

SELECTIVE SEARCH The COMPUTER CHESS Magazine

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Editor: Eric Hallsworth
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.....reviewed this
Issue.....



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2 Computer BEST BUYS - Editor's Choice

The **RATINGS** for the computers and programs which follow can be found on pages 27 and 28. I have not tried to include all available machines - this is my 'short list' of those I consider to be the current '**BEST BUYS**' at various price points and playing strengths, also bearing in mind features and quality etc.

PORTABLE COMPUTERS

Kasparov

ADVANCED TRAINER £79 - nice plug-in
TRAVEL CHAMPION £99 - with display
TRAVEL CHAMP 2100 £139 £129 - great value, 4½"x4½" plug-in board + display

Novag

JADE2 £99 - tiny 3½"x3½" board portable
SAPPHIRE £199 - calculator style, strong

TABLE-TOP PRESS-SENSORIES

Fidelity

CHESSTER £169 - voice model, 160 BCF

Kasparov

EXECUTIVE £99 - GK-2000 Morsch prog. Display etc, plus lid cover. Terrific value!
GK-2100 £159 - top quality Morsch program, clever display, recommended.

Novag

DIAMOND £249 - testing playing style.

Mephisto

DALLAS 68000XL £165 - on special offer
NIGEL SHORT £199 - laptop lid, Staunton + disc pieces, graphic display - great!
MILANO PRO £269 - new BEST SELLER!
LONDON PRO 68020 £649 - Top for strength + excellent features and analysis.

WOOD AUTO-SENSORIES

Kasparov

PRESIDENT £299 - top value wood board... ever! - good display + features.

Mephisto

EXCLUSIVE MM6 £449 - new Morsch module - high class, strong & quality!
EXCLUSIVE LONDON 68030 £1395 - The PC's Genius3 (which beat Kasparov) in 68030/33MHz! - tremendous!

Tasc

R30-1995 £1249 - beautiful, piece recognition board, very strong, dynamic play.

Further info. is given in **Catalogues** available from **COUNTRYWIDE** - see their address on the front page. It is always worth ringing to check any extra cost for a mains transformer where applicable, but 48 hour insured post and packing are included free. This list is brought up-to-date for each Issue of my Magazine.

PC PROGRAMS

HIARCS5 £89 - excellent 'human-like' playing style, very strong, great analysis features; 130,000 book.

GENIUS5 for Windows £89 - excellent graphics/strength/quality; 220,000 book.

REBEL8 £89 - Ed Schroder's best!

MChess PRO6 £99 - big opening book.

FRITZ4 (CD ROM) £89

Also for Apple MAC

HIARCS4 £89 - best by far for the MAC

CLASSIC GAMES COLLECTION for PC!
20+ Games, inc. Draughts, Othello! £49

PC DATABASES

ChessBASE for Windows 6.0 (CD) NEW
"The" games and work DATABASE, now **Multi-media** and with Player 'cyclopedia.

'Basic' package 260,000 games **£225**

'Prof' package 340,000 games+ **£325**

'Mega' package 550,000 games+ **£449**

Analysis modules, to use within CBase:
FRITZ £45 (almost indispensable?!)

BOOKUP for Windows £159 - very useful tool, now incl. Zarkov analysis module.

PC WOOD AUTO BOARDS

A great idea! Plug one into your PC, and play against your favourite program on a proper wood, auto-sensory board!

Tasc **SMARTBOARD £399** - the superb R30 board, 64 leds - piece recognition!

Mephisto/Kasparov **AUTOBOARD £299** - real quality, lovely wood and pieces.

Novag **UNIVERSAL Board £299**.

Auto **232 TESTER £89 complete** - user can link PC's, and actually let 2 programs play against each other automatically!

We have a few more scores now available for the Mephisto **MILANO PRO**.

Myself and Mike Healey @ G/60

v Meph Nigel Short 5-1

v Meph Montreux 3-5

v Novag Diamond 5-3

D. C. Lee @ 40/2

v Meph Lyon 68020 2-2

In addition the **Milano Pro** registered a **2156 Elo** grading at the Bury St. Edmunds Congress - see Report elsewhere.

Richard Lang's **LONDON** upgrade for his earlier Mephisto programs continues to get very good results in the main. Pete Blandford sent in the following, @ 40/2:

London 68030 7-3 Vancouver 68020/20.

However in another Match, nearly completed, his London seems likely to suffer a reverse:

London 68030 2½-4½ Meph RISC2

In mid-December most folk were eagerly awaiting the first results to come through for the new **Genius5** and **Hiarcs5** programs.

On 2/Dec Dr. Enrique Irazoqui, now the main man producing **Computer Chess Reports** on the Internet www pages, posted the following:

BLITZ TOURNY for CCR

	G5	G3	H5*	R8	MC6	Total
Genius5	*	6	5	7	7	=25
Genius3	4	*	5½	5	6	=20½
Hiarcs5*	5	4½	*	5	5	=19½
Rebel8	3	5	5	*	6	=19
MCPro6	3	4	5	4	*	=16

NB. Hiarcs5* was the beta version running the Hiarcs4 Opening Book.

A fine result for **Genius5**, though the very high position of **Genius3** is a reminder that Richard Lang's programs do excel particularly at Blitz.

On the other hand Mark Uniacke's previous Hiarcs versions have sometimes languished slightly at the very fastest time

controls, due to the high chess knowledge restricting search depth over just a few seconds. This result was therefore a big encouragement to the Hiarcs team as they had just completed the final touches and launched their latest version.

Not a result, but a comment on the disappointing **Fritz4X** result in the World Micro Computer Champs in Jakarta recently.

Quite a few folk have checked through the **FritzX** games and expressed amazement at some of the moves played, commenting that the 'real' **Fritz4** would have handled them much better.

It is firmly stated by Franz Morsch that the WMCC entry was **not** particularly similar to **Fritz4** at all, but contained some innovative ideas and algorithms which were largely untested. I confess I feel like saying "Why?", as basic testing is easier than ever for programmers with the new auto-testing facilities, and can't understand why Morsch hadn't done some himself prior to the event.

Whatever, the Fritz team want potential future customers to know that it has been a valuable part of the learning experience towards the next version!

It is now time to catch up on a few late 1996 results.

WELSER Tournament, 1996

60/2hrs, played on Auto232 system, using Pent/100 machines. Opening Books OFF!

1.	Fritz3	18
2.	Quest3	17 - a Fritz experimental
3.	Rebel7	16½
4.	MChess Pro4	16
5.	Kallisto1.98	15
6=.	Genius2	14½
	Genius3	14½
8.	Hiarcs4	14
9.	W Chess	14
10.	MChess Pro5	13½
11.	Rebel6	13
12.	Hiarcs3	12
13.	Gandalf	2
14.	Diogenes	2

In the following case, its a result which

somehow managed to escape my attention at the time it was played!

WELSER Summer Tournament

9 Round Event @ 40/2hrs played on Auto232

system, using Pent/100 machines.

Ordered by tie-break ranking system.

1.	W Chess	6½
2=.	Hiarcs3	6
	Genius3	6
	Rebel7	6
	Kallisto1.83	6
6=.	Nimzo3	5½
	Rebel6	5½
	MChess Pro4	5½
	Hiarcs4	5½
10.	Genius2	5
11=.	CometA12	4½
	Kallisto1.98	4½
13.	Quest3	4
	Fritz2	4
	Fritz3	4
16.	Gandalf	3½
17.	MChess Pro5	2½
18=.	CometA00	2
	Diogenes240	2
20.	Diogenes250	1½

Next an up-to-date result from a multi-program Tournament conducted by W. Spiekermann. Each PC program ran on its own 486/50.

SPIEKERMANN Tournament.

Played @ 40/2, 4 games each pairing.

	G2	G4	R7	N3	M4	F4	Gid	M5	R30	Tot
Genius2	*	2	1½	2½	2½	2½	3	1	4	19
Genius4	2	*	2½	2	3	2	1½	2½	3	18½
Rebel7	2½	1½	*	1	3	2½	2	2½	2	17
Nimzo3	1½	2	3	*	2	1½	3½	2½	0	16
MCPPro4	1½	1	1	2	*	3½	2	2	2½	15½
Fritz4	1½	2	1½	2½	½	*	2	3½	1½	15
Gideon32	1	2½	2	½	2	2	*	2	3	15
MCPPro5	3	1½	1½	1½	2	½	2	*	2	14
R30-1995	0	1	2	4	1½	2½	1	2	*	14

The **French Computer Championships** resulted in a major disappointment for France's 'no.1' commercial program, **VIRTUA[L] Chess**, when it was relegated into 3= place. As we mentioned in our recent '**BEST BUY GUIDE**', Virtua[l] has never quite managed to convince that it is really up with our Rating List table-toppers and

has remained largely untested both in Sweden and Britain.

Readers will be interested to see the name of the programmer of one of the joint winners - none other than **Francis Louguet**.... remember the 'Louguet' or 'LCT2 Test' we ran in SS a couple of Issues ago?... Same fellow, another fine talent!

French Computer Championships

November 1996. All-play-all, 9 Rounds.

7	Chess Guru	J Rivat
	Chess Wizard	F Louguet
6	Capture	S Renard
	Chess Tiger	C Theron
	Virtual Chess	Baudot & Weill
5	Anmon	C Barreteau
	Dragon	B Lucas
2	I.D	P Coupet
1	B.B Chess	B Brivit
0	Genie	B Bras

A **MAJOR SHOCK** occurred in the **Computer v G.M Challenge** organised by **Lonnie Cook** and played over the Internet in mid-November.

The 'shock' was in the size of the Computers' win, as they almost decimated the opposition!

Of course the time control, G/30, certainly favours the machines - I believe they play around 80 Elo above their 40/2 gradings. But still, who would have guessed that all of the Computers would finish above all of the G.Ms!... even though it must also be noted - there was no money at stake!

The G/30 Internet GM-Computer Challenge

Genius4	P/166	4	from 5
CMaster 5000	P/166	4	"
Crafty	PPro/200	3½	"
Ferret	PPro/200	3½	"
Rebel8	PPro/200	3	"
GM Dzindzhashvili		1½/5	
GM Shabalov		1½/5	
GM Stefannson		1/2	
GM Ivanov		1½/5	
GM Kudrin		1/3	
GM Gausel (a sub!)		½/2	
FM Lakdawala (a sub!)		0/3	

Final Score
Computers 18-7 G.Ms

The new MILANO PRO makes an appearance in the Bury St. Edmunds Open⁵

Visits to the BURY ST EDMUNDS Congress are always made with some trepidation. **Countrywide Computers** have been regular financial supporters of the event for some years now, and computers annual entrants there... but the results have not always been quite what we've wanted for advertising purposes!

Nevertheless, it's important to test the machines against **human** opposition as often as is practically possible, to maintain relevance and accuracy in our ratings.

COMPUTER results at BURY

Year		Score	Elo
1991	Meph MM5	3 /5	1960
1992	Meph BERLIN PRO	2½/5	1992
1993	Meph NIGEL SHORT	3 /5	2136
1994	HIARCS3 on a 486/50	5 /5	2333
1995	GK 2100	3 /5	1815

This year it seemed right to enter the new **Mephisto MILANO PRO**, though a couple of weeks before the event it was still uncertain whether the computer would reach British shores in time. It is also true that we were slightly tempted to take the very strong new HIARCS5 along, on our little Pentium/90, but we decided to stay with the **MP** and have a little mercy on the opposition!

The time control was the usual 40 moves in 90 minutes. GK's performance last year was marred (for us) by the fact that the average opposition was 'only' 1735 Elo, and our strongest opponent a 1780 grade. So it was good to be drawn against Graham REED for our first game with the **MILANO PRO** – even though our opponent owns his own Mephisto RISC computer!

MILANO PRO (2220) – G Reid (1920)

Call the Opening what you want! Bury St Edmunds round1, 1996.

1.d4 h6?!

Designed solely with the purpose of putting the computer out of Book – which it does.

2.e4 g5 3.♟f3

Perhaps a more typical try would be 3.h4.

3...♞g7 4.♞e2 c6 5.c3 d5 6.exd5 cxd5 7.0–0 ♟c6 8.♞e1 ♟f5 9.♟bd2 e6 10.♞a4

10.♟f1 ♟f6 11.♟g3 looks to be quite a good plan here.

10...♟ge7 11.b3?

Not very fair on his ♞, as his next appears to recognise. 11.♟b5 would be better.

11...a6 12.b4 0–0

Black is probably winning now.

13.♟b3 ♞c7 14.♟c5 e5?!

♞fc8 looked good here.

15.dxe5 ♟xe5 16.♟d4 ♟g4 17.f4! ♟xd4+ 18.cxd4 gxf4 19.♟xg4 ♟xg4 20.b5 ♟g6?!

20...axb5 21.♞xb5 ♟c6 would keep a small plus in Black's favour. After the move played the position appears very even again.

21.bxa6 bxa6 22.♞b1 f3!?

MP thought this was a poor move, but let's see how things turn out!

23.♟xh6

23.gxf3 ♟h4 24.fxg4 ♟f3+ 25.♟f1 ♟xe1 26.♟xe1 reaches an unbalanced position with about equal chances.

23...f2+!

Not at all what the computer expected!

24.♟xf2 ♞xh2!

DIAGRAM

25.♟xf8

25.♞h1 was worth considering.

25...♞xf8

I looked at 25...♟h4, initially thinking it better. E.g.

26.♟d6 ♞xg2+

27.♟e3 ♟f5+ 28.♟d3 ♟xd6+. However the move played also gives Black a good chance to win.

26.♟d7

26.♞e8 is answered by the surprising 26...♟g7 to leave Black ahead.

26...♟f4! 27.♟f6+ ♟g7 28.♞xa6?

This could have cost White the game.

28.♟e8+ was needed, and even then

28...♞xe8 29.♞xe8 ♞xg2+ 30.♟e3 ♞f3+

31.♟d2 ♞d3+ puts Black in a very strong position.

28...♞xg2+ 29.♟e3 ♞f3+?

Missing his opportunity? 29...♞a8



seems to win outright. E.g 30.♖b5 ♗f3+ 31.♔d2 ♜xa2+.

30.♔d2 ♜a8

Too late!

31.♜e8+!

Quickly found by a relieved (not to mention our operator!) computer, which gets the draw after some anxious moments! 31...♙g8 32.♙f6+ ♙g7 ½ ½

Phew! That was a close call, but the chess was tense, and of the type I believe users like to see. In fact our opponent seemed as pleased as us with the draw, even though he had missed a winning opportunity.

R Webber (1840) – MILANO PRO (2220)

B17. Caro Kann. Bury St Edmunds round 2, 1996

1.e4 c6 2.d4 d5 3.♜c3 dxe4 4.♜xe4 ♜d7 5.♙c4 ♜gf6 6.♜g5 e6 7.♗e2 ♜b6 8.♙d3 ♗xd4!?

8...c5 and 8...h6 are Book moves, but this seems okay to me!?

9.♜f3 ♗d5 10.0-0 h6 11.c4 ♗d8 12.♜e4 ♜xe4 13.♗xe4 ♗f6

The computer has retained the ♜ gained from its slightly unusual 8th. and White doesn't seem to have much in the way of compensation, other than Black's as yet uncastled ♜. So, what now?!

14.♙f4

A typical type of anti-computer pawn sac, inviting Black's ♗ to a spectator's role... but will it work?!

14...♗xb2

The computer considers itself around +100.

15.♜e5

DIAGRAM

15...g5!

An excellent choice of move by the computer, resulting in a helpful series of exchanges and a route back to involvement for its ♗.

16.♜xf7

16.♜ab1 was the alternative, followed by 16...♗c3 17.♙c1!?

16...gxf4 17.♜xh8 ♗xh8 18.♗xf4



The dust settles, the material favours Black and there is still little for White in the way of compensation.

18...♗g7 19.♜fe1 ♜b4 20.♜ed1 e5 21.♗h4?! ♙g4

MP builds an attack impressively.

22.♗g3 ♙c3 23.♜ac1 e4! 24.♙xe4

24.♜xc3 ♗xc3 25.♗xg4 exd3 26.♗g8+

might have got a perpetual check draw!

24...♙xd1 25.♙g6+ ♙f8 26.♜xd1 ♙g8 27.f4 ♙f6

It is interesting to see the Computer regroup in preparation for the final stages of the game.

28.f5 ♜d8 29.♜xd8+ ♙xd8 30.♗e1 ♗e7!

31.♗g3 ♜xc4 32.♗c3 ♜b6+! 33.♜h1

33.♙f1?? ♜e3+ and whichever square the ♜ takes, ♜d5 is a discovered check winning the ♗!

33...♗e2 0-1

The round 3 game, against Robert Parker (2020 Elo) was a fairly dull affair. Despite one or two efforts to create some excitement, it petered out into a draw when our opponent opted for sharing the points by a 3-fold repetition.

MILANO PRO (2220) – R Parker (2020) [C54]. Giuoco Piano. Bury St Edmunds round 3, 1996

1.e4 e5 2.♜f3 ♜c6 3.d4 exd4 4.♙c4 ♙c5

5.c3 ♜f6 6.cxd4 ♜b4+ 7.♙d2 ♙xd2+

8.♜bxd2 d5 9.exd5 ♜xd5 10.♗b3 ♜ce7

11.0-0 0-0 12.♜fe1

Theory considers ♜e5 as slightly better here.

12...c6 13.a4 ♗b6 14.♗xb6

MP leaves its Book – a5 was known to theory here.

14...axb6 15.b3 h6 16.h3 ♙e6 17.♜e4 ♜fd8

18.♜h2 ♜f5 19.♜ad1 ♜c7 20.♜c3 ♜d5?!

Apparently seeking the draw! However following up the previous move with ♜c7 may have obtained a small positional plus.

21.♜xd5 ♙xd5 22.♙xd5 ♜xd5 23.g4 ♜d6

24.♜e7 ♙f8 25.♜de1 ♜e8 26.♜xe8+ ♜xe8

27.♜e5 ♜d7 28.♜g3 ♜c7 29.♜e4 ♜e6 30.h4

♜d5 31.h5 b5 32.axb5 ♜xb5 33.♜e3 ♜b4

34.♜d3 ♜e7

Black has some pressure and White has few moves available. The move played is a good idea, but f6 might have been effective enough to maybe even win?!

35.♜h4 ♜d6 36.♜f5+ ♜d5 37.♜f3 f6

38.♜e3+ ♜d6 39.♜f5+ ♜d5 40.♜e3+ ♜d6

Draw by repetition. I wonder if Black could have pursued more with ♔e4?! It was a shame that one or two opportunities to activate this game weren't taken, but Parker was obviously happy to get to ½-½.

The most exciting game was in round 4.

S Gregory (2100) – MILANO PRO (2220)

[B19]. Caro Kann, Classical. Bury St Edmunds round 4, 1996

1.e4 c6 2.d4 d5 3.♖c3 dxe4 4.♗xe4 ♕f5
5.♗g3 ♕g6 6.h4 h6 7.h5 ♗h7 8.♗f3 ♗d7
9.♗d3 ♗xd3 10.♗xd3 ♗c7 11.♖h4 e6 12.♗f4
♗a5+

12...♗d6 is known to theory. MP is playing its first out of Book.

13.♗d2 ♗b6 14.0-0-0 0-0-0

This is beginning to look rather interesting!

15.c4 ♗gf6 16.♗e2 ♕e7 17.♖b1 ♖he8
18.♖h3

As the ♖ goes back to h1 in a few moves, it might have been better to put it straight there now.

18...♗c7 19.♗e5 ♗xe5 20.dxe5 ♗d7 21.♗f4
♗c5 22.♖hh1 ♖f8 23.♖a1 ♖g8 24.b4?!

DIAGRAM.

In a tense position such as this, it is quite difficult to determine exactly when to go onto the offensive – thus all the careful manoeuvres over the last few moves.

Suddenly White has decided to go for it!
24...♗d7 25.♗b2 c5 26.b5 ♗b6

MP is playing this very well!
27.♗c2 ♕g5! 28.♗xg5?!

28.♗c1 was possibly better – I'm not sure. MP would respond with 28...f6 and then maybe it would go 29.♖he1 (29.♖hf1 ♖g8!) 29...♖xd1 30.♖xd1 ♖d8+.

28...♗xe5+ 29.♗b2 ♗xg5 30.♗e4 ♖xd1+
31.♖xd1 ♗xc4

31...♗xh5 32.f3 and only then
32...♗xc4 might have been better still for the computer.

32.♗c3! ♗xh5 33.♖c1 ♗b6

Black's eval. has dropped from +150 to

+70 since the queried order of exchanges on move 31. However sorting through the complexities have had a marked effect on White, who is now running seriously short of time as the tension heightens.

34.♗xc5 ♗d5! 35.♗d4 ♗g5 36.f4 ♗f5
37.♗xe6+

This looks almost brilliant, but is actually not as likely to save the game as 37.g4! ♗xg4 38.♗c5 ♗xf4 39.♗d3+ forcing 39...♗xc1+ 40.♗xc1 with a fascinating finish in sight!

37...♗b8 38.♗xg7 ♗xf4 39.♗xf4+ ♗xf4

Unfortunately White lost on time here. Whilst the computer has a clear advantage, it would have been an interesting position from which to test MP's endgame! 0-1

Then a major disappointment... no-one was willing to play against the **Milano Pro** in the final round!

Sadly there seems to be little place for entering chess computers in many British Tournaments. The fact that players can choose on the Entry Form whether or not they wish to meet the silicon entry already mitigates against the programs – opponents are invariably computer owners who feel ably prepared for the occasion.

Fair credit, of course, to players who have prepared for a computer opponent, but I still believe 'we' should be allowed to play everybody! In most week-end type Tournaments, few players prepare especially for specific opponents, as there are just too many (including folk hardly known to them and whose games never make even the massive ChessBase games lists!). Rather they prepare particular openings for general use.

Strangely, when computers were new, and no-one really had chance to practice against them, everyone wanted to play them... and our gradings were good (too good, in truth!). Now that most regular players use a chess computer in one form or another, I'd have thought there would be more players wanting to meet them!?

If paying our usually exaggerated entrance fees can't get us a completed Tournament, we'll have to spend our hard-earned chess support & advertising cash in other areas!

Mephisto MILANO PRO	
Final Score	Grading
3/4	2156 Elo



JAKARTA World Micro Report

by Tom King, programmer of Francesca

In early September 1996, I received news that my program, **Francesca**, had been accepted in the World Micro Computer Chess Championship, to be held in Jakarta.

I was delighted at the chance to travel to the other side of the world, and hoped that recent improvements to my program would result in her (!) gaining a respectable position. This article describes some of my memories of what turned out to be an exciting tournament, and a once-in-a-lifetime chance to go to Indonesia.

I followed discussions on the Internet about the choice of venue, and understood why various teams did not wish to participate. I do not wish to discuss the politics involved here. Suffice to say, I was delighted to accept the invitation for my program to participate.

Francesca's Background

Some information about Francesca may be of interest. She uses conventional search techniques: alpha-beta, null-moves, quiescence search, various hash tables, chess specific extensions etc. I'd class Francesca as being a 'fast and stupid' program, rather than a 'slow and smart' program. As you will have noticed already, Francesca is a female program, hence my constant references to "she" and "her" rather than "it" and "its"!

The WMCCC in Jakarta was to be her third competition. Previously, Francesca was entered into Don Beal's Uniform Platform competition and the WMCCC in Paderborn. In both those competitions, she finished second to bottom. Discussion at the Paderborn competition had indicated some key areas where Francesca needed work in order to compete effectively.

At this stage, Francesca had poor move ordering and no hash tables. The months after returning from Germany were spent improving move ordering, and implement-

Tom King



ing hash tables. This had a large effect on performance, confirmed by various test suites, and test games against other programs. In many positions, Francesca (1996 version) was searching through the plies 10 times faster than Francesca (1995 version). This gave me hope that Francesca would place higher than her pre-tournament ranking (24th out of 28).

Getting to Jakarta

The trip out to Indonesia went smoothly enough, with the exception of the final approach to Jakarta airport, where the pilot aborted the landing twice, at the last moment. I'm quite a nervous flier anyway, so I arrived in Jakarta rather shaken.

Prior to the departure, I talked to some of the German participants who had brought their own hardware to the competition. Shredder's programmer, Stefan, had brought along a loaned Pentium Pro (200 MHz). He told me at the time that he thought these machines gave some of the competitors an unfair advantage. When I saw the speeds that the programs fortunate enough to be on these mega-machines were running, I was inclined to agree. With the right software they increase the playing standards of computers to a new level!

Accommodation for the participants, at the Dai-Ichi hotel was first class. Food was excellent, and there was a half indoor/ half outdoor swimming pool which proved popular with many of the participants. The Indonesian organisers arranged frequent buses to ferry everyone between the hotel and the tournament hall, which otherwise was a two mile walk, though it felt more like a five mile walk due to the heat and humidity.

Setting up for the Tournament

After the grand opening ceremony and banquet, we set up the machines in the playing hall. All participants either used the loaned PC's, which were 133Mhz Pentiums with

16 Mb of RAM, or their own hardware that they had brought with them.

During installation, Francesca played a couple of blitz "friendlies" against the German program **XXXX**, written by a friend, Martin Zentner. Francesca won one game, and drew a second. I was very pleased at the search speed she was achieving on the fast PC's, and calculated that she was searching 6 times quicker than on my own PC at home!

Following the setting up, a players' meeting was held. There was some controversy at the meeting, because a second version of Crafty, "**Gunda-1**" was being allowed to play, and the **Junior** team had been invited to participate over the Internet. At this stage I just wanted to get the competition underway - and hopefully get some points on Francesca's scoreboard!

Underway to a Round 1 Shock!

The first round provided a shock when the world champion, **Fritz**, lost against the Danish program, **Gandalf**. After the round, I talked to Gandalf's programmer, and he explained that he'd ditched most of the complicated highly selective search algorithms for a simple alpha-beta/ null-move based search. However, he'd kept the powerful evaluation function from the earlier version of Gandalf, and felt that the combination was strong.

Francesca played against the Spanish program, **Zeus**, and slipped into a lost position quite quickly. This was disappointing for me, because Zeus was one of the opposition I thought that Francesca could comfortably outsearch. Unfortunately, this was not the case. Zeus appeared to be searching much faster and deeper than a year previously.

Francesca had better luck in **Round 2**, as Black against the German program **Diogenes**. After a crazy looking gambit opening, Diogenes lost the right to castle, and

Profile of Tom KING

Age: 27.

Family: married, with first child imminent.

Pets: small black cat, *Oscar*, who can be bad tempered.

Education: graduated from Bristol University 1991.

Occupation: software engineer.

Hobbies: soccer and rugby.

Ambitions: be a good dad!

Profile of FRANCESCA

Age: 6 years old.

Program Size: 100K of 'ropey C'.

Opening Book: 60,000 positions.

Anything else?: text based and runs under DOS.

its exposed king was an easy target for Francesca's pieces. I was delighted when Francesca finished this with a mate in 9 announcement! I breathed a big sigh of relief. I had some points!

The doom and gloom continued for the **Fritz** team in this round, when they lost against **Crafty**.

In **Round 3**, **Woodpusher** (the other program from the U.K., written by John Hamlen) won again to lead the pack. I was impressed, and delighted for John, but overheard Tony Marsland saying "*Wood-*

pusher's going to find the going difficult from now on". Indeed Woodpusher did find the rest of the tournament troublesome!

Francesca was drawn against **Heureka**, a new program from Germany. It was an interesting game, where Francesca decided not to castle, but instead to push her kingside pawns, and develop the king to f2! Nevertheless, a draw by repetition was the (fair) result.

Round 4 saw **Fritz** remember its winning ways, with a 1-0 over **Ananse**. For a long time the game was even, before Fritz knuckled down and won.

Woodpusher had a tough game, against **Virtua Chess**. However, when I looked at the game after the opening, Virtua had got its queen stuck out of action. Could Woodpusher go to 4/4? Unfortunately for John, Virtua freed its pieces, and the game soon slipped away for Woodpusher.

Francesca had the black pieces against another Spanish program, **Eugen-7**. It was a tremendous game where Eugen-7 played for a big attack against Francesca's king that almost (but not quite) won. Francesca luckily kept enough threats against the white king so that when the pieces came off the board, it was King, Rook, Rook (for white) versus King, Queen, Pawn for black. Neither program could win this ending, so after entertaining the spectators for a while, a draw was agreed.

The Tournament Atmosphere

At this stage, a word about the atmosphere at a computer chess tournament. Totally unlike a human chess tournament, there's no need for silence! You can discuss programming ideas, the current game, or any other topic with your opponent. You can leave your program while it *"thinks"*, and look at the other boards, or fetch a coffee.

This all leads to quite a relaxed, informal air. Having said that, as a programmer, you tend to worry constantly, asking yourself *"Why did it play that silly move?"*, *"I hope it sees that threat!"*, *"Please don't play the move you're currently thinking about!"*.

Round 5 saw a change of leader. **Virtua Chess** had a perfect 4/4 at this stage, but was beaten by **Shredder**, allowing the latter to take the lead.

Francesca was drawn against **Gandalf**. Remembering the disaster that had befallen Hiarc at the World Championship a year previously when playing Gandalf, I decided to use a special opening for Francesca. I'd heard that Gandalf's opening book was very large, and had lots of traps, so I made Francesca open with 1. a3. Of course, this resulted in both programs being out of book after just a couple of moves! Gandalf castled on move 5, and Francesca decided to go for a pawn-storm attack on move 6, by playing h4 followed by g4, h5 etc. Of course, this attack was premature, and once Gandalf had sorted out its pieces, Francesca was quickly squashed.

In the next Round (6), **Shredder** won again, by outplaying **Dark Thought** in the middle game. This was a particularly good result for Shredder, against a dangerous opponent running on super hardware (a fast DEC Alpha machine was used throughout the tournament by Dark Thought).

Crafty outcalculated **Eugen-7** to move into second place.

Francesca was drawn against **Centaur**, programmed by Viktor Vikhrev from Russia. Since Viktor was my room mate, I hoped the game would be drawn. As it turned out, a draw was the result: the game followed books for some 16 moves, and despite better positional play by Centaur, Francesca managed to hold on for another draw. This meant Francesca had 2½ points,

and was in the bottom half of the leader board, but well clear of the tailenders. This was most pleasing for me

The Second Week

There followed a **free day**, where most participants went on a visit to a Safari garden, and on to a miniature park of Indonesia. I believe this was enjoyed by everyone involved. I took the day to explore some of the local markets and shops, which was a fascinating, if exhausting experience.

In **Round 7**, **Shredder** (the leading program) and **Crafty**, placed number two were paired. This interesting clash was won by Shredder who managed to neatly infiltrate Crafty's kingside.

Ferret, who had been just behind the leaders up until now, beat **Fritz**, to keep in contention.

Francesca had the black pieces against the Hungarian program, **Pandix**. Pandix hadn't been winning many games, and Woodpusher had beaten it earlier, so I hoped Francesca could score a full point here. An interesting game was played where Francesca managed to smash open Pandix's kingside, only to realize that a draw by repetition was the best option. Disappointment indeed, especially as post match analysis revealed that there might have been a win for Francesca after all.

For **Round 8**, **Shredder** (still 1st of course) was drawn against Crafty's replacement at no.2, **Ferret**, with Ferret winning the tussle to draw even with Shredder on 6.5 points.

Virtua lost to **Crafty**, more or less finishing the hopes of any of the commercial programs winning the competition.

A fascinating clash was **Eugen-7** versus **Dark Thought**, where it looked for a while as if the almost unknown Spanish program would mate the fast searching Dark Thought. In the end a draw by repetition was the result.

Francesca was drawn against **Nightmare**, and won with surprising ease. Nightmare had not been having a good tournament, and its author, Dr. Reinhold Gellner, was desperately searching for bugs between rounds. It seemed that Nightmare was being over ambitious with its evaluation function, and sacrificing material for non-existent positional "advantages".

In **Round 9**, many of the key games at the top (**Crafty vs Ferret**, **Gunda-1 vs Shredder**, **Virtua Chess vs Fritz**) were drawn.

Francesca was paired with (yet another) German program, called **Patzer**. In an even game, Francesca blundered a pawn, and looked to be losing. By this stage, 60-odd moves into the game, my opponent and I both noticed that Patzer was running low on time. He asked if he could change the time settings on his program, and I agreed. However a bug in Patzer prevented the time setting changes from taking effect, and on move 70 Patzer flagged. Excitingly, 10 seconds after it flagged, Patzer made a "beep" and announced its move. Too late, though, and Francesca had a (lucky) point, bringing her total to 5, and moving into the top half of the leader board.

Round 10 saw **Shredder** defeat **Gandalf** in an exciting game, whereas **Ferret** could only draw against **Dark Thought**. This left Shredder on 8 points, and Ferret on 7½ points. If Shredder could win in the last round, it would become World Champion.

Francesca played white against **Comet**, a German program originally based on Gnu Chess, and showing at close to 2300 Elo in Selective Search. The opening was a French defence, from which Francesca launched an attack on the kingside. Comet had to launch an immediate counter attack on the queenside, but was too hesitant. Eventually, Comet dropped a couple of key pawns and resigned in a lost endgame. This left Francesca with 6 points, and on the edge of the top 10 in the competition. I was delighted, and celebrated with several beers.

Round 11 and the Prize-Giving

In the final round, **Shredder** quickly got the upper hand against **Fritz** to claim the World Microcomputer Chess Champion title.

Ferret also won, beating **Zeus**, to claim second spot. **Nimzo**, which had been quietly moving up the ranks beat **Virtua Chess** to grab third place.

Francesca was drawn against **Gunda-1**, the modified version of **Crafty** and running on a Pentium Pro at 200 Mhz. I realized that, although a win was unlikely, it might result in a top five placing for Francesca! Unfortunately, although the

game was quite close, she was defeated by **Gunda-1**, which was regularly doing 12 ply searches in complex middle games. So our loss against **Gunda-1** left her with 6 points, and placed 9th equal (in fact, when the tie-breaker was applied her place was 13th). The fact that all the programs that finished on over 6 points were running on more powerful hardware was exceptionally pleasing.

The game **Patzer** versus **Gandalf** was interesting. Patzer's queen went off on a pawn munching exercise shortly after the opening. At one stage, Patzer had a nominal advantage of two pawns, and showed a score on its screen of +2. Gandalf, despite being two pawns down, liked its position so much it, too, showed a score of +2 on its screen. Both programs believed they were winning; an intriguing example of different evaluation functions at work.

Congratulations to **Stefan Meyer-Kahlen**. The title couldn't have gone to a more modest bloke. Although there was a lack of commercial entrants in the competition, no-one can take away the fact that **Shredder** was playing great chess. **Bruce Moreland's** **Ferret** deserves praise, too. Ferret came a close second to **Shredder** and won the blitz tournament with a perfect 9/9 score!

Maybe a competition in the near future with more commercial participants will show us whether **Shredder** and **Ferret** really are two of the best programs in the world.

Throughout the tournament, most of the participants were willing to talk about ideas in their programs, and I enjoyed discussing possible improvements to our "brainchildren". I hope to compete in future World computer chess competitions, with an improved version of **Francesca**. Positional evaluation is where I need to make most improvements, but this is probably the most difficult (and least talked about) area in computer chess.

All in all, it was a very enjoyable tournament. Some great chess was played, and I would like to thank the local organisers, and the ICCA for all their time-consuming efforts.

Francesca Games Selection.

Finally, a couple of Francesca's games to

enjoy. I must apologise if the comments are inaccurate. My own skills as a chess player are quite limited. My grade a couple of years ago was just 113 BCF. Francesca plays at a much higher level than myself!

Firstly, the victory over Diogenes in Round 2:

Diogenes vs Francesca [0-1]

1.d4 d5 2.c4 e5 3.e4

What a strange opening!

3...dxe4 4.dxe5 Qxd1+ 5.Kxd1

White's king is stranded in the centre now. If Francesca could develop sensibly, then I hoped the exposed position of white's king would be enough to lose.

5...Nc6 6.Bf4 Bc5 7.f3 Nge7 8.fxe4 0-0
9.Nf3 Ng6 10.Bg5 Be6 11.Nbd2 h6
12.Nb3 Bb6 13.Bd2 Ngxe5 14.Nxe5 Nxe5
15.Rc1 Ng4 16.Be1 Be3 17.Nd2 Rad8
18.Ke2

White is in dire straights already. This is the kind of tactical position that Francesca can play well.

18...Rd4 19.b3 Bxd2 20.Bxd2 Rfd8 21.Bf4 Rxe4+ 22.Kf3 Rdd4 23.g3 g5 24.h3 gxf4 25.hxg4 Re3+ 26.Kg2 Rd2+ 27.Kh3

Here, Francesca saw that Rxe3+ leads to a forced mate. It was a nice way to finish the game. Interestingly, Diogenes did not spot the coming mate for several moves to come, and I was worried that I had a bug, that lead to Francesca seeing an imaginary mate. However, some other programs at the tournament checked out that Rxe3+ does lead to a forced mate!

27...Rxe3+ 28.Kh4 Rxe4+ 29.Kh5 f5
30.c5 Bf7+ 31.Kxb6 Rg6+ 32.Kh5 Kg7
33.Kh4 Kf6 34.Kb5 Rg8+ 35.Kh6 Rh8

Now Round 5's epic draw with Eugen-7:

Eugen-7 vs Francesca [1/2-1/2]

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 c5

5.Nge2 cxd4 6.exd4 0-0 7.a3 Be7 8.d5 exd5 9.cxd5 Re8 10.d6 Bf8

Both programs were out of book now, and I didn't like the look of black's position. As long as white keeps his pawn on d6, both of black's bishops will be tricky to develop.

11.Bg5 Re6 12.Qd2 Bxd6 13.0-0-0

Francesca has won the pawn on d6, but her position is very cramped. Eugen-7 uses the freedom of its pieces with imagination, culminating with a vicious looking attack on the black king.

13...Nc6 14.Kb1 Be7 15.Nf4 Re5 16.Bxf6 Bxf6 17.Bd3 Bg5 18.h4 Bh6 19.Be4 d6 20.f3 Bf5 21.g3 Bxe4+ 22.fxe4 Qb6 23.g4 Bxf4 24.Qxf4 Na5 25.Rhf1

White now builds up pressure on the f-file, keeping Francesca on the defensive.

25...Rf8 26.Rf2 Nc4 27.Ka2 Re6 28.Nd5 Qa5 29.g5 Re5 30.Rc1 Qc5 31.Qg3

White is threatening to play Nf6+, which would be terminal for black

31...Kh8 32.Qg2 b5 33.Rcf1 Rg8?!
34.Rxf7 Qd4 35.Qf2 Qxe4

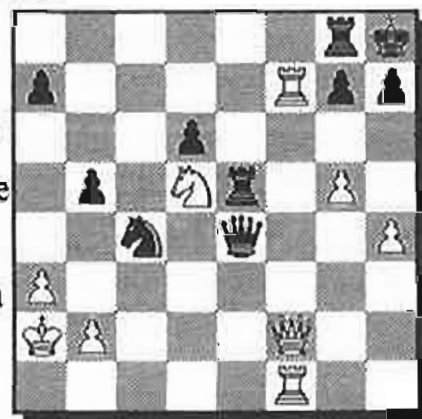
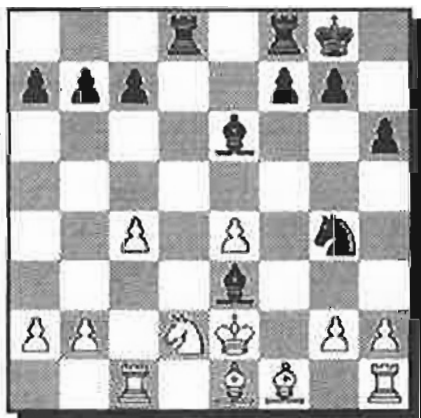
Here, both programs evaluations started to swing about wildly. Eugen-7 became optimistic. On shallow iterations, Francesca agreed, but she was seeing tactics and threats against the

white king that made me hopeful that all was not lost yet! Some of the positions around this stage of the game might be interesting to analyze with one of the top commercial programs. It could be that there's a winning line for white somewhere.

36.Nf6 Qd3 37.Nxe8 Re2

It's all very complicated, with mate threats for both sides. Is there a win here for white? Francesca didn't think so. Eugen-7 was still optimistic.

38.Rf3 Qd2 39.Qxe2 Qxe2 40.Rf2 Qe6 41.b3 Nd2 42.Rxd2 Kxg8



Suddenly, white's main threats have gone. A draw seemed more likely.

43.Rfd3 Qg4 44.Rxd6 Qxh4 45.Rd8+ Kf7 46.R8d7+ Kg6 47.Rxa7 Qxg5 48.Rd6+ Kh5 49.Rad7 Kg4 50.Rd2 Kf3 51.R2d3+ Kf2 52.R3d5 Qg6 53.Rc7 Ke3

Evaluations from the programs were interesting at this point. Neither was sure who was winning. On some moves both programs believed themselves to be winning, on other moves they both believed themselves to be losing.

54.Rcc5 Qg2+ 55.Kb1 Qg1+ 56.Kb2 Qf2+ 57.Rc2 Qf1 58.Re5+ Kd4 59.Re7 Qf6 60.Rb7 Kd3+ 61.Kb1 Qf1+ 62.Rc1 Qf5 63.Rcc7 h6

Here, I thought that black might have some chances if she could push the g and h pawns.

64.Rf7 Qe4 65.Rbc7 g6 66.Rfd7+ Ke3+ 67.Kb2 Qf4 68.Re7+ Kd4 69.Rcd7+ Kc5 70.Re6 Qh2+ 71.Kc1 Qh3 72.Rc7+ Kd5 73.Rxg6 Qxb3 74.Kd2 Qb2+ 75.Rc2 Qd4+ 76.Kc1 Qa1+ 77.Kd2 Qxa3 78.Rxh6 Qb4+ 79.Kc1 Qf4+ 80.Rd2+ Kc4 81.Rc6+ Kb3

And a draw was agreed here

Finally the important win against Comet in Round 10:

Francesca vs Comet [1-0]

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 Ne7 5.Bd2 b6

Books ended at this point

6.a3 Bxc3 7.Bxc3 0-0 8.Qh5 h6 9.0-0-0 a5 10.g4

Francesca decides to attack the black king. Possibly ...c5 is a better alternative for black here

10...Nbc6?! 11.Nf3 f6 12.exf6 Rxf6 13.g5 g6 14.Qg4 h5 15.Qg3 Rf8 16.Bb5 Ba6 17.Bxa6 Nf5 18.Qh3 Rxa6 19.Rhe1
Francesca puts pressure on black's weak pawn on e6

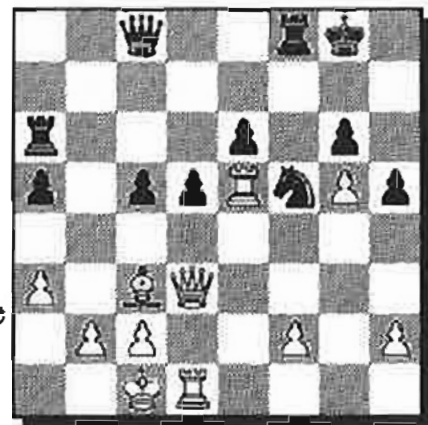
19...Qc8 20.Ne5?! Nxe5 21.Rxe5 c5 22.dxc5 bxc5 23.Qd3

The sight of black's pawns storming down the queenside made me nervous. Possibly Comet missed something here

DIAGRAM

23...d4 24.Be1 c4 25.Qe4 c3 26.bxc3 dxc3 27.Rd3 a4 28.Rxc3

Francesca has survived the queenside pawn storm, and won a pawn in the process. The black pawn on e6 is still vulnerable, and falls in a few moves. Black's position deteriorates rapidly



28...Qd7 29.Rd3 Qc8 30.Bb4 Re8 31.Rc5 Qb8 32.Qe5 Rf8 33.Rc7 Rc6 34.Rdd7 Rxc7 35.Qxe6+ Kh8 36.Qe5+ Kg8 37.Rxc7 Rf7 38.Bc3 Ng7 39.Rc6 Qxe5 40.Bxe5 Re7 41.f4

...and Comet's operator resigned.

Just as I was finishing this article, I received news from Spain of the 1996 Spanish computer chess championships. I entered Francesca in this competition by e-mailing her to Spain at the beginning of December, hoping that the Spanish operators would be able to fathom out how to set-up and run the program in a tournament environment.

I believe the championship was between 6 programs, and was a 5 round all-play-all tournament.

The results? The top four programs were:

1996 Spanish Computer Chess Champs

1. Eugen-7
2. Zeus
3. Francesca
4. Gandalf
- 5-6. Two others participated.

So Eugen-7 becomes the Spanish champion, taking over from Zeus.

INTERNET USERS!

Eric now has some pages on the
World Wide Web

Family, Faith, Computer Chess
and other interests

http://www.elhchess.demon.co.uk/

HIARCS 5 on DISK. (£89.95)

- Written by Britain's Mark Uniacke.
- HIARCS is acclaimed for its enjoyable and human-like style of play, its creative efforts to keep active, and occasional willingness to make positional sacrifices! It also has a very strong endgame.
- H5 uses high res. VGA and Super VGA graphics and is an MS-DOS program for maximum hash and speed, though with PIF and Icon files provided for Windows.
- New 133,000 position opening book covers all types of opening, which are named and ECO coded on screen.

It is both easy and fast for users to add new lines and variations to the Book, also adjusting 'order of selection' preferences.

- There is a built-in Book learning feature so that, over a period of time, Hiarcs will react in its opening play according to its win-draw-loss record in the many lines.
- Many superb analysis features incl. automatic 2nd and 3rd best moves evaluated simultaneously on request.
- Will import & export ChessBase files, plus full EPD and PGN file support.
- Can set up board positions and play 'Shuffle' chess!

- Even though Hiarcs5 contains more chess knowledge than ever, it shows a big speed improvement over Hiarcs 4 due to a greatly improved hash table and move ordering method. The team's expectation of a big increase of 50 Elo may have been achieved,

and there is some considerable opinion also being raised that this is even greater on the 'Normal' setting compared with the Hiarcs default, which is Aggressive.

In fact Normal was the default on the beta version, but auto-tests after some minor late adjustments suggested that last year's default, Aggressive, had retaken the Hiarcs top-spot.

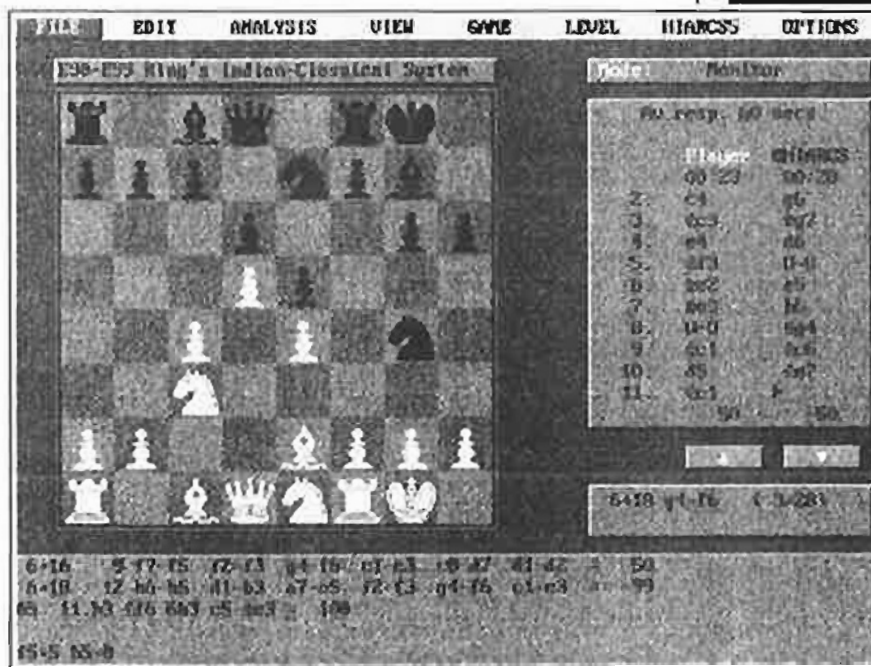
Other Opinions!

Enrique Irazoqui, the editor of Chess Computer Reports on the Internet, considers that *"Hiarcs5 is stronger (than Hiarcs4) in every respect and, as a whole, by an order of magnitude. The search is faster, it is roughly as quick tactically as all the known fast tactical programs, and has in my opinion the strongest endgame program. The most significant improvement, which makes it stand out from the rest, is its positional play. Hiarcs5 achieves a degree of human-like coherence that, together with its active style and speculative evaluations, makes it play the most interesting games of all chess programs."*

The BIG FOUR at 30 secs per move

Tester: Enrique Irazoqui

	H5	G5	M6	R8	Total
Hiarcs5	—	4½	5	7½	=17
Genius5	5½	—	7½	3½	=16½
MChessPro6	5	2½	—	7½	=15
Rebel8	2½	6½	2½	—	=11½



"The difference in style between Normal and Aggressive seems small to me, but Normal appears at times to be noticeably quicker than the default, and is better, maybe by some 30 points. As it is easy to adjust the style, it isn't an important issue apart from the fact that on the Rating Lists, Hiarcs5 may end up with a rating lower than it should".

- In CANADA, I.M Tim O'Donnell has reportedly lost 3-1 in a Blitz Match against a Pentium-driven Hiarcs5, succumbing to a piece sacrifice in one game!

GENIUS 5 CD ROM. (£89.95)

■ Written by Britain's **Richard Lang** and long acknowledged as the one the rest are trying to catch and beat - until recently a Genius version had topped virtually every PC Rating List in *'SELECTIVE SEARCH'* for over 3 years. Richard has won the World Micro-Computer Championship no less than 10 times, and it was his **Genius 3** program which defeated **Gary Kasparov** by 1½-½ in the 1994 Intel Grand Prix.

■ **Genius** is renowned for its classy pawn play and positional understanding, especially in defence. Available tactical opportunities are grabbed quickly but, whilst the program is excellent at building on small advantages, it does not probe to create weaknesses as actively as some of its competitors. Genius also plays very good endgames.

I believe Genius5 is a little sharper or more active than pre-decessors - there seem to be improvements in pawn use, both in maintaining and using mobility, especially pushing towards the enemy king, and a slight reduction in the tendency always to take 'easy exchanges' to simplify towards the endgame.

■ The CD-ROM Windows Genius5 has on-line help ~ multiple, moveable and re-sizeable windows for the 2D/3D boards, analysis etc ~ choice of piece sets ~ user can add game comments ~ ChessBase and PGN files fully supported.

The 3D board is the best implementation yet, and is the first time (in my opinion) that 3D has been really usable for play.

■ The CD also includes an excellent 80,000 modern master games Database.

■ Fonts supplied enable printing of games, diagrams and analysis under Windows.

■ Coach mode can advise if you have made a bad move (affecting the evaluation by >1.00) and offer analysis and an alternative move.

■ The new opening book is much bigger at 220,000 positions and adds to the Genius5 strength as well as giving much better value to those wanting to study openings. All openings and named and ECO coded as soon as they are recognised.

■ An opening book CD-ROM containing literally millions of moves from the ECO is available as an extra, price £149.

■ Users can rename the supplied opening book and edit it, or create their own opening libraries quite easily, though the operation is a little slow.

Playing Strength

The Genius team's expectation of a rating improvement over Genius3 & 4 of '+30-40' Elo looks to have been achieved, perhaps with a little bit to spare!

■ The CD-ROM contains Genius5 for Windows (3.1 and 95), Genius5 for DOS, Genius3 for DOS and an 80,000 game Database.

■ Under Windows the hash should normally be set to <50% of available

RAM, otherwise the hash table swaps itself onto your hard disk and actually slows Genius down.

■ The DOS program misses out on the Windows graphics quality and printing features, but enables maximum hash tables... in comparison with Windows, DOS appears to give Genius5 a 10%-20% speed-up, depending on the time control and actual hash in use!

■ A cut-down **disk version** containing 'just' Genius5 for Windows is also available at the same £89.95 price, and this does include the 220,000 position Opening Book.



Some COMPUTER DISASTERS Old, very Old... and nearly New

The first submission came from **Brian NEENAN** who sent a game which greatly impressed him after his purchase of the standard Travel CHAMPION.

ChessMaster 3000 8086 – Travel CHAMPION (1975 Elo)
[C74 – Ruy Lopez] 40/2, 1995[ELH]

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 d6 5.c3 b5

Both programs have now left their Books.

6.♙b3 ♘f6 7.d4 ♙g4 8.♙g5 ♙xf3 9.♙xf3 exd4 10.♙d5 ♙e5 11.♙f5 c6

DIAGRAM

12.♙b3?

12.cxd4!
♙d3+ 13.♙d2
cxd5 14.♙xf6
♙xf6 15.♙xd3=

12...dxc3

13.♙xf6?

The straightforward recapture is the right reply

here, though 13.bxc3 ♙c7 still leaves Black showing around +100.

13...♙xf6 14.♙xf6??

Now 14.bxc3 is the only move, though after 14...♙xf5 15.exf5 ♙d7 Black stands at around +110.

14...cxb2 15.♙xf7+ ♙d7

Not 15...♙xf7?? of course, because of 16.♙xb2 and it's White who wins!

16.♙e6+ ♙c7 0-1

In the light of such an easy victory it is surprising to note the final score:—

Travel Champion 6-4 ChessMaster 3000

In another Match, against an old but renowned opponent, TC did even better:—

Travel Champion 8-2 Psion2 8086

Next a game by a 150 BCF player who asks to remain anonymous. Normally I

prefer only to use games where we are able to reveal the guilty parties, but the following shows up some interesting deficiencies in a fairly popular program, so I've decided to include it!

BCF150 (Dr. S.B.D) – ChessMaster 4000 486 PC
[C21 – Danish Gambit] 1996[ELH]

1.e4 e5 2.d4 exd4 3.c3 dxc3

CM4000 also plays 3...♙e7 here, declining the Gambit.

4.♙c4 cxb2 5.♙xb2 d5 6.exd5?!

... or should that be !? Book is ♙xd5, but BCF150 prefers this – especially against a Computer! Though he remains a pawn down and his bishop is blocked, this line maintains pressure.

6...♙g5?!

Unwisely seizing the chance to grab another pawn. However ♙b4+ or ♙e7+ are Black's best. The 'Doc' comments: "Though CM4000 is highly touted as a 2400 tactical genius, there are many tactical openings it misplays".

7.♘f3

DIAGRAM

7...♙xg2?!

7...♙c7+ was still best!

8.♙g1 ♙h3

9.♙xg7! ♙h6
Managing

to avoid

9...♙xg7?

10.♙xg7 ♙g4

11.♙bd2+—

10.♙e2+

10.♙xf7 is also effective, but the move played works even better against CM4.

10...♙e7

And a piece gets developed!

11.♙g3

11.d6 is also winning.

11...f6 12.♙c3 ♙f4

Back to its old ways again.

13.♙e4 ♙d7 14.d6!

Black could well resign now.

14...♙d8

14...cxd6?? 15.♙c1!



15.dxe7+ ♖xe7 16.♖e3

Against a human opponent 16.♗fg5 would be played here. But CM4000 is quite obliging after ♖e3.

16...♖xe3+ 17.fxe3 1-0

Long-time reader **Alastair SCOTT** sent me some of his early games a while back. The following was played in 1981 at Grangemouth Junior Chess Club, when Alastair had been playing chess for a couple of years.

He comments: "Observe that, 15 years ago, positional ideas such as keeping pawn structures intact whenever possible, were simply not considered by Computers. In this game my opponent has 6 pawns after 13 moves – all isolated and four doubled to boot!"

However the crowning glory is that it misses a mate in 1! See for yourself:

A SCOTT – Boris DIPLOMAT

[B01 – Centre Counter]

60/15, 1981[ELH]

1.e4 d5 2.exd5 ♖xd5 3.♗c3 ♖e5+ 4.♖e2
♖xe2+ 5.♗xe2 e5 6.d3 ♗f6 7.♗f3 ♗d6 8.♗g5
0-0 9.0-0 h6? 10.♗xf6 gxf6 11.d4 exd4
12.♗xd4 ♗c6 13.♗xc6 bxc6

DIAGRAM

The diagram is to mark Black's wonderful pawn structure!

14.♖ad1 ♗f5
15.♗d3 ♗xd3
16.♖xd3 ♖fe8
17.♖fd1 ♖ab8
18.b3 ♖b4
19.a3 ♖f4

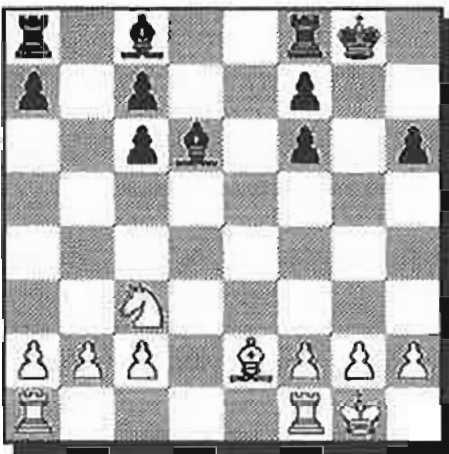
20.♖g3+ ♗h8 21.h3 ♗xa3 22.♖d7 ♖e7?

22...♗c5! might have kept the young Alastair on his toes!

23.♖d8+ ♗h7 24.♖d8 ♖e1+ 25.♗h2
♖xf2??

25...h5 shows as 000 in Fritz! It assumes White will take the draw with ♖g3g7 etc. though Alastair expected to still slog his way to a win because of Black's wrecked pawns.

26.♖g3g7# 1-0



In "Bobby Fischer: The \$5,000,000 Comeback" by Cadogan Chess, there is a reference to the fact that "[Fischer] has played three games in public with the computer".

The Computer involved was Richard Greenblatt's MAC-HACK VI, emanating from MIT's artificial intelligence labs in Cambridge, Massachusetts, and was the first program ever to enter a human Tournament, when it graded 1640 at an event in Boston, 1967.

Bobby FISCHER – Mac Hack VI

[C33 – Kings Gambit]

Cambridge Springs USA, 1967[ELH]

1.e4 e5 2.f4

I wonder how many GM's would choose the King's Gambit against a Computer today – would Fischer?!

2...exf4 3.♗c4 d5 4.♗xd5 ♗f6 5.♗c3 ♗b4
6.♗f3 0-0 7.0-0 ♗xd5?

Presumably Mac-Hack had a high ♗>♗ piece count – see also Black's next. Much better was 7...♖c8

8.♗xd5 ♗d6 9.d4 g5?

DIAGRAM

Walking into a pin which will destroy it.

10.♗xg5!
♖xg5 11.e5
♗b3 12.♖f2
♗xe5 13.dxe5
c6 14.♗xf4
♖g7 15.♗f6+
♗h8 16.♖h5
♖d8 17.♖xh3



The game is effectively over, but Mac-Hack wanted to play on.

17...♗a6 18.♖f3 ♖g6 19.♖c1 ♗g7?

Horrible, but it was finished anyway!
20.♖g3 1-0

Needless to say, Fischer also won the other 2 games.

MAC-HACK emerged again some 10 years later, by which time it generated 150,000 positions a second – an awesome figure in 1978 – but not enough to beat David Levy in his third successful defence of his then famous 'Levy Bet'.

'KILLER BOOKS' MAIL, plus Genius3, Hiarcs3, MChess Pro5 and Meph Vancouver tested 'ex Books'!

Our lengthy Article, pages 12-15 in SS/67, on the 'Killer Books' Opening Controversy brought a substantial mail response. There was almost unanimous agreement with the concerns expressed in the Article - in fact some folk feel more strongly about it than I! - but there were so many letters it is impossible to print them all.

Graham White and Walter Dennis in particular made some very valid comments, and the following came from **Bill Reid**:

Combatting the 'Killer Book' Syndrome

The practical issue raised in Eric's interesting article in SS/67 - How can we make satisfactory comparisons between 'chess engines' when the outcome of matches between them is swayed by the relative size and nature of their opening books? - is in urgent need of an answer because of a deeper implication which confronts us if one is not found: the possibility that programmers' time will be expended on the relatively dumb task of packing in more and more 'book knowledge' (when we know there can never be enough) instead of on the interesting project of making programs smarter.

But it would seem that the answer is to hand. Given that the smartness of a program is entirely separable from the question of how much opening theory it knows, tests should be used which are exclusively addressed to establishing smartness. The obvious technique is to confront programs with level positions some way into the game which are not in their opening repertoire. In case there is any doubt about the positions being level, programs can take turns with Black and White.

If this procedure could become the norm, two desirable outcomes might result.

First, having got away from the fixation of 32 pieces on their starting squares, we might get a better appreciation of a program's quality by being able to cite statistics for middle games, end games, open positions, closed positions, etc.

Second, we might achieve a separation of program from opening book. Already it is possible to hitch extra books to programs. Why should it not become the norm that purchasers invest in two items: a 'chess engine' and an

'opening book'? Why should they be wrapped up in a single package? Is this simply a relic of the fact that the original 'chess engines' were dedicated computers?

Achieving separation would, on the one hand, enable program providers to focus on what they are particularly good at and, on the other, enable individual users to choose the combination of program and book that suits their requirements and pocket. And it would bring us to a final solution for the program v program problem: if they are going to compete from the starting position, let them share the same opening book!

In addition to sending an equally interesting letter, long-time SS fan **Walter DENNIS** completed a very interesting and massive match series using **Genius3**, **Hiares3**, **MChess Pro5** and a **Meph Vancouver 68020/20**. The PC programs were all on 486/33's.

Walter used his own, similar idea for the **openings**, again following up our discussion on the spoiling use of 'Killer Opening Books' in Issue 67.

Each pairing was matched for 24 games at 40/120, and his method was firstly to select three openings from BCO2, 12 moves deep and marked as '=' by Messrs Kasparov and Keene: a Kings Indian, a Sicilian and an English.

Of the remaining nine games, three were started with 1.e4, three with 1.d4, two with 1.c4, and one with 1.Nf3. Only the first move was obligatory and the computer's own Books came into play immediately after that. However no repeat openings were allowed.

Walter Dennis Tournament Final Cross-Table

	G3	H3	V20	MP5	Tot
Genius3 486	*	14	12	16	=42
Hiarcs3 486	10	*	13	16	=39
MCPPro5 486	12	11	*	12	=35
Van020/20	8	8	12	*	=28

There is enough said on the **MChess Pro 4/5/6** 'Killer Book' involvement in SS/67 as

Michael Redman downloads CRAFTY - but isn't too impressed!

My report in SS/67 that Bob Hyatt's non-commercial PC program **Crafty**, which came 4th in the recent 1996 WMCC, can be downloaded from the Internet, encouraged **Michael Redman** to ask for more details.

I duly sent him the details and, for any others interested, you can reach Bob Hyatt's site via ftp at the following address:

<ftp://cis.uab.edu/pub/hyatt-directory>

You should find everything you need there but, if not and you're on the World Wide Web (www) go to:

<http://login.eunet.no/~torshall/crafty.html>

where there are some help files relating to procedures for downloading and converting Crafty for use on a PC (min. 486 DX2/66 and you'll need around 60MB hard disk space, though 30MB is for temporary files during conversion, so only 30MB is taken by the finished program).

The Redman Report!

"The version I used was the DOS one, for which are required CRAFTY.EXE, CWSDPMI.EXE, START.ZIP, MEDIUM.ZIP and READ.ME from the ftp site.

Crafty is a text program - it doesn't have lots of flashy graphics, and you have to use a separate board/set to keep track of the position. Moves are entered in algebraic notation. Like other programs it does show analysis etc. as it works, and indicates particular events with remarks such as "clearing pawn hash tables", and "pondering". When it moves it beeps and writes the move played in a different colour. It can also be used to annotate a game, given a file with the moves in, which it does neatly".

Michael enclosed 2 games but in the first "Diamond insisted on playing quickly in spite of being told it had 20 secs per move".

A previous Issue of SS has pointed out that the Novags Diamond and Sapphire always play too quickly on their Casual time controls, and that serious games must be

played at Game in X, or have fixed limits set, e.g. 60/15 or 60/60 etc.

The result of the incorrect setting was that, though the Novag went a pawn up, it mishandled the position through over-fast play and lost.

For the second Michael put both programs on 'official' settings. The Diamond's position collects a few dents on the way, but Crafty is hampered by having a rook stuck in a corner. This is what happened:

CRAFTY 486/66 - Novag DIAMOND [D25] M Redman G/15

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 ♘g4
5.♙xc4 e6 6.♘c3 ♘bd7 7.0-0 ♙d6 8.h3
Diamond now exits Book.

8...♙h5 9.e4 e5 10.♙e2 0-0 11.dxe5 ♘xe5
12.♘d4 ♙c5 13.♘b3 ♙xd1
13...♙xe2 14.♙xe2 (14.♙xd8?? ♙axd8
15.♙e1 ♙xf2+ 16.♙xf2 ♙c4-+) 14...♙b6
looks a decent alternative.

14.♙xd1 ♙b4?!

Puts Crafty out of Book - its opening database had expected ♙b6 or ♙xd1.

15.♙xh5 ♙xc3 16.♙e2 ♙b4 17.f4 ♙c6 18.e5
Michael comments that he likes the look of this pawn!

18...♙e4?!

18...♘d5 19.♙f3 ♘de7 would have avoided doubled pawns, but 20.a3 seems to leave White with a 'half-pawn' advantage!

19.♙f3 ♙c5



20.♖xc5?

I think White should have made the exchange on c6 here: 20.♖xc6 ♖xb3 (20...bxc6?! 21 ♖d4 leaves the doubled pawn in trouble straight away) 21.axb3 ♖c5 22.♖h2 bxc6 and 23.♗f3 aiming for c3 keeps a nominal advantage.

20...♖xc5+ 21.♖h2 ♗ad8!

Choosing to accept the doubled pawns rather than move the ♖ to avoid them. 21...♖d8 is certainly too passive and, with ♗d1, White would have a vital file. However, 21...♖a5 22.♖d2 ♖c4 might have been possible.

22.♖xc6 bxc6 23.♗f3

Michael reports that Crafty showed itself at +90 here, probably due to the Diamond's awkward c-file.

23...♗d1

Users will know how keen Novags are to get their ♗s to the 7th and 8th ranks.

24.♗c3 ♖g1+ 25.♖g3 c5 26.♖f3 ♗fd8

Evals were: Crafty +83, Diamond -42.

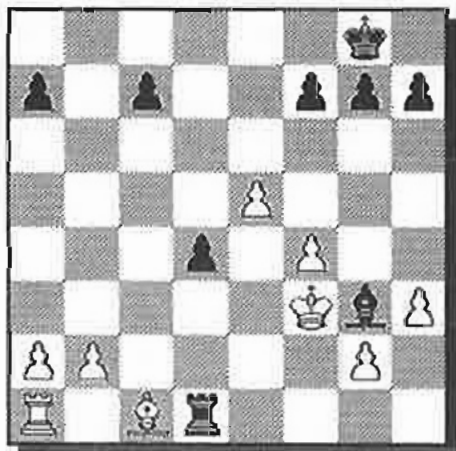
27.♖e2 ♖h2 28.♗c4 ♖g3 29.♖f3 ♗8d3+ 30.♖e4?!

Suddenly showing -54. Perhaps 30.♖e2 was better, though the dangerous Novag ♗ pair – thanks to its fine move choice at 21! – would still hold some sway.

30...♗d4+ 31.♗xd4 cxd4

Hello... that looks a little nasty!

32.♖f3



32...♖h2

Actually I think 32...♖xf4! 33.♖xf4 d3! also looks rather good!

33.♖e2 ♗g1

Crafty is now very depressed at -257 as Black threatens both ♖xf4 and d4-3-2, depending what White's ♖ decides to do.

34.g3 ♖xg3 35.b4 ♖xf4 36.♖b2

Crafty certainly doesn't want to exchange, but there's not much choice as both ♗ and ♖ are 'dead' whilst the pin holds.

36...♗g2+

Diamond now reads +302.

37.♖f3 ♗xb2 38.♖xf4 d3

38...♗xb4 threatening d3+ looks better still.

39.♖e3 d2 40.♗d1 ♗xa2 41.♗xd2 ♗xd2 42.♖xd2 c6 43.♖e3 ♖f8 44.♖e4 h5?!

This doesn't look best to either Martin or mc. 44...♖c7 aiming to swap the e5 ♖ off looks natural. So let's play through a few more moves to see if Crafty can make a come-back!

45.♖f4 ♖e7 46.♖f5 g6+ 47.♖e4 ♖d7 48.♖d4

The dam bursts... but Crafty was faced with an impossible choice as 48.♖f4 c5! 49.bxc5 a5+.

48...g5! 49.♖e3 ♖e6 50.♖e4 h4 51.♖e3 51.♖d4? g4!

51...♖xe5 52.♖f3 f5 0-1

Michael concludes: "I should add in all fairness that Crafty has an enormous opening Book and, in a game played without books it lost humiliatingly to the Diamond in only 17 moves. It would appear that Bob Hyatt has tried to compensate for a not overwhelmingly strong ability when analysing moves with a Book so thorough as to avoid it getting into anything risky in the first place.

I think my conclusion would be that it should probably not be taken too seriously as an opponent in over-the-board games.

But perhaps I can add that it might be interesting to see how the well-known programs and machines fair without their Books, as otherwise it could be the Books getting the grades, and not the programs! I also think that results against humans should be weighted more strongly in the grading lists than results against other machines!"

The 1996 DUTCH OPEN Chess Computer Championship

The Annual Dutch Open

was played during Nov 1996. It must say something about a country's programming talent when it can run a Tournament for no less than 20 of its own folk! Especially when you bear in mind that two leading commercial offerings, namely **Rebel** by Ed Schroder (who will not enter Computer-v-Computer tournaments any more) and **Fritz** (by Franz Morsch), were not entered.

An interesting entry, though with a little too much variation between the different computing powers in use to judge with total conviction that the winner is the best program, whatever the final result. For example **Morphy** must have been struggling on a meagre Pentium/60MHz, whilst **Cilkchess** was on 12 fast 167MHz SPARC processors. Noting the latter's programming team is also known for **Socrates**, this must surely have been the real tournament favourite!?

The Games Selection?

First of all I've tried to include the meetings between the main Challengers, of course. As usual I also like to include some of the shorter games, which can be 'fun' (for spectators if not the programmers!).

Then, when someone calls his program '**Morphy**' and puts it on a Pent60, I think that's a bit bold, so I was interested to see how it got on.

Another which caught my attention was '**Arthur**' - in Britain we have had, for some

Initial pre-Tournament rankings:

Time control 60 in 90 mins - then 40 in 60.

1 The King	Pent166 Johan de Koning
2 Kallisto	Pent166 Bart Westrate
3 Cilkchess	12 x UltraSPARC 167 Dailey, Joerg, Kaufman, Leiserson, Plaat
4 Arthur	PowerMac8500/120 Walter Ravenek
5 Schach	Pent120 Kreitmair, Engelbach
6 Diep	Pent100 Vincent Diepeveen
7 Dappet	Pent166 Hartmann, Kouwenhoven
8 Rajah	Pent100 Valavan Manohararajah
9 Nightmare 5.4	PPro233 Joost Buils
10 Hector	Cyrix P166 Maarten Bults
11 MacChess 3.0	PowerPC 604/200 van Beusekom
12 Alexs 2.0alfa	Dual Pent133 Alex van Tiggelen
13 Ant	PPro200 Tom Vijlbrief
14 Goldbar	Pent200 Bart Goldhoorn
15 Zzzzzz 4.2	Pent133 Gilsbert Wiesenekker
16 Bionic	Pent200 Hans Secelle
17 Delta	PPro200 Fre Felkers
18 Morphy 96	Pent60 Erik Walstra
19 Shannon	PPro233 Remy de Ruyscher
20 ACHess	Pent100 Amindo Naarden

years, a TV advert for a certain brand of cat food, featuring a splendid feline called *Arthur*. As we always have at least one or two cats running around at Country-wide... plus my German Shepherd *Kimbo*, such a name cannot help but attract our interest. Not very idealistic... but that's how I made the games selection!

Round 1 Diep-v-Bionic

1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.e3 d6 5.d4 exd4 6.exd4 Bg4 7.d5 Bxf3 8.Qxf3 Nb4 9.Qd1 Qe7+ 10.Be3 Qd7 11.a3 Na6 12.Bc2 Be7 13.O-O O-O 14.b4 Ne8 15.Nb5 b6 16.Qc2 f5 17.Rae1 f4 18.Bd2 Bg5 19.Nd4 Rf7 20.c5 dxc5 21.Nf3 Nxb4 22.axb4 Be7 23.Ne5 Qf5 24.Bd3 Qh5 25.Nxf7 Qxf7 1-0

Round 1 Rajah-v-Morphy 96

1.e4 d5 2.exd5 e6 3.Bb5+ c6 4.dxc6 bxc6 5.Bc4 Ba6 6.Bxa6 Nxa6 7.Nf3 Qc8 8.O-O Rb8 9.d4 Nf6 10.b3 Ne4 11.Ne5 Nb4 12.c3 Nd5 13.Re1 Nex3 14.Nxc3 Nxc3 15.Qf3 Rb7 16.Qxc3 Bb4 17.Qe3 Bxe1 18.Qxe1 f6 19.Nc4 Qd7 20.Ba3 Rb8 21.Nd6+ Kf8 22.Qe4 a5 23.Rc1 Kg8 24.Rxc6 f5 25.Rb6 Rc8 26.Qe5 f4 27.Rb7 Rc7 28.Rxc7 Qf7 1-0

Round 1 Hector-v-ACHess

1.d4 Nf6 2.c4 Nc6 3.Nf3 e6 4.g3 Ne4 5.Bg2 d5 6.O-O dxc4 7.Qa4 Qd5 8.Ne5 b5 9.Bxe4 Qxe4 10.Qxb5 Bd7 11.Qb7 Rd8 12.Nc3 Qxd4 13.Nxc6 Bxc6 14.Qxc6+ Ke7 15.Be3 Qd7 16.Qxc4 c6 17.Rad1 Qb7 18.Bg5+ f6 19.Rxd8 Kxd8 20.Qxe6 Be7 21.Rd1+ Ke8 22.Ne4 Kf8 23.Nc5 Qa8 24.Nd7+ Ke8 25.Ne5 fxg5 26.Qf7# 1-0

A major surprise in round 1 was the 47 move draw between **Cilkchess** and **Ant**.

Round 2 **The King-v-Hector**

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.a3 Bb7 5.Nc3 d5 6.cxd5 Nxd5 7.Qc2 Nxc3 8.bxc3 Nd7 9.e4 c5 10.Bf4 cxd4 11.cxd4 Rc8 12.Qb3 Be7 13.Bd3 Nf6 14.Qb1 Rc3 15.O-O Rxa3 16.Rxa3 Bxa3 17.Qa2 Be7 18.Qa4+ Kf8 19.Qxa7 Bxe4 20.Bxe4 Nxe4 21.Rb1 Nd6 22.Bxd6 Bxd6 23.Rxb6 Kg8 24.Ng5 Bc7 25.Rb5 h6 26.Nxf7 Kxf7 27.Rb7 Re8 28.Rxc7+ Re7 29.Rxe7+ Qxe7 30.Qxe7+ Kxe7 31.Kf1 Kf6 32.Ke2 e5 33.d5 e4 34.d6 Ke6 35.Ke3 Kxd6 36.Kxe4 Ke6 37.h4 h5 38.f3 Kf6 39.Kf4 Kg6 40.g4 hxg4 41.fxg4 Kf6 42.h5 g5+ 43.Ke4 Ke6 44.Kd4 Kf6 45.Kd5 Kg7 46.Ke6 Kg8 47.Kf6 Kf8 1-0

Round 2 **CilkChess-v-Shannon**

1.e4 d5 2.exd5 Qxd5 3.Nf3 Bg4 4.Be2 e5 5.Nc3 Qc5 6.O-O Nc6 7.Nxe5 Bxe2 8.Qxe2 Nxe5 9.d4 Qxd4 10.Rd1 Qxd1+ 11.Qxd1 Bd6 12.Bf4 Ne7 13.Qh5 g6 14.Qh4 Kd7 15.Rd1 Nc4 16.Qf6 Rhf8 17.b3 Ng8 18.Qd4 Nb2 19.Bxd6 Nxd1 20.Bxf8+ Ke8 21.Qg7 Nxc3 22.Qxg8 Rd8 23.Bb4+ Kd7 24.Qxf7+ Kc8 25.Qe6+ Kb8 26.Bxc3 Rd6 27.Qe8+ 1-0

Round 2 **Morphy 96-v-MacChess 3.0**

1.Nc3 d5 2.e4 d4 3.Nd5 e5 4.Qh5 Bd6 5.Qd1 c6 6.Nf3 cxd5 7.exd5 Nf6 8.Bb5+ Nbd7 9.O-O Qc7 10.c3 dxc3 11.dxc3 O-O 12.Ng5 h6 13.Nf3 e4 14.Nh4 Bxh2+ 15.Kh1 Nb6 16.g3 Bxg3 17.fxg3 Qxg3 18.Ng2 Bh3 19.Qd2 Ng4 20.Ne3 Bxf1 21.Nxg4 Bxb5 22.Ne3 f5 23.b3 f4 24.Ng2 f3 25.Qb2 f2 26.Bf4 Qh3+ 27.Bh2 f1=Q+ 28.Rxf1 Rxf1# 0-1

Round 3 **Arthur-v-The King**

1.e4 c5 2.Nc3 d6 3.f4 Nc6 4.Nf3 g6 5.Bc4 Bg7 6.O-O e6 7.d3 Nge7 8.Qe1 h6 9.Bb3 Nd4 10.Nxd4 cxd4 11.Ne2 O-O 12.Bd2 a5 13.a4 Bd7 14.Qf2 Qb6 15.Qh4 Rae8 16.Kh1 d5 17.e5 f6 18.Ng3 Kh7 19.exf6 Bxf6 20.Qh3 h5 21.Ne2 Bg7 22.Ng1 Qc6 23.Nf3 e5 24.Ng5+ Kh8 25.Qg3 exf4 26.Qf2 Nf5 27.Rfel Ne3 28.Bxa5 Rf5 29.Nf3 g5 30.Bb4 g4 31.Nh4 Rf7 32.a5 f3 33.gxf3 gxf3 34.Ba4 Qc7 35.Bxd7 Qxd7 36.Bc5 Re6 37.b4 Kg8 38.Rac1 Ng4 39.Qg3 f2 40.Rf1 Re3 41.Qb8+ Kh7 42.Bd6 Re8 0-1

After two quick defeats, **Morphy** comes

up with a short win!...

Round 3 **Morphy 96-v-Bionic**

1.d4 d5 2.Nf3 Nf6 3.Bf4 Nbd7 4.Nc3 e6 5.Nb5 Bb4+ 6.c3 Ba5 7.Qa4 Bb6 8.c4 Nh5 9.Bg5 f6 10.Be3 c5 11.cxd5 cxd4 12.Nfxd4 Ba5+ 13.b4 Nb6 14.Qxa5 Nxd5 15.Qxd8+ Kxd8 16.g4 e5 17.gxh5 exd4 18.Rd1 a6 19.Rxd4 axb5 20.Rxd5+ Ke7 21.Rxb5 Rxa2 22.Ra5 Rb2 23.Bd4 Rb1+ 24.Kd2 Kf7 25.Bg2 Rxh1 26.Bxh1 Rd8 27.Rd5 Rxd5 28.Bxd5+ Ke7 1-0

The first match-up of major favourites...

Round 4 **The King-v-Kallisto**

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nc3 Bb4 6.Nxc6 bxc6 7.Bd3 d5 8.e5 Ng4 9.Bf4 f6 10.O-O fxe5 11.Bg3 Bd6 12.Re1 Qe7 13.Qe2 h5 14.h4 g5 15.Bg6+ Kf8 16.hxg5 h4 17.Bh2 e4 18.f3 Bc5+ 19.Kh1 Nf2+ 20.Kg1 h3 21.g3 Nd3+ 22.Kh1 Nxe1 23.Rxe1 Kg7 24.Bxe4 dxe4 25.Nxe4 Bd4 26.g4 Bxb2 27.c3 Ba3 28.Qc4 Rh7 29.Qd4+ Kf8 30.g6 Rg7 31.Bf4 Bb7 32.Bh6 c5 33.Qa4 Rd8 34.Qxa3 Bxe4 35.Rxe4 Rd1+ 36.Kh2 Qd6+ 37.Bf4 Qxg6 38.Qxc5+ Kg8 39.Qxa7 Qf7 40.Qa8+ Kh7 41.Qa6 c6 42.Qe2 Ra1 43.Ra4 Rg6 44.Be5 Re6 45.Qc2+ Kg8 46.Ra8+ Re8 47.Ra7 Rxa2 48.Rxa2 Rxe5 49.Ra8+ Kg7 50.Qf2 Qc4 51.Kxh3 Qxc3 52.Qa7+ Kf6 53.Rf8+ Ke6 54.g5 Kd5 55.Rf6 Rg5 56.Qd7+ Kc4 57.Rxc6+ Rc5 58.Rxc5+ Kxc5 59.Qc8+ Kd4 60.Qxc3+ Kxc3 61.Kg4 1-0

CilkChess, on 2½/3, was held to an 89 move draw in this round by **Schach 3.0**.

The next game puts **The King** onto 5/5...

Round 5 **Nightmare 5.4-v-The King**

1.e4 e6 2.d4 d5 3.Nd2 c5 4.Ngf3 Nf6 5.exd5 Nxd5 6.Nb3 cxd4 7.Nbxd4 Be7 8.Bd3 Bf6 9.O-O O-O 10.Qe1 Ne7 11.Qe4 Ng6 12.Be3 Nd7 13.b4 Nde5 14.Be2 Nxf3+ 15.Bxf3 a5 16.c3 axb4 17.exb4 Be5 18.g3 f5 19.Qd3 f4 20.gxf4 Nxf4 21.Qe4 Qf6 22.h4 Bd7 23.Rfd1 Ba4 24.Rd2 Rac8 25.Rf1 Rc4 26.Bxf4 Bxd4 27.Bg2 Qxf4 28.Qxe6+ Kh8 29.Qxc4 Qxd2 0-1

Round 5 **MacChess 3.0-v-Schach 3.0**

1.Nf3 d5 2.b3 Bg4 3.Bb2 Bxf3 4.gxf3 e6 5.c3 Nf6 6.f4 g6 7.Qe2 Nbd7 8.Qb5 Rb8 9.Qa4 c6 10.f5 gxf5 11.Qxa7 e5 12.d4 Ne4 13.Bd3 Nec5 14.Bxf5 Ra8 15.Qxa8 Qxa8 16.dxc5 f6 17.b4 b6 18.a3 bxc5 19.c3 e4 20.Bg4 Ne5 21.Bh5+ Kd7 22.Be2 Rg8 23.Nd2 c4 24.a4 Nd3+ 25.Bxd3 cxd3 26.Nf1 Qb8 27.Nd2 Rg2 28.Rd1 Rxh2

29.Rg1 Qe5 30.Nf1 0-1

Round 5 CilkChess-v-Diep

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ne2 cxd4 8.cxd4 Qb6 9.Nf3 f6 10.exf6 Nxf6 11.O-O Bd6 12.Bf4 Bxf4 13.Nxf4 Qxb2 14.Re1 O-O 15.Nxe6 Bxe6 16.Rxe6 Rae8 17.Rb1 Qxa2 18.Rxe8 Rxe8 19.Rxb7 Ne4 20.Bxe4 Rxe4 21.Rc7 Nd8 22.Rc8 Re8 23.h4 Rf8 24.Qe1 Qa6 25.Rc5 Qb7 26.Qe5 Qa8 27.Ng5 a5 28.Rc7 Nf7 29.Nxf7 Rxf7 30.Qe6 1-0

The PowerMac'd **Arthur** also showed its claws in this round...

Round 5 Arthur-v-Rajah

1.e4 e5 2.Nf3 Nf6 3.Nc3 Nc6 4.Bb5 Nd4 5.Ba4 c6 6.Nxe5 b5 7.Bb3 Qe7 8.Nf3 Nxb3 9.axb3 Nxe4 10.O-O Ng5 11.Nxg5 Qxg5 12.d4 Qg6 13.Re1+ Be7 14.d5 Kf8 15.Qe2 Qf6 16.Bf4 d6 17.dxc6 Be6 18.Qd2 b4 19.Ne4 Qh4 20.g3 Qg4 21.Bxd6 Bxd6 22.Qxd6+ Kg8 23.Rxa7 Rc8 24.Qxb4 h5 25.Qe7 h4 26.h3 Qg6 27.Ra5 Rh6 28.c7 hxc3 29.Qd8+ Kh7 30.Ng5+ 1-0

Round 5 Morphy 96-v-Goldbar

1.Nc3 Nf6 2.c3 e6 3.Bd3 d5 4.Nh3 e5 5.O-O Bxh3 6.gxh3 Bb4 7.Nb5 a6 8.Nc3 O-O 9.Bf5 Nc6 10.d4 Ne7 11.dxe5 Nxf5 12.cxf6 Bxc3 13.bxc3 Qxf6 14.Ba3 Rfd8 15.Qd3 Nh4 16.f4 Qc6 17.f5 Qf6 18.Rf2 Re8 19.Kh1 b6 20.Rg1 Re5 21.Rb1 Qc6 22.Rf4 Nxf5 23.Rf3 Nxe3 24.Qd4 Rae8 25.Rf2 Nc4 26.Bcl Re1+ 27.Kg2 R8e4 28.Qd3 d4 29.Rxf7 Rf4+ 30.Kg3 Rg1+ 31.Kxf4 g5+ 32.Kf5 Qg6# 0-1

The King (5/5) now meets **CilkChess** (4/5)...

Round 6 The King-v-CilkChess

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.f3 d5 5.a3 Bxc3+ 6.bxc3 O-O 7.g4 dxc4 8.e4 b5 9.a4 c6 10.Ne2 a5 11.Ba3 Re8 12.Bg2 Na6 13.Qd2 Rb8 14.g5 Nd7 15.Bd6 Rb6 16.Qe3 b4 17.h4 b3 18.h5 b2 19.Rb1 Rb3 20.g6 Nb6 21.Qf4 Qf6 22.gxf7+ Qxf7 23.Qg5 c5 24.h6 Nxa4 25.hxc7 Qxc7 26.Qh5 Qg6 27.dxc5 Qxh5 28.Rxh5 Rd8 29.Bh3 Rb5 30.Nd4 Nxc3 31.Nxe6 Rxd6 32.Rg5+ Kh8 33.cxd6 Nxb1 34.Rxb5 c3 35.Nd4 Na3 36.Rb3 Bxh3 37.Ke2 Nc5 0-1

Pretty decisive! As a matter of interest **Arthur** (Black) beat **Schach3.0** in a lengthy 67 mover in this round.

I haven't ignored **Kallisto** deliberately.

Apart from its draw with **Schach3** and loss to **The King**, it's done well. But the wins have been quite lengthy affairs. At last we get something easier to play through...

Round 6 Nightmare 5.4-v-Kallisto

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Nc6 7.O-O Bg4 8.Rcl Be7 9.c4 Nf6 10.cxd5 Bxf3 11.Qxf3 Qxd5 12.Qxd5 Nxd5 13.Nc3 Ndb4 14.Be4 Nxd4 15.Bxb7 Rb8 16.Be3 Ndc2 17.Bc5 Nxe1 18.Rxe1 Rxb7 19.Rxe7+ Kd8 20.Rxf7 Nxa2 21.Nd1 Rb5 22.Bf8 g6 23.Bg7 Re8 24.Ne3 Nc1 25.Bf6+ Kc8 26.g4 h5 27.h3 Nd3 28.Rg7 Nf4 29.Kh2 hxc4 30.hxc4 Re6 31.Bd4 Nd3 32.Kg3 Kb7 33.Nc4 Rc6 34.Nd2 Nxb2 35.f4 a5 36.Nf3 Nc4 37.Re7 a4 38.Re2 Rb3 39.Kg2 Rd6 40.Bf2 a3 41.Re1 Rb2 0-1

Poor **Arthur** met the joint Tournament leader in the next round...

Round 7 Arthur-v-CilkChess

1.e4 e5 2.Nf3 Nf6 3.Nc3 Nc6 4.Bb5 Bb4 5.O-O O-O 6.d3 Re8 7.Bg5 Bxc3 8.bxc3 h6 9.Bh4 Na5 10.d4 a6 11.Bxf6 Qxf6 12.dxc5 Qe7 13.Ba4 Nc4 14.Qd5 Nb6 15.Qb3 Qc5 16.Rad1 Qa5 17.Rd4 c5 18.Bxd7 Nxd7 19.Rd5 Qc7 20.Qa3 Nxe5 21.Qxc5 Qxc5 22.Rxc5 Nxf3+ 23.gxf3 Bh3 24.Rb1 Re6 25.Kh1 Rd8 26.Rh5 Rb6 27.Rg1 Be6 28.a4 Rd2 0-1

Schach 3.0 has proved rather good at gaining ½ pts against top-ranked programs, and drew in 79 moves with **The King** in round 7, leaving **CilkChess** ½ pt ahead.

Round 7 Diep-v-Kallisto

1.e4 e5 2.Bc4 Nf6 3.d3 Nc6 4.Nf3 Bc5 5.c3 d6 6.b4 Bb6 7.a4 a5 8.b5 Ne7 9.O-O O-O 10.Nbd2 Ng6 11.Bb3 d5 12.Ba3 Re8 13.Bxd5 Nxd5 14.exd5 Qxd5 15.Nc4 Bf5 16.Nxb6 cxb6 17.d4 Bg4 18.h3 Bxf3 19.Qxf3 Qxf3 20.gxf3 Rac8 21.Bb2 Nf4 22.Kh2 Nd3 23.Bcl f5 24.dxe5 Nxe5 25.Be3 Nxf3+ 26.Kg3 Ne5 27.Bd4 Nc4 28.Rfe1 Kf7 29.f3 h6 30.Rxe8 Rxe8 31.Rg1 Re2 32.h4 g6 33.Rg2 Rxc2+ 34.Kxc2 g5 35.h5 Ke6 36.Kg3 f4+ 37.Kf2 Kf5 38.Bg7 Nb2 39.Bxh6 Nd1+ 40.Kf1 Nxc3 41.Bg7 Nxa4 42.Ke2 Nc5 43.Bd4 a4 44.Bb2 Nd7 45.Kd3 Ne5+ 46.Bxe5 Kxe5 47.Kc3 Kf5 48.Kd3 g4 49.fxc4+ Kg5 0-1

Round 7 Delta-v-Shannon

1.d4 Nf6 2.c4 c5 3.d5 d6 4.Nc3 e5 5.e4 Be7 6.h3 O-O 7.Nf3 Nbd7 8.Bd3 b6 9.O-O a5

10.Be3 h6 11.Qb3 Bb7 12.a3 Kh8 13.Kh2
Rg8 14.a4 Nf8 15.Rfe1 Ng6 16.g3 Re8
17.Re2 Bc8 18.Qb5 Bd7 19.Qb3 Qc7
20.Nb5 Qc8 21.Nc3 Bxh3 22.Qxb6 Bg4
23.Kg2 Bxf3+ 24.Kh2 Qg4 25.Bg5 hxg5
26.Kg1 Qh5 27.Qxc5 Qh1# 0-1

Round 7 AChess-v-Dappet

1.Nf3 d5 2.c3 Nf6 3.Bd3 Nc6 4.O-O a6
5.b3 e5 6.Be2 Bd6 7.Nc3 O-O 8.d3 Qe7
9.Bb2 e4 10.Nd2 Qe5 11.g3 Bh3 12.Re1
Bb4 13.d4 Qf5 14.f3 exf3 15.Bxf3 Bxc3
16.Bxc3 Bg4 17.Rc1 Rfe8 18.a4 Ne4 0-1

Round 8 CilkChess-v-Nightmare 5.4

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Nc3 Bb7 5.a3
d5 6.cxd5 Nxd5 7.e3 Be7 8.Bd3 O-O 9.Bd2
c5 10.dxc5 Nf6 11.Bc2 Bxc5 12.b3 a5
13.Nb5 Bc6 14.Qe2 Ne4 15.Rd1 Ng5
16.Nfd4 Bxg2 17.Rg1 Qd5 18.f4 Bf3
19.Qf1 Bxd1 20.Rxg5 Qxg5 21.fxg5 Bxc2
22.Nxc2 Rc8 23.Qh1 Nc6 24.Qe4 Rab8
25.h4 Ra8 26.h5 a4 27.b4 Be7 28.g6 hxg6
29.hxg6 Nd8 30.gxf7 1 Nxf7 31.Qxe6 Bh4
32.Kd1 Rab8 33.Nd6 Rc7 34.Nd4 Re7
35.Qc4 b5 36.N6xb5 Rd7 37.Nc6 Rb6
38.Qe6 Rd8 39.Nc3 Ra8 40.Ne7+ 1-0

Round 8 Kallisto-v-Arthur

1.c4 e5 2.Nc3 Bb4 3.Nd5 Bc5 4.e3 Nf6
5.d4 Nxd5 6.dxc5 Nf6 7.b4 a5 8.b5 Qe7
9.Ba3 O-O 10.Qd3 e4 11.Qc3 Ng4 12.Ne2
f5 13.h3 Ne5 14.Nf4 Re8 15.Rd1 a4 16.Be2
Qg5 17.Bh5 g6 18.Be2 Qf6 19.Nd5 Qd8
20.O-O Kg7 21.Bb4 c6 22.Nb6 Ra7 23.Qa3
h6 24.Bc3 Kh7 25.Nxa4 Qg5 26.Rd6 f4
27.exf4 Qxf4 28.Bd2 Qh4 29.Rd4 Ra8
30.Qb3 Nf7 31.f3 Ng5 32.Rf2 Qg3 33.Bxg5
Qxg5 34.Rxe4 Qd8 35.Nb6 Ra7 36.Qe3
Rxe4 37.fxe4 d6 38.a4 Be6 39.cxd6 cxb5
40.Nd5 b6 41.Nf6+ 1-0

Round 8 The King-v-Diep

1.d4 d6 2.e4 Nf6 3.Nc3 g6 4.f4 Bg7 5.Nf3
c5 6.dxc5 Qa5 7.Bd3 Qxc5 8.Qe2 O-O
9.Be3 Qc7 10.O-O Nbd7 11.h3 a6 12.Rae1
Nh5 13.Nd5 Qd8 14.Qf2 Bxb2 15.Rb1 Bg7
16.Rfd1 e6 17.Nb6 Nxb6 18.Bxb6 Qe7
19.g3 e5 20.fxe5 Bxe5 21.Nxe5 Qxe5
22.Kh2 Qe6 23.g4 Qe5+ 24.Kg1 Nf4
25.Bf1 Ne6 26.Bg2 f6 27.Rd5 Qc3 28.Rxd6
Qa3 29.Qd2 Qxa2 30.Rf1 Qb2 31.Ba5 Qb5
32.Bc3 b6 33.e5 Qc5+ 34.Kh1 Ra7 35.Bd5
Rc7 36.Rxe6 Bxe6 37.Bxe6+ Kh8 38.Bb4
Qxe5 39.Re1 Qb2 40.Bxf8 Rxc2 41.Qf4
Qc3 42.Qe3 Qc7 43.Re2 Rcl+ 44.Kg2 Rc2
1-0

Round 9 brought us another 'crunch'
game, if **CilkChess** was to be stopped...

Round 9 Kallisto-v-CilkChess

1.e3 c5 2.c4 Nf6 3.Nc3 Bb4 4.Qc2 O-O
5.a3 Bxc3 6.dxc3 d6 7.e4 Nbd7 8.g3 Nc5
9.f3 Bd7 10.b3 Re8 11.Be3 a5 12.Nh3 a4
13.b4 Nb3 14.Rd1 Nh5 15.Qc2 f5 16.c5 f4
17.Bf2 dxc5 18.Qc4+ Kh8 19.g4 Qc8
20.Ng5 h6 21.Nf7+ Kh7 22.Qd3 Nf6 23.g5
hxg5 24.Nxg5+ Kh6 25.Rg1 exb4 26.exb4
Re7 27.Qc3 Qb8 28.Bc4 Qe8 29.Bxb3 axb3
30.Bc5 Rxa3 31.b5 Ra2 32.Qxb3 Rxh2
33.Bxe7 Qxe7 34.Nf7+ Kh7 35.Ng5+ Kg6
36.b6 c6 37.Rd3 Nd5 38.Ne6+ Kh6
39.exd5 Qh4+ 40.Kd1 Qf2 41.Re1 cxd5
42.Nxf4 exf4 43.Rxd5 Bf5 44.Rd6+ Kh7
45.Rd3 Be6 46.Qa4 Bf7 47.Qc4+ Bg6
48.Qe2 0-1

Round 9 Ant-v-The King

1.e4 e5 2.Nc3 Nf6 3.f4 d5 4.fxe5 Nxe4
5.Nf3 Bg4 6.Qe2 Ng5 7.Qb5+ c6 8.Qxb7
Nxf3+ 9.gxf3 Bxf3 10.Rg1 Nd7 11.Qxc6
Rc8 12.Qa6 d4 13.Ne2 Rc6 14.Qd3 Nxc5
15.Qxd4 Qd5 16.Qxd5 Bxd5 17.Nd4 Bc5
18.Nxc6 Nf3+ 19.Kd1 Bxg1 20.Bb5 a6
21.Ba4 Kf8 22.h3 Ng5 23.b3 Bf3+ 24.Ke1
f6 25.h4 Nh3 26.Nb8 Bd4 27.c3 Bf2+
28.Kf1 Bxh4 29.Nxa6 Ke7 30.d4 Bg3
31.Ba3+ Kf7 32.b4 Nf4 33.Bb3+ Kg6
34.Nc5 Re8 35.Bc4 Re3 36.Ba6 Bc6
37.Kg1 Bh4 38.Bd3+ f5 39.Bc4 0-1

Round 9 Arthur-v-ZZZZZZ 4.2

1.d4 Nf6 2.Nf3 g6 3.Bf4 Bg7 4.e3 Nd5
5.Bg3 Nf6 6.Nc3 d5 7.Bf4 Nh5 8.Be5 f6
9.Bg3 Nxg3 10.hxg3 a5 11.Bd3 Kf7
12.Qe2 Nc6 13.Nxd5 a4 14.Nf4 Bd7
15.Bc4+ c6 16.d5 exd5 17.Bxd5+ Kc7
18.Qc4 Qb8 19.O-O-O a3 20.Bxc6 Bxc6
21.Rxh7 Qe8 22.Nh4 axb2+ 23.Kb1 Bd7
24.Nhxg6+ Kd8 25.Ne6+ Qxe6 26.Qxe6
Kc8 27.Rxh8+ Bxh8 28.Qg8+ Be8
29.Qxe8# 1-0

Morphy's up-and-down results contin-
ued...

Round 9 Diep-v-Morphy 96

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.d4 Nf6
5.Nf3 Be6 6.Bd3 Ng4 7.Ng5 Nd7 8.Nb5
Qc6 9.Bf4 Nge5 10.dxe5 a6 11.Nd4 Qa4
12.Ndxe6 fxe6 13.Qh5+ g6 14.Bxg6+ Kd8
15.Bxh7 Nb6 16.Nxe6+ Kc8 17.Nc5 Qb4+
18.c3 Qb5 19.Bf5+ Kb8 20.Qxh8 Ka7
21.Ne6 Qxb2 22.O-O Nd5 23.Be4 c6
24.Bxd5 cxd5 25.Be3+ b6 26.Rab1 Qxa2
27.Bxb6+ Kb7 28.Nc5+ Kc6 29.Qh3 Qxf2+

30.Rxf2 Rd8 31.Qe6+ Rd6 32.Qc8# 1-0

Round 9 Delta-v-MacChess 3.0

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5
5.Bg5 Be7 6.Nf3 h6 7.Bf4 O-O 8.Ne5 c6
9.e3 Qb6 10.a3 Nbd7 11.Nxd7 Bxd7
12.Be2 c5 13.dxc5 Qxb2 14.Be5 Bxc5
15.Ra2 Qb6 16.O-O Rad8 17.Bd4 Bxd4
18.exd4 Rc8 19.Qd3 Qb3 20.Rc2 Bb5
21.Qxb5 Qxc2 22.Bd3 Qxc3 23.Bf5 Rc7
24.Qa4 a5 25.Qb5 Qxa3 0-1

Round 10 Shannon-v-The King

1.d4 f5 2.Bg5 g6 3.e3 h6 4.Bf4 Nf6 5.c4 d6
6.Be2 Nc6 7.Bf3 Bg7 8.Qb3 Bd7 9.Nc3 g5
10.Bxc6 Bxc6 11.d5 gxf4 12.dxc6 fxe3
13.cxb7 exf2+ 14.Kxf2 Rb8 15.Qa4+ Qd7
16.Qxa7 O-O 17.Nf3 Ne4+ 18.Kg1 c5
19.Qa3 Bxc3 20.bxc3 Qxb7 21.Qc1 Qb2
22.Qxb2 Rxb2 23.Kf1 Rfb8 24.a3 Nf2
25.Rg1 Nd3 26.Rh1 Rf2+ 27.Kg1 Ra2
28.Rf1 Nf4 29.Rd1 Rxd2+ 30.Kf1 Rbb2
31.Rg1 Rf2+ 32.Ke1 Rxf3 33.Rxd2+
Nxd2+ 34.Ke2 Nh4 35.Rd3 Rxd3 36.Kxd3
Nf3 0-1

Round 10 Diep-v-Schach 3.0

1.e4 c5 2.c4 Nc6 3.g3 d6 4.Bg2 e6 5.f4 Be7
6.Nc3 Bf6 7.a3 Nge7 8.Nge2 e5 9.Nd5 Bg4
10.Nxf6+ gxf6 11.h3 Bxe2 12.Qxe2 Rg8
13.fxe5 Nd4 14.Qd3 fxe5 15.Rb1 f5 16.exf5
Nexf5 17.Bxb7 Rxd3 18.Qf1 Rb8 19.Bc6+
Nxc6 20.h4 Nxh4 21.Qf2 Qg5 22.d3 0-1

And now the shortest game of this, and many other, Tournaments...

Round 10 Rajah-v-Delta

1.d4 d5 2.c4 dxc4 3.Nf3 a6 4.e3 e6 5.Bxc4
Nf6 6.O-O c5 7.Nc3 b5 8.Be2 Nc6 9.dxc5
Qxd1 10.Rxd1 Nh5 11.Nd4 Nxd4 12.exd4
Nf6 13.Bf3 Ra7 14.Bf4 1-0

Round 11 The King-v-Rajah

1.e4 e5 2.Bc4 Nf6 3.d4 exd4 4.Nf3 Nc6
5.O-O Nxe4 6.Re1 f5 7.Bg5 Be7 8.Bxe7
Nxe7 9.Qxd4 d5 10.Bb3 O-O 11.Nc3 c5
12.Qe5 c4 13.Bxc4 dxc4 14.Rad1 Qb6
15.Qxe7 Nxf2 16.Rd4 Ne4 17.Nd5 Qxb2
18.Nc7 Rb8 19.Ne8 Rf7 20.Qe5 Be6
21.Qxb8 1-0

Round 11 Kallisto-v-Shannon

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.d4 e5
5.Qe2 Qxd4 6.Nf3 Qd6 7.Nxe5 Be6 8.Qb5+
Nc6 9.Qxb7 Qxe5+ 10.Be2 Rd8 11.Qxc6+
Bd7 12.Qc4 Bd6 13.Nb5 Nc7 14.Nxd6+
cxd6 15.c3 O-O 16.Bf4 Qe6 17.Qxe6 Bxe6

18.O-O-O Bxa2 19.Bxd6 Rd7 20.Bb5 Rb7
21.Ba6 Rd7 22.Rhe1 Be6 23.f4 g6 24.g4
Bxg4 25.Rxe7 Rxe7 26.Bxe7 Bxd1 27.Bxf8
Kxf8 28.Kxd1 f6 29.c4 h6 30.c5 Ke7 31.b4
f5 32.h4 Kd8 33.Bc4 Kc8 34.b5 Kd8
35.Bf7 1-0

Round 11 MacChess 3.0-v-Bionic

1.d4 d5 2.c4 dxc4 3.Nf3 a6 4.e3 e6 5.Bxc4
c5 6.O-O Nf6 7.Bd2 cxd4 8.Nxd4 Be7
9.Nc3 e5 10.Nf3 Nc6 11.Ng5 O-O 12.Rc1
Na5 13.Be2 Nc6 14.Qc2 Nb4 15.Qb3 Bg4
16.Bxg4 Nxg4 17.Nee4 Nd3 18.Rcd1 Bxg5
19.Bb4 Be7 20.Rxd3 Qc7 21.Rc3 Qd8
22.Rd1 Qe8 23.Nd6 Qb8 24.Nxf7 Rxf7
25.Rd7 e4 26.Rcc7 Kh8 27.Qxf7 1-0

Round 11 Delta-v-Hector

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Qc2 O-O
5.Bg5 c5 6.a3 Bxc3+ 7.Qxc3 cxd4 8.Qxd4
Nc6 9.Qd3 h6 10.Bf4 e5 11.Bd2 d6
12.O-O-O Be6 13.h4 d5 14.cxd5 Bxd5
15.Nh3 Qc8 16.Bc3 Bb3 17.Rd2 Rd8
18.Qb5 Rxd2 19.Kxd2 Qd8+ 20.Qd3 Ne4+
21.Ke3 Bd5 22.Qb5 a6 23.Qxb7 Nd4
24.Qxa8 0-1

Cilkchess has almost run away with the Tournament, yielding $\frac{1}{2}$ pts only to **Ant** and draw specialist **Schach3.0**.

Pre-tournament 'favourite', and last year's winner, **The King** also did well, yielding a draw to **Schach3.0** but losing the Tournament after being overpowered in the game against winner **Cilkchess**.

Kallisto quietly gathered enough points for 3rd. place, whilst **Arthur** and **Morphy 96** both had their good- and bad- moments.

I hope SS readers will have managed to find the time to play through some of the games - there's plenty of interest there!

Final Scores:

10/11	Cilkchess
9½	The King
8½	Kallisto
7½	Schach, Arthur
6	Zzzzzz, MacChess, Ant, Hector, Dappet
5½	Shannon, Goldbar
5	Nightmare, Diep, Rajah
3½	Alexs, Morphy
2½	Bionic
1	ACHess
½	Delta

A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

BCF. These are British Chess Federation ratings.

They can be calculated from Elo figures by $(\text{Elo} - 600) / 8$, or from USCF figures by $(\text{USCF} - 720) / 8$.

Elo. This is the Rating figure which is in popular use

Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining

each Computer's results v computers with its results v humans. This determines the ranking order and, we believe, makes our Rating List the most accurate available anywhere for computers and programs.

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

Games. The total number of Games on which the computer or program's rating is based.

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

A guide to PC Program Gradings:

386-PC represents the program running on an 80386 at approx. 33MHz with 4MB RAM.

486-PC represents the program running on an 80486

at between 50-66MHz with 4-8MB RAM.

Pent-PC represents programs on a Pentium at approx. 90-100MHz, with 8-16MB RAM.

PPro-PC represents programs on Pentium Pro/200.

Users will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling or halving in MHz speed = approx. **50 Elo**; a doubling or halving in MB RAM = approx. **5-10 Elo**.

Approx. guide if Pentium/100 = 0

Pentium Pro/200	+60	Pentium/166	+40
Pentium/133	+20	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-100	386DX/33	-200

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ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS should be sent direct to Eric, please!

RATING LIST (c) Eric Hallsworth, PC		PROGS	SS/68	Feb 1997	Human/Games
Bcf	Computer	Elo	+/-	Games	Pos
241	HIARCS5 PENT-PC	2534	32	208	1
241	REBEL8 PENT-PC	2528	15	899	2
239	CHESS GENIUS5 PENT-PC	2517	27	277	3
238	M CHESS PRO6 PENT-PC	2511	19	563	4
235	CHESS GENIUS3 PENT-PC	2484	16	820	5
235	CHESS GENIUS4 PENT-PC	2481	15	947	6
234	HIARCS4 PENT-PC	2479	16	840	7
234	REBEL7 PENT-PC	2473	15	953	8
234	REBEL6 PENT-PC	2473	19	574	9
233	M CHESS PRO5 PENT-PC	2471	15	850	10
233	CHESSMASTER 5000 PENT-PC	2469	36	160	11
233	NINJ03.5 PENT-PC	2467	19	22	12
232	NINJ03 PENT-PC	2462	17	669	13
231	CHESS GENIUS4 486-PC	2451	18	613	14
231	HIARCS3 PENT-PC	2449	18	608	15
228	M CHESS PRO4 PENT-PC	2427	19	577	16
228	CHESS GENIUS3 486-PC	2425	12	1338	17
227	CHESSMASTER 4000 PENT-PC	2422	51	80	18
227	FRITZ3 PENT-PC	2420	17	747	19
226	REBEL7 486-PC	2409	18	657	20
225	MEPH GENIUS2 486-PC	2403	11	1606	21
225	M CHESS PRO5 486-PC	2401	18	655	22
224	FRITZ4 PENT-PC	2398	25	341	23
224	KALLIST01.98 PENT-PC	2393	19	576	24
223	M CHESS PENT-PC	2390	18	641	25
222	HIARCS3 486-PC	2377	12	1285	26
221	M CHESS PRO4 486-PC	2369	14	1083	27
221	REBEL6 486-PC	2368	14	1030	28
221	C MACHINE GIDEON3 1/30-PC	2368	17	712	29
220	C MACHINE THE KING2/30-PC	2366	12	1376	30
219	M CHESS 486-PC	2359	17	738	31
217	CHESS GENIUS1 486-PC	2342	10	2120	32
217	FRITZ3 486-PC	2340	12	1339	33
216	M CHESS PRO3.5 486-PC	2332	13	1151	34
216	CHESSMASTER 4000 486-PC	2331	17	728	35
215	MEPH GIDEON PRO 486-PC	2324	20	537	36
214	C MACHINE GIDEON3.0/30-PC	2317	25	326	37
214	M CHESS PRO3.1 486-PC	2315	12	1332	38
212	HIARCS2.1 486-PC	2299	18	650	39
211	COMET32 PENT-PC	2292	24	349	40
210	CHESS GENIUS1 386-PC	2285	25	323	41
210	KALLIST01.8 486-PC	2273	14	1080	42
206	C MACHINE GIDEON2/15-PC	2255	13	1217	43
204	M CHESS 486-PC	2239	16	753	44
203	HIARCS2.1 386-PC	2231	48	93	45
203	FRITZ2 486-PC	2229	13	1228	46
202	C MACHINE THE KING1/15-PC	2222	14	1095	47
198	ZARKOV2 486-PC	2184	20	523	48

RATING LIST (c) Eric Hallsworth. SS/68 Feb 1997

Bcf Computer	Elo	+/-	Games	Pos	Human/Games
226 TASC R30-1995	2413	19	571	1	2304 12
225 MEPH LONDON 68030	2401	51	80	2	
220 MEPH GENIUS2 68030	2362	18	624	3	2308 23
220 TASC R30-1993	2361	12	1346	4	2336 66
220 MEPH LONDON PRO 68020/24	2360	68	46	5	
217 MEPH RISC2 1MB	2337	27	295	6	2237 6
214 MEPH LYON 68030	2319	16	838	7	2392 51
213 KASP RISC 2500-512K	2307	26	313	8	2384 10
213 MEPH BERLIN PRO 68020/24	2304	13	1142	9	2224 23
212 MEPH PORTOROSE 68030	2302	20	525	10	2240 82
212 MEPH VANCOUVER 68030	2298	18	656	11	2347 54
212 MEPH LYON-VANC 68020/20	2296	27	286	12	2327 10
211 MEPH LONDON 68020/12	2293	82	32	13	
210 MEPH RISC1 1MB	2284	9	2449	14	2232 95
209 KASPAROV SPARC/20	2273	15	913	15	2200 18
206 MEPH MONTREUX	2255	17	708	16	2288 54
206 KASP RISC 2500-128K	2253	9	2480	17	2270 67
205 MEPH LONDON 68000	2240	80	33	18	
202 FID ELITE 68040-V10	2220	53	75	19	2215 21
202 MEPH VANCOUVER 68020/12	2218	9	2334	20	2121 33
202 MEPH MILANO PRO-BOSTON	2216	84	30	21	2156 4
201 MEPH LYON 68020/12	2212	8	3289	22	2250 80
198 MEPH PORTOROSE 68020	2185	10	1865	23	2240 188
197 MEPH BERLIN 68000	2181	13	1244	24	2221 25
197 FID ELITE 68030-V9	2178	16	787	25	2169 13
196 MEPH LYON 68000	2168	11	1682	26	2083 33
196 MEPH VANCOUVER 68000	2168	12	1309	27	2126 23
194 MEPH ALMERIA 68020	2159	14	1053	28	2172 215
194 NOVAG SAPPHIRE-DIAMOND	2153	13	1211	29	2177 65
191 MEPH PORTOROSE 68000	2135	11	1883	30	2111 25
191 FID MACH4-DES2325 68020-V7	2131	10	2101	31	2179 130
187 FID ELITE 2*68000-V5	2101	27	290	32	1888 2
186 KASPAROV BRUTE FORCE	2090	14	1074	33	2182 42
186 MEPH POLGAR/10	2089	17	698	34	2080 54
186 MEPH ROMA 68020	2088	14	1083	35	2041 64
184 MEPH DALLAS 68020	2076	14	996	36	2069 197
184 MEPH ALMERIA 68000	2074	14	1025	37	2093 31
183 NOVAG SCORPIO-DIABLO	2067	10	2065	38	2132 129
180 KASP PRESIDENT-TC*GK2100	2047	17	701	39	2072 65
180 NOVAG JADE2-ZIRCON2	2046	45	104	40	2032 48
180 MEPH NIGEL SHORT	2044	27	282	41	2136 5
179 FID MACH3-DES2265 68000-V2	2037	6	5742	42	2105 230
178 MEPH MMS/5	2029	11	1741	43	1902 11
178 MEPH DALLAS 68000	2028	11	1593	44	1988 50
178 MEPH MILANO	2025	13	1123	45	2063 13
178 MEPH POLGAR/5	2025	8	2783	46	2076 17
177 NOV SUPER FORTE-EXP C/6	2022	8	2976	47	2000 24
176 MEPH MONDIAL 68000XL	2014	15	873	48	2049 77

176 MEPH MONTREAL-ROMA 68000	2008	9	2625	49	1968	56
174 MEPH ACADEMY/5	1998	9	2361	50	2024	109
174 MEPH AMSTERDAM	1993	9	2373	51	2054	182
172 NOV SUPER FORTE-EXP B/6	1982	12	1464	52	2017	84
172 MEPH MEGA4/5	1980	8	2691	53	2029	169
172 KASPAROV MAESTRO D/10	1976	12	1319	54	1956	109
171 FID MACH2C	1974	8	2704	55	2059	127
171 KASP GK2000-TURBO ADVNCD	1974	14	990	56	1862	20
171 FID MACH2B	1973	26	302	57	1960	25
170 MEPH MODENA	1965	16	753	58		
169 MEPH MMS/5	1959	8	2928	59	2006	97
169 FID TRAVELMASTER	1957	18	648	60	1917	83
168 NOVAG RUBY-EMERALD	1950	16	752	61	1981	48
168 MEPH SUPERMOND2-MCARLO4	1945	27	287	62	2074	8
167 KASP TRAVEL CHAMPION	1943	29	257	63	1862	22
167 NOV SUPER FORTE-EXP A/6	1933	26	313	65	1999	98
166 KASPAROV MAESTRO C/8	1931	28	262	66	2046	10
166 MEPH MONTE CARLO	1927	16	814	67	1870	15
165 CONCH PLY-VICTORIA/5.5	1926	9	2426	68	1943	155
165 CX6 SPHINX/4	1925	14	1055	69		
165 KASP TURBOKING2	1921	25	338	70	1912	35
163 FID MACH24	1906	31	222	71	2026	22
163 NOV EXPERT/6	1896	11	1548	72	1825	29
162 NOV SUPER FORTE-EXP A/5	1895	12	1459	73	1827	18
161 FID CLUB B	1890	26	316	74	2012	68
161 NOV EXPERT/5	1884	9	2645	75	1916	220
160 FID PAR E-ELITE+DES2100	1883	10	1917	76	1965	208
160 NOV FORTE B	1883	9	2333	77	1940	69
160 MEPH REBEL	1880	11	1738	78	1852	80
160 FID AVANT GARDE/5	1875	9	2186	79	1890	48
159 KASP STRATOS-CORONA	1873	9	2251	80	1921	134
159 NOV FORTE A	1868	11	1611	81	1990	6
158 MEPH SUPERMONDIAL1	1865	29	242	82	1767	6
158 FID CLUB A	1863	9	2353	83	1923	55
157 CONCH PLYMATE/5.5	1862	14	1023	84	1864	131
157 KASPAROV MAESTRO A/6	1861	13	1149	85	1824	36
157 KASP SIMULTANO	1859	24	364	86	1900	61
157 KASP TURBOKING1	1857	45	106	87	2017	8
157 CONCHESS/6	1848	11	1756	88		
156 FID EXCELLENCE/4	1847	14	1059	89	1960	43
155 NOV EXPERT/4	1846	106	19	90		
155 NOVAG JADE1-ZIRCON1	1840	24	372	91	2007	6
155 CONCH PLYMATE/4	1836	20	524	92	1933	64
154 SCI TURBO KASP/4	1832	34	702	93	1899	11
154 FIDELITY ELITE C	1824	17	702	94	1852	40
153 FID ELEGANCE	1818	16	791	95	1776	8
152 MEPHISTO MM2	1818	12	1407	96	1872	67
152 SCI TURBOSTAR 432	1813	11	1664	97	1852	52
151 FID EXCELLENCE-DES2000	1796	20	515	98	1875	28
149 CONCHESS/4						