SELECTIVE SEARCH 120
THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth

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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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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 wont 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!

RESULTS

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

- **Shredder9 v Shredder8**   7½-4½
- **Shredder9 v Tiger15**   6-6
- **Shredder9 v Fritz8Bilbao**   7-5
- **Shredder9 v Junior8**   7-5
- **Shredder9 v Hiarcs9**   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 tourny, 40/2hrs

Pos	Engine	/10
1	Shredder 9	7½
2	Junior 8	6
3	Shredder 8	5½
4	Hiarcs 9	4
5=	Fritz 8 Tiger 15	3½

Fritz8 Bilbao tourny, 40/2hrs

Pos	Engine	/10
1	Shredder 9	6
2=	Fritz 8 Bilbao Shredder 8 Junior 8	5½
5	Hiarcs 9	4½
4	Tiger 15	3

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 Hiarcs/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!

Pos	Jul 2005	/6	Pos	Sep 2005	/15
1	Junior 9	5	1=	Hiarcs 9	10½
2=	Fritz 5.32 (!!)	4½	1=	Junior 9	10½
2=	SOS 5 (!!)	4½	1=	Shredder 8	10½
4=	Aristarch 4.5	4	4=	Chessmaster 10	10
4=	Hiarcs 9	4	4=	Fritz 5.32	10
4=	Shredder 8	4	4=	Fritz 8 Champ	10
7=	Deep Sjeng	3½	7=	SOS 5	9
7=	Fritz 8 Champ	3½	7=	Hiarcs 8 Bareev	9
7=	Hiarcs 8 Bareev	3½	9=	Deep Sjeng	8
10=	Anmon 5.5	3	9=	Ruffian 2.1	8
10=	Chessmaster 10	3	11=	Aristarch 4.5	7
10=	Gandalf 6	3	11=	Pro Deo 1.1	7
10=	Rebel 12	3	13=	Gandalf 6	6½
10=	Ruffian 2.1	3	13=	SlowChess Blitz	6½
15	Pro Deo 1.1	2½	15=	Anmon 5.5	6
16=	Ktulu 7	1½	15=	Rebel 12	6
16=	List 512	1½	17	List 512	5½
16=	SlowChess Blitz	1½	18	Ktulu 7	4½
19	Crafty 19.01	1	19	Crafty 19.01	4
20	Comet	½	20	Comet	1½

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 **Fruit2.1** at that time and had found that it is a <u>big</u> improvement over the previous 2.0 version, very strong.
An interesting thing is that the programmers of **Fruit** (Fabien Letouzey, France) and **Toga** (Thomas Gaksch, Germany) have been collaberating. As a result the Toga0.93 upgrade to **Toga2** pulled it right up to 3rd position (!!) in the UCI League (see page 34, SelS 119), while **Fruit2.0** was still languishing in 11th. spot there, and 9th. in the CSS List (same page of SelS 119).
But the latest Fruit2.1 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 Fritz8, Junior9 and Hiarcs9!!
The 2005 upgrades for Fritz (version 9 due out October), and Hiarcs (version 10 due out November) will have to make sure they have got back in front! I know we certainly have with Hiarcs, 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 Ridderkerk 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 download 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

Pos	Prog	S7	PD	Fr	Zap	Tot/12
1=	**Shredder 7.04**	xxx	1½	2½	3	7
1=	**Pro Deo 1.1**	2½	xxx	2	2½	7
3	**Fruit 2.1**	1½	2	xxx	2½	6
4	**Zappa 1.1**	1	1½	1½	xxx	4

Planned for the NEXT ISSUE !

- Clive MUNRO's major Program Tournament, see score after 15 rounds in **News** Section.
- More games from Pete BILSON with his **Excalibur Grandmaster** against various computers. How does it do against Advanced Star Chess, Polgar, Emerald and Virtuoso!
- Photos and games of Ruud MARTIN'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 Hiarcs' help!
- **Shredder9** at the annual **Copa Mercosur** tournament in Argentina.
- **Hiarcs 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 HIARCS 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.

Hiarcs 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 Giveaway 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 **Hiarcs10** engine changes info page 34.

Mickey ADAMS v HYDRA
GAMES 5 and 6

Our efforts to provide detailed analysis and plenty of photographs in *SelSearch119* 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.

[1] Hydra's Opening Book
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 [F]requently [A]sked [Q]uestions, 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.

[2] Carl Bicknell's Report on game 3
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!!"*.

Man Vs Machine Championship

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 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 d6 7.c3 ♗g4 8.d3 ♘d7 9.♗e3 ♗xf3?!

9...0-0 10.♘bd2 b5 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, AnandShort, Dortmund 1997, the game continued 11...0-0 12.♗c2 h6 13.♖f1 ♘b6 14.♖ad1 ♗xe3 15.fxe3 with Anand winning in 48 moves

11...bxc6 12.♘d2 0-0 13.♕g4 ♗xe3 14.♖xe3!

Much more aggressive than fxe3 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 ♘ 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 ♘e6 18.♕f2 ♖b5

The start of a lengthy manouevre to exchange a pair of rooks, which is a fair idea – but it allows Hydra time to build a strong spacewinning 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
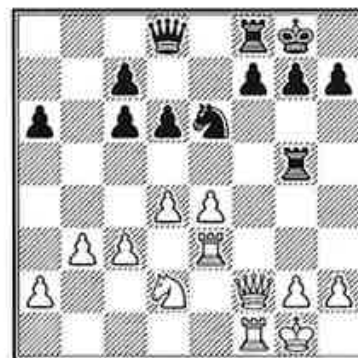
20...♖g6

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...♖f6 22.♖f3 ♖xf3 23.♕xf3 ♕g5 24.♘c4 ♕g6 25.h4!
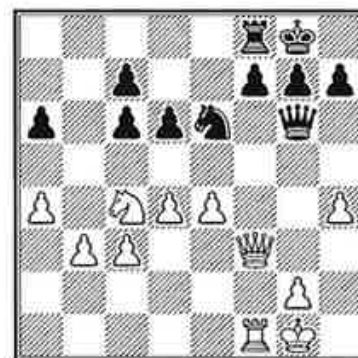
Restricting Black's plans at every turn and, for itself, gaining more space all the time. There's also a nicelooking knight outpost for White on f5

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 ♘e7+. 27...c5?! just draws d5! and a5 gets either b4 or ♕e2.

27...♔h8 is harmless, so that's about the only other practical choice
28.b4 ♔h7 29.♘g3

29...c5!?

Mickey has decided to try and provoke 30.d5 so that, with the centre blocked (good for the human!), he can try ♘e6–d8–f7 heading for the strong e5 square. Unfortunately it results in very sharp play (good for the computer!)
30.d5 ♘d8 31.♖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 fright– ening
31...♘f7?!

Hydra now gets a rook to the 7th rank, so 31...c6 was probably best.

If 32.bxc5 cxd5 33.cxd6 dxe4 34.♕xh5+ ♕xh5 35.♘xh5 ♘f7. Unfortunately Hydra – if it's truly possible to work out what it would play – now has 36.♖b7! and after 36...♘xd6 37.♘xf6+ ♔g6 38.♘xe8 ♘xb7 39.♔f2 should probably win. Incidentally here Black has the interesting choice of playing either 39...♘c5 40.♔e3 ♘xa4 41.c4 ♔f5, or 39...♔f7 40.♘c7 ♘c5 41.♔e3 ♔e7 here. Which is better?! I'll go for 39...♔f7.

If, after 31...c6 32.dxc6?! ♘xc6 33.b5, now 33...♘e5 encourages a queen exchange

but with the loss of a pawn for Black after 34.♕xh5+ ♕xh5 35.♘xh5. But perhaps 35...♖b8 would keep Adams in the game with some hope of saving it?!)
32.bxc5 dxc5 33.♖b7
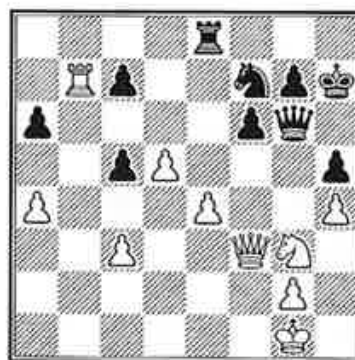
33...♖c8?!

Terribly passive, but what else can he do?!

Well, the one move I'd prefer to have seen was 33...♖e7! and if 34.♖a7?! ♘d6! 35.♕xh5+ ♕xh5 36.♘xh5 ♘xe4± keeps Black in the game

Therefore White must – and knowing Hydra, would – play 34.♘f5. After 34...♘e5 there would be 35.♕f4 ♖d7 36.♖a7 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...♕e8! 37.♘g3! ♕b8! 38.♖xa6 ♖d6!
34.♖a7! ♘d6 35.♖xa6 ♖e8! 36.♖c6 ♘xe4 37.♕xh5+ ♕xh5 38.♘xh5 ♔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.♖e6! ♖d8

If 39...♖xe6?? 40.dxe6 and one of the passed pawns must promote

40.♖xe4 ♔xh5 41.a5

Some suggested Adams should have played on a little, but 41...♖xd5 42.♖a4 ♖d8 43.a6 ♖a8 44.a7, and Hydra can win by either [a] mopping up the Black pawns with his king or [b] sending the king straight to b7.

Eg. 44...♔g6 45.♔f2 ♔f5 46.♔e3 ♔e5 47.♖a5 ♔d5 and now a change of direction to follow plan [a] with 48.♔f4! ♔e6 49.♖a6+ ♔e7 50.♔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!'*

Adams, Michael - Hydra

Man-Machine. Game 6. B42: Sicilian, Kan Var

1.e4 c5 2.♘f3 e6 3.d4

The occasionally caustic Nigel Short (where chess computers are concerned) criticised this move as playing into the computer's hands/circuits by opening up 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...cxd4 4.♘xd4 a6 5.♗d3 ♗c5 6.♘b3 ♗a7 7.0-0 ♘e7 8.c4!?

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

8...d6 9.♘c3 ♘bc6 10.♕e2 0-0

Still in theory, but some programs only play 10...e5 11.♗e3 ♘d4 12.♗xd4 exd4 13.♘d5 0-0

11.♗e3 e5!

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...♗d7?! was the alternative 12.♖fd1 (if 12.♗xa7 ♘xa7 13.e5) 12...♕b8 13.♗xa7 ♖xa7 14.♕e3 b6 15.♗e2 ♘c8 16.♘d4

12.♖ad1

New?! 12.♗xa7 ♖xa7 13.♖fd1 ♗e6 is theory

12...♘d4

Or 12...♗xe3 13.♕xe3 ♗e6 could have been played

13.♗xd4!

The point behind this exchange is that, after the recapture, Black's ♗/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...exd4 14.♘d5 ♘c6 15.f4
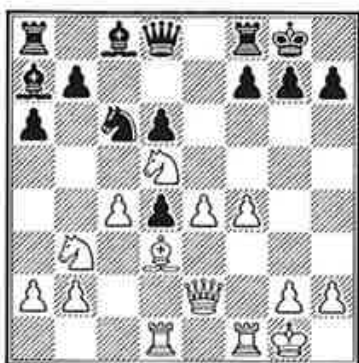
In how many games in this match has this been played?!

15...♛h4 16.♘d2 ♝e6 17.♘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.♘f3 ♛h6 18.♛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...♖ac8 18.♘xe6 fxe6 19.g3 ♛e7 20.a3 e5 21.f5

While the extra space on the kingside gives White some prospects, Hydra still has to sort his a7/♝ out

21...♘b8

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

22.♔g2 ♘d7 23.b4 ♔h8 24.♝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 wont if now Adams plans ♝b3 or ♝a4.

I think the straightforward 24.♘f3 was best, or the expanding 24.h4 could be considered. If 24.h4 perhaps 24...♘f6 25.♘f3 ♛d7=

presents

MAN ... CHIN ... ampionsh ...

MICHAEL ADAMS

24...♘f6 25.♖c1 ♖c7 26.♝b3?!

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

26...♖fc8 27.♖c2 a5 28.♖fc1

Not 28.bxa5? d5! revealing the attack on the a-pawn from ♛e7–a3, and forcing 29.♖a2. Then 29...dxe4 30.♘xe4 ♝c5! and the bishop is free and Black has a useful initiative

28...♛e8 29.h3 a4 30.♝a2 ♖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 ♖ec7 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...gxf5 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...♕c6! 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.fxg6 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.♖cc1 ♖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.♖xc5?? ♕xd2+ 42.♔h1 ♗xc5 43.♖xc5 ♕d1+-+

41...dxe3
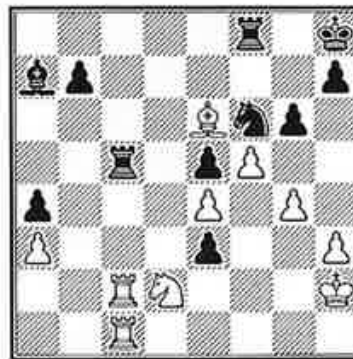
The d-pawn not only attacks the sole protector of ♙/e4, but itself becomes dangerous

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 ♖xc2+ 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 ♖xc4 45.♖xc4 ♘c5) 44...♖xc2+ (perhaps stronger than 44...e2 45.♘e1 ♖d8!?) 45.♖xc2 ♘c5 46.♘xe5 ♖e8 47.♘f3 ♘xe6 48.fxe6 ♖xe6

0-1

"A bleak week for mankind", said *The Guardian*, perhaps a bit over the top considering 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 Aryan 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

- 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 ½-5½, 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 just 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 it 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
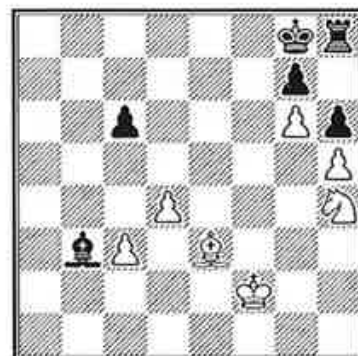
A human player thinking what move to make here can say *'Well, it looks drawish, but I have a chance to set up a situation where the half point is safe because all Black can do is move his Bishop around, while I, on the other hand, have the possibility of manoeuvering my pieces to squares where they will overstretch Black's defensive resources. So, let's go for it'.*

1.d5   ♗×d5

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.♗c5   ♗e6
3.♘g2   ♗g4
4.♘f4   ♗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   ♗×d5
2.♗c5   ♗e6
3.♘g2   ♗g4
4.♘f4   ♗f5
5.♔e3   ♗c8
6.♔d4   ♗d7
7.♔e5   ♗g4

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

8.♗e7   ♗d1
9.♔d6   ♗f3
10.♔d7   ♗e4
11.c4   ♗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 c-pawn immediately.

14...	♗g4+
15.♔×c6	♔f8
16.♔d6	♔e8
17.♘e6	♖f8
18.♘×g7+	♔d8
19.♘e6+	♗×e6
20.♔×e6	

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 <u>may</u> 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 what 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**. **Hiarcs** hasn't entered in recent years and wont 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 on 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, Hiarcs 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.

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

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' ½ 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.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 ♗c5 5.c3 0-0 6.0-0 ♖e8N *There are new moves waiting to be tried all over the place! The most usual line is 6...d6 7.♗g5 (7.♘bd2 ♗b6 8.♘c4 ♘e7=) 7...h6 8.♗h4 ♕e7 9.♘bd2 7.b4 Or 7.♗c4 ♘a5 8.♗xf7+ ♔xf7 9.b4 d5= 7...♗b6 8.♗c4 d6 9.♘bd2 a5 10.♘g5 ♖f8 11.b5 ♘a7 12.♕b3 ♕e7 13.a4 ♘h5 14.♘xf7 ♖xf7 15.♘f3?!* After seeing *14.♘xf7 I'd expected the*

game to continue 15.♗xf7+ ♕xf7 16.♕xf7+ ♔xf7 17.♘c4 which may just be a little better for White **15...h6 16.♗e3 ♗g4 17.♘h4**

17...♖e8 *17...♕xh4?! 18.♗xf7+ ♔h8 19.♗xh5 ♗xh5 20.♕d5± 18.♘f5?! 18.♗xf7+ ♕xf7 19.♕xf7+ ♔xf7 was still available to White, and now 20.♗xb6 cxb6 21.f3 18...♗xf5 19.exf5 ♘c8 20.♗d2 ♘f6 21.♗e6 d5! 22.♖ae1 ♔h8 23.d4 23.♗xf7?! ♕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 If 24...♖ff8?! 25.♗xd5 ♘xd5 26.♕xd5 ♘d6 (to protect the ♗/b7) 27.f3 and White is trying to get back into the game! 25.♗e5? 25.♗xd6 cxd6 26.♗xf7 ♕xf7 and then reorganising his ♕ back with 27.♕d1 would have been a better try 25...♘c4! 25...♖ff8! was also strong 26.♕d1 Best. 26.♗xd5? is worse because of 26...♘xe5! 27.♗e6 ♖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 ♕xe6! The ♗/f5 is pinned, so White must go with 32.♕xe6 ♖xe6 and now Black has a rook for 2 pawns! 26...c6 27.♗xf7 ♕xf7*

28.bxc6 bxc6 29.♗f4 c5 30.♗e3 cxd4 31.cxd4 ♕d7

White can no longer cope with all the threats **32.h3** *Or 32.g4 ♗c7 33.♔g2 g6 34.♗xh6 gxf5 35.h3 fxg4 0-1* **32...♗c7 33.♕c2 ♖b8?! 34.♕c3?!** *Black's 33...♖b8 doesn't seem the best move to me – why not the immediate ♕xf5!? As a result White could now defend the threatened ♖b2 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.♖b1?** *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 ♕d7 37.♖a1 ♕d6 38.g3 ♕d7**

39.♗c1 *39.g4? would be a big mistake as 39...♕d6! repeats the previous threat and White's g-pawn this time can't go backwards to g3!* **39...♕xf5 40.♔g2 ♘h7 41.h4 ♘f6 42.♖a2 e3 43.♕e1** *Not 43.♗xe3? ♕e4+! 44.♔g1 (44.♔h3 ♕h1#; 44.♔h2 ♘g4+ 45.♔g1 ♘cxe3 m/11) 44...♕b1+ winning the rook* **43...♕e4+** *After 44.f3 ♕d3 45.♖e2 ♘h5 the threat of ♘xg3 attacking ♖/e2 leaves White with little choice but to play 46.♖xe3 ♘xe3+ 47.♕xe3 (47.♗xe3 ♗xg3 48.♕d2 ♕g6! is even worse, despite avoiding some exchanges) 47...♕xe3 48.♗xe3 ♗xg3* **0-1**

Okay, so that's the <u>first</u> 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!

Deep Sjeng - Zappa
Round 2

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 ♗a6 5.♕c2 ♗b7 6.♘c3 c5 7.e4 cxd4 8.♘xd4 ♘c6 9.♘xc6 ♗xc6 10.♗f4 ♗c5 11.♗e2 0-0 12.♖d1 a5 13.0-0 ♕e7 14.♗g3 e5 *Both programs go out of their Books after this* **15.♗h4** *15.♖fe1 ♖ac8 16.♕b1 ♗d4 17.♘d5 ♗xd5 18.exd5 has been played* **15...h6 16.♖d2 ♖fc8 17.♘d5 ♗xd5 18.♗xf6 ♕xf6 19.♖xd5 ♖c7 20.♕d2 ♗d4 21.♔h1 ♕e7 22.f4 d6 23.b3 ♖c5 24.f5 ♕f6 25.♖c1 ♖ac8 26.g3 ♔f8 27.♔g2**

27...♔e7 *Cozzie called this a 'waving of the flag' at Sjeng. His program expected a non-commital move from White, then he'd return his king to f8 and they'd quietly draw. But...* **28.b4?!** *28.♔h1 ♔f8= **28...axb4 29.axb4 ♖5c7** *There's nothing wrong with White's position, it's just that the game is 'on' again* **30.♕a2 h5! 31.♕d2 h4 32.g4 h3+ 33.♔h1** *33.♔g3 g5∓* **33...♕h4! 34.♖f1 ♖a7 35.♕d3?** *A central pawn counterattack 35.♖xd4 involving the sacrifice of the exchange was a better try, though 35...exd4 36.♕xd4 ♖a2! makes life difficult* **35...♖ca8** *35...♖a2!* **36.c5 bxc5 37.bxc5 ♗xc5 38.♕f3 ♖a2 39.♖dd1** *Trying desperately to regather his defences*

Anthony Cozzie
Zappa

39...♖8a3 40.♖d3 ♕h6 41.♖xa3 ♖xa3 42.♗d3 ♗e3 43.♗b1 ♗c5 44.♗d3 *With threats of a 3-fold repetition Black must find a new way to progress* **44...♔d8 45.♖b1 ♗b6** *No current program should fall for that 46.g5 46.♖xb6 ♕c1+ 47.♕f1 ♖a1 m/7* **46...♕h4 47.g6 f6 48.♖d1 ♗d4 49.♖b1**
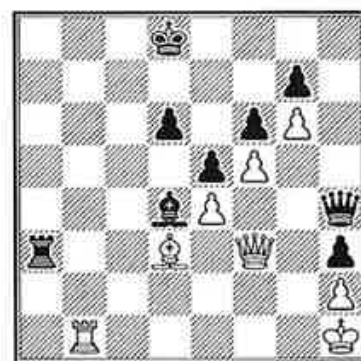
49...♖c3!! *How many programs find this, overstretching White's ♕ and ♖!? See if you can find a way out for White. Black threatens to combine ♖x♗ with ♕h4-g5-g2 mate. If White's ♖ leaves the first rank it's ♕e1 mating* **50.♕g3** *Stops the mate threats at the cost of a piece* **50...♕xg3 51.hxg3 ♖xd3 52.♔h2 ♗f2 53.♔xh3 ♗xg3 54.♔g2 ♗f4 55.♖a1 ♗h6 56.♖a8+ ♔c7** *Black is 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 2/2, 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 ♞f6 2.♞c3 d5 3.f3?
One can hardly recommend this − but it gets Fruit out of its Book. 3.♗g5 is the most popular move, 3.♞f3 has also been played 3...e6 4.e4 ♗b4 So far Fruit has found the best replies. Now another surprise! **5.a3!?N ♗xc3+ 6.bxc3 c5 7.e5 ♞fd7 8.f4 ♕h4+ 9.g3 ♕d8 10.♗d3 c4**

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.♗f1 0-0 12.♞f3 ♕a5 13.♗d2 ♞b6 14.♗h3 ♞c6 15.0-0 ♞a4 16.♖f2 ♗d7 17.♞h4**

17...g6? *17...f5 18.exf6 ♖xf6= * **18.♖b1 ♖ab8 19.♕g4 ♗c8?!** *Getting the queen back to a more appropriate square with 19...♕d8 was better* **20.f5! exf5 21.♕f4 f6 22.♕h6 ♕c7 23.♗g2 ♗e6 24.exf6 ♖xf6 25.♗f4 ♕e7 26.♗xb8 ♞xc3 27.♗e5 ♞xb1 28.♗xf6 ♕xf6 29.♞xf5** *So White emerges with ♖ for ♞+♙* **29...♞c3 30.♞h4 ♕g7 31.♕e3 ♞xd4 32.♞f3 ♞xf3+ 33.♗xf3 ♗f7 34.♕xa7 b5 35.♕b8+ ♕f8 36.♕e5 ♕g7 37.♕e7 ♔h8** *If 37...♕f8?! 38.♕e3! * **38.♖f1 ♗g8 39.♖e1 ♕xe7 40.♖xe7 ♞b1 41.♖a7 d4**
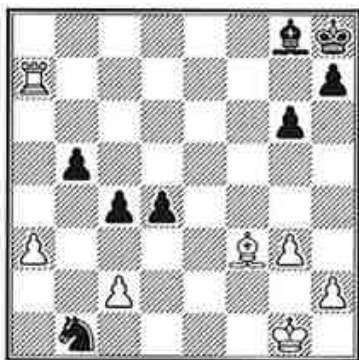
An interesting endgame is on the menu! **42.♔f2 ♗e6**

43.♔e1 ♞c3 44.♔d2 *Notice how much more valuable the White ♔ is cp. Black's* **44...h5 45.♖b7 ♗f5 46.♔c1 ♔g8 47.♗c6 ♞e2+ 48.♔d2 ♞c3 49.♗xb5 ♞b1+ 50.♔c1 ♞xa3 51.♖d7 ♗e4 52.♗e6+ ♔f8 53.♖d7 ♞xc2 54.♖f7+ ♔e8 55.♖f4 ♗d3 56.♗xc4 g5 57.♖f6 ♗xc4 58.♔xc2 ♔e7 59.♖f5 ♔e6 60.♖xg5 ♗e2 61.♔d2 ♔f6 62.♖g8 d3 63.♖f8+ ♔g7?!** *The wrong way?! But 63...♔e7 64.♖f4 ♔e6 65.♖e4+ ♔f5 66.♔e3, Black doesn't want to move!* **66...♔f6 67.h3 ♔f5 68.♖e8 ♔g6 69.♖f8 ♔g7 70.♖f4 ♔g6 71.♔d2 ♔g7 72.♖f2 ♔g6 73.♖xe2 dxe2 74.♔xe2 1-0 64.♖f4 ♔h6??** *64...h4 was better* **65.h3 ♔g7 66.♖f2 ♔g6 67.♖xe2** *m/32 according to Hiarcs10* **67...dxe2 68.♔xe2 ♔f5 69.♔d3 ♔e5 70.♔e3 ♔f5 71.♔d4 ♔e6 72.♔e4 ♔f6 73.♔f4 ♔g6 74.♔e5 h4 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 **Diep** 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. Diep 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?

Aaah. yes.....

Shredder - Fruit
Round 5
Fruit is a relative newcomer, but nevertheless very strong.

Shredder gained an advan-tage in the opening, but then the game went quiet and, for a long time, it looked like a clear draw.
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 a6 6.♗e2 d6 7.♗e3 ♘f6 8.f4 ♗e7 9.0-0 ♕c7 10.♕e1 0-0 11.♔h1 ♘xd4?! *Not considered best!* *11...♘a5!; 11...♗d7* **12.♗xd4 b5 13.♕g3** *Fruit now leaves its Book* **13...♗b7 14.a3 ♗c6 15.♗d3 ♖fd8 16.♖ae1 ♕b7 17.♗xf6 ♗xf6 18.e5** *The Shredder book ends with this, and it has a big advantage on the clock of course, some 25 minutes* **18...♗e7 19.♘e4 dxe5 20.fxe5 ♖d5 21.♖e2 ♖f8 22.♘f6+ ♗xf6 23.♖xf6 ♖d4 24.♖h6 g6 25.♖h4 ♖xh4 26.♕xh4 ♕b6 27.♕f4 ♖d8 28.♖f2 ♖d7 29.c3 ♕c7 30.♕e3 ♕d8 31.♗f1 ♖d1 32.♔g1 ♕d5 33.♖e2 a5 34.♕f2 b4 35.axb4 axb4 36.cxb4 h6 37.♖e1 ♖xe1 38.♕xe1 ♕d4+ 39.♕f2 ♕xb4 40.h3 ♗e4 41.♔h2 ♗d5 42.♗d3 ♕b7 43.♕f6 ♕b6 44.♕h4 ♕b8 45.♕f6 ♕b7 46.♗b1 ♕d7 47.♕h4 ♕c7 48.♕f4 ♗a8**

49.b4?! *49.♕g3!?* **49...♕b7 50.♕d2 ♔g7** *I would surmise that Shredder's evaluation started to drop around here. Keeping an eye on both g2 and the isolated b-pawn is demanding* **51.♕b2** *51.♗c2 ♕b5 52.♕e1 ♕d5 53.♕e2*


Fabien Letouzey, Fruit

♕d4 also looks unpleasant for White **51...♕b5! 52.♔g1 h5! 53.♗a2 ♕d3 54.♕f2 ♔g8 55.♔h2 ♗e4 56.♕b2 h4 57.b5** *57.♕f2 was possibly better, but White is in trouble* **57...g5 58.♕f2 ♕c3!** *A pawn's going to fall* **59.b6** *The best chance* **59...♔f8 60.♔g1 ♕a1+ 61.♔h2 ♕xe5+**
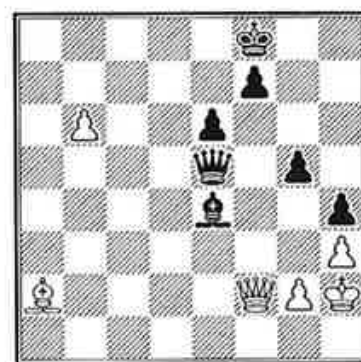
A point at which Shredder thought for over 10 minutes, much to Meyer-Kahlen's frustration! Partly because really there was only 1 move to play, but mostly because it was a shame it hadn't spent longer over some cautious, initiative yielding middle game moves, while Fruit played the more actively **62.♔g1 ♕a1+ 63.♔h2 ♕c3 64.♔g1 ♗e7! 65.♔h2** *There is nothing Shredder can do but wait and see if Fruit can work out how to win* **65...f5 66.♔g1 ♔d7 67.♔h2 ♔c6 68.♕e2** *Letting another pawn go. If instead 68.♔g1?! e5! 69.♔h2 ♕d4 70.♕f1 ♔xb6* **68...♔xb6 69.♕f2+ ♔c6 70.♕e2 ♔d6 71.♗c4 ♕e5+**

72.♔g1 ♕d4+ 73.♔h2 g4!
74.hxg4 fxg4 75.♕xg4 ♕xc4
76.♕xh4 ♕e2
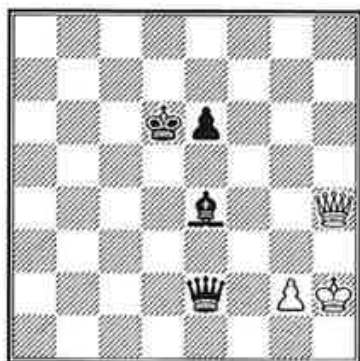
Shredder would resign here, but the programmer no doubt hopes Fruit might fall for a perpetual check 77.♕d8+
♔c6 78.♕c8+ ♔b5 79.♕b8+
♔c4 80.♕c7+ ♔d3 81.♕d6+
♗d5 82.♕a6+ ♔d2 83.♕a5+
♔c2 84.♕a4+ ♗b3 85.♕d4
e5 86.♕a7 e4 87.♕c5+ ♗c4
88.♕a3 ♕d3 89.♕a5 e3
90.♕a4+ ♕b3 91.♕e8 e2
92.♕e4+ ♔b2 93.♕h4 ♕c3
94.♕f2 0-1

Before Round 6 was played, the **Speed Chess Event** took place. Only 8 programs entered, but it was quite exciting as **Shredder** (the 2004 Speed Champion) and **Zappa** (there's that name again!) both had 5/6 when they started the last round and were playing each other!

The **Final Table** tells you which one won!

Pos	Program	Score/7
1	**Shredder**	6
2	**Zappa**	5
3=	**Fruit** **Junior**	4½
5=	**Crafty** **Diep**	2½
7=	**Deep Sjeng** **Jonny**	1½

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 dxc4 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.♕xd8+
♔xd8 9.♘e5 ♔e7 10.♘d2
♘bd7 11.♘exc4

11...♖d8 *This is what Loeffler played against Van Wely (and lost), but I'm not sure*

Pascutto, Deep Sjeng

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 ♘7b6? *14...♘5b6 was quite a bit better* 15.♘ba5
♘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
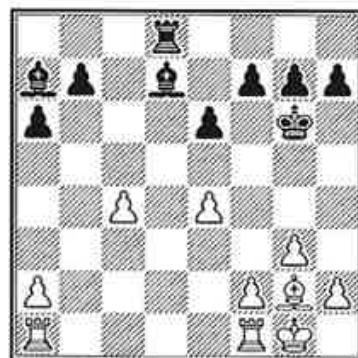
With the advantage of ♖ for ♗ White now knows to exchange down into an easily won endgame 22.♖fd1! ♗b6
23.e5 ♗c6 24.♗xc6 bxc6
25.♖xd8 ♗xd8 26.♖d1 ♗e7
27.♖d7! *The 7th. rank, the ♖'s equivalent of seventh heaven* 27...♗b4 28.♔g2 f6
29.♖a7 a5 30.♖a6 1-0

- 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!

Pos	Program	/4
1=	**Shredder**	2½
	Jonny	
3=	**Deep Sjeng, Fruit**	2
5	**The Baron**	1

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 <u>ever</u> 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.♘f3 ♘f6 3.c4 e6 4.♘c3 c6 5.e3 ♘bd7 6.♕c2 ♗d6 7.g4? *Normal is 7.♗d3 or ♗e2* **7...0-0 8.0-0 dxc4 9.♗xc4 7...h6?!** *7...dxc4 8.♗xc4 b5 9.♗e2 ♗b7 is usually preferred* **8.♖g1 e5 9.cxd5 cxd5** *Junior is already out of Book. I think Zappa's unusual Book preparation is causing a lot of problems. Some program–mers only want to play main, proven, oft–used lines, but Zappa's got all sorts, and it seems to work!* **10.g5 hxg5 11.♘xg5 e4?!** *11...♕e7 12.♘b5 exd4* **12.♘b5 ♘b6 13.♗d2 ♗f5 14.h3 ♗h2 15.♖g2** *Zappa's first move out of Book* **15...♖c8 16.♕b3 ♗b8 17.♗b4 ♘h7 18.♘xh7 ♖xh7 19.♖g1 ♖c6 20.♘c3 a6 21.a4 ♘c4 22.♗xc4 dxc4 23.♕c2 ♖ch6?!** *23...♖cg6 was better I think* **24.♕e2 ♕c8 25.0-0-0 b5**

Amir Ban (near) and Shay Bushinsky show concern as their program Junior plays Zappa

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 ♗/b4. So Zappa goes on the warpath! **26.d5! ♕b7 27.d6!** *Making the d5 square available to his main pieces* **♗d7 28.axb5 axb5 29.♖g5 f5 30.♖d5 ♕a8 31.♔b1 g6 32.♖e5+ ♔f7 33.♘d5 ♔f8 34.♘f6 ♖f7 35.♖e8+ ♔g7 36.♘h5+ ♔h7 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 ½ point it has dropped was to Fute, and the only ½ 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**.

- 7½/8 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.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 g6 6.♗e3 ♗g7 7.f3 0-0 8.♕d2 ♘c6 9.0-0-0 d5 10.exd5 ♘xd5 11.♘xc6 bxc6 12.♘xd5!? *12.♗d4 is more popular, then 12...e5 13.♗c5 ♗e6 14.♘e4 ♖e8 15.h4. However, though played somewhat infrequently, White's ♘xd5 has a better than 50% record!* **12...cxd5 13.♗h6?** *13.♕xd5 ♕c7 14.♕c5 ♕b7 15.♕a3 has a good reputa- tion for White. It's another strange Book choice from Shredder. The S9 Book has 13.♕xd5 with !! so it would always play this, and not 13.♗h6?* **13...♕c7N** *Played by Zappa's Book, and Shred- der starts to think. 13...♗xh6 14.♕xh6 ♕a5 15.♔b1 ♖b8 16.h4 ♗f5 17.♗d3 ♕a3 has been good for Black in a couple of IM-level games* **14.♗xg7** *Apparently Zappa didn't expect this as it also starts to think* **14...♔xg7 15.h4 h5 16.♖e1 ♖b8 17.g4 hxg4 18.h5 ♕b6 19.c3 ♖h8 20.fxg4 ♗xg4 21.h6+ ♔f8 22.b3 ♖c8**

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 ♟/h6 backed by the ♖/h1 can quickly become very danger- ous, 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.♔b2 d4!? 24.c4** *If 24.cxd4 ♗f5 threat- ening ♖c2 25.♖c1 ♖xc1 26.♕xc1 ♕xd4+ 27.♔a3 ♕d6+ 28.♔b2 ♕f6+ 29.♔a3, and now 29...g5 threatens to win the h-pawn and go 2 pawns up* **24...♗f5 25.♗d3** *It was this or h7, neither looks particularly attractive* **25...♗xd3 26.♕xd3 ♕d6 27.♕d2 ♖h7 28.♕g5** *28.♕a5 was better* **28...f5! 29.♖ef1?!** *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...♖c5 30.♕g2 ♔f7 31.♖f2 ♕f6 32.♖ff1 a5**

Shredder v Zappa

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.♕a8? g5! 34.♔c2?!** *34.♕d8 would partly recover from the previous move* **34...♖e5 35.♔c1 g4! 36.♔d1 ♖h8 37.♕g2 d3 38.♕f2 a4 39.♕h4?** *39.b4 ♖xh6 40.♖xh6 ♕xh6 41.♕g3 would prolong the issue for a while* **39...♖e2! 40.♕xf6+ exf6 41.b4 ♖xa2 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 excel- lent. Occasionally it has benefited from its opponent over-reaching in basically

drawn positions, but when a program scores 8½/9 you can't have many complaints. It has firmly beaten every one of its main competitiors, 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 (6½/9) was due to meet Fruit (also 6½) in this round.

But first let's see....

Zappa - Crafty
Round 10

1.d4 d5 2.♘f3 ♘f6 3.c4 e6 4.♘c3 c6 5.e3 ♘bd7 6.♕c2 ♗d6 7.g4 ♗b4 8.♗d2 ♕e7 9.♖g1 ♗xc3 10.♗xc3 ♘e4 11.0-0-0 ♘xc3 12.♕xc3 0-0 13.♗d3 c5 14.♔b1 cxd4 15.♕xd4 dxc4 16.♕xc4 ♘c5 17.♗c2 b5 18.♕f4 ♗b7 19.g5 ♗xf3 20.♕xf3 ♖ac8 21.♖d4 g6 22.h4 ♘d7 23.♖gd1 ♘b6 24.♗e4 ♘c4 25.♕e2 e5 26.♖d5 a6 27.♔a1 ♕b4 28.♗b1 ♖c7 29.♖d8 ♖c8 30.♖8d7 ♘a5 31.h5 ♕a4 32.♖7d3 ♖c6

33.f4 exf4 34.hxg6 fxg6 35.exf4 ♕xf4 36.♖d7 ♕xg5 37.♕e1 b4 38.♕xb4 ♖c5 39.♕a3 ♕h5 40.♕e3 ♖e5 41.♕c3 ♖fe8 42.a3 ♕g5 43.♖e1 ♕f6 44.♖xe5 ♕xe5 45.♗a2+ ♔h8 46.♖d8 1-0... so Zappa now has 9½/10. 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.♘f3 e6 3.d4 cxd4 4.♘xd4 ♗c5 *♘f6! or ♘c6 are more popular* 5.♘b3 ♗b6 *The Shredder opening book gives this a ?* 6.♘c3 ♘e7 7.♗f4 d5 8.exd5 exd5 9.♕h5N *9.♗b5+ has a good record: 9...♘bc6 10.0-0 0-0 11.♘a4 ♗c7. 9.♗d3 ♘bc6 10.0-0 a6 is also theory, and shows 11.♖e1 which the computers give a big plus for White* 9...♗e6 10.0-0-0 0-0 11.♗g5 ♘bc6 12.♗d3 h6?! 13.♗xh6!? gxh6 14.♕xh6 ♗f5 15.♗xf5 ♘xf5 16.♕f4 ♕f6 17.g4 ♕h6 18.g5 ♕g6 19.h4 ♘ce7 20.h5 ♕d6 21.♕f3 *21.♕xd6?! ♘xd6 22.♘xd5 ♘xd5 23.♖xd5 ♘e4! leaves Black with the better endgame despite the nasty looking pawn pair on g5 and h5!* 21...♖fd8 22.♔b1 ♖ac8 23.h6?! *This is still very close. I think 23.♘xd5 ♘xd5 24.♕xf5 ♘e7 25.♕g4 even leaves White with a small advantage* 23...♖c4 24.♘xd5 ♘xd5 25.♕xf5 ♖f4! *The point of 23...♖c4 26.♕d3*

Anthony Cozzie, USA and Zappa
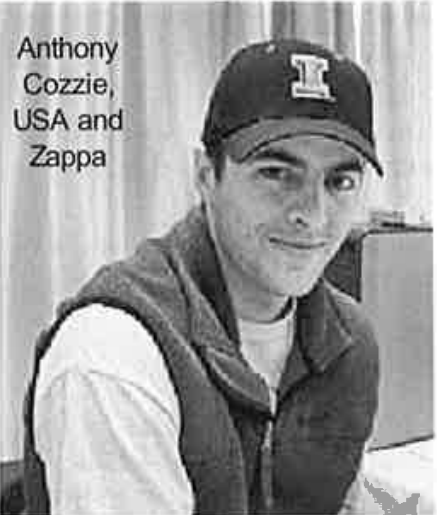
♖xf2 27.♖de1?! *27.h7+ ♔h8 28.♘a5 ♕e7 (not 28...♗xa5 because of 29.♕d4+ forking king and rook) 29.♘c4 and it's still about equal* 27...♕c6! 28.♘d4 ♕g6 29.h7+ *29.♕xg6+ fxg6 30.c3 ♖df8 31.♖e6 ♗xd4 32.cxd4 ♔h7 leaves White under pressure in the endgame* 29...♔h8
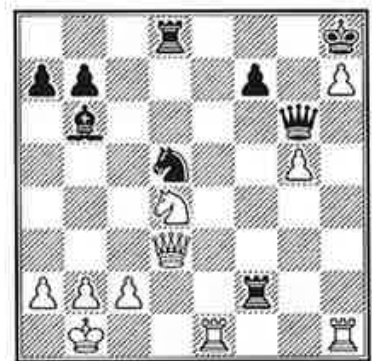
30.♕c4 ♘c7!? *Fruit is full of surprises. I definitely expected to see ♕xg5* 31.♘b3 ♕xg5 32.♘c1 f6 33.♘d3 *If 33.♕f7 ♕d5!* 33...♖g2 34.a3 ♘d5 35.♕e4 ♕g6 36.♕f3 ♖g4 37.♖h3 ♗d4 38.♔a2? b5 39.♔b1 f5 *39...a5!? 40.♕h1 ♕c6! 41.♘e5 ♗xe5 42.♖xe5 b4! 43.♕e1?! If 43.axb4 ♘xb4 0-1. So 43.♕c1 seems best, then however 43...f4 44.♖e1 ♘e3! wins* 43...♖g2! 44.♕c1 bxa3 45.♖xa3 *45...♘b4 (threatening ♖xc2) so 46.♖c3 ♕a4 (threatening ♕a2 mate)*

*so 47.♖a3 ♕d7 48.♖c3 ♖g1!
and if 49.♕xg1 ♕d1+
50.♕xd1 ♖xd1# 0-1
Another game in which the ♖
and h-pawn fail to win!*

Shredder beat **IsiChess, and
Deep Sjeng** beat poor **Fute**.

(Final) Round 11

Coming to the last round,
Zappa had 9½/10, **Fruit** 7½,
**Junior, Deep Sjeng, Shred-
der** 6½, and **Crafty** had 6.
Of course **Zappa** has already
beaten everything (except
Fute!!). But **Diep** has had a
good tournament (5½/10),
maybe it can do something?!

Diep - Zappa
Round 11
**1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4
4.♕c2 c5 5.dxc5 0-0 6.a3
♗xc5 7.♘f3 b6 8.♗f4 ♗b7
9.♖d1 ♘c6 10.b4 ♗e7 11.e4
♖c8 12.♗d3 ♘h5 13.♗e3
♕c7 14.0-0 ♘f6 15.h3 ♖fd8
16.♘b5** *16.♖c1 d6 17.♘d5 is
known, but now they both
start thinking.* **16...♕b8**
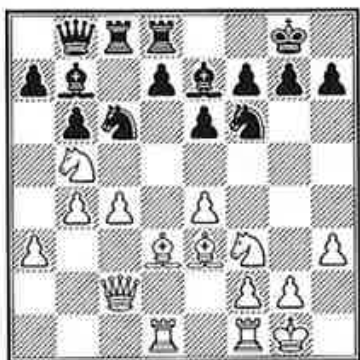
17.e5?! *17.♘bd4 keeps a
small advantage for White,
who has more space*
**17...♘xe5 18.♘xe5 ♕xe5
19.♘xa7 ♗d6!** *Could Diep
have missed this when
playing 17.e5? Of course the
♕h2 mate threat halts
White's hope of winning the
exchange with ♘xc8* **20.g3**

*♕h5 21.f3 21.♘xc8?? ♕f3!
A pair of bishops bearing
down on your king can be
incredibly dangerous − ♕g2
mate would now be threat-
ened 21...♖a8 22.♗xb6 ♗xg3*
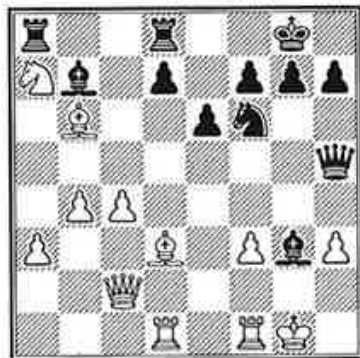
23.♘b5?! *23.♔g2 was
probably the best chance.
Zappa finishes it off nicely
after the move played. In
truth it has never been in
trouble, but Diep's play has
been below par. One or two
have played a bit below their
best against Zappa − is that
because Zappa is a truly
great program, or has it had
a little bit of luck?!* **23...♕xh3
24.♕g2 ♕h4 25.♗xd8 ♖xd8
26.♖d2 h5 27.♖e2 ♘g4!
28.♕h1 ♕g5 29.♗e4 ♗xe4
30.fxe4 ♖c8 31.♘d4 ♖xc4
32.♘f3 ♕b5 33.a4 ♕b6+
34.♔g2 ♗c7 35.♖c1 ♖xe4**

36.♕e1 *Not 36.♖xe4?? ♕f2+
37.♔h3 ♕g3# 36...♖f4
37.♖c5 ♖xf3 38.♖xc7 ♖b3
39.♖c3 39...♖xb4 40.♖c8+
♔h7 41.a5 ♕b7+ 42.♔g1
♖b5 wins easily* **0-1**

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.

Shredder - Deep Junior
Round 11
Although only playing for
'the golden lemon' (Meyer−
Kahlen), nevertheless Shred-
der 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.e4 c5 2.♘f3 d6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5
e6 7.f4 ♕b6 8.♘b3 ♗e7
9.♕f3 ♘bd7 10.0-0-0 ♕c7
11.♔b1 b5 12.♗d3 ♗b7
13.♖he1 b4N** *13...h6
14.♗xf6 ♘xf6 15.a3 0-0-0
16.♕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

**14.♘e2 ♖c8 15.♘ed4 0-0
16.♕h3 ♖fe8 17.e5 dxe5
18.fxe5 ♘xe5 19.♘xe6 fxe6
20.♕xe6+ ♔f8 21.♕xe5
♕xe5 22.♖xe5** *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!*
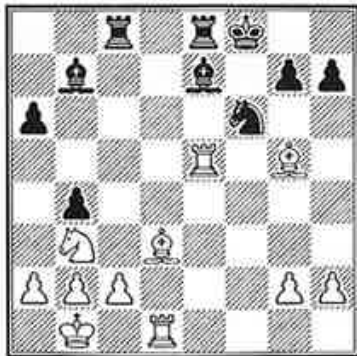
**22...♖cd8 23.g3 ♗e4 24.♗xf6
♗xf6 25.♖xe8+ ♖xe8
26.♗xa6 ♗f3 27.♖f1 ♗g2
28.♖g1 ♗c6 29.♘c5 ♖e3
30.♗c4 ♗e5 31.♖f1+ ♔e8
32.♘d3 ♗d6 33.♔c1 ♖e4
34.♗f7+ ♔d8 35.♔d2 ♗e7
36.♖f5 ♖d4 37.♖e5 ♗f6
38.♖c5 ♖d6 39.♔e2 ♗d7
40.♖c4 b3 41.axb3 ♗b5
42.♖e4 ♗xd3+ 43.cxd3 ♗xb2**

44.♗c4 ♖d4 *Trying to get
into an opposite coloured
bishop ending* **45.♖e6 ♗c3
46.♖c6 ♖d7 47.♗g8 ♖c7
48.♖xc7 ♔xc7 49.♗xh7**
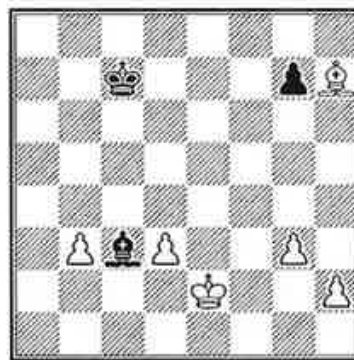
*DJ has the rooks off at last,
but now he's 3 pawns down!*
**49...♔d6 50.♗e4 ♔c5
51.♔e3 ♗e5 52.♗h7 ♗d4+
53.♔f4 ♔b4 54.♗g8 ♗a7
55.♗c4 ♔c3 56.♔g5 ♗c5
57.♔g6 ♗d4 58.g4 ♔b4**
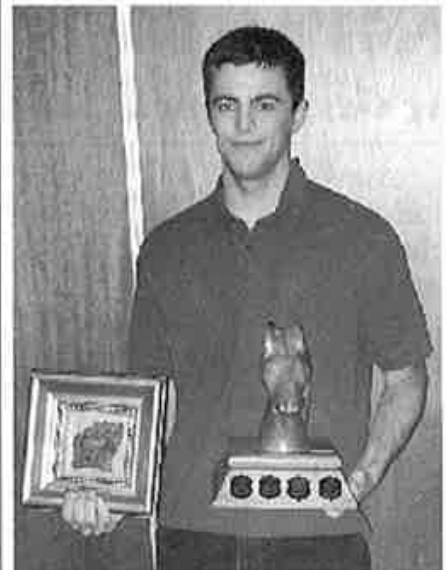
Anthony Cozzie, Zappa's
programmer, with his Prizes!

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
<u>single</u> processor machine!
Crafty and Diep were running
8x faster, Zappa, Junior and
Shredder were all running 4x
faster. Deep Sjeng 2x as fast.

Pos	Program	/11
1	ZAPPA	10½
2	FRUIT	8½
3=	DEEP SJENG SHREDDER	7½
5=	CRAFTY JUNIOR	6½
7	DIEP	5½
8	JONNY	4½
9	THE BARON	4
10	ISICHESS	2½
11	THE CRAZY BISHOP	2
12	FUTE	½

Peter BILSON *plays his elderly* ADVANCED STAR CHESS *against a much newer* EXCALIBUR GRANDMASTER

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....

They must have looked rather like little and large on Peter's table!

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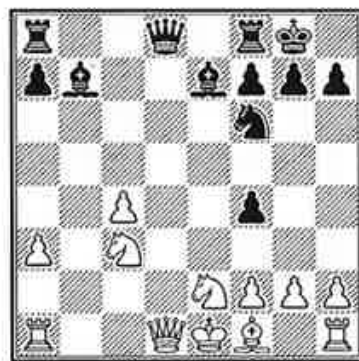Game 2. E42: Nimzo-Indian: Rubinstein: 4...c5 5 Ne2

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 c5 5.♘ge2 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.♗g3 ♘a5 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...exf4 13.cxb7 ♗xb7

14.♘xf4?!
Best was 14.♕xd8 ♗xd8 15.f3 and then find a way to release the ♗/f1 and ♖/h1
14...♕a5! 15.♘fe2 ♗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...♖fc8 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.♖hxf1 ♖xc3, and a knight advantage will be too much
17...♕e5+! 18.♗e2 ♗xc4 19.f4
If 19.♕b2 ♘e4 (double attack on ♘/c3) 20.f4 ♕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 ♗b3
20.fxe5 ♖xc3 21.exf6 ♗xf6 22.0-0
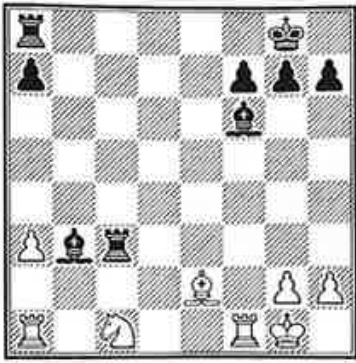
It's nearly 'game on' again, but not quite

**22...♗c2 23.♖a2 ♖b8!
24.a4?!**

It was worth trying to clear the back rank with 24.h3 then, if 24...♖b1 play 25.♗f3 ♗d4+ 26.♔h2. But now almost none of White's pieces can move so he is still doomed

**24...♗d4+! 25.♔h1 ♖b1!
26.♖xc2 ♖xc2 27.♘d3 ♖xf1+
28.♗xf1 ♖a2 29.g3 ♖xa4**

And the Grandmaster soon queened his a/pawn to win easily. It had missed a couple of opportunities to win more easily, but any win with Black in 29 moves can't be bad. **0-1**

- Game 3 was a draw
- Here is game 4....

Advanced Star Chess - Excalibur Grandmaster
Game 4. C45: Scotch Game

**1.e4 e5 2.♘f3 ♘c6 3.d4 exd4
4.♘xd4 ♗c5 5.♗e3 ♗xd4?!**

5...♕f6 is easily the top theory line, then 6.c3 ♘ge7 7.♗c4 and now best is probably 7...♘e5

6.♗xd4 ♘xd4 7.♕xd4 ♕f6

Though we're in a slightly inferior line for Black, only with White's next do we enter into truly rare lines

8.♕c3?!

8.e5 ♕b6 9.♕c3 is the main line, and favours White

8...b6N

I found that, even here, both 8...♕xc3+ 9.♘xc3 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 ♕b2 13.♕xb7 is equal

**11...♖d8 12.0-0! ♕xa1
13.♕xa7 ♕d4 14.♘d2 ♘f6
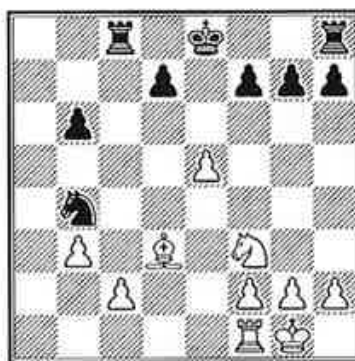15.♘f3 ♕b2 16.e5 ♘d5
17.♕a4 ♖c8?!**

In fact not Black's best choice, but the Advanced Star fails to take advantage.

Preferable was 17...♘b4 18.♗f5 ♘c6 19.♕f4=

18.♕b3?!

18.♕g4! was a better idea for White, forcing 18...g6, and now the follow-up 19.c4 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.cxd3 ♖c3
22.♖d1 0-0 23.f4 f6!**

Accurate play by the Excalibur machine

**24.b4 fxe5 25.fxe5 ♖e8
26.♘f3 ♖b3 27.d4 ♖c8**

Peter stopped it after this. Play might have continued 27...♖c8 28.♖d2 ♖xb4 29.♔f2 ♖bc4 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 cxd4
4.♘xd4 ♘c6 5.♘b5!?**

*Although 5.♘c3 is more popular, the move chosen by the Grandmaster is well-enough known and has quite a decent record!*

**5...d6 6.c4 ♘f6 7.♘1c3 a6
8.♘a3 ♗e7 9.♗e2 0-0 10.0-0
b6 11.♗e3 ♘e5 12.♕b3
♘ed7**

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.♗f3N

13.♖fd1 ♗b7 (I also found 13...♕c7) 14.f3 and now ♕c7 has been played a few times!

13...♖b8 14.♖ad1
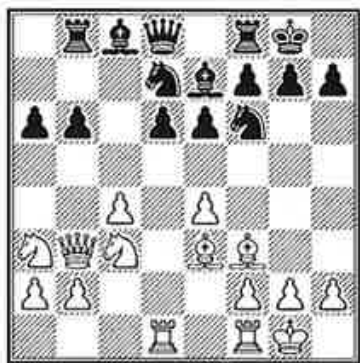
14...♘e5?!

It was definitely wiser not to remove a piece from the d−file! Now the ♙/d6 is fully pinned and White can easily avoid the threatened ♘x♗

14...♗b7 15.♕c2 ♖c8 would have maintained equality

15.♗e2 g6?

It really had to play 15...♕c7 here, to get out of the pin and stay in the game. Then perhaps 16.f3 ♗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...♘eg4!? (if 16...♘ed7 White can play 17.e5 ♘e8 18.♘e4 with a strong centre and much better piece mobil−ity). After the apparently strong 17.♗d4!? I found that Black has 17...♗d7! which, if followed by e5! leaves White's ♗/d4 embarrassed.

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

16...♘fg4 17.♗f4!
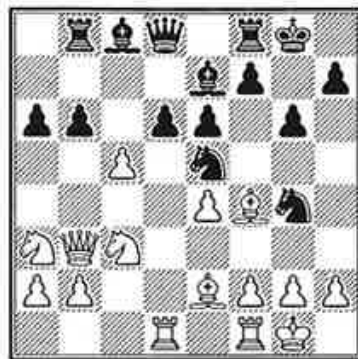
Another fine move

17...g5 18.♗g3 b5?!

It might have been worth trying 18...♗d7 to block the pin on the d−file, but after 19.cxd6 ♗f6 20.♗xa6 h5 21.h3 h4! 22.♗xh4 gxh4 23.hxg4, White is 2 comfort−able pawns ahead after 23...♘xg4. However Black could try 23...b5 to embar−rass the ♗/a6 but White should be fine

19.h3 ♘xf2 20.♖xf2 ♕c7 21.♘d5!

Hey, this is good stuff from the Excalibur machine

21...exd5 22.♕xd5

22...♗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...♕xc5 and, whilst White is still winning after 23.♕xc5 dxc5 24.♗xe5 ♖b6 25.♗c7 ♖e6 26.♗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.
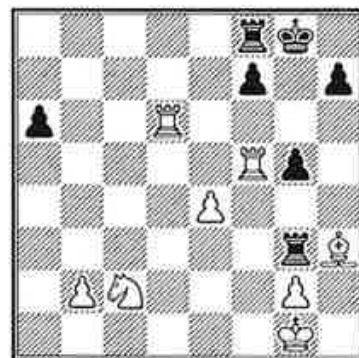
23.cxd6 ♗xd6 24.♕xd6 ♕xd6 25.♖xd6 b4 26.♘c2

With both the ♗/h3 and ♘/e5 en pris there is little that Black can do

26...b3 27.axb3 ♘g4

If 27...♘g6 the Grand−master could well find 28.♖xg6+! hxg6 29.♗xb8 ♖xb8 30.gxh3

28.♖f5! ♖xb3 29.♗xg4 ♖xg3 30.♗xh3 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

embarrassed if it hadn't been for Game 6....

Advanced Star Chess - Excalibur Grandmaster
Game 6. B34: Sicilian: Accelerated Dragon with 5 Nc3: sidelines

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.♘c3

5...♘xd4?

There are hundreds of games with 5...♗g7 6.♗e3 ♘f6 7.♗c4 0-0.

Or there's one 5...e5 6.♘db5 d6 7.♘d5 ♔d7 8.♕g4+ f5 9.exf5 ♘ge7 10.fxg6+ ♔e8 11.♘bc7+ ♕xc7 12.♘xc7+ 1-0

6.♕xd4

Both computers are now out of Book after Black's unusual 5th move blunder

6...f6 7.♗c4 e5?

I actually found someone else had made the 5...♘xd4? mistake in a 1932 game, against Paul Keres of all people – not to be recommended, but probably in a Simul! It continued 7...♘h6 8.♘d5 ♘f7? 9.♕c5! ♗g7 10.♘c7+ ♔f8 11.♘xa8 f5 12.exf5 gxf5 13.♕xf5 which I'm sure is all you need to see!

8.♕d5 ♕e7 9.0-0 f5 10.exf5 ♘f6 11.♕f3 e4 12.♕h3 gxf5 13.♕xf5?!

It was better to play 13.♖d1 Now the Excalibur

Grandmaster finds a discovered attack, and tries to atone for its earlier mistakes

**13...d5! 14.♗b5+ ♔d8?!**

A shame.

With 14...♔f7 (protecting the ♘/f6 and so freeing up his queen from that duty) 15.♕f4 and now 15...♕e6 followed by ♗d6 Black has some counterplay for the 'lost' pawn

15.♕f4 ♖g8 16.f3?!

Goodness. The CXG unit has let the Grandmaster in with another chance!

If the excellent 16.♖d1! had been played, pinning the d/pawn, it would almost be game over: 16...♗e6 17.♘xe4 ♘xe4 18.♕xe4. Here White is 2 pawns to the good and Black still has to try and find somewhere to get his king safe

16...♘h5! 17.♕d2 ♕c5+ 18.♖f2
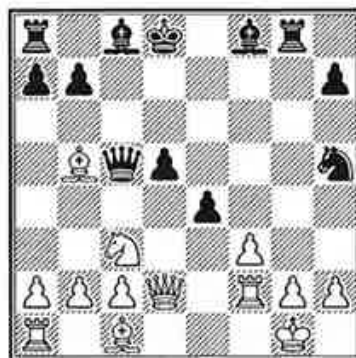
18...d4?

Oh. no. This is an 1800 Elo player. They can play really well for a while, and then they'll make a second best move when only the top one will do! Reminds me of another 1800 Elo player I once knew!

The right move was 18...exf3, then 19.♕xd5+ ♕xd5 20.♘xd5 ♗e6, and he's only a pawn down and might scrape a draw

19.fxe4

Of course Black can't play 19...dxe3 because the pawn is pinned

19...♗d6 20.♘d5! ♕xb5 21.♕h6 ♗xh2+?

Trying to save the bishop with 21...♗e7 was best

22.♔xh2 ♗g4 23.♕d6+

23.♗g5+! led to mate: 23...♘f6 24.♕xf6+ ♔c8 25.♕d6 ♕xd5 26.exd5 ♗h5 27.♖e1 d3 28.♕c5+ ♔d7 29.♖e7+ ♔d8 30.♕c7#. But Black is lost anyway

23...♕d7 24.♖f8+ ♖xf8 25.♕xf8+ ♕e8 26.♕d6+ ♕d7 27.♗g5+ ♔e8 28.♘c7+ ♔f7 29.♕xd7+ ♗xd7 30.♘xa8

and the game was stopped with the Advanced Star 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 arrangement 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 evaluations as well... helps to even the game up a little!

Advert over :-)

5th International CSVN Tournament, Leiden

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 ♘f6 3.f3 c5 4.e4 cxd4 5.♕xd4 ♘c6 6.♗b5 ♗d7 7.♗xc6 ♗xc6 8.e5 ♘d7 9.e6 fxe6 10.f4 e5 11.fxe5 e6 12.♘f3 ♗c5 13.♕g4 0-0 14.♗h6 ♕e7 15.0-0-0 ♖f5 16.♖he1 ♖af8 17.♗g5 ♕e8 18.♗e3 b6 19.♕g3 ♕h5 20.♔b1 ♖8f7 21.♗d4 ♗e7 22.♖g1 ♖f4 23.h3


23...♗h4?! *This looks*

attractive, but White has a good response available. *23...♗c5 24.♗xc5 ♘xc5 25.♘d4 ♗d7 keeps Black ahead with kingside pressure* **24.♕h2!** *24.♘xh4?! ♕xh4 25.♕xh4 ♖xh4 leaves Black still ahead with more active rooks* **24...♕g6 25.♘e2 ♖e4 26.♘xh4 ♖xh4 27.g4! ♕e4 28.♖d3 g5 29.♖e3 ♕g6 30.♖c3 ♗b5 31.♖c8+ ♖f8 32.♖xf8+ ♔xf8** *The next little manoeuvre getting the knight onto d4 is neat* **33.♗f2! ♖h6 34.♘d4 ♗c4 35.♗e3!**
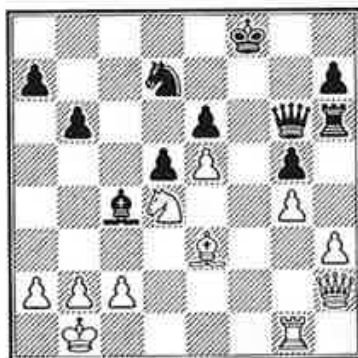
Black's position has become very uncomfortable **35...♕g7 36.♘f3 ♖g6 37.♗xg5 ♕f7** *Not 37...♖xg5? as, instead of 38.♘xg5 ♕xg5, White plays 38.♕f4+!* **38.♖g2 ♔g8 39.♖f2! ♕g7 40.♕f4 ♕f8 41.♕e3 ♕g7 42.♗f4 ♕e7 43.♗h6 a5**
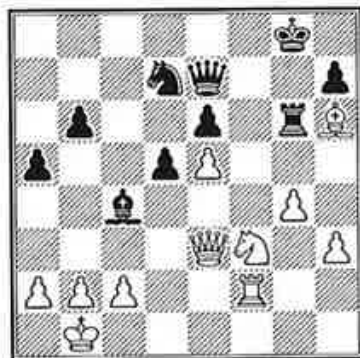
A doubtful move as one cannot see much chance of a queenside counterattack for

Black. However there wasn't much he could do to stop White's attack anyway **44.♕f4 ♔h8 45.a3** *Trying to kill off any lingering hopes the Schroder program might have, but he comes anyway!* **45...b5!? 46.h4 b4 47.h5 ♖xh6 48.♕xh6 bxa3 49.♘g5 axb2 50.♖f4! a4 51.♘xh7 ♕g7** *51...♕xh7 was worth a try as, if 52.♕xh7+? 52...♔xh7 53.♖f7+ ♔h6 54.♖xd7 and now ♗e2! nearly saves the day. However Diep would surely play 52.♕xe6 and if 52...♗b3 (threatening ♕xc2 mate!) 53.♕e8+ ♕g8 54.♕xg8+ ♔xg8 55.e6 1-0)* **52.♕xe6** *and ProDeo made a couple of desperate moves before resigning* **52...d4?! 53.♕xc4 d3 1-0**

Here is the FINAL TABLE:

Pos	Program	/9
1	**Shredder**	7½
2	**Pro Deo**	7
3=	**Gandalf** **GoldBar**	5½
5	**Diep**	5
6	**The King/Chessmaster**	4½
7	**Deep Sjeng**	4
8	**The Baron**	3½
9	**Ant**	2
10	**XiniX**	½

MAC Shredder v Pro Deo

PALM HIARCS V VOLKOV - *GAMES 3 AND 4*

We referred to this **4 game Match** between **Palm Hiarcs** 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 Hiarcs, which put it into a 1½-½ lead at half-way.

A few months ago PalmH 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 Hiarcs 9.5
Man-Pocket Comp 5m + 3s
Game 3. E25: Nimzo-Indian:
Sämisch: 5...c5 6 f3 d5 7 cxd5

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.a3 ♗xc3+ 5.bxc3 c5 6.f3 d5 7.cxd5 ♘xd5 8.dxc5
White can refuse the sacrificed pawn with 8.♕d3
8...f5 9.♘h3 0-0 10.c4 ♘f6 11.♕xd8 ♖xd8 12.♘f4?!N
The most popular move here is 12.♘f2 after which either 12...♘a6 (or 12...♘c6 13.♗b2) 13.♘d3. I noted that this line was played by Volkov himself against Milov in Panormo 2002, when Volkov won!
*12.♗f4 has also been*

played once or twice, then *12...♘a6 13.c6 bxc6 14.e3.* **12...e5 13.♘d3 ♘bd7 14.♗e3 e4 15.♘b4 ♘e5**
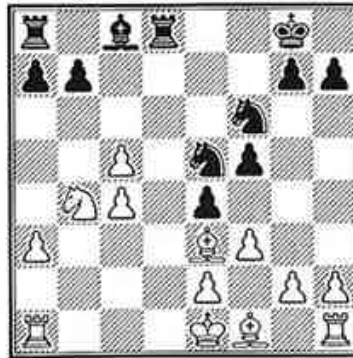
It looks as if White will struggle to get castled **16.♖c1?!**
I think it was best to give the pawn back with 16.♗f4 ♘xc4, and now 17.e3 sets the bishop free, after which castling is possible **16...♗e6 17.c6 bxc6 18.♗f4 ♘fd7 19.e3?!**
Well we know that Volkov is trying to develop the last of his pieces and get castled, but this loses a pawn so isn't really so good yet. Better would have been 19.c5 **19...exf3 20.gxf3 ♘xf3+ 21.♔f2 ♘fe5 22.♗g2!**
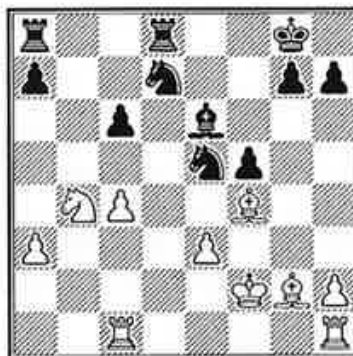

22...♖ac8!
If PH had fallen for the trap and hoped to win a pawn with 22...♗xc4?! it would run into 23.♘xc6! Now the ♘/e5 is twice attacked but has to stay

where it is to protect ♗/c4. It can't be done, so 23...♘d3+ must be tried, but 24.♔g3 ♘xc1 25.♖xc1 ♗e6 26.♘xd8 ♖xd8 27.♖c7! and the rook on the seventh equalises!*
23.♖hd1 a5
Again 23...♗xc4? is much worse
24.♗xe5 ♘xe5 25.♖xd8+ ♖xd8 26.♘xc6 ♖d2+ 27.♔g3 ♖xg2+! 28.♔xg2 ♘xc6 29.♔g3 ♔f7 30.e4 ♘d4 31.♔f2 ♘b3
This is better than 31...fxe4?! 32.♔e3 ♘f5+ 33.♔xe4 ♘d6+ 34.♔d4 ♘xc4, although Black would still be winning
32.♖c2 fxe4 33.♔e3 ♔e7 34.c5 ♔d7 35.c6+ ♔c7 36.h4 g6 37.a4 ♗d5 38.♖c3
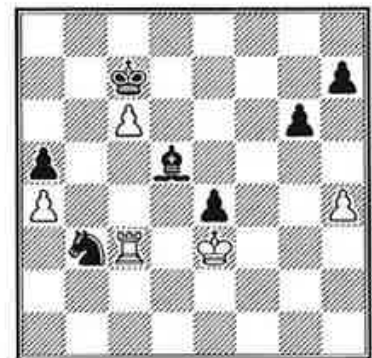
Endgame tablebases would have finished Volkov off here, but the Palm version doesn't have them!
38...h5?
Killing his chance of a passed pawn on the kingside. 38...h6! wins the game: 39.♖c2 g5! and here White's best try is 40.h5 g4 41.♖g2 ♔xc6 42.♖xg4, but 42...♔c5 43.♖g1 ♗c6 44.♖g5+ ♔c4 (not 44...hxg5? 45.h6! and a draw) 45.♖g1 ♗xa4 46.♖g6 ♘d4 47.♔xe4 (not 47.♖xh6?? ♘f5+ forking rook and king) 47...♗c2+ 48.♔e5! (the rook can't be taken as, if 48...♗xg6? 49.hxg6!) 48...♘f5! and

Black wins − easy enough to find these moves with table-bases, but not so clearcut without them
39.♖c2 ♗g8 40.♖c3 ♗e6 41.♖c2 ♔d6 42.c7 ♗c8 43.♖g2 ♔xc7 44.♖xg6 ♗d7 45.♖g5 ♗xa4 46.♖xh5 ½-½

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

Palm Hiarcs 9.5 - Sergey Volkov (2682)
Man-Pocket Comp 5m + 3s
Game 4. C13: French: Classical System: 4 Bg5 Be7, Alekhine-Chatard Attack

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.♗g5 ♗e7 5.♗xf6 ♗xf6 6.e5 ♗e7 7.♕g4 0-0 8.♗d3 f5 9.♕g3

Annoying. 9.♕f4 is top in our Book, whilst the move chosen by Palm Hiarcs should get played about one game in 4... like this one!
9...c5 10.dxc5 ♘d7N

Theory is 10...♗xc5 11.0-0-0 ♗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 Hiarcs' Book!
11.c6 bxc6 12.♘f3

12...c5?!
To stop White playing 13.♘d4 with the threat of ♘xe6 and a fork of ♕ and ♖. However if 12...♖b8 13.♘d4 Black has ♗h4! 14.♕f4 ♖b4

and PalmH would need to defend quite carefully
13.0-0 ♘b6 14.♖ad1 ♗d7 15.b3 ♕c7 16.♘b5 ♗xb5 17.♗xb5 a6 18.♗d3 a5 19.c4 dxc4 20.bxc4 ♖ad8 21.♕f4 ♖d7 22.♗c2 ♖fd8 23.♖xd7 ♕xd7 24.g4 ♖f8 25.♖d1 ♕c6 26.gxf5 exf5 27.♖b1

27.♗xf5? thinking to win a pawn would be a mistake because of 27...♕g6+! and after 28.♗xg6 ♖xf4 Black is close to winning
27...♔h8 28.♗xf5

28...♕g6 wont work now as White has ♖xb6 at the end of the line in our last note!
28...♘xc4 29.♕e4

There are little traps to avoid everywhere − not 29.♕xc4? ♕xf3! 0-1
29...♕xe4 30.♗xe4 g6 31.♖b7 ♗d8 32.♔g2!

Correctly getting the king into play
32...♘b6 33.e6 ♘c8 34.♘e5

34...♘d6?
Probably an immediate blockade of the pawn with 34...♗e7 was best. Then perhaps 35.♖c7 ♔g8 36.♘f7!? but White still has work to do to win from here after 36...♗f6 37.♖xc5 a4! 38.♖a5 ♘b6 39.♗c6
35.e7!

Perhaps Volkov missed the check in the middle of the following sequence
35...♗xe7 36.♖xe7 ♘xe4 37.♘f7+! ♖xf7

37...♔g8 is no better, White plays 38.♘h6+ ♔h8

39.♖xe4
38.♖xf7 ♘c3 39.♖c7 ♘xa2 40.♖xc5 ♘b4

If 40...a4 41.♖c4 a3 42.♖a4 and 43.♖xa3
41.♖xa5 ♔g7 42.♔f3 h5 43.♖a7+ ♔f6 44.♔e4 ♔g5 45.f4+ ♔h6 46.♖b7 ♘c6 47.♔d5!

The knight can't escape − the end might be 47...♘a5 (47...♘d8 48.♖d7) 48.♖b5 ♘c4 49.♔xc4] **1-0**, *and a great 3−1 win for* **PHiarcs!**

I explained in the last issue how Palm Hiarcs 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 Hiarcs
- http://www.hiarcs.com

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

SelSearch is leaving Palm Hiarcs for now, until the **PC Hiarcs 10** becomes available for it. That will happen as soon as possible, but **Mark Uniacke** wants to get a multi-processor version of Hiarcs 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 **Hiarcs 10** and the new World Champion **Zappa2**. 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 **Hiarcs 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. Hiarcs' 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 - 600) /8.

Elo. This is the main Rating system in popular use Worldwide. The BCF and Elo figures shown in *Selective Search* are calculated by combining each Computer's results v computers with its results v humans. I believe this makes the *Sel/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 v Computer games played.

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

A GUIDE to PC Gradings:

The RATINGS shown represent the programs on a Pentium4/AMD at approx. **1200**MHz, or Centrino 1000MHz, with 256MB 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 Pentium4/1200 = 0

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

BCF	Engine	Elo	+/-	Games	Pos	vHumans/Games
267	Shredder 8	2737	14	1009	1	2619/21
267	Shredder 9	2736	16	803	2	
264	Shredder 7.04	2716	11	1626	3	2703/20
262	Junior 9	2702	13	1261	4	
261	Junior 8	2694	12	1481	5	2401/4
261	Fritz 8	2689	9	2478	6	2769/14
260	Fritz 7	2687	11	1575	7	
260	Hiarcs 9	2683	12	1453	8	
257	Chess Tiger 15	2658	12	1366	9	
257	Gambit Tiger 2	2656	11	1712	10	2542/2
256	Chess Tiger 14	2655	12	1305	11	2705/13
255	Shredder 6	2642	12	1316	12	2478/7
254	Gandalf 6	2638	16	831	13	
254	Hiarcs 8	2638	11	1642	14	2651/14
254	Fritz 6	2636	10	2081	15	2616/53
254	Junior 7	2632	12	1372	16	2701/12
252	Gambit Tiger 1	2623	22	430	17	
251	Rebel Tiger 12	2615	15	872	18	
251	Junior 6	2612	10	1891	19	2621/22
251	Rebel Century 4	2610	21	480	20	2674/4
249	Hiarcs 7-DOS	2599	12	1397	21	
249	Hiarcs 732	2599	9	2347	22	2467/19
248	Shredder 5	2585	14	1018	23	2542/15
247	Shredder 4	2580	16	760	24	2600/15
247	Fritz 516	2580	12	1375	25	2513/6
247	Fritz 532	2579	12	1480	26	
247	Chessmaster 6000/7000	2577	24	353	27	2594/22
246	Nimzo 7	2574	13	1208	28	
246	Nimzo 8	2573	12	1326	29	
246	Rebel Century 3	2571	25	340	30	2655/6
246	Nimzo 98	2570	12	1308	31	2475/10
245	Gandalf 5	2560	20	513	32	
245	Junior 5	2559	11	1537	33	
244	Gandalf 4	2556	13	1147	34	
244	Hiarcs 6	2553	13	1207	35	2592/24
242	Nimzo 99	2543	14	1051	36	
242	Rebel 10	2542	25	333	37	2598/17
242	Rebel Century 1.2	2541	21	460	38	2592/43
242	SOS 4	2541	14	974	39	
242	Rebel 9	2541	14	1063	40	2677/14
242	Rebel 8	2540	19	549	41	
242	Goliath Light	2538	15	846	42	
241	M Chess Pro 6	2535	17	712	43	2504/12
241	M Chess Pro 7	2528	14	1068	44	2600/2
240	Chess Genius 5	2527	13	1207	45	2459/6
240	Shredder 3	2521	33	193	46	2711/2
239	Shredder 2	2516	15	878	47	2218/6
239	M Chess Pro 8	2516	14	1031	48	
236	Gandalf 3	2493	27	282	49	
233	Junior 4.6	2470	43	115	50	

DEdicATEd CHESS COMPUTER RATiNGS

Tasc R30-1995	2353	Novag Emerald Classic+Amber	1958	Novag Jade1+Zircon1	1760
Mephisto London 68030	2314	Novag Jade2+Zircon2	1953	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephsto Montreal+Roma68000	1952	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1949	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2276	Mephisto Academy/5	1940	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2269	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2253	Kasparov Maestro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2247	Fidelity 68000 Mach2C	1918	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2246	Kasparov Explorer	1911	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2244	Kasparov Barracuda+Centurion	1911	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov GK2000+Executive	1911	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2221	Kasparov AdvTravel+Bravo	1911	Fidelity Sensory 12	1682
Kasparov SPARC/20	2218	Mephisto MM4	1903	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2194	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2186	Novag Ruby+Emerald	1890	Novag Quattro	1652
Fidelity Elite 68040v10	2182	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1887	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1883	Fidelity Elite B	1638
Mephisto Portorose 68020	2143	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2139	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	Kasparov Travel Champion	1873	Mephisto Mondial1	1598
Mephisto Berlin 68000	2126	Mephisto Monte Carlo	1873	Novag Constellation/2	1594
Fidelity Elite 68030v9	2120	Conchess Plymate Victoria/5.5	1870	CXG Super Enterprise	1589
Mephisto Vancouver 68000	2118	CXG Sphinx Galaxy	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1858	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2100	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2100	Conchess Plymate Roma/6	1848	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2090	Fidelity Par Excellence/8	1846	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2090	Fidelity 68000 Club B	1845	Kasparov Cavalier	1566
Mephisto Portorose 68000	2087	Novag Expert/5	1845	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2075	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2057	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2044	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1831	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2010	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1993	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1994	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Kasparov Cosmos+Expert	1994	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1994	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1981	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Mephisto MM5	1968	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto Polgar/5	1968	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Mondial 68000XL	1965	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1964	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Milano	1958	Fidelity Elite C	1778	Novag Savant	1100
Novag Obsidian+StarRuby	1958	Fidelity Elegance	1764	Boris2.5	1060