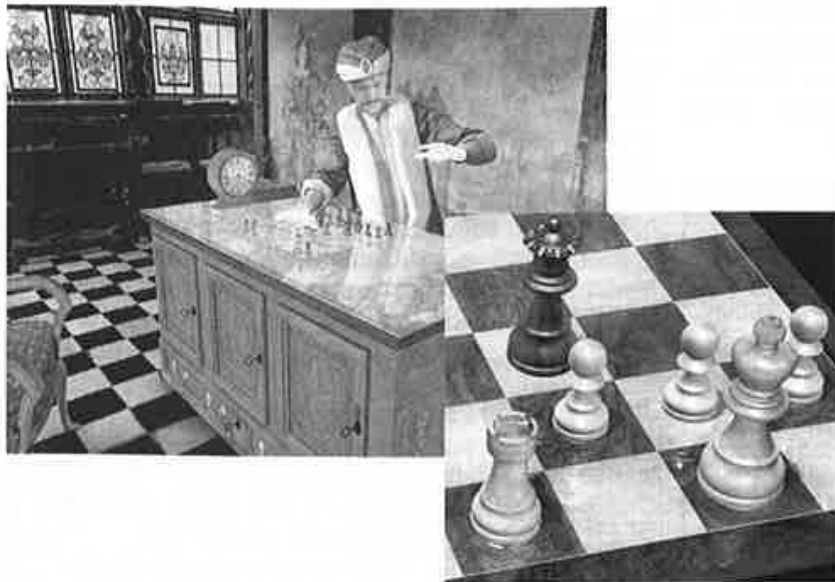# SELECTIVE SEARCH 121
THE COMPUTER CHESS MAGAZINE

Est. 1985 **Editor: Eric Hallsworth**

Dec 2005-Jan 2006 £3.95

FRITZ 9 ARRIVES - **STRONGER** THAN EVER
AND WITH SOME SUPERB NEW GRAPHICS!

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Novag

STAR RUBY special offer **£79.95** - 165 BCF program in touch screen style with stylus, leatherette pouch
STAR SAPPHIRE special offer **£169** - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in its pouch carry case with pen

TABLE-TOP PRESS SENSORY [ps]

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

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

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All run INDEPENDENTLY + will also analyse within ChessBase8/9. Great graphics, big databases + opening books, analysis, printing, max features.
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CHESS TIGER 15 £39.95 - the *ChessBase* version gives compatability with other *ChessBase* products, which the Lokasoft version doesn't. Same strong Tiger program, playing style settings include Gambit etc. Jeroen Noomens quality opening book, and CD also includes main 4 piece Tablebases

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

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

Welcome to another new issue of **Selective Search...** 121! 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!

And of course it is also time for me to wish you a very Happy **Christ**mas and a Good New Year!

It has really been an astonishing 12 months. Last Christmas we had the dreadful Tsunami, then during 2005 there were the terrorist Train Bombings in London, and even more recently the horrendous Earthquake in Pakistan. Throughout the year (as in every year recently) some Nations have suffered terrible Famine conditions, whilst many of those who could do something to help mostly don't.

This is part of what a very well-known Person said nearly 2,000 years ago...

Matt 24:1-45. Jesus Foretells the Future

3 Later, Jesus sat on the slopes of the Mount of Olives. His disciples came to him privately and asked, "When will all this take place? And will there be any sign ahead of time to signal Your return and the end of the world?" ....

6 "And wars will break out near and far, but don't panic. Yes, these things must come, but the end won't follow immediately. 7 The nations and kingdoms will proclaim war against each other, and there will be famines and earthquakes in many parts of the world. 8 But all this will be only the beginning of the horrors to come...........

12 "Sin will be rampant everywhere, and the love of many will grow cold. 13 But those who endure to the end will be saved. 14 And the Good News about the Kingdom will be preached throughout the whole world, so that all nations will hear it; and then, finally, the end will come............

42 So be prepared, because you don't know what day your Lord is coming. 43 Know this: a homeowner who knew exactly when a burglar was coming would stay alert and not permit the house to be broken into. 44 You also must be ready all the time."

Interesting! This 2005 Christmas, WHY NOT find out more and GO TO...
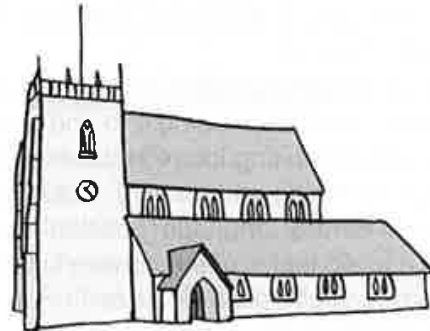
NEWS

I think I must start with news of the latest new chess engines to reach the market. There are three: two are from ChessBase - **Fritz 9** and **Hiarcs 10**, and one is independent - namely **Fruit 2.2**.

There will be RATINGS for Fritz and Fruit in the PC Rating list on the inside back cover, as they will all have been out for a few weeks by the time my readers receive this.

FRITZ 9 ChessBase

Fritz 9 arrived in its German version in mid October, so results and estimated ratings were being shown for it on the Internet before folk in England had even got theirs!

I think the Germans are sort of bug testers when there is a new interface, added features and graphics. Then if anything is found to be wrong it can be corrected whilst the English translation and speech work is being done. For example there were quite a few problems with Junior 9 which had, I think, three different 'fixes' available for download off the 'net within a couple of weeks. Very

Fritz programmer
Franz Morsch

annoying when you've spent your money on it and still need to download 3 different lots of 8MB files to get it to play and/or function properly.

However the testing done by the first German purchasers - and I guess a few elsewhere who couldn't wait! - soon made it very clear that **Fritz 9** is a major improvement!

New FEATURES

- New 3D Animations - you can play against the (in)famous Turk, or the Robot Mia (see Turk Screenshot below)
- Extensive chess knowledge added and a human evaluation structure, helping it to find good moves and interesting ideas in quieter positions
- Improved coaching and training, including a competent natural language 'position tutor' to explain a basic factor of the current situation on the board to you in plain English
- A giant database of over one million games!
- Improved server functions for playing on the Internet
- Alternative forms of chess added, Giveaway Chess and FischerRandom (Chess960)

Early SCORES

- Fritz9 v Shredder9   20-20
- Fritz9 v Fruit2.2   shown with Fruit scores
- Fritz9 v Tiger15   26-15
- Fritz9 v Chessmaster10   31-18
- Fritz9 v Deep Sjeng1.6   27½-14½
- Fritz9 v Junior9   44½-22½ !
- Fritz9 v Gandalf6   44½-20½ !
- Fritz9 v Hiarcs9   41-16 !!
- Fritz9 v Ruffian2.1   36-14 !!
- Fritz9 v Pro Deo1.1   29½-7½ !!

Pretty impressive eh!! And with scores like

that fairly obvious that Fritz9 must have gone straight to the top of our ratings.

But has it?!!

FRUIT 2.2 WCC05

Many people have downloaded **Fruit2.1** from the Internet, where it was free. In fact even the code was included with the engine so that other programmers could see what **Fabien Letouzey** was doing.

The Deep Sjeng programmer Pascutto reckoned it was *'fairly basic stuff, but nicely condensed'*, but I wouldn't be at all surprised if the little Elo 'jumps' coming from such as Toga and Zappa, and some of the commercial programs, aren't due to this!

His version 2.0 didn't cause too much of a stir, though it was roughly the equal of Ruffian2, but with version 2.1, as we noted in *SelSearch 119* and *120*, there came a real amateur threat close to the top programmes.

Then, when his latest version - and on a single processor - came 2nd. in the 2005 World Computer Championships, ahead of such as Shredder and Junior and both of which it beat, it was obvious it had jumped again.

This time there is no code for other programmers to have a look at! - and of course you have to pay for it!!

The next thing to make clear is that you have to have another program in order to run Fruit as, even in its commercial form, it is still only a UCI engine. These are the possibilities:

- From within a **Chessbase** engine (Fritz, Hiarcs, Shredder, Junior) but <u>not</u> ChessBase9 which does not support UCI engines.
- From within a **ChessPartner** (Lokasoft) engine such as Ruffian or Deep Sjeng.
- From within **Shredder Classic**, which can be purchased direct from Stefan Meyer-Kahlen at his Shredder website.
- From within **Chess Assistant**
- From within **Arena** (available on the 'net)
- From within **Sigma Chess for the Macintosh**

In other words if Fruit is your first and only chess engine don't buy it until you've got one of the above! When you're ready buy it from

- **http://www.fruitchess.com**

and read all about it! Obviously the available features are determined by the GUI it is running in, but from within a ChessBase engine for example, you can use Fruit's own opening book and it will do all the things your Fritz, Hiarcs etc will do. However it is <u>believed</u> that if you go into [Engine Parameters] to try to change any settings, Fruit does not run properly afterwards in that it fails to create the Game History file during play and loses 'a few' Elo points.

Although this is apparently a 'fault' within the ChessBase engine GUI, this interface was of course built primarily to run ChessBase's own engines, so I'm not sure who you blame. *[ChessBase download bug fix done 7/Nov].*

Programmer Fabien Letouzey says of the playing style of his program: *"It is a sceptical program, great at refuting attacks as it did against Junior and Shredder... it does not believe in some of the dynamic advantages that others do, and does not play speculative or unsound attacks, but is nevertheless very balanced and flexible. It can go to attacking mode strongly when opportunity arises, and it is excellent at fine positional manoeuvring and technically very strong in the endgame. It is also extremely good at converting small advantages".*

I think it is a well rounded program... and it is certainly <u>very</u> strong, as the scores show!

Early SCORES

- Fruit2.2 v Fritz9   38½-39½

- Fruit2.2 v Shredder9   50-44 !
- Fruit2.2 v Fritz8 Bilbao   46-30 !
- Fruit2.2 v Junior9   50½-30½ !
- Fruit2.2 v Chessmaster10   34-20
- Fruit2.2 v Ruffian2.1   36-21
- Fruit2.2 v Hiarcs9   47½-24½ !
- Fruit2.2 v Tiger15   62½-29½ !!
- Fruit2.2 v Gandalf6   71-33 !!
- Fruit2.2 v Deep Sjeng1.6   33½-13½ !
- Fruit2.2 v Pro Deo1.1   60-22 !!

That also is a pretty impressive series of results, not a bad one from start to finish, and some resounding victories as well.

HIARCS 10 ChessBase

Probably Hiarcs 10 will only be reaching the UK just after this magazine goes out so, as far as progress and results are concerned, here you are going to have to trust me.

The first thing to admit is that the scores of **Hiarcs 9** against both Fritz9 and Fruit2.2

The new ChessBase Engine 3D screens look absolutely superb!

show just how much the now 2 year old Hiarcs 9 needs a new version!

I suppose to maximise one's finances the best thing to do is produce an annual 'upgrade', even if it only gains 10 or 15 Elo.

I'm not talking about Fritz8->9, but the strength improvement in Fritz7->8 - or for that matter one or two others - hasn't of itself always been adequate to expect folk to part with their hard-earned cash.

Mark Uniacke (photo left) and I don't have a specific Elo figure in mind to warrant an upgrade, but at this time last year, as Palm Hiarcs was emerging, we felt as if we'd got maybe 20 Elo for the PC version. Quite a lot of time and effort of course had gone into program conversions for the Palm, and maximising its performance for the much slower hardware.

This had resulted in some small improvements which benefited Hiarcs on the PC, but we felt that 20 Elo was all it really added up to, plus improvements and corrections to the opening book, maybe another 10 Elo.

Then Mark did work to convert the program for the MAC, and now had to maximise it again for faster processors! By the time the MAC version came out we reckoned we'd got a total of 40+ Elo, but it wasn't the right time of year for a new ChessBase version and anyway, after finding a better way of handling tactics and helping Hiarcs to discard poor moves, Mark was keen to tackle a method to take advantage of this and get Hiarcs searching deeper.

A breakthrough - actually we don't often use that word, somehow when we think we've got some sort of breakthrough in an area it often turns sour! More often it is the hard slogging work of small changes and adjustments, with much testing, that brings in tiny extra Elo points a bit at a time.

But we decided after initial testing that it really was a breakthrough, with Hiarcs suddenly able to search a couple of ply deeper in no time at all and therefore succeeding in making more accurate choices where there were 2 or 3 apparently similarly rated moves available. It also often comes up with extremely interesting ideas which prove to be even stronger than they seem at first. In this way it reminded me a bit of Hydra when it played Adams - I'm not trying to suggest Hiarcs = Hydra, but often Hydra would play a move that commentators and PC programs thought, at first, was nothing special, but would then slowly change their minds about.

A version was sent to ChessBase and they confirmed that it seemed to be the strongest program in their hands at long time controls. We were mostly testing engine-engine and fast time controls, and certainly thought (and still do) that it's the top program for Blitz.

Of course that was before Fritz9 and Fruit2.2, so now we're not quite as sure of ourselves at the longer time controls as we were. But Mark has improved the search a bit more since then, and has spent the last month almost re-writing parts of the opening book and re-tuning all of it. The new Book itself scores 55% against the Hiarcs9 Book, so that's also worth quite a few extra Elo points. Maybe we'll just be number 1 - we're pretty certain it's top 3.

Anyway we have a set of Results I can share with you, played at G/15+5 on very fast hardware - we even went to the trouble of getting ourselves a German version of Fritz9 so we could do this!

- Hiarcs10beta v Fritz9   20-20
- Hiarcs10beta v Shredder9   20-20
- Hiarcs10beta v Junior9   26½-13½
- Hiarcs10beta v Fruit2.2   19-21
- Hiarcs10beta v Fritz8Bilbao   24-16
- Hiarcs10beta v Hiarcs9   24-16

RESULTS

RESULTS from the WEB

Searching around on the Internet produces all sorts of **Match results** and **Rating lists**. Many are played at very fast time controls, or using special books, or the same books for all engines. But the straightforward engine-v-engine matches at slower time controls, and with all parameters and books set at default, are the ones I consider more useful.

The **Sedat Canbaz** (Turkey) site often has important Tournaments running. Here are his latest - which include **Fritz9 & Fruit2.2**.

Giants 2005 - 40/2hrs

Pos	Engine	/52
1	FRUIT **2.2**	34
2	GANDALF **6.01**	33
3	SHREDDER **9.1 UCI**	32½
4	FRITZ **9**	30
5	CHESS TIGER **15**	28½
6	HIARCS **9**	28
7	THE KING **3.33**	27½
8	KTULU **7.0A**	25½
9	LOOP LIST	24½
10	SPIKE **1.0A MAINZ**	22
11	RUFFIAN **2.1.0**	20½
12=	JUNIOR **9** SMARTHINK **1.00**	19½
14	PRO DEO **1.1**	19

Gladiators 2005 - G/20mins + 10secs

Pos	Engine	/60
1	FRITZ **9**	40½
2	FRUIT **2.2**	40
3	SHREDDER **9.1 UCI**	39½
4=	CHESSMASTER **10000 BEREAN5.5** SPIKE **1.0A MAINZ**	33
6	KTULU **7.0A**	31
7	CHESS TIGER **15**	30
8	PRO DEO **1.1**	29½
9	RUFFIAN **2.1.0**	29
10	HIARCS **9**	28
11	JUNIOR **9**	27½
12	GANDALF **6.01**	26½
13=	SLOWCHESS BLITZ **WV2** LIST **512**	25
15	SMARTHINK **1.00**	24
16	GLAURUNG **MAINZ**	18½

If readers want to keep themselves up-to-date with Sedat's results you can find him at...

- http://www.geocities.com/sedatchess

FRANK HOLT

Frank continues to run a range of interesting tournaments and matches for us - usually a new one for each issue!

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

However the next one is for fun and not Ratings - it was a 'Shuffle Board' tournament, otherwise known as Fischer Random or perhaps even more correctly **Chess 960**. In Frank's games however he set the kings to always be placed on the queenside - a1/a8, b1/b8, c1/c8 and d1/d8.

Shuffle Board Tourny. G/60

Pos	Program	/10
1	SHREDDER **9**	8
2	JUNIOR **8**	6½
3	HIARCS **9**	4½
4	CHESS TIGER **15**	4
5=	FRITZ **8 BILBAO** SHREDDER **8**	3½

So a **Shredder** version wins again. But it interested me to see how much better Shredder9 did than Shredder8. Only a small sample of course, 10 games each, but maybe Mayer-Kahlen has actually done some specific Shuffle Chess work to strengthen the program for this form of the game?!

You may remember a couple of issues ago that Frank told us that one of his **Junior-Shredder** games had produced the best endgame he'd ever seen. At long last I've put some analysis with it, and readers will find it has been given its own couple of pages elsewhere in the magazine!

UCI engines UPDATE

This is usually **Chris Goulden**'s spot. For the last issue you got your Editor instead, but I'm glad to say we're back with **Chris** this time!

Chris runs a relegation/promotion system, with new UCI engines starting in either his 3rd. or a 4th. division, and having to work their way up... if they're good enough. In recent issues we have seen **Pro Deo** and **Aristarch** doing very well, and more recently (and unsurprisingly) **Fruit**2.1 has forced its way into division 1. **Crafty**, which spent many, many months in division 1, has dropped to the 2nd division and is beginning to struggle even to stay there! A newcomer, **Toga**, is on its way up and has now forced its way into division 2. In fact Toga has come on in leaps and bounds since its programmer collaborated with the Fruit programmer - a situation which has come to an end now that Fruit has gone commercial. **Spike**0.9 had briefly got into div.1 but dropped back down. However the upgrade version 1.0Mainz is supposed to be quite a bit better so we might see it get back.

Here are the results of Chris' 3 most recent Tournaments:

Division 1

Pos	Engine	/14
1=	**Fruit 2.1 UCI** **Pro Deo 1.1 UCI**	10½
3=	**Jonny 2.82** **SlowBlitz WV**	6½
5	**Aristarch 4.50**	6
6=	**GreenLightChess 3.01.2.2** **SmarThink 17a**	5½
8	**Thinker 4.7a**	5

Fruit and **Pro Deo** came out <u>way</u> ahead of the rest! **SmarThink** is relegated to division 2 for the next series, due to the head-to-head result favouring **GLC**.

Division 2

Pos	Engine	/14
1=	**Toga II 1.0 uci** **Pharaon 3.3** **Spike 1.0 Mainz**	9½
4=	**Zappa 1.1** **Delfi 4.5**	7
6=	**Crafty 19.17** **The Baron 1.7.0** **Wildcat 5**	4½

Wow... ties in 3 places! For the promotion issue **Spike** unfortunately misses out because it had less wins. And in the relegation spots **Crafty** only stays up because it had more wins than the other pair on 4½! How are the mighty (nearly) fallen! Regarding **Zappa** please note that this is version 1.1. You can see from its result here in division 2 why its victory with version2 in the WCCC 2005 was such a big surprise! The programmer also feels it is not particularly suited to Blitz but is at its best when on fast multi-processors at long time controls. Even so... ?!

Division 3

Pos	Engine	/14
1	**SOS 5 Arena uci**	10½
2	**Yace Paderborn**	8½
3=	**Pepito 1.59** **Movei 008295**	7½
5	**Tao 5.6**	6½
6=	**Gothmog 1.0b10** **Anmon 5.53**	5½
8	**Amyan 1.597**	4½

Anmon and **Amyan** are relegated and will be replaced by 2 appropriate and promising newcomers!

Planned for the NEXT ISSUE !

- 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**
- Jim CROMPTON's **match** between Star Diamond v RISC 2500, a tough one.
- If I'm very brave **Analysis** of a couple of the REALLY complicated games from the **5th Computer World** Champs, with Hiarcs' help!
- **Hiarcs 10 Beta** v **Zappa2** @ G/90+30
- **Hiarcs 10 Beta** <u>crushes</u> GM Henrique MECKING

... and who knows what else? We never get it all in, but we always do our best!

*So, have a Happy and an Enjoyable Christmas, and please accept my Very Best Wishes for a really Good New Year.... **Eric***

SHREDDER 9 WINS THE COPA MERCOSUR

Shredder9 has been invited to play in Argentina's **Copa Mercosur** (Mercosur Cup) for the past 2 or 3 years - and usually wins.

Last year **Shredder8** was playing on P4/3000 machines and came 1= with 7½/11 in the **'GM Section'**, where the average grade was 2431. It lost to Uruguay's only GM, Andrew Rodriguez (2567) and, with 5 wins and 5 draws in its other games, the general feeling was that it had been a little disappointing earning a GM event grading of 2589 Elo. In the end Rodriguez lost to a couple of tailenders and it was Salvador Alonso (2444) who got to share 1st place with the PC engine.

In the **'IM Section'**, average grade 2332, it won easily with 9/10 (8 wins and 2 draws)!

For 2005 the hardware for **Shredder9** was slightly faster, being a P4/3500. The average Elo of the 'GM' field was almost the same as in 2004 at 2457, whilst the 'IM' field averaged at 2304. Shredder started with 2 wins in both events, but in the 'GM Event' in round 3 a very strange thing happened against **Pablo Lafuente** (2435).

White P. Lafuente, Black Shredder9

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2 d6 5.♘f3 ♘bd7 6.♗d2 0-0 7.a3 ♗xc3 8.♗xc3 ♕e7 9.e3 b6 10.♗e2 ♗b7 11.0-0 ♘e4 12.♘d2 ♘xc3 13.♕xc3 c5 14.♗f3 ♘f6 15.b4 ♖ac8 16.dxc5 dxc5 17.b5 ♖cd8 18.♖ad1 ♖d6

Here Lafuente played for a simple exchange of bishops with

19.♗xb7

Obviously expecting the straightforward 19...♕xb7 and then perhaps 20.♘f3 ♖fd8 21.♖xd6 ♖xd6 22.♘e5 and a perfectly equal position.

Instead Shredder shocked everyone by playing

19...♖fd8??

losing a complete piece for no apparent reason! It had shown ♕xb7 in its display for nearly 3 minutes reaching ply 20, then suddenly changed to the move played!?! The official explanation is that it was a 'one in a million error in the hashtables'.

Shredder fought on another 30+ moves but was unable to save the game.

20.♗c6 ♘g4 21.♗f3 ♕h4 22.h3 ♘h6 23.♘b3 ♘f5 24.♖xd6 ♘xd6 25.♖d1 ♕e7 26.♖d3 f6 27.♘d2 ♔f8 28.♘e4 ♘f7 29.♖xd8+ ♕xd8 30.♕d2 ♕e7 31.♗e2 ♕b7 32.♘c3 ♕e7 33.a4 ♕c7 34.f4 ♕e7 35.♕d3 g6 36.♘b1 ♔g7 37.♘d2 e5 38.♘e4 exf4 39.exf4 ♕e6 40.♘c3 ♘d6 41.♔h2 ♘e8 42.♕e4! ♕xe4 43.♘xe4 f5 44.♘d2 ♘c7 45.♘f3 ♘e6 46.g3 ♔f6 47.♔g2 ♔e7 48.♔f2 ♘d4?! 49.♘xd4 cxd4 50.c5 bxc5 51.♗c4 ♔d6 52.♔e2 1-0

That apart however things went rather better for the PC program this year. It came out a clear winner of the **'GM Event'** with 8½/10, yielding only 1 draw and the weird defeat we've just seen. Andrew Rodriguez came 2nd with 6/10... a long way behind.

In the **'IM Event'** Shredder9 also scored **8½/10**, with Diego Flores coming 2nd with 7.


Shredder 9 playing in the Mercosur Cup, 2005

BILL REID - IS IT TIME TO RETIRE? - 'NO!'

You'll recall that, in mid-August, **Bill Reid** sent me a position that his **Rebel8** didn't do very well with, but he wondered how others would manage! His fear was that, if **David Norwood** is right (*"The terminators have won"* he said) and Hydra and the top software can now solve positions like this, then - well, we might as well all retire (from chess!).

As we know Bill, rather than focussing on how humans are inferior to programs, finds it more interesting to examine how they are different, and when I popped his position into my laptop, I found the programs didn't do all that well! One did okay, another gave initial cause for optimism but probably didn't know how to complete the win, and the others couldn't even find the first move!

We then went on to look at some interesting issues raised by Bill, particularly 'envisioning' - the art of looking forward and picturing a position in which a player might be able to say... *'if I can reach that position, I can win... so can I get there and, if so, how?!'*.

This was the start position, with White to play
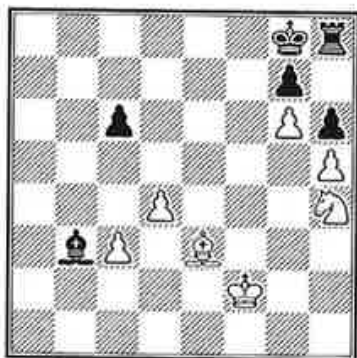
Bill then gave us a series of moves played between himself and the **Rebel8** program in which he, Bill, reached a position he had envisioned. Some of the keys to reaching the envisioned position are:

- [1] Improving the knight's position
- [2] Getting the bishop to a dominating central square
- [3] Advancing the king to threaten the c6/pawn

Note that Black can do little to stop this happening. We see in the envisioned position, if it can be reached, that White can now play Kd6! and the Black bishop is overloaded. It needs to stop Ne6! but must abandon and lose the c6/pawn to do so...
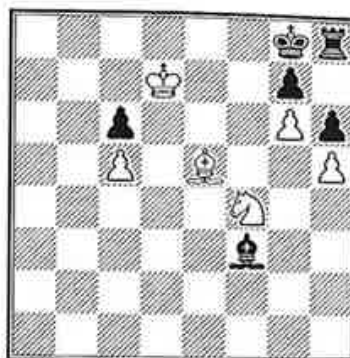
I suggested folk enjoy the article, get their PCs out and give their engines up to 15 minutes on the start position, and maybe 3 to 5 mins at a couple of later stages to see how they got on, and find out when they <u>knew</u> that White had won. I'm not sure how we can judge that they 'know', but suggested evals. of >100 and >200 might be interesting.

It's a bit disappointing that I didn't get any feedback, but I fired up a selection of my own engines, and show their responses at different stages of the game below.

1.d5!

Fritz9: 1.♗f4 ♔f8 2.♘f5 ♖g8 3.♔g3 ♗d1 4.♔h4 ♗c2 5.♘e3 ♗e4 6.♗e5 ♔e7 7.♘c4 ♗f5 8.♘a5 c5 0.32/21

Fritz8: 1.♗f4 ♔f8 2.♔g3 ♗c2 3.♗e5 ♖g8 4.♘g2 ♔e8 5.♘f4 ♔e7 6.♔f3 ♗b3 7.♔e3 ♔d7 8.♔d3 0.36/21

Hiarcs9.0626: 1.♘f5 ♗e6 2.♘e7+ ♔f8 3.♘xc6 ♔e8 4.♗f4 ♖f8 5.♔e3 ♖f5 6.♗e5 ♔f8 7.♗d6+ ♔e8 8.♗e5 0.00/23

Junior9: 1.d5 cxd5 2.♗c5 ♗c2 3.♔e3 ♗d1 4.♘f5 ♗g4 5.♔f4 ♗xh5 6.♘e7+ ♔f8 7.♘f5+ 0.00/26

Shredder9: 1.d5 cxd5 2.♗c5 ♗d1 3.♘f3 ♗a4 4.♘d4 ♗d7 5.♘e2 ♗g4 6.♘f4 ♗d1 7.♔e3 ♗g4 8.♔f2 ♗d1 9.♔e3 ♗g4 10.♔f2 0.67/26

Fruit2.2.1: 1.♘f5 ♗d1 2.d5 cxd5 3.♗c5 ♗xh5 4.♘e7+ ♔f8 5.♘f5+ ♔g8 0.00/25

So **Junior9** (with an = evaluation) and **Shredder9** (showing +0.67) were the only

pair to find the vital 1.d5

1...♗xd5

Bill wondered if any programs would choose 1...cxd5. I've covered these responses in Appendix 1

2.♗c5 ♗e6

This was our suggestion for a second investigation, to see how many programs could find the also very important...

3.♘g2!

<u>None</u> of the programs chose this, though Shredder had it until just after 6mins when it showed ♘g2 0.84 ♗g4 ♘f4 ♗f5 ♔f3 ♗c2. Then it changed to ♔f3 without forward analysis, <u>Shredder9</u>: 3.♔f3 1.20/24

<u>Fruit2.2.1</u>: 3.♔g3 ♗b3 4.♘f5 ♗d1 5.♔h4 ♗c2 6.♘d4 ♗e4 7.♔g3 ♗d5 8.♔f2 ♗a2 9.♘xc6 ♗e6 10.♔g3 ♗d7 11.♘e7+ ♔f8 12.♘f5+ ♔g8 13.♔g4 ♗c8 14.c4 ♗d7 15.♔f4 ♗e6 16.♗d4 ♗xf5 17.♔xf5 ♔f8 18.c5 ♖g8 0.81/28

<u>Fritz9</u>: 3.♔g3 ♗c4 4.♘f3 ♗e2 5.♔f2 ♗d1 6.c4 ♗b3 7.♘e5 ♗d1 8.♔e1 ♗c2 9.♘xc6 ♗b3 10.♘e5 ♗c2 11.♗d6 ♗f5 1.03/23

<u>Fritz8</u>: 3.♔g3 ♗b3 4.♘f5 ♗d1 5.♔h4 ♗c2 6.♘d4 ♗e4 7.♔g3 ♗d3 8.♘xc6 ♗e2 9.♔h4 1.35/24

<u>Hiarcs9.0626</u>: 3.♔g3 ♗c4 4.♘f5 ♗e2 5.♔h4 ♗d3 6.♘d6 ♗c2 7.♘f7 ♗b3 8.♘e5 ♗a4 9.♗b4 0.09/23

<u>Junior9</u>: 3.♔g3 ♗b3 4.♘f5 ♗d1 5.♔h4 ♗c2 6.♘d4 ♗e4 7.♘e6 ♗d5 8.♘d8 ♗f3 9.♘f7 ♗d5 10.♘e5 ♗e4 11.♔g3 0.12/30

As nearly all the programs chose 3.Kg3 – and some were quite optimistic about it – I've covered responses to this in Appendix 2

Now the issue is when do programs get past +100 and +200 as White. Shredder of course

is already >100, but with the wrong move, so I ran it on the new position to see if it was still >100

3...♗g4 4.♘f4

The programs find this okay, having been given their starter with ♘g2, but only Shredder9 has an evaluation >100

<u>Shredder9</u>: 4.♘f4! S9 1.65/26 5:20

4...♗f5 5.♔e3 ♗c8 6.♔d4

Please note that <u>none</u> of the programs – including Shredder9 – find this... but once it's been played on the board it is a catalyst for an evaluation jump in some cases.

<u>Fritz9</u> goes >100, but with the wrong move: 6.♗d6 1.00/22 2:24. I think the advance of the king is very important

6...♗d7 7.♔e5

<u>Fritz8</u>: 7.♔e5 1.73/18 6

<u>Fruit2.2</u>: 7.♗d6 1.15/26 2:45

<u>Junior9</u>, which found 1.d5, is still <100, as is Hiarcs

7...♗g4 8.♗e7 ♗d1 9.♔d6

<u>Shredder9</u>: 9.♗d6 2.03/23 1:12. The first over 200, but again with the wrong move!

<u>Fruit2.2</u> nearly hits +200, and with the right move as well!: 9.♔d6 1.95/29 2:40

9...♗f3 10.♔d7

<u>Fritz9</u>: 10.c4 2.18/17 1

<u>Junior9</u>: 10.c4 1.17/30 1:37

10...♗e4 11.c4

<u>Fritz8</u>: 11.♗c5 2.00/20 23

<u>Hiarcs10beta</u> gets past 100: 11.c4 1.06/22 1:01. It finds right moves but with low eval.

11...♗h1

This is where Bill's <u>Rebel8</u> dropped to a -0.78 evaluation from Black's perspective

12.c5 ♗e4 13.♗d6

Hiarcs10beta: 13.♗d6 2.64/22 1:42

Junior9: 13.♗d6 2.07/30 2:36

13...♗f3

Rebel8 showed −2.84 here

14.♗e5

Appendix 1: Responses to **1.d5**

Fritz9: 1) 1...cxd5 2.♗c5 ♗d1 3.♘f3 ♗c2
4.♘e5 ♗f5 5.♔e1 ♗h3 6.♔e2 ♗f5 0.08/21

Fritz9: 2) 1...♗xd5 2.♗c5 ♗b3 3.♘f3 ♗c2
4.♔e2 ♗b3 5.♘e5 ♗a4 6.♔d3 ♗d1 0.51/21

Hiarcs9.0626: 1) 1...cxd5 2.♗c5 ♗d1 3.♘f5
♗c2 4.♘d4 ♗b1 5.♘c6 0.00/17

Hiarcs9.0626: 2) 1...♗xd5 2.♗c5 ♗e6 3.♘f3
♗g4 4.♘e5 ♗d1 5.♘xc6 ♗xh5 0.00/12

Junior9: 1) 1...♗xd5 2.♗c5 ♗e6 3.♘f3 ♗g4
4.♘e5 ♗xh5 5.♔e1 ♗xg6 6.♘xg6 ♖h7 7.♘f8
♖h8 0.00/26

Junior9: 2) 1...cxd5 2.♗c5 0.12/26

Shredder9: 1) 1...cxd5 2.♗c5 ♗d1 3.♘f3 ♗c2
4.♔e3 ♗d1 5.♗e7 ♗b3 6.♘e5 ♗d1 0.65/24

Shredder9: 2) 1...♔f8 2.dxc6 ♔e8 3.♗d4 ♖g8
4.♔e3 ♗c2 5.♗e5 ♔e7 6.♔d4 0.99/24

Fruit2.2.1: 1) 1...cxd5 2.♗c5 ♗d1 3.♘f3 ♗b3
4.♔e1 ♗a4 5.♘e5 ♗c2 6.♗e7 ♗e4 7.♔f2 ♗c2
8.♔g3 ♗d1 9.♔h4 ♗b3 10.♗d6 d4 11.cxd4
♗d5 12.♔g4 ♗b3 13.♔f4 ♗d5 0.16/25

Fruit2.2.1: 2) 1...♗xd5 2.♗c5 ♗e6 3.♔g3 ♗c4
4.♘f3 ♗e2 5.♔f2 ♗d1 6.♔e3 ♗c2 7.♘e5 ♗f5
8.♔d2 ♗e6 9.c4 ♗h3 10.♔e3 0.38/25

So Junior is the only program which would
play the main line 1...Bxd5. The others all
choose 1...cxd5. And Shredder is the only
one to include the material losing but rook
freeing 1...Kf8 as its 2nd best.

Finally Bill's line with **1...cxd5** goes **2.♗c5
♗d1 3.♘f3 ♗b3 4.♘d4 ♗d1 5.♘e2 ♗c2
6.♘f4** diagram top of next column, and **1−0**
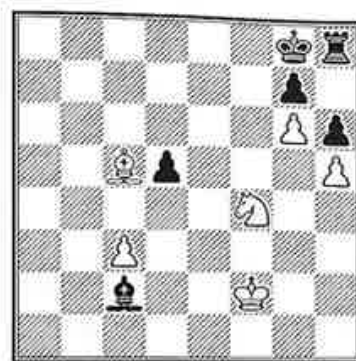
Appendix 2: If **3.♔g3**
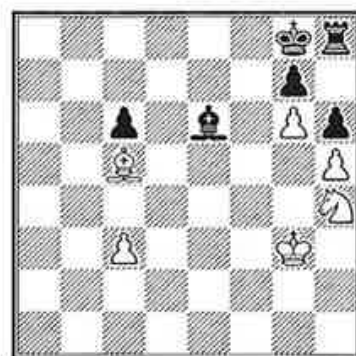
3...♗c4

Fritz9: 3...♗c4 4.♘f5 ♗e2 5.♔h4 ♗d3 6.♘d4
♗e4 7.♔g3 ♗d5 1.04/23

Hiarcs9.0626: 3...♗c4 4.♘f5 ♗e2 5.♔h4 ♗d3
6.♘d4 ♗e4 7.c4 ♗g2 8.♔g3 ♗f1 9.♘xc6
♗xc4 10.♘e7+ 0.26/17

Junior9: 3...♗b3 4.♘f5 ♗d1 5.♔h4 ♗c2
6.♘e3 ♗a4 7.♘c4 ♗b3 8.♘e5 ♗a4 9.♘f3 ♗b3
0.23/29

Shredder9: 3...♗c4 4.♘f5 ♗e2 5.♔h4 ♗d3
6.♘d4 ♗e4 7.♔h3 ♗h1 8.♔g3 1.31/26

Fruit2.2.1: 3...♗c4 4.♘f5 ♗e2 5.♔h4 ♗d3
6.♘d4 ♗e4 7.♔g3 ♗d5 8.♔f4 ♗c4 9.♔e3
♗a2 10.♘xc6 ♗b1 11.c4 ♗c2 12.♘e7+ ♔f8
13.♘f5+ ♔g8 14.♘xg7 ♔xg7 15.♗d4+ ♔g8
16.c5 ♗a4 17.♗f6 ♗d1 18.♗xh8 ♔xh8 19.c6
0.85/27

One humorous moment made this effort all
worthwhile, as I noticed Fruit spent nearly 7
minutes looking at 3...♗f7?! It seemed
strange so I checked what it would play for
White. The 'obvious' 4.gxf7+ ♔xf7 5.♘g6
and now showing White +1.02/24 4:47

But Shredder thought it was quite funny and
suggested 4.♘f5! with ♗d4 to follow, +3.72!

The human race is safe so far, I'd say!

NOVAG STAR DIAMOND V MEPHISTO MONTREUX

To be honest it is quite some time since **John Bennett** sent me the games from his 10 game Match between the **Novag Star Diamond** and the **Mephisto Montreux**. Embedded within the games there was even some analysis done by his Shredder8 program, making it easier than usual for me to make a start and choose 2 or 3 of the games for *SelSearch*.

At last, John, better late than never!

The **Montreux** goes back to a golden age of dedicated chess computers. That means before PC programs 'took over' and half killed the business of the dedicated chess computer manufacturer and retailer. It is a shame that there is so often a high price for some to pay for progress.

The late 1980's and early 1990's were the days of Richard Lang's 68000/68020 series of Mephisto programs, Lyons, Vancouvers, Berlins and Berlin Pros. Ed Schroder also had his 'Polgar' program running on RISC hardware, as did Johan de Koning with the Kasparov RISC 2500 and the famed Tasc R30. All of these had gone past the Spracklen's Fidelity models and were the start of the end for the USA based company.

The **Montreux** came out perhaps a year or just a little more after the RISC 2500. There had been a slightly higher failure rate in the RISC 2500 than should have been the case, and the new Montreux was a better quality machine. The program and processor were almost exactly identical to the RISC 2500, but the opening book had been narrowed a little so it got a slightly better rating. As happens with higher quality you also get a higher price, and sales were never as good as the computer deserved, especially as it hit the market at a time when PC engines and processors such as M Chess, Genius and Fritz were beginning to take over at the top of the various *SSDF* and *SelSearch* Rating Lists.

Sadly I don't have a good photo of the Montreux, but I'm including the best one I've got, plus one of the RISC 2500 and, of course, the Star Diamond. The price comparison is interesting: in the UK the RISC 2500 was just pennies under £400 and the Montreux pennies under £500. Now the Star Diamond is £199.95 - even a little less if you get your *SelSearch* 5% discount!!

Pictured below, from the top:

- Mephisto Montreux
- Fidelity Mach2
- Mephisto Berlin
- Kasparov RISC 2500
- and on the next page Novag Star Diamond

Game 1 showed straight away that this would be an interesting match!

Star Diamond - Montreux

Game 1. Blitz:60'. C65: Ruy Lopez: Berlin Defence (3...Nf6), unusual lines and 4 0–0 Bc5

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0-0 ♗c5 5.♘xe5 ♘xe4 6.♕e2 ♘xe5 7.♕xe4 ♕e7 8.d4!? ♘c6 9.♕g4 f5 10.♕h5+ g6 11.♕d1

The computers are out of book by here

11...♘xd4 12.b4

The theory move. 12.♖e1?! looks tempting, but 12...♘e6 seems to be secure enough

12...♗b6

Note that now if Black takes the bishop he will lose: 12...♘xb5?? 13.♖e1! and the knight can no longer go to e6 to save the day

13.c4 0-0

14.♖e1?!

14.c5 ♘xb5 15.cxb6 c6 16.a4 is the theory line with a small advantage to White after 16...axb6 17.♗b2!

14...♕g7

14...♕f6!? may be slightly better, then 15.c5! ♘xb5 16.cxb6 c6 (Not *16...♕xa1?* however tempting it might look, because now *17.♕b3+!* is much more potent: *17...d5*
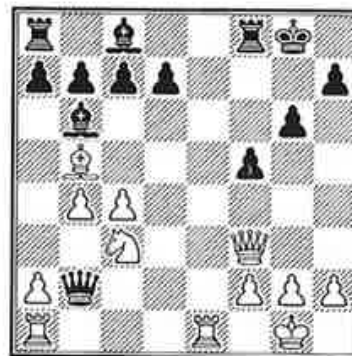
18.♗b2! ouch) 17.♕b3+ ♕f7∓

15.♗b2

15.c5!? ♘xb5 16.cxb6 was better

15...♘f3+!

This, in clearing the diagonal to allow ♕xb2, appears to be crushing

16.♕xf3 ♕xb2 17.♘c3

17...♕xb4?!

The probably winning line was 17...♗xf2+! 18.♕xf2 ♕xc3 19.c5 ♕xb4 20.♖ab1. Now we see the purpose of c5 – it blocks an exit route, the queen must run elsewhere, so 20...♕c3 21.♖e7! A fascinating place to be a coward and leave the variation! Black is 3 pawns ahead but has still not developed his queenside, and White clearly has an attack. I'd say unbalanced but probably just favouring Black
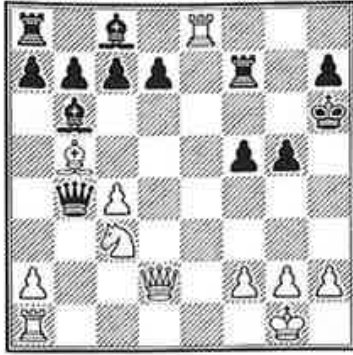
18.♕d5+ ♖f7!?

If Black had tried 18...♔g7 my guess is that, being 2 pawns down, the StarD would have gone for repetition with 19.♕e5+ ♔g8 20.♕d5+ ♔h8 21.♕e5+ ♔g8 22.♕d5+ and a draw

19.♖e8+ ♔g7 20.♕e5+ ♔h6 21.♕f4+

According to Fritz9 21.♖d1!? might offer White a small advantage at this point. After 21...♕c5 22.♕f4+ g5 23.♕f3 Black should probably play 23...♖e7 to try and defuse White's attack

21...g5 22.♕d2

The best square. It is hard to be sure which side is winning – the attacking Star Diamond or the *'I have 2 pawns'* Montreux

22...c6

The natural move, and I don't think there was anything better.

22...♕d6 23.♕xd6+ cxd6 24.♘d5 is interest–ing in that the queens are off and Black is still 2 pawns to the good, but how is the Montreux ever going to get the ♖/a8 and ♗/c8 developed?

Not 22...♖e7? 23.♖g8! f4 24.h4!

23.h4!?

Very sharp from the StarD

23...♖g7 24.hxg5+ ♖xg5??

What a mistake! A shame in one sense as the position after the correct 24...♔g6 remains very interesting and possibly still favours Black despite something like 25.g4 or ♖b1

25.♖g8! ♕e7?

Even the better 25...♗d8 saves the rook but loses the bishop: 26.♖xd8 ♕e7 27.♖g8 ♔h5 28.♖e1! 1–0

26.♕f4

26.♕f4 ♗d8 27.♖d1 d5 28.♖d3 wins **1-0**

So, a great start for the Novag machine.. and it then went on to win a l-o-n-g endgame in a 94 mover to go 2-0 up. Here is game 3...

Star Diamond - Montreux

Game 2. Blitz 60'. E12: Queen's Indian: Unusual White 4th moves, 4 a3, 4 Nc3 Bb7 5 a3

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 ♘h5 11.♗e3 ♕b8 12.0-0-0 ♗d6 13.g3 ♗e5 14.♗g2 f5 15.f3 f4 16.♗f2 fxg3 17.hxg3 ♘xg3 18.♖h3 ♗f4+

19.♔b1

Okay *SelSearch* readers... what is the ONE move Black mustn't play here?!

19...0-0?

That's it. The ♖/h3 should have given the game away. Something like 19...♕c7 provid–ing an option to castle queenside would have been fine

20.♗xg3 ♗xg3 21.e5!

Opening the diagonal to h7

21...♗xe5??

21...♗f4 was better, though the exchange 22.♕xh7+ would still take place, then ♔f7 23.♕h5+ ♔e7 and 24.♖e1 leaves White ahead

22.♕xh7+ ♔f7

The Star Diamond now has a totally won game and is looking at a 3-0 lead!

23.♘e4??

What?! How to ruin a winning position! I guess the result of the exchanges was beyond the horizon of the dedicated computer

23.f4! does the job: [1] it attacks the bishop on e5, and [2] it opens the g2/c6/a8 diagonal for the White bishop: 23...♖h8 24.♕xh8 ♕xh8 25.♖xh8 ♖xh8 26.♗xc6 dxc6 27.fxe5 and the StarD, with knight for pawn, should coast to the win

23...♖h8! 24.♘g5+

Neither is 24.♕xh8 of any use now as 24...♕xh8 25.♖xh8 ♖xh8 also leaves White material down

24...♔e7

Black is now a pawn ahead. The play for the next 15 moves is of a high standard and can't be faulted as the Montreux tries to make his extra pawn count for something and the Novag looks for counterchances!

25.♕g6 ♕e8 26.♕d3 ♖xh3 27.♗xh3 ♕h5 28.♕d2 ♖f8 29.♖e1 ♗g3 30.♕b4+ ♔e8 31.♘xe6 dxe6 32.♖xe6+ ♔f7 33.♗g4 ♕h1+ 34.♔a2 ♗e8 35.♖e7+ ♔g8 36.♗e6+ ♔h7 37.♕c3 ♕h6 38.♖xa7 ♕f6

39.♕d3+?

A shame, this just loses a pawn to Black's obvious reply. Best was 39.♗f5+ ♔g8 40.♕xf6 ♖xf6 41.♗e4. Of course Black still has good winning chances with ♗ for 2x♙, but the rook on the 7th and the connected queenside pawns give White some drawing hopes

39...♗g6! 40.♕d5 ♕xf3 41.♕d4 ♕f6 42.♕d5??

Although it is unpalatable to exchange queens when material down, it was in fact better to do so here: 42.♕xf6 ♖xf6 43.♗d5 and Black must still play with some care

42...♖e8?

Missing an easy win with 42...♕f1! 43.♕d4 ♕b1+ 44.♔b3 ♖f3+ 45.♔a4 ♗e8+ and whichever piece White uses to block the check will get gobbled up in a few moves!

43.♕h1+ ♗h4 44.♗d5 ♖e2 45.♕c1 ♗g5!

No more mistakes, best moves only

46.♕h1+ ♗h6 47.♕a1 ♖c2!

The Novag resigned

After 48.♖f7 only move 48...♗xf7 49.♗e4+ ♗g6 50.♗xc2 ♗xc2 **0-1**

So, instead of leading 3-0 it was only 2-1 for the StarD. Game 4 was drawn and then the Montreux equalised in game 5. So to game 6:

Montreux - Star Diamond

C02: French: Advance Variation

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♘c6 5.♘f3 ♕b6 6.♗d3 cxd4 7.cxd4 ♗d7 8.0-0 ♘xd4 9.♘xd4 ♕xd4 10.♘c3 a6 11.♕e2 ♘e7 12.♔h1 ♘c6 13.f4 ♗c5

Marked ?! in the Fritz9 book, but 13...♘b4, supposedly Black's best move, shows the reply 14.♖d1 as scoring 100% for White

14.a3 ♖c8

A new move order from the Star Diamond, now out of book. 14...♗a7 is theory and, after 15.♗d2 ♖c8 16.♖f3 the game is about equal

15.♗d2 ♗a7

16.♕f3?!

The position had transposed into the theory line I gave above, and here 16.♖f3! as shown above and threatening ♗e3 was clearly better than the Montreux choice

16...♕b6 17.b4 ♘d4! 18.♕d1 0-0 19.♕b1

White is preparing a push on the queenside

19...h6 20.a4 ♖fd8?!

I'm not sure what the StarD sees in the d−file for this rook, in fact it was probably better off left exactly where it was for now

21.b5 a5! 22.♖c1

22...♔h8?

Returning the rook to its earlier square with 22...♖f8 was better then, if the game move 23.♗e3 is played, Black has ♕d8! retaining its pawn advantage and White has little in the way of compensation

23.♗e3! ♖c7

23...f6 is the alternative, and now 24.♕b2 fxe5 25.fxe5 ♕c7 but 26.♘e2! is good for White, forcing 26...♕xe5 and then 27.♗xd4! But Black has some serious problems

24.♕b2?!

24.♖a2! heading for c2 was much stronger

24...♖dc8!

Well played, taking its chance with the only move to stay in the game

25.♕d2 ♔g8 26.♖ab1 ♗e8 27.f5!?

Can you see a really good response here for the Star Diamond?!

27...♗d7?!

27...♘f3! 28.♗xb6 only move 28...♘xd2

29.♗xc7 ♘xb1 30.♗xa5 ♘d2 is about equal

28.f6

Here the weird looking 28.♗g1!! followed by f6! is <u>very</u> strong for White. As it happens missing this wont matter as Black is about to go wrong again. In this section of the game both computers have made mistakes

28...gxf6??

28...♘f3! mentioned above is still okay for Black: 29.♗xb6 ♘xd2 30.♗xc7 ♘xb1 31.♗xa5 ♘a3=

29.♗f4?

If Black had found the best reply to this the StarD could have still got back in the game. Instead 29.♕f2! f5 30.♗xh6 ♘e2 31.♕h4 is good, and 29.♗xh6!! ♘f5 30.exf6 threaten−ing ♕g5+! even better

29...f5?

29...fxe5! was best. 30.♗xe5 ♘f5 and now White wins the exchange with 31.♗xc7 ♖xc7, but after 32.♗xf5 the clever 32...♕e3! gives Black a fighting chance

There was second try in 29...♘f5 but here 30.♗xf5 ♕d4 31.♕xd4 ♗xd4 32.♘xd5 ♖xc1+ 33.♖xc1 ♖xc1+ 34.♗xc1 ♗xe5 35.♘b6 might be just too much as Black has to go with 35...♗xb5 36.axb5 exf5 and now 37.♗d2 should win

30.♗xh6 f6 31.exf6 ♔f7 32.♕g5 ♖g8

Or else it's m/4. The next threatens ♕h5 mate

33.♗g7!
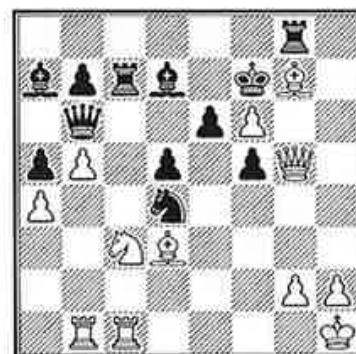
33...♖b8 34.♗f8!!

Clearance to allow g5−g7. After 34...♗c6 35.♕g7+ ♔e8 36.♗e7 ♔d7 37.f7 **1-0**

The Montreux, now 3½-2½ ahead, went on to win games 7, 8 and 10, with StarD winning a long game 9 ending.

<u>Final score:</u> **Montreux 6½ StarD 3½**

ZAPPA - WORLD COMPUTER CHAMPION

The question is, *'Which is the bigger shock!?'*

- [1] The almost unknown **Zappa2**, 200 Elo below the top ratings in its 1.1 version, winning the **2005 World Computer Championship**.
- [2] There is no sign yet of a commercial release!

There have been a couple of rumours about a commercial version - the most likely seemed to be for it to come out with **Diep** in a new GUI marketed by Diep's programmer Vincent Diepeveen. But that suggestion evaporated after a few days, and now the Zappa website just says that version 1.1 remains available, but that version 2 is private.

If I get any news, or hear any strong rumours, I'll let you know. In the meantime it is still playing chess on the Internet.

Firstly there has been a 4 game Match against GM **Ehlvest** (2618 Elo). And secondly there has been a 10 game Match against a beta version of **Hiarcs 10**, though this was around a month or so ago, so that particular beta version is no longer our 'no.1'.

We'll start with the **Zappa-Ehlvest** match. Here is game 1. In these games comments are by GM Ehlvest, Anthony Cozzie (Zappa's programmer), and Eric Hallsworth

Zappa - GM Ehlvest

Game 1. B42: Sicilian, Kan Variation

1.e4 c5 !?

Ehlvest: I was advised before the match to play e7—e5 to fight for the center, but for some reason I badly wanted to play very risky chess against the computer to test my game in as difficult a way as possible.

2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6

Ehlvest: This Paulsen line is a popular choice to play against weaker opponents when you do not like forced lines in other Sicilians like the Najdorf where one can prepare 20 or more moves at home.

5.♗d3 ♗c5 6.♘b3 ♗e7

Ehlvest: This line is the one I had in mind.

7.♕g4 g6

Eric: Computers sense this is a mistake and their evaluations jump quite a bit. But of course they continue to play from their Books which show that Black scores 49% with 7...g6!

8.♕e2 d6 9.0-0 ♘d7 10.♘c3 ♕c7 11.a4 b6

Ehlvest: Black has a solid position and I was wondering 'what is coming next'. I have analyzed this position as white and didn't find anything special.

12.♖d1!

Ehlvest: At first this seems like a useless patzer move, but I of course did not under-estimate the powerful computer, and the ideas with the sacrifice on b5 immediately got my attention.

Eric: 12.♗d2 ♗b7 13.♖ae1 has been played. Epishin then drew with h5, Horvath lost with ♘gf6, and Smirin won with ♘e5

12...♗b7 13.♗e3 h5!?

Ehlvest: An ambitious move. But I don't want white to have a chance of the annoying Bh6.

14.f3 h4?!

Ehlvest: This is too much. Much safer was Nf6, but I did not like 15.Bg5 and White has small plus.

Eric: Fritz9 would play h4!

15.a5 b5

16.♘xb5!?

Ehlvest: This came as surprise, I was more concerned about 16.Bxb5.

16...axb5 17.♗xb5

Ehlvest: White has compensation and it is difficult to play defensively against computer. If the plan when starting with 12.Rd1 saw to the piece sacrifice I am astonished. During

practical games humans do not think so deeply, they prefer to prepare this kind of plan at home. Zappa does not have yet good opening book, so it has something to improve. We humans however did not improve much our hardware! the brain last million or so years. Computers on the other hand can and will improve still.

17...♘gf6 18.a6! ♗c6 19.c4 ♘e5 20.♗d4 0-0?!

Eric: Possibly 20...h3!? was best. Then 21.g3 seems correct (21.f4 hxg2!) 21...g5 22.♘a5 ♗d7 23.b4. Similar to the game but, with 23...g4! Black is nearly level and the material count becomes equal after 24.fxg4

21.♘a5! ♗d7 22.b4 ♗c8 23.f4!

23...♗xa6

Eric: No choice! If 23...♘ed7 24.♘c6! ♗d8 25.e5! and it's almost game over

24.♗xa6 ♖xa6 25.fxe5 dxe5 26.♗c3 ♗xb4! 27.♗xb4 ♕b6+ 28.c5 ♕xb4 29.♕xa6 ♕xc5+ 30.♔h1 ♘xe4 31.♖a2 ♘f2+ 32.♖xf2 ♕xf2

Ehlvest: Making 'only' moves I have nearly saved the game, but around here I became frustrated. Black has three pawns for the piece and the position is very close to draw, but it is a typical computer position. It requires from Black very accurate play.

Anthony: one of the great questions of my life is what would have happened had I offered Ehlvest a draw here. I suspect that if Zappa were to self-play the position, there is a good chance it would be drawn, but I felt I had good practical chances to win here, and Zappa had a moderate plus score for white (+0.7 or so). Against a computer winning the first game is of no particular importance other than the point, but against a human there are psychological problems. It is a hard thing to cheer against your own
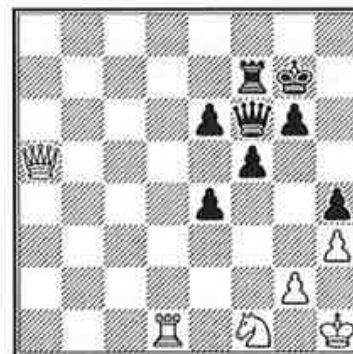

Anthony Cozzie, Zappa's programmer

machine, but Ehlvest really fought like a lion in this game, and the human side of me was hoping he would hold the draw.

33.h3 e4 34.♖f1 ♕d2 35.♕b6 ♖c8?!

Eric: As both players have commented, Black needs to seek a draw. Therefore 35...♕d3 36.♖c1 e3 looks to be the best try.

36.♕a7 ♖f8 37.♘c4 ♕c3 38.♘e3 f5 39.♕b6 ♔g7 40.♖d1 ♖f7 41.♘f1 ♕e5 42.♕d8 ♕f6 43.♕a5

Ehlvest: White can play on and on and Black can only wait. There are some positions when you are happy to switch to computer mode; this is one of them. My frustration got bigger and bigger and it was all over in few moves.

43...♔h6

Ehlvest: 43...f4!? looks to be an interesting counter measure.

Eric: if so I'd expect 44.♘h2 ♕f5 45.♕c3+ ♔h7 46.♘g4. Now I'm not so sure, perhaps 46...f3 and White must choose between ♕e3 or exchanging on f3 and then ♕e3. Certainly White is ahead, but I don't think we can say the Computer has yet won

44.♕b6 ♔g7 45.♕a5 ♔h7 46.♕c5 ♔g7 47.♘e3 ♔h7 48.♘c4 ♕e7?!

Eric: Not a mistake as such, but a missed

opportunity. After defending for so long it is often difficult to see a 'forward' move. However here 48...♕c3! was a definite chance to make Zappa work harder... in fact I think it would now be a draw

49.♘d6! ♕c7?

Eric: A shame, but consecutive mistakes often happen as we know. The GM would have seen his previous move was not quite best, frets about it, and misses something else! It seems strange to play 49...♕d8 with White's rook on the d–file, but the pin would be quite tricky for White to deal with. Probably Zappa would try 50.♕e5 and now 50...♖d7! 51.♖d4

50.♕e5 ♖d7 51.♕xe6 ♕d8 52.♖d4 ♕e7 53.♘xe4

Eric: After 53...♕xe6 White wins with 54.♘g5+ ♔h6 55.♘xe6 ♖xd4 56.♘xd4 **1-0**

Game 2 was a draw, but **Zappa** produced an unexpected Colle/Torre Defence as Black and **Ehlvest** never made any progress.

GM Ehlvest - Zappa

1.d4 ♘f6 2.♘f3 b6 3.♗g5 ♗b7 4.♗xf6 gxf6 5.e3 e6 6.g3 c5 7.♗g2 cxd4 8.exd4 ♘c6 9.d5 ♘e7 10.c4 ♖c8 11.0-0 ♖xc4 12.♘fd2 ♖d4 13.dxe6 ♗xg2 14.exf7+ ♔xf7 15.♔xg2 ♕a8+ 16.♕f3 ♕c6 17.♕xc6 dxc6 18.♘f3 ♖d3 19.♘c3 ♗h6 20.♖fd1 ♖hd8 21.♔f1 ♖xd1+ 22.♖xd1 ♖xd1+ 23.♘xd1 c5 24.♘c3 ♗c1 25.b3 ♔e6 ½-½

Zappa - GM Ehlvest

Game 3. B07: Pirc Defence

1.e4 g6 2.d4 d6 3.♘c3 c6

Ehlvest: I decided I needed to be more belligerent!

Eric: A brave series of moves by Ehlvest! Programs without Opening Books might not know properly what to do, but I don't think this is too likely to catch a properly prepared program out nowadays
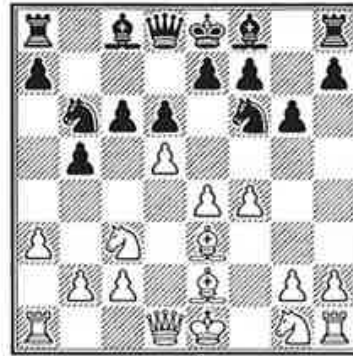
4.♗e3 ♘f6 5.♗e2 ♘bd7 6.f4 b5!?

Ehlvest: 6...e5 7.dxe5 dxe5 8.fxe5 ♘xe5 is theory, but after 9.♕xd8+ ♔xd8 10.0-0-0+ Black only really has drawing chances and needs to win if possible

Eric: 6...♗g7 has also been played, but as

Ehlvest says he needed to find something more belligerent.

7.a3! ♘b6 8.d5!

8...♗b7 9.♘f3 a6 10.dxc6 ♗xc6 11.♕d4 ♘a4?

Eric: This just seems to allow White to give him more weaknesses. 11...♖b8 seems better

12.♘xa4 bxa4 13.♘g5! e6 14.♕c3 ♗b7

15.f5 exf5 16.♗c4! d5 17.exd5 ♗g7?!

Eric: 17...♖c8!? was a better try, then perhaps 18.d6!? ♕xd6 19.♖d1 ♕e7! and that looks quite interesting!

18.♕e5+

Eric: I reckon 18.♗c5! was also very strong

18...♕e7 19.♕xe7+ ♔xe7 20.0-0-0 ♔d7 21.♘xf7 ♖he8 22.♖he1 ♘g4 23.♗c5

23...♘e5?

Eric: This wont work. 23...♗f8 was best, and after 24.♗xf8 ♖xe1 25.♖xe1 ♖xf8 there's a slight chance of saving the game, though 26.d6! looks a bit mean

24.♘d6! ♘xc4 25.♘xc4 ♖ad8 26.♖e6 ♗h6+ 27.♔b1

Eric: After 27...♗f4 28.♖f6 (threatening ♖f7+) 28...♖e4 is Black's last chance, but 29.♖f7+ ♔c8 30.♗e7 ♖e8 31.d6! **1-0**

Here is game 4, this time <u>all</u> of the notes (except the postscript) are by **Ehlvest**.

GM Ehlvest - Zappa

In the last game I decided to continue to play open chess and started with 1.e2−e4, as in game two I played slow chess with 1.d2−d4 and did not get much from the opening. Computers play the same regardless of their opponent, so it means that to make a draw as white against a computer is not so difficult.

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.d4 d6 9.c3 ♗g4 10.♗e3 ♗h5 11.h3 ♘a5 12.♗c2 ♘c4 13.♗c1 ♘d7 14.b3 ♘cb6 15.♘bd2 c5 16.g4 ♗g6

17.♘f1

Yes 17.d4−d5 was the right move against computer keeping the position as closed as possible. I of course saw this move but instead went for dynamic play where once again the computer proved that in open positions it calculates very well.

17...cxd4 18.cxd4 ♖c8 19.♖e2 exd4 20.♘xd4 d5 21.e5 ♗xc2 22.♘xc2 ♖e8 23.♘d4 ♗c5 24.e6 fxe6 25.♘xe6 ♕e7! !
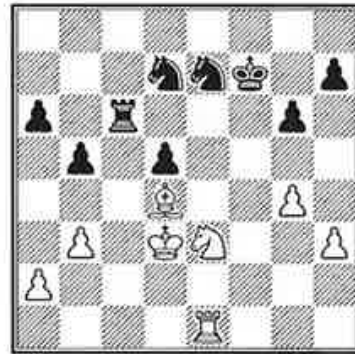
A strong move as after nearly every move Bxf2 is coming. Still white has enough

compensation for the pawn.

26.♗b2 ♗xf2+ 27.♖xf2 ♕xe6 28.♕d4 ♕e5 29.♖d1 ♕xd4 30.♗xd4 ♖f8 31.♖xf8+ ?

The draw was imminent and I just made this move too carelessly, losing a few tempi in the endgame.

31...♔xf8 32.♘e3 g6 33.♖e1 ♖c6 34.♔f2 ♔f7 35.♔f3 ♘c8 36.♔e2 ♘e7 37.♔d3

37...♘c5+

This move got some critical remarks from some internet onlookers, but it is nearly impossible to make the extra pawn worth of something. Computers are not good practical players; they don't use methods like keeping the tension in equal positions and using psychological pressure against your opponent.

38.♗xc5 ♖xc5 39.♔d4 ♖c6

And a draw was agreed.

Anthony: A bit of an explanation is perhaps in order here. Zappa needs a minute or so to find the drawing line for White: 1. Ne3xd5 Ne7xd5 2. Kd4xd5 Rc6−c2 3. a2−a4! Rc2−c3 4. Re1-e6! Rc3xb3 5. Re6xa6 b5xa4 6. Ra6xa4 Rb3xh3 = (-0.23) Depth: 17/35 00:01:14.98 283066kN (3775 KN/s, 18467 splits, 1617 aborts). After this Black has 2v1 on the the kingside in a rook endgame, which is drawn with perfect play. I didn't feel like grinding out another 50 moves, so I offered the draw. ½-½

An interesting Match indeed, with **Zappa2** beating the GM by **3-1**. It's clearly strong.

The **Zappa2-Hiarcs 10-beta** 10 game match will have to wait until next time... but I know readers will want to know who won. The answer is that Hiarcs did, but it was quite a close one!

CLIVE MUNRO's BIG TOURNAMENT

Clive recently turned his attention from testing different programs in his Palm unit 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 giving 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 and then 15 of the 19 rounds!

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

There have, already, been quite a few surprises in this Tornament.

- **Fritz532** was highly placed early on, it drew early games with Fritz8 and Junior9, and beat Gandalf and both Hiarcs versions. It was still 4= with only 4 rounds to go.
- **Hiarcs9** =first with Junior9 and Shredder8 is

another excellent achievement... so far! But it has to meet Shredder8 in the final round.
- Another doing really well is SOS5 which has beaten Fritz8 and got a 169 move draw with Junior9!
- Although Shredder8 had the fastest win - 28 moves against Ktulu - it has lost to Ruffian and Crafty. Fortunately it also had wins against Fritz8 and Junior9... quite a rollercoaster!
- You'd have to say that **Ruffian**, **Pro Deo** and **Gandalf6** have all disappointed to some degree, as have **List** and the newly commercial **Ktulu7**. And the very well known **Crafty** is next to the bottom?!

In round 16:

Junior9 v Fritz8Champ	1-0
Chessmaster10 v Anmon	1-0
Shredder8 v Fritz532	½-½
Crafty v SOS	½-½
Aristarch v Hiarcs9	½-½

In round 17:

Gandalf6 v Junior9	½-½
Fritz8Champ v Chessmaster10	½-½
SOS v DeepSjeng	0-1
Hiarcs8Bareev v Shredder8	0-1
Fritz532 v Rebel12	1-0
Hiarcs9 v Crafty	1-0

Leading Scores/17:

12	Hiarcs9, Junior9, Shredder8
11½	Chessmaster10, Fritz532 (!!)
11	
10½	Fritz8Champ

In round 18:

Junior9 v Ruffian	1-0
Fritz8Champ v Gandalf6	½-½
Chessmaster10 v Ktulu	1-0
DeepSjeng v Hiarcs9	0-1
Shredder8 v SOS5	1-0
SlowChessBlitz v Fritz532	½-½

So four engines have a chance of winning, though in Chessmaster's case it <u>has</u> to win and hope the other 3 all draw/lose. As Hiarcs9 actually plays Shredder8, for CM10 to win that would have to be a draw.

Gandalf6 v Chessmaster10   0-1
... CM10 still in with a chance

ProDeo v Junior9   0-1
... okay Junior9 has at least a share of the title, CM10 can only be 2nd.

Fritz532 v Aristarch   ½-½
Ruffian v Fritz8Champ   1-0

And so to the BIG one....

Hiarcs 9 - Shredder 8

G/90 Clive Munro Tourny. Round 19

1.e4 c6 2.♘c3 d5 3.♘f3 ♗g4 4.h3 ♗h5 5.exd5 cxd5 6.♗b5+ ♘c6 7.g4 ♗g6 8.♘e5 ♖c8 9.d4 e6 10.h4 f6 11.♘xg6 hxg6 12.♕d3 ♔f7 13.a3

Shredder came out of book here

13...♗d6

S8 showed eval. b0.01. The game record Clive sent me had the Shredder evals. and I'll note these for readers every now and then

14.♘e2 ♘ge7 15.c3 e5

15...♕a5 16.b4 ♕c7 17.♗d2 a5 is theory in an

unbalanced position considered to give equal chances

16.♗xc6

Hiarcs' first move out of Book. I wonder if it might have tried 16.h5!?

16...bxc6 17.dxe5 ♗xe5 18.♗e3 ♕d7 19.f3 a5 20.0-0-0 ♖b8 21.♕c2 ♖b7 22.♘f4 ♖hb8 23.♘d3 ♗d6

At this point the S8 eval is =, expecting ♕f2. After 24.Rhe1 it jumps a little to b0.53

24.♖he1 ♕c7! 25.b4 axb4 26.cxb4 ♖e8 27.♔b2 ♖bb8 28.♘c5 ♗e5+ 29.♔b3 ♖a8 30.a4 ♖eb8

31.♖c1?!

31.♔a3 was better... probably at move 29 the king would have been slightly better going to a2 or b1. Now perhaps play would continue 31...♔g8 (castled by hand!) 32.♗f2=

31...♕a5! 32.♗d2!

Best

32...♗d6 33.♔a3 ♗xc5 34.bxc5 ♕a6 35.♗f4 ♖b5 36.♖cd1 ♕a5 37.♗d2!

Anything else loses

37...♕a7

The Shredder eval here is b1.19

38.♗b4

Despite the S8 eval. I think Hiarcs has just

about survived the worst of it, and Black's attack now begins to fade

38...♖ab8

38...♕c7!?

39.♖b1! ♖a8?! 40.♖bd1 ♔g8 41.♖b1 ♔h8 42.♖h1 ♔g8 43.♖he1 ♔h8 44.♖h1 d4!

Black had to break out of the continuing repetition draw threats

45.h5 g5 46.♖hd1

White has to stop d3

46...♖d8 47.♖d3 ♖b7 48.♖bd1 ♖bd7 49.♕b3 ♖b8 50.♖xd4 ♘d5 51.♖e4 ♖db7 52.♖xd5

Best try. Being a pawn up Hiarcs should just about be able to afford 'losing' the exchange

52...cxd5 53.♕xd5 ♖d7 54.♕c4 ♖bd8 55.♖e3 ♖d5

White has survived. In fact with 56.h6 gxh6 57.♗c3, or simply 56.♕b5 everything is fine for the draw. The Shredder eval. is w0.09

56.a5?!

Not the nicest thing to do to your own bishop, which is now worth little more than a basic pawn

56...♕a8! 57.♕c2 ♕c6 58.♖b3?

This has got me baffled – and I daresay my friend Mark Uniacke wont be too thrilled when he sees it either. What does it achieve? 58.h6! looks to me like the best move, and I'm not sure that Shredder has any advantage at all. Probably it would play 58...gxh6 and now 59.♕g6 ♖5d7=

58...♖d1! 59.♕c3?

Another almost pointless move, letting Shredder do what it wants – which it does with an eval jumping to b2.92! 59.♕e4 was best. Black wont want to exchange queens so would probably go 59...♕b5 and now 60.♗c3 ♕xc5+ 61.♕b4, and the a/pawn might give White a fighting chance

59...♖f1!

The end now is quick

60.♔a2 ♖f2+ 61.♔a3 ♖d1

All White can do is give a few pieces away to free his king and avoid checkmate for a while. Unfortunately by the time it's finished there's little left for him/it to play with

62.h6 gxh6 63.f4 gxf4 64.g5 hxg5 65.♕xf6+ ♕xf6 66.♗c3 ♖d4 0-1

Clive Munro G/90 Tourny - Final Table

Pos	Engine	/19
1=	SHREDDER 8 JUNIOR 9	14
3	CHESSMASTER 10	13½
4	HIARCS 9	13
5	FRITZ 5.32	12½
6=	FRITZ8 CHAMP HIARCS 8 BAREEV	11
8=	DEEP SJENG 1.6 ARISTARCH 4.5	10
10=	SOS 5 RUFFIAN 2.1 PRO DEO 1.1	9½
13	REBEL 12	8½
14	SLOWCHESSBLITZ WV	8
15=	LIST 512 GANDALF 6	7½
17	KTULU 7	7
18	ANMON 5.5	6½
19	CRAFTY 19.01	5
20	COMET B50	2½

A great effort, Clive - thanks for your patience and determination to keep it going right to the end - even though Hiarcs lost in the last round!

FRANK HOLT - THE BEST ENDGAME

Frank's welcome e-mails with his latest match and tournament result always contain a selection of 2 or 3 of the best games played. There seems to be so much going on most of the time that I often don't find a place for them in the magazine - and indeed this will also be a packed issue. But when someone who puts quite a bit of effort into supporting *SelSearch* says *'the best... I've ever seen'*, one has to do something about it!

Junior8 is White, Shredder9 Black

1.g3 e5 2.c4 ♘f6 3.♗g2 d5 4.d3 d4 5.♘a3
♗d6 6.♘f3 ♘c6 7.0-0 0-0 8.♘c2 ♖e8 9.♖b1
a5 10.a3 a4 11.e3 ♗g4 12.h3 ♗h5 13.g4 ♗g6
14.e4 ♘d7 15.h4 h5 16.♘g5 hxg4 17.♕xg4
♔f8 18.♕d1 ♘f6 19.♗f3 ♗h7 20.♗d2 ♕e7
21.♔h2 ♖eb8 22.♗h5 ♗g8 23.b4 axb3
24.♖xb3 ♘d7 25.♕f3 ♔e8 26.♖g1 g6 27.♗g4
♘c5 28.♖bb1 f6 29.♘h3 ♗f7 30.h5 gxh5
31.♗f5 ♕f8 32.♗g6 ♘e7 33.♗xf7+ ♕xf7
34.♖b5 b6 35.♖bb1 ♘e6 36.♖b3 ♖a7 37.♗c1
c6 38.♗d2 b5 39.cxb5 ♖xb5 40.♖xb5 cxb5
41.♖b1 ♘c7 42.♖c1 ♘cd5 43.♖b1 ♖c7
44.♕d1 ♘c3 45.♗xc3 ♖xc3 46.♘e1 ♖xa3
47.♖xb5 ♕g6 48.♖b6 ♗c7 49.♖b7 ♔d8

We join the game after Black's 49th. move.

Shredder has been a pawn up for quite some time, but hasn't as yet managed to make much progress.

50.♕c2 ♖c3 51.♕a4?!

The more defensively–minded 51.♕a2 was wiser. Black should still play 51...f5 but now 52.♘f3 is holding the game because 52...♖xd3?? 53.♘xe5 forking rook and queen

Frank Holt

51...f5! 52.♕a8+

Now of course 52.♘f3? just allows 52...fxe4 winning a second pawn

52...♘c8 53.♖b5?!

Again Junior should be playing with a mind to defence. Therefore I think 53.♖b2 was better and, after 53...fxe4 54.dxe4 ♔d7 55.f3 White would still have to get his queen back from a8, so his position isn't as good as when we started the game, but it's definitely not lost yet

53...fxe4 54.♖d5+ ♗d6 55.dxe4 ♔e8 56.♖a5

The thing Black really needs to do to secure the win at this point is find some way to get at the White king. Black is winning but White is doing the attacking, in a sort of role reversal!

56...♔d8?!

Junior is showing b1.50 here, and Shredder b2.50. But I think the Shredder move is a small mistake as it misses a way of threatening the enemy king.

I'd prefer to try 56...♕g4! 57.f3 (the only move! E.g. if 57.♘g1 d3! wins) 57...♕h4. Even now if White finds 58.♖a1! which he should, the win remains somewhat difficult

57.♖d5?

Inviting repetition, but of course Shredder isn't interested.

This is a serious programming error! Why? Well many computers – seeing a chance of getting a perpetual – show an evaluation of 0.00 here and, therefore inevitably choose this move as all others are showing a minus evaluation.

But it's only 0.00 if the opponent has no good alternative to the repetition of moves. In this case Shredder has. It is definitely wrong to assume the opponent WONT play the best move!

In fact it is even more annoying in this position as Junior here had a good response to Black's slightly inferior 56th move. That move is 57.♖a6! Okay so this still reads −0.70 during a 2 or 3 minute search, and of course that's worse than 0.00 for the hoped-for repetition. But it's a lot better than the −1.50 it was showing only 1 move ago.

After 57.♖a6! if Black plays the likely 57...♔d7

(Actually here 57...h4 is possibly better, but White should still draw with 58.♘f4! Yes, I know, the knight's en pris! But if 58...exf4 59.e5! and now it is Black who must play carefully to get the draw! So instead 58...♕f6 but after 59.♘ed3 it will still be a draw)

58.♘f3!! But now this knight's en pris! Again true enough, but 58...♖xf3 59.♕c6+ ♔d8 60.♖a8! draw! Two neat variations. All to no avail as Junior has hoped Shredder doesn't know about repetition draws.

57...♔e7!

Of course. Actually I don't greatly like GM annotators saying 'of course' – what's 'of course' to them isn't always 'of course' to my often dimmer mind. But here it seems the only suitable remark.

58.♖b5 ♔d7 59.♖a5 ♘b6 60.♕b7+ ♗c7 61.♖a1 ♕e6 62.♘g1 ♕g4
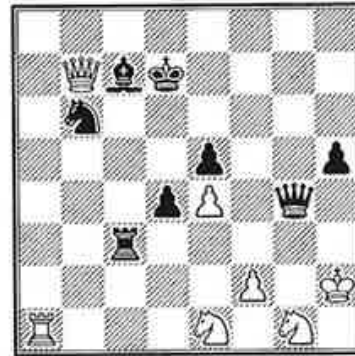
63.♖a7

The slightly clever looking 63.♖a6?! trying to take advantage of the pinned bishop unfortunately meets 63...♖c6!-+

63...♔e8 64.♘gf3?!

Again taking advantage of the fact that the ♗/c7 is pinned. E.g. if Black's next allows ♘xe5 then NOT ♗xe5 because of Qe7 mate.

However I think in a way it loses a valuable tempo as the knight was defending the position better from g1. Therefore I think a human would have played 64.♖a6. So far Shredder hasn't appeared confident enough to come up with any particularly positive solution to force the win – in fact sometimes it seems to be more concerned with White's possibilities. So I think White should keep the defenders right where they are and see if Black will just keep 'playing carefully'!

64...♔d8 65.♖a6

Probably here White would like to return the knight to g1, but after 65.♘g1?! Shredder could definitely try 65...♕f4+! 66.♔g2 h4! Yes, that might do it. The best defence is 67.♔f1 and now after 67...h3 68.♘xh3 ♕g4 69.♘g1 d3! I think White must play 70.♘xd3 and now 70...♕d1+ 71.♘e1 ♖c1. Next follow some 'only' moves 72.♘gf3 ♕xf3 73.♕xc7+ ♖xc7 74.♘xf3 ♖xa7 75.♘xe5
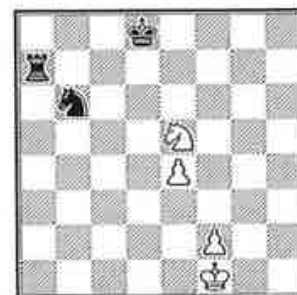
An unusual material imbalance to end the game in

this variation, and presumably Black would win. But whether anyone has written any books on how to go about it, I don't know!
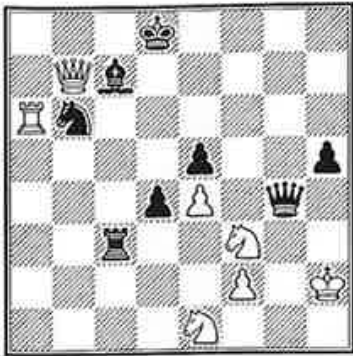

65...♖xf3! 66.♘xf3 ♕xf3 67.♖xb6 ♕xf2+ 68.♔h1 ♕h4+ 69.♔g2 ♕g4+ 70.♔h1 ♕h4+ 71.♔g2 ♕g4+ 72.♔h1

Black must try something else as a repetition draw looms

I've analysed the game quite critically in one or two places − I think that's the right thing to do! But one can imagine what it must have been like watching this being played, against the clock, with Shredder trying one manouvre and then another to see if it could create new weaknesses, whilst Junior hangs on, finding a few threats and checks here and there. All the time you feel Shredder ought to win, but every time Junior finds a good defence you begin to wonder: is it perhaps not possible for Black to win? ... and even if it is, can Shredder find the way?

**72...♕f3+ 73.♔g1 ♕g3+ 74.♔h1 ♕h3+ 75.♔g1 ♕e3+ 76.♔h1 ♕c1+ 77.♔g2**
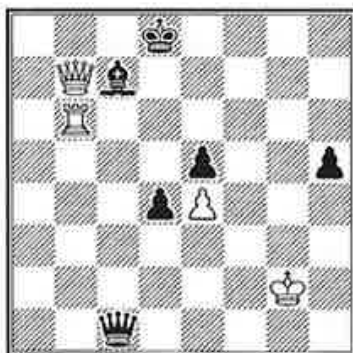
77...♕c2+!

77...♗xb6 is tempting, then 78.♕xb6+ ♕c7 79.♕f6+ and a lot more checks to

follow. As long as Black can get out of them eventually, still 2 pawns ahead, he'll be okay. However the game move is a sharper, clearer try

78.♔f3?!

This seems to make Black's task easier than if 78.♔g3 ♗xb6 79.♕xb6+ ♔d7 80.♕b7+. But even here the checks soon run out: 80...♕c7 81.♕d5+ ♔e7 82.♕b5 ♔f6 83.♕f1+ ♔g7 84.♕f5 ♕d6! and now Black wins as White cannot play ♕xh5? because it allows Black to force the exchange of queens with ♕g6+. He'll play ♕f6 in a moment anyway, and dominate the board

78...♕c3+! 79.♔g2 ♗xb6 80.♕xb6+ ♔e7 81.♕b7+ ♔f6 82.♕b6+ ♔g5 83.♕d8+ ♔f4! 84.♕h4+ ♔e3 85.♕g5+
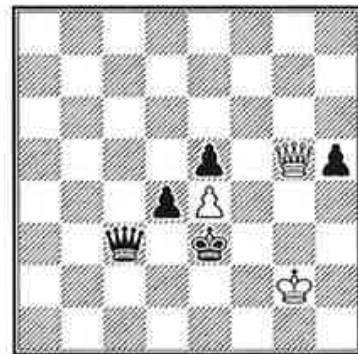
85...♔d3

85...♔xe4 also wins: 86.♕g6+ ♔e3 87.♕g5+ ♔d3. Now White might as well win the pawn with 88.♕xe5 but 88...♔c2 clears the way for the d/pawn to run so White wont last much longer

86.♕xe5 ♕d2+ 87.♔h1 ♕e1+ 88.♔h2 ♕f2+ 89.♔h1 ♔e2! 90.♕e6 d3 91.♕a2+ d2 92.e5 ♕f4 *announcing mate* **0-1**

2900 ELO - GOOD OR BAD ?
ASKS STEVE HARDING

That a commercially available chess program will eventually achieve a grade of 2900 ELO is not really in any doubt. It is simply a question of time. For even assuming a rather modest increase of say 20 ELO points per year, the top PC programs on the trusted SS Rating List are 'scheduled' to achieve 2900 ELO in around 8 or 9 years time. In all likelihood, continued advances in hardware speeds will mean that we probably won't even have to wait this long.

So, given this apparent inevitability, let's wind ourselves forward to the year 2013 and examine how such progress might affect how we all think about computer chess in the future. Let's consider whether the existence of a 2900 ELO rated chess program in the year 2013 will be a good thing or a bad thing. Let's also ponder some the ways the existence of such strong programs might change the way we think about chess itself.

Time Travel

Ok, imagine it, We've all just climbed into our time machines and have jumped forwards to the summer of 2013.

According to the copy of Selective Search (issue 165!) that we hold in our hands, our latest rating list shows five top chess programs all rated at or slightly over 2900 ELO points. We read that all five programs are just as widely and cheaply available as they were back in 2005 and learn that all have achieved their 2900 ratings on the standard, affordable hardware of the day.

To further acclimatise ourselves in the year 2013, let's review a few more now well-established facts.

- The top five PC programs all achieved their 2900+ ELO ratings earlier this year.
- New, even stronger versions of all five programs are expected on the shelves within 12 months.
- The top human player is still graded around 2800, a now distant 100 ELO points behind the top programs.

- A recent win for the human world champion over the leading program actually made compelling television news. (The human player lost the 4 game match as a whole 3 - 1, but did at least win a single game).
- General public perception is that chess has become just another thing computers do better than humans.

A happy state of affairs - or not ?

In 2013, is chess itself devalued now that the computer in our living room routinely plays much better than the current human world champion? Or does this future scenario present new hidden opportunities for us humans to adapt to, exploit and benefit from?

Well, whilst lingering a moment longer in the year 2013, let's sum up the essence of the opposing arguments, through the eyes of two informed, but strongly opinionated passers-by we happened to bump into when we were there.

'Excuse me sir, 2900 ELO good or bad - what do you think ? '

2013 Passer-By 1. No Interest, No Future

'Well now, whilst the progress made in computer chess way back in the 1990s and shortly after was indeed welcome, exciting, newsworthy and marketable, further advances in program playing strength post 2013 will now be greeted by most with nothing more than a disinterested yawn.

You see, chess - once the mystical, magical game of kings, has now succumbed to nothing more than a fast calculator.

In fact, chess has gone the same way as draughts did some fifteen years ago. Chess has become just another board game that humans can only hope to standby and watch as two highly developed and much more capable piles of transistors and circuit boards exchange irrelevant electronic arguments over an imaginary board. How boring.

Essentially, chess as a problem is now solved and therefore not that interesting anymore. In twelve months time, that the year 2014 versions of the top programs will each be around 20 ELO stronger than the 2013 version, is immaterial and of no value to anyone. We would all be much better off if the obvious, though now misdirected talents of the respective chess programmers were put to some much better use instead.

After all, who on earth needs even more program strength when the first thing we all do when we fire a chess program up nowadays is to reach for the 'Weaken Program' menu item ?

As for the so-called human world chess champion - well. How does [s]he and the rest of us feel to know that the once exalted standard of chess that has taken a lifetime's effort, dedication, work and achievement to reach, is now easily and routinely surpassed by a piece of software costing less than thirty quid ?

Hey, back in 2005, the human world chess champion had real status. No one and no thing could play chess any better. Now, even the humble little machine in my back bedroom plays better chess. Where's the status and kudos in that ?

No, if computer chess is not interesting any more, then humans playing chess of a much lower standard isn't either. There is simply no future in it. Let's all move on to something else. I'm going home.'

'And what about you sir, do you share the same view ?'

2013 Passer-By 2. Blue Sky, Bright Sunshine

'Not at all.

The fact that several different chess programs all broke the 2900 ELO barrier earlier this year is actually an historic milestone for us all. A true tribute to human achievement. Way back in 2005, the top programs of the day sat menacingly on the shoulder of the top human players as they came off the final bend of the race towards chess supremacy. Since then systematic advances in program strength and the ever increasing speed of computer hardware - both the result of human endeavour by the way, have provided us all with a new, previously un-witnessed quality of chess. Just think of it, nowadays, chess of the purest and highest quality can be enjoyed by all of us, cheaply and easily accessible in our own living rooms. Wonderful!

There is still some way for the programs to go though. Whereas the ceiling for human achievement has remained at around 2800 ELO for many years now, their exists no such ceiling for the programs. The next target for the programmers and their teams to aim at is 3000 ELO. At the moment we can only imagine what the chess games played at this level will look like. We can only dream of what new secrets, improvements and nuances in strategy, tactics and gameplay will be revealed to us when we are for the very first time in history, able to witness chess played at this level.

Much more importantly, the new programming methods and techniques that will deliver these improvements will also be relevant to, contribute towards and spill into the progress made in other fields of computing, further benefiting many other important areas of our lives.

Anyway, despite the magnificent progress made to date, chess as a problem remains stubbornly unsolved, unlikely to yield up its deepest secrets to either us or the computers

for many, many years. Therein lies the essential magic of the game. All the recent advances in program strength have done nothing but further highlight the potential and need for yet more program improvements in the years to come. With chess, there is still an obvious mountain to be climbed, so let's get on with climbing it.

In the meantime, human players have benefited enormously from the progress made by the chess programmers. The top human players now readily use computers to invent, test, play out new ideas and openings. The quality and diversity of the chess played in human tournaments has improved enormously and hence the interest in such tournaments has too. Far from threatening human chess, the chess program has instead firmly established itself as an essential tool in the human player's armory, under the human's control. Arguably, the player who uses this new tool most effectively, now has most chance of success.

Yes, computer chess is more interesting and more accessible than ever before. Let's celebrate the cracking of the 2900 barrier and lick our lips at the prospect of an even brighter future ! Anyway, must go - see ya.'

It's 2005 Again

Returning to reality in 2005 again, let's digest the main points of the polarised arguments above - and then add some ideas of our own.

It is a given that some day, whether in 2013, later or earlier, chess programs WILL break the 2900 barrier. Inevitable too - and perhaps even earlier - is the day when the human world chess champion is soundly beaten in a serious match game with a leading, commercially available chess program, running on everyday, 'affordable-in-the-home' hardware.

At present, it is still reassuring to think that the top players in the world can still just about see off the best computer chess
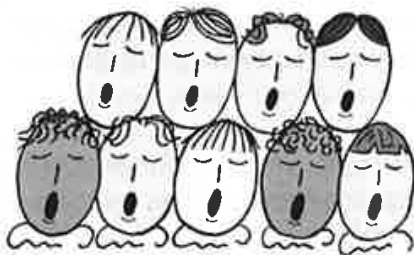
programs. However, most would also suspect that these halcyon days are perhaps also the last embers of human dominance.

Anyway, the real trick is not to feel threatened by the impending computer supremacy in our favourite game, but to embrace it, learn from it and use it for the benefit of everyone. Easily said - but how ?

Adapting To Change

Well, change is easy if we have enough notice and we can plan for it. If we can plan for change we can also adapt to it, exploit it and use it to our advantage.

Now, the good news.

Firstly, we've had plenty of notice as humans that the emerging strength of chess programs will eventually overpower us. The year on year improvements in program strength have long since been chronicled and published in the form of rating lists. Independent and respected rating lists such as those in the back of this magazine only confirm what We've already discussed and accepted - that programs will eventually break the 2900 barrier.

Secondly and much more importantly, almost all of us, with the exception of perhaps the top few chess players in the world, are already experiencing and living through this change. After all is it not already the case that the top programs routinely beat us mere chess playing mortals all of the time ?

And is our interest in computer chess or just chess itself in any way diminished by the supremacy of the chess programs ? No way.

No Barriers, Only Milestones

I must confess, Passer-By 2 gets my vote. The 2900 ELO 'barrier' presents no threat or fear for me at all. The 2000 ELO barrier might have done at one time in the dim and distant past, but only because back in those days, I simply could not afford to buy one of the very few chess computers able to play at that strength.

Nowadays, chess programs and dedicated

boards are much stronger and much cheaper - and this can only be a good thing for chess enthusiasts. In fact from now on, let's stop using the word 'barrier' altogether. Let's be altogether more optimistic and use the word 'milestone' instead.

Everyone Wins

The continued advance in program playing strength threatens no one. Quite the reverse. Everyone can gain advantage from it.

Here are just a few ways, not already mentioned, whereby we can perhaps turn the dominance of the computer to our own advantage and enjoyment.

- We can increasingly seek to find new ways of using chess programs in human tournaments. For example, Kasparov recently introduced the idea of 'Advanced Chess'. In 'Advanced Chess' a human player teams up with a chess program to play against another player/program combination. The result is better, more accurate chess than would otherwise be played. Anand is currently the most successful player in such tournaments. Use of computers and playing programs will become more and more accepted when playing chess for example on the Internet. The diversity and range of different kinds of tournaments and games will present us all with even more choice in how we like to play or watch chess games.
- Engine - engine games we enthusiasts play at home will become more and more enjoyable as program strength continues to increase. Just think of it. You can come home from work, fire up the PC, and just sit back and enjoy the spectacle of two 'super-super' grandmasters battling it out on screen, just for your own entertainment. You even have the luxury of pausing the high class action every now and again whilst you read the newspaper or sip at a glass of your favourite evening tipple. The two combatants won't mind at all.
- Completely new opening ideas will be discovered and just 'given' to us humans for our enjoyment. New strategies and tactics in the middle game will also emerge and present us with fascinating new variations to

consider.
- Complex endgames, previously thought to be too difficult to win will become winnable and the most efficient methods of winning will be demonstrated to us for the first time.
- When program algorithms become sufficiently strong, there may no longer be a need for bespoke opening books (sorry Eric) or endgame tablebases at all. For the openings, the computer will be better at playing the initial moves of the chess game than a pre-defined opening book. Indeed, with the chess program 'Hydra', experiments in limiting the depth of the opening book so that the program can play 'on its own' earlier in the game have already been tried. For endgame play, gigabytes worth of stored endgame positions will be eschewed in favour of a more intelligent endgame playing module. For the programs at present, playing both the openings and endgames involve accessing what amounts to vast 'look up tables'. Would it not be altogether more acceptable and palatable to us and our hard disks if the chess playing programs were intelligent enough to work all this out for themselves ? If so, then as humans, We might at last begin to experience fantastic new, hitherto unseen opening play by the computers and lethally quick and efficient endgames. Who wins? We all do.
- Games from history, previously analysed to death by the expert players of the time, will be resurrected and new refutations and winning plans brought to life to shed fresh light on how these important older games could have gone.
- Using the new programs, we would for the first time be able to pose searching new questions at established chess principles, theory, practices and rules of thumb. For example, Will a 2900+ ELO program seek to occupy the center during the initials phases of a game or will it instead prefer to control the center from a distance. Will a 3000+ ELO program still want to castle early in the game or will it instead choose surprising new ways to find safety for its king ? Will material equality actually matter that much any more or will, initiative, threats, mobility and piece placement outweigh mere material concerns ? If so, we are all sure to see much more sacrificial, dynamic and altogether more interesting chess.
- New chess problems and puzzles will come to light for us all to ponder over and enjoy.
- We could accurately and with some *'I know better than you'* satisfaction monitor the progress of the games in top class human tournaments and

human world championship games - as they happened. Nowadays, games like these are more and more being presented to us live over the Internet. We could use the programs of the future to give us accurate assessments of who is winning or who has just made a fatal mistake - even before the players themselves had realised it. How about that !

- High class chess could, through the all-knowing, all-showing eyes of a chess program suddenly become a lot clearer and easier for the man in the street to understand. Aside from us getting a clearer picture for which direction the game underway might head in, the computer through its analysis and display features would also be able to show us WHY certain moves were played and why certain moves would have been mistakes. Overall, our understanding and appreciation for high class would only increase - as consequently would our enjoyment for the game.

- Chess writers and analysts may seek to revisit their comments made on recent games to check for accuracy. For at once, through correct use of the latest programs we would all be quickly able to spot and point out flaws in the experts analysis. The quality of chess analysis and literature would only be improved through this process.

- Far from being regularly trounced by the programs, humans will instead learn from and then adapt to their new style and strengths. Unlike the programs, humans are very adept at observing, learning, understanding and then creating, exploiting and developing ideas in new ways. A whole new breed of players will delight in probing the new programs, searching for weaknesses and chinks in their armour. Once discovered, such flaws however obscure, will be ruthlessly exposed and exploited to the general satisfaction of all. Whilst human programmers are continually working to raise the standard of computer chess, the chess programs are also providing the rest of us with the incentive to find new more creative ways of beating them. In short, better program play will lead to better human play and better human play will further provide reasons for the chess programmers to improve their programs. A pleasing circle of on-going progress.

- Last but not least. No matter how strong the strongest programs become, we will all still be able to study the latest rating lists to discover which program is strongest. Oh, and we will all still get quiet satisfaction from owning the program occupying the number one slot.

Sometime Soon ...

Sometime not so far away now, the name of a computer chess program will appear in a respected, independent rating list to the left of the number '2900'. When it does, don't be alarmed. The new arrival will represent no threat at all to our human egos. We will instead welcome its appearance, celebrate the achievements of its programmers and then set about finding new and improved ways of adopting and utilising this powerful new tool to our own advantages.

We're In Control

Of course we will respect and admire the abilities, speed and accuracy of the new chess software, but we'll also take great delight in developing creative new strategies of our own to try and outwit our new friends. After all we can do that, the programs can't.

At the end of the day as humans, we control, tame, use and exploit all this new software, not the other way around. So more progress please.

2900 ELO - good or bad ? Good!

Steve Harding

Your feedback and comments on this article are welcome. Feel free to email your contribution to:

- stevecharding@hotmail.com

Thanks, Steve, for an imaginative and interesting article. I hope you wont mind the pictures of carol singers I've littered around the article, it's that time of year - *Eric*

HYDRA - latest NEWS, it's playing again!

I am sure most of my readers will recall my optimism on behalf of **Michael Adams** in the run-up to his [disastrous] match against **Hydra**. Part of that hope was based on a pair of Correspondence Games played by Correspondence GM **Arno Nickel** (2586 Elo). We looked at them in *SelSearch 118* and noted the almost simple way in which Nickel outplayed 'the Beast' to go 2-0 ahead.

On the **chessfriend** [Correspondence Chess] website are still shown some of Nickel's views about his experience playing Hydra, explaining why he thought Adams could win. After acknowledging the differences in the disciplines of Correspondence and Over-The-Board Chess, Nickel went on to say...

"Whilst the games show some aspects of Hydra's chess abilities as the successor to Deep Blue, in the two games I played Hydra disregarded principles and unnecessarily got into difficulties, once in the middlegame and then again in the endgame. If the positions are not guided by tactics I wouldn't be surprised if a super Grandmaster like Adams gives the machine a thrashing. A lot depends if he manages to neutralise Hydra's tactical power by reaching human type positions where long-sighted plans are called for."

When it was pointed out that the hardware for the Hydra version to play Adams would be 5 times faster than the one he had played against, his comment was...

"In positional situations such numbers are meaningless. Really important is the direction in which the program goes and how it evaluates the positions. Once the machine has got the wrong idea it will not correct itself by deep calculation in quiet positions. This was evident in my Correspondence games where Hydra had lots of time (a few days for each move) and could calculate much deeper than the new Hydra playing at 40 moves in 2 hours."

So it goes to show we can all make mistakes! Of course one problem was that, for the **Adams-Hydra** match, it wasn't only the hardware which had been given a boost, but the playing engine also was markedly superior - and produced a lot of very good chess, even in those quieter positions!

Arno
Nickel

Anyway when, early in 2004, the first 2 Correspondence games started - they finished in just under 1 year - it was already announced that there would be a total of 4 games played. Now Nickel has his chance to play against the later engine... game 3 has started!

The Hydra team is enthusiastic about getting at least one win in the second pair of matches, according to their project manager Muhammad Nasir Ali (pictured right).

"Correspondence Chess is certainly different from the Classical chess and we found it very good to play against a GM. The first 2 games helped us a lot to learn about the Correspondence chess, and with this we are ready to play the next 2 games and we hope we will perform better. We did much better than Arno's predictions about the Michael Adams match and we hope that Hydra will do its best now against him in the coming games."

Hydra,Scylla - Nickel,Arno

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♘c6 7.0-0 ♗e7 8.c4

The line 8.♖e1 ♗g4 9.c3 f5 10.♕b3 0-0 11.♘bd2 ♘a5 12.♕c2 ♘c6 13.b4 a6 14.♖b1N is now very well known – it comes from Game 1 of Hydra–Michael Adams/Man v Machine 2005/1-0, when the computer surprised Adams with the clever novelty
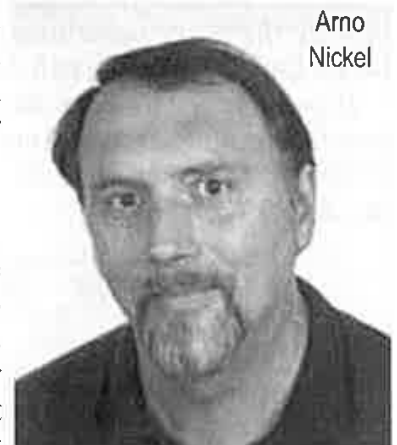
8...♘b4 9.♗e2 0-0 10.♘c3 ♗e6 11.♘e5 f6 12.♘f3 ♔h8 13.♖e1 f5

13...c5 14.♗e3 f5 15.a3 f4 16.♗d2 ♘c6 is slightly the more popular and about equal

14.a3 ♘c6 15.cxd5 ♗xd5 16.♗f4

It's all theory to here, but now Black usually exchanges on c3 with 16...♘xc3 17.bxc3 and now 17...♗d6 18.♗xd6 ♕xd6=

16...♗f6 17.♗b5

17...♘xc3

An interesting alternative, which Nickel points out, was 17...♘e7!? 18.♘xd5 ♘xd5 (or indeed 18...♕xd5 19.♕e2 c6 20.♗c4 ♕d8) 19.♗e5 c6

18.bxc3 ♘e7 19.♘e5 ♗xe5 20.♗xe5 ♘g6 21.♗d3

Nickel suggests that Hydra could have tried 21.♗f1!?

21...♕g5

21...♕d7?! isn't as good because of 22.f4

22.g3

If Hydra had played 22.f3 Nickel says he'd intended 22...♖ae8 which is about equal

How does Hydra evaluate this position? asked Nickel.

"Well Hydra thinks that the bishops are strong at the moment and the evaluation is +0.48." The bishop on e5 looks to be in particularly good health and Nickel can't exchange it with 22...Nxe5 as the rook then

The Hydra team - Ulf Lorenz, Nasir Ali and Chrilly Donninger

landing on e5 would be a real monster!

22...♖ae8 23.f4 ♕d8 24.♕a4 a6 25.♖e3 ♘xe5

There are three ways to take back. Which is best?

26.dxe5

Not 26.fxe5? f4! 27.gxf4 forced 27...♖xf4 with the beginnings of an attack.

But 26.♖xe5 ♖xe5 27.dxe5 would be equal, says Nickel

26...♕e7! 27.♕b4! c5

Exchanging queens with 27...♕xb4 would be a mistake whichever pawn Hydra chose to recapture with.

Probably it would be 28.cxb4 despite the fact that it's usually better to capture towards the centre. In this case White's kingside pawns and the slightly better position of his king would give him a clear endgame advantage.

Now I'm expecting 28.♕b6 and Nickel will have to work out whether the tricky looking ♖f6 will work for him or not! It's very even but there are enough imbalances in the pawn structure to suggest that this could yet be very interesting!

More next time!

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 *SelSearch* 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
269	Fritz 9	2757	20	512	1	
268	Fruit 2.2	2751	22	418	2	
266	Shredder 9	2728	14	1003	3	2640/20
265	Shredder 8	2724	14	1029	4	2619/21
264	Shredder 7.04	2704	11	1626	5	2703/20
262	Junior 9	2683	12	1417	6	
261	Junior 8	2680	12	1481	7	2401/4
261	Fritz 8	2680	9	2540	8	2769/14
260	Fritz 7	2679	11	1587	9	
260	Hiarcs 9	2666	11	1617	10	
257	Chess Tiger 15	2650	11	1536	11	
257	Gambit Tiger 2	2650	11	1720	12	2542/2
256	Chess Tiger 14	2649	12	1315	13	2705/13
255	Shredder 6	2634	12	1316	14	2478/7
254	Fritz 6	2632	10	2081	15	2616/53
253	Hiarcs 8	2638	11	1642	16	2651/14
253	Gandalf 6	2626	14	991	17	
253	Junior 7	2624	12	1372	18	2701/12
252	Gambit Tiger 1	2618	22	430	19	
251	Rebel Tiger 12	2612	15	872	20	
251	Junior 6	2608	10	1891	21	2621/22
250	Rebel Century 4	2604	21	480	22	2674/4
249	Hiarcs 7-DOS	2597	12	1397	23	
249	Hiarcs 732	2595	9	2347	24	2467/19
247	Shredder 5	2578	14	1018	25	2542/15
247	Shredder 4	2577	16	760	26	2600/15
247	Fritz 516	2577	12	1375	27	2513/6
247	Fritz 532	2576	12	1480	28	
246	Chessmaster 6000/7000	2575	24	353	29	2594/22
246	Nimzo 7	2570	13	1208	30	
246	Nimzo 8	2569	12	1326	31	
246	Rebel Century 3	2568	25	340	32	2655/6
246	Nimzo 98	2568	12	1308	33	2475/10
244	Junior 5	2557	11	1537	34	
244	Gandalf 5	2553	20	513	35	
244	Gandalf 4	2552	13	1147	36	
244	Hiarcs 6	2552	13	1207	37	2592/24
242	Nimzo 99	2540	14	1051	38	
242	Rebel 10	2540	25	333	39	2598/17
242	Rebel Century 1.2	2540	21	460	40	2592/43
242	SOS 4	2539	14	974	41	
242	Rebel 9	2538	14	1063	42	2677/14
242	Rebel 8	2538	19	549	43	
241	Goliath Light	2534	15	846	44	
241	M Chess Pro 6	2534	17	712	45	2504/12
240	M Chess Pro 7	2526	14	1068	46	2600/2
240	Chess Genius 5	2525	13	1207	47	2459/6
239	Shredder 3	2519	33	193	48	2711/2
239	Shredder 2	2515	15	878	49	2218/6
239	M Chess Pro 8	2514	14	1031	50	

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2352	Novag Emerald Classic+Amber	1954	Novag Jade1+Zircon1	1760
Mephisto London 68030	2314	Novag Jade2+Zircon2	1953	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephsto Montreal+Roma68000	1953	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1948	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2276	Mephisto Academy/5	1940	Kasparov A/4 module	1740
Mephisto Lyon 68030	2270	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2269	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2260	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	2249	Fidelity 68000 Mach2C	1917	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2245	Kasparov Explorer	1908	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2243	Kasparov Barracuda+Centurion	1908	Fidelity Prestige+Elite A	1688
Meph RISC1	2231	Kasparov GK2000+Executive	1908	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2220	Kasparov AdvTravel+Bravo	1908	Fidelity Sensory 12	1682
Kasparov SPARC/20	2217	Mephisto MM4	1903	SciSys Superstar 36K	1668
Mephisto Montreux	2216	Kasparov Talk Chess Academy	1901	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	Mephisto Modena	1900	Meph Chess School+Europa	1664
Mephisto London 68020/12	2193	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2184	Novag Ruby+Emerald	1890	Novag Quattro	1652
Fidelity Elite 68040v10	2181	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2165	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2160	Fidelity 68000 Mach2A	1883	Fidelity Elite B	1638
Mephisto Portorose 68020	2143	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2138	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2130	Kasparov Travel Champion	1872	Mephisto Mondial1	1598
Mephisto Berlin 68000	2125	Mephisto Monte Carlo	1872	Novag Constellation/2	1594
Fidelity Elite 68030v9	2119	Conchess Plymate Victoria/5.5	1870	CXG Super Enterprise	1589
Mephisto Vancouver 68000	2117	CXG Sphinx Galaxy	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1858	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1858	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2099	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2099	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2090	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2090	Fidelity 68000 Club B	1844	Kasparov Cavalier	1566
Mephisto Portorose 68000	2086	Novag Expert/5	1844	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2075	Novag Super Forte+Expert A/5	1834	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2056	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	2039	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2026	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	1992	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1992	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Kasparov Cosmos+Expert	1992	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1992	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1986	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	1980	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Mephisto MM5	1969	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	1965	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Milano	1956	Fidelity Elite C	1778	Novag Savant	1100
Novag Obsidian+StarRuby	1954	Fidelity Elegance	1764	Boris2.5	1060