It's Amir BAN and Shay BUSHINSKY, the JUNIOR programmers, on the right. But who's the chap with the big grin on the left? If you don't know now, you soon will!

Main Features in this (packed 36 page) issue:
MICHAEL ADAMS v HYDRA, games 5 and 6.
2005 World COMPUTER Championship.

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<th>Model</th>
<th>Price</th>
<th>Description</th>
<th>Features/Notes</th>
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<td>SMYST LK500</td>
<td>£295</td>
<td>- 1000 bcf. Smartly designed board.</td>
<td>Basic tools, tournaments</td>
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<tr>
<td>LAPTOP SENSORY</td>
<td>£430</td>
<td>- High quality laptop</td>
<td>Powerful, easy to use</td>
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<td>EXPLORER</td>
<td>£49</td>
<td>- Excellent value, neat design</td>
<td>Batteries only, high-quality display</td>
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<tr>
<td>STAR RUBY</td>
<td>£95</td>
<td>- 165 BCF program in touch screen style</td>
<td>New program, stylish design</td>
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<td>STAR SAPPHIRE</td>
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<td>- The long-awaited</td>
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<td>MASTER</td>
<td>£99</td>
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<td>£325</td>
<td>- The fast hashable</td>
<td>Great for casual games</td>
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<tr>
<td>GRANDMASTER</td>
<td>£195</td>
<td>- Big 2&quot; squares, black/white</td>
<td>Tournament style, ready to use</td>
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Welcome to another new issue of Selective Search... 120! 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!

FRANK HOLT

Frank continues to run a range of interesting tournaments and matches for us - usually a new one for each issue! Last time he had two, and this time there are three!

Always remember that in Frank’s tests he uses two PCs. This makes the results more reliable than engine-engine testing, and they are also suitable for our Rating List.

Shredder 9 matches, from G/30 - 40/1hr
- Shredder 9 v Shredder 8 7½-4½
- Shredder 9 v Tiger 15 6-6
- Shredder 9 v Fritz 8 Bilbao 7-5
- Shredder 9 v Junior 8 7-5
- Shredder 9 v Hiarc 9 5½-6½

The idea of Frank’s next PAIR of Tournaments was to compare the Fritz8 -> Fritz8 Bilbao free Internet upgrade, at 40/2!

Fritz8 tourney, 40/2hrs

<table>
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<tr>
<th>Pos</th>
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<tr>
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<td>6</td>
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<td>3</td>
<td>Shredder 8</td>
<td>5½</td>
</tr>
<tr>
<td>4</td>
<td>Hiarc 9</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Fritz 8</td>
<td>3½</td>
</tr>
<tr>
<td></td>
<td>Tiger 15</td>
<td></td>
</tr>
</tbody>
</table>

The general view is that the Fritz Bilbao upgrade is worth around 15 or 20 Elo. Obviously it’s impossible to assess it too exactly in any one short tournament, but Frank’s results clearly indicate there is an improvement. It might seem surprising that ChessBase would make it available for free over the Internet but, as the SelSearch ratings show, folk who purchased the original Fritz8 hardly got anything in rating points compared to Fritz7 - though there was, I think, an improvement in playing style - it just didn’t amount to much in Elo terms.

As (almost) always, Shredder9 did extremely well, but even it is struggling to get past Shredder8’s rating, though I am convinced it is better for human enjoyment being a little more active in its style, and because of small but effective endgame improvements. Frank believes the improvement is greater than the rating figures show.

As always Frank included the pgn file for the best games, and I still have his Shredder9-Junior8 endgame, ‘the best computer chess endgame I’ve ever seen’, according to Frank. But they will again probably have to wait until our next issue as this one is already guaranteed to be packed with good stuff!

CLIVE MUNRO

Clive’s series of matches, with different engines in his Palm Zire21 126MHz unit against various strong dedicated computers came to an end due to lack of suitable opponents! His results showed the following PALM ratings for the 3 main Palm programs.
PALM TABLE: 50 games @ G/60

- Palm Tiger/126MHz 2148 Elo
- Palm Genius/126MHz 2356 Elo
- Palm Hiarc5/126MHz 2572 Elo

The faster 400MHz Tungsten Palm units, with their extra RAM, add 100 Elo to each of the above figures.

After completing his Palm matches Clive 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 UCI engines. The time control is G/90 and he is using 2 fast and equal AMD computers with the Auto232 connector lead, so again the programs think in opponent's time and give us the most reliable and rateable form of testing.

In our last issue, to whet your appetites, and so you'd know the full range of engines playing, we showed the scores after 6 of the 19 rounds! This time we have the scores after 15 rounds, and next time should hopefully see the FINAL scores with some games!

<table>
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<td>20</td>
<td>Comet</td>
<td>1½</td>
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</table>

New UCI engines

This is usually Chris Goulden's spot, but Chris has suffered a PC crash, a virus being to blame. There have been loads running up and down the Internet lines in recent weeks. Wiser than me, at least he did have everything backed-up, but making sure it's all fully cleaned-up and getting everything re-installed is still a rotten and time consuming job. He promises to have something for us next time.

So I'll take over with a brief report.

I mentioned Fruit in our last issue. I had just downloaded Fruit 2.1 at that time and had found that it is a big improvement over the previous 2.0 version, very strong.

An interesting thing is that the programmers of Fruit (Fabien Letouzey, France) and Toga (Thomas Gakisch, Germany) have been collaborating. As a result, the Toga 0.93 upgrade to Toga 2 pulled it right up to 3rd position (!!!) in the UCI League (see page 34, SelS 119), while Fruit 2.0 was still languishing in 11th spot there, and 9th in the CSS List (same page of SelS 119).

But the latest Fruit 2.1 code has given it a similar boost and they are both very strong indeed and, of course, sometimes similar in the way they play.

The Fruit coding is also 'open source', which means other programmers can read the code and see how Letouzey does things! It is very clean and organised, with neat, fast ideas for move and hash table ordering, and some clever chess ideas - such as in the endgame where UCI engines can't use tablebases but this pair play very well without them!

I have heard rumours that the programmers had a disagreement during August and are no longer working together. But maybe it doesn't matter any more. Most testers believe that both programs are very close to Shredder 8 and 9 in playing strength, having possibly edged ahead of Fritz 8, Junior 9 and Hiarc5!!

The 2005 upgrades for Fritz (version 9 due out October), and Hiarc5 (version 10 due out November) will have to make sure they have got back in front! I know we certainly have with Hiarc5, but it hasn't been easy!

The other program which needs to be
mentioned has been much lower down the ratings, and that is Zappa, by America's Anthony Cozzie! Still in versions 1.0 and 1.1 in its free Internet format, it can be found at 18= in the CSS List (SelS 119, page 34), over 200 Elo behind Shredder9, 80 Elo behind Fruit2.0, and 70 behind List and Ktulu. It hasn't even appeared yet on the well-known Riddlerkerk list. No threat from there, surely!
Well, don't forget to read our Computer World Championship report!
Understandably Zappa2 is unlikely to be available for free down this time, and it is probably going to come out commercially. According to some rumours it was going to be produced by Holland's Vincent Diepeeven in a 'Diep multi-processor Interface', but as I go to press with SelSearch I've now heard that negotiations may have broken down and Cozzie has said he may not release it at all! Don't know what that's all about! As soon as I hear anything I'll get it into the magazine.

I've tried Spike, Aristarch and SlowChess Blitz but, though in their currently available versions they are quite strong and certainly interesting, I don't see them as a threat to the table-toppers. List5.12 is also good, especially at mates. But to find out who else might emerge in the future we'll need to hope Chris gets himself fully up-and-running for our next issue! - Stop Press... he just did!

Stop Press Tournament from Chris

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<td>½</td>
<td>½</td>
<td>xxx</td>
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</table>

Planned for the Next Issue!

- Clive MUNRO's major Program Tournament, see score after 15 rounds in News Section.
- More games from Pete BILLSON with his Excalibur Grandmaster against various computers. How does it do against Advanced Star Chess, Polgar, Emerald and Virtuoso!
- Photos and games of Ruud MARTINI's Resurrection model (see Gebruikers SelS 119)
- 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
- If I'm very brave Analysis of a couple of the REALLY complicated games from the 5th Computer World Champs, with Hijars' help!
- Shredder9 at the annual Copa Mercosur tournament in Argentina.
- Hijars v10 Beta v Zappa2 @ G/90+30

... and who knows what else? We'll not get it all in, but we'll do our best!

Stop Press #2 - FRITZ9 AND HIJARS 10

From ChessBase, Fritz9 is due out in its German version at the end of September. I guess the Germans are the guinea pigs to test the new Interface and features while the translations into English etc. are being done. Full worldwide release late October. The price is expected to be £39.95 as usual.

Hijars 10 will follow very shortly afterwards! and should also be £39.95.

Some of the new Interface features - such as playing against 'The dreaded Turk' (see below) - are pretty gimmicky, but others have more value.

Fritz9 is intended to be a stronger version than Fritz8 Champ, the program will be able to explain Positional Elements during the game, new Training features, alternative forms of chess such as Give-away and Chess960 (Fischer Random), a 1 million game Database (!), a 1 hour Chess beginners Course, and a 3 hour Chess Course for advanced players, using the Chess Media system.
Will work with P2/300 upwards, and from Win98 on, but does require a DVD drive.
Brief Hijars10 engine changes info page 34.
Mickey ADAMS v HYDRA
GAMES 5 AND 6

Our efforts to provide detailed analysis and plenty of photographs in SelSearch meant that only the first 4 games were covered there. We left it with Hydra leading by 3½-½, and Britain's top 2737 Elo rated GM, Michael Adams, lamenting "Hydra is much stronger than any machine I've played against. I was hoping for 1½/6 in this match, but now I think I was hoping for too much!"

So much for the posters outside the Wembley Conference Centre which had proclaimed "Chess at the Crossroads" on the day of my visit! It should have been a 'One Way' sign.

There's a couple of points I should share before we look at the last 2 games.

The Opening Book programmers were heavily complimented on Hydra's innovative 14.Rb1!? in game 1. It certainly put Adams out of his theory, and in a line which he had played against before and done quite well! However it should be noted that the Hydra book in general only goes to move 10, and the fact that it regularly played the strongest theory moves - or found improvements! - is probably more to the credit of the program rather than the Book programmers.

Here is an excerpt from the Hydra website [Frequently [Asked [Questions, responding to: "Is there some special opening preparation done?"

- Not directly. The Hydra opening book is very short. Typically 10 moves. After 10 moves we let the monster from the leash and rely on the playing strength of the program. We know the favourite opening lines of GM Adams and try to play the most active variations. But there are no attempts to develop some novelties or opening traps. We think it is nowadays almost impossible to find real good alternatives within the first 10 moves, but Hydra can still find some new lines on its own after the 10th move.

Carl wrote an excellent report following his visit to Wembley for game 3, and included comments from discussions he had with some of the programming team. He also made the remark, "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!!".

Of course an Athlon 3500 is a bit trivial compared to Hydra, so it is very likely that the move was quite easily found by 'it'. Then Mark Uniacke rang me to say that Hiarcs9.567 found 28.Bxh6! in 10 seconds on his Centrino 1800. Well done, especially as nobody in the Commentary team etc. saw it coming!

Should anyone feel I am being harsh on Shredder in pointing this out, please check the analysis following in game 5 where, at move 31, I point out that only Shredder finds the impressive Hydra move.

My overall impression, from my time at the event and on the Internet watching play and listening to comments, is that Hydra outplayed both Adams and the Commentary team members, even though the latter consulted with each other and pooled their ideas and resources.

If there is hope for mankind it would have to be someone properly prepared: maybe Kasparov (out of retirement and at his best), or perhaps a Kramnik as he was up to about a year ago, or Vishy Anand. Perhaps one of these with the help of a fast Centrino laptop at his side and Fritz/Hiarcs/Shredder loaded could do the job.

I haven't given up hope of a PC engine on a multi-processor being able to get close to Hydra. I say this despite Hydra's 5½-2½ win over Shredder last year. Probably Junior is too speculative to have much chance, and maybe Shredder is sometimes over cautious.
as it gave Hydra too many opportunities to grab the initiative.

But I dare to think that the 2005 versions of either Fritz or Hiarcs should not be discounted. I have a handful of Hiarcs Internet games against a 16 processor Hydra version which suggest all is not lost! Or maybe, when you play through the last 2 Hydra-Adams games, you'll conclude that, to suggest this, I must have finally gone mad!

**Hydra - Adams, Michael**
Man-Machine. Game 5. C87. Ruy Lopez

1.e4 e5 2.f3 d6 3.b5 a6 4.a4 f6
5.0-0 e7 6.e1 d6 7.c3 g4 8.d3 d7
9.e3 f3?

9...0-0 10.bd2 h5 is usual (and better) and, even if White plays 10.h3 in this line, Black usually plays h5 rather than xf3.

9...h6 10.h3 h5 11.bd2 g5 is also known

10.xf3 g5

11.xc6?!

Very unexpected, the doubling of the pawns is not considered sufficient compensation for exchanging bishop for knight and strengthening Black's centre.

The normal continuation is 11.d2 and now in, for example, Anand—Short, Dortmund 1997, the game continued 11...0-0 12.c2 h6 13.f3 b6 14.ad1 xe3 15.fx3 with Anand winning in 48 moves

11.bxc6 12.d2 0-0 13.g4 xe3 14.xe3!

Much more aggressive than fx3 as it means the rook can jump into f3, g3! or h3. With the queen already on g4 this could clearly be quite nasty for Black

14...b8 15.b3

15.g3?! g6 16.b4 was also strong

15...c5?!

With White's threat of g3! hanging over him I think Adams should have sent the Q to f6. Eg. 15...f6 16.h3 and now maybe 16...d7. I know Adams would like to get a $25,000 win, but really a $10,000 draw with Black is a more realistic aim.

16.f4 exf4 17.xf4 d6 18.f2 b5

The start of a lengthy manoeuvre to exchange a pair of rooks, which is a fair idea — but it allows Hydra time to build a strong space-winning pawn chain.

An alternative way to challenge White's major queenside pieces was with 18...g5

19.g3 h5 20.f3 b5?!

19.f1 g5 20.d4

20...g6

Why not 20...g4!? aiming to perhaps follow it with h4

21.a4

I have to say I found it fascinating to watch Hydra's patient assurance in building up its position — it is surely a much stronger program than it was even 6 months ago!

21...h6 22.f3 xf3 23.xf3 g5 24.c4 g6 25.h4!

Restricting Black's plans at every turn and, for itself, gaining more space all the time. There's also a nice-looking knight outpost for White on f5

25...f6 26.e3 e8 27.f5 h5?!
This seems a bit desperate, but to be honest it’s hard to see what would be any better! The rook can’t move because of $\texttt{\textit{c7}}$. 27... $\texttt{c5}$!? just draws $\texttt{d5}$! and $\texttt{a5}$ gets either $\texttt{b4}$ or $\texttt{e2}$.

27... $\texttt{h8}$ is harmless, so that’s about the only other practical choice

$\texttt{b4}$ $\texttt{h7}$ 29.$\texttt{g3}$

29... $\texttt{c5}$?!

Mickey has decided to try and provoke 30.$\texttt{d5}$ so that, with the centre blocked (good for the human!), he can try $\texttt{e6}$-$\texttt{d8}$-$\texttt{f7}$ heading for the strong e5 square. Unfortunately it results in very sharp play (good for the computer!)

30.$\texttt{d5}$ $\texttt{d8}$ 31.$\texttt{b1}$!

Just brilliant, and absolutely NOBODY saw it coming — though they could have if they’d had Shredder9 loaded on their PC! Humans would single-mindedly continue working the kingside, but Hydra is happy to play on both sides of the board and here opens up new possibilities for the rook on the queenside. Hydra’s ability to maintain excellent piece mobility and quickly switch points of attack in this way is slightly frightening

31... $\texttt{f7}$?!

Hydra now gets a rook to the 7th rank, so $\texttt{c6}$ was probably best.

If 32.$\texttt{bxc5}$ $\texttt{exd5}$ 33.$\texttt{cd6}$ $\texttt{dxe4}$ 34.$\texttt{wh5}$ + $\texttt{hx5}$ 35.$\texttt{gh5}$ $\texttt{f7}$. Unfortunately, Hydra — if it’s truly possible to work out what it would play — now has 36.$\texttt{b7}$! and after 36... $\texttt{xd6}$ 37.$\texttt{xf6}$ + $\texttt{g6}$ 38.$\texttt{ex}$ $\texttt{xe}$ $\texttt{xb7}$ 39.$\texttt{f2}$ should probably win. Incidentally here Black has the interesting choice of playing either 39... $\texttt{c5}$ 40.$\texttt{e3}$ $\texttt{xa4}$ 41.$\texttt{c4}$ $\texttt{f5}$, or 39... $\texttt{f7}$ 40.$\texttt{c7}$ $\texttt{c5}$ 41.$\texttt{e3}$ $\texttt{e7}$ here. Which is better? I’ll go for 39... $\texttt{f7}$.

If, after 31... $\texttt{c6}$ 32.$\texttt{dxc6}$?! $\texttt{dxc6}$ $\texttt{b5}$, now 33... $\texttt{e5}$ encourages a queen exchange but with the loss of a pawn for Black after 34.$\texttt{wh5}$ + $\texttt{hx5}$ 35.$\texttt{xh5}$. But perhaps 35... $\texttt{b8}$ would keep Adams in the game with some hope of saving it?!

32.$\texttt{bxc5}$ $\texttt{dxc5}$ 33.$\texttt{b7}$

33... $\texttt{e8}$?!

Terribly passive, but what else can he do?!

Well, the one move I’d prefer to have seen was 33... $\texttt{e7}$! and if 34.$\texttt{a7}$? $\texttt{d6}$!

35.$\texttt{xh5}$ + $\texttt{xh5}$ 36.$\texttt{xh5}$ $\texttt{xe4}$ + keeps Black in the game.

Therefore White must — and knowing Hydra, would — play 34.$\texttt{f5}$. After 34... $\texttt{e5}$ there would be 35.$\texttt{f4}$ $\texttt{d7}$ 36.$\texttt{e7}$ and, though this is certainly still very good for White, it doesn’t look as if it’s quite over yet after the neat 36... $\texttt{e8}$! 37.$\texttt{g3}$ $\texttt{b8}$!

38.$\texttt{xa6}$ $\texttt{d6}$!

34.$\texttt{a7}$? $\texttt{d6}$ 35.$\texttt{xa6}$ $\texttt{e8}$! 36.$\texttt{c6}$ $\texttt{xe4}$

37.$\texttt{xh5}$ + $\texttt{xh5}$ 38.$\texttt{xh5}$ $\texttt{h6}$
As the diagram shows there are weak (White!) pawns all over the board, and Mickey was probably still living in the hope that he might be able to pick some off and grab a draw. The next move ends any hope of that!

39.\(\text{Ex}e6\)! \(\text{Ed}8\)

If 39...\(\text{Ex}e6\)?? 40.\(\text{Ex}e6\) and one of the passed pawns must promote

40.\(\text{Ex}e4\) \(\text{Ex}h5\) 41.\(\text{a}5\)

Some suggested Adams should have played on a little, but 41...\(\text{Ex}d5\) 42.\(\text{Ex}a4\) \(\text{Ex}d8\) 43.\(\text{a}6\) \(\text{Ex}a8\) 44.\(\text{a}7\), and Hydra can win by either [a] mopping up the Black pawns with his king or [b] sending the king straight to \(b7\).

\(\text{Eg.}\ 44...\text{g}6\) 45.\(\text{f}2\) 45.\(\text{f}5\) 46.\(\text{Ex}e3\) 46.\(\text{e}5\) 47.\(\text{Ex}a5\) 47.\(\text{d}5\) and now a change of direction to follow plan [a] with 48.\(\text{f}4!\) 48.\(\text{e}6\) 49.\(\text{Ex}a6+\) 49.\(\text{g}7\) 50.\(\text{Ex}f5\), and White wins whatever Black decides to do with his king 1-0

After the game Adams said that he wasn't upset with how he had played, 'I don't think I've played too badly. Obviously this is an incredibly strong opponent!'

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Adams, Michael - Hydra


1.e4 c5 2.d\(\text{f}3\) e\(\text{d}6\) 3.d\(\text{d}4\)

The occasionally caustic Nigel Short (where chess computers are concerned) criticised this move as playing into the computer's hands/circuitry by opening the position!

I suppose he'd have liked Mickey to play 3.Nc3?! or 3.d3?! and let Hydra take the initiative at move 3!

Personally I'd probably have liked to see Adams try a game with 1.d4, which is in his repertoire, but I can't see any point in expecting him to play something foreign to himself... that's what Kasparov did against DB2, and soon regretted it!

3...\(\text{Ex}d4\) 4.\(\text{d}x\text{d}4\) a6 5.\(\text{Ex}d3\) \(\text{E}c5\) 6.\(\text{h}b3\) \(\text{A}a7\) 7.0-0 \(\text{E}e7\) 8.\(\text{c}4\)!

This is new to some of the PC programs, though they do come back into Book in a couple of moves

8...\(\text{d}6\) 9.\(\text{E}c3\) \(\text{bc}6\) 10.\(\text{E}e2\) 0-0

Still in theory, but some programs only play 10...\(\text{e}5\) 11.\(\text{E}e3\) 11.\(\text{d}4\) 12.\(\text{Ex}d4\) \(\text{Ex}d4\) 13.\(\text{d}5\) 0-0

11.\(\text{d}3\) \(\text{e}5!\)

Again writing in the Sunday Telegraph, Nigel Short now said 'the rigidity of the pawn structure tends to favour humans'. What happened to the 'playing into the computer's hands'?!

11...\(\text{d}7\)?! was the alternative 12.\(\text{Ex}d1\) (if 12.\(\text{Exa}7\) 12.\(\text{c}7\) 13.e\(\text{5}\) 12.\(\text{Exa}7\) 14.\(\text{E}e3\) \(\text{b}6\) 15.\(\text{Ex}e2\) 16.\(\text{E}e8\) 16.\(\text{Ex}d4\)

12.\(\text{Ex}d1\)

New?! 12.\(\text{Exa}7\) \(\text{Exa}7\) 13.\(\text{Exd1}\) \(\text{E}e6\) is theory

12...\(\text{d}4\)

Or 12...\(\text{Exe}3\) 13.\(\text{Exe}3\) \(\text{E}e6\) could have been played

13.\(\text{Exd}4\)!

The point behind this exchange is that, after the recapture, Black's \(\text{E}/a7\) doesn't have a decent diagonal and Hydra is playing almost a piece short as long as the static centre can be maintained

13...\(\text{Exd}4\) 14.\(\text{Ed}5\) \(\text{Ec}6\) 15.f\(\text{f}\)
In how many games in this match has this been played?!

15...\texttt{h}h4 16.\texttt{d}d2 \texttt{e}e6 17.\texttt{c}c7?!

I think Adams is to be respected for looking for more critical positions so often in this match, determined to try and get one win out of the computer.

However really he should have contented himself with 17.\texttt{f}f3 \texttt{h}h6 18.\texttt{d}d2 hoping to play an early f5 at the appropriate time, then exchange queens and go into a 'should be a draw' endgame for $10,000.

17...\texttt{a}a\texttt{c}8 18.\texttt{d}xe6 fxe6 19.g\texttt{g}3 \texttt{e}e7 20.a3 c5 21.f5

While the extra space on the kingside gives White some prospects, Hydra still has to sort his a7/\texttt{a} out.

21...\texttt{b}b8

Another excellent 'knight manoeuvre to a good outpost square' idea from Hydra:

22.\texttt{g}g2 \texttt{d}d7 23.b4 \texttt{h}h8 24.\texttt{c}c2?!

Surely the bishop was fine exactly where it was, blockading Black's d-pawn (which restricts Black's a7) and supporting the e-pawn. Okay it still supports the latter but it won't if now Adams plans \texttt{b}b3 or \texttt{a}a4.

I think the straightforward 24.\texttt{f}f3 was best, or the expanding 24.h4 could be considered. If 24.h4 perhaps 24...\texttt{f}f6 25.\texttt{f}f3 \texttt{d}d7=

24...\texttt{f}f6 25.\texttt{e}e1 \texttt{e}e7 26.\texttt{b}b3?!

Humans find it more difficult than computers to return pieces to squares they've just left. The fact is that 26.\texttt{d}d3 was Mickey's best here.

26...\texttt{f}f8 27.\texttt{c}c2 a5 28.\texttt{f}f1

Not 28.bxa5? d5! revealing the attack on the a-pawn from \texttt{e}e7-a3, and forcing 29.\texttt{a}a2. Then 29...\texttt{d}xe4 30.\texttt{c}xe4 \texttt{c}c5! and the bishop is free and Black has a useful initiative.

28...\texttt{e}e8 29.h3 a4 30.\texttt{a}a2 \texttt{e}e7

Readers can see for themselves just how complicated the position has become. Both sides appear to have chances and yet at the same time possibly have to play with some caution.

31.c5?!

A bit too loosening! Black gets some loose pawns to attack (for free) and, knowing Hydra, will soon find ways of creating pressure.

I'm not sure that I am able to say what was best for White, but I believe he should probably play a careful waiting type of move and see if Hydra can find some way to make...
an attack work. I'm not sure he/it can. So 31...b1!? and perhaps get back to d3, or maybe 31...e1 might do the right sort of
waiting job if I'm right
31...dxc5 32.bxc5 cec7 33...e6

Applauded on the Internet, as Adams is
apparently pushing the computer around
and gaining the upperhand. Unfortunately
not so
33...d8 34.d3 g6 35...h2?!
In line with what's already been said, in
positions like this one needs to play
carefully, but not give the opponent a chance
to start dominating the play. Therefore I
prefer 35.f3, and if 35...gx5 36.xf5 e7
37.b5? d3! 38.d2, and I'd assess that as
equal but uncertain (also known "as I'm not
quite sure")... but I do think it's better for
Adams then where he ends up
35...e6 36.f3

Those like me following the game on the
Internet with their home computers began
hereabouts to see PC confirmation that
Adams might now be losing
36...f8 37.g4 b5

38.g3?
This lets Black's queen in and, if there is a
single losing move, I propose that this is it.
38.b1 was a better choice, then perhaps
38.a5 39.xg6 hxg6 40.g3 and
although Black might have the better
chances you'd feel (if it wasn't Hydra!) that
anything could still happen
38...e2+! 39.g2 e3 40.g3
Perhaps 40.f1? would have been better,
but after 40...d3 41.c1 xc5=+ there's
little doubt that Hydra is still heading for the
full point
40...xc5!

Easy enough to find, especially for a
computer
41.xe3

Not much choice.
If 41.c4?! xg3+ 42.xg3 d3 43.b2
b5 44.xb5 xb5 45.xb5 e3!
Or, worst of all: 41.xe5?? xd2+
42.h1 xe5 43.xe5 d1=+
41...xe3

The d-pawn not only attacks the sole
protector of e4, but itself becomes
dangerous
42.f3?!

Some sources suggested 42.c4 as an
improvement, but White is still in big trouble
after 42...d8 43.g2 b5! and if 44.xe3
xe2+ 45.xc2 d2+ 46.f1 xe4
42...xe4 43.g2 g7

Probably in a more ordinary situation
(like against a mere 2600 Elo GM) White
would play on for a while here, hoping for
some 'second—best' moves from his opponent
and possible chances to draw. But I can
imagine that Adams was worn out — and
probably didn't think Hydra would under-
stand what a 'second best move' is anyway!

Here's some possible concluding analysis:
43.g7 44.h4 (or 44.c4 xxe4 45.xe4
c5) 44...xc2+ (perhaps stronger than
44.e2 45.d1 d8=?) 45.xc2 c5
46.xe5 xe8 47.f3 xe6 48.xe6 xe6
0-1

"A bleak week for mankind", said The
Guardian, perhaps a bit over the top consid-
ering it was just a chess match and not a
terrorist act, even though the final score was
an astonishing 5½-½. But the Hydra team
went further, crowing at the end "Man is
dead - long live the machine". Notably
their GM advisor Christopher Lutz kept his head
on his shoulders, and suggested folk
shouldn't be quite so melodramatic.

In fairness however it certainly seems
from both the score and the quality of
Hydra's play that we must agree with their team's claim that Hydra, indeed, is the strongest chess-playing entity in the world right now. In their view 'a human player almost never plays 10 optimum moves in succession, but Hydra does all the time.' They doubt that it will now ever lose to a human!

**The RISE of the MACHINES**
Some felt that Adams hadn't prepared properly for the match, but is that fair? How do you prepare when you have no access to an opponent's games, opening repertoire etc? This was one of Kasparov's main complaints from his 2 matches against Deep Blue. Subsequently, both he and Kramnik spent months preparing for their matches against Deep Fritz and Deep Junior, which they could do because the programs were commercially available. Yet those matches were both still only drawn 3-3, already a clear indication that the Man-Machine chess pendulum was already vertical 2 years ago!

There was plenty of other after-match comment.

- **ChessBase:**
  Adams succeeded in achieving only a single draw - with a clever save in an essentially lost position. In the other five games he was essentially crushed by the machine.

- **David Levy (Head of the ICCA):**
  The comments I have seen thus far on Adam's performance all appear to omit how well Hydra played. To my mind Hydra played like the Bobby Fischer we knew and loved in the 1960's and early 1970's. It's style was as clear as crystal, its moves were direct, to the point, and rather devastating. Amidst all the negatives being uttered about this match, should we not be fair in our praise of the victor?!

Perhaps the fairest way to end to our two

Articles covering this match is to give some space to Michael himself, in his after match Interview with Arjan Arghandewal

**Excerpts from the Michael Adams Interview**

- **Question.** Did you feel any pressure playing against an unemotional object capable of analysing 200 million positions per second?
  - **Adams.** Well, before the match I expected Hydra to be much stronger than any other computer we have seen so far, but frankly its playing strength surpassed all expectations. But I don't think I am alone in this miscalculation. Experts I spoke to were far more sceptical about Hydra's playing strength than I was personally. Hydra proved to be far more powerful than anyone expected. There were only a couple of games in the match where I was really in the game at all.

- **Question.** Did you get the opportunity to play a few games against Hydra before the match?
  - **Adams.** Well, it was sort of an effort, but I had a feeling that there could've been more information on Hydra made available to us. Perhaps it was a bit of a problem for me that I had a very busy schedule this year to focus specifically on the Hydra project. From the Hydra side there were only 20 published games available to us - a very small number - against 2000 games of mine - [smiles] a bit of an imbalance. But Hydra plays very well indeed, very often it plays human-style chess, which is strange. I understand it has a completely different way of selecting its moves. It is obviously difficult for the human player if you are losing a lot of games and the match is going on and you are getting a bit tired. It is a difficult situation to deal with.

- **Question.** Do you think therefore that it is a fair competition, where a human plays against an entirely unemotional object under these circumstances?
  - **Adams.** Up until now these rules have been quite fair in the Man versus Machine matches, where both sides could mount a challenge. Probably now they would have to change the rules a little bit, to enable the human player to score a few points more than I did against Hydra. It's difficult to suggest anything. I mean when you think about it, these rules have been
quite fair, and introducing any changes would mean
that you’d be tilting the scales to bring the match
closer. I don’t know if that would make the
competition more attractive to the public.

■ Question. Given the controversy surrounding the
1997 Kasparov-Deep Blue match, were there any
checks put in place to ensure there is no human
intervention in the Hydra evaluation or
move-selection process during the match?

■ Adams. I wasn’t really concerned about that
possibility. In any case it would be impossible for me
to tell, because Hydra plays a very different game to
any other computer that I ever saw. Even in these six
games it actually played differently to anything I saw
in its own previous games, so it’s not easy to judge.
But no, I don’t have any suspicions about human
intervention. That’s not something that bothered me.

■ Question. In a post-retirement interview Garry
Kasparov says: “I don’t feel that computers are better
than the top humans today... machines that are
demonstrably better than Deep Blue are not yet
superior to human players”. Do you share his view?

■ Adams. You would have to ask him again after this
match, whether his opinion has changed, because
not too much was known about Hydra really until
very recently, when it played games against Topalov,
Ponomariov and Karjakin in the Man against
Computer event. Okay, people understood that
Hydra was strong, but since then they have managed
to improve its performance and opening preparation
dramatically. But to be fair they have not been
working long on Hydra project, due to fund-raising
issues, so perhaps it’s not such a big surprise that
there was not too much information available before
the match.

■ Question. How extensive was your preparation for
the match?

■ Adams. It was a question of time really. I worked
about a week with Yasser [Seirawan], and that was
quite intense. But by that time we were coming quite
close to the match... we actually signed the contract
one month before the match, which is not really
enough for preparation. Maybe you could say I
would’ve been better off with better preparation, but I
don’t think it would’ve made a great deal of
difference. Perhaps I would’ve lost 1-5 instead of
½-½, but I doubt if it changed anything radically.

There were other useful questions. Here are excerpts of
Michael’s most interesting observations, as they relate
to computer chess:

■ Adams. Hydra basically likes to play very
aggressively, go forward. This is the obvious style for
a computer, but I think other computers have not
really adopted this in such a clear-cut way as Hydra
has. That’s one problem. I mean the general problem
is when you have these powerful processors they
don’t make really big mistakes in a way that if you
play a program on a laptop and you close the
position it might lose the thread completely. It will
start making useless moves on the board. Even with
the big computers like Deep Blue and Hydra it can
happen, as in game two, but they don’t make really
big mistakes. I was never really able to achieve a
kind of perfect position where the play was purely
strategic. Hydra is good at keeping certain balances
in the position.

■ Okay, my strategy possibly was not exactly correct in
the match. In general I tried to play some nice ideas
and perhaps this enabled the computer also to show
some of its own ideas. In some of the Deep Blue
games Kasparov just tried to spoil computer’s play,
but of course the drawback to this strategy was that it
also harmed his own play. It is two different
strategies. The problem is, I think, if top players in
the world try to spoil the computer’s play the
outcome will only be worse. The quality of the games
overall will be lower. So perhaps, it is not wise to
blame the computer for irrational play it is the human
who chooses and directs how to play the game.

■ In the 2nd. and 6th. games I had a good position, but
it was only these two games where I really had a
chance to fight. Okay, I had white in both games, but
in a way the black games were quite interesting
because it was virtually impossible for me to even get
on the board. It is incredibly hard against Hydra. It
will be the real test in future matches whether human
players will be able to put up some resistance with
the black pieces. With white it is possible to do things
against Hydra – I think that is clear from the match
overall. But with black it was just not possible for me.
So it’ll be interesting to see how that’ll go in future.

■ The final Question. Do you think Adams versus
Hydra 2005 is going to be remembered as THE
turning point in the race against machines?

■ Adams. I think it proves that Hydra is a much
stronger ‘player’ than any other computer in the
world. We may not be able to measure its strength in
Elo, but it is huge. I also suspect Hydra is stronger
than any other human opponent. Okay, it has to be
proved in the future, but this is my impression at the
moment and I suspect it is accurate. I mean from my
point of view I don’t think I played terribly. I did my
best... and it just wasn’t good enough!

Who’s next!!??
Bill REiD - Time for Retirement ?!

In mid-August Bill Reid wrote to me as follows:-

Dear Eric

I enclose a possible final contribution to Selective Search. I say 'possible' because you may check out my position on the latest software and find that the programs have no problem finding the answer! In that case, just bin the paper.

Bill

So I popped the position into my laptop, and the fact that the article appears below will indicate to readers that the programs do have problems! I have checked 5 engines at around 3 mins per move and found that one did quite well, one gave initial cause for optimism but probably didn't know how to complete the win, and the other three didn't find the first move!

Read the article, get your PC out, give your program a bit longer than I did - time suggestions appear at the end - and send your findings (please!) to me, Eric, for publication next time!

Time for Retirement!
by Bill Reid

Yes, as Eric said in the last issue, it's about time I put those old-fashioned adjudications to one side. But, in view of the reaction to Hydra's win over Adams, I'd like to share one final position with Selective Search readers.

Though we've seen quite a few GMs humbled by computer programs over the last few years, the Hydra-Adams debacle was somehow a defining moment. "The terminators have won" said David Norwood, implying that we human's are chess has-beens. Well, up to a point. Calculating capacity plays a big role in the game and, since computers are way ahead of humans in that respect, they have to be favourites to win matches against them, and probably by substantial margins. But, rather than focussing on how humans are inferior to programs, I find it more interesting to examine how they are different.

That was my project in Thought Processes in Chess, which appeared a couple of years ago (any copies left, Eric? - yes, just a few). In that pamphlet, I suggested that we think about chess as a game involving tactics and statics, and tried to show that, while the programs are way ahead on tactics, the human mind can sometimes outwit them because of its capacity to deal with statics - that is, features of a position that are more or less fixed, or can be made to be fixed.

I now want to add a further concept to that analysis - 'envisaging'. Though I didn't use the word, the notion cropped up in my last 'Time for adjudication' where I said that our code breaker was 'well versed in backward thinking'. Chess players commonly 'envisage' positions that would be favourable for them and then think backwards to see how it might be possible to get from here to there. Especially where there are static features in a position, humans can see further than programs which, unless the future situation is one that can be 'booked' (as is possible in some endings), tend to just analyse and evaluate until they hit the brick wall that the legendary Middle Eastern potentate found out about centuries ago when paying a reward in grains of corn.

But enough talk! Let's look at a position.

Diagram 1 - White to play
A human player thinking what move to make here can say 'Well, it looks drawish, but I have a chance to set up a situation where the half point is safe because all Black can do is move his Bishop around, while I, on the other hand, have the possibility of maneuvering my pieces to squares where they will overstretch Black's defensive resources. So, let's go for it.'

1.d5  \( \text{d}x \text{d}5 \)

1...cd is no good because, after 2.Bc5 Bd1 3.Nf3 B moves 4.Nd4, the White Knight will come to f4, defending h5 and attacking d5. The d-pawn will fall and White will win. However, Black could have tried, 1...Kf8 when, after 2.dc Be6 3.Bc5+ Ke8 4.Nf3 Kd8 5.Bd6 Re8, White is ahead on material but Black's Rook is active, tactics are back on the map, and there might be drawing chances (especially for brilliant calculators, like computer programs!)

2.\( \text{c}c5 \)  \( \text{e}e6 \)
3.\( \text{g}g2 \)  \( \text{g}g4 \)
4.\( \text{f}f4 \)  \( \text{f}f5 \)

White is now free to redeploy King, Bishop and c-pawn, while all Black can do is shuffle the Bishop around. Diagram 2 shows what the player of the White pieces envisaged when choosing to play 1.d5.

Diagram 2 - White to play

In this position Black is lost because White will play Kd6 and then the Black Bishop is overloaded and must either abandon the c-pawn or allow Ne6.

So, some questions:

- Do any programs choose 1.d5 in the position shown in Diagram 1?
- If so, can they envisage something like Diagram 2? Have they got a strongly positive evaluation, say +1.00 or more?!
- Playing the Black pieces and faced with 1.d5, do any prefer 1...cxd5 or 1...Kf8 to 1...Bxd5 as offering faint chances rather than inevitable defeat?
- For programs which are struggling so far, go forward as White to move 3. Can they now show signs of following through to a setup where the win is inevitable if, for example, they choose 3.Ng2 and show a clearly positive evaluation, we would be able to conclude they have found a winning method (maybe the one shown in Diagram 2, though there could be other possibilities)?
- If the evaluation isn't yet more than, say, +1.00 for White at move 3, when is it? When does it go above +2.00?

But, never mind the programs, my readers will say, what about you? Can you steer the pieces from the Diagram 1 position to the Diagram 2 position?

Well, the best opponent I have on hand is Rebel 8 (Elo 2540), so here we are playing on from Diagram 1 at 40 moves in two and a half hours (but I don't think I'm going to need all that time!).

1.d5  \( \text{d}x \text{d}5 \)
2.\( \text{c}c5 \)  \( \text{e}e6 \)
3.\( \text{g}g2 \)  \( \text{g}g4 \)
4.\( \text{f}f4 \)  \( \text{f}f5 \)
5.\( \text{e}e3 \)  \( \text{c}c8 \)
6.\( \text{d}d4 \)  \( \text{d}d7 \)
7.\( \text{e}e5 \)  \( \text{g}g4 \)

Here Rebel thinks Black is only slightly worse (-0.30)

8.\( \text{e}e7 \)  \( \text{d}d1 \)
9.\( \text{d}d6 \)  \( \text{f}f3 \)
10.\( \text{d}d7 \)  \( \text{e}e4 \)
11.c4  \( \text{h}h1 \)

Rebel is getting a little bit worried now (-0.78)
12.c5  e4
13.d6  f3

We are close to the position of Diagram 2 and the assessment has dropped to -2.84

14.e5

And here Rebel decides not to wait for 15. Kd6 but to abandon the e-pawn immediately.

14... g4+
15.xc6 f8
16.d6 e8
17.e6 f8
18.xg7+ d8
19.e6+ x6
20.xe6

Rebel doesn't resign, so it took a few more moves to seal the win.

But I wonder how would Hydra fare playing from the starting position? If it would play 1.d5, envisaging and reaching the Diagram 2 position (or some other winning position about 15 moves away), then, alas, I'd have to give up and admit that Norwood is right!

But is he?

Bill has set my readers quite a few things to look into!

Can I suggest you give your program up to 15 mins for the initial position, to see if it chooses 1.d5 and also check the evaluation and analysis to see if it has found Bill's (or an alternative?) winning method.

After that perhaps allow 5 mins at White's move 3, again noting the main line chosen and evaluation. There may be an alternative winning method here - has your computer found Ng2 or something else with a good + evaluation and supporting analysis?!

Finally spend 3 mins at each subsequent White move making a note of when the evaluation goes above +1.00 and then +2.00. You'll have seen above that 'old Rebel' only kicked into 'I've lost' mode at move 13.

Then send your results with a note of the software and hardware in use to me (Eric), and we'll see what's in our next issue!
World Computer Champs 2005

The 2005 World Computer Chess Championships were held in mid-August at Reykjavik University in Iceland.

Reykjavik is of course famous for entertaining the original Fischer - Spassky match and, more recently, for welcoming the freed-from-jail Fischer into their country to save him being deported to prison back in the States.

As well as the 11 round All-play-All Tournament there were also a Speed Chess Championship and, appropriately, a Fischer Random Tournament. I will show the Results Tables from the latter pair, but concentrate on the main Championship.

This, the 2005 Computer World Championship, will be remembered for a long time because it produced the biggest set of shocks since the Event started!

The ENTRY LIST was lacking some of the usual regulars this time - Fritz in particular, also Tiger and Rebel/Pro Deo. Hiarc hasn't entered in recent years and won't until it is available in a Deep version in 2006. Finally Hydra has been an entrant in some recent major tournaments but, as did Deep Blue by retiring after beating Kasparov, may now want to bask in the glory of its annihilation of Michael Adams.

But the pair which have fought their way together to the top of the Tournament Table in the last 2 years were both there - Junior and Shredder. Junior being the 2004 Champion after winning in the play-offs.

There were also some new names!

The UCI engine Fruit got a mention in our last issue (page 33 'the new Fruit2.1 seems to be very good'), and is scoring well all of the recent Tournament and Rating List tables. In fact the new Computer Schach & Spiele list has it 2nd. only to Shredder9, and ahead of Fritz, Junior, Hiarc and all the other big names. Not bad for a free UCI engine!

Zappa1.0/1.1 has also been available as a UCI engine for a while, but is positioned quite low on the various Rating Lists, so no-one took too much notice of its appearance in the entry list!

Processor Speed Note

A single processor AMD64 2400 is more than TWICE as fast as the P4/3000!

DualCore technology doubles the power of the AMD64. So 1 DualCore processor is the equivalent of 2x AMD64, etc!

This means that programs such as Crafty and Diep were running close to 16 times faster than The Crazy Bishop and The Baron.

<table>
<thead>
<tr>
<th>Program</th>
<th>Author/s</th>
<th>Nationality</th>
<th>Hardware</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crafty</td>
<td>Robert Hyatt/Peter Berger</td>
<td>USA</td>
<td>4xDualCore= 8x AMD64/2200</td>
</tr>
<tr>
<td>Deep Sjeng</td>
<td>Gian-Carlo Pascutto</td>
<td>Belgium</td>
<td>1xDualCore= 2x AMD64/2600</td>
</tr>
<tr>
<td>Diep</td>
<td>Vincent Diepeveen</td>
<td>Holland</td>
<td>4xDualCore= 8x AMD64/1800</td>
</tr>
<tr>
<td>Fruit</td>
<td>Fabien Lebouzy</td>
<td>France</td>
<td>1x AMD64/2400</td>
</tr>
<tr>
<td>Fute</td>
<td>Jean-Louis Boussin</td>
<td>France</td>
<td>1x AMD64/2200</td>
</tr>
<tr>
<td>IsiChess MMX</td>
<td>Gerd Isenberg</td>
<td>Germany</td>
<td>1x AMD64/2200</td>
</tr>
<tr>
<td>Jonny</td>
<td>Johannes Zwanzger</td>
<td>Germany</td>
<td>1x AMD64/2600</td>
</tr>
<tr>
<td>Junior</td>
<td>Amir Ban/Shay Bushinsky</td>
<td>Israel</td>
<td>4x AMD64/2600</td>
</tr>
<tr>
<td>Shredder</td>
<td>Stefan Meyer-Kahlen</td>
<td>Germany</td>
<td>4x AMD64/2600</td>
</tr>
<tr>
<td>The Baron</td>
<td>Richard Pijl</td>
<td>Holland</td>
<td>1x P4/3000</td>
</tr>
<tr>
<td>The Crazy Bishop</td>
<td>Remi Coulom</td>
<td>France</td>
<td>1x P4/3000</td>
</tr>
<tr>
<td>Zappa</td>
<td>Anthony Cozzie</td>
<td>USA</td>
<td>2xDualCore= 4x AMD64/2200</td>
</tr>
</tbody>
</table>
Round 1

Shredder v Crafty was interesting as they played a Scotch Opening. Shredder seemed to have the advantage throughout, but Crafty found some counterplay and just managed the draw.

The two newcomers did well! Fruit beat Jonny, and Zappa beat the Crazy Bishop. Not, perhaps, top opposition, but encouraging enough for the programmers!

A slight surprise was The Baron drawing with Deep Sjeng. Junior and Diep both won.

Round 2

As we have already commented Junior and Shredder both have excellent records in all main events, and especially the World Championship. Their head-to-head games are anticipated eagerly, and their programmers are always eager to beat all other opponents. In other words Shredder 'dropped' 1/8 a point by 'only' drawing with Crafty. In round 2 it was Junior's turn v Crafty!

Deep Junior - Crafty

Round 2

1.e4 e5 2.d4 f3 d6 3.d5 f6 4.d3 c5 5.c3 0-0 6.0-0 a8N There are new moves waiting to be tried all over the place! The most usual line is 6...d6 7.a5 (7...b6 8...e7) 7...h6 8...d4 e7 9...b2 7.b4 Or 7...d4 a5 8...xf7+ 9...xf7 9.b4 d5 = 7...a6 8...c4 d6 9...d2 a5 10...g5 f3

11.b5 a7 12...b3 w7 13.a4 w5 14...xf7 wxf7 15...f3?! After seeing 14...xf7 I'd expected the game to continue 15...xf7+ 16...xf7 16...xf7+ 17...c4 which may just be a little better for White 16...h6 16...e3 g4 17...h4

17...e8 17...xh4?! 18...xf7+ h8 19...xf5 exf7 20...d5 18...f5?! 18...xf7+ wxf7 19...xh7+ wxf7 was still available to White, and now 20...xf6 cxb6 21...f3 18...xf5 19...xf5 c8 20...d2 g6 21...e6 d5! 22...e1 g8 23.d4 23...f7?! 24...xf7 24...e3 d6 was also possible, but Black's active pieces and the central control from d5 and e5 ensure he has a good advantage in this line as well 23...e4 24...f4 d6 f6 24...exf? 25...xd5 26...x5 d6 (to protect the h7) 27...f3 and White is trying to get back into the game! 25...e5? 25...xd6 cxd6 26...xf7 wxf7 and then reorganising his back with 27...d1 would have been a better try 25...d4! 25...ff8! was also strong 26...d1 Best. 26...xd5? is worse because of 26...xe5 27...xe5 ff8 28...dxe5 g4, and Black has a minor piece for 2 pawns, plus the threat of h4! If 29...xe4 xf2 30...xf2 xf2+ 31...xf2 wxf6! The f5 is pinned, so White must go with 32...wxe6 wxe6 and now Black has a rook for 2 pawns! 26...c6 27...xf7 wxf7

28.bxc6 bxc6 29...f4 c5 30...e3 cxd4 31.cxd4 w7

White can no longer cope with all the threats 32.h3 Or 32.g4 c7 33...e2 g6 34...h6 gxf5 35.h3 fxg4 0-1 32...e7 33...e2 h5?! 34...f7! Black's 33...h8 doesn't seem the best move to me - why not the immediate wxf5!? As a result White could now defend the threatened h2 more easily with 34...c1! Then perhaps 34...b4 35.f3. While Black is still winning, White's chances of sneaking a draw are better than they've been for a few moves 34...xa4 35.h1? This has got to be wrong, the last thing White should be doing is voluntarily exchanging major pieces 35...c1 was better 35...xb1 36...xb1 w7 37...e1 w6 38.g3 w7
39.\textcolor{red}{\textit{c1}} 39.g4? would be a big mistake as 39...\textit{d6}! repeats the previous threat and White's g-pawn this time can't go backwards to g3!

39...\textit{xf5} 40.\textit{gg2} \textit{h7} 41.\textit{h4} \textit{f6} 42.\textit{e2} e3 43.\textit{e1} Not 43.\textit{xe3}? \textit{e4}+! 44.\textit{g1} (44.\textit{h3} \textit{h1#}; 44.\textit{h2} \textit{g4}+ 45.\textit{g1} \textit{exe3} m/11) 44...\textit{b1}+ winning the rook

43...\textit{e4}+ After 44.\textit{f3} \textit{d3} 45.\textit{e2} \textit{h5} the threat of \textit{exg3} attacking \textit{e2} leaves White with little choice but to play 46.\textit{xe3} \textit{xe3}+ 47.\textit{xe3} (47.\textit{xe3} \textit{exg3} 48.\textit{d2} \textit{g6}! is even worse, despite avoiding some exchanges) 47...\textit{exe3} 48.\textit{xe3} \textit{exg3} 0-1

Okay, so that's the first BIG surprise of the Championships! Of course Crafty was on some very powerful hardware, but that's never been enough to get it to the top placings in the past. Perhaps with it and Diep running twice as fast as ANY other competitor, and 4 or more times faster than most, this could be Crafty's year?!

Elsewhere in this round another program - one of our almost complete newcomers! - was giving a further warning that this tournament might not be only about Shredder and Junior this time!

27...\textit{e7} Cozzie called this a 'waving of the flag' at Sjeng. His program expected a non-committal move from White, then he'd return his king to f8 and they'd quietly draw. But... 28.\textit{b4}?! 28.\textit{h1} (\textit{h8} = 28.\textit{axb4} 29.\textit{axb4} 30.\textit{d2} h5! 31.\textit{d1} h4 32.g4 h3+ 33.\textit{g1} h3 33.\textit{g2} g5 33...\textit{h4}+ 34.\textit{f1} \textit{a7} 35.\textit{d3}? A central pawn counterattack 35.\textit{xd4} involving the sacrifice of the exchange was a better try, though 35...\textit{xd4} 36.\textit{xd4} \textit{a2}! makes life difficult

35...\textit{ca8} 35...\textit{a2}! 36.\textit{c5} \textit{xc5} 37.\textit{bx5} \textit{xc5} 38.\textit{f3} \textit{a2} 39.\textit{dd1} Trying desperately to regather his defences

49...\textit{c3}!! How many programs find this, overstretching White's \textit{a} and \textit{e}?! See if you can find a way out for White. Black threatens to combine \textit{exa3} with \textit{wh4}+g5=g2 mate. If White's \textit{a} leaves the first rank it's \textit{e1} mating 50.\textit{g3} Stops the mate threats at the cost of a piece 50...\textit{xa3} 51.\textit{hxd4} \textit{a3} 52.\textit{h2} \textit{e2} 53.\textit{h3} \textit{xg3} 54.\textit{g2} \textit{f4} 55.\textit{a1} \textit{h6} 56.\textit{a8}+ \textit{c7} Black is a +\textit{a} ahead and the game is well beyond hope for Deep Sjeng 0-1

In other games Diep (which came 3rd last year) came out of a slightly worse opening to
win a pawn against Shredder. However the endgame was drawn in both their evaluations, but the programmers played on for a few more moves than seemed necessary. Suddenly Shredder's deeper searching caught out Diep taking a risk too many, and Shredder won. This game needs quite a bit of analytical work but will be shown in our next issue!

The two newcomers won again! Fruit beat The Baron, and we have seen that Zappa did really well in beating Deep Sjeng! They are out on their own with 2½, Crafty and Shredder have 1½, and 5= on 1 each are Diep, Jonny, Junior and The Crazy Bishop.

Round 3

Zappa and Fruit were drawn to play each other, so we should start there!

**Zappa - Fruit**

Round 3

1.d4 ćf6 2.ćc3 d5 3.ćf3?

One can hardly recommend this — but it gets Fruit out of its Book. 3.ćg5 is the most popular move. 3.ćf3 has also been played 3...će6 4.će4 ćb4. So far Fruit has found the best replies. Now another surprise! 5.ća3?!N ćxc3+ 6.bxc3 će5 7.će5 ćfd7 8.ćf4 ćh4+ 9.ćg3 ćd8 10.ćd3 ćc4

Only now does Zappa go out of Book — a major success for Book programmer Gunes which has put Fruit over 40 minutes behind on the clock!

11.ćf1 0-0 12.ćf3 ća5
13.ćd2 ćb6 14.ćh3 ćc6
15.0-0 ća4 16.ćf2 ćd7
17.ćf4

17...ćg6? 17...f5 18.exf6 ćxf6 = 18.ćb1 ćab8 19.ćg4 ćc8?! Getting the queen back to a more appropriate square with 19...ćd8 was better!


27.ćc3 27.će5 ćxb1 28.ćxf6 ćxf6 29.ćxf5 So White emerges with ćc for ć+ć

29...ćc3 30.ćh4 ćg7
31.ćxe3 ćxd4 32.ćf3 ćxf3+ 33.ćxf3 ćf7 34.ćxa7 ćb5
35.ćb8+ ćf8 36.će5 ćg7
37.će7 ćh8 f3 37...ćf8?!
38.će3! 38.ćf1 ćg8 39.će1 ćxe7 40.ćxe7 ćb1 41.ća7

43.će1 ćc3 44.ćd2 Notice how much more valuable the White ć is cp. Black's

44...ćh5 45.ćb7 ćf5 46.ćc1 ćg8 47.ćc6 će2+ 48.ćd2
49.ćc3 ćxb5 ćb1+ 50.ćc1 ćxa3 51.ćd7 će4 52.će6+
ćf8 53.će7 ćxc2 54.ćf7+
će8 55.ćf4 ćd3 56.ćxe4 ćg5
57.ćf6 ćxc4 58.ćxe2 će7
59.ćf5 će6 60.ćxg5 će2
61.ćd2 ćf6 62.ćg8 d3
63.ćf8+ ćg7?! The wrong way? But 63...će7 64.ćf4 će6 65.će4+ ćf5 66.će3, Black doesn't want to move!

66...ćf6 67.ćh3 ćf5 68.će8 ćg6 69.ćf8 ćg7 70.ćf4 ćg6 71.ćd2 ćg7 72.ćf2 ćg6 73.ćxe2 dxe2 74.ćxe2 1-0 64.ćf4 ćh6?? 64...ćh4 was better 65.ćh3 ćg7 66.ćf2 ćg6 67.ćxe2 m/32 according to Hiarcs 10.67...ćxe2 68.ćxe2 ćf5 69.ćd3 će5 70.će3 ćf5 71.ćd4 će6 72.ćd4 ćf6 73.ćf4 ćg6 74.će5 ćh4 75.g4 1-0

A very big game, as it turned out — but I wonder if either programmer guessed just how big at this stage?!

In other games Crafty continued its excellent start by beating Diep. The latter sacrificed a piece but got a pair of very strong central pawns that ended up not being as good as they seemed.

Shredder beat The Crazy Bishop in just 37 moves, whilst Junior beat Jonny.

**Round 4**

The weirdest thing happened in this round! - perhaps with computer programs it is actually inevitable.

Zappa (3/3) played the hapless Fute (0/3 from games lasting just 40, 36 and 33
moves respectively)... and they drew! By the end of the tournament this would seem stranger still, as it was the only ½ point Fute would get!!

Junior beat Deep in another game which requires some burning of the midnight oil to get analysed, with Junior finding a sharp 17th move that turned the game. Deep sacrificed the exchange and things became very complicated before it wrongly exchanged queens to simplify Junior’s task.

Shredder normally beats Deep Sjeng, but this year they drew (another 'dropped' ½ point).

Fruit failed to recover properly from its loss to Zappa in round 3. Against IsiChess it appeared to be winning, but the latter found an unexpected perpetual check.

- 3½ Crafty, Zappa
- 3 Junior, Shredder
- 2½ Fruit
- 2 Deep Sjeng, Jonny

Despite their lapses Junior and Shredder are almost back where you’d expect. Normal service resumed!?

**Round 5**

There were 2 surprises in this round. The first was that 1= Crafty lost to Deep Sjeng in 49 moves.

The second surprise was NOT Zappa - it beat Jonny. And Junior beat The Baron, so who does that leave?

Aah, yes.....

**Shredder - Fruit**

**Round 5**

Fruit is a relative newcomer, but nevertheless very strong.
Round 6

Zappa had Black against The Baron - no problem! It moved to 5½/6 with an attractive 65 move win.

But Junior hasn't given up yet - it beat The Crazy Bishop, and Shredder beat Fute.

Also in this round Crafty's chances took a big nose-dive as it lost to the again impressive Fruit!

Deep Sjeng - Diep

Round 6
1.d4 ♞f6 2.c4 e6 3.g3 d5 4.g2 dxe4 5.f3 c5 6.0-0 a6?! 6...♞c6 7.a4 ♞d7 is probably the best line for Black 7.dxc5 This line has a massive +/- record favouring White 7...♗xc5 8.bxc6 ♞xc6 9.♗d2 ♞d7 10.d2 ♞d4 11.dxe4

11...♗d8 This is what Loeffler played against Van Wely (and lost), but I'm not sure that 11...♗b6 12.b4 ♞d4 13.♗xb6 ♞xb6 might not have been slightly better. However the main truth here is that the Opening from 6...a6 is good for White!

12.♗b3 ♞a7 13.♗d2 ♘d5 14.e4 ♘b6?! 14...♘b6 was quite a bit better 15.♗b5 ♘xc4 16.♗xc4 and with his other knight being on d7 instead of d5 Black could now play 16...♘c5 with some chances of getting back into the game 15.♗ba5! ♘xc4 16.♘xc4 ♘b6 17.♗b4+ ♘f6 18.♗a5! ♘xc4 19.♗xd8+ ♘g6 20.b3 ♘d7 21.bxc4 ♘xd8

With the advantage of ♘ for ♘ White now knows to exchange down into an easily won endgame 22.♗d1! ♘b6 23.e5 ♘c6 24.♗xc6 bxc6 25.♗xd8 ♘xd8 26.♗d1 ♘c7 27.♗d7! The 7th. rank, the ♘'s equivalent of seventh heaven 27...♗b4 28.♗g2 ♘f6 29.♗a7 a5 30.♗a6 1-0

- 5½/6 Zappa
- 5 Junior
- 4½ Fruit
- 4 Deep Sjeng, Shredder
- 3½ Crafty

Before Round 7 the Fischer Random Tournament was played. Only a few entries as most of the programs still don't know how to castle properly at FischerRandom!
Round 7

The Tournament report comments that "some of the games in this round were too complicated to analyse without resorting to using the programs, when they became free!" They indeed suggested that this might be the strongest tournament ever played, humans or computer!

We have to start with Zappa - Junior... if someone doesn't beat Zappa soon, it will be all over!

Zappa - Deep Junior  
Round 7
1.d4 d5 2.d3 e6 3.c4 e6 4.e4 c5 5.e5 b6 6.h5 c6 7.d4 g6
8.d2 a6 9.e2 b7 is usually preferred 8...e1 e5 9.cxd5 exd5 Junior is already out of Book. I think Zappa's unusual Book preparation is causing a lot of problems. Some programmers only want to play main, proven, oft-used lines, but Zappa's got all sorts, and it seems to work! 10...g5 hxg5 11...e4?! 11...e7 12.eb5 exd4 12.eb5 eb6 13...d2 eb5 14.h3 eh2 15.eg2 Zappa's first move out of Book 15...eb8 16.ed4 eb3 eb8 17.eb4 eh7 18.exh7 dxh7 19.eg1 eb6 20.fc3 a6 21.a4 ec4 22.ed4 dx4 23.ed2 eb6?? 23...eg6 was better I think 24.wc2 ec8 25.0-0-0 b5

After inspired/dubious opening play (cross out the one you don't like!), Zappa has consolidated nicely. His king is safe after queenside castling whereas Black's is unhappily snared somewhat by the wb4. So Zappa goes on the warpath! 26.d5 wb7 27.d6! Making the d5 square available to his main pieces 27...d7 28.axb5 axb5 29.eb5 f5 30.ed5 wa8 31.db1 g6 32.e5+ ef7 33.ed5 hf8 34.eb6 ef7 35.ee8+ eg7 36.eh5+ eh7 1-0

What does one say to that?! 'Goodness', will have to do. To beat Deep Junior in under 40 moves, and with a slightly weird opening, is quite remarkable.

While Zappa's chances improved significantly, so Fruit's hopes all but disappeared as it lost to Diep. Diep (White) had 2 rooks against a queen - which would you rather play with?! This time the rooks wreaked havoc against Black's pawns, no contest, mate in 35 announced at move 50!!

You'd have to think it's too late for Shredder to win - though it still has to play Zappa, and if it wins... anyway it beat Jonny in a long game. Crafty beat poor Fute, and Deep Sjeng beat The Crazy Bishop.

Round 8

With yet another win, this time against IsiChess, Zappa has moved an incredible 2 points ahead of the field with only 3 rounds to go. Shredder MUST beat it in round 9! The strange thing is that the only 1/2 point it has dropped was to Fute, and the only 1/2 point Fute has was against Zappa. One can't believe that can last through the full 11 rounds!

The gap favouring Zappa grew as Junior could only draw with Deep Sjeng, and Shredder likewise with The Baron - a big disappointment for Meyer-Kahlen, as The Baron is on lowly P4/3000 hardware and Shredder entered the endgame a pawn up?!

Crafty climbed back up the table a little by beating Jonny, and Fruit beat The Crazy Bishop.

- 7/8 Zappa
- 7
- 6½
- 6
- 5½ Crafty, Deep Sjeng, Fruit, Junior, Shredder
- 5
- 4½
- 4 Diep
- 3½
- 3 Jonny
Round 9

Well, this is it... the last chance for everyone as a win in this for Zappa guarantees it at least 1st= spot... and with 2 rounds still to go!!

Shredder - Zappa
Round 9
Shredder MUST win at any cost... and it attacks hard from the beginning, as if it knows (or maybe it's been set to 'super aggressive'?!)
1.e4 c5 2.d3 d6 3.d4 exd4
4.exd4 Qf6 5.e3 g6 6.e3
Qg7 7.f3 0-0 8.Qd2 Qc6
9.0-0-0 d5 10.exd5 Qxd5
11.Qxe6 bxc6 12.Qxd5?!
12.d4 is more popular, then 12...e5 13.Qc5 Qe6 14.Qe4
Qxe8 15.h4. However, though played somewhat infrequently, White's Qxd5 has a better than 50% record! 12...exd5 13.Qh6?!
13.Qxd5 Qc7 14.Qc5 Qb7
15.Qa3 has a good reputation for White. It's another strange Book choice from Shredder. The S9 Book has 13.Qxd5 with!! so it would always play this, and not 13.Qh6? 13...Qc7! Played by Zappa's Book, and Shredder starts to think. 13...Qxh6
14.Qxh6 Qa5 15.Qb1 Qb8
16.h4 Qf5 17.Qd3 Qa3 has been good for Black in a couple of IM-level games
14.Qxg7? Apparently Zappa didn't expect this as it also starts to think 14...Qxg7
15.h4 h5 16.e1 Qb8 17.g4
hxg4 18.h5 Qb6 19.e3 Qh8
20.fxg4 Qxg4 21.h6+ Qf8
22.b3 Qc8

Zappa has survived the opening (perhaps because of our?!) over a couple of early Shredder moves), and the position is quite complicated! Black is happy to have an extra pawn, but White's Q/h6 backed by the Qh1 can quickly become very dangerous, and the general view is that White has slightly the better chances. Nevertheless we now see Zappa improve its position very nicely and start to run with its own danger pawns! 23.Qb2 d4?!
24.c4 If 24.exd4 Qf5 threatening Qc2 25.Qc1 Qxc1
26.Qxc1 Qxd4+ 27.Qa3
Qd6+ 28.Qb2 Qf6+
29.Qa3, and now 29...g5 threatens to win the h-pawn and go 2 pawns up 24...Qf5
25.Qd3 It was this or h7, neither looks particularly attractive 25...Qxd3 26.Qxd3
Qd6 27.Qd2 Qh7 28.Qg5
28.Qa5 was better 28...f5!
29.Qef1? I'm not sure what this hopes to achieve. Perhaps it's aiming for f2 or f3 to stop Black's d-pawn advancing further 29...Qc5
30.Qg2 Qf7 31.Qf2 Qf6
32.Qf1 a5

You'd not really expect the game to be over in less than 10 moves - would you - any more than you'd expect Shredder's queen to go absent without leave 33.Qa8? Qg5! 34.Qc2? 34.Qd8 would partly recover from the previous move 34...Qe5
35.Qc1 g4! 36.Qd1 Qh8
37.Qg2 d3 38.Qf2 a4
39.Qh4? 39.b4 Qxh6
40.Qxh6 Qxh6 41.Qg3
would prolong the issue for a while 39...Qe2! 40.Qxf6+
exf6 41.b4 Qxa2 0-1

What can we say?! Zappa is World Computer Champion for 2005! It seems to have used a massive opening book, regularly going a few moves deeper than its opponents, but also using a few well-chosen and unusual lines of its own, gaining time on the clock whilst maintaining a decent position. Out of the opening its play has often been excellent. Occasionally it has benefited from its opponent over-reaching in basically
drawn positions, but when a program scores 8 1/2/9, you can't have many complaints. It has firmly beaten every one of its main competitors, game after game.

In other round 9 games Crafty drew with The Baron. Junior beat IsiChess after the latter blundered in a dead drawn rook ending. Fruit beat Deep Sjeng, outsmarting it in an apparently equal R+Q endgame.

Round 10

There was still a good race for 2nd place, and Junior (6 1/2/9) was due to meet Fruit (also 6 1/2) in this round.

But first let's see....

Zappa - Crafty
Round 10
1.d4 d5 2.e4 f6 3.c4 e6
4.Qc3 c5 5.e3 Qb6 6.Qe2
Qd6 7.g4 b6 8.d2 Qe7
9.Qc1 Qxc3 10.a3 a3 a6
11.a3 Qxc3 12.Qxc3 0-0
13.Qd5 d6 14.Qc1 cxd4
15.Qxd4 cxd4 16.Qxc4 Qc5
17.a2 b5 18.Qf4 a5 19.g5
Qf3 20.Qf3 Qac8 21.Qe4
g6 22.h4 Qd7 23.Qg1 Qb6
24.Qe4 c4 25.Qe2 e5
26.Qd5 a6 27.a1 Qb4
28.a1 a5 a5 29.Qd5 Qc8
30.Qd7 a5 31.h5 Qa4
32.Qd3 Qe6
33.Qf4 Qf4 34.hxg6 fxg6
35.exf4 Qxf4 36.Qd7 Qg5
37.Qe1 h4 38.Qxb4 Qc5
39.Qa3 Qh5 40.Qe3 Qe5
41.Qc3 Qfe8 42.a3 Qg5
43.Qe1 Qf6 44.Qxe5 Qxe5
45.Qe2+ Qh8 46.Qd8 1-0
so Zappa now has 9 1/2/10. In the program notes for this game it was noted that the spectators couldn't really work out how Zappa got the initiative -- but it did -- nor how it managed to get itself into position for the final winning combination. An 'intricate masterpiece' it was decided.

Now the tussle for 2nd place.

Deep Junior - Fruit
Round 10
1.e4 c5 2.Qf3 Qc6 3.d4 cxd4
4.Qxd4 Qc5 Qf6 or Qc6
are more popular 5.Qb3 Qb6
The Shredder opening book gives this a ? 6.Qc3 Qc7
7.Qf4 d5 8.Qxd5 Qxd5
9.Qh5 N 9.Qh5+ has a good record: 9...Qbc6 10.0-0 0-0
11.Qa4 Qc7 9.a3 Qbc6
10.0-0 a6 is also theory, and shows 11.Qe1 which the computers give a big plus for White ...
12.Qe6 10.0-0 0-0
15.Qxf5 Qxf5 16.Qf4
16.Qf4 17.a4 Qh6 18.g5 Qg6
19.h4 Qc7 20.h5 Qd6
22.Qxd5 Qxd5 23.Qxd5
Qd4! leaves Black with the better endgame despite the nasty looking pawn pair on g5 and h5! 21...Qfd8 22.Qc1
Qac8 23.b6?! This is still very close. I think 23.Qxd5
Qxd5 24.Qxf5 Qe7 25.Qg4
even leaves White with a small advantage 23...Qc4
24.Qxd5 Qxd5 25.Qxf5 Qxf4!
The point of 23...Qc4 26.Qd3
30.Qc4 Qc7? Fruit is full of surprises. I definitely expected to see Qxg5
31.Qb3 Qg5 32.Qc1 Qf6
33.Qd3 if 33.Qf7 Qd5!
33...Qg2 34.a3 Qd5 35.Qe4
Qg6 36.Qf3 Qg4 37.Qh3 Qd4
38.Qa2? b5 39.Qb1 f5
39...a5!? 40.Qh1 Qc6!
41.Qe5 Qxe5 42.Qxe5 b4!
43.Qe1?! if 43.axb4 Qxb4
0-1. So 43.Qc1 seems best, then however 43...Qf4 44.Qe1
Qd3 wins 43...Qg2! 44.Qc1
bxa3 45.Qxa3 45...Qb4
(threatening Qxc2) so 46.Qc3
Qa4 (threatening Qa2 mate)
so 47.\textit{a}3 \textit{d}d7 48.\textit{c}c3 \textit{g}g1!!
and if 49.\textit{c}xg1 \textit{f}d1+
50.\textit{c}xd1 \textit{c}xd1# 0-1
Another game in which the \textit{c} and \textit{h}-pawn fail to win!

\textbf{Shredder beat IsiChess, and Deep Sjeng beat poor Fute.}

\textbf{(Final) Round 11}

Coming to the last round, Zappa had 9\frac{1}{2}/10, Fruit 7\frac{1}{2},
Junior, Deep Sjeng, Shredder 6\frac{1}{2}, and Crafty had 6.
Of course Zappa has already beaten everything (except Fute!!). But \textit{Diep} has had a
good tournament (5\frac{1}{2}/10), maybe it can do something?!

\textbf{Diep - Zappa}

\textit{Round 11}

1.\textit{d}4 \textit{c}f6 2.\textit{c}c4 \textit{e}6 3.\textit{c}c3 \textit{b}b4
4.\textit{c}c2 e5 5.\textit{d}xc5 0-0 6.a3
\textit{c}c5 7.\textit{c}f3 b6 8.\textit{f}f4 \textit{g}g7
9.\textit{d}d1 \textit{c}c6 10.\textit{b}b4 \textit{e}e7 11.\textit{e}e4
\textit{c}c8 12.\textit{d}d3 \textit{h}h5 13.\textit{c}c3
\textit{c}c7 14.0-0 \textit{c}f6 15.\textit{h}h3 \textit{f}f8
16.\textit{b}b5 16.\textit{c}c1 d6 17.\textit{d}d5 is
known, but now they both start thinking. 16...\textit{w}b8

17.\textit{e}5?! 17.\textit{b}d4 keeps a
small advantage for White, who has more space
17...\textit{x}xe5 18.\textit{x}xe5 \textit{x}xe5
19.\textit{a}a7 \textit{d}d6! Could Diep
have missed this when
playing 17.\textit{e}5? Of course the
\textit{w}h2 mate threat hails
White's hope of winning the
exchange with \textit{xc}8 20.\textit{g}3

\textit{h}5 21.\textit{f}3 21.\textit{xc}8?? \textit{f}f3!
A pair of bishops bearing
down on your king can be
incredibly dangerous – \textit{g}2
mate would now be threat-
ened 21...\textit{a}8 22.\textit{x}b6 \textit{x}g3

23.\textit{b}b5?! 23.\textit{g}2 was
probably the best chance.
Zappa finishes it off nicely
after the move played. In
truth it has never been in
trouble, but Diep's play has
been below par. One or two
have played a bit below their
best against Zappa – is that
because Zappa is a truly
great program, or has it had
a little bit of luck? 23...\textit{xb}3
24.\textit{g}g2 \textit{h}h4 25.\textit{xd}x8 \textit{xd}8
26.\textit{e}e2 \textit{e}e5 27.\textit{e}e2 \textit{g}g4!
28.\textit{w}h1 \textit{g}g5 29.\textit{e}e4 \textit{e}e4
30.\textit{xe}4 \textit{e}e8 31.\textit{d}d4 \textit{e}e4
32.\textit{c}c3 \textit{h}h5 33.\textit{a}a4 \textit{w}b6+
34.\textit{g}g2 \textit{c}c7 35.\textit{e}e1 \textit{xe}4

To finish with we have a last
round battle for 3rd. place. As
Deep Sjeng started the round
equal with this pair, they both
needed to win to be sure. Our
photo above is taken early in
the game.

\textbf{Shredder - Deep Junior}

\textit{Round 11}

Although only playing for
\textit{the golden lemon} (Meyer-
Kahlen), nevertheless Shredder
v Junior is, after all, Shredder v Junior, even if
this time for 3rd place.
Shredder got itself a good
position from the opening
and, though Junior defended
well, it was already game
over

1.\textit{e}e4 \textit{c}c5 2.\textit{c}f3 \textit{d}d6 3.\textit{d}d4 \textit{cxd}4
4.\textit{c}c4 \textit{f}f6 5.\textit{c}c3 \textit{a}6 6.\textit{g}g5
\textit{e}e6 7.\textit{f}f4 \textit{wb}6 8.\textit{b}b3 \textit{e}e7
9.\textit{e}e3 \textit{bd}7 10.0-0 \textit{w}c7
11.\textit{c}c1 \textit{b}5 12.\textit{d}d3 \textit{b}b7
13.\textit{h}h1 \textit{b}4 13...\textit{h}6
14.\textit{xf}6 \textit{xf}6 15.\textit{a}a3 0-0-0
16.\textit{f}f2 has been played

Shredder's Stefan Meyer-Kahlen
has had better results, but he
kept smiling and gave Zappa fair
credit in his website coverage of
the Championship.

\textbf{Selective Search 120... Page 26}
14.\c2 15.\c4 0-0
16.\h3 17.\e5 dxe5
18.fxe5 19.\x6xe6 fxe6
20.\x6e6+ \e8 21.\x6e5
\x6e5 22.\x6e5 This, and the preceding White moves, were all in the Shredder Book! After Junior's next Shredder has an advantage of 25 minutes on the clock and a +2.43 evaluation!

44.\c4 \d4 Trying to get into an opposite coloured bishop ending 45.\e6 \e3
46.\e6 \d7 47.\g5 \e7
48.\x6c7 \x6c7 49.\x6h7

22...\x6c8 23.g3 \e4 24.\x6f6 \x6f6 25.\x6e8+ \x6e8
26.\x6e6 27.\f1 \g2
28.\x6c1 \c6 29.\x6c5 \x6f3
30.\x6c4 \x6e5 31.\x6f1+ \x6e8
32.\x6c3 \x6d6 33.\x6c1 \x6e4
34.\x6f7+ \x6d8 35.\x6c2 \x6f7
36.\x6f5 \x6d4 37.\x6e5 \x6f6
38.\x6c5 \x6d6 39.\x6e2 \x6d7
40.\x6c4 b3 41.\x6c3 \x6b5
42.\x6e4 \x6d3+ 43.\x6c3 \x6b2

DJ has the rooks off at last, but now he's 3 pawns down!
49...\d6 50.\x6c4 \c5
51.\x6e3 \x6e5 52.\x5d7 \x4d4+
53.\x5f4 \x5b4 54.\xg8 \xa7
55.\x5c4 \x6c3 56.\x5g5 \x5c5
57.\xg6 \x6d4 58.g4 \x6b4

Anthony Cozzie, Zappa's programmer, with his Prizes!

59.g5 The h-pawn will follow and there's nothing Junior can do about it 1-0

With a FINAL TABLE like the one below all of the accolades must go to Zappa. It won with a new record score and winning margin!

But I must also mention Fruit. It came 2nd, on a single processor machine! Crafty and Diep were running 8x faster, Zappa, Junior and Shredder were all running 4x faster. Deep Sjeng 2x as fast.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>/11</th>
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<tr>
<td>1</td>
<td>ZAPPA</td>
<td>10½</td>
</tr>
<tr>
<td>2</td>
<td>FRUIT</td>
<td>8½</td>
</tr>
<tr>
<td>3=</td>
<td>DEEP SJENG SHREDDER</td>
<td>7½</td>
</tr>
<tr>
<td>5=</td>
<td>CRAFTY JUNIOR</td>
<td>6½</td>
</tr>
<tr>
<td>7</td>
<td>DIEP</td>
<td>5½</td>
</tr>
<tr>
<td>8</td>
<td>JONNY</td>
<td>4½</td>
</tr>
<tr>
<td>9</td>
<td>THE BARON</td>
<td>4</td>
</tr>
<tr>
<td>10</td>
<td>ISICHess</td>
<td>2½</td>
</tr>
<tr>
<td>11</td>
<td>THE CRAZY BISHOP</td>
<td>2</td>
</tr>
<tr>
<td>12</td>
<td>FUTE</td>
<td>½</td>
</tr>
</tbody>
</table>
I always like to include something for our dedicated chess computer fans - I know you're all dedicated chess computer fans in one sense, but you know what I mean!

And it's true that I've had for some time Star Diamond v TC2100, Montreux and RISC 2500 game files from both John Bennett and Jim Crompton, all awaiting their turn in the magazine... and we'll get there eventually.

But I've never looked at the chess side of the Excalibur Grandmaster in the magazine at all so, when Pete Bilson bought one and started playing games, it seemed an ideal opportunity to cover it. My theory (based mostly on games I've played against it myself) is that it's around 145-150 BCF.

This match, against our 1589 Elo rated CXG Advanced Star Chess (little brother to the Super Enterprise) was over 6 games, using a G/60 time control.

The CXG machines were always very popular in the 1980's. They were good value for money, and played in an active style. They can actually feel more like 1800 Elo until you get used to the fact that, to score points, it's best to try and keep them quiet!

- Game 1 was won by the GRANDMASTER (White) in 35 moves
- Here is Game 2....

Advanced Star Chess - Excalibur Grandmaster
Game 2. E42: Ninzo-Indian: Rubinstein: 4...c5 5 Ne2

1.d4 ♞f6 2.c4 e6 3.♕c3 ♞b4 4.e3 c5 5.♕e2 cxd4 6.exd4 d5 7.a3 ♞e7 8.b3?!N

Here either 8...♕f4 or 8..c5 are usually played
8...♕c6 9.♕f4 dxc4 10.bxc4 0-0 11.d5 e5 12.dxc6?

White should really be avoiding the exchange. So 12...♕g5 13...♕c1, and if 13...♕g4 then 14.f3 ♕h5 15...♕e2. But even this isn't too good if Black finds 15...♕xc4 16...♕xc4 ♕c7?

12...♗xf4 13...♗xb7

14...♕xf4?!

Best was 14...♕xd8 ♕xd8 15.f3 and then find a way to release the ♕f1 and ♕h1
14...♕a5! 15...♕e2 ♕a6

The Excalibur misses the very strong 15...♕fd8! after which 16...♕c2 ♕e4 looks almost impossible for White to cope with. Sometimes, however, a mistake yields unexpected benefits!

16...♕b3??

16...♕a4 was probably the only hope, then after 16...♕d8 17...f3. But the ♕f1 and ♕g1 still need to get into the game, so White's chances are nevertheless not good

16...♕e8 17...♕c1?

Finding 17...♕a4 was his last chance, then probably 17...♕d8! 18.f3 ♕xc4 19...♕xa5 ♕xa5 20...♕f2. But now Black wins material with 20...♕xc3 21...♕xc3 ♕xf1 22...♕xf1 ♕xc3, and a knight advantage will be too much

17...♕e5+! 18...♕e2 ♕xc4 19...♕f4

If 19...♕b2 ♕e4 (double attack on ♕e3) 20...♕xc3+ 21...♕xc3 (no choice)
21...♕xc3, and White is down a bishop

19...♕xb3?

The Grandmaster misses the very strong 19...♕e3 which secures victory after 20...♕d1 ♕xe2+ 21...♕xe2 ♕xb3

20...♕xe5 ♕xc3 21...♕xf6 ♕xf6 22.0-0
8...b6 N
I found that, even here, both 8...∞xc3+ 9.∞xe3 d6, and 8...d6 have been played, though infrequently.

Can the Advanced Star take advantage of its chance from the Opening?
9.∞d3 ∞b7 10.∞xc7?!
Stops Black from castling queen side, but leaves him with an obvious and strong reply. Probably the simple 10.0-0 was best
10...∞xb2 11.∞xb7
Again 11.0-0 made sense and, after 11...∞xa1 12.∞c3 ∞xb2 13.∞xb7 is equal
11...∞d8 12.0-0! ∞xa1
13.∞xa7 ∞d4 14.∞d2 ∞f6
15.∞f3 ∞b2 16.e5 ∞d5
17.∞a4 ∞c8?!

In fact not Black's best choice, but the Advanced Star fails to take advantage.
Preferable was 17...∞b4
18.∞f3 ∞c6 19.∞f4= 18.∞b3?!
18.∞g4! was a better idea for White, forcing 18...g6, and now the follow-up 19.e4 is at least equal
18...∞xb3 19.axb3 ∞b4

It all looks harmless enough, just move the bishop out of the way with 20.∞e4 and things can't be too bad 20.∞d4?
If, as suggested, 20.∞e4 play might continue 20...∞c5
21.c4 ∞e7, and now 22.∞d1 would be White's best with
decent chances of getting a draw
20...∞xd3! 21.exd3 ∞c3
22.∞d1 0-0 23.∞f4 f6!

Accurate play by the Excalibur machine
24.∞b4 ∞xc5 25.∞xe5 ∞c8
26.∞f3 ∞b3 27.d4 ∞c8
Peter stopped it after this.
Play might have continued
27...∞c8 28.∞d2 ∞b4
29.∞d2 ∞b4 30.∞e3 ∞c2 and Black should win without trouble. 0-1

- Okay, here is Game 5, with the Grandmaster now 3½-½ ahead, so the Match is already won....

Excalibur Grandmaster -
Advanced Star Chess
Game 5. B44: Sicilian: Taimanov: 5 Nb5
1.e4 c5 2.∞f3 e6 3.d4 exd4
4.∞xd4 ∞c6 5.∞e3 ∞xd4?!
Although 5.∞e3 is more popular, the move chosen by the Grandmaster is well-known and has quite a decent record!
5...∞d6 6.e4 ∞f6 7.∞e3 a6
8.∞e3 ∞e7 9.∞e2 0-0 10.0-0
b6 11.∞e3 ∞e5 12.∞b3
∞d7
I don't know if the computers were still in their Books at this point, probably not. But only now do we leave known theory, so they've both played well!
13.∞f3 N
13.∞fd1 ∞b7 (I also found
13...∞c7) 14.f3 and now ∞c7 has been played a few times!
13...∞b8 14.∞ad1
14...\textit{\textcolor{red}{\texttt{\textbf{Q}}e5?!!}}

It was definitely wiser not to remove a piece from the d-file! Now the $\textit{\textcolor{red}{\texttt{\textbf{Q}}/d6}$ is fully pinned and White can easily avoid the threatened $\textit{\textcolor{red}{\texttt{\textbf{Q}}x\texttt{e6}}$.

14...\textit{\textcolor{red}{\texttt{\textbf{Q}}b7} 15.\textit{\textcolor{red}{\texttt{\textbf{Q}}c2} $\textit{\textcolor{red}{\texttt{\textbf{Q}}c8}}$ would have maintained equality.

15.\textit{\textcolor{red}{\texttt{\textbf{Q}}e2} g6?}

It really had to play 15...\textit{\textcolor{red}{\texttt{\textbf{Q}}c7 here, to get out of the pin and stay in the game. Then perhaps 16.f3 $\textit{\textcolor{red}{\texttt{\textbf{Q}}d7}$ and White doesn't have all that much in my view}

16.c5!

A great decision by the Grandmaster, this is very strong.

In fact White had two good moves! The other (not quite as strong) was 16.f4 and now 16...\textit{\textcolor{red}{\texttt{\textbf{Q}}eg4?}} (if 16...\textit{\textcolor{red}{\texttt{\textbf{Q}}d7} White can play 17.e5 $\textit{\textcolor{red}{\texttt{\textbf{Q}}e8 18.\textit{\textcolor{red}{\texttt{\textbf{Q}}e4 with a strong centre and much better piece mobility). After the apparently strong 17.\textit{\textcolor{red}{\texttt{\textbf{Q}}d4?}} I found that Black has 17...\textit{\textcolor{red}{\texttt{\textbf{Q}}d7?! which, if followed by e5! leaves White's $\textit{\textcolor{red}{\texttt{\textbf{Q}}/d4}$ embarrassed.}

So although 16.f4 leaves White with an advantage, it is certainly not as strong as the move chosen.

16...\textit{\textcolor{red}{\texttt{\textbf{Q}}f4 17.\textit{\textcolor{red}{\texttt{\textbf{Q}}f4!}}}

Another fine move

17...\textit{\textcolor{red}{g5} 18.\textit{\textcolor{red}{\texttt{\textbf{Q}}g3} b5??}

It might have been worth trying 18...\textit{\textcolor{red}{\texttt{\textbf{Q}}d7 to block the pin on the d-file, but after 19.cxd6 $\textit{\textcolor{red}{\texttt{\textbf{Q}}f6 20.\textit{\textcolor{red}{\texttt{\textbf{Q}}xa6 h5 21.h3 h4! 22.\textit{\textcolor{red}{\texttt{\textbf{Q}}xh4 gxh4 23.hxg4, White is 2 comfortable pawns ahead after 23...\textit{\textcolor{red}{\texttt{\textbf{Q}}xg4. However Black could try 23...b5 to embarrass the $\textit{\textcolor{red}{\texttt{\textbf{Q}}/a6}$ but White should be fine 19.h3 $\textit{\textcolor{red}{\texttt{\textbf{Q}}xf2 20.\textit{\textcolor{red}{\texttt{\textbf{Q}}xf2 Qc7 21.\textit{\textcolor{red}{\texttt{\textbf{Q}}d5!}}}}}

Hey, this is good stuff from the Excalibur machine

21...\textit{\textcolor{red}{\texttt{\textbf{Q}}xd5 22.\textit{\textcolor{red}{\texttt{\textbf{Q}}xd5}}}

22...\textit{\textcolor{red}{\texttt{\textbf{Q}}xh3??}

The Advanced Star helps

his opponent with this – if it had been a human I'd have called it a panic move!

What was needed was 22...\textit{\textcolor{red}{\texttt{\textbf{Q}}xc5 and, whilst White is still winning after 23.\textit{\texttt{\textbf{Q}}xc5 dxc5 24.\textit{\texttt{\textbf{Q}}xe5 Qb6 25.\textit{\texttt{\textbf{Q}}c7 Qe6 26.\textit{\texttt{\textbf{Q}}f3} with knight for pawn, there would still be a small chance of the Advanced Star saving it. We don't really know which has the better endgame yet.}

23.cxd6 $\textit{\textcolor{red}{\texttt{\textbf{Q}}xd6 24.\textit{\texttt{\textbf{Q}}xd6 Qxd6 25.Qxd6 b4 26.Qc2}}}

With both the $\textit{\textcolor{red}{\texttt{\textbf{Q}}/h3 and $\textit{\textcolor{red}{\texttt{\textbf{Q}}e5 en pris there is little that Black can do.}}}

26.b3 27.axb3 $\textit{\textcolor{red}{\texttt{\textbf{Q}}g4}

If 27...\textit{\textcolor{red}{\texttt{\textbf{Q}}g6 the Grandmaster could well find 28.Qxg6+! hxg6 29.axb8 $\textit{\textcolor{red}{\texttt{\textbf{Q}}xb8 30.gxh3 28.f5! $\textit{\textcolor{red}{\texttt{\textbf{Q}}xb3 29.Qxg4 Qxg3 30.Qxb3 1-0}}}

- Well, that's 4½-½ to the Excalibur GRANDMASTER.
- Having started the article making some really nice ’active style, value for money’ remarks about the Advanced Star Chess, I’d have ended up a bit
Grandmaster finds a discovered attack, and tries to atone for its earlier mistakes
13...d5! 14.\textit{b}5+ \textit{d}8?! A shame.
With 14...\textit{f}7 (protecting the \textit{g}6 and so freeing up his queen from that duty) 15.\textit{f}4
and now 15...\textit{e}6 followed by \textit{d}6 Black has some counterplay for the 'lost'
pawn
15.\textit{f}4 \textit{g}8 16.f3?!
Goodness. The CGX unit has let the Grandmaster in with another chance!
If the excellent 16.\textit{d}1! had been played, pinning the d/pawn, it would almost be
game over: 16...\textit{e}6 17.\textit{x}e4 \textit{x}e4 18.\textit{xe}4. Here White is 2
pawns to the good and Black still has to try and find somewhere to get his king
safe
16...\textit{h}5! 17.\textit{d}2 \textit{c}5+ 18.\textit{f}2

5...\textit{xd}4?
There are hundreds of games with 5...\textit{g}7 6.\textit{e}3
\textit{f}6 7.\textit{c}4 0-0.
Or there’s one 5...\textit{e}5
6.\textit{d}5 \textit{d}6 7.\textit{d}5 \textit{d}7
8.\textit{g}4+ \textit{f}5 9.\textit{e}5 \textit{g}7
10.\textit{x}g6+ \textit{e}8 11.\textit{b}c7+\textit{xe}7 12.\textit{xc}7+ 1-0
6.\textit{xd}4
Both computers are now out of Book after Black’s unusual 5th move blunder
6...\textit{f}6 7.\textit{c}4 \textit{e}5?
I actually found someone else had made the 5...\textit{xd}4? mistake in a 1932 game,
against Paul Keres of all people – not to be recommended, but probably in a
Simul! It continued 7...\textit{h}6
8.\textit{d}5 \textit{f}7 9.\textit{c}5! \textit{g}7
10.\textit{c}7+ \textit{f}8 11.\textit{xa}8 \textit{f}5
12.\textit{e}5 \textit{gx}5 13.\textit{xf}5 which I’m sure is all you need to
see!
8.\textit{d}5 \textit{e}7 9.0-0 \textit{f}5 10.\textit{ex}5
\textit{d}6 11.\textit{f}3 \textit{e}4 12.\textit{h}3 \textit{gx}5
13.\textit{xf}5?!
It was better to play
13.\textit{d}1 Now the Excalibur

Of course Black can’t play
19...\textit{d}6 because the pawn is
pinned
19.\textit{d}6 20.\textit{d}5! \textit{xb}5
21.\textit{h}6 \textit{h}2+?
Trying to save the bishop with
21...\textit{e}7 was best
22.\textit{bh}2 \textit{g}4 23.\textit{d}6+
23.\textit{g}5+! led to mate:
23...\textit{f}6 24.\textit{xf}6+ \textit{c}8
25.\textit{d}6 \textit{xd}5 26.\textit{ex}d5 \textit{h}5
27.\textit{e}1 \textit{d}3 28.\textit{xc}3+ \textit{d}7
29.\textit{e}7+ \textit{d}8 30.\textit{c}7#. But
Black is lost anyway
23...\textit{d}7 24.\textit{f}8+ \textit{xf}8
25.\textit{xf}8+ \textit{e}8 26.\textit{d}6+ \textit{d}7
27.\textit{g}5+ \textit{e}8 28.\textit{c}7+ \textit{f}7
29.\textit{xd}7+ \textit{x}d7 30.\textit{xa}8
and the game was stopped
with the Advanced Star a
/+A ahead! 1-0

- So the GRANDMASTER wins it
by 4½-1½, for a 1789 Elo
performance. Exactly right!
- And a serious 'well done' to the
Advanced Star Chess - still
working fine after 18 years!

Pete's mail made it clear he really likes his Grandmaster:
"Let me say, Eric, that the
Grandmaster is without doubt
a sheer delight to play on,
and it certainly makes a
welcome change to play on a
full size board... the pieces
are excellent in both size and
design".

A unique feature of the
Grandmaster is that there are
displays at both ends of the
board, which has no board
leds, keeping it really clean
looking. The display arrange-
ment also means that 2
players can have a human-v-
human game: the stronger
player just has a clock on his
display, but the weaker player
can have analysis and evalua-
tions as well... helps to even
the game up a little!

Advert over :-)
The 5th CSVN Tournament in Holland was held at the same time as Gebruikers, which was covered in our last issue, pages 8-12.

The hardware at Leiden was a little more equal than that used in the World Championships, but still Diep was on a 4x2600, Shredder had a 2x2700 (MAC!), Xinix 2x2600, and The Baron 2x2000. Most of the others were on Athlon AMD hardware, ranging from The King (2200MHz) to Gandalf (3400MHz).

Shredder and Pro Deo led throughout, after 6 rounds Shredder had 5½/6 and Pro Deo 5/6... they had also drawn against each other!

Here is the game that decided who won 1st. prize.

**Diep - Pro Deo**

1. d4 d5 2. c3 c6 3. f3 e5 4. e4 cxd4 5. wxd4 c6 6. f3 d7 7. f6 c3 8. c2 e6 9. d7 fxe6 10. f4 e5 11. fxe5 c6 12. f3 c5 13. c4 g4 0-0 14. d6 w e7 15. 0-0-0 f5 16. h e1 g f8 17. g5 w e8 18. f e3 b6 19. g3 w h5 20. f4 e3 b6 21. d4 e7 22. c b1 e8 f7 23. h3

Black's position has become very uncomfortable 35... e g7 36. f3 g6 37. x g5 f f7 Not 37... x g5! as, instead of 38. d x g5, White plays 38. d e4+ 39. c f4 g g8 39. f e4! g7 40. f f4 f f8 41. c e3 g7 42. c f4 e7 43. h6 a5

A doubtful move as one cannot see much chance of a queenside counterattack for Black. However there wasn't much he could do to stop White's attack anyway 44. w f4 h h 8 45. a3 Trying to kill off any lingering hopes the Schroder program might have, but he comes anyway! 45... h5! 46. h4 b4 47. h5 h x h 48. h x h 6 b x a 3 49. g g 5 a x b 2 50. f f 4! a 4 51. c x h 7 g g 7 51... x h 7 was a try as, if 52. h x h 7+?

52. h x h 7 53. f f 7 + h 6 54. x d 7 and now d e 2! nearly saves the day. However Diep would surely play 52. x e 6 and if 52... b 3 (threatening x c 2 mate!) 53. e 8 + g 8 54. x x g 8 + x x g 8 55. e 6 1-0 52. x e 6 and ProDeo made a couple of desperate moves before resigning 52... d 4! 53. x c 4 d 3 1-0

Here is the FINAL TABLE:

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MAC Shredder v Pro Deo
We referred to this 4 game match between Palm Hiarc and GM Sergey Volkov in our last issue (page 30), but only had space for the finish of game 2.

That was won by Palm Hiarc, which put it into a 1½-½ lead at half-way.

A few months ago Palm Hiarc had defeated 2616 rated GM Jan Gustafsson by 3-1, endorsing our genuine view that, on a 400+MHz Tungsten processor, this little handheld is a genuine GM!

The Volkov match was played at G/5+3 over the Internet. It's a time control which suits computers, but required the operator to be pretty sharp using the unit with its stylus, so maybe the extra advantage was not quite so great.

Also Volkov is rated at 2682 Elo! Here is game 3...

Sergey Volkov (2682) - Palm Hiarc 9.5
Man-Pocket Comp 5m + 3s
Game 3. E25: Nimzo-Indian: Sàmisch: 5...c5 6 f3 d5 7 cxd5

1.d4 ²f6 2.c4 e6 3.²c3 ²b4
4.a3 ²xc3+ 5.bxc3 c5 6.f3
d5 7.cxd5 ²xd5 8.dxc5

White can refuse the sacrificed pawn with 8. ²d3
8...f5 9.²h3 0-0 10.c4 ²f6
11.²xd8 ²xd8 12.²f4?!!

The most popular move here is 12. ²f2 after which either 12...²a6 (or 12...²c6
13.²b2) 13.²d3. I noted that this line was played by Volkov himself, against Milov in Panormo 2002, when Volkov won!

12.²f4 has also been played once or twice, then
12...²a6 13.c6 ²xc6 14.e3.
12...e5 13.²d3 ²bd7 14.²e3
e4 15.²b4 ²e5

where it is to protect ²/c4. It can't be done, so 23...²d3+
must be tried, but 24. ²g3
²xc1 25.²xc1 ²e6 26.²xd8
²xd8 27.²c7! and the rook on the seventh equals!

23.²hd1 a5
Again 23...²x4? is much worse
24.²xc5 ²x5 25.²xd8+
²xd8 26.²xc6 ²d2+ 27.²g3
²xg2+! 28.²xg2 ²xc6
29.²g3 ²f7 30.e4 ²d4
31.²f2 ²b3

This is better than
31...²xe4!? 32.²e3 ²f5+
33.²xe4 ²d6+ 34.²d4
²xc4, although Black would still be winning
32.²c2 ²xe4 33.²e3 ²d7
34.c5 ²d7 35.²e6+ ²e7 36.²h4
g6 37.a4 ²d5 38.²e3

It looks as if White will struggle to get castled
16.²c1?!

I think it was best to give the pawn back with 16.²f4
²xc4, and now 17.e3 sets the bishop free, after which casting is possible
16...²e6 17.c6 ²xc6 18.²f4
²fd7 19.e3?!

Well we know that Volkov is trying to develop the last of his pieces and get castled, but this loses a pawn so isn't really so good yet. Better would have been 19.c5
19...²f3 20.²xf3 ²xf3+
21.²f2 ²fe5 22.²g2!

Endgame tablebases would have finished Volkov off here, but the Palm version doesn't have them!

38...²h5?

Killing his chance of a passed pawn on the kingside.
38...²h6! wins the game:
39.²c2 ²g5! and here White's best try is 40.h5 ²h4 41.²g2
²xc6 42.²g4, but 42...²c5
43.²g1 ²c6 44.²g5 + ²c4
(not 44...²xg5 45.h6! and a draw) 45.²g1 ²xa4 46.²g6
²d4 47.²xe4 (not 47.²xh6?? ²f5+ forking rook and king) 47...²c4+
48.²f1! (the rook can't be taken as, if 48...²xg6?
49.²xh6!) 48...²f5? and
Black wins – easy enough to find these moves with tablebases, but not so cut-and-dry without them
39.\text{Bc}2 \text{g8} 40.\text{Bc}3 \text{a6}
41.\text{Bc}2 \text{d6} 42.\text{c7} \text{c8}
43.\text{Bg}2 \text{xc7} 44.\text{Bxg6} \text{d7}
45.\text{Bxg5} \text{axa4} 46.\text{Bxh5} \frac{1}{2} - \frac{1}{2}

A shame, and that leaves it at 2-1 for Palm Hiarcas. But it has White in the last game.

\textbf{Palm Hiarcas 9.5 - Sergei Volkov (2682)}

Main-Pocket Comp 5m + 3s


System: 4 \text{Bg5 Be7}, Alekhine-Chatard Attack

1.e4 e6 2.d4 d5 3.\text{Bc}3 \text{g6}
4.\text{Bg}5 \text{c5} 5.\text{Bxf6} 6.\text{exf6} 6.e5
\text{Bxe7} 7.\text{g4} 0-0 8.\text{d3} f5
9.\text{Bf3}

Annoying. \text{Bf4} is top in our Book, whilst the move chosen by Palm Hiarcas should get played about once game in 4... like this one!

9...c5 10.\text{dx}c5 \text{d7} N

Theory is 10...\text{Bxc5}
11.0-0-0 \text{d7}, favouring Black. However Volkov's choice still leaves PH showing a -0.60 evaluation...
I'll have to check this line out for the future Hiarcas Book!

11.\text{c6} \text{bxc6} 12.\text{Bf3}

34...\text{Bd6}?

Probably an immediate blockade of the pawn with 34...\text{Be7} was best. Then perhaps 35.\text{Bc7} \text{g8}
36.\text{Bf7}!? but White still has work to do to win from here after 36...\text{gxf7} 37.\text{Bxc5} a4!
38.\text{Bxa5} \text{Bb6} 39.\text{Bc6}

35.e7!

Perhaps Volkov missed the check in the middle of the following sequence
35...\text{Be7} 36.\text{Bc7} \text{a4}
37.\text{Bf7}+ \text{Bxf7}
37...\text{g6} is no better, White plays 38.\text{Bh6}+ \text{gh8}

39.\text{Bxe4}
38.\text{Bx}c7 \text{Bc}3 39.\text{Bc}7 \text{xa2}
40.\text{Bc}5 \text{Bb4}

If 40...\text{Bc}4 41.\text{Bc}4 a3
42.\text{Bd}4 and 43.\text{Bf}3

41.\text{Bxa5} \text{Bxf7} 42.\text{Bf}3 \text{h}5
43.\text{Bc}7+ \text{Bf}6 44.\text{Bc}4 \text{g5}
45.\text{Bf}4+ \text{gh}6 46.\text{Bd}7 \text{Bc}6

47.\text{Bd}5!

The knight can't escape – the end might be 47...\text{Bc}5
(47...\text{Bd}8 48.\text{Bd}7 48.\text{Bb}5
\text{Bc}4 49.\text{Bxc4} 1-0, and a great 3-1 win for PHiarcas!

I explained in the last issue how Palm Hiarcas can now run on both a Palm unit and a Pocket PC. As a reminder here are the two web addresses so you can follow that through for yourself if you wish:

To buy Palm Hiarcas
- http://www.palmhiarcas.com

To buy the PocketPC convertor
- http://www.styletap.com

SelSearch is leaving Palm Hiarcas for now, until the PC Hiarcas 10 becomes available for it. That will happen as soon as possible, but Mark Unicake wants to get a multi-processor version of Hiarcas developed next, to take advantage of all the fancy new hardware people are buying!

In our next issue I will look at a Match being played on the Internet between a beta version of Hiarcas 10 and the new World Champion Zappas. Both are on fast 2600MHz hardware and the time control is a long one: G/90mins + 30secs per move.

Finding some valuable tactical speed-ups has enabled the new Hiarcas 10 to use great deep searching code! This means the program approaches positions even more like a human. Faster tactics enable weak moves to be eliminated more quickly. Hiarcas' knowledge is then applied to reduce choice to the best lines, and so concentrate even more deeply on critical ones! It's good!!
PC Programs: Rating List and Notes

The Headings:

BCF. These are British Chess Federation ratings. They are calculated from Elo figures by (Elo - 2000)/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 with its results with humans. I believe this makes the Selective Search Rating List the most accurate available anywhere for Computer Chess.

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

Games. The total number of Computer vs. Computer games played.

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

A Guide to PC Ratings:
The Ratings shown represent the programs on a Pentium/4 AMD at approx. 1200 MHz, or Centrino 1000 MHz, with 256 MB RAM.

Users will get slightly more (or less) if their PC speed differs significantly. A doubling/halving of 1200 MHz speed = approx. +/- 30 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 Pentium/4/1200 = 0

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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS (!) direct to Eric, at the above address... thank you!
<table>
<thead>
<tr>
<th>Computer</th>
<th>Rating</th>
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<tr>
<td>Tasc R30-1995</td>
<td>2353 Novag Emerald Classic+Amber</td>
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