

SELECTIVE SEARCH MAGAZINE

CHESS PLAYED BY COMPUTERS!

Est. 1985

Editor: Eric Hallsworth

Issue 128

Feb-Mar 2007

£3.95



Special Coverage:

World Champion

VLADIMIR
KRAMNIK

v

ChessBase no. 1

DEEP FRITZ

with ALL the GAMES,
detailed comments
and photos!

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3 NEWS, RATINGS + RESULTS

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CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

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

Further info/photos are on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £5, table-top £7.50, software £2.

▪ SPECIAL SUBSCRIBER'S OFFER:

10% OFF all **DEDICATED COMPUTERS** on this page and **5% OFF** all **SOFTWARE** prices shown here.

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TABLE-TOP PRESS SENSORY [ts]

where you see ** the price incl. adaptor!

EXPLORER £49.95 - excellent value, neat design. Batteries only, with info display and 160 ECF program

CHALLENGER £69.95** - Cougar '2100' program in newly designed board, a v.good value-for-money buy

TALKING CHESS ACADEMY £99.95** - 160 ECF program, packed with features, display + voice option!

MASTER £139.95** - the Mephisto Milano Pro program and features, in attractive 13"x10" board. Strong, with good info display, and incl. plastic carry case.

CARNELIAN 2 £79.95 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

OBSIDIAN £125 - 167 ECF with nice carry case! Good Novag board, wood pieces, excellent features/chess

TABLE-TOP AUTO SENSORY [as]

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JUNIOR 10 dvd £39.95 - new version, this engine WON the 2006 World Championships. Very dangerous and aggressive, the nearest you'll get to Tal on your computer! All the latest superb ChessBase features
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HIARCS 10 dvd £39.95 - Mark Uniacke's latest version. Simply outstanding: knowledge packed yet searching deeper for high powered tactical play... stronger than ever! All the latest superb ChessBase features + Opening Book by Eric Hallsworth.

SHREDDER 10 £39.95 - Meyer-Kahlen's latest in its great ChessBase Interface. Feature-packed & knowledge-based, playing stylish chess. Plus the usual big Opening Book and Games Database etc.

DEEP SHREDDER 10 £75 - one of the very top programs for single, dual & quad processors.

ZAP! £39.95 - the ChessBase version of the 2005 World Champion program. 2 engines - Paderborn and Reykjavik - on the CD, and in both 32-bit and 64-bit versions. Comes with its own Opening Book, Games Database and usual ChessBase features

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new - PC PROGRAM - RYBKA on CD

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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**... 127! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! There will 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 that you will receive of 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!

NEWS SECTION

BLUNDERS IN **SELSEARCH 127!**

SelSearch127 was a bit of a disaster all round! When I completed my Tax forms in September I was pretty horrified to see how little net profit I get from the magazine, considering all the hours of work that I put into it. So having to re-send to 3 readers (2 abroad) not getting their copies of 127 at all, and 4 (again 2 abroad) getting soggy copies that had been spoiled in the rain, didn't please me all that much - not their fault of course.

And then having worked quite stupid hours to get the thing out before Christmas, it was even more disheartening to find I had made various mistakes in the issue, as was quickly pointed out. I was asked to correct them, so here's the list:

- In the discussion comparing the **CEGT** and **CCRL** game management and rating lists, I said that the CCRL used various different machines and did not play all their matches at 40/40, but set the time controls according to PC speed to simulate as near as possible the 40/40 time control. I.e on a pair of very fast PCs a game might be played at 40/15 or 40/20, so that it would be the equivalent of 40/40 on slower/older hardware. I then went on to say that the CCRL always used the 40/40 time control whatever the hardware, but then made a complete mistake by suggesting that this made the CEGT testing more useful when I had meant to say it made the CCRL testing more useful. Of course a couple of

my readers who are CCRL testers weren't so happy with this conclusion, and contacted me to tell me that in fact they ALSO use different hardware and have a formula so that the time control is set to a 40/40 equivalent. So it would seem that the two test groups are doing the same thing. Here is the CCRL Testing Conditions Time Control formula, as sent to me by Ray Banks: *"Our time control is equivalent to 40 moves in 40 minutes on Athlon 64 3800+ at 2.4GHz, or an AMD X2 4600+ also at 2.4GHz. We use Crafty 19.17 BH as a benchmark to determine the equivalent time control for the particular machine".*

- This from a reader in Scotland: *"Oh, and while we're in contact please could I remind you to make arrangements in SS to change "BCF" to "ECF" as I see elsewhere. I guess they must have changed their name, they are certainly not the British Chess Federation as the Scots use ELO grading! And can we have somewhere in the back pages an indication of the strength of the programs available for Palm? I searched in vain for Hiarcs 9.6 when I renewed my subscription."* The BCF renamed to **ECF** during the past 12 months or so, and I have now changed BCF to ECF in some places where I've been using BCF as a rating figure (for the last 20 years) in these pages. But I apologise if I've still managed to miss some. Interestingly this wasn't the only request for coverage on **Palm** and **Pocket PC** products and chess programs. We are unable to sell these hand-held computers, and 99% of the software is only available for download on the Internet, usually from the programmers themselves. And of course it is not easy for me to cover them without personally buying Palm and Pocket PC units and the programs and updates to go with them. The computer chess business is not a particularly lucrative way of earning a living, so I'm afraid that I am unable to keep myself up-to-date in this field of computer chess. However I have included an article in this issue which, though a bit out-of-date, does give some facts and figures. Perhaps others who have these units and play games/matches with them would like to contribute and send scores?!

NEW! - FRITZ 10 AND DEEP FRITZ 10

ChessBase released their new **Fritz** and **Deep Fritz 10** versions just in time for Christmas - and they are not a disappointment. They are already showing a good rating improvement over Fritz9 versions and, of course, the Deep version starred in the match with Kramnik.

This issue gives strong coverage of the 6 game **Deep Fritz v Vladimir Kramnik** match. Gladly it wasn't as controversial as the Topalov-induced unpleasanties in the Kramnik-Topalov match, and there was some great chess... but of course the match was in some ways spoiled when Kramnik blundered dreadfully in an early game.

RYBKA

If you're one of the few who haven't got it already and want to, then go to programmer **Vasik Rajlich's** own website where you can keep up-to-date with progress and plans for Rybka, and from where you can download the original beta version for free, or find out how to pay for and download other, newer versions

■ www.rybkachess.com

There is the final series 1 version, **Rybka1.2f uci**, or the new **Rybka2.1c uci** (though you should also find 2.1o uci there which restored some tactical programming and came out slightly better) and now the new, yes, and even stronger **Rybka2.2 uci**. version.

Plus there's an option to download a major 'Rybka Opening Book' done by Jeroen Noomen. It was a 41MB Book (so you probably need to have Broadband), but more recently Jeroen has produced an improved Book which is even bigger (around 80MB I thin!).

Again please remember that no uci version, Rybka or anything else, comes with ANY interface - it is just an engine, so you will NEED to also have, or buy, either a *Chess-Base* program, Stefan Meyer-Kahlen's Shredder 10 with its interface, or download the free Arena interface to run and use it!

STOP PRESS! Rybka 2.2 can now be purchased from **Countrywide** on CD!! The version with uci engine only + a *Fritz-type* Opening Book is **£29.95**, and the Chess Assistant version with their own engine, the uci engine, and a full GM annotated opening book is **£39.95**.

[DEEP] HIARCS 11 MP UCI!

I know that was a (very pleasant) surprise for many folk when it was announced in our last issue! It's a widely held view, from top players using their engines for analysis, that Hiarcs, from the UK's top programmer **Mark Uniacke**, is the most useful program of all, due to its programming emphasis on powerful chess knowledge, so getting a multi-processor version makes it even more valuable for analysis and as an opponent.

Since **Harvey Williamson's** article in our last issue the uci versions of **Hiarcs11** and **[Deep] Hiarcs 11 mp** were made available direct from Mark's own website:

■ www.hiarcs.com

... where you will also find the latest news on further progress being made, and possible Hiarcs11 versions for the MAC and Palm hand-held.

RESULTS & RATINGS SECTION

The CCRL and CEGT rating lists!

These 2 groups each have a PURE LIST which shows the rating for only the best version of each engine. This normally means various multi-processor versions on fast hardware head the list, with single processor engine versions coming well behind. If (say) HiarcsX54 is ahead of Hiarcs10, Hiarcs10 will no longer be shown at all. Plus they have a COMPLETE LIST which includes all engines, old versions, new versions, interim versions, and all on a wide range of hardware. The latest CEGT 'Complete' list I saw had 13 Rybka versions filling the top 13 places! I have extracted all the major Single Processor 32 bit ratings, so that the lists shown on the next page can be the more easily equated with the *Selective Search* list.

CEGT 40/20 32-bit Rating List

Here is the **CEGT web address** for those who want to visit the site themselves:

- <http://www.husvankempen.de/nunn>

THE CEGT 40/20 LIST

Pos	Engine	Rating
1	RYBKA 1.2F	2940
2	RYBKA 2.2	2938
3	RYBKA 2.1c	2905
4	RYBKA 1.1	2900
5	HIARCS 11 UCI	2843
6	FRITZ 10	2832
7	LOOP 10.32F	2798
8	SHREDDER 10	2815
9	TOGA II 1.2 BETA2	2803
10=	FRITZ 9 HIARCS X50 UCI	2781
12	HIARCS 10 UCI	2780
13	FRUIT 2.2.1	2777
14	SPIKE 1.2 TURIN	2773
15	HIARCS 10 HYPERMODERN	2769
16	JUNIOR 10	2763
17	KTULU 8	2759
18	SHREDDER 9.1	2749
19	CHESS TIGER 2007	2730
20	THINKER 5.0b	2727
21	HIARCS 8 BAREEV	2726
22	NAUM 2.0	2723
23	SPIKE 1.1	2720
24	FRITZ 8 BILBAO	2714
25	SMARTHINK 1.0	2703
26	CHESS TIGER 2004	2689
27	JUNIOR 9	2688
28	HIARCS 9	2674
29	CHESS TIGER 15	2670
30=	CHESSMASTER 10000 GANDALF 6	2661

CCRL 40/40 Rating List

Here is the **CCRL web address** for those who want to visit the site themselves:

- <http://www.computerchess.org.uk/ccrl>

THE CCRL 40/40 LIST

Pos	Engine	Rating
1	RYBKA 2.2	2994
2	RYBKA 1.2	2978
3	RYBKA 2.1	2966
4	RYBKA 1.1	2960
5	SHREDDER 10	2872
6	LOOP 10.32F	2871
7	TOGA II 1.2.1A	2868
8	HIARCS X50 HYPERMODERN UCI	2867
9	FRITZ 10	2863
10	HIARCS 11	2858
11	LOOP 12.32	2856
12	SPIKE 1.2 TURIN	2848
13	HIARCS X50 UCI	2846
14	FRITZ 9	2843
15	FRUIT 2.2.1	2841
16=	HIARCS 10 JUNIOR 10	2840
18	HIARCS X54 UCI	2838
19	SHREDDER 9	2824
20	HIARCS 10 HYPERMODERN	2819
21	JUNIOR 10.1	2809
22	NAUM 2.0	2806
23	KTULU 8	2803
24	FRITZ 8 BILBAO	2801
25	SCORPIO 1.84	2791
26	SPIKE 1.1	2787
27	CHESS TIGER 2007	2785
28	ZAP! PADERBORN	2782
29	JUNIOR 9	2780
30	ZAP! REYKJAVIK	2765

Others are: **Chesmaster 10000** 2735, **Chess Tiger 15** 2734, **Gandalf 6** 2724, **Ruffian 2.1** 2723, **Hiarcs 9** 2718, **Pro Deo 1.2** 2715

The Novag CITRINE

Quite a few readers have bought the **Novag Citrine** from Countrywide - many thanks! - and all the feedback I've had has been good.

The results I've had in, plus my own testing, is still in early stages and too soon to put a firm rating on it, but the general opinion is

The
Novag
Citrine



that I am under-rating it when I suggest 2040 Elo. This of course was based solely on the Obsidian's performances plus a small extra for the 4x bigger opening book and a little extra for the 25% faster processor. Novag didn't intimate to me that there were any major changes to the Obsidian and Star Ruby programming, but only indicated there were some modifications which would improve it a little. Maybe the three things put together do more than I'd expected... it's quite a novel thing to under-rate a new computer you're trying to sell!!

However an e-mailer from abroad says he thinks it's "at least 2080", and my score v the Obsidian ended 6-4 (so 1972 + 80 = 2052 Elo). Other scores sent in which are at 'Selective Search suitable' time controls include 4-0 v Chess Challenger, but 1½-4½ v Atlanta. I hope I will have enough results by printing time for this issue for it to find a place in the Rating List... at present it is looking like 2070.

RESULTS FROM SELECTIVE SEARCH READERS

PETE BLANDFORD

Pete has been running his **G/60 Tournament** on a P4/2100 computer since 2003, and every time he buys a new program it gets added by playing in Gauntlet mode against the rest! Needing to play 4 games against every other program now it's got to 27 programs is a major effort, but even since our last issue **Junior 10** has been added.

And Pete's results buck the trend slightly as it replaces **Hiarcs 10** and goes straight to the top! On most lists, *SelSearch* included, although it is clearly much stronger than Junior 9, it is still showing a little behind Fritz 10, Hiarcs 10 and Shredder 10... and of course Rybka. But Pete hasn't tested a Rybka

version - yet - and Fritz 10's games are still to be done!!

PETE BLANDFORD, ALL-PLAY-ALL P4/2100 @ G/60

Pos	Engine	Score/104
1	JUNIOR 10	72½
2	HIARCS 10	70
3	JUNIOR 8	61
4	SHREDDER 10	60½
5	FRITZ 9	60
6	SHREDDER 9	58½
7	JUNIOR 9	56½
8=	SHREDDER 7.04 ACTIVE SHREDDER 7.04 DEFAULT	56
10=	HIARCS 9 FRITZ 8 BILBAO	55
12	DEEP FRITZ 8	53½
13	JUNIOR 7	53
14=	FRITZ 8 SHREDDER 8 ACTIVE	52½
16	FRITZ 7	51½
17	HIARCS 8 BAREEV	51
18	SHREDDER 8 DEFAULT	50½
19	GAMBIT TIGER 2.0	48
20	CHESS TIGER 14	47½
21	CHESS TIGER 15 NORMAL	46
22	SHREDDER 7	44½
23	HIARCS 7.32	43½
24	CHESS TIGER 15 AGGRESSIVE	41
25	HIARCS 8	38
26	FRITZ 6	35½
27	FRITZ 5.32	34½

Alert readers may notice that quite a few of the bottom placed engines are still on the same scores as they had in our last issue. That's because Junior 10 had no less than 5 wins of 4-0 against the last 8 programs!

But now Pete has started work on ANOTHER tournament which he sent to me as well!

This one is being played on his **Dual Core 2x4800 PC!**

On this the engines play each other twice at the same **G/60**, but the very fast dual processor, plus the fact that Permanent Brain can be switched to 'ON', means the engines are able to search much deeper.

PETE BLANDFORD, ALL-PLAY-ALL 2x4800 @ G/60

Pos	Engine	Score/48
1	HIARCS 10	32½
2	SHREDDER 9	31
3	SHREDDER 10	30½
4	JUNIOR 9	29½
5=	FRITZ 9 JUNIOR 10	28½
7	SHREDDER 7.04	27½
8	FRITZ 8 BILBAO	26½
9=	GAMBIT TIGER 2.0 SHREDDER 8	25½
11	CHESSTIGER 15	25
12=	FRITZ 7 JUNIOR 8	24
14=	DEEP FRITZ 8 FRITZ 8	23½
16	JUNIOR 7	23
17=	HIARCS 8 HIARCS 8 BAREEV HIARCS 9	21½
20	SHREDDER 7	21
21=	FRITZ 6 HIARCS 7.32 CHESSTIGER 14	19
24	CRAFTY 19.19	15
25	FRITZ 5.32	14

So on the faster hardware **Hiarcs 10** returns to the top, the position it held in the first tournament until recently, and is first here by 1½ pts. Also note in both lists how well the various **Shredder 7.04/8/9/10** versions do! Here **Junior 10** is 5= (behind Junior 9!). I smiled when I saw the group of earlier Hiarcs programs bunched at 17=!

Readers with **Junior 10** (or **Deep Junior 10**) can visit the ChessBase website - an improved version **10.1** was made available there for download, and the claim is that it is 50 Elo stronger!

At this time the CEGT rating list shown earlier in the NEWS section suggests their ratings are almost identical, but when I looked more carefully I noticed that only 8 games had been played with the new one. I should have removed it from the list, that's too small a number, but at this stage of the NEWS section I am running out of energy!

CSS MASTERS TOURNAMENT G/60 + 15SECS

Harvey Williamson entered (Deep) Hiarcs11 MP on his dual processor machine in a recent double round Internet tournament, and it did very well, winning with 7½/10!

It beat both The King and Glaurung by 2-0, scored 1½-½ against Deep Junior and Rybka, but lost ½-1½ against List... a program Harvey tells me has done well against Hiarcs in his testing.

The **Final Table** will look a little odd, but please note that Rybka was the only program running on single processor (SP) hardware - all the others were on duals. One or two people asked what Hiarcs X MP meant in our last issue, and why it wasn't called 'Deep' Hiarcs, which is what most people have done in the past. However a vote was organised by Harvey on the 'net and a good majority considered that 'MP' was better. So we may well find more people showing SP (Single Processor), and MP (Multi Processor - which can mean dual, quad etc), instead of Deep. Indeed in the CSS Gruppec tourney, Hiarcs, List and Glaurung used MP, but Junior stayed with the *ChessBase* Deep (started by Deep Blue!)

Back to the SP Rybka - its score just shows what a difference speed (or the lack of it) still makes in computer-computer chess!

CSS MASTERS G/60 + 15SECS FINAL TABLE

Pos	Program	Score/10
1	HIARCS X MP	7½
2	LIST MP	6
3=	DEEP JUNIOR 10 THE KING	4½
5	RYBKA 2.2 (1x SP)	3½
6	GLAURUNG 121 SMP	3

AMUSING ANAGRAMS (A.K.A. SPACE FILLER!)

DORMITORY = DIRTY ROOM

THE MORSE CODE = HERE COME DOTS

SNOOZE ALARMS = ALAS! NO MORE Z's

A DECIMAL POINT = I'M A DOT IN PLACE

ELEVEN PLUS TWO = TWELVE PLUS ONE

CONTRADICTION = ACCORD NOT IN IT

BILL REID: "TIME FOR ADJUDICATION!"

Hugh Alexander was impressed by his young opponent's quick response to this position:



White to Play

"Looks like a draw to me" he had said, with no hesitation. So, what has he seen? Let's find out.

"What makes you think that?"

"Well, the choice is between QxR and QxN. It's clearly drawn after QxN because Black plays c5 and there's no way White can make progress."

"Yes, but what about QxR?"

"Well, then Black goes c5 and with the Black Knight on e8 or g8, Bg7 would win the Queen. No way White can stop the Knight getting there. So it would be a win for Black."

Exactly what he had been expecting to hear. This young man is into backward thinking – imagining some future situation and then seeing if it can be connected back to what we are looking at now. Just the sort of thing we did in Hut 8 at Bletchley Park when we were trying to crack the German codes (i). We could do with one or two new recruits at GCHQ. Must have a word with Harry Golombek.

- i. Those who would like to know what chess players like Hugh Alexander did at Bletchley Park during World War 2 should look at *Colossus: The Secrets of Bletchley Park's Codebreaking Computers* by Jack Copeland and others (Oxford University Press, 2006).

(So what did the programs make of that position? Were they into backward thinking?)

Eric: No, I'm afraid they weren't at all! Although they all saw the response 1...c5, every single one that I tested still chose 1.Qxh8. Here are the PC notation copies:

Shredder 10: 1.♖xh8 c5 2.♔f2 ♖d1+ 3.♔g2 ♖b2 4.♔h3 ♖xc4 1.66

Rybka 2.10 32-bit: 1.♖xh8 c5 2.♔f2 ♖d1+ 3.♔e2 ♖b2 4.♔e3 ♖d1+ 5.♔d3 ♖b2+ 6.♔d2 ♖xc4+ 7.♔e2 ♖a5 1.30

Rybka 2.2n2 mp 32-bit : 1.♖xh8 c5 2.♔f2 ♖d1+ 3.♔e2 ♖b2 1.46

Hiarcs X.150: 1.♖xh8 c5 2.♔f2 ♖xc4 3.♔e2 ♖a3 4.c4 ♖c2 5.♖b2 ♖d4+ 6.♔e3 ♖e6 7.♖b7+ ♔f6 8.♖h7 ♖g7 9.♖g8 ♖h6 10.♖h8+ ♖g7 11.♖a8 ♖h6 12.♖h8+ 1.38

Hiarcs11 CSSp MP uci: 1.♖xh8 c5 2.♔f2 ♖xc4 3.♔e2 ♖a5 4.c4 ♖c6 5.♖b2 ♖d8 6.♔e3 ♖e7 7.♖h2 ♖c6 8.♖d2 ♖b4 9.♔e2 ♖xh4 10.♖xd6 ♖e7 11.♖e5 1.69

Junior 10: 1.♖xh8 c5 2.♔f2 ♖xc4 3.♔e2 ♖a5 4.♔d3 ♖b7 5.♔c4 ♖d8 6.♔d5 ♖e6 7.♔c6 ♖d8+ 8.♔d7 ♖e6 9.c4 ♖xf4 10.♖h7+ 2.85

Junior 10.1: 1.♖xh8 c5 2.♔f2 ♖xc4 3.♔g3 d5 4.♔f2 ♖b2 5.♔e2 ♖c4 6.♔d3 2.46

LoopMP 12.32: 1.♖xh8 c5 2.♔f2 ♖xc4 3.♔e2 ♖a5 4.c4 ♖c6 5.♖b2 ♖d4+ 6.♔f2 ♖e6 7.♖b7+ ♔f6 8.♖b8 ♔e7 1.88

Fritz 9: 1.♖xh8 c5 2.♔f2 2...♖xc4 3.♔e2 ♖a3 4.c4 ♖c2 5.♖b2 ♖d4+ 6.♔f2 ♖e6 7.♖b7+ ♔f6 8.♖b8 ♔e7 9.♖a7+ ♔f6 10.♖a8 ♔e7 1.98

Finally something different!....

Deep Fritz 10: 1.c5 (1m30) 1...♖g7 2.♖xe3 d5 3.♖d3 ♖e8 4.♖a6 ♖e6 5.♖a7+ ♔f6 6.♖b6 ♖f8 7.c4 dxc4 8.♖b4 ♔f7 9.♖xc4 ♖e7 1.33

So, apart from DeepFritz10 with its 1.c5 every program went for 1.♖xh8 – and thought it was winning, but actually it loses! I also noted that 1.♖xe3 (which does draw) was always the '2nd best'.

Perhaps, Bill, one of us can prepare a few

variations for DF10's 1.c5 and see if there are any chances for White after this?!

The computer engines have so many settings nowadays:

- Hypermodern on/off,
- Combinations on/off
- HashTables on/off
- Variations on Aggressive/Normal/Defensive
- Search depth tweaks
- Piece value adjustments

it's time they had a 'BillReid on/off' setting to warn them that the position has 'extra subtleties'. Not that all of the positions are that sneaky and should need special coding! - even I managed to ignore popular computer opinion and spotted the winning idea for Black, before writing to Bill to confirm the position was a good one for his regular column!

Anyway I'm now going to put the appropriate symbol against the computers' move:

1.♖xh8?

Here are the next pair of moves...

1...c5 2.♟f2

They all choose this immediately, but at around 1 minute Fritz9+10 suddenly see big +3.00 evals. favouring Black! Not for the first time Fritz is easily the best at one of Bill's positions! The others are all still showing at least +1.30 in favour of White, some still go as high as +2.30 for White?!

Black indeed can win, but now his success or otherwise is determined by the next choice of move!

Here are various Computer efforts at this point:

Hiarcs X160: 2...♟xc4 1.14

Hiarcs 11 CSSp MP UCI: 2...♟xc4 3.♟g2 ♟a3 4.c4 ♟c2 5.♖b2 ♟d4 6.♖b7+ ♟e7 7.♟f2 ♟e6 8.♟e3 ♟f6 9.♖d7 ♟f8 10.♖h7 ♟g7 1.52

Fritz 9: 2...♟d1+ -3.48

Deep Fritz 10: 2...♟d1+ big plus eval at 39secs. -4.35

Junior 10: 2...♟xc4 2.49

Junior 10.1: 2...♟xc4 3.♟e2 ♟a3 4.c4 ♟c2 5.♖b2 ♟d4+ 6.♟f2 ♟e6 7.♖b7+ ♟f6 8.♖b8 ♟f7 9.♖a7+ ♟f6 10.♖a8 ♟e7 2.16

LoopMP 12.32: 2...♟xc4 1.84

Shredder 10: 2...♟d1+. Nd1+ chosen at 11m47, but with eval. still 1.67 for White after 25mins. so the right move but no idea why

Ryb1.2f: 2...♟d1+. Almost immediate 6secs, and knew Black was winning at 2mins03 with -4.42

Ryb2.1o: 2...♟d1+. Nd1+ chosen at 10secs but also intending to try for a draw by returning to Nd1 a few moves later. But at 11mins found the winning line and -3.60. Not as good as 1.2f!

Rybka 2.2n2 mp 32-bit : 2...♟d1+ 3.♟e2 ♟b2. So 2.2 finds the right move quickly, as well as the correct continuation, though it again took a few minutes to see it a bit deeper and as winning. Again this latest version didn't do as well as 1.2f though we now know it is indeed quite a bit stronger all round

Of course you've all worked out from the above which is the winning move!

Fritz did extremely well, Rybka varies but does reasonably well, Shredder shows signs of getting there but you have to be patient for quite a while and it isn't clear that it would play the correct line rather than try to scrape a draw. The rest of the engines that I tried out I'm afraid, including Tiger and Toga which I haven't listed here, are not good at all.

Here is my effort as Black against one of the programs (of course I do have a 'Bill Reid on/off switch!'):

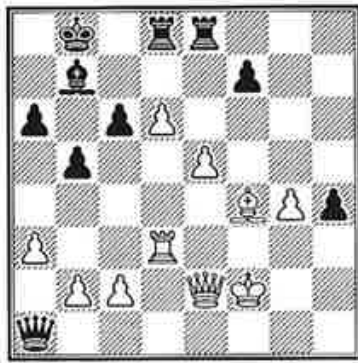
2...♟d1+! 3.♟e2 ♟b2 4.♟d2 ♟a4 5.♟c2 ♟b6 6.♟b3 ♟d7 7.♟a4 ♟f6 8.♟b5 ♟e8 9.♖h7+ ♟g7 10.♟c6 ♟f6 0-1

I should add finally that, by now, ALL of the engines see that Black has won.

Back to Bill:

But now we must hurry up. More positions to look at and people want to get away (Hardly anyone had a car in the 50's, so they needed to catch a bus or a train).

Here is the next game for adjudication:



White to Play

The player of the Black pieces has already got his coat and hat on. He needs to get to Stroud and the Chalford Railcar will be leaving from Gloucester GW Station in less than half an hour. But the player of the White pieces, having just sacrificed his Queen's Rook by playing Bf4, is hopeful that he has a winning attack. There could be a lot of analysis in this. And not much chance of backward thinking shortcuts. So Hugh decides that, this time, he had better take the lead and, hopefully, asks the Black piece player

"Are you looking for a win?"

"No, quite happy with a draw."

"O.k. then. I guess White's best is 1.d7?"

The player of the White pieces has to agree to that. It's what he had in mind when he sacrificed his Rook.

"And now, what about 1.Ka8 for Black? Just give the Rook back and it looks drawn. Let's see..."

- | | |
|----------|------|
| 1. d7 | ♔a8 |
| 2. de=♔ | ♖×e8 |
| 3. ♔d2 | ♖c8 |
| 4. ♖d8 | ♔×b2 |
| 5. e6 | f e |
| 6. ♖×c8+ | ♙×c8 |
| 7. ♔d8 | ... |

And it's got to be a draw ?

White, reluctantly, has to agree and Black goes off happily to catch his train. But what do the programs make of this one? It seems that White can't win from this position, but was Black right to agree to a draw?

BOOKS ON COMPUTER CHESS

There are currently 3 worthwhile books relating to Computer Chess

No. 1: CHESS SOFTWARE USERS GUIDE. £14.99 + £2 postage, 128 pages is (obviously from the title) about PC programs. By Jacobs, Aagard & Emms

Chapters incl:

- Managing Databases
- Learning a New Opening
- Learning about Yourself
- Relating Openings to Middlegames and Endgames
- General Training
- and others

No. 2: MODERN CHESS ANALYSIS £15.99 + £2 postage, 175 pages on using your PC for analysis. By Robin Smith

Chapters include:

- Relative Strengths of Computers v Humans
- Computer aided Analysis methods
- Opening Analysis + Statistics
- Middlegame analysis
- Endgame Analysis
- Putting it all Together

No. 3: HOW TO USE COMPUTERS TO IMPROVE YOUR CHESS £14.99 + £2 postage, 190 pages. By Kongsted

Chapters include:

- The History of Computer Chess
- Inside the Machine
- The Blind Spots of the Computer
- How to Beat your Computer
- Improving with your Computer as partner
- Computer assisted analysis
- Improving your Opening Play
- Improving your Tactics
- Improve your Endgame technique
- Chess on the Internet and Website guide

I only have 2 or 3 of each left now, but I'll do them at £12 each + £2 post+packing (UK) to *Selective Search* readers - first come first served, though I will try to get hold of a few more.

GEBRUIKERS 14 AND SOME 'GOLDEN OLDIES' (DEDICATED COMPUTERS!)**ROB VAN SON REPORTS!**

Due to the absence of some of our regulars, we played with just 8 computers this time, but it was a really worthwhile and enjoyable Tournament.

We had decided to have a 'golden oldie' event with computer Elo's below 1750! But we played a G/1hr time control to give them a chance to do their best and, with 8 machines, made it an all-play-all over **7 rounds**!!

I took a **CXG Chess Professor**, a **CXG Super Enterprise**, and my **SciSys Chess Champion Mk IV** (pictured)



This is a real chess collectors item. Its program predecessor was Chess Champion Super System 3 (1979), and many people saw the Mark IV successors, the Mk V (1981) and Mk VI. But not many folk have seen the Mk IV! To tell the truth it was as weak as the CSS3, but it had a bigger Opening Book!

Hans van Mierlo brought his **TurboKing I** and a **Fidelity Elite Avant Garde 2100** - which would not quite qualify as <1750 on the *Selective Search* ratings, but do on ours!

Finally there was a **Mephisto MM2**, an old **Fidelity Chess Challenger 7** (a Ron Nelson program), and a **Mephisto MM1**... actually this is a slightly better version of the Mephisto 3 program, and is the same small black box with the changes by Henne & Nietzsche.

The chess of course was great fun! For example here is the start to the **Elite AG 2100 voice - Chess Challenger 7** game in round 1.

1.c4 d5 2.cxd5 ♖xd5 3.♗c3 ♖e6? 4.d4 ♗f6 5.♗f3 ♗d7 6.♗e5 a5? 7.e4 ♖d6? 8.♖b3 ♖b4 9.♖xf7+! (diagram next column)

Needless to say, White soon won this one!



But it wasn't all like that, and there were some good, tight and interesting games, which we will look at another time. For this issue we will check out some of the 'miniatures' as a pleasant and light relief from struggling with the complexities of Fritz v Kramnik! Occasionally some move might seem quite unlikely to you, but after each round I went round and put the games into my pda to make sure everything was recorded correctly for *Selective Search*.

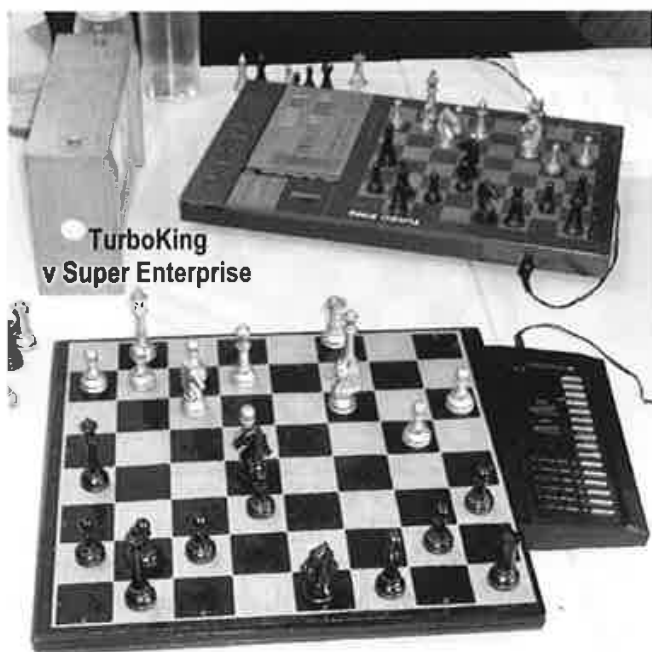
Turbo King 1 - Super Enterprise

Round 4 - QGD Classical

1.♗f3 d5 2.d4 ♗f6 3.c4 e6 4.♗c3 ♗e7 5.♗g5 ♗bd7 6.e3 0-0 7.cxd5 ♗xd5 8.♗xe7 ♗xe7 8... ♖xe7 is usually played 9.e4 c5 10.♗b5 cxd4 11.♖xd4 a6 12.♗e2 ♗c6 13.♖e3 ♖a5 14.0-0 ♖b4 15.♖d2 ♗d8 16.♗fd1 ♗f8 17.♖c2



White has an active position, but the game is far from decided as yet 17...♗d7?! The bishop should have gone here, now it is stuck on c8 18.a3 ♖a5 19.b4 ♖h5 20.♗ac1 ♗de5? Understandably Black is trying to unravel his position, but now watch how White opens up the c-file. Any of ♗e8, ♗f8 or ♖h6 were better 21.♗xd8+ ♗xd8 22.♗a4 ♗xf3+? Best was 22...♗dc6 to try



and close the c-file, but White is still winning after 23. ♖b6 23. ♙xf3



Of course Black can't play ♜c6 now because the queen is en pris 23... ♙b5 24. ♙c7! ♙e8 25. ♜b6 ♙a7 26. ♜xc8 ♙a8 27. ♜b6 ♜c6 28. ♙xb7 and the ♜/c6 falls next, so Black gave up 1-0

ChessChallenger7 - ChessProfessor

Round 2 - TN on move 2!

1.d4 c6 2. ♙d2? Another early non-Book move by the CC7! 2... ♜f6 3. ♜c3 d5 4. ♙f4 ♙g4 5. ♙d2 ♜bd7 6. ♜f3 e6 7. e4 dxe4 8. ♜xe4 ♜xe4 9. ♙xe4?! Takes the wrong



piece. 9. ♙xg4 ♜df6 10. ♙f4 ♙b6 11. ♙d3 was better 9... ♙f5 10. ♙e2 ♙xc2 11. ♜g5 ♙a4 12. ♙e3 ♜f6 13. ♙c4!



White probably doesn't know it, but ♜xf7! is a big threat here! 13... ♙e7? Black doesn't know it either. The CXG should have played 13... ♙d7 14. b3 ♙b5 and Black is still on top, a pawn ahead 14.0-0? Missing 14. ♜xf7! ♜xf7 15. ♙xe6+ ♙e8 16. ♙f7+ ♙d7 draws! 14... ♜g4 15. ♙f4 ♙xg5 16. ♙xg5 ♙xd4? A bad mistake, but the CC7 again misses its big chance. 16... ♙xg5 17. ♙xg5 0-0 keeps Black just on top 17. b3? 17. ♙b4! The mate threat (♙e7) would have put the CXG in trouble. 17... ♜f6 is forced, or the knight is simply lost, and then 18. b3 (one fears the CC7 might have played 18. ♙xg7? when 18... ♙g8! is good for Black) 18... h6 19. ♙g3 and suddenly White is 2 pawns up 17... h6 18. ♙a5 ♜xf2



19. ♙c3?? 19. ♙xf2 was the only chance, but 19... ♙xa1+ 20. ♙f1 ♙d4+ and the material favours Black by too much, even though White should win the ♙/a4 back in a couple of moves 19... ♜h3+ 20. ♙h1 ♙g1+ 21. ♙xg1 ♜f2# 0-1

Well, we're sure you'd like to have a look at one of the SciSys Mk IV games in this issue - please let us know if you'd like to see any more!!

Meph MM II - SciSys MK IV

Round 9 - QGAccepted (sideline!)

1.♟f3 d5 2.d4 ♟f6 3.c4 dxc4 4.e3 ♞d5?!

I'd forgotten how much the programs used to enjoy getting their queens 'developed' early!

5.♟c3 ♞c6 6.♟e5 ♞d6 7.♟xc4 ♟e6 7...e6 is better of course, Black is just helping its

opponent to develop 8.♞b3



8...♟xc4? The position is already a mess, 8...♞b6 was the only try 9.♞xc4?! What about 9.♞xb7! 9...e6 10.♞b5+ ♟bd7 11.♞xb7 ♟b6 12.0-0



Now that White has castled ♟b5 is a big threat 12...h5?? 12...a6 was vital. The MM2 now finishes it very easily 13.♟b5! ♞xe5 14.dxe5 ♟fd5 15.♟xa7 ♟c5 16.♞c6+ ♟d8 17.♟b5 ♟e7 18.e4 ♟b4 19.♞d1+! ♟d3 20.♞xd3+ ♟d6 21.♞xc7+ ♟e8 22.♟xd6+ ♟f8 23.♞xf7# 1-0

The CXG Chess Professor started to tournament in great style, and was a front runner with the TurboKing until they met in round 7. This game is interesting because the computers follow a theory line right through to move 16, but the game is over 5 moves later!!

Chess Professor - Turbo King 1

Round 7 - QGD Semi-Tarrasch

1.c4 c5 2.♟c3 ♟f6 3.♟f3 e6 4.d4 d5 5.cxd5 ♟xd5 6.e4 ♟xc3 7.bxc3 cxd4 8.cxd4 ♟b4+ 9.♟d2 ♟xd2+ 10.♞xd2 0-0 11.♟c4 ♟c6

12.0-0 b6 13.d5 exd5 14.exd5 ♟a5 15.♟e2 Karpov-Seirawan reached here in 1993, and drew after 15...♟g4 15...♟b7 16.d6



And Korchnoi-Brunner followed the game to here in 1996, when Brunner played ♞f6 and drew 16...♞d7?! Not the end of the world, though using the queen as a pawn blockade is a misuse of her energy. 16...♞f6 17.♞fd1 ♞ad8 as in the game quoted was better 17.♞fe1? The open file beckoned, and the Professor would have an advantage after 17.♞ac1 ♞ad8 18.♞fd1 and the threat of ♞c7 isn't easy to meet, so White has a definite though small advantage 17...♞ad8 18.♞ac1?! Too late - now it loses a pawn and the rook would have been better on d1 18...♞xd6 19.♞xd6 ♞xd6 20.♞c7 ♞e8



I'm sure every one of my readers can see the obvious threat and tactic. The next is a quite astonishing blunder for G/60 21.♟g5?? 21.♟c4 ♞xe1+ 22.♟xe1 ♟xc4 23.♞xb7 is by no means hopeless even though White is a pawn down 21...♞xe2! Of course the rook cannot be taken because of back rank mate. 22.♞ec1 ♞ed2 23.♞el ♞d1 24.♞cl ♞xc1 25.♞xc1 ♞d2, leaves Black ♟+♟ ahead 0-1

The TurboKing won with 7/7! and the Elite 2100 came 2nd. with 5½. 3rd. equal were Mephisto MM2 and CXG Chess Professor. The CC7 and MkIV scored a point between them, and we'll tell you who got it next time!

Vladimir KRAMNIK (World Champion) v Deep FRITZ 10

Well, here we are - the big Event which climaxed 2006 for all computer chess fans.

A suitable introduction might be:

ON MY LEFT VLADIMIR KRAMNIK, FRESH FROM HIS VICTORY OVER VESELIN TOPALOV THUS WINNING THE WORLD CHESS CHAMPIONSHIP, AND...

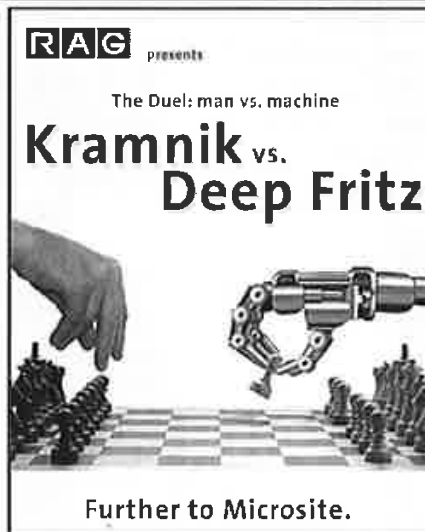
ON MY RIGHT THE BRAND NEW DEEP FRITZ 10 PROGRAM FROM FRANZ MORSCH AND THE ChessBase TEAM

However the truth is we don't know just how 'fresh' Kramnik was after his tough, bitter and, at times, unpleasant battle, on and off the board, with Topalov!?

And how should I approach the Match? I am always keenly aware when covering really major chess events, that they are also covered to some degree in the daily press, on the Internet, and in all the chess magazines - and by GMs of course. Thus my efforts come after theirs, I have read much of what has been said by them, and I'm not that likely to uncover anything that hasn't already been written about! Plus if I do find something the others have missed, I've probably got it wrong anyway!

But here goes, I'll make it as interesting as I can, and include rewrite copy from others only where it seems fully necessary!

The 6 game Match was due to be played from Sat Nov/25 through to Tue 5/Dec 2006.



Pre-Match Press Conference

Kramnik's main comment was that he felt that the faster and faster hardware speeds and the resulting deeper and deeper Computer searches mean that the possibility of equal contests in these matches is closing - and he hoped it would not close on him!

Mathias Feist of *Fritz* was to operate the program, but **ChessBase's Matthias Wullenweber** made the opening ceremony remarks on behalf of the computer team. Part of his response to a question about why Fritz had not competed in the Computer World Championship is worth repeating fairly fully: "... *preparing for a match against the (human) World Champion instead of a computer opponent are different things. A lot of preparation is necessary because the opponent is so different! Programmers live in fear that the human will shut down the position and lock up the pawn structure. The program, unable to calculate long but quiet*

forcing sequences plays without understanding, and the programmers are humiliated. Thus a very different kind of preparation was necessary!"

Before game 1 we should give appropriate credits:

- Sponsor: **RAG** AG, Germany, one of Europe's largest energy companies
- Venue: The National Art & Exhibition Hall in Bonn
- Time Control: G/90+30secs
- Deep Fritz hardware: ??
- Prize Money: Kramnik to receive \$500,000 whatever the result, and an extra \$500,00 if he wins = \$1 million potentially

One final comment which is important. From time to time (or more frequently if you're on the Internet) various folk rave on about the Computer's use of Opening Books. I'm not going to get into that! Obviously humans have their opening books stored in (their own) memory, but clearly the massive instant recall memories now possible in a Computer program are much greater. Should the computer play with no Opening Book (and therefore be very likely to respond exactly the same in every game to the opponent's opening play), and always be under a serious time handicap if nothing else. Or should the books be cut-off at, say, move 8, or move 12. Or should they play with their full "human + computer combined" prepared Books?

For this match Kramnik was allowed to see the Deep Fritz opening book, and all of its

preferences, variations, and win/loss statistics etc. until it went out of Book. So he got the benefit of his own opinions and preferences, and could see everything Fritz expected and 'preferred'. A neat idea which I would think ensures that a GM should never be at a disadvantage during the Opening. He would also see, if he had an innovation in mind at some point, whether the Computer engine knew much, little or nothing at all about it!

This idea appealed to me particularly because, as the main opening book programmer of Hiarcs through all its early years, it often frustrated me in an amusing sort of way when I played games against it, and it would remember the variations that I had put into it a lot better than I did!

The photos at the top of this page show Kramnik studying the Deep Fritz screen early in a game, and then the Laptop being turned towards Mathias Feist as soon as Fritz went out of book!



win. This is where one of the unique fascinations of chess comes in, for now even mere mortals with our super PCs and engines, can delve into the possibility that there was a win for White. And could Black have saved the game and, if so, would Fritz itself have found the saving line?! In a sense it doesn't matter as Kramnik missed the win anyway, but it's definitely interesting (and very time consuming!) to try and find out! Equally, if Kramnik did miss a possible win at move 30, can we find any inferior move/s in Fritz's earlier play? The ChessBase team tell us that the Fritz evaluation was close to equal throughout the game!

Kramnik - DeepFritz 10

Game 1 - Catalan Opening, E03

1.d4 ♘f6 2.c4 e6 3.g3 d5
4.♙g2 dxc4 5.♖a4+ ♘bd7
6.♖xc4 a6 7.♖d3 c5 8.dxc5
♙xc5 9.♘f3 0-0 10.0-0 ♖e7
11.♘c3 b6 12.♘e4

Here the commercial Fritz10 Book only has 12.♘g5, which comes from a 1984 game Szekely-Salov. So the computer is on its own, and Kramnik loses his view of the F10 screen... but might have done some home preparation on ♘e4!?

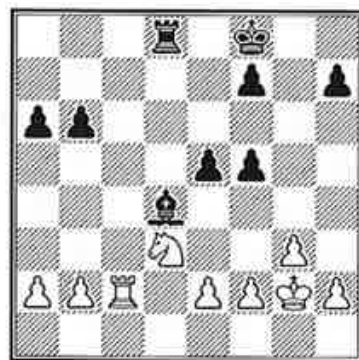
12...♘xe4 13.♖xe4 ♘f6



14.♖h4

14.♖xa8 is possible – a computer might well play it, but perhaps it shouldn't be played AGAINST a computer as, while it wins 2x♙ for the ♖, after 14...♙b7 15.♖xf8+ ♘xf8, Fritz would have plenty of piece activity, for example look at its 2 bishops!

14...♙b7 15.♙g5 ♖fd8
16.♙xf6 ♖xf6 17.♖xf6 gxf6
18.♖fd1 ♘f8 19.♘e1 ♙xg2
20.♘g2 f5 21.♖xd8+ ♖xd8
22.♘d3 ♙d4 23.♖c1 e5
24.♖c2



24...♖d5?!

This was perhaps a small inaccuracy, it's a little over-active.

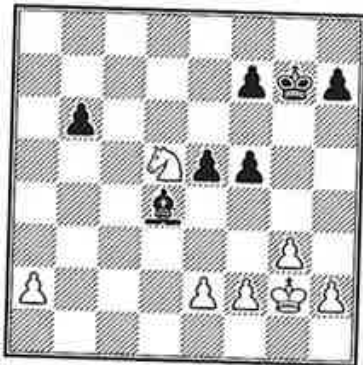
The main issue in game 1 is: "did Kramnik miss a win?!". This revolves around his 30th move.

I used three PC engines to play through all these games (Fritz itself, Rybka and Hiarcs), and the first thing to say is that only Rybka clearly found the move proposed by American GM Yasser Seirawan. Hiarcs however hovered between it and Kf3. Seirawan wrote strongly on behalf of the missed "winning" move, and put a little analysis with it, intimating it was a definite

24...e4 25.♖b4 a5 26.♗c6
♗d6 should be a draw
whether White takes on d4 or
plays the quieter 27.b3

Or 24...a5, which was
Seirawan's suggestion, then
25.e3 e4! 26.exd4 exd3
27.♗d2 ♗xd4 28.f4=

25.♖b4 ♗b5 26.♗xa6 ♗xb2
27.♗xb2 ♖xb2 28.♖b4 ♖g7
29.♗d5 ♗d4



30.a4?!

This is where it is said that
Kramnik missed a big chance,
and that after 30.e3! there's a
definite win. Let's have a look
as best we can:

30.e3! ♗c5! 31.♖f3! Seira-
wan says that the White king
heads for b5, the b6-pawn is
captured, so he can then
march the a-pawn to queen-
ing – and there is no defence!

He now only considers
31...f6 after which White
continues his plan with
32.♖e2 and Black plays e4,
maybe with b5, or perhaps f4.

The line he gives is...
32.♖e2 e4?!

Rybka isn't impressed with
the 32...e4 idea, and prefers
32...♖f7!? 33.♗d3 b5
34.♗c7 f4 35.exf4 (or
35.♗xb5 fxe3 36.fxe3 f5
37.a4 ♗b6 38.e4 ♖e6
39.♗c3. The winning chances
are with White, but are they
enough?!) 35...exf4 36.gxf4

♗xf2 37.f5! ♖e7 38.♗xb5
Here the position is quite
different from the line from
35.♗xb5, but again there's no
doubt that White has some
winning chances)

33.♗d2! b5 34.♖c3 ♖f7

Here Rybka goes for
34...♗d6 to stop the very
unpleasant ♗c7. Perhaps
35.♖b3 ♖g6!? 36.♗c3 b4
37.♗b5 ♗e7 38.♗d4 and
that still looks pretty good for
White I think)

35.♗c7 actually this might
have been even more effec-
tive on the previous move!
35...♗b6 36.♗xb5 ♗a5+
37.♗d4 ♗e1 38.a4 winning...



and that looks right. As you
can see I've put one or two
alternatives in for Black that
might be less co-operative
perhaps! What do the
endgame experts amongst our
readers think?!

My final non-co-operative
idea for Black after 30.e3 is
playing 31...b5!? now. It's a
move that soon crops up in
most of the other lines, and it
leaves Black free to choose
later what to do with the
f-pawn and his king. It's also
the move that Fritz10 on my
slower hardware chooses
fairly quickly and still sticks
with after 15 minutes!

32.♖e2 is still best, as in
other variations above, 32...e4
33.♗d2 ♖g6.

Here Fritz might have

played the inferior 33...♗d6?!
then 34.♖c3 ♖g6 35.♖b3
♖g5. Okay, here we go,
nerves jangling: 36.♗c3 b4
37.♗d5 ♖g4 38.♗xb4, and
now Black's best appears to
be 38...♗c7 39.a4 ♖h3
40.♗d5 ♗d8 41.♖b4! and
White's winning chances look
good

34.♗c7! b4 35.♗a6 ♗e7
36.♖c2 Now what? Dare
Black try the committal
36...♖g5!? 37.♖b3 ♖g4 Is
this going to be okay? I guess
I'll have to see it through a
few more moves even if I
have to print a retraction!
38.♗xb4 ♖f3 39.a4 ♗d8
40.♗c6 ♗g5



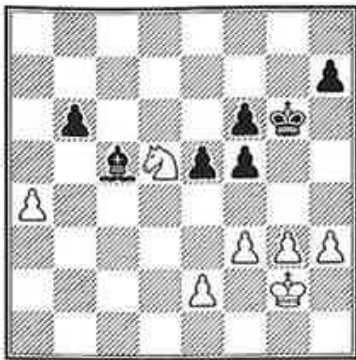
I'm leaving it here – I believe
it is a draw. Incidentally ♗g5
appears to leave the White
a-pawn free to run, but if
White allows ♖xf2 then ♗xe3
can come next and this covers
the a7 square instead.

Back to the game, after
30.a4?!

30...♗c5 31.h3?!

Yasser Seirawan reckoned
that 31.♖f3 still gave White
quite good chances of a win.
Let's see:

31.♖f3 f6. I know I ques-
tioned this move in Seira-
wan's earlier analysis, but this
time I think it's best! 32.e4. I
can't see anything better, but
now Black doesn't exchange
but plays 32...♖g6=
31...f6 32.f3 ♖g6



33.e4

Waiting for a possible error with the quieter 33.e3 was recommended as a better try. For example 33...h5 34.♔f1 ♕f7 35.♕e2 ♕e6 and now 36.e4. Here the Black ♕ is struggling to find counterplay, while the White ♕ has good chances of reaching critical squares 36...fxe4 37.fxe4 f5 38.♕f3 ♔d4 39.♖e3 fxe4+ 40.♕xe4. At this point the analysis I saw for the variation said that *"the White king has reached the square of milk and honey"*, which is very Biblical, but 40...♕f6 seems to close down White's hopes to me

33...h5!

And White is pretty well stuck!

34.g4 hxg4 35.hxg4 fxe4 36.fxe4 ♕g5 37.♕f3 ♕g6 38.♕e2 ♕g5 39.♕d3 ♕g1 39...♕xg4 40.♖xf6+ ♕f3 is a straightforward draw, and would have enabled the players and operators to leave a few minutes earlier for their tea

40.♕c4 ♕f2 41.♕b5 ♕xg4 42.♖xf6+ ♕f3 43.♕c6 ♕h4 44.♖d7 ♕xe4 45.♕xb6 ♕f2+ 46.♕c6 ♕e1 47.♖xe5 ½-½

A fascinating game! Whatever conclusion we come to about



Kramnik missing a win or not - certainly we can say he missed a decent chance - we should also note that Fritz was never even remotely on top in this game. Okay, it was Black, but Kramnik had all the initiative, and that was encouraging for a good match.

We might also say that, if I spend as much time and space on all of the games as I have on this one, there will be no room for anything else in the magazine - and it might never even reach the printers the hours I took on the analysis!

Game 2 however will take up just as much space! Although dissimilar in some ways, I should note that Kramnik as Black played so well again that there was no time, during the first 34 of the 35 moves, at which Fritz showed with any advantage...

but Black's 34th changed everything!

Deep Fritz - Kramnik

Game 2 - Slav Defence without early Nf3

1.d4 d5 2.c4 dxc4 3.e4 b5 4.a4 c6 5.♖c3 b4 6.♖a2 ♖f6 7.e5 ♖d5 8.♕xc4 e6 9.♖f3 a5 10.♕g5 ♖b6 11.♖c1 ♕a6

The Fritz Book has 11...h6 12.♕d2 ♕a6, and Kramnik has spotted the 'gap' and reverses the order of his 11th and 12th moves. Sneaky! 13.♖e2 ♕xc4 14.♖xc4 ♖d7 15.♖b3 is the Fritz Book continuation - it almost copies the game, but the engine has to work it all out!

12.♖e2 h6 13.♕e3



13...♕xc4

Here the ♖ is better than the ♕, so Kramnik isn't interested

in 13...♟xe3? 14.fxe3 ♟xc4
15.♟xc4 ♟e7 16.♟d3±

14.♟xc4 ♟d7 15.♟b3 ♟e7
16.♟c1 0-0 17.0-0

17.♟xc6?! doesn't win a
pawn: 17...♟xc6 18.♟xc6
♟7b6 regains it with a useful
queenside pawn advantage
17...♟fc8 18.♟e2 c5 19.♟fd2
♟c6 20.♟h5 ♟xa4



21.♟xc5?!

Kramnik gets slightly on top
after this, with his queenside
pawns a long-term threat, so
perhaps exchanging with
21.dxc5 was better, then the
♟ goes to b5 or c6.

Let's try 21...♟c6 22.♟c4 –
about equal, but we'd better
see what happens after a few
exchanges: 22...♟a6

23.♟cxa5 ♟xc5 24.♟xc5
♟xc5 25.♟xc5 ♟xc5 26.♟xc5
♟xa5. Mmm. I think the
Black ♟ and ♟ on the a-file
might cause White's b-pawn
some trouble, so I'd still
favour the GM

21...♟xc5 22.dxc5 ♟xe3
23.fxe3 ♟xc5 24.♟xf7+ ♟h8
25.♟f3 ♟f8 26.♟e4 ♟d7
27.♟b3 ♟b6 28.♟fd1



28...♟f7

28...♟a7! looks better here. If
Kramnik is to win he has to
find a way of mobilising his
queenside pawns and forcing
a distant passed pawn. Now
29.♟d4 a4!±

29.♟f1 ♟a7! 30.♟xf8+ ♟xf8
31.♟d4 a4 32.♟xe6 ♟xe3+
33.♟h1 ♟xc1?

I think this probably brings
Kramnik's advantage to an
end, but the general view is
that he is still looking for the
win that he has sensed might
be there. To be honest it looks
more as if he had held an
advantage rather than a win...
but whatever, it has gone
now.

If he'd tried 33...♟e8!
there's still some pressure on
White. E.g. 34.♟f1 ♟a6
35.♟f3 (35.♟e1?! ♟xe6
36.♟xe3 a3 37.bxa3 bxa3
38.♟a1 a2±) 35...♟xe6
36.♟xe3 ♟a6. This threatens
♟f1 mate, so 37.♟f3 ♟c4±
and there's still a slight
chance of the win

34.♟xf8

I guess the alarm bells didn't
ring because White has just
made an 'automatic' recapture,
taking less than a second to
make the move. But the auto-
matic recapture also carries a
threat!



Here is what Fritz expected:

Fritz Bonn	34.b3 (3/3)	0-0
0	= (0.00)	Depth=18/53 9452 kb/s 0:00:26
34.Nxb3 Kg8 35.Ng6 Bxb2 36.Qd5+ Kh7 37.Nf8+ Kh8 38.Ng6+ Kh7	= (0.00) Depth: 18/53 00:00:01 1721521 kb=134	
34.Nxb3 Kg8 35.Ng6 Bxb2 36.Qd5+ Kh7 37.Nf8+ Kh8 38.Ng6+ Kh7	= (0.00) Depth: 16/51 00:00:04 4522371 kb=453	
34.Nxb3 Kg8 35.Ng6 Bxb2 36.Qd5+ Kh7 37.Nf8+ Kh8 38.Ng6+ Kh7	= (0.00) Depth: 17/47 00:00:11 105m11 kb=1073	
34.Nxb3 Kg8 35.Ng6 Bxb2 36.Qd5+ Kh7 37.Nf8+ Kh8 38.Ng6+ Kh7	= (0.00) Depth: 18/53 00:00:27 260m11 kb=5661	

Indeed 34...♟g8 35.♟g6
♟xb2 36.♟c4+ ♟f7 37.♟c8+
draws

34...♟e3??

But now the Fritz screen
shows something very
different:

35.♟h7# 1-0

The Press Conference must
have been very difficult for
Kramnik!



How did this happen?

Various theories have been
put forward, including:

- The knight covering the h7 square from the 8th rank is a very rare configuration - more like a composition

- It's caused by the type of stress a match against a computer puts on a human player - on the razor's edge for hours, calculating endless variations - just leads to exhaustion
- (*I print this next one just so readers can try and imagine what 'fun' the Internet community can be!*): Mr. Kramnik wanted to lose the game, or even embarrass himself in front of the chess world, out of repressed guilt or something.
- The knight had arrived at the key square by a very natural manner, because it was a forced exchange capture it appeared innocuous. So it never even occurred to Kramnik to be suspicious, he just got on with the game! But if the move Nf8 had NOT been a capture, then Kramnik would have been sure to see it!
- One person suggested we all voted, to see how many people would admit to not seeing the mate. As we were probably all following the game with a PC engine running, the number might be pretty small!
- Some, perhaps most people watching on the Internet and using a PC to follow the game, instantly saw their Engine's mate announcement and assumed there must have been a fault in the transmission. For a few moments we awaited a correction to the moves as relayed... but it never came!
- A Swedish contributor admitted to a similar experience: I was White in a wild position and took a bishop with Ne5xg4. My move was a bit clumsy and the piece landed partly on g4 and g5. It was a Blitz game, swap, swap, and then I played Qd3 threatening mate on h7. My opponent ignored it, so I banged my queen (I apologise for that) on h7! My opponent

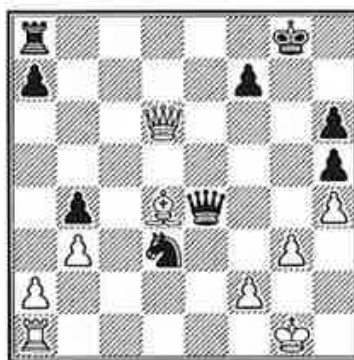
looked at me, pushed my knight back into the centre of g4, and took my queen!

In Bonn, Kramnik thought for well over a minute and calmly played 34...Qe3. Then he picked up his cup and started strolling off to his rest room, but became aware that there was some developing commotion in the room amongst the spectators. He strode quickly back to the board and, of course, instantly knew his mistake. A cruel way to lose a game he had actually controlled throughout quite brilliantly.

The blunder drew various contributions of other major Grandmaster missed mates!

This from Britain's **Peter Wells** 2480) against **Alexander Areschenko** (2640), in the Monarch Assurance Isle of Man tournament, 2006.

Wells (White) has just played 32.Qd7-d6



32...♖e1! 33.♗b2?? ♕g2#
33.♖xe1 ♕xe1+ 34.♔h2 ♕e6
35.♕xb4 should have been a draw

The next one comes from a golden era, and was a 1851 Knockout Game in London between **Howard Staunton**

(White) and the tactical wizard **Adolf Anderssen**.



Black has just played h7-h5, attacking the knight

29.♖f6+

Now Anderssen should play 29...♗xf6 which is fine, 30.♕xe6+ (or 30.♕c2 might be better, but Black's win is less dramatic!) 30...♔h7, and now we see that White cannot defend the g-file and, in particular, the g2 square, so 31.♔h1 ♖xg2 32.♖xg2 ♖xg2 33.exf6 ♕g3 0-1

But the tactical superhero misses all that and plays 29...♔f7?? 30.♕e8# 1-0

Incidentally, back to the diagram and, for Staunton, 29.♖h1 would appear to be objectively best, but even this struggles against 29...hxg4 30.hxg4 ♖5xg4 31.fxg4 ♕xg4 32.♕xd5 f3!

Tricky things, those knights!

Back to the match, and game 3.

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Game 3 - Open Catalan

1.d4 ♖f6 2.c4 e6 3.g3 d5
4.♗g2 dxc4 5.♕a4+ ♖bd7
6.♕xc4 a6 7.♕c2

In game 1 Kramnik had played 7.♕d3. But the

programmers are allowed to make small Opening Book modifications between games. Whilst Kramnik would be able to spot a new move or a priority change in the ♖d3 line on the Fritz screen at this stage of the game, he wouldn't know what changes might follow until he reached them. So he played safe

7...c5 8.♘f3 b6 9.♘e5 ♘d5
10.♘c3 ♘b7 11.♘xd5 ♘xd5
11...exd5 12.0-0 ♘e7 is
Black's response in the
commercial F10 Book
12.♘xd5 exd5 13.0-0 ♘xe5
14.dxe5 ♖c8 15.♖d1



15...♖e6?!

A strange order of development that seems to work!

16.♖d3 ♘e7!?

The pawn sacrifice will yield a very active position for the computer, so full marks here for enterprising play, strange as 15...♖e6 looked!

Note that, with ♖d8 Fritz does not avoid the loss of a pawn with, as that leaves the a-pawn en pris. But 16...♖xe5 would have done the job, then 17.♘f4 ♖e4 18.♖xd5 ♖xd5 19.♖xd5 ♘e7. Material is level, but White has a clear lead in development after 20.♖ad1±. So well done Fritz for playing ♘e7, a move which caused some

consternation amongst the commentators: "a computer sacrificing a pawn for purely positional considerations".

17.♖xd5 ♖d8! 18.♖b3
♖xd1+

Exchanging queens is not so good: 18...♖xb3? 19.♖xd8+ ♘xd8 20.axb3 and now Black must play 20...a5 or he'll be 2 pawns down and into the endgame

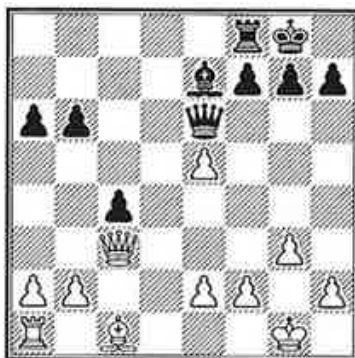
19.♖xd1 0-0

No modern computer engine would fall for 'regaining' the pawn with 19...♖xe5? 20.♖a4+! with ♖xa6 to follow and White probably has a won game already

20.♖b3

20.♘f4 has been proposed, with the suggestion that the likely computer reply (g5) leads to an advantage for White: 20...g5 21.♘d2 ♖d8 22.♖c2 ♖xe5 23.♘c3 ♖e6 24.b3 h6. Black has the distant pawn majority, but the game is very close to equal I'd have thought

20...c4 21.♖c3



You'd expect that a computer program would be keeping its eye (or 'monitoring') the extra pawn White has on e5. So maybe 21...b5. But Fritz rather cleverly is more interested in its queenside attack and getting piece support for it. So...

21...f6! 22.b3

22.exf6 ♖xe2 23.♘e3 (but not 23.fxe7?? ♖xf2+ 24.♔h1 ♖f1#) 23...♘xf6 24.♖e1 ♘xc3 25.♖xe2 ♘f6 26.♘xb6 ♖b8 looks like a draw

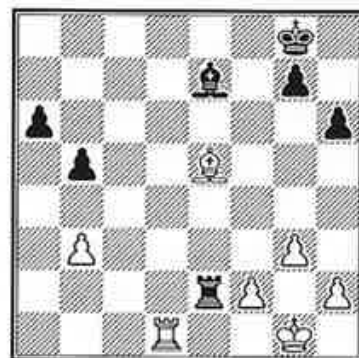
22...♖c8 23.♘b2 b5 24.♖e3 fxe5 25.bxc4 ♖xc4 26.♘xe5 h6 27.♖d1

Best. 27.♘d4 ♖xe3 28.♘xe3? (but 28.fxe3 ♖a4 29.♔f2 is drawing) 28...♖a4! is good for Black's queenside pawns 27...♖c2 28.♖b3?!

I think the events of the previous game influenced this choice, and Kramnik decided to bring to an end the chances of his missing a ♖+♖ combination so that he could concentrate on endgame ♔+♔ essentials.

Objectively I think 28.a3 (or perhaps 28.♖e4) were better: 28...♖a2 29.♖d7! ♖xd7 30.♖b3+ ♔h7 31.♖f7 ♖d1+ 32.♔g2 ♘f8 33.♖xa2 ♘xa3 34.♖f7 ♘f8 35.♘f4 ♖d8. I think that should be a draw, but I'm not sure what to make of Black's queenside pawns – can the computer get them moving or can White keep creating threats and checks to hold them back?!

28...♖xb3 29.axb3 ♖xe2



After the exchanges it is clear that any winning initiative is now with Black

30.♘d6 ♘f6 31.♘c5 a5

32.♔d4 ♕e7

32...♕xd4 33.♖xd4 ♖b2
34.♖d3 ♖f7 35.♖g2 ♖e6
36.♖f3 should be a draw

33.♕c3?!

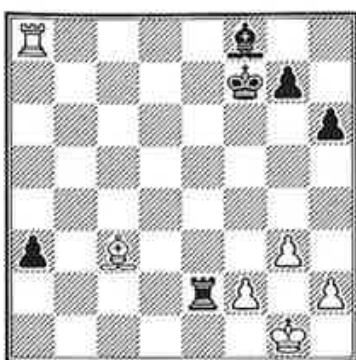
33.♖f1 ♖a2 34.♖c1 should
get the draw. Now Fritz is on
the attack

33...a4! 34.bxa4 bxa4

35.♖d7 ♕f8

35...a3 36.♖f1 ♖e4 might
have been worth trying

36.♖d8 ♖f7 37.♖a8 a3



This is a point at which the
computers all have a problem.
The position looks very
dangerous to White, but
Kramnik has a solution ready
in the form of an exchange
sacrifice. The computers
think this is a mistake and
that it improves Black's
winning chances. In fact IMs
and GMs know how to set up
a fortress that gets the draw,
whatever the computer eval
thinks, as the programmers
have not yet found a way to
deal with it! Here it goes...

38.♖xf8+! ♖xf8 39.♕b4+
♖f7 40.♕xa3 ♖a2 41.♕c5 g6

If 41...g5 the blockade has to
be built up differently, start-
ing with 42.g4

42.h4! ♖f6 43.♕e3 h5

44.♖g2

Come on, let's own up – our
PC engines all think Black is
around +1.00 don't they!?
Some have it even higher!

However
there is no
way Black
can break
through, and
credit to
Matthias Feist
for recognis-
ing this
quickly and
accepting
Kramnik's
draw offer
despite the
DF10 +1.00
evaluation! ½-½



We would have to say that
Fritz had what chances there
were in game 3, and the same
is true in game 4, though it is
no more than 'pressure', there
were never any winning
chances

Deep Fritz - Kramnik

Game 4 - Petroff Defence

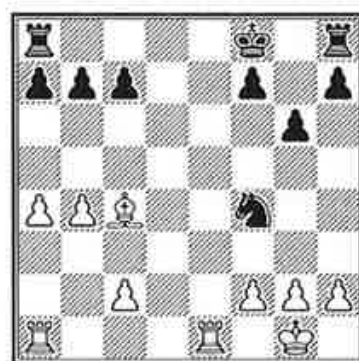
1.e4 e5 2.♖f3 ♖f6 3.d4 ♖xe4
4.♕d3 d5 5.♖xe5 ♖d7
6.♖xd7 ♕xd7 7.0-0 ♕d6
8.♖h5 ♖f6

This offer of a pawn is
known, although 8...♖f6
9.♖e1+ ♖f8 is seen more
often

9.♖c3

9.♖xd5?! is not really recom-
mended: 9...♕c6 only move
10.♖h5 ♖xd4 and Black's
pieces already look
threatening

9...♖xd4 10.♖xd5 ♕c6
11.♖e3 g6 12.♖h3 ♖g5
13.♖g4 ♖f4 14.♖xf4 ♕xf4
15.♖c4 ♖e6 16.♕xf4 ♖xf4
17.♖fe1+ ♖f8 18.♕f1 ♕b5
19.a4 ♕a6 20.b4 ♕xc4
21.♕xc4



The program has a small
advantage because of ♕ v ♖
on an open board

21...♖d8 22.♖e4 ♖h5

Despite the warnings against
knights on the edge, this is
better than 22...♖d5?! after
which 23.♖d1! c6 24.f4 and
there are complications which
Kramnik is clearly eager to
avoid as Black

23.♖ae1 ♖d7 24.h3 ♖g7

25.♖e5 ♖f5 26.♕b5 c6

27.♕d3 ♖d6 28.g4 ♖g7 29.f4
♖hd8



As Malcolm Pein's analysis in the Daily Telegraph said, Kramnik "now curls up into a ball and defies the computer's attempts to break through"

30.♔g2 ♖c8 31.a5 ♖d4
32.♖5e4 ♔f8 33.♔f3 h6
34.♖xd4 ♖xd4 35.♖e4 ♖d6

Continuing to simplify here with 35...♖xe4 is not quite as good as, after 36.♔xe4 ♔e7 37.♔e5 gives White the space and the centre of the board, as well as ♔ v ♖, making it harder rather than easier for Kramnik

36.♔e3 g5!

Fixing some of White's pawns onto white squares, the same colour as his bishop

37.♖d4 ♔e7 38.c4 ♖xd4
39.♔xd4 gxf4 40.♔e4 ♔f6
41.♔xf4 ♖e7 42.♖e4 b6!



43.c5?!

This makes it almost impossible for the White king to penetrate on the queen's side, so probably helps Kramnik's cause. On the other hand it isn't easy to see what DF10 could do:

43.axb6 axb6 44.♖f3 c5
45.bxc5 bxc5=

or 43.♖f5 bxa5 44.bxa5 c5
45.a6 preserves an entry at a5, but the king is never going to be allowed to just vacate the kingside

43...bxc5 44.bxc5 ♖g6+
45.♔e3 ♖e7 46.♔d4 ♔e6

47.♖f3 f5 48.♖d1 ♔f6
49.♖c2 fxg4 50.hxg4 ♔e6
51.♖b1 ♔f6 52.♖e4 ♔e6
53.♖h1 ♔f6 54.♖f3 ♔e6 ½-½

So the computer still leads, by 2½-1½ - that wretched mate in 1! One can imagine how gutted Kramnik will be if that single but horrendous blunder is to cost him the match, and now he has his last game as White in which to try and do something about it! He must win both the last 2 games to double his money to \$1 million.

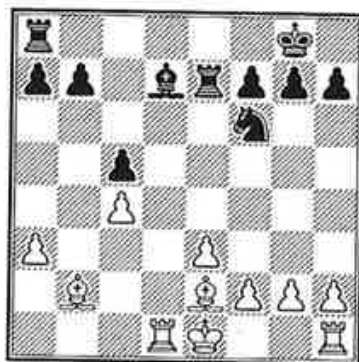
Kramnik - DeepFritz 10

Game 5 - Nimzo-Indian, Rubinstein variation

1.d4 ♖f6 2.c4 e6 3.♖f3 d5
4.♖c3 ♖b4 5.e3 0-0 6.a3
♖xc3+ 7.bxc3 c5 8.♖b2 ♖c6
9.♖c1

9.♖c2 has the best record - as long as you ignore the games where Black replied with 9...♖a5!

9...♖e8 10.♖d3 dxc4 11.♖xc4
e5 12.dxe5 ♖xd1+ 13.♖xd1
♖xe5 14.♖xe5 ♖xe5 15.♖e2
♖d7 16.c4 ♖e7



We've followed the drawn 1965 game between Geller and Spassky so far, but here Geller played 17.♖xf6 and gained the slight advantage of disrupting Black's pawn

structure. Commentators were therefore surprised at Kramnik's move, but he said afterwards that, firstly he liked the 2 bishops and didn't want to give them up, and secondly he didn't think the doubled pawns would bother Fritz: "it's very hard to beat this computer"

17.h4!?

You could try 17.g4 against a medium standard human, as both captures fail:

17...♖xg4? 18.♖g1! 1-0.

17...♖xg4?? 18.♖xf6! ♖xe2
19.♖xe7 1-0

Of course Fritz wouldn't fall for either of these and would play the annoying 17...♖c6

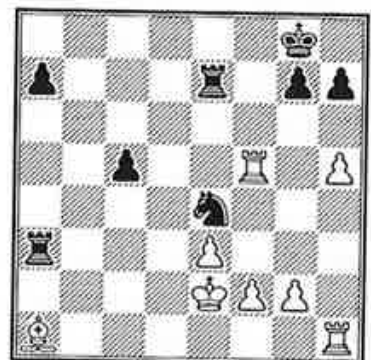
17...♖e4! 18.h5 ♖a4 19.♖d3
b5!

The commentary teams were becoming nervous for the GM, Fritz is on the attack, and correctly activating its queenside pawn majority

20.cxb5 ♖xb5 21.♖d1 ♖xe2
22.♔xe2 ♖b8 23.♖a1

The bishop has to cover c3 to avoid the knight fork

23...f5 24.♖d5 ♖b3 25.♖xf5
♖xa3



The computer's pieces look active and Kramnik is struggling to find counterplay against either of the weak pawns (a7 and c5)

26.♖b1 ♖e8 27.♗f4 ♖a2+
28.♔e1 h6

Trying to remove back rank
mate worries

29.♗g4



29...g5!

29...♖e7?! was well avoided
as White could get connected
passed pawns with 30.♖b8+
♔h7 31.♗xg7 ♖xg7 32.♖xe4
♖xg2 33.♖e7+ ♖g7 34.♖bb7
♖xe7 35.♖xe7+ ♔g8 36.♖c7

Also note that there was no
time to play 29...♔xf2 as
30.♖xg7+ ♔f8 31.♖h7 ♔d3+
(not 31...♖xe3+? 32.♔f1 ♖e8
33.♖h8+ ♔f7 34.♖b7+ ♔e6
35.♖xe8+ wins) 32.♔f1 ♔b4
33.♖d1 ♔c2 34.♗g7+ ♔g8
35.♖h8+ ♔f7 36.♖xe8 ♔xe8
37.♗xh6 and White 3 passed
pawns to Black's 2, plus ♗ for
♔ and a sure win

30.hxg6

And White has a mate threat,
in fact connected to the back
rank: 31.♖xe4 ♖xe4 32.♖b8+
♖e8 33.♖xe8#

30...♔xf2 31.♖h4

And another mate threat:
32.♖xh6 and ♖h8#

31...♖f8!

Very topsy turvy! Now Black
threatens mate with ♔d3 and
♖f1! For some reason it is not
so easy to see White's reply,
but fortunately Kramnik
found it

32.♔f1!

32.♖f4? doesn't work as it
loses the exchange:

32...♔d3+ 33.♔f1 ♔xf4
34.g7 ♖d8 35.exf4 ♖ad2 0-1

32...♔h3+

The discovered check, but
Kramnik walking into it has
saved the game

33.♔e1 ♔f2 34.♔f1 ♔h3+
35.♔e1 ½-½

Well Kramnik is 1 down with
1 to play, so is now playing
for the draw and for pride.
Although he has the Black
pieces, that's exactly what he
does!

Deep Fritz - Kramnik

Game 6 - B86 - Sicilian
Scheveningen/Najdorf

1.e4 c5 2.♔f3 d6 3.d4 cxd4
4.♔xd4 ♔f6 5.♔c3 a6 6.♗c4
e6 7.0-0 ♗e7 8.♗b3 ♖c7!?

There are over 70 games in
my big database for this, and
it scores around 50%. But it's
not in the Fritz10 commercial
Book (it has 8...0-0 and
8...b5) so we can see why
Kramnik tried it!

9.♖e1 ♔c6 10.♖e3!?

I thought this was amusing, I
must say. It's certainly an
unexpected choice and
presumably Fritz has its eye
on the g-file. But it's also the
move computer experts will
recall could start off our
kingside attacks up either the
g or h file against the old
dedicated computers! It
brings back memories!

10...0-0 11.♖g3 ♔h8
12.♔xc6?!

Usually this is not so good, as
it yields Black a big pawn
centre

12...bxc6 13.♖e2 a5 14.♗g5
♗a6 15.♖f3 ♖ab8 16.♖e1 c5



17.♗f4!

Black had threatened to win
the b-pawn: 17...c4 18.♗a4
♖xb2. This is a neat response!
17...♖b7!

Not now 17...c4? 18.e5! dxe5
19.♗xe5 ♖b7 20.♔e4! That's
got complicated, and would
suit Fritz just fine as it threat-
ens both ♗xb8 and ♖xg7
♔xg7 ♖g3+, both of which
would win

18.♗c1

Fritz has moved the bishop
from c1 (move 14), to g5,
then f4, and back to c1... just
to play ♖ae1! But it's not such
a bad manoeuvre in truth

18...♔g8?!

A strange choice which
no-one really understood. By
common consent 18...♖c7
was best: 19.♖h3!? ♗b7
20.♖g3, but I think White has
some pressure here

19.♔b1

Very amusing – Fritz exactly
mirrors Kramnik's move!

19...♗f6 20.c3

Fritz is doing all it can to

render c5-c4 innocuous

20...g6

To put the bishop back into the fianchetto position

21.♖a3 ♖c6 22.♗h3 ♕g7

22...c4 could have been played here, then 23.♕c2 ♖c5 24.♕e3 ♖c7=

23.♖g3 a4?!

The straightforward 23...♖f6 was best. I think Kramnik knew the position was drawn and wanted to see if he could initiate some confusion without risking too much. The danger is that Fritz won't need much encouragement if he overdoes it!

24.♕c2 ♖b6?!

24...♖f6 was best again. Kramnik admitted seeing Fritz's strong reply just seconds after he had moved the rook

25.e5! dxe5 26.♗xe5



Suddenly everything (except the poor knight on a3) is pointing straight at Kramnik's king, and he's in trouble

26...♖f6

26...♕xe5?? 27.♖xe5+ f6 28.♗xh7+ ♖xh7 29.♖h5+. The queen can do what she wants, the bishops on c1 and c2 pin all Black's pawns! 29...♖h6 30.♖xg6+ ♖h8 31.♖h7#

27.♖h4 ♖b7

Another strange choice. The

only big threat which Kramnik had was ♕b7 threatening mate on g2. Now that is gone

28.♗e1

28.♕xa4? would be a mistake: 28...♗xb2 29.♕b3 ♖d8! 30.♗e1 ♗e2 which is at best equal and might even give Black some chances

28...h5 29.♗f3 ♖h7?

Possibly the best defence was 29...♖g4 but after 30.♗g3! ♖g8 31.h3 ♖e5 32.♖xa4 the best Kramnik could hope for would be a draw, and even that's beginning to look uncertain at best

30.♖xa4



White has won a pawn, and some commentators stopped their analysis here: "Against a computer this is virtually resignable". In fact though Kramnik resists strongly and Fritz makes little progress for some while!

30...♖c6 31.♖xc6 ♗xc6 32.♕a4 ♖b6 33.b3

33.♕b3!? looks stronger and might have speeded the end!

33...♖g8 34.c4 ♖d8 35.♖b5 ♕b7 36.♗fe3 ♕h6 37.♗e5 ♕xc1 38.♗xc1 ♗c6 39.♖c3 ♗c7?!

Here 39...♗cc8 was better, the idea being that both rooks guard the back rank, so either

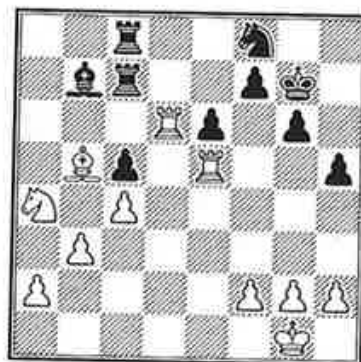


could move later... in particular I think ♖d8-d2 looks a good possibility

40.♕b5 ♖f8

Kramnik must try and keep some activity, but he is probably tiring rapidly now, especially as he will be well aware that it's very likely to end up 4-2 for the computer. So 40...♖f6 was better, then 41.h3 also because of back rank issues! 41...♖g7

41.♖a4! ♗dc8 42.♖d1 ♖g7 43.♖d6



Now things look really grim for Black

43...f6 44.♗e2! e5 45.♗ed2 g5 46.♖b6 ♖b8 47.a4! and

Kramnik had no desire to see the pawn march into his territory, so he resigned. After the game the GM commentators as well as Kramnik all confessed that they were very impressed with Fritz's play as they had seen a variety of threats and ideas develop from its initially more mysterious moves 1-0, and 4-2!

PALM AND POCKET PC PROGRAMS

The following is taken from my web pages and was last updated in August 2006. Most of it concerns **HIARCS** from the time when I was involved with programmer Mark Uniacke in completing a special Opening Book for Palm Hiarcs 9.1 and 9.6. Many of the program v program results are from Clive Munro, and some are from myself - both on our rather weak and out-of-date Palm Zire 21 126MHz units. In the Matches and Tournaments in which it played it was on faster (usually 400MHz) Tungsten Palm units.

There are also results for **GENIUS** and **TIGER** on the **Palm**, and the **Pocket PC FRITZ2** - actually this is a Shredder program, but was called Fritz by ChessBase when they launched it, as they considered the name to be "more popular".

CHESS PLAYING PROGRAMS for the PALM

- Palm HIARCS. Programmer Mark Uniacke.
- Palm GENIUS. Programmer Richard Lang.
- Palm TIGER. Programmer Christophe Theron.

PLAYING STRENGTH - COMPUTER v HUMAN. Palm HIARCS beats GMs!

You will note in the final figures which I give below that I show that Palm HIARCS 9.1-9.6 are GM strength when on 400MHz Palm units or faster. This is not a mistake, nor an exaggeration! Palm HIARCS has now played and beaten 3 (three) GMs in head-to-head matches, and also recently won a Tournament involving GMs and IMs! So I will start with those details to back up this view first of all. Time Controls are G/30+10secs:

- Palm HIARCS 9.1/400MHz v GM Jan Gustaffson (2616 Elo), score 3-1
- Pocket FRITZ2 v GM Jan Gustaffson (2616 Elo), score 2½-1½
- Palm HIARCS 9.1/500MHz v GM Sergey Volkov (2682 Elo), score 3-1
- Palm HIARCS 9.6/400MHz v GM Piotr Bobras (2660 Elo), score 5-1
- Philippines Prospero G/25 Tournament, Palm HIARCS 9.6/400MHz placed OUTRIGHT FIRST! It reached the final round in 2nd place with 5/6, but then played the tournament leader GM Mark Paragua (2617 Elo) on 5½/6. PalmH won to finish clear 1st with 6/7

PLAYING STRENGTH - COMPUTER v COMPUTER

Here are the head-to-head RESULTS, from matches using two equal-processor Palm or (for Fritz & Grandmaster) Pocket PC units.

Before the Palm Tungsten ARM processors came out in 2004, the Pocket PC programs outspeeded those on the Palm. TIGER and GENIUS were close for playing strength, and HIARCS was still "work in progress". To obtain maximum benefit (i.e. running speeds of between 20 and over 60 times faster!) from the ARM processors, Palm programs have to be considerably re-coded! Richard Lang did this for GENIUS, as did Mark Uniacke for HIARCS, but until Christophe Theron converts the TIGER code his program will struggle when it comes to playing strength, and loses to both its competitors.

At 40/2

- Palm Hiarcs v Pocket Fritz2 3.5-0.5

At G/2hours

- Palm Hiarcs v Palm Genius 10.5-3.5 (a 7-3 from one user, and 3.5-0.5 from another)
- Palm Hiarcs v Palm Tiger 9-3
- Palm Hiarcs v Pocket Fritz2 3.5-2.5

At G/1hour

- Palm Hiarc v Pocket Fritz2 25½-14½ (a 13-7 from one user, and a 12½-7½ from another)
- Palm Hiarc v Palm Genius 15-5
- Palm Genius v Palm Tiger 6.5-3.5

At G/30

- Palm Hiarc v Pocket Fritz2 18-10 (5½-4½ from one user, 5½-2½ from another, and a 7-3)
- Palm Hiarc v Pocket Grandmaster 3½-1½

At G/15

- Palm Hiarc v Pocket Fritz2 4½-3½ (a 2-2 from one user, and 2½-1½ from another)

At G/10

- Palm Hiarc v Palm Genius 27-7
- Palm Hiarc v Palm Tiger 32½-1½

At G/5

- Palm Hiarc v Pocket Fritz2 6-4



Palm Tungsten (left) and Palm Zire 21

From **Clive Munro, G/60:**

Palm progs on Zire21/126MHz!

Palm program	Tasc R30-1995 2355 Elo	Meph London '030 2315 Elo	Meph Genius '030 2306 Elo	Meph London Pro 2278 Elo	Meph Atlanta 2222 Elo	Score /50	Elo Perf
Hiarc/126	6½-3½	9½-½	9-1	9½-½	8-2	42½	2575
Genius/126	3½-6½	7½-2½	7½-2½	5-5	5½-4½	29	2359
Tiger/126	1½-8½	2-8	3½-6½	2½-7½	6½-3½	16	2151

In my own view PALM HIARCS has the best range of FEATURES for all players beginners/hobby/club/master, with TIGER 2nd in this category, while HIARCS clearly has the TOP PLAYING STRENGTH, with GENIUS 2nd.

ESTIMATED ELO RATINGS

The next thing to note is the ratings the programmers give themselves on their own websites!

On a Tungsten T3 400MHz ARM processor:

TIGER claims a rating of 2293 Elo

GENIUS claims a rating of 2447

HIARCS claims a rating of 2605.

Based on my *Selective Search* rating levels, and noting a total score of 54-32 (62.8% = 102 Elo) in matches between Palm Hiarc and Pocket Fritz2, I believe the following figures are more accurate... and still very impressive!

	T3 ARM/400MHz 400MHz iPAQ	Zire 21 ARM/126 Zire 71 ARM/144	Pre-ARM Palm 16 or 20MHz
Palm Hiarc	2625	2500	2150
Pocket Fritz	2550		
Palm Genius	2425	2300	2075
Palm Tiger	2250	2150	2050

CHRIS GOULDEN's UCI/WINBOARD PAGE

8/Jan 2007

Hi Eric

Please find enclosed the latest two divisions plus the report.

Division 1

The 1st Division was pretty straight forward with **Toga** winning yet again, the others also went to form although I did expect **Spike** to get ahead of **Glaurung**. **Aristarch** unfortunately only stayed up for one series and was relegated again along with **Jonny**.

Pos	Engine	Elo	Score/18
1	Toga 1.2.1a.UCI	2770	15½
2	GLAURUNG 1.2.1 UCI	2635	12
3	SPIKE 1.2 TURIN	2698	11
4	SCORPIO 1.84	2622	9½
5=	NAUM 2.0 PSEUDO 0.7c	2667 2564	8
7=	SLOWBLITZ WV 2.1 DEEP PHARAON 3.5.1	2,614 2604	7½
9	JONNY 2.83	2592	6½
10	ARISTARCH 4.50	2593	4½

Division 2

The excitement actually came about in the 2nd Division. You can see by the low scoring of the top engines that they were all pretty close. In fact going into the last round there were 4 engines on 7½ points - any two of them could have been relegated, but **Francesca** and **Ufim**, both on 7½, won to stay up, and **Petir**, which had been on 8, drew.

Wildcat 7 and **Colossus** will play in the 1st Division next time having been 1st and 2nd respectively. There was also a good showing from **Francesca**, which has come on in leaps and bounds recently. *SelfSearch* readers from way back will remember **Francesca** being listed in the 2380-2420 Elo area at **Ridderkerk**, along with engines like **The Crazy Bishop**, **Amy** and **Phalanx**. It is much

improved since those days!

Pos	Engine	Elo	Score/18
1	Wildcat 7	2560	11½
2	Colossus 2006f	2559	10½
3=	Thinker 4.7a Deep Frenzee 3.0	2563 2545	9
5=	Delfi 5.0 Ufim 8.02 Petir 3.99d Francesca Mad 0.13	2603 2555 2561 2520	8½
9=	L.G.Evolution GLC 3.01.2.2	2570 2514	8

There it is Eric, you can precis this if you like for space purposes. I will be able to tell you about the 3rd Division on about the 12th or 13th of Jan if it is not too late, but I am only up to round 3 out of 14 at present and will have a better idea by then.

Just as an extra **Altrincham** have won the last two games in a row in the Conference and are just below mid table.

All the best.

Chris

P.S. ... Division 3 late info!

E.T Chess 181105 won division 3 with 9/14, and **The Baron 1.7.0** came 2nd. with 8½. So they will be promoted to division 2 for my next series of matches. There is a later, private version of **The Baron** at **Ridderkerk** that is not available publicly yet.

Eric: Sorry folks about the footie mention of **Altrincham** in the Conference, but I thought I'd leave it in.

When I lived in Manchester (many, many years ago), my dad and I used to go and watch **Altrincham** nearly as much as we went to watch **Manchester Utd**. My dad used to be on the turnstiles at **Old Trafford**, to earn extra money for my schooling, so I was introduced to **ManU** as a youngster. But when **Utd** were away and too far to travel, we went to **Altrincham**, so finding out that **Chris** is an **Altrincham** fan has given us an extra mutual interest!

DEEP JUNIOR... OUR GAME 1 IS V GM RADJABOV (2729 ELO)

A contradiction which causes some confusion (to most if not all of us), is that the PC programs can beat the top GMs - quite frequently at present! - but are sometimes unable to beat *Selective Search* readers who have far less claim to fame. Here it plays rising star GM Teimour Radjabov.

Radjabov, T - Deep Junior

D43: Semi-Slav: 5 Bg5 h6. G/90+25secs per move

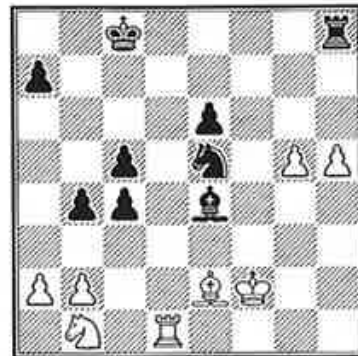
1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 c6 5.♙g5 h6 6.♙h4 dxc4 7.e4 g5 8.♙g3 b5 9.♙e2 ♙b7 10.0-0 ♘bd7 11.♘e5 h5 12.♘xd7 ♙xd7 13.♙e5 ♖h6 14.♙c1 ♘h7N *A new move by the computer. 14...♙g6 has been the most popular, but ♘g4, b4 and g4 have also been tried* 15.f4 ♙e7 16.♙e3 0-0-0 17.♙ad1 f6 18.fxg5 fxe5 19.gxh6 exd4 20.♙g3! ♙e8 21.♙g7 ♙d7



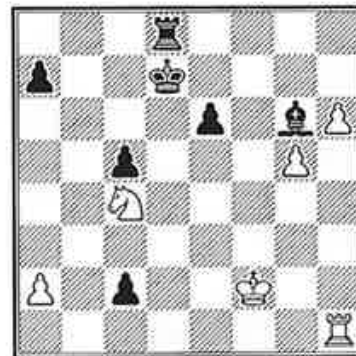
22.♙f7! *Not 22.♙xh7?? ♙c5! and the queen has no safe escape square! 22...♘g5 23.♙xe7 ♙xe7 24.♙xe7 ♙xe7 25.♙xd4 ♖h7 26.h4 ♘f7 27.♙xh5 ♘e5 28.♙e2 c5 29.♙d1 ♙c6 30.g4* The position is still very equal as Radjabov attacks with his pawn majority. Also possible was 30.a4!? neutralising his opponent's pawn majority a little! 30...b4



31.♘b1 ♙xh6 32.h5 ♖h8 33.♙f2 ♙xe4 34.g5!



Great tension for all concerned! 34...♙d3 35.h6 ♙h7 36.♙g1! ♙d8! 37.♙h5?! 37.♙e3 ♙d4! 38.♘d2= was better 37...♘g6 38.♙xg6?! Leaving his majority blockaded, so 38.♙g4 was probably better 38...♙xg6 39.♖h1 ♘d7 40.♘d2 c3 41.bxc3 bxc3 42.♘c4 c2



43.♘e3? 43.♙c1 had to be played, then the game would probably have continued 43...♙c7 44.♘e3 ♙d2+ 45.♙f3 and I am honestly not sure if the computer has enough to win or not. For example now 45...♙d7 looks best, but White can play 46.♘xc2!? ♙xc2 47.♖h1! threatening h7 ♙xh7 ♖xh7+ ♙moves g6! 43...♙e7 44.h7? Desperation, just throws the pawn for nothing. Once again 44.♙c1 was best, but because of the mistake at move 43 I don't think even this would hold now. E.g. 44...♙d2+! 45.♙e1 ♖h2 46.♘g4 ♖h5 47.♘e3 ♖xg5 48.♘xc2 and now, better than ♖h5 is 48...♙g3 49.♙d2 ♙d3+ 50.♙e2 ♖h3 51.♘e3 ♖xh6 52.♙xc5 ♖h2+ 53.♙f3 ♖xa2 which should just about be enough to win 44...♖h8! 45.♙e2 ♙e4 46.♙g1 ♖xh7 47.♙d2 ♖h2+ 0-1

JUNIOR... OUR GAMES 2+3 IS V SS READER DAVID WIEKRYKAS

It seems a long time (I think it was *SelSearch* 105, Apr/May 2003) since we last looked at a game from our once infamous 'Computer Killer', David Wiekrykas.

From around the year 2000, perhaps a bit before, until mid-2003 he used to send me quite regular copies of his victories against Fritz, Junior, Shredder, Tiger and Hiarc. I think other readers were as fascinated as I was that, while Kasparov, Kramnik and Bareev were busy drawing matches against Fritz, Junior and Hiarc respectively, David come play some - err - daft opening moves and beat them, sometimes quite easily. For those new to this phenomena, here's his game from *SS105* with some of the notes we added:

Dave Wiekrykas - Shredder7 Athlon 1333

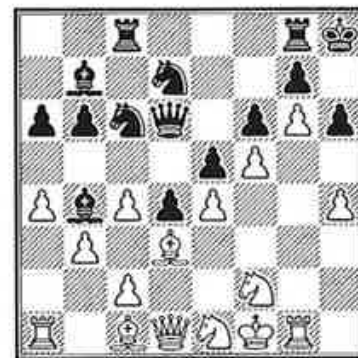
1.e4 c5 2.♘c3 ♘c6 3.f3 DW at large! and we're out of Book 3...e6 4.♘h3 a6 5.a4 d5 6.♘f2 ♘f6 7.d3 d4? Falling for the blocked centre, step 1 complete 8.♘e2 b6



9.f4 Expanding on the kingside now the centre is blocked. The next step will be to wait for Black to play e5 to enable White to respond with f5, after which the kingside pawn invasion should be deadly 9...♞c7 10.g3 ♙e7 11.♘g1 0-0 12.♙d2 e5? 13.f5! c4?! 13...♙b7 seems better 14.dxc4 ♙b7 15.♙d3 ♘d7 16.h4 ♞ac8 17.b3 ♙c5 18.g4 f6



19.♘f3 Some programs would wrongly play 19.h5?? here, killing White's own attack... the g-pawn becomes backward and the pawn march is immobilised 19...♞d6 20.g5! ♘h8 21.♞g1 ♞g8? Incarcerating his own king. 21...♙b4 is better, but the advantage is already with Dave 22.g6 h6 23.♙f1 ♙a3 24.♘e1 ♙b4 25.♙c1



25...♞f8?? Further imprisonment for his own king?! 25...♞e7 would be better, but 26.♞h5 is still very strong! and if instead 25...♞ge8!? 26.♞h5 gives White the same winning attack. 1-0 all ways! 26.♞h5! ♙a3 27.♙xa3 ♘e7 28.♘g4 ♞c5 29.♙c1 ♘xf5 30.exf5 and 1-0

Dave has been pretty quiet for the past 3 years, partly because of other life involvements, less time for practice, and better programs on faster hardware. And then just before Christmas I opened my mail to see the familiar handwriting, and knew immediately that Dave was at it again! He'd got the new Junior 10, but installed it on an old P/733!! Pretty crafty, but why not?!

David Wiekrykas - Junior 10 P/733

G/10+5. Closed Sicilian: Lines without g3

1.e4 c5 2.♘c3 ♘c6 There's a mountain of good available moves here (♘f3, g3, ♘ge2, f4 and ♙b5 for starters) but the next move is typical David! 3.f3N ♘f6 4.♘h3 d5 5.♘f2 e6 6.d3 ♙e7 7.♙d2 0-0 8.f4 d4?! Blocking the pawns, Dave wont mind that in the least 9.♘e2 e5?! 10.f5! The centre is further blocked and Dave has a valuable space advantage 10...h6 11.♘g1 b5 12.♘f3 a5 13.g4 a4 Trying to create counter-chances on the queenside 14.b3 ♘h7 15.h4 ♙b7 16.♙e2 ♙a6 17.♙f1 axb3 18.axb3 ♙b7 19.♙xa8 ♙xa8 20.♙c1



Most of the programs show the position as about equal here. But Dave's kingside attack with the blocked centre is a winning strategy, and he just needs to wait for Junior to move some pieces in the wrong direction. Patience is the key! 20...f6!? Junior is correctly aware that g5! would be very dangerous for him/it – Dave knows as well!! 21.♙g1! ♘b4?! 22.♘h3! Still angling to play g5 22...c4 Credit to Junior for sticking to its plan 23.bxc4 bxc4 24.♙xb4 ♙xb4 25.g5!

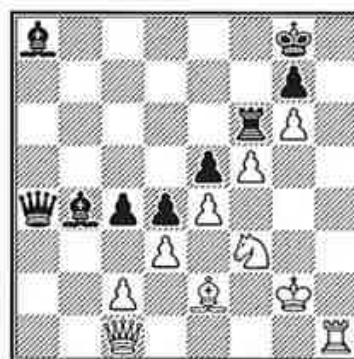


Made it! 25...hgx5 26.hgx5 With White's attack gathering strength with every move,

Black's response now is critical 26...♙e7? The various alternatives as proposed by myself and other programs are: a. 26...♙e8?! 27.gxf6 ♙xf6 (27...♘xf6?! 28.♙h6! ♙e7 29.♙h4 cxd3 30.♙xd3 ♙f7 to stop ♙c4+ 31.♘hg5!) 28.♙g6 ♙f8 29.♙h6 ♘f6 30.♘hg5 ♙e7 31.♘e6 should be winning; b. 26...♘xg5 27.♘hxg5 fxg5 Now what would Dave play? Perhaps 28.♘xg5 but White's advantage here is not so great; c. 26...fxg5 transposes 27.g6! ♘g5 The knight can be given up with 27...♙c8 28.gxh7+ ♙xh7 29.dxc4 which doesn't look any better to me 28.♘hxg5 fxg5



29.♘xg5?! An even better idea might have been to connect the ♙ and ♙ by playing 29.♙f2! and after, say, 29...♙e8 30.♙h1! ♙f6 31.♘xg5 1-0 29...♙e8? There was a chance here to get the bishop out of its poor corner with 29...♙b7 30.♙f2 ♙f6 but the quiet 31.♙f3 keeps White well on top 30.♘f3 Hey Dave, why not 30.♘h7!? winning ♙ for ♘ 30...♙f6 31.♙h1 ♙a4 32.♙g2!



32...♙f8 33.♙h8+ ♙e7 34.♙g8 ♙d6 35.♙xg7 ♙f8 36.♙g5 Threatening ♙e7+ 36...♙c6 37.♘xe5+ ♙b6 38.♘xc4+ 38...♙a6 39.♙f7! ♙xf7 40.gxf7 ♙c6 41.♙d8 ♙a7 42.f8♙ ♙xf8 43.♙xf8 and, apart from White's big material advantage, the PC engines are also now announcing mates! 1-0

GRAHAM LAWRENCE PLAYS THE KASPAROV GK2100 AGAINST MEPHISTO'S NIGEL SHORT IN AN 8 GAME MATCH!

Graham Lawrence sent me the 8 games of his match between the **Mephisto Nigel Short** and the **Kasparov/Saitek GK2100**. Both slightly older computers, but they were strong enough in their own day to still compete with some of those in today's range!

The **Nigel Short** was programmed by **Ed Schroder**, who had done the Rebel, MM4, Academy (lovely smaller-sized wood auto-sensory) and Polgar before the Nigel Short came out, though the program in the last pair was almost identical. In fact the very last Schroder programs for Mephisto were the superb Exclusive RISC versions which were again similar in their programming to the Nigel Short but running on 4x faster hardware! I remember us (Countrywide Computers) taking 2 of them to the British Championships Major Open in Eastbourne where they performed extremely well and caused a lot of very strong players plenty of trouble! Happy days!

Ed Schroder for a while produced commercial Rebel versions for PC, then renamed it Pro Deo and made it a free uci engine. He recently produced a final version - if I've remembered there will be a note about it in the NEWS section - and has now, sadly, retired from computer chess.

The **GK2100** came out a little later, a year or so after the GK2000, both of these being by **Franz Morsch** who had now replaced Richard Lang and Ed Schroder as the main programmer for Saitek/Mephisto. Since the GK2100, and with small improvements each time, have been the Cougar/Cosmos and Chess Challenger/Expert, though the Master (and now extinct Atlanta) also carried pretty much the same program but on faster hardware. Morsch of course also does the Fritz series of programs for PC.

Graham's time control was the full Tournament one of 40/2hrs, 20/1hr and a G/30 finish, so the chess was expected to be of a good standard. Although the programs are rated quite closely together, which at longer

These old photos of the elderly machines are not all that great, but might remind past owners of happy days gone by!



time controls sometimes leads to quite few draws, because of the different programming styles of Schroder and Morsch (the former's programs tend to be quieter, good positionally, pawn advances to gain space, while the latter's are pretty tactical and explosive sometimes), it was expected that the games might be quite interesting... and they were.

Selective Search Ratings:

- Mephisto Nigel Short 1987 Elo
- Kasparov GK2100 1993

You can't get much closer than that, so the forecast would have to be a 4-4 draw! I will share some of Graham's after-match observations when we've looked at a couple of the best games!

Nigel Short - GK 2100

Game 1. 40/2 20/1 G/30 finish
A66: Modern Benoni, Mikenas

1.d4 c5 2.d5 e6 3.c4 ♘f6 4.♘c3 exd5 5.cxd5 d6 6.e4 g6 7.f4

The aggressive line, as opposed to 7.♘f3 7...♙g7 8.e5?!

Pushy! 8.♙b5+ is probably best according to theory. Then 8...♘fd7 9.♘f3

8...♘fd7 9.♘b5 dxe5 10.♘d6+ ♔e7 11.♘xc8+ ♚xc8 12.♘f3 ♖e8 13.fxex5 ♘xe5

So Black has a pawn, but his king needs to find some refuge

14.♙b5 ♜xf3+?!

The Computers have been out of their Books for a few moves, but only now do they finally leave theory! A good effort by the dedicated programs.

Here 14...♜bd7 15.0-0 ♔f8 16.♜xe5 ♞xe5= is known, and in truth probably better

15.♞xf3 ♜d7 16.0-0 f5!

Best. If 23 16...♜e5 17.♞f2 ♔f8 otherwise 18.♙g5+ is nasty 18.♙xe8 ♞xe8 19.♞xc5+-

17.♞h3! ♔f7 18.g4 a6



19.gxf5!

Pursuing the attack and allowing the ♙ to be captured is definitely best! So far the Nigel Short is playing extremely well.

If 19.♙a4?! c4 20.♙e3 b5 21.gxf5 (21.♙c2 ♜f6 was also possible) 21...♜f6

(Not 21...bxa4? 22.fxg6+ ♔e7 (22...♔xg6?? 23.♞g4#) 23.d6+ ♔xd6 24.♞ad1+ ♔c6 25.♞g2+ ♔c7 26.♞f7, and now probably best for Black is 26...♞xe3 27.♞dxd7+ ♞xd7 (27...♔b6?? 28.♞d6+ #4) 28.♞xd7+ ♔xd7 29.♞xa8+-)

22.♙c2 g5 23.♞ae1=

19...♙d4+ 20.♔h1 axb5 21.♞xh7+ ♔f6

22.♞xg6+ ♔e5 23.♙f4+

The king chase continues and Black is close to being mated!

23...♔xd5

23...♔e4?? 24.♞g2+ #4

24.♞d6+ ♔c4



Remember that White is ♜ for ♞ down, so the attack must be made to work

25.♞fd1??

A shame.

25.♞ac1+ ♔b4 26.♞f3 ♞e2 27.♞d1+- was the way to go. Now Black must play 27...♞xa2 and then we'd have 28.♞xd4+ ♔a5 (only move) 29.♙d2+ b4 30.♙xb4+ ♔b5 31.♞d2. Most of those moves are forced, so we can be fairly sure this is the position they would have reached. White won't be able to retain the pawn advantage, but one of the kingside pawns should survive and that would have retained slight winning chances for the Nigel Short

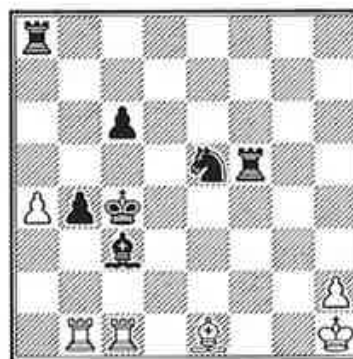
25...♞c6+ 26.♞xc6 bxc6

Of course the exchanges mean that White's attack is over and Black is left with what should be a winning material advantage in the endgame

27.♞d2 ♔d5 28.♙g3 ♜e5! 29.♞dd1 ♞f8 30.b3 ♞xf5 31.a4 c4!

A nice way to finish the game

32.♞ab1 b4 33.bxc4+ ♔xc4 34.♞dc1+ ♙c3 35.♙e1



35...♜d3! 0-1

Up to its mistake at move 25 the Nigel Short had created and conducted a difficult attack pretty well. But the GK2100 also managed the defence correctly, and took its chance immediately when presented with it!

Game 2 was a Petroff, with the GK2100 as White, and it won again. But in game 3 - a Slav which went on for a long time - the Nigel Short pulled a point back, and then won again in game 4, a 100 move Queens Gambit!

So we rejoin the match with all going according to (my) expectation, as it's now 2-2

Nigel Short - GK 2100

Game 5. 40/2 20/1 +G/30.

E55 Nimzo Indian, Rubinstein main line

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 c5 5.♙d3 0-0 6.♘f3 d5 7.0-0

7... ♘c6 maintains the central tension

7...dxc4 8.♙xc4 ♘bd7 9.♙e2 cxd4 10.exd4 ♘b6 11.♙d3 ♙d7

Again the game was still in theory through to here, though it's fair to say 11.♙b3 is more reliable and seen more often than White's choice in this game!

12.a3

Not a theory move as far as I know, but it should be okay (Deep Fritz 10 would play it!)

12.♘e4 ♘bd5 13.♘e5 is in Shredder 10's book, though I would prefer 13.♙g5

12...♙e7 13.♙g5

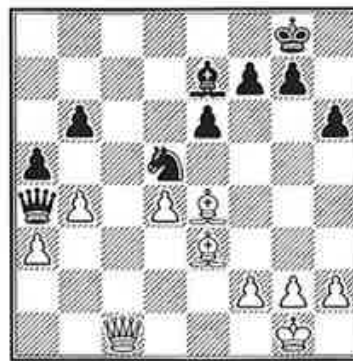
I'll give that a '!'

13...♙c6 14.♙ac1?!

It's only a small mistake, but it allows Black to equalise.

The best move here is jumping to the good outpost with 14.♘e5 and then after 14...♙d5 15.♙ac1 is good

14...♙c8 15.♘b5 h6 16.♙e3 a6 17.♘c3 ♙d6 18.♘e5 ♙fd8 19.♘xc6 ♙xc6 20.b4 ♘bd5 21.♘e4 ♙a4 22.♙b2 b6 23.♙xc8 ♙xc8 24.♙c1 ♙xc1+ 25.♙xc1 ♘xe4 26.♙xe4 a5!



27.♙c2

Best. Also after 27.♙d2?! axb4 28.♙xd5 exd5 29.axb4 b5 30.♙b1 ♙a7 Black's advantage was still quite negligible

27...♙b5 28.♙b3?

What was this for? It throws away the pawn for no apparent reason that I can see. If the NShort was hoping to take advantage of some back rank threats, the truth is that the ♙ should stay where it was (covering h7), but now it is White who is more at risk!

Best then was 28.bxa5 ♙xa5 29.a4 and really the GK2100 still has only a small advantage

28...axb4 29.♙c8+ ♙f8!

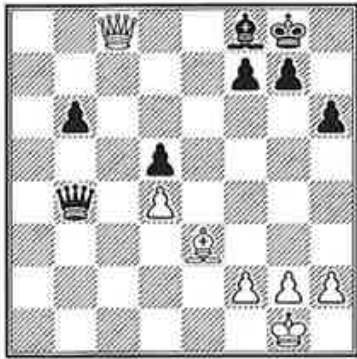
Looks cool, though the pin it's given itself might become a nuisance!?

However 29...♘h7 isn't as good after 30.a4 ♙e2 (to stop ♙c2+!!) 31.♙c2+ ♙xc2 32.♙xc2+ f5 33.♘f1 and Black's extra pawn, being doubled, may not be enough. So the GK's choice was best!

30.♙xd5?!

30.a4 was probably the right move, similar to our variation given above, which now goes 30...♙e2 31.♙c1 (not 31.♙c2?? in this variation. In the previous one it gave check, so was okay... but now it would allow 31...♙e1 mate!! Oops) 31...♘c3 32.♙d2 – just about hanging on, though we'd all rather be Black here

30...exd5 31.axb4 ♙xb4



32.♙c4?! 33.f4

32.h3 was better, trying to leave the queen active. After the move played the game is lost barring a serious blunder.

If 32.h3 had been played the game might have continued: 32...b5 33.♙d8 ♙b1+ 34.♙h2 b4. Black would certainly win from here if it wasn't for the pin on his ♙f8, but if the GK2100 managed to find ♙b1-g6-e6 that would soon be sorted

32...♙c4! 33.f4

Of course 33.♙xc4?! dxc4 34.♙f1 b5 is very nice for Black!

33...b5! 34.♙b2 b4 35.♙f2 b3 36.♙c1?

Obviously White is lost, but even so 36.♙d2 was better, after which 36...♙a4 37.♙c3 ♙a3! 38.♙e2 ♙c1! 39.♙f3 ♙c4! and after the ensuing exchange of queens Black wins ♙ for ♙ and soon the game

36...♙b4! 37.g3 ♙c3!



That finishes it

38.♙b1 ♙xd4+ 39.♙e1 ♙c3+

After 40.♙e2 b2 and now it's either 41.♙xb2

(or 41.♙xb2 ♙e3+ 42.♙d1 ♙f3+ 43.♙d2 ♙f2+. White has made it as hard as he could, but now it's over... 44.♙d1 (44.♙d3 ♙e3+ #4) 44...♙f1+ 45.♙d2

♙xb1 0-1)

41...♙c4+! 42.♙d2 ♙xb2 0-1 0-1

That put the GK2100 3-2 ahead and the Nigel Short now decided to behave like the England cricket team, and lost game 6 as Black, a 57 move Queens Gambit, Lasker Defence, game 7, a Vienna Game as White in 58 moves, and finally game 8 as Black, a Ruy Lopez Exchange variation (Bxc6) in 44 moves.

Thus a final score:

■ Kasparov GK2100 6, Mephisto Nigel Short 2

which was unexpected by me, and certainly unexpected with a 2-2 score at the half-way stage.

I promised I would share Graham's own thoughts on the match:

Dear Eric

Please find enclosed the 8 games of an 8 Game Match between Nigel Short (Mephisto, not human variety) and GK2100 (Saitek). Final score 6-2 to the GK2100.

I was rather disappointed with the Nigel Short which definitely appeared to be programmed with a human opponent in mind - which is fair enough I suppose! It appeared to play sharper than the GK2100 which might keep a human on his/her toes, but did not cut any ice with the Saitek computer. I find the Memory Button to save settings a bit irritating.

It did have a deeper Opening Book in all the games played, however the GK2100 came up with 'Book' replies by thinking about it in a lot of cases. I consider the GK2100 program to be better, and the computer as a whole to be more "user friendly". If I were given a choice of the two I would go for the GK2100, but they do complement each other and I am glad I have both!

Best wishes... Graham Lawrence

PC Programs - RATING LIST and Notes

The HEADINGS:

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

Elo. This is the main Rating system in popular use Worldwide. The ECF 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 **Se/Search** Rating List the most accurate available anywhere for Computer Chess.

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

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

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

A GUIDE to PC Gradings:

The **RATINGS** shown represent the programs on a Pentium4/AMD at approx. 1200MHz, 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 8x2000	80
Deep prog on Quad 4x2000	60
Deep prog on Dual 2x2000	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

ECF	Engine	Elo	+/-	Games	Pos	GamesvHumans
285	Rybka 2.2	2880	44	100	1	
283	Rybka 2.1o	2866	32	216	2	
282	Rybka 1.2f	2862	18	623	3	
275	Fritz 10	2811	35	182	4	
269	Hiarcs 10	2754	13	1289	5	
269	Shredder 10	2754	15	878	6	
268	Junior 10	2747	20	506	7	
267	Fruit 2.21	2741	12	1314	8	
266	Fritz 9	2732	13	1228	9	2670/4
263	Shredder 9	2711	12	1443	10	2640/20
263	Shredder 8	2706	14	1049	11	2619/21
261	Shredder 7.04	2688	11	1668	12	2703/20
258	Fritz 7	2670	11	1587	13	
258	Junior 9	2666	11	1697	14	
258	Junior 8	2665	12	1481	15	2401/4
257	Fritz 8	2659	8	2678	16	2769/14
256	Hiarcs 9	2648	11	1761	17	
255	Gambit Tiger 2	2641	11	1720	18	2542/2
254	Chess Tiger 14	2639	12	1344	19	2705/13
254	Zap Paderborn	2637	22	445	20	
253	Chess Tiger 15	2628	10	1972	21	
253	Fritz 6	2627	10	2081	22	2616/53
252	Shredder 6	2623	12	1356	23	2478/7
252	Hiarcs 8	2620	11	1642	24	2651/14
251	Junior 7	2611	12	1419	25	2701/12
251	Gambit Tiger 1	2611	22	430	26	
250	Gandalf 6	2608	13	1182	27	
250	Rebel Tiger 12	2608	15	872	28	
250	Junior 6	2604	10	1891	29	2621/22
249	Rebel Century 4	2596	21	480	30	2674/4
249	Hiarcs 7-DOS	2596	12	1397	31	
248	Hiarcs 732	2590	9	2347	32	2467/19
247	Fritz 516	2578	12	1375	33	2513/6
247	Chessmaster 6000/7000	2575	24	353	34	2594/22
246	Fritz 532	2574	12	1480	35	
247	Shredder 4	2572	16	760	36	2600/15
247	Shredder 5	2570	14	1018	37	2642/15
246	Nimzo 98	2569	12	1308	38	2475/10
246	Nimzo 7	2566	13	1208	39	
246	Nimzo 8	2565	12	1326	40	
245	Rebel Century 3	2565	25	340	41	2655/6
244	Junior 5	2553	11	1537	42	
244	Hiarcs 6	2552	13	1207	43	2592/24
243	Gandalf 5	2546	20	513	44	
243	Gandalf 4	2546	13	1147	45	
242	Rebel 9	2540	14	1063	46	2677/14
242	Rebel 10	2539	25	333	47	2598/17
242	Nimzo 99	2539	14	1051	48	
242	Rebel Century 1.2	2536	21	460	49	2592/43
241	M Chess Pro 6	2534	17	712	50	2504/12

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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS (!)
direct to Eric, at the above address please!

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2355	Novag Jade2+Zircon2	1965	Novag Jade1+Zircon1	1760
Mephisto London 68030	2315	Mephisto Milano	1958	SciSys Turbostar 432	1760
Tasc R30-1993	2312	Mephsto Montreal+Roma68000	1956	Mephisto MM2	1759
Mephisto Genius2 68030	2306	Mephisto Amsterdam	1950	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2278	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2273	Fidelity 68000 Mach2B	1933	Conchess/4	1735
Mephisto Portorose 68030	2271	Novag Super Forte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Maestro D/10 module	1923	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Fidelity 68000 Mach2C	1919	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2248	Kasparov Explorer+AdvTravel	1914	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2243	Kasparov Barracuda+Centurion	1914	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov GK2000+Executive	1914	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2222	Kasparov Bravo	1914	Fidelity Sensory 12	1682
Mephisto Montreux	2219	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2218	Kasparov Talk Chess Academy	1903	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2200	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2196	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2187	Novag Ruby+Emerald	1889	Novag Quattro	1652
Fidelity Elite 68040v10	2179	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2146	Meph Supermondial2+College	1884	Mephisto Mondial2	1611
Mephisto London 68000	2143	Mephisto Monte Carlo4	1884	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2133	Mephisto Monte Carlo	1874	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2122	Kasparov Travel Champion	1870	Novag Constellation/2	1594
Mephisto Vancouver 68000	2119	CXG Sphinx Galaxy	1870	CXG Super Enterprise	1589
Mephisto Berlin 68000	2118	Conchess Plymate Victoria/5.5	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2116	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2092	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Mephisto MM4/Turbo18	2089	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1526
Mephisto Portorose 68000	2088	Fidelity 68000 Club B	1845	Kasparov Cavalier	1526
Fid Mach4+Des2325+68020v7	2076	Novag Expert/5	1845	Chess 2001	1500
Fidelity Elite 2x68000v5	2059	Novag Super Forte+Expert A/5	1837	Novag Mentor16+Amigo	1497
Novag Citrine	2053	Fidelity Par Excellence	1834	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1834	Excalibur Touch Screen	1480
Mephisto Polgar/10	2047	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1833	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2023	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2012	Fidelity 68000 Club A	1818	Mephisto 2	1470
Mephisto MM6	2001	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	2001	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Kasparov Cosmos+Expert	2001	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1983	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian+StarRuby	1972	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto MM5	1972	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Polgar/5	1971	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1967	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Mondial 68000XL	1966	Fidelity Elite C	1778	Novag Savant	1100
Novag Emerald Classic+Amber	1965	Fidelity Elegance	1764	Boris2.5	1060