Selective Search 115
THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth

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ex World Champ, GM **Ruslan Ponomariov** (2710) in play aginast **Hydra**, operated by programmer **Chrilly Donninger** at Bilbao recently in the latest all GM Man v Machine match

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Welcome to another new issue of **Selective Search**... 115! 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!

First a major apology that this Issue is so late. The decision to produce a 16 page A4 colour Christmas Catalogue for Countrywide meant massive extra hours of work and pressure for me, and at times I thought *SelSearch 115* might not even come out until January!

But I'm just going to make it for mid or late December so I have the chance to wish all of my readers **a very happy CHRISTmas** and send you my best wishes for a good New Year in 2005.

Once again we have a packed issue - there doesn't seem to be a quiet season for computer chess at present!

■ For 115 we have the **Challenger v Obsidian** match to finish off - we left it with the Challenger holding a narrow 4½-3½ lead with 4 games to play.
■ We also have the **Shredder v Hydra** match, for which I only had space to show you the first, won by Hydra, of 8 the games they played.
■ The **24th Dutch Open** has been played since our last issue, with Chess Tiger, Pro Deo, The King, Diep and Deep Sjeng amongst the participants. A Dutch Open always means a **Gebruikers** dedicated computer event, number 10 in fact, and this year it was preceded by a **Simultaneous** in which Wim Luberti (2254 Elo) took on a range of older dedicated machines such as the Portorose, Centurion, Super Expert, Milano Pro, Avant Garde, Sapphire1, Mach3, and Super Enterprise. He played 11 games altogether and it took 5 hours. You've seen his rating - before you turn to our coverage think about what you reckon he scored!
■ **Palm Hiarcs** 126MHz was about to play the **Tasc R30** at the end of our last issue as the latter's match against **Palm Genius** was drawing to an end (with the

R30 leading by 5-2).
■ A major **MAN v MACHINE** event took place in Bilbao in October, with 16-processor **Hydra**, 4-processor **Junior**, and Centrino laptop **Fritz** playing a round robin against **Topalov** (2757), **Ponomariov** (2710), and **Karjakin** (2576).

I wont fit it all in... but I'll do my best!

Pete BLANDFORD's latest results

Pete continues to add **new engines** into both his 40/2 and G/60 Tournaments. The 40/2 tends to move along quite slowly, but he manages to keep the G/60 pretty much up-to-date!

In the 40/2 Tournament some of the programs have played only 8 games whilst others have played 9 or 10. Thus the table gives a slightly false impression though, strangely, the top 2 are amongst the few which have only played 8 games so far!

Pete Blandford - 40/2 Tourny

Pos	Program	Score
1=	Hiarcs 9 Shredder 8	6/8
3=	Chess Tiger 15 Shredder 8- active	5½/8
5	Junior 8	5½/9
6	Hiarcs 8	5½/10
7=	Fritz 7 Fritz 6 Junior 7	5/8
10	Shredder 7	4½/8
11	Deep Fritz 8	4½/9
12	Shredder 7.04	4½/10
13=	Hiarcs 8 Bareev Fritz 8	4/10
15	Hiarcs 732	3½/10
16	Gambit Tiger 2	3/10
17	Chess Tiger 14	2/10
18	Fritz 5.32	1½/10

In the G/60 the engines play 4 games against each other engine.

Pete Blandford - G/60 Tourny

Pos	Program	Score/72
1	Junior 8	46
2	Shredder 7.04- active	44
3	Fritz 8	41
4	Hiarcs 8 Bareev	40
5	Hiarcs 9	39½
6	Shredder 8- active	38½
7=	Fritz 7 Deep Fritz 8	38
9	Junior 7	37½
10	Chess Tiger 14	36
11=	Shredder 8 Chess Tiger 15- normal	34½
13	Gambit Tiger 2	34
14	Hiarcs 732	33
15	Shredder 7	32½
16	Chess Tiger 15	31
17	Hiarcs 8	30
18	Fritz 6	29
19	Fritz 532	27

PALM results!

It is really satisfying to be involved in something which has received almost rave reviews from everyone who's got it! So I make no apology, as a co-tester and the opening book programmer, for boasting about the continuing stream of great results we keep getting for **Palm Hiarcs**.

In our last issue I told you about the series of G/60 matches which **Clive Munro** had started, using his 126MHz Palm **Zire 21** unit, and his final scores are now in...

- Palm TIGER - Genius 68030   3½-6½
- Palm TIGER - Tasc R30/1995   1½-8½
- Palm GENIUS - Genius 68030   7½-2½
- Palm GENIUS - Tasc R30/1995   3½-6½
- Palm HIARCS - Tasc R30/1995   6½-3½
- Palm HIARCS - Genius 68030   9 -1 !

Don't forget that the Genius68030 is rated at 2303 Elo, and the Tasc R30/1995 at 2354!

It seems, because of the large dose of extra RAM on the 400MHz **Tungsten T3** units, that Hiarcs runs 4x faster on them than on the 126MHz Palms which Clive and I have. **Mark Uniacke** visited me recently (mainly to talk about work-in-progress on Hiarcs 10!) and showed me his T3 colour unit and, as well as the serious extra speed, I have to say that the board and pieces were superb. But as readers know, I'm very happy with my b&w long battery life (plus adaptor plug-in while in use) Zire21 unit, which is, with Hiarcs running, clearly playing at IM strength.

Space permitting I'll include elsewhere one or two of the games which Clive has sent me!

Frank Holt has Tungsten T3 Palm units, and his scores are perhaps even more impressive for Hiarcs!

- Palm HIARCS - Palm TIGER   10½-1½
- Palm HIARCS - Palm GENIUS   11-1 !!

Despite this pair of scores I do still firmly believe that, on any of the Tungsten Palm units, Genius is quite a bit stronger than Tiger, mainly because Tiger has not been re-programmed to take advantage of the ARM processor. My current ratings are:

Unit	126MHz	400MHz
Palm Hiarcs	2500	2600
Palm Genius	2280	2400
Palm Tiger	2200	2250
Pocket Fritz	---	2500

Don LANGFORD and the Star Sapphire

Don sent me his scores using the Novag **Star Sapphire** quite some time ago, so that I could update the Rating List, and I really should have included them here for readers to see!

- Star Sapphire - Novag Scorpio   6-0
- Star Sapphire - Travel Champ 2100   5½-½
- Star Sapphire - Fidelity Travelmaster   6-0
- Star Sapphire - Kasparov Stratos   5-1

These are very good wins for Novag's latest pair, the **Star Sapphire/Diamond**, which one their own would put the computer at >2200. All the matches were played at G/60.

Frank HOLT's latest tests

You can imagine that **Frank** was quick to notice the arrival of **Pro Deo** in our last issue and, encouraged by the reasonable scores it

was getting in **Chris Goulden**'s tests, was soon putting it to the test.

- Pro Deo v Shredder 8   2½-9½
- Pro Deo v Fritz 8   2 -10
- Pro Deo v Chess Tiger 15   3½-8½
- Pro Deo v Junior 8   2½-9½
- Pro Deo v Hiarcs 9   3- 9

I listed some early Pro Deo scores in our last issue, but accidentally left blank the place where I had intended to show its estimated Elo. The figure which should have been inserted was 2641, which would put Pro Deo in 12= position on our Rating List. But now Frank calculates that his quite poor results would put Pro Deo at only around 2580?!

Chris GOULDEN

Chris continues to do his **Winboard** testing for us, and in _SelSearch 114_ he had a small tournament which showed the new Pro Deo right at the top....

PRO DEO: Test-1

Pos	Program	Score/14
1	Pro Deo 1.0	10½
2	Ktulu 4.2	9½
3	Aristarch 4½	8½
4	Ruffian 1.0.1	8
5	The King 3.23	7½
6	El Chinito 3.25	5½
7	Green Light Chess 3.00	4
8	Little Goliath 3.8 uci	2½

Chris has run a couple of new tournaments since then, again with Pro Deo taking part.

His first result above would indicate something close to a 2700 rating for it, and as you will see Chris's next results will also put it quite high, though this time nearer to my 2641 than Franks 2580... maybe even a bit above 2641.

    Perhaps it scores particularly well against weaker, less knowledgeable programs?

PRO DEO: Test -2 with The King

Pos	Program	Score/14
1=	Pro Deo 1.0 King 3.23	10
3=	Smarthink 17a Yace Paderborn	7½
5	Aristarch 4.5	6½
6	GLC 3.0	5½
7	Little Goliath UCI Revival	5
8	Crafty 19.17	4

At about this time the **Open Dutch Championship** was taking place. Played over 2 week-ends after the first week-end, **Pro Deo** held a small lead over a field which included The King, Tiger, Diep and Deep Sjeng. It was getting harder to work which of the 2700, the 2641, or the 2580 was nearest the truth, but it was beginning to look less and less like the latter! If I haven't got space to cover the tournament properly later in the magazine, I'll try to include the final scores are given, so you'll know how it ended up!

PRO DEO: Test -3 with Shredder7

Pos	Program	Score/14
1	Shredder 7.04	10
2=	Pro Deo 1.0 Aristarch 4.5	8½
4	Ruffian 1.0.1	8
5	SOS 4 Arena	6½
6	Ktulu 4.2	6
7	Green Light Chess 3.0	4½
8	Little Goliath UCI Revival	4

Paul WALSH

Paul is a great fan of **Shredder** so it is right to re-dress a balance which has tended to be slightly on the critical side of our no.1 rated program!

Paul has been playing engine-engine G/60 matches, here's his results:

- Shredder8 - Hiarcs9   66-34
- Shredder8 - Hiarcs8 Bareev   64-36

Paul says: _"Although Hiarcs8 Bareev doesn't get mentioned much I like its style of play. It_

reminds me of Chess Tiger but is slightly stronger in my opinion."

This is interesting, especially as I have been getting e-mails from **Peter Grayson** telling me how well Hiarcs8 Bareev does on his machine. He also uses it on the Internet where it regularly gets a very high grading even though on his 'quite ordinary' hardware. Peter is convinced the Bareev program is better than Hiarcs9!

Back to Paul whose other score of a match in progress is...

▪ Shredder8 - Junior8   35-17

Paul adds: *"You can see why I'm a little surprised at some of your other readers' results. Even though I like Junior's aggressive play it has never really troubled Shredder on my machine. Just goes to show"*

New SOFTWARE

Two new programs are coming out for Christmas 2004.

The first, which has just arrived, is **Fritz8 Championship edition**.

The engine is the latest Man-Machine **Bilbao** engine, the Interface is the *ChessBase* latest with new improved 3D boards, and the CD includes excerpts from 3 of the new Fritz Media Training programs, including some by Kasparov.

If you have Fritz8 already it's probably not worth upgrading, especially as by logging on via Fritz8 to the *Playchess* site you can get your original engine updated. If the Bilbao engine was that much better I think they'd have called it Fritz9, wouldn't they? But we'll know more after some testing has been done.

If you don't have Fritz8, then this would be £39.95 well spent in my view.

The second, due 'any day', is **Junior9**. I have no idea why there has been such a delay since it won the World Computer Championship, but clearly if Amir Ban and Shay Bushinsky have been making further engine improvements, then that's for our benefit! Obviously it will have the latest *ChessBase* interface and 3D boards, and again the price is £39.95.

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!** - and promised to let us have another for *SelSearch 116*.

Bill: These days, 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 Hiarcs and the answer would come in a couple of minutes. Or would it?

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

Is it a draw, or can White win? White is claiming a win - *'Look at the cramped position of Black's king, and my control of the King's rook's file!'* (In those days 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?" asks Bill!

Eric: So then, what did your favourite program say? Well, I've had some responses and nearly all of them say it's a draw, even left for around 10 minutes!

I should mention that I took my own advice from the last issue and upgraded from a P4/1800 laptop to a Centrino/1800 laptop, and indeed it's over 80% faster, getting a PowerRating of 8.060 cp. with 4.414!

So, on my Centrino 1800 **Shredder8** eventually gave White the win after over 6mins. apparently finding new ideas for the 3rd. and 8th. moves. It was also found that **Fritz8** produced the same idea for the 3rd. move and with a small plus evaluation after 6 minutes, but the evaluation was still only the same small 0.28 plus 10 mins later! I understand Junior7 did similarly, though again a +0.22 eval only equates to a draw, but on my machine Junior8 and everything else marked the position firmly as 0.00.

So **the computer adjudication is a draw**.

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Back to Bill: A day or two later (mail used to move quickly at that time) the position would drop through the letterbox of one of the country's leading players. Maybe C.H.O'D Alexander, coming home from a busy day at GCHQ, would find it waiting for him. So what would he make of it as he settled down to relax at his fireside?

"Well at least I don't have to consider whether there's any win for Black here. But how's White doing? To have a chance, he's clearly got to find a mating attack, or something close. The queen ahead of the rook (note move 3) isn't going to achieve anything, so let's see if we can get them the other way round..."

1.♕h6+ ♔e7 2.♕g5+ ♔f8 3.♖h8+!

Key move number one, so that the ♖ can lead the ♕ as they combine on the h–file. But 3.♕h6+? to get the draw is a popular choice amongst the computers!
3...♔g7 4.♕h6+ ♔f6
Well that wasn't too hard, and it's all forced. Now what? 5.♖h7 is a possibility, but what happens after 5...♖f8. Mmmm. 6.♗h5 d5 7.♗xg6! ♔e7 8.♗xf7 ♖xf7 9.♕g5+ ♔d7 10.♖xf7+ ♔c8. White's definitely got an edge, but nothing conclusive. I'd rather not spend a lot of time going into that if I can help it! So let's go back to the forced sequence with another ♕ check!
5.♕h4+! 5...♔g7 6.♖h7+ ♔g8
No choice! If 6...♔f8 7.♕f4 and ♕h6+ next threatens m/1. In fact it's mate in 2 or 3 whatever Black does!
7.♕h6
Again threatens m/1 as per our last note
7...♕f6

Many programs can find White's next move by now, but earlier in the search it was very difficult simply because it's a 'quiet' move. This means programs tend to end the forward pruning search as there's no threat, so no need to pursue it as it doesn't go anywhere and, as we're material down so losing, we'll have to settle for the perpetual check draw!
8.g4 ♘e7 9.♗d3 ♘f5 10.♗xf5 gxf5 11.♕xf6 ♔xh7 12.♕xf7+ ♔h8
This has to be won for White, but better

check a bit further

13.g5!

Looks like the right idea, though gxf probably gets the win easily enough as well. Now the rook must go to f8 or g8.

[i] 13...♖f8 14.♕h5+

14.♕xd7 would be good enough

14...♔g7 15.♕h6+ ♔f7 16.g6+ *Even better... so 13....♖g8 has to be tried*

[ii] 13...♖g8

Anand now, aah!

14.c4!

Very neat because after

14...d5
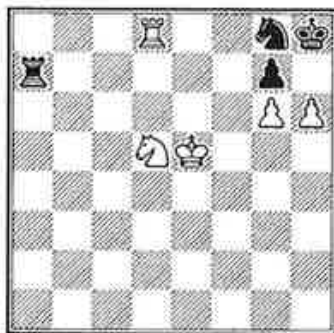
Black is wiped out with

15.♕h5+ ♔g7 16.♕h6+ ♔f7 17.♕f6+ ♔e8 18.♗a3

and mate cannot be avoided

A couple more Positions from Eric

I included a couple of extra positions, the first being from **Kramnik-Krasenkow**, Corus 2003. With **White to play** what would your computer choose?

As I suggested pretty well everything chose 1.h7, all with a big plus evaluation. I did mention that Juniors7+8 incredibly and falsely announced mate with this move, and a few disbelieving folk checked and e-mailed in horror to confirm it was true!

But 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, eg. *1.h7 ♖e7+ 2.♔d6 ♖e6+ etc.*

The programs (except Ruffian, Pro Deo, Chessmaster & Shredder) think that eventually, one day in the future, this will not be true, so they stick with the big material advantage expecting the impossible!.

Anyway 1.h7 is actually a draw, and

Kramnik obviously saw it and played 1.Ne3, and probably 1.Nb4 or 1.Nf4 are just as good, all with decent winning chances.

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The final one also has a stalemate theme and appeared in **David Norwood's** column in Saturday's *Daily Telegraph*. It's **White to play** and **win**!
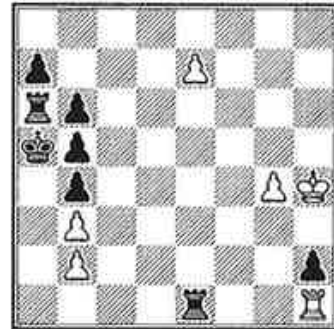
I suggested that if/when you or your program had worked it out, to check Black's responses as he has quite a few possibilities, which should all be taken into account. A couple of programs (Hiarcs, Fritz) get it within 10 mins but most need much longer.

1.e8♘!

No other promotion will do the job.

[i] 1.e8♕? ♖xh1 2.♕e5 ♖g1. The Black rook only has to stroll along the 1st rank to stop White's queen going there to play Qa1 mate. 3.♕xh2 ♖f1. At no time can White take the rook as that would be immediate stale‒mate!

[ii] Nor does 1.♖xe1? work because 1...h1♕+ 2.♖xh1 is already stalemate

1...♖g1!

The Black ♖ can never leave the 1st rank because of ♖a1 mate.

If 1...♖xh1? 2.♘d6 3 ♖g1 ♘b7#.
Finally if 1...♖xe8? 2.♖a1#

2.♔h5!

While the ♘ is now free to aim for the mate ♘e8‒d6‒b7, it can't do so when Black's ♖ is on g1 because of 2.♘d6? ♖xg4+! Note again that the Black ♖ cannot be taken as it's an immediate stalemate!

2...♖e1

2...♖xh1? 3.♘d6 m/2, or 2...♖xg4 3.♖a1#

3.g5!

3.♘d6? ♖e5+ 4.♔h4 ♖h5+. Remember again, the rook can't be taken

3...♖g1 4.♔h6 ♖d1 5.g6 *etc* **1-0**

Mind boggling stuff - until next time, when we'll aim to include anything missed out this time!

COMPUTER CHALLENGE MATCH -
SAITEK CHESS CHALLENGER v NOVAG OBSIDIAN

The FINAL GAMES!

We left the G/60 match, being run by **Augusto Perez**, tantalisingly poised at 4½-3½ for the Chess Challenger with 4 games to play.

The **Challenger** has a 1993 Elo grade, based on many games, but the **Obsidian** is newer to our rating list and after 106 games could move up or down a little from its 1938 figure. So far the match has gone as the ratings would tend to forecast!

Here's game 9.

Obsidian 3½ -Challenger 4½

A29: English Opening: Four Knights Variation with 4 g3

1.c4 e5! *In my view the best response when a computer plays 1.c4* **2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3?!** *Computer programs really need to play 4.e3 here. Very few handle fianchetto positions well 4.e3* **4...d5 5.cxd5 ♘xd5 6.♗g2** *The computers drop out of their books* **6...♗e6 7.♘xd5 ♗xd5 8.0-0 ♗d6 9.d4 ♘xd4?!** *9...e4 would have maintained a small advantage after 10.♘g5 ♕e7* **10.♘xd4 ♗xg2 11.♔xg2 exd4 12.♕xd4 0-0 13.♖d1 ♖e8 14.♗e3 ♕e7 15.♕d5 ♕e4+ 16.♕xe4 ♖xe4 17.♔f3 ♖e6 18.h3 ♖ae8 19.♖ac1 ♖f6+ 20.♔g2 ♖fe6 21.♖c4 h6 22.♖c3 ♔f8 23.♖b3 b6 24.♖bd3 a5 25.♖1d2 ♗b4 26.♖c2 ♗d6 27.♖cd2 ♗b4 28.♖c2 ♗d6 29.♖d5 c5 30.♖cd2 ♔e7 31.♔f3 ♗e5 32.♔g4 ♔f6 33.♖5d3 ♔g6 34.♔f3 ♖f6+ 35.♔g2 ♖fe6 36.♖d5 ♔f5 37.♔f3 ♔f6 38.♖5d3 g5 39.h4 gxh4**
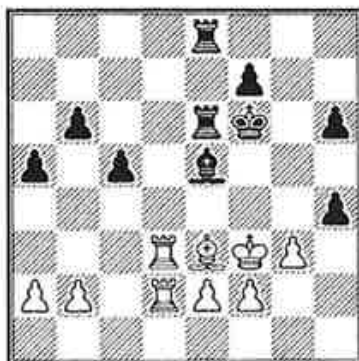

40.gxh4 *Not 40.♗xh6? h3! 41.♗f4 ♖h8∓* **40...♔g6 41.♖d7 f5 42.♖c2?** *Missing Black's response. To save the h-♙ 42.♖d1 was needed, then probably 42...♔h5 43.♖1d5=* **42...♗f6 43.♔g3 ♔h5 44.♖cd2 ♗xh4+ 45.♔f3 ♗g5 46.♗xg5 hxg5 47.e3 a4?!** *47...f4! 48.exf4 ♖f8 is much sharper* **48.♖2d5 ♖e5 49.♖5d6 ♖8e6 50.♖h7+ ♔g6 51.♖dd7 g4+ 52.♔g3 ♖e4 53.♖dg7+ ♔f6 54.♖f7+ ♔g5 55.♖fg7+ ♖g6 56.♖d7?!** *56.a3 offered a better chance, by stopping Black from moving to the square* **56...a3 57.bxa3 ♖a4 58.♖d3 ♖a5 59.f3 gxf3 60.♖c7 ♖a8 61.♔xf3 ♖h8 62.a4 ♖h3+ 63.♔g2 ♖gh6 64.♖g7+ ♔f6 65.♖b7 ♖h2+ 66.♔g1**
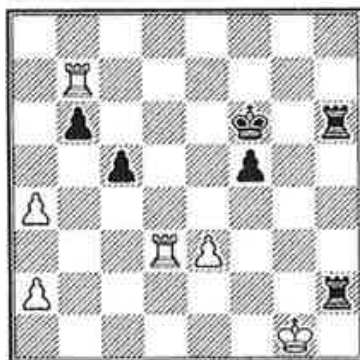
66...♖b2?! *66...♖h1+ 67.♔f2 ♖6h2+ 68.♔g3 ♖h4 was better, but there is still no clear win though Black would certainly have the*

better chances **67.a5?!** *Black's last gave the Obsidian a chance to clinch the draw with 67.♖d6+! ♔g5 68.♖xh6 ♔xh6 69.a5!* **67...b5?** *Lots of little endgame mistakes! 67...♔e5 was better, though there's still no clear win* **68.♖c3?!** *Here 68.♖d6+ ♔g5 69.♖xh6 ♔xh6 70.a4 draws* **68...♖h3! 69.♖xc5?** *69.♖b6+ ♔g5 70.a3 probably still draws* **69...♖xe3 70.♖b6+ ♔g5**
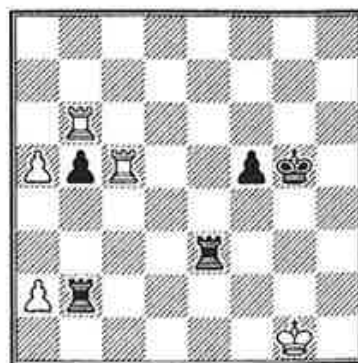
Now the Obsidian will not be able to defend against the mate threats from the Black rooks as well as keep his pawns **71.♔f1 ♖f3+ 72.♔g1 ♖d3 73.♖c1 ♖a3 74.a6 ♖axa2 75.♔f1 f4 76.♖c5+ ♔g4** *The Black ♔ always has somewhere to hide!* **77.♖e5?** *Allows a mate. Even so, if 77.♖g6+ ♔f3 78.♖c3+ ♔e4 79.♖e6+ ♔d5 and Black will win* **77...♔f3!** *Sacrifices will delay mate for only 4 or 5 moves* **0-1**

A slightly scrappy affair in places, but nicely finished by the Challenger after White's mistake at move 69

Challenger 5½ -Obsidian 3½

E40: Nimzo-Indian: Rubinstein (4 e3): Unusual Black 4th moves

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4

4.e3 &xc3+ 5.bxc3 d6 *The computers drop out of their books here* **6.♘f3 0-0 7.♗d3 ♗d7 8.0-0 ♗c6 9.♗a3 ♘bd7 10.♖b1 ♘e4= 11.♕c2 f5 12.♖fd1 ♘df6 13.c5 ♕d7** *Now, instead of the preferred ♖f1 or ♕b2, White enters a series of exchanges which favour its opponent* **14.cxd6?! ♗a4 15.♘e5 ♗xc2 16.♘xd7 ♗xb1 17.♘xf6+ ♖xf6 18.♖xb1 ♘xd6 19.♗xd6 cxd6 20.♖xb7**

So the Obsidian ends up with ♖ for ♗+♙ **20...♖f7 21.♖b3 ♖c8 22.c4 f4 23.e4 f3 24.gxf3** *24.g3!? might be better, though the restriction against his ♔ from the enemy pawn rooted on f3 doesn't look very healthy it must be said!* **24...♖xf3 25.e5 ♖f4 26.exd6 ♖xd4 27.c5** *27.f4 also loses a pawn to 27...♖xd6 of course* **27...♖xc5 28.♖b8+ ♔f7 29.♗xh7 ♖xd6 30.♗e4 ♖d4 31.♗h7 ♖g5+ 32.♔f1 ♖h5 33.♗g8+ ♔f6 34.♖e8 g5**
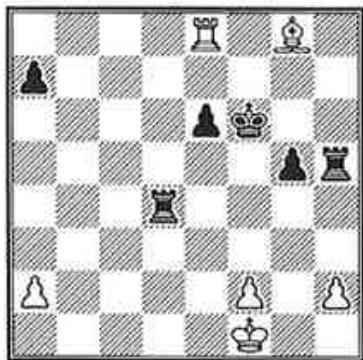
35.♔g2? *35.♖xe6+ ♔g7 36.♖e8 ♖xh2 37.♗b3 was probably the only chance, though now with ♖ for just*

the ♗ the Obsidian is still the likely winner **35...♖h8 36.♔g3 ♖dh4 37.♖xe6+ ♔g7 38.♖a6 ♖h3+ 39.♔g4 ♖3h4+ 40.♔g3 ♔xg8 41.♖xa7 ♖8h5 42.a4 ♖xh2** *And we can leave it there as, now with ♖ for just a ♙ the Obsidian was able to win comfortably* **0-1**

A decent win from the Obsidian in that game meant the Challenger was back to 1 ahead with 2 to play!

Obsidian 4½- Challenger 5½

D63: Queen's Gambit Declined: Classical: 7 Rc1

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♘bd7 5.e3 ♗e7 6.♘f3 h6 7.♗h4 0-0 8.♖c1 *The end of the computers' books – White's position is freer* **8...♘b6 9.c5?!** *Gaining space but releasing some of the tension by blockading pawns* **9...♘bd7 10.♗d3 c6 11.0-0 e5 12.dxe5 ♘g4 13.♗xe7 ♕xe7 14.e4! dxe4 15.♘xe4 ♘dxe5 16.♘d6**

A decent ♘ outpost is enough to give the Obsidian the early advantage, and deserves a diagram! **16...♘xd3 17.♕xd3 ♗e6 18.h3 ♘f6 19.♖fe1 ♘d5 20.♘d4 ♕f6 21.♘xe6** *21.♘xb7? is a temptation well avoided: 21...♘f4! 22.♕c3 ♗d5 and now Black has a great initiative on the kingside* **21...fxe6 22.♕c2 ♘f4 23.♖cd1?!** *White needs to play with care for his ♔, so probably*

Above, the Chess Challenger, and below the Obsidian

23.♕e4 or ♔h2 was best here **23...♕g5!**
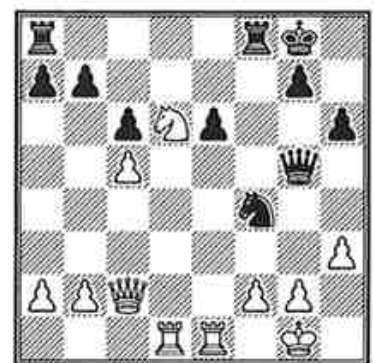
24.f3 *It's too late for 24.♕e4? now, as 24...♘xh3+ 25.♔h2 ♘xf2 wins easily* **24...♘xh3+ 25.♔h1?!** *25.♔f1 trying to escape from the corner looks better* **25...♘f4 26.♘xb7?** *Madness! It wasn't too late to try and rush the ♘ back to the defence with 26.♘e4. The Obsidian's position has collapsed in a few short moments* **26...♕h4+ 27.♔g1 ♖f5 28.♕f2 ♘h3+! 29.gxh3** *29.♔h2? allows a mate with 29...♘xf2+ 30.♔g1 ♘h3+ 31.♔h2 ♕xf3 32.gxf3 ♘f4+ etc* **29...♕g5+ 30.♔f1 ♕xh3+ 31.♔e2 ♖g2 32.♖f1 ♖f8 33.♕xg2 ♕xg2+ 34.♖f2 ♕g3**

35.♖d6 ♕e5+ 36.♔f1 ♕e3
37.♔g2 ♖f5 38.♖dd2 ♖d5
*38...♖h5! was a quicker win,
but White's position is
hopeless anyway* 39.♖xd5
exd5 40.♖c2 ♕d3 41.♖f2
♕b5 42.♘d6 ♕xc5 43.♘b7
♕b4 44.♘d8 ♕e7 45.♘xc6
♕g5+ 46.♔h3 ♕h5+ 47.♔g2
♕g6+
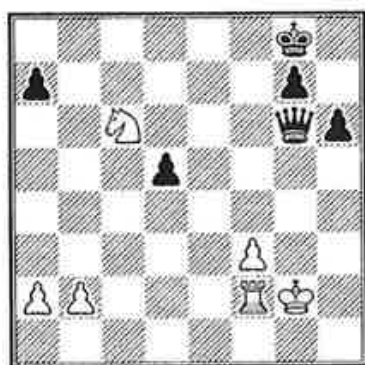
*The knight falls next move
and it's all over* **0–1**

The match is won, but we'll
check out the moves to game
12 to complete everything
properly. The Obsidian goes a
pawn up and seems as if it
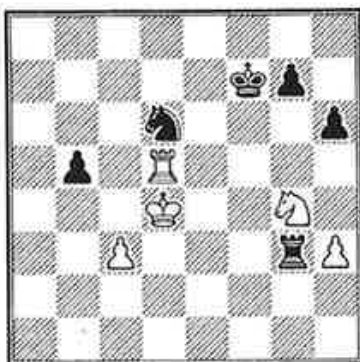might win, but the Challenger
defends well, even when a
pawn down and under some
endgame pressure.

Challenger 6½-Obsidian 4½

1.e4 c5 2.♘f3 d6 3.♘c3 e6
4.d4 cxd4 5.♘xd4 ♘f6
6.♗e2 ♗e7 7.0-0 ♘c6 8.♗e3
♘xd4 9.♗xd4 0-0 10.♗f3
♕c7 11.♕d3 ♗d7 12.♕e3
♕b8 13.♖fe1 ♖c8 14.e5 ♘e8
15.exd6 ♗xd6 16.g3 ♗c6
17.♗xc6 ♖xc6 18.♖ad1 a6
19.♘e4 ♗e7 20.c3 ♕c7 21.f4
f6 22.♖d3 ♕a5 23.a3 e5
24.fxe5 fxe5 25.♗xe5 ♕xe5
26.♘f2 ♕xe3 27.♖dxe3 ♗xa3
28.bxa3 ♘f6 29.♖d3 ♖ac8
30.♖e7 b5 31.♘d1 ♔f8
32.♖b7 ♖8c7 33.♖d8+ ♔f7
34.♖xc7+ ♖xc7 35.♔g2 ♘e4
36.♖d3 ♔e6 37.♔f3 ♔e5
38.♖e3 ♔f7+ 39.♔e2 ♔d5
40.♖d3+ ♔e6 41.♖d8 ♔e7

42.♖d4 ♘d6 43.a4 ♘f5
44.♖e4+ ♔d7 45.axb5 axb5
46.♘e3 ♘d6 47.♖e5 ♖f8
48.♔d3 ♖f2 49.♘g4 ♖a2
50.♖c5 ♔e6 51.h3 ♖g2
52.♖e5+ ♔f7 53.♖h5 ♖xg3+
54.♔d4 h6 55.♖d5

*The evaluations for Black
reached their maximum here,
but there still, probably, isn't
a win for the Obsidian unless
the Challenger makes a
mistake, which so far it has
largely refused to do*
55...♖xh3?! *The only chance
for the full point seems to be
with 55...♔e6 56.♖e5+ ♔d7
57.♖h5 ♔c6 58.♖c5+ ♔b6
59.♖d5 ♘b7 60.♖e5 ♖xh3,
but even here there's no
certain win after 61.♖e6+
♔a5 62.♖g6 ♘d6 63.♖xd6
♖h4 64.♖g6* **56.♖xd6 ♖h4
57.♖d7+ ♔g6 58.♔c5 ♖xg4
59.♔xb5 ♔f6 60.c4 ♔e6
61.♖d1 ♖g2 62.c5 ♖c2
63.♖d6+ ♔f5 64.c6 ♔e5
65.♖g6 h5 66.♖xg7 h4
67.♖h7 ♔d6 68.♖d7+ ♔e6
69.♖h7 ♔d6 70.♖h6+ ♔c7
71.♖h7+ ♔d6** **½-½**

So the match result was:
**Saitek Chess Challenger 7
Novag Obsidian 5**

Pleasingly for all the work
that goes into maintaining our
Rating List, inputting latest
dedicated and PC results
week in week out, this score
almost exactly reflects the
pairs' existing ratings.

Our thanks also are due to

Augusto for playing these
games for us and carefully
keeping game records to send
to me.

Augusto also purchased a
**Radio Schach Chess
Champion 2150**. These used
to be available in *Tandy*
stores in the UK, and one or
two people tried to persuade
me that these machines were
'basically' Saitek models
cheaper and re-badged, so
that the Radio Schach 2150
was really a GK-2100 (2000
Elo, 175 BCF) in disguise.

I did actually get a chance
to try one out for a couple of
days, and found it was no
such thing, so was able to
warn folk not to expect quite
so much!

Augusto only bought his
because he managed to get it
at a very low price, but
offered to test my view of its
more lowly likely rating by
playing a 10 game G/60
match v the **Novag Obsidian**.

I'm glad to say my forecast
was right and the Obsidian
won very (very) easily. We'll
perhaps put a couple of
games in our next issue as it
is interesting to see how a
'proper' chess computer like
the Obsidian (1930 Elo) deals
with a weaker opponent on
these occasions.

Augusto's next match, also 10
games @ G/60, though he has
said he will always play 2
more if they tie at 5-5, will be
between the **Novag Obsid-
ian** and the **Saitek** (Talking)
Chess Academy. The latter,
with voice, display, leds on
every square retails at £99.95
incl. the adaptor, and only
lost 6-4 to the Challenger, so
it might be a close one again!

HYDRA v SHREDDER

The DEEP BLUE of today takes on the currently top-rated PC PROGRAM!

We started coverage of this match in our last issue, but only had space for the first game. It was won by **Hydra**, quite convincingly.

It is very rare that **Shredder** loses games to other computer programs - it even has a plus score in serious competition against the earlier Brutus, now Hydra, despite the latter's 4/8/16 processors! In April of this year at the 4th. CSVN Shredder won with 8/9 whilst Hydra was a somewhat distant 2= on 6½.

An interesting issue, which I promised to come back to, was the opening book. Hydra came out of book at move 10, while Shredder stayed in book to move 16 but, when it then came out of book, it had an already inferior position!

After the match main programmer **Chrilly Donninger** revelaed a few secrets regarding the Hydra opening book preparation.

"Our openings specialist GM Christopher Lutz was given instructions to release Hydra after move 10! He managed that perfectly and Hydra could in many cases go straight onto the attack. Normally openings book authors play private matches against each other trying to outbook each other. But Ulf Lorenz (Hydra's no.2 programmer) and I were convinced that Hydra is better than these openings modules. And we were right. Only in the eighth game were we in a spot of bother after the opening".

Readers might wonder how this can be - that a program can come out of book at move 10, and be left to its own devices, yet be better off than a program with a full book that sometimes takes it 5, 10 or even 15 moves deeper.

I think there are 2 contributing reasons:

■ Even after move 10 in many openings there is still a wide range of choice, many different lines and variations. In fairness to the purchaser we (I am speaking as an opening book programmer for Hiarcs) put in all these variations and encourage our programs to play from as many of them as we can. We will stack them in order, so that the line/s we feel are best will get played more often, and certainly put lines which are known to be poor or that we don't like at a negative 'not to be played' value. But it still means some mediocre lines will get played from time to time, which we think the purchaser of our program will want to see occur, so that he will get plenty of variety, and can get preparation for things he might well have to meet in his local club, a week-end tournament, on an Internet chess club etc.

■ If a program is seriously strong enough - and Hydra is! - then leaving it to choose its own moves after, say, move 10 means that much/most of the time it will find and play the BEST move there is. So whilst, in this case, Shredder might occasionally play a 2nd. or even 3rd. best move in a variation (because its big book allows it to), Hydra (in this case) will only play a 2nd. or 3rd. best move if its engine comes up short!

■ Shredder does get one advantage

From game 1 - a pensive Stefan Meyer-Kahlen, with chin in hands, and a relaxed looking Chrilly Donninger with his back to the camera

from this, and that is that it will have more time on the clock when it does come out of book. But if the opponent (Hydra) almost always finds the best move, and if Shredder, say, 1 move in 5, plays a 2nd best move because of the book set-up, then Hydra is going to have a chess advantage as compensation for less clock time. To stop this happening the opening books for commercial engines need to be tightened up considerably so that they only play best or almost equal top moves. I believe that Junior, whilst it has a pretty big book, only plays from a narrow selection of moves, so Amir Ban and Shay Bushinsky have perhaps started to address this issue. Shredder, has a pretty big book as well but, like Hiarcs, plays from it quite generously.

■ To close this issue, at least for now, someone might say *"why not let all the commercial engines come out of book after around 10 moves!"* The problem for the commercial programs is just that - as they are commercially available, opponents can find out what they will play when they come out of book and prepare for them. Many years ago we saw M Chess Pro do exactly that to Chess Genius and one or two other programs, often coming out of book ages after its opponent and with completely won games - the exact

opposite of what happened to Shredder in game 1 here!

So then we should swiftly move into game 2 and see what happens this time! Incidentally the time control is Game in 90 minutes.

Shredder [0] Hydra [1]
Round 2. Opening B97

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♘b3 ♗e7 9.♕f3 ♘bd7 10.0-0-0 ♕c7 *Last book move by Hydra! This is a sharp opening and in a few moves Shredder will force Black's king to spend the game in the centre of the board – dangerous* **11.♔b1 b5 12.♗d3** *Reaching the same position as in Shredder–Brutus, WCCC 2003 when Shredder won* **12...b4!** *Varying from 12...♗b7 1-0 Shredder-Brutus, Graz 2003 which was played in the game just mentioned. In fact the same line to move 12...b4 was played in Shredder–Fritz at the same event, when the game ended a draw, and this is the better move now chosen by the out-of-book Hydra!* **13.♘e2 ♗b7 14.♕h3 ♘xe4 15.♗xe7 ♔xe7 16.♕h4+**

Once more Shredder's book ends long after Hydra's, yet it is again showing a negative evaluation and a pawn down. But in the 2003

Shredder–Fritz game Fritz now retreated its knight and Shredder did okay, so understandably they've left everything in the opening book! However Hydra comes up with a more aggressive continuation **16...♘df6!** *Shredder-Fritz went* 16...♘ef6 17.♖he1 a5 18.♘bd4 ♔f8?! 19.g4 1/2-1/2 **17.♖he1 h6 18.f5 e5 19.♘f4!?**

19...♘g5! *Hydra doesn't fall for 19...exf4 20.♗xe4 ♗xe4 21.♖xe4+ followed by ♖xb4, and White is ahead* **20.♘h5?!** *A new Shredder, sacrificing another pawn to pursue its attack* **20...♘xh5 21.♕xh5 ♗xg2** *Winning a second pawn and also now threatening ♗f3, forking ♕ and ♖* **22.♘d2 a5?!** *22...♗b7! seems better, and if 23.h4 then ♘h3 threatening to go to f2 or f4* **23.h4! ♘h7** 23...♘h3? 24.♕g4!= **24.♕e2?!** *Suddenly Shredder can't decide whether to attack or defend – but going on to the defensive when you're 2 pawns down offers little hope and indeed Hydra soon takes over the initiative. 24.♗c4 was a better try* **24...♗c6 25.♖g1 ♖hg8 26.♘e4 ♗xe4 27.♗xe4 ♖ac8 28.♗d3 ♕b6 29.♗b5 ♘f6 30.♗a4 e4 31.♖de1 ♕c5 32.♕a6**

32...d5! *There's a juicy pawn hanging on f5, but Hydra has other things on its mind. 32...♕xf5? 33.♕b7+ ♔f8 34.♗c6 ♕e6 35.♖gf1! would be more complicated than the neater route taken by Hydra* **33.♖d1 d4** *The pawns are marching on* **34.♗b3 ♖c6 35.♕e2 ♔f8** *An interesting king safety choice – the king looks better but it's locked in the h8/♖* **36.♗a4 ♖d6 37.♕f1 ♖d8 38.♕a6 ♕c7** *Once again Hydra is not interested in the f-pawn, suggesting that materialism in computer chess is finally becoming a thing of the past, in some engines. 38...♕xf5 39.♕b6 ♕d5 40.♗c6 ♕d6 41.♕xa5 would in fact present Black with some needless problems* **39.♕b5 ♖h8 40.♕f1 ♖h7 41.♗b3 h5 42.♗a4 e3 43.♕b5 ♖h6!**

The Hydra method to bring its rook into play is slightly weird, but Shredder has done absolutely nothing to create any threats in the meantime, so Black has easily got away with it **44.♖g2 ♖d5 45.♕f1**

g4 46.♗b3 ♖d8 47.♗a4 ♖f6
48.♖e1 g6 49.♖c1 ♖xf5
50.♕e2 ♕e7 51.♗b5 ♕xh4
A disappointing game by Shredder. It came out of the dubious opening showing a minus evaluation (not the program's fault, but the book programmer's) and then after a daring second pawn sac' it's active intentions slowly evaporated and it didn't put up much of a fight in my view. Equally one must say that Hydra's play throughout was virtually faultless, a view offered by many of the Gms watching **0-1**

Not a very good start for Shredder at all. Even with a deserved reputation of being tough to beat, it clearly needs to come out of book equal against a program like Hydra.

Hydra [2] - Shredder [0]

Round 3. Opening B90: Sicilian Najdorf: Unusual White 6th moves, 6 Be3 Ng4 and 6 Be3 e5

**1.e4 c5 2.♘f3 d6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3
e5 7.♘b3 ♗e6 8.f3 ♘bd7
9.g4 b5 10.g5 b4 11.♘e2
♘h5 12.♕d2** *Hydra's last book move* **12...h6** *Other variations here are 12...♗e7 13.♘g3 ♘f4 ; 12...a5 13.♘g3 ♘xg3 But 12...h6 has a good reputation as well* **13.gxh6
♖6 14.0-0-0 a5 15.♔b1 ♘hf6**

Shredder's last book move, and this time the position is much more even. White's

extra pawn is part of a dou-bled pair on the h-file and they are probably more of a handicap than a help! It's almost impossible to maintain the frontrunner even though the temptation is to try, espe-cially when it is so advanced* **16.h4!?** *16.♘ed4 exd4 17.♘xd4 is theory here, but doesn't look anything special* **16...a4 17.♘bc1 d5 18.♗g5
dxe4 19.♘g3 ♕b6** *19...exf3?! wins a pawn but allows White to go on the attack with 20.♗b5! ♗e7 21.♗xf6 ♗xf6 22.♘e4, and the pin on the ♘-d7 would give Hydra a clear advantage* **20.♘xe4
♘xe4 21.fxe4 f6! 22.♗e3 ♗c5
23.♗xc5 ♘xc5 24.♗g2** *It's hard to find anything better than this. 24.h5?! g5 25.♕e3 ♖b8∓; or 24.♕f2 ♖b8∓* **24...a3
25.b3 ♗g4 26.♖df1**
26.♖dg1!? might have been a better way of trying to find some advantage for the h-pawn pair **26...♖d8 27.♘d3**

I think Black has a small advantage at this point thanks to the small build-up against the White ♔ and his a3-pawn reducing its escape squares. Also White g2-♗ is currently worth little more than a pawn. But how to proceed?
27...♕d6 *I like the look of 27...♖d4. Then if 28.♕f2 ♘xd3 29.cxd3 ♕a6 It may not come to anything, but I think Black still has some winning chances* **28.♕xb4 ♘xd3
29.♕xd6 ♖xd6 30.cxd3 ♗e2
31.♖c1 ♗xd3+ 32.♔a1 ♖xh6
33.♖c8+ ♔e7 34.♖a8 g5** *I*

don't like disagreeing with Shredder in the approach to the endgame, as I think it is very strong in this area. How-ever 34...♖d4!? 35.♖xa3! ♗xe4 might be a better try, though 36.♖a7+ must be met with 36...♔d8 and then (36...♔e6?! 37.♖a6+ ♔d5 38.♗xe4+ ♖xe4 39.♖xf6 ♖exh4 40.♖xh4 ♖xh4 41.♖xg6 draw) 37.♗xe4 ♖xe4 38.♖f7 is probably a draw* **35.♖xa3**
Although computer evalua-tions still favour Black slightly the game now drifts into a simple draw **35...♖xh4
36.♖a7+ ♔e8 37.♖c1 ♗xe4
38.♗xe4 ♖xe4 39.♖c8+ ♖d8
40.♖cc7 ♖d2 41.♖c8+ ♖d8
42.♖cc7 ♖d2 43.♖c8+ ½-½**

Game 4 was very quiet, a Nimzo-Indian, Rubinstein variation, drawn in 38 moves with neither side ever getting even a small advantage. So the half-way stage was reached with **Hydra** leading by **3-1**.

Shredder programmer **Stefan Meyer-Kahlen** commented that, even harder than getting his book sorted for the second half of the tournament, was the problem of coping with the weather. In Abu Dhabi the day temperatures were getting up to 43 degrees Centigrade (110 Fahrenheit for those of us who still find it easier to work out what's hot and what's cold under the old

Stefan and Chrilly overcome the heat and find time to play each other over-the-board. Result not known!

system!). Stefan was trying to cool down by going for a swim at 6am each morning, but even then the sea temperature was 90 Fahrenheit! *"Thanks goodness for the incredible air conditioning everywhere you go"* he said.

As for games 5-8, his view was that he and his team needed to make sure that the opening book at least gave their engine a chance to get a win and try to change the match.

Half-time BREAK!

When **Deep Blue** was a contender many people used to contact me about the possibilities of buying it! Of course there was a rumour that a cut-down piece of hardware might 'some day' be made available, but the only real answer was always that you needed a few million dollars and would have to persuade Carnegie University to stop using the mainframe computer as the principal centre for the USA's weather forecasting system, and organise a freight train to deliver it to your warehouse!

The same questions are now being raised about **Hydra** of course, and when *ChessBase* were supporting the original development of the project, it was assumed there had to be commercial possibilities.

Now, however, the project is financed by the Pal Group who have their offices in Abu Dhabi, but Frederic Friedel of *ChessBase* was able to meet and interview one of their main folk, Ali Nasir Mohammed, buring the Hydra-Shredder match, and obtain a few photos of the hardware!

The first multi-processor, an 8-way Xeon 700MHz, from 1999

Their second machine, a 16-Processor unit from IBM
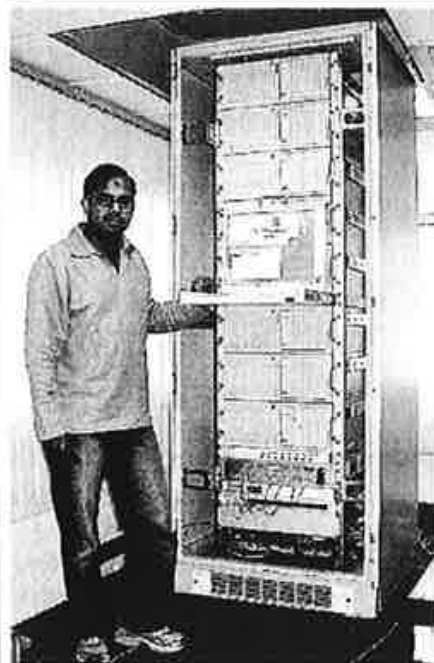
Here is the current machine, a really powerful cluster, with 16 Xeons running at 3.06GHz each, with around 16GBytes of RAM in the whole system!

Already I am sure that readers will have realised that this is not (now, anyway) a commercial project. None of the machines was originally purchased for chess, but Nasir says that once they had them they immediately started to experiment with chess! Their hope is to have the strongest chess playing entity on the planet, but the machines are also used for fingerprint and DNA matching. Apparently the technologoy for that requires considerable computing power and is quite similar to what is being done with Hydra.
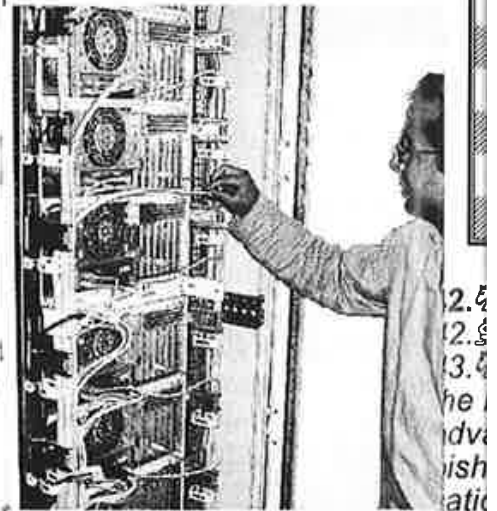
This is the back of the machine, where the Hydra FPGA chips are installed

At this juncture, and as we embark on games 5-8, it should be mentioned that **Shredder** was playing on a very fast Quad-Opteron server, which enabled it to run at a speed about 4x what it would achieve on a P4/3000.

Game 5 was a Sicilian Scheveningen and, in Chrilly's view *'Hydra played extremely well up to move 42, outplaying Shredder completely. But then we played a terrible move and a terrible endgame, due to a special evaluation feature for bishops of opposite colours. There was no notice on the outside*

*f the package to warn me of
*he side effects of this medi-
:ation! I have fixed this spe-
:ial 'feature' and now Hydra
*would play the correct move
*vith a clear advantage"

We join it, then, at move 42.

Hydra [3] Shredder [1]
Game 5

2.᠗b6?! *The best move is
12.&xe6 and then after fxe6
13.᠗c7, though I dont believe
he result is that clear an
advantage as the 2 Shredder
bishops offer some compen-
ation for the doubled pawns*
**2...♖e8 43.&xe6 ♖xe6
44.♖d8 ♖e8 45.♖xe8 &xe8
46.᠗d5 f6 47.&d2** *Not
47.gxf6? as Black has
47...&h5+! 48.&g3 &d1! and
he advantage has swung
round* **47...&h5+ 48.&e3
&c5+ 49.&d3 &f7**

**50.&xb4 &f2 51.&a5 &xh4
52.gxf6 &xf6 53.b4 &g4
54.c4 h5 55.b5 &d7 56.&e2
&5 57.᠗xf6 &xf6**

*We'll leave it there, they
played on to move 96 no less,
but it was always a draw
from this point!*

"Game 6 was wild", said
Chrilly Donninger afterwards.
So here it is....

Shredder [1½] - Hydra [3½]
Game 6. B42: Sicilian: Kan
Variation: 5 Bd3

**1.e4 c5 2.᠗f3 e6 3.d4 cxd4
4.᠗xd4 a6 5.&d3 &c5 6.᠗b3
&a7 7.♕e2 d6 8.&e3 ᠗c6
9.᠗c3 b5 10.&xa7!?** *It isn't
so often that you find a
moment where castling on
either side works well, but
here it does, and theory rec-
ommends either 10.0-0-0
᠗ge7 11.f4; or 10.0-0 ᠗f6
11.f4. However the Shredder
team is out for a win and with
the move played they are
aiming to trap the Hydra king
in the centre again, and see if
Shredder can make better
use of the chance this time*
10...♖xa7 11.♕g4!? *11.f4
᠗f6 12.0-0-0 has been
played, ending in a draw*
**11...᠗f6 12.♕xg7 ♖g8
13.♕h6 ♖xg2 14.♕h3 ♖g8
15.0-0-0**
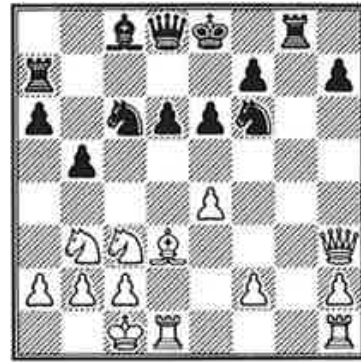
**15...b4 16.᠗e2 e5 17.♕f3
&e6 18.h3 &e7 19.♕e3 ᠗d7
20.&b1?!** *I can imagine Ste-
fan's sigh of disappointment
with this, as his program has
to find something more
active. ᠗g3 was one idea, or
move one of rooks to the
g-file and try to get control of
that, or maybe even f4!?*
**20...♕b6 21.♕h6 ᠗f6
22.♖hf1?! a5! 23.᠗d2 ᠗d4
24.᠗c1?!** *I much prefer
24.f4!? ♖g6 25.♕h4 ᠗xe2
26.&xe2 though Hydra could
complicate it nicely with
26...♕e3! which is double-
edged enough to get a result
for one or the other* **24...a4!
25.f4**

25...♕c5?! *Missing the
decent-looking 25...♖g6!
26.♕h4 b3 27.cxb3 axb3
28.a3 ♖a4 which should lead
to interesting play. Probably
Shredder now has slightly the
better chances* **26.fxe5 ♕xe5
27.᠗c4 ♕g5** *Not 27...&xc4?
as 28.&xc4 ♖c7 29.♖xf6 ♕xf6
30.♕xf6+ &xf6 31.♖xd4
leaves White with &+᠗ for ♖
and a good chance of the win*
28.♕xg5 ♖xg5 29.᠗xd6

♗xh3 30.♖f4 ♔xd6 31.♖xf6+
♗e6
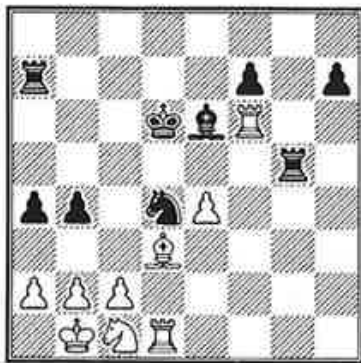
*The game is now effectively
drawn, but I leave the moves
in for those who wish to play
it through* **32.♖h6 ♔e5
33.♖xh7 ♗g4 34.♖d2 ♗f3
35.c3 bxc3 36.bxc3 ♘e6
37.♖h3 ♖g2 38.♖xg2 ♗xg2
39.♖h5+ ♔f4 40.♔c2 ♔e3
41.e5 ♘f4 42.♖g5 ♘xd3
43.♘xd3 ♗e4 44.♖g3+ ♔e2
45.♖h3 ♗f5 46.♖g3 ♖d7
47.♖g2+ ♔e3 48.♖g3+ ♔e4
49.♔d2 ♔d5 50.♔e2 ♖d8
51.♖g7 ♖f8 52.♖g5 ♔e4
53.♖g3 ♖h8 54.♖g2 a3
55.♖f2 ♖h4 56.♔d2 ♗e6
57.♘c5+ ♔xe5 58.♘xe6
♔xe6 59.♔d3 f5 60.c4 ♔e5
61.♖e2+ ♔d6 62.♔c3 f4
63.♖e4 ♖h3+ 64.♔b4 f3
65.♖e8 ♖h1 66.♖f8 ♖b1+
67.♔xa3 ♖f1 68.♔b2 f2
69.a4 ♔c5 ½-½**

If Shredder's going to come
up with a win, it has to be
now!

Hydra [4] - Shredder [2]
Round 7. B92: Sicilian Najdorf:
6 Be2

**1.e4 c5 2.♘f3 d6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 a6 6.♗e2
e5 7.♘b3 ♗e7 8.0-0 0-0
9.♔h1 b6 10.♗e3 ♗b7 11.f3
b5 12.♕d2 ♘bd7** *Hydra
goes out of book now and, by
making a non-book move this
time, puts Shredder out
straight away!* **13.a3** *A new
move at this point in the
game, though it will transpose*

*into an Anand–Gelfand game,
and it looks fine. 13.♖fd1 was
played in Ganguly–Sasikiran,
2002 13...♖c8 14.a4 b4 but
by risking 15.♘d5?! (15.♘a2
should be okay) 15...♘xd5
16.exd5 White went down in
38 moves* **13...♕c7 14.♖fd1**

*Hydra homes in on the back-
ward pawn on d6* **14...♖ad8**
*Gelfand put the f8-♖ on d8 in
Anand–Gelfand, 1999. It
continued 14...♖fd8 15.♕e1
♖ac8 16.♕f2 ♖b8 17.♘c1 ♗c6
18.♘1a2 a5 19.b4 and White
won in 38* **15.♕e1 ♘c5
16.♘xc5 dxc5 17.b3 ♗c6
18.a4 b4 19.♘a2 a5 20.c3
♘h5 21.♖ac1**

21...♗xa4?! *This apparent
sac' – it's a pawn that seems
to be lost, not the whole
bishop (in the end it loses
nothing, but it does leave
Black with isolated pawns)
came as a surprise to every-
body – the spectators in Abu
Dhabi, those on the
Playchess.com Internet
server, Chrilly Donninger,
Hydra (from its evaluation
which jumped somewhat),
and probably Stefan*

*Meyer–Kahlen. Did Shredder
actually see it as a pawn sac'
that left it with an advanced
queenside passed pawn, fail-
ing to see as far as the mate-
rial equalisation at move 25?
21...♖xd1 22.♕xd1 ♕b7
would be standard stuff and
about level* **22.bxa4 b3
23.♗c4 bxa2 24.♕e2 h6
25.♕xa2**

25...♗g5 *Black doesn't want
to have further damage done
to his pawn structure, but I
can't find anything else which
doesn't end up with the a5
and c5 pawns coming under
serious pressure. If one of
them goes Hydra will be left
with a very dangerous passed
pawn. For example
25...♖xd1+?! 26.♖xd1 ♘f6
27.♖b1! ♘d7 28.♖b5! ♘b6
29.♗f1. The pawns are still on
the board, but the pressure
against Black's position is
getting out of control*
**26.♗xg5 hxg5 27.h3 ♕e7
28.♔g1 ♘f4 29.♔h2 ♘h5**
*29...♖xd1 30.♖xd1 ♖b8 might
have been a better try
30.♖b1 ♘f6 31.♕b3 ♘h5
32.♕b6 ♖xd1 33.♖xd1 g4
34.fxg4! Not 34.hxg4?
♕h4+! 35.♔g1 ♘f4 and
almost equal again. And defi-
nitely not 34.♕xa5?? gxf3!
35.♖d3 (35.gxf3?? ♕g5! 0-1)
35...fxg2 and Black has every
chance of winning* **34...♕f6?!**
*In theory keeping as much
heavy material on the board
as possible, now he's a pawn
down, is the correct way to
play. But even 34...♘f6 isn't
going to work. Black's pieces*

are strangled and, after
35.♕c6 ♘h7 36.♖f1! ♔h8
37.♕b6 Black's a-♟ will drop
and White's will soon be
ready to run **35.♕xf6 ♘xf6**
36.g5! ♘xe4 37.g6
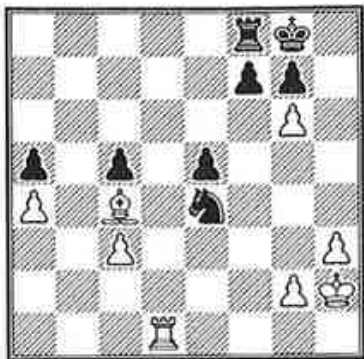
37...♘xc3 38.♖c1 ♘xa4
Black is 2 pawns up.... but
must lose. Here is how it fin-
ished.... **39.♖f1! ♘c3** *If*
39...e4 40.♗xf7+ ♖xf7 41.♖xf7
e3 42.♖e7 ♔f8 43.♖xe3 1-0
40.♗xf7+ ♖xf7 *40...♔h8??*
allows mate: 41.♖f5 ♖xf7
42.gxf7 g5 43.f8♕+ ♔h7
44.♖xg5 followed by ♕g7
mate **41.♖xf7 a4 42.♖c7 ♔f8**
43.♖xc5 ♘d1 44.♖xe5 a3
45.♖f5+ ♔e8 46.♖a5 ♘b2
47.♖xa3 1-0

What a shock! Shredder 5-2
down. Very unexpected.

I've not included game 8,
which they did play and in
which Shredder got a small
opening advantage. But it
came to nothing although they
played on for 72 moves.
   I believe that they played
'to the end' in some of these
drawn games for the benefit
of the spectators - a nice
change from some the quick
draw agreements, even in
interesting postions some-
times, that certain GMs such
as Kramnik & Leko have
been heavily criticised for
recently.

So, final score:
Brutus 5½ Shredder 2½

Having space left
does however enable
me to include some
coverage of the
**Hydra v Evgeny
Vladimirov** 4 game
mini-match, played
at G/90+30secs.

Vladimirov is a GM
from Kazakhstan
and is rated 2628
Elo. In the mid-
1980's he was one of Kaspa-
rov's seconds. I've shown the
position where theory ends -
it's interesting to see how
long Hydra played 'in theory'
moves though out of book!
After that there's just a few
light notes pointing to the
critical moments.

Hydra - Vladimirov,E

Game 1. C86 Closed Ruy Lopez,
Worrall Attack

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6
4.♗a4 ♘f6 5.♕e2 ♗e7 6.c3
b5 7.♗b3 d6 8.0-0 0-0 9.d4
♗g4 10.♖d1 exd4 11.cxd4
d5 12.e5 ♘e4 13.♘c3 ♘xc3
14.bxc3 ♕d7 15.h3 ♗f5
16.♗g5 ♗xg5 17.♘xg5 h6
18.♘f3 ♘a5 19.♘h4**

19...♗h7!? *19...♘xb3*
20.♘xf5 ♕xf5 21.axb3 and
here both ♖fe8 and f6 have
been played **20.♗c2 ♗xc2**
21.♕xc2 ♘c4 22.♖d3 f6
23.f4 fxe5 24.fxe5 c5 25.♖e1
♖ae8 26.♖f3 ♖xf3 27.♘xf3
cxd4 28.cxd4 b4 29.♘h4 a5
30.♕d3 a4 31.♘g6
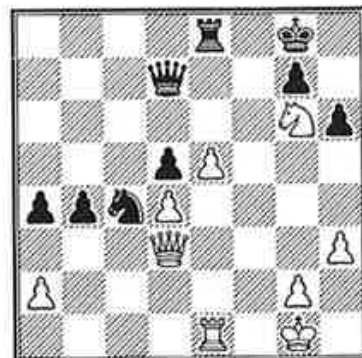
The game's critical moment
31...♕c6?! *31...♘d6 seems*
best, then perhaps Hydra
would go with 32.♘f4. White
central pawns might give hi
a small advantage, but no
more **32.♖b1! ♕b7 33.h4**
♘a5? *Throwing everything*
into supporting his queensid
pawns, but it allows Hydra t
effectively switch everything
to the kingside. Better woul
be 33...♕b6 trying to make
sure one of the Hydra piece
is tied to the defence of the
♟/d4 **34.♖f1! ♕d7** *34...b3?*
35.axb3 axb3 wont work
because of 36.e6! **35.♕f3!**
♘c6 36.♘f8 ♘xd4 37.♘xd
♘xf3+ 38.♖xf3
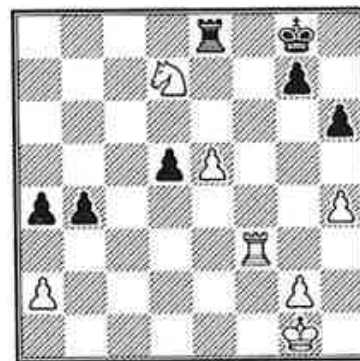
he computer has ♘ for ♗ nd should win easily enough om here **38...♖e7 39.♖f8+ ♔h7 40.♖d8! ♔g6 41.e6** an't be taken because of the rk ♘f8+ **41...b3 42.axb3 ♔b3 43.♖b8 ♔f5 44.♘f8 d4 ♖xb3 ♔e4 46.♖f3 d3 ♔f2 1-0**

Vladimirov, E - Hydra
ame 2. A07 Reti Opening, New York/Capablanca Systems

♘f3 ♘f6 2.g3 d5 3.♗g2 c6 0-0 ♗g4 5.d3 ♘bd7 ♘bd2 e5 7.e4 dxe4 8.dxe4 ♗7 9.h3 ♗h5 10.b3 0-0 ♗b2 ♖e8 12.♕e1

...♗c5!? 12...♗f8 has been d from this position, but dra chooses something re purposeful **13.♘c4 b5 ♘a5?!** 14.♘cd2 was bably sounder **14...♕c7 a4 ♗b6**

axb5?! Protecting the ♘ h 16.b4 was probably the y chance, then 16...♗xa5 bxa5 ♖ab8 and Black's antage is not that great ..cxb5 17.c4 b4?! Inter- ing! This doesn't look

Black's very best move to me, but it brings a mistake from the GM. I think 17...♘c5 seems better **18.♕xb4?** Shouldn't White play 18.g4! first, then after 18...♗g6 19.♕xb4! ♖ab8 20.♕e1. Okay, Hydra will certainly be ahead after 20...♘xe4, but the game wouldn't be over **18...♖ab8! 19.♕e1 ♗xf3** See note above – if g4 ♗g6 had been played, this wouldn't have been possible **20.♗xf3 ♗xa5 21.♖xa5** Even here 21.♕xa5 would have been better, but the Computer should win after 21...♕xa5 22.♖xa5 ♖xb3 with both White bishops en pris **21...♖xb3 22.♖b5 ♖xf3 23.♕e2 a6 0-1**

Hydra - Vladimirov, E
Game 3. C73 Ruy Lopez, Deferred Steinitz

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 d6 5.♗xc6+ bxc6 6.d4 f6 7.♗e3 ♘e7 8.♘c3 ♘g6 9.♕e2 ♗e7 10.0-0-0 ♗d7

11.dxe5!? 11.h4 h5 is usual, and now White has a choice of ♕c4, or ♘e1 (possibly best), or dxe5 as played in the game, but a move earlier. E.g: 12.dxe5 fxe5 and now 13.♘g5 was seen at GM level, though I'm not sure about this and prefer ♔b1 **11...fxe5 12.♕c4** Inhibits Black from 0-0 **12...h6 13.♘e1 ♗g5 14.♔b1 ♖f8 15.♗xg5 hxg5?!** Why not 15...♕xg5!? which doesn't loosen his position so much **16.♖f1 ♘f4 17.♘d3?!**

Doesn't this leave g2 unpro- tected?! Therefore 17.f3 is preferred **17...♕b8?!** Why not 17...♘xg2 18.♘b4 c5 19.♘xa6 ♘f4 which looks pretty equal. The fact that the GM didn't play it (and Hydra allowed it!) suggests I'm missing something here! **18.h4 ♕b6 19.hxg5 ♖b8 20.b3 ♘e6** 20...♘xg2 still seems okay to me?! **21.f4! exf4** This pawn is very weak here – maybe ♘xf4 was bet- ter? **22.e5! d5 23.♕a4 c5 24.♕a3 ♗c6 25.♘e2**

The exchanges will win White a pawn **25...♗b5 26.♘exf4 ♘xf4 27.♖xf4 ♗xd3 28.♖xf8+ ♔xf8 29.♖xd3 ♕c6 30.♖c3 ♖b5 31.♕c1 ♔e7 32.♕f4!** Threatening to pile up on the f-file **32...♕e6 33.g6! d4** 33...♖b4 trying to thwart White's f-file plans was worth a try, though after 34.♕e3! d4 35.♕g5+ ♔d7 36.♖xc5 and the loss of a second pawn would most likely be too much **34.♖f3 ♕xg6 35.♕f8+ ♔e6 36.♕c8+ ♔xe5 37.♕xc7+** 37...♔d5 38.♕d7+ ♔e5 39.g4! threatening ♖f5+ forcing the loss of the queen to delay mate **1-0**

So 3-0 to **Hydra** in a 4 game match ends it, though they played the fourth game which ended in a draw - no doubt a big relief for the GM. The final official score was 3½-½ giving Hydra a 4 game per- formance rating of over 2900 Elo! Not much more to say!

Wim Luberti CSVN Simultaneous!
The 2254 Elo graded Dutch player takes on some older Dedicated machines

On Saturday, 16th October, at the CSVN 10th Gebruikers, **Rob van Son**'s 2254 Elo rated friend **Wim Luberti** took on 11 dedicated chess computers in a Simultaneous Exhibition.

Earlier this year Wim had done a Simul. against the Amsterdam Tal/DCG Chess Club where both he and Rob are members, and won most games. He was immediately pleased to say 'yes' to Rob's invitation to the new challenge and, as they both live in Amsterdam Rob drove him, with two of his opponents the Chess Academy and the Super Enterprise, to the event.

The Simul. took a total of 5 hours. The computers were set to Infinite mode and each Operator had to press the 'Move/Go' button as soon as Wim arrived at the board. I have calculated that 478 moves were played altogether, so Wim made a move every 37secs. It means on average that the computers had 6 or 7 minutes to analyse before Wim's return to each board, though this was probably less whilst everyone was 'in theory', and also less towards the end when some games had finished, but perhaps a little more in the middle game.

One game ended at move 25, and another at 31, but most were hard fought with no less than 3 of them finishing exactly on move 53!

Our coverage this time is a little different! Space wont allow me to get all 11 games in, so I'm showing all of them up to move 20 - you'll see exactly where they were up to after 2 or 2½ hours!

The first 3 readers who can guess which game ended after the 25 moves, and forecast correctly the final score, I'll add 2 to their Subscription expiry date for *SelSearch*.

1. Luberti, Wim – Mephisto Portorose 68020
B19: Classical Caro-Kann: 4...Bf5 main line

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♗f5 5.♘g3 ♗g6 6.♘f3 ♘d7 7.h4 h6 8.h5 ♗h7 9.♗d3 ♗xd3 10.♕xd3 e6 11.♗d2 ♘gf6 12.0-0-0 ♕c7 13.♘e4 0-0-0 14.♘xf6 ♘xf6 15.♕b3 *All theory to here, but now Black usually plays* ♔b8 *or c5* 15...♘e4 16.♗e3 ♗d6 17.♖h4 ♘f6 18.c4 ♕a5 19.c5 ♗b8 20.♗f4 ♗xf4+

Wim will retake on f4 and the game is very even. Forecast so far, Wim ½ - ½

2. Luberti, Wim – Saitek Kasparov Centurion
C11: French: Classical System: 4 e5 and 4 Bg5 dxe4

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4 c5 6.♘f3 ♘c6 7.♗e3 ♕b6 8.♘a4 ♕a5+ 9.c3 cxd4 10.b4 ♘xb4 11.cxb4 ♗xb4+ 12.♗d2 ♗xd2+ 13.♘xd2 0-0 14.♖b1 a6 15.♗d3 *Theory to here, though the line tends to favour White. Black usually plays 15...f6* 15...b5 16.♘b2 ♕xa2 17.0-0 ♕a5 18.♘f3 ♗b7? *Allows an obvious sacrifice which will demolish Black's kingside protection. 18...f6 was best as it stops White's ♘ getting to g5 and therefore removes the sacrificial chance* 19.♗xh7+! ♔xh7 20.♘g5+ ♔g6

Wim has a big advantage this game as he has the tactic ♖f1-f3–g3 which should be enough to win the game. Forecast so far, Wim 1½ – ½

3. Luberti, Wim – Novag Super Expert C
D75: Fianchetto Grünfeld: Main Line with 7...c5

1.d4 d5 2.♘f3 ♘f6 3.g3 g6 4.♗g2 ♗g7 5.0-0 0-0 6.c4 c5 7.cxd5 cxd4 8.♘xd4 ♘xd5 9.♘c3 ♘xc3 10.bxc3 e5 11.♘b3 ♕c7 12.♗d2?! *A new idea, usually White chooses from ♗e3, ♗g5 and ♗a3* 12...♖d8 13.♕c1 ♘c6 14.♕a3 ♗g4 15.♖fe1 ♖d6 16.♗e3 f5 *Doubling rooks with 16...♖ad8 was worth playing* 17.h3 ♗h5 18.♕a4 ♔h8? *Wasting a move –*

me Novag's have a
ndency to play ♔h8/h1
edlessly. 18...e4 19.g4
g4= **19.♗c5??** *Wim*
isses the chance to punish
lack for wasting time. Look
this: 19.g4! b5 20.♕xb5
g4 21.♘a5 *and 3 pieces*
tack the c6–♘ which is
nned to the a8–♖, so
mething must fall **19...♖f6**
.♕h4 b6



llowing mistakes by both
les the game is pretty even,
im must decide whether to
y ♗a3 or ♗e3. Forecast so
, Wim 2–1

4. Luberti, Wim –
Mephisto Milano Pro
9: Vienna Game: 2...Nf6 3 f4

4 e5 2.♘c3 ♘f6 3.f4 d5
xe5 ♘xe4 5.♘f3 ♗g4
♕e2 ♘g5 7.d4 ♘xf3+
xf3 ♕h4+ 9.♕f2 ♕xf2+
♔xf2 ♗e6 11.♖g1 ♔d7?!
ks slightly strange.
.. ♘d7 has been played
ore, in order to castle
enside, but not very
cessfully **12.f4 ♘c6**
♗e3 ♘e7 14.♗d3 c6
♕e2 ♗f5 16.♗xf5+ ♘xf5
♘g3 ♘xg3 18.hxg3 ♔e6
g4 h5 20.f5+ *I note that*
ce issues through
anced pawn groups
stly by Wim!) is a
mon theme in quite a few
hese games **20...♔d7**

Material is equal, but Wim
has a growing pawn storm up
the centre and kingside, and
with ♖h1 should have some
advantage and may win.
Forecast so far, Wim 3–1

5. Luberti, Wim –
Mephisto Schach-Akademie
B24: Closed Sicilian: 3 g3
sidelines

1.e4 c5 2.♘c3 ♘c6 3.g3 g6
4.♗g2 ♗g7 5.♘ge2 ♘f6 6.0-0
0-0 7.a3 b6 *Wim's lesser*
played 7.a3 (7.f4 is quite well
known, as is d3) has put the
Academy out of book. 7...d6
is theory but, once more, the
chosen move is perfectly okay
in my view **8.♖b1 ♕c7 9.b4**
cxb4 10.axb4 ♗b7 11.d4 d6
12.♗g5 ♘b8 13.♕d2 ♖c8
14.♖fe1 ♘bd7 15.h3 a5
16.bxa5 ♖xa5 *You wouldn't*
expect the Academy to fall for
16...bxa5? 17.♖xb7 ♕xb7

and now 18.e5! revealing an
attack+pin on the queen and
rook from the ♗g2! **17.♗f4**
♖ca8 18.g4 ♖b8 19.♖b3 ♖d8
20.♖eb1 ♖da8
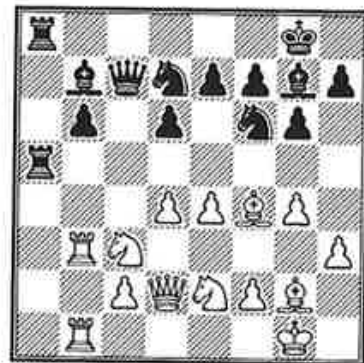
Another very equal game, but
both sides have chances here.
Wim has more space to
manouvre and the next few
moves will be vital. Forecast
so far, Wim 3½ – 1½

6. Luberti, Wim –
Saitek Turbo Adv Trainer
D35: Queen's Gambit
Declined: Exchange Variation

1.d4 ♘f6 2.c4 e6 3.♘c3 d5
4.e3 ♗b4 5.♕b3 *Rarely*
played, ♘f3 is the main line
5...c5 6.a3 *6.dxc5 ♗xc5*
7.cxd5 ♘xd5 8.♗b5+ is
usual **6...♕a5** *I prefer*
6...♗xc3+!? aiming to take
some advantage of White's
small mistake in his last
move. Then 7.♕xc3 ♘e4

8.♕d3 0-0 and the Saitek is at least equal **7.♗d2! cxd4 8.exd4 ♘c6 9.♘f3 dxc4 10.♗xc4 0-0 11.0-0 ♗xc3 12.♗xc3 ♕c7 13.♖fe1 b6?!** *13...♘a5 14.♗xa5 ♕xa5 was better. The move played gives White a chance for a central thrust, and the computer is fortunate that Wim misses it* **14.♖ac1** *14.d5! exd5 15.♗xd5 ♘xd5 16.♕xd5 ♕d7! Challenging for the d−file here is vital but 17.♕e4 ♕e6 18.♕a4 and White's better development give him a useful initiative* **14...♗b7 15.d5 exd5 16.♗xf6?!** *16.♗b5 ♕f4 17.♗d2 was better, and White maintained a small advantage whereas now it is the computer coming out on top* **16...dxc4 17.♖xc4??** *This just loses a piece. With 17.♕xc4 White could go for a perpetual after 17...gxf6 with 18.♕g4+ ♔h8 19.♕h4 followed by ♕xf6+ ♕f5etc+* **17...gxf6 18.♕c3 ♕d6 19.♘h4 ♖fe8 20.♖c1 ♖ad8**

Wim is a piece down and the Saitek machine should get the computers' first win. Forecast now, Wim 3 ½ - 2 ½

7. Luberti, Wim - Mephisto MMV

C29: Vienna Game: 2...Nf6 3 f4

1.e4 e5 2.♘c3 ♘f6 3.f4 d5 4.fxe5 ♘xe4 5.♘f3 ♗e7 6.d4 0-0 7.♗d3 f5 8.exf6 ♗xf6 9.0-0 ♘xc3 10.bxc3 c5!? *A bold move, the computer now being out of book. Black*

usually starts to complete development with b6 and ♗a6 **11.♗a3 ♘d7 12.♘e5?!** *This will land Wim with an isolated and difficult to maintain e−pawn. 12.dxc5 would have been fine* **12...♗xe5 13.♖xf8+ ♘xf8 14.dxe5 ♕a5 15.♗b2?** *Allows an easy tactic with a queen check that no computer is likely to miss. 15.♕c1 to protect the ♗ was necessary* **15...c4! 16.♗e2 ♕b6+ 17.♔h1 ♕xb2 18.♖b1 ♕xa2 19.♕xd5+ ♗e6 20.♕xb7 ♖d8**

Wim is a piece for pawn down, and the Mephisto queen is threatening to win more material. If for example 21.♖c1 then ♖d2! The MM5 should win this, so forecast now is Wim 3½ − 3½

8. Luberti, Wim - Fidelity Elite Avant Garde 2

E58: Nimzo-Indian: Rubinstein: Main Line: 7...Nc6 8 a3 Bxc3

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 0-0 5.♗d3 c5 6.a3 ♗xc3+ 7.bxc3 ♘c6 8.♘f3 d5 9.0-0 ♕a5 *Still in theory to here, but now Wim varies from the usual 10.♕b3* **10.♗b2!? ♗d7 11.♘e5?! ♘xe5 12.dxe5** *Wim has landed himself with a weak pawn structure again!* **12...♗a4 13.♕f3 dxc4 14.exf6 cxd3 15.c4**
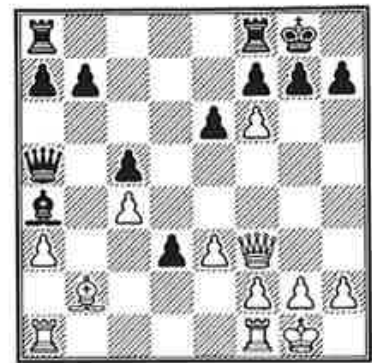
Diagrams are normally at move 20, but both sides are about to make unexpected moves so I thought we'd pop it here to help readers follow what happens! **15...♖fd8??** *Allows Wim back into the game. With the simple 15...g6 blocking the kingside and staying a pawn ahead, and then getting a ♖ onto the d−file to protect the passed d−♗ Black would have the advantage* **16.♕g3??** *What? 16.♕h5! and Wim would be winning! Black's best then is probably 16...♕b6 but now 17.♕g5 and the once over−pushed f−♗ is suddenly a mighty nuisance to Black!* **16...g6! 17.♗e5 ♖d7 18.e4 d2 19.♕e3 ♕d8 20.♖ad1 ♗xd1**

Wim has a difficult game ahead. After retaking on d1 the Fidelity can play ♖d3 and White will be in all sorts of trouble. Forecast update: Wim 3½ − 4½

9. Luberti, Wim - Novag Sapphire I

B23: Closed Sicilian: Lines without g3

1.e4 c5 2.♘c3 e6 3.g3?! *Rare!* **3...d5 4.♗g2 d4 5.♘ce2 ♘c6 6.d3** *The computer is now out of book* **6...♘f6 7.♘f3 e5** *Both ♗e7 and b5 have been played here, but the Sapphire move looks decent enough as well* **8.0-0 ♗e6 9.♘g5 ♕e7 10.♘xe6 fxe6 11.♔h1** `11.f4 looked good!` **11...0-0-0**

12.♘g1 h5 13.♘f3 h4 14.gxh4?! Why didn't Wim play 14.♘xh4 which seems to leave Black with little compensation for the pawn **14...♔d7?!** That's plain weird after going 0-0-0. ♔b8 would have made some sense, but hardly this **15.♗g5 ♔e8?! 16.a4 ♕d7 17.♘d2 ♗d6 18.♘c4 ♗c7 19.a5 b5 20.axb6 axb6**

A fairly astonishing position, pawns all over the place (Wim has an extra one!) and Black's king is still in the centre so you'd have to fancy White here. Forecast update is Wim 4½ - 4½

10. Luberti, Wim - Fidelity Mach III
B24: Closed Sicilian: 3 g3 sidelines

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.♘ge2 ♘f6 6.0-0 0-0 7.a3 7.d3 is usual and this puts the computer out of book **7...d6 8.♖b1 ♕b6** I found 8...e6 in a database, which is probably better **9.b4 cxb4 10.axb4 ♗g4 11.h3 ♗d7 12.d3 ♘d4** 12...♘xb4?! doesn't work because of 13.♘d5! ♘bxd5 14.♖xb6 ♘xb6 15.♗e3 with a good advantage to White. There are quite a few lines in which Black 'loses' his queen for a variety of different piece collections – some are good for White and some for Black! **13.♗e3 e5 14.♔h1 ♖ac8 15.f4?!** Taking a chance, b5 was sounder

15...♘h5 15...♘xe2 16.♗xb6 ♘xc3 17.♕e1 ♘xb1 would give the Fidelity ♖+♘+♘ for the ♕ and the better chances perhaps **16.f5??** Missing tactics as now we have a series of exchanges in which Black's ♕ goes – let's see how much he gets for her! 16.♘d5 was the move, then 16...♕d8 17.♗f2= **16...♘xe2! 17.♗xb6 ♘hxg3+ 18.♔h2 ♘xc3 19.♕f3 ♘xf1+ 20.♖xf1 axb6**

The material is clearly favouring the Fidelity here though while Wim has Q+♖ he may have some chances of an attack against Black's king. Still it should be a win for Black, so the forecast update is Wim 4½ – 5½

11. Luberti, Wim - CXG Super Enterprise
B24: Closed Sicilian as game 10

1.e4 c5 2.♘c3 ♘c6 3.g3 ♘f6 4.♗g2 d6 5.♘ge2 ♘d4?! g6 and e6 are usual here, but the out-of-book Super Enterprise move has been played before as well! **6.0-0 ♕b6 7.♘xd4 cxd4 8.♘e2 e5 9.d3 ♗g4 10.h3 ♗e6 11.f4 ♗e7 12.f5 ♗c8 13.g4** Wim is really going on the attack – perhaps he knew that the CXG machine was an opponent he'd be expected to beat with some ease **13...0-0 14.♘g3** 14.g5 immediately was better **14...♘e8?!** Giving White a second chance to play g5, which is not missed this time. **14...h6!**

was better and White's attack begins to stall **15.g5! ♗d7 16.♘h5 ♕d8? 17.h4?!** Probably the immediate 17.f6! was better, then 17...gxf6 18.gxf6 ♘xf6 19.♗h6!± **17...♖c8! 18.♖f2 ♗a4**

The early diagram tells you something's about to happen! **19.b3?** With the win in sight as 19.f6! probably wins already: 19...gxf6 20.gxf6 ♘xf6 21.♖xf6 ♗xf6 22.♕f3! threatening ♕g3+ and White must win. But now the SuperE could get back in the game **19...♗b5?** Not really. 19...♗d7 was best **20.a4** At the moment, despite mistakes from both sides, it's pretty equal. But the Super Enterprise is about to make a big mistake. Incidentally again 20.f6! was very strong for White. It is suprising that Wim missed this two moves on the trot: 20...gxf6 21.gxf6 ♘xf6 22.♖xf6 ♗xf6+− **20...♗a6?** 20...♗d7 helps with defence against the kingside pawn advance and keeps the game tense but evenly balanced.

After the move played Wim still has 21.f6! which will at least open the g-file and could also be winning material. Surely he wont miss it again!

Assuming he doesn't, and based on my evaluation of the games as they stand at move 20, we leave it looking like 5½ - 5½.

HIARCS: *Origins* by Mark UNIACKE
Today: *Palm HIARCS* by Eric HALLSWORTH

Mark Uniacke author of HIARCS explains the largely untold history and origins of his chess program, its influences and even some of the algorithms. So where and when did it all start?

As a child I was a strong junior chess player and won a number of titles including the Hertfordshire County under 13 and under 14 chess championships.

For Christmas 1978 my father brought me a **Chess Challenger 10**. This was the 'A' version which did not castle under almost any circumstances. From the advertising we were told this was going play like an expert or a GM! I set to playing it and won game after game. Was I disappointed? Yes, but I was hooked on computer chess!

I was very interested to know how a computer could play chess. Fortunately we came across possibly the best book ever written on computer chess in the Foyles book store in Charring Cross Road. The book *"Chess Skill in Man and Machine"* was to have a great influence on my future. I consumed the contents of this book as if my life depended on it. I had lots of ideas and was sure I could write a chess program stronger than Chess Challenger 10, but being only 14 and knowing almost nothing about computers, this was not going to be as easy as I thought at the time!?

Fortunately, in September 1979 I started my **computer studies class**. I was very lucky as my school was one of the first comprehensive schools in the County to offer this subject. We had use of a *"Research Machines 380Z"* microcomputer and limited access to a PDP11 via teletype. Not like the IT lessons in schools today, we learnt the "real" stuff like ferrite core storage, assembly language, Basic programming etc - all great stuff to a kid fascinated by computers!

My **first project** after doing all the course-work normally set, was to produce a chess program which could play and win the ending of King and Rook against King. I called this program **UCT** (Uniacke's Chess Technique). It could occasionally deliver the mate, but also had a habit of moving the Rook off the chess board!?

I had decided on my project in 1980 almost a year before the actual project was due - I was going to write a full working chess program!

As part of the 'O' level Computer Studies we had to produce a relatively large working project. I had decided on my project in 1980 almost a year before the actual project was due - I was going to write a full working chess program!

I needed a name for this new chess program (most important when you are 15 years old). At this stage there were a number of commercial chess computers, with names such as Auto Response Board, Chess System III, Intelligent Chess, Sargon 2.5 etc. I was sitting in a computer studies lesson with my friends Robert Golden, Timothy Johnson and Winston Menzies thinking about these chess computers names (instead of paying attention to the teacher Mr Owen who was, by the way, very good) and suddenly it hit me: Higher Intelligence Auto Response Chess System - HIARCS for short! Perfect I thought. Now all I had to do was actually write the program!?

The design for **this very first HIARCS in 1980** was to write a program which could search one move ahead but actually understand the tactical exchanges without searching them. At this time I was influenced by the classic book *"Sargon: A computer Chess program"* which a friend Winston had at the time. I remember the first objective was to get HIARCS playing legal chess. I programmed this in the Basic programming language and rapidly had a working structure. I was surprised that this was actually easier than the original UCT KRvK program I had written some months earlier - mainly because

I was learning fast how to write software.

The overall design was as follows:

- Pseudo Legal Move Generation

- Mobility Calculation for both sides - this enabled HIARCS to check for move legality, compute basic tactical exchange swap offs and include a mobility evaluation term

- Evaluation "function" which was as follows:
  N5(N6) = T2 - T3 + C4 - X7 + E6 - B3 + B4
  The above terms were: T2 - Development bonus, T3 - Penalties e.g. pawn promotion threat, C4 - mobility for both sides, X7 - tactical exchange swap offs threatened, E6 - Material count pawn=100, knight=335, bishop=350, rook=500, queen=900, B3 - misc. penalties, B4 - misc. bonuses.

- Make Move

- 4 levels of play mainly based on mobility values

The program consisted of 550 lines of Basic and was finally named **HIARCS** 3 (lets call it **0.3** to avoid confusion with commercial versions over a decade later!) and was finished by 20th March 1981. It ran on a PDP 11/70 based at Hatfield Polytechnic (now Hertfordshire University) and took anywhere between 5 and 30 seconds to make each move!

It is interesting to consider that at about this time **Richard Lang** was beginning development of his Cyrus program a forerunner of the famous Mephisto dedicated chess computers.

I am sure you are all wanting to know **how strongly did the first ever HIARCS play!** On its top level 4 running on a PDP 11/70 it was about as strong as Chess Challenger 10 on level 2 or 3 so roughly 1150 Elo.

Games from this era are in (very) short supply, but I have managed to unearth two games from the project documentation, and a game against the commercial Voice Chess Challenger. These follow opposite.

By now I had new ideas on how HIARCS could be improved and soon begun designing HIARCS 0.4 but that is the subject of our next article...

The games - especially the 2 against the School Team Player - are littered with all sorts of tactical mistakes and oversights, overuse of the queen too early and other things, as you will quickly see if you play through them with any 2000+ rated dedicated or PC program. It seemed pointless to detail all of the mistakes, so I've just highlighted one or two of the most serious and will leave my readers to look for the others - which is good practice for us all from time to time.

HIARCS 0.3 - School Chess Team Player

1.d4 ♘f6 2.♘f3 e6 3.♗f4 b6 4.♘c3 ♗b7 5.♕d3 ♗b4 6.0-0-0 ♗xc3 7.♕xc3 ♘c6 8.♘e5 ♘e4 9.♕f3 ♘xe5 10.dxe5 ♘c5 11.♕h3 0-0 12.b4 ♘a4 13.b5 c6 14.bxc6 ♗xc6 15.♕b3 b5 16.h3 ♕h4 17.♕g3 ♕e7 18.♖d6 ♖fb8 19.♕b3 b4 20.h4 a5

21.h5 ♔f8 22.h6 gxh6 23.♗xh6+ ♔e8 24.a3?
24.♕g3! wins outright
24...♘c3 25.♖h3 ♗a4 26.♕b2 ♘e4 27.♖d4 ♘xf2 28.♖f3 bxa3 29.♕xa3 ♕xa3+ 30.♖xa3 ♗b5 31.g4 ♗c6 32.♖b3 ♖xb3 33.cxb3 ♖b8 34.♔c2 ♔d8 35.♗g5+ ♔c7 36.♗h6 ♗d5 37.e4 ♘xe4 38.♗c4 ♔c6 39.♗xd5+ exd5

40.♖d1 d6 41.exd6
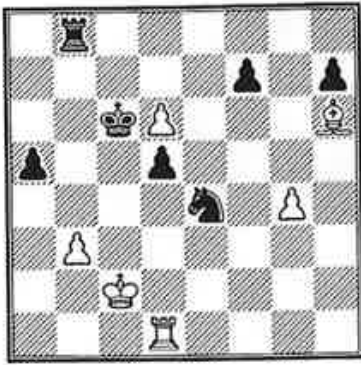
41...♔xd6??

41...♘xd6! leaves Black ahead, but now he loses his rook and the game!
**42.♗f4+! ♔c6 43.♗xb8 ♔b7 44.♗e5 f6
45.♗f4 ♘f2 46.♖xd5 ♘xg4 47.♖xa5 ♘e5
48.♖xe5 fxe5 49.♗xe5 ♔c6 50.b4 ♔d5
51.♗f4 ♔e6 52.b5 1-0**

HIARCS 0.3 - School Club Player

**1.e4 e5 2.♗b5 ♘c6 3.♘c3 ♘f6 4.♘f3 ♗c5
5.♗xc6 bxc6 6.d4 exd4 7.♘xd4 0-0 8.0-0
♖e8 9.♖e1 d5 10.e5 ♘d7?**
10...♘g4=
11.♗f4

11...f6??
11...♗xd4 12.♕xd4 ♘f8±
12.e6?
12.♘xc6!! wins immediately, the queen has nowhere to run and is lost. Slightly surprising that even the admittedly very early Hiarcs missed this
12...♘f8??
12...♘e5=
13.♘xc6!
Got it this time!
**13...♗xe6 14.♘xd8 ♖axd8 15.♕f3 d4
16.♘b5 ♗c4 17.♘xc7 ♖xe1+ 18.♖xe1 d3
19.cxd3 ♖xd3 20.♕h5 ♗b4 21.♖a1 ♘g6
22.♗e3 ♗d6 23.♘b5 ♖d5 24.♕g4 ♘e5**

**25.♕f5 ♗xa2 26.♘xa7 g6 27.♕xf6 ♘g4
28.♕c3 1-0**

White: ***Voice Chess Challenger lev 7 -***
Black: ***HIARCS 0.3 lev 4***

**1.d4 ♘f6 2.c4 ♘c6 3.d5 ♘e5 4.♕d4 d6
5.♗e3 ♗f5 6.♘c3 c6 7.♘f3 ♘g6 8.b4 e5
9.dxe6 ♗xe6 10.♖d1 d5 11.cxd5 ♘xd5
12.♘xd5 ♕xd5 13.a3 ♕xd4 14.♘xd4 0-0-0?**
Loses a pawn. 14...♗d7=
**15.♘xe6! ♖xd1+ 16.♔xd1 fxe6 17.♗xa7
♗d6 18.♗c5?**
18.♗b6± is okay − for a while Hiarcs now has a small advantage
**18...♗xc5! 19.bxc5 ♖d8+ 20.♔c2 ♘e5
21.♔c3 ♘d7 22.♔d4 ♖f8 23.f3 ♖f4+?**
Now the VoiceCC is better, but with 23...♔c7 H0.3 would have maintained a small plus
**24.e4! e5+ 25.♔c4 b5+ 26.cxb6 ♘xb6+
27.♔c5 ♔c7 28.♗c4 ♘d7+ 29.♔b4 c5+
30.♔b5 ♖f6**
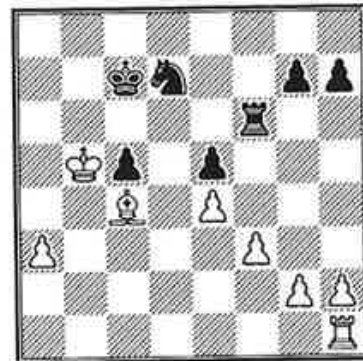
White is still a pawn up and holds the advantage. But now the game swings suddenly...
31.a4??
31.♗b3+−
31...♖b6+!
Black must win!
32.♔a5 ♘f6?
How did it manage to miss 32...♘b8!! threatening ♘c6 mate and winning lots of material. E.g. 33.♗b5 ♘c6+ 34.♗xc6 ♔xc6 35.♖c1 ♖b8, now threatening ♖a8 mate, so 36.♖xc5+ ♔xc5 0-1
33.♗b5 ♖d6?
Black collapses. 33...♖b8 would probably draw, but now the VoiceCC strolls home
**34.♖c1! ♘d7 35.♖c2 ♔b7 36.♗xd7 ♖xd7
37.♖xc5 ♖e7 38.♔b5 ♖e6 39.a5! ♖e8 40.a6+
♔a7 1-0**

How Times Change!

Twenty-and-a-bit years on we have the remarkable stick-it-in-your pocket, board and pieces-on-a-screen **Palm HIARCS** which, on my little black & white **Zire 21 126MHz** is getting close to **2500 Elo**, and on a £250 **Tungsten T3 400MHz** colour unit seems to be edging just over **2600 Elo**.

Don't believe it?!

Regular reader **Clive Munro** has just finished a 10 game G/60 match between **Palm Hiarcs 9.046** using his same-as-mine 126MHz Zire 21 against the **Tasc R30-1995**, rated 2354. If we're right that the Zire 21 PalmH is 2500 Elo then the score should be around **6½-3½**... exactly what it was! Let's have a look at one of the games!

Hiarcs 9.46 - Tasc R30

B15: Caro-Kann: 3 Nc3: 3...g6 and 3...dxe4 4 Nxe4 Nf6 5 Nxf6+ exf6

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.f3 exf3 5.♘xf3 ♘f6 6.♗c4 e6 7.0-0 ♗d6 8.♕e1

New!? But this is definitely a better ♕–move than some made by the early Hiarcs0.3!! I believe 8.♗g5 ♘bd7 9.♕e2 has been played and is okay for White

8...♘bd7 9.♗d2 ♕b6 10.♗xe6!

PalmH sets up a neat and well–spotted little trap

10...0-0!

The Tasc sees it – if 10...fxe6? 11.♕xe6+ ♗e7 12.♖ae1!±

11.♘a4 ♕a6 12.♗b3 ♖e8 13.♕h4 ♖e4 14.♕g5

14...♖g4?!

Tricky, but it was correct to play 14...b5 first. Then, after 15.♘c3 (not the game's 15.♘c5? here as ♘xc5 16.dxc5 h6!∓) only now is 15...♖g4 right and the position has

become very interesting

15.♕e3 b5 16.♘c5 ♘xc5 17.dxc5 ♖e4 18.♗xf7+! ♔f8?

Going to the corner with 18...♔h8! 19.♕b3 ♗xc5+ 20.♔h1 ♖e7! would give the R30 its best chance

19.♕c3! b4

Not 19...♗xf7? as 20.♘g5+ wins the ♖

20.♕b3 ♗xc5+ 21.♔h1 ♕b7 22.♘g5! ♖e5 23.♗e6 ♔e8

The ♔ has had an unhappy game

24.♗xc8 ♖xc8 25.♖ae1!

That does it! Material is still equal but PalmH knows it has won

25...♖e7 26.♘e6 ♕d7 27.♘xc5 ♕d5 28.♕xb4 ♖xe1 29.♖xe1+ ♔f7 30.♕b7+ ♔g6 31.♘d3

Threatening ♘f4+ so Black must decide what material to throw

31...♖b8

If 31...♕d4? 32.♘e5+ ♔f5 33.♕xc8+ is m/5

32.♕xb8 ♕d4 33.♘e5+

A PC program would be able to announce m/8 with this, and indeed PalmH won a few moves later 1-0

MAN v MACHINE - part 1: Bilbao hosts 3 high-powered PC ENGINES against 3 very strong GM's!

While Kramnik and Leko were coming under considerable mid-match criticism in Brissago, with many games being agreed as draws barely out of the opening, **Hydra**, **Junior** and **Fritz** were continuing to provide high drama to the very end of their 4 round, 12 game match against **Topalov** (2757), ex World Champ **Ponomariov** (2710) and the youngest ever superstar GM **Sergey Karjakin** (2576).

As the final day's play began the **Computer team** led by **6-3**, and no-one expected the humans to have a chance. No-one but the GMs it seemed!

After around an hour of play **Karjakin** (White, to play) was playing **Fritz**, and demonstrating superior human knowledge in a very sharp line of the Najdorf. Black hasn't finished developing yet and White's b+c pawns are threatening to run up the board.

Ponomariov (Black, to play) had steadily built up an ideal-looking position on the Black side of the

Scheveningen against **Hydra**. With the two bishops his prospects were excellent.
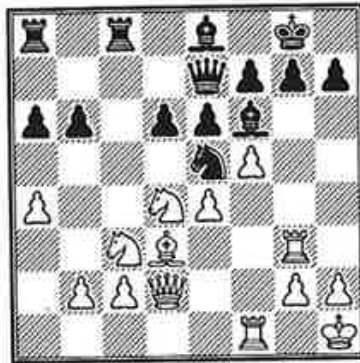
And **Topalov** (White, to play) - the only 'star' so far for the humans - was outplaying **Deep Junior**. He's about to win the b4-pawn, and Black hasn't even castled yet!

A 3-0 whitewash was on the cards for the GMs, a potential match 6-6 draw!

We've shown the GM rating -. what about the Computers?

Hydra was on its latest 16-processor array, as discussed elsewhere in the Shredder-Hydra match. We'd have to say, I think, that this newest combination of program and hardware must rate at over 2800 Elo. It's also won its first 3 games!

Deep Junior was playing on 4x2.8GHz Zeon processors. Despite this (we'd rate it at over 2750 Elo) it was the Computer team's only disappointment before the latest game, and had just 1/3.

Fritz was on 'a mere Centrino

1.7GHz laptop' PC. So again, though in theory it would be the 'weak link' in the Computer team because of its 'off the shop shelf' hardware, we'd still estimate it to rate at over 2700 Elo. It had 2/3 before the last round.

In the view of **David Levy**, President of the ICGA (International Computer Games Association), these games were *'far more interesting for the chess public'* than those being played in the Kramnik-Leko match!

Quite a few people agreed, though a few wished that a more Computer-literate human team had been chosen. Here's a few quotes:
'If the computer gets a winning advantage it's all over, for the human a winning advantage is the start of a long process... computers are just playing better chess, it's that simple... the matches are certainly exciting, but becoming one-sided, it would be better if only players from the world's top 5 were chosen to play, as the computers and top humans are now reaching the same level of performance... what we want to see is Anand (who knows about computers and is playing better than anyone else at the moment) vs. Hydra! that would be something'.

The Match time control was 40/2 with G/60 finish.

Day 1

Ponomariov - Hydra

E15: Queen's Indian: 4 g3 sidelines, 4 g3 Ba6 & 4 g3 Bb7

1.♘f3 ♘f6 2.c4 b6 3.d4 e6
4.g3 ♗a6 5.b3 ♗b4+ 6.♗d2
♗e7 7.♗g2 c6 8.♗c3 d5
9.♘e5 ♘fd7 10.♘xd7 ♘xd7
11.♘d2 0-0 12.0-0 b5 13.c5
13...e5 14.b4 e4 15.e3♕c7
16.♖e1 ♗g5 17.a4 bxa4
18.♖xa4 ♗b5 19.♖a3 ♘f6

Karjakin, with Ponomariov behind

20.♗f1?! With 20.f4 White could have blocked the position which would have certainly kept Hydra quiet and suited him better than the events of the game **20...a6 21.♕a1 ♖ab8 22.♗xb5?! axb5** 22...♖xb5? just loses a pawn to 23.♖xa6 and lets White back into the game **23.♖a7 ♕c8 24.♕a6 ♕e6 25.♖a1?!** A bold attempt by the GM, but if he doesn't get something from it his pieces are going to be stretched to defend the kingside! **25...h5! 26.♖c7**

A critical moment **26...h4!** 26...♖fc8 27.♖xc8+ ♖xc8 28.h4! ♗h6 would quieten White's attack, but Hydra is in an aggressive mood. At this time Chrilly Donninger reported that Ponomariov was coming round to his side of the board and apparently trying to catch a glimpse of Hydra's evaluation and analysis! **27.♖xc6!?** This seems best, as it leaves the queen on the a–file with a quick route back to help defend. The alternative was

27.♕xc6 and maybe he is still in the game with some drawing chances after 27...♕f5! with 28.♖e1 ♘g4 29.♖e2 but 29...♖fd8! (winning a pawn with 29...hxg3?! 30.hxg3 ♘xf2 isn't as good because of 31.♕d7!) 30.♕a6 and now 30...hxg3 31.hxg3 ♘xf2 after which White's only hope seems to be to get the queen back into the defence with 32.♕a1. Even so Black probably wins after 32...♘g4! followed by ♖a8! **27...♕f5! 28.♕a2?!** Sacrificing the exchange with 28.♖xf6 ♗xf6 was probably best as the queen can then be centralised with 29.♕d6! **28...♘g4! 29.♘f1 ♕f3**

30.h3 It would take a lot of nerve, surrounded by so many enemy pieces, to open the g–file with 30.gxh4!? and indeed after 30...♗xh4 31.♘g3 ♗xg3! 32.hxg3 ♖a8! would be deadly – after the queen moves and Black's 33...♖xa1 she cannot recapture on a1 because of ♕xf2, so the rook is plain lost! **30...♘xe3!** Destroys the ♔'s protection **31.fxe3 ♗xe3+ 32.♔h2 ♗f2!** The only winning move as 32...hxg3+? 33.♘xg3 ♗f2 34.♘h1 only draws! **33.gxh4 e3! 0-1**

Deep Junior had White against **Topalov**, but the game was always pretty even. So to Karjakin v Fritz...

Fritz - Karjakin
C45: Scotch Game

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♘f6 5.♘xc6 bxc6 6.e5 ♕e7 7.♕e2 ♘d5 8.c4 ♘b6 9.♘d2 d6 10.exd6 cxd6 11.b3 ♗g4 12.f3 ♗e6 13.♗b2 d5 14.cxd5 ♘xd5 15.0-0-0 ♕g5 16.h4 ♕e3

This line has been played twice before according to my database – both draws. White can continue with ♖e1 or... **17.h5 h6 18.♖e1 ♕xe2 19.♗xe2 f6?!** Blocking the White ♗/b2 diagonal, but weakening his own kingside, especially g6 **20.♖h4!? ♔d7 21.♗c4 ♗d6 22.♘e4 ♖he8?!** Surprising to see the young GM let his ♗ go so easily. Probably it should have gone to b4 at move 21, but he obviously did this willingly (20...♔d7) hoping for a better positioned ♔ later in the game **23.♘xd6 ♔xd6 24.♖he4 ♗d7 25.♗d4 a5 26.a3 ♗e6 27.g4 ♗f7 28.♗f2 ♖e6 29.♔d2 ♖ae8 30.b4 axb4 31.axb4**

31...g6? Missing a simple

tactic. Best was something quiet like 31...♔c7 challenging Fritz to find a way to win **32.♖xe6+!** *Karjakin probably expected 32.hxg6 but even that is going to be difficult for him after 32...♗xg6 33.♖xe6+ ♖xe6 34.♗c5+ ♔d7 35.♖h1!* **32...♖xe6 33.♗c5+! ♔d7 34.♖a1 gxh5?!** *Better seems 34...♖e8 giving the ♔ an escape square, then 35.♖a7+ ♔e6, but 36.b5! cxb5 37.♖a6+ and White should win the d5/♘: 37...♔e5 38.♗d6+ ♔e6 39.hxg6 ♗xg6 40.♗f4+ ♔e7 41.♗xd5+−* **35.♖a7+ ♔e8** *Blocking the check with 35...♘c7 just results in 36.♗xe6+ ♗xe6 37.♗b6* **36.b5 hxg4 37.bxc6** *37...♖xc6 38.♗b5 winning the ♖ and the game. Great play by Fritz, running right over Karjakin after two or three small mistakes* **1-0**

Day 2

Ponmariov got a substantial edge against **Fritz**, but on its little laptop kept calm and held the ex-World Champion to a draw.

Topalov also got a big advantage against **Hydra** after the latter advanced a pawn unwisely. Indeed Topalov appeared to be totally winning but made some small errors in the G/60 final session and Hydra also got away with it for a draw.

Thus this was the only decisive game of the round...

Karjakin - Deep Junior

B90: Sicilian Najdorf: Unusual White 6th moves, 6 Be3 Ng4 and 6 Be3 e5

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.f3 e5 7.♘b3 ♗e6 8.♗e3 ♗e7 9.♕d2 h5 10.♘d5 ♗xd5 11.exd5 ♘bd7 12.♗e2 ♖c8 *This seems to be new, previously both g6 and a5 have been seen here* **13.c4 h4 14.0-0 h3 15.g3 0-0 16.♘a5 ♕c7 17.b4 ♖fe8 18.♖fd1**

18...♘b8 *DJ wants its ♕ on d7, but is in danger of getting a very passive position* **19.♖ac1 e4 20.f4 ♕d7 21.c5** *Black's ♗/b7 can become a target after this* **21...dxc5 22.bxc5 ♗f8 23.d6 ♘c6 24.♘c4 ♖b8 25.♖b1!**
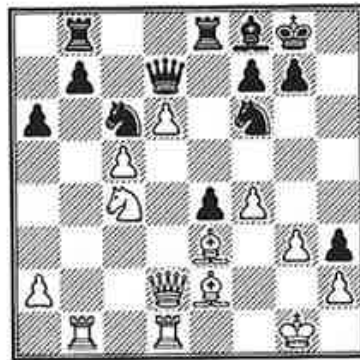
25...♕e6 26.♖b3 g6?! *26...♖ed8 27.♕b2 b5 28.cxb6 (28.♘e5!?) 28...♗xd6 would have been better, though Karjakin's big initiative would still put him comfortably on top* **27.♘b6 ♗g7 28.♘d5 ♕d7 29.♘xf6+ ♗xf6 30.♗c4 a5 31.a3 ♖a8 32.♖b5 a4 33.♕e2 ♗g7 34.♗d5 ♖a7 35.♔f2 ♗f6 36.♖b6 ♔f8 37.♖db1**
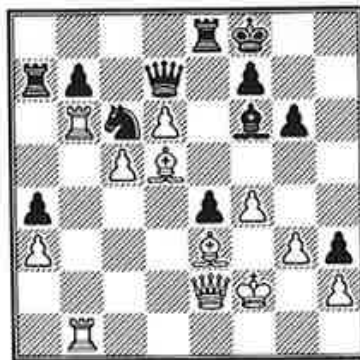
37...♗g7 38.g4 ♗h8 39.♔g3! f5 40.g5 *40.♕b5!?* **40...♕h7 41.♗xc6 bxc6 42.♖xc6** *42...♕g7 43.♖cb6 ♕c3 44.c6* **1-0**.

Well done young Sergey. Match score at the end of the 2nd. round has closed to :

Computers 3½ - GMs 2½

Day 3

Hydra - Karjakin

C65: Ruy Lopez: Berlin Defence (3...Nf6), unusual lines and 4 0-0 Bc5

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 ♗c5 5.0-0 d6 6.c3 0-0 7.♘bd2 a6 8.♗a4 ♗a7 9.h3 ♘e7 10.♖e1?! *Apparently new. 10.d4 was played in Fedorchuk−Ovsejevitsch, 2001 1-0 (42)* **10...♘g6 11.♘f1 ♗d7 12.♗xd7 ♕xd7 13.♗g5 ♕d8 14.♘h4 ♖e8 15.♘xg6 hxg6 16.♘h2 ♕d7 17.♕b3 ♕b5 18.♕c2 ♘h7 19.♘f3 ♘xg5 20.♘xg5 ♖ad8 21.♖ad1 d5 22.♘f3**


22...♖e6?! *A strange choice − thinking of ♖f6 maybe? 22...♕c6 quietly reinforcing the centre is slightly better* **23.c4! dxc4 24.dxc4 ♕e8 25.c5 ♖e7?!** *So it isn't headed for f6 − it seems the GM is waiting for Hydra... that can be dangerous!* **26.♖xd8 ♕xd8 27.♖d1 ♕e8 28.♖d3 c6 29.♕d1** *Threatening ♖d8 winning the ♕ for ♖* **29...♕f8 30.b4 ♗b8**

31.♖d8 ♖e8 32.♖d7 ♖e7 33.♘g5 ♗c7 34.♕g4! *Hydra relentlessly builds up the pressure* **34...♕e8 35.♖xe7 ♕xe7 36.♕h4 ♕d8 37.♕h7+ ♔f8 38.♕h8+ ♔e7 39.♕xg7 ♕f8 40.♕h7 a5 41.a3 axb4 42.axb4**

Hydra has won a pawn, but Karjakin might have been able to defend were it not for his next! **42...♔e8?** *Missing a tactic. 42...♔f6 would have spoiled that and after the probable 43.♕h4, ♔g7 making Hydra's task as hard as possible* **43.♘e6! fxe6 44.♕xc7 ♕f4 45.♕c8+ ♔e7 46.♕xb7+ ♔f6 47.g3 ♕xe4 48.♕c8 ♔f7** *Black cannot let Hydra play ♕f8+* **49.♕d7+ ♔f6 50.♕e8 g5 51.♕h5 ♕xb4 52.♕f3+ ♔e7 53.♕xc6**
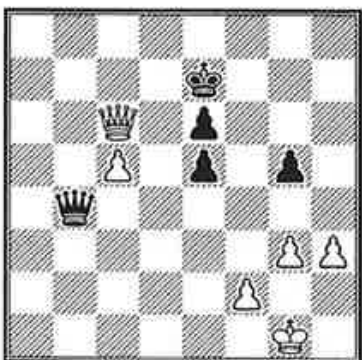
53...e4?! *53...♕d4 was still a fighting chance for the draw* **54.♕d6+! ♔f6 55.♕d8+ ♔g6 56.♕g8+ ♔f6 57.♕f8+ ♔g6 58.♕e7 ♕c4 59.h4!** **59...gxh4 60.gxh4 ♕b3 61.♕g5+ ♔f7 62.♕f4+ ♔e7 63.♕xe4 etc 1-0**

By this time **Deep Junior** and

Ponomariov had drawn a game in which neither side ever had any worthwhile advantage. So it's 5-3 for the Computers as we go into the final game of the day!

Fritz - Topalov
C03: French Tarrasch: Unusual Black 3rd moves

1.e4 e6 2.d4 d5 3.♘d2 a6 4.♘gf3 ♘f6 5.e5 ♘fd7 6.♗d3 c5 7.c3 ♘c6 8.0-0 g5 9.♗b1?! *An interesting choice. c4 and dxc5 are in my Fritz8 book, but not this!* **9...g4 10.♘e1 h5** *10...♕h4!?* **11.♘b3 a5?!** *11...c4 12.♘d2 b5 blocking the centre and gaining space would be suitable anti−computer strategy* **12.♘xc5 ♘xc5 13.dxc5 ♗xc5 14.♘d3 ♗a7 15.♕a4 ♗d7 16.♕f4! ♗b8 17.♖d1 f5 18.c4 d4 19.♖e1 ♕e7 20.♗c2 h4!**

This is looking promising from Topalov **21.♗d2 ♗c7 22.♗d1 ♖g8 23.a3 a4 24.f3 gxf3 25.♗xf3 ♗a5?!** *The ♗ where it was tied White's ♕ down to the defence of △/e5 so it was probably better to leave it where it was* **26.♗xa5 ♖xa5 27.♕d2! ♕g5 28.♕f2 ♖g7 29.c5 ♔f8 30.♖ac1 ♔g8 31.♔h1 ♖a8 32.♖c4! ♗e8 33.♗d1**

Fritz seems to be winning the manouvering phase! **33...♕h6 34.♘f4! ♖d8 35.♖xa4 d3 36.♗b3 ♗f7 37.♕e3 ♕g5 38.♖d1 ♔h7 39.♖d2 ♕h6 40.♔g1 ♕g5 41.♗c4**

Pawns and pieces all over the place make it hard to see exactly what's going on... but Topalov, a pawn down with others in danger, could try **♖d4** *or* **♘d4** *and still have some opportunities* **41...♗e8? 42.♗xe6!** *42.♖xd3? is nothing like as good: 42...♖xd3 43.♗xd3 ♘xe5 and now the ♖/a4 is en pris so 44.♖d4 ♘c6 and White is barely ahead at all* **42...♖e7 43.♖xd3 ♖xd3 44.♕xd3 ♘xe5 45.♕xf5+ ♕xf5 46.♗xf5+ ♔h6 47.♘d5** *After 47...♗xa4 48.♘xe7 Fritz is 3 pawns to the good for an easy endgame win* **1-0**

So the Computers lead 6-3, but you've already seen the early mid-game positions from the final day, and we'll see exactly how those games turned out in iyr next Issue, and include some event photos!

RATING LISTS and NOTES

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

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

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

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

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

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

A guide to PC Gradings:
386 & 486 based PC's have now disappeared from our **top 50** listing. The GUIDE below will help readers calculate approximately what rating their program should play at when used on alternative hardware.
Pent-PC represents a program on a Pent/Pent2/MMX/K6 at approx. **200**MHz, with 16-32MB RAM.
P4-PC represents a program on a Pentium4/K7 at approx. **1000**MHz, with 256MB RAM.

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

RATING LIST (c) Eric Hallsworth. PCProgs SelSearch115 Dec2004						
BCF	Computer	Elo	+/-	Games	Pos	Human/Games
267	SHREDDER8 P4-PC	2743	18	605	1	2619 21
265	SHREDDER7.04 P4-PC	2727	12	1501	2	2703 20
263	JUNIOR8 P4-PC	2708	13	1235	3	2401 4
262	FRITZ8 P4-PC	2697	11	1640	4	2764 14
261	FRITZ7 P4-PC	2695	11	1559	5	
261	HIARCS9 P4-PC	2694	15	959	6	
258	CHESS TIGER15 P4-PC	2669	15	856	7	
257	GAMBIT TIGER2 P4-PC	2663	11	1712	8	2542 2
257	CHESS TIGER14 P4-PC	2662	12	1305	9	2705 13
256	SHREDDER6 P4-PC	2650	12	1316	10	2478 7
256	HIARCS8 P4-PC	2648	11	1602	11	2651 14
255	FRITZ6 P4-PC	2640	10	2081	12	2616 53
255	JUNIOR7 P4-PC	2640	12	1372	13	2701 12
253	GAMBIT TIGER1 P4-PC	2628	22	430	14	
252	REBEL TIGER12 P4-PC	2619	15	872	15	
252	JUNIOR6 P4-PC	2617	10	1891	16	2621 22
252	REBEL CENTURY4 P4-PC	2616	21	480	17	2674 4
250	HIARCS732 P4-PC	2603	9	2347	18	2467 19
250	HIARCS7-DOS P4-PC	2602	12	1397	19	
248	SHREDDER5 P4-PC	2591	14	1018	20	2642 15
248	SHREDDER4 P4-PC	2584	16	760	21	2500 15
247	FRITZ516 P4-PC	2582	12	1375	22	2513 6
247	FRITZ532 P4-PC	2582	12	1480	23	
247	CHESSMASTER 6/7000 P4-PC	2579	24	353	24	2594 22
247	NIMZO8 P4-PC	2579	12	1326	25	
247	NIMZO7 P4-PC	2578	13	1208	26	
247	REBEL CENTURY3 P4-PC	2576	25	340	27	2655 6
246	NIMZO98 P4-PC	2573	12	1308	28	2475 10
245	GANDALF5 P4-PC	2566	20	503	29	
245	JUNIOR5 P4-PC	2563	11	1537	30	
245	GANDALF4 P4-PC	2562	13	1115	31	
244	HIARCS6 P4-PC	2556	13	1207	32	2592 24
243	NIMZO99 P4-PC	2546	14	1051	33	
243	SOS P4-PC	2546	14	974	34	
243	REBEL CENTURY1.2 P4-PC	2545	21	460	35	2592 43
243	REBEL-10 P4-PC	2544	25	333	36	2598 17
242	REBEL9 P4-PC	2543	14	1063	37	2677 14
242	GOLIATH LIGHT P4-PC	2543	15	846	38	
242	REBEL8 P4-PC	2543	19	549	39	
242	MCHESS PRO6 P4-PC	2537	17	712	40	2504 12
241	MCHESS PRO7 P4-PC	2530	14	1068	41	2600 2
241	CHESS GENIUS5 P4-PC	2530	13	1207	42	2459 6
240	SHREDDER3 P4-PC	2524	33	193	43	2711 2
239	MCHESS PRO8 P4-PC	2519	14	1031	44	
239	SHREDDER2 P4-PC	2519	15	878	45	2218 6
236	GANDALF3 P4-PC	2495	27	282	46	
234	JUNIOR4.6 P4-PC	2473	43	115	47	
233	KALLISTO2 P4-PC	2469	22	413	48	
231	FRITZ5 PENT-PC	2455	25	332	49	
230	HIARCS5 PENT-PC	2446	19	589	50	

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

Deep prog on 8xP4/1000	80	Deep prog on 4xP4/1000	60
P4-Athlon/2000	40	Deep prog on 2xP4/1000	30
P4/1000	0	P3-K7/500	-40
PPro2-K6/300	-80	PPro2-K6/233	-100
Pent/200	-120	486DX4/100	-200
486/66	-240	386/33	-320
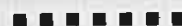
The (nearly) All-Time RATING LIST

Tasc R30-1995	2354	Novag Obsidian	1940	SciSys Turbostar 432	1761
Tasc R30-1993	2312	Novag Emerald Classic+Amber	1940	Fidelity Excellence/3+Des2000	1757
Mephisto London 68030	2310	Novag Jade2+Zircon2	1930	Kasparov A/4 module	1748
Mephisto Genius2 68030	2303	Fidelity 68000 Mach2B	1930	Conchess/4	1744
Mephisto London Pro 68020	2306	Novag Super Forte+Expert B/6	1929	Kasparov Renaissance basic	1743
Mephisto Lyon 68030	2273	Mephisto Mega4	1926	Kasparov Prisma+Blitz	1743
Mephisto Portorose 68030	2268	Kasparov D/10 module	1923	Novag Super Constellation	1735
Mephisto RISC2	2264	Novag Star Ruby	1920	Novag Super Nova	1733
Mephisto Vancouver 68030	2255	Fidelity 68000 Mach2C	1920	Mephisto Blitz module	1727
Mephisto Berlin Pro 68020	2249	Kasparov Explorer	1914	Fidelity Prestige+Elite A	1700
Meph Lyon+Vanc 68020/20	2248	Kasparov AdvTravel+Bravo	1914	Novag Supremo+SuperVIP	1698
Kasparov RISC 2500-512	2246	Kasparov Barracuda+Centurion	1914	Fidelity Sensory 12	1692
Meph RISC1	2234	Kasparov GK2000+Executive	1914	SciSys Superstar 36K	1678
Mephisto Atlanta+Magellan	2225	Mephisto MM4	1906	Mephisto Exclusive S/12	1676
Kasparov SPARC/20	2233	Mephisto Modena	1903	Meph Chess School+Europa	1674
Mephisto Montreux	2219	Kasparov C/8 module	1896	Conchess/2	1670
Kasparov RISC 2500-128	2200	Novag Ruby+Emerald	1893	Novag Quattro	1662
Mephisto London 68020/12	2196	Novag Super Forte+Expert A/6	1890	Novag Constellation/3.6	1660
Novag Star Diamond/Sapphire	2189	Fidelity Travelmaster+Tiger	1889	Novag Primo+VIP	1658
Fidelity Elite 68040v10	2184	Meph Supermondial2+College	1887	Fidelity Elite B	1648
Mephisto Vancouver 68020/12	2169	Mephisto Monte Carlo4	1887	Mephisto Mondial2	1621
Mephisto Lyon 68020/12	2164	Kasparov Talk Chess Academy	1886	Novag Carnelian	1620
Mephisto Portorose 68020	2145	Fidelity 68000 Mach2A	1885	Fidelity Elite original	1619
Mephisto London 68000	2141	Kasparov Travel Champion	1875	Mephisto Mondial1	1608
Novag Sapphire2+Diamond2	2133	Mephisto Monte Carlo	1875	Novag Constellation/2	1604
Mephisto Berlin	2129	Conchess Plymate Victoria/5.5	1872	CXG Super Enterprise	1600
Fidelity Elite 68030v9	2122	CXG Sphinx Galaxy	1871	CXG Advanced Star Chess	1600
Mephisto Vancouver 68000	2120	Kasparov TurboKing2	1861	Novag AgatePlus+OpalPlus	1590
Mephisto Lyon 68000	2139	Kasparov AdvTrainer+Capella	1861	Kasparov Maestro	1560
Mephisto Almeria 68020	2116	Novag Expert/6	1860	Kasparov TouchScreen+Cosmic	1540
Mephisto Master+Senator	2102	Conchess Plymate Roma/6	1856	Fidelity Sensory9	1537
Mephisto Milano Pro	2102	Fidelity Par Excellence/8	1854	Kasparov Astral+Conquistador	1536
Novag Sapphire1+Diamond1	2093	Fidelity 68000 Club B	1846	Kasparov Cavalier	1536
Mephisto MM4/Turbo18	2090	Novag Expert/5	1845	Chess 2001	1508
Mephisto Portorose 68000	2089	Novag Super Forte+Expert A/5	1837	Novag Mentor16+Amigo	1507
Fid Mach4+Des2325+68020v7	2078	Fidelity Par Excellence	1835	GGM+Steinitz module	1506
Fidelity Elite 2x68000v5	2059	Fidelity Elite+Designer 2100	1835	Excalibur Touch Screen	1490
Mephisto Mega4/Turbo18	2050	Fidelity Chesster	1835	Mephisto 3	1480
Mephisto Polgar/10	2046	Novag Forte B	1833	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2043	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto Dallas 68020	2043	Mephisto Rebell	1826	GGM+Morphy module	1472
Kasparov Brute Force	2029	Novag Forte A	1821	Kasparov Turbo 16K+Express	1470
Mephisto Almeria 68000	2024	Fidelity 68000 Club A	1819	Mephisto 2	1470
Novag Scorpio+Diablo	2012	Kasparov Stratos+Corona	1813	SciSys C/C Mark6	1430
Kasparov Challenger+Expert	1996	Kasparov TurboKing1	1808	Conchess A0	1425
Mephisto MM6-Cougar-Cosmos	1996	Conchess/6	1806	SciSys C/C Mark5	1420
Kasp President+GK+TC2100	1990	Mephisto Supermondial1	1804	CKing Philidor+Counter Gambit	1400
Mephisto Nigel Short	1989	Kasparov A/6 module	1803	Novag BerylPlus+Granite	1380
Mephisto MM4/10	1988	Conchess Plymate/5.5	1801	Morphy Encore+Prodigy	1360
Fid Mach3+Des2265+68000v2	1986	Excalibur Grandmaster	1800	Sargon Auto Response Board	1340
Meph Dallas 68000	1982	SciSys Turbo Kasparov/4	1795	Novag Solo	1300
Mephisto MM5	1970	Novag Expert/4	1794	CXG Enterprise+Star Chess	1320
Mephisto Polgar/5	1970	Kasparov Simultano	1794	Fidelity Sensory Voice	1260
Nov Super Forte+Expert C/6	1966	Fidelity Excellence/4	1788	Chess King Master	1220
Mephisto Mondial 68000XL	1966	Conchess Plymate/4	1781	Kasparov Trainer+Travel	1200
Mephisto Milano	1960	Novag Jade1+Zircon1	1780	Boris Diplomat	1160
Mephsto Montreal+Roma68000	1955	Fidelity Elite C	1780	Fidelity Chess Champion 10	1160
Mephisto Amsterdam	1950	Fidelity Elegance	1769	Novag Savant	1120
Mephisto Academy	1942	Mephisto MM2	1762	Boris2.5	1080