

SELECTIVE SEARCH 116

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Amir Ban watches his program Junior in play against World Super-GM Veselin Topalov in the Bilbao Man-Machine encounter

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CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

RATINGS for these computers and programs are on the back pages. This is not a complete product listing - they are what I consider to be current **BEST BUYS** bearing in mind price, playing strength, features + quality.

Further info/photos can be seen in **Countrywide's** colour CATALOGUE, available free if you ring or write to the address/phone no. on the front page.

Note the software prices! - some retailer prices seem cheaper, but there's a heavy post & packing charge at the end!... **our insured delivery p&p is £1.50.**

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■ PORTABLE COMPUTERS [por]

Kasparov

ADVANCED TRAVEL (was BRAVO) **£34.95** - plug-in set with Centurion program! 160 BCF. Scroll-ing display. Amazing value!

MAESTRO touch screen travel - new version of the Cosmic/Touch Screen, great product **£39.95**, incl. leatherette cover. Decent chess, est'd 130 BCF

EXPERT £99 - replaces COSMOS - great value! 4½"x4½" plug-in board, strong Morsch program. Multi-levels, info display & coach system. 174 BCF

Novag

new - STAR RUBY £99 - 165 BCF program in Star Sapphire style touch screen casing

STAR SAPPHIRE £179 - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in its pouch carry case with pen

■ TABLE-TOP PRESS SENSORY [ps]

EXPLORER £49 - excellent batteries only table-top with display etc. and 160 BCF program.

Kasparov - price for next 3 incl. adaptor!

CHALLENGER £69 - Morsch '2100' program in newly designed board, a v. good value-for-money buy

TALKING CHESS ACADEMY £99 - good 160 BCF program, and packed with features incl. display and voice option!

MASTER £139! - the Milano Pro 187 BCF program + features, in attractive 13"x10" board. Strong, with info display. No laptop lid, but has plastic carry case.

Novag

OBSIDIAN £125 - with nice carry case! Good board, wood pieces, excellent features. 167 BCF

STAR DIAMOND £199 - long awaited, brilliant, strong new 200 BCF model. Hash-table version + big Opening Book. Includes nice carry case

Mephisto

ATLANTA £349 - the fast hash-table version of Milano Pro/Master = even greater strength of 203 BCF. Easier to use 64 led board. Laptop lid

■ AUTO SENSORY [as]

Excalibur

GRANDMASTER £199! - big 2" squares, black & white vinyl USA tournament style auto-sensory surface. Looks great! Plays to 150-155 BCF

Mephisto

EXCLUSIVE - reduced price! All wood board and nicely carved wood, felted pieces. Superb to play on, display for user-selectable info, and 190 BCF with **SENATOR** (Milano Pro/Master) program **£449**

■ PC PROGRAMS from CHESSBASE on CD

All run INDEPENDENTLY + will also analyse within ChessBase8/9. Great graphics, big databases + opening books, analysis, printing, max features.

new - FRITZ 8 CHAMPION £39.95 - by Franz Morsch. Extra chess knowledge for real **top** strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. **Excellent** in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features and includes Chess Media video training excerpts!

DEEP FRITZ 8 £75 - probably the top program for single, dual & quad processors, giving clear GM strength on multi-processor machines. The same engine which drew 4-4 with **Kramnik!**

JUNIOR 9 £39.95 - an updated version of the engine which drew 3-3 with **Kasparov**. Is very potent and aggressive, also highly suited to computer v computer chess.

DEEP JUNIOR 9 £75 for dual & single PCs!

HIARCS 9 £39.95 - by Mark Uniacke. Simply outstanding: knowledge packed yet running faster+stronger than ever! All the latest superb **Chess-Base** features + Opening Book by Eric Hallsworth.

SHREDDER 8 £39.95 - Meyer-Kahlen's latest in the ChessBase interface. Includes multi-processor switch! Feature-packed & knowledge-based playing stylish chess. **Multi version** won the World Championship.... again! and tops our Rating List

CHESS TIGER 15 £39.95 - the **ChessBase** version gives compatability with other **ChessBase** products, which the Lokasoft version doesn't. Same strong Tiger program, playing style settings include Gambit etc. Jeroen Noomens quality opening book, and CD also includes main 4 piece Tablebases

POWERBOOKS 2005 DVD £39 - turn your **ChessBase** playing engine into an **openings expert!** 7.6 million opening positions + 750,000 games!!

ENDGAME TURBO CDs or DVDs £39 - turn your **ChessBase** playing engine into an **endgame expert** with this 4CD/DVD Nalimov tablebase set!

■ PC DATABASES on CD

new - CHESSBASE 9.0 DVD for Windows £99.95 !!

The most popular and complete Games Database system, with the very best features. 2.6 million games, players encyclopedia, multimedia presentations, fast search trees, opening reports and statistics, superb printing facilities and much more, incl. recent **Chess-Base** magazine issue on CD, and a Multimedia CD!



NEWS & RESULTS - *KEEPING YOU RIGHT UP-TO-DATE IN THE COMPUTER CHESS WORLD!*

Welcome to another new issue of **Selective Search**... 116! 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, and hopefully a **Special 20th. Anniversary** edition towards the end of the year.

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.

New SOFTWARE releases

Fritz8-Bilbao (ChessBase)

There are no results in specifically for the new version from other quarters as I write, but when I swapped F8-Bilbao into F8's place for my Hiarcs9.XX testing I noted an immediate small jump in the Fritz score as I played matches to create new benchmarks.

Whilst I still think they'd have called it Fritz9 if they'd believed themselves to have 30 or 40 Elo - and therefore I conclude the improvement is less - I nevertheless think it could be actually 20 or 25 Elo stronger.

So I'm still not sure it's worth upgrading F8 -> **F8-Bilbao**, but for folk getting their first ChessBase version, its all-round ability and the presence of 3 enjoyable ChessBase DVD Teaching snippets (incl. one by Kasparov) make it a particularly good first buy.

Junior 9 (ChessBase)

As readers will know **Junior 9** is the reigning computer chess world champion. It is obvious when watching any of the recent Junior versions 'thinking' on screen that it must have a very different search strategy or system to everyone else! While [all] others deepen the search 1 ply at a time, Junior [apparently] often advances 3 ply at a time, and almost never less than 2 ply at a time. I use the word 'apparently' because, of course, we don't know if it's 'a ply'! - and probably never will unless programmers Amir Ban and Shay Bushinsky are ever willing to tell us.

Not only is the search strategy very different, but so is the evaluation function!

Attacking elements, space, piece mobility and king safety appear to be evaluated more highly than with other programs, as perhaps are passed pawns with running potential, so one can see Junior taking risks and even sacrificing material 'for the attack, or initiative' or other compensation, as it sees it!

The CD actually contains a 1 hour interview with Amir Ban in which he discusses the program's development, style and special character! He is trying to produce a program with a new and better understanding of chess.

Junior 8 had taken the dynamic style further than ever before, but came under some criticism for 'overdoing it' - perhaps this in particular against other PC programs where their fast searching was able to refute Junior's greatest risks often enough to keep it from reaching the very top. Improvements to some of the newer concepts in Junior7 (the version that shocked Kasparov with its Bxh2! in their match) and Junior8 mean that ideas which may have seemed purely speculative at one time are now proving to be sound in Junior 9. At least that's the programmers' claim, and it's hard to argue when they've just won the world title, especially as they were only beaten by Shredder in a play-off the previous year! Some record!

Submitting it to the WM-100 position test - probably the most reliable initial guide to whether a program is improving or not in my view - shows the following scores, allowing 20mins per position...

- Junior 7 59/100
- Junior 8 61 (positional improvements)
- Junior 9 69 (better king attack, positional and endgame)

However on the down side, Junior9 did least well in the Bilbao Man-Machine match, and the early scores coming in don't look that likely to displace Shredder8 from top spot:

- Junior9 v Shredder8 19-21, 20-30, 6-4
- Junior9 v The King3.23 28-22
- Junior9 v Tiger15 28½-21½
- Junior9 v Fritz8 29½-20½

■ Junior9 v Hiarcs9

21½-28½

The scores v The King, Fritz and Tiger are good of course. Shredder8, like S7, is the program to beat so the two match defeats and one close win is not a big surprise. But the loss to Hiarcs9 would be unexpected, so we'll have to wait and see how much better it really is than Junior8!

Gandalf 6 (Lokasoft)

The **Gandalf** team has been rather quiet since fairly disappointing results from versions 4 and 5, but Lokasoft seem very optimistic that this, the best-named of all Chess programs, has now got a version which will challenge close to the top.

This is claimed to be partly due to the involvement of correspondence GM Christian Kongsted, who "has made great strides forward with its positional play". The other major improvement is in the search which, on average, goes 2 ply deeper than Gandalf5.

Gandalf, like Ruffian2, Deep Sjeng and Chess Tiger 2005, is produced by Lokasoft and uses the latest **Chess Partner** interface. As with earlier products it comes with both Chess Partner and UCI engines, which means that, once purchased, you should be able to use the latter within your preferred ChessBase version for comparison and engine-testing.

Now that Lokasoft has **Rebel** (though Ed Schroder has 'retired'), **Tiger** (though it is not clear that Christophe Theron is managing to make any improvements during the last 2 'upgrades'), **Deep Sjeng**, **Ruffian** (though this programmer appears to have disappeared - honest!) and **Gandalf**, they seem to be threatening the market dominance of ChessBase. This is particularly interesting because, while they can continue to create both a Chess Partner and a UCI version of each engine, the purchaser who also has any current ChessBase version can apparently use the Lokasoft programs within ChessBase!

For a long time and for many users the biggest problem with the launch of any non-ChessBase program was its incompatibility with vital ChessBase features, files, major databases, opening books... and our

beloved engine-engine testing! Thus I thought that ChessBases's dominance of the future of chess on the PC was fairly assured, but now this is not so clear! Indeed Stefan Meyer-Kahlen has already shown with Shredder versions 5-8 that he can produce it for both a ChessBase and Meyer-Kahlen GUI, and in his own S8 he also has a UCI engine which works within various other interfaces.

Here are some early **Gandalf** scores:

- Gandalf6 v Shredder8 8-12, 15½-16½, and 86-152 (Steve Maughan),
- Gandalf6 v Shredder7 12½-16½
- Gandalf6 v Ruffian2 20-16
- Gandalf6 v Gandalf4 19-12
- Gandalf6 v Tiger15 9-11, 14-9, 8½-7½
- Gandalf6 v Hiarcs9 14½-13½, 25½-16½
- Gandalf6 v Junior8 19-19
- Gandalf6 v Fritz8 17-16

Some of those scores are pretty good aren't they, so I guess I'm going to have to get myself a copy of this!

Hiarcs 9.6 MAC (Uniacke)

The **Hiarcs MAC** version can be purchased in the same way as **Palm Hiarcs** - i.e over the 'net direct from programmer **Mark Uniacke**. His web address is shown elsewhere, but is

- www.hiarcs.com

In the words on 'net-famous' Henri H Arsenault, this is '*the first heavyweight chess program for the MAC*', and they have every reason to rejoice, it's a real cracker!

Of course Mark has done a DOS-conversion of Hiarcs6+7 to MAC in the past, and they were welcome in the chess starved MAC community. But they were limited, for a MAC, to inferior PC-type graphics and, while they ran faster on the MAC than most other conversions or PC-simulators ever allow, they couldn't compete with this, a new true MAC program in every way. It also uses the latest Hiarcs program version (9.6), which is at least a 30-40 Elo update on the best version currently available for the PC!

Of course it also has my (Eric Hallsworth's) renowned (!?) and latest opening book - here free from ChessBase

additions and mess-ups may I add!

The purchasing needs a little explanation as, rather than write his own MAC interface for the program, Mark has used the existing (and excellent) **Sigma Chess GUI**, in collaboration with Ole Christensen.

So there are various ways of buying Hiarc9.6 for the MAC

- **Sigma Chess Lite** - a free trial version of the interface
- **Sigma Chess Pro**, £15 - the full GUI for which you pay, but the purchasing of which does NOT get you the Hiarc9.6 engine, only a (much) weaker Sigma6.1 engine. But if you buy this AND Sigma Hiarc9.6 you have BOTH programs fully operating.
- **Sigma Hiarc9.6 Lite**. Trial version of the Hiarc9.6 program running in the trial version of Sigma Lite, so still all free. Hiarc9.6 fixed at 1925 Elo. You can buy and register this to unlock the full version, next in list.
- **Sigma Hiarc9.6**. The FULL version of Hiarc9.6 in the Lite version of Sigma Chess. This will cost you around £20, and Hiarc9.6 will run and play to its full strength, but not all of the Sigma features will be operating. But if you buy this and THEN get Sigma Chess Pro, the full version, then you'll have all bells and whistles operating fully for under £40 total!

It would obviously be nice if you could buy the whole thing at one go, but only in the above way can both sides of the programming team earn their own payments for their part of the work. Hope I've made it make sense!

Here is a feature list for the full, £35-£40, dual package:

- **Sigma Hiarc9.6** Chess strength up to 2750 Elo, depending on hardware
- Multiple playing styles: solid, normal, aggressive, hypermodern
- Configurable smart search, selectivity, threats, combinations
- Unlimited levels and time controls incl. Casual, Blitz, Tournament, Active and Fischer
- Access to small, large, and massive tournament opening books available for free download
- Positional and book learning capabilities
- Hash tables up to 64MB
- High resolution colour graphics, 2D/3D boards and multiple piece styles

- Free upgrade to Mac Hiarc9.6 when available.
- Upgrade to **Sigma Chess Pro** and have settable chess strength in the 1250-2750 Elo range, depending on hardware
- Endgame database support of Nalimov tablebases (up to 6 pieces!) for perfect play in endgame
- Support for hash table over 64MB
- Mac Hiarc9.6 supports the UCI !
- Supports huge game collections: PGN and EPD import/export, HTML web page export



Some early **Sigma Hiarc9.6** MAC scores:

- Hiarc9.6 MAC v Ruffian2 12½-7½ (G/4+2)
- Hiarc9.6 MAC v Ruffian2 14½-5½ (G/25+5)
- Hiarc9.6 MAC v Deep Sjeng1.6 16-4 (G/4+2)
- Hiarc9.6 MAC v Gandalf6 19½-16½
- Hiarc9.6 MAC v Tiger15 7½-2½

The last two scores (G/60+30secs) are very interesting! The G4/1250 MAC on which Hiarc9.6 is playing in these is 2x outpowered by the Centriano/1600 used by Gandalf6 and Tiger15. But Hiarc9.6 is getting a much better score here than Hiarc9.6 did in an SSDF match against the new Gandalf, quoted earlier in these pages, when the pair were both

playing on equal PCs - and the MAC version is also beating Tiger with some ease!

General NEWS

Latest Palm HIARCS scores

Clive Munro continues to test the 3 leading Palm programs on his little Zire21 126MHz. All games are played at G/60. Here is a Table showing results so far:

	PTiger	PGenius	PHiarcs
Tasc R30-1995	8½-1½	6½-3½	3½-6½
Meph Genius 68030	6½-3½	2½-7½	1-9
Meph London Pro	7½-2½	5-5	½-9½
Meph London 68030	8-2		

Elsewhere in this issue we look at some of the games from the **Genius030** and **Palm Hiarcs** match. Results from the London 68030 and Palm Genius/Palm Hiarcs matches should be ready for next time.

So far Clive's scores put Palm Hiarcs around 240 Elo stronger than Palm Genius, cp. an estimated 200 Elo gap shown in our last issue. Also I note that the Tasc R30 has done significantly better than any of the Richard Lang programs so far, but maybe the London 68030 will change that?!

Clive has also played a 2 round all-play-all G/5 Blitz tourny, using the Palm Hiarcs against 6 dedicated machines. Here's the result of that:

Pos	Computer	SelS Elo	Score/12
1	Palm Hiarcs 126MHz	est 2500	11
2	Tasc R30-1995	2358	8
3	Meph London Pro	2281	7½
4	Meph Genius 68030	2304	7
5	Meph Milano Pro	2104	5
6	Kasparov GK-2000	1914	2½
7	Excalibur Grandmaster	1800	1

Scores from Gary Sedman

It is appropriate to place Gary's results here as he's just purchased a new Tungsten T5 Palm 416MHz unit and has been playing **Palm Hiarcs** against PC programs on a P3/750MHz unit at 60 moves an hour. Please note that Hiarcs runs 5-6 times faster on his

PC, doing 75,000-100,000nps, while on his T5 it's around 13,000-16,000.

- Palm Hiarcs v Chess Tiger 14/750 4½-5½
- Palm Hiarcs v King 3.23/750 3½-6½

Gary has also played a short 60/60 tournament amongst some of his dedicated machines:

Pos	Computer	SelS Elo	Score/8
1=	Novag Obsidian Kasparov Cosmos/Expert	1950 1996	5½
3	Mephisto Nigel Short	1989	4½
4	Mephisto Modena	1903	3
5	Kasparov Bravo/AdvTravel	1914	1½

Indochess (mis)Match! - Man v Machine

Four young Indonesian players - two GMs and 2 FMs - have just played a match against Fritz8, Shredder8, Junior8 and Chessmaster9000. It was billed (in Indonesia) as 'a first ever man v machine shootout' (??), and 'one of the more spectacular events in 2005'. As the date of the Press Release was 13/Jan it was very nearly the only 2005 event at that time, but the score was most certainly spectacular... 14½-1½ to the machines!

I've got the games and may include a couple in the next issue depending what they seem like.

Chris Goulden's Latest results

Chris reports that a new crop of engines has appeared, many which seem likely to challenge in his top divisions.

SmarThink1.7 is one of these, along with **Gothmog1.0b10** (where do they get these names?) and the latest version of **GreenLight Chess**. He's also finally got **Quark2.35 Paderborn** to work correctly, but his results with the 2003 WCCC hero **Jonny** have been disappointing, though there's a new version out soon. We're also hearing of another new engine called **Fruit2.0** which is getting quite a big 'strong as Ruffian' reputation.

Chris played his promised Shredder8 - Pro Deo match, for which the score was...

- Shredder8 v Pro Deo 9½-5½

Here's Chris' latest top division result Table:

Pos	Program	/14
1=	SmarThink17a Pro Deo 1.0	9½
3	Aristarch 4.50	8
4	Ktulu 4.2	7
5=	Delfi 4.5 Tinker 4.7a	6
7=	Jonny 2.70 Tao 5.6	5

Frank Holt's Latest results

After seeing how Chris Goulden's results had compared (or rather, not compared) with his own Pro Deo scores, **Frank** decided to pitch it in against a few of the amateur and older programs himself. On 2 PCs playing at a range of time controls from 40/30mins to 40/1½ hrs.

- Pro Deo v SOS (2547 Elo) 3½-8½ (??)
- Pro Deo v Fritz532 (2583 Elo) 8½-3½ (!)
- Pro Deo v Yace 9½-2½
- Pro Deo v Crafty19.3 3½-8½ (??)
- Pro Deo v Goliath Light1.5 (2544) 4-8 (??)

A set of strangely conflicting and contrasting scores for the Schroder program!

Matches completed recently for Coverage in future issues:

- G/60: Star Diamond v Montreux from John Bennett
- G/60: Star Diamond v Travel Champ 2100 from John Bennett
- G/60: Star Diamond v RISC 2500 and Fidelity MACH4 from Jim Crompton
- Palm Hiarc and Pocket Fritz each play a 4 game match v 2616 Elo rated GM Jan Gustafsson

Other potential forthcoming articles include:

- Michael Watson and another look at "Potential Breakthroughs in the Early Prediction of Chess Program playing strength".
- Steve Harding and "Strength IS Everything" - his last article for SelSearch was entitled "Strength ISN'T everything", so this should be interesting!

Rebel /Pro Deo and Adventures with Fritz!

Ed Schroder has posted an article on his website in which he raises concern over the variable results he gets when testing his Rebel/Pro Deo versions under the engine-engine procedure within Fritz and other *ChessBase* products.

This is of particular interest at this time because Chris Goulden and Frank Holt are getting quite seriously varying results when testing Pro Deo.

Chris spoke to me at the office recently because he couldn't understand Frank's scores! However I must mention that they test differently!: Frank tests on 2 PCs which should give maximum accuracy, whereas Chris tests as **engine-engine** on one PC. I've actually LOST a long-time subscriber (!) recently because he feels I've been unfair to Pro Deo as his (engine-engine) results are similar to Chris's, and he feels the program is better than the conclusion I seemed to be coming to!

Engine-engine testing is both interesting and useful - of course - but these results are NOT used in the Rating List because, during this type of testing, the programs are not thinking in opponent's time.

Part of the programmer's art is getting his program to correctly anticipate the opponent's best reply/replies, maintaining this information effectively in the hash tables, and enabling his program to build on these as it prepares the best reply for the opponent's top move/s... all in the opponent's thinking time!

Success at this has quite an influence on a program's overall strength as [1] it helps the program play the best moves itself, and [2] it improves its time usage. Even the methods and move-ordering used to store information in hash tables can, on their own, make quite a difference to their effectiveness.

Inevitably some programs really are quite a bit better at all this than others, and it is only matches played on 2 equal PCs which are therefore the true way to test each program's real strength, because that is how they would play over-the-board against any (human or computer) opponent.

But having explained why engine-engine testing is not going to give us fully accurate ratings, I can admit that Mark Uniacke and I do use it quite a lot to test Hiarcs' "improvements"!

Whilst the score relationships may not come out as they would PC v PC, once one has a range of engine-engine benchmark scores, changes to the evaluation function or piece values, for example, should result in a change to the scores against our benchmark engines... for better or worse. So engine-engine testing valuably helps us evaluate the work just done, even if not necessarily the exact strength relationship between our engine and other engines.

However now I see that in **Ed Schroder's** article he raises the possibility that engine-engine testing could actually be unreliable, though for other reasons, as yet 'cause unknown'.

Readers with a 'net connection can visit...

- <http://members.home.nl/matador/testing.htm>

to read the full article for themselves, but the main points which Ed makes are:-

He has done engine-engine testing to assess changes in his Rebel program for quite a few years, but originally this was done under his Rebel DOS interface, and was always accurate. But it meant that only versions of Rebel could be used, playing against itself or a predecessor. Since working on the Pro Deo Windows/UCI version it has become possible to test in the ChessBase environment and therefore against other leading programs.

Ed created 100 balanced opening positions and decided on 4 sparring opponents, Fritz8, Shredder7, Junior8 and Hiarcs8. Learning and opening books are deactivated, hash tables are set equal for both sides.

After running the test several times and obtaining an acceptable margin of error for the Rebel scores over the 800 games from each series, it was assumed that the methodology was accurate. But then Ed noted that his scores against Shredder7 and Junior8 were going down, his score against Fritz remained much the same, while his score against Hiarcs went up quite considerably. "*Houston there is a problem*".

He ran the test again with the same Pro Deo engine and there it was again - the score v Shredder and Junior went down but this time, while his score v Hiarcs went up slightly, his program had 'lost' 20 Elo points.

Ed tried various changes to see if he could see what might be causing the problem, and eventually discovered that it made a difference depending which program loaded up when booting into Fritz! If Fritz itself loaded as the main engine, the Pro Deo score was up to 30 Elo worse than if Pro Deo was loaded at program start! Even then its score against Fritz was more consistent than if Shredder or Junior loaded as the main engine at boot-up, when Pro Deo's Elo dropped even further.

As Ed points out, he can solve his own problem by always having Pro Deo loading as the main engine at the start. His results would be consistent, but they would apparently always benefit Pro Deo and therefore could still confuse the issue in its favour!

Ed notes that the Pro Deo settings which always held in Fritz7 do not hold correctly within the Fritz8 interface, but even with Fritz7 Pro Deo sometimes starts with the wrong Pro Deo personality. Therefore engine settings/parameters, even after being saved, need to be checked at the start of every match.

Finally he also notes that there was no 'learning on/off' parameter in either Fritz or Junior, though ChessBase say they do not use learning - strange not to have learning in this day and age, but if you do you should also have an on/off switch, then it can be 'on' for play against a human, but 'off' to make engine v engine rating matches fair. There is a 'learning on/off' feature in both Shredder and Hiarcs, but Ed questions whether Shredder may still use some learning even when it's set to 'off'!? If he's right this would affect not only engine-engine testing, but our own Rating List, and the SSDF's of course!

With Ed testing 800 games at a time we can hardly blame his findings on the notorious 'small sample' effect! Perhaps his conclusions, and the engine-engine 'no thinking in opponent's time' factor, explain the varying and strange results we all occasionally get!

MAN v MACHINE - PART 2: Bilbao hosts 3 high-POWERED COMPUTERS AGAINST 3 VERY STRONG GM's!

In our last issue we showed how **Hydra**, **Junior** and **Fritz** were providing high drama throughout their 4 round, 12 game match against **Topalov** (currently world no. 4 with a 2757 Elo rating), ex World Champ **Ponomariov** (2710) and the youngest ever 'superstar' GM, **Sergey Karjakin** (2576).

■ **Hydra** was on its latest 16-processor array, which we've discussed recently. We'd have to say, I think, that this newest combination of program and hardware must rate at over 2800 Elo. After 3 rounds it was on 2½ /3!

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

■ **Fritz** was on 'a mere Centrino 1.7GHz laptop' PC. So though in theory it would be the 'weak link' in the Computer team, on its 'off the shop shelf' hardware, we'd still estimate it to rate at over 2700 Elo. It also had 2½ /3 before the last round.

We saw the games which had resulted in the **Computer team** reaching the final day's play with a **6-3** lead, by which time no-one thought the humans had 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

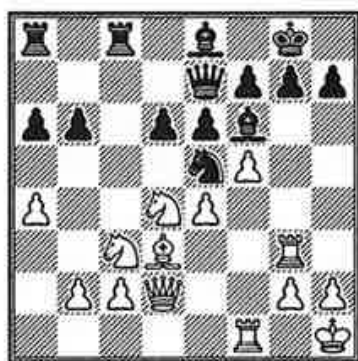


Karjakin, with Ponomariov behind

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) 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, and so a potential

match result of 6-6, and a draw!

The Match time control was 40/2 with G/60 finish, and it's time to see how the 3 outstanding games ended!

Karjakin, Sergey - Fritz

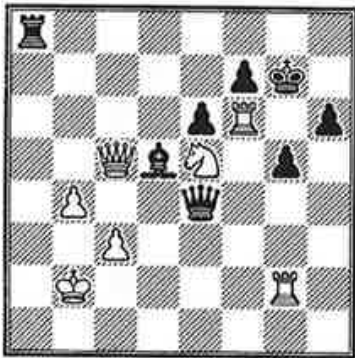


23.g5 ♖e4 24.♖d3 ♗b8
25.♙f4 ♙d6 Not 25...♗xf4??
26.♗b5+ ♔d8 27.♘c6+
♙xc6 28.♞hd1+ 1-0 26.♙xd6
♗xd6 27.♗xf3?! You'd have
to think there should be
something better than this,
walking into an obvious
discovered attack. Perhaps
27.♞he1!? 27...♘g5
28.♗d3 ♖e4 29.♞he1 ♗h2+
29...f5!? 30.♞e2 ♗xh4
31.♗b5+ ♔e7 32.♘c6+ ♔f6



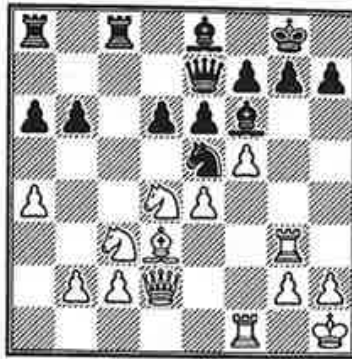
33.♞g2? White was still okay
here, with 33.♗b6!? aiming
to play 34.♗d4 next, e.g.
33...♔g6 34.♗d4 ♔h7
35.♞g1 is good 33...g5!
34.♞f1+ ♔g7 Now Fritz
threatens the devastating
♗h3 so Karjakin must play

actively (and carefully!)
 35. ♖e5! ♖f6 36. ♖c5 ♖e4 Of course 36... ♗xg2? looks tempting, but 37. ♖e7! ♖h5 (37... ♗f8? 38. ♖xf6+ ♖h7 39. ♖g6 is even worse for Black) 38. ♖xf6+ ♖h7 39. ♗f2, followed by ♖e7 after the bishop moves, and White is winning 37. ♗xf6 ♗a8

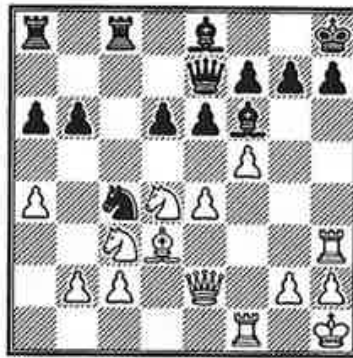


38. ♗g6+ Here 38. ♗xf7+!? was his best chance I think, then 38... ♖g8 39. ♗g7+ ♖h8 40. ♗h7+ ♖h7 41. ♗f2! ♖g7 42. ♖g4, and Black is a pawn up and should win, but it is often tricky when all the passed pawns are on opposite sides of the board! 38... ♖h7 It's never over till it's over. Here 38... ♗xg6? is very tempting, but it actually hands the point back to White as he can win the Black queen: 39. ♖e7+! ♖h8 (or 39... ♖g8 40. ♖f7+ ♖h8 41. ♖xg6+ ♖xg6 42. ♖xg6) 40. ♖f6+ ♖h7 41. ♖f7+ ♖h8 42. ♖xg6+ ♖xg6 43. ♖xg6 39. ♗xh6+ ♖xh6 40. ♖xf7+ ♖g6 41. ♗xg5+ ♖xf7 42. ♖f2+ 42. ♖c7+!? 42... ♖f3! Forcing the exchange of queens pretty well ensures that Black's piece for a pawn will win the game 43. ♖xf3+ ♗xf3 44. c4 ♗c8 45. ♖c3 ♗e2 46. c5 ♗b5 47. ♗g1 e5! 48. ♗d1 ♗e8 49. ♗e1 ♖f6 50. ♖d2 ♗d8+ and Karjakin accepted that it would eventually cost him his rook to stop the pawn 0-1

Hydra - Ponomariov, Ruslan



21... ♖h8?! A bit passive. ♖c4 as played next move would have been sharper 22. ♗h3 ♖c4 23. ♖e2! There will be plenty of diagrams for this very interesting and complicated game!



A great move by Hydra. The diagram is needed for those who wish to play through the variations for Black's next! 23... ♗xd4! Ponomariov finds the best response. At first I



Young Karjakin chats to ex World Champion Ponomariov

thought he could have kept a small advantage by taking the offered pawn, but it becomes very complex: 23... ♖xb2 24. e5! (Here Black cannot capture the knight with 24... ♗xc3?? as 25. exf6! ♖xf6 26. fxe6! wins the queen because, if 26... ♖xd4 27. ♗xh7+ leads to mate). So 24... dxe5 25. fxe6 fxe6. (Here both ♗xc3?? and exd4?? would have allowed ♗xh7+, again leading to mate). It gets played anyway! 26. ♗xh7+ ♖g8 and now White rescues his knight with the surprising 27. ♖e4! despite the fact that it allows his rook to be taken: 27... ♖xh7 because 28. ♖xf6+ ♖h8 29. ♖e3 winning! 24. ♗xc4 ♗xc3 25. bxc3 exf5 26. ♗xf5 Taking with the pawn allows the queen exchange 26. exf5? ♖xe2 27. ♗xe2 and then Black wins a pawn 27... ♗xa4+ 26... g6



Sergey Karjakin starts the last round game against Franz Morsch's Fritz

27. ♖f4 ♜c5 28. ♖f1 Hydra has 2 pawns under pressure now, those on a6 and f7
28... ♖a7 29. ♙d5



29... ♖g7! A couple of good-looking moves which don't work are 29... ♖ac7?!
30. ♖fh4!, and of course 29... ♙xa4? 30. ♖xf7 which wins outright 30.c4 b5
31. ♖c1 h5?! Perhaps the GM thought he had equalised and could start some counter measures, but this weakens his king safety after White's quick response. Further consolidation with 31... ♖e5 was best 32.g4! f6?! I think he had to try 32...g5!? then 33. ♖f5! f6 and now the only move that keeps White just about ahead seems to be 34. ♖hf3 33.gxh5



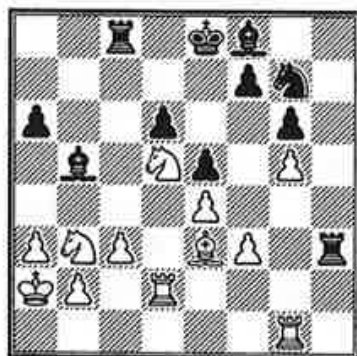
33...g5 Note that 33...gxh5? allows a mating combination: 34. ♖g4+! opening the queen's line c1-h6, 34... ♙g6 (34...hxg4? 35. ♖h6#)
35. ♖xg6+ ♖xg6 36. ♖g1+ and mate in a few moves 34. ♖g3 ♖h7 35. ♖f2 bxc4?! Was 35... ♙xh5!? possible? Then 36. ♖b2 bxa4 37. ♖xf6

g4, aah but White is still winning with 38. ♖d4!
36. ♖f1! ♙f7 37. ♖xf6 ♙xd5?? A blunder, overlooking the fact that this blocks his necessary protection of the f5 square. Sacrificing the exchange with 37... ♖xd5! was the only reply to give Black any chance of saving the game. Then it might go 38.exd5 ♙xd5+ 39. ♖g1 ♖e4 40. ♖f5+! ♖xf5 41. ♖xf5 ♙e4 42. ♖fxg5 ♙xc2 43. ♖c3, and White may find the win difficult as the doubled pawns on the h-file are not going to be easy to get moving 38. ♖f5+! Hydra would certainly have announced m/9 as it made this move. A bit of a shame for the GM who I consider, until his 37th move blunder, had played and defended extremely well at some of his most difficult moments. 1-0

Topalov, Veselin - DJunior

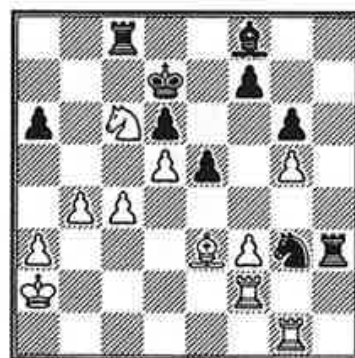


21. ♗xb4 ♖a4 22. ♖a2 ♖a5
23. ♖d3 ♗g7 24. c3 e5
25. ♗b3 ♖b5 26. ♗d5 ♖xd3
27. ♖xd3 ♙b5! 28. ♖d2 ♖h3!

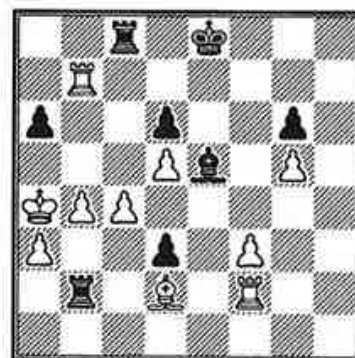


Still a pawn down, but DJ is

beginning to create some vital counterplay. The game still favours White however 29. ♖f2 ♙d7 30. ♗a5 ♙e6
31. c4 ♗h5 32. b3?! 32. ♖d1 would aim to discourage Black exchanging on d5, then perhaps 32...f6 33.gxf6 ♙xd5 34.exd5 ♗xf6, which looks as if White is still winning 32... ♙xd5 33.exd5 ♗g3 34. ♗c6 ♗d7 35. b4



The queenside pawns look threatening 35... ♗f5 36. ♙d2 ♗e7 37. ♗a5 ♗f5 38. ♖e1 ♙g7 39. ♗c6 ♗d4 40. ♗xd4 exd4 41. ♖b3 d3 42. ♖e4 ♖h1 43. ♖f4? 43. ♖a4! was best, if there is a win it's surely in the queenside pawns 43... ♙e5! 44. ♖xf7+ ♖e8 45. ♖b7 ♖b1+! 46. ♖a4! Only move, my PC tells me that ♖a2? allows a long mate 46... ♖b2



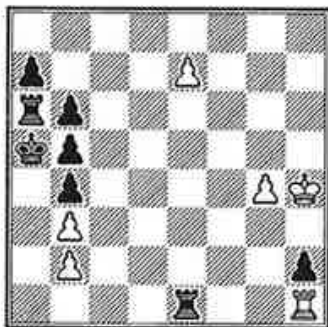
Black has the draw 47. ♖h7 ♙f4 48. ♙xf4 ♖xf2 49. ♖h8+ ♖d7 50. ♖h7+ ♖e8 1/2-1/2

So the machines win 8 1/2-3 1/2, with Hydra and Fritz both starring with 3 1/2/4. Topalov was the top GM representative, with 1 1/2/4.

Bill REID QUESTIONS A RECENT David NORWOOD position

The following position and analysis appeared on page 7 of *Selective Search 115*.

This position 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 (in *SelSearch 114*) 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 (Hiarc, Shredder and Fritz) get it within 10 mins but most of them 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 stalemate!

[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!*

And perhaps we did (miss something out) as just over a week after issue 115 went out I received the following letter from **Bill Reid!**

Dec 28, 2004

Dear Eric

Happy New Year!

I will send you another position 'For Adjudication', but I need a bit more time!

In the meantime here is a little piece on that Norwood position, which I still can't figure out. I also enclose for information the game score from Rebel v Rebel where it attempted to win for White after 5.g6... and failed!

ET CETERA?? by Bill Reid

I was interested in the position from David Norwood's *Telegraph* column which appeared in *SelSearch 114* if only because he seemed to be picking up on my notion of 'statics'. So I settled down with my old friend Rebel 8.0 to have a look at it.

First of all we agreed that this was a 'problem' rather than a 'position', because it's pretty hard to see how it could have come about in a game. We then agreed on 1.e8=N as White's only hope of winning (that took Rebel less than 1 second) and carried on through 5.g6 (the last move given in the analysis in SS115) to the queening of the g-pawn.

But then we got stuck. White needs an extra knight move to threaten mate, but can't make it because that will always leave Black a check, and once one check is made they are unstoppable - as far as we could discover.

So it seemed that even after 1.e8=N the game was drawn. What had we missed? Had we failed to see an

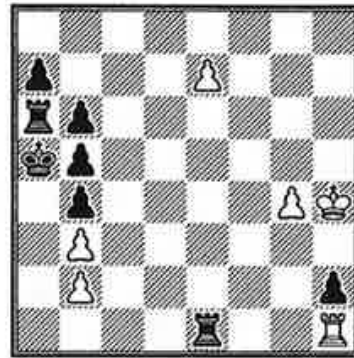
escape hole for the White King? Had we overlooked an unbelievably subtle move that enabled the White knight to get to d6 without allowing check? Had we been in error in thinking that the g-pawn should queen? We eagerly awaited the arrival of SS115 so that we could be relieved from our suspense. But when it came all we found was "5.g6 ET CETERA".

Rebel agreed to have one final look at things and settled down to play itself from the position after 5.g6 on its slowest tournament setting. A couple of hours later on move 30 (!) it was showing the game as drawn. So come on David (or Eric?), please show us what we are missing!!

The arrival of this letter immediately presented me with a problem! I have various excuses - well I call them reasons, but others would say excuses!

- It was close to a miracle that issue 115 ever got to my readers at all, due to all of the work I had on at Countrywide in the Nov-Dec period. I have to admit that some of it was a bit rushed at the end.
- If you have a quick look at page 7 in the last issue you will see that this analysis was the last in its section, and only just squeezed in because I took a couple of the moves following 5.g6 out, and substituted the word etc!!
- My now rather small home means that I am seriously pressed for space. When I read Bill's letter I knew immediately that there was a good chance I'd thrown the original Norwood competition article out along with other papers relating to issue 115. Indeed I had, and the extended analysis on my laptop proved to be insufficient to satisfy Bill's question. Could I remember how 'the win' for White was completed, if not the exact moves at least the general method sufficiently for me to put it back together.
- Of course it did also occur to me that Bill would be right!

Here, then, is a new version of the solution. I have to admit that I might not have been able to convince myself that it's 'probably' right if I hadn't had the help of Shredder and Hiarc. And, of course, if there are still holes in the analysis, please let me know... I've made sure to keep all the sidelines on my laptop this time, just in case! Some of the comments may seem a bit repetitious, but I hope the frequent reminders of the main issues helps to clarify the winning method as it develops.



1.e8♘!

See notes, which still stand, on previous page. No other promotion will do the job

1...♖g1!

Previous notes still stand!

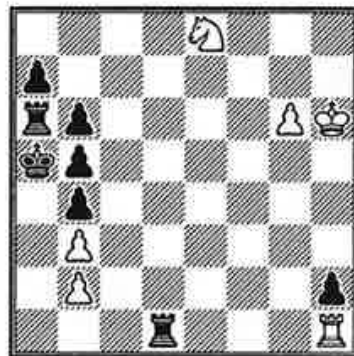
2.♔h5!

Again the previous notes cover this

2...♗e1 3.g5!

3.♘d6? ♗e5+ 4.♔h4 ♗h5+. Remember always that the Black rook can't be taken as it just results in stalemate

3...♖g1 4.♔h6 ♗d1 5.g6 (etc!! in issue 115)



5...♖g1

The Black rook cannot leave the 1st rank or ♗a1 mate! In fact here if it goes anywhere but g1, then ♘d6 is mate in 2, e.g. 5...♖c1

6.♘d6 ♗xh1 7.♘b7#

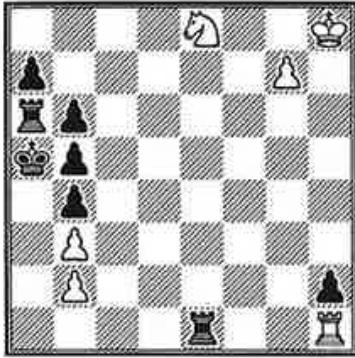
6.♔h7 ♗f1 7.g7 ♖g1

Again remember the rook must return to g1. If it tries 7...♗d1? thinking to stop the knight going to d6, then 8.♘d6! anyway as, if 8...♗xd6 (or 8...♗xh1 9.♘b7#) 9.♗a1#. Both sides are restricted in what they can do. The White rook must keep moving to places where it threatens to give check - if it doesn't Black can win. Meanwhile Black has to try and find a way of hiding/covering tits king so a check cannot be made

8.♔h8!

Only move. 8.g8=♚?? ♖g7+ is a draw

8...♗e1

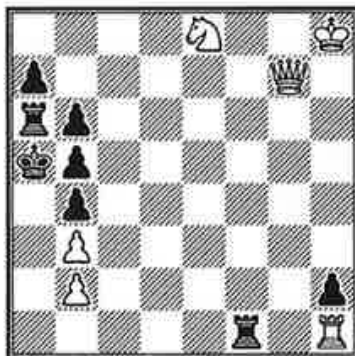


9.g8♖!

At last White promotes for the second time
9...♞g1!

As already mentioned, and is the main issue in the letter Bill sent, the final problem for White to solve is how to stop Black's rook from giving check! Note again that if it gives check it CANNOT be taken, as that would result in stalemate, so checks must not be allowed at all... a tricky problem indeed!

10.♞g7! ♞f1



As usual it mustn't leave the 1st rank unless it gives check: 10...♞xg7?? 11.♞a1#
11.♞h7!

The only move, and a key one! Anything else allows ♞f8+ followed by ♞f1 again or, if he'd played ♞g8 to stop that, then White's getting nowhere and headed for a 3-fold repetition

11...♞g1

The rook still always has to come back to the g-file

12.♞g6! ♞c1

Once more: the rook cannot leave the 1st rank unless it gives check. E.g. 12...♞xg6??

13.♞a1#

13.♞h6!

Some programs announce mate with this! Interestingly in the Rebel v Rebel shootout to which Bill referred all the moves to here were exactly the same! But perhaps seeing 13.♞h6! enables readers to grasp the

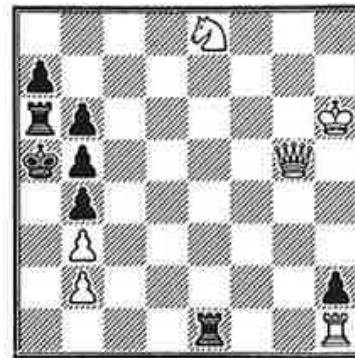
winning method, namely moving the king and queen down the g and h-files one square at a time, so that the queen keeps covering the king from a check!

Bill's Rebel - Rebel game went 13.♞c6?! ♞g1 (of course) 14.♞g2? ♞c1 15.♞h8 ♞f1 16.♞f3 ♞g1. This ended in a draw some 15 moves later. Once 14.♞g2? has been played a draw appears inevitable, apparently confirming Bill's expectation,

However I have only marked 13.♞c6?! with the ?! as, after 13...♞g1 14.♞g6! ♞c1 15.♞h6!, White is back on track with the winning method, as per the game, the final mate has been delayed just a couple of moves
13...♞g1

13...♞e1 14.♞d6 m/2

14.♞g5 ♞e1



15.♞h5!

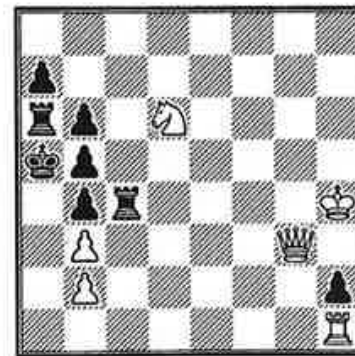
Again 15.♞d6?? allows check: 15...♞e6+ 16.♞h5 ♞h6+ 17.♞g4 ♞h4+ draw

15...♞g1 16.♞g3!

16.♞g4 the 'theme', also works, but takes a move longer: 16...♞c1 17.♞h4 ♞g1

18.♞g3 ♞e1 19.♞d6 ♞e4+ 20.♞h3 ♞h4+ 21.♞g2 and mate next.

16...♞f1 17.♞h4 ♞c1 18.♞d6 ♞c4+



19.♞h3

Also 19.bxc4 b3 20.♞c3+ and mate next 19...♞h4+ 20.♞g2 and mate next 1-0. Some loud applause here I should think! Another ADJUDICATION from Bill next issue!

THE WIM LUBERTI CSVN SIMULTANEOUS

THE 2254 ELO RATED DUTCH PLAYER TAKES ON SOME OLDER DEDICATED COMPUTERS

We started coverage of the **Wim Luberti** (2254 Elo) Simultaneous in our last issue, and showed all of the games as they stood after 20 moves. At that point the match seemed almost equal, and one could even have forecast a 5½-5½ draw might be possible.

So we will continue each of the games where they left off, and see what happened. However this time I have changed the order of the games.

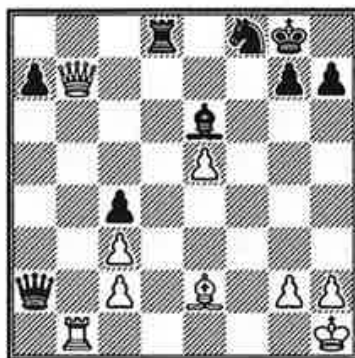
Instead of being shown as they were laid out on the tables around the room, this time we will show them in the order that the games finished, so that readers can keep a note of the ongoing score.

As always our thanks to **Rob van Son** for organising the Event, getting the games recorded and taking the photos! Thanks, Rob!!

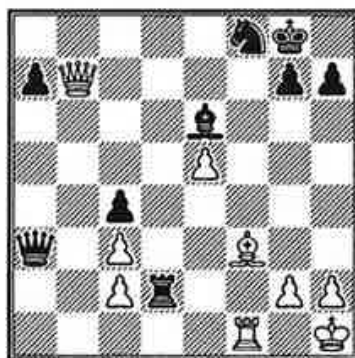
Luberti, Wim - Mephisto MMV

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!?
11.♙a3 ♘d7 12.♘e5?!
12...♙xe5 13.♙xf8+ ♘xf8
14.dxe5 ♙a5 15.♙b2? c4!
16.♙e2 ♙b6+ 17.♚h1 ♙xb2
18.♙b1 ♙xa2 19.♙xd5+ ♙e6
20.♙xb7 ♙d8



Not only is Wim a piece for pawn down, but the Mephisto queen is threatening to win more material. If for example 21.♙c1 then ♙d2! Black should win this 21.♙c1 ♙d2 22.♙f3 If 22.♙f1 hoping for the weak 22...♙xe2? 23.♙f3 22...♙a3! 23.♙e4 ♙xc3-+ 22...♙a3 23.♙f1



23...♙f2! A devastating blow by the MMV 24.♙d1 24.♙xf2? ♙c1+ was a beautiful mate combination 24...♙xc3 25.♙xa7 Desperation - it's over! 25...♙xf3! 26.♙a1 (26.gxf3 ♙xf3+ 27.♚g1 ♙xd1+) 26...♙f5-+ 0-1

Luberti 0, Computers 1

Luberti, Wim - Fidelity Elite Avant Garde 2

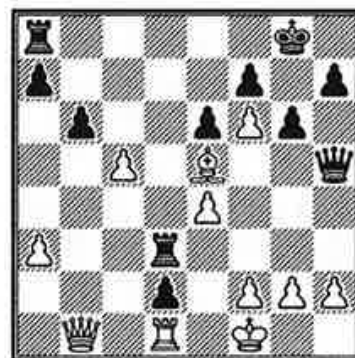
E58: Nimzo-Indian: Rubinstein: Main Line: 7...Nc6 8 a3 Bxc3

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 10.♙b2!? ♙d7
11.♘e5?! ♘xe5 12.dxe5
12...♙a4 13.♙f3 dxc4
14.exf6 cxd3 15.c4 ♙fd8??
16.♙g3?? g6! 17.♙e5 ♙d7
18.e4 d2 19.♙e3 ♙d8
20.♙ad1 ♙xd1

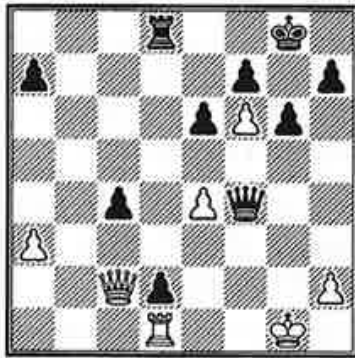


Wim has a difficult game ahead. After retaking on d1 the Fidelity can play ♙d3 and White will be in all sorts of trouble 21.♙xd1 ♙d3! 22.♙xc5 b6 23.♙b4 ♙f8 24.♚f1 ♙h6! 25.c5 ♙h5 26.♙b1



26...bxc5! 26...♙xe5? is clearly weaker and with 27.♙xd3 bxc5 28.♙xd2 ♙xf6 29.f3 Luberti would be back to a pawn down and have a fighting chance for the draw 27.f3 c4! Nicely avoiding both ♙xe5? 28.♙xd3, and ♙xa3?! 28.♙b8 28.♙f4 ♙xf3+! The computers have always been good at crashing through enemy pawn structures once they see a win

29.gxf3 ♖xf3+ 30.♔g1 ♖xf4
31.♗c2 ♜d8



White is not just 3 pawns down but can only stop the d2/♗ at great cost. 32.♗a4 ♖e3+ 33.♔g2 ♖xe4+ 34.♔g1 ♖d3 followed by c3 I'd expect 0-1

Luberti 0, Computers 2

The score isn't as bad as it seems - we'd expected the computers to win both of those games.

Luberti, Wim - Novag Sapphire I

B23: Closed Sicilian: Lines without g3

1.e4 c5 2.♗c3 e6 3.g3?! d5
4.♗g2 d4 5.♗ce2 ♗c6 6.d3
♗f6 7.♗f3 e5 8.0-0 ♗e6
9.♗g5 ♖e7 10.♗xe6 fxe6
11.♗h1 0-0-0 12.♗g1 h5
13.♗f3 h4 14.gxh4?! ♗d7?!
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 21.♗a6 b5 22.♗a3 ♗b4 23.♗a7 ♗b8 24.♗h3 ♗c6



25.♗xe6?! The only move to maintain some pressure that I can find is 25.♗a6! The idea is to pin Black's ♖ down to the defence of ♗c6 and so threaten either/both ♖f3 or ♗xf6 then ♖g4. So if 25...♗d6 26.♗xf6 gxf6 27.♖g4. Here I think Black would have to find 27...♗d8 and now 28.♗g1!± looks very strong 25...♖e7! Perhaps Luberti had expected 25...♖xe6?! 26.♗xc7! when he still has a material advantage 26.♗xc7 ♖xc7 27.♗xf6 27.f4!? 27...gxf6 28.♖g4 ♖h7 29.♗g1 ♗d8! Now it should be a draw. The ♗h4 can't be taken because the queen is needed to protect d7: 29...♖xh4? 30.♗d7+! ♗e7 31.♖xh4 ♗xh4 32.♗xc6+- 30.♗d5 ♖xh4! 31.♖g6+ ♗e7 32.♖g7+ ♗d6 33.♗g2 ♗h7 34.♖f8+ ♗d7 35.♖xc5 ♖h5 36.♗xb5 ♖d1+ ½-½

Luberti ½, Computers 2½

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 d6 8.♗b1 ♖b6 9.b4

cx b4 10.axb4 ♗g4 11.h3
♗d7 12.d3 ♗d4 13.♗e3 e5
14.♗h1 ♗ac8 15.f4?! ♗h5
16.f5?? ♗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 21.♖e3 b5 22.h4 ♗a8 23.h5! ♗a2! Not 23...gxh5? which would suit Luberti's hopes of opening up the enemy king perfectly: 24.f6! h6 to stop ♖g5! 25.♖g3! ♗g4 only move 26.fxg7 ♗xg7 27.♗f3! and the win is Luberti's! 24.h6 ♗f6? 24...♗h8 was better by far, though Luberti misses the correct response to the Mach3's mistake 25.♖d2?? With 25.fxg6! fxg6 26.♖b6 would be level. Now he's still in trouble 25...♗a4! 26.♗h1 g5 27.♗f3 ♗c8 28.♗d1 ♗c3 29.♗h5 ♗xe4 30.dxe4 ♗cxc2



Luberti is lost but he plays on hoping to force a blunder" 31.♗xf7+ ♗xf7?! Better was

31... ♖h8 32. ♕xa2 ♖xd2 with a still massive advantage
 32. ♖d5+ ♖e7?! Each small mistake reduces the advantage, but even after this the Mach3 is still just ahead.
 32... ♖e8! 33. ♖g8+ ♖e7
 34. ♖d1 ♖h2+ 35. ♖g1 ♖ag2+ 36. ♖f1 ♖c2
 37. ♖xh7+ ♖d8 seems to win. The 36... ♖c2 was to stop White having a rook check from c1, probably tough for the Mach3 to find this
 33. ♖d1! ♖d8 33... ♖c8!/? is probably the only way to keep a chance of the win at this point, though when I played through 34. ♖xd6+ ♖f7 35. ♖d5+ ♖f8 36. ♖d6+ White probably draws anyway 36... ♖e7 37. ♖xe5= 34. ♖xd6 Now it is Black who must take the draw
 34... ♖h2+ 35. ♖g1 ♖ag2+ 36. ♖f1 ♖f2+ 1/2-1/2

We'd counted that as a win for the computer. so that 1/2 makes up for Luberti's missed win in the previous game.

Luberti 1, Computers 3

Luberti, Wim -

Mephisto Chess Academy

B24: Closed Sicilian: 3 g3 sidelines

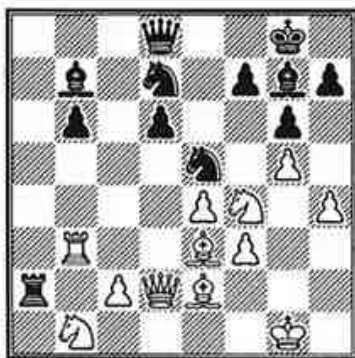
1.e4 c5 2. ♖c3 ♖c6 3.g3 g6 4. ♖g2 ♖g7 5. ♖ge2 ♖f6 6.0-0 0-0 7.a3 b6 8. ♖b1 ♖c7 9.b4 cxb4 10.axb4 ♖b7 11.d4 d6 12. ♖g5 ♖b8 13. ♖d2 ♖c8



14. ♖fe1 ♖bd7 15.h3 a5 16.bxa5 ♖xa5 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 21. ♖e3 ♖a1 22. ♖b5?! Actively committing himself to a full attack with 22.g5 ♖e8 23. ♖d3!/? might have been better 22... ♖d8 23.f3 ♖c8 24. ♖f1 ♖8a6 25. ♖f4 ♖6a2 26. ♖c3 ♖a5 27.h4! ♖xb1 28. ♖xb1?! Perhaps 28. ♖xb1 was better!/? 28... ♖a3 29. ♖b5!± 28... ♖a2 29. ♖d3 Luberti would have done better to try and drive the rook away with 29. ♖c3 ♖a1 30. ♖g2 29... ♖d8 30.g5! White is fighting back 30...e5! 31.dxe5 Not 31.gxf6? exf4 32. ♖xf4 ♖xf6 threatening ♖xd4+ 31... ♖xe5 32. ♖e2 ♖fd7



33. ♖d1? I think Luberti would have had winning chances with 33. ♖c3! ♖a1+ 34. ♖g2. His pieces are very free and the knights looks

especially dangerous 33... ♖c7 Equalising. White should play c3 or ♖a3 and it is hard to say who will come out on top 34. ♖c3?! Missing... 34... ♖xf3+! 35. ♖xf3 ♖xc3 Suddenly Black has gained a pawn and neutralised most of White's pressure 36. ♖d5 ♖xd5 37. ♖xd5 ♖a1+ 38. ♖e2 ♖e1



39. ♖d4?? A mistake 39. ♖d1 was vital, to secure the c2/♖, then best for Black is 39... ♖a5! 40. ♖b5 ♖c3! 41. ♖f4 ♖xb5 42. ♖xb5 ♖d4! with a decent advantage 39... ♖xc2+! 40. ♖h3 ♖a5 There is no defence to this 41. ♖b5 ♖d3! 42. ♖xa5 ♖xf3+ 43. ♖h2 ♖g3+ 44. ♖h1 bxa5 A brilliant finish by the Academy 0-1

Luberti 1, Computers 4

Compared with our 5 1/2-5 1/2 forecast from the game positions at 20 moves there is no doubt Luberti has now dropped at least 1/2 a point.

Luberti, Wim -

CXG Super Enterprise

B24: Closed Sicilian: 3 g3 sidelines

1.e4 c5 2. ♖c3 ♖c6 3.g3 ♖f6 4. ♖g2 d6 5. ♖ge2 ♖d4 6.0-0 ♖b6 7. ♖xd4 cxd4 8. ♖e2 e5 9.d3 ♖g4 10.h3 ♖e6 11.f4 ♖e7 12.f5 ♖c8 13.g4 0-0 14. ♖g3 ♖e8?! 15.g5! ♖d7 16. ♖h5 ♖d8? 17.h4?! ♖c8! 18. ♖f2 ♖a4



The first 18 moves drew quite a lot of comment in our last issue, and the early diagram told everyone something was about to happen! 19.b3? With the win in sight! 19.f6! probably wins already 19...gxf6 20.gxf6 ♖xf6 21.♙xf6 ♙xf6 22.♚f3! threatening ♚g3+ and 1-0 19...♙b5? 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 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! 21.♚g4? No, he's missed it again! I'll bet he knows there's a win here somewhere. 21.f6! secures the point already! 21...gxf6 22.gxf6 ♖xf6 23.♙xf6 ♙xf6 24.♚f3! and the bishop can't be saved, e.g. 24...♙e7 25.♚g3+ forces 25...♙g5 to stop the mate, and now 26.♙xg5 f6 27.♙xf6+ wins the queen! 21...♚d7 22.♙h3 f6!

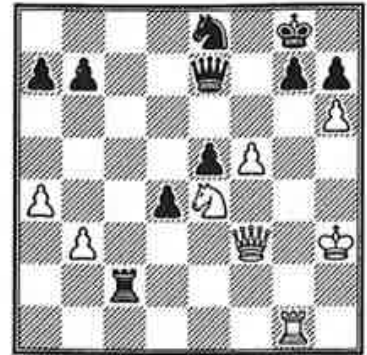


As we've seen so often, the danger after missing a couple of opportunities is that the human will make more frustration mistakes 23.gxf6? 23.g6! h6 24.♙g2 and the pawn secured on g6 gives White a small but enduring advantage 23...♙xf6 24.♙g2 d5 25.♙a3 ♙f7 26.♖g3 ♚d8 27.exd5 ♚xd5! 27...♙xh4?? grabs what you might call a poisoned pawn, but it's the vacating of f6 by the bishop that would give White another big winning chance: 28.f6! Note the clearing with this of the g4-d8 diagonal 28...♙xg3 29.♚xc8 ♙xc8 30.♙xc8. White has rook for bishop and more to come: 30...♙h4 31.fxg7 ♙xg7 32.♙e6+! 28.♖e4 ♙fc7 29.♖h2 ♚d8



30.h5? A mistake that suddenly gives the CXG a chance! 30.♚h5 ♙c6 31.♙ag1± 30...♙xc2! 31.♙ag1? The double blunder again, the move wastes time as the g7 square is too well defended. 31.♙d1±

was correct 31...♙xd3! 32.h6! A nice try, but... 32...♙xg2+! 33.♙xg2 If 33.♙xg2 ♙xe4 34.♚xe4 ♙c3! should win 33...♙c2! 34.♖h3 ♙e2 35.♙f3 ♙xf3 36.♚xf3 ♙e7 37.♙xe7 ♚xe7



38.f6?? It's ironic - all the earlier chances Luberti had to play this move - when it would have won - and he finally plays it when it loses! 38.hxg7! ♙c6 39.♚h5 h6 40.b4 and there's not much in it, the game could go either way though objectively Black has the better chance 38...♚e6+ 39.♙g4 ♙c7 40.fxg7? ♚xh6+! 41.♖g3 ♙xg7 42.♙xg7+ ♚xg7+ 43.♖h4 ♚h6+ 44.♖g3 b6 45.♚d3 ♚g6+ 46.♖f3 ♖d6 46... ♖d6 Attempting to save the knight with 47.♖f2 would result in a queen exchange and game over, or even better 47...e4+! 48.♖xe4 ♚f5+ 49.♖e2 ♚xe4+ 0-1

Luberti 1, Computers 5

Luberti, Wim - Mephisto Milano Pro

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

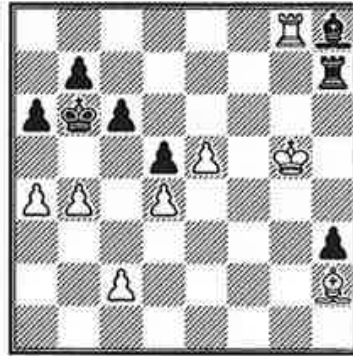
1.e4 e5 2.♖c3 ♖f6 3.f4 d5 4.fxe5 ♖xe4 5.♖f3 ♙g4 6.♚e2 ♖g5 7.d4 ♖xf3+ 8.gxf3 ♚h4+ 9.♚f2 ♚xf2+ 10.♖xf2 ♙e6 11.♙g1 ♖d7?! 12.f4 ♖c6 13.♙e3 ♖e7 14.♙d3 c6 15.♖e2 ♙f5 16.♙xf5+ ♖xf5 17.♖g3 ♖xg3 18.hxg3 ♖e6 19.g4 h5 20.f5+ ♖d7



Material is equal, but Wim has a growing pawn storm up the centre and kingside, and with ♖h1 should have some advantage 21.g5 ♗e7 22.f6 It was also possible to push the g-pawn: 22.g6!? f6 23.♖xg6 though after 23...♖af8 24.♖xg7 ♖xf5+ the game fizzles to a draw 22...♗f8? Correct is more likely to have been 22...gxf6!? 23.gxf6 ♗f8= 23.g6! f6 24.f6 ♖xg7 25.♖xg6 ♖af8+?! This will leave his pieces restricting each other's potential. Better was 25...♗f8 and if 26.♗g5 ♖e8 26.♗e2 ♖h7 27.♖ag1! Simple moves for Luberti to find, I should think this was one of his more relaxing games so far! 27...♗h8 28.♖h1 ♖f5 29.♖h4 ♗e8 30.♖g8+ ♗f7 31.♖b8 ♗e6 32.b4 ♖ff7 33.a4 a6 34.♗f4 ♖fg7 35.♗f3 ♖f7 36.♖e8+ ♖e7 37.♖c8 ♖eg7 38.♗g3 ♗d7? 38...♖f7+ was



correct, then 39.♗e2 ♗g7 freeing himself somewhat 39.♖b8! ♖f7+ 40.♖f4! ♖xf4+ 41.♗xf4 ♗c7 42.♖g8 h4 Black hasn't many choices, this is best 43.♗h2 ♗b6 43...h3!? 44.♗g5 h3?



The check with 44...♖g7+ forces 45.♖xg7 ♗xg7 46.♗xh4 ♗f8! and an interesting finish is in prospect after 47.e6 ♗xb4 48.♗f4 a5 49.♗g5+- 45.♗g4?? A bad mistake which nearly lets the computer off the hook. 45.c3! finishes off the opponent who can only try 45...a5 46.bxa5+ ♗xa5 and now 47.♗g6 ♖h4 48.♖a8+! ♗b6 49.e6 ♖e4 50.♗f7 does it for 1-0 45...a5! 46.c3 axb4 47.cxb4 ♗g7? There is no way to save the game now, but the 1-0 could have been delayed with 47...♖g7+ 48.♖xg7 ♗xg7. Now the e-pawn will decide if the win can be achieved, but first 49.♗xh3 ♗f8! 50.e6 ♗xb4 51.♗g4 ♗f8 52.♗f5 c5 53.♗e5 cxd4 (53...c4 54.♗f6 c3 55.e7 ♗xe7+ 56.♗xe7 ♗a5 57.♗d6 ♗xa4 58.♗xd5 b5 59.♗f4 is 1-0) 54.♗xd4+ ♗a5 55.♗f6 ♗xa4 56.♗f7 ♗d6 57.♗e5 ♗c5 58.♗g7 d4 59.♗xd4 1-0 48.♗f5! ♗a6?? Not so good, 48...♗h8 lasted best 49.♗g6! 1-0

Luberti 2, Computers 5

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 c5 6.a3 ♖a5 7.♗d2! cxd4 8.exd4 ♗c6 9.♗f3 dxc4 10.♗xc4 0-0 11.0-0 ♗xc3 12.♗xc3 ♖c7 13.♖fe1 b6?! 14.♖ac1 ♗b7 15.d5 exd5 16.♗xf6?! dxc4 17.♖xc4?? gxf6 18.♖c3 ♖d6 19.♗h4 ♖fe8 20.♖c1 ♖ad8



Wim made too many early mistakes, is a piece down and the Saitek machine should win 21.h3 ♗d4 22.♖xd4 ♖xd4 23.♖g3+ ♗h8 24.♗f5 Credit to Wim, he is trying everything he can to save the game by going for mate ♖g7 24...♖g8 25.♖xg8+ ♗xg8! 25...♖xg8? would have given Luberti a big chance: 26.♗xd4 ♗xg2 27.♗h2 ♗e4 28.f3 and a draw is definitely back on the cards 26.♗xd4 ♖xd4 27.♖c7 ♗e4 28.♖xa7 ♖d1+ 29.♗h2 ♖d2 30.♗g3 ♖xb2 31.a4 ♖a2 32.♖a6 ♗g7 33.♖xb6 ♖xa4 34.f3 ♗d5 35.♖b2 h6 36.♖b5 ♗e6 37.♖b2 f5 38.♖d2 ♗f6 39.♖b2 ♗e5 40.♖e2+ ♗d4 41.♗f2 ♗c4 41...♖a2! would have shortened the game 42.♖d2+ ♗d3 43.♖b2 f4 44.♗g1 ♗c4 45.♖b6 ♖a1+ 46.♗h2 46.♗f2?? ♖f1# 46...♖a2 47.♖xh6 ♗f1 48.♖f6 ♖xg2+ 49.♗h1 Wim should certainly resign, but he probably knows the TAT is one of his weaker opponents,

especially from the way it has dithered in completing the win, so he hangs on for a miracle that never happens 49...♔e3 50.♖xf7 ♖g3 51.♖a7 ♖xh3+ 52.♔g1-+ ♔d3 53.♔g2 ♖xf3-+ 0-1

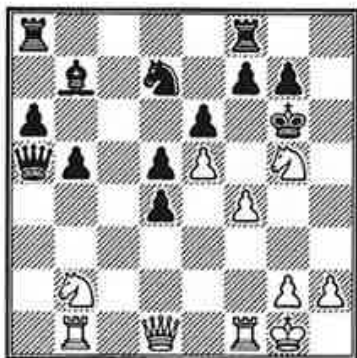
Luberti 2, Computers 6

Luberti, Wim -

Saitek Kasparov Centurion

C11: French: Classical System: 4 e5 and 4 Bg5 dx4

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 b5 16.♖b2 ♖xa2 17.0-0 ♖a5 18.♖f3 ♔b7? 19.♔xh7+! ♔xh7 20.♖g5+ ♔g6

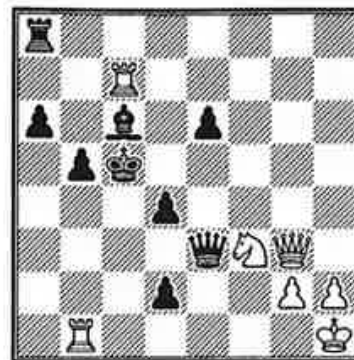


Wim has a big advantage in this game as he has the tactic ♖f1-f3-g3 which should be enough to win the game 21.♖g4! f5 22.exf6 ♖xf6 If

22...♖xf6? 23.f5+! exf5 24.♖xf5+ ♔h6 25.♖e6 threatening ♖g5+ and mate next. so 1-0 23.♖d3 ♖b6



24.♖h4? Both 24.f5+! and ♖be1! lead to mate 24...♖ff8 24...♖f5! was best, but 25.g4! ♔f6 26.gxf5 ♔e7 27.♖fel 1-0 25.♖e5+! Black now cannot avoid mate against best play 25...♖xe5 26.♖h7+ ♔f6 27.fxe5+! ♔xe5 28.♖xg7+ 28.♖be1+! was an early mate 28...♔d6 29.♖x18 d3+! Wim has missed some good opportunities to have the game finished by now, but here we must say well done to the Centurion, giving Luberti something to think about 30.♔h1 ♖e3 31.♖f7 ♔c6 32.♖f3 d2! 33.♖g3+ ♔c5 34.♖c7 34.♖c7! was much stronger 34...d4!



35.♖d1 ♖c3 36.♖f4 ♔b6 37.♖xc6+! At last Luberti finds a move that can finish the game. Not 37.♖xd4? ♔xg2+! 38.♔xg2 ♖xc7 and Black could yet get a draw 37...♖xc6 38.♖xd4+ ♖c5 39.♖xd2 ♖e8 The last try was 39...♖c8 making White aware of back rank mate issues 40.♖a1 b4! Trying with another pawn. Luberti misses many clear winning chances in the closing moves – in fact when the Centurion owner resigns things are much less clear than they are right now! 41.♖a2 41.♖c1! 41...a5 42.♖d2 ♖c8 43.♖b3 ♖f5 44.♖xa5 ♖c2! 45.♖c4+ ♔c5 46.♖b2 ♖g6 47.♖a7+ 47.♖a5+! leads to mate 47...♔c6 48.♖a6+ 48.♖a8+! leads to mate 48...♔d5 49.♖a5+ 49.♖d7+! 49...♔c6 50.♖a8+ ♔d7 51.♖a7+? 51.♖a1! 51...♖c7 52.♖xc7+ 52.♖a1! 52...♔xc7 53.♖a1



Black resigns – in sympathy? – 53...♖c2! 54.h4 ♔b7 and White still has some work to do; 53.♖a7+! Although it's a win for Luberti it was



probably his worst game in some ways! 1-0

Luberti 3, Computers 6

Luberti, Wim -

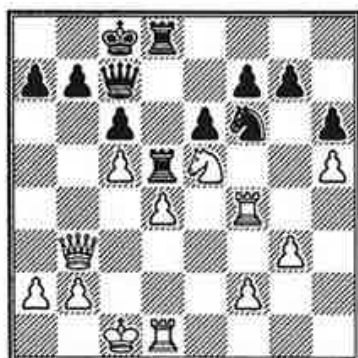
Mephisto Portorose 68020

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 ♘e4 16.♙e3 ♙d6
17.♙h4 ♘f6 18.c4 ♙a5 19.c5
♙b8 20.♙f4 ♙xf4+

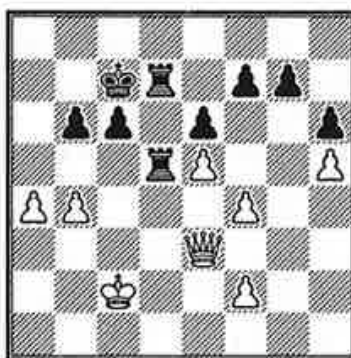


Wim will retake on f4 and the game is very even 21.♙xf4 ♙d5 22.♘e5 ♙c7 23.g3 ♙hd8



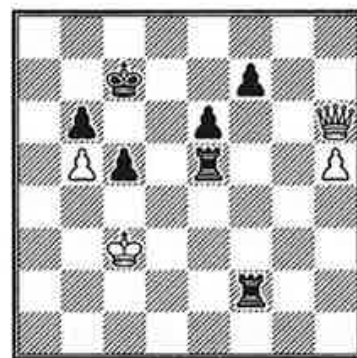
24.♙c3? Tentative! But that's not why it's poor, it's the fact he MUST have missed Black's great reply! 24.♙a4!? ♘b8 25.♙f3 leaves the d-pawn protected and White has potential threats of his own as well 24...♙xe5! 25.dxe5 ♙xd1+ 26.♘c2 ♘d5! 27.♙f3 ♘xf4 28.gxf4?!

Probably 28.♙xf4!? was better, then 28...♙1d5 29.b4 and after 29...♙8d7 30.♙e3 Black's advantage of 2♙ for ♙ is not too great 28...♙1d5! 29.♙e3 ♘c7 30.b4 ♙8d7 31.a4!? Luberti is really going for it 31...b6?! Actually 31...♙d4!? isn't quite as clear a refutation as I first thought it to be: after 32.♙g3! ♙xb4 33.♙xg7 ♙xf4 34.♙xh6 ♙xf2+ 35.♘c3 it would be difficult to win for Black I think 32.cxb6+ axb6



33.♘c3?? The position is going down the drain. 33.f5! was needed and after 33...exf5 34.♙g3! ♙d2+ 35.♘c3 Black has to find a way of stopping e6 discovered check! So probably a major exchange with 35...♙7d3+ 36.♙xd3 ♙xd3+ 37.♘xd3 would ensue, and Black is a pawn up but probably can't win against best play 33...c5? I'm suprised the computer missed 33...♙d3+! which keeps an even firmer grip: 34.♙xd3 ♙xd3+ 35.♘xd3 g6! and Black will soon win running a pawn down the h-file! 34.b5?? White crumbles in face of a tense situation. Amazingly after Black's mistake with 33...c5? White still had a bit of a drawing chance with 34.bxc5 ♙xc5+ 35.♘b2 34...♙d4?! 34...♙d3+! 35.♙xd3 ♙xd3+ 36.♘xd3 g6! was again even better as per note to the last move 35.♙f3?? 35.f5! was better, though Black should

win after 35...♙xa4 threaten- ing ♙a3+ winning the queen, so 36.♙e1 ♙a3+ 37.♘b2 ♙f3 38.fxe6 fxe6. Even so 39.♙e4! ♙xf2+ 40.♘c3 and Black will still need to work to earn the point 35...♙7d5? 35...♙d3+! is again missed 36.♙g3?? Terrible, but the game is lost in any case. 36.f5! was still best even though it gives Black the chance, if he wants! to play 36...♙d3+ 37.♙xd3 ♙xd3+ 38.♘xd3 and now 38...exf5 39.f4! Interesting - it's still far from an easy win for Black 36...♙xa4 We must mention 36...♙d3+! again 37.♙xg7 ♙xf4 38.♙xh6 ♙f3+ 39.♘c2 ♙xf2+ 40.♘c3 ♙xe5



Surely it's 0-1 for the Portorose now 41.♘d3 ♙f3+ 42.♘d2 c4! 43.♙f8 ♙xb5 Readers should note that 43...♙xh5? would give the initiative to Luberti: 44.♙e7+! ♘c8 45.♙e8+ ♘c7 46.♙c6+ ♘d8 47.♙xf3 ♙xb5 48.♙xf7. Never take a win for granted! 44.♙e7+ ♘c6 45.♙e8+ ♘c5 46.h6 ♙b2+ 47.♘c1 ♙g2 48.♙e7+ ♘b5 49.♙d7+ ♘b4 50.♙d6+ ♘a5 51.♙d1 Persisting with the checks with 51.♙e5+ b5 52.♙e1+ comes to an end with 52...c3! 51...♙a3 52.♘b1 c3! 53.♙h5+ f5 announcing mate! Not the best game of the event! 0-1

Luberti 3, Computers 7

Luberti, Wim -

Novag Super Expert C

D75: Fianchetto Grünfeld: Main
Line with 7...c5

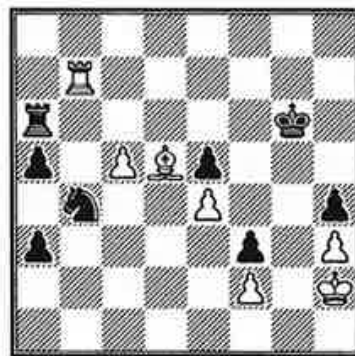
1.d4 d5 2.♘f3 ♘f6 3.g3 g6
4.♗g2 ♗g7 5.0-0 0-0 6.c4 c5
7.cxd5 cxd4 8.♘xd4 ♘xd5
9.♘c3 ♘xc3 10.bxc3 e5
11.♘b3 ♞c7 12.♗d2?! ♞d8
13.♞c1 ♘c6 14.♞a3 ♗g4
15.♞fe1 ♞d6 16.♗e3 f5 17.h3
♗h5 18.♞a4 ♘h8? 19.♗c5??
♞f6 20.♞h4 b6



Following mistakes by both sides the game is pretty even, Wim must decide whether to put the bishop on a3 or e3
21.♗e3 ♞d6 22.♗g5 h6
23.♗xh6?! A very surprpising choice. 23.♗c1 is obviously better, but Luberti obviously just didn't fancy making such a long retreat to home 23...♗xh6 24.g4 ♞d8!
25.♞xd8+ White can't retreat with 25.♞g3? ♗f4 26.♞f3 ♞h4! threatening fxg4! 25...♞axd8 26.gxh5 gxh5 27.a4 ♗g7 28.e4 ♞d3 29.♞ac1?! 29.exf5!/? would nearly equalise I think, then 29...♘e7 30.♞ac1 29...♗h6! 30.♞c2 f4 31.♗f1 ♞3d6 32.a5 bxa5 33.♞a2 f3!?



This is an interesting game! Novag's f3 puts the pawn at some risk but partly imprisons White's king 34.♗c4 ♗d2 35.♘xd2 ♞xd2 36.♞a3 ♞8d7 37.♞a2?! ♞xa2 38.♗xa2 ♘g7 39.♗d5 ♘e7 40.c4! ♞d6 41.♞e3 ♞f6 42.♞a3 ♘c6 Black is right not to go for the BvN exchange: 42...♘xd5? 43.exd5! with connected passed pawns, and if 43...♞d6 44.♞xf3 43.♘h2 h4! 44.♞b3 It was a good time for 44.c5! 44...♘g6 45.♞b7?! a4! 46.♞c7? This was definitely the moment for 46.c5! and White should be able to hang on 46...♘b4! 47.c5 47.♞xa7? runs right into 47...♞a6! If White exchanges rooks 48.♞xa6+ ♘xa6 relying on the bishop to stop Black's a-pawn he must move the c-pawn, so 49.c5 ♘xc5 50.♘g1 a3 51.♘f1 ♘g5! 52.♘e1 ♘f4 53.♘d1 ♘xe4 and if the knight is taken it's a2 and 0-1 47...a5 48.♞a7 ♞a6 49.♞b7 a3!



Excellent timing and play by the Novag 50.c6?? White

falls apart. 50.♞b6+ was best, Black can't exchange and let Luberti obtain a winning pawn on b6, so 50...♘g5 51.c6! ♞a8 52.♞b7! but now 52...a2! White must get his rook to the 1st rank so 53.♞g7+ ♘f6 54.♞g1! Aren't endgames fascinating! 50...♞xc6 51.♗xc6 a2 51...♘xc6?? would blunder away the win altogether: 52.♞b6! a2 53.♞xc6+ ♘g5 54.♞c1 1-0 52.♗e8+ ♘f6 53.♞f7+ ♘e6 and Luberti can't stop the Novag from queening. 0-1

Luberti 3, Computers 8

As reported in our last issue the whole Simul. took Luberti 5 hours! I've no idea, and have no intention of finding out, how hard it is to do something like this, but I think it must be pretty exhausting, and one's chess has got to suffer for it. I can believe that, taking each machine on one at a time. Wim would be likely to win the match by a score similar to the size of his defeat (which none of my readers managed to forecast!).

I admire Wim for his effort - I expect if he's gone over the games he will wonder how he missed some of his best opportunities - there's 2 or 3 games where I'm sure, sat over the board thinking in the opponent's time, he'd definitely have found winning or game-saving moves that somehow escaped him in the Simul. We reckon he made a move approx. every 35 secs. - time that includes walking between the boards to then assess as quickly as he could the new position from the computer's move. At times the Computers would each have been analysing for up to 6 or 7 minutes pending his return to their game!

24th Open Dutch Computer Chess Championship

We referred very briefly to this in the NEWS section of our last issue, mainly as part of a discussion of **Pro Deo**'s results as it led at the halfway stage.

The Event was played over 2 week-ends using a time control of G/90. As an OPEN event the Dutch Championship attracts most of the top programs, and indeed there was a good turnout again this year though Fritz, Junior and Shredder were notable for their absence, as was Hydra which has appeared in the past.

As usual the programs were all playing on different hardware so the result doesn't really tell us which programs are really best/worst. **Diep** was on a Quad 2000MHz Opteron set-up and playing by Internet from somewhere in Germany. **Pro Deo**, **IsiChess**, **Ant**, **Nexus** and **Goldbar** were all on super-fast 64-bit Athlons running at 3000 or 34000MHz. **The Baron** was on a Dual 2000 AMD, while **The King**, **Deep Sjeng** and **Tao** were on lesser hardware, in fact the last pair were on Centrino Mobile units.

After the first week-end, with 5 more rounds still to be played, the **leading scores** were:

- 5½/6 **ProDeo**
- 5 **Diep**
- 4½
- 4
- 3½ **ChessTiger**, **Nexus**, **TheKing**, **DeepSjeng**,
The Baron
- 3 **Tao**, **Ant**

It seemed that the race for the Title was already between **Pro Deo** and **Diep**. **Pro Deo** had been held to a draw by **The King**, but had won all its other games including wins over **Diep** and **Chess Tiger**. Equally, apart from its defeat against **Pro Deo**, **Diep** had also won all its other games, including successes against **Deep Sjeng** and **Chess Tiger**.

However in round 7 **Diep** lost to **The Baron**, so even though **Pro Deo** only drew with **Deep Sjeng** it seemed the title was surely his. A win in the next round against **The Baron** seemed to confirm this, as it stayed a point clear, but in round 9 it unexpectedly lost to **Nexus** while **Diep** drew with **The King**.

Now the leaders were:

- 7/9 **ProDeo**
- 6½ **Diep**, **Nexus**
- 6
- 5½ **TheBaron**
- 5 **ChessTiger**, **TheKing**, **DeepSjeng**, **Tao**, **Ant**

When **Tao** got a draw with **Pro Deo** in round 10, while **Diep** and **Nexus** again both won, there was a 3-way tie at the top, and this was not resolved in the final round with all three leaders winning against lower opposition.

Incidentally **Diep** had beaten **Nexus**, **Nexus** had beaten **Pro Deo**, and **Pro Deo** had beaten **Diep**!

Pos	Program	/11
1=	Diep , Nexus , Pro Deo	8½
4=	Chess Tiger , The King	7
6=	Deep Sjeng , Tao	6½
8=	Ant , The Baron	6
10	IsiChess	5
11	GoldBar	3
12	Neurosis	2
13	Kallisto2	1½
14	XiniX	1

If there's room in the next issue I'll select one or two games!

10th Gebruikers - Dedicated Chess Computers

The latest **Gebruikers** took place on one of the Open Dutch week-end - the **Luberti Simultaneous** took place on the other! So the **Gebruikers** was played at the fast time control of G/20 to get as many games in as possible.

Rob took his **Berlin Pro** to this event, and it got a great win in its game v the **Tasc R30** which we shall look at in our next Issue. I also have some of **Rob**'s photos from the Event. In the meantime here is the **Final Table Leaders**, all-play-all, 9 games each.

- 7½ **London68030**
- 7 **StarDiamond**
- 6½ **BerlinPro**
- 5½ **TascR30**
- 4½ **Sapphire1**
- 4 **Magellan**, **MephistoRISC2**
- 2½ **MephistoMM5**, **MephistoMontreux**
- 1 **Simultano**

NOVAG STAR DIAMOND v Fidelity MACH 4

From time to time **Jim Crompton** from Harwood, Bolton sends me details of dedicated matches he plays. These are valuable for our ratings as he plays them at G/60, as well as for the enjoyment of seeing the games themselves.

Recently he has been pitting his new **Novag Star Diamond** (2183 Elo) against a range of opposition - all tough I might add, as they include a **Mephisto Atlanta** (2225), **Fidelity Mach4** (2078), **Mephisto Berlin Pro** (2249), and **Kasparov RISC 2500** (2200).

All the matches are scheduled for 4 games. Here is the first - in theory the easiest as the StarD is rated 100 higher than the Mach4.

Star Diamond 0 - Fid Mach4 2325 0

B28: Sicilian: 2 Nf3 a6 (O'Kelly Variation)

1.e4 c5 2.♘f3 a6 3.c3 d5 4.exd5 ♖xd5 5.d4 ♘f6 6.♙e2 e6 7.0-0 ♙e7 8.♙e3 cxd4 9.cxd4

Leaves himself with an isolated d-pawn, not a serious disadvantage but tricky to handle! 9.♘xd4 might have been better 9...♘c6 10.♘c3 ♖d6 11.♖d2 0-0

11...♘b4 12.♙f4 ♖b6 won for Black in Hernandez-Kvizhinadze, Duisburg 1992 12.♙f4 ♖b4 13.a3 ♖b6 14.♙ac1 ♘d8

The expected pressure on the isolated pawn grows
15.♙fd1 ♖b3 16.♙d3



I reckon that Black was okay to here, so what should be played now?

16...♘h5??

What are the alternatives?

[a] 16...♘xd4? appears to win a pawn, but there's a sac' for White on h7, so the game would go 17.♘xd4 ♖xd4 18.♙xh7+! ♘xh7 19.♖xd4 winning the exchange;

[b] 16...g6 blocks off the ♙xh7+ move, so then probably 17.♙c7 ♘d7 18.♙e5 ♘d8 with a small advantage for White as both his rooks are nicely developed;

[c] Probably best was the quiet 16...♙f8 17.♖e2 ♖b6, but here also White has a small advantage because of a lead in development

17.♙c7! ♖xd4?!

The sacrifice wasn't really necessary, though after his best chance with 17...♘d7!? White wins with 18.♙c2! ♖c4 19.b3, and now Black loses material in the exchanges 19...♖xc3 20.♖xc3 ♖xc7 21.b4

18.♘xd4 ♘xd4 19.♖e3

19.♙c2! gets the quickest victory, but White's choice still has the StarD in winning mode

19...♙f6

If 19...♖xb2?! White can take on d4, though 20.♘a5! first is even better

20.♘e4 e5

Again 20...♖xb2 is not much help: 21.♙b1! ♖a2 22.♘xf6+ ♘xf6 23.♖xd4 ♖xa3 24.♙e5 winning

21.♘xf6+ ♘xf6 22.♙xe5 ♙g4 23.♖xd4 ♙xd1 24.♙c4 ♖a4 25.♖xd1 ♖c2



26.♙xf6

Best of all was the not-so-obvious clever 26.♖d8+! ♘e8 (26...♖xd8?? 27.♖xd8+ ♘e8 28.♖xe8#) 27.♙xf7+ ♘h8 (27...♙xf7? 28.♘d7+ ♘g6 29.♖xg7+ ♘xg7 30.♖f6+ ♘h5 31.h3 leads to mate 1-0) 28.♙xg7+ ♘xg7 29.♖g5+ ♘f8 30.♖g8+ ♘e7 31.♙e1+ ♘d7 32.♙xe8+ ♘c7 33.♖g7+ ♘b8 34.♙h5, making room for ♖e8+ next and 1-0

26...gxf6 27.♙d5 ♖e8 28.♙xb7 ♖e2 29.h3 h6 30.♖g4+ ♖xg4 31.hxg4

31...a5 32.b4 axb4 33.axb4 etc 1-0

Fid Mach4 2325 0 - Novag Star Diamond 1
A00: Irregular Openings

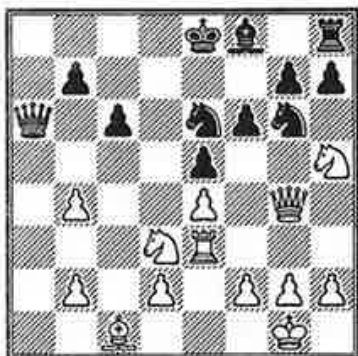
Irregular is the word as White's first is not a move one can clearly recommend, and his follow-up second is also not best. Despite the two rarities the Fidelity actually exits the opening in a fairly equal position!
1. $\text{d}3$?! 2. $\text{e}4$?!

Obviously 2. $\text{d}4$ 3. $\text{g}5$ is a wiser choice, nearly leading back into main lines
2... $\text{d}4$ 3. $\text{ce}2$ $\text{e}5$ 4. $\text{d}3$ $\text{e}6$ 5. $\text{d}3$

5. $\text{e}2$ is theory – yes, others have played White's line! – but the Mach4 move is okay
5... $\text{f}6$ 6. $\text{b}5+$ $\text{c}6$ 7. $\text{a}4$ $\text{d}7$ 8. $\text{b}3$

8. $\text{d}3$ did Kovachev no good in a 2003 game. This is possibly a small improvement
8... $\text{xb}3$ 9. $\text{axb}3$ $\text{d}3$ 10. $\text{c}3$

I wouldn't want that pawn lodged there on $\text{d}3$, and I'd play 10. $\text{cxd}3$ $\text{d}5$ 11. $\text{d}4$
10... $\text{e}7$ 11. 0-0 $\text{g}6$ 12. $\text{h}5$ $\text{a}5$ 13. $\text{e}1$ $\text{d}5$
14. $\text{e}3$ $\text{e}6$ 15. $\text{d}1$ $\text{c}5$ 16. $\text{b}4!$ $\text{axb}4$
17. $\text{xa}8$ $\text{xa}8$ 18. $\text{cxb}4$ $\text{e}6$ 19. $\text{dxd}3$ $\text{a}6$
20. $\text{g}4$



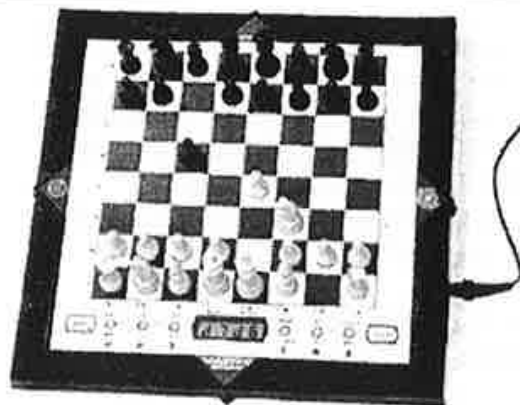
Despite White's doubtful opening choice the game is pretty even here, but the Fidelity now starts to go wrong after the StarD finds the best defence for the attacked knight on $\text{d}6$
20... $\text{f}7!$

20... $\text{d}4$?! is not as good: 21. $\text{f}4!$ $\text{exf}4$
22. $\text{hxf}4$ $\text{dxf}4$ 23. $\text{dxf}4$ and White is a pawn ahead, also Black's $\text{h}8/\text{e}$ is still 2 moves from being developed
21. $\text{b}3$?!

The active 21. $\text{f}4$?! looks to be best, then probably 21... $\text{exf}4$ 22. $\text{hxf}4$ $\text{dxf}4$ 23. $\text{dxf}4$ $\text{dxf}4$ 24. $\text{xf}4$ $\text{c}4$ attacking the $\text{c}1/\text{e}$ and equal. After 25. $\text{e}1$ $\text{xb}4$, Black will be able to play $\text{d}6$ and release his rook
21... $\text{e}7!$

Well played again StarD, the best move
22. $\text{g}3$?!

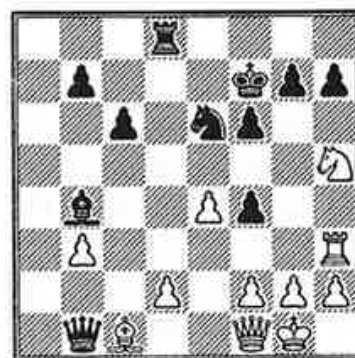
22. $\text{f}4$?! is again worth consideration, though now instead of $\text{exf}4$ Black may try
22... $\text{d}8!$ 23. $\text{xf}3$ $\text{exf}4$ 24. $\text{hxf}4$ $\text{dxf}4$



Above:
the Master
2325/Mach4,
and
Right:
the Novag
Star Diamond



25. $\text{dxf}4$ $\text{xb}4$, and we see that material and development are equal, but Black's pieces are more active and he now has an edge!
22... $\text{d}8!$ 23. $\text{xf}3$ $\text{a}1$ 24. $\text{d}1$ $\text{b}1$ 25. $\text{xf}1$
 $\text{d}4$ 26. $\text{dxf}4$ $\text{exf}4$ 27. $\text{h}3$ $\text{xb}4$



The StarD has not only equalised the material, but now has a clear initiative with an attack on the $\text{e}4/\text{d}$
28. $\text{d}3$?!

Defends the pawn, but 28. $\text{g}3$?! $\text{f}3$ 29. $\text{d}4$ was possibly better though, after 29... $\text{dxf}4$
30. $\text{gxf}4$ $\text{xe}4$, Black is still on top
28... $\text{a}8!$

28... $\text{xb}3$? would be a mistake as it allows 29. $\text{dxf}4$ $\text{dxf}4$ 30. $\text{dxf}4$ and Black's

only advantage stems from the queenside passed pawn

29. ♖xf4 ♜xf4 30. ♖e3

If 30. ♖xh7? ♜e2+! 31. ♖h1 ♜xd3 0-1
30... ♖a1! 31. h3 ♜c2 32. g3 ♖xc1 33. gxf4
♙d2 34. ♖f3 ♖xf1+ 35. ♖xf1 ♙xf4

A very well played game by the StarD!
After 36. ♖g2 ♙d6 0-1

Game 3 was a long Novag win, so we'll finish with the last game from this match.

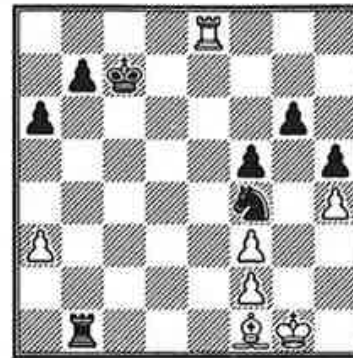
Fid 2325 Mach4 0 - Novag Star Diamond 3

D92: Grünfeld: 4 Nf3 Bg7 5 Bf4

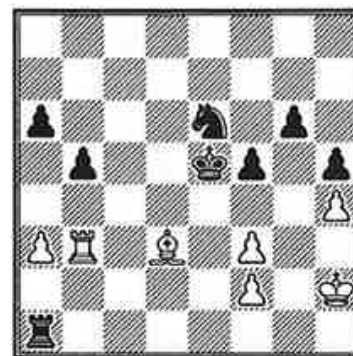
1. d4 g6 A brave opening choice! 2. c4 ♖f6
3. ♜c3 d5 4. ♖f3 ♙g7 5. ♙f4 0-0 6. ♖c1 c5
7. dxc5 dxc4 8. ♜xd8 ♖xd8 9. e4 ♖a6 10. e5
♜h5 11. ♙g5 11... ♙e3 was a draw in
Gershon-Svidler, 2003 11... ♜xc5 12. ♙xc4
♙g4 13. 0-0 13... ♙xe7? is not so good:
13... ♜d3+ 14. ♙xd3 ♖xd3 favours Black
13... ♙xf3 14. gxf3 ♜d3 15. ♙xe7 ♜xc1
16. ♙xd8 ♖xd8 17. ♖xc1 ♙xe5



White's worse pawn structure is about to be damaged further, so Black is on top 18. ♖e1
♙xc3 19. bxc3 ♖f4! 20. ♖e7? An unfortunate
mistake – of course the Fidelity is
programmed to get it's rooks to the 7th rank
if possible, but here the rook needed to stay
and defend it's own 1st rank. 20. h4 was best,
partly to give the White ♖ some extra space
after Black's 19... ♖f4 20... ♖d1+! 21. ♙f1
♖b1 There is no doubt that the StarD now
has winning chances 22. ♖d7 ♖g7 23. a3 h5
24. h4 ♖f6 25. c4 ♖e6 A series of moves
pushing White's rook around now follows –
I'll print a diagram when it's over! 26. ♖d8
♖a1 27. c5 ♖b1 28. ♖a8 a6 29. ♖d8 ♖e5
30. ♖b8 ♜d5-+ 31. ♖f8 f5! 31... ♖xc5?! isn't
so good after 32. ♖xf7 ♜d5 33. f4. Black still
has an advantage, but by no means winning
32. ♖e8 ♖xc5 33. ♖c8+ ♜d6 34. ♖d8+ ♖c7
35. ♖e8



The StarD now has his pieces and pawns pretty much where he'd want them 35... ♖a1!
36. ♖e3 ♜d6 The Novag starts a new phase
of improving its position and Fidelity,
playing without its ♖, can do little about it
37. ♖b3 b5 38. ♖e3 ♜d5 39. ♖b3 ♖e5
40. ♖e3+ ♜d4 41. ♖b3 ♜d5?! The ♜ was
doing fine on f4, it's hard to know why the
Novag moved it! 41... ♖c5 was best, and if
42. ♖c3+ ♖b6 threatening ♜f2+ winning the
♖ 42. ♖g2! ♖e5 43. ♙d3 ♖f4+! 44. ♖h2 ♜e6



This manouvre is better, threatening the fork
♜c5 to disrupt White's pieces further
45. f4+!? The Fidelity decides to give up one
of its doubled pawns in the hope of saving
others. The alternative was 45. ♙e2 and after
45... ♜d4 46. ♖e3+ ♖f4 47. ♖g2, but
47... ♜xe2 48. ♖xe2 ♖xa3 leaves Black two
pawns ahead and, if White goes for one of
the 6th rank pawns with 49. ♖e6, a5!
50. ♖xg6 a4! and Black wins 45... ♖xf4
46. ♖b4+ ♖e5 47. a4 ♖xa4 48. ♖xa4 bxa4
49. ♙xa6?! Unfortunately this makes queen-
ing the a/♖ easier for White. 49. ♙b1 would
prolong the agony, but only a little!... then
49... a3 50. ♖g3 ♜c5 51. ♖f3 ♜d4! 52. ♙a2
♖c3 etc 0-1 49... ♜d4! Well played StarD,
this stops the ♙ getting back, so 0-1 this
game, and **4-0 for StarD** in the Match, wow!

Next time it will be Novag Star Diamond v
Kasparov RISC 2500, which should be very
much closer!

MATCH: PALM HIARCS v MEPHISTO GENIUS 68030

The **Palm HIARCS** results, whether on the little Zire21/126MHz in **Clive Munro's** and my matches, or on the faster Tungsten T3/T5 400-416MHz machines, have been a revelation. It seems pretty clear that it grades at close to 2500 Elo at 126MHz processor, and around 2600+ Elo on the faster Palm units. This 'claim' will be more than adequately supported in our next issue when we show the games from a 4 game Match at G/30+10secs between a Palm 500MHz HIARCS and 2616 Elo-rated GM Jan Gustafsson!

But now, as promised in the NEWS section, here are some games from the Palm 126MHz HIARCS v Mephisto Genius 68030 match.

Genius 68030 (0) - Hiarcs 9.46 (0)

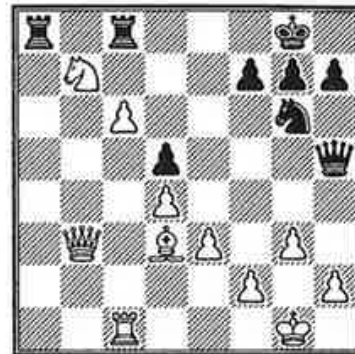
D36: Queen's Gambit Declined: Exchange Variation: Main line (5 Bg5 c6 6 Qc2)

1.d4 ♖f6 2.c4 e6 3.♗f3 d5 4.♙g5 ♙e7 5.♗c3 0-0 6.cxd5 exd5 7.e3 ♗bd7 8.♙d3 ♞e8 9.0-0 c6 10.♞c2 ♗f8 11.♞ab1 a5 12.♗a4 12.a3 is popular and has a good record. The usual reply is 12... ♗g6 and then 13.b4 (13. ♗e5!?) 13...axb4 14.axb4 ♙d6 and now White needs to play 15.b5 to maintain a small advantage 12...♙g4 12... ♗g4 might not be so good, but 12... ♗g6 has done well, and 12...♙d6 is okay 13.♗e5 ♙h5 14.a3 ♙g6 15.♗xg6 ♗xg6 16.♙xf6 ♙xf6 17.♞fc1 ♞b8 18.♗c5 ♙e7 19.b4 axb4 20.axb4 ♙d6 21.b5!

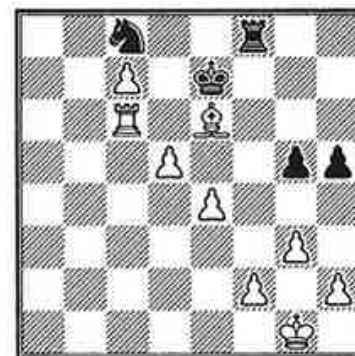


The start of a useful queenside attack by Genius 21... ♞h4 22.g3 ♞h5? Completely missing White's reply it seems. Much better was 22... ♞g4 23.bxc6! (not now 23. ♗xb7 ♞xb7 24. ♞xc6 ♞d7 25. ♞xd5 when ♗h4! favours Black) 23...bxc6 24. ♙f5! 23.♗xb7! ♙a3 23... ♞xb7? can't be played with his queen on h5 instead of g4, as after 24. ♞xc6 ♞d7 is no longer possible, the rook will be

unprotected 24.bxc6 This pawn is deadly! 24...♙xc1 25.♞xc1 ♞ec8 26.♞b3! ♞a8



Best. Hiarcs defends superbly at this point of the game, but the c-pawn has already become just too much 27.c7! ♗e7 28.♗d6 ♞f8 29.♞b7! ♞h3 30.♗f5! ♗xf5 31.♞xa8!! ♗e7 If 31... ♞xa8?? 32.c8♞+ ♞xc8 33.♞xc8# 32.♞d8! ♗c8 32... ♞xd8?? 33.cxd8♞# 33.♞xd5 Either 33.♞b1! or 33.♙a6! would have finished the game immediately. But there are no complaints, Genius has handled the attack quite superbly and must still win 33...g6 34.♙b5 ♞e6 Of course PH doesn't want the exchange of queens, but if for example 34... ♗b6?! 35.♞c6 ♗c8 36.d5! Finally Black's queen gets into the game with 36... ♞f5 but 37.d6! 1-0 35.♞xe6 fxe6 36.♙d7 ♗f7 37.♞c6 ♗e7 38.♙xe6 g5 39.d5 h5 40.e4



and Black's position is hopeless 1-0

A shock start to the match! Palm Hiarcs however won games 2 and 3, both quite lengthy, so we rejoin the match for game 4.

Genius 68030 (1) - Hiarcs 9.46 (2)

C90: Closed Ruy Lopez with 7...d6

1.e4 e5 2.♗f3 ♗c6 3.♙b5 a6 4.♙a4 ♗f6

5.0-0 ♖e7 6.♞e1 b5 7.♙b3 d6 8.c3 ♙g4 9.d4
0-0 10.d5 ♘a5 11.♙c2 c6 12.h3 ♙h5
13.dxc6 ♞c7 14.♘bd2 ♞xc6 15.♘f1 ♘c4
16.♘g3 ♙g6

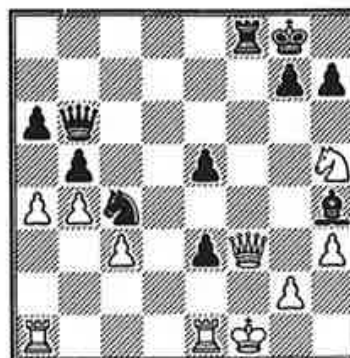


Piling up on e4 17.♘h4 d5 17...♞fd8 and
17...♞fe8 have been tried 18.♘xg6 fxg6
Best, even though the usual rule with pawns
is to capture towards the centre 19.exd5
♘xd5 20.♙d3 ♞ad8



21.♞e2? Trying to target the isolani on e5,
but it runs into trouble. Best was 21.♙xc4
and after 21...bxc4 22.♞e2 (22.♞xe5?
doesn't work because of 22...♙c5! 23.♙h2
♘xc3! White's queen must move. Even after
the best try with 24.♞g4 there is ♙d6!
25.♞e6+! ♙h8 26.bxc3 ♞f6!) 22...♞b8=
21...♞xf2! 22.♙xf2 22.♞xf2?? ♙c5!
22...♞c5+ PH is ahead now, but actually
22...♙c5+! was better still. 23.♙f1 is forced,
and then 23...♞f8+ 24.♘f5 ♘ce3+ 25.♙xe3
♘xe3+ 26.♞xe3 (26.♙g1? ♘xf5+!)
26...♙xe3 27.♞xe3 ♞d6 and Black should
win 23.♙f1 ♞f8+ 24.♙f5? If Genius had
found 24.♘f5! the outcome might still be in
doubt after 24...♙h4 25.b4! ♞c6 26.♙xc4
♞xf5+ 27.♙g1 bxc4 28.♙d2 when
28...♙xe1?! (actually now I think 28...♞f2!
is better) 29.♞xe1 leaves White only a pawn
down 24...gxf5 25.a4?! Not best, but bonus
points for trying to fight back. The stronger
defence was 25.♘h1 though now 25...f4!
26.♘f2! and 26...♘de3+ 27.♙g1 ♘xg2
28.♞f1 ♘ce3 looks pretty ominous!

25...♙h4! 26.♘h5 f4! 27.b4 ♞b6 28.♞f3
♘de3+ 29.♙xe3 fxg3!



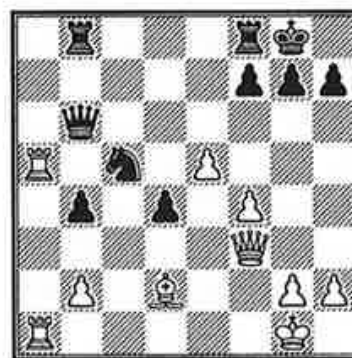
Discovering a pin on White's queen... great
stuff from PH 30.♞xf8+ ♙xf8 31.g3 ♞g6
32.gxh4 ♞xh5 33.♙g2 ♞g6+ 34.♙h2 ♞c2+
35.♙h1 ♞e4+ 36.♙g1 ♘d2! 0-1

Palm HiarcS was on fire now, and continued
winning game after game. Here is game 9.

HiarcS 9.46 (7) - Genius 68030 (1)

C80: Open Ruy Lopez: Sidelines and 9 Nbd2

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 ♘xe4 6.d4 b5 7.♙b3 d5 8.dxe5 ♙e6
9.♘bd2 ♘c5 10.c3 d4 11.♙xe6 ♘xe6
12.cxd4 ♘cxd4 13.a4 c5 New. 13...♙c5! or
13...♙b4, as well as 13...♙e7 or 13...♞b8
can be tried 14.♘xd4 cxd4 14...♘xd4 is
also okay, but not 14...♞xd4? when 15.axb5!
♙e7 16.bxa6 0-0 17.♞e2 puts White 2 pawns
up 15.♘f3 ♙c5 16.♞d3 ♞b8 17.axb5 axb5
18.♙d2 b4 19.♞fc1 0-0 20.♘g5 ♘xg5
21.♞xc5 ♘e6 22.♞ca5 ♞b6 23.f4 ♘c5
24.♞f3

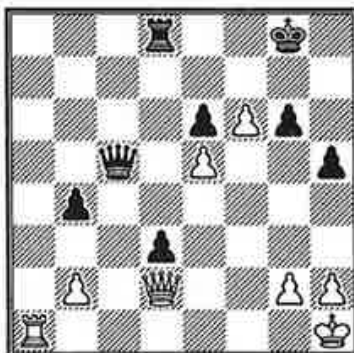


Okay, where should Black post his rooks?
The general advice to pop them onto open
files isn't always the full story: sometimes
they need to support an advancing pawn, or
get behind a potential lever pawn, or block
an advancing enemy pawn, or defend one's
own first or second rank, or protect a pawn

base. Goodness! 24...♖fd8 24...♖fe8 would be my choice, blocking the advance of an enemy pawn and sitting on the semi-open file at the same time. If then 25.f5!? ♖bd8 and a pretty interesting position in which White has an advantage with ♕ for ♘ and also looking at isolated Black pawns on b4 and d4 25.f5! ♖bc8 26.f6 g6! Best 27.♖h3 h5 27...d3!? might have been interesting 28.♖f3 ♘e6 29.♖d3 ♖c2!



A nice little idea, getting the rook to its 7th. to set a little trap 30.♖a6! Not 30.♖xc2? d3+ 31.♕e3 ♖xa5 32.♖c1 ♖xe5 and Black would be a pawn up, with dangerous b and d pawns as well 30...♖c5?? A great shame, I wonder what brought this on?! The queen could have gone to c7 and things wouldn't be too bad. But best was 30...♘c5 and now 31.♖xc2 ♘xa6 32.♖c4 and there's not much in it after 32...d3+ 31.♖xe6!! ♖xd2 The rook couldn't be taken: 31...fxe6?? 32.♖xg6+! and mate next move whether the king goes to f8 (♕h6#) or h8 (♖g7#) 32.♖xd2 d3+ Discovered check desperation – if only this could have been played sooner! 33.♔h1 fxe6



34.♖h6! Threatening mate. Genius finds the only delaying reply 34...♖c7 35.♖xg6+ ♔f8 36.♖h6+ ♔g8 37.f7+! Clever, clearing the path for a potential ♖h6-g5 with check to win the rook 37...♖xf7 37...♔xf7? 38.♖h7+! 38.♖g5+ ♔h7 39.♖xd8 ♔h6 40.♖xd3 ♖f4 41.♖d6 ♖f5 42.♔g1 Even at

this stage the risk of allowing a back rank mate should be avoided 42...♖f7 43.♖f1 1-0

Genius 68030 (1) - Hiarcs 9.46 (8)

B44: Sicilian: Taimanov: 5 Nb5

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e6 5.♘b5 ♘f6 6.♕f4 e5 7.♕g5 ♕c5 8.♖f3?! A new idea, and not that great. White was threatening ♘d6+ in some variations, but of course this cannot be played now the queen has left d1. 8.♘1c3 is recommended 8...a6! 9.♕xf6 gxf6 10.♘5c3 ♘d4 11.♖d1 d6 12.♘d5 ♕e6 13.c3 ♕xd5 14.exd5 ♘b5 15.♕xb5+ axb5 16.0-0 b4 17.♖d3 ♖d7 18.cxb4 ♕xb4 19.♘c3 f5?! Bold. At present the game is very even 20.a3 ♕c5 21.♖h3 h5 22.♖fe1 ♕d4 23.♖g3 23.♘e2 was best and, after 23...♕b6 24.♘g3 and Black's kingside pawns are starting to get in trouble 23...0-0-0 24.♘e2 ♖dg8 What about 24...♕xb2?! Certainly not, look: 25.♖ab1! ♕d4 26.♘xd4 exd4 27.♖d3+-] 25.♖d3 ♕b6 26.♘g3?! It looks logical to attack Black's pawns, but in fact ♖b3 might have been sounder as it turns out in the next few moves 26...f4! 27.♘e4 ♖g6!



The threat to double-up on the g-file multiplies the value of his pawn on f4! 28.♖b3 Not 28.g3? because of 28...h4! 28...♕d4! 29.♖ac1+ ♔b8 30.♔f1?! That just about does it! 30.♖c4 was the best chance, then 30...♖hg8 which is still strong, and 31.g3 fxg3 32.hxg3 h4! Mmm. In fact on reflection this position is probably as good for Black as the game 30...♖hg8! 31.♖c2 ♖xg2 32.♖ec1?! 32.♔e2 survives longest: 32...♖g4+ 33.♖f3 ♖xh2 34.♖xg4 hxg4 35.♘d3 g3 36.fxg3 ♖xc2 37.♔xc2 fxg3 0-1 32...♖g4! 33.♔e1 f3! Excellent, clinical finishing by PHiarcs 34.♖c4 ♖xe4+ 35.♔d1 ♖g1+! 36.♔d2 ♖xc1 37.♖xc1 ♖f4+ 38.♔d3 e4+! Relentless 39.♔xd4 ♖d2+ The end would be 40.♔xe4 ♖g4+! 41.♔xf3 ♖xc4 42.♖xc4 ♖xd5+ 43.♔f4 ♖xc4+ 0-1, for a 1-9 final score!

NOVAG OBSIDIAN plays Chess CHAMPION 2150

Thanks to plenty of testing, at G/1hr, by Augusto Perez we have been able to establish the Novag Obsidian at 1940 Elo, where it stands alongside Novag's Emerald Classic Plus and the portable Amber.

In our last issue at the end of article in which we saw it lose by 7-5 to the Saitek Chess Challenger (1996 Elo), I told you that Augusto had purchased quite cheaply a Radio Schach Chess Champion 2150. At our office (Countrywide) we have a second-hand Go Chess Challenger 2150L and, as far as I know, these models are identical.

Bearing the encouragement 'Endorsed by Garry Kasparov' has caused many to think that it's probably the Saitek GK-2000 or even the Saitek GK-2100 program, but I have always believed it to be from the Simultano-Stratos-Corona era.

This seems all the more likely as the CC 2150 display has a full 64 square board with funny piece figures, just as the Simultano did all those years ago. The Simultano has a 1794 grading, and the Stratos and Corona share a 1813 Elo figure.

Mathematically the expected result on the basis of these figures for a match between the Obsidian and the CC2150 would therefore be 7-3.

Obsidian [0] - Chess Champion 2150L [0]

We join this one after 28 moves, where the Obsidian has a negligible advantage.

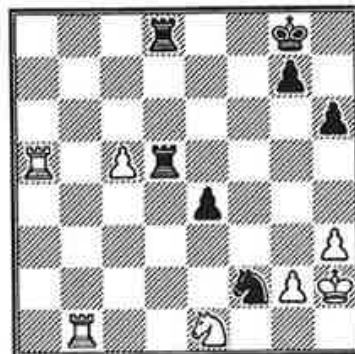


29.♙e2 This is okay as long as it's followed up correctly. Otherwise 29.♙e4 is better.
 29...♙b5 30.♙xb5? 30.♙h5 f6 31.♙f7 Now Black needs to find ♖d5, and not ♖d7 or he's in trouble after ♙d6
 30...♙xb5 31.♙b2 ♖bb8
 32.♙c3 ♖d5 33.h3 ♖bd8
 34.♙e4 ♙b7 35.♙f4 f6
 36.♙f3 ♙c7 37.♙e4 e5!

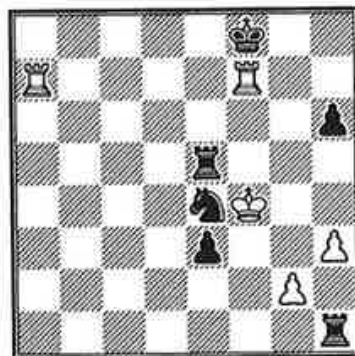


38.dxe5? 38.♙c4 was the move! Black would unpin with ♙h7 or ♙h8, and then 39.♙c1 is equal 38...♙d3!
 39.♙a4?! Actually White still had a move to keep the position nearly equal. Not the rather obvious 39.♙g1, though this is still a bit better than the move played after 39...♙xc5 40.♙xc5 ♙xc5 41.♙e2. But 39.♙d4!? ♙xd4 40.♙xd4 ♙xf2+ 41.♙g1 ♙xe5 42.c6! when the c-pawn is good compensation for the loss of a pawn
 39...fxe5?! 39...♙xc5! would have been desperately close to a winning advantage after

40.♙b3+ ♙h7 41.♙g1 ♙xe5
 40.♙xa5 ♙xa5 41.♙xa5 ♙xf2+ 42.♙h2 e4 43.♙e1



43...e3?! The method and timing for handling a passed pawn is CC2150's downfall in a couple of games.
 43...♙c8 44.♙c1 ♙f7 is equal
 44.♙b7! ♖d1 45.♙f3! ♖8d5? White would also have the advantage after 45...♙h8
 46.♙e7! 46.♙e7! ♙c1
 47.♙aa7! Great stuff here from the Obsidian
 47...♙dxc5 48.♙e5?
 48.♙xg7+! would win outright here 48...♙h1+
 49.♙g3 ♙e4+ 50.♙f4 ♙xe5
 51.♙xg7+ ♙f8 52.♙g7+



52...♙e8?? Wrong way!
 52...♙g8 53.♙xe5 e2! Now White has to work out how to stop the e-pawn. Let's start with a mate threat: 54.♙fc7! ♙f1 55.♙c8+ ♙f8 56.♙xf8+ ♙xf8 57.♙a1, and White should win 53.♙xe5! ♙g5 54.♙fb7 54.♙fe7+! would have led to mate: 54...♙f8 55.♙ec7! 54...♙d1 55.♙f4 e2

56. ♖e7+ ♘d8 57. ♖xe2 ♖d7?
Clang – you've got to keep
hold of your rook! 58. ♖xd7+
♘xd7 59. ♘f5 ♘d6 60. ♘g6
♘e6 61. ♘xh6 61. ♖xe6+!
White misses this chance
twice 61... ♘xe6 62. ♘xh6 1-0
61... ♘d4 62. ♖e8 ♘d7 63. ♖e4
♘f5+ 64. ♘g6 ♘e7+ 65. ♘f6
65. ♖xe7+! 1-0 65... ♘g8+
66. ♘e5 Made it anyway! 1-0

So a winning start for the Obsidian, though slightly fortuitous. Strange how well it played for a few moves when it got its chance, and then it missed a couple of opportunities to finish the game sooner. So to game 2...

Chess Champion 2150L [0] - Obsidian [1]

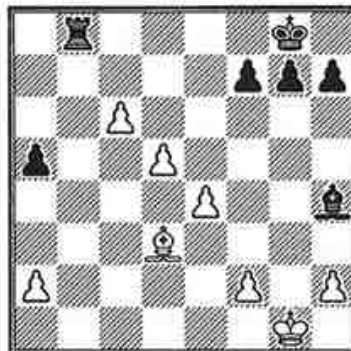
E10: Blumenfeld Gambit

1. ♘f3 ♘f6 2. d4 e6 3. c4 d6?!
Unusual! 3... d5 and 3... b6
have been played here many
times 4. ♖f4 ♖e7 5. ♘c3 0-0
6. e4 ♘c6 7. ♖d3 e5 8. dxe5
♘h5 9. g3?! It was better to
move and keep the bishop,
♖e3 9... ♘xf4 10. gxf4 dxe5
11. ♘xe5 ♘xe5 12. fxe5 ♖d4
13. ♘d5 ♖h4 14. 0-0?
14. ♖e2! was best, and if
14... ♖h3 15. 0-0-0! with a
small advantage to White as
the Black queen is now
slightly embarrassed on d4
14... ♖h3! 14... ♖xe5 isn't
bad either, then 15. f4 ♖xb2
16. e5 c6 17. ♖b1 ♖a3+
15. ♖d2 ♖xf1 16. ♖xf1 ♖ad8



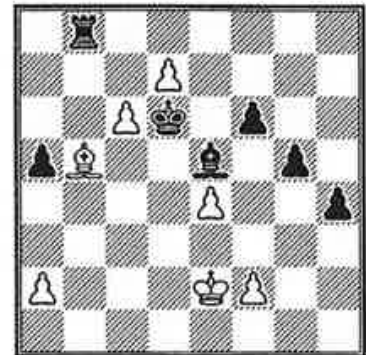
17. ♖c3?! Trying to make a

fight of it with 17. ♖f4!?
♖xd3 18. ♖xh4 ♖xc4 19. b3
might have given White more
chances for the Obsidian to
go wrong 17... ♖xc3 18. bxc3
c6 19. ♖b1 b6 20. ♘b4 a5
21. ♘d5 ♖fe8 22. ♖xb6 cxd5
23. cxd5 ♖xe5 24. c4 ♖ee8
25. c5! Mmm. The progress
of the c+d pawns is suddenly
making this quite interesting
again! Maybe its not over
yet! 25... ♖b8 26. ♖xb8 ♖xb8
27. c6!



27... ♖c8?? Gives White a big
chance... which he misses!
27... ♖d8 is correct, then after
28. e5 ♖b6! trying to keep the
passed pawns under control
28. ♖b5? Missing his chance
Just look at 28. ♖a6! ♖c7
29. ♖b7! tying down the rook
and surely giving White every
chance of the draw!
28... ♖f6? Again not best.
The dedicated machines can't
seem to get deep enough to
work out how to use and
defend against passed pawns.
28... ♖g5 was right, stopping
White from playing f4, so
29. d6 ♖f4 30. d7 ♖b8 31. a4
and now 31... ♘f8 demon-
strates that Black wins,
though the clever 31... ♖c7 is
even better and leaves White
with no good move 29. d6??
Aaagh (again). Missing
29. f4! after which 29... ♖d8
30. d6! and the game could
yet go either way 29... ♖e5!
Finally finding a vital move,
which 29. f4 would have
stopped! 30. d7 ♖b8 31. ♘g2
♘f8! 32. ♘f3 ♘e7 33. ♖a6
♖xh2 34. ♖c4 ♖e5 35. ♘e3 g5

36. ♘d3 h5 37. ♘e3 f6
37... h4! would have been
rather timely right now!
38. ♘d3 ♘d6 39. ♖b5 h4
40. ♘e2



The game is all but over, but
there are still dangers for the
unwary. E.g. if Black falls
asleep and plays ♖x♖ then
d8=♖!! 40... h3! 41. f4?
41. ♘f1 would at least
attempt to stop the h-♖, but
still to no avail after
41... ♘e7 42. a4 ♖xb5!
43. axb5 a4! 41... h2 42. fxe5+
fxe5 and Black can queen
next move 0-1

So game 2 was another in
which CC2150 had chances.
Even so the Obsidian seems a
little sharper so far, and less
prone to making as many
mistakes. On to game 3...

Obsidian [2] - Chess Champion 2150L [0]

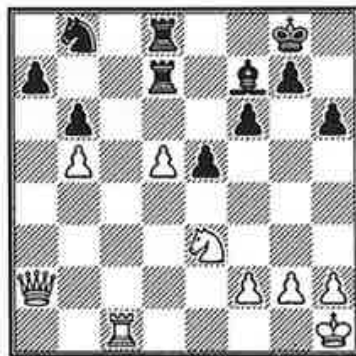
D41: Queen's Gambit
Declined: Semi-Tarrasch with
5 cxd5

1. e4 c6 2. d4 d5 3. exd5 cxd5
4. c4 ♘f6 5. ♘c3 e6 6. ♘f3
♖e7 7. cxd5 ♘xd5 8. ♖d3
♖b4!? 8... ♘c6 9. 0-0 0-0
10. ♖e1 and now either ♖f6
or ♘f6 are still popular
theory moves 9. ♖c2 h6
10. a3 ♘xc3 11. bxc3 ♖d6
12. 0-0 ♘c6 13. c4 0-0 14. ♖e1
♖d7 15. ♖b1 ♖c7 16. ♖b2
♖ab8 17. ♖e4 b6 18. ♖d2
♖bc8 19. ♖c3

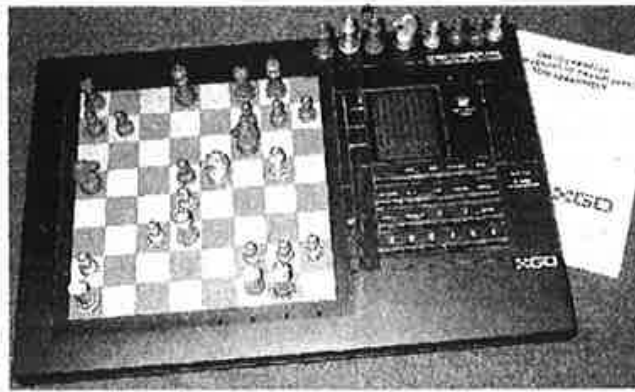
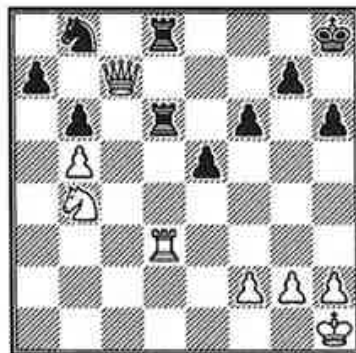


19...♠fd8? 19...♞e7 20.c5 ♞d5! would be a nice and pretty equal complication
20.♞h1? It is very interesting how often a pair of dedicated computers against each other BOTH make mistakes at the same time. Clearly the cause is the need for extra depth of search when combinations are in the air. Modern PC programs have extension algorithms to see how exchanges and threats work out, but the dedicated machines don't, so machine1 misses a tactic and sometimes machine2 fails to take advantage because it also doesn't see the result of the tactic in it's search.
 20.d5! ♞f8 (20...exd5 21.cxd5 ♞a5 doesn't save material because of 22.♞xg7! and if 22...f5 (best) 23.♞f6! threatening ♞xh6! winning) 21.dxc6 ♞xc6 22.♞e5 with a big advantage **20...♞b8** The game is back on track, the position is fairly equal after all! **21.♞b4 ♞xb4 22.axb4!** Not 22.♞xb4? ♞xc4! 23.♞e7 ♞c7 and White has no compensation for the pawn **22...♞xc4 23.♞b7!** White is a pawn down as in the above variation also, but this move and the one that follows put Black under lots of pressure! **23...♞c7 24.♞ec1! ♞xc1+ 25.♞xc1 ♞xb7 26.b5 ♞e8 27.♞e5 f6 28.♞g4?!** Actually 28.♞f3 was probably better **28...♞bd7!** Attacking the isolated d-pawn **29.♞a2 ♞f7 30.♞e3**

e5 31.d5



The game is still finely balanced, but CC2150 now makes an horrendous mistake **31...♞xd5??** 31...♞h8 was the only move, then possibly the continuation might be 32.h4 ♞xd5. This is now safe, with the king on h8 33.♞xd5 ♞xd5 34.♞xa7 ♞xb5 and there's still not much in it, though I'd just prefer White with having the queen! **32.♞xd5!** Wins outright in truth as it puts the Novag ahead on material and also threatens a really nasty discovered check **32...♞h7** Too late was the cry! **33.♞d1 ♞h8?! 34.♞c4 ♞d6 35.♞d3 ♞d6 36.♞b4 ♞d6 37.♞c7!**



The 'GO' CC2150L at our office

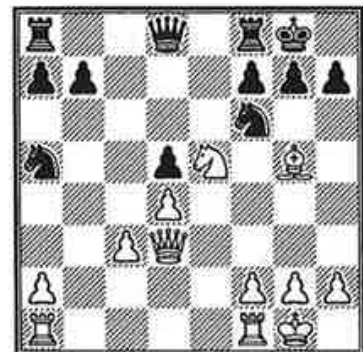
37...♞xd3 Forced 38.♞xd3 ♞xd3? Nothing saves the game now. The best try is 38...♞d5 but 39.♞xb8+ ♞h7 40.♞b7 ♞xb5 (40...♞xd3?? 41.♞e4+!) 41.g3 ♞a5 42.♞b4 is going to win **39.♞c8+ ♞h7 40.♞f5+ g6 41.♞xd3 f5?** A final mistake losing the ♞ 42.♞d6! 1-0

Game 4 was a lengthy 70 mover, but still a win for the Obsidian, so we now move on to game 5.

Obsidian [4] - Chess Champion 2150L [0]

B14: Caro-Kann: Panov-Botvinnik Attack with 5...e6

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 ♞f6 5.♞c3 e6 6.♞f3 ♞b4 ♞e7 was played in game 3 7.cxd5 exd5 8.♞b5+ ♞c6 9.0-0 0-0 10.♞g5 ♞xc3 11.bxc3 ♞f5!? 11...♞d6 12.♞c2 ♞h5 13.♞fel is theory and often results in a draw **12.♞d3 ♞xd3 13.♞xd3 ♞a5?! 13...♞d6 14.♞xf6 ♞xf6 is more accurate 14.♞e5!**



Responding in the centre, highlighting Black's inaccuracy 14...♞e8?! It was probably better to put the queen here, to avoid the extra pressure on the pin from White's next 15.♘g4! ♘c4 16.♙xf6 gxf6 17.♞ae1 ♞xe1 18.♞xe1 ♘g7 19.♞h3 ♘h8 20.♞h4



20...♞c8? One couldn't really expect the CC2150 to know it, but this is a big mistake. Fritz8-Bilbao even announces m/28 here, given long enough! The best defence is 20...♞g8 21.♞xf6+ (or 21.♘f6 ♞g6 22.♘d5+-) 21...♞g7 22.♞e7!+- 21.♘xf6! ♘g7 [21...♞xf6 doesn't even delay the mate and clearly the loss of the queen 22.♞xf6+ ends the game anyway: 22...♘g8 but now Hiarcs says 23.♞e7 m/12 22.♞g5+ ♘h8 22...♘f8?? 23.♘h7# 23.♞h6! The Obsidian finishes the game off with great precision 23...♞g8 24.♘g8 ♘g8 25.♞e7! b5 25...♞f8 lasts longest, but 26.h4 b6 27.h5 is m/6 as it threatens ♞g5+ and h6 26.♞g5+! ♘f8 27.♞f6 ♘d6 28.♞e5 ♘g8 29.♞g5+ 29...♘f8 30.♞xd6+ ♘e8 31.♞e5# 1-0

Well, that makes it 5-0 for the Obsidian. Readers probably feel they've seen enough, but we're going to have just one more!

Game 6 was a lengthy draw, though the Obsidian

nearly won, probably it should have. But in games 7, 8 and 9 everything returned to the 'norm' with the Obsidian winning every game. Here then, to end, is game 10!

Chess Champion 2150L [½] Obsidian [8½]

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.♞d2 ♘bd7 9.f3 ♙e7 10.0-0-0 ♞c8 The opening books end in an even (but unequal!) position 11.♙d3 Or 11.g4!? 11...0-0 12.♘b1 b5 13.a3



Black seems to understand that it must attack White on the queenside, but how should it be done?! 13...♙xb3? Not best - the strategy is right but the tactic, even though it doubles pawns on White, is not. 13...♘b6! would be a good method, aiming for c4. There's nothing White can do to stop that, so maybe a classic counterattack on the kingside with 14.g4!? and now perhaps 14...♞c7!? 15.g5 ♘fd7, but after 16.♞g2 ♘c4! you'd have to prefer Black. Or 13...♞c7 could also be played immediately, instead of after ♘b6 in our other suggested line. Now as White I'd suggest 14.f4 when 14...♞fd8 15.f5 ♙xb3 16.cxb3 but here

16...♘c5 attacking the b3-pawn, so 17.♞c2! ♞b8 18.♞hf1 and Black's advance is small at most 14.cxb3 b4? As far as I can see this is a pointless sacrifice. It probably gave itself a decent bonus for tripling Whites b-pawns, but it never seems to matter! Attacking the b3-pawn with 14...♘c5 looks better and, after 15.♙c2 ♘e6 consolidating in the centre as the queenside attack has died out already in fact 15.axb4 ♞a8?! 15...♞b8 trying to attack the tripled pawns would make more sense, so that after 16.♙xa6 ♞xb4! The trouble is that White could play 16.♘a2! and now 16...♞c8 protecting the a6-pawn should see White's kingside effort starting in earnest with 17.h4 or g4 16.♙c4! ♘h8 17.♘d5 ♘xd5 18.♙xd5 ♞b8 19.♙c4 ♞a8 It's probably too much to expect the 1800 (tops!) Elo program to find 19...♘f6! CC2150 would expect 20.♙xa6?! and not see that it is well met by 20...d5! 21.exd5 ♙xb4! 20.♞c1 f5 21.exf5

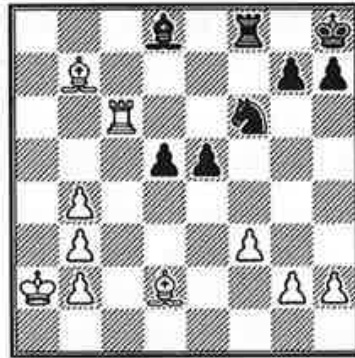


21...♘b6? I don't understand this. Surely the simple 21...♞xf5 is best, and if 22.♙d5 ♞b8. If the knight goes anywhere (i.e. instead of b6) then 21...♘f6 makes more sense, and now 22.♞hd1 ♞b8. Black is struggling in these lines of course, but after the text move he'll need a

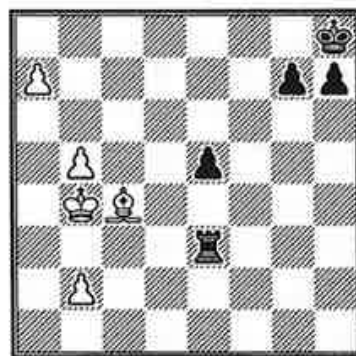
near-blunder from White to get back into the game
 22. ♖e6 ♜d7 22...d5!?
 23. ♝c6! ♜f6 24. ♞d1 ♚e8



Yet another diagram, but readers should check out the oversights made by both programs in the next few moves 25. ♝c4?! 25. ♝c7! would have been fairly deadly 25...♗d8?? Here 25...d5! is excellent and would nearly get the Obsidian back into the game. White's best response would be 26. ♝c2 (not 26. ♗xd5? ♗d8!-) 26...d4 27. ♗f2 when Black should try 27... ♚b5 attacking the b4-pawn twice 26. ♝c8?! Simply 26. ♚xd6! finishes off the opponent with ♚xe5 to follow 26...♝xc8 27. ♗xc8 ♚c6?! Either 27...♗e7 28. ♗xa6 d5; or 27...d5! again represents the best chance 28. ♝c1! Aiming to exchange some material, being 3 pawns ahead, with 28. ♚xd6? is not as good as it seems after 28... ♚xd6! 29. ♝xd6 ♗c7! Attacking the rook and now the ♗/c8 is also en pris, so best is 30. ♝xf6 ♝xf6 31. ♗e6 and the game is suddenly almost equal again! 28... ♚d5 29. ♗xa6 ♗e7 30. ♚xd5 ♜xd5 31. ♗d2 ♝xf5 32. ♜a2 ♝f8 33. ♗b7 ♜f6 34. ♝c7 ♗d8 35. ♝c6 d5



36. ♜a3?! White could start pushing the forefront b-pawn anytime now 36...♜g8 37. ♝c5 ♝f7 38. ♝xd5 ♗b6 39. ♗c6 ♝a7+ 40. ♝a5! A nice idea, saccing the queenside passed pawn structure considerably! 40...♗xa5 41. bxa5 ♝c7 42. ♗b5 ♝c2 Normally the right idea, 7th rank and all that. But now the CC2150 cleverly traps the rook making it impossible for it to stop the a-pawns run for home! 43. ♗c4+! ♜h8 44. ♗c3! ♜d7 45. a6! ♝c1 Hoping to go ♝a1+ ♜b4 to slow the a-pawn down 46. b4! Now if 46... ♝a1+ 47. ♗a2! 46... ♜b6 47. ♜b3 ♝g1 48. g3 ♝g2 49. b5 ♝xh2 50. a7 ♝h3 51. ♗a5! ♝xg3 52. ♗xb6 ♝xf3+ 53. ♗e3! 53. ♜b4?! allows 53... ♝f8 Okay, White still wins easily, but the text move is much neater! 53... ♝xe3+ 54. ♜b4



The a-pawn queens next move and CC2150 got its first and only win a few moves later 1-0



The Novag Obsidian with its carry case

I was pleased the CC-2150 finally got a win, at last converting a decent position. Some of the games were most entertaining and, as mentioned in the notes, it had actually stood better in 3, maybe 4 of the earlier games, but appeared always to be that bit slower than the Obsidian to see the critical lines in tactical positions.

Final score:

Obsidian 8½ CC-2150L 1½

Not a score to encourage buyers of the second hand CC-2150L we have at the office, but if anyone wants it for £30 plus £5 post+packing, it's ready and waiting!

As for the Obsidian, it plays an entertaining game. Its general piece development, and manner of trying to improve its position in the middle game is often quite good. But when the tactics get complicated it can make mistakes, and its endgame - especially with passed pawns when there is still a little material on the board - would leave it struggling to convert its chances sometimes against a stronger opponent. Even so, I think it is well worth its current estimated 1940 Elo grading.

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 *SelfSearch* Rating List the most accurate available for Computer Chess anywhere in the world.

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

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

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

A guide to PC Gradings:

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

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

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

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

RATING LIST (c) Eric Hallsworth. PCProgs		SelfSearch116		Feb2005	
BCF Computer	Elo	+/-	Games	Pos	Human/Games
266 SHREDDER8 P4-PC	2734	16	765	1	2619 21
264 SHREDDER7.04 P4-PC	2715	11	1530	2	2703 20
261 JUNIOR8 P4-PC	2695	13	1247	3	2401 4
261 JUNIOR9 P4-PC	2695	28	262	4	
261 FRITZ7 P4-PC	2689	11	1559	5	
260 FRITZ8 P4-PC	2684	11	1690	6	2769 14
260 HIARCS9 P4-PC	2681	14	1051	7	
258 GANDALF6 P4-PC	2671	37	157	8	
257 GAMBIT TIGER2 P4-PC	2658	11	1712	9	2542 2
257 CHESS TIGER15 P4-PC	2657	15	922	10	
257 CHESS TIGER14 P4-PC	2657	12	1305	11	2705 13
255 SHREDDER6 P4-PC	2644	12	1316	12	2478 7
255 HIARCS8 P4-PC	2641	11	1602	13	2651 14
254 FRITZ6 P4-PC	2639	10	2081	14	2616 53
254 JUNIOR7 P4-PC	2633	12	1372	15	2701 12
253 GAMBIT TIGER1 P4-PC	2625	22	430	16	
252 REBEL TIGER12 P4-PC	2618	15	872	17	
251 JUNIOR6 P4-PC	2615	10	1891	18	2621 22
251 REBEL CENTURY4 P4-PC	2612	21	480	19	2674 4
250 HIARCS7-DOS P4-PC	2604	12	1397	20	
250 HIARCS732 P4-PC	2602	9	2347	21	2467 19
248 SHREDDER5 P4-PC	2586	14	1018	22	2642 15
248 FRITZ516 P4-PC	2584	12	1375	23	2513 6
247 SHREDDER4 P4-PC	2583	16	760	24	2600 15
247 FRITZ532 P4-PC	2583	12	1480	25	
247 CHESSMASTER 6/7000 P4-PC	2581	24	353	26	2594 22
247 NINZ07 P4-PC	2577	13	1208	27	
247 NINZ08 P4-PC	2576	12	1326	28	
246 NINZ098 P4-PC	2575	12	1308	29	2475 10
246 REBEL CENTURY3 P4-PC	2575	25	340	30	2655 6
245 JUNIOR5 P4-PC	2563	11	1537	31	
245 GANDALF5 P4-PC	2562	20	513	32	
244 GANDALF4 P4-PC	2559	13	1115	33	
244 HIARCS6 P4-PC	2558	13	1207	34	2592 24
243 NINZ099 P4-PC	2547	14	1051	35	
243 REBEL9 P4-PC	2546	14	1063	36	2677 14
243 REBEL-10 P4-PC	2546	25	333	37	2598 17
243 REBEL8 P4-PC	2545	19	549	38	
243 REBEL CENTURY1.2 P4-PC	2545	21	460	39	2592 43
243 S05 P4-PC	2544	14	974	40	
242 GOLIATH LIGHT P4-PC	2541	15	846	41	
242 MCHES PRO6 P4-PC	2540	17	712	42	2504 12
241 MCHES PRO7 P4-PC	2532	14	1068	43	2600 2
241 CHESS GENIUS5 P4-PC	2532	13	1207	44	2459 6
240 SHREDDER3 P4-PC	2525	33	193	45	2711 2
240 SHREDDER2 P4-PC	2521	15	878	46	2218 6
240 MCHES PRO8 P4-PC	2520	14	1031	47	
237 GANDALF3 P4-PC	2498	27	282	48	
234 JUNIOR4.6 P4-PC	2475	43	115	49	
234 KALLIST02 P4-PC	2472	22	413	50	

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

Deep prog on 8xP4/1000	80	Deep prog on 4xP4/1000	60
P4-Athlon-Centrino/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

SELECTIVE SEARCH is

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 [web pages]: www.elhchess.demon.co.uk

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

RATING LIST (c) Eric Hallsworth. selSearch116		Feb2005		Human/Games	
BEF Computer	Elo	+/-	Games	Pos	
219 TASC R30-1995	2358	15	855	1	2276
214 TASC R30-1993	2314	12	1357	2	2336
214 MEPH LONDON 68030	2313	17	354	3	2272
212 MEPH GENIUS2 68030	2303	14	676	4	2308
210 MEPH LONDON PRO 68020/24	2281	52	77	5	
209 MEPH LYON 68030	2274	15	873	6	2392
209 MEPH PORTOROSE 68030	2273	20	515	7	2340
208 MEPH RISC2 1MB	2265	20	525	8	2316
207 MEPH VANCOUVER 68030	2257	17	698	9	2347
206 MEPH BERLIN PRO 68020/24	2251	12	1288	10	2217
206 MEPH LYON-VANC 68020/20	2251	27	296	11	2327
205 KASP RISC 2500-512K	2247	25	338	12	2330
204 MEPH RISC1 1MB	2236	9	2551	13	2232
203 KASP ATLANTA-MAGELLAN	2226	14	979	14	2357
202 KASP PAROV SPARC/20	2223	13	1151	15	2251
202 MEPH MONTREUX	2222	15	877	16	2288
200 KASP RISC 2500-128K	2201	9	2636	17	2270
200 NOVAG STAR DIAMOND-SAPPHIRE	2200	24	373	18	
199 FID ELITE 68020/12	2198	77	36	19	2040
198 FID ELITE 68040-V10	2185	53	75	20	2215
196 MEPH VANCOUVER 68020/12	2170	9	2270	21	2121
195 MEPH LYON 68020/12	2166	8	3332	22	2246
193 MEPH PORTOROSE 68020	2146	10	1846	23	2238
193 MEPH LONDON 68000	2144	61	58	24	
192 NOV SAPPHIRE2-DIAMOND2	2136	18	609	25	1800
191 MEPH BERLIN 68000	2130	12	1311	26	2221
190 FID ELITE 68030-V9	2124	15	948	27	2169
190 MEPH VANCOUVER 68000	2122	12	1359	28	2126
189 MEPH LYON 68000	2119	11	1642	29	2083
188 MEPH ALMERIA 68020	2117	14	1026	30	2152
186 NOV SAPPHIRE1-MASTER-SENATOR	2104	19	569	31	2169
186 MEPH PORTOROSE 68000	2095	12	1485	32	2139
184 FID MACH4-DES2325 68020-V7	2090	11	1573	33	2111
182 FID ELITE 2*68000-V5	2079	9	2290	34	2179
180 MEPH POLGAR/10	2060	26	312	35	1888
180 MEPH DALLAS 68020	2047	18	632	36	2080
180 MEPH ROMA 68020	2046	14	972	37	2069
178 KASP PAROV BRUTE FORCE	2043	14	1070	38	2033
178 MEPH ALMERIA 68000	2030	14	1060	39	2182
176 NOVAG SCORPIO-DIABLO	2026	14	1037	40	2093
174 KASP HM6-CHALLENGER-EXPERT	2014	10	2021	41	2126
173 FID MACH3-DES2265 68000-V2	1997	15	900	42	2172
173 MEPH NIGEL SHORI	1991	25	330	43	2136
173 MEPH DALLAS 68000	1988	6	5465	44	2107
171 MEPH POLGAR/5	1984	11	1526	45	1959
171 MEPH HMS/5	1972	8	2775	46	2076
171 NOV SUPER FORTE-EXP C/6	1972	11	1731	47	1850
171 MEPH MONDIAL 68000XL	1968	8	2822	48	2000
	1968	15	852	49	2049
					77
170 NOVAG JADE2-ZIRCON2					
170 MEPH MILANO	1962	39	138	50	2032
169 MEPH MONTREAL-ROMA 68000	1961	13	1192	51	2087
169 NOV OBSIDIAN-ENCLASSIC-AMBER	1957	9	2503	52	1968
169 MEPH AMSTERDAM	1952	43	112	53	
168 MEPH ACADENY/5	1952	9	2259	54	2054
166 FID MACH2B	1944	9	2365	55	2023
166 NOV SUPER FORTE-EXP B/6	1934	26	298	56	1960
165 MEPH MEGA4/5	1931	12	1437	57	2005
165 KASP PAROV MAESTRO D/10	1927	8	2693	58	1993
165 FID MACH2C	1924	12	1323	59	1923
164 KASP EXPLODER-ADVTAVEL-BRAVO	1921	9	2649	60	2059
163 MEPH NHA/5	1914	15	948	61	1830
163 MEPH MODENA	1907	8	2680	62	2006
162 KASP PAROV MAESTRO C/8	1905	16	788	63	
161 NOVAG RUBY-EMERALD	1897	27	295	64	1999
161 NOV SUPER FORTE-EXP A/6	1895	17	697	65	1981
161 FID TRAVELMASTER	1892	12	1388	66	2021
161 MEPH SUPERMOND2-COLLEGE-MCARLO4	1890	19	554	67	1909
160 FID MACH2A	1889	27	284	68	2074
159 KASP TRAVEL CHAMPION	1886	25	330	69	1912
159 MEPH MONTE CARLO	1876	32	209	70	1862
159 C/6 SPHINX GALAXY/4	1876	28	260	71	2046
159 CONCH PLY-VICTORIA/5.5	1874	9	2375	72	1947
157 KASP TURBOKING2	1873	16	751	73	1861
157 NOV EXPERT/6	1863	15	955	74	
156 FID CLUB 8	1861	32	206	75	2026
155 NOV SUPER FORTI/5	1848	12	1298	76	1827
154 FID PAR E-ELITE+DES2100	1847	26	304	77	2012
154 NOV FORTI B	1838	11	1530	78	1800
153 FID AVANT GARDE/5	1836	9	2461	79	1916
153 MEPH REBEL	1834	10	1834	80	1953
152 NOV FORTI A	1830	11	1629	81	1852
152 FID CLUB A	1828	9	2185	82	1940
151 KASP PAROV MAESTRO A/6	1823	31	224	83	1908
151 KASP STRATOS-CORONA	1820	31	224	84	1767
151 CONCH TURBOKING1	1815	15	926	85	1864
151 CONCHESS/6	1815	10	2068	86	1890
150 MEPH SUPERMONDIAL1	1809	24	352	87	1900
150 CONCH PLYMATE/5.5	1808	46	102	88	2017
149 SCI TURBO KASP PAROV/4	1805	11	1533	89	1990
149 NOV EXPERT/4	1801	10	2159	90	1923
148 KASP SIMULTANO	1796	21	470	91	1933
148 FID EXCELLENCE/4	1796	14	1020	92	1960
147 CONCH PLYMATE/4	1795	13	1119	93	1824
147 FIDELITY ELITE C	1788	11	1637	94	
145 FID ELEGANCE	1782	24	362	95	2007
145 HEPHISTO HM2	1781	35	174	96	1869
145 SCI TURBOSTAR 432	1767	18	662	97	1852
144 FID EXCELLENCE-DES2000	1763	17	746	98	1860
	1762	12	1332	99	1859
	1758	11	1607	100	1828