

# SELECTIVE SEARCH 119

## THE COMPUTER CHESS MAGAZINE

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**Main Feature this (packed 36 page) issue:**  
the MICHAEL ADAMS v HYDRA challenge match

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### IN THIS ISSUE !

- 2 Computer Chess BEST BUYS!
- 3 NEWS + RESULTS, plus NEW PRODUCTS including:  
PC Crashes - RATING Lists - RESULTS from Chris GOULDEN, Frank HOLT - and Clive MUNRO - FUTURE Plans  
■ Time for Adjudication 3 (Bill REID)
- 8 11th. GEBRUIKERS  
■ REPORT, PHOTOS and GAMES, incl. Cougar, Centurion, Vancouver, TascR40 and Resurrection!
- 13 Frank HOLT - 'The TRICK'  
■ SOLUTION and Computer Timings
- 14 Mickey ADAMS v HYDRA!  
■ PHOTO-packed REPORT and GAMES
- 23 COLLECTING Chess Computers!  
■ Rob van SON visits Manfred Vellmer and Karsten Bauermeister... with his CAMERA!
- 30 Latest PALM HIARCS  
■ News, Pocket PC Hiarc and Games
- 32 UCI and WinBoard Engines  
■ All the LATEST from Chris GOULDEN
- 35 Latest "Selective Search" RATINGS: PC and DEDICATED COMPUTERS

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- All COMPUTER CHESS PRODUCTS are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. Tel: 01353 740323 for INFO or to ORDER.
- Free COLOUR CATALOGUE. Readers can ring **ERIC** at **COUNTRYWIDE**, Mon-Fri, 10.15am-4.45pm

## CHESS COMPUTERS AND PC PROGRAMS... The BEST BUYS!

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

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

**Note the software prices!** - some retailers seem cheaper, but there's a big post & packing charge at the end!... **our insured delivery p&p is free to SS folk.**

**Subscribers:** Until July 31 - buy from **Countrywide** and deduct **5% off** dedicated computer prices shown here.... mention **'SS'** when you order.

### PORTABLE COMPUTERS [por]

#### 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, estd 130 BCF

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

#### Novag

**STAR RUBY special offer £69** - 165 BCF program in touch screen style with stylus, leatherette pouch

**STAR SAPPHIRE £175** - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in its pouch carry case with pen

### TABLE-TOP PRESS SENSORY [ps]

**EXPLORER £49** - excellent value, neat design. Batteries only, with display and 160 BCF program

*Kasparov - the price for these 3 incl. adaptor!*

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

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

**MASTER special offer £99!** - the Milano Pro program + features, in attractive 13"x10" board. Strong, with info display, incl. plastic carry case.

#### Novag

**OBSIDIAN £120** - 167 BCF with nice carry case! Good board, wood pieces, excellent features/chess

**STAR DIAMOND special offer £175!!** - brilliant, strong 9"x9" board 200 BCF model. Hash-tables + big OpeningBook + includes nice carry case

#### Mephisto

**ATLANTA £325** - 202 BCF. T.the fast hash-table version of Milano Pro/Master = even greater strength. Easy-to-use 64 led board. Laptop lid

### AUTO SENSORY [as]

#### Excalibur

**GRANDMASTER £175!!** - big 2" squares, black & white vinyl USA tournament style auto-sensory surface. Looks great! Plays to 150-160 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 **£425**

### PC PROGRAMS from CHESSBASE on CD

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

**BUY ANY 2 items from this ChessBase section, and deduct £5, buy ANY 3 and deduct £12.50!**

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

**DEEP FRITZ 8 £75** - probably the top program for single, dual & quad processors. Earlier engine 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** - Mark Uniacke's latest version. Simply outstanding: knowledge packed yet running faster+stronger than ever! All the latest superb ChessBase features + Opening Book by Eric Hallsworth.

**SHREDDER 9 £39.95** - Meyer-Kahlen's latest in its great ChessBase Interface. Feature-packed & knowledge-based playing stylish chess. Plus the usual big Opening Book and Games Database

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

**POWERBOOKS 2005 DVD £39.95** - turn your ChessBase playing engine into an **openings expert!** 20 million opening positions + 1 million games!!

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## NEWS AND RESULTS - *keeping you right* **up-to-date in the COMPUTER CHESS world!**

Welcome to another new issue of **Selective Search...** 119! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! There will still be at least 6 more issues of the magazine, so your money won't be wasted!

Occasionally readers ask me to let them know when their sub. is due for renewal. In fact the label on your envelope always shows the number of the last issue you will receive for your current subscription, so it's easy to keep a check on it and also make sure I've updated you correctly after a payment has been made!

### **The PC Crash**

Many thanks for the mostly sympathetic comments which readers sent me after hearing of the minor disaster I had with my PC de-installing itself and defragmenting me.

I am pretty much back to normal again now, though it has taken plenty of long hours recreating lost work and files. One thing I've lost which is of real annoyance is my collection of photos. All those taken in the last 9 months with my digital camera are gone, though those prior to that were also stored on my old laptop, so it could have been worse. Photos of computers can be taken again of course, but personal ones, well... the moments they were taken have passed.

Many readers like Rob van Son, who have provided photos in the past with their articles, have kindly sent them again where possible.

### **Magazine Quality**

Some readers also commented encouragingly on the higher print quality of the last issue! This was in fact a direct result of losing so much data therefore, as they say in the UK, every cloud has a silver lining!

I have been aware for quite some time that it was possible to get a higher print quality for the magazine - readers who have had any Countrywide adverts or catalogues over the past 2 years (which are also all my own work) will have seen how much better the photos are in them than they are in the magazine. It's really a question of how I provide the finished material to my printer.

So I changed the method for Countrywide work a couple of years or so ago, but couldn't

bring myself to make the change for *Selective Search* as the page sizes, fonts, headers and output control were 'fixed' ages ago and worked just fine. I've told myself a few times that, when I get time, I'd change everything over to my 'Countrywide' method, but spare time rarely seems to present itself in my life!

Obviously when I found that I had to set everything up from scratch again, the decision was pretty much made for me. So readers should find even the text a little easier to read, and the photos should definitely be much more pleasing!

### **The Rating Lists**

One thing which had particularly put me off changing to the new printing format was that it is totally impossible to 'paste in' the Rating Lists which have, for the past 16 years, been a direct printout from an old Atari ST with its dotmatrix (!) printer!

Very many years ago I wrote a program for an ancient Amstrad which enabled me to input computer v computer results and get the program to produce a fairly definitive rating list. At around the time we moved to Wilburton in 1989, when the amount of data was not too great, I upgraded to an Atari. So I re-wrote the program for it and spent a couple of weeks (or more!) inputting all the data again. The Atari also enabled me to improve the code, and add a section for results v humans. Finally maintaining this down the years, and including algorithms so that the human results and their latest trends affected the level of the list, enabled me to make sure the continually updated ratings relate directly to how the computers and programs are genuinely likely to perform against humans today!

So as each batch of new results arrive the data is entered into the Atari and, a few days before a magazine goes to the printers, I print out the list of the top 50 PC programs and top 100 dedicated computers. This list is then reduced in size on the office photocopier to fit *SelSearch* and pasted onto the page for printing. Doing it this way has, I have always felt, made it look very authentic - which it is!

In the future readers are, I'm afraid, going to have to trust me that all the Atari work is still being faithfully done because, now, when the magazine is ready to go to the printers, I will print out for myself the Atari Rating Lists in the same way as always, but then type the figures by hand into their respective pages, which is what I did for 118.

## RESULTS

### PRO DEO VERSIONS!

I have given **Chris Goulden** and his latest UCI/WinBoard news their own pages this time, elsewhere in the magazine but, as he questioned the results he and others were getting with the **Pro Deo** versions, I thought it might help to have a look at **Ed Schroder's** own results for his programs.

The testing is done at 40/20 + 40/20 etc. (so an average of 30secs per move). The PCs used were 2 x AMD 1700's in the main, and I know they also test like Mark and I do with Hiarcs, using a prepared set of, in their case 50 openings, with the engines playing both the White and Black sides of each opening.

Pro Deo 1.0	Shredder 7	2716	32½-67½
Pro Deo 1.0	Fritz 8	2688	39-61
Pro Deo 1.0	Hiarcs 8	2638	50-50
Pro Deo 1.0	Junior 8	2694	39-61
Percentage	40.1% against	2684	2605
Pro Deo 1.1	Shredder 7	2716	45-55
Pro Deo 1.1	Fritz 8	2688	45-55
Pro Deo 1.1	Hiarcs 8	2638	51-49
Pro Deo 1.1	Junior 8	2694	53½-46½
Percentage	48.6% against	2684	2672

So in Ed's own tests the later version is showing a 67 Elo improvement. However this is not being borne out in most other user's experiments.

In my tests a few weeks ago in what was at that time our latest Hiarcs PC version (9.492), Pro Deo 1.1 came out around 40 Elo better than 1.0. The early version was scoring just over 40% against **Hiarcs9** but only 35% against **9.492**, whilst the new 1.1 version is now getting 47% and 40% respectively.

Finally here is a result which Clive sent me just as 118 went to the printers, so it had to wait until this issue!

### Chris Goulden's Pro Deo Test Series

Pos	Program	/10
1	<b>Shredder 7.04</b>	7½
2	<b>Fritz 8</b>	6
3=	<b>Pro Deo 1.1</b> <b>Pro Deo 1.0</b>	5½
5	<b>Aristarch 4.50</b>	3
6	<b>Ruffian 1.0.1</b>	2½

### FRANK HOLT

**Frank** continues to run a range of interesting tournaments for us - usually a new one for each issue! This time he has two! Always remember that in Frank's tests he uses two PCs so they are suitable for our Rating List and more reliable than engine-engine testing.

### Frank Holt '2004 programs' - G/60

Pos	Engine	/20
1	<b>Shredder 7.04</b>	15
2	<b>Fritz 7B</b>	11½
3	<b>Hiarcs 8</b>	10½
4	<b>Ruffian 1.01</b>	9½
5	<b>Junior 7</b>	7
6	<b>Pro Deo 1.1</b>	6½

Total domination by **Shredder7.04** which only lost 3 games, but they included a loss to Ruffian and a loss to Pro Deo!

### Frank Holt 'Shredder 9 joins!' - G/60

Pos	Engine	/20
1	<b>Shredder 9</b>	13
2	<b>Fritz 8</b>	11½
3=	<b>Hiarcs 9</b> <b>Shredder 8</b>	10½
5	<b>Junior 8</b>	8½
6	<b>Pro Deo 1.1</b>	6

A great result for **Shredder9** amongst very tough opposition ('a good improvement in endgame knowledge', notes Frank), and **Hiarcs9** also did well. Frank included the pgn file for the Shredder9-Junior8 endgame, 'the best computer chess endgame I've ever

seen', says Frank. But it will probably have to wait until our next issue as this one is already guaranteed to be packed with good stuff!

In the meantime Frank now has the **Fritz 8 'Bilbao' Champ** upgrade, and intends to include that in his next Tournament!

### CLIVE MUNRO

Clive's series of matches, with different engines in his **Palm Zire21 126MHz** unit against various strong dedicated computers has probably come to an end due to lack of suitable opponents! His results crosstable is repeated again for any who have missed it.

The average strength of the 5 dedicated machines is 2292 Elo, enabling us to closely grade the Palm programs when on the Zire 21, now they have all played 50 games each!

#### Clive Munro PALM TABLE: G/60.

	Elo	PTiger	PGenius	PHiarcs
TascR30-1995	2354	8½-1½	6½-3½	3½-6½
Meph Genius 68030	2299	6½-3½	2½-7½	1-9
Meph London Pro	2277	7½-2½	5-5	½-9½
Meph London 68030	2309	8-2	2½-7½	½-9½
Meph Atlanta	2222	3½-6½	4½-5½	2-8
Palm 126 MHz Elos		2148	2356	2572

Since completing the above Clive has turned his attention to a major '2xPC' **Engine v Engine All-Play-All** Tournament, involving most of the current top commercial programs, one or two earlier versions, plus some of the best amateur program UCI engines. The time control is **G/90** and he is using 2 fast and equal AMD computers with connector lead, so again the programs think in opponent's time and give us the most reliable and rateable form of testing.

This is a major effort by Clive, and the tournament will be used for a full article with best games in our next issue.



Clive Munro

To whet your appetites, and so you'll know the full range of engines playing, here are the scores after 6 of the 19 rounds!

Pos	Program	/6
1	<b>Junior 9</b>	5
2=	<b>Fritz 5.32 (II)</b> <b>SOS 5 (II)</b>	4½
4=	<b>Aristarch 4.5</b> <b>Hiarcs 9</b> <b>Shredder 8</b>	4
7=	<b>Deep Sjeng</b> <b>Fritz 8 Champ</b> <b>Hiarcs 8 Bareev</b>	3½
10=	<b>Anmon 5.5</b> <b>Chessmaster 10</b> <b>Gandalf 6</b> <b>Rebel 12</b> <b>Ruffian 2.1</b>	3
15	<b>Pro Deo 1.1</b>	2½
16=	<b>Ktulu 7</b> <b>List 512</b> <b>SlowChess Blitz WV</b>	1½
19	<b>Crafty 19.01</b>	1
20	<b>Comet</b>	½

Readers will quickly be surprised to see the two programs in 2= place... surely that can't last! Nor, presumably will Chessmaster, Gandalf, Ruffian and ProDeo languish in the bottom half for too long. We'll see, should be very interesting.

### Time for Adjudication III - by BILL REID

Here was Bill's 3rd. and final instalment in his "Time for Adjudication" series, as shown in our last issue.



White to play

Bill: As usual in this series, adjudication will not just decide the result of a game, but of a



match! So both sides are claiming wins! What do the programs make of this one?!

Bill's Solution with a few extra analysis notes by Eric:

Well, Fritz and Junior didn't have too much difficulty showing that the adjudicator for my second position in the Series wasn't one of the best around! (see SS118 pages 27-29).

Not only did he miss 1.Bc2 Be8 2.Nh7!, but he was so preoccupied showing that Black *can't* win after 1.Bxc6 Bxc6 2.Nxe6 that he failed to spot that, actually, White *can*! But then I did predict that the computers would do better.

So this time let's get the master back in the chair to look at the position which was given on page 9 of SS118.

It has been a tough day at GCHQ. It's early 1955, Malenkov has been deposed and there are rumours that he's been sent to Siberia.

Our GM, Alexander, has been hard at work cracking the Russian codes and I have been doing my bit, as a crew member of HMS Romola, rescuing an MI6 spy from a British trawler off Murmansk.

So - good to relax with some chess - me on my mess deck in the Barents Sea, and he in his fireside chair in Cheltenham!

Our code breaker is, of course, well versed in backward thinking and straight away spots that, if the White knights were on f3 and g5 (I'm taking Eric's advice and translating for modern readership), rather than on f3 and c1, then White would win by 1.Nxh7 Kxh7 2.Ng5+.

*"Black is ahead on material, but pretty tied up. So, the question is, can he stop White from rearranging his knights?!"*

Let's see, we'll start by moving the knight on c1 into a better position.....

1.♖e2

Now Black can push the a-pawn or develop his bishop. Pushing the a-pawn must be too slow, so let's develop the bishop and see if it can hinder the knight's

manoeuvres by controlling some White squares.

1...♗d7

If 1...♖b3 2.♗g5!... or 1...♞a7 2.♗f4!... finally 1...♞b8 2.♗g5. All these go 1-0

To make further progress White had better play...

2.♗g5

This is better than putting one of the knights on g1 as it keeps the back rank open. Now Black can try...

2...♗a4+

But White goes

3.♖d2

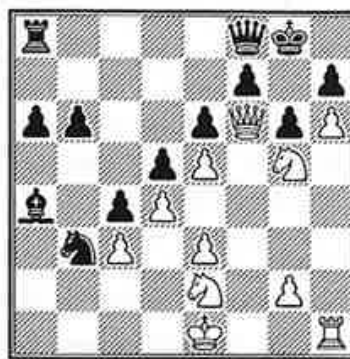
And the knight is attacked. Black can save it with

3...♖b3+

Which moves him a step nearer to a crafty idea!

Black could let the knight go, of course but the poor old bishop can't cope after 3...♗c2 4.♞xa1 (*actually here 4.♗g1 is even better and leads to mate. Fritz8 says it doesn't after 4...♞c8 but my latest beta version of Hiarcs10 says that 5.♗xh7! is a forced mate*) 4...♗f5 5.♞f1 ♞a7 6.♗f4 b5 (or 6...♞xh6 7.♗fxe6 fxe6 8.♗xe6 wins) 7.g4! It's a different knight arrangement, but just as deadly

4.♖e1



Now, after 4...♗a5 Black would definitely be lost – no time to get the bishop onto those White squares. With either 5.♗f4 ♗c2 6.♗xh7 #7 or 5.♗g1 ♗d1 6.♗xh7, and it's a mate in 7

But what if Black uses a cunning sacrifice to get the bishop *and* the rook into play?! He could reply to 4.♖e1 with...

4...♞b8!

And then if

5.♗g1

Make White open the b-file with

5...♖c5

Rather neat!

If you go back to 4...♖b8!? you will find that 5.♖h4 also wins, as does 5.♖xh7! ♕xh7 (anything else is mate, eg 5...♖xd4 6.♖g5 threatening h7 mate 6...♖c2+ 7.♖f2 and now if 7...♖xh6 8.♖xh6 and mate next move) 6.♖f4 threatening ♖f4-h3-g5! winning.

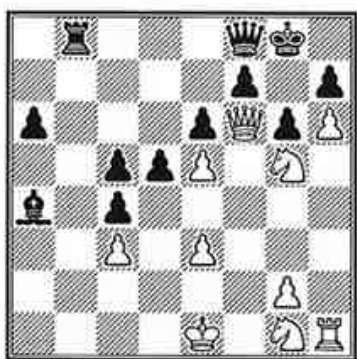
But back to the main line, and White has to open the b-file with

6.dxc5

And now

6...bxc5

Is forced



Okay, so what if White gently keeps up the pressure with...

7.♖h2!?

That's good.

However in fact it seems 7.♖h4! is even more deadly, as it means the rook remains fully active on the h-file, as it will be standing in front of the knight when the knight is played to h3. So after 7...♗d1 8.♖xh7 is already a forced mate 8...♕xh7 9.♖h3 ♗h5 10.♖xh5 #6

After the main line we've chosen of 7.♖h2!? there is one nice little ploy for White with...

7...♗d1!

Now probably White can take the ♗ and win. But there's too much analysis in that, so we'll just go for the kill!

8.♖xh7! ♕xh7 9.♖h3 ♗h5 10.♖g5+ ♕xh6 11.♖xh5+ ♕xh5 12.♖xf7 and Black is lost.

#### For information:

For 1½ mins our Hiarcs10-beta couldn't decide between 1.Ne2 and 1.Ng5. Then it settled on Ne2 with a very strong evaluation and correct analysis.

Junior9 also got 1.Ne2 after just over 5 mins, again with a good evaluation.

However Fritz8Champ still had 1.Ng5 after 10 mins, and Shredder 9 at the same time was going for 1.Rf1. After either 1.Ng5 Bd7 2.Rf1 or the transposition 1.Rf1 Bd7 2.Ng5, White should eventually win okay, but nothing like as convincingly as in the proposed analysis with 1.Ne2.

#### Planned for the NEXT ISSUE

- Palm HIARCS v GM Volkov. See introduction in the **Palm Hiarcs** section this issue.
- Clive MUNRO's major Program Tournament, see score after 6 rounds in **News** Section.
- Peter BILSON has been playing his **Excalibur Grandmaster** against various computers. I have it rated at 1780 Elo, so how does it do against Advanced Star Chess, Polgar, Emerald and Virtuoso!
- Latest news on **new software products** for Christmas! - Fritz9 + Hiarcs10 we hope. What else!?
- Photos and games of Ruud MARTIN's Resurrection model (see Gebruikers this issue)
- Peter GRAYSON on **Processors and Chess**
- John BENNETT's **matches** Star Diamond v TC2100 and Mephisto Montreux, a tough test
- Jim CROMPTON's **match** between Star Diamond v RISC 2500, another tough one.
- **2900 Elo** Chess Programs - Good or Bad?! asks Steve HARDING
- 5th. Annual International **CSVN Tournament** with Shredder, Pro Deo, Gandalf, The King, Diep, Deep Sjeng and others.

... and who knows what else? There's a rumoured Computer World Championship at Fischer Random amongst other things! We'll not get it all in, but we'll do our best!



Your editor,  
Eric,  
with his  
dog, Sky

# REPORT of the 11th GEBRUIKERS TOURNAMENT, in LEIDEN, JUNE 2005

## Rob van Son's report...

The 11th 'Gebruikers' was quite a special tournament, because this time we played with two separate groups of computers.

- The first group consisted of chess **computers with an Elo below 2000**.
- The second group was for the special **tuned up machines**.

### Group 1, Elo <2000

I participated in the first group with the **Prestige Elite Avant Garde version 2**, the Fidelity showpiece computer from the eighties. This is the very computer which belonged to the late Jan Louwman. It is one of the first models of 1982, and is a quite beautiful looking computer. In 1989 Jan had replaced both the hardware and software with the Motorola 68000 16 MHz processor and the Mach III program, so it also plays much better chess than it did when it first came out!

The other two computers, which I brought to the tournament in Leiden, were operated by Peter Schimmelpennink (**Saitek Cougar**) and Walther Kappelhof (**Mephisto Milano**).

Other participants were the **Mephisto Vancouver 68000** (Louis van Bever), the **Saitek Kasparov Centurion** (Ries van Leeuwen), the **Novag Diamond 1**, tuned up to 26,6 MHz (Hein Veldhuis), the travel unit **Novag Sapphire 1** (Alfons Termaat), the **Mephisto MM V** (Arnold Heesbeen), the **Mephisto Milano Pro** (operator Ries van Leeuwen, owned by Hans van Mierlo) and the elderly **Novag Constellation 2MHz** (Theo Heukels).

The competition organiser Ries van Leeuwen gave us 50 minutes for the whole game. He said that most of the computers have a built-in level with 45 minutes, so there should be a margin of 5 minutes for the operators.

In fact with the **Prestige**, I can choose any level I want to play with, so I gave the computer 30 minutes for 30 moves and about 15 minutes for the rest of the game. Finally,

the **Prestige** (and me) produced after two very nice and tough days the great result of 4 points out of 7 games.

My **Saitek Cougar**, operated by Peter Schimmelpennink, could still have won the tournament right up until the seventh round!



The **Cougar**, operated by Peter Schimmelpennink, is hidden behind Rob's showpiece **Prestige** with its Mach3 program!

From the beginning of the tournament, I had problems with the adaptor-connection of the **Cougar**. In fact it didn't function, so Peter had to play the first round with a stand-in computer, the **Saitek Kasparov Turbo Advanced Trainer** and unfortunately lost this game. After my first game was finished, I went to the local shopping centre and bought 6 big batteries for the **Cougar**. After placing them in the unit, the **Cougar** came to life again and played round 2 till 7.

A known problem with the **Cougar** is the bother of static electricity. You can take that away by pushing in a small button at the bottom of the machine, marked **ACL**. Very handy when you have all the pieces on the board! But, with batteries in it, press **ACL** and the problem with static electricity is over.

At the seventh round, Peter and I programmed the level on the machine. Unfortunately, we pressed accidentally a so-called 'fun' level. We noticed that in time and pressed the correct rapid level again. After about 10 moves against the **Centurion**, the



Cougar gave away his queen just for fun, so the machine didn't reset our level-correction and played in the fun mode. In fact, as with a few Saitek machines, you have to press the ACL button after using a fun level to completely re-set the machine. Then you choose your normal level again and everything is fine.

Well, instead of the first prize for Peter (the Jan Louwman Cup) if the Cougar had won the game, it became the third prize (which was just a smaller cup). The only one, who had the most fun about this, was the computer itself and of course, Ries van Leeuwen who through that won the second price with his **Centurion**!

### Cougar - Centurion

Opening D37. 11th Gebruikers. Round 7

1.d4 d5 2.♘f3 ♘f6 3.c4 e6 4.♘c3 ♙e7 5.♙f4 0-0 6.e3 c5 7.dxc5 ♙xc5 8.cxd5 exd5 9.♚b1?! Both computers are already out of book, and this is not really an especially good move. But who was to know the Cougar was planning a dramatic sacrifice?! 9.♙e2 ♘c6 10.0-0 is usual 9...♘c6



10.♚xh7+?? ♘xh7 0-1

The 'Frans Morsch' **Milano Pro** played here much weaker than the old 'Ed Schröder' **Milano**, and therefore came in last but one on the list.

Finally the **Novag Constellation** (1983) - a very nice oldie to see, but it couldn't cope with the other opponents.



### The results. 7 Rounds. Group 1

1=	<b>Mephisto Vancouver 68000</b> <b>Saitek Centurion</b>	4½/7
3=	<b>Saitek Cougar</b> <b>Mephisto Milano</b> <b>Novag Diamond 1</b> <b>Fideliy Prestige AG2/Mach3</b>	4
7	<b>Novag Sapphire 1</b>	3½
8	<b>Mephisto MM5</b>	3
9	<b>Mephisto Milano Pro</b>	2½
10	<b>Novag Constellation 2</b>	½

Here is a game by the joint winner.

### Meph MM5 - Meph Vancouver 68000

Opening C42. 11th Gebruikers. Round 3

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♙d3 ♙d6 7.0-0 0-0 8.c4 c6 9.♙e1 ♙f5 10.cxd5 cxd5 11.♚b3?!

*A premature commitment of the queen.*

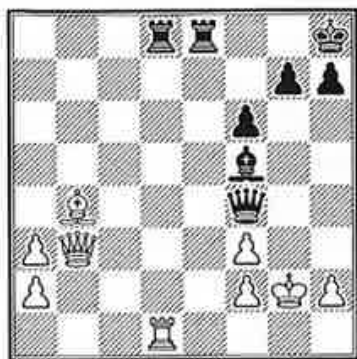
11.♘c3 was better  
11...♘c6!



12.♚xb7

*The MM5 takes the probably poisoned pawn. 12.♙e3 ♘b4 13.♙e2+ was best 12...♘b4! 13.♙xe4 dxe4 14.♙g5 f6 15.♙d2?!*

*15.♘e5 might have been a slightly better try, as an attempt to confuse the issue. But Black should still reply with 15...♙b8 16.♚xa7 ♘c2 with a big advantage 15...♙b8! 16.♚xa7 exf3 17.gxf3 ♘c2 18.♘a3 ♘xa1 19.♙xa1 ♙a8 20.♚b7 ♙xa3 21.♚b3+ ♘h8 22.bxa3 ♚xd4 23.♙c3 ♚f4 24.♙b4 ♙fe8 25.♙d1 ♙ad8 26.♘g2*



26...♖d3

26...♖xd1 27.♗xd1 ♔g5+ is mate in 6, but the move played wins with ease anyway 27.♗xd3 ♕xd3 28.♖xd3 0-1

### Special Group

In the Special Group, **four turbo machines** challenged each other over six rounds with one-hour clock time for the whole game.

The participants were:

- **Mephisto London 68030** - 36 MHz 8 MB SRAM tournament machine (owned by Hans van Mierlo)
- **Fidelity Elite Avant Garde version 11** - 68060 72 MHz 2 MB SRAM (also owned by Hans van Mierlo)
- **Tasc R40** version 2.5 (owned by CSVN chairman Cock de Gorter)
- **Resurrection** of Ruud Martin.

A few months ago, Ries van Leeuwen already had the intention to play with two groups, one with dedicated machines and the other with Pocket PC's.

I came forward with my Pocket Fritz 2 (and the Prestige), but even in late March no other Pocket PC's were reported. Cock de Gorter suggested his idea to Ries to play with four special dedicated chess computers in a separate group. Ries agreed with Cock and so this replaced the Pocket PC group and I had to withdraw my Pocket Fritz 2.



Johan de Koning (Tasc R30/40 programmer) at 11th Gebruikers

These showpiece units of dedicated computer chess all played very strong and didn't show any fear against each other with some great, all-out chess.

However most eyes were on the new Resurrection, and its poor results with only 2 points was very unexpected.

For this group there were no Cups available - unlike Group 1 with three excellent top prizes). But three more would certainly exceed the CSVN budget, so they all won a nice bottle of wine (a pity I wasn't classified in this group!).

The two winners of this special group, the Mephisto London and the Fidelity Elite AG 11 are in possession of Hans van Mierlo.

Hans told me the following interesting story about his machines:

*"The tournament machine **London** was originally a Vancouver 68030 36 MHz 2 MB SRAM which I bought in 1993 off computer expert Jan Louwman for 1300 guilders. This is the exact machine which participated at the 1991 World championship in Vancouver (Canada) and played during the tournament with the name Mephisto X (experimental).*

*"There were only 25 units manufactured. At the time Jan Louwman told me that at his house, the famous grandmaster David Bronstein played several rapid games against the Vancouver, and he couldn't win the games easily.*

*"This program is derived from the Genius 2 PC program of Richard Lang. I participated a couple of times in Leiden with this machine, but wasn't able to win the tournaments. Therefore, I decided last year to upgrade the computer with the London update, which in fact is the Genius 3 PC program. That was not a bad decision, because now I did win the 10th Gebruikertournament and came second at the Kaufbeuren (Germany) 2004 DACH chess computer tournament.*

*"The program plays sometimes boring, but also produces many nice games. The London program is an endgame specialist, almost impossible to beat by other chess computers. Cock de Gorter told me that Genius 3 was the first program that beat Gary Kasparov."*

The **Fidelity Elite Avant Garde** version 11 68060 72 MHz 2 MB SRAM came second, but is in fact, through the hardware, a tuned up version 10. Its estimated Elo is about 2300. The Motorola 68060 processor came in 1994 on the market and the chess program is from the famous couple Kathe and Dan Spracklen. Its predecessor, the Fidelity Avant Garde Version 10 runs on a Motorola 68040 25 MHz processor and in 1989 priced about 11000 dollars! This machine was used as an (electronic) assistant by Anatoli Karpov in his 1990 world championship match with Gary Kasparov.

Hans: *"Cock de Gorter told me that at one of the Aegon-tournaments in The Hague, a Fidelity Elite AG 10 participated which was tuned up to 28 MHz. It was too much for that machine, so they had to install a big separate kitchen-fan to cool down the processor."*

This year, at eBay, Hans bought a Fidelity Elite A/S Budapest for 300 euros. Fidelity expert Wilfried Bucke from Munich (Germany) rebuilt this computer for him into an Elite Avant Garde Version 11 for only 1300 euros.

Hans: *"Mister Bucke told me that this was the 11th (!) computer he rebuilt to version 11. At the 11th Gebruikerstournament the machine became second with three points, the same as my London machine!"*



Rob van Son with his Fidelity Prestige and its Mach3 programme!

The **Tasc R40** ARM RISC 40 MHz 1 MB SRAM reached the third place and is equipped with The King 2.5 program of the Dutch programmer Johan de Koning. It was nice to see Johan again at our competition!

This computer is a tuned up version of the Tasc R30. In 1995 it cost about 5000 guilders and the Tasc Company from Rotterdam manufactured only 20 units. The Tasc R40 is an absolute collectors-item. At the 11th Gebruikers, the machine was in good hands because his owner, CSVN chairman Cock the Gorter, not only operated the machine but also is the creator of its built-in opening book.

**Resurrection** ARM RISC 200 MHz 8 MB RAM was the big sensation of 2004. With the Ruffian program of the Swedish programmer Perola Valfridsson inside, it won the 2004 DACH chess computer tournament in the German city of Kaufbeuren. Creator Ruud Martin called his invention the strongest dedicated chess computer ever made!

This year, at the 11th Gebruikerstournament, he was getting the chance to prove his pronouncement again, by defeating his three very strong opponents, and win the tournament. At least that was what he expected. Unfortunately, Resurrection couldn't fulfil the job and ended in the last place with only 2 points.

After the tournament, Ruud gave the following comment: *"I am very disappointed with only four draws and two losses. I consider it as my own fault, because I was fiddling around with the memory for the hash tables and some small tweaks under Ruffian version 2.02. I reduced the RAM for the hash tables from 8 to 1 MB to control and test some internal things, but that was certainly not a good idea!"*

The overall memory of Resurrection contains 32 MB of RAM. The operating system uses 16 MB and the Ruffian program 4 MB. So there's 12 MB left for the hash tables.

Ruud: *"At the 11th Gebruikers in Leiden, I played with a test-module, but used also some other programs on the unit. That's why I had only 8 MB left for the chess program."*

*"In spite of the loss, the program worked*

fine. There was no instability or overheating problems. I fixed some bugs in the move-reproduction on the display. A great advantage for the twelve people who already bought Resurrection is that I can send an update per e-mail to them. They can connect the chess computer to the PC and read in the update with the Microsoft HyperTerminal program. In this way it's possible to select different versions and, if necessary, go back to an older version if a newer one doesn't work properly.

"In the last update, I've added a reverse board and let the operating buttons work like the ones in the old modules. In the near future, I have the intention to create a much bigger graphical display and I want to make it possible to update the program wireless with Bluetooth. I've also some ideas to make a connection between Resurrection and chess engines, running on fast PC's. Last but not least, I want to add programs like Crafty and Deep Sjeng."

### The results. 6 rounds. SPECIAL Group

1=	<b>Mephisto London 68030</b> <b>Fidelity Elite Avant Garde version 11</b>	3½/6
3	<b>Tasc R40 v.2.5</b>	3
4	<b>Resurrection</b>	2

To close here is one of the defeats suffered by the **Resurrection**.

### Tasc R40 2.5 - Resurrection

11th Gebruikerstournament, round 5  
B24 - Closed Sicilian

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.♙g2 ♙g7  
5.♘ge2 d6 6.0-0?!

6.d3 is theory. The game move gives Resurrection some good kingside play

6...h5! 7.d3 h4 8.♙g5 h×g3

8...h3!? 9.♙h1 ♙g4

9.f×g3 ♙g4 10.♖d2 ♖d7 11.♙ael f6 12.♙e3  
0-0-0 13.d4 ♖e8 14.♘b5 a6 15.♘bc3?!

15.♘a3 aiming for c4 was better

15...g5! 16.♘h1 e5 17.d5 ♖h5

17...♘d4! was clearly best

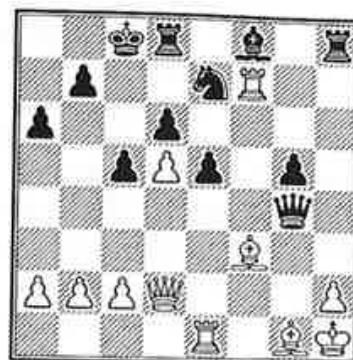
18.♙g1! ♘ce7 19.♘d1 f5 20.♘e3 f×e4

20...♘h6 21.e×f5 ♘e×f5 22.♘g4 ♘g4  
23.h3 ♘e7=

21.♘c3 ♘f6 22.♘xe4 ♘xe4 23.♙xe4 ♙h3

24.g4! ♙g4 25.♘g4 ♖g4 26.♙f7!

White has weathered the storm in great style and now goes onto the offensive  
26...♙f8 27.♙f3



27...♖h4?

27...♖a4= was correct

28.♙e4! ♖h6?

28...g4 29.♙g4+ ♘b8 was best, but White still has the advantage after 30.♖a5  
29.♖a5! ♘d7 30.♙g4+ ♘e8 31.♙e6 ♙a8?

31...♖h7 was the only chance

32.♖c7! ♙d8 33.♙f2 ♖h7 34.♖xb7 ♖g6  
and Black resigned as he has no answer to 35.♙e3! and 36.♙ef3 1-0

**Rob van Son**, 14 June 2005

To finish we have a photo of **Ruud Martin** with his **Resurrection/Ruffian** programme module in the **Mephisto Exclusive** board.



In our next issue we shall take a closer look at this computer, how it has been developed, and find out if Mephisto/Saitek might make it commercially available as a new dedicated computer or as a module upgrade for existing Mephisto wood board owners. Plus some of the more representative games when it is using its correct hash settings!

# FRANK HOLT - 'THE TRICK'

This position, in our last issue, was very different to usual in that instead of analysing a position we (& our PCs) were being asked to solve a mate in 10!

## Frank's Original Introduction:

When I first clapped eyes on this Chess Problem, I began immediately to wonder if the publisher had printed it upside down - all the Black pieces are at the bottom, and all the White pieces are at the top! I wanted to make quite sure that this was indeed correct, because a mate in 10 amounts to 19 ply of analysis - I did not want to waste time analysing the wrong position!



Also there are 12 White pieces and 12 Black, and White (to move) has a choice of 35 moves straight away!

In my initial thoughts I noted that the pawns on e6 and g6 were potential promoters, so that was a likely solution - what if that's right and it is one of those dreaded underpromotions, that could take ages more to consider.

Then, I thought, here's another choice: surely ♖a8-e8 which not only brings the rook into the centre but also releases the a-pawn for promotion! That's got to be strong.

On closer inspection I spotted that Black's major pieces are all cramped into the bottom left corner - if I can keep the situation tight then Black will never have many moves at his disposal. There are of course

the two central rooks to be concerned about, a pair of beauties which control a large area.

Of course if I could get a rook onto h1, it would be game over... except for one major stumbling block.... the knight now on h1. It only has to move to either f2 or g3 to protect the h1 square every time from any attempt I make to get either a rook or the queen to complete a mate from this square.

Well, let me warn you: even your fastest PC engine might not give you the help you need to get a start on this position. Remember you are looking for a mate in 10, and your computer will probably settle fairly quickly on 1.♖e8. This will win, but it's not a mate in 10.

I'll give you a hint! If this problem had been released at Easter time, then I think I'd have found the solution a lot more quickly (Easter is all about Jesus offering the ultimate sacrifice). That should get you started - have fun, be amazed.... solution next time!

## Frank's Solution:

Having regard to my notes then, my first move would be

**1.♖xh5**

*This clears the way for my plan Black's reply is forced, otherwise it's mate*

**1...♟g3 2.♖h1+ ♟xh1 3.♖h8 ♟g3 4.♖h1+ ♟xh1**



*The Trick! This position needs a lateral thinking technique! Hence the a8/h1 diagonal, which will suit my requirements admirably. Initially I did not see this at all, but my plan requires quick checks, one after the other. When making such major sacrifices Black's chances increase with every sacrifice, whilst White's diminish. Economies of Scale, but in reverse.*

*The final moves are as follows:*

**5.♖a8 ♟f2 6.♖h1+ ♟xh1 7.♖a8 ♟f2**

*Or 7...♖e4 8.♖xe4 ♟f2 9.♖xc2+ ♖xc2 10.♖xc2# 8.♖h1+ ♟xh1*



**9.♟b5 ♖cxf4 10.♟a3#**

## Frank's Timings

**Junior7:** Rxh5 found in 23m28

**Junior 8:** Rxh5 found in 31m36s

**List5.04** (a Crafty clone, good at problems): Rxh5 found in 11mins

**Fritz5.32.** Not found 30mins

**Hiarcs7.32:** Not found 30 mins

**Shredder7.04:** Not found 30mins

**Chess Tiger15:** Not found 30mins

## David Egdoll's Timings

**Shredder9:** Not found in 30mins

**Fritz8:** Not found in 30mins

**ChessTiger 2004:** Not found in 30m

**Various WinBoard/UCI engines** also failed

**Chessmaster 8000:** Rxh5 found in 1m25secs, the BEST result!



# Mickey ADAMS v HYDRA!

I suppose at a time when **Fritz**, (on a Centrino laptop) and **Hydra** are each crushing GMs Topalov, Ponomarev and Karjakin in Bilbao by 3½-½, and even little **Palm Hiarc** is beating a 2616 rated GM, it was pretty stupid of me in our match preview in *SelSearch118* to suggest that **Mickey Adams** had a chance.

Most people were much less optimistic, some pointing to his lack of serious (World Championship level) openings study, others to his tendency to tire in the second half of events (he had led the Mtel Masters at the halfway stage but came equal last, and held a 3-0 lead over Peter Leko in their recent 6 game match, only to get pegged back to 3-3). Many just believed the hype surrounding **Hydra** which promoted it as the strongest chess playing entity in the world, well on its way to a 3000 Elo rating!

A small number were on my side. Correspondence GM **Arno Nickel**, who beat Hydra 2-0 as reported in our last issue, suggested "Adams can beat Hydra", saying that in his games with it *"Hydra disregarded principles and unnecessarily got into difficulties, one in the middlegame and then again in the endgame. If the positions are not guided by tactics, I wouldn't be surprised if a super Grandmaster like Adams will give the machine a thrashing on the board... in positional situations numbers such as 40 million moves a second are meaningless... once the machine has got the wrong idea it will not correct itself by deep calculation in quiet positions"*.

At the same time he did admit *"In correspondence chess I have full access to various computer engines and databases, so for Adams it will definitely be different"*.

**David Norwood** in the Saturday Telegraph was much nearer the truth when he said *"It is 10 years since computers started beating the best chess players in the world and technology has come a long way since then. There is no logical reason why any human should have a chance. Mickey is a genius and one of my oldest friends... but this is no*

*ordinary opponent. For Adams to win it would demand a human miracle."*

Just 2 weeks later he would write *"It was hoped that, if top human players focused on the weaknesses of their artificial opponents, they could still win. The Wembley match between Britain's Michael Adams and Hydra finally buried that notion. The Terminators have won... Mickey is one of the best players in the world, and Hydra made him look like an amateur."*

We'll look at some more after-match comment and an interview with Adams himself later. First let's see the games!

- **Mickey Adams**, human aged 33, Britain's top GM rated at 2737 Elo.

- **Hydra**, computer - well 64 computers actually, each running at 3GHz. Rating unknown but claimed to be the most

powerful chess playing entity in the world. Financed by the PAL Group in Abu Dhabi. Main programmer Prof. Chrilly Donniger, with Ulf Lorenz, chess advisor GM Christopher Lutz and hardware genius Muhammad Nasir Ali.

- **Prize money:** \$25,000 to the winner of each game, \$10,000 each for drawn games.
- **Time control:** 40 moves in 90 minutes, plus 30 secs added for each move played.

## Hydra - Adams, Michael (2737)

Man-Machine London. Game 1. C42

*Adam's chooses the Petroff Defence which is supposed to be solid, aiming to keep the position closed. However I am not sure this*



is a deserved reputation against a computer as central files are opened at the very outset  
**1.e4 e5 2.♟f3 ♟f6 3.♟xe5 d6 4.♟f3 ♟xe4 5.d4 d5 6.♟d3 ♟c6 7.0-0 ♟e7 8.♟e1 ♟g4 9.c3 f5 10.♟b3 0-0 11.♟bd2 ♟a5 12.♟c2**

**12.♟a4 ♟c6 13.♟b3 or Bb5 13... ♟a5 14.♟a4 ♟c6 15.♟b5** has a good record for White

**12...♟c6**

Offering Hydra the chance to play Qa4 and a possible repetition

**13.b4 a6**



Adams, as Black, has had this position on the board twice in the past 12 months, against Ponomarev and Leko. They both played 14.a4 here

**14.♟b1!?**

A new move according to my database, and it certainly surprised Adams, though one or two folk reckoned they'd seen it before!

**14.a4 ♟d6 15.♟a3 ♟f6 16.b5 ♟xd2**

**17.♟xd2 ♟xf3 18.bxc6 ♟g6 19.g3 bxc6** is theory but it seems Black's record is good in this variation.

**14...♟d6 15.h3 ♟h5 16.b5 ♟a5**

The knight could have gone to e7, 16... ♟e7; or 16...axb5 17.♟xb5 ♟a5= **17.c4!?**



**17...dxc4?!**

Or 17...axb5 18.cxd5 ♟xd2 19.♟xd2.

Now Black could try 19...♟f6!? and if the likely 20.♟xb5, winning a pawn, 20...♟e8 with some compensation. Alternatively maybe simply 17...c6!? is best

**18.♟xc4 ♟xc4 19.♟xc4+ ♟h8 20.bxa6 bxa6 21.♟e5 c5 22.♟d5 ♟c8 23.♟e6**



**23...♟c7?**

Loses a pawn. Post-match analysis and the PC engines suggest 23...cxd4 24.♟xc8 (while I was in London for game 2 Malcolm Pein also showed me a drawing line for Adams which enabled him to play d3 at an opportune moment: 24.♟xc8 ♟xe5 25.♟xf5 d3!) 24...♟xc8 (at first I thought 24...♟f6 was better than exchanging queens but it's heading for serious complications after the strong 25.♟d7!) 25.♟xc8 ♟xc8 26.♟f4 g5 **24.♟xf5 ♟xe5?!**

24...♟f6 was a better way of trying to hang on. But Adams seems to have spotted a chance to obtain a nasty looking pin and goes for that. 24...♟xf5 was another possible alternative, then 25.♟xe4 ♟f8 **25.dxe5 ♟xf5 26.♟xe4 ♟g6**



Looks dangerous, running through e4 and down to b1, but Hydra meets it easily **27.♟b6!**

27.♟h4! was also quite good I think, as the queen can't be captured due to ♟b8 mating quickly. So Black would go 27...♟e8

and now 28. ♖b6!

27... ♖f8 28. ♖e3 ♖cf7 29. ♖d6 ♖a5 30. e6!



Simple, effective chess. Mickey must have known it was all over at this point

30... ♖e7 31. ♖a3 ♖fe8

If 31... ♖f5?! 32. ♖c1!

32. ♖xc5 ♖xa2?

*Ooops. There were better moves than this simple mistake, but neither 32... ♖g8 nor 32... ♖f5 would extend the game for long 33. ♖d2!*

After just over 3 hours Adams resigned.  
33... ♖a4 34. ♖xe7 ♖xe7 35. ♖d8+ ♖e8 36. e7  
would finish it easily. 1-0

Disappointing. Believing that Adams tends to start tournaments and matches better than he finishes them, I'd been hoping for a 1½-½ start from the first 2 games. Still he'd be White in game 2, and I was travelling to the Wembley Conference Centre to watch it!

As a passing comment, as I walked past the new Wembley Stadium, in course of rebuilding, there seemed still plenty to do, and not a lot going on! I wouldn't be surprised if Cardiff gets a few more major English events before it's ready for use.

### Adams, Michael (2737) - Hydra

Man-Machine. Game 2. B80, Sicilian Scheveningen

1. e4 c5 2. ♖c3 e6 3. ♖f3 ♖c6 4. d4 cxd4  
5. ♖xd4 ♖c7 6. g3 a6 7. ♖g2 d6 8. ♖xc6 bxc6  
9. 0-0 ♖f6 10. ♖a4

This time it is Hydra which starts analysing first – though it deliberately has most book lines arranged to finish around move 10, as will be discussed elsewhere  
10... e5?!

♖e7 or ♖b7 are usual. Christopher Lutz, the German GM and chess adviser to the



The HYDRA team - Ulf Lorenz, board operator for the Match  
hardware expert Muhammad Nasir Ali,  
and main programmer Chrilly Donninger

Hydra team, criticised this move, as did other commentators

11. c4 ♖e7 12. ♖e3

I arrived at this point in the game, having underestimated the time it would take me to walk from Wembley Underground Station. There were around 40 spectators, and Stuart Conquest was leading the Commentary team with Jon Speelman. The stage looked superb, an excellent board projection easily watchable above the players, and the commentary via the provided headphones was clear and interesting... they also liked the extra space which Mickey had obtained from the opening – an optimistic start!

12... ♖e6 13. ♖c1 0-0 14. b3 ♖b7?!



An unclear idea. Adams has a decent position, now a plan is needed that doesn't open things up too suddenly... e.g. working towards f4!? looks promising but will need to be well timed

15.♖e2 ♜fe8 16.h3 ♜ab8 17.♞fd1

To put the backward pawn under pressure  
17...♙f8 18.♙h2 h6 19.♞c2

Not only so that rooks can be doubled on either the c or d file, but also so that the bishop can go to c1 and, from there, to b2 or, more likely, a3 to again attack the ♙/d6  
19...♙e7 20.♙c1 ♞c7 21.♙b2



21...♞d7!

It was assumed by the commentators that this was to overprotect the ♙/e5, but it proves to be the start of a clever manouevre which was highly praised by Speelman, Hodgson and Lutz. Mickey's reply is probably a small mistake – we shall see that the ♞ really needs to be able to go to c3  
22.♙c3?! ♞f8!

Now the ♙ can go to d7 there is a threat of c5 and White wont want his knight on b2  
23.♞e3 c5 24.♙b2 ♙d7 25.♞c3 ♞e6!

Ready to pop into d4  
26.♞d5 ♞d8

A fairly critical moment. The commentary team, now joined by Julian Hodgson, felt that Hydra had equalised  
27.f4!? ♞d4 28.♞f2 ♙c6



29.fxe5!?

29.♞df1 was expected, and is good, but Hydra was anticipating the move played as it responded immediately



29...dxe5

Christopher Lutz, a strong GM who is Hydra's chess adviser, was now in the Commentary box explaining that Hydra's brilliance in king attacks also ensured that it was very safe when it had to defend. "It cannot lose this position" he told us! However I noticed that Chrilly Donninger was hopping up and down, sneaking quick checks on the Hydra evaluation. I had a brief chat with him later. He's a genuinely nice, quiet chap, and modest except that he clearly believes that recent programming and hardware work really has got Hydra to around 3000 Elo already. I congratulated him on the high level of chess played by Hydra around moves 20–30, but told him (smilingly) that major improvements in Hiarcs would result in a Deep Hiarcs in a few months, and it would be able to present a strong challenge. We agreed it was something to look forward to!

30.♙xd4 cxd4 31.♞f3 ♞f8 32.♞h5

Julian Hodgson in particular was quite optimistic at this point, and thought Adams had developed a good attack and might win. Other commentators remembered how Topalov had gone a pawn up, and with some initiative, but Hydra's defence had been top class. We soon see that Adams' strong initiative on the kingside gets nullified and it is Hydra's counterplay on the other wing which threatens to take over

32...f6 33.h4 ♙e8!

The Commentary team never even mentioned this! 33...♞e8 was their solution to Black's 'problems', White's queen would back off with 34.♞f3 and then 34...♙c5±  
34.♞f3 ♙f7 35.♙h3 ♞b7 36.h5 a5!? 37.♙g2 ♞e8 38.♙g4 ♙c5



39. ♖h1?!

39. ♖f5 was probably the best try  
39... ♖c6 40. ♖b2 ♖fb8 41. ♕f5 ♖h8

Now it seems as if Hydra is adopting the humanlike strategy of waiting for Adams to make a mistake!

42. ♖hb1 ♖e8 43. g4 ♖c6 44. ♖d3 ♕g8  
45. ♖d1 ♖a6 46. ♖d2 a4 47. ♖db2 ♖a8  
48. ♖h2 ♕f7 49. ♖g2 ♕f8 50. ♖h2 ♕e8



51. b4

With this move – which computers consider inferior – Adams is able to sacrifice the exchange and set up a fortress which draws

51... a3

The computers (and no doubt Hydra) get excited for Black here – they are going to win the exchange

52. ♖b3 ♕a4 53. b5 ♖a7 54. ♖g2 ♖c5 55. ♖d3

Adams ends the pin and the exchange must be 'won', but the PC programs fail to see that Black can make no progress and it's dead drawn. The players shuffle pieces for a few more moves, but the humans in the Hydra team realise what Adams has done and soon shake hands

55... ♕xb3 56. ♖xb3 ♖a8 57. ♖d1 ♖d6 58. ♖c1 ♖b8 59. ♖f3 ♕d6 60. ♖e2 ♕c5 61. ♖d3 ♖a7 62. ♖b1 ♖a5 63. ♖c2 ♖d8 64. ♖h1 ♖d6 65. ♖b3 ♖e8



GM Christopher Lutz and Chrilly Donniger watch Hydra i play at a Tournament earlier in the year

After nearly 6 hours play a draw was agreed ½-½

For me this was a great day to visit the match. I left feeling that Adams had played pretty well, that he had now settled into the match, knew how to play slightly erring on the side of caution, and might not do too badly. Even so I felt that Hydra had matched every effort he made and was always in control of a draw, so I no longer had illusions that Adams could actually win the match. But I thought he might get a presentable score.

Silly old me!

### Hydra - Adams, Michael

Man-Machine. Game 3. C91. Closed Ruy Lopez

1. e4 e5 2. ♖f3 ♖c6 3. ♕b5 a6 4. ♕a4 ♖f6  
5. 0-0 ♕e7 6. ♖e1 b5 7. ♕b3 d6 8. c3 0-0 9. d4  
♕g4 10. d5 ♖a5 11. ♕c2 c6 12. h3 ♕c8  
13. dxc6 ♖c7 14. ♖bd2 ♖xc6 15. ♖f1 ♕e6



16. ♖g5

Supposedly inferior – best is considered



to be 16. ♖g3 ♜ac8 17. ♖h4 – but it elicits a first mistake from Adams

**16... ♗d8?!**

I think this bishop was fine where it was, protecting d6. What more does it achieve here, especially as now the rooks are disconnected, so I can't believe this is right. 16... ♗d7 has a good record (and ♗c8 has also been played). White probably replies 17. ♖e3 and now 17... h6 when either 18. ♖d5 or ♖f3 can be played and the game appears equal, though Black actually has somewhat the better record!

**17. ♖e3 ♗d7**

The move he should have played before!

**18. a4**

A standard theme in this line aiming to open the a-file

**18... h6 19. ♖f3 ♜c8?!**

Probably Mickey wants to play ♖c4, but he can't at present as his queen would be overworked as the only protector of both ♖/c4 and ♖/d6. Also the ♜/a8 I notice as the a-file could be opened with a pawn exchange. However despite the apparent logic of this move on those grounds, it proves a mistake as the a-file is won immediately by Hydra.

When 16... ♗d8 was played one imagines Adams had intended 19... ♗b6 either now or later. After 20. ♜d3 (♖d5 and ♖f5 are also possible, as is ♖h4, but I think this is best) 20... ♗e6 21. ♖h4 ♗xe3 22. ♗xe3, the other rook can prepare ♖c4 with 22... ♜fc8± 20. axb5! axb5



**21. ♖h4!**

The knight is headed for f5, which proves deadly, but the move was missed by all the commentators, though interestingly it is quickly the Hiarcs choice. Adams also said he 'expected it, but couldn't do much about it' 21... ♖c4

The only way to stop ♖f5 is the ugly 21... g6, but now 22. ♖d5 threatens ♗xh6, so 22... ♖xd5 (if 22... ♖g7? 23. ♜f3! threatening ♜xa5 diverting the bishop from protecting ♖/f6) 23. exd5 ♜b7 24. ♖xg6 fxg6 25. ♗xg6, and with threats of ♗xh6 and ♜h5 looming Black is in big trouble.

In the Daily Telegraph 21... ♖xe4 was half-suggested, but Malcolm Pein also pointed out that 22. ♖ef5! means the ♖/e4 is now attacked twice. So Black's best choice would be 22... d5 and now 23. ♗xe4 dxe4 24. ♜xa5! Black cannot play ♗xa5 as it allows the ♖-fork ♖e7+ winning his queen! So 24... ♗xf5 25. ♖xf5 winning 22. ♖xc4!

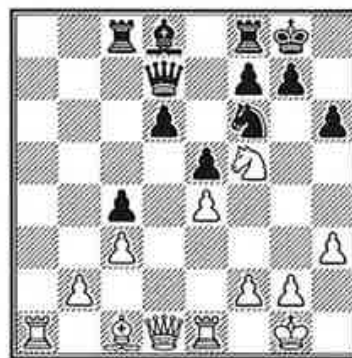
This requires a very deep search – is it beyond our PC programs? In fact the commentators also thought it was a bit lame! We should remember some of these facts when any of us start criticising Adams too much – quite often the collaborating commentary team were struggling to cope with Hydra as well! See remarks after the game by Carl Bicknell!

22. ♖ef5 was expected and is also very strong if played immediately.

**22... bxc4 23. ♗a4 ♜c7 24. ♗xd7**

Bye!

**24... ♜xd7 25. ♖f5!**



This is neither the first nor the last time we will see Hydra finding a superb, aggressive square for one of its knights 25... d5

Like the commentary team Adams was relying on this thrust, expecting to get some counterplay and be back in the game. And it does seem better than any 'die slowly' passive defence I can find... but Hydra just takes no notice!!

**26. ♜a6!**

Really quite awesome, actually attacking

the kingside from a6! White's pieces are beautifully co-ordinated  
**26...♖b7?!**

26...♖c6 defends the kingside but doesn't work because of 27.♖xc6! ♖xc6 28.exd5 ♜xd5 29.♖xe5. The knight can go to b6 or f6: if the latter I found a nice combination to finish the game in 29...♜f6 30.♙xh6! gxf6 31.♖xd8! ♖xd8 32.♜e7+!

Maybe best was 26...dxe4!? forcing 27.♖xd7 ♜xd7 28.♖xe4, and a less frantic finish to the game but a bad ending after, perhaps 28...♙f6 29.♜d6 ♖a8 30.♖xa8 ♖xa8 31.♜xc4, and Adams is a pawn down 27.♖d6 ♙e7 28.♙xh6!



Ouch! Adams has been beaten in 20 minutes short of 3 hours. A dark day for the human race as Mickey admitted that it had been particularly intense, especially coming immediately after the previous day's tough game. "Hydra does seem to be the hardest computer to play against," he admitted.

*Analysis at the end:*

a) Best try is 28...g6 29.♙g5 gxf5 (29...♙xd6 30.♙xf6 ♖fd8 31.♖g4) 30.♙xf6 ♙xf6 31.♖xf6 1-0

Others are: b) 28...♖cd8 29.♙xg7 ♖xd6 30.♜xd6 ♖d7 31.♜f5 ♖d8 32.♖d2 1-0

c) 28...gxf6 29.♖f3 ♜h7 (29...♖fd8 30.♖g3+ ♜f8 31.♖g7+ ♜e8 32.♖h8+ ♙f8 33.exd5) 30.♖xh6 1-0

d) 28...♙xd6 29.♙xg7! 1-0

The following day - a Match rest day when 8 selected members of the public were playing Hydra (0-8) - I received an e-mail from **Carl Bicknell**. "I was in Wembley yesterday (probably supporting Hydra, the rascal!) and got to speak to Chrilly Donninger, Stuart Conquest and Jon Speelman. Here's some extracts for Selective Search..."

## A day at Wembley, by Carl Bicknell

After game 3, interviews partly in private, and partly publicly via radio mic - I was given one for the benefit of the spectators in the hall! For the benefit of all reading this, I corrected the English of certain people but left the meaning unchanged!

- **Carl**: Congratulations on your victory
- **Chrilly**: Thank you.
- **Carl**: In the Deep Blue - Kasparov 1997 match, game 2 was controversial because of 2 moves in the middlegame and the final position which is drawn. IBM stated that the final position is so deep it is beyond a computer's search horizon to find the draw. I was wondering if the Hydra team had any success here..?
- **Chrilly**: Hydra finds both those moves and searches deep enough to see the final position is drawn. We are 200 - 240 elo above Deep Blue
- **Carl**: How strong is Hydra?
- **Chrilly**: Do you accept that on fast (multiprocessor) computers Shredder, Fritz etc is 2800 elo?
- **Carl**: Yes, proved against computers and humans (Kasparov, Kramnik)
- **Chrilly**: Then Hydra is above 3000 elo.
- **Carl**: Currently?? 3000 elo against HUMANS???
- **Chrilly**: Yes currently, right now. Adams produced a clever blockade yesterday (Game 2 - Carl) but this is because Hydra didn't understand why e5 is bad, so we will work on this. But basically if the human can't produce a blockade we will win. If we get our position (i.e no blockade - Carl) then human has no chance!

*Carl's note: when you consider that Chrilly was saying this in a German / Austrian accent it makes it all the more scary! Donninger's figures are based on:*

- ⇒ 2750 Home PC engine @ 3GHz
- ⇒ 2780 Deep Blue2 (5 Elo different to Eric's figure!)
- ⇒ 2800 Multi-processor PC engine
- ⇒ 3000 Hydra !

- **Carl**: Do you have any plans to add more processors?
- **Chrilly**: we will see :-)

## Other quotes from the day:

- **Adams**: Hydra is much stronger than any machine I've played against. I was hoping for 1½ out of 6 in this match but now I think I was hoping for too much

*Back to Carl: The best part of the day though was listening to the commentary from Speelman and*

Conquest and hearing them discuss how White attacks in a Lopez - it really was a lesson, and it was clear that Hydra's search + knowledge was beyond them even before things got tactical.

Notable moves for White are: 21 Nh4!! Missed by all humans bar Adams, who said he expected it but couldn't do much against it.

22.Nxc4!! when 22.N(e)- f5 was expected instead - this needs a VERY deep search to find and is beyond Shredder 8 certainly. To play this move the machine needed to see that 25.Nf5 is possible. Conquest & Speelman thought 22.Nc4 was a bit lame because, analysing it out, they saw that 25.Nf5 is no good on account of 25...d5 - which is what happened. But Hydra had seen all this IS possible and very good for White! When the machine played 25.Nf5 the GM's changed their mind!

Even the final move of the game isn't trivial - Shredder needs almost a minute to find it and my machine is an Athlon 3500+ !!

Armed with the comments from the GM's I got back home and went over the game with Shredder 8. It was clear that either Shredder needed a very long time to find Hydra's moves, or couldn't find them at all in some cases. Either way the 3000 Elo claim might be true - the machine is currently performing at 3004 Elo v Adams.

For Black the weak moves are 16...Bd8 combined with 18...h6. Either move is fine on its own but not together. If Black wants to play h6 to drive away the Ng5 then he needs a B/f8 to secure his K-side which was under attack the whole game. Mickey wanted to play more actively by transferring the bishop to b6 - but then he can't play h6.

So, after a day's rest and "feeling much more confident" (Adams), we came to game 4!

### Adams, Michael (2737) - Hydra

Man-Machine. Game 4. B70. Sicilian Dragon

1.e4 c5 2.♘c3 d6 3.♘ge2?!

Fairly rare in Sicilian terms! 3.f4 or 3.♘f3 are played much more frequently 3...♘f6 4.g3

Avoiding the more usual 4.d4, but is this really better against a Computer? Adams admitted later that he was dissatisfied with his opening play in this game

4...g6 5.♔g2 ♘c6 6.d4 cxd4 7.♘xd4 ♘xd4 8.♗xd4 ♔g7 9.0-0 0-0 10.a4 ♗a5



Adams already has a passive position - with White! Incidentally 10...♔e6 11.♗b4 ♗c7 is supposed to be better for Black 11.♗d3?!

The only previous game I can find was from 1990, Short-Gulko, 1-0, which went 11.♔d2 ♗h5 12.♗b4 ♔h3 13.f3 11...♔d7

If Adams was aiming for an early ♗-exchange with 12.♗b5 then Hydra has stopped him in his tracks! Perceptive play!? 12.♘d5!

Then let's try it this way!

12...♘d5

If 12...♗d8 either 13.c3 (a bit boring but sound), or ♔e1!? perhaps 13.♗xd5 ♗xd5 14.exd5



Well that doesn't look so bad for Mickey.

14 moves and we're nearly in the endgame, both sides have semi-open files... and Adams is pretty good at this sort of thing!  
**14...♙f6!**

Clever. The ♖/e7 is weak so Black doesn't want to see White play ♙g5 and a ♖ to e1  
**15.c3 a5 16.♖e1 ♖fb8 17.♙f1**

Anticipating that b5 will be played anyway, and looking for some further exchanges. Probably Adams is aiming for a \$10,000 draw, and you can't blame him  
**17...b5 18.axb5 ♙xb5 19.♙xb5 ♖xb5**

In retrospect the exchanges have left Black with the better ♖ pair. This one protects a5 and attacks d5, so Hydra seems to have gained a tempo and a small initiative  
**20.♖d1 ♖c8**



**21.♖a4 ♖cc5 22.c4 ♖b3 23.♙e3?!**

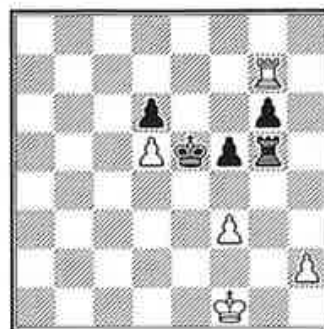
A bit premature. It was better to drive the infiltrator ♖/b3 off with 23.♖d2! ♙g7  
 24.♙f1 h5 25.♙e2 ♖b7 (trying to maintain the rook with 25...g5 26.♖d3 ♖b8 is good for White after 27.b3!) 26.♖c2  
**23...♖c8 24.♙d4 ♙g7 25.♙f1 ♙xd4 26.♖xd4 ♖xb2 27.♖xa5 f5?!**

Dare we criticise Hydra? Why not win the pawn with 27...♖b4 28.♖a7 ♖bxc4 29.♖xc4 ♖xc4 30.♖xe7 ♖c5 31.♙e2 ♖xd5  
**28.♖a7 ♙f6 29.g4 ♖b4**



So Adams has some counterplay, and should probably draw from here  
**30.g5+?!**

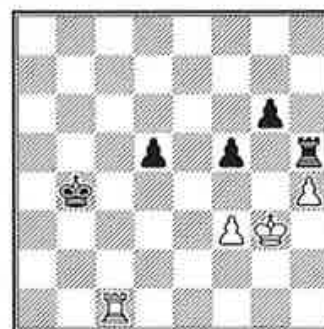
But not like this, it just loses a pawn. Best was 30.gxf5 ♖bxc4 31.♖xc4 ♖xc4 32.fxf6 hxf6, and now the rook can be a real nuisance along the 3rd rank... e.g. 33.♖a3! ♖d4 34.♖f3+ and if 34...♙e5 35.♖g3!  
**30...♙xg5 31.♖xe7 ♖xc4 32.♖xc4 ♖xc4 33.♖xh7 ♙f6 34.♖d7 ♙e5 35.♖g7 ♖g4 36.f3 ♖g5**



Mickey has done everything he can to get his rook into a good position for when the pawn drops. But his king is still on the first rank and his chances are no longer good  
**37.♙f2**

37.h4 keeps the pawn for an extra move, but 37...♖h5 38.♖xg6 ♖xh4 39.♙f2 ♙xd5 ends up very similar to the game  
**37...♙xd5 38.h4 ♖h5 39.♙g3 ♖h6 40.♖e7**

Trying to restrict the Black ♙, but Hydra's technique is up to the task  
**40...♙d4 41.♖e1 d5 42.♖d1+ ♙e5 43.♖e1+ ♙d6 44.♖d1 ♖h5 45.♖a1 ♙c5 46.♖c1+ ♙b4**



**47.♖d1?!**

Inviting the king to return to the advancing d/♙ doesn't help. I prefer 47.♖c6 47...♙c4! 48.♖c1+ ♙d3 49.♖c6 ♖h6 50.h5 f4+!

That's a clever finish. 51.♙h3 (51.♙xf4?? g5+ 52.♙xg5 ♖xc6 0-1) 51...♙e3 52.♙g2 ♖xh5 53.♖e6+ ♙d2 54.♖xg6 d4 55.♖f6 d3 56.♖xf4 ♙c3! 57.♖f7 d2 58.♖d7 ♖h4 59.♙g3 ♖d4. The game lasted 4½ hours.  
**0-1**

**To be continued!!**

## COLLECTING CHESS COMPUTERS: "PASSION OR MADNESS?" asks Rob Van Son

Why do people collect all sorts of things? This question cannot be answered easily and in turn calls up other questions. Is it a longing for things passed?

A longing not to want to lose the things you are familiar with in this fast dynamic world? Or do people want to leave something to confront later generations with, here's something that was?

A few years ago I went to see the German chess computer collector **Manfred Vellmer** and he showed me his extensive collection from times past. But there is always larger than large, and last year I saw the collection of chess computer expert **Karsten Bauermeister** in Münster (Germany), and his collection is a veritable chess computer museum!

In the Netherlands collector **Hein Veldhuis**, although with a smaller collection than the ones mentioned above, has a miniature museum. Part of his splendid range of historical machines is on display in a nicely fitted and illuminated showcase, bringing them as it were, back to life in the glory of old times.

Recently I met Manfred Vellmer and Karsten Bauermeister at Hein's place in Tilburg.

I was hoping that this meeting would enable me to have a better look into the thought world of these great collectors of chess computers.



Manfred



Like many others before him, Manfred learned the first principles of chess from his father, while Karsten was made familiar with the royal game by his mother.

When Manfred's school chess career ended after only a few years he carried on playing in the pub nearest to the university where he was a student. So, by his own words, his rating at the time could be better expressed in pro-mille rather than in elo-points!

Karsten learned to play chess in 1981 when he was twelve years old, and in the same year he joined a chess computer club. He turned out to be a talented player and in the eighties was twice junior champion of Münster. He finally attained an elo-rating of about 1880 and continued playing for his club until the early nineties. After that he stopped playing club chess.

Neither of the men started out initially as collectors.

In 1981, Manfred bought the Mephisto 1 Brikett, a small black computer. In the following two years two stronger modules of this computer came out, the Mephisto 2 & 3, which could be connected with a special cable to the Mephisto ESB (Electronic Schachbrett) 3000 and 6000 boards. Manfred wanted to increase his playing ability with these machines.

In 1982, Karsten got the Scisys (later Saitek) Mark V chess computer for his birthday.



In September 1981 the '2nd World Micro-computer Chess Championship' had been held in the German city of Travemünde. The participating computers were divided into two groups, a commercial section and an experimental section.

The Mark V became 'the champion' by winning the commercial group, and the Fidelity X (experimental) was the winner of the experimental group. So at first there were actually two world champions!

In a decisive one-on-one contest the Fidelity X played three games against the Mark V and won them all. In the end, though, it was decided not to award the Fidelity another, separate, title, even though it won this match.

There is a 1983 booklet by **Martin Gittel**, who died in 1989, and he wrote that the Mark V should not have been announced as the World Champion *"because according to the tournament rules only the winner of the decisive match is allowed to call itself the World Champion, and that's the Fidelity X"*. Anyway after the tournament everybody announced the Mark V as World Champion because it had won the commercial section, and this was clearly shown on its box when it was released for sale!



Like Manfred, Karsten wanted to become stronger by practicing a lot with his chess computer. In the early eighties he did not have any collector ambitions yet, and the main thing for him was the ready availability

of an opponent he enjoyed playing with. Soon he mastered Mark V. Two years later he got the Fidelity Elite A/S Budapest as a birthday gift and shortly after a Novag Super Constellation.

Karsten however was not so interested in the very early chess computers: the Chess Challengers from the seventies played too weak for him and therefore were not of interest. He preferred to have only the strongest playing chess computers.

Manfred, 15 years older than Karsten, stopped playing chess altogether after completing his university studies, but his love for chess computers kept on growing. In 1984 he bought a Conchess Ambassador, not only because he liked the looks of it, but also because it was technically solid.

At around that time the old Fidelity Chess Challengers of the late seventies became dirt-cheap. Manfred bought a large number of these first generation chess computers.

From the many price cuts on these models in the eighties it was evident that, at first, exorbitant profits had been made on these computers. Manfred has for example a Chess Challenger Voice from 1979 with a price-sticker showing a price which has been crossed out and replaced by a lower one three times. In 1979 you could buy a 'Voice Challenger' for 798 marks in Germany and after three price reductions you could buy the same machine in 1984 for 50 marks! This in particular was a stimulant for Manfred to start collecting chess computers.

In 1992 Karsten was still playing competitive chess and also had 16 chess computers in his possession which he frequently used to train against, or to play against just for fun.

It is true that his mother gave him a couple of computers in the eighties, but he also bought some himself at the local department store, often at a reduced price, models made of synthetic materials that were affordable for him as a student, like the Mephisto MM IV, the CXG Sphinx Dominator, the Super Enterprise and the Fidelity Mach II.

In the early nineties Karsten released a computer chess magazine which, apart from many interesting topics, also listed his telephone number. Manfred called him to let

him know he had a large collection of chess computers. Karsten thought: *"How is that possible? What you do with chess computers is play against them to make you stronger. But collecting them?"*

Shortly after Manfred invited him to his house to look at his collection which had now grown to contain 60 machines.

Karsten was very much impressed and also noted a couple of chess robots of which one was able to move the pieces with a special gripping-arm. It was the Novag Robot Adversary.

Karsten: *"I wasn't that much impressed by the playing-strength of those chess computers, but I very much enjoyed playing a game against a chess robot. Admiring Manfred's beautiful collection and playing against a chess robot actually increased my interest in chess computers."*



*"After this visit I saw an advertisement offering a used chess computer that could execute its moves by itself. I immediately thought of a chess robot of course and because the seller lived about 100 kilometres from Münster, I could hardly sleep from excitement and immediately phoned him the following day. The robot had not been sold yet and I immediately set off for the drive. And sure enough there was a **Novag Robot Adversary** and for 400 German marks I could transport it home on the back seat of my car. This actually took me 5 hours because it was the heart of winter and a thick pack of snow had fallen that day."*

*I had acquired a particularly beautiful chess robot and I figured I could have some more. From that moment on I became a collector."*

In the eighties Manfred did good business in Amsterdam for the development of his collection.

In the CSVN magazine 'Computerschaak' he read an advertisement of Foto Witteman, at the time situated at the Beethovenstraat in Amsterdam. In addition to photo-cameras and film-rolls Witteman also sold chess computers.

After a telephone contact Manfred later visited the shop: *"Mister Witteman told me that there were a lot of American sailors coming into Amsterdam who regularly played their Fidelity chess computers during their trip. Yet they would squander so much money that they sold him their chess computers to come by money again."*

*"Mister Witteman and I developed a good contact and he sent me a couple of times a year a card announcing he had acquired some beautiful Fidelity machines. One day, it was around 1990, I again received a card like that but now he announced that he had a chess robot in his shop. Some days later I bought the rare Novag Robot Adversary for only 600 guilders!"*

The collapse of the GDR, at the end of the eighties, also caused a unique chess computer to be added to his collection.

Manfred: *"It was a splendid **chess-table with the 'Chess Master'** built in. Through a chess-friend who sold goods he had bought up in 1990 from the former GDR to interested parties in Germany, I obtained this special chess-table."*

*It came from the East-German company VEB (Volkseigener Betrieb) Mikroelektronik Karl Marx Erfurt."*



Later in the nineties Manfred discovered by internet contact with a former employee of this company that only ten of these chess computer-tables had been made and that they were all given to the leaders of the communists countries as state gifts.

Manfred: *"I don't know for sure if it's true, but the man revealed that at least one machine had been given to soviet-leader Leonid Breznjev and one to the Cuban dictator Fidel Castro."*

At the end of the nineties Manfred was able to expand his collection with another 120 computers because the German chess computer expert **Gerhard Piel** sold his entire museum collection to Manfred.

Gerhard Piel was the man who, amongst other things, in the eighties founded the magazine 'Schachcomputer' and had a chess computer museum in the cellar of his house in Hamburg, which was visited by many interested parties (even school classes).

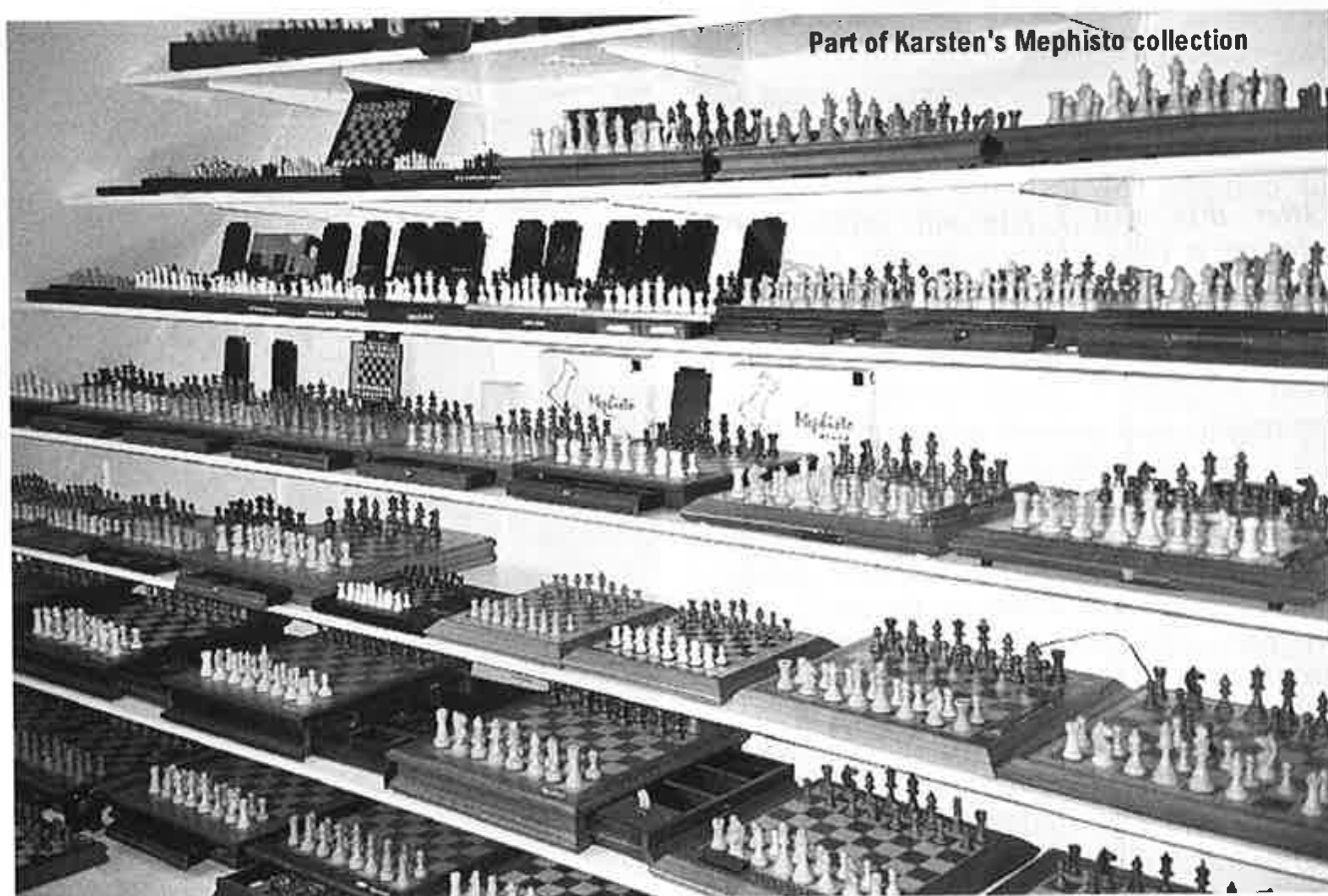
In 1998 he suddenly wanted to sell his entire collection because he no longer took pleasure in it. The 'drive' was gone, as he said. He contacted Karsten, who has been working for the German periodical

'Computer-Schach und Spiele' (per 2005 published on-line only) since 1993, and already had many articles on historical chess computers to his name. Karsten wrote a short item about this and Manfred, after contacting Gerhard, transported all his newly acquired computers home just a few days later.

Because of the 120 machines from Gerhard Piel he now had 118 doubles, but since then he has been able to trade some of these doubles against chess computers he did not have yet. The other machines were integrated into his own collection.

When I asked him why he had bought up this collection knowing it contained so many computers he already had, he still didn't have an answer. This is where we enter the psychological sphere he said.

As a further matter of interest Gerhard Piel had organised the World Computer Chess Championships of 1981, in Travemunde, which we mentioned earlier. The two actual winners of this championship, the Mark V and the Fidelity X were in the very collection that Manfred now added to his own collection with this takeover.



Part of Karsten's Mephisto collection

The original Mark V has a light olive-green case as opposed to the models used in serial-production, which have a grey colour. The original machine has a sticker inside with the text: "Swiss embassy."

Manfred told me that the big boss of Novag, Peter Auge, had organised this Mark V to be brought especially by car from Switzerland to Travemünde during a nocturnal action.

The other champion, the Fidelity X, is characterised by a 5 millimetre thick iron plate which has been bitted underneath the machine. This experimental version of Fidelity was later put on the market under the name 'Chess Challenger Sensory Champion Elite.' Only 500 pieces were made of this machine and were sold for the not too modest price of 4.000 German marks.

At the beginning of the 21st century a new phenomenon occurred enabling Karsten and Manfred to expand their collections even faster, namely the auction house eBay on the internet! Many old, but also new chess computers in all possible varieties are on offer here.

Cheap models of synthetic material as well as beautiful expensive chess models equipped with fancy wooden Mephisto chess boards and reed-contacts. An ideal way to set up a collection the fast way, wouldn't you think, or perhaps not after all?

Karsten: *"The chief motivation for a collector is the search for a specific model that is not yet in his collection. In the nineties you would look in all kinds of magazines in search of people that wanted to dispose of chess computers by means of an advertisement. You would phone them and drive over to buy the machine. The search for advertisements and then picking up a chess computer in itself provided an enormous kick. The excitement is mainly in the hunt for a computer and not so much in the possession of it. The big advantage of eBay is of course that you can almost totally complete your collection in a very short time. But the disadvantage is that it's so easy, making the thrill and excitement of collecting disappear. You no longer have to go through a lot of trouble, which tends to take away part of the fun. Before I started buying chess computers through eBay I had collected almost 200*

*machines, but since 2001 I have bought 450 chess computers in a good three years time. I now already have almost 700."*

Before the emergence of internet and eBay Manfred already had over 400 chess computers and did not want to expand his collection much further. All he is interested in now are a few specific models which, however, are not easy to obtain through the internet, or anywhere else.

Two years ago Karsten opened a wonderful chess computer museum in Münster. People who are interested are always welcome, but only after having made an appointment. Hein Veldhuis and I have already taken a look there and we were very impressed.

It is safe to say that almost all models that have been manufactured between 1977 and 1997 are on display in this museum.

Among others the first **Fidelity Chess Challenger** with the switched numbers and letters for the board rank/file, of which - as Shane Samole, son of Fidelity-founder Sid, told Karsten - only a 1,000 were made. This statement still gives rise to further discussion about the scarceness of this computer however. Karsten did for instance a little research to see if there was a relationship between the serial numbers of the machines owned by collectors. He sent them an appeal through the internet and received 15 different serial numbers. Some of the machines had a number between 3,000 and 30,000. Together with Ingo Althöfer (a maths professor) he analysed these numbers to see if they could discover any logic in them. Unfortunately they couldn't. So Karsten sticks to the number of 1,000 manufactured machines mentioned by Shane Samole.

All other Chess Challengers can be admired in all their glory here, same as many other splendid designs of Fidelity, like the Fidelity Elite Avant Garde version 10 with the then very expensive Motorola 68040 processor for which you could buy a new car for the same money! Fidelity-importer for the Benelux, **Tom Fürstenberg**, provided his friend and ex-world-champion **Anatoli Karpov** with an Elite version 10 during his World Champion-match in 1990 against Gary Kasparov, as an



electronic second for the opening preparations and analyses.

As a matter of fact the well-know brand Mephisto is also fully represented as well. Rows of chess-modules connected to the matching wooden reed-contact boards stand displayed very neatly next to, on top of, and underneath each other on shelves. Many of these are shown in the large photograph on a page earlier in the article.

Among these are also all micro world-champions, like the Mephisto Excalibur from 1983, the first chess computer in the world with a Motorola 68000 processor, and the original Mephisto Vancouver which in 1991, together with Ed Schröder's program Gideon, won the world championship computer chess. This machine houses a Motorola 68030 with 8 Mb RAM.

Many other brands can be admired at Karsten's in various showcases, just as can a large collection of specialist literature. To convince yourself of the beauty and the perfect state that these machines are still in, and to allow yourself to be carried back to the chess computer-world of old times, it would be best if you personally paid a visit to the museum one of these days.

The chess wholesale dealer **Schach Niggemann** in the German town of Heiden has 65 computers from Karsten on display. This is because Karsten worked at Niggemann from 1996 to 1999 and hence gave Niggemann the opportunity to furnish a small section of the store with historical chess computers, so that customers in addition to buying chess

requisites can admire these machines. Naturally they are not for sale and may go back to Karsten's own museum in the near future if Niggemann needs more room for his sales department. One of these 65 computers is the Novag Robot Adversary.

In his own museum Karsten has another eight chess-robots which, although they do not have a gripping-arm, can move the chess pieces by means of special magnet-tapes and engines underneath the chess-board. Karsten has the last-produced chess-robot, the Excalibur Mirage from 1997, not only in black, but also in marble!

Unfortunately, there is one chess-robot missing in the collections of Manfred and Karsten, the "Boris HANDroid" of the American company Applied Concepts. This chess-robot was first presented to the public in 1980, but was technically far from perfect and has therefore never been taken into production.

We don't know where prototypes of this chess-robot, fitted with a gripping- arm, can still be found or if they still exist at all. The only known specimen is in the possession of **Rolf Bühler**, who lives in the Swiss town of Zürich. Collectors like Karsten and Manfred are willing to pay a substantial amount to add this robot to their collection, or if needed trade a Novag Robot Adversary for this purpose. But it doesn't look like Rolf will part with his Boris HANDroid.

Nowadays neither of them much wants to participate in the CSVN- Gebruikerstournament in Leiden or the DACH-tournament in Kaufbeuren.

Karsten now much prefers to participate in chess computer-tournaments using a fast PC equipped with one of the strongest chess-programs. He feels the playing-strength of the oldies is too weak to actually enjoy it as, in a tournament he likes to see only the best chess which nowadays only the current top chess-programs can really produce.

Manfred however still likes meeting up with and talking with old and good friends, who share the same chess computer hobby, and he prefers this to participating in a tournament.



The biggest computer-museum in the world, the **Heinz Nixdorf Museums-Forum** in the German town of Paderborn ([www.hnf.de](http://www.hnf.de)), had a replica made of the first automated chess-machine in the world, **the Turk**.

In March of last year the museum organised a demonstration-match with this machine!

They now also have six historical chess computers from the early times of computer chess. Karsten says they contacted him at the time to buy some specific chess computers:

- The Fidelity Chess Challenger 1, because this is the very first chess computer in the world.
- The Fidelity Chess Challenger Voice, this is the first talking computer.
- The Fidelity Kishon Chester because of the funny statements of Mister E. Kishon.
- The Fidelity Phantom, a chess-robot that can move the pieces by itself.
- The Schachcomputer SC 2, originating from the former GDR.
- The Mephisto Modular, because at the time the technology in this computer was a big technical innovation.

With the exception of the Schachcomputer SC 2, Karsten sold the chess computers mentioned above to the Nixdorf museum. When I asked him whether he would ever want to display his complete collection temporarily in the Nixdorf museum he said that for the time being he had no desire for that. His first interest is making his own museum even more complete!



Karsten would be very happy to show you around in his unique museum in Münster. You can make an appointment with him through his e-mail address:

■ [caratan@onlinehome.de](mailto:caratan@onlinehome.de)

Collecting chess computers: is it passion, or madness? Let's settle for a healthy mix of both!

**Rob van Son**, 11 June 2005

# PALM HIARCS LATEST

## Plus RUNNING PALM HIARCS ON A POCKET PC!

**Palm HIARCS** is now being tested by the SSDF, and it will be very interesting to see how it gets on, playing at 40/2 and presumably set to face some dedicated machines, PC engines on older hardware and maybe on some new 'power' stuff as well!

In one of its first matches it has played against **Fritz3**. PalmH is on a TungstenE for its matches and, here, Fritz3 was on a P/90. Of course this has dropped off the bottom of our PC Rating List now, but Fritz3 P/90 in Sweden is 2243 and, when I extend the print-out of my Rating List, it shows 2324.

We consider Hiarcs on a Palm TungstenE to be around 2625 Elo. All-in-all you'd expect PalmH to get close to an 80 or 85% score, which it just did with a 16-4 win (13-1=6)!

Here's one of the games.

### Fritz 3.0 P/90 - Palm Hiarcs 9.5a Tunge

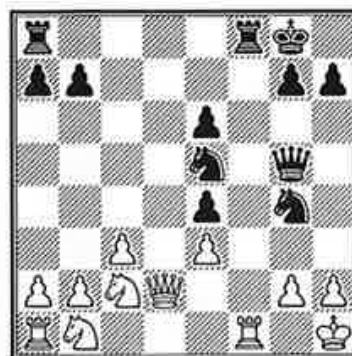
Opening: B22. Sicilian with 2.c3

1.e4 c5 2.c3 d5 3.exd5 ♖xd5 4.d4 e6 5.♟f3  
♜f6 6.♙e3 cxd4 7.♜xd4? *Theory is 7.cxd4*  
♜c6 8.♜c3 ♖d6 9.a3 ♙e7 10.♙d3 *a line*  
*which has a good record for White* 7...♙c5  
8.♜b5 ♖e5 9.♙e2 ♙xe3 10.fxe3 0-0  
11.♖d4!



*A good idea, but PalmH wont exchange queens like this when White still hasn't castled – and may not want to 11...♖g5! 12.0-0 e5! 13.♖d2 ♙h3 14.♙d3?! The idea, which enables the queen to protect g2, is good, but ♙c4 was better 14...♜c6 15.♙h1? 15.e4 was vital, then the queen exchange*

15...♖xd2 16.♜xd2 and now 16...♗ad8 certainly leaves Fritz under a lot of pressure, but not yet lost 15...e4! 16.♙c4 ♜e5 17.♜5a3 ♙e6 18.♙xe6 fxe6 19.♜c2 ♜fg4



*Material is still equal, but it doesn't need a genius to work out that Black has a big attack! 20.♜ba3 ♜d3 21.♙g1 ♜gf2 22.g3 ♗f3 Threatening ♗xg3 hxg3 ♖xg3 mate. Fritz has to play... 23.♖xf2 ♜xf2 24.♗xf2 ♗xf2 25.♙xf2 ♖f6+ 26.♙g1 ♗f8 27.♜d4 ♖f2+ 28.♙h1 e5! and mate is unavoidable 0-1*

Next up for **PalmH** will be a more up-to-date PC program, which will also be running on a K6/450 - altogether a different cup of tea as it will likely be very closely SSDF rated to PalmH itself! More news next time.

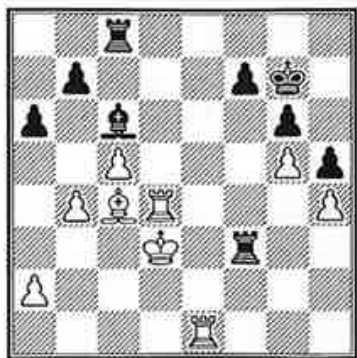
### PalmHiarcs plays another GM (Volkov)

**PalmH**, which beat 2616 rated GM Jan Gustafsson by 3-1 (see *SelSearch117*), is set to play another GM, 2682 (!) rated **Sergey Volkov**.

The Gustafsson match was played at G/30+10 whereas this is more challenging for the human at G/5+3. Fortunately handling the Palm with a stylus is easy and wont cause much time loss at all so, although Hiarcs wont have time to search all that deep, the GM might not find it too easy either!

In fact after 2 games **Palm Hiarcs** led by 1½-½. Here is game 2, full details and games in our next issue.

Volkov is Black, and has just played 32...♗f3+



33.♖e3 Best. 33.♔c2?! a5 34.bxa5 ♜f5  
35.♕b3 ♜xc5 is about equal 33...♜xe3+  
34.♔xe3 ♜e8+ 35.♔d3 ♜e1 Over optimistic.  
The simple 35...f6 36.gxf6+ ♔xf6 was best.  
PalmH now goes on the attack 36.♜f4! ♜e7  
37.♜f6 ♜c7?! 37...♔f8 38.a3 ♔g7 and it  
isn't easy for White to break through  
38.♔c3 ♜c8?? A blunder, forgetting the  
need to doubly protect the f7/pawn. The two  
main choices are: [a] 38...♜e7!? Though  
this allows 39.♕xa6. After 39...♜e3+  
40.♕d3 ♜h3 Black may still have drawing  
chances, and [b] 38...♕h1, though after  
39.a4! White is likely to win. 39.♜xf7+ 1-0

### PalmHIARCS on a PocketPC!

In the meantime it transpires that you can use **PalmH** on a **Pocket PC**!

Quite a lot of folk have been asking Mark Uniacke to write a version for the Pocket PC, but there is a piece of software - all duly tested! - which will enable Pocket PC folk to run Palm Hiarc.

Here's what you need:

Firstly there is full information about it at:

- [http://www.hiarcs.com/pocket\\_hiarcs.htm](http://www.hiarcs.com/pocket_hiarcs.htm)

In a nutshell there is an excellent emulator called **StyleTap** which is available from:

- [www.styletap.com](http://www.styletap.com)

It costs \$29.95 US (under £20) and runs on most Pocket PCs, using the StyleTap platform on Windows Mobile™ 2003 for Pocket PC (including Second Edition and full VGA support), Pocket PC 2002 or Pocket PC 2000.

StyleTap's own boast is: "You can now run the world's strongest PDA chess program, *Palm Chess HIARCS*, on your Pocket PC

under the StyleTap platform!"

In fact it will run fast and with full features on the Pocket PCs, though depending on the Pocket PC Operating System version the performance may differ.



Hiarc PocketPC screen under StyleTap

On Pocket PC 2003 with the latest Intel XScale processors, the performance can be about 25% slower than on a Palm with the same CPU.

Pocket PCs with a QVGA screen resolution of 240x320 will have the choice of a 160x160 or 240x240 screen display under the StyleTap platform, and Pocket PCs with a VGA screen resolution of 480x640 will have the choice of a 320x320 or 480x480 screen display.

If you wish to purchase Palm HIARCS to run on your Pocket PC, we recommend try before you buy as follows:

1) Download the StyleTap trial version and install it on your Pocket PC.

2) Download Palm Chess HIARCS (free, but runs with reduced features and strength) and use the StyleTap installer to install it on your Pocket PC.

3) Make sure you are happy with both StyleTap and Palm HIARCS on your Pocket PC.

4) Finally to use Palm HIARCS beyond trial periods and with full features and strength on your Pocket PC, you will need to register and purchase both **StyleTap** and **Palm HIARCS** from their respective websites.

Mark already has a good number of users happily running Palm HIARCS on their Pocket PCs!

# UCI AND WINBOARD ENGINES

## Chris Goulden

**Chris** is our resident **UCI** and **WinBoard** engine expert! He regularly comes up with useful information and results showing what's new and what's best, with good advice about any tricky installation procedures.

For his main testing he runs 4 Divisions with 8 programs in each - the main 3 Divisions have promotion and relegation, and his Qualifiers division is where new engines are tested to see what, if anything, might be suitable for a try in division 3!

Occasionally he'll run a series of matches to try and resolve a particular issue - such as this time where he's run a series of games to check out the two **Pro Deo** versions.

In our last issue **Aristarch** had just won **Div.1**, with the promising **Smarthink 2nd.** and **ProDeo1.0** relegated to 4th.

We also commented on the arrival of the new 1.1 version of **Pro Deo**, but that users have been getting some strangely varying results depending on how the protocol is set up. Chris promised to work out and disclose the best set-up for this issue, and we'll see what he has to say in a few moments.

The new program **Spike** won **Div.2** so was due for promotion, together with the latest Jonny version (2.75). **Crafty19.19** came 3= so stays where it is!

Sharp-eyed readers will have noticed that **Spike** also came 3= at Paderborn, see SS118, page 22, where I included there a couple of its games, including a win over **Gandalf**. An impressive 2005 introduction, but can it be maintained?!

Next we saw that **Fruit** and **Toga** topped **Div.3**, ahead of **Pharaon**.

Finally there is a 4th. section - the **Qualifiers**! We should see **SOS 5** and **Zappa 1.0** emerging from there and getting places in next time's **Div.3**.

Before we read Chris's comments, here's his latest result, which is really a **Pro Deo test** to see how the 2 versions compare using what Chris believes are their best settings.

## Pro Deo test

Pos	PC Program	Score/10
1=	<b>Pro Deo 1.0</b> <b>Pro Deo 1.1 uci</b>	6½
3	<b>Ktulu</b>	6
4	<b>Smarthink 17a</b>	4½
5	<b>Aristarch 4.50</b>	3½
6	<b>Ruffian 1.01</b>	3

Hi Eric (by e-mail)

There have been some odd things going on with **Pro Deo**. **Pro Deo 1.1** actually plays at its best through the **Polyglot uci** adapter in **Winboard**, or the **Arena** program. I think it has been tested as a **Winboard** only program at **Ridderkerk** because it's not doing well there either.

The other odd quirk that **Pro Deo 1.0** has is that its log file info and learning facilities get flooded with too much info, and then it starts to play poorly. But if you delete the files and reload them back from the **WinRar** or **Winzip** file downloaded from the **Ridderkerk** site, it is back to its brilliant self again. **Pro Deo 1.0** appears to be the better of the two in **Winboard**, with them both on the same settings.

There is a very promising group of newcomers: **Fruit**, **Toga**, **Slowchess**, **Zappa**, **Ufim** and **DanChess**, and these are also doing well at **Ridderkerk**.

Best wishes... Chris

Great stuff as always, Chris - many thanks!

Chris has since e-mailed me with the recommended settings for **Pro Deo**. However these would take up 2 pages in *Selective Search* and probably not so many folk would be interested. Therefore...

- If you're on the 'net, send me an e-mail **eric@elhchess.demon.co.uk** and I'll send you Chris' text file.
- If you need printed copy, send me a stamped addressed envelope and I'll send you a printed version.

## Ridderkerk

As we didn't have the Ridderkerk rating list in our last issue, and his site gets a mention above, it's time we put that right.

I have shown Ridderkerk's own figures and then an extra column which is

- Ridderkerk -50 = SelSearch

so that readers can better assess where the programs would come in our own Rating List. I have also opted to show the top 20 directly from his list, and then added a few more which readers will be able to relate to from Chris Goulden's results and comments.

### Ridderkerk 40/40 Rating List, June 2005

Pos	Engine	Ridderk	SelSearch
1	<b>Shredder 7.04</b>	2760	<b>2710</b>
2	<b>Gandalf 6</b>	2738	<b>2688</b>
3	<b>The King 3.33</b>	2733	<b>2683</b>
4	<b>Deep Sjeng 1.6a</b>	2690	<b>2640</b>
5	<b>List 5.12</b>	2687	<b>2637</b>
6	<b>Ruffian 2.1</b>	2682	<b>2632</b>
7	<b>Pro Deo 1.0</b>	2672	<b>2622</b>
8	<b>Aristarch 4.50</b>	2666	<b>2616</b>
9	<b>Crafty 19.13 (64 bit)</b>	2647	<b>2597</b>
10	<b>Maestro 1.08 uci</b>	2624	<b>2574</b>
11	<b>SmarThink 0.18a</b>	2616	<b>2566</b>
12	<b>WARP 0.65</b>	2610	<b>2560</b>
13	<b>Pharaon 3.1 (64 bit)</b>	2610	<b>2560</b>
14	<b>Fruit X-12/11</b>	2610	<b>2560</b>
15	<b>Ktulu 6.1 beta 3</b>	2596	<b>2546</b>
16	<b>Tao 5.7b06</b>	2578	<b>2528</b>
17	<b>SlowChess Blitz WV</b>	2578	<b>2528</b>
18	<b>Yace 0.99.87</b>	2576	<b>2526</b>
19	<b>Thinker 4.7a</b>	2575	<b>2525</b>
20	<b>Delfi 4.5</b>	2569	<b>2519</b>
	..... others		
21	SOS 5.1	2560	2510
23	GreenLightChess 3.01.2.2	2549	2499
24	LG Revival	2544	2494
28	Zarkov 4.67	2527	2477
30	Spike 0.9	2506	2456
32	DanChess CCT7	2497	2447
33	AnMon 5.51	2496	2446
34	Jonny 2.70	2489	2439
36	Comet B.68	2482	2432
40	Gromit 3.8.2	2461	2411

The ratings resulting from 'Ridderkerk -50 = SelSearch' put Gandalf and Deep Sjeng a bit too high, so perhaps the deduction should be 60. Even then I have to say that I have played Aristarch, Fruit, Pro Deo and List against our latest Hiarcs versions and Shredder9, and the gap between the commercial programs and the freebies doesn't come out as high in the Ridderkerk list as my results suggest it should. However the new Fruit2.1 seems to be very good and may change that a bit.

Even so I am in awe at the number of amateur programs which now make it into the 2500+ range - though no doubt PCs running at 2-3GHz also have a lot to do with it, as they do with the main commercial programs breaking the 2700 barrier of course!

Here is some brief information about a few of the programs which have been mentioned:

#### ■ Aristarch

By Stefan Zipproth, Germany.  
Latest version 4.50 dated May 2004



#### ■ Ktulu

By Rahman Paidar, Iran.  
4.2 was the last free version, from version 5 Ktulu went commercial via the Gladiatorshop



#### ■ SlowChess

By Jonathan Kreuzer, USA.  
Latest version Blitz WV dated Feb 2005



#### ■ SmarThink

By Sergei Markoff, Russia  
Current version 0.17a. A new version 18a hasn't yet been made public



#### ■ SOS 5.1

By Rudolph Huber, Germany  
Current version 5.1 dated Feb 2004



#### ■ Spike

By Ralf Schafer and Volker Bohm, Germany  
Current version 0.9a dated Apr 2005



#### ■ Toga II

By Thomas Gaksch, Germany, together with Fruit programmer Fabien Letouzey, France. The website confirms Toga II is based on Fruit.  
Current version 0.93 dated Mar 2005





### Other Rating Lists

Anyone with a spare hour or so and a **web connection** can find lots of 'Selective Search' information for themselves: **Ridderkerk's** ratings, **UCI+WinBoard** engine and set-up sites, Rating Lists for various time controls, Tournament news/coverage, test results etc.

That's one of the problems facing **magazine producers** like myself, and probably the main reason why subscription numbers keep on dropping.

Other likely causes are the lack of new **dedicated computers**, so there is sometimes little new dedicated news available, which disappoints quite a few readers. Also the **PC programs** are so very strong that new versions struggle to make major gains, and folk don't feel the need to be kept up-to-date to quite the same degree. And then as the gap between the top **commercial** and **amateur** programs narrows many folk find having one commercial (usually ChessBase) program to provide the interface, and then a selection of amateur programs to run within it, gives them everything they really want. With a modern, fast 2GHz PC many engines can already beat us on a regular basis so we are no longer waiting for "something really good" to come out - they are already all over the place for the web trawler!

Even so here are a couple more Lists, which will be of interest!

The first is the **top division** of the **UCI League**. Games are played at 90/30, so a little quicker than with Ridderkerk.

#### UCI League A - 90 moves 30 mins

Pos	Engine	out of 26
1	<b>Shredder 9</b>	20
2	<b>Gandalf 6.01</b>	19
3	<b>Toga II</b>	16½
4	<b>List 5.12</b>	15½
5	<b>Ruffian 2.1.0</b>	14½
6	<b>Spike 0.9</b>	13½
7	<b>Deep Sjeng 1.6</b>	12½
8	<b>Zappa 1.0</b>	12
9	<b>Ktulu 7.0</b>	11½
10	<b>Pharaon 3.2</b>	11
11	<b>Fruit 2.0</b>	10½
12	<b>Yace 0.99.87</b>	10
13	<b>Patriot 1.3.0</b>	8
14	<b>LambChop 10.99</b>	7½

Aristarch, Pharaon, SOS5, SlowChess, LGRevival, Tao, Anmon and others appear in division B.

**Klaus Wlotzka** produces the Rating List for the **CSS site**, where Shredder 9 is leaving everything else absolutely miles behind! The time control is G/10+10 and here I have reduced the original CSS figures by 20 to match *SelSearch* + revised *Ridderkerk* levels.

#### CSS - Rating List. G/10 mins + 10 secs

Pos	Engine	SelSearch
1	<b>Shredder 9 UCI</b>	2786
2	<b>Fritz8 Bilbao</b>	2691
3	<b>Junior 9</b>	2666
4=	<b>Hiarcs 9</b> <b>Chess Tiger 15</b>	2661
6	<b>The King 3.33</b>	2655
7	<b>Ruffian 2.1.0</b>	2643
8	<b>Pro Deo 1.1</b>	2640
9	<b>Fruit 2.0</b>	2633
10	<b>Gandalf 6</b>	2630
11	<b>Ktulu 7.0</b>	2628
12	<b>List 5.12</b>	2626
13	<b>Spike 0.9a</b>	2623
14	<b>Aristarch 4.50</b>	2609
15	<b>SmarThink 0.17a</b>	2592
16	<b>Deep Sjeng 1.6</b>	2586
17	<b>SOS 5 for Arena</b>	2585
18=	<b>Zappa 1.0</b> <b>Anaconda 2.0.1</b>	2553
20	<b>Thinker 4.6b</b>	2549
21	<b>Delfi 4.4</b>	2546
22	<b>Nimzo 8</b>	2538
23	<b>Glaurung 0.2.1</b>	2535
24	<b>Pharaon 3.1</b>	2532
25	<b>DanChess CCT7</b>	2530
	..... others	
26	AnMon 5.50	2523
28	Little Goliath Revival	2517
29	Tao 5.6	2506
30	Yace Paderborn	2501
32	Green Light Chess 3.00.3.4	2497
35	The Baron 1.5.0	2483
37	Crafty 19.19	2466
38	Jonny 2.64	2450
39	Ikarus 0.18	2444
40	LambChop 10.88	2443

## PC PROGRAMS: Rating List AND NOTES

### The HEADINGS:

**BCF.** These are British Chess Federation ratings. They are calculated from Elo figures by  $(\text{Elo} - 600) / 8$ .

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

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

**Games.** The total number of Computer v Computer games played.

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

### A GUIDE to PC Gradings:

The **RATINGS** shown represent the programs on a Pentium4/AMD at approx. 1200MHz, or Centrino 1000MHz, with 256MB RAM.

**USERS** will get slightly more (or less!) if their PC speed differs significantly.

A doubling/halving in **MHz speed** = approx. +/-40 Elo.

A doubling in **MB RAM** = 3-4 Elo.

The **GUIDE** below will help readers calculate approximately what rating their program should play at when used on such alternative hardware.

### Comp-v-Comp PC GUIDE, if Pentium4/1200 = 0

Deep prog on 8xP4/2000	80
Deep prog on 4xP4/2000	60
P4Ath/2400 Centrino/2000	40
Deep prog on 2xP4/2000	30
P4/1200	0
P3-K7/500	-60
PPro2-K6/300	-100
PPro2-K6/233	-120
Pent/200	-140
486DX4/100	-200
486/66	-240
386/33	-320

BCF	Engine	Elo	+/-	Games	Pos	vHumans/Games
267	Shredder 8	2738	14	997	1	2619/21
267	Shredder 9	2737	17	727	2	
264	Shredder 7.04	2716	11	1626	3	2703/20
262	Junior 9	2702	13	1245	4	
261	Junior 8	2694	12	1469	5	2401/4
261	Fritz 8	2690	9	2450	6	2769/14
260	Fritz 7	2687	11	1575	7	
260	Hiarcs 9	2682	12	1425	8	
257	Chess Tiger 15	2657	12	1338	9	
257	Gambit Tiger 2	2656	11	1712	10	2542/2
256	Chess Tiger 14	2655	12	1305	11	2705/13
255	Shredder 6	2642	12	1316	12	2478/7
254	Gandalf 6	2638	16	831	13	
254	Hiarcs 8	2638	11	1642	14	2651/14
254	Fritz 6	2636	10	2081	15	2616/53
254	Junior 7	2632	12	1372	16	2701/12
252	Gambit Tiger 1	2623	22	430	17	
251	Rebel Tiger 12	2615	15	872	18	
251	Junior 6	2612	10	1891	19	2621/22
251	Rebel Century 4	2610	21	480	20	2674/4
249	Hiarcs 7-DOS	2599	12	1397	21	
249	Hiarcs 732	2599	9	2347	22	2467/19
248	Shredder 5	2585	14	1018	23	2542/15
247	Shredder 4	2580	16	760	24	2600/15
247	Fritz 516	2580	12	1375	25	2513/6
247	Fritz 532	2579	12	1480	26	
247	Chessmaster 6000/7000	2577	24	353	27	2594/22
246	Nimzo 7	2574	13	1208	28	
246	Nimzo 8	2573	12	1326	29	
246	Rebel Century 3	2571	25	340	30	2655/6
246	Nimzo 98	2570	12	1308	31	2475/10
245	Gandalf 5	2560	20	513	32	
245	Junior 5	2559	11	1537	33	
244	Gandalf 4	2556	13	1147	34	
244	Hiarcs 6	2553	13	1207	35	2592/24
242	Nimzo 99	2543	14	1051	36	
242	Rebel 10	2542	25	333	37	2598/17
242	Rebel Century 1.2	2541	21	460	38	2592/43
242	SOS 4	2541	14	974	39	
242	Rebel 9	2541	14	1063	40	2677/14
242	Rebel 8	2540	19	549	41	
242	Goliath Light	2538	15	846	42	
241	M Chess Pro 6	2535	17	712	43	2504/12
241	M Chess Pro 7	2528	14	1068	44	2600/2
240	Chess Genius 5	2527	13	1207	45	2459/6
240	Shredder 3	2521	33	193	46	2711/2
239	Shredder 2	2516	15	878	47	2218/6
239	M Chess Pro 8	2516	14	1031	48	
236	Gandalf 3	2493	27	282	49	
233	Junior 4.6	2470	43	115	50	

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Please send **ARTICLES, RESULTS, GAMES** and **SUBSCRIPTIONS (!)** direct to **Eric**, at the above address... thank you!

## DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2353	Novag Emerald Classic+Amber	1957	Novag Jade1+Zircon1	1760
Mephisto London 68030	2315	Novag Jade2+Zircon2	1953	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephisto Montreal+Roma68000	1952	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1949	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2276	Mephisto Academy/5	1940	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portbrose 68030	2269	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2253	Kasparov Maestro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2247	Fidelity 68000 Mach2C	1918	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2246	Kasparov Explorer	1911	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2244	Kasparov Barracuda+Centurion	1911	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov GK2000+Executive	1911	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2220	Kasparov AdvTravel+Bravo	1911	Fidelity Sensory 12	1682
Kasparov SPARC/20	2218	Mephisto MM4	1903	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2194	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2185	Novag Ruby+Emerald	1891	Novag Quattro	1652
Fidelity Elite 68040v10	2182	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1887	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1883	Fidelity Elite B	1638
Mephisto Portbrose 68020	2143	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2139	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	Kasparov Travel Champion	1873	Mephisto Mondial1	1598
Mephisto Berlin 68000	2126	Mephisto Monte Carlo	1873	Novag Constellation/2	1594
Fidelity Elite 68030v9	2120	Conchess Plymate Victoria/5.5	1870	CXG Super Enterprise	1589
Mephisto Vancouver 68000	2118	CXG Sphinx Galaxy	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1858	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2099	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2099	Conchess Plymate Roma/6	1848	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2090	Fidelity Par Excellence/8	1846	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2090	Fidelity 68000 Club B	1845	Kasparov Cavalier	1566
Mephisto Portbrose 68000	2087	Novag Expert/5	1845	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2075	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2057	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2044	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1831	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2010	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1993	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1993	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Kasparov Cosmos+Expert	1993	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1400
Mephisto Nigel Short	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1340
Fid Mach3+Des2265+68000v2	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1300
Meph Dallas 68000	1981	Novag Expert/4	1792	CXG Enterprise+Star Chess	1280
Mephisto MM5	1968	Kasparov Simultano	1792	Fidelity Sensory Voice	1260
Mephisto Polgar/5	1968	Fidelity Excellence/4	1784	ChessKing Master	1220
Mephisto Mondial 68000XL	1965	Excalibur Grandmaster	1780	Boris Diplomat	1160
Nov Super Forte+Expert C/6	1964	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1160
Mephisto Milano	1958	Fidelity Elite C	1778	Novag Savant	1120
Novag Obsidian+StarRuby	1957	Fidelity Elegance	1764	Boris2.5	1080