text{e5} \text{dxe5} 12.\text{dxe5} \text{xexd5} 13.\text{f6} \text{dxe5} 14.e4 \text{dxe5} 15.fxe5 \text{dxe5} 16.a3 \text{e5} 17.\text{f4} \text{e4} 18.\text{f3} \text{d6} 19.\text{d5} \text{d4} 20.\text{b3} \text{e3} 21.\text{c4} \text{dxc4} 22.\text{d5} \text{d4} 23.\text{e4} \text{d4} 24.\text{e5} 25.\text{f4} \text{f5} 26.\text{g3} \text{d6} 27.\text{d2} \text{c6} 28.e5 \text{xd6} 29.dxe5 30.\text{dxe5} \text{c5} 31.\text{d5} \text{e5} 32.dxe5

\text{32.a5}

You know the rule when you're material down - keep major pieces on the board 32...\text{d7}? 32...\text{d7} was correct 33.\text{e5} \text{e5} 34.dxe5 \text{dxe5} 35.\text{dxe5} \text{e5} would work, but it's probably a bit sophisticated for the dedicated machines to find in their search 34.a5+ 35.\text{f3} \text{e7} 36.\text{g5} 37.\text{e5}

\text{39.d4 g4?} The knight goes the wrong way again, as in the last game! 39...\text{d7} was correct, though with the enduring benefit of \text{e5} White should still win in the end 40.\text{f3 e5+} The knight having got to g4, 40...\text{e6} might as well be played, but 41.\text{e5} e6 42.d5 still wins 41.\text{d4 e4+} 42.\text{dxe4} \text{h2} 43.\text{d1}?! Mysterious! Why not 43.\text{e5} \text{e6} 44.\text{e5} 44.\text{d5} 44.\text{d1} 45.\text{fxg4} \text{exd5} 46.\text{e5} f5+ 47.\text{d6} f4 48.\text{d7} \text{e3} 49.\text{e3} \text{e5} 50.\text{d6} \text{h5} 51.\text{e5} 52.\text{e5} \text{g3} 53.\text{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

\text{Obsidian - Challenger}

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

1.c4 c5 2.\text{c3} \text{c6} 3.\text{c3} \text{g3} \text{f6} 4.\text{f3} \text{g6} 5.\text{f3} \text{g7} 6.0-0 0-0 7.\text{h3}? 7.d4 d6 and now d5 or dc5 are well known lines 7...\text{b6} 8.d4 cxd4 9.d5 \text{b7} 10.\text{e3} \text{c8} 11.\text{c4}

White already has an early advantage, but Black's idea to kick out against the queen-side threats makes life easier still 11...\text{a5}? 11...\text{a6}! 12.\text{c6} \text{dxc6} 13.\text{b4} \text{d7} isn't too bad, though 14.\text{c5}!
was always going to be strong, and then 14. We8 15.c5! keeps up the pressure
12. Ad1! Wc7 13. Ab5 Bd8
14. Aa7 Bxa7 15. Bb7 Bb8
16.a2! Ac7 17. Ad5 Bxd5
18.Bxd5 d6! Preventing the unpleasant intrusion on c5
19.b3 e6 20. Ad3 f5!? 21. Adf1! b5?!

Black is leaving too many pawns 'hanging around'!
22.cxb5 Ab5 23. Ac1 Wd8?!
If 23...Ac3!? which looks slightly better, 24. Bxc3+ Acx3 25.Bd2! but now Black has a good move: 25...Ab4! 26.Bxc3 Abx4 27.Ac7 Ab2 and then 28.Ad3. Material is, in theory, equal at 2xB, v B+B, but Black's pawns are waiting to be picked off, and White should win 24.Bc6! Ad4?!
Abx4 27.Acxf8 Abx2 28.Bxd6 Ae2

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.Ac3! Ab2 30.Ac7!

g5 If 30...a4 then 31.Ag7+! Agx7 32.Ac5+ Agf7 33.Axd8
Bxb3 34.Bd7+ Ag8 35.Ac6 and the count-up is easier:
2xB v 2xB and White will win
31.Ag5 Bb1+ 32.Ac2 Ag8
33.Ac7+ Ag7 34.Bxe6+ Ah6
35.Bd5 Bf1 36.Ac5 Closing in!
36...Ab6 37.Ag7+ Ag6
38.Bxf5+ Bh5 39.Bd4 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 Af6 2.c4 e6 3.g3 d5
4.Ag2 Ac6?! 5.exd5?!
5.f3 dxc4 and now White usually plays either Ac4 or 0-0 5...Ab4+ Both programs have made an early exit from book, mostly because of Black’s rarely seen 4...Ac6
8.Ac3 0-0 9.f3 Af5 10.0-0
Ac8 11.Ac1 Ac6 12.Ac Ac6
13.Ac Ab6 14.b3 Ac5! 15.Ac
Ad2 16.Bd3

16...Ac5?!
16...Ab4!? looks more promising, and after 17.f3 Bd7 18.Ac7 Ac7 19.b4! Ac6, and probably White must block the centre with 20.e5!
17.Ac Bb6
18.Ac Ac3 Ac3 19.Ac Ac3
Ac4? 20.Bd1 Ac6 21.Ac

The result of the knight's 'messing about' is that White has improved his position and cramped Black's

queenside pieces somewhat
21.Ac8 22.Ac5! Ac5
23.Ac5 Bb4 Obviously this knight just likes it on b4!
24.Ac5 Bxc5 25.Bd1
Increasing the pressure on the isolated pawn on d5
25...Ab8?! One of the mysterious and, fortunately, fairly infrequent
Kg1-h1/g8-h8 king moves the Novag’s sometimes make
26.Ac4 26.g4?! 26...Ac6
27.Ac3 Ac7 28.Ac8 Ac4
29.Ac4 Ab6 30.Ac2 Ac8
31.Ac Ac5 32.Ac8+ Ac8
33.Ac Ac5 34.Ac Ac6 35.Ac
35.Ac3!? Acx3 36.Ac3 attacks d5 2 to 1, so 36...Ac7
37.Bb5! Ac6 38.Ac Ac6 and White is going to give a pawn up
35...Acx4 36.Acx4 Ac7
37.Ac Ac7 38.Ac Ac6
39.Ac Ac6 40.Ac Ac6 41.Ac
42.Ac4 Ac4 43.Ac Ac4
44.Ac Ac4 45.Ac Ac5! 45...
Ac6?!
46.Ac Ac6 47.Ac Ac6 48.Ac Ac6
49.Ac Ac6 50.Ac Ab8 51.Ac Ac6 52.Ac Ac6
53.Ac Ac Ac Ac Ac
55.Ac Ac Ac Ac Ac Ac
56.Ac Ac Ac Ac Ac Ac
57.Ac Ac Ac Ac Ac Ac
58.Ac 59.Ac 60.Ac Ac Ac Ac
61.Ac Ac 62.Ac Ac Ac Ac
63.Ac Ac 64.Ac
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! \&d7! Of course 66...\&e6 was better, but 67.\&f5 wins just the same 67.\&f5+ \&c7 68.\&h6 \&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, 4½-2½.

**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 \&xb4! 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.\&g1 \&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.\&h6 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 gxh4 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.\&xc3 \&f6 8.\&c2 b5 9.\&e2 \&g5 10.0-0 0-0 11.\&d4 \&d7 12.\&f3 \&h5 13.\&e1 \&g5 14.f4 \&d5 15.\&a3 \&e8 16.axb5 a6 17.\&xa6 \&xa6 18.\&a2 \&a4 19.\&f3 \&e4 20.\&c2 \&a5 21.\&xe4 \&xe4 22.\&xe4 \&xe4 23.\&f3 \&c6 24.\&f2?? \&xf3+ 25.gxf3 \&d7 26.\&b2 \&xa1+ 27.\&xa1 \&xa8 28.\&b2

We have reached an early endgame, but one in which Black's \&g8 is able to cause more trouble than White's \&g4. 28...\&d5! 29.\&e2 \&e4! 30.\&f3 \&f8 31.h4 \&e7 32.\&d2! There is not much White can do to stop the Obsidian \&g8 infiltrating 32...\&d6 33.\&e2 c5!
34...dxc5+ 35...xc5 35...f2 h6?! 35...b5! and then 36...b5- a4-b3 is probably unstoppable 36...e2 Actually 36...e2 is no better: 36...b5 37...a4! 36...b5! 37...exf5 38...xd2 39...e1 3c5 40.c1 xdx2 41...a3+ 3d5 42...xd2 3g8 43...e1 g6 44...f2 f6 45...g3 3e6 46.h5 g5 47...b4 3e7!

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...f4! keep White in with drawing chances? 48...f4+ 49...h3 f5 50.exf5+ 3xf5 51...c5. I think here that Black should win with the manoeuvre 3f5-e3-d5, but note that first he has to play 51...xf7! to stop 3xf8 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 3d6! 50...h2 3d5 51...g3 3e5 52...h3 3d6 52...f4! pretty much wins outright: 53.e4 (53.exf4+ 3xf4 54...g2 f5 55...f2 g4! 55...f6 54...xf5 3xf5 55...g2 g4! 53...h2 3e6! The Obsidian's still not worked out how to do this 54...g2 3d5 55...g3 3c5! Maybe it's got it! 56...g2 3b5! 57...f2 3a4! Yes, it's got it! Well done 58...e2

Db3 59.db2 g4! 60.fxg4 fxg4 61.e4 g3 62...e2 3xc3 63.f3 3d3 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 Shredder 8 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 SelSearch ratings are correct then Shredder 8 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 Qf6 5.d3 c3 Qc6 6.g5 e6 7.Qf3 e7 8.c5 e4 9.Qxe7 Qxe7 10.Qb5 Qd7 11.0-0 0-0 12.Qa5 Qxc3 13.bxc3 Qxc8 14.Qb1 b6 15.Qa6 Qcb8 16.c4 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 Hiarcs 8 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

16...Qd8 [if 16...dxc4 17.d5!]
17.cxd5 exd5 18.b5 a5
19.Qe5 Qxb5 20.Qxb5 Qxc5
21.Qxc5 Qf6 22.Qd3 Qc8
23.Qf4 Qxc5 24.dxc5 Qb7?
25.Qe6 a5 26.Qc7 Qd6
27.Qxd5+ 1-0

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

44.h4 Qb8 45.Qc3?! [Why not press on from the previous move with 45.g5 hxg5 46.hxg5 fxg5 47.Qxg5 and White might have a small...}
edge] 45...\textit{\$a6}! 46.\textit{\$b2} \textit{\$c7} 47.\textit{\$e2} 48.\textit{\$c6} h5 49.\textit{\$xh5} \textit{\$h6} 50.\textit{\$h3} \textit{\$a6} 51.\textit{\$g7}! [51...\textit{\$e2} seems better and, if 51...\textit{\$xd4} then 52.\textit{\$e4=} 51...\textit{\$xd4}! 52.\textit{\$g1}?! [Losing material and, in the following moves, instead of trying to hang in, he pursues his attack at an even greater cost] 52...\textit{\$xa3} 53.\textit{\$xa3} \textit{\$xa3} 54.\textit{\$xg7} \textit{\$xc3} 55.\textit{\$xc7} \textit{\$f4}+ [56.\textit{\$g3} loses the exchange and more material, 56.\textit{\$h1} allows an early mate] 0-1

Round 3

GM Event. Shredder8 had White and opened with 1.c4 against IM Diego Valarga (2498). He played 1...\textit{\$e6} and, after 2.e4?! d5 3.\textit{\$xg5} \textit{\$e4} 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 - Valarga, D

59.\textit{\$c6}!? \textit{\$e6} 60.\textit{\$e4} \textit{\$e8} 61.\textit{\$e3} \textit{\$h7} [61...\textit{\$xg5} is okay, as \textit{\$f3} no longer carries any threat, so probably 62.\textit{\$g4} \textit{\$ec8} but White does have an advantage still after 63.\textit{\$d1}] 62.\textit{\$xf3} \textit{\$f8} [62...\textit{\$f5}! was a way of protecting the pawn and also increasing Black’s counterchances!] 63.\textit{\$d5} \textit{\$xd5} 64.\textit{\$xg5}+ \textit{\$f7} 65.\textit{\$e4} \textit{\$d8} [65...\textit{\$e8} was needed as Black can’t exchange rooks if it gets challenged on the d-file... which it does! 66.\textit{\$d3} \textit{\$f5} was the best chance] 66.\textit{\$d3}! \textit{\$e5} 66...\textit{\$d3?} 67.\textit{\$xg3} and the threat of \textit{\$d8}+ and then \textit{\$e1}! cannot really be met even by 67...\textit{\$e8} due to 68.\textit{\$g6}+! 66...\textit{\$e8} was actually best, but Shredder should win with 67.\textit{\$e1} 67.\textit{\$d3}! \textit{\$e8} 68.\textit{\$e7}!

68...\textit{\$e7} 69.\textit{\$g6}+ \textit{\$xg6} 70.\textit{\$xg6} [70...\textit{\$xad7} 71.\textit{\$xd7} and it costs Black his rook to stop \textit{\$e8}+, 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 \textit{\$f6} 2.\textit{\$f3} e6 3.\textit{\$e3} b6 4.\textit{\$f3} \textit{\$b7} 5.\textit{\$e3} \textit{\$e7} 6.0-0 c5 7.\textit{\$d2} \textit{\$c6} 8.\textit{\$a3} 0-0 9.\textit{\$e2} \textit{\$c7} 10.\textit{\$c4} \textit{\$ac8} 11.\textit{\$xc5} \textit{\$xc5} 12.\textit{\$xh6} 13.\textit{\$e2} d6 14.\textit{\$f1} \textit{\$d7} 15.\textit{\$e4} \textit{\$f5} 16.\textit{\$e3} \textit{\$e6} 17.\textit{\$d2} \textit{\$e6} 18.\textit{\$xh4} \textit{\$e8} 19.\textit{\$xf6} \textit{\$xf6} 20.\textit{\$xe6}! [A neat little temporary sacrifice which other programs would also make] 20...\textit{\$xe6} 21.\textit{\$x5}

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

\textit{\$ce8} 22.\textit{\$xe8}+ \textit{\$xe8} 23.\textit{\$h4} \textit{\$e7} 24.\textit{\$f3} \textit{\$c6} 25.\textit{\$e4} \textit{\$e8} 26.\textit{\$g2} \textit{\$f7} 27.\textit{\$b4} \textit{\$d7}? [Allows a series of exchanges which are good for White. 27...\textit{\$xg5} offered the best chance, then \textit{\$g5} plays 28.\textit{\$d3} and now 28...\textit{\$e5]}

28.\textit{\$xg5}! \textit{\$xc5} 29.\textit{\$e5}! \textit{\$xf5} [If 29...\textit{\$xe5} 30.\textit{\$d8}+ \textit{\$h7} 31.\textit{\$xc5} wins of course] 30.\textit{\$xf6} \textit{\$xf5} 31.\textit{\$xe6} \textit{\$d3}? [31...\textit{\$g6} was best, then \textit{\$f8} would play 32.\textit{\$e8}+ \textit{\$h7} 33.\textit{\$f2}+ but still a bit to do] 32.\textit{\$d7}! \textit{\$xe1}+ 33.\textit{\$xe1} \textit{\$c5}+ [Or 33...\textit{\$xe1} and 34.\textit{\$d8}+ \textit{\$h7} 35.\textit{\$xe1} wins] 34.\textit{\$h1} [34...\textit{\$xe1} 35.\textit{\$d8}+ \textit{\$h7} 36.\textit{\$xe1} \textit{\$xc4} and Shredder has \textit{\$f8} for \textit{\$f4} 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...\textit{\$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, $**

1.e4 e5 2.d3 c6 3.g5 b6 4.a4 d6 5.0-0 e7 6.e1 b5 7.b3 d6 8.c3 0-0 9.h3 b8 10.d4 bd7 11.bbd2 b7 12.c2 c5 13.0f1 e8 14.0g3 ef8 15.d5 g6 16.a4 c4 17.a5 h6 18.e3 c5

19.wd2 [19.aa3 bb6 20.axb5 axb5 21.xc5 was Shredder's continuation last year, the game lasting 44 moves] 19...h5 20.g5 e7 21.ea3 bb8 22.ea1 h7 [It was all theory to here – in fact the ChessBase S8 book now has 23.ea3 ef6 24.ee2, but Stefan would have been using his own Shredder Classic book I'm sure, so h8 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.ee3 c6 26.cf1 x7 27.d2 ee8 28.ee3 dd8 29.ee2 ff6 30.g1a1 aa8 31.xc5 dxc5 32.ee3 xx3 33.0xa3 e7 34.g3 e6 35.ea6 wb7 36.ea3 wc7 37.hh6 ff8 38.ee1 x6 39.ea6 x8 40.wxh6 ef8 41.0e3 xd6 42.eh6 ff8 43.0e3 xd6 44.xd1 x6 45.xa8+ 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, $**

1.d4? [Shredder usually opens 1.e4 or 1.c4] 1...d5?! [A bit unexpected, Alonso normally plays the Gruninfeld: 1...g6 2.g6 3.d3 d5] 2.c4 c6 3.d3 f6 4.wc2 a6 [A standard Slav position] 5.e3 e6 6.c3 b5 7.b3 xbd7 8.xd3 xd6 9-0-0 0-0 10.e4 dx4 11.xc4 e5 12.d5 xcd5 13.xd5

13...xd5? [13...c5 seems better. After the move played Shredder wins a pawn] 14.exd5 g6 15.hh6 ee8 16.xb5 xc5 17.xc4 aa5 18.d2 be4 19.ee3 cc5 20.wb3 wb6 21.bxa6 ¥xf2+ 22.hh1 xc5 23.ea1?! [23.xb6 xxb6 24.b5 would have avoided the exchange of his b7 for +b8 which now occurs. At these moments so much depends on how programs rate the various piece values] 23...xf2+ 24.exf2 xxf2 25.xb6 xb6 26.ee5 ee5 27.xe5 ee8

[Hiarc's would evaluate this position, with e for ÷+0, as exactly level, Shredder says w43, Fritz w25 and Junior a dubious b53!?! 28.xf3 ec8 29.ad2 aa5 30.db5 dd7 31.ad3 af5 32.db5 dd7 33.ef1 [Shredder has itself w42, Hiarc's w34, Fritz w47 and Junior b14. This is important as 33..a3 would allow 33...af5 and a 3-fold repetition. Shredder avoids this because it thinks it is ahead, but Junior would take the draw!] 33...bb6 34.cc4

[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 h is hemmed in – that against a computer there can easily be problems] 34...h5? [Now there are! I can't see any benefits to this move, it just drives the knight to a better square. 34...e8! 35.de4 dd4 36.db3 eb8 37.db3 eb6] 35.ee4! bb8 36.db6+ bb6 [Now the Black h is seriously restricted, but also note the position of the White h] 37.db3 [Not 37.xd7?? bb1+ mating]
37...\(\square b5\) 38.a7 \(\square c8\) 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 \(\square + \) it is a bit different to usual] 39...\(\square a6\) 40.d6! \(\square d8?\)

[40...\(\square a8\) was just about an only move, then 41.\(\square e3 \square b7\) 42.d7 \(\square d8\), but White must be winning with the \(\square - \) manoeuvre \(\square f6 - e8 - d6 xf7\). 43.\(\square d4\) looks strong] 41.d7 \(\square a8\)

42.\(\square e8!\) [Threatening \(\square x f7\) and then \(\square g7\) mate] 42...\(\square g8\)

43.\(\square d6!\) [Again threatening \(\square x f7\) and this time it cannot be stopped] 43...\(\square x a7\)

44.\(\square x f7+\) [No doubt also announcing mate] 44...\(\square h8\)

45.\(\square e8\) [Again threatening \(\square g7\) mate, and the only way to stop it is 45...\(\square f6\) 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.** Osvaldo 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, O**

1.e4 c5 2.\(\square f3 \square c6\) 3.c3 \(\square f6\)

4.e5 \(\square d5\) 5.g3 d6 6.exd6 e6

7.\(\square g2\) \(\square d6\) 8.d4 \(\square x d4\)

9.\(\square x d4\) \(\square x d4\) 10.\(\square x d4\) 0-0

11.0-0 \(\square c7\) 12.\(\square d2\) \(\square e5\) [A new idea, I think, but it looks okay doesn’t it! 12...\(\square x d7\) or \(\square x d8\) are known to theory]

13.\(\square e4\) g6 14.\(\square f3\) \(\square g7\)

15.\(\square e1\) b5 16.\(\square h4\) \(\square b7\)

17.\(\square h6\) \(\square f e 8\) 18.\(\square x g7\) \(\square x g7\)

19.a4 a6 20.\(\square a d 1\) \(\square a d 8\)

21.axb5 axb5

[\(\square f 3 \square a\) - unbalanced but probably still equal] 32.bxc3 \(\square x f 4 +\) 33.\(\square g 1\) \(\square g 4 +\) 34.\(\square f 2\)

\(\square f 4 +\) 35.\(\square g 2\) e5 36.\(\square c 6\) \(\square e 7\)

37.\(\square f 3\) \(\square c 7\) 38.\(\square e 5\) \(\square c 3\)

39.\(\square e 7\) \(\square f 8\) 40.\(\square b 7\) \(\square c 4\)

41.\(\square e 2\) \(\square f 5\) 42.\(\square d 8 +\) \(\square g 7\)

43.\(\square d 4\) \(\square g 5 +\) 44.\(\square f 2\) \(\square e 5\)

45.\(\square d 6\) g5 46.\(\square e 6 +\) \(\square g 6\)

7/2 [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.\(\square f 3\) \(\square f 6\)

4.\(\square c 3\) c5 5.\(\square x d 5\) \(\square x d 5\) 6.g3

\(\square c 6\) 7.\(\square g 2\) \(\square e 7\) 8.0-0 0-0

9.\(\square x d 5\) \(\square x d 5\) 10.\(\square x c 5\) \(\square x c 5\)

11.\(\square c 2\) \(\square b 6\) 12.\(\square g 5 ? !\) [The
20.\texttt{wa2?}! [20.\texttt{wb5} 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.\texttt{we4!} 21.\texttt{ad2} \texttt{wa4} 22.\texttt{xa5} \texttt{xa5} 23.\texttt{b3} \texttt{wd7} 24.\texttt{b4} \texttt{b6} 25.\texttt{ad4} \texttt{f7} 26.\texttt{e3} \texttt{c7} 27.\texttt{wc2} \texttt{c8} 28.\texttt{wd2} \texttt{wd6} 29.f4

[Scarella has all but equalized. What happens on the c, d and e-files should settle it] 29.\texttt{wd7} 30.\texttt{ac1} \texttt{cd8} 31.\texttt{xf3} \texttt{xb6} 32.\texttt{xf2} \texttt{g6} 33.f5?! [This time safety was the better choice, and 33.\texttt{e2} a6 34.\texttt{f3=}] 33...\texttt{f7} 34.\texttt{g1}?! [It's certainly full marks for a fine attacking idea] 34.\texttt{wd6} 35.\texttt{g2} \texttt{ed7} 36.\texttt{ec1} \texttt{de7!}

37.\texttt{e1} [I'm afraid there was no choice but to give the threat along the g-file up. If 37.\texttt{g5?} \texttt{xe3} 38.\texttt{g6} \texttt{xf6} 39.\texttt{wg4} \texttt{wh2+} 40.\texttt{fg2} \texttt{wh3} 41.\texttt{xe3} \texttt{xe3} 42.\texttt{xe3} \texttt{xf5} leaves Black well on top materially and with an attack after 43.\texttt{cg7+} \texttt{f8} 44.\texttt{g8+} \texttt{ef7} 45.\texttt{fg7+} \texttt{d6} when White's checks have ended and it's going to be Black's turn!] 37...\texttt{ec8} 38.\texttt{ed2?!} [A shame. Here 38.\texttt{g5!} might just be best leading to 38...\texttt{xg5} 39.\texttt{xg5} and maybe White can still get something out of the game] 38...\texttt{we5} 39.\texttt{eg3} \texttt{ec7!} 40.\texttt{xf3}

40...\texttt{xf4!} [Pins like these make it very difficult for humans to maintain their calm!] 41.\texttt{xd3} \texttt{e7} 42.\texttt{b5} \texttt{gh8} 43.\texttt{wd3} \texttt{e8} 44.\texttt{g2} [I can't find anything better than this. If 44.\texttt{xe8} \texttt{xc8} puts too much on e3 for White to survive] 44...\texttt{xe3} 45.\texttt{xe3} \texttt{xb5} 46.\texttt{xb5} \texttt{xe3} [The threats of \texttt{xf2} and \texttt{xc1} can't both be met] 47.\texttt{h4} \texttt{f2+} 48.\texttt{h3} \texttt{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.\texttt{df3} d6 3.\texttt{g3?!} [Quite unusual, aiming to get into a Closed Sicilian type of position that may not suit the computer. 3.d4 \texttt{xd4} 4.\texttt{xd4} \texttt{gf6} 5.\texttt{c3} is the well-known line of play] 3...\texttt{c6} 4.\texttt{g2} \texttt{g6} 5.0-0 \texttt{ag7} 6.d3 \texttt{e5} 7.\texttt{g5?!} [7.\texttt{c3} or 7.\texttt{c3} are more usual] 7...\texttt{ag7} [Despite the unusual nature of the opening I believe Shredder will have been in book up to White's next] 8.\texttt{wd2?!} [If 8.\texttt{c3} first, then 0-0 (8...\texttt{h6} 9.\texttt{xe3} 0-0 10.\texttt{wd2} is another, similar little line) and now 9.\texttt{wd2}, and Shredder might have stayed in its theory a little longer] 8...\texttt{h6} 9.\texttt{xe3} \texttt{f5!}
[This is energetic Shredder, and now we're definitely out of theory!] 10.\(\text{c3}\) g5 11.\text{exf5} \(\text{gxh}5\) 12.\text{h4!} \text{wd7?!} [Saccing the g-pawn, an offer which White quickly accepts. 12...g4 13.\text{h2} \text{wd7} is similar and avoids the 'loss' of the pawn] 13.\text{hxg5} \text{hxg5} 14.\text{gxg5} \text{g6} 15.\text{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...\text{e4?!} [This idea, aiming to win \(f\) for \(d2\&\Delta\), highlights how Shredder values the material involved. Most programs would not go for this, and prefer 16...\text{xd5}, then 17.\text{xd5} \text{b8=}] 17.\text{xe7+} \text{exe7?!} [Played almost instantly and further demonstrating the material values which Shredder gives the \(f\) & \(\Delta\). Hiarcs, as one example, would retake with 17...\text{exe7}! hoping for 18.\text{xe1} but no doubt getting 18.b5! \(\text{b4}\) (not 18...\text{xa1}! 19.\text{bxc6} \text{f6} 20.\text{cxb7+} \text{xb7} 21.\text{xe4} \text{xe4} 22.\text{dxe4}+ the material (and advantage) is the same as the game) 19.\text{xe1}! [now 19.\text{dxe4}?! \text{xa1} 20.\text{xa1} d5! doesn't appear to leave White with much after, presumably, 21.\text{exd5} \text{xc2}) 19...\text{d5}\] 18.\text{dxe4} \text{xa1} [Here we go, then, this is what Shredder wanted] 19.\text{xa1} \text{cxb4?!} [19...\text{b6} looks best to me] 20.\text{xa7}

[The whole Black plan over the last few moves has gone sadly wrong] 20...\text{c6} 21.\text{b6} \text{ag8} 22.\text{a3} [22.f4! also looks very strong, but Rodriguez no doubt wanted to tidy up the one loose end - Black's b/\(\Delta\) - which could still trouble him if left unattended] 22...\text{b3?!} [22...\text{wg7} 23.\text{b1} \text{bxa3} 24.\text{wd6} \text{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.\text{cxb7} \text{xe8} 24.\text{c1} \text{e5} 25.\text{f4} \text{g6} 26.\text{wd4?!} [A bit over-dramatic. 26.b4! was very strong] 26...\text{wg4} 27.\text{we3} \text{hxg5} 28.\text{fxg5} \text{wxg5} 29.\text{wxe5} \text{gxh5}

30.\text{we3?!} [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.\text{xc3} \text{xb5} 31.\text{e3}, and settle down into the won ending] 2pawns ahead, the g/\(\Delta\) already passed] 30...\text{wxg5} 31.\text{f2} \text{hxg4??} [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...\text{we6} 32.\text{we4} \text{c7} would surely force White to work quite hard, and carefully, to ensure the win] 32.\text{wxg5} \text{d7} 33.\text{axf6} \text{e6} 34.\text{wh1} \text{we5} 35.\text{wh6+} \text{gg8} 36.\text{f3} \text{d5} 37.\text{wxg4} \text{dxe4} 38.\text{gg5} \text{d5} 39.\text{axg6} \text{ag8} 40.\text{wxg6} \text{d4} 41.\text{wxh6} \text{d5} [In over the board play Black had to try to wipe out the a+b/pawns with 41...\text{c3} forcing 42.b4 \text{b3} 43.\text{xe4} \text{xa3}. Okay, now a computer program would know that 44.\text{w2} is m20, but Black still had to go this route and hope for a mistake from his human opponent] 42.\text{wb6} 43.\text{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
- 8/2
- 8
- 7/2
- 7
- 6% 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 1¼.

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, Hiacs, 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....

Panno, O - Shredder 8
1.¥c3 c5 2.¥c4 ¥c6 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.exd5 ¥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 3½ pts

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!

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 -
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 acribe 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 spilt 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.

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 Betal 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 Windows XP.
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 lets 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
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 ChessBase 7/8, 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-ChessTiger 15 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 SelSearch 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:

<table>
<thead>
<tr>
<th>Unit</th>
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<tr>
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<tr>
<td>Pocket Fritz</td>
<td>—</td>
<td>2470</td>
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</tbody>
</table>

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 free 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 £55 inclusive!
- ChessBase 9 Starter DVD
  £99.95 + £3 p/p. Or order before 31/Oct for £95 inclusive!
- ChessBase9 Mega pack DVD.
  Adds £5,000 annotated games, 1 year sub. to ChessBase

Rob van Son
4 August 2004
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.gf3 d6 3.d4 cxd4 4.exd4 g6 5.c3 a6 6.e3 e6 7.f3 b5 8.g4 h6 9.d2 bd7 10.0-0 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...exd5 13.exd5 exd5 14.gg2 e5 15.de2

15...wa5?! 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...wc8?! the tricky 16.cf5! is strong - check out 16...exf5? 17.cf4! and Black's in trouble. Therefore 15...c1 16.cf4 cc5 17.exd5 wxd5 looks to be best 16.cf4 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.exd5 wa1+ 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 cb6 19.cc5+! (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.h1, 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...b7?! when 22.xe3 b7 23.cc5 is very threatening indeed 18.d2 bx4 19.c3 xb2+ 20.e1 xc3+ 21.f1 exd5 21...d8!? 22.fxe5

To exchange or not to exchange queens?! that... 22...wb4 22...xe2+?! 23.xe2 h5 24.g5 xd7 reaches an ending which favours White with his c 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.fxe4 25.fxe4 h5?! 25...hxg5 seems better, but 26.hxg5 wc4 (only move, anything else and h5! is deadly) 27.ed3 (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 whxh5 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 wdb6 28.e7 wc6 29.ec6 would probably not look at all appealing 27..h1 Not 27..hxh5? ac2+ 28.g1 a5! and Black would increase the tension somewhat! 27..e7 Definitely not 27...g6? now, as 28.e6 ed6 29.exf7+ xf7 30.xf7 ac7 31.h1+ eg8 32.ef6 ed7 33.xg6+ 1-0 28.xh5 ec2+ 29.g3 ed6 30.ed3 a5 The best chance 31.ed3

Hydra is methodically preparing the final assault 31..ee6 32.ef6! xe5 32..gx6?? loses very quickly, e.g. 33.xe6 xxe6 33..d8 34.g5+ m/2 34.exf6 ec7+ 35.cf3 and White mates in another few moves 33..exe5 xxe5+ 34..ef4 ad 35..g2 d4 36.xf7 wd5+ 37.xf3 ec8 38.ef1 38..d3 39.xe6+ xxe6 40.xe6+ wh7 41..h5+ g8 42.cf1 (to unpin the rook) 42..w6 43.g6! 1-0
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 SeiSearch 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 Grading:

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

Pent-PC represents a program on a Pent/Pent2/MMX/K6 at approx. 200MHz, with 16-32MB RAM.
P4-PC represents a program on a Pentium4/K7 at approx. 1000MHz, with 256MB RAM.

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

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

<table>
<thead>
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<th>Deep prog on BxP4/1000</th>
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<tr>
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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS direct to Eric... thanks!