SELECTIVE SEARCH
The COMPUTER CHESS Magazine

Est. 1985        Editor: Eric Hallsworth
Issue 71        Aug-Sep 1997

£3.50

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• ERIC is at COUNTRYWIDE, Mon-Fri, 1.00-5.00.
Readers are welcome to ring.
Matters of Security

[1] The INTERNET
The 10/May issue of Britain's "The Economist" reported Netscape's statement that there has not been even one single case of e-mail credit card fraud so far! A fact apparently also confirmed by VISA.

This flies in the face of the constant warnings by some of the supposed dangers of e-mail credit card usage.

I noticed that Bert Seifriz on the Gambit-Soft pages had seen the same article. He commented, "Before you get cheated by credit card theft you should win the jackpot in the National Lottery 5 times". You know how much chance there is of doing that!

[2] SOFTWARE PIRACY - or who needs copy protection? WE DO!
The Daily Telegraph's "CONNECT" supplement, which appears every Tuesday and relates to a wide discussion of Internet matters, gave some fascinating facts and figures in its 3/June issue.

"Greece is Europe's leading software piracy centre: 78% of all software being used on personal computers there in 1996 was pirated" (underlining mine). The source for this information is the Business Software Alliance and the Software Publishers Association. Other figures are:

- Europe
  - Greece 78%
  - Ireland 70%
  - European average 43%
  - Britain 34%.
  - Global
  - Vietnam 99%
  - Bulgaria 98%
  - Indonesia 97%
  - China 96%

These are alarming statistics and, though there is some encouragement in seeing Britain on a 'low' 34%, it is still startling to realise that this means that 1 in 3 pieces of software in use here have been pirated.

Important MINI-ADVERT!
In this issue of "Selective Search" I am once more running 4 extra pages, as well as again sacrificing my full page "BEST BUY GUIDE" ADVERT for COMPUTER CHESS PRODUCTS, which normally appears on this page. It has been 'squeezed out' to allow a full AE-GON report with the many important games, plus all of the other results and product news, match reports etc.

However my part-time work and selling of Chess Computers and Programs with COUNTRYWIDE is a vital part of my income - simply publishing "Selective Search" on its own would not be financially viable, despite the many hours of work which go into each issue.

Therefore I invite readers "in the market" for any Computer Chess product; dedicated Chess Computer, PC/MAC Software, Chess-Base, BookUp, Tasc software... whatever... to ring me at Countrywide - 01353 740323.

I am there most afternoons, so if you are thinking of buying and want either a free copy of our CATALOGUE, any help, personal advice... or encouragement such as 5% off some items for SS subscribers, please ring!

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Web page:
http://www.elchess.demon.co.uk/

Thanks.............................................. Eric

The 1997 World Micro-Computer Championships
These are scheduled to take place in Paris, France, later this year between 25/Oct and 3/Nov. Further details when available, but the French venue should ensure that the vast majority of the top programs play this year, compared with the poor turn-out for Jakarta in 1996.
New HIARCS6 ENGINE for running within ChessBase and Fritz4.

The two HIARCS6 engines come on one disk, for £49.95. ChessBase users are able to get their analysis from the HIARCS6 engine, with all the other features which the FRITZ analysis engine also offers... such as multi-line analysis etc. The main benefit, of course, is that HIARCS offers better quality analysis and evaluations.

Fritz4 users can play against the HIARCS6 engine under the normal FRITZ configurations. There is a slight speed loss (H6 runs optimally under DOS), and special HIarcs playing style and search selectivity settings etc. cannot be changed. Also it has to use the Fritz opening book rather than the one supplied with HIARCS itself. Nevertheless it's an option worth thinking about.

RESULTS SECTION

Frank HOLT has now completed his Rebel8 vs Hiarcs6 series. The full results, with H6 always on normal, are:

Rebel8 P/100-Hiarcs6 P/100
Rebel8 normal 5-7 Hiarcs6
Rebel8 active 4½-7½ Hiarcs6
Rebel8 solid 5½-6½ Hiarcs6
Rebel8 aggressive 6-6 Hiarcs6
Rebel8 defensive 6-6 Hiarcs6

Strange to see Rebel8's two 'extremes' doing better than the more usual settings! Only the results on standard settings have gone into the Ratings... usually this (quite fairly, of course) protects Rebel8, but not as much as usual on this occasion.

Frank points out that Hiarcs6 now has the best result so far against Rebel8, with MChessPro6 dropping to 2nd, place. However he sent a little "wish list" to me, which included:

- Mate Levels
- Individual Move Timer

Here are 3 games from the Match.

REBEL8 P/100 – HIARCS6 P/100
[C45 Scotch Opening] G/60.

1.e4 e5 2.²f³ ²c6 3.d4 exd4 4.²xd4 ²c5
5.²xc6 ³f³ b6 6.²d2 dxc6 7.²c3 ²e6 8.²a4
²d6 9.²e3 ²h6 10.²e2 0-0 R8 came out of

Book at move 9, showing =; H6 is out now giving itself a small plus. 1.²c5 b6 12.²d3
³g6 13.0-0 ²d4 14.²xg4 ²xg4 15.²f3 ²e6
16.²b3 ²fd8 T'd have preferred to move the other here. 17.²b2 ²f6 18.f4 f5?! I didn't like this so much from H6 when I saw it.
Black's once powerful ²Q's are now contained within a blocked ² structure which doesn't seem to be the best way forward, even though it produces a fine freeing manoeuvre later. Whatever 18...²d7 looks better to me, then if 19.c4 ³e8. 19.e5 ³e7
20.²fd1 a5 In fairness H6 now correctly turns its attention to the ² side. 21.²d2 a4
22.c4 b5 23.²xb5?! 23.²c1 bxc4 24.²xc4 may have been better. 23...²xb3 24.²xb3
²xa1+ 25.²xa1 ²xb3 26.²b6 cxb6 27.²xb6
²c4 Frank reports that H6 showed itself +49 here; R8 gives itself just a tiny edge.
28.²e3 ²h6 29.²h2 c5 30.²e1 ²xd2
31.²xd2 ²c6 32.²c2 ²e6 33.²c3 h6 34.²f3
²f7 35.²d2 g5!

36.²xg5? Opening up the position resurrects Black's potent ² pair, as well as freeing the ²'s for a mini-march against the White ². Therefore 36.²d1 c4 (36...²g6?!) 37.²h5+ ²g7 38.²f3 was better. 36...²xg5
37.²d3 c4 38.²h3 ²g7 Keeping the White ² out of his back ranks. R8 reads +22 for itself at this point, but H6 is even more optimistic with +116. 39.²h5? It would have been better to get his ² moving. 39...²g4!
[showing an amazing +23!] with this trapping the enemy ². 40.²f2 ²c5+ 41.²e2
²f4 R8 is beginning to see the problem, reports Frank. It now shows -142. But H6 has +553. 42.²d1 ²e3 43.²b1 ²d3 +44.²c1
²f7 45.²e6+ ²x³ 46.²x³ ²hxh5 47.²d5
²g5 48.²d2 f3+ 49.²e1 ²fxg2 50.²f2 ²e8
51.²b4 ²e7 R8 has -523, H6 +1356.
52.²d5 ²e5+ 53.²xg2 ²e6 54.²f1 ²xd5
55.²e2 ²xh6 56.²d2 R8 now has -1373 and resigns. The game seemed to swing on just a few moves based on the foundation of
a good ♙ and ♦ strategy by H6. 0–1

REBEL8 P/100 – HIARCS6 P/100
[D47 Queen's Gambit, Meran var. G/30.]

1.d4 ♗f6 2.c4 e6 3.♗f3 d5 4.♕c3 c6 5.e3 ♙bd7 6.♗d3 ♣c4 7.♕xc4 b5 8.♕b3 ♙b7 9.0–0 ♘b4 10.♗e4 c5 11.♕xf6+ ♘xf6 12.♕e5 Both are out of Book: R8 has +28, H6 shows =. 12...♘xd4 13.♗xd7 ♘xd7 14.♕a4+ ♙e6? Moving the ♙ has to be better. However White's fine early play does suggest that the opening is suspect for Black. 15.♕h5! Given its chance, R8 quickly goes on the attack with pin no. 1, and shows +94 with this. 15...♗e5 16.exd4 exd4 H6 has already used half of its time, and is clearly worried showing -273. 17.♕g5 ♙xb5 18.♕xb5+ Black is a ♙ up on the board, but the game is already over. H6 itself now shows -531, saddled with the non-development of 2 key pieces and a pair of over-advanced isolated ♙'s. Ah well, no-one's perfect! 18...♗c6 19.♕f5+ ♙e6 20.♕f3 ♙d6 21.♗ae1 ♙e5

Another a truly horrible pin for Black to struggle with! 22.♕b7+ ♙d6 23.f4 ♗f6 24.fxе5+ fxе5 And here, showing -1107, H6 resigned. Frank continued for another move or two, so we'll follow! 25.♕f7 ♘xf7 Forced. If 25...♗ad8 26.♕e7+ is m/5: 26...♗xe7 27.♕xe7 etc. 26.♕xf7 ♘xe8 27.♗xe7 ♘f3 28.♕e7 ♘e4 29.♗xd4 29.♕e7+! was totally killing! 29...♗xa2 30.♕d1 ...at which point both programs started making mate announcements for White. Complete domination by Rebel8, coming from a doubtful book line and a possibly poor H6 move in response to the early check. 1–0

REBEL8 P/100 – HIARCS6 P/100
[B20 Sicilian G/90.]

1.e4 c5 2.b3 d6 3.♗b2 ♗f6 4.♕c3 ♙c6 5.f4

Black's ♙ position is the key to H6's slight optimism... it reads a nominal +10. 31.♕d6 ♗d6 32.♗f2?! Possibly the ♙ should have gone to d2, or a non-comittal e2. 32...♗h4! 33.♗f3 a5 34.♗e3 a4 R8 says =, H6 +80. "We shall see!", says Frank. 35.♕d4 ♙c6 36.♕d3 b6 37.♗d2 37.f3? might look tempting, trying to create counter-play. But 37...♗xf5 38.♕xf5 ♙d6 wins for Black. 37...♗c5 38.♕d3 a3! The tempo that forces White's ♙ away from it's e4 protection. 39.♗e2 Avoiding this by the try 39.f3?? fails again, this time to 39...♗xf5 40.♕xf5 ♗b3! 39...♗xe4 40.♕f5 Fascinating game, chess! This was now White's best try, due to the slight distancing of Black's monarch from the ♙-side. 40...♗xf5 41.♕xf5 ♙d5 42.♗b3 ♗f5 For the record R8 has -732, H6 +838. 43.♗xb4 ♗xf5 44.♗xa3 ♗f4 45.♗b4 ♗g3 46.♗b5 ♗xh3 47.♗xb6 ♗g4 48.a4 ♗h3 49.a5 ♗h2 50.♗b7?? It makes no difference to the outcome, but it looks a little strange. 50...♗h1+ 51.♗e7 ...and resigns. 0–1. A match with plenty of top quality chess. Frank's next is MCP6 vs H6!
Mike HURD wrote with various details and comments relating to HIARCS6 after completing a match on his Pentium against an upgraded RISC 2500. The time control was G/60 and the result rather astonishing:

HIARCS6 14½-½ RISC 2500-512

The drawn game resulted from an opening line in which I had sent H6 in a wrong direction, leaving it in a very poor position, though it still managed to draw.

The SECOND N[odes P[er S]econd TEST!

It is rather disappointing that this Match has also come to an end almost before it's got started. In the first Match, REBEL8 beat CRAFTY in game 1 and Ed Schroder felt forced to call the event off. Now, in HIARCS6 v CRAFTY, the Crafty operator seems to have disappeared in mid-game!

Crafty11.19 - HIARCS6

1.e4 c5 2.d3 ³6c6 3.³b5 a6 4.³a4 ³f6
5.0-0 ³e7 6.³e1 b5 7.³b3 d6 8.c3 ³g4
9.³h3 ³h5 10.d3 0-0 11.a4 ³a5 12.²c2 b4
13.³d4 ³xf3 14.³xf3 c5 15.³xc5 ³xc5
16.³d2 ³e7 17.³f1 ³d8 18.³e3 h3 19.³d1
c4 20.³d5 ³xd5 21.³xd5 ³b7 22.³e2 ³d6
23.³f1 f6 24.g3 ed 25.³g2 f5 26.³f4 ³e5
27.³ad1 ³f7 28.³e3 ³c7 29.³g4 f4 30.³xf4
³xf4 31.³xe4 ³xe4 32.³xe4 ³d6 33.³g2 g5
34.³xc4 ³e5 35.³f1 ³h8 36.³de1 ³xc4
37.³xc4 ³ad8 38.³c6 ³g3

The clock ratio was set to be 100:1 in Crafty's favour – NPS matches are an attempt to determine the extent of the effect of deeper searching. When the game 'finished' the Crafty clock showed 460 hours, and Hiarcs 3 hours 45 mins, a ratio of 125:1. Despite this Hiarcs probably has a small (but not necessarily winning) edge, so we get another indication that Crafty may be some way behind the top commercial PC programs.

How might the game have continued? One would now expect 38...³g3 39.³g2 ³xf2
40.³e2 ³h4. Black has the material plus, but White's c and d pawns would be useful compensation if they can be preserved together. E.g 41.c4 ³f4 42.d6 a5 43.c5 (43.³d2 ³e1!). I still think Black may be winning, but one can't be dogmatic as there's plenty of Chess left!

DIAGRAM PRINTING: helps!

Ed Schroder recently posted a nice utility called EPD2DIAG for PC users on his web pages. It's a clever little program, written by Manfred Rosenboom, which converts EPD positions into Figurine Diagrams.

An EPD file looks pretty much like Forsyth notation, often called FEN, and can be created by typing it out. E.g the Forsyth of the diagram in the Crafty-Hiarc6 game in the adjacent column is

3r1rk1/7p/p1R5/3P2p1/P5P1/1pP3bP/1P3P2/4RK2

In an EPD file, markers are added to show which side is to move and casting rights, plus (optionally) the key move for when testing programs. The simplest and usual way to create EPD positions is to convert them from within a program like REBEL8 or HIARCS6, either during a game or after set-up. Any current board position can be easily exported as an EPD file.

The EPD file/s can then be quickly imported into and converted by EPD2DIAG's diagram maker and, at the press of a button, sent to the PC CLIPBOARD. From here it can go straight into an appropriate Word Processor document, or be saved as a named .TIF or .BMP file using a Paint program such as Paintshop Pro. Examples of the printed output are the four diagrams in this Issue's TEST YOUR COMPUTER: REPORT and RESULTS.
If you want to try it and either don't have an Internet connection, or don't feel like logging on and unzipping Schroder's file yourself, send me £5 (cheque, P.O or cash) and I'll send you the ready-to-use EPD2DIAG FILE & INSTRUCTIONS on a floppy disk.

**NEW PRODUCT!**

**Hiarcs8+ for PC and MAC**

NOT a program upgrade, but the PC and MAC versions of Hiarcs6 now come together on one CD ROM. The price remains £89.

Because there is extra space available on the CD there will be a games database included, plus a special extra 'Study Plus Opening Book' of 313,000 positions! Also the product will be accompanied by a copy of the Hiarcs6-Hergott match booklet with analysis by British GM, Matthew Sadler.

**Novag DIAMOND2/SAPPHIRE2**

NOW AVAILABLE! These two new Computers cannot be anything but eagerly awaited, as the DIAMOND and SAPPHIRE have been very popular machines.

At the time of going to press I can only give you the hardware and speed changes, but it is certain that programmer Dave Kittinger will not have been idle during the past 2 years, and that the new program will carry its own 'Elo improvements' as usual.

- Boards: similar to Diamond & Sapphire.
- Processor: RISC-style H8 chip at 32MHz (cp Diamond/Sapphire 26MHz).
- Book: 123,000 positions!
- Both are mains or battery.
- Novag's strength estimate is 2420 USCF = 2300 Elo/212 BCF.

Prices:
- DIAMOND2 £249.99
- SAPPHIRE2 £229.99.

A few DIAMOND1 machines are still available at a reduced £199.99.

Also new from Novag is the AMBER! an improved version of the EMERALD CLASSIC program in a plug-in Portable board! The unit is 50% bigger than the JADE2, which will please the many like me who prefer a slightly bigger board. The price is £124.99, and likely strength around 2120 Elo =190 BCF! RING ME for more info!

**Mephisto ATLANTA**

Originally expected in late 1996 or early 1997, these are definitely going to happen - and soon - I have been guaranteed! The press-sensory ATLANTA (improved, faster version of the MILANO PRO), price £499, should be available from mid-September. Strength equal to London Pro (2350 Elo/218 BCF) is promised by Saitek.

Modules for owners with Mephisto UPGRADEABLE boards will follow soon after. They are the BOSTON (=Milano Pro program) and NEW YORK (=Atlanta).

**MChessPRO6 vs. I.M Efimov**

This Match took place during June, but space shortage - again despite an extra 4 pages compared with the 'normal' SS size - means it has to be held over until SS/72.

Like Hiarcs-Hergott (SS/70) it was a 6 game Match but, instead of the 40/2 on alternate days schedule in the Hiarcs affair, these were G/90 games played 2 each day over three days - a tough agenda for Efimov which shows when we study the result:

<table>
<thead>
<tr>
<th>Day</th>
<th>Game</th>
<th>MChessPRO6</th>
<th>Efimov</th>
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**FINAL SCORE:**

MChessPRO6 3½-2½ Efimov

MCP6 was on a Pentium MMX/200. Efimov is graded at 2530, so the MCP6 performance was 2596 Elo (est. = 2516 on Pentium/100). This is very close to the Hiarcs grading against Hergott (2618 = 2538 on P/100), though the playing arrangements were more favourable to MCP6 as mentioned above.

Game 4 was initially reported as a win for MCP, apparently on time in a position in which Efimov had a clear (but not necessarily winning) advantage. Marty Hersch says that it was a draw, Efimov being forced into accepting the ½ offer despite his superior position, because of severe time shortage.

The three decisive games, with notes, will be in SS/72.
Andy SOLTIS, GM beats Deep Blue JUNIOR!

I have to confess that I typed-in the above heading with a sort of unbecoming grin on my face! I could just imagine the impact the words 'DEEP BLUE JUNIOR' might be having on my readers - the uncontrollable anticipation, the scouring of the rest of the page for the price, the rushing for cheque books, or wallets and credit cards... and my office 'phone number!

Junior Equipment

However the heading is entirely true - there is a Deep Blue Junior.

But I need, sadly, to tell you that is NOT a forthcoming PC program which you can all ring in and buy. As with Big Daddy DEEPER BLUE, it is very much specialised hardware dependent, but the hardware in this case is just about portable and, of course, slower. Probably about 10-20x slower... which is still rather faster than your favourite Pentium Pro, as they say it calculates 20,000,000 (20 million) moves per second! Very interestingly, the opening book and evaluation function are claimed to be the same - there is no reason to disbelieve this, but equally no way of proving it.

The hardware is a single processor RS/6000 workstation connected to 16 of the DB chess chips. IBM's Dr. Campbell says that it searches 2 ply less than DB in equal time.

DB Junior Takes to the Road

So, at just the time rumours were growing that DEEPER BLUE had already been disassembled - to let the main-frame computer get on with more important work now that it had humbled the World's human champion at chess - DB JUNIOR was emerging to play a few Exhibition games.

Incidentally, the dis-assembling of DB does not mean that it CAN'T play again - though many think it WONT! - as the VME chess processor cards can easily be plugged in again if required.

The game with Soltis is not the first DBJ has played - Dave Fotland reported in March that he had seen it in an IBM booth at the ACM97 Conference, playing G/15 against all-comers. Fotland says he lost, but five members of the Palo Alto Chess Club visited and one of this party (Art Wang, 22350 USCF) got a draw.

Another 2400 player, Paul Clarke, had the watching Dr. CJ Tan close to resigning for DBJ when showing -3, but Clarke failed to keep a close enough watch on a passed pawn in a very complex ending, and lost. Tan said DBJ had won nearly all its games; there had been no losses, but it had drawn a handful.

Art Wang told us that he has Fritz 4, Genius5 and ChessMaster 4000 and thought after his draw that DBJ played "at a comparable" level. That's an interesting view, isn't it?

The Game vs Andy Soltis

Soltis, whose book "Confessions of a Chess Grandmaster" is one of the most interesting personal game collections I've read, has already commented on his win in his own chess column in the New York Post.

He writes that he decided to try the very reverse of the "do nothing but do it well" strategy of David Levy, and instead played a book line of the Sicilian, heading for the Velimorovic Attack that he is experienced with. And he won fairly easily.

Everybody - we can all get a lot of things right with the benefit of hindsight! - everybody reckons that's exactly how Kasparov should have played... stayed on 'home ground' in the openings.

Soltis reports that afterwards he had a conversation with DB programmer Joe Hoane and it's 'trainer' Joel Benjamin, and they said that he (Soltis) had adopted the right strategy against the computer by playing into a book position he understood well.

Two quotable quotes were: "Kasparov gave up more than he gained by avoiding his own favourite lines to make opening moves like d3", and "The best strategy is to play like a human".

Soltis also says that he made little effort to try analysing everything; "I never looked more than four moves ahead in this game."
Instead I used the sneaky qualities that give mankind an edge - intuition, experience, and educated guesses. The machine apparently thought it stood well until my queen invaded the kingside at move 18", which is one of the aims for White in this type of position where White goes all-out for mate on the kingside whilst Black counterattacks on the opposite flank.

"The game was decided when I sacrificed my knight to open up the kingside - I didn't need an RS/6000 SP computer to tell me if the sac 'worked, my experience told me it must!"

Joel Benjamin added that, "Humans will have to use their experience to survive against computers."

You'd like to see the game? Okay.

Soltis, A – Deep Blue Junior

1.e4 c5 2.\(\text{\textbf{d}}\text{e3} \text{\textbf{d}}\text{c6} \text{\textbf{e}}\text{ge2} \text{\textbf{d}}\text{f6} \text{\textbf{d}}\text{4d4 cxd4}
2.\text{\textbf{d}}\text{xd4 d6} 6.\text{\textbf{d}}\text{e4} \text{\textbf{e6}} 7.\text{\textbf{b3}} \text{\textbf{e}}\text{7} 8.\text{\textbf{c}}\text{e3} 0–0
9.\text{\textbf{e}}\text{c2} e5?!?

Whether this was DBJ Book or not, I don't know. Certainly it isn't known theory. Either the DBJ Book is short in this line – which is strange – or it's a TN that's been programmed in?!

9...\text{\textbf{d}}\text{a5, Bd7 and Na5 are Book moves. 10.\text{\textbf{d}}\text{f3} \text{\textbf{d}}\text{a5} 11.0–0} \text{\textbf{d}}\text{xh3+} 12.\text{\textbf{a}}\text{xb3} \text{\textbf{d}}\text{d7}
13.\text{\textbf{c}}\text{g5} \text{\textbf{e}}\text{8} 14.\text{\textbf{h}}\text{h4} \text{\textbf{c}}\text{c8} 15.\text{\textbf{d}}\text{d5} \text{\textbf{f}}\text{6} 16.\text{\textbf{d}}\text{d2}
fs?! 17.\text{\textbf{e}}\text{g5}!

Leaping into the hole Black's last gave him! Computer Chess fans will recognise this old idea from the late 1980's, when it used to work all the time. With White's rook still on h1 and his queen poised to join it, the knight sac' on g5 opening the h-file brought the downfall of many programs.

17...\text{\textbf{h}}\text{6}

18.\text{\textbf{h}}\text{h5!} \text{\textbf{c}}\text{c6}

Going for an 'impossible' mate threat. But was there anything better?

1. 18...\text{\textbf{h}}\text{xg5?} 19.\text{\textbf{h}}\text{xg5} \text{\textbf{d}}\text{f6} 20.\text{\textbf{d}}\text{xf6+} \text{\textbf{d}}\text{xf6} 21.\text{\textbf{g}}\text{xf6} (21.\text{\textbf{g}}\text{6??} \text{\textbf{d}}\text{f6} 22.\text{\textbf{h}}\text{xg6}

isn't quite as good) 21...\text{\textbf{d}}\text{xf6} 22.\text{\textbf{e}}\text{f5 wins easily;

2. 18...\text{\textbf{d}}\text{xg5?} 19.\text{\textbf{d}}\text{xg5} (19.\text{\textbf{h}}\text{xg5? fxe4!)

19...\text{\textbf{d}}\text{f6} 20.\text{\textbf{d}}\text{xf6+} \text{\textbf{d}}\text{xf6} 21.\text{\textbf{d}}\text{xf6} \text{\textbf{d}}\text{f6

22.\text{\textbf{e}}\text{f5 is winning;

3. 18...\text{\textbf{f}}\text{6?} looks best, but runs into the same reply 19.\text{\textbf{g}}\text{6 and now

19.\text{\textbf{h}}\text{xg5} 20.\text{\textbf{h}}\text{xg5} \text{\textbf{d}}\text{e6} 21.\text{\textbf{b}}\text{b1

In fact it's all over now, White has
won.

21...\text{\textbf{d}}\text{f6

21...\text{\textbf{e}}\text{xe4 22.\text{\textbf{h}}\text{xh8+ leads to mate:}
22...\text{\textbf{d}}\text{xh8 23.\text{\textbf{h}}\text{h5+} \text{\textbf{g}}\text{8} 24.\text{\textbf{g}}\text{6 etc.

22.\text{\textbf{g}}\text{xf6} \text{\textbf{d}}\text{xf6} 23.\text{\textbf{d}}\text{xf6+} \text{\textbf{d}}\text{xf6} 24.\text{\textbf{e}}\text{f5 \text{\textbf{d}}\text{c6

25.\text{\textbf{h}}\text{h6} \text{\textbf{e}}\text{8} 26.\text{\textbf{d}}\text{g4 \text{\textbf{g}}

26...\text{\textbf{f}}\text{8 to break the pin leads to
27.\text{\textbf{h}}\text{h8+ \text{\textbf{e}}7 28.\text{\textbf{f}}\text{f4 winning.

27.\text{\textbf{d}}\text{h1} \text{\textbf{d}}\text{d7 28.\text{\textbf{h}}\text{h3 \text{\textbf{f}}\text{f8 29.\text{\textbf{h}}\text{h8+ \text{\textbf{e}}7

30.\text{\textbf{h}}\text{h7+ \text{\textbf{e}}7 31.\text{\textbf{f}}\text{xf6} \text{\textbf{h}}\text{h3 32.\text{\textbf{f}}\text{xf7+ \text{\textbf{e}}6

33.\text{\textbf{e}}\text{xe3 1–0

Conclusions!?

The violence of the winning attack, and DBJ's apparent helplessness, can give the impression that the computer bears little resemblance to the 'real' DEEP BLUE.

But really the game was over in the space of just 2 or 3 moves. Before making a judgement, there's a few things readers can look at with their own programs:

1. 9...e5?! Does anyone have 'book' on this – was it a programmed 'book' move, or a choice by DBJ (which implies its book ends before those of most PC programs!). Whichever, giving up the d5 square looks likely to bring trouble when a knight gets in there, regardless of the kingside attack which actually wins the game.

2. 16...f5?! What alternatives are there here? 16...b6 perhaps.

3. 17...h6. Does your program play this? What is the evaluation?

4. After 18.\text{\textbf{h}}\text{h5! how long does it take for your program to show Black with a minus evaluation? Soltis reckons DBJ went to a minus eval. playing G/25. I do not believe the game CAN be saved after 19.\text{\textbf{Q}}\text{g6!}
AEGON, 1997 - Full Report & Games

We printed an initial report of FINAL STAND-INGS in SS/70, but are now able to give much more detail.

2. The PLAYERS, some Background Info.
3. The ANAND and TIMMAN Simul.
4. GAMES from AEGON97.

Firstly I am starting with information about the programs. I am also giving the AEGON97 score and rating after each entrants details. Whilst it is, perhaps, strange to show the results so early, I hope that seeing these alongside each program's background and history will make the article a useful resource for readers in the future.

[1] THE PROGRAMS

A break with 1990's 'tradition' - I'm starting with the DEDICATED chess computers! If there's one complaint I get at SS Headquarters, it's about the lack of coverage for dedicated machines. Old 'die-hards'?!...maybe - join the Club, so am I!

What we need is the Kasparov, Mephisto, Novag and Tasc companies to get some new machines out and give us something to get a bit excited about. Rest assured that I am still interested in the dedicated computers, and will print news, games and information when there is some. I am very hopeful that there is to be good, new product available later in 1997; meanwhile some of those we have now put in good performances at AEGON, as the gradings will show.

When it comes to the GAMES SECTION, I will make sure that the 'Dedicated's' get a good share of that too!

DEDICATED MACHINES!

Tasc R30 v2.2
By Johan de Koning and Cock de Gorter, the Netherlands. Plays its chess on a beautiful piece recognition wood board, and is rated the top dedicated Chess Computer. Running on a RISC processor at 30MHz it is identical in terms of the program and openings book to The King AEGON, which almost won the tournament in 1993 with 5/6 and a TPR of 2590. It conceded just 2 draws on that occasion against David Bronstein and John Nunn. According to Bronstein, it plays like the Masters of the 19th. century, and last year scored 4/6, TPR 2359.

AEGON97: 3½/6. TPR 2221.

Saitek Brute Force
By Frans Morsch, the Netherlands. On an H8 chip. This fastest of the H8 versions, with hash tables, has regularly achieved ratings above 2100 in games against human opponents. Despite what its name suggests, the program does not compute using the brute force method but, in Franz Morsch style and a purely selective way.

AEGON97: 3/6. TPR 2402.

Mephisto Atlanta
By Franz Morsch, the Netherlands. A soon-to-be-released 'de luxe' and new version of the Milano Pro, with a later program and fast hash table system. Early claims are that it will even challenge the Berlin-London Pro for top press-sensory rating, which will be a brilliant achievement and assure its commercial success.

AEGON97: 3/6. TPR 2288.

Mephisto London-Genius 68030
By Richard Lang, England and Ossi Weiner, Germany. A few years ago, the 68030 processor was far and away the fastest there was. This is no longer the case, but running Richard's program it managed ratings of 2500 in its heyday and, now with its improved London program, is always a formidable opponent. For those any who still don't know, the 'London' is the program which amazingly beat Gary Kasparov ½½ in the Intel London Grand Prix (G/30).

AEGON97: 3/6. TPR 2272.

Mephisto Berlin Pro 68020/20MHz
By Richard Lang, England. This and the upgraded London version are the strongest press-sensory Computers, and deservedly very popular. It ended up with a score of 3/6 in both the AEGON95 and 96 tournaments, last year's TPR being 2222.

AEGON97: 3/6. TPR 2188.

Tasc R40 v2.5
By Johan de Koning and Cock de Gorter, the Netherlands. On a RISC at 40MHz this is a different program with a new Opening Book, compared with the well-known R30. The faster processor makes this a real 'Formula 1' chess computer, and should be very interesting for computer chess fans.

AEGON97: 3/6. TPR 2143.

Novag Diamond
By David Kittinger, USA. Deservedly popular, the Diamond is a press-sensory table-top, whilst
the Sapphire is a keyboard portable, and both run on 26MHz H8 processors with hash tables. Their results have been very creditable considering that these are both low-priced dedicated models. At AEGON96 the Diamond scored 2½/6 for a TPR of 2087.

**AEGON97:** 3/6. TPR 2051.

**Mephisto Milano Pro**
By Franz Morsch, the Netherlands, using an H7000 processor, a completely new 32-bit single chip. Frans Morsch is lavish in his praise - the machine is three times faster than the already well-known H8 series (GK2100 etc.). The program has been specially redesigned for this chip, got 3/4 and a TPR of 2156 at the Bury St Edmunds Congress and has an excellent strength-for-price ratio.

**AEGON97:** 2½/6. TPR 2179.

**Novag Sapphire**
See Novag Diamond for program details.

**AEGON97:** 1½/6. TPR 1987.

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**PC PROGRAMS**

Most of these ran on Pentium Pro machines at 200MHz.

**Notes:**
- WCC=World Computer Championships
- WMCC=World Micro Computer Champs
- TPR=Tournament Performance Elo Rating
- DCC=Dutch (Open) Computer Championship

**Kallisto3.1**
By Bart Weststrate and Jan Louwman, the Netherlands, this is a new version for 1997. Kallisto came 2nd. in the 1995 DCC and 3rd. in 1996. This says a great deal about the strength of the program as the Netherlands is considered by most to be the strongest nation in the world when it comes to programming computer chess. In the 1996 AEGON tournament, it achieved a TPR of 2385 with 4/6.

**AEGON97:** 4½/6. TPR 2632.

**Rebel97**
By Ed Schroder and Jeroen Noomen, of the Netherlands, this is a new version for '97. Rebel was the first Dutch computer chess world champion five years ago, though it is no longer entered in any Computer-Computer tournaments. Rebel 8, the latest commercial version, is 2nd. in the British and Swedish rating lists at the time of writing. Last year, the commercial Rebel7 scored 4½ out of 6 at AEGON, whilst the experimental version (Rebel Aegon, later to become Rebel8) scored 4 out of 6 with a remarkable TPR of 2526. On a better processor with its carefully accelerated program, Rebel is probably three times faster than last year's commercial version.

**AEGON97:** 4½/6. TPR 2619.

**ChessMaster 5000**
By Johan de Koning. The Win95 version of Johan's v2.5, as in the Tasc RISC boards. The first visit of the ChessMaster series to AEGON; for other program details see under the King entry.

**AEGON97:** 4½/6. TPR 2452.

**Nimzo3.5**
By Dr. Christian Donninger, Austria. Nimzo is now one of the very best programs around. It was a major contender coming 3rd with 7½/11 in the 1995 WMCC in Paderborn, then came 2nd. in the WMCC Speed Championship. Starting out as one of the favorites for AEGON96, it lived up to expectations, ending up with 4½ out of 6 and a TPR of 2598! However 3rd. position with 7½/11 again in the 1996 WMCC was not as good as hoped, as 1st and 2nd were then both amateur programs.

**AEGON97:** 4/6. TPR 2486.

**Zarkov**
By John Stanbeck, USA. A new version of his Zarkov4 program, which runs as the analyst module in BookUp. It was at AEGON96 and scored 4/6 for a 2408 TPR.

**AEGON97:** 4/6. TPR 2476.

**The King**
By Johan de Koning, Hans Kuijff and Cock de Gorre, the Netherlands. The 2.5 version is considerably better than its 2.2 predecessor in positional terms, without surrendering much tactically. The King has been DCC champion on several occasions and was the WMC Speed Champion in 1995. In 1993 it actually almost won AEGON itself, and in AEGON96 scored 4½/6 for a TPR of 2379. It has many admirers because it plays both cleverly and actively.

**AEGON97:** 4/6. TPR 2474.

**Gandalf**
By Steen Suurballes of Denmark. Swept to fame in the 1995 WMCC when it caught Hiarcs4 in an opening trap and won in 18 moves! It ended 10= with 6½/11, and scored 3½/6 for a TPR of 2180 at AEGON95. Came 9= in the 1996 WMCC with 6/11.

**AEGON97:** 4/6. TPR 2391.
Chessica
By Frans Morsch and Cock de Gorter, the Netherlands. Basically the same as Fritz3 that played in Hong Kong, rather than today's Fritz. Also the opening book is practically the same as the one involved in winning the WCC title, when it 'caught out' Deep Thought. The differences are mostly in the area of operating capabilities as Chessica runs under Windows.
AEGON97: 4/6. TPR 2337.

Hiarcs6
Mark Uniacke, England. Hiarcs is a dangerous opponent for any International or Grand Master. WMCC Champion in 1993, then 6= with 7/11 in 1995, Hiarcs scored 5/6 in AEGON95 for a massive TPR of 2632! In 1996, its score was 4/6 for 2348. It recently beat Canadian IM Deen Hergott (2485) by 4-2 in a $1000 Challenge Match at 40/2 for a TPR of 2618.
AEGON97: 4/6. TPR 2308.

Arthur
AEGON97: 3½/6. TPR 2367.

Ant
By Ton Vijbbrief, the Netherlands. This Dutch program scored 6/11 in the 1996 Dutch CC, and 2½/6 in the AEGON96 tournament, TPR 2138.
AEGON97: 3½/6. TPR 2353.

MChess Pro6
Marty Hirsch, USA and Sandro Necchi, Italy. The 1995 WMCC Champion and, at that time, top of the rating lists. Forerunners of this program scored TPRs of 2652 in 1995 and 2433 in 1996. It is an 'intelligent' program with a relatively high level of knowledge. Necchi's book of openings with a claimed 450,000 moves is considered to be very dangerous and has certainly been responsible for some extra ELO points.
AEGON97: 3½/6. TPR 2332.

Dark Thought
By Ernst A. Heinz and Markus Gille, Germany, running on a Digital Equipment Corporation Alpha 500 mhz. These researchers from the University of Karslruhe were in the running right up to the last moment at the strongly contested 1995 WMCC in Paderborn, with Dark Thought ending up with 7/11 and 6=, only one point behind the eventual winner. In the reduced field of Jakarta in 1996 its repeat of 6= place counted for less. In last year's AEGON tournament, it scored 3½ out of 6 for a TPR of 2212.
AEGON97: 3½/6. TPR 2306.

Fritz4
By Frans Morsch, the Netherlands. Fritz(3) is the reigning WCC Champion. This purely selective program has little knowledge so calculates fast and computes deeply. It has beaten Anand and Kasparov, amongst others, at speed chess, where it is particularly dangerous. The hardware in use at AEGON97 is more than twice as fast as that in Hong Kong, where it won the WCC title, so Fritz now examines more than 200,000 positions per second. Under the name Quest and with 25% slower hardware, this program scored 4½ out of 6 last year with a high TPR of 2615.
AEGON97: 3½/6. TPR 2254.

Rajah
By Valavan Manohararajah, Canada. Valavan brought his unknown program to the 1996 Dutch CC. On its debut, it came 15= with 5/11, to earn a chance to compete against human opponents.
AEGON97: 3½/6. TPR 2252.

WChess
By Dave Kittenger, USA. In the 1995 WCC in Hong Kong it took an unbeaten sixth place, including a draw with Deep Thought. In the last two AEGON tournaments, it has achieved the splendid combined score of 9 out of 12, getting a TPR of 2294 last year. Typical Kittenger programs are aggressive in their pursuit of the opponent's King, even at the expense of material or other matters.
AEGON97: 3½/6. TPR 2247.

Capture
By Sylvain Renard, a French amateur programmer who returned home happy after AEGON 1995, when Capture scored 3 out of 6. However, last year it leapt ahead with 4½/6 and joint fifth place with a TPR of 2319!
AEGON97: 3½/6. TPR 2163.

Virtual Chess
By Marc Francois Baudot and Jean Christoph Weill, France. This clever program came 3rd with 7½/11 in the 1995 WMCC in Paderborn. At AEGON96 it scored 3½/6, for a rating of 2343. Its 6= with 6½/11 in the 1996 WMCC in Jakarta was a slight disappointment, but the programmers are more concerned to improve its results against humans.
AEGON97: 3/6. TPR 2487.
Genius5
By Richard Lang, England and Cock de Gorter, the Netherlands. Genius has played two Speed matches (G/30) against Kasparov, one of which it won. In AEGON96, however, it disappointed a little with 4/6 for a TPR of 2147. Since then, a completely new openings book has been generated with 220,000 moves. Richard has been the most consistently successful programmer over the years, and his program was usually considered as 'the one the others must beat'.
AEGON97: 3/6. TPR 2389.

Ferret
By Bruce Moreland, USA. An amateur program, and the runner-up in the 1996 WMCC in Jakarta. Ferret was the only one there to beat Shredder but, with 8½ out of 11, was a ½-point short of the title. However the Speed WMCC, played at the same time, proved easy for Ferret with an outstanding 100% score of 9/9.
AEGON97: 3/6. TPR 2325.

Isichess
AEGON97: 3/6. TPR 2314.

Hector
By Maarten Bults, the Netherlands. Another Amateur program which, in 1995, scored 3½/6 for a TPR of 2393 including a draw against Szusa Polgar - many programmers would be more than pleased to do that! Last year, however, it only managed 2½/6 for 2003 as the players continued to confirm their growing expertise against Computer programs.
AEGON97: 3/6. TPR 2205.

Schach 3.0
By Matthias Engelbach and Tom Kreitmair, Germany. Schach 3.0 ended the World Championship in Hong Kong in mid-Table, but it did beat Fritz, the subsequent winner. In AEGON 1996 it scored 3½/6 for a TPR of 2280. Again in Jakarta it produced average performance (5½/11 for 15= place), but then finished the 1996 Dutch championship in 4th.
AEGON97: 3/6. TPR 2183.

Chess System Tal
By Chris Whittington, England. Chess System Tal is a highly selective program, which means it performs rather changeably. From time to time, it thrashes opponents very convincingly and can produce some remarkable ideas for a computer program. But trying to harness a computer to a totally human and innovative playing style, whilst maintaining a consistent performance is never going to be easy. CSTal scored 4½/11 in the 1995 WMCC, and got 3½/6 with a TPR of 2158 in AEGON96.
AEGON97: 3/6. TPR 2177.

Now
By Mark Lefler, USA. Now is an amateur program developed by a security expert, purely as a hobby. It has competed in all manner of tournaments for years, with varying degrees of success, but last year enjoyed a resounding result at AEGON with 4½ out of 6, and a TPR of 2478.
AEGON97: 2½/6. TPR 2319.

Diep
By Vincent Diepeveen, the Netherlands. Diep scored an excellent 4½ last year, TPR 2300. However it only managed 5½/11 in the 1996 Dutch CC. The programmer himself plays in a team in the Dutch Master class, has a rating of 2162, and some interesting programming ideas suitable especially for the longer time controls.
AEGON97: 2½/6. TPR 2287.

Comet
By Ulrich Tnrike, Germany. An amateur program, Comet finished with 3½/6 and a good TPR of 2368 in last year's tournament. In Computer-Computer it was 19= with 5½/11 in the 1995 WMCC, and improved to 9= with 6½/11 in 1996.
AEGON97: 2½/6. TPR 2225.

MacChess AEGON
By Wim van Beusekom, the Netherlands, using a Power PC. The programmer is seriously determined to get MacChess as close to the top as possible. After coming 7th in the 1996 Dutch CC the AEGON organisers considered it 'a must' to give him a chance to show what his program can achieve against human players under tournament conditions.
AEGON97: 2½/6. TPR 2222.

Shredder
By Stefan Meyer-Kahlen, Germany. After a couple of years as a mid-table performer, the fast-searching Shredder hit home in October 1996, winning the WMCC Title in Jakarta. Without wishing to over-labour the point which we have made in various places in SS, most of the top commercial programs were not playing at Jakarta, so the 'value' of the result is uncertain. An
earlier version in AEGON96 had scored 3/6 for a TPR of 2086.
AEGON97: 2½/6. TPR 2148.

Cheiron
By Ulf Lorentz, Germany. Cheiron made a good first impression in the 1995 WMCC, scoring 5/11. At last year's AEGON tournament, it got 3 out of 6 for a TPR 2105. The program works at lightning speed, and was developed at Paderborn University. The organisers consider it to be a dangerous outsider!
AEGON97: 2/6. TPR 2238.

Centaur
By Victor Vikhrev and Alexei Manjakhine, Russia. Like Mirage, Centaur originates from the Kurchatov Institute in Moscow, but it is a completely unique knowledge-packed program. Despite the lightning speed of its hardware, it only examines 200 positions per second! It scored 6/11 for 9-place in the 1996 WMCC, and scored 3/6 in AEGON96 for a TPR of 2261.
AEGON97: 2/6. TPR 2140.

Nightmare
By Joost Buys, the Netherlands. Though this program finished 7th in the 1995 Dutch CC, and 13th in 1996, at AEGON96 it scored 3½/6 with a TPR of 2326 - a very pleasing result!
AEGON97: 2/6. TPR 2118.

Dappet
By Peter Kouvrenhoven and Dap Hartmann, the Netherlands. The 'oldest' program competing, Dappet has been appearing, on and off, in all manner of tournaments since the early 1980s. The people working on it are still managing to make new improvements but, as they are scientists, their priority is innovation rather than achieving more and more points. In AEGON95 it scored 2/6, TPR 1928.
AEGON97: 2/6. TPR 2115.

Mirage
By Vladimir Rybinkin and Youri Chpeer, Russia. This program is operated by the Kurchatov Institute, the Russian research center. The presence of Russian programs at AEGON raises the International standing of the Tournament. Last year it scored 2½/6, TPR 2156. It also scored a respectable 4½/11 in the 1995 WMCC.
AEGON97: 2/6. TPR 2202.

Xxxxx II
By Martin Zentner, Germany. An amateur program that we don't think has played against humans under Tournament conditions before.

Probably because of an error in the time usage programming, it finished way down the list at 25= with 4/11 in the 1996 WMCC.

Goldbar
By Bart Goldhoorn, the Netherlands. Goldbar is a Dutch amateur program. It struggled in AEGON96 with 1½/6, TPR 1869, but scored better with 3½/11 in the 1996 DCC.

Bionic
By Hans Secelle and Alain van Hentenryck, Belgium. Hans Secelle competed in the 1996 DCC with Bionic, scoring 2½/11. It is believed the program has been dramatically improved since, so may score well at AEGON97. Hans declared that, if it doesn't get 2½, he'll abstain (from what?) for a whole month. 'Bionic' stands for: 'B[elieve] I[f] O[r] N[ot], I[I] C[heckmate]'!
AEGON97: ¾/6. TPR 1785.

NON-COMMERCIAL HARDWARE

Zugzwang
Rainer Feldmann and Peter Myslewicz, Germany. The Return of Zugzwang, now on 406 M64 Power PCs! The University of Paderborn has not been idle. When it competed at AEGON95, combining PC 386 equivalents, it scored 4½ for a TPR 2257, and was a danger to all the Grand Masters. On much faster processors for 1997 it was felt anything could happen!
AEGON97: 4/6. TPR 2594.

Cilkchess
By Aske Plaat, the Netherlands, Don Dailey USA, et al. Developed by Don Dailey, Chris Jorg, Larry Kaufman, Charles Leiseron and Aske Plaat, of the Laboratory for Computer Science at the Massachusetts Institute of Technology in Cambridge, USA. Cilkchess runs on Cilk, a freely available provably efficient language for parallel computation, also developed at MIT. In this tournament it will run on a brand new machine from Boston University: a 32 processor Silicon Graphics Origin 2000 with 4 Gigabyte of memory, and will be able to search more than 2 million nodes per second. The program is the 1996 Dutch Open CC Champion. More on Cilk and Cilkchess can be found on the web at: http://theory.lcs.mit.edu/~cilk/
AEGON97: 4/6. TPR 2525.

[Thanks are due to the TASC net site for their work on much of the background information].
[2] The GM's
The AEGON organisers, after seeing the human team lose 162½-137½ in 1996, made a determined effort to invite more GM's and IM's this year! The reward was an exciting list of 12 GM's which included ALL of the last 6 years victors:

1991 John van der Wiel (Holland)
1992 David Bronstein (Russia)
1993 David Bronstein (Russia)
1994 Larry Christiansen (USA)
1995 John van der Wiel (Holland)
1996 Yasser Seirawan (USA)

The full GM list: the legendary David Bronstein; Larry Christiansen; Roberto Cifuentes Parada; Yona Kosashvili; Friso Nijboer; new chess wizard Lembitt Oll; Hans Ree; Chinese GM Ye Rongguang, now resident in the but inexperienced in playing against computers; known computer destroyer supremo Yasser Seirawan, winner in 1996; the unorthodox Jonathan Speelman; Gennadi Timoshchenko (specially invited to ensure that the computers do not win this year, after authoring several penetrating articles about computer chess in the ICCA Journal); and John van der Wiel.

IM's and STRONG SUPPORT!
In addition there were 11 IM's plus a very strong selection of Club players, many of whom are involved in Computer Chess in some way, so know exactly how to approach these games.

Notable inclusions were Henk Arnoldus, an automation expert at the University of Leiden; Piet Bakker, who established his reputation some years ago in the computer world by easily beating the strongest program of the time, Cray Blitz; Mathias Feist, who works for Chess Base in Germany; Frank de Hoog, who works in the automation department of AEGON; Henk de Kleijen, who is a strong club player and has still not revised his opinion that no player with a rating of 1,900 or more ever needs to lose against any computer program; Alexander Kure, an 'insider' in the field of computer chess, also involved in the opening preparations for the Nimzo program; Nico Kuijf, who also works for the automation department of AEGON, and created the Tuscbase and NICEbase programs; Jeroen Noomen, Rebel's book programmer; Gunnther Loewenthal, yet another who works for the automation department of AEGON; and PeeWee van Voorthuysen with a rating of 2264 and great experience against computers.

[3] The ANAND and TIMMAN Clock Simul
This was an Event many people were greatly looking forward to - a pair of really strong GM's in a G/90 + 30secs per move Clock Simul, against a selection of the World's best PC programs on Pentium Pro/200's.

This time control was the same as in the main Event, and Anand used it to good effect spending extra time on salvaging a draw in his game with Hiarcs. In fact he played superbly in all his games except the one against Genius, in which he blundered. However Timman played disappointingly so, whilst Anand won his games 4-2, Timman lost by the same score and the Challenge ended tied at 6-6!

Anand, V - Genius5

30.Re1?? [A disaster for Anand after slowly working himself into the better position. 30.exf would go +/- but, having prepared the change, he 'inexplicably' interposed Re1 first! He left the Genius game on hold here, and went to play head-to-head with Hiarcs5, where he also had a poor, but this time saveable, position] ...Bf2
[After getting his ½-½ against Hiarcs, Anand came back to this board, had a brief look, and resigned!] 0-1

Kallisto3.1 - Anand, V
Anand, V - The King

As Anand practices against Hiarcs 6, Mark Uline was quite concerned about how Vishy might treat him! In the event H6 gains the upper hand, and Anand only saves the game by playing it head-to-head after other games are over.

Hiarcs6 - Anand, V

Re2+ 46.Kg3 Re7 47.Kf4 Rb2 48.Ra5 Re2 49.Re3 Rf2+ 50.Kg3 Rb2 51.g5 Rc7 52.Kf4 Rf2+ 53.Kg4 Rg2+ 54.Rg3 Rf2 55.a3 Rc4 56.Re3 Rc1 57.Rf3 Rg1+ 58.Kf4 Rf2 59.Ra7 Rxe5 60.Kc3 Rg5 61.Rxf7+ Kh8 62.Rxg3 Rxg3+ 63.Rf3 Rg1 64.e5 g5 65.Kc4 g4 66.Rf4 Kg5 67.Rf5+ Kg6 68.Rf8 Kg7 69.Rf4 Kg6 70.a4 g3 71.Kg4+ Kf7 72.Kf3 Ke6 73.Re4 Kf7 74.e6+ Ke7 75.Kg4 Kg4 76.Kf3 Rd1+ 77.Kxg2 Rf6 1/2-1/2

Anand, V - Rebel'97

Fritz4 - Anand, V

So Hiarcs goes a pawn up. But R+P endgames are notoriously hard to win and, though H6 even wins another pawn, Anand is able to create a theoretical draw for himself] 44...Re3 45.Re3
B140.Qd6 Qe4 41.Qe7 Qe7 42.Kg2 Kh7
43.Kf1 Qe3 44.Kg2 Qe7 45.Kg3 Kg7 46.Rd5
Kh7 47.a4 a6 48.Qd6 Qe3 49.Qf4 Qe7 50.Qd6
Qe3 51.Qf4 Qe7 ½½

Timman„- Hiarcs6
1.c4 c5 2.Nf3 Nf6 3.g3 g6 4.Bg2 Bg7 5.d4 O-O
Qa5 14.Bxc6 Bb6 15.Qb4 Qxb4 16.cxb4 Bxa1
Kg7 21.Re1 Rxc1+ 22.Bxc1 Bc5 23.Bb2+ f6
24.Kg2 Bd5+ 25.f3 Be3 26.Bc3 e5 27.Bb4 f5
32.e3 g4 33.Kc2 Be4 34.Kd2 Ke6 35.Kc3 Kd6
36.Bc4 Be6 37.Bb3 Bb7 ½½

Rebel‘97 - Timman,J
Be7 6.c3 b5 7.Bb3 d6 8.d4 Bb6 9.dxe5 Nxe5
wins a pawn, but Timman soon has the better
development] 12...Kc7 13.Bb3 Bb7 14.Bg5
Rhf8 15.Nd2 h6 16.Bhd4 g5 17.Bg3 Rad8
18.Rad1 Rd7?! [18...h5??] 19.Bxe5 Ng4
20.Bg3

Timman,J - Kallisto3.1
10.Nc3 Nxc3 11.bxc3 Bxd3 12.Qxd3 dxc4
13.Qxe4 Nf7 14.Qb3 Qc7 15.c4 b6 16.Bb2 Rfe8
17.g3 Nf6 18.Qd3 Qd7 19.d5 cxd5 20.cxd5
Rxe1+ 21.Rxe1 Be7 22.Bxf6 Bxf6 23.d6 Rd8
24.Qd5 h6 25.Rd1 Qa4 26.d7 Qg4 27.Qb7 h5
28.Kg2 h4 29.h3 Qa4 30.Qd5 hxg3 31.fxg3
Qc2+ 32.Rd2 Qc5 33.Qe4 g6 34.h4 Qe7 35.Qd5
Qc5 36.Qd3 Kg7 37.g4 Qb4 38.Kg3 Qa4 39.g5

33...Bb7? [33...h6, giving his king an alternative
escape route, was the only chance. Now The
King finishes the game off quickly] 34.Nxf7+
Kg8 35.Ng5 Qd6 36.Rxb7 Qe5 37.f4 Qa1+
38.Kf2 Qf6 39.g3 1-0

Timman,J - Fritz4
13.b4 Rfe8 14.a3 a5 15.Nb3 axb4 16.axb4 e6
17.Bg3 Bxg3 18.hxg3 Qc7 19.Qb2 b5 20.Rxa8
Rxa8 21.Ral Ra7 22.Ra5! [An amusing little
move, very tempting to a computer, unable to
see the potential of a passed a-pawn with so much material still on the board. What it does see is an isolated White rook pawn, which it classifies as weak.

![Chessboard diagram]

22...Rx a5?? 23.bxa5 Nb8 24.Qa3 Na6 25.Nc5 Qd6 26.Qa2?? [Fritz - and other programs! - consider that allowing the knight exchange plus the loss of a pawn is a big mistake. But Timman's eye is on the passed pawn, and he's seen a way to make it really count!] 26...Nxe5 27.dxe5 Qxc5 28.a6 Qa7 29.Qa5 h6 30.Qd8+ Kh7 31.Qc8 Qe5 32.Qb8 Qxc3 33.a7 Qe1+ 34.Bf1 Bd3 35.a8=Q

35...Qxf1+ 36.Kh2 Bc4 37.f3 Bxf3 38.Qa2 Be4 39.Qf4 Qxf4 40.gxf4 1-0


Although not exclusively so, most of the games selected are the shorter (under 50 moves) and decisive ones. An effort is made to represent most of the top players and programs, including the dedicated computers, as well as covering the key games between the different human and computer tournament leaders during the contest. The ROUND REPORTS are based on those of WFM Yvette Nagel on the TASC 'net site.

ROUND 1 - Wednesday April 16

In his speech prior to the start of the main event Professor Jaap van den Herik repeated predictions he made last year: "For 1998, I expect that computers will sweep the floor with Masters, Grandmasters and World top players. And for 1999, that AEGON would change the formula after a full-scale Management Meeting on how to proceed."

Van den Herik was not only convinced that the computers would equal their successful performance of last year, but forecast an improvement and predicted a 170-130 victory for the machines in this year's event. Although the speed of PCs has increased, and knowledge programming has improved, some doubted if the prediction would come true: the tournament was to be stronger than ever with 12 International Grandmasters and 11 International Masters.

Most participating grandmasters have experience from playing in previous AEGON tournaments. This however is not true for Lembit Oll, the highest ranked GM present this year. But the Estonian GM had no problem "crushing" Schach 3.0 after its lack of understanding of the Sicilian Defense.

Also the winners of 1995 and 1996, John van der Wiel and Yasser Seirawan, had no difficulties. Both GMs sacrificed a pawn. Van der Wiel gained so much compensation and attacking chances that Ant wasn't able to solve its problems without losing material. Seirawan got a nice Kingside attack and Cheiron happily walked into mate.

Less fortunate were Jonathan Speelman and Larry Christiansen, who both played to a draw. Larry was annoyed with his own play in a winning bishops of opposite colour ending, while Jonathan had a promising looking position but had to accept a draw by move repetition.

Round 1: victory for the Humans 26½-23½

Lembitt Oll, GM - SCHACH 3.0

CHEIRON - Yasser Seirawan, GM
Bxe5 22.Qxe5 g5 23.hxg5 hxg5 24.Qxg5 Rdg8 25.Qe7 e5 26.Re1 d6 27.Bf1 Qf5 28.Bh4 Qh3 29.Qf8+ Rxf8 0-1


ROUND 2 - Thursday April 17

It was remarkably quiet after the bell rang to start the 2nd round. All the players sat at their boards with total concentration. The computer operators on the other hand were more relaxed, some with a beer in hand, enjoying the difficulties the programs were creating for their opponents. However the twelve participating GM's had scored 10½/12 in the first round, and added 9 more points to their total in the 2nd.

Lembitt Oil played a superb game against Ischess. The German program opted for a variation of the Sicilian Defense which the Estonian GM had worked on extensively in study at home! Oil sacrificed a pawn for excellent positional play, and the weakened white squares enabled him to infiltrate the enemy camp after which Ischess' fate was quickly decided.

Yasser Seirawan obtained a big advantage out of the opening against his US opponent. Zarkov played passively and allowed the American Grandmaster to break through in the center. "After I played ... e5 it was bad news for the computer." Still under attack after losing material, its operator stopped the clock.

"I haven't had much opposition yet" said John van der Wiel after beating Comet. "Once it
was out of its book, nothing good happened". Still the Grandmaster from Leiden lost most of his advantage due to an inaccuracy, and only managed to complete the job in the endgame.

Chinese GM Ye Rongguang had a tough time against Kallisto. This strong Dutch program grabbed a big spatial advantage which it used to set up a promising attack. Pressured by his clock, the debutting Grandmaster wasn’t able to solve all of its difficulties.

GM Roberto Cifuentes went down in a blaze of glory. According to Roberto, Virtual Chess "intuitively" saced a piece for two pawns. Roberto had calculated a variation only to discover a huge hole at the end of his plan. By then it was too late to change his strategy. Virtual Chess won material through active play and secured an intriguing victory. It would be interesting to know how much the computer had calculated before it considered the piece sacrifice to be favorable. Would you have done it?

The three grandmasters Speelman, Christiansen and Ree, who had dropped a half point in the first round, needed very little time to revenge themselves at the expense of Goldbar, Nightmare and Mephisto Genius.

After two rounds there are 15 participants, including 6 computers, with 100% scores. The humans have lost their overall lead and have slipped in their performance from last year’s event as, a year ago, the score was level after two rounds.

**Round 2: Humans - Computers: 22½/27½**
**Total: Humans - Computers: 49-51**

**Roberto Cifuentes, GM - VIRTUAL CHESS**
1.d4 Nf6 2.Nf3 d5 3.e4 c5 4.dxc5 g6 5.Bf4 Na6
10.Be5 a4 11.Qd1 Bh6 12.c3 O-O 13.Bd3 h5
14.Nc2 Ng4 15.h3 Ngxe3 16.fxe3 Nxe3 17.Qe2
f6 18.Bg3 e5 19.dxe5 Nxe2+ 20.Qxe2 Qd3
Rf7 29.Ne3 Bd4 30.Bc5 Bxb2 31.Rxb2 Qc6+
32.Rd2 Qxg5 33.Rg2 Qa3 34.Nxe6 hxg6
35.Rxg6+ Kh8 36.Qg3 Qa1+ 37.Nd1 Qe5
38.Qe3 Bf5 39.Qh6+ Ke7 40.Qg5+ Ke8 41.Nc3
Qa1+ 42.Rd1 Qc3+ 43.Kd2 Bh7 34.Qh6 Qb2+
35.Rd2 Qf6 46.Qxf6 Rxf6 47.Rg7 Rf7 48.Rxh7
Kxf7 49.Rd+ Kg8 50.Ng4 Kh8 51.Ne3 a3 0-1

**KALLISTO3.1 - Ye Rongguang, GM**
13.Bxd5 Qd7 14.f5 gxf5 15.exf5+ Qe7 16.Be6

20.Bd4 Rae8 21.Re1 c5 22.Bc3 h6 23.Qg3 Kh7
Bxh6 28.Rxh6+ Kg7 29.Rh5 1-0

**Heiner Matthias - CILKCHESS**
1.c4 g6 2.Nc3 Bg7 3.d4 d6 4.e4 Nc6 5.Nge2 c5
24.Qe1 Rxf2 25.Kh1 Qxb2 26.Qd1 b5 27.Rb1
Qxa2 28.h4 Rf4 29.hxg5 Qf2 0-1

**Hans Ree, GM - Mephisto LONDON 68030**
1.d4 d5 2.g3 e5 3.dxe5 c5 4.Bg2 Nf6 5.Nf3 Nc6
Kg6 21.Be5 Re8 22.Rd6+ Kh7 23.Bc3 Re7
Kg6 28.Rf1 Re3 29.Rg8+ Kh8 30.Rg7+ Kh8
31.Re6+ Rxc3 32.bxc3 Bh3 33.Bg2 Bxg2+
34.Kxg2 1-0

**TASC R40 - Gert Jan Ludden**
1.e4 e5 2.c3 d5 3.exd5 Qxd5 4.d4 cxd4 5.cxd4
Bc6 14.Qe2 O-O-O 15.Rd1 Qe6 16.Bd4 Kb8
17.Bc4 Qg6 18.Bc5 Nf5 19.Rxd8+ Rxh8 20.Rd1
Rd3 21.g3 Nh4 22.Kf1 Qg4 23.Bxd3 exd3
27.Ka1 Ne3+ 28.Kd1 1-0

**Dick van Geet - Mephisto MILANO PRO**
5.Bxd4 d5 6.d3 Nf6 7.c4 Bg4 8.Qc2 c6 9.h3 Bf5
10.exd5 Nxd5 11.a3 Nf4 12.Qb2 Ne6 13.Bc3
Rg8 14.b4 Qg5 15.a4 Bg6 16.Na3 Rd8 17.Nc4
Rd8 15.Na5 Rd8 18.Nb3 Bb6 20.b5 Kb8
Qd8 25.Rc1 Bf5 26.Bc4 Ra5 27.Qb3 Qc7
28.O-O Qe7 29.g3 Bd7 30.Bb5 g5 31.h5 Bh3
32.Rc2 Be6 33.Qb2 f5 34.Bf6 Qb7 35.h6 Rg6
36.Rc6 Kf7 37.Bf5 Bxe5 38.Qb4 Rxe6 39.Rf1
Qb8 40.Bc4 Qa8 41.Bxe6+ Rxe6 42.Rc8 Qd5
43.Qh8+ Kg6 44.Qg8+ Kh5 45.Kg2 Bxg3
46.Kxg3 f4+ 47.Kh2 Rh6 48.Qe8+ Kg4+ 49.Kg1
Qf5 50.f3+ Kg3 0-1

**Alexander Kure, 2320 - Mephisto ATLANTA**
e6 6.g3 Be7 7.Nb3 Bb4 8.Bg2 d6 9.O-O Ne5
Re8 14.Rd1 Qc7 15.Ba3 Rd8 16.h3 Rb8 17.Kh2
b6 18.f4 Ned7 19.Qb5 Nc5 20.Bxc5 dxc5
Bc6 25.Rd3 c5 26.Rbd1 exf4 27.Rxd8+ Rxd8
28.Rxd8+ Qxd8 29.Bd3 Qg5 30.g4 Qh4 0-1

ROUND 3 - Friday April 18

The third round saw several top encounters with 15 participants having perfect scores. However
as Cock de Gorter, the DCCA Chairman, explained, two games were 'more special' than
others: "World champion computer terminator, Yasser Seirawan, versus the strongest playing
machine in the world, Cilkchess." (What about DB?!) Cilkchess is developed by Massachusetts
Institute of Technology and is a special program running on a super machine stationed in Boston,
with strong chess programming being the new version of Socrates which performed success-
fully on regular personal computers a few years ago. Now it is using 30 processors and searching
between two and three million moves per sec-
ond. The American GM obtained a small
positional advantage. Cilkchess defended its iso-
lated center pawn carefully but made a tactical
error in transforming it into a passed pawn. "I
should have been able to win. But I made a mis-
take and got low on time and then we agreed to
a repetition of moves and a draw", said last
year's tournament winner disappointedly.

The other top match was the one between
world class player Lembitt Oll and Zugzwang.
Zugzwang is a project from the University of
Paderborn which researches the effects of parallel
processing. This non-commercial program de-
veloped by Feldmann and Myslewicz plays on 40
power pcs and the moves are transmitted through
a telephone connection from Germany to
The Hague. In the previous round it played a
Rook endgame against IM Rini Kuijf. Zugzwang
had the advantage to use its endgame database
and recognized the position. It happily an-
nounced mate in 68. Now, in round 3, the pro-
cram caused another major upset. Lembitt Oll
lost two tempi in an equal middlegame. The
computer won a pawn and played to perfection.
"A most beautiful game which will be posted on
our university website", announced the proud
programmer Feldmann, who has been involved
with the development of this program for the last
nine years.

"It has been a long time, I had such a
score", said Gert Lijterink after his third con-
secutive victory. His opponent, King, overlooked
a tactic and had such an awful position that the
game was over in a mere 20 moves. Also Lex
Jongsmas finished rather quickly. "A sweet game.
Does this tournament have any brilliancy
prizes?!” he asked with a triumphant smile.

Less fortunate were Larry Christiansen,
Hans Ree and David Bronstein who chocked
themselves upon Now, Zarkov and Saitec Brute
Force. The 12 grandmasters only scored a nar-
row victory over the machines, 6½-5½. Yona
Kosashvili, Gennadi Timoshchenco, Gert Lijter-
ink, Johan van Mil and the computer Zugzwang
all have 3 out of 3.

During a special and major event like the AE-
GON tournament, unpredictable things are
bound to happen. A telephone connection is sud-
denly broken and much to the operator's panic
all the information gathered by the computer has
suddenly disappeared. Or maybe the operator
himself is the culprit of a misunderstanding!

In this round Ed Schroder's Rebel played
Sofia Polgar. It was a long and tough fight in
which the young Hungarian lady was fighting for
a draw. Around midnight the game finished with
a rather surprising outcome. Rebel had appeared
to be making only the slowest of progress though
it had just queened a pawn, but Sofia had been
beaten tired by the machine and was ready to
resign. Much to her surprise she found a hand
and draw offer extended by Ed Schroder. In fact Re-
bel was just a few moves away from victory! "I
thought this is one of those endgames that
should be won theoretically but would take for
ever. Considering the late hour I decided to of-
fer a draw and just at that moment Rebel's
evaluation shot up from 2 to 4 points, but I did-
n't see it. What a disaster!" said the programmer
afterwards. He had his leg pulled quite unmerci-
fully, as it was suggested that Sofia Polgar's un-
deniable attractiveness had been partly respon-
sible for his lapse of concentration! Rebel should
have been sharing the lead with Zugzwang.

Round 3: Humans - Computers: 27½-22½
Total: Humans - Computers: 76½-73¼

Lembitt Oll, GM - ZUGZWANG
1.e4 e6 2.Qe2 c5 3.g3 Nc6 4.Nf3 Nge7 5.Bg2 g6
6.O-O Bg7 7.d3 O-O 8.h4 d5 9.e5 Qc7 10.Bf4
14.Rac1 Qb6 15.c4 dxc3 16.bxc3 Nf5 17Nb1
Re8 22.Rb2 Rec8 23.Rb3 Qc6 24.Bf6 Bf8
25.Kh2 Bh6 26.Bg5 Bg7 27.Qb2 Ba4 28.Rb4
Bf8 29.Rf4 Bg7 30.Nd2 Qd7 31.Nb1 d4 32.c4
Re5 33.Bf6 Bh6 34.Rfe4 b5 35.Nd2 bx6
36.dxc4 Bc6 37.Nb3 Rxc4 38.Bxc4 Bxe4
39.Rxe4 Rxc4 0-1

CILKCHESS - Yasser Seirawan, GM
1.d4 Nf6 2.Nf3 c5 3.c3 e6 4.Bf4 d5 5.c3 Nbd7
Novag SAPPHIRE - Maliangkay/Orange
10.e4 d5 11.e5 Ne4 12.a3 Nbd8 13.c4 e6 14.Qc1
g5 15.Bc2 Qg6 16.Qe3 Nf7 17.b3 h5 18.Bb2 g4
Bxd2 23.Qxd2 Ng5 24.Bc1 Rf5 25.Bd1 Nf3+ 0-1

ROUND 4 - Monday April 21

Proving that computers are unconcerned by either their own or their operator's mistakes, Rebel recovered from its missed win against Sofie Polgar despite facing one of the leading players, Gennadi Timoshchenco, and caused quite a sensation by defeating the Slovakian grandmaster. Timoshchenco had a nice position after the opening but overlooked a combination which cost a pawn. After that he fought long and hard, but for only a lost cause.

Quite another kind of mishap occurred before Zugzwang played Yona Kosashvili. During the weekend a technician at the University of Paderborn had adjusted the system's software. This small change had had a rather large effect: Zugzwang refused to run! Much to the programmer's relief, the Israeli GM sportingly agreed to postpone the match instead of claiming the win. Two hours later all was well, and the game began... and the GM deservedly still won.

Gert Ligterink played a "game of doing nothing" against Cilckess, one of the programs only half a point behind the leaders. The IM from Groningen realized his plan hadn't worked out as anticipated when his horizon registered a little tactical finesse. The position then disintegrated quickly which resulted in a 24 move loss.

Johan van Mil, also on three points, had white against Nimzo. It was a dull struggle, Slowly but surely Van Mil obtained a winning endgame but Nimzo's defense remained a tough nut to crack. After just one inaccurate move, all Van Mil's pieces suddenly seemed wrongly placed and he was unable to make any further progress. A draw was the result.

The GMs scored only 6/12. The victory of Kallisto over Jonathan Speelman is well worth seeing, including its elegant final combination.

Total: Humans - Computers 99½-100½

Gert Ligterink, IM - CILKCHESS
1.c4 Nf6 2.Nc3 e5 3.e3 Nc6 4.d3 d5 5.cxd5
KALLISTO3.1 - Jonathan Spearman, GM
Bb6 15.Bc3 b4 16.Na4 Bf6 17.Qd2 g6 18.Qf1
Bf7 19.Rbd1 Qa5 20.b3 Rf8 21.Be2 Qc7
22.Qe1 Re8 23.h4 f5 24.e3 e5 25.dxe5 d4
26.Bg5 Bxe5 27.f4 Bg7 28.f5 Nc5 29.fxg6 fxg6
30.Rf1 Kh7 31.Rf4 Nf7 32.Rxf7 Rxe2 33.Rxd4
Qe5 34.Rxd7 Re1+ 35.Kf2 Qe2+ 36.Kg3 Rxc1
37.Rxg7+ Kh8 38.Rh7+ Kg8 39.Rdg7+ Kf8
40.Be7+ Ke8 41.Rg8+ Kd7 42.Bd8+ 1-0

Saitek BRUTE FORCE - Ye Rongguang, GM
1.e4 g6 2.d4 Bg7 3.c3 Nf6 4.e5 Nbd 5.e4 Nb6
Re8 14.Qa3 Qh4 15.Bg5 h6 16.Nd5 Qb5 17.Nc3
Qe4 18.Bh4 g5 19.Bg3 Nh4 20.O-O-O Nxa2+
Rc8 25.Re3 Rfc8 26.Kb1 Bf8 27.Rb2 Qf1+
28.Re1 Qe6 29.Qa5 e6 30.Rd2 Rbh 31.Rb2 Rbd+
32.Ka1 Rxb2 33.Kxb2 Bf5 34.d7 Bb7 35.Ka1 h5
36.h4 gxh4 37.Bf4 h3 38.Qa2 Rxc3 39.Rxc3
Qxe1+ 40.Kb2 hxg2 41.Be3 Qxe3 0-1

Peeweue von Voorthuijzen - FERRET
1.d4 d5 2.c4 c3.Nc3 Nf6 4.Nf3 dxc4 5.e4 b5
6.e5 Nbd 7.a4 Nxc3 8.bxc3 a6 9.g3 g6 10.Bg2
Bg7 11.O-O-O 12.Bc3 Bg4 13.Qc1 Ra7 14.h3
Bxf3 15.Bxf3 Qc7 16.Bf4 Qe7 17.Be3 Qd7
Qc8 22.h4 Ra6 23.Bd2 f5 24.Bg2 Qe8 25.g4
29.Rh1 h5 30.Qc3 Ne7 31.Bg5 Nf5 32.Qf4 b4
33.exb4 Rxb4 34.Qd2 Qb5 35.Bxf5 exf5 36.Ra2
37.Qxc3 Qd5+ 0-1

Larry Christiansen, GM - W CHESS
1.c4 c5 2.Nf3 Nf6 3.Nc3 d5 4.cxd5 Nxd5 5.d4
Nc6 exd6 b3 6.Qb3 Bg7 8.Bb5+ Nd7 9.O-O
Qc7 14.Qb3 Be4 15.Rbc1 Qc6 16.Rfd1 e6 17.c4
Bf5 22.Bb2 Rad8 23.Bxg7 Kxg7 24.Qc3+ f6
28.Bxe8 Rxe8 29.h3 Qe6 30.Rb1 Re7 31.Qb3
h6 32.Rd8 Re6 33.Rb8 Nd7 34.Re8 Qxe8
35.Qxe6 Qd8+ 0-1

Peng Zhao Qin, IM - RAJAH
1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.Bg5 Nbd7 5.e3 Be7
O-O 10.Qh5 g6 11.Qf6 Nf6 12.Nf3 Qa3 13.O-O
Qxc3 14.Rfd1 b6 15.Ng5 Qb2 16.h3 Rh8
17.Rab1 Qc3 18.Rb3 Qc6 19.e4 1-0

Frank de Hoog - TASC R30
1.e4 c5 2.c3 Nf6 3.e5 Nbd 4.d4 cxd4 5.Bc4 Qc7
Bd5 25.Bb1 Re2 26.Bd3 Bxf3 27.gxf3 Rd2
32.Rc4 Rd1+ 33.Kg2 Rg5+ 34.Kh3 Rdg1
35.Bb7 Rh5+ 36.Rh4 Rxh4+ 37.Kxh4 g5+ 38.Kh3 Ne5 0-1

CHESS SYSTEM Tal - Alexander Kure, 2320
1.c4 Nf6 2.Nf3 d6 3.d4 g6 4.Nc3 Bg7 5.e4 O-O
exd6 15.Nf2 Ng6 16.Qe2 Rh7 17.Rfe1 Ne8 18.a4
Bf8 19.Qb3 Rg7 20.Kf1 h5 21.Nb5 Nh4 22.Bd1
g4 23.fxg4 hxg4 24.g3 Nf6 25.gxf4 exf4 26.Bxf4
Nh5 27.Bg3 Rf7 28.Rxc8 Rxc8 29.Bxg4 Nxg3+
30.Qxg3 Rg7 31.Qf4 Rxg4 32.Nxg4 Ng6 33.Qf5
Kg7 34.Nd4 1-0

Mephisto BERLIN PRO - Peter van Wermeskerken
1.e4 c6 2.d4 a6 3.Bb5 b5 4.a4 Bb7 5.Nf3 c5
Bd6 14.Qd3 Qc6 15.Qg6+ Ke7 16.Qxg7+ Kd8
17.Qxh8+ Kc7 18.f3 1-0

Dick van Geet - Novag SAPPHIRE
1.b3 Nf6 2.Bb2 g6 3.g3 d5 4.Bg5 Be7 5.Nf3
Nc6 6.O-O Bf5 7.d4 dxc4 8.bxc4 Qd6 9.Nc3 O-
O 10.d3 h5 11.Nb5 Qc5 12.Rb1 Bg4 13.Ba3
Nxe7 21.Re1 Rhee 22.Qa1 Rg8 23.Qf6 Ne8
24.Qc3 h4 25.c4 Nf7 26.d4 Rf8 27.d5 Bd7
28.e5 hxg3 29.hxg3 Bf5 30.g4 Bd7 31.e6 fxe6
32.dxe6 Nxe6 33.Nxe6 1-0

ROUND 5 - Tuesday April 22

Last year's Tournament winner was decided only in the final round, after Yasser Seirawan and John van der Wiel had shared the lead with perfect scores for five rounds. This year it already looked as if Yona Kosashvili would claim victory. The Israeli grandmaster was having an excellent tournament and does not allow his competitors to catch him by scoring his fifth consecutive win. His opponent, the top Dutch program Rebel, sacrificed a pawn for excellent
compensation. But in a complicated endgame the computer was caught by the "horizon effect": it couldn’t estimate the strength of Kosashvili’s two bishops and misplaced its Knight, which became trapped, forcing its resignation.

The only ones to nearly keep pace with Kosashvili are Yasser Seirawan and Johan van Mil. Kallisto played very passively and allowed the American GM a combination winning a pawn. "Then it played extremely resourcefully and it came close to drawing the game, but I won", the victor explained happily.

In Johan’s game things went slightly different. "I was deeply impressed how beautifully I was outplayed by Dark Thought. I was lost but the computer missed one thing. I had a potential break through which was too far away for the computer to comprehend. Because of that it opted for the wrong exchange of pieces."

Van Mil won material, but still had to work hard to finish the struggle in 90 moves.

The strong Cilckchess program had to deal with a pawn sacrifice by Erik Hoeksema. The IM got wonderful attacking chances for the invested material: "A human would have suffered and gone under", but Cilckchess solved its problems by finding the only moves and returning the pawn to simplify the position. The ensuing bishops of opposite color endgame was an instant draw. This type of game displays the computer at its best: they never give up hope and, in putting up maximum resistance, often earn extra ½-points along the way.

John van der Wiel happily started an attack against Chessmaster 5000 based upon a variation which he thought the computer would have no defense against. Unfortunately for the Dutch GM, this was not the case. Whilst Van der Wiel obtained two pawns for his sacrificed piece, he had a lost position! Slowly but surely, however, the GM from Leiden created a comeback, at the cost of spending lots of time on his clock, and because of his time trouble woes, he didn’t dare decline the draw offered by the operator.

The GM’s, who had only scored 68% up till today, whacked the machines by scoring 10/12. Despite this, the humans were unable to win the day!

Round 5: Humans - Computers 25-25
Total: Humans - Computers 124½-125½

Yona Kosashvili, GM - REBEL'97

CILCKCHESS - Erik Hoeksema, IM

Yasser Seirawan, GM - KALLISTO 3.1

CHESSMASTER 5000 - John van der Wiel, GM
Lembitt Oll, GM - TASC R30
Bxd6 10.Qc2 Qh4 11.g3 Qe7 12.Re1 Kd8
16.Re2 Kc7 17.Bc3 Rdh8 18.a4 Bg4 19.Re1
Bf3 20.Bd3 g6 21.a5 Rf8 22.Bd4 c5 23.Bc3
Rae8 24.Kf1 Kd8 25.Ra4 Rxel+ 26.Rxe1 Re8+
27.Kf1 Re6 28.Ra1 Kd7 29.Re1 Bd5 30.b3 Bf3
34.Kc2 b6 35.axb6 axb6 36.Bd2 Kf5 37.h3 Ke4
38.Bc3 Bd6 39.c4 Be7 40.f3+ Kf5 41.Bd4 Bd8
42.Kc3 g5 43.g4+ Ke6 44.Bg3 Kd7 45.Kc4 Ke6
46.Bh2 1-0

VIRTUAL CHESS - Larry Christiansen, GM
1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 Nc6 5.c3 g6
Qxe8 18.Qxa5 Qc6 19.b4 b6 20.Qa3
a5 21.Qb3 a4 22.Qb2 Rc8 23.Rc1 b5 24.Nf1
Kg7 29.Qd4 Be2 30.Qe4 Re8 31.Nd5 f5 32.g3
f4 33.gxf4 Bxf4 34.Nxe4 Rxe4 35.Qf3 Qf6
36.Khl Bxe3 37.Qxh6+ Kf6 38.f3 Rxe3
39.Kg1 Kf5 40.Kf2 Ke4 41.h4 Rh3 42.Re1+
Kd3 43.Re5 Ke4 44.Re3 Rxe3 0-1

THE KING - Sofia Polgar, IM
1.d4 d5 2.Nf3 c6 3.e4 c6 4.Nc3 Nf6 5.e4 dxe4
Qe8 14.a4 a5 15.Ne5 c5 16.dxc5 bxc5 17.Bg5
24.Rxh7+ Kh8 25.Re1 Rxb2 26.Re7 Rd8
27.Re7+ 1-0

Jeroen Noomen - Mephisto BERLIN PRO
13.Ne5 Nc6 14.f4 Nxe5 15.fxe5 Qa6 16.a3 Qa4
gx6 21.Rf1 f5 22.Rf3 b6 23.Rh3 Kg7 24.e4
dxe4 25.Qh5+ Kf7 26.Qh6+ Kf7 27.Qh7+ Kf6
28.Qf4 Qe2 29.Qc7+ Kf6 30.Qe5+ Kg5 31.Rg3+
Kh6 32.Rh3+ Kg5 ½-½

David Bronstein, GM - CHESS SYSTEM Tal
1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.Nc3 d5 5.Qb3
dxc4 6.Qxc4 O-O 7.e4 Na6 8.Be2 c5 9.d5 e6
10.O-O exd5 11.exd5 Bf5 12.a3 Re8 13.Bf4 Ne4
14.Nb5 Bxb2 15.Rab1 Qf6 16.Be3 Red8 17.g4
21.d6 Re8 22.Qd5 Bc5 23.Nxe5 Qxe5 24.Rd1
Qxd5 25.Rxd5 Rc6 26.Kf1 h6 27.h4 Kg8 28.Bg4
bx6 33.Rd1 Kg7 34.Ke5+ Kf8 35.Bd5 Rd8
36.Be6 Ke8 37.h5 Re7 38.d7+ Rxd7 39.Bxd7+ Rxd7 40.Rxh1 gxh5 41.Bd6+ Kf7 42.Bxc5 Kf6
43.Kg2 h4 44.Kg3 Rd5 45.Bxa7 Ra5 46.Bd4+
Kf7 47.Bb2 Rc5 48.Be5 Rc2 49.f3 Rg4 50.f4 1-0

TASC R40 - Hans Ree, GM
1.e4 c6 2.d4 c5 3.Nf3 a6 4.Nc3 b5 5.Bg5 Qa5
10.Bxf6 gxf6 11.c3 bxa3 12.b3 Bb7 13.Qf4 Rg8
14.Qh4 h5 15.Nd2 Ne5 16.Qh3 Re8 17.f4 Ng4
18.Bf6 Qb6 19.Qg3 a5 20.h3 b4 21.Qxb4 Ne3
22.Re1 axb4 23.Qh7 Rg7 24.Qh4 b3 25.Nxb3
Qxb3 0-1

Henk de Kleijnen - FRITZ4
1.Nf3 Nf6 2.g3 b6 3.Bg2 Bb7 4.O-O e6 5.d3 d5
10.b3 Re8 11.Bb2 a6 12.Rac1 Qc7 13.h3 Rd8
14.e3 c4 15.bxc4 dxc4 16.Nxc4 Ne5 17.d4 Be4
18.Qd2 Nd3 19.Na3 Rfd5 20.Rf1 Ra5 21Nb1
Qb7 22.Nh4 Nxc1 23.Bxc1 g5 24.Qe2 g4
Rc2 29.Kh2 Nb5 0-1

Henk Arnoldus - HIARCS6
1.c4 e5 2.Nc3 Nf6 3.g3 Bb4 4.Bg2 O-O 5.d3 d5
10.Bxc3 f5 11.e3 f4 12.e4 Nxc3 13.bxc3 Qd6
Qxa3 18.Ra1 Qe5 19.O-O Na5 20.Bh3 Rf6
21.Be6+ Kh8 22.Kg2 Ra8 23.f3 Qe3 24.Ng3
Bxf1+ 25.Nxf1 Qg5+ 26.Ng4 Nc4 27.Qc1 Ne3+
28.Kh1 Rxf3 0-1

RAJAH - Fre Hoogendoorn
1.d4 g6 2.e4 e6 3.Nc3 d5 4.exd5 cxd5 5.Bb5+
Qb6 10.a4 Qe6+ 11.Ne5 Bc6 12.O-O h5 13.Bh6
17.Rfe1 Kc7 18.Rf3 Qxc2 19.Re2 1-0

Peter van Wermeskerken - Mephisto MILAN PRO
1.d4 Nf6 2.c3 e6 3.Nf3 d5 4.e3 c5 5.Bb5+ Nbd7
10.dxe5 Nxe5 11.Nxe5 Bxe5 12.h3 Re8 13.Nf3
25.g4 Rxf5 26.gxf5 Qe4 27.Qg2 Qxf5 28.c4 f6
29.cxd5 Ba5 30.Rl1 Bxd5 31.Rxd5 Qxd5 32.e4
Qe6 33.e5 f5 34.Bc1 c4 35.Qc2 Kf7 36.Ba3 Rd2
0-1

Alexander Kure, 2320 - Novag DIAMOND
1.c4 e5 2.c3 Nf6 3.a3 d5 4.cxd5 Nxd5 5.Nf3

Novag SAPPHIRE - Pam/Maes

ROUND 6 - Wednesday April 23

Yona Kosashvili is the winner of the 12th AE- GON Computer Chess Tournament, with a perfect score: 6/6! The 26 year old GM faced Chessica in the last round and started tactical complications from the beginning. At one point the operator executed the computer's move wrongly, which would have cost a piece instantly. By agreement the operator's move was taken back and the correct one played. Chessica won an exchange for a pawn but had such a horrible position that it went down very quickly thereafter. "This is a very sweet victory for me. Last year I could only play ten games since I'm a surgeon in the Israeli army and got off one weekend every two weeks. Chess is very far from me", the proud tournament winner explained.

Yasser Seirawan shared second place with Johan van Mil scoring 5½ points. Last year's tournament winner played the French Defense against Dragon, a variation he always plays in Blitz games. The Russian program knew how to handle his specialty and obtained an advantage after 13 moves, but then played weakly and sacrificed a pawn for no compensation. After that Seirawan had no problems in securing the point.

Johan van Mil finished as the best Dutchman. The IM from Eindhoven produced against Cilikchess his best game of the tournament. "I controlled the game from beginning to end and got an ideal position with good knight versus bad bishop. I had to combine a couple of ideas and then won the game nicely by just one tempo." The Cilikchess programmers explained that their computer, which thinks 20 ply deep, came very close to finding the critical line. After the game they told Van Mil: "We were only a move or two short of seeing it. We needed a few more processors and we would have gotten you."

Kallisto, Rebel and Chessmaster 5000 finished as best computers with 4½ points. Kallisto had the highest tournament performance rating of 2632, a superb achievement.

Professor Jaap van den Herik, who had stated at the beginning of the Event that the computers would be 'sweeping the floor' with Masters, Grandmasters and world class players in 1998, has to revise his expectations. "I wait for the result in the match between Garry Kasparov and Deepper Blue next week in New York, but I agree I probably have to temper my optimism about the date slightly", said the Professor with a big smile. Van den Herik's prediction that the machines would win this year 170-130 didn't come true either. "The tournament had more strong players - and too many weak programs. I had expected more from world champion Shredder, and also the results by Ferret, Virtual Chess and W Chess were disappointing for me."

Round 6: Humans - Computers 24-26 Total: Humans - Computers 148½-151½

Humanity may have lost, but they showed considerable improvement over last year when they were defeated by 162½ - 137½.
The twelve GM's did well. In the final round they added 8½ points so that their 'personal' victory was 51½-20½ (72%).

Yona Kosashvili, GM - CHESSICA

Johan van Mil, IM - CILKCHESS
Heiner Matthias - KALISTO3.1

GENIUS5 - Lembitt Olli, GM

GANFALD - Nico Kuifj, IM

Hans Ree, GM - NIMZO3.5

Gert Lijterink, IM - HIARCS6

Gennadi Timoschenco, GM - Saiitek BRUTE FORCE

CHESS SYSTEM Tal - Loewenthal/Wiarda

Mephisto ATLANTA - Frank de Hoog

Novag DIAMOND - Henk de Kleijnen

Fre Hoogendoorn - Novag SAPPHIRE

Congratulations and thanks to the Dutch organisers and their many enthusiastic for a wonderful 1997 Event!
Test your Computer

The 'standard' type of test almost always seems to follow the idea of using positions in which there is only one correct move (i.e. it wins when all else draws, or it draws when all else loses) and the test is "How quickly can your program find it."

Some years ago Steve Maughan and I produced a new Computer Test idea. These positions were often matters of judgement, initiative etc., and offering a good variety of possible moves, with marks scored according to whether the one chosen by the Computer was a good, really good, medium ... or poor one!

It is a very interesting method, and I reproduced FOUR NEW POSITIONS in SS/69, which quite a few readers had a go at with their machines/programs.

I'll find some more for SS/72 and maybe we'll create a new 'Test Set' over a period of time! For now, here is a summary of the positions and results for the SS/69 set, with some comments and reasoning for the main moves.

I suggested a max. of 5 minutes should be allowed, sufficient to discover what a program would play under typical Tournament conditions.

POS. 1
White to play

<table>
<thead>
<tr>
<th>Move</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ng4</td>
<td>10</td>
</tr>
<tr>
<td>Rg1</td>
<td>9</td>
</tr>
<tr>
<td>Ncd1</td>
<td>8</td>
</tr>
<tr>
<td>hxg6</td>
<td>8</td>
</tr>
<tr>
<td>Qh6</td>
<td>8</td>
</tr>
<tr>
<td>Bd3</td>
<td>5</td>
</tr>
<tr>
<td>a3</td>
<td>3</td>
</tr>
<tr>
<td>Rc1</td>
<td>3</td>
</tr>
<tr>
<td>Others</td>
<td>0</td>
</tr>
</tbody>
</table>

19. Ncd1 Ne4 20 Bxc4 Qxc4 21 hxg6 fxg6 22 h5 g5 23 Ne3 Qd4 24 Nfg4 was played in the game Chekhov-Uhmann. White eventually won as Uhlmann now played 24...Bd8? However 24...Kh7 is =/=.

On 19 Ng4! Bg7 fails to 20 h6 Bh8 21 h7+ and 22 Qh6+, whilst 19...Bxg4 20 fxg4 gives White a fine position.

- Ng4 [10] MACH4, FRITZ4, GENIUS-LONDON-BERLIN, HIARCS4-6, Tasc R30.
- Rg1 [9]
- hxg6 [8] GENIUS4-5, REBEL7, MACH4, FRITZ4, HIARCS4-6, Tasc R30.

POS. 2
Black to play

<table>
<thead>
<tr>
<th>Move</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bxg2</td>
<td>10</td>
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<tr>
<td>Qa8</td>
<td>9</td>
</tr>
<tr>
<td>g6</td>
<td>5</td>
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<tr>
<td>Qc8</td>
<td>2</td>
</tr>
<tr>
<td>Others</td>
<td>0</td>
</tr>
</tbody>
</table>

This proved to be an easy one, with almost all the programs scoring either 9 or 10 points. 18...Bxg2! was the pin-breaking queen sac played in the game Gorelov-Bagautov, which continued 19 Rxd8 Rxd8 (was Bxd8 better?) 20 Qf4 Bh3 21 Re1 Rcd5 22 Qf3 Rd2 23 Nf5! Bc5 24 Bxf6 Rxf2 25 Nh6+! gxh6! 26 Qxf2 Bxf2+ 27 Kxf2 Rd2+ 28 Re2 Rxe2+ 29 Kxe2 ending in a draw after the flurry of tactics.

18...Qa8 may just be questionable because of 19 b4, and if Bxg2 20 bxc5 Bc4 21 Qf4 perhaps White still stands better.

- Bxg2 [10] GENIUS4-5, REBEL7-8, MACH4, FRITZ4, HIARCS4-6, Tasc R30, CHESSMASTER 2100.
- Qa8 [9] Tasc R30, FRITZ2, SCI-SYS.
- Others [1-8] just a few!
- [0] NO complete failures.
POS.3
Black to play
Rxe2 10
Rg8 8
Rde8 7
Nxf7 5
Others 0

A very complicated position offering a fascinating choice of sacrifices - all of which seem to work! The one successfully played in Tanin-Sanakoyev was 20...Rde8, then 21 fxe8=Q Nd3+ 22 Kd1 bxg6 23 Qxe8+Bxe8 24 Bxd3 Qxc5 25 Rb3 Qe3! 26 Rc3+ Kd8 27 Rf1 Bh5+ and 0-1 at move 34.

After 'our' top move 20...Rxe2 21 f8=Q Rxe8 22 Bxf8 Nf3+ 23 Kd1 Rd2+ winning. However 21 Qxa7 Nf3+ 22 Kd1 Rd2+ 23 Kc1 Kc6 is possible.

- Rxe2 [10] CHESSMASTER 2100-4000 (one report said the 4000 chose Nxf7 = 5), HIARCS6, Fidelity MACH4
- Rge8 [8] FRITZ4, GENIUS4-5, Mephisto LONDON, MCP5-6 68030-BERLIN, Tasc R30
- Rde8 [7] CHESSMASTER 5000
- Others [1-6] rather a lot!
- [0] CHESSMASTER 3000 was the only complete failure, choosing Nc6

Some strange ones! cp. the BERLIN [Rge8=8] with BERLIN PRO and GENIUS 68030 [Nxf7=5]; also the CHESSMASTER versions!

POS.4
Black to play
e4 10
Bxe3 8
Rc5 7
f5 5
b5 5
Qh3 5
Bc5 3
Bd4 3
Ba4 3
Others 0

23 fxe4 Bg4+ 3 f3 Qh3 -/+ . Of course White has 23 Bxe4 Bb5+ 24 Bd3, but instead of Bxe3 25 fxe3 Qg5 transposing to the drawn game, 24...Rxe3! 25 fxe3 Qg5 is 0-1! So 22...e4 is the top move.
- e4 [10]
- Bxe3 [8]
- Rc5 [7] CHESSMASTER 2100, REBEL7-8, GENIUS4-5, MCPRO5-6
- [1-6] Most!
- [0] HIARCS4-6 (after getting 30/30, blew it with Qh5); FRITZ4 (also Qh5); Fidelity MACH4 (Kg8); Novag SUPER CONSTELLATION (Bh3), CHESSMASTER 3000 (b6)

There were disagreements on what GENIUS5 got, but that was because one tester used a fast Pentium and got Rc5=7, whilst another used a slow one and got Bc5=3, and still another b5=5. In our final 'total' list we've credited its highest score.

What of the HIARCS6-FRITZ4 idea of 22...Qh5?! 23 Rdg1 looks best, then H6 plays Rc5 showing -107. If 23 Rcl (GENIUS) then Bc5 (-99). So 22...Qh5 seems to offer Black next to nothing.

FINAL TOTALS:
- 36 CHESSMASTER 2100(?!)
- 34
- 33 GENIUS4-5, MCPRO5-6
- 32 Tasc R30, REBEL8
- 31 GENIUS3, Mephisto LONDON 68030
- 30 REBEL7, Fidelity MACH4, HIARCS6
- 29 CHESSMASTER 5000, Mephisto BERLIN
- 28 Mephisto AMSTERDAM, FRITZ4
- 27 SciSys TURBOKING2
- 26 Mephisto GENIUS 68030, Mephisto BERLIN PRO, Novag DIAMOND, Fidelity DESIGNER 2265, Novag SUPER VIP
- 25 CHESSMASTER 4000, Kasparov GK2100, HIARCS4
- 24
- 23 Kasparov SIMULTANO, Novag SUPER CONSTELLATION
- 22
- 21
- 20 and below. Only a few, and we'll be kind and not mention them.

Good friend Charlie GOLD, now back home in the States, did the testing on the CHESSMASTER series, including the astonishing 2100 result! That must have shocked you somewhat, Charlie! Me too!
REBEL'97 vs Arthur YUSUPOV

The eagerly awaited Match between REBEL'97 on a PentiumII/266 and World no.31 Arthur YUSUPOV (2640 Elo) took place in early June, in Ischia, Italy.

There were a couple of minor hiccups along the way, but generally everything went off very well... especially for the Computer!

The ARRANGEMENTS were for 10 games @
G/5min, 5 @ G/15, 2 @ G/30 and 1 @ G/60 over 4 days. The games were played on a Tasc SmartBoard connected directly to Rebel, so the clock and playing conditions were entirely fair to both parties.

June 2 had the 10 G/5min Blitz games scheduled, but Yusupov arrived late and the Match didn't start until 9p.m so was shortened to 7 games. Rebel won 6-1! If Yusupov wasn't exhausted after his journey and late arrival, he certainly was by the time he got to bed!

5mins Blitz. Round 2.

Rebel Ischia - Yusupov, Artur
1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Qg4 g6 5.e5
b6 6.Nb5 h5 7.Qh3 Ba6 8.Bxa6 Nxa6
9.O-O Bxc3 10.bxc3 c5 11.Bg5 Qd7
12.Rfd1 Re8 13.c4 cxd4 14.exd5 Qxd5
15.Rxd4 Qc5 16.Rad1 Ne7 17.Rad6 Nc6
21.Rh7 Rxe5 22.Qf7 Re7 23.Qc8+ Re8
24.Rh8+ 1-0

Here was Yusupov's only win in this series.

5 mins Blitz. Round 5.

Yusupov, Arthur - Rebel Ischia
1.d4 d5 2.e3 Nf6 3.Bd3 e5 4.c3 Nc6 5.f4
Qc7 10.Nd2 O-O 11.g4 Qd7 12.Rf2 Rab8
13.Nf1 Na5 14.Ng3 Re8 15.g5 a6 16.h4
20.h5 g6 21.Kg2 Ndb6 22.Nf1 Rd8
23.Nh2 Be7 24.Ng4 Nd6 25.Kg1 Qd7
26.Rh2 Qe8 27.Qh3 Qf8 28.hxg6 Qg7
29.Qxh7+ Qxh7 30.Rxh7 Bxg5 31.fxg5
fxg6 32.Nf6+ Kg8 33.Bxg6 b4 34.Bg3 Nbc4
35.b3 Re7 1-0

15mins Blitz. Round 1.

Rebel Ischia - Yusupov, Artur
1.c4 e6 2.Nf3 d5 3.g3 c6 4.cxd5 exd5 5.Bg2
13.e4 Nd6 14.b4 Bd7 15.Ne5 a6 16.f3 Bf6
17.e5 Nc7 18.Nxd7 Qxd7 19.e5 Be7
20.exd6 Bx6 21.Na4 Rae8 22.Ne5 Qc8
23.Bh3 g6 24.Bh6 Rxel+ 25.Rxe1 Re8
29.Na5 Bx2 30.Qxd2 c5 31.dxe5 Qxe5+
32.Kh1 Qb5 33.Nb3 Ne6 34.Qe3 Kf7 Qc4
36.Kg1 a5 37.Bf1 Qc6 38.Qh8 a4
39.Qxh7+ Ngl 40.Nd2 Qc3 41.Qb6 Ne6
42.Bg2 Qa1+ 43.Nf1 Qxa2 44.Qh7+ Ngl
45.Qh8 a3 46.f4 Qc4 47.Qd8 Qc5+ 48.Kh1
Kc6 49.Qg8+ Kf6 50.Bxd5 Qc7 51.Qh8 1-0

15mins Blitz. Round 2.

Yusupov, Artur - Rebel Ischia
1.d4 Nf6 2.e3 e6 3.Bd3 d5 4.f4 e5 5.c3 Bd6
Bd7 10.Rf3 Re8 11.Rh3 Ng6 12.Qf3 Qc7
13.g4 e4 14.Bc2 h5 15.Nfl b5 16.Ng3 b4
17.Bd2 bxc3 18.Bxc3 Nh7 19.g5 Nxe5
20.dxe5 Bc5 21.gxh6 g6 22.Nf2 Rd8
23.Nd4 Qb6 24.Kh1 Be8 25.a3 Rh8 26.Rg1
a6 27.Rh3 Qb7 28.h4 Nh8 29.h5 Kh7
30.Qg4 Rde8 31.Rg2 Qe7 32.f5 exf5
33.Bxf5 Rd8 34.e6 Rd8 35.Qf4 Rb7
36.hxg6 fxg6 37.Qe5 Qd8 38.Nc6 Qh4+
39.Rh1 Qe1+ 40.Bxe1 Rxc6 1-0

Then followed 3 tough drawn games.

June 4 saw the key G/30 match-up, as the time control was getting nearer to one more suitable for the G.M. Also they had re-scheduled it for 3 games instead of 2, to make up for the lost games on day 1.
Game in 30mins. Round 1.

**Yusupov, Artur - Rebic Ischia**

1.Nf3 Nf6 2.d4 e6 3.e3 c5 4.Bd3 b6 5.b3
Be7 6.Bb2 O-O 7.0-0 d5 8.Ne5 Nf7 9.e4
Nxe5 10.dxe5 Ba6 11.c4 Nc6 12.a3 dxc4
13.bxc4 f5 14.exf6 Bxf6 15.Nc3 Nxe5
16.Qc2 Nxc4 17.Bxh7+ Kxh8 18.Rad1 Qe7
19.Rf3 Nxb2 20.Rh3 Nxd1 21.Bg6+ Kg8
22.Bh7+ Kh8 23.Bg6+ Kg8 1/2-1/2

Game in 30mins. Game 2.

**Rebic Ischia - Yusupov, Artur**

1.Nf3 d5 2.c4 e6 3.g3 Nf6 4.Bg2 c6 5.b3
Nxe4 13.Bxe4 Bb7 14.Bb2 Qe7 15.Qd3 g6
16.Be3 Bb4 17.Bxb4 Qxb4 18.Qf5 Racf8
19.Qf3 Re7 20.Rad1 Qe7 21.Qxe7 Rxe7
22.f4 Rd8 23.Rf2 c5 24.Bxh7 Rxb7 25.d5
Rbd7 26.Rfd1 exd5 27.exd5 Kf8 28.g4 Ke7
29.g3 Kd6 30.Re1 Re7 31.Rxe7 Ke6
32.Kf2 Kd6 33.a4 Re8 34.Kf3 a6 35.Rd1
Re7 36.Rd2 b5 37.axb5 axb5 38.Rd1 c4
39.bxc4 bx4 40.h3 c3 41.Rc1 Re7 42.Rc4
c2 43.Kd4 Rc8 44.Kc4 Re4 45.Kc3 Kxd5
46.Kd3 Rc7 47.h4 Re8 48.Ke3 Re3+ 49.
Kd2 Kd4 50.f5 gxf5 51.Rf1 e1=Q+ 52.
Rxe1 Rx1 53.Kxe1 Ke3 54.Kd1 0-1

The final game was drawn, so day 3 went to
Yusupov by 2-1.

For June 5 the one hour game was planned.
Ed Schroder admitted, “We were already
worried about the final one hour game as
Yusupov was now controlling the anti-
computer strategy very well”.

G/60. Round 1.

**Rebic Ischia - Yusupov, Artur**

9.Nc3 Nc6 10.Re1 Be6 11.exd5 Nxd5 12.a3
16.Be2 Nxe5 17.bxc3 Bc5 18.Bxf6 Qxf6
Rd6 23.Nc5 Nf4
24.f3 [diagram]

Suddenly there was a major dis-
appointment: the power in the hotel
down went down!
By the time it was fixed Yusupov no
longer had time to play at G/60
due to a flight he had booked for his next
tournament in Germany. However, the in-
terrupted game has been reconstructed
and is shown for SS readers: with 24...Qg5
25.g3 likely to follow, a draw was likely.

So the match concluded with 2 more at
G/15, to decide their G/15 match which
stood at 2½-2½ each after day 2.


**Rebic Ischia - Yusupov, Artur**

12.Qxa6 g5 13.Qb7 Ne7 14.Qxe7 b5
15.Nc3 Be5 16.Qa5 Ng6 17.a4 Nh4 18.Qb6
Kg7 22.Nc7 Rd5 23.Nxe6+ fxe6 24.exd5
Nd4 25.Qe7+ Kg8 26.Qxg5+ Kf8 27.Qd8+
Kf7 28.Qxh4 Rg8+ 29.Bg5 h6 30.dxe6+
Kxe6 31.Qxh6+ Kd5 32.Rfd1 Kc5 33.b4+
Kxb4 34.Rdb1+ Ke5 35.Ra3+ Kd4
36.Qb6+ 1-0

Game in 15mins. Round 7

**Yusupov, Artur - Rebic Ischia**

1.e4 e5 2.Nf3 d5 3.d3 Nf6 4.g3 Nc6 5.Bg2
e5 6.O-O Be7 7.e3 O-O 8.Re1 Bg4 9.Nbd2
a6 10.h3 Be6 11.Nf3 h6 12.Ne3 Qd7
dxe3 17.bxc3 Qxd3 18.Be3 b6 19.Rab1
Qxc3 20.Nxe7 Bxa2 21.Ng5 Bxb1
Qxe1 25.Qxe7 Qd1 26.Nf3 Qd8 1-0

So honours at G/15 remained even.

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**FINAL RESULTS TABLE**

<table>
<thead>
<tr>
<th>Game in 5mins</th>
<th>6</th>
<th>1</th>
</tr>
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<tbody>
<tr>
<td>Game in 15mins</td>
<td>3½</td>
<td>3½</td>
</tr>
<tr>
<td>Game in 30mins</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

After the match, Yusupov had to say about his computer opponent:

- "Rebel is a very strong program".
- "In all 17 games Rebel played sensible moves. I never saw Rebel playing one senseless move as I have seen Deep Blue playing some in the recent match against Kasparov".

A re-match for next year was quickly suggested by the Italian sponsor, and Yusupov and Schroder BV have already both accepted! Maybe a series at G/30/60mins!?
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 (Elo - 600) / 8, or from USCF figures by (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 with its results vs humans. This determines the ranking level and order and, I believe, makes this 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's or program's rating is based.

Human/Games. The Rating obtained and the total no. of Games in Tournament play vs. rated humans.

A guide to PC Program Gradings:

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

486-PC represents a program running on an 80486 at between 50-66MHz with 4-8MB RAM.

Pent-PC represents a program on a Pentium at approx. 100-133MHz, with 8-16MB RAM.

PPro-PC represents a program on a Pentium Pro/200, or a Pentium/200 MMX.

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. 60 Elo; a doubling or halving in MB RAM = approx. 5-10 Elo.

**SELECTIVE SEARCH**

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