

# ***SELECTIVE SEARCH***

## ***The COMPUTER CHESS Magazine***

**Est. 1985**  
**Issue 74**

**Editor: Eric Hallsworth**  
**Feb-Mar98 £3.50**



**THE PROGRAMMING RACE  
IS REALLY.... *ON!***

Ed Schroder + REBEL9	2594
Mark Uniacke + HIARCS6	2586
Franz Morsch + FRITZ5	2572
Amir Ban + JUNIOR4.6	25??
Marty Hirsch + MCHES PRO7	2561+
Richard Lang + GENIUS5	2549
Stefan Meyer-Kahlen + SHREDDER2	25??
Chrilly Donninger + NIMZO'98	25??

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- **PUBLICATION DATES**: Early Feb, Apr, Jun, Aug, Oct and late Nov (incl. annual **BEST BUY** Guide).
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

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• **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**.  
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• **ERIC** is at **COUNTRYWIDE**, Mon-Fri, 1.00-5.00.  
Readers are welcome to ring.



# 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 what 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 (price reductions underlined!)*  
**TALKING COACH £49** - talks + travels!  
**TRAVEL CHAMPION £89!** - with display  
**TRAVEL CHAMP 2100 now £99!** - great value, 4½"x4½" plug-in board + display  
*Novag*  
**AMBER £129** - excellent plug-in, strong as TC2100 and well-featured with display.  
**SAPPHIRE2 £224** - strong calculator style

## 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 now £129!** - top quality Morsch program, clever display, recommended.  
*Novag*  
**DIAMOND2 £249** - **NEW**: strong, good features, big opening book and A1 value!  
*Mephisto*  
**DALLAS 68000XL £175** - on special offer  
**NIGEL SHORT £199** - laptop lid, Staunton + disc pieces, graphic display - great!  
**MILANO PRO £249** - Morsch at speed!  
**ATLANTA £379** - **NEW**: fast hash-table version of Milano Pro = greater strength!

## 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!  
*Tasc*  
**R30-1995 £1245** - beautiful machine, piece recognition board, superb display & with very strong, dynamic chess!

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 to SS readers. This list is brought up-to-date for each Issue of my Magazine.

## PC PROGRAMS

**HIARCS6 £89** - **NEW CD** for PC and MAC! - excellent 'human-like' playing style, very strong (top!), great analysis features; 2 books: 140,000 tourny, 300,000 practice!  
**GENIUS5 GOLD (CD ROM) £89** - excellent graphics/strength/quality; 220,000 main book + extra book, big database.  
**FRITZ5 (CD ROM) £89** - improved knowledge, superb features & graphics. Add £49 to include **NEW JUNIOR** engine.  
**REBEL9 £89** - another Schroder 'special'!  
 Also **NIMZO98 £89**, **SHREDDER2 £89**, **MChessPRO7 £89**, **CS\_TAL £49**... but please allow 7 days for delivery on these.

## PC DATABASES

**ChessBASE for Windows 6.0 (CD) NEW** "The" games and work DATABASE, now **Multi-media** and with Player 'cyclopaedia'.  
 'Basic' package 260,000 games **£225**  
 'Prof' package 340,000 games+ **£325**  
 'Mega' package 550,000 games+ **£449**  
**Analysis modules, to use within CBase** (or Fritz5): **HIARCS6 £45** - indispensable! or **JUNIOR (NEW, World Champ) £49**.

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

## SECOND-HAND & EX DEMO

All with 9 month guarantee & adaptor!  
*Wood, auto sensory*  
**Mephisto ACADEMY £245**  
**Mephisto MONTREAL £265**  
*Press sensory*  
**Fidelity MACH2 68000 £115**  
**Mephisto MILANO £129**  
**Fidelity MACH3 68000 £129**  
**Fidelity DESIGNER MACH3 £149**  
*Portables (no adaptors with these!)*  
**TRAVEL CHAMPION £45**  
**Novag SUPER VIP £35**

# JUNIOR... the new World Micro Computer Champion, but is it about to JOIN the SENIORS!?

## SHOCK VICTORY

We have had earlier versions of **Junior** in our Rating List for some time - notably 3/3.5, and now 4. It wasn't actually commercially available, but they've been doing some heavy testing of a text version in Sweden, and I felt the results warranted its inclusion in our list.

Not that it's become a table-topper: indeed it stands some 80 Elo behind the leaders. Therefore playing in the company of last year's winner **Shredder**, **MChessPro7**, **Ferret** of Internet renown on very fast hardware, the popular new **Fritz5**, plus new versions of **Virtua** and **Nimzo**, **Junior** was not generally expected to win the WMCC!

But it did! And hearing that it is now being brought out as an engine, like **Hiarcs6**, to run from within Fritz5, the time seemed right to have a look at its play in a little more depth.

## A Meeting with JUDIT POLGAR

We start off by going back a year, and to an earlier version of **Junior**, when it played a 6 game Match against **Judit Polgar**.

**Polgar, J (2650) – Junior3.0**  
B93. Match game 1, 04.1996

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6  
5.♗c3 a6 6.f4 ♗bd7 7.♗f3 ♖c7 8.a4 g6  
9.♕d3 ♕g7 10.0-0 0-0 11.♖e1 ♗c5 12.♖h4!

Warning bells should ring right now!

12...♗xd3?!

12...b6 13.♕d2 ♕b7=

13.cxd3 ♕e6 14.♖h1 ♖ac8



15.f5!

Judit heads for the big attack.

15...gxf5 16.♕h6 ♕xh6 17.♖xh6 ♖b6  
18.♗ab1 ♖b4 19.♗g5 ♖c5??

With this move Black loses his chances to save the game. Probably vital was 19...♖d4 if the position can be saved, though 20.♗f3! would follow.

20.♗e2!

20.♗f3! is also strong here, but Judit's attack, heading the knight towards f4 and h5, will win the game for White on h7.

20...♗d7??

An 'oversight'. But Black was lost anyway. Even 20...♖d2 21.♗f4! fxe4

22.♗bd1+-

21.♗g3

Which is m/5. 21...♖d2 22.♗h5 ♖xg2+  
23.♗xg2 ♖c2+ 24.♗g1 ♖g2+ 25.♗xg2 ♗xh5  
26.♖xh7#. 1-0

The Match ended up 4-2 for Judit, which would put **Junior3.0** on around 2500, which is a little lower than the rating **version4.0** currently has from many games played in the Israeli Chess League.

## The WORLD CHAMPIONSHIP

**Junior4.6** enjoyed a comparatively easy start against quite moderate opposition in the WMCC, disappointing with only a draw against **Eugen**, before beating pre-Tournament favourite **Ferret** in round 4. After that game it led jointly with **Virtua Chess** and **MChess Pro7**, all on 3½/4.

## Virtua Chess – Junior4.6

B82 Sicilian (Scheveninger). Round5.

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6  
5.♗c3 a6 6.f4 e6 7.♖f3 ♖b6 8.♗b3 ♖c7 9.g4  
b5 10.♕d3 ♕b7 11.g5 ♗fd7 12.♖h3?!

Going out of book. 12.♕e3(or d2), h4 and 0-0 are known.

12...b4 13.♗e2 ♗c5 14.♗xc5 dxc5 15.b3 e5  
16.g6?!

Very bold. 16.fxe5 ♖xe5 17.c3 ♗c6=  
16...fxg6 17.♕b2 ♖d7?!

Why not 17...exf4! 18.♖e6+ ♕e7  
19.♗xg7 ♕c8#. Now **Virtua** comes to life!  
18.♖e3!



18...exf4

From here, keep an eye on that passed White e-pawn!

19. dxf4 e7 20. 0-0-0! d7 21. c4 b6

21...xe4? 22. h1 e7 23. e6 xc2

24. xc2+-; 21...xe4?? fails to 22. xe4+ xe4

23. h1+-

22. e6 a5 23. d5!

This would be a wonderful square for the White knight, so Junior has little choice and must remove it.

23...xd5 24. exd5

The passed pawn, now transferred to the d-file, becomes an even more dangerous weapon.

24...h6?!

A bit weedy, I thought. However

24...c8 25. h1 xe6 26. dxe6 a4!? only appears to offer very thin practical chances as, after 27. f3, White is winning easily.

25. hg1 d8 26. xg6

26. d1 looked really strong here, and White can relax after 26...xd5 27. xd5 xe3+ 28. xe3+ d7 29. xg6+-

26...d6??

Simply worsens the situation. 26...xd5 was best, but analysis shows that it doesn't last much longer! 27. e5 d6 28. xd5 h7 29. xc5 d1+ 30. xd1 d6+ 31. xd6 xd6 32. c8+ e7 33. f5 c5 34. e6+ f7 35. c7+ f8 36. g6 g8 37. e8+ f8 38. f7+ h8 39. xf8#

27. e5! d8 28. xc5

Following 28...c7 29. xc7+ xc7 30. h3+- 1-0.

After this, Virtua became a pretty hot favourite to win the Title, and would next be beating Crafty in round 6 to go to 5½/6.

Junior's own 6th. round game was against the long-awaited 'radically different, speculative knowledge-packed' CS\_Tal, and this is what happened:-

## Junior4.6 – CSTal

E99 Kings Indian. Round6.

1. f3 f6 2. c4 g6 3. c3 g7 4. e4 d6 5. d4 0-0 6. e2 e5 7. 0-0 c6 8. d5 e7 9. e1 d7 10. d3 f5 11. d2 f6 12. f3 f4 13. g3

13. g4 fxg3 14. hxg3 is book, but the pawn going only to g3 confuses CSTal!

13...g5

Played out of book 13...fxg3 would get back to it, as per the note above!

14. b3 fxg3?

14...g6 15. c5=

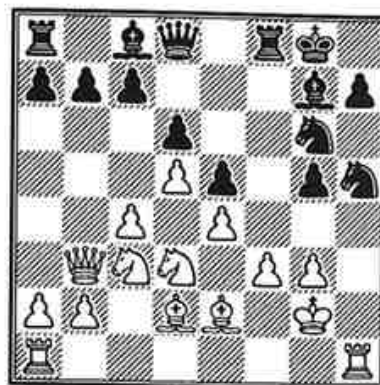
15. hxg3 h5 16. g2!

Inadvisable is 16. xg5? xg3 17. f2 e8+

16...g6?!

16...h6!? was probably better.

17. h1!



17...hxg3

The best try. If 17...f6 18. xg5! and Black is in all sorts of trouble.

18. xg3 h4 19. e1 h5 20. e3 c5?!

21. dxc6

White is now able to launch an attack which releases his queen against Black's king.

21...bxc6 22. c5+ d5 23. exd5 e4 24. dxc6+ h8 25. xe4 c7+ 26. f2 g4 27. a4 ae8 28. d6 xe3 29. xe3 f4



Interestingly even at this late stage things can go wrong! If 30.fxg4?? ♖xa4 31.♗d3 ♜xc6! 32.gxh5 ♜d5 and Black might be winning!

30.♜b5! 30...♗f5+ 31.♗xf5 ♜e5+

If 31...♜xf5 32.♗d3! wins the game:

32...♜g3 33.♜ag1 ♜xf3+ 34.♗d2 ♜c7

35.♜xg4!

32.♗d2 ♗xf5 33.♜xh5+

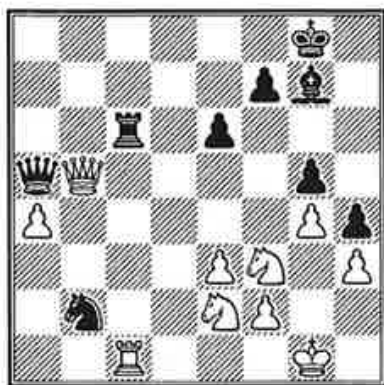
33.♜xh5+ ♗g8 34.c7 ♜d4+ 35.♗d3+-  
1-0

Finally some highlights from other games:

### Junior4.6 – MCPPro7

A34 English, Symmetrical. Round7.

After Junior's 48.♜b5



48...♜xc1+ 49.♗xc1 ♜xa4

49...♜d8 50.♗b3!

50.♜b8+! ♗h7 51.♗xg5+ ♗g6 52.♜c7!

Great move! The invasion with mate threat (♜xf7) finishes MCP7 off, for both this game and its World Title hopes.

52...♜e8

52...♗xg5?? would be totally wrong – Black must not take the knight, or he brings upon himself immediate grief!

53.♜xf7 ♜xg4+ (53...♜d1+ 54.♗h2 ♜xg4

55.♜xg7+ mates) 54.hxg4+-

53.♗f3 ♗h7 54.♗xh4 ♗g8 55.♗f3 ♜b5

56.♗e2 ♗d3

56...♜xe2?? would be much too greedy

57.♗g5 ♜d1+ 58.♗h2 ♗e5+ 59.♜xe5+-

57.♗f4 ♗xf4 58.♜xf4 ♜b7 59.h4 ♜d5 60.h5 ♜c6 61.g5 ♜c1+ 62.♗g2 ♜c2 63.g6

Threatening mate: ♜xf7

63...fxg6 64.h6 ♗b2 65.♗g5 ♜c6+ 66.e4

♜e8 67.♜c7 ♗f6 68.f3 e5 1-0

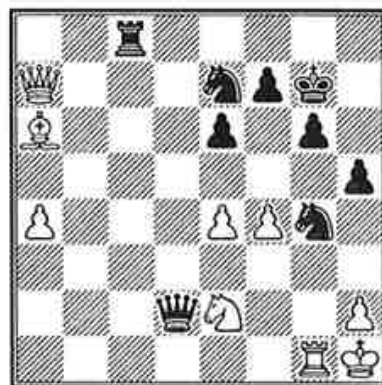
By round 10 Junior ((7½/9) was a ½ point ahead of Virtua (7) - it drew with Ferret (5½), lost to Shredder (6½). The next game therefore represented the final major test.

### Shredder – Junior4.6

D18 QGambit, Slav. Round10.

After Shredder's visually threatening

41.♜a7



41...♜c2

Counter-attacking its opponent's 7th. rank and also planning ♗c8

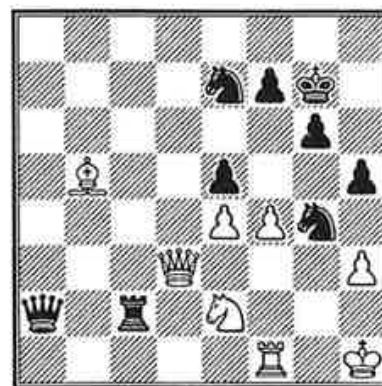
42.♜f1

42.♜xe7? tantalises, but loses due to 42...♗f2+! 43.♗g2 ♗d3 44.♗xd3 ♜xd3+-

42...♜a5 43.♜d4+ e5!

With the killing threat ♜xa6

44.♜d3 ♜xa4 45.♗b5 ♜a2 46.h3



46...♜c1! 47.♗g2 ♜xf1 48.♗xf1

If 48.hxg4? ♜xf4 49.gxh5 gxh5 with a decisive material advantage.

48...♗f6!

The first of a series of compelling knight moves.

49.fxe5 ♜a1+ 50.♗g2 ♜xe5 51.♗c3 h4

52.♗h1?! ♗eg8 53.♗g2 ♗h5 54.♗e2 ♗gf6

55.♗c6 ♜b2 56.♗f3 ♗g3 57.♗d4 ♜h2 58.e5

♗h7 59.♗e3 ♜xh3 60.♗d2 ♜g4 61.♗c2 ♗g5

62.♗d5 h3! 63.e6 fxe6 64.♗xe6+ ♗xe6

65.♗xe6 ♜a4+ 66.♗b3 ♜c6+ 67.♗c4 h2

68.♗d4+ ♗h7 69.♜h4+ ♗h5 70.♜xh2 ♜xc4+

71.♗b1 ♜e4+ 72.♗b2 ♗h6 73.♗d6 ♜f4

74.♜c5 g5 75.♜c6+ ♜f6+

After 76.♜xf6+ ♗xf6 it's hopeless. 0-1





**Basis:** KNOCK-OUT system, as per the (human) World Championship, taking place at the same time. Here 2 games at 60/30; if equal, tie-break games in pairs at 6/5 until winner emerges.

*Sponsored by FSV personal training, Germany.*

## The CHRISTMAS COMPUTER CHESS Tournament, 1997

**Machines:** 2 Pentium MMX/200 (auto232 system used where possible).

**Note:** Crafty, Comet and Crazy Bishop are freeware; Zarkov is a beta version.

MChess Pro7 0-1 1-0 2-4 =3-5	Crafty 0-1 0-1 =0-2	Comet A75		
ChessMaster 5000 0-1 ½-½ =½-1½	Comet A75			
Comet A75		½-½ 0-1 =½-1½		Junior4.6 (within Fritz)
The Crazy Bishop 1-0 ½-½ =1½-½	The Crazy Bishop 0-1 1-0 0-2 =1-3			
Genius5				
Junior4.6 (within Fritz) 0-1 1-0 2-0 =3-1	Junior4.6 (within Fritz)	Junior4.6 (within Fritz)		
Shredder2				½-½ 1-0 =1½-½
Kallisto Aegon 0-1 0-1 =0-2	Hiarcs6 (within Fritz)			Junior4.6 (within Fritz)
Hiarcs6 (within Fritz)	½-½ 0-1 =½-1½			
Ties 0-1 0-1 =0-2	Fritz5	Fritz5		
Fritz5		½-½ ½-½ 1½-½ =2½-1½	Fritz5	
CS_Tal 0-1 0-1 =0-2	Nimzo98			
Nimzo98	½-½ ½-½ 0-2 =1-3			
Rebel9 1-0 1-0 =2-0	Rebel9	Rebel9		
Zarkov4.2				

# NEWS and RESULTS

## RESULTS

**Frank HOLT** has been hard at work as always, through Dec/Jan! Here is a summary of his main scores on optimal settings for *SS* ratings. Fuller details next time:

Fritz5 6-6 Rebel9  
Fritz5 11-9 Hiarcs6  
Fritz5 8-4 (!) Genius5

Frank concludes his score-listing, accompanied by games, saying: "*Fritz5 is the program to have! What more can I say!*".

**Gary SEDMAN** has 2 PC's... but they're unequally matched, so he plays 'double-round' events to keep things equal and fair.

The computers are an AMD K6/166 and a Pent/120. His results, all at 60/60:

Hiarcs6 P/120 3½-6½ ChessMaster 5000 K6/166  
Hiarcs6 K6/166 6-4 ChessMaster 5000 P/120  
A match win for CMaster by 10½-9½.

Hiarcs6 P/120 3½-6½ Fritz5 K6/166  
Hiarcs6 K6/166 7½-2½ Fritz5 P/120  
A match win for Hiarcs6 by 11-9.

Fritz5 P/120 6-4 ChessMaster K6/166  
Fritz5 K6/166 6-4 ChessMaster P/120  
A match win for Fritz5 by 12-8.

**Paul WILLCOX** sent me a small sample after buying the Novag SAPPHIRE2 (NB: a small sample is FINE! They are easily added to the results of others and help towards making our ratings as accurate as we can get them). The time control was 60/60 or, in some cases, G/60.

Sapphire2 2-0 Meph Nigel Short  
Sapphire2 ½-2½ Meph Berlin 68000  
Meph Nigel Short 2½-2½ Meph Berlin 68000  
Meph Nigel Short 2-0 Fid Excellence  
Meph Nigel Short 2-0 Novag Super VIP

He remarks: "*Sapphire2 deals with the Nigel Short fairly easily, but really struggles against the Berlin... yet the Nigel Short gives the Berlin an equal game! A strange clash of styles*".

The **DUTCH OPEN** finished in December, and I promised details this time! We'll have to make do with the **leader's board** only, I'm afraid, due to lack of space in a packed Issue!

Time control was G/90:

1	Nimzo98	10/11
2	Cilkchess2	9½
3=	The King	7½
	Zarkov	7½
5=	Arthur	7
	Kallisto2	7

A 'two-horse race' but, as Cilkchess was on a DEC-Alpha 466, I think the honours all go to Nimzo98! I mean, 10/11!

## COMING SOON!

**WELSER 1998** started in early January and will run for the month... perhaps a little more.

Run, as always, by **Franz Wiesenecker**, it will take place in Austria, where it is aimed to test not only for an overall winner, but also to compare new and old versions: e.g Rebel8+9, Nimzo3.5+98, Hiarcs5+6. Results should be here for *SS*/75.

Uniquely each game will be played G/120 from one set opening position, with opening books switched off (!). The idea is to test the chess engine alone!



**AEGON....** is no more! One of the saddest pieces of news to emerge at the end of 1997 was the fact that there will be no more famous **Aegon Computer v Human** events.

The reason, as you'd probably guess I'm sure, is that it is no longer viable. Financing so many visiting players, GM's and IM's included, with little scope for commercial gain other than a small amount of slightly beneficial advertising, meant it was mostly a lot of hard work and expense for a bunch of highly committed enthusiasts. Sadly, the rising costs and exhausting effort seem to have taken their usual toll.



# Report on a Very Experimental Match with 3-Hirn by Prof. Dr. Ingo Althofer

It was 1985 when I started the experiments with **3-Hirn**. The climax was a narrow  $3\frac{1}{2}$ - $4\frac{1}{2}$  match loss against GM Christopher Lutz in October 1995 (see SS/72).

Last year I tried something new with "**DoubleFritz+Boss**". Then, combining both approaches, I challenged GM Arthur Yusupov to a match at **Shuffle chess**!

## 3-HIRN and LIST-3-HIRN

In "**3-Hirn**" two different chess computers and one human controller are involved. Each of the chess computers produces its move proposal, and the human makes the final choice among these proposals. If both machines want to play the same move, the human is not allowed to outvote them.

In "**DoubleComputer+Boss**" the human uses only one chess computer. The program is running in its **Best-2 mode**, i.e. not only the best but also the second best move is being computed and displayed. The human has the final choice among these two proposals. (In positions with only one legal move there is of course only one candidate).

In my "**DoubleComputer+Boss**" experiments I used the program Fritz 4; therefore the name **DoubleFritz+Boss**.

"**List-3-Hirn**" is a new idea and combines the two approaches of 3-Hirn and "DoubleComputer+Boss".

Two different chess computers are involved and one human chess player, who is the controller again. But both of the chess programs are also running in a Best-k mode, where the number k (for instance  $k = 1$  or  $2$  or  $3$  or even larger;  $k=1$  is the traditional mode) is no longer fixed, but is chosen by the controller arbitrarily, deciding how many 'best moves' are to be computed at each move.

The controller can also run the two programs in different modes, for instance the first in 3-best and the other in 2-best mode. In one situation in the match with Yusupov I even let Fritz5 run in 7-best mode - move 5 in game 4, it did not help too much!

From the lists of proposals of both

computers the human makes his final choice for the move to play. In this decision process he does not only take into consideration the naked moves but also the corresponding evaluations and principal lines.

The whole construction is called "**List-3-Hirn**", because the final choice is made from two "lists" of candidate moves.

In all three settings (3-Hirn, DoubleComputer+Boss, and List-3-Hirn) the human is also organizing the timing (the programs are running in infinite mode, and the controller is permanently inspecting the informations on the displays; he stops in an appropriate moment) and the permanent brain.

In the match with Yusupov I expanded the choices of the controller even further: He was also allowed to switch between different chess programs between the moves.

## The K-BEST FEATURE

Currently the following commercial chess programs have a k-best feature: Doctor1/2, Fritz3/4/5, and Hiarc4/6 (these all being engines for the Fritz4/5 system), and Hiarc4/5/6 as autonomous programs.

Due to personal connections I was also able to use experimental versions Doctor2.5 and Shredder1.5 (an improved version of the 1996 World Micro Computer Chess Champion), which also had k-best modes.

Within the Fritz frame you can switch from one engine to another with only a few mouse clicks.

Concerning the other programs things were a bit more complicated, because the current position had to be entered in the "new" program. In the match I used Doctor2.5, Fritz4, Fritz5, Hiarc6 in the Fritz frame and Hiarc5 and Shredder1.5.

## K-best ADVANTAGES

The advantage of List-3-Hirn over "normal" 3-Hirn becomes clear in positions where both programs prefer the same poor move.

17.gxh5 in game 1 of the Yusupov match was such a situation: the pawn on h5 will

become a weak spot.



Both computers gave the much better Rxh5 as second best choice, and the controller of List-3-Hirn (= me in this case) did have the chance to avoid gxh5 (though I didn't take it on this occasion!).

In general it isn't too often that different chess programs have the same positional and strategical shortsightedness. *Incidentally, readers surprised at the strange board position have probably forgotten this is Shuffle chess!*

In "DoubleFritz+Boss" I sometimes had the impression that both candidates and their principal lines "smelt like Fritz". By the simultaneous use of different programs the danger to end in a pool of too similar candidate moves becomes much smaller. But also in case of candidate lists with the same set of entries it is helpful to see the different evaluations, especially if the controller himself does not understand the position well.

In my DoubleFritz match with GM Timoshchenko there was a strange trend: I found myself with the habit of believing more in the evaluations of Fritz although they were subjective values only from Fritz's point of view. It is easier to avoid such a "gulliblism in machines" if two different evaluations for the same move are given (for instance +0.8 and -0.3: discrepancies of this magnitude are quite normal amongst Fritz and Hiarc and Shredder).

## 'SHUFFLE' CHESS

In Shuffle chess the pieces move as in normal chess except for castling. The main difference is in the starting position.

The pawns stand on their usual places. But the positions of the other pieces on their respective back ranks are determined at random. In this process of

shuffling the following special rules must be obeyed:

- The two bishops of a player have to stand on squares of different colours.
- The king has to start between the two rooks.
- The pieces of White and Black are placed symmetrically. (So white queen on a1 means black queen on a8, and so on).

There exist 960 different starting configurations under these rules. If you want to generate one of them fairly by hand, the following procedure is simple. This is for the white pieces - the black ones are placed in symmetry at the end of the procedure.

Start with White's black squared **bishop**. Number the candidate black squares a1, c1, e1, g1 as 1, 2, 3, 4 and roll the dice. If 5 or 6 occurs, repeat until you get one of the assigned numbers, then put the bishop on the corresponding square.

Do the same for the white squared bishop, numbering its candidate squares b1, d1, f1 and h1 for dice rolls 1, 2, 3 and 4.

After this, 6 candidate squares remain for the **queen**. So you need exactly one single roll of the dice!

Next the first **knight** is placed on one of the 5 candidate squares, and after that the other knight on one of the four remaining squares, using the same dice roll method as for the bishops.

Only 3 squares remain for the **king** and the two **rooks**, and by the R-K-R-rule their places are already fully determined.

Yusupov and I always threw the dice directly before the start of the games, and during my procedure of entering the starting position in the computers Yusupov had some minutes to meditate about the setup.

In fact, Hiarc and Shredder enable automatic shuffling, but in the match we did it by hand because I wanted to avoid any impression that I had manipulated something to reach certain (secretly prepared) starting positions.

Before the match we agreed that we would also allow a shuffle giving the same starting position in more than one game, but this did not happen. Also the traditional

piece ordering would have been allowed.

In Bobby Fischer's version of Shuffle Chess the players are allowed to perform some **special castling moves**. As current chess computers are not programmed for these rules, castling was completely forbidden to both parties in the match with Yusupov. This prohibition included also those situations if the king and either rook did shuffle to their traditional starting squares.

## COMPUTERS at Shuffle Chess!

Several top players have expressed their opinions on the relation between shuffle chess and chess computers:

In June 1996 **Bobby Fischer** said in a press conference in Buenos Aires that computers would be at a considerable disadvantage in FischeRandom Chess. He stated that without access to databases of the millions of opening variations in traditional chess, computers would not really play chess all that well. (FischeRandom Chess means Shuffle Chess with Fischer castling).

During his match against IBM's Deep Blue in May 1997 **Garry Kasparov** gave an interview to GM Daniel King (on the morning after game 4) and answered on King's question *"What about shuffling the pieces on the base-line at random ... Bobby Fischer's idea?"*

*"Then Deep Blue is dead. It wouldn't be able to develop its pieces normally. The reason why Deep Blue is so successful and other computers are getting better is that they have been able to exploit opening theory. Computers can survive with opening theory. You saw what happened when I played 1.d3 [in game 3 against Deep Blue]. Deep Blue had a very suspicious position".*

These remarks are only partly relevant for the match against Yusupov.

Firstly, we played without castling, so the machines understood at least the legality status of all moves.

And secondly, in List-3-Hirn a human is involved, and his (my!?) positional and strategic feeling may help to avoid the worst mis-developments. (But see game 4 and the opening phase of game 5 with 4.Bd4 and 5.Ba4 as warning counter examples).

## The OPPONENT

**Arthur Yusupov** was born in 1960 and started with chess as a young child. He was taught in the famous Botvinnik school in Moscow, where IM Mark Dvoretsky was his most influential teacher.

In 1977 he became World Youth Champion, and since the mid-eighties he was among the remaining eight candidates for the challenger of the World Champion in four consecutive cycles.

For me he was an interesting match partner especially because of his great experiences in match play:

- 1986 5½-3½ against Timman and 6½-7½ against A. Sokolov;
- 1988/89 3½-1½ against Ehlvest, 5-4 against Spraggett and 3½-4½ against Karpov;
- 1991/92 5-4 against Dolmatov, 5-4 against Ivanchuk and 4-6 against Timman;
- 1994 2½-4½ against Anand. He was also Anand's second in the PCA world championship match in September 1995.

In 1991 Yusupov and his family moved from Russia to Germany, and he has become a German citizen. He has played for their national team already in two chess Olympiads and one European championship. With his club SG Solingen he became German team captain in the season 1996/97. His FIDE Elo rating is 2640 (July 1997), and he is the strongest German player by a wide margin. Arthur Yusupov together with his wife and two daughters is living in Bad Wiessee at the Tegern-See, where he is running a chess school.

Yusupov has some experience with chess computers although he prefers to train without them. The negotiations for the 3-Hirn match were finished before I learned that he would play against Ed Schroder's Rebel on Ischia (in June 1997).

## The PROGRAMS: My Views!

Two fast AMD PC's with K6-233MHz processors were used in the match. Each had 64 MB RAM.

The match of List-3-Hirn versus GM Yusupov was an experimental one in a threefold sense: [1] two different chess



programs were used simultaneously in k-best modes; [2] it was a match in Shuffle Chess; and [3] the controller was allowed to switch between engines during the games.

For me it was a difficult process to become familiar with this last type of challenge.

Before the match I tried to understand strengths and weaknesses of all the engines involved, and here are my opinions:

**DOCTOR** (an early version of Junior!) has the tamest evaluation function of all. It is tactically just not a giant, but has a surprisingly good understanding of many positional motifs. For List-3-Hirn it was very helpful that during the openings Doctor found some rather constructive solutions for the problem to place the king appropriately - this matter was a key one, because castling was not allowed! Doctor's proposal 7.Rc2 in game 3 is my favorite move of the whole match.



**FRITZ4 and 5** are monsters in tactics. I was in fear that they might be too similar to each other, and so used almost only Fritz5 in the match. After the positive experiences with the "double-pack" Fritz4&5 in games 5 and 6 I am now rather convinced that this similarity fear was unbased. However in the final two rounds I used only Fritz5 and Hiarc5 with no change of engines. This had mainly match-psychological reasons!

Unfortunately, in the Fritz frame no fail-lows and fail-highs are shown in the iterative deepening process of the alpha-beta search of the engines. This makes it more difficult for the controller to find the right timing decisions.

The evaluation function of Fritz 5 is rather asymmetric, i.e. in several types of position things are evaluated differently depending on the side from which Fritz 5 looks into the position. This happened for

instance in game 2 after move 20.

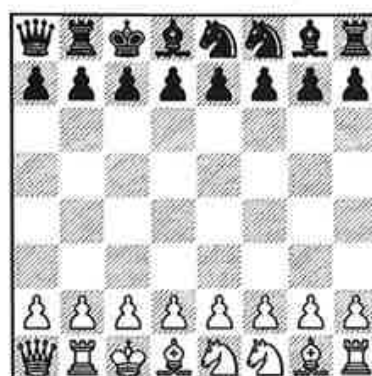
It was also a strange observation (luckily found during sparring games) that Fritz5 gives a very big bonus if the opponent's king is standing in front of his pawns. Probably this setting was made for Blitz games against human players who tend to make errors in such chaotic positions.

Beside Fritz5, **HIARCS5** was my main working horse in the match. Despite the quick release of Hiarc6, in which perpetual check problems had been resolved, I remained a faithful fan and user of Hiarc5.

Later I also bought the Hiarc6 engine for the Fritz frame. But unfortunately this version of the engine has a bug in its k-best mode which leads to weak move proposals from time to time. *[This has also been reported for Fritz5, so it is a 'Fritz operating system' problem rather than engine faults in either, it seems... Eric]*.

In the openings Hiarc5 had rather often the silly idea to develop its bishops by placing them in front of its pawns. In game 5, in which I confess I acted not very convincingly during the opening phase, 4. Bd4 and 5. Ba4 were the "handiwork" of Hiarc5. With a little bit less luck this parade of the bishops would have resulted in a disaster.

Starting Position: Bdg-Qa-Nef-RKR/bch



1.f4 d5 2.c3?! 2d6 3.2d3 2d7 4.2d4?! provokes Black to play a move which he wanted to play in any case. 4...f6 5.2a4?! completes the strange parade of his colleague on d4. White has ill-treated the opening completely.

One of Hiarc5's strong features is that the operator can switch down from 3-best to 2-best, or 1-best, without interrupting the process of iterative deepening. Currently, in all non-Hiarc programs (and also in the

Hiarcs engines for Fritz) with k-best mode the iterative search restarts at depth 1 if the parameter k is changed during the search.

We come to the last program used in the match. **SHREDDER1.5** is a (non-commercial) improved version of the 1996 World Micro Computer Chess Champion and has also a nicely programed k-best mode, which was not in the original Shredder (the commercial version of April 1997). Shredder is very strong in positions where perpetual checks are involved or have to be avoided, and in the match I used it mainly in situations, where I scented such motifs.

For me it was difficult to become accustomed to Shredder's very speculative evaluations. In sparring sessions before the match we had had situations where all the other programs might show a modest plus between, say, 0.3 and 0.9 pawn units, whereas Shredder was "firmly convinced" with an evaluation about +2.3. Sometimes I especially got the impression that Shredder over-evaluates open diagonals for the bishops and the queen.

Altogether the sparring sessions had shown that each program involved has its favorite types of positions, where its understanding is clearly superior to the other programs, and also others where the reverse is true! In the English horse racing scene this is called "horses for courses".

For the controller this means that he has to tune his feeling for the right horses for the current course. Yet it also plays a role how time-expensive it is to switch from one engine to another. For me it was a nice but also straining experience to perform the sophisticated engine ballets in games 5 and 6! Statistics on the employment rates of the engines will be shown alongside the games.

### Some MATCH STATISTICS

The match was played over 8 days, with one game per day. Thinking times were 40 moves in 2 hours, then 20 moves in 1 hour, and finally all remaining moves in 30 minutes. There were no adjourned games. Both parties became short of time in several games, but never too severe or hectic!

Yusupov was paid from my own pocket, in a manner which gave him a good incentive to score as well as he possibly could. During negotiations for the match I had offered

Yusupov to choose 0 or 1 or 2 free days somewhere within the match. He decided for none. Afterwards he agreed that it would have been better to have a free day, and it was my impression at the board that Yusupov was tired in games 7 and 8.

In confirmation of the predictions of Fischer and Kasparov for normal chess programs, 3-Hirn also had problems with the openings in Shuffle Chess. Although I gave the machines a lot of thinking time for the first moves, the resulting positions at the end of the openings were often not edifying. Especially in games 4, 5, and 6 Yusupov achieved clear advantages.

### PAWN Aggression

In the 1997 match between Kasparov and Deep Blue2 the aggressive pawn management of Deep Blue with several moves of wing pawns had impressed me (and probably also Kasparov!). In the DB2-GK match such pawn moves occurred as follows:-

Game No's of aggressive  $\Delta$  moves by DB

- |   |                        |
|---|------------------------|
| 1 | 13, 17, 22, 27, 28, 35 |
| 2 | 19, 22, 26             |
| 3 | 32, 34                 |
| 4 | 11, 13, 24, 26         |
| 5 | 11, 23                 |
| 6 | 12, 19                 |

In the Shuffle Chess match I tried to look for and practice a similar strategy against Yusupov, and those opportunities were especially at the following positions:-

Game No's of aggressive  $\Delta$  moves by L3H

- |   |                |
|---|----------------|
| 1 | 18             |
| 2 | no             |
| 3 | 14, 35         |
| 4 | 9, 15          |
| 5 | 6, 7           |
| 6 | 4, 16, 17      |
| 7 | 11, 19, 20, 27 |
| 8 | 9, 14, 18, 21  |

Probably this strategy has been helpful towards achieving the match win.

### PSYCHOLOGICAL Aspects

In a chess **match** psychology plays a much larger role than in a single game, as every day you are sitting in front of the same opponent. During the match you become



aware of many nuances in the other's behavior: if he is tired or disappointed, if he is nervous or perhaps less concentrated one day, how strong his current will to win is.

The perception of this had helped me a lot two years ago in the match with Christopher Lutz, and also against Yusupov this aspect played an important role. Interestingly, in the 1996 match against Genady Timoshchenko I was almost unable to collect any psychological signals from the GM. Timoshchenko was sitting behind the board almost like a stone ...

For the human opponent of a "normal" chess computer it is of course impossible to interpret the machine psychologically. In the play against a man-machine combination this may no longer be true. But in my role as the controller I always try to look as neutral and un-involved as possible, even though simultaneously it is my intention to understand and interpret the psychological patterns of the opponent!

In the match with Yusupov it was a great help for me to have a chess second for discussions and advice between the games:

**Rick Burmeister** is the strongest player of Jena town with a national rating of 2260 and a FIDE Elo rating of 2355 (July 1997). Besides his chess skill he has also a very subtle understanding of psychology.

It was his advice to bring Yusupov under motivational pressure by strategic drawing offers in positions where 3-Hirn was slightly worse. I made such offers in game 2 at move 30, in game 5 at move 40, and in game 6 at move 39. In all three cases Yusupov declined, but was unable to win the positions afterwards. Perhaps these failures helped to wear him down, which I think happened in the two final rounds.

However my draw offer in game 8 (at a match score of 4-3 for 3-Hirn) before my move 19 had another background.

Here before the game Rick Burmeister had given me the hint to eventually offer a draw in a slightly better position. This would confront Yusupov's inner pigdog (?!, "*Schweinehund*" in German) with a difficult decision: acceptance would bring an end to his struggle, but also give the match win to 3-Hirn.

The position at 19. ... Nc7 was evaluated as slightly favourable for 3-Hirn by both Hiarc and Fritz.

## A GM's THOUGHT PATTERNS

Sometimes several move candidates of equivalent quality were proposed, and my choice was for that one which led to the most strange position. For instance, in game 7 the move 24. Rb1 was less natural than the admissible alternative Rc1. By such decisions I wanted to cause positions with which Yusupov was less familiar, to create uncertainty within the GM.

Typically such new thinking costs more time and more energy to the human opponent and, interestingly, Yusupov told me after the match that he had found big problems to predict the moves of 3-Hirn.

I had David Bronstein's bon-motto in my mind "*Don't solve problems, create them!*" A similar strategy seems to have been applied successfully by the Deep Blue team in the 97 match against Kasparov.

Compared with traditional chess it played an important fact that the match was in Shuffle Chess.

In the late 1930's the investigations of the Dutch psychologist **de Groot** (special area: question of cognition) showed that chess masters have collected in their minds ten thousands of patterns for typical positions, but that these patterns were not too helpful in the recognition of randomly generated board configurations.

Probably the shuffling of the pieces on the back ranks for the starting position itself was already sufficient to make the resulting configurations on the board less familiar for human players.

For instance, again in game 7, Yusupov had some problems due to the fact that the starting position was almost identical to the one in traditional chess, with the important difference that the kings were on the d- and the queens on the e-file. In several of his computations during the early phase of the game Yusupov admitted he had mixed up some patterns, especially for the pawns.

*To be continued in SS/75:*

- Some Anecdotes
- Applications of the 3-Hirn principle outside of chess
- Further comments on Shuffle chess and castling
- Variants of List-3-Hirn including Plans for the Future
- Games and Analysis

# KOMPUTER KORNER'S Korrespondence Kup

## The PRELIMINARIES!

During 1997 the programmer of DIEP, namely Holland's **Vincent Diepeveen**, 'suggested' that its knowledge and search style would make it the most powerful computer force for Correspondence analysis. This possibility was quickly challenged by various programmers, especially the commercial ones (!) and their supporters.

**Alan Tomalty** (also known on the Internet [rec.games.chess.computer](http://rec.games.chess.computer) pages as **Komputer Korner**), and never one to stand in the shadows when controversy rears its cheery head - or at any other time for that matter :-)) - suggested a Tournament be held on very long time controls, to simulate the programs' work value for supporting a Correspondence player.

## 'THINKING' time!

The problem, rather obviously, is the immense amount of computer time such a competition requires - few folk can afford to have a PC tied up for many hours a day for a series of games which are each likely to take months rather than weeks to complete.

This fact was seen in the REBEL-CRAFTY and HIARCS-CRAFTY matches, which both ground to their respective halts long before completion.

Nevertheless Alan managed to attract a small entry list - each with their particular PC set-up, presenting the immediate challenge of assessing the varying PC power of the participants and drawing up a different time control for every program to be equal to one hour of thinking per move on a Pentium Pro/200.

Thus the CRAFTY program on a PPro/200 got the hour, but the version run by a different operator on his 486/100 got 5hrs 20mins.

DIEP was represented by a 486/66 in all games and got 8hrs per move.

MACHCESS on a PowerMac 6100/66 got 4hrs 10mins.

REBEL8, with 3 different operators

and their PC set-ups, and CM5000 were dealt with similarly.

In the event there was a 3-way tie for first place... and that after over 6 months of hard work by, in particular, the organisers dealing with the usual Internet complaints by non-participants about one thing or another. Chris Whittington, who was appointed as Tournament director, also had some interesting decisions to make, especially regarding the termination of games, some of which looked as if they might last forever.

## DIEP Games

DIEP's amateur status means, of course, that almost no-one has it, so finding a group of operators isn't easy! In the Event a close friend of Vincent Diepeveen's agreed to do it all!

And although DIEP failed to fully live-up to its programmer's hopes, said operator **Ralph Hellmig** volunteered some analysis of two of its games, so: Notes by Ralph, with some comments (*in italics*), based on WMCC Champion Junior's analysis and evaluations from within Fritz5, by Eric.

## Diep - MacChess [D30] KKup, 1997

1.d4 d5 2.♘f3 ♘f6 3.c4 e6 4.e3 c5 5.♘c3 ♘e4

A non-Book move I am sure, which throws Diep also out of Book.

6.♙d3 ♘xc3 7.bxc3 dxc4 8.♙xc4 cxd4 9.exd4

This move looks a bit strange, and cxd4 seems more natural. Vincent's comment about this move to me was, "If I cannot stop later versions of Diep from playing exd4 in this position, I will stop working on it".

Luckily the later Diep, which played at Aegon, plays cxd4.

9...♗c7 10.♗d3 ♘c6 11.0-0 ♙d6 12.♖e1 ♙d7 13.d5

Diep's score is +1.06 here, whilst WMCC Champion Junior shows +0.42.

13...♘e5 14.♘xe5 ♙xe5 15.♙a3



MacChess is already in big trouble. There seems to be no really safe place for the Black king anymore.

15...f6?

This accelerates the loss, the Black king will not be able to escape without a deciding shedding of material.

Junior says 15...Qxh2+ 16.♔h1 ♕f4 17.♖d4 f6 18.d6, and shows +0.83.

16.dxe6

+0.83 says Junior after a couple of mins... but Diep showed +2.96 (after a few hours, of course!)

16...Qxh2+ 17.♔f1 ♕a4



18.♖ad1

This looks really nice, to catch the spectator's eye.

Junior chooses 18.♕b5+ showing +2.62

18...Qe5

Note that 18...Qxd1?? 19.♕b5+ m/3!

19.♕b5+

Diep score +7.30!

19...Qxb5 20.♖xb5+ ♖c6 21.♖b4 ♖a6+

22.♖e2 ♖xe6 23.♖d6 ♖xd6

With this move MacChess announced m/9 against itself. There is a way to survive a few moves more, but the reason it played this move knowing it would lose was that the mate 'fail low' occurred only a few minutes before its time allowance for the move

was up. It immediately started the search for an improvement, but was unable to complete the analysis in time, forcing the operator to post the mate confession!

24.♖xd6

Diep also announced the mate here.

24...♔f7 25.♖xe5 ♖ae8 26.♖d7+ ♔g6

27.♖xe8 ♖xe8 28.♖xe8+ ♔f5 29.♕c1 ♔g4

30.f3+ ♔h4 31.♖a4+ ♔g3 32.♖f4# 1-0

## An EXCITING FINISH

As Ralph admits, "As I was running all four DIEP games on one machine, and with the slowest hardware at that, namely a 486/66, 8 hours per move and 2 moves a day, the DIEP games proceeded rather slowly and were the last ones to finish".

So, after 5 months, the Tournament Table looked like this, and there was still one game outstanding!

CRAFTY11.15	2½	/3
CM5000	2½	/4
REBEL8	2½	/4
DIEP1.57	1	/3
MACCHESS3	½	/4

And here it is - Crafty needs 'only' a draw to win the Tournament and, in fact, has two clear program engine advantages:

[1] Diep used an earlier version of Crafty's own opening book (Crafty versions can be downloaded from the Internet, for conversion and use, so Vincent was using one of its books for this Tournament).

[2] Crafty has EndGame Table Bases.

## Diep - Crafty

[C81] KKup, 1997

1.e4 e5 2.♖f3 ♖c6 3.♕b5 a6 4.♕a4 ♖f6

5.0-0 ♖xe4 6.d4 b5 7.♕b3 d5 8.dxe5 ♕e6

9.♖e2 ♕e7 10.♖d1 0-0 11.c4 bxc4 12.♕xc4

♕c5 13.♕e3 ♕xe3 14.♖xe3 ♖b8 15.♕b3 ♖a5

16.♖bd2 ♖a7 17.♖xa7 ♖xa7

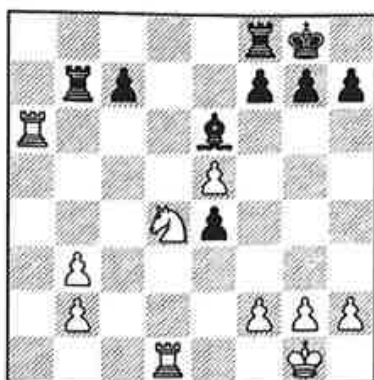
As we've noted above, Diep was using an earlier version of Crafty's book - and this is a very well known line - so it is not surprising they have both safely navigated their way to here. However Diep does now leave its version of the book - though it finds a book move! - whereas Crafty's later edition stays in just a touch longer.

18.♖xe4 ♖xb3 19.♖xb3 dxe4

Both are now out of Book, and jump almost straight into the endgame where Crafty's EGTB should have their say!



20.♖d4 ♖b7 21.♖xa6



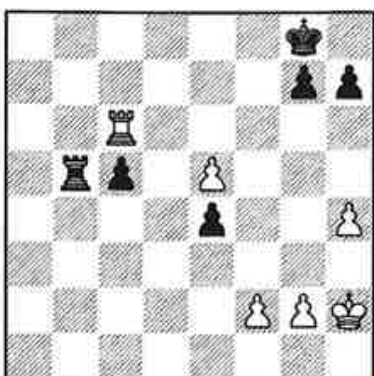
21...c5?

*Junior proposes 21...♙xb3!? with an evaluation of +0.03.*

22.♙xe6 fxe6 23.♖xe6 ♖xb3

Diep has somehow found itself one pawn ahead almost directly from leaving the opening book, and its score is +0.58. (Actually b2 is hardly secure and is unlikely to survive, but Diep has other advantages, thus the evaluation – Eric).

24.♖d2 ♖fb8 25.♖c6 ♖xb2 26.♖xb2 ♖xb2 27.h4 ♖b1+ 28.♙h2 ♖b5



Crafty now has 2 weak pawns in this endgame, and they are a big problem which mean his rook must stay very much on the defensive to provide the necessary protection.

In the Internet's rgcc there was a lot of speculation now whether Crafty (using EGTB) could draw this position. Most thought it would – or perhaps they believed Diep wouldn't be able to win it! – but we showed +1.42 so I was not ready to agree! 29.♙g3 ♙f7 30.♙f4 ♖b2 31.♙e3 ♖c2 32.h5 ♖c4 33.h6! gxf6 34.♖xf6 ♖d4

Diep's score is now +1.12, and the majority view was that it 'cannot' win this and the game should be declared a draw (leaving Crafty as the Tournament winner).

Some felt the game should continue yet for a while, Bob Hyatt (Crafty's man!) was willing... and gladly Tournament director Chris Whittington agreed!

35.g3 ♙g7 36.♖h4! ♖b4 37.♖f4 h6 38.e6! ♖b6 39.e7 ♖b8 40.♖f8



And Bob Hyatt actually resigned for Crafty here as, through its EGTB, it had found a mate in 28!?

Some questioned whether Diep could find this, or 'would it go wrong somewhere... one false move etc etc'... and true we showed just +1.73 playing move 40. But, after 40...♖xf8 41.exf8♙+ ♙xf8 42.♙e4 ♙g7 an hour on 43.f3 and we were now reading +8.00, so would have won in due course without Bob's generosity! 1–0

#### KORRESPONDENCE KUP, 1997 Final Tournament Table

CM5000	x	0	½	1	1	=2½
CRAFTY11.15	1	x	½	0	1	=2½
REBEL8	½	½	x	1	½	=2½
DIEP1.57	0	1	0	x	1	=2
MACCHESS3	0	0	½	0	x	=½

In closing, I think congratulations, even medals, are due to Alan Tomalty, Chris Whittington and all of the operators for their persistence and dogged determination to see this event right through.

Even more so because, as I write, I hear that the **Korrespondence Kup, 1998** is due to start in mid-late January! I believe there will be one or two more entries (can't have too many unless there's far more operators for each program, or it'd take years!), but it may include Fritz5 and Hiarcs6! Should be good, and I'll bring you up-to-date in SS75. Maybe we can follow the best games?!

# The new REBEL9

## REVIEW and TOURNAMENT SUCCESS plus GAMES

**REBEL9** came out last November, with programmer Ed Schroder's forecast that the new chess engine should be at least 30 Elo better than its predecessor Rebel8, based on their computer-computer testing.

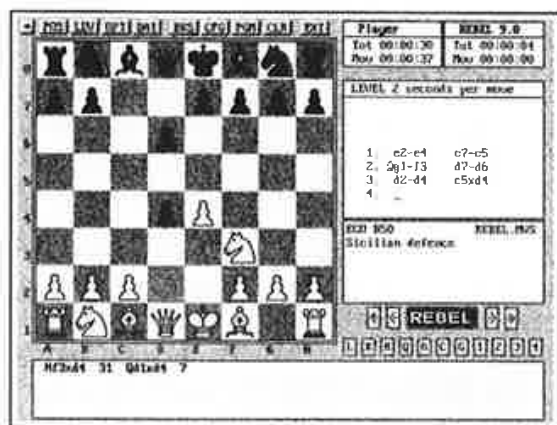
He even expected a little more due to Jeroen Noomen's new opening book, complete with a "genius book learning system". Another important improvement was the extending of the maximum ply depth from 30 to 60 plies, important due to ever increasing superfast processor speeds!

### Features

Rebel9 comes on CD ROM, with a BONUS CD which contains various utilities, games and openings collections, test sets, boot-up ideas etc. all collected by SchroderBV over recent years.

The main CD contains **Rebel9** (of course) plus **Rebel7+8+Decade**, and it is possible to play these against each other with the built-in **autoplayer** - which means they must be sure Rebel9 is the strongest, if you think about it!

The various **opening books** which come with Rebel9 and the bonus CD can all be analysed at the user's preferred time control by the program, and results written back to the book - though I am sure this has already been done by the team, and on their own very fast machines! If you put BookInfo =ON you can see the Rebel9 scores for each move... e.g. see **screenshot1**.



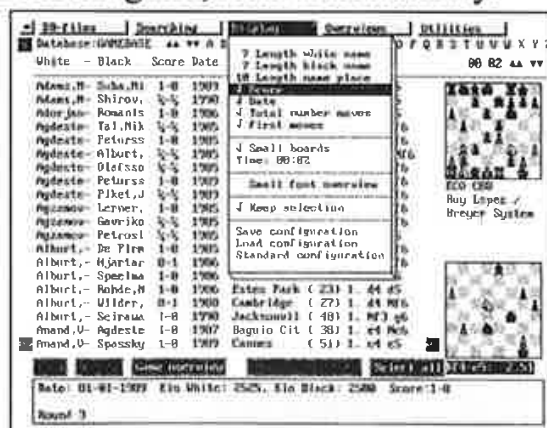
All the new Book Features will offer exciting possibilities for users wishing to study

and analyse specific openings.

And whilst on the subject of **openings**, the **learning system** is based on the same idea used in Hiarc (Mark Uniacke and I actually shared our ideas with Ed Schroder, so you see there are some friendships in the midst of a generally seriously competitive business!). The learning means that, just as humans do, Rebel will avoid openings where it loses too much, and try to repeat openings where it scores well. Over a period of time Rebel9 will build its own favourite book against a user based on the history of its games. This feature can be switched off, or the default book reselected.

Whilst you're looking at **screenshot1**, note the 'hot buttons' just under the **«REBEL»** badge. These give quick access to Database, Overview, New Game, Save Game and other features... but can be customised and changed to the functions a user wants available quickly most often.

There is a complete new **database environment and layout**, which is simpler to use yet offers greater options for games, players, material and position searching (see **screenshot2** for an example). Everything can be customised in the layout. Also notice in our screenshot the two small boards: the upper shows an opening I've chosen, with ECO code and description, and the lower shows the final position and Rebel9 eval. of a selected game, done automatically.



**Game overview** shows the game in 15 small boards - a left mouse click on any board goes to that position in a Rebel9 main screen, a right click gets Rebel9



analysis of that position, and a second right click gets its analysis of the actual move played!... clever stuff, and an excellent way to trace the critical moments in a game.

As a final feature-comment, the **Manual** is now **Online**, and can be read complete or searched from within Rebel9. The only documentation you get is for installation, set-up and trouble-shooting helps.

## Games Selection

For the REBEL9 games, we are turning to a couple it played in the recent SAMANEL Tournament, held in the Dominican Republic in late November 1997.

The time control was 40/2 with G/60 finish, and three Computer programs played. The final result was a triumph for REBEL9 which, by beating Hiarcs6 in their private encounter, won handsomely. Hiarcs6 also did extremely well, after playing slightly tougher opposition.

- 1 10/11 **Rebel9**
- 2= 8½ **Hiarcs6**, Nelson Pinal (IM) and Manuel Dominguez
- 5= 8  
Gustav Hernandez (IM), Fernando Cabrera, ChessMaster5000, Luis Arzono and Salvador

### De Los Santos – Rebel9 PM/225

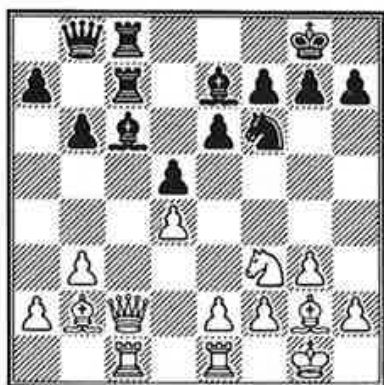
[D02]Dominican Rep 40/2 (round 2), 1997

1.d4 ♘f6 2.g3 e6 3.♙g2 d5 4.♘f3 ♙e7 5.0–0 0–0 6.b3 c5

New to me! 6...c6, a5 and ♘bd7 are known here.

7.c3 b6 8.♙b2 ♘c6 9.♘bd2 ♙a6 10.♞e1 ♞c8 11.♞c1 cxd4 12.cxd4

Black gets strong play on the open c-file  
12...♞c7 13.♙c2 ♙b8 14.♘e5 ♙b7 15.♘df3 ♞fc8 16.♘xc6 ♙xc6

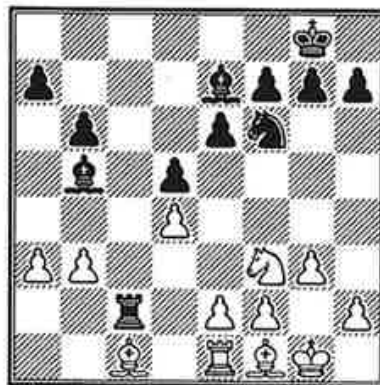


### 17.a3

Covers b4, but better might have been

17.♙d3 ♙b4 18.♞ed1 a6 19.♙xa6 ♞a7=

17...♙b5 18.♙b1 ♞xc1 19.♙xc1 ♙c7 20.♙f1 ♙c2 21.♙xc2 ♞xc2



### 22.e3?

22.♙g5!? was worth considering as

22...♙xa3 23.♞a1 looks equal

22...♙xf1 23.♞xf1 ♘e4 24.b4?!

24.a4 is probably better, even though  
24...♘xf2 25.♞xf2 ♞xc1+ 26.♞f1 ♞c3!–+  
24...♘xf2

Black now takes a clear initiative

25.♞xf2 ♞xc1+ 26.♙g2 ♞c3 27.♘e5?!

27.b5 ♙xa3 28.♞a2 ♞xe3–+

### 27...f6

Not 27...♞xa3 28.♞xf7 ♙xb4 29.♞b7 with some counterplay

28.♘d7 ♞xe3 29.♞c2 ♞xa3 30.♞c8+

30.b5 might be better, but won't save the game, e.g. 30...♞a5! 31.♞c7 ♙d6 32.♞c6 ♙f7! and if 33.♞xd6 ♙e7–+

30...♙f7 31.♞a8

31.♞c7 doesn't improve anything

31...♙d6 32.♞b7 ♙g6–+ (32...♙xb4?!

33.♘e5+ ♙e8 34.♞b8+ ♙e7 35.♞b7+ ♙d8

36.♘c6+ ♙c8 37.♞xg7–+)

31...♙xb4 and White resigned as 32.♞b8 ♙d6 33.♞b7 ♙g6–+ 0–1

### Rebel9 PM225 – Mateo, R

[E00]40/2 Dominican Rep (round 9), 1997

1.d4 ♘f6 2.c4 e6 3.g3 ♙b4+ 4.♙d2 a5

5.♙g2 0–0 6.♘f3 d5 7.♙xb4

This is Rebel's choice as 6...d5 ended its book (6...d6 is there). Here ♙c2 or ♙b3 is still theory.

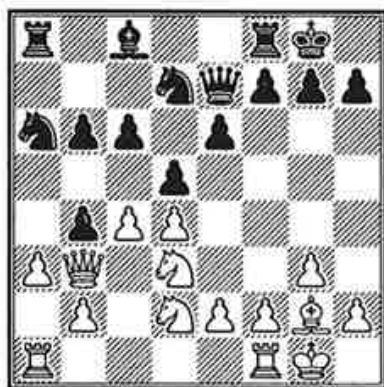
7...axb4 8.♘bd2 c6 9.0–0

9.♙b3 ♙a5±

9...b6 10.♘e5 ♘fd7?!

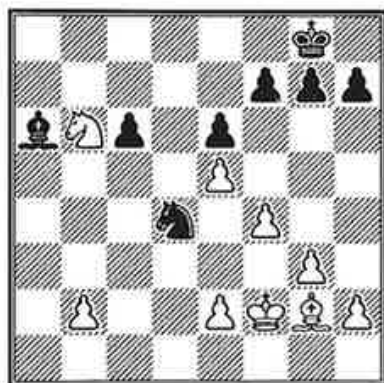
A slightly strange, passive choice. I prefer 10...c5! 11.e3 ♙b7=. From here, Mateo makes no blunders and yet drifts downhill

as Rebel takes over the game.  
11.♖d3 ♖a6 12.♗b3 ♗e7 13.a3



13...bxa3

Trying to avoid the exchanges with  
13...♗f6 14.e3 ♖b7 allows 15.♖xb4±  
14.♗xa3 ♗xa3 15.♗xa3 ♖b7 16.♗fa1 ♖c7  
17.♗a7 dxc4 18.♖xc4 ♖b5 19.♗xa8 ♗xa8  
20.♗xa8+ ♖xa8 21.♖de5 ♖xe5 22.dxe5 ♖b7  
23.f4 ♖d4 24.♖f2 ♖a6 25.♖xb6



25...c5

Best! 25...♖xe2 26.♖e3!; 25...♖xe2?  
26.♖f1!  
26.♖d7 c4 27.♖e3 ♖b3 28.♖c6 h6?! 29.♖b8  
♖c8

29...♖a5 was better, though 30.♖g2 ♖c8  
31.♖d4+-

30.♖b5! and Mateo resigned, perhaps a  
little prematurely, though after 30...♖a5  
31.♖d7! and White still has the good bishop  
and a material advantage! 1-0

The name *Rebel* has promised strength for  
the past few years, and it looks from these  
and our first computer-computer games as  
if Rebel9 will further that reputation. When  
the first results came in from Sweden they,  
like my forecast in SS73, had it just behind  
Hiarcs6, but it's going to be very close be-  
tween them for the **number 1** spot. At  
£89.95 on CD, it has to be a good buy!

## TOURNAMENT NEWS

### French CPU Chess Association BLITZ Championship

[All machines on PentiumPro/266].  
There was an initial FIVE ROUND Swiss  
Event, followed by KNOCK-OUT FINALS.

Pos	Program	Score	EloA	EloB	%
1	Fritz5	8/9	2495	2758	89
2=	Rebel9	6/9	2520	2535	67
	Fritz3.6	6/9	2460	2523	67
	Fritz4.1	6/9	2465	2455	67
5=	Genius3	5½/9	2465	2535	61
	MChessPro6	5½/9	2505	2484	61
	Rebel6	5½/9	2450	2533	61
	Fritz2	5½/9	2295	2492	61
	Fritz3.5	5½/9	2445	2392	61
10=	Genius4	5/9	2490	2428	56
	Gromit Chess	5/8	2000	2336	62
12	Virtual Chess	4½/9	2465	2301	50
13=	Hiarcs4	4/9	2475	2327	44
	Genius5	4/8	2505	2349	50
	Fritz1	4/8	2180	2250	50
16=	MChessPro5	3½/8	2460	2276	44
	Siberian	3½/7	2000	2244	50
18=	Crafty	2½/7	2400	2280	36
	Power Chess	2½/7	2295	2193	36
	GNU4	2½/7	2150	2030	36
	Comet	2½/6	2000	2310	42
	Meph Milano	2½/6	1995	2158	42
23	WinChess	2/6	2100	2096	33
24	Chenard	1½/6	2000	2019	25
25=	KChess	1/5	2000	1980	20
	Arasan	1/5	2000	1878	20
	Dragon	1/5	2000	1810	20
28	Pax	0/5	2000	1249	0

The 'Elo' figures:-

- Col.A is a mixture of official + estimated Elo ratings, as used by the French and based on the Swedish rating list.
- Col.B represents performance Elo figures for this Tournament, based on the ColA grades.

Equal score tie-splits ORDERING in the fi-  
nal Tournament listing is based on:-

- 1. The Round reached by the program,
- 2. Then the achieved Tournament Elo performance figures.,

I have shown a final column of achieved  
percentage scores. This, with the Tourna-  
ment Elo grading, may give a more accu-  
rate ordering/assessment of the result.

# TEST your COMPUTER 2: RESULTS

## A SET of TRICKY MIDDLE-END GAME POSITIONS!

### INTRODUCTION

The 'standard' type of test 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). The test is thus "How soon can your program find it?"

These positions are **different!** Usually there are various possibilities which are matters of judgement, initiative, or perhaps a question of positional understanding or correct move order.

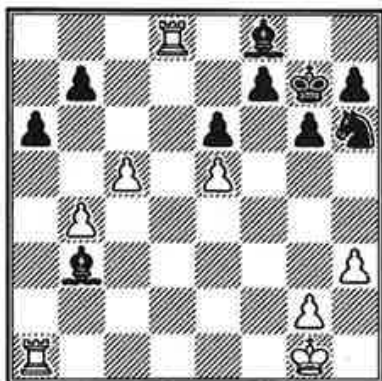
Thus scoring is applied according to whether the move which would be chosen by a Computer in a game is considered to be good, bad or just plain ugly!

### TEST SET 2!

This time our set contained a series of *late middlegame/early endgame* positions. Most of them concerned finding the best way to create, or take advantage of, a passed pawn and win. In some of them it is not too clear who is even winning!

I recommended a maximum of **10 minutes** be allowed on each of these position - sufficient to judge what is the very best a Computer would be likely to play under typical Tournament conditions.

#### Position 1: White to play



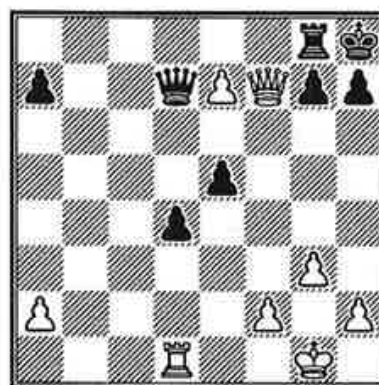
- ♖xa6=10. Genius2/P+4/P, Fritz4/P, Chessica/P
- ♖b8=8.
- g4=5. CMach King2, Rebel7/P+8/P, Fritz1/P, Risc2500, MephMontreux, CMaster4000/P+5000/P,

- SuperEnterprise, TascR30-1995, GK2000, MephRisc2
- ♜d7=5. Genius5/P, MCPro5/P+6/P, Hiarc4/P+6/P, MephBerlin+BerlinPro, Hiarc2.1/4, Rexchess/P, Socrates3/P, CMaster3000/P, TascR30-1993, FidDes2265, CCSys/486
- Others=0. C/Mach Gideon, Fritz2/P+5/P, MephAcademy, FidMach2C, NovForteA, SciSuperstar, Spectrum2, ColossusX/P, Woodpusher/PP, MephLondon, GK+TC2100, MephistoMM4, MephistoMM6, Sargon5/P, NovDiamond, NovagSuperVIP, CCSys/P

It was a tricky one to start with, a fascinating position. Indeed, is our top-rated move winning?

In the game Van der Wiel-Ljubojevic 31. ♖xg6 ♜e7!? (is 31...bxa6 the acid test, then 32.c6 ♜d5 33. ♖xd5, or 32...♜f5 33.c7 ♜e7 34. ♖e8) 32. ♖e8! ♜g5? (32...♜xc5+! may still draw!? or what about 32...bxa6 33. ♖xe7, as 33.c6? ♜a4!) 33. ♖a7 ♜f5 34. ♖b8!

#### Position 2: White to play



- ♜d3=10. MephAcademy, MephistoMM4
- ♜e1=7. CMach King, CMach Gideon, Risc2500, CMaster4000/P+5000/P, SuperEnterprise, FidMach2C, NovForteA, SciSuperstar, Spectrum2, Chessica/P, ColossusX/P, MephMontreux, MephBerlin+BerlinPro, Hiarc2.1/4, FidDes2265, Woodpusher/PP, TascR30-1993+1995, MephLondon, GK2000, GK+TC2100, MephRisc2, MephMM6, Genius2/P, Rexchess/P, Socrates3/P, Sargon5/P, CMaster3000/P, NovDiamond, NovagSuperVIP, CCSys/486+P
- f4=5. Rebel7/P+8/P, MCPro5/P+6/P, Fritz1/P+2/P+5/P, Hiarc4/P+6/P
- ♜b1=3.
- ♜c1=3. Genius4/P+5/P, Fritz4/P
- Others=0.

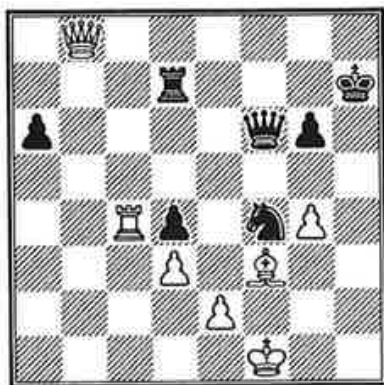
It was an interesting choice about the best way to either [1] exploit White's strong passed pawn, or [2] stop Black's!

In Yusupov-Sokolov White played **35.♖d3** and won after **h6** (not **35...e4?** **36.♖xd4!**) **36.♖f3 ♖c8 37.♜f8+**.

As the computers almost all went for **35.♖e1** we must ask "what next?":  
 [1] **35...h6** (best) **36.♖xe5 ♖e8 37.♖d5** (or **♜f1** or **♜g2**) **♜xe7 38.♜xe7 ♖xe7 39.♖xd4 ♖e2 40.a4**. The win from here won't be so easy!

[2] **35...d3?! 36.♖xe5 d2? 37.♜xg8+!!**  
 [3] **35...♜b5 36.♜f5 d3 37.♖xe5** wins.

### Position 3: Black to play

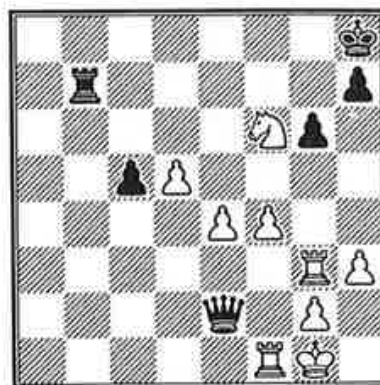


- **♖f7=10.** MCPro5/P, Fritz1/P+4/P+5/P, Hiarc4/P+6/P, MephAcademy, FidMach2C, NovForteA, Chessica/P, MephMontreux, Woodpusher/PP, Rexchess/P, Socrates3/P, Sargon5/P, CMaster3000/P, NovagSuperVIP
- **♖e7=9.** MCPro6/P, FidDes2265
- **♜d6=7.** CMach Gideon, Rebel7/P+8/P, MephRisc2, MephistoMM4
- **♜d5=5.** CMach King, Fritz2/P, Genius2/P+4/P+5/P, Risc2500, TascR30-1993+1995, MephMM6, CMaster4000/P+5000/P, Spectrum2, ColossusX/P, MephBerlin+BerlinPro, Hiarc2.1/4, MephLondon, GK+TC2100, CCSysyem/486+P
- **a5=3.** GK2000, NovDiamond
- **♜h6=3.**
- **♜e6=3.**
- **♜xe2=1.**
- **♜xd3=1.** SuperEnterprise, SciSuperstar
- Others=0.

The number of choices suggested this was a difficult one - opinions even differ about who is winning! - and Black did lose in the actual game after **39...♜xd3? 40.♜h2+ ♜g7 41.g5** (**41.♖c8!** certainly wins).

Suba's analysis went **39...♖f7! 40.♖c8 ♜e7 41.♖e8 ♜c5**, aiming for perpetual check.

### Position 4: White to play



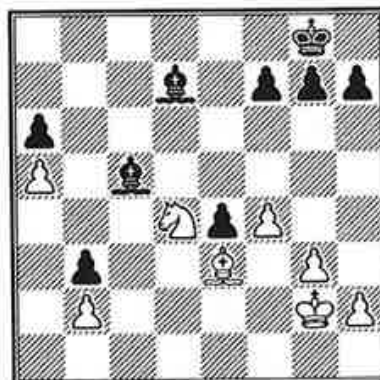
- **d6=10.** CMach King, MephMontreux, TascR30-1995, GK2000, Sargon5/P, NovDiamond
- **e5=8.** CMach Gideon, Rebel8/P, Risc2500, CMaster4000/P, MephAcademy, NovForteA, Chessica/P, Hiarc2.1/4, Woodpusher/PP, MephRisc2, Rexchess/P, MephistoMM4, TascR30-1993
- **f5=5.** Genius2/P+4/P+5/P, Rebel7/P, MCPro5/P+6/P, Fritz2/P+4/P+5/P, Hiarc4/P+6/P, CMaster5000/P, SuperEnterprise, FidMach2C, SciSuperstar, Spectrum2, ColossusX/P, MephBerlin+BerlinPro, MephLondon, Socrates3/P, CMaster3000/P, NovagSuperVIP, CCSysyem/486+P
- **♖a1=4.** GK+TC2100, MephMM6, FidDes2265
- Others=0. Fritz1/P

Correct timing and pushing the right pawn decides if White will get the win.

In the actual game Browne lost playing **39.f5?! when g5! 40.h4** (not **40.♖xg5? ♜e3+**) **c4! 41.♖c1??** and Black won with **♜b2 42.♖gc3 ♜b6+**.

However **39.e5** should win, and **39.d6** is probably even better, then either [1] **39...c4 40.d7** followed by **e5**, or [2] **39...♜d2 40.e5 c4 41.d7**, or finally [3] **39...♜g7** (the best defence) **40.d7 ♖b8 41.e5 c4**.

### Position 5: Black to play





- ♖g4=10. GK2000
- ♗e6=9. Genius2/P+4/P+5/P, MCPro6/P, Hiarc4/P+6/P, MephBerlin+BerlinPro, Socrates3/P, NovagSuperVIP, CCSys/P
- ♖a4=8. CMach King, MCPro5/P, Fritz1/P+4/P+5/P, MephLondon CMaster4000/P+5000/P, MephAcademy, SciSuperstar, Hiarc2.1/4, TascR30-1995, GK+TC2100, MephRisc2, MephMM6, Rexchess/P, MephistoMM4, NovDiamond, CCSys/486
- ♖a3=5.
- g6=1. Fritz2/P, FidMach2C, NovForteA, Meph-Montreux, Woodpusher/PP, Sargon5/P, TascR30-1993, FidDes2265
- ♖xd4=1. CMach Gideon, Rebel7/P+8/P, SuperEnterprise, Spectrum2
- Others=0. Risc2500, Chessica/P, ColossusX/P, CMaster3000/P

A very tricky one and there might be disagreements, even when you've seen how 'Black wins'! Bryson's own analysis from his Correspondence game went 38...♗e6! 39.♖f2 (now 39.♖xe6!? ♗xe3 40.♖c7 is met by ♗c5! 41.♖xa6 ♗a3! winning according to Bryson; but Flear on producing this same analysis thought it a draw!... thus I've gone for 9 points) ♗d5 40.♖f5 ♗b4 41.♗d4 g6 42.♖h6+ ♖f8 43.♖g4 f5 44.♖f6 ♗c6 45.♖xh7+ ♖e7 46.♖g5 ♖d6. Black won the a5 pawn and broke through later with a3 to win.

If 38...♗a4 39.♖f2! ♗b4 40.♗c1! followed by ♖e3 and takes the e-pawn.

If 38...♗g4 39.♖f2 ♗d1, and it is not easy to see White's best defence, so a not-totally-convincing top marks.

The point for ♖xd4 was a generous one wasn't it, for Computers which don't know about drawn opp-coloured bishop endings!

#### Position 6: White to play

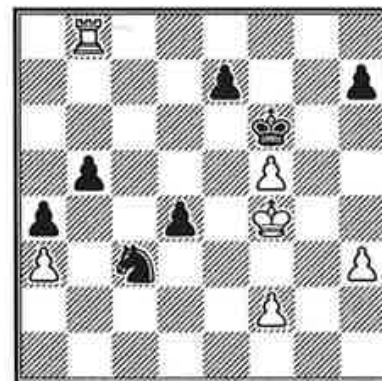
I reckoned the next one might be too easy, and the results almost show I was right!



- ♖c1=10. CMach King, CMach Gideon, Genius2/P+4/P+5/P, Rebel7/P+8/P, MCPro5/P+6/P, Fritz1/P+2/P+4/P+5/P, Hiarc4/P, Risc2500, MephAcademy, CMaster4000/P+5000/P, FidMach2C, NovForteA, SciSuperstar, Chessica/P, ColossusX/P, MephMontreux, MephBerlin+BerlinPro, Hiarc2.1/4, FidDes2265, Woodpusher/PP, TascR30-1993+1995, MephLondon, GK2000, GK+TC2100, MephRisc2, MephMM6, Rexchess/P, MephistoMM4, Socrates3/P, Sargon5/P, CMaster3000/P, NovDiamond, NovagSuperVIP
- ♖d3=7. Hiarc6/P (!?!), CCSys/486+P
- ♖b1=3.
- ♖c1=3. Spectrum2
- ♖b1=3. SuperEnterprise
- Others=0.

Analysis isn't really needed, but: 26.♖c1! e5! (...♖xb2+?? 27.♖d3+) 27.♖d3+ ♖d6 28.♖c4+ ♗e6 29.♖a1! wins.

#### Position 7: White to play



- ♖f8+=10. Fritz1/P+2/P, NovForteA, TascR30-1995, GK2000, Hiarc4/P (got it on a P133, but chose h4 on a P100), Genius2/P, Rexchess/P, CMaster3000/P, NovagSuperVIP
- ♖b6+=9. Spectrum2, Hiarc2.1/4, MephLondon, MephRisc2, FidDes2265, NovDiamond, CCSys/486+P
- h4=7. CMach Gideon, Genius4/P+5/P, MCPro6/P, Fritz4/P+5/P, Hiarc6/P, CMaster4000/P+5000/P, Socrates3/P, SuperEnterprise, MephAcademy, MephMontreux, MephBerlin, Woodpusher/PP, GK+TC2100, MephistoMM6, MephistoMM4, TascR30-1993
- ♖b7=6. Rebel7/P+8/P, Risc2500, FidMach2C, SciSuperstar, Sargon5/P, MephBerlinPro
- ♖d8=6.
- f3=2. CMach King, MCPro5/P, Chessica/P
- ♖a8=2. ColossusX/P
- ♖c8=2.
- ♖h8=2.
- Others=0.

I thought the computers would probably go



for one of the checks, and it was unlikely any of the '=2' scores will be picked. But three went for f3 (!) and a surprising number tried h4, the move played in the game.

And in the game, after 46.h4 h5, White won with 47.♖b6+. But then someone found 46...e5+!? 47.fxe ♗xe6 48.♙d8 b4 49.a×b4 a3 50.♙a8 a2 51.b5 ♗d6! and it seems Black is better. So I dropped h4 to 7.

So what of 46.♙f8+ ♗g7 47.♙d8 ♗f6 (b4? 48.a×b a3 49.♙a8 a2 50.b5 wins) 48.h4!? Is that good enough!

If 46.♙b6+ ♗f7 47.♙h6 ♗g7 48.♙e6 ♗f7, now what?! 49.♙e5 ♗f6 50.♙c5 maybe. Either way, once the fault with 46.h4 has been found, one of the rook checks is surely better - I think.

### Total Scores

- 56 Hiarc4/P, Genius2/P
- 55 TascR30-1995, GK2000
- 54 Rexchess/P
- 53 Fritz4/P, MephAcademy, Socrates3/P, MephistoMM4
- 52 MCPro6/P, Hiarc2.1/486, MephRisc2
- 51 NovagSuperVIP
- 50 FritzT/P, Hiarc6/P, CMaster4000/P, Meph-Montreux
- 49 Genius4/P
- 48 MephistoBerlin
- 47 CMach King, MCPro5/P, Fritz5/P, CMaster5000/P, Chessica/P, CMaster3000/P, MephBerlinPro, Novag Diamond
- 46 NovForteA, CCSys/486
- 45 FidelityDes2265
- 44 Genius5/P, Rebel8/P, MephLondon, Sargon5/P
- 43 Woodpusher/PP, TascR30-1993
- 42 CCSys/P
- 41 Rebel7/P, Risc2500, GK+TC2100, MephMM6
- 40 CMach Gideon
- 39 FidMach2C
- 38 Fritz2/P
- 37 SciSuperstar
- 36
- 35
- 34
- 33
- 32
- 31
- 30 Spectrum2
- 29 SuperEnterprise, ColossusX/P

From the 'response level' it is clear that this is a type of test which many readers enjoy doing. I'll make sure to do more. My thanks to all who sent in results, especially the extra efforts of Frank Holt, Tim Craggs, J.W.

Atkinson, Reg Cox, Clive Munro, Michael Chang, Carlos Drake, Gerry Dyer, Robert Szax and Stan Grayland who all sent in sets for more than one program/computer, and to Barry Webber who included some particularly useful analysis and comment.

### Two Strange Results

Finally Mike Watson and Michael Chang sent in results with the query: "What's going on?!"

The cause of Mike's question is shown in the Total Score List, namely that the Complete Chess System (CCSystem) scored more on a 486 than it did on the Pentium! There were 2 result variations:

[a] in position1 CCS on a 486 had ♙d7=5, whereas the Pentium version changed before the 10 mins were up, through searching deeper, to ♙a3=0.

[b] in position5, CCS/486 had ♙a4=8, whereas the deeper Pentium search found ♙e6=9, recovering 1 point!

Thus the Pentium test (133MHz) scored less than the 486 test. A strange quirk! If the test was sheer tactics, of course the faster processor would 'always' win, probably by a rating equivalent of around 80 Elo. But where a test looks for levels of positional knowledge, there are occasions when a faster search might bring in some possible tactics, and falsely over-ride the knowledge.

Then I also noticed how well Ed Schroder's MephistoMM4 and Mephisto Academy dod, on their older 5MHz processors, compared with his Rebel7/8 versions and MephistoRisc2! The same cause?!

The second result does not appear on the either the individual results or Total Scores listings as, whilst Michael Chang reported the strange event, another submission didn't! I'll try to find time to test it myself.

However Michael reported that his MephAtlanta, whilst scoring at a very welcome 56 (!) at 9mins, dropped no less than 22 points in the final minute!

[a] Position 1 dropped from ♙d7=5 to c6=0.

[b] Position 5 dropped, at 9mins35, from ♙e6=9 to h7=0.

[c] Position 7 dropped from ♙f8+=10 to f3=2. So MephMilanoPro scores 54, MephAtlanta(9mins) 56, and (a really good machine) MephAtlanta(10mins) 34. Other Morsch results? Fritz1(!)+4 outscore Fritz5. Weird!

# MChessPRO7 v I.M Tom O'DONNELL

## 'Fischer' BLITZ Match G/5 + 5secs per move.

Alan Tomalty, also known as 'Komputer Korner' on the Internet, followed up his organisation of the **Hiarcs-Hergott** Tournament Match with a 'Fischer' Blitz Match.

This time the pairing was the new **MChessPRO7** with Hergott's second in the Hiarcs match, namely **Tom O'Donnell**.

O'Donnell's grading is slightly lower than Hergott's, nor has he been playing so regularly recently, having taken up a full-time post albeit in chess publishing.

Also against O'Donnell was the time control for this encounter: G/5 Blitz with a 5sec increment added for each move made. But no-one could have foreseen the outcome! Here is game 1:

### MCP7 PPro – Tom O'Donnell (2450)

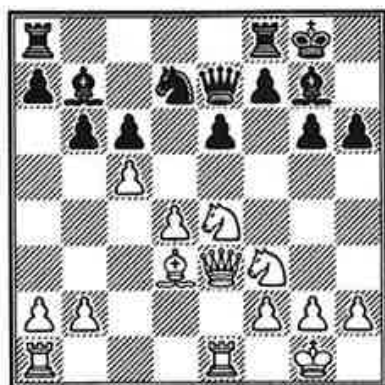
[D43]Queens Gambit, Botvinnik.

Game 1, Nov1997

1.d4 d5 2.c4 e6 3.♗c3 c6 4.♗f3 ♗f6 5.♕g5 h6 6.♕xf6 ♗xf6 7.♗c2 ♗d7 8.e4 dxe4 9.♗xe4 g6 10.♕d3 ♕g7 11.0-0 0-0 12.♗e3 b6?!

12...e5 is the usual way to continue in the opening. Fianchettoing the ♕ gives White the chance to gain a space advantage.

13.♖fe1 ♗b7 14.♗e4 ♗e7 15.c5



White has won the space we mentioned.  
15...bxc5 16.dxc5

Following the exchange White can now create threats along the open d-file

16...a5 17.♖ad1 ♗a6

17...♖fd8 18.♕c2 ♖ab8 is also possible.

18.♕xa6 ♖xa6 19.b3 ♖b8 20.♖d6 ♗f6

21.♗xf6+ ♗xf6 22.♗d3 ♖ba8 23.♗e5!

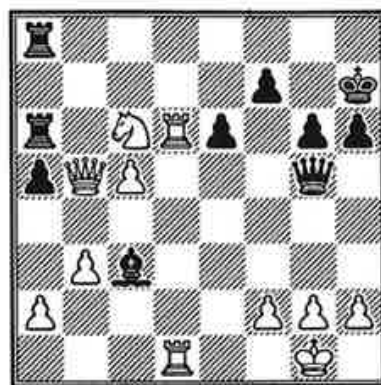
White still has the advantage, and Black

must decide whether or not to go for a ♗-exchange.

23...♗g5?!

Not best. White will be ahead whatever, but either [a] 23...♕f8!? 24.♗d7 ♗f5 25.♗xf5 exf5 26.♗xf8 ♗xf8±; or [b] the series of exchanges mentioned above by 23...♗f5 24.♗xf5 gxf5 25.♖xc6 ♕xe5 26.♖xa6 ♕xh2+ 27.♗xh2 ♖xa6 28.a3 preparing b4 and ♖c1. As this offers White a promising advantage, perhaps 23...♕f8 is better, certainly than the move played.

24.♗xc6 ♗h7 25.♗b5 ♕c3 26.♖ed1



26...♕b4?

Better looks to be 26...♗g7 27.♖d7! ♗f5 28.♗b7 ♖xc6 29.♖xf7+ ♗xf7 though after 30.♖d7! ♖f8! 31.♖xf7+ ♖xf7 32.♗xc6 White wins.

In fact 26...♕g7 27.♖d7 ♗f5 28.♗b7 ♗h5 was the best way of delaying the end, and would still give MCP7 a few things to think about, though it should still win.

27.♗b7!

Surprise – that move seen in the analysis crops up again, but this time threatening mate by ♗xf7. If 27...♕g7 (27...♗f6 28.♖d7 ♕g7 29.♖xf7+ transposes) 28.♖d7 ♗f6 (28...♕c3? 29.♖xf7+ ♕g8 30.♖c7!) 1-0

MCP7 then won games 2, 3 and 4, before O'Donnell interrupted with a draw in game 5. Game 6 went to MCP7 and then this:

### Tom O'Donnell (2450) – MCP7 PPro

[A07]Barcza System

Game 7, Nov 1997

1.♗f3 ♗f6 2.g3 d5 3.♕g2 c6 4.d3 ♕g4 5.0-0 ♗bd7 6.♗bd2 e6 7.e4 ♕e7 8.c3 0-0 9.♗c2?!

9.♗e2 ♗c7 10.♖e1 is book.

9...♙d6 10.♖e1 ♜c7 11.♗f1 dxe4 12.dxe4  
♜ad8 13.♙g5



13...♙c5?!

A very double-edged choice! Better in practical terms was 13...♙xf3 14.♙xf3 ♜a5 15.♙e3=

14.♜ad1

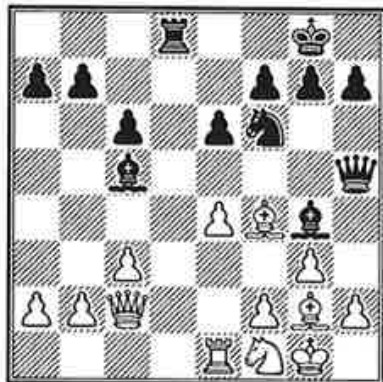
Missing 14.e5! ♙xf3 (better than 14...♙f5 15.♜e2 ♗g4 16.♙xd8 ♜xd8 17.♗d4±)

15.exf6 gxf6 16.♙f4±

14...♗e5 15.♜xd8 ♜xd8 16.♗xe5

16.♙xf6 is the alternative: 16...gxf6 17.♗xe5 ♜xe5=

16...♜xe5 17.♙f4 ♜h5



18.♗e3??-+

18.♗e3 is the only move here, and actually leaves the position almost equal!

18...e5!

There is no good answer to this!

19.♗xg4

If 19.♙xe5 ♜xe5 20.b4 ♙xe3 21.♜xe3-+

19...♗xg4

After 19...♗xg4 the end is 20.♙e3 ♜xh2+ 21.♗f1 ♙xe3 (21...♗xe3+?! 22.fxe3 ♜xg3 23.♜e2-+) 22.♜xe3 ♗xe3+ 23.fxe3 ♜xg3-+ 0-1

Game 8 went to MCP7 in just 24 moves, and the final score-table ended very discouragingly for the I.M:

MCP7 PPro 1 1 1 1 1/2 1 1 1 1 1 = 9 1/2  
O'Donnell, I.M 0 0 0 0 1/2 0 0 0 0 0 = 1/2

A note of, I think, particular interest... did you spot it in game 1?... is that MCP7 is willing to open with 1.d4 as well as 1.e4!!

However the big new book certainly had its say in the result as, in virtually all of the games O'Donnell varied from standard theory at some point, usually around moves 10-15, and got himself into difficulties. The resulting board and time pressure would then culminate in the I.M making inferior moves of one magnitude or another, so the two games I have selected are quite typical!

I understand that the Fritz5-O'Donnell match, which used the same time control, ended 7 1/2-2 1/2 in favour of Fritz5 (5-0=5) so, whatever part the 500,000 position book played, we must say that this is a pretty hot result for Marty Hirsch's latest version!

### TOURNAMENT NEWS

Weissenberg Tournament, Germany  
Time Control: Game in 3 hours.

1	Shredder2 PPro/233	6 1/2/7
2=	Rebel7 K6/225	5
	Fritz5 MMX/200	5
	Virtual Chess1 MMX/200	5
5=	Rebel9 PPro/233	4 1/2
	Nimzo3.5 MMX/263	4 1/2
7=	CM4000 P/133	4
	Hiarcs6 MAC/275	4
	Nimzo98 K6/200	4
	Tasc R30-1995	4
11=	Genius5 DOS MMX/200	3 1/2
	The King2.54 P/90	3 1/2
	CSTal Cyrix/200	3 1/2
	Scratch (King2.54 K6/233)	3 1/2
	Rebel7 K6/233	3 1/2
17=	Milobarus 486/100	3
	Mephisto Berlin Pro 68020	3
19=	MChessPro6 P/200	2 1/2
	Tasc R30-1993	2 1/2
21=	Sargon5 MAC/250	2
	WChess 486/66	2
23	Mephisto London 68030	1 1/2
24	Diogenes P/75	0

#### Notes:

- Scratch: King2.54 on a special setting by operator Kratz.
- Hiarcs6: Faster on the MAC than an MMX/266 but only 3MB hash.
- Rebel7: 2 entries by enthusiasts trying to prove it stronger than Rebel9!

## RATING LISTS and NOTES

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 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 ap-

prox. 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.

### Approx. guide if Pentium/100 = 0

Pentium Pro/200	+80	PentMMX/200	+80
Pentium/166	+40	Pentium/133	+20
Pentium/100	0	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-140	386DX/33	-200

## SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth. PC PROGS									
BCF Computer									
	Elo	+/-	Games	Pos	Human/Games				
249 REBEL9 PPRO-PC	2594	24	355	1	2619	6			
248 HIARCS6 PPRO-PC	2586	23	387	2	2503	18			
246 FRITZ5 PPRO-PC	2572	44	111	3					
245 REBEL8 PPRO-PC	2565	29	257	4					
245 M CHES PRO6 PPRO-PC	2561	24	346	5	2474	12			
243 CHES GENIUS5 PPRO-PC	2549	21	461	6	2389	6			
240 HIARCS6 PENT-PC	2522	13	1232	7	2540	2			
240 REBEL9 PENT-PC	2520	29	257	8					
238 FRITZ5 PENT-PC	2511	41	126	9					
237 HIARCS5 PENT-PC	2502	19	545	10					
237 REBEL8 PENT-PC	2498	11	1747	11					
234 CHES GENIUS5 PENT-PC	2479	14	1088	12	2316	4			
234 M CHES PRO6 PENT-PC	2474	13	1172	13	2387	16			
233 CHES GENIUS4 PENT-PC	2464	14	990	14	2658	10			
233 CHES GENIUS3 PENT-PC	2464	14	967	15	2348	6			
232 HIARCS4 PENT-PC	2461	14	988	16	2242	11			
231 REBEL7 PENT-PC	2455	14	1017	17	2403	6			
231 REBEL6 PENT-PC	2453	19	574	18	2423	19			
231 M CHES PRO5 PENT-PC	2448	15	891	19					
230 JUNIOR4 PENT-PC	2443	20	540	20					
229 NINZ03.0 PENT-PC	2439	16	811	21					
229 CHESSMASTER 5000 PENT-PC	2435	26	298	22	2372	6			
229 NINZ03.5 PENT-PC	2434	18	640	23	2426	6			
228 HIARCS3 PENT-PC	2429	18	608	24	2631	6			
228 SHREDDER PENT-PC	2427	37	150	25	2068	6			
227 CHES GENIUS4 486-PC	2419	16	797	26					
227 CHESSMASTER 4000 PENT-PC	2416	45	104	27	2394	12			
225 M CHES PRO4 PENT-PC	2407	19	577	28	2497	13			
225 FRITZ4 PENT-PC	2406	18	628	29	2318	25			
225 CHES GENIUS3 486-PC	2406	12	1362	30	2499	7			
224 FRITZ3 PENT-PC	2398	14	1053	31	2382	30			
223 MCHP GENIUS2 486-PC	2387	11	1606	32	2391	21			
222 REBEL7 486-PC	2383	16	749	33					
222 M CHES PENT-PC	2376	16	785	34	2321	31			
221 M CHES PRO5 486-PC	2373	17	723	35	2145	2			
221 KALLIST01.98 PENT-PC	2370	16	794	36	2345	6			
219 HIARCS3 486-PC	2359	12	1329	37	2187	8			
219 MACHINE GIDEON3.1/30-PC	2354	17	712	38					
219 MACHINE THE KING2/30-PC	2352	12	1438	39	2309	23			
218 REBEL6 486-PC	2351	14	1033	40	2277	9			
218 M CHES PRO4 486-PC	2349	14	1103	41	2376	7			
217 M CHES 486-PC	2341	17	738	42	2432	3			
215 CHES GENIUS1 486-PC	2327	10	2120	43	2314	44			
215 FRITZ3 486-PC	2324	12	1492	44	2478	3			
214 CHESSMASTER 4000 486-PC	2317	17	728	45	2193	13			
214 M CHES PRO3.5 486-PC	2315	13	1189	46	2267	12			
213 MCHP GIDEON PRO 486-PC	2310	20	537	47	2392	7			
213 MACHINE GIDEON3.0/30-PC	2305	25	326	48	2295	6			



# RATING LIST (c) Eric Hallsworth. 5574 Feb 1998

BCF Computer	Elo	+/-	Games Pos	Human/Games
225 TASC R30-1995	2402	18	638	1
221 MEPH LONDON 68030	2374	39	140	2
218 TASC R30-1993	2347	12	1346	3
218 MEPH GENIUS2 68030	2347	18	624	4
217 MEPH LONDON PRO 68020/24	2341	67	47	5
214 MEPH RISC2 1MB	2319	25	327	6
213 MEPH LYON 68030	2309	15	880	7
211 MEPH PORTOROSE 68030	2293	20	525	8
211 MEPH BERLIN PRO 68020/24	2292	13	1207	9
210 KASP RISC 2500-512K	2287	25	328	10
210 MEPH VANCORVER 68030	2283	17	676	11
210 MEPH LYON-VANC 68020/20	2281	27	286	12
208 MEPH RISC1 1MB	2271	9	2507	13
208 KASPAROV SPARC/20	2265	14	984	14
206 MEPH LONDON 68020/12	2248	77	36	15
206 MEPH ATLANTA	2241	17	721	17
205 MEPH MONTREUX	2239	9	2533	18
204 KASP RISC 2500-128K	2217	80	75	19
201 FID ELITE 68040-V10	2212	53	33	20
200 MEPH VANCORVER 68020/12	2205	9	2344	21
200 MEPH LYON 68020/12	2201	8	3343	22
198 NOV SAPPHIRE2-DIAMOND2	2188	35	188	23
196 MEPH PORTOROSE 68020	2175	10	1845	24
196 MEPH BEKLIN 68000	2169	12	1305	25
196 FID ELITE 68030-V9	2169	15	898	26
194 MEPH VANCORVER 68000	2157	12	1358	27
194 MEPH LYON 68000	2157	11	1682	28
193 MEPH ALMERIA 68020	2150	14	1053	29
192 MEPH MILANO PRO	2141	23	381	30
192 NOV SAPPHIRE1-DIAMOND1	2138	13	1266	31
190 MEPH PORTOROSE 68000	2124	11	1686	32
189 FID MACHA-DES2325 68020-V7	2117	9	2182	33
186 FID ELITE 2*68000-V5	2091	27	290	34
184 MEPH POLGAR/10	2079	17	698	35
184 MEPH ROMA 68020	2077	14	1083	36
184 KASPAROV BRUTE FORCE	2077	14	1074	37
183 MEPH DALLAS 68020	2068	14	996	38
182 MEPH ALMERIA 68000	2063	14	1025	39
182 NOVAG SCORPIO-DIABLO	2056	10	2092	40
180 NOVAG JADE2-ZIRCON2	2040	45	104	41
179 KASP PRESIDENT-TC+EK2100	2038	16	765	42
179 MEPH NIGEL SHORI	2035	25	323	43
178 FID MACH3-DES2265 68000-V2	2027	6	5742	44
177 MEPH DALLAS 68000	2018	11	1593	45
177 MEPH HMS/5	2016	11	1766	46
176 MEPH POLGAR/5	2014	8	2803	47
176 MEPH MILANO	2013	13	1163	48
176 NOV SUPER FORTE-EXP C/6	2011	8	2981	49

175 MEPH MONDIAL 68000XL	2004	15	873	50	2049	77
174 MEPH MONTREAL-ROMA 68000	1997	9	2625	51	1968	56
173 MEPH ACADEMY/5	1988	9	2383	52	2023	111
172 MEPH AMSTERDAM	1983	5	2373	53	2054	182
171 NOV SUPER FORTE-EXP B/6	1972	12	1464	54	2017	84
171 MEPH MEGA/5	1969	8	2701	55	2029	169
170 KASPAROV MAESTRO D/10	1967	12	1319	56	1956	109
170 FID MACH2C	1964	8	2709	57	2059	127
170 FID MACH2B	1964	26	302	58	1960	25
170 KASP GK2000-EXECUTIVE	1963	14	793	59	1862	20
169 MEPH MODENA	1953	16	773	60		
168 MEPH MMA/5	1949	8	2928	61	2006	97
168 FID TRAVELMASTER	1947	18	648	62	1917	83
167 NOVAG RUBY-EMERALD	1939	17	743	63	1991	48
167 MEPH SUPERMOND2-COLLEGE-MCARLO4	1936	27	288	64	2074	8
166 NOV SUPER FORTE-EXP A/6	1936	12	1473	65	2021	176
166 KASP TRAVEL CHAMPION	1933	29	257	66	1862	22
165 KASPAROV MAESTRO C/8	1925	26	313	67	1999	98
165 MEPH MONTE CARLO	1921	28	262	68	2046	10
164 CONCH PLY-VICTORIA/5.5	1916	16	814	69	1870	15
164 CXG SPHINX/4	1916	9	2446	70	1943	155
164 KASP TURBOKING2	1913	14	1055	71		
164 FID MACH2A	1912	25	338	72	1912	35
162 NOV EXPERT/6	1897	31	222	73	2026	22
160 NOV SUPER FORTE-EXP A/5	1886	11	1568	74	1825	29
160 FID CLUB B	1885	12	1459	75	1827	18
160 NOV EXPERT/5	1882	26	316	76	2012	68
159 FID PAR E-ELITE+DES2100	1875	9	2645	77	1916	220
159 NOV FORTE B	1874	10	1917	78	1965	208
159 MEPH REBEL	1872	9	2353	79	1940	69
158 FID AVANT GARDE/5	1871	11	1738	80	1852	80
158 KASP STRATOS-CORONA	1864	9	2186	81	1890	48
157 NOV FORTE A	1863	9	2251	82	1921	134
157 MEPH SUPERMONDIAL1	1859	11	1631	83	1990	6
156 FID CLUB A	1855	29	242	84	1767	6
156 KASPAROV MAESTRO A/6	1853	14	1023	85	1864	131
156 CONCH PLYMATE/5.5	1852	9	2353	86	1923	55
156 KASP SIMULTANO	1851	13	1149	87	1824	36
156 KASP TURBOKING1	1850	24	364	88	1900	61
155 CONCHESS/6	1846	45	104	89	2017	8
154 FID EXCELLENCE/4	1837	11	1756	90		
154 NOV EXPERT/4	1837	14	1059	91	1960	43
153 CONCH PLYMATE/4	1829	24	372	92	2007	6
153 SCI TURBO KASP/4	1827	20	524	93	1993	64
152 FID ELITE C	1822	34	181	94	1869	11
151 FID ELEGANCE	1814	17	701	95	1862	40
151 MEPHISTO HMC	1808	16	791	96	1776	8
150 SCI TURBOSTAR 432	1807	12	1407	97	1872	67
150 FID EXCELLENCE-DES2000	1803	11	1666	98	1852	52
148 CONCHESS/4	1786	20	515	99	1875	28
147 KASP PRISMA-BLITZ	1782	24	358	100	1782	59