Selectiv Search 116
THE COMPUTER CHESS MAGAZINE

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SELECTIVE SEARCH is produced by ERIC HALLSWORTH
CORRESPONDENCE and SUBSCRIPTIONS to: Eric Hallsworth, 45 Streatham Road,
Wilburton, Cambs CB6 3RX. Or E-MAIL: eric@elchess.demon.co.uk

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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.

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PORTABLE COMPUTERS [p3]

Kasparov

ADVANCED TRAVEL (was BRAVO) £34.95 - plug-in set with Centurion program! 160 BCF. Scrolling 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 £29 - replaces COSMOS - great value! 4½ x 4½ plug-in board, strong Morsch program. Multiple levels, info display & coach system. 174 BCF.

Novaa

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

STAR SAPHIRE £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 (c3)

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 good value-for-money buy

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

MASTERC £139 - the Milano Pro 187 BCF program + features, in attractive 13 x 10 board. Strong, with info display. No laptop lid, but has plastic carry case.

Novaa

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 84 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 ChessBase 8.9. Great graphics, big databases + opening books, analysis, printing, max features.

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

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 packagedyet running faster-stronger than ever! All the latest superb ChessBase features + Opening Book by Eric Hallworth.

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 compatibility with other ChessBase products, which the Lokasoft version doesn't. Same strong Tiger program, playing style settings include Gambit etc. Jeron Nomens quality opening book, and CD also includes many 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 Nalinov 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 ChessBase 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 Kasparyov) 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
The scores of 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 Hiarc9 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 Gandalf 5.

Gandalf, like Ruffin2, 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-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, Ruffin2 (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),
- Gandalf 6 v Shredder 7 12½-16½
- Gandalf 6 v Ruffin2 20-16
- Gandalf 6 v Gandalf 4 19-12
- Gandalf 6 v Tiger 15 9-11, 14-9, 8½-7½
- Gandalf 6 v Hiarc9 14½-13½, 25½-16½
- Gandalf 6 v Junior 8 19-19
- Gandalf 6 v Fritz 8 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!

Hiarc 9.6 MAC (Uniacke)

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

- www.hiarc.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 Hiarc6+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 Hiarc program version (9.6), which is at least a 50-40 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 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 engine, only a (much) weaker Sigma6.1 engine. But if you buy this AND Sigma Hiarc9 you have BOTH programs fully operating.
- **Sigma Hiarc9.6 Lite**. Trial version of the Hiarc9 program running in the trial version of Sigma Lite, so still all free. Hiarc9 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 in the Lite version of Sigma Chess. This will cost you around £20, and Hiarc9 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 10 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 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 Centrino/1600 used by Gandalf6 and Tiger15. But Hiarc9.6 is getting a much better score here than Hiarc9 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:

<table>
<thead>
<tr>
<th></th>
<th>PTiger</th>
<th>PGenius</th>
<th>PHiarcs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tasc R30-1995</td>
<td>8½-1½</td>
<td>6½-3½</td>
<td>3½-6½</td>
</tr>
<tr>
<td>Meph Genius 68030</td>
<td>6½-3½</td>
<td>2½-7½</td>
<td>1-9</td>
</tr>
<tr>
<td>Meph London Pro</td>
<td>7½-2½</td>
<td>5-5</td>
<td>½-9½</td>
</tr>
<tr>
<td>Meph London 68030</td>
<td>8-2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Computer</th>
<th>Selfs</th>
<th>Elo</th>
<th>Score/12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Palm Hiarcs 126MHz</td>
<td>est 2500</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Tasc R30-1995</td>
<td>2358</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Meph London Pro</td>
<td>2281</td>
<td>7½</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Meph Genius 68030</td>
<td>2304</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Meph Milano Pro</td>
<td>2104</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Kasparov 6K-2000</td>
<td>1914</td>
<td>2½</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Excalibur Grandmaster</td>
<td>1800</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**Indochess (mis)Match! - Man v Machine**

Four young Indonesian players - two GMs and 2 FM’s - have just played a match against Fritz8, Shredder8, Junior8 and Chessmaster9000. It was billed (in Indonesia) as ‘a first ever man v machine shoot out’ (??), 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 Gothmogl1.0b10 (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:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SmarThink17a</td>
<td>9½</td>
</tr>
<tr>
<td></td>
<td>Pro Deo 1.0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Aristarch 4.50</td>
<td>8</td>
</tr>
<tr>
<td>4</td>
<td>Krulu 4.2</td>
<td>7</td>
</tr>
<tr>
<td>5</td>
<td>Delfi 4.5</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>Tinker 4.7a</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Jonny 2.70</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>Teo 5.6</td>
<td></td>
</tr>
</tbody>
</table>

**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 40/½ 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 Harcs 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 Uniake and I do use it quite a lot to test Hiarc’s “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 Hiarc8. 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 Hiarc 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 Hiarc 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 Hiarc, 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!
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 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 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 d4 24. xd3 b8
25. f4 d6 Not 25... xf4??
26. b5+ d8 27. c6+ xc6 28. xd1 + 1-0 26. axd6 xd6 27. xf3?!
You'd have to think there should be something better than this, walking into an obvious discovered attack. Perhaps 27. xf3? 27... axg5
28. d3 d4 29. xe1 h2+ 29... fs1? 30. xe2 xh4
31. b5+ e7 32. c6+ f6

33. Eg2? White was still okay here, with 33. b6!? aiming to play 34. d4 next, e.g.
33... g6 34. d4 h7
35. f1 is good 33... g5!
34. f1+ g7 Now Fritz threatens the devastating xh3 so Karjakin must play
35.\texttt{b}e5! \texttt{f}6 36.\texttt{c}c5 \texttt{e}4 Of course 36...\texttt{a}x\texttt{g}2 looks tempting, but 37.\texttt{f}x\texttt{e}7! \texttt{h}5 (37...\texttt{g}f8? 38.\texttt{w}xf6+ \texttt{h}7 39.\texttt{g}g6 is even worse for Black) 38.\texttt{w}xf6+ \texttt{h}7 39.\texttt{h}f2, followed by \texttt{e}7 after the bishop moves, and White is winning 37.\texttt{e}xf6 \texttt{a}a8

21...\texttt{f}h8?! A bit passive. \texttt{d}c4 as played next move would have been sharper 22.\texttt{h}h3 \texttt{d}4 23.\texttt{e}e2! There will be plenty of diagrams for this very interesting and complicated game!

38.\texttt{g}g6+ Here 38.\texttt{f}xf7+! was his best chance I think, then 38...\texttt{g}g8 39.\texttt{f}f7+ \texttt{h}8 40.\texttt{h}h7+ \texttt{g}x\texttt{g}7 41.\texttt{f}f2! \texttt{g}g7 42.\texttt{g}4, 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...\texttt{h}h8? It's never over till it's over. Here 38...\texttt{f}x\texttt{g}6? is very tempting, but it actually hands the point back to White as he can win the Black queen: 39.\texttt{e}7+/ \texttt{h}h8 (or 39...\texttt{g}g8 40.\texttt{f}f7+ \texttt{h}8 41.\texttt{x}x\texttt{g}6+ \texttt{f}x\texttt{g}6 42.\texttt{x}x\texttt{g}6) 40.\texttt{h}h6+ \texttt{g}x\texttt{h}6 41.\texttt{x}x\texttt{h}6+ \texttt{f}x\texttt{h}6 42.\texttt{e}e3+ \texttt{f}h8 43.\texttt{x}x\texttt{g}6+ \texttt{f}h8 44.\texttt{x}x\texttt{g}6 39.\texttt{x}x\texttt{h}6+ \texttt{g}x\texttt{h}6 40.\texttt{x}x\texttt{f}7+ \texttt{g}g6 41.\texttt{x}x\texttt{g}5+ \texttt{f}f8 42.\texttt{f}f2+ 42.\texttt{c}7+!?

42...\texttt{e}f3! Forcing the exchange of queens pretty well ensures that Black's piece for a pawn will win the game 43.\texttt{x}x\texttt{f}3+ \texttt{f}f3 44.\texttt{c}4 \texttt{c}8 45.\texttt{c}c3 \texttt{e}2 46.\texttt{c}5 \texttt{d}b5 47.\texttt{f}g1 \texttt{e}5! 48.\texttt{d}a1 \texttt{e}8 49.\texttt{e}e1 \texttt{f}f6 50.\texttt{d}d2 \texttt{d}8+ and Karjakin accepted that it would eventually cost him his rook to stop the pawn 0-1

A great move by Hydra. The diagram is needed for those who wish to play through the variations for Black's next! 23...\texttt{x}x\texttt{d}4! Ponomariov finds the best response. At first I thought he could have kept a small advantage by taking the offered pawn, but it becomes very complex: 23...\texttt{x}x\texttt{b}2 24.e5! (Here Black cannot capture the knight with 24...\texttt{x}x\texttt{c}3?? as 25.\texttt{x}f6! \texttt{f}x\texttt{f}6 26.e\texttt{xe}6! wins the queen because, if 26...\texttt{e}4 27.\texttt{x}x\texttt{h}7+ leads to mate). So 24...\texttt{x}x\texttt{e}5 25.\texttt{f}x\texttt{e}6 \texttt{f}x\texttt{e}6. (Here both \texttt{x}x\texttt{c}3?? and \texttt{e}4?? would have allowed \texttt{x}x\texttt{h}7+, again leading to mate). It gets played anyway! 26.\texttt{x}x\texttt{h}7+ \texttt{g}g8 and now White rescues his knight with the surprising 27.\texttt{d}e4! despite the fact that it allows his rook to be taken: 27...\texttt{x}x\texttt{h}7 because 28.\texttt{x}x\texttt{f}6+ \texttt{h}8 29.\texttt{e}3 winning!

24.\texttt{e}x\texttt{c}4 \texttt{b}x\texttt{c}3 25.\texttt{b}x\texttt{c}3 \texttt{e}x\texttt{f}5 26.\texttt{e}x\texttt{f}5 Taking with the pawn allows the queen exchange 26.\texttt{e}x\texttt{f}5? \texttt{c}x\texttt{e}2 27.\texttt{e}x\texttt{e}2 and then Black wins a pawn 27...\texttt{xa}4+ 26...\texttt{g}6

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
g4, aah but White is still winning with 38...£d4!
36...£f1! £f7 37...£x6 £x6d5?? A blunder, overlooking the fact that this blocks his necessary protection of the f5 square. Sacrificing the exchange with 37...£x6d5! was the only reply to give Black any chance of saving the game. Then it might go
38...£ex5 £x5d5+ 39...£h4! £e4
40...£f5+! £xf5 41...£xh5 £e4
42...£xg5 £xc2 43...£e3, 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

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...£c4 £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 £b2? allows a long mate 46...£b2

Black has the draw 47...£h7 £f4 48...£xf4 £xf2 49...£h8+ £d7 50...£h7+ £e8 ½-½

So the machines win 8½-3½, with Hydra and Fritz both starring with 3½/4. Topalov was the top GM representative, with 1½/4.

33...£g5 Note that 33...£xh5? allows a mating combination:
34...£g4+! opening the queen's line c1–h6, 34...£g6 (34...£xg4? 35...£h6#)
35...£xg6+ £xg6 36...£g1 and mate in a few moves
34...£g3 £h7 35...£f2 £xe4?! Was 35...£xh5?? possible? Then 36...£b2 £xa4 37...£xf6

Still a pawn down, but DJ is
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 (Hiarcs, Shredder and Fritz) get it within 10 mins but most of them need much longer.

1.e8=Q!

No other promotion will do the job.

[i] 1.e8=Q? 2.xe1 2.xe5 Qg1. The Black rook only has to stroll along the 1st rank to stop White's queen going there to play Qa1 mate. 3.xh2 Qf1. At no time can White take the rook as that would be immediate stalemate.

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

1...Qg1!

The Black Q can never leave the 1st rank because of Qa1 mate.

If 1...xh1? 2.d6 3.Qg1 Qb7#.

Finally if 1...xe8? 2.Qa1#

2.Qh5!

While the Q is now free to aim for the mate Qe8-d6-b7, it can't do so when Black's Q is on g1 because of 2.Qd6? Qxg4+! Note again that the Black Q cannot be taken as it's an immediate stalemate!

2.Qe1

2...xh1? 3.d6 m/2, or 2...xg4 3.Qa1# 3.g5!

3.d6? Qe5+ 4.Qh4 Qh5+. Remember again, the rook can't be taken

3...Qg1 4.Qh6 Qd1 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.e6=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 queenin 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.e6=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!!

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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 new 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.e8Q!
See notes, which still stand, on previous page. No other promotion will do the job
1...Qg1!
Previous notes still stand!
2.Qh5!
Again the previous notes cover this
2...Kh1 3.g5!
3.Qd6? Be5+ 4.Qh4 Bh5+. Remember always that the Black rook can’t be taken as it just results in stalemate
3...Qg1 4.Qh6 Qd1 5.g6 (etc!! in issue 115)

5...Qg1
The Black rook cannot leave the 1st rank or Qa1 mate! In fact here if it goes anywhere but g1, then Qd6 is mate in 2, e.g. 5...Qc1
6.Qd6 Qxh1 7.Qb7#
6.Qh7 Qf1 7.g7 Qg1

Again remember the rook must return to g1. If it tries 7...Qd1? thinking to stop the knight going to d6, then 8.Qd6! anyway as, if 8...Qxh6 (or 8...Qxh1 9.Qb7#) 9.Qa1#.
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 its king so a check cannot be made
8.Qh8!
Only move. 8.g8=?? Qg7+ is a draw
8...Kh1
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.\textit{Wh}c6?! \textit{Wg}1! (of course) 14.\textit{Wg}2? \textit{Wc}1 15.\textit{Wh}h8 \textit{Wf}1 16.\textit{Wf}3 \textit{Wg}1. This ended in a draw some 15 moves later. Once 14.\textit{Wg}2? has been played a draw appears inevitable, apparently confirming Bill’s expectation.

However I have only marked 13.\textit{Wh}c6?! with the?! as, after 13...\textit{Wh}g1 14.\textit{Wh}g6! \textit{Wc}1 15.\textit{Wh}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...\textit{Wg}1 14.\textit{Wd}6 m/2

As usual it mustn’t leave the 1st rank unless it gives check: 10...\textit{Wx}g7?? 11.\textit{Wa}1# 11.\textit{Wh}7!

The only move, and a key one! Anything else allows \textit{Wf}8+ followed by \textit{Wf}1 again or, if he’d played \textit{Wh}g8 to stop that, then White’s getting nowhere and headed for a 3-fold repetition

11...\textit{Wg}1

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

12.\textit{Wg}6! \textit{Wc}1

13.\textit{Wh}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.\textit{Wh}h6! enables readers to grasp the

15.\textit{Wf}5!

Again 15.\textit{Wd}6?? allows check: 15...\textit{We}6+ 16.\textit{Wf}5 \textit{Wx}h6+ 17.\textit{Wh}4 \textit{Wf}4+ draw

15...\textit{Wg}1 16.\textit{Wg}3!

16.\textit{Wg}4 the ‘theme’, also works, but takes a move longer: 16...\textit{Wc}1 17.\textit{Wh}4 \textit{Wg}1 18.\textit{Wg}3 \textit{Wf}1 19.\textit{Wd}6 \textit{We}4+ 20.\textit{Wx}h3 \textit{Wf}4+ 21.\textit{Wg}2 and mate next.

16...\textit{Wf}1 17.\textit{Wh}4 \textit{Wc}1 18.\textit{Wd}6 \textit{We}4+

19.\textit{Wh}3

Also 19.\textit{Wx}c4 \textit{b}3 20.\textit{Wc}3+ and mate next

19...\textit{Wf}4+ 20.\textit{Wg}2 and mate next 1-0. Some loud applause here I should think! Another ADJUDICATION from Bill next issue!
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.d4 c6 3.f4 d5
4.fxe5 dxe5 5.d3 e6 6.d4
7.Nf3 c5!? 8.bxc5 Bxc5 9.0-0
10.exd5 Nxd5 11.Na3 
12.Nxe5!!
13.Bf4 Bxh7
14.Bxe5 Bxh3+
15.gxh3 Ng5
16.Bg5 Bxg5
17.hxg5
18.e4 d2 19.Ed3 Ed8
20.Ed1 Ed1

Not only is Wim a piece for pawn down, but the Mephisto queen is threatening to win more material. If for example 21.Ec1 then Ed2! Black should win this 21.Ed2 Ed2
22...Ed3 23.Ed4 exd3+
22...Ed3 23.Ed1

Wim has a difficult game ahead. After retaking on d1 the Fidelity can play Ed3 and White will be in all sorts of trouble 21.Ed1 Ed3!
22.Exc5 b6 23.Ed1 b4 Edf8
26.Edh1

23...Ed3! A devastating blow by the MMV 24.Ed1
24.Edf2? Edc1+ was a beautiful mate combination
24...Edc3 25.Eda7
Desperation – it’s over!
Edc3+ 27.Edg1 Edd1+)
26...Edf5+ 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.d3 Qb4
4.d4 0-0 5...d3 c5 6.a3

26...bxe5! 26...Qxe5? is clearly weaker and with
27.Ed3 bxc5 28.Edx2 Exf6
29.f3 Luberti would be back to a pawn down and have a fighting chance for the draw
27.Ed1 ed4! Nicely avoiding both Qxe5? 28.Edx3, and
Exd3+! The computers have always been good at crashing through enemy pawn structures once they see a win.
29. gx f3 fx f3+ 30. g1 xf4 31. c2 d8

White is not just 3 pawns down but can only stop the d2/f2 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. d3 e6 3.g3! d5 4. g2 d4 5. c2 6. c6 6.d3
5. f6 7. b3 e5 8.0-0 d6 9. g5 e7 10. x e6 fxe6
11. h1 0-0-0 12. g1 h5 13. f3 h4 14. gxf4?! g4 15. g5 e8?? 16. a4 d7 17. d2 d6 18. c4 c7 19.a5 b5 20.axb6 axb6

(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. xe6! The idea is to pin Black's d down to the defence of c2 and so threaten either both f3 or x f6 then g4. So if 25...d e6 26. x f6 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...d e6? 26. e7! when he still has a material advantage 26. e7 e6 27. x f6 f4? 27...gxf6 28. g4 h7 29. g1 d8!

Now it should be a draw. The d h8 can't be taken because the queen is needed to protect d7: 29...x h8? 30. d7+! h8 31. h4 h8 32. e6+ 30. d6 f6+ 33. g6+ e7 34. g7+ d6 35. x f6 h 5 36. x b5 d1+ ½-½

The material is clearly favouring the Fidelity here though while Wim has Q+R 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...g x h5? 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. f x g7 f x g7 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 Mach 3's mistake 25. w d2?? With 25. f x g7 f x g7 26. w b6 would be level. Now he's still in trouble 25...a4! 26. h1 g5 27. f3 e8 28. d1 e3 29. h5 e x e4 30.x e4 f x e2

A fairly astonishing position, pawns all over the place

Luberti ½, Computers 2½

Luberti, Wim - Fidelity Mach III

B24: Closed Sicilian: 3 g3 sidelines

1.e4 c5 2. d3 c6 3.g3 g6 4. g2 g7 5. g2 e2 d6 6.0-0 0-0 7.a3 d6 8. b1 b6 9.b4
cxb4 10.axb4 g4 11.h3 d7 12.d3 d4 13.e3 e5 14.h1 e8 15.f4! d5 16.f5?? e x e2! 17. x b6 h x g3+ 18. h2 x c3
19. f3 x f1+ 20. x f1 x b6

Luberti is lost but he plays on hoping to force a blunder: 31. x f7+ x f7?? Better was
31...h8 32. axa2 exd2 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. ed1 e2+ 35. g1 eag2+ 36. ef1 exf2
37. xh7+ e8 seems to win. The 36...e2 was to stop White having a rook check from c1, probably tough for the Mach3 to find this
33. ed1! d8 33...c8!? is probably the only way to keep a chance of the win at this point, though when I played through 34. edx6+
35. d5+ e8 36. edx6+ White probably draws anyway 36...e7 37. xe5=
34. edx6 Now it is Black who must take the draw
34...eh2+ 35. eg1 eag2+ 36. ef1 ef2+ ½–½

We’d counted that as a win for the computer, so that ½ 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. d3 c6 3.g3 g6
4. g2 g7 5. ge2 ed6 6.0-0
0-0 7.a3 b6 8.e1 ec7 9.b4
cxb4 10.axb4 db7 11.d4 d6
d2 db8 13. d2 ec8

14. fe1 db7 15. h3 d5
16. bxa5 exa5 17. e4 ca8
18. g4 eb8 19. bh3 ed8
20. eb1 ed8

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. ec3
21. eb5?!. Actively committing himself to a full attack with 22.g5 ed8
23. d3!? might have been better 22... eb8 23. e3 ec6
24. f1 ba6 25. e4 ec6 26. e3 ec5 27.h4! xeb1
28. xh7! Perhaps 28. xhb1
was better??: 28...a3
29. b5/4 28...e2 29. d3
Luberti would have done better to try and drive the rook away with 29. d3 e1
30. g2 29... db8 30.g5!
White is fighting back
30...e5 31. dxec5 Not
31. gxh6? exe4 32. dxh4 threatening edx4+
31...exe5 32. ec2 ed7

33. d1?? I think Luberti would have had winning chances with 33. c3! e1+
34. g2. His pieces are very free and the knights looks
especially dangerous
33...eb7 Equalising. White should play c3 or e3 and it is hard to say who will come out on top 34. e3?!
Missing... 34... dxf3+!
35. xf3 xc3 Suddenly
Black has gained a pawn and neutralised most of White’s pressure
36. d5 xed5
37. edx5 a1+ 38. eb2 e1

39. d4?? A mistake 39.d1 was vital, to secure the c2/8, then best for Black is
39...a3! 40. b5 c3!
41. c4 bxc4 42. ebx5 edx4 with a decent advantage
39...xc2+! 40. gh3 e5
There is no defence to this
41. g5 edx3! 42. axa5 efx3+
43. h2 g3+ 44. gh1 bxa5
A brilliant finish by the Academy 0–1

Luberti 1, Computers 4

Compared with our 5½-5½ forecast from the same positions at 20 moves there is no doubt Luberti has now dropped at least ½ a point.

Luberti, Wim -
CXG Super Enterprise
B24: Closed Sicilian: 3 g3 sidelines

1.e4 c5 2. d3 c6 3.g3 g6
4. g2 g7 5. ge2 ed6 6.0-0
b6 7. edx4 edx4 8. e2 e5
9.d3 g4 10.h3 e6 11.f4
e7 12.f5 e8 13.g4 0-0
14.g3 e8? 15.g5! dxg7
16. d5 d8? 17.h4?! eb8!
18. ef2 e4
The first 18 moves drew quite a lot of comment in our latest 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...gx6f 20.gxf6 Qxf6 21.exf6 Qxf6 22.Qb3 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 surprising that Wim missed this two moves on the trot: 20...gx6f 21.gxf6 Qxf6 22.Qxf6 Qxf6+
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 won't miss it again!
21.Qg4? No, he's missed it again! I'll bet he knows there's a win here somewhere. 21.f6! secures the point already! 21...gx6f 22.gxf6 Qxf6 23.gxf6 Qxf6 24.Qf3! and the bishop can't be saved, e.g. 24...g7
25.Qg3+ forces 25...Qg5 to stop the mate, and now 26.Qxg5 f6 27.Qxf6+ wins the queen! 21...Qd7 22.Qh3 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.Qg2 and the pawn secured on g6 gives White a small but enduring advantage
23...gxf6 24.gxf6 d5 25.a3 e7 26.g2 d8 27.exd5 Qxd5! 27...Qxe4?? 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...gxg3 29.Qxg3 Qxe8 30.Qxc8. White has rook for bishop and more to come:
30...Qh4! 31.fxg7+ Qg7
32.Qe6+! 28.Qe4 Qxe7
29.Qh2 Qd8

30.h5? A mistake that suddenly gives the CXG a chance! 30...Qh5 Qc6
31.Qag1+ 30...Qxc2!
31.Qag1? The double blunder again, the move wastes time as the g7 square is too well defended. 31...Qf1

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.gxh7! Qc6 39.Qh5 h6
40.b4 and there's not much in it, the game could go either way though objectively Black has the better chance
38...Qe6+ 39.Qg4 Qc7
40.fxg7?? Qxh6+! 41.Qg3
42.Qg7 42.Qxg7+ Qxg7+
43.Qh4 Qh6+ 44.Qg3 b6
45.Qd3 Qg6+ 46.Qf3 Qd6
46...Qd6 Attempting to save the knight with 47.Qf2 would result in a queen exchange and game over, or even better
47...Qf4+! 48.Qxe4 Qf3+
49.Qe2 Qxe4+ 0-1

Luberti 1, Computers 5

Luberti, Wim - Mephisto Milano Pro
C29: Vienna Game: 2...Nf6 3 f4
1.e4 e5 2.Qc3 Qf6 3.f4 d5
4.fx5 Qxe4 5.Qf3 Qf4
6.g2 Qg5 7.d4 Qxf3+
8.Qxf3 Qh4+ 9.Qf2 Qxf2+ 10.Qxf2 Qe6 11.Qg1 Qg7??
12.f4 Qc6 13.Qc3 Qe7
14.Qd3 c6 15.Qe2 Qf5
16.Qxf5+ Qxf5 17.Qg3
Qg3 18.hxg3 Qe6 19.Qg4 h5
20.Qf5+ Qd7
Material is equal, but Wim has a growing pawn storm up the centre and kingside, and with $\text{e}h1$ should have some advantage 21.g5 $\text{e}7$ 22.f6. It was also possible to push the g-pawn: 22.g6?? $\text{fxg6}$
23. $\text{exg6}$ though after 23...$\text{exf5}$ 24.$\text{exg7}$ $\text{Exf5}$ + the game fizzes to a draw.
22...$\text{f8}$?? Correct is more likely to have been 22...$\text{gxg6}$?!
23.$\text{gxg6}$ $\text{f8}$ = 23.$\text{g6}$! $\text{fxg6}$
24.$\text{fxg7}$ $\text{Exg7}$ 25.$\text{Exg6}$ $\text{Exf8}$?? This will leave his pieces restricting each other's potential. Better was 25...$\text{e8}$ and if 26.$\text{g5}$ $\text{e8}$
26.$\text{e2}$ $\text{h7}$ 27.$\text{Bag1}$!
Simple moves for Luberti to find, I should think this was one of his more relaxing games so far! 27...$\text{h8}$
28.$\text{h1}$ $\text{Bf5}$ 29.$\text{Bh4}$ $\text{e8}$
30.$\text{Bg8}$+ $\text{e7}$ 31.$\text{Bh8}$ $\text{e6}$
32.$\text{b4}$ $\text{Bf7}$ 33.$\text{a4}$ $\text{a6}$ 34.$\text{f4}$
$\text{Bf7}$ 35.$\text{Bf3}$ $\text{Bf7}$ 36.$\text{Be8}$+ $\text{Be7}$ 37.$\text{Bc8}$ $\text{Beg7}$ 38.$\text{g3}$
$\text{d7}$?? 38...$\text{f7}$+ was correct, then 39.$\text{Be2}$ $\text{g7}$
freeing himself somewhat 39.$\text{Bb8}$! $\text{Bf7}$+ 40.$\text{Ba4}$ $\text{Bxf4}$+
41.$\text{Bxf4}$ $\text{Bc7}$ 42.$\text{Beg8}$ $\text{h4}$ Black hasn't many choices, this is best 43.$\text{h2}$ $\text{Bb6}$
43...$\text{h3}$?? 44.$\text{Bge5}$ $\text{h3}$?

The check with 44...$\text{Bb7}$+ forces 45.$\text{Ba5}$ $\text{Bxg7}$
46.$\text{Bxb4}$ $\text{a8}$! and an interesting finish is in prospect after 47.$\text{e6}$ $\text{Bxb4}$ 48.$\text{Ba4}$ $\text{g5}$
49.$\text{Bxg5}$+ 50.$\text{Bxg5}$?? A bad mistake which nearly lets the computer off the hook. 45...$\text{c3}$ finishes off the opponent who can only try 45...$\text{a5}$ 46.$\text{Bxa5}$ and now 47.$\text{Bxg6}$ $\text{h4}$
48.$\text{Bd8}$+ $\text{Bb6}$ 49.$\text{e6}$ $\text{e4}$
50.$\text{e7}$ does it for 1-0
45...$\text{a5}$! 46.$\text{c3}$ $\text{a4}$ 47.$\text{xa4}$ $\text{Bxa4}$
$\text{Bxg7}$? There is no way to save the game now, but the 1-0 could have been delayed with 47...$\text{Bb7}$+ 48.$\text{Bxg7}$ $\text{Bxg7}$.
Now the e-pawn will decide if the win can be achieved, but first 49.$\text{Bxh3}$
$\text{Bh8}$ 50.$\text{e6}$ $\text{Bxb4}$ 51.$\text{g4}$
$\text{Bf8}$ 52.$\text{Bf3}$ $\text{c5}$ $\text{Bxe5}$ $\text{cxd4}$
(33...$\text{c4}$ 34.$\text{Bxf6}$ $\text{c3}$ 35.$\text{e7}$
$\text{Be7}$+ 56.$\text{Be7}$ 57.$\text{d6}$ $\text{Bxa8}$ 58.$\text{Bxd4}$ $\text{Bb5}$
59.$\text{Bf4}$ is 1-0) 54.$\text{Bxe4}$+
$\text{a5}$ 55.$\text{Bf6}$ $\text{c4}$ 56.$\text{Bxf7}$
$\text{Bd6}$ 57.$\text{Bc2}$ $\text{Bc5}$ 58.$\text{Bxe7}$ $\text{d4}$
59.$\text{Bxd4}$ 1-0 48.$\text{Bxg5}$ $\text{Bd6}$??
Not so good, 48...$\text{Bh8}$ lasted best 49.$\text{Bgg6}$! 1-0

Luberti 2, Computers 5

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

1.d4 $\text{d6}$ 2.c4 $\text{e6}$ 3.$\text{c3}$ $\text{d5}$
4.e3 $\text{b4}$ 5.$\text{cxb4}$ $\text{c5}$ 6.$\text{a3}$ $\text{wa5}$
7.$\text{d2}$! $\text{xd4}$ 8.$\text{exd4}$ $\text{c6}$
9.$\text{f3}$ $\text{dxc4}$ 10.$\text{cxd4}$ 0-0
11.0-0 $\text{xc3}$ 12.$\text{xc3}$ $\text{Bc7}$
13.$\text{Be1}$ b6?? 14.$\text{Bc1}$ $\text{Bb7}$
15.$\text{d5}$ $\text{exd5}$ 16.$\text{Bxf6}$?? $\text{dx4}$
17.$\text{Bxc4}$?? $\text{gx6}$! 18.$\text{Bg3}$ $\text{Bd6}$
19.$\text{Bh4}$ $\text{Be8}$ 20.$\text{Bcl}$ $\text{Bd8}$

Wim made too many early mistakes, is a piece down and the Saitek machine should win 21.$\text{h3}$ $\text{d4}$ 22.$\text{exd4}$
$\text{xd4}$ 23.$\text{Bg3}$+ $\text{h8}$ 24.$\text{e5}$
Credit to Wim, he is trying everything he can to save the game by going for mate $\text{g7}$
24...$\text{Bxg8}$ 25.$\text{Bxg8}$+ $\text{Bxg8}$?
25...$\text{exg8}$? would have given Luberti a big chance:
26.$\text{Bxd4}$ $\text{Bxg2}$ 27.$\text{Bh2}$ $\text{e4}$
28.$\text{f3}$ and a draw is definitely back on the cards 26.$\text{Bxd4}$
$\text{xd4}$ 27.$\text{Bc7}$ $\text{e4}$ 28.$\text{Bxa7}$
$\text{Bd1}$+ 29.$\text{Bh2}$ $\text{Bd2}$ 30.$\text{Bg3}$
$\text{Bxb2}$ 31.$\text{a4}$ $\text{Bb2}$ 32.$\text{Ba6}$ $\text{Bg7}$
33.$\text{Bxb6}$ $\text{Bxa4}$ 34.$\text{f3}$ $\text{d5}$
35.$\text{Bb2}$ $\text{h6}$ 36.$\text{Bb5}$ $\text{e6}$
37.$\text{Bb2}$ $\text{f5}$ 38.$\text{Bd2}$ $\text{f6}$
39.$\text{Bb2}$ $\text{Bc5}$ 40.$\text{Bc2}$+ $\text{d4}$
41.$\text{f4}$ $\text{c4}$ 41...$\text{Bc2}$? would have shortened the game
42.$\text{Bd2}$+ $\text{d3}$ 43.$\text{Bb4}$
44.$\text{Bgl}$ $\text{Bc4}$ 45.$\text{Bb6}$ $\text{Ba1}$+
46.$\text{Bh2}$ 46.$\text{Bf2}$?? $\text{Bf1}$
46...$\text{Ba2}$ 47.$\text{Bb6}$ $\text{Bf1}$ 48.$\text{Bf6}$
$\text{Bxg2}$+ 49.$\text{h1}$ 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... Axes3 50. Axg7 Axe3 51. Axe7
Axe3+ 52. Axe1+ Axd3
53. Axe6 Axf3+ 0-1

Luberti 2, Computers 6
Luberti, Wim -
Saitex Kasparov Centurion
C11: French: Classical System: 4 e5 and 4 Bg5 dxe4
1.e4 e6 2.d4 d5 3.Axe3 Afc6
4.Axe5 Afd7 5.f4 c5 6.Axe3 Afc6
Cxd4 10.Axe4 Axb4 11.Cxb4
Axb4 + 12.Axe2 Axd2 +
13.Axd2 0-0 14.Axe1 Aa6
17.0-0 Axe5 18.Axe3 Axb7?
22... Axe7? 23.f5 + ! Axe5

24... Axe6 was best, but 25.g4!
Axe6 26.gxf5 Axe7 27.Cxe1
Axe5 25.Axe5 + ! Black now cannot avoid mate against best play 25. Cxe5
26.Axe5 Axe5 27.Axe5 Axe5 +
30.Axe5 Axe5 Axe5 was an early mate 28... Axe5
29.Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
30.Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
31. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
32. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
33. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
34. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
34... Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
35. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
36. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
37. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
38. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
39. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5

Wim has a big advantage in this game as he has the tactic Axe3 Axe3 Axe3 Axe3 Axe3 Axe3 Axe3 Axe3 Axe3 Axe3
this which should be enough to win the game 21.Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6
22.Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6 Axe6

35. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
36. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
37. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
38. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
39. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
40. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
41. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
42. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
43. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
44. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
45. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
46. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
47. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
48. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
49. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
50. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
51. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5
52. Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5 Axe5

Black resigns – in sympathy? – 53... Axe7 54.h4 Axe7 and White still has some work to do; 53... Axe7 + ! 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.Qc3 dxe4 4.Qxe4 Qf5 5.g3 &g6
6.Qf3 Qd7 7.h4 h6 8.h5 &h7
9.Qd3 &xd3 10.&xd3 e6
11.Qd2 &g6 12.0-0-0 &c7
13.Qe4 0-0 14.Qxf6 Qxf6
15.&b3 &e4 16.&e3 &d6
17.&h4 &f6 18.e4 &a5 19.c5
&b8 20.&f4 &xf4+

Probably 28.Qxf4!? was better, then 28...Qd5 29.b4 and after 29...Qd7 30.Qe3
Black's advantage of 2...Qd4 is not too great 28...Qd5!
29.Qe3 &c7 30.b4 Qd7
31.a4!? Luberti is really going for it 31...b6?!
Actually 31...Qd4!? isn't quite as clear a refutation as I first thought it to be: after
32.Qg3! &xb4 33.&xg7 &xf4
34.&xh6 &xf2 + 35.&c3 it would be difficult to win for Black I think 32.cxb6 + axb6

Wim will retake on f4 and the game is very even 21.&xf4
Qd5 22.&e5 Qc7 23.g3 &hd8

33.&c3?? The position is going down the drain. 33.f5! was needed and after
33...exf5 34.Qg3! &d2+
35.&c3 Black has to find a way of stopping e6 discovered check! So probably a
major exchange with 35...Qxd3 + 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
surprised the computer missed 33...&xd3 +! which keeps an even firmer grip: 34.Qxd3
Qxd3 + 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...&xd4 +! 35.&xd3 &xd3 +
36.&xd3 g6! was again even even better as per note to the last move 35...Qf3?? 35.f5! was
better, though Black should

win after 35...Qxa4 threatening Qa3 + winning the queen, so 36.&e1 Qa3 + 37.&b2
Qf3 38.&xf6 xe6. Even so
39.Qe4! &xf2 + 40.&c3 and
Black will still need to work to earn the point 35...Qd7? 35...Qd3 +! is again missed.
36.Wg3?? 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...Qd3 + 37.&xd3 &xd3 +
38.&xd3 and now 38...exf5
39.f4! Interesting - it's still far from an easy win for
Black 36...Qxa4 We must mention 36...Qd3 + again
37.Wg7 &xf4 38.Wxh6 Qf3 +
39.&c2 &xf2 + 40.&b3 &xe5

Surely it's 0-1 for the Portorose now 41.&d3 Qf3 +
42.Qd4 c4! 43.Wf8 &xb5
Readers should note that 43...Qxh5? would give the
initiative to Luberti:
44.Wxe7 + ! Qc8 45.We8 +
Qc7 46.Wc6 + Qd8 47.Wxf3
&xb5 48.Wxf7. Never take a
win for granted! 44.Wxe7 +
Qc6 45.We8 + Qc5 46.h6
Qb2 + 47.Qc1 Qg2 48.Wxe7 +
Qb5 49.Wd7 + Qb4 50.Wd6 +
Qa5 51.&d1 Persisting with the
checks with 51...Qe3 + b5
52.&e1 + comes to an end
with 52...c3! 51...Qa3
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.c4 f6 3.g3 g6 4.h3 g7 5.0-0 0-0 6.c4 c5
7.exd5 cxd4 8.Qxd4 Qxd5 9.Qc3 cxd3 10.bxc3 e5
11.Qb3 Wc7 12.0-0?! Wd8 13.Wc1 Qc6 14.Wa3 Wg4
15.Qf1 Kd6 16.Qe3 f5 17.h3

This is an interesting game! Novag's f3 puts the pawn at some risk but partly imprisons White's king. 34.Qc4 Qd2 35.Qxd2 Kxd2 36.Qa3 Wd7 37.Qa2? Wxa2 38.Qxa2 Wg7

Black is right not to go for the BvN exchange: 42.Qxd5? Wxd5! with connected passed pawns, and if 43.Wd6 44.Wf3 43.Qh2 h4! 44.Qh3 It was a good time for 44.c5! 44....Qg6 45.Qb7? a4! 46.Qc7? This was definitely the moment for 46.c5! and White should be able to hang on. 46...Qh4! 47.Wd5 47.Qxa7? runs right into 47...Qa6! If White exchanges rooks 48.Qxa6+ Qxa6 relying on the bishop to stop Black's a-pawn he must move the c-pawn, so 49.c5 Qxc5 50.Qg1 a3 51.Qe1 Qg5! 52.Qe1 Qf4 53.Qe1 Qxe4 and if the knight is taken it's a2 and 0-1 47...a5 48.Wd7 Qa6 49.Qb7 a3!

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

50.Qb6+ was best, Black can't exchange and let Luberti obtain a winning pawn on b6, so 50...Qg5 51.c6! a8 52.Qb7! but now 52...a2! White must get his rook to the 1st rank so 53.Qg7+ Qf6 54.Qg1! Aren't endgames fascinating?

50.Qxc6 51.Qxc6 a2 51...Qxc6?? would blunder away the win altogether:

52.Qh6! a2 53.Qxc6+ Qg5 54.Qc1 1-0 52.Qe8+ Qf6 53.Qf7+ Qe6 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, Wang 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 needing 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

Now the leaders were:

- 7/9 ProDeo
- 6½ Deep, Nexus
- 6 Diep, Nexus
- 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!

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
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.d4 a6 3.c3 d5 4.exd5 Wxd5 5.d4 Wf6 6.Ac2 e6 7.0-0 Ad7 8.Ac3 cxd4 9.exd4

Leaves himself with an isolated d-pawn, not a serious disadvantage but tricky to handle! 9...Wxd4 might have been better

9...Wd6 10.Ac3 Wd6 11.Wd2 0-0

11...Wb4 12.Ac4 Wb6 won for Black in Hernandez–Kvizhinadze, Duisburg 1992

12.Ac4 Wb4 13.a3 Wb6 14.Ac1 Ac8

The expected pressure on the isolated pawn grows

15.Wd1 Wb3 16.Ac3

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

16...Wh5??

What are the alternatives?

[a] 16...Wxd4? appears to win a pawn, but there’s a sacrifice for White on h7, so the game would go 17...Wxd4 Wxd4 18.Wxh7+ Whxh7 19.Wxd4 winning the exchange;

[b] 16...g6 blocks off the Whh7+ move, so then probably 17.Ac7 Whd7 18.Ac5 Whd8 with a small advantage for White as both his rooks are nicely developed;

[c] Probably best was the quiet 16...Wf8 17.We2 Wb6, but here also White has a small advantage because of a lead in development

17.Ac7! Wxd4?!

The sacrifice wasn’t really necessary, though after his best chance with 17...Whd7? White wins with 18.Ac2 Wc4 19.b3, and now Black loses material in the exchanges

19...Wxc3 20.Wxc3 Wxc7 21.b4


19.Ac2! gets the quickest victory, but White’s choice still has the StarD winning mode

19...Wc6!

If 19...Wxb2?! White can take on d4, though 20.Wa5! first is even better

20.Wc4 c5

Again 20...Wxb2 is not much help:


21.Wxf6+ Wxf6 22.Wxc5 Wc8 23.Wxd4

Wxd1 24.Ac4 Wa4 25.Wxd1 Wc2

26.Wxf6

Best of all was the not-so-obvious clever

26.Wd8+! Wc8 (26...Wxd8?? 27.Wxd8+ Wh8 28.Wxe8#) 27.Wxf7+ Wh8 (27...Wxf7? 28.Wd7+ Wh6 29.Wg7+ Wg7 30.Wf6+ Wh5 31.Wh3 leads to mate) 28.Wg7+ Wg7 29.Wg5+ Wh8 30.Wg8+ Wxh7

31.We1+ Wh7 32.Wxe8+ Wc7 33.Wg7+ Wh8 34.Wh5, making room for Wh8+ next and 1-0

26...Wxf6 27.Wd5 We8 28.Wxb7 We2 29.Wh3

h6 30.Wg4+ Wxg4 31.Wxg4

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{c3?!} \ d5 2.e4?!

Obviously 2.d4 \(\text{dxf6} 3.\text{g5} \) is a wiser choice, nearly leading back into main lines 2...d4 3.\(\text{ce2} \ e5 4.\text{g3} \text{e6} 5.\text{f3}

5.\(\text{e2} \) is theory – yes, others have played White's line! – but the Mach4 move is okay

5...\text{f6} 6.\text{xh5}+ \text{c6} 7.\text{a4} \text{d7} 8.\text{b3} 8.d3 did Kovachev no good in a 2003 game. This is possibly a small improvement 8...\text{xb3} 9.\text{axb3} d3 10.e3

I wouldn't want that pawn lodged there on d3, and I'd play 10.cxd3 \(\text{c5} 11.d4

10...\text{ce7} 11.0-0 \text{g6} 12.\text{h5} a5 13.\text{ae1} \text{c5} 14.\text{e3} \text{e6} 15.\text{ae1} \text{c5} 16.b4! \text{axb4} 17.\text{xa8} \text{xa8} 18.cxb4 \text{xe6} 19.\text{xd3} \text{wa6}

20.\text{w4}

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 d6

20...\text{c7}!

21.d4?! is not as good: 21.f4! \text{exf4}

22.\text{hxf4} \text{xf4} 23.\text{xf4} and White is a pawn ahead, also Black's h8/B is still 2 moves from being developed

21.b3?!

The active 21.f4!? looks to be best, then probably 21...\text{exf4} 22.\text{hxf4} \text{exf4} 23.\text{xf4} \text{xf4} 24.\text{xf4} attacking the c1/\text{e} and equal. After 25.\text{ae1} \text{xb4}, Black will be able to play \text{e6} and release his rook

21...\text{ce7}!

Well played again StarD, the best move

22.\text{g3}?!

22.f4?? is again worth consideration, though now instead of exf4 Black may try

22...\text{d8}! 23.\text{w3} \text{exf4} 24.\text{hxf4} \text{exf4}

---

The StarD has not only equalised the material, but now has a clear initiative with an attack on the e4/\text{f}.

28.d3?!

Defends the pawn, but 28.g3!? \text{f3} 29.\text{xf4} was possibly better though, after 29...\text{xf4} 30.\text{xf4} \text{xe4}, Black is still on top

28...\text{a8}!

28...\text{xh3} would be a mistake as it allows 29.\text{xf4} \text{xf4} 30.\text{xf4} and Black's
only advantage stems from the queenside passed pawn  
29...fxf4 gxf4 30.e3  
If 30...hxh7? @e2+! 31...h1 @xd3 0-1  
30...a1! 31.h3 @c2 32.g3 @xc1 33.gxf4  
@d2 34.&#xb3 @xf1+ 35.&#xf1 @xf4  
A very well played game by the StarD!  
After 36.&#xb2 @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.&#xc3 d5 4.&#xc3 @g7 5.&#xf4 0-0 6.&#xc1 c5  
7.dxc5 dxc4 8.&#xd8 @xd8 9.e4 @a6 10.e5  
@h5 11.&#g5 11.&#xe3 was a draw in  
Gersonh - Svidler, 2003 11...@xc5 12.&#xe4  
@g4 13.0-0 13...@xe3?? 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

The StarD now has his pieces and pawns pretty much where he’d want them. 35...@a1!  
36.&#xe3 @d6 The Novag starts a new phase of improving its position and Fidelity,  
playing without its @, can do little about it  
37.&#xb3 b5 38.&#xe3 @d5 39.&#xb3 @e5  
40.&#xe3+ @d4 41.&#xb3 @d5?? The @ was doing fine on f4, it’s hard to know why the  
Novag moved it! 41...@c5 was best, and if  
42.&#xc3+ @b6 threatening @f2+ winning the  
@ 42...@g2! @e5 43.&#xd3 @f4+! 44.&#h2 @e6

White’s worse pawn structure is about to be damaged further, so Black is on top 18.&#xe1  
@xc3 19.bxc3 @f4! 20.&#xe7?? 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.&#xf1  
@b1 There is no doubt that the StarD now  
has winning chances 22.&#xd7 @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.&#xd8  
@a1 27.c5 @b1 28.&#xa8 a6 29.&#xd8 @e5  
30.b8 @d5+ 31.&#xb8 f5! 31...@xc5?? isn’t  
so good after 32.&#xf7 @d5 33.f4. Black still  
has an advantage, but by no means winning  
32.b8 @xc5 33.&#xc8+ @d6 34.&#xd8+ @c7  
35.&#e8

This manœuvre 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.&#xe2 and after  
45...@d4 46.&#xe3+ @f4 47.&#g2, but  
47...@xe2 48.&#xe2 @xa3 leaves Black two  
pawns ahead and, if White goes for one of  
the 6ht rank pawns with 49.&#xe6, a3!  
50.&#xe6 a4! and Black wins 45...@xf4  
46.&#xb4+ @e5 47.a4 @xa4 48.&#xa4 @xa4  
49.&#xa6?? Unfortunately this makes queen-  
ing the a/8 easier for White. 49.&#xb1 would  
prolong the agony, but only a little!... then  
49...a3 50.&#g3 @c5 51.&#f2 @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!
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) - Hiarc 9.46 (0)**

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

1.d4 2.f6 2.c4 e6 3.d3 d5 4.g5 5.e7 6.c3 0-0 6.cxd5 exd5 7.e3 8.b7 8.d3 9.0-0 c6 10.c2 11.a5 12.a4 12.a3 is popular and has a good record. The usual reply is 12...g6 and then 13.b3 (13.e5!?)

13...axb4 14.axb4 15.gd6 16.g6 17.xc1 18.c5 19.b4 axb4 20.axb4 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 24.axc6 25.g5 25...xd5 when 26.h4! favours Black) 23...bxc6 24.h5! 23.bxb7! 23.ha3 23...xb7? can't be played with his queen on h5 instead of g6, as after 24.xc6 25.d7 is no longer possible, the rook will be unprotected 24.bxc6! This pawn is deadly!

24...a1 25.b1 26.b3! a8

Best. Hiarc defends superbly at this point of the game, but the c-pawn has already become just too much 27.c7! a7 28.d6 b7 29.b7! h3 30.f5! xh5 31.xh8!! a7 31...bxa7? 32.c8+ c8 33.b8# 32.d1! a8 33.d8? 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 35. 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...b5 but 37.d6! 1-0 35.xe6 fx6 36.d7 e7 37.e6 e7 38.e6 g5 39.d5 h5 40.e4

and Black's position is hopeless 1-0.

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

**Genius 68030 (1) - Hiarc 9.46 (2)**

C90: Closed Ruy Lopez with 7...d6

1.e4 e5 2.d3 c6 3.b5 a6 4.a4 d6
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...f6 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 c3+ 25.xe3
xe3+ 26.xe3 (26.g1? xf3!) 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 xc4 28.d2 when
28...xe1?? (actually now I think 28...f2! is
better) 29.xe1 leaves White only a pawn
down 24...xf5 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 fxe3!

Discovering a pin on White's queen... great
stuff from PH 30.xf8+ xf8 31.g3 g6
32.xh4 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.exd4 xd4 13.a4 c5 New. 13...c5! or
13...b4, as well as 13...e7 or 13...b8
can be tried 14.xd4 xd4 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...\texttt{E}fd8 24...\texttt{E}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!? \texttt{E}bd8 and a pretty interesting position in which White has an advantage with \texttt{E} for \texttt{Q} and also looking at isolated Black pawns on b4 and d4 25.f5!? \texttt{E}bc8 26.f6 g6! Best 27...\texttt{E}h3 h5 27...d3!? might have been interesting 28...\texttt{E}f3 \texttt{Q}6d2 29...\texttt{E}d3 \texttt{E}c2!

A nice little idea, getting the rook to its 7th. to set a little trap 30...\texttt{E}a6! Not 30...\texttt{E}xc2? d3+ 31...\texttt{E}d3 \texttt{E}xa5 32...\texttt{E}c1 \texttt{E}xe5 and Black would be a pawn up, with dangerous b and d pawns as well. 30...\texttt{E}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...\texttt{E}c5 and now 31...\texttt{E}xc2 \texttt{E}xa6 32...\texttt{E}c4 and there’s not much in it after 32...d3+ 31...\texttt{E}xe6! \texttt{E}xd2 The rook couldn’t be taken: 31...\texttt{E}xe6?? 32...\texttt{E}xe6+! and mate next move whether the king goes to f8 (\texttt{E}h6#) or h8 (\texttt{E}g7#)

32...\texttt{E}d2 d3+ Discovered check desperation – if only this could have been played sooner! 33...\texttt{E}h1 \texttt{fxe6}

34...\texttt{E}h6! Threatening mate. Genius finds the only delaying reply 34...\texttt{E}c7 35...\texttt{E}xg6+ \texttt{E}f8 36...\texttt{E}h6+ \texttt{E}g8 37...\texttt{E}f7+! Clever, clearing the path for a potential \texttt{E}h6–\texttt{g5} with check to win the rook 37...\texttt{E}xh7 37...\texttt{E}xf7?

38...\texttt{E}xf7+! 38...\texttt{E}g5+ \texttt{E}h7 39...\texttt{E}xd6 \texttt{E}h6 40...\texttt{E}xd3 \texttt{E}xf4 41...\texttt{E}d6 \texttt{E}f5 42...\texttt{E}g1 Even at this stage the risk of allowing a back rank mate should be avoided 42...\texttt{E}f7 43...\texttt{E}f1 0-0

\textbf{Genius 68030 (1) - Hiarc 9.46 (8)}

B44: Sicilian: Taimanov: 5 Nb5

1.e4 c5 2...\texttt{E}f3 \texttt{Q}c6 3.d4 \texttt{cx}d4 4...\texttt{cx}d4 e6 5...\texttt{Q}b5 \texttt{Q}f6 6...\texttt{Q}f4 e5 7...\texttt{Q}g5 \texttt{Q}c5 8...\texttt{Q}f3! A new idea, and not that great. White was threatening \texttt{Q}d6+ in some variations, but of course this cannot be played now the queen has left d1. 8...\texttt{E}c3 is recommended 8...\texttt{E}a6! 9...\texttt{xf}6 \texttt{gx}f6 10...\texttt{Q}xf3 \texttt{Q}d4 11...\texttt{E}d1 \texttt{Q}d6 12...\texttt{Q}d5 \texttt{Q}e6 13...\texttt{Q}xd5 \texttt{Q}xd5 14...\texttt{Q}xd5 \texttt{Q}d5 15...\texttt{Q}xb5+ \texttt{axb}5 16.0-0 \texttt{b}4 17...\texttt{Q}d3 \texttt{Q}d7 18...\texttt{E}xb4 \texttt{Q}xb4 19...\texttt{Q}c3 \texttt{E}f5? Bold. At present the game is very even 20.a3 \texttt{Q}c5 21...\texttt{Q}h3 \texttt{h}5 22...\texttt{Q}f1 \texttt{Q}d4 23...\texttt{Q}g3 \texttt{Q}f3! Black is starting to get in trouble after 23...\texttt{Q}b6 24...\texttt{Q}g3 and Black’s kingside pawns are starting to get in trouble 23...0-0-0 24...\texttt{Q}e2 \texttt{Q}d8 What about 24...\texttt{Q}xb2?! Certainly not, look: 25...\texttt{Q}d1! \texttt{Q}d4 26...\texttt{Q}xd4 \texttt{Q}xd4 27...\texttt{Q}d3+ \texttt{Q}d5 25...\texttt{Q}d3 \texttt{Q}b6 26...\texttt{Q}g3? It looks logical to attack Black’s pawns, but in fact \texttt{Q}h3 might have been sounder as it turns out in the next few moves 26...\texttt{Q}f4! 27...\texttt{Q}e4 \texttt{E}g6!

The threat to double-up on the g-file multiplies the value of his pawn on f4! 28...\texttt{Q}b3 Not 28...\texttt{Q}g3 because of 28...\texttt{Q}h4! 28...\texttt{Q}d4! 29...\texttt{Q}ae1+ \texttt{Q}b8 30...\texttt{Q}f1?! That just about does it! 30...\texttt{Q}c4 was the best chance, then 30...\texttt{Q}h8 which is still strong, and 31...\texttt{Q}f3 \texttt{Q}f3 32...\texttt{Q}h3 \texttt{Q}h4! Hmm. In fact on reflection this position is probably as good for Black as the game 30...\texttt{Q}g8! 31...\texttt{Q}c2 \texttt{Q}xg2 32...\texttt{Q}e1!! 32...\texttt{Q}e2 survives longest: 32...\texttt{Q}g4+ 33...\texttt{Q}e3 \texttt{Q}xe2 34...\texttt{Q}xg4 \texttt{Q}xg4 35...\texttt{Q}d3 \texttt{Q}g3 36...\texttt{Q}xg3 \texttt{Q}xc2 37...\texttt{Q}xc2 \texttt{Q}xg3 0-1 32...\texttt{Q}g4! 33...\texttt{Q}e1 \texttt{f}3! Excellent, clinical finishing by PHiarcs 34...\texttt{Q}c4 \texttt{Q}xe4+ 35...\texttt{Q}d1 \texttt{Q}f1+ 36...\texttt{Q}d2 \texttt{Q}xc1 37...\texttt{Q}xc1 \texttt{Q}f4+ 38...\texttt{Q}d3 \texttt{Q}e4! Relentless 39...\texttt{Q}xd4 \texttt{Q}d2+ The end would be 40...\texttt{Q}xe4 \texttt{Q}xg4+ 41...\texttt{Q}f3 \texttt{Q}xc4 42...\texttt{Q}xc4 \texttt{Q}xd5+ 43...\texttt{Q}f4 \texttt{Q}xe4+ 0-1, for a 1–9 final score!
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 Simultanostatos-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 Simultanostatos did all those years ago. The Simultanostatos 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.

40...dxe5? 38...c4 was the move! Black would unpin with h7 or h8, and then 39...c1 is equal 38...d3! 39...b4?! 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...c5 40...c5 41...c2, but 39...d4?! 40...d4 41...c2+ 41...g1 42.c6! when the c-pawn is good compensation for the loss of a pawn 39...c5? 39...c5 I would have been desperately close to a winning advantage after 29...e2 This is okay as long as it's followed up correctly. Otherwise 29...e4 is better.

43...e3?! The method and timing for handling a passed pawn is CC2150’s downfall in a couple of games.

44...e2 44...f1 e7 is equal

44...e1! 45...f3! e8? White would also have the advantage after 45...h8 46...e7! 46...e7! e1

47...e1! Great stuff here from the Obsidian 47...dxc5 48...e5? 48...e7+ I would win outright here 48...e1+ 49...c4 e4+ 50...f4 e5 51...e7+ c8 52...g17+

52...e8?? Wrong way!

52...g8 53...e5 e2! Now White has to work out how to stop the e-pawn. Let’s start with a mate threat: 54...e7! e1 55...e8+ e8 56...e8+ e8 57...e1, and White should win 53...e5! e5 54...e7+ I would have led to mate: 54...e7 55...e1 55...e4 e2
56.\texttt{Be7+ \texttt{Dd8} 57.\texttt{Exe2 \texttt{Ed7}?}}

Clang – you’ve got to keep hold of your rook! 58.\texttt{Exd7+ \texttt{Exd7} 59.\texttt{Ef5} \texttt{Ed6} 60.\texttt{Gg6} \texttt{Ee6} 61.\texttt{Exh6} 61.\texttt{Exe6+!}}

White misses this chance twice 61...\texttt{Exe6} 62.\texttt{Exh6} 1-0
61...\texttt{Ed4} 62.\texttt{Ef8} \texttt{Gd7} 63.\texttt{Ee4} \texttt{Ef5+} 64.\texttt{Gg6} \texttt{Ge7+} 65.\texttt{Gg6} 65.\texttt{Exe7+!} 1-0 65...\texttt{Gg8+} 66.\texttt{Ee5} 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.\texttt{Df3} \texttt{Gf6} 2.\texttt{d4} e6 3.\texttt{c4} d6?! Unusual! 3...\texttt{d5} and 3...\texttt{b6} have been played here many times 4.\texttt{Df4} \texttt{Ee7} 5.\texttt{Ee3} 0-0
6.e4 \texttt{Dc6} 7.\texttt{Dd3} e5 8.\texttt{Dxe5} \texttt{Dh5} 9.\texttt{g3}?! It was better to move and keep the bishop, \texttt{Ee3} 9...\texttt{Dxf4} 10.\texttt{Dxf4} \texttt{Dxe5} 11.\texttt{Dxe5} \texttt{Dxe5} 12.\texttt{Dxe5} \texttt{Dd4} 13.\texttt{Dd5} \texttt{Dh4} 14.0-0?
14.\texttt{Dxe2} was best, and if 14...\texttt{Dh3} 15.0-0! with a small advantage to White as the Black queen is now slightly embarrassed on d4
14...\texttt{Dh3}! 14...\texttt{Dxe5} isn’t bad either, then 15.\texttt{Df4} \texttt{Dxb2} 16.e5 \texttt{c6} 17.\texttt{Db1} \texttt{Df3}+ 18.\texttt{Dxd2} \texttt{Dxf1} 18.\texttt{Dxf1} \texttt{Dad8}

17.\texttt{Dc3}?! Trying to make a
d22 fight of it with 17.\texttt{Df4}!

\texttt{Dxd3} 18.\texttt{Dxh4} \texttt{Dxc4} 19.\texttt{b3}

might have given White more chances for the Obsidian to go wrong 17...\texttt{Dxc3} 18.\texttt{Dxc3} \texttt{c6} 19.\texttt{Df1} \texttt{Df6} 20.\texttt{Df4} \texttt{a5} 21.\texttt{Dd5} \texttt{Df8} 22.\texttt{Dxb6} \texttt{cxd5} 23.\texttt{Dxd5} \texttt{Dxe5} 24.\texttt{c4} \texttt{Dxe8} 25.\texttt{c5}! Mmm. The progress of the c4-pawns is suddenly making this quite interesting again! Maybe its not over yet! 25...\texttt{Dh8} 26.\texttt{Dxb8} \texttt{Dxb8} 27.\texttt{c6}!

36.\texttt{Dd3} \texttt{h5} 37.\texttt{Dc3} \texttt{f6} 37...\texttt{h4} would have been rather timely right now!
38.\texttt{Dd3} \texttt{Dd6} 39.\texttt{Db5} \texttt{h4} 40.\texttt{Dc2}

The game is all but over, but there are still dangers for the unwar. E.g. if Black falls asleep and plays \texttt{Dxg5} then \texttt{d8=\texttt{Gg7}!!} 40...\texttt{Dh3}! 41.\texttt{Df4}?
41.\texttt{Df1} would at least attempt to stop the h-\texttt{Gg7}, but still to no avail after 41...\texttt{Dxe7} 42.a4 \texttt{Dxb5} 43.\texttt{axb5} \texttt{a4} 41...\texttt{Dh2} 42.\texttt{Dxe5+} \texttt{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 \texttt{cxd5}

1.e4 \texttt{e6} 2.d4 \texttt{d5} 3.\texttt{exd5} \texttt{cxd5} 4.\texttt{c4} \texttt{Df6} 5.\texttt{Dc3} \texttt{e6} 6.\texttt{Df3} \texttt{Df7} 7.\texttt{cxd5} \texttt{Dxd5} 8.\texttt{Dd3} \texttt{Db4}?! 8...\texttt{Dc6} 9.0-0 0-0
10.\texttt{Dxe1} and now either \texttt{Df6} or \texttt{Df6} are still popular theory moves 9.\texttt{Dc2} \texttt{h6} 10.a3 \texttt{Dxc3} 11.\texttt{Dxc3} \texttt{Dd6} 12.0-0-0 \texttt{Dxe6} 13.\texttt{c4} 0-0 14.\texttt{Dxe4} 
15.\texttt{Dd1} \texttt{Wc7} 16.\texttt{Dd2} \texttt{Dab8} 17.\texttt{Dd4} 18.\texttt{Dd2} \texttt{Dbc8} 19.\texttt{Dc3}
19...\textit{E}d8? 19...\textit{E}e7 20.c5 \textit{E}d5! would be a nice and pretty equal complication 20.\textit{E}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! \textit{E}f8 (20...\textit{E}xd5 21.cxd5 \textit{E}a5 doesn’t save material because of 22.\textit{E}xg7! and if 22...f5 (best) 23.\textit{E}f6! threatening \textit{E}xh6! winning) 21.dxc6 \textit{E}xc6 22.e5 with a big advantage 20.\textit{E}b8 The game is back on track, the position is fairly equal after all! 21.\textit{E}b4 \textit{E}xb4 22.axb4! Not 22.\textit{E}xb4? \textit{E}xc4! 23.\textit{E}e7 \textit{E}c7 and White has no compensation for the pawn 22...\textit{E}xc4 23.\textit{E}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...\textit{E}c7 24.\textit{E}e1!! \textit{E}xc1+ 25.\textit{E}xc1 \textit{E}xb7 26.b5 \textit{E}e8 27.\textit{E}e5 f6 28.\textit{E}g4?! Actually 28.\textit{E}f3 was probably better 28...\textit{E}bd7! Attacking the isolated d–pawn 29.\textit{E}a2 \textit{E}f7 30.\textit{E}e3

\textbf{e5} 31.d5

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

37...\textit{E}xd3 \textit{Forced} 38.\textit{E}xd3 \textit{E}xd3? Nothing saves the game now. The best try is 38...\textit{E}d5 but 39.\textit{E}xb8+ \textit{E}h7 40.\textit{E}b7 \textit{E}xb5 (40...\textit{E}xd3?? 41.\textit{E}e4+! 41.g3 \textit{E}a5 42.\textit{E}b4 is going to win 39.\textit{E}c8+ \textit{E}h7 40.\textit{E}f5+ g6 41.\textit{E}xd3 f5? A final mistake losing the \textit{E} 42.\textit{E}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.

\textbf{Obsidian [4] - Chess Champion 2150L [0]}

B14: Caro-Kann: Panov-Botvinnik Attack with 5...\textit{E}e6

1.\textit{E}e4 \textit{c}6 2.d4 \textit{d}5 3.\textit{E}xd5 \textit{c}xd5 4.\textit{E}c4 \textit{f}6 5.\textit{E}c3 \textit{e}6 6.\textit{E}f3 \textit{B}b4 \textit{E}e7 was played in game 3 7.\textit{E}xd5 \textit{E}xd5 8.\textit{E}b5+ \textit{E}c6 9.0-0 0-0 10.\textit{E}g5 \textit{E}xc3 11.\textit{E}xc3 \textit{E}f5?? 11...\textit{E}d6 12.\textit{E}c2 \textit{E}h5 13.\textit{E}f1 is theory and often results in a draw 12.\textit{E}d3 \textit{E}xd3 13.\textit{E}xd3 \textit{E}a5?? 13...\textit{E}d6 14.\textit{E}xf6 \textit{E}xf6 is more accurate 14.\textit{E}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 xf6 17.bxe1 xe1+ 18.xe1 g7 19.xh3 h8 20.h4
20...e8? One couldn't really expect the CC2150 to know it, but this is a big mistake. Fritz-Bilbao even announces m/28 here, given long enough! The best defence is 20...g8 21.xf6+ (or 21.xf6 g6 22.xd5+-) 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...e8? 23.xh7# 23.h6! The Obsidian finishes the game off with great precision 23.g8 24.xg8 xg8 25.e7! b5 25...e8 lasts longest, but 26.h4 b6 27.h5 is m/6 as it threatens g5+ and h6 26.g5+ 27.f6 d6 28.e5 g8 29.g5+ 29...g8 30.xd6+ e8 31.e3# 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 [½]**

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

1.e4 c5 2.d3 d6 3.d4 cxd4 4.xxd4 f6 5.c3 a6 6.xe3 e5 7.h3 b6 8.d2 b7 9.f3 e7 10.0-0 e8 The opening books end in an even (but unequal) position
11.xd3 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...e7?! 15.g5 d7, 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...f8 15.f3 xb3 16.cxb3 but here

16...c5 attacking the b3-pawn, so 17.c2! h8 18.xf1 and Black's advantage is small at most 14.xb3 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.xc2 c6 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.axb6 axb6! The trouble is that White could play 16.a2! and now 16...e8 protecting the a6-pawn should see White's kingside effort starting in earnest with 17.h4 or g4 16.xc4! h8 17.d5 xdx5 18.xd5 c8 19.c4 e8 It's probably too much to expect the 1800 (tops!) Elo program to find 19...e6! CC2150 would expect 20.axb6?! and not see that it is well met by 20...d5! 21.exd5 dxb6! 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...xf6 makes more sense, and now 22.xd1 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! d6 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? de8!+) 26...d4 27...f2 when Black should try 27...b5 attacking the b4-pawn twice 26...c8??! Simply 26...d6! finishes off the opponent with de5 to follow 26...c8
27...c6 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 in a bad spot, so best is 30...e6 ef6 31...e6 and the game is suddenly almost equal again! 28...d5
29...xa6 c7 30...xd5 xd5 31...d2 ef5 32...a2 ef8 33...b7 d6 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, sacing the exchange to improve the queenside passed pawn structure considerably!
40...xa5 41...xa5 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+! g8 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 b8 50...a7 b3 51...a1 b8 52...b6 b8+ 53...e8 c1 53...e4? allows 53...g8
Okay, White still wins easily, but the text move is much neater! 53...exe3+ 54...b4

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.
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[e-mail]: eric@elchess.demon.co.uk
[web pages]: www.elchess.demon.co.uk

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