Special Coverage:

**World Champion**

**VLADIMIR KRAMNIK**

V

ChessBase no. 1

**DEEP FRITZ**

with ALL the GAMES, detailed comments and photos!

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**SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**

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**All COMPUTER CHESS PRODUCTS** are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. Tel: 01353 740323 for INFO or to ORDER.

**Free COLOUR CATALOGUE**. Readers can ring **ERI**C at **COUNTRYWIDE**, Mon-Fri, 10.15am-4.45pm
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The RATINGS for these computers and PC programs are on these 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 our 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.

* but please mention 'SS' when you order to remind the salesperson to do the discount for you!

PORTABLE COMPUTERS [good]

ADVANCED TRAVEL £34.95 - Saitek's smaller Club plug-in set 160 ECF, Scrollino info display. Great value!

MAESTRO touch screen travel £49.95 - fine Saitek product, incl. Leatherette case. Backlight switch on side for easy of use. Decent chess, est'd 130 ECF

EXPERT £99.95 - top value 4½ x 4½ plug-in-board, strong Morsh program. Multiple levels, good info display & coach system. From Saitek, 175 ECF

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DE LUXE TOUCH SCREEN £79.95 - Great on-screen board and graphics, easily recognisable pieces, lots of levels and good features in 140 ECF Excalibur program

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 '200' 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.

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

* For info.... £39.95 less 5% = £37.95!

Fritz 10 dvd £36.95 - by Franz Morsch. 60+ Elo stronger, with extra chess knowlege - a marvellous program! Superb Interface, 'net connection, great Graphics, excellent in analysis and play. Game diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games Database, Chess Media video training exerpts, and Beginners Course!

DEEP FRYTZ 10 £75

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

DEEP JUNIOR 10 £75 for dual & single PCs!

HIARCS 10 dvd £39.95 - Mark Uniecke'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 Hallworth.


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ZAPI £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

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

ENDGAME TURBO DVDs, set 3 still £39.95 - turn your ChessBase playing engine into an endgame expert with this 9 dvd Nalimov tablae set!

NEW - PC PROGRAM - RYBKA on CD

RYBKA2.2 - ucl engine with 'Fritz' opening book only £29.95; or Chess Assistant version engine + analysed opening book + 8,000 annotations by GM Kalinin £39.95. IM Vasili Rajlich's RYBKA tops every Rating List due to remarkable levels of chess understanding

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The most popular and best Games Database system, with the top features. 2.8 million games, players encyclopaedia, multimedia presentations, fast search trees, opening reports + statistics, embed notes, engine analysis, superb printing facilities and much more, incl recent ChessBase CD magazines & a multimedia CD!
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 won't be wasted!

Occasionally readers ask me to let them know when their sub. is due for renewal. In fact the label on your envelope always shows the number of the last issue 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!

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**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 unpleasantties 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 ChessBase 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

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<th>Pos</th>
<th>Engine</th>
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**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

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### 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
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**

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</tr>
<tr>
<td>14</td>
<td>SHREDDER 8 ACTIVE</td>
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</tr>
<tr>
<td>16</td>
<td>FRITZ 7</td>
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</tr>
<tr>
<td>17</td>
<td>Hiarcs 8 BAREEV</td>
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<tr>
<td>18</td>
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<td>19</td>
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<td>23</td>
<td>Hiarcs 7.32</td>
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</tr>
<tr>
<td>24</td>
<td>CHESS TIGER 15 AGGRESSIVE</td>
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<td>Hiarcs 8</td>
<td>38</td>
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<tr>
<td>26</td>
<td>FRITZ 6</td>
<td>35½</td>
</tr>
<tr>
<td>27</td>
<td>FRITZ 5.32</td>
<td>34½</td>
</tr>
</tbody>
</table>

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.
<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/48</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HiarcS 10</td>
<td>32½</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 9</td>
<td>31</td>
</tr>
<tr>
<td>3</td>
<td>Shredder 10</td>
<td>30½</td>
</tr>
<tr>
<td>4</td>
<td>Junior 8</td>
<td>29½</td>
</tr>
<tr>
<td>5=</td>
<td>Fritz 9</td>
<td>28½</td>
</tr>
<tr>
<td>7</td>
<td>Shredder 7.04</td>
<td>27½</td>
</tr>
<tr>
<td>8</td>
<td>Fritz 8 Bilbao</td>
<td>26½</td>
</tr>
<tr>
<td>9=</td>
<td>Gambit Tiger 2.0</td>
<td>25½</td>
</tr>
<tr>
<td>11</td>
<td>Chess Tiger 15</td>
<td>25</td>
</tr>
<tr>
<td>12=</td>
<td>Fritz 7</td>
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<td>Junior 7</td>
<td>23</td>
</tr>
<tr>
<td>17=</td>
<td>HiarcS 8</td>
<td>21½</td>
</tr>
<tr>
<td></td>
<td>HiarcS 8 Bareev</td>
<td>21½</td>
</tr>
<tr>
<td>20</td>
<td>Shredder 7</td>
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<tr>
<td>21=</td>
<td>Fritz 6</td>
<td>19</td>
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<tr>
<td></td>
<td>HiarcS 7.32</td>
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</tr>
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<td></td>
<td>Chess Tiger 14</td>
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<td>Crafty 19.19</td>
<td>15</td>
</tr>
<tr>
<td>25</td>
<td>Fritz 5.32</td>
<td>14</td>
</tr>
</tbody>
</table>

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 ½ 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 Hiarc 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) HiarcS 11 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 tourny, 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

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HiarcS X MP</td>
<td>7½</td>
</tr>
<tr>
<td>2</td>
<td>List MP</td>
<td>6</td>
</tr>
<tr>
<td>3=</td>
<td>Deep Junior 10</td>
<td>4½</td>
</tr>
<tr>
<td>5</td>
<td>The King</td>
<td>3½</td>
</tr>
<tr>
<td>6</td>
<td>GLaurung 121 SMP</td>
<td>3</td>
</tr>
</tbody>
</table>

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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
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...Qxh8 c5 2.<br>**Rybka 2.10 32-bit:** 1...Qxh8 c5 2.<br>**Rybka 2.2n2 mp 32-bit:** 1...Qxh8 c5 2.<br>**Hiarcs X.150:** 1...Qxh8 c5 2.<br>**Hiarcs 11 CSSp MP uci:** 1...Qxh8 c5 2.<br>**Junior 10:** 1...Qxh8 c5 2.<br>**LoopMP 12.32:** 1...Qxh8 c5 2.<br>**Fritz 9:** 1...Qxh8 c5 2.<br>**Deep Fritz 10:** 1...Qxh8 c5 2.
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 'Bill Reid 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 regualr 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 return- ing to Nd1 a few moves later. But at 11mins found the winning line and -3.60. Not as good as 1.2f!

Rybacka 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).
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=  xe8
3. xd2  c8
4. d8  xe8
5. c6  fe
6. x c8  x 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 Champion 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 1 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 & Nietsche.

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.♘c5 ♤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 'minatures' 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.d4 ♕f6 2.d4 ♖d7 3.c4 e5 4.♗c3 ♕e7 5.♘g5
6.♗bd2 ♕e7 7.♕e7 ♕xe7 8.♘xe7 is usually played 9.e4 c5 10.♖b5
cxd4 11.♖xd4 ♕e6 12.♗c2 ♕e2 13.♗c6 ♕e3 ♕a5
14.0-0 ♕b4 15.♖d2 ♕d8 16.♗d1 ♕b8
17.c2

White has an active position, but the game is far from decided as yet 17...♗xf7? The bishop should have gone here, now it is stuck on c8 18.a3 ♕a5 19.b4 ♕b5 20.♗xe5
1.♘xe5? 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.♖d8+ ♕xd8
22.♗a4 ♕xf3+? Best was 22...♗d6 to try
piece. 9...\textit{Qxg4} 10.f6 11.Qd3 was better 9...Qf5 10.Qe2 Qxc2 11.Qg5 Qa4 12.Qe3 Qf6 13.Qc4!

White probably doesn’t know it, but \textit{Qxf7}! is a big threat here! 13...Qe7? Black doesn’t know it either. The CXG should have played 13...Qd7 14.b3 Qb5 and Black is still on top, a pawn ahead 14.0-0? Missing 14...Qxf7! Qxf7 15.Qxe6+ Qe8 16.Qf7+ Qd7 draws! 14...Qg4 15.Qf4 Qxg5 16.Qxg5 Qxd4? A bad mistake, but the CC7 again misses its big chance. 16...Qxg5 17.Qf6 0-0 keeps Black just on top 17.b3? 17...Qb4! The mate threat (Qe7) would have put the CXG in trouble. 17...Qf6 is forced, or the knight is simply lost, and then 18.b3 (one fears the CC7 might have played 18...Qxg7? when 18...Qg8 is good for Black) 18.h6 19.Qg3 and suddenly White is 2 pawns up 17...h6 18.a5 Qxf2

Of course Black can’t play \textit{Qc6} now because the queen is en prise 23...Qb5 24.Qe7! Qe8 25.Qb6 Qa7 26.Qc8 Qa8 27.Qb6 Qc6 28.Qxb7 and the \textit{Qc6} falls next, so Black gave up 1-0

\textbf{ChessChallenger7 - ChessProfessor}

Round 2 - TN on move 2!

1.d4 c6 2.Qd2? Another early non-Book move by the CC7! 2...Qf6 3.Qc3 d5 4.Qf4 Qg4 5.Qd2 Qbd7 6.Qf3 e6 7.e4 dx6 8.Qxe4 Qxe4 9.Qxe4?? Takes the wrong

19.Qc3?? 19.Qxf2 was the only chance, but 19...Qxa1+ 20.Qf1 Qd4+ and the material favours Black by too much, even though White should win the \textit{Qa4} back in a couple of moves 19...Qh3+ 20.Qf1 Qg1+ 21.Qxg1 Qf2# 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!!
12.0–0 b6 13.d5 exd5 14.exd5 \( \text{a}_5 \) 15.\( \text{e} \_2 \) Karpov–Seirawan reached here in 1993, and drew after 15...\( \text{g} \_4 \) 15...\( \text{b} \_7 \) 16.d6

And Korchnoi–Brunner followed the game to here in 1996, when Brunner played \( \text{f} \_6 \) and drew 16...\( \text{d} \_7 \)! Not the end of the world, though using the queen as a pawn blockade is a misuse of her energy. 16...\( \text{f} \_6 \) 17.\( \text{e} \_\_1 \) \( \text{a} \_a \_8 \) as in the game quoted was better 17.\( \text{e} \_e \_1 \) ? The open file beckoned, and the Professor would have an advantage after 17.\( \text{e} \_c \_1 \) \( \text{a} \_a \_8 \) 18.\( \text{f} \_d \_1 \) and the threat of \( \text{c} \_7 \) isn’t easy to meet, so White has a definite though small advantage 17...\( \text{a} \_d \_8 \) 18.\( \text{e} \_c \_1 \) ?? Too late – now it loses a pawn and the rooks would have been better on d1 18...\( \text{e} \_d \_6 \) 19.\( \text{e} \_x \_d \_6 \) \( \text{e} \_d \_6 \) 20.\( \text{c} \_c \_7 \) \( \text{e} \_e \_8 \)

Now that White has castled \( \text{b} \_5 \) is a big threat 12...h5?? 12...a6 was vital. The MM2 now finishes it very easily 13.\( \text{b} \_5 \)! \( \text{e} \_e \_5 \) 14.dxe5 \( \text{d} \_d \_5 \) 15.\( \text{e} \_a \_7 \) \( \text{c} \_c \_5 \) 16.\( \text{c} \_6 \) \( \text{f} \_d \_8 \) 17.\( \text{b} \_b \_5 \) \( \text{e} \_7 \) 18.e4 \( \text{b} \_4 \) 19.\( \text{e} \_d \_1 \) + ! \( \text{d} \_3 \) 20.\( \text{x} \_d \_3 \) + \( \text{d} \_6 \) 21.\( \text{e} \_c \_7 \) + \( \text{e} \_8 \) 22.\( \text{x} \_d \_6 \) + \( \text{f} \_8 \) 23.\( \text{x} \_f \_7 \# \) 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

Round 7 - OGD Semi-Tarrasch
1.e4 \( \text{c} \_5 \) 2.\( \text{c} \_c \_3 \) 3.\( \text{f} \_f \_6 \) 4.\( \text{c} \_c \_3 \) \( \text{e} \_6 \) 5.\( \text{d} \_d \_4 \) 6.\( \text{c} \_x \_c \_3 \) 7.\( \text{b} \_x \_c \_3 \) \( \text{c} \_x \_d \_5 \) 8.\( \text{c} \_x \_d \_5 \) \( \text{e} \_4 \) 9.\( \text{d} \_d \_2 \) \( \text{x} \_d \_2 \) + 10.\( \text{x} \_d \_2 \) 0-0 11.\( \text{c} \_c \_6 \)
Well, here we are - the big Event which climaxxed 2006 for all computer chess fans.

A suitable introduction might be:

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 it 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.

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 but 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 Hiarc 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!

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 Hiarc), and the first thing to say is that only Rybka clearly found the move proposed by American GM Yasser Seirawan. Hiarc 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 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 - Deep Fritz 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.♕e3 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 2xaris 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 ♕xf6 18.♗fd1 ♔f8 19.♗e1 ♕g2
20.♗xg2 ♕f5 21.♗d8+ ♕xd8
22.♗d3 ♕d4 23.♗c1 e5
24.♖e2

24...♗d5?!
This was perhaps a small inaccuracy, it's a little over-active.
24...e4 25.\(\text{c}4\) b4 a5 26.\(\text{c}6\) 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.\(\text{d}2\) \(\text{xd}4\) 28.f4=

25.\(\text{b}4\) b5 26.\(\text{a}6\) \(\text{xb}2\) 27.\(\text{xb}2\) \(\text{xb}2\) 28.\(\text{b}4\) \(\text{g}7\)

29.\(\text{d}5\) \(\text{d}4\)

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! \(\text{c}5\)! 31.\(\text{f}3\)! Seirawan says that the White king
heads for b5, the b6-pawn is captured, so he can then
march the a-pawn to queening – and there is no defence!

He now only considers
31...f6 after which White
continues his plan with
32.\(\text{e}2\) and Black plays e4,
maybe with b5, or perhaps f4.

The line he gives is...
32.\(\text{e}2\) e4?!

Ryndka isn’t impressed with
the 32...e4 idea, and prefers
32...\(\text{f}7\)?! 33.\(\text{d}3\) b5
34.\(\text{c}7\) f4 35.exf4 (or
35.\(\text{xb}5\) \(\text{exe}3\) 36.\(\text{exe}3\) \(\text{f}5\)
37.\(\text{a}4\) \(\text{b}6\) 38.\(\text{e}4\) \(\text{e}6\)
39.\(\text{c}3\). The winning chances
are with White, but are they
enough?!)
35...exf4 36.gxf4

\(\text{xf}2\) 37.\(\text{f}5\)! \(\text{e}7\) 38.\(\text{xb}5\)
Here the position is quite
different from the line from
35.\(\text{xb}5\), but again there’s no
doubt that White has some
winning chances
33.\(\text{d}2\)! b5 34.\(\text{c}3\) \(\text{f}7\)

Here Ryndka goes for
34...\(\text{d}6\) to stop the very
unpleasant \(\text{c}7\). Perhaps
35.\(\text{b}3\) \(\text{g}6\)?! 36.\(\text{c}3\) b4
37.\(\text{b}5\) \(\text{e}7\) 38.\(\text{d}4\) and
that still looks pretty good for
White I think)

35.\(\text{c}7\) actually this might
have been even more effective
on the previous move!
35...\(\text{b}6\) 36.\(\text{xb}5\) \(\text{a}5\)+
37.\(\text{d}4\) \(\text{e}1\) 38.a4 winning...

played the inferior 33...\(\text{d}6\)!
then 34.\(\text{c}3\) \(\text{g}6\) 35.\(\text{b}3\)
\(\text{g}5\). Okay, here we go,
nerves jangling: 36.\(\text{c}3\) b4
37.\(\text{d}5\) \(\text{g}4\) 38.\(\text{xb}4\), and
now Black’s best appears to be
38...\(\text{e}7\) 39.a4 \(\text{h}3\)
40.\(\text{d}5\) \(\text{d}8\) 41.\(\text{b}4\) and
White’s winning chances look

34.\(\text{c}7\) b4 35.\(\text{a}6\) \(\text{e}7\)
36.\(\text{c}2\) Now what? Dare
Black try the committal
36...\(\text{g}5\)?? 37.\(\text{b}3\) \(\text{g}4\) Is
this going to be okay? I guess
I’ll have to see it through a
few more moves even if I
do have to print a retraction!
38.\(\text{xb}4\) \(\text{f}3\) 39.a4 \(\text{d}8\)
40.\(\text{c}6\) \(\text{g}5\)

30...\(\text{c}5\) 31.\(\text{h}3\)!!

Yasser Seirawan reckoned
that 31.\(\text{f}6\) still gave White
quite good chances of a win.
Let’s see:
31.\(\text{f}6\) I know I ques-
tioned this move in Seir-
awan’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...\(\text{g}6\)=
31...\(\text{f}6\) 32.f3 \(\text{g}6\)

I’m leaving it here – I believe
it is a draw. Incidentally \(\text{g}5\)
appears to leave the White
a-pawn free to run, but if
White allows \(\text{xf}2\) then \(\text{xe}3\)
can come next and this covers
the a7 square instead.

Back to the game, after
30.a4?!
30...\(\text{c}5\) 31.\(\text{h}3\)!!
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.♗xe4 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 fxg4 36.fxg4 ♘g5 37.♗f3 ♘g6 38.♗e2 ♗g5 39.♗e8 ♘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.♗e6 ♘h4 44.♗d7 ♖xe4 45.♖xb6 ♖f2+ 46.♖c6 ♘e1 47.♖xe5 ½-½

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.♗a5 ♗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...\(\text{Qxe3?}\) 14.\(\text{fxe3} \text{Qxc4}\) 15.\(\text{Qxc4} \text{Qe7}\) 16.\(\text{Qd3}\) 17.\(\text{b3} \text{Qe7}\) 16.\(\text{Qc1} 0-0 17.0-0\)
17.\(\text{Qxc6?!}\) doesn't win a pawn: 17...\(\text{Qxc6}\) 18.\(\text{Qxc6}\) \(\text{Qb6}\) regains it with a useful queenside pawn advantage
17...\(\text{Qfc8}\) 18.\(\text{Qe2} \text{c5}\) 19.\(\text{Qfd2} \text{Qc6}\) 20.\(\text{Qh5} \text{Qxa4}\)

21.\(\text{Qxc5?!}\)
Kramnik gets slightly on top after this, with his queenside pawns a long-term threat, so perhaps exchanging with 21.\(\text{dxc5}\) was better, then the \(\text{Q}\) goes to b5 or c6.

Let's try 21...\(\text{Qc6}\) 22.\(\text{Qc4}\) — about equal, but we'd better see what happens after a few exchanges: 22...\(\text{Qa6}\)
23.\(\text{Qxa5} \text{Qxc5}\) 24.\(\text{Qxc5}\) \(\text{Qxc5}\) 25.\(\text{Qxc5} \text{Qxc5}\) 26.\(\text{Qxc5}\) \(\text{Qxa5}\). Mmm. I think the Black \(\text{Q}\) and \(\text{Q}\) on the a-file might cause White's b-pawn some trouble, so I'd still favour the GM
21...\(\text{Qxc5}\) 22.\(\text{dxc5} \text{Qxe3}\)
23.\(\text{fxe3} \text{Qxc5}\) 24.\(\text{Qxf7+} \text{Qh8}\)
25.\(\text{Qf3} \text{Qf8}\) 26.\(\text{Qe4} \text{Qd7}\)
27.\(\text{Qb3} \text{Qb6}\) 28.\(\text{Qfd1}\)

28...\(\text{Qf7}\)
28...\(\text{Qa7?!}\) 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.\(\text{Qd4 a4!}\)

29.\(\text{Qf1} \text{Qa7}\) 30.\(\text{Qxf8}+ \text{Qxf8}\)
31.\(\text{Qd4 a4}\) 32.\(\text{Qxe6} \text{Qxe3+}\)
33.\(\text{Qh1} \text{Qc1}\)?

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...\(\text{Qe8}\) there's still some pressure on White. E.g. 34.\(\text{Qf1} \text{Qa6}\)
35.\(\text{Qf3}\) (35.\(\text{Qe1?!} \text{Qxe6}\)
36.\(\text{Qxe3} \text{a3}\) 37.\(\text{bxa3} \text{bxa3}\)
38.\(\text{Qa1 a2}\) 35...\(\text{Qxe6}\)
36.\(\text{Qxe3} \text{Qa6}\). This threatens \(\text{Qf1}\) mate, so 37.\(\text{Qf3} \text{Qc4}\) and there's still a slight chance of the win
34.\(\text{Qf8}\)

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 automatic recapture also carries a threat!

Here is what Fritz expected:

Indeed 34...\(\text{Qg8}\) 35.\(\text{Qg6}\) \(\text{Qxb2}\) 36.\(\text{Qc4+} \text{Qf7}\) 37.\(\text{Qc8+}\) draws
34...\(\text{Qe3??}\)

But now the Fritz screen shows something very different:
35.\(\text{Qh7#}\) 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

Black has just played h7–h5, attacking the knight 29...f6+

Now Andersen should play 29...xf6 which is fine, 30...xex6+ (or 30...xc2 might be better, but Black's win is less dramatic) 30...xh7, and now we see that White cannot defend the g-file and, in particular, the g2 square, so 31.xh1 xg2 32.xg2 xg2 33.cxf6 wg3 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...xh1 would appear to be objectively best, but even this struggles against 29...hxg4 30.hxg4 xg4 31.fxg4 xg4 32.xd5 f3!

Tricky things, those knights!

Back to the match, and game 3.

**Kramnik - DeepFritz 10**

Game 3 - Open Catalan

1.d4 xf6 2.c4 e6 3.g3 d5 4.g2 dxc4 5.wa4+ bd7 6.wxc4 a6 7.wc2

In game 1 Kramnik had played 7 wd3. 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 \( \mathcal{d3} \) 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.Qf3 b6 9.Qe5 Qd5 10.Qc3 Qb7 11.Qxd5 Qxd5

11...Qxd5 12.0-0 Qe7 is Black's response in the commercial F10 Book

12.Qxd5 exd5 13.0-0 Qxe5

14.dxe5 Qb8 15.Qd1

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

17.Qxd5 Qd8! 18.Qb3 Qxd1+

Exchanging queens is not so good: 18...Qxb3? 19.Qxd8+ Qxd8 20.axb3 and now Black must play 20...a5 or he'll be 2 pawns down and into the endgame

19.Qxd1 0-0

No modern computer engine would fall for 'regaining' the pawn with 19...Qxe5?

20.Qa4+1 with Qxa6 to follow and White probably has a won game already

20.Qb3

20.Qf4 has been proposed, with the suggestion that the likely computer reply (g5) leads to an advantage for White: 20...g5 21.Qd2 Qd8 22.Qe2 Qxe5 23.Qc3 Qe6 24.b3 Qh6. Black has the distant pawn majority, but the game is very close to equal I'd have thought

20...c4 21.Qc3

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...Qf6! 22.b3

22.exf6 Qxe2 23.Qe3 (but not 23.fxe7?? Qxf2+ 24.Qh1 Qf1#) 23...Qxf6 24.Qe1 Qxe3 25.Qxe2 Qf6 26.Qxb6 Qb8 looks like a draw

22...Qc8 23.Qb2 b5 24.Qe3

fxe5 25.Qxc4 Qxc4 26.Qxe5

h6 27.Qd1

Best. 27.Qd4 Qxe3 28.Qxe3? (but 28.fxe3 Qa4 29.Qf2 is drawing) 28...Qa4! is good for Black's queenside pawns

27...Qc2 28.Qb3?!

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 Qa+Qb combination so that he could concentrate on endgame Qa+Qb essentials.

Objectively I think 28.a3 (or perhaps 28.Qe4) were better: 28...Qa2 29.Qxh7! Qxd7 30.Qb3+ Qh7 31.Qf7 Qd1+ 32.Qg2 Qf8 33.Qxa2 Qxa2 34.Qh7 Qf8 35.Qf4 Qd8. 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...Qxb3 29.axb3 Qxe2

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

30.Qb6 Qf6 31.Qc5 a5
32.\textit{d4} \textit{e7} \\
32...\textit{xd4} 33.\textit{xd4} \textit{b2} \\
34.\textit{xd3} \textit{f7} 35.\textit{g2} \textit{e6} \\
36.\textit{f3} should be a draw \\
33.\textit{c3}?! \\
33.\textit{f1} \textit{a2} 34.\textit{c1} should get the draw. Now Fritz is on the attack \\
33...\textit{a4!} 34.\textit{bxa4} \textit{bxa4} \\
35.\textit{d7} \textit{f8} \\
35...\textit{a3} 36.\textit{xf1} \textit{e4} might have been worth trying \\
36.\textit{d8} \textit{f7} 37.\textit{a8} \textit{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.\textit{xf8}+! \textit{xf8} 39.\textit{b4+} \textit{f7} 40.\textit{xa3} \textit{e2} 41.\textit{e5} \textit{g6} \\
If 41...\textit{g5} the blockade has to be built up differently, starting with 42.\textit{g4} \\
42.h4! \textit{f6} 43.\textit{e3} \textit{h5} \\
44.\textit{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 recognising 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 \\

\textbf{Deep Fritz - Kramnik} \\
\textit{Game 4 - Petroff Defence} \\
\textit{1.e4 e5 2.\textit{f3} \textit{f6} 3.d4 \textit{xe4} \\
4.\textit{d3} d5 5.\textit{xe5} \textit{d6} \\
6.\textit{xd7} \textit{xd7} 7.0-0 \textit{d6} \\
8.\textit{h5} \textit{f6} \\
This offer of a pawn is known, although 8...\textit{f6} \\
9.\textit{e1+ \textit{f8} is seen more often} \\
9.\textit{c3} \\
9.\textit{xd5}?! is not really recommended: 9...\textit{c6} only move \\
10.\textit{h5} \textit{xd4} and Black's pieces already look threatening} \\
9...\textit{xd4} 10.\textit{xd4} \textit{c6} \\
11.\textit{e3} \textit{g6} 12.\textit{h3} \textit{g5} \\
13.\textit{g4} \textit{f4} 14.\textit{xf4} \textit{xf4} \\
15.\textit{c4} \textit{e6} 16.\textit{xf4} \textit{xf4} \\
17.\textit{xe1+ \textit{f8} 18.\textit{f1} \textit{b5} \\
19.a4 \textit{a6} 20.b4 \textit{xc4} \\
21.\textit{xc4} \\

The program has a small advantage because of \textit{\textit{a} v \textit{\textit{a}} on an open board} \\
21.\textit{d8} 22.\textit{e4} \textit{h5} \\
Despite the warnings against knights on the edge, this is better than 22...\textit{d5}?! after which 23.\textit{d1}! \textit{c6} 24.\textit{f4} and there are complications which Kramnik is clearly eager to avoid as Black \\
23.\textit{a1} \textit{d7} 24.\textit{h3} \textit{g7} \\
25.\textit{c5} \textit{f5} 26.\textit{b5} \textit{c6} \\
27.\textit{d3} \textit{d6} 28.\textit{g4} \textit{g7} 29.\textit{f4} \\
\textit{d8}
As Malcolm Pein's analysis in the Daily Telegraph said, Kramnik "how curls up into a ball and defies the computer's attempts to break through"

30.\texttt{g}g2 \texttt{c}c8 31.a5 \texttt{d}d4
32.\texttt{e}5e4 \texttt{f}f8 33.\texttt{f}f3 \texttt{h}6
34.\texttt{e}xd4 \texttt{x}xd4 35.\texttt{e}e4 \texttt{d}d6

Continuing to simplify here with 35...\texttt{xe}c4 is not quite as good as, after 36.\texttt{xe}x4 \texttt{e}7
37.\texttt{e}e5 gives White the space and the centre of the board, as well as \texttt{v} \texttt{f} \texttt{f} 3, making it harder rather than easier for Kramnik

36.\texttt{g}g3 \texttt{g}5!
Fixing some of White's pawns onto white squares, the same colour as his bishop
37.\texttt{d}d4 \texttt{e}e7 38.\texttt{c}c4 \texttt{d}x\texttt{d}4
39.\texttt{d}x\texttt{d}4 \texttt{g}x\texttt{f}4 40.\texttt{e}e4 \texttt{f}f6
41.\texttt{f}xf4 \texttt{g}e7 42.\texttt{f}f4 \texttt{b}6!

43.\texttt{c}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.\texttt{f}f3 \texttt{e}5
45.\texttt{b}xc5 \texttt{b}xc5=

or 43.\texttt{f}f5 \texttt{b}x\texttt{a}5 44.\texttt{b}xa5 \texttt{c}5
45.\texttt{a}6 preserves an entry at \texttt{a}5, but the king is never going to be allowed to just vacate the kingside

33.\texttt{x}xc5 44.\texttt{b}xc5 \texttt{g}6+
45.\texttt{e}e3 \texttt{d}e7 46.\texttt{d}d4 \texttt{e}e6

47.\texttt{f}f3 \texttt{f}5 48.\texttt{d}d1 \texttt{f}f6
49.\texttt{c}c2 \texttt{f}xg4 50.\texttt{h}xg4 \texttt{e}e6
51.\texttt{b}b1 \texttt{f}f6 52.\texttt{e}e4 \texttt{e}e6
53.\texttt{h}h1 \texttt{f}f6 54.\texttt{f}f3 \texttt{e}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 \texttt{f}f6 2.c4 \texttt{e}6 3.\texttt{f}f3 \texttt{d}5
4.\texttt{c}c3 \texttt{b}b4 5.\texttt{e}3 0-0 6.a3
\texttt{xc}c3+ 7.\texttt{bxc}c3 \texttt{e}5 8.\texttt{b}b2 \texttt{e}e6
9.\texttt{c}c1
9.\texttt{wc}2 has the best record – as long as you ignore the games where Black replied with 9...\texttt{wa}5!

9...\texttt{e}e8 10.\texttt{d}d3 \texttt{d}xc4 11.\texttt{xc}c4
12.\texttt{d}xe5 \texttt{xd}x1+ 13.\texttt{e}x1
\texttt{x}e5 14.\texttt{x}e5 \texttt{x}e5 15.\texttt{e}e2
\texttt{d}d7 16.\texttt{c}c4 \texttt{e}e7

We've followed the drawn 1965 game between Geller and Spassky so far, but here Geller played 17.\texttt{xf}6 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.\texttt{h}4?!
You could try 17.g4 against a medium standard human, as both captures fail:

17...\texttt{x}g4? 18.\texttt{ag}1! 1-0.
17...\texttt{x}g4?? 18.\texttt{xf}6! \texttt{x}e2
19.\texttt{xe}7 1-0

Of course Fritz wouldn't fall for either of these and would play the annoying 17...\texttt{e}c6

17...\texttt{e}e4! 18.\texttt{h}5 \texttt{a}4 19.\texttt{ed}3 \texttt{b}5!
The commentary teams were becoming nervous for the GM, Fritz is on the attack, and correctly activating its queenside pawn majority

20.\texttt{ex}b5 \texttt{xb}5 21.\texttt{ad}1 \texttt{xe}2
22.\texttt{xe}2 \texttt{e}b8 23.\texttt{a}a1

The bishop has to cover \texttt{c}3 to avoid the knight fork

23...\texttt{f}5 24.\texttt{ed}5 \texttt{eb}3 25.\texttt{fx}f5 \texttt{xa}3

The computer's pieces look active and Kramnik is struggling to find counterplay against either of the weak pawns (\texttt{a}7 and \texttt{c}5)
26.\textit{Bb1} \textit{Be8} 27.\textit{Af4} \textit{Aa2}+ 28.\textit{Ae1} \textit{h6} Trying to remove back rank mate worries 29.\textit{Gg4} 32.\textit{Af4}\? doesn’t work as it loses the exchange: 32...\textit{Qd3}+ 33.\textit{Qf1} \textit{Qxf4} 34.\textit{g7} \textit{Ad8} 35.\textit{cxf4} \textit{Ad2} 0-1 32...\textit{Ah3}+ The discovered check, but Kramnik walking into it has saved the game 33.\textit{Qe1} \textit{Qf2} 34.\textit{Qf1} \textit{Ah3}+ 35.\textit{Qe1} $\frac{1}{2}$-$\frac{1}{2}$

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
Schveningen/Najdorf

1.e4 c5 2.\textit{Qf3} d6 3.d4 \textit{cxd4} 4.\textit{Qxd4} \textit{Qf6} 5.\textit{Qc3} a6 6.\textit{Qc4} e6 7.0-0 \textit{Qe7} 8.\textit{Ah3} \textit{Qc7}\? 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.\textit{Qe1} \textit{Qc6} 10.\textit{Qe3}?! 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 dedicated computers! It brings back memories! 10...0-0 11.\textit{Qg3} \textit{Qh8} 12.\textit{Qxc6}?! Usually this is not so good, as it yields Black a big pawn centre 12...\textit{bxc6} 13.\textit{We2} a5 14.\textit{Ag5} \textit{Aa6} 15.\textit{Wf3} \textit{Ab8} 16.\textit{We1} c5

17.\textit{Qf4}!
Black had threatened to win the b-pawn: 17...\textit{c4} 18.\textit{Qa4} \textit{Ab2}. This is a neat response! 17...\textit{Wb7}!
Not now 17...\textit{c4} 18.e5! \textit{dxe5} 19.\textit{Qxe5} \textit{Wb7} 20.\textit{Qe4}! That’s got complicated, and would suit Fritz just fine as it threatens both \textit{Qxb8} and \textit{Qxg7} \textit{Qxg7} \textit{Qg3+}, both of which would win 18.\textit{Qc1} Fritz has moved the bishop from c1 (move 14), to g5, then f4, and back to c1... just to play \textit{Qae1}! But it’s not such a bad manoeuvre in truth 18...\textit{Qg8}?! A strange choice which no-one really understood. By common consent 18...\textit{Qc7} was best: 19.\textit{Qh3}?! \textit{Qb7} 20.\textit{Qg3}, but I think White has some pressure here 19.\textit{Qb1} Very amusing – Fritz exactly mirrors Kramnik’s move! 19...\textit{Wf6} 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.\(\text{c}3\) c6 22.h3 \(\text{g}7\)
22...c4 could have been
played here, then 23.c2 \(\text{c}5\)
24.e3 \(\text{c}7\)-
23.g3 \(\text{a}4\) !
The straightforward 23...f6
was best. I think Kramnik
knew the position was drawn
and wanted to see if he could
initiate some confusion with-
out risking too much. The
danger is that Fritz won't need
much encouragement if he
overdoes it!
24.c2 \(\text{b}6\) ?!
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.xh5+
The queen can do what she
wants, the bishops on c1 and
c2 pin all Black's pawns!
29.xh6 30.xg6+ xh8
31.xh6#
27.xh4 \(\text{b}7\)
Another strange choice. The

only big threat which
Kramnik had was \(\text{b}7\)
threatening mate on g2.
Now that is gone
28.e1
28.xa4? would be a
mistake: 28...xb2
29.xb3 d8! 30.e1
e2 which is at best
equal and might even
give Black some
chances
28...h5 29.f3 \(\text{h}7\) ?
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.xc6 31.xc6 xxc6
32.a4 \(\text{b}6\) 33.b3
33.xb3! looks stronger and
might have speeded the end!
33.g8 34.c4 d8 35.xb5
h8 37.xe5
xce1 38.xc1 xec6 39.xc3
x7?!
Here 39.xc8 was better, the
idea being that both rooks
guard the back rank, so either
could move later... in particu-
lar I think d8–d2 looks a
good possibility
40.xb5 \(\text{a}8\)
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.xb5 was better, then
41.h3 also because of back
rank issues! 41.xg7
41.a4! d8 42.d1 xg7
43.xd6

Now things look really grim
for Black
43...f6 44.xe2! e5 45.xed2 g5
46.b6 x8 47.a4! and
Kramnik had no desire to see
the pawn march into his terri-
tory, 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 myste-
rious moves 1–0, and 4–2!
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 programs 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 vs 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 vs 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 outpaced 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/1 hour
- Palm Hiarcs v Pocket Fritz2 25½-14½ (a 13-7 from one user, and a 12½-7½ from another)
- Palm Hiarcs v Palm Genius 15-5
- Palm Genius v Palm Tiger 6.5-3.5

At G/30
- Palm Hiarcs v Pocket Fritz2 18-10 (5½-4½ from one user, 5½-2½ from another, and a 7-3)
- Palm Hiarcs v Pocket Grandmaster 3½-½

At G/15
- Palm Hiarcs v Pocket Fritz2 4½-3½ (a 2-2 from one user, and 2½-1½ from another)

At G/10
- Palm Hiarcs v Palm Genius 27-7
- Palm Hiarcs v Palm Tiger 32½-1½

At G/5
- Palm Hiarcs v Pocket Fritz2 6-4

From Clive Munro, G/60:
Palm progs on Zire21/126MHz!

<table>
<thead>
<tr>
<th>Palm program</th>
<th>Tasc R30-1995 2355 Elo</th>
<th>Meph London '030 2315 Elo</th>
<th>Meph Genius '030 2306 Elo</th>
<th>Meph London Pro 2278 Elo</th>
<th>Meph Atlanta 2222 Elo</th>
<th>Score /50</th>
<th>Elo Perf</th>
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<tbody>
<tr>
<td>Hiarcs/126</td>
<td>6½-3½</td>
<td>9½-½</td>
<td>9-1</td>
<td>9½-½</td>
<td>8-2</td>
<td>42½</td>
<td>2575</td>
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<tr>
<td>Genius/126</td>
<td>3½-6½</td>
<td>7½-2½</td>
<td>7½-2½</td>
<td>5-5</td>
<td>5½-4½</td>
<td>29</td>
<td>2369</td>
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<tr>
<td>Tiger/126</td>
<td>1½-8½</td>
<td>2-8</td>
<td>3½-6½</td>
<td>2½-7½</td>
<td>6½-3½</td>
<td>16</td>
<td>2151</td>
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</table>

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 Hiarcs and Pocket Fritz2, I believe the following figures are more accurate... and still very impressive!

<table>
<thead>
<tr>
<th></th>
<th>T3 ARM/400MHz 400MHz</th>
<th>iPAQ</th>
<th>Zire 21 ARM/126</th>
<th>Zire 71 ARM/144</th>
<th>Pre-ARM Palm 16 or 20MHz</th>
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<tr>
<td>Palm Hiarcs</td>
<td>2625</td>
<td></td>
<td>2500</td>
<td></td>
<td>2150</td>
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<tr>
<td>Pocket Fritz</td>
<td>2550</td>
<td></td>
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<tr>
<td>Palm Genius</td>
<td>2425</td>
<td></td>
<td>2300</td>
<td></td>
<td>2075</td>
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<tr>
<td>Palm Tiger</td>
<td>2250</td>
<td></td>
<td>2150</td>
<td></td>
<td>2050</td>
</tr>
</tbody>
</table>
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 **Spice** to get ahead of **Glauring**. **Aristarch** unfortunately only stayed up for one series and was relegated again along with **Jonny**.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Elo</th>
<th>Score/18</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Toga</strong> 1.2.1a</td>
<td>2770</td>
<td>15½</td>
</tr>
<tr>
<td>2</td>
<td><strong>Glauring</strong> 1.2.1</td>
<td>2635</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td><strong>Spice</strong> 1.2 Turin</td>
<td>2698</td>
<td>11</td>
</tr>
<tr>
<td>4</td>
<td><strong>Scorpio</strong> 1.84</td>
<td>2622</td>
<td>9½</td>
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<tr>
<td>5</td>
<td><strong>Naum</strong> 2.0</td>
<td>2667</td>
<td>8</td>
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<tr>
<td></td>
<td><strong>Pseudo 0.7c</strong></td>
<td>2564</td>
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<tr>
<td>7</td>
<td><strong>SlowBlitz WV 2.1</strong></td>
<td>2,514</td>
<td>7½</td>
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<tr>
<td></td>
<td><strong>Deep Pharaoh 3.5.1</strong></td>
<td>2604</td>
<td></td>
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<tr>
<td>9</td>
<td><strong>Jonny</strong> 2.83</td>
<td>2592</td>
<td>6½</td>
</tr>
<tr>
<td>10</td>
<td><strong>Aristarch</strong> 4.50</td>
<td>2593</td>
<td>4½</td>
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**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. **Sel/Select Search 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!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Elo</th>
<th>Score/18</th>
</tr>
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<tr>
<td>1</td>
<td><strong>Wildcat 7</strong></td>
<td>2560</td>
<td>11½</td>
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<tr>
<td>2</td>
<td><strong>Colossus 2006f</strong></td>
<td>2559</td>
<td>10½</td>
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<td>3</td>
<td><strong>Thinker 4.7a</strong></td>
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<td></td>
<td><strong>Deep Frenzee 3.0</strong></td>
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<td>5</td>
<td><strong>Delfi 5.0</strong></td>
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<tr>
<td></td>
<td><strong>Ufim 8.02</strong></td>
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<td><strong>Francesca Mad 0.13</strong></td>
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<td><strong>L.G.Evolution</strong></td>
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<td><strong>GLC 3.01.2.2</strong></td>
<td>2514</td>
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</table>

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!
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. G90+25 secs per move
1.d4  d5 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.e1  h7 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  d0-0-0 17.  d1 f6
18.fxg5  fxg5 19.gxh6  exd4 20.  g5!  e8 21.  g7  d7

22... 77! Not 22.  xh7??  c5! and the queen has no safe escape square! 22...  g5
23.  xe7  xe7 24.  xe7  bxe7 25.  xd4  h7 26.h4  f7 27.  xh5  e5 28.e2  c5 29.  d1
30.g4 The position is still very equal as Radjabov attacks with his own 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...  g6
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+?  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+  h6 48.  xg6! 49.xe7  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
47.  e3  xg5 48.  xc2 and now, better than 48.  h5 is 48...  g3 49.  d2  d3+ 50.  e2
51.  e3  xh6 52.  xc5  h2+ 53.  f3
54.  xa2 which should just about be enough to win 44...  h8! 45.  e2  e4 46.g1  h7
47.  d2  h2+ 0-1
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 Hiarcs. I think other readers were as fascinated as I was that, while Kasparov, Kramnik and Bareev were busy drawing matches against Fritz, Junior and Hiarcs respectively, David came play some - err - daft opening moves and beat them, sometimes quite easily. For those new to this phenomena, here's his game from SSI05 with some of the notes we added:

Dave Wiekrykas - Shredder7 Athlon 1333
1.e4 c5 2.d4 c6 3.f3 DW at large! and we're out of Book 3...e6 4.h3 a6 5.a4 d5 6.f4 d6 7.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...d7 10.g3 f7 11.e4 0-0 12.d2 e5? 13.f5! c4?! 13...d7 seems better 14.axc4 b7 15.axc3 d7 16.h4 e8 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.h1 g8? Incarcerating his own king. 21...d4 is better, but the advantage is already with Dave 22.g6 h6 23.f1 a3 24.e1 b4 25.c1

25...e8?? Further imprisonment for his own king?! 25...e7 would be better, but 26.h5 is still very strong! and if instead 25...e8?? 26.h5 gives White the same winning attack. 1-0 all ways! 26.h5! a3 27.xa3 e7 28.g4 ec5 29.e1 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 Wieckrykas - Junior 10 P/733
G/10+5. Closed Sicilian: Lines without g3

1.e4 c5 2.d4 d6 There's a mountain of good available moves here (d3, g3, Ke2, f4 and h5 for starters) but the next move is typical David! 3.f3N Ke6 4.d3 de6 5.d5 Ke2 6.d3 Ke7 7.d2 0-0 8.f4 d4?! Blocking the pawns, Dave went mad that in the least 9.e2 e5?! 10.f5! The centre is further blocked and Dave has a valuable space advantage 10...h6 11.Kg1 b5 12.Kf3 a5 13.g4 a4 Trying to create counter-chances on the queenside 14.b3 Kh7 15.h4 Kb7 16.e2 a6 17.Kf1 axb3 18.axb3 Kb7 19.Kxa8 Kxa8 20.Kc1

Black's response now is critical 26...Kc7? The various alternatives as proposed by myself and other programs are: a. 26...Kd8?! 27.Kxf6 Kxf6 (27...Kxf6?!) 28.Kf6! Ke7 29.Kg4 cxd3 30.Kxd3 Kf7 to stop Kg4+ 31.Kg5! 28.Kg6 Kf8 29.Kh6 Kf6 30.Kg5 Ke7 31.Kf6 should be winning; b. 26...Kxg5 27.Kxg5 fxg5 Now what would Dave play? Perhaps 28.Kxg5 but White's advantage here is not so great; c. 26...fxg5 transposes 27.Kg6! Kg5 The knight can be given up with 27...Kc8 28.Kxh7+ Kh8 29.Kxh5 which doesn't look any better to me 28.Kxh5 fxg5

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...Kf6?! Junior is correctly aware that g5! would be very dangerous for him/it – Dave knows as well!! 21.Ke1 Kh4?! 22.Kh3! Still angling to play g5 22...c4 Credit to Junior for sticking to its plan 23.bxc4 bxc4 24.Kxb4 Kxb4 25.g5!

Made it! 25...hxg5 26.hxg5 With White's attack gathering strength with every move,

29.Kxg5?! An even better idea might have been to connect the Kg and Kg by playing 29.Kgf2! and after, say, 29...Kd8 30.Kh1! Kg6 31.Kxg5 1-0 29...Kd6? There was a chance here to get the bishop out of its poor corner with 29...Kb7 30.Kf2 Kg6 but the quiet 31.Kf3 keeps White well on top 30.Kf3 Hey Dave, why not 30.Kh7?? winning Kg for Kg 30...Kc6 31.Kh1 Kg4 32.Kg2!

32...Kf8 33.Kh8+ Ke7 34.Kg8 Kd6 35.Kxg7 Kg8 36.Kxg5 Threatening Kg7+ 36...Kc6 37.Kxe5+ Kc6 38.Kxe4+ 38...Ke6 39.Kf7! Kxf7 40.Kxf7 Kc6 41.Ke8 Kd5 42.Kf8 Kg8 43.Kf8 Kg8 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 autosensory) 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 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
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, Mkenas
1.d4 c5 2.d5 e6 3.c4 d6 4.d3 exd5 5.cxd5 d6 6.e4 g6 7.f4
The aggressive line, as opposed to 7.d3
7...g7 8.e5?!
Pushy! 8.b5+ is probably best according to theory. Then 8...d7 9.d3
8...d7 9.b5 dxe5 10.d6+ e7
11.dxe8+ dxe8 12.d3 e8 13.fxe5 dxe5
So Black has a pawn, but his king needs to find some refuge

14.\(\texttt{b5}\) \(\texttt{xf3+?!}\)

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..\(\texttt{bd7}\) 15.0-0 \(\texttt{f8}\) 16.\(\texttt{xe5}\) \(\texttt{xe5=}\) is known, and in truth probably better

15.\(\texttt{xf3}\) \(\texttt{d7}\) 16.0-0 \(\texttt{f5!}\)

Best. If 23 16...\(\texttt{e5}\) 17.\(\texttt{f2}\) \(\texttt{f8}\) otherwise 18.\(\texttt{g5+}\) is nasty 18.\(\texttt{xe8}\) \(\texttt{xe8}\)

19.\(\texttt{xc5++}\)

17.\(\texttt{h3!}\) \(\texttt{f7}\) 18.\(\texttt{g4}\) \(\texttt{a6}\)

19.\(\texttt{gxf5!}\)

Pursuing the attack and allowing the \(\texttt{a}\) to be captured is definitely best! So far the Nigel Short is playing extremely well.

If 19.\(\texttt{a4?!}\) c4 20.\(\texttt{e3}\) b5 21.\(\texttt{gxf5}\) (21.\(\texttt{c2}\) \(\texttt{f6}\) was also possible) 21...\(\texttt{f6}\)

(Note 21...\(\texttt{bxa4?}\) 22.\(\texttt{fxg6+}\) \(\texttt{e7}\)

(22...\(\texttt{gxg6?!}\) 23.\(\texttt{g4#}\) 23.\(\texttt{d6+}\) \(\texttt{xd6}\)

24.\(\texttt{ad1}\) \(\texttt{c6}\) 25.\(\texttt{g2+}\) \(\texttt{c7}\) 26.\(\texttt{f7, and now prob}\),

now probably best for Black is 26...\(\texttt{xe3}\)

27.\(\texttt{dxd7+}\) \(\texttt{xd7}\) (27...\(\texttt{b6??}\) 28.\(\texttt{d6+}\) #4)

28.\(\texttt{xd7}\) \(\texttt{xd7}\) 29.\(\texttt{xa8++}\)

22.\(\texttt{c2}\) g5 23.\(\texttt{ae1=}\)

19...\(\texttt{d4+}\) 20.\(\texttt{h1}\) axb5 21.\(\texttt{axh7+}\) \(\texttt{f6}\)

22.\(\texttt{gxg6+}\) \(\texttt{e5}\) 23.\(\texttt{f4+}\)

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

23...\(\texttt{xd5}\)

23...\(\texttt{e4??}\) 24.\(\texttt{g2+}\) #4

24.\(\texttt{d6+}\) \(\texttt{c4}\)

Remember that White is \(\texttt{g}\) for \(\texttt{a}\) down, so the attack must be made to work

25.\(\texttt{f6d1??}\)

A shame.

25.\(\texttt{ac1}\) + \(\texttt{b4}\) 26.\(\texttt{f3}\) \(\texttt{e2}\) 27.\(\texttt{d1++}\) was the way to go. Now Black must play 27...\(\texttt{xa2}\) and then we'd have 28.\(\texttt{xd4+}\) \(\texttt{a5}\) (only move) 29.\(\texttt{d2}\) + \(\texttt{b4}\) 30.\(\texttt{xb4+}\) \(\texttt{b5}\) 31.\(\texttt{e2}\).

Most of those moves are forced, so we can 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...\(\texttt{c6+}\) 26.\(\texttt{wc6}\) \(\texttt{bxc6}\)

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.\(\texttt{ad2}\) \(\texttt{d5}\) 28.\(\texttt{g3}\) \(\texttt{e5!}\) 29.\(\texttt{d1}\) \(\texttt{f8}\)

30.\(\texttt{b3}\) \(\texttt{xf5}\) 31.\(\texttt{a4}\) \(\texttt{c4!}\)

A nice way to finish the game

32.\(\texttt{ab1}\) b4 33.\(\texttt{bxc4+}\) \(\texttt{xc4}\) 34.\(\texttt{dc1}\) + \(\texttt{c3}\)

35.\(\texttt{e1}\)

35...\(\texttt{d3!}\) 0-1
Selective Search 128. Page 33

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 ıt6 2.c4 e6 3.ıtc3 ıt.b4 4.ıt.e3 c5 5.ıt.d3 0-0 6.ıt.f3 d5 7.0-0

7...ıt.c6 maintains the central tension

7...ıt.xc4 8.ıt.xc4 ıt.bd7 9.ıt.e2 ıtxd4 10.exd4 ıt.bd6 11.ıt.d3 ıt.d7

Again the game was still in theory through to here, though it's fair to say 11.ıt.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.ıt.e4 ıt.bd5 13.ıt.e5 is in Shredder 10's book, though I would prefer 13.ıt.g5

12...ıt.e7 13.ıt.g5

I'll give that a '!!'

13...ıt.c6 14.ıt.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.ıt.e5 and then after 14...ıt.d5 15.ıt.ac1 is good

14...ıt.e8 15.ıt.b5 h6 16.ıt.e3 a6 17.ıt.c3 ıt.d6 18.ıt.e5 ıt.fd8 19.ıt.xc6 ıt.xc6 20.ıt.b4 ıt.bd5 21.ıt.e4 ıt.a4 22.ıt.b2 b6 23.ıt.xc8 ıt.xc8 24.ıt.c1 ıt.xc1+ 25.ıt.xc1 ıt.xe4 26.ıt.xe4 a5!

27.ıt.c2

Best. Also after 27.ıt.d2?! ıtxb4 28.ıt.xd5 exd5 29.axb4 ıt.b5 30.ıt.b1 ıt.a7 Black's advantage was still quite negligible

27...ıt.b5 28.ıt.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 ıt should stay where it was (covering h7), but now it is White who is more at risk!

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

28...ıtxb4 29.ıt.c8+ ıt.f8!

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

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

30.ıt.xd5?!

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

30...exd5 31.axb4 ıtxb4
32...c1?! 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 $\Delta$ 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

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 \((Elo - 600) / 8.\)

**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 with computers with its results with humans. I believe this makes the Selective Search Rating List the most accurate available anywhere for Computer Chess.

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

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

**Human/Games.** The rating obtained and no. of Games played in Tournaments vs rated humans.

## A GUIDE to PC Grading:

The RATINGS shown represent the programs on a Pentium/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**

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website with reviews, photos etc: www.elchess.demon.co.uk

Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS (!) direct to Eric, at the above address please!
## Dedicated Chess Computer Ratings

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