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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**.

Computer & PC BEST BUY Ideas!

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

Further info/photos can be found in **Countrywide's** FREE CATALOGUE - see their address/phone on the front page if you want one. Always ring to check if there's any extra cost for a mains transformer if applicable, but 48 hour insured post and packing are included free to *SS* readers.

■ PORTABLE COMPUTERS ■ [por]

Kasparov

TALKING COACH £49 - talks + travels!

TRAVEL CHAMP 2100 - £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, incl. magnetic disc set - excellent

■ TABLE-TOP PRESS SENSORY ■ [ps]

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

TURQUOISE £149 - the Amber and Classic Plus in modern style board

EMERALD CLASSIC PLUS £179 - beautiful wood-look board, wood pieces.

DIAMOND2 £249 - strong, very good features, big opening book and A1 for value!

Mephisto

MILANO PRO £249 - Morsch at RISC speed, strong, good features and display

ATLANTA £379 - *NEW*. fast hash-table version of Milano Pro=even greater strength

■ WOOD AUTO SENSORY ■ [as]

Kasparov

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

Mephisto

EXCLUSIVE MM6 £449 - new Morsch module - high class, strong & quality board!

Novag

SAPPHIRE2 DE LUXE £449 includes Novag **UNIVERSAL board**, WChess, PC and all connectors + adaptor. Quite brilliant!

Tasc

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

■ PC PROGRAMS ■

HIARCS6 £65 - *CD* for PC and MAC! - excellent 'human-like' playing style, *very* strong, great analysis features; 2 books: 140,000 tourny, 300,000 practice! **REDUCED!**

GENIUS5 GOLD (*CD*) **£89** - great graphics, strength, quality + big games database

FRITZ5 (*2 CD*s) **£89** - improved knowledge + strength, superb features & graphics For FRITZ5: **PowerBook set £45**

HIARCS6 or *NEW* **JUNIOR** engine **£45**.

REBEL9 £89 *CD* - another Schroder 'special' with 2nd. CD of games and utilities!

Also **NIMZO98** *CD* **£89**, **SHREDDER2** *CD* **£89**, **MChessPRO7** *CD* **£89**, **CS_Tal £39** Please allow 7 days for delivery on these.

CLASSIC GAMES COLLECTION for PC! **SAGE 4000 DRAUGHTS** (a very strong program!), some **DRAUGHTS** variations, **Flip It/OTHELLO** and other games! **£39**!

■ PC DATABASES ■

ChessBASE 6.0 for Windows (*CD*) now **£87.50**. *"The"* games and work DATABASE, **Multi-media** and with Player 'cyclopaedia. 'BASIC' package 300,000 games. With ChessBASE 6.0 why not **UPGRADE** to **ChessBASE 7.0** for **£87.50**!?

ChessBASE 7.0 for Windows (*CD*) **£215** *NEW* 32-bit high speed, 875,000 games **Analysis modules**, to use within CBase (or Fritz5): HIARCS6 **£45** - indispensible! or JUNIOR (*NEW*, World Champ) **£45**

■ PC TUTORIALS ■

Chess MENTOR: ADVANCED **£59.95**; FULL DE LUXE 14 module package **£224**

■ SECOND-HAND & EX-DEMO ■
all with 9 month guarantee and free adaptor

Kasparov SIMULTANO [ps] £89

Fidelity MACH2 68000 [ps] £95

Fidelity MACH3 68000 [ps] £119

Fidelity DESIGNER MACH3 [ps] £149

Fidelity ELITE 2100 [as] £189

Mephisto ACADEMY [as] £245

Mephisto MONTREAL 68000 [as] £249

Mephisto MUNCHEN POLGAR [as] £469

Fidelity ELITE MACH4 2325 [as] £569

Dr.Torsten Schoop's
Swiss98 Tournament

Germany's **Torsten Schoop** is another hard-working computer chess *'fanatic'*, and is responsible for organising and running various major Tournaments. His latest results can always be viewed at his excellent web site, to which I now provide quick access from the *LINKS PAGE* at my own site:

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

AUTO98

Torsten is currently in the middle of the major **AUTO98 Tournament**, an All-Play-All at 40/2 in which programs play each other in a series of 8 'match' games.

We will report on this in a future Issue, but currently *Nimzo98* leads with 43½, just ahead of *Hiarcs6* (42) and *Zarkov4.2b* (41), then *Genius5, MChessPro7, Shredder2, Rebel9, Kallisto Aegon, CometA90* and *CS Tal* in that order.

Being one of those fortunate possessors of a ChessBase auto-player, Torsten's next series of matches will involve *Fritz5!*

SWISS98

A completed result just out is his **SWISS98 Tournament**, and the FINAL TABLE makes for rather interesting viewing! ==▶

GAMES SELECTION

Firstly, a <u>major</u> pat-on-the-back for **GENIUS5** - rumours of its demise as one of the best and top-rated programs were clearly quite incorrect! Indeed it went through the Tournament unbeaten, despite meeting all of its potentially top-place challengers, and came a fairly easy 1st. in the end, with 1½ points to spare!

Junior 4.6 - Genius 5
1.d4 c6 2.e4 d5 3.♘d2 d×e4 4.♘×e4 ♘d7 5.♗c4 ♘gf6 6.♘g5 e6 7.♕e2 ♘b6 8.♗d3 {○} 8...c5 9.d×c5 ♗×c5 {○} 10.♗d2 h6 11.♘e4 ♘×e4 12.♗×e4 O-O 13.♘f3 ♘d5 14.O-O ♕b6 15.c4 ♘f6 16.b4 ♘×e4 17.♕×e4 ♗e7 18.c5 ♕c6 19.♕×c6 b×c6 20.♘e5 ♗b7 21.♗c3 ♖fd8 22.♖ad1 ♖d5 23.♖fe1 ♗f6 24.a4 ♖ad8 25.♖×d5 ♖×d5 26.f4 g5 27.f×g5 h×g5 28.a5 ♗a6 29.♔f2 ♗g7 30.g3 ♗b5 31.h4 g×h4 32.g×h4 f6 33.♘f3 e5 34.♗b2 34...♗h6 35.♗c1

♗×c1 36.♖×c1 ♔g7 37.♖e1 ♔h6 38.♖e3 ♖d7 39.♖e1 ♔h5 40.♖e3 ♗c4 41.♖e1 ♗d5 42.a6 ♗×f3 43.♔×f3 ♖d4 44.♖g1 ♖×h4 45.♖g7 ♖×b4 46.♖×a7 ♖a4 47.♖a8 ♔g5 48.♔e3 f5 49.♖g8+ ♔f6 50.♖a8 f4+ 51.♔d3 e4+ 52.♔e2 ♖a2+ 53.♔f1 e3 54.a7 ♔g7 55.♖e8 ♖×a7 56.♖e4 ♖f7 57.♖e6 ♖f6 58.♖e5 ♔f7 59.♔e1 f3 60.♖×e3 ♖e6 61.♔d2 ♖×e3 62.♔×e3 ♔e6 63.♔×f3 ♔d5 64.♔e2 ♔×c5 65.♔d3 ♔b4 66.♔c2 ♔c4 0-1

The GENIUS games were typically solid, and therefore a little lengthy rather than spectacular, but there is no doubting that its renowned ability to create and nurse small advantages through to the full point with careful endgame play is still there, and a 1½ point margin is substantial!

REBEL9 was expected to get a high placing and didn't disappoint.

SWISS98
FINAL STANDINGS (time control 60/60):

Place	Name	Score	Buch.	Berg.
1	Genius 5	9	65.0	51.25
2-3	Rebel 9	7½	72.5	48.75
	CM5000	7½	67.0	44.00
4-5	Nimzo98	7	66.5	40.75
	Comet A90	7	60.5	34.50
6-8	Kallisto AEGON	6½	74.5	45.25
	Zarkov 4.2b	6½	70.0	39.50
	Hiarcs 6	6½	61.0	32.25
9-14	W-Chess 1.04	6	69.5	35.75
	M-Chess 7.1	6	69.5	32.75
	Shredder 2	6	57.0	20.75
	Fritz 5.01	6	50.5	20.75
	Chess Tiger 11.2	6	50.0	20.75
	Socrates 3	6	48.5	18.50
15-17	CSTal 287c	5½	71.0	33.00
	Junior 4.6	5½	66.0	29.25
	TCB 0035	5½	52.0	18.25
18	Crafty 14.5	5	69.0	28.50
19-20	Gromit 1.2	4	49.5	11.75
	Diogenes 4.68	4	49.5	10.00
21	Dr.T	3½	49.5	11.75
22	Patzer 2.99zg	3	58.5	8.00
23	Corel Chess 1.0	2½	52.5	6.50
24	Tjes 0.1.02	0	52.5	0.00

Rebel 9 - Shredder 2

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 d6 5.c3 f5 6.exf5 ♗xf5 {⊙} 7.O-O ♗e7 8.d4 {⊙} e4 9.d5 exf3 10.dxc6 b5 11.♗b3 fxg2 12.♖e1 ♘f6 13.♗g5 ♔f8 14.♘d2 ♕e8 15.♗xf6 gxf6 16.a4 bxa4 17.♖xa4 ♕g6 18.♕f3 h6 19.♗d5 h5 20.♖f4 ♗c2 21.♘e4 ♗xe4 22.♖fxe4 ♖h7 23.♕h3 ♕g5 24.♖d7 ♕xd5 25.♖xe7 ♖xe7 26.♕xe7+ ♔g8 27.♕xc7 ♕d2 28.♕e7 ♕xb2 29.c7 ♕xc3 30.♕d8+ ♔h7 31.♖e7+ ♔h6 32.♕xa8 ♕c1+ 33.♔xg2 ♕g5+ 34.♔h1 ♕c1+ 35.♖e1 ♕xe1+ 36.♔g2 ♕b1 37.♕h8+ ♔g6 38.♕e8+ ♔h6 39.♕e3+ ♔h7 40.♕e7+ ♔h6 41.♕xf6+ ♕g6+ 42.♕xg6+ ♔xg6 43.c8=♕ a5 44.♕e6+ ♔g7 45.f4 h4 46.f5 1-0

Rebel 9 - Hiarcs 6

1.e4 e6 2.d4 d5 3.♘d2 c5 4.exd5 ♕xd5 5.♘gf3 cxd4 6.♗c4 ♕d6 7.O-O ♘f6 8.♘b3 ♘c6 9.♘bxd4 ♘xd4 10.♘xd4 a6 11.♗b3 ♕c7 12.♕f3 ♗d6 13.h3 O-O 14.♗g5 ♘d7 15.c3 b5 16.♖ad1 ♗b7 17.♕g4 ♘c5 18.♗f6 g6 19.♖fe1 ♘xb3 20.axb3 {⊙} 20...♖fe8 {⊙} 21.♘f3 ♗d5 22.c4 ♗b7 23.♘e5 ♖ac8 24.♕h4 bxc4 25.bxc4 a5 26.♖d4 h5 27.♖g4 ♔h7 28.♕xh5+ gxh5 29.♖g7+ ♔h6 30.g4 hxg4 31.♘xg4+ ♔h5 32.♖h7+ ♔g6 33.♖h6+ ♔f5 34.♖h5+ ♔f4 35.♗h4 ♖ed8 36.♗g3+ ♔f3 37.♖e3≠ 1-0

Rebel 9 - Nimzo98

1.c4 ♘f6 2.♘c3 e5 3.♘f3 ♘c6 4.g3 ♗b4 5.♗g2 O-O 6.O-O e4 7.♘g5 ♗xc3 8.bxc3 ♖e8 9.d3 exd3 10.exd3 h6 11.♘e4 {⊙} b6 12.♗f4 ♗b7 {⊙} 13.♖c1 ♘a5 14.♘xf6 ♕xf6 15.♖e1 ♗xg2 16.♔xg2 ♖xe1 17.♕xe1 ♕c6 18.♔g1 d5 19.cxd5 ♕xd5 20.♕e4 ♖d8 21.♕xd5 ♖xd5 22.d4 c6 23.♔g2 ♘c4 24.♖e1 ♔f8 25.♔f3 ♖a5 26.♖e2 ♖a3 27.♖c2 ♔e7 28.♔e4 ♔e6 29.g4 b5 30.♗c1 ♖a4 31.♖e2 ♘b6 32.♔d3 ♔d7 33.a3 ♘c4 34.f4 a5 35.f5 ♘xa3 36.g5 hxg5 37.♗xg5 f6 38.♗h4 c5 39.♖g2 c4 40.♔e4 ♔e8 41.♖xg7 b4 42.♔d5 bxc3 43.♔e6 ♔d8 44.d5 ♘b5 45.♗xf6 ♔c8 46.d6 ♖b4 47.d7 ♔b7 48.d8=♕ ♘c7 49.♖xc7 ♔b6 50.♕d6 ♔b5 51.♕c6 1-0

CHESSMASTER5000 performed really well, and certainly above *'Rating List expectation'* to also score 7½/11.

CM5000 - M-Chess 7.1

1.d4 d5 2.c4 e6 3.♘c3 c5 4.cxd5 exd5 5.♘f3 ♘c6 6.g3 ♘f6 7.♗g2 ♗e7 8.O-O O-O 9.♗g5 cxd4 10.♘xd4 ♖e8 11.e3 h6 12.♗xf6 ♗xf6 13.♗xd5 ♘xd4 14.exd4 ♕b6 15.♕f3 {⊙} 15...♕xd4 16.♘e4 ♕xb2 {⊙} 17.♖ab1 ♕e5 18.♖fe1 ♖d8 19.♘xf6+ ♕xf6 20.♕xf6 gxf6 21.♗xb7 ♖b8 22.♗xc8 22...♖bxc8 23.♖b7 ♖d2 24.a4 a6 25.♖b6 a5 26.♖xf6 ♖c4 27.♖e7 ♖xa4

28.♖fxf7 ♖a1+ 29.♔g2 ♖aa2 30.♖g7+ ♔f8 31.♖ef7+ ♔e8 32.♖h7 h5 33.♖f4 33...♖d5 34.♖f6 ♖dd2 35.♖xh5 ♔e7 36.♖f3 a4 37.♖a5 ♔d6 38.h4 ♖d5 39.♖a6+ ♔c5 40.g4 ♖d4 41.♔g3 ♖a1 42.♖f5+ ♔b4 43.f3 a3 44.♖f8 ♖c4 45.h5 a2 46.♖fa8 ♔b3 47.♖a5 ♔b2 48.h6 ♖c7 49.♔f4 ♖h7 50.♔g5 ♖f7 51.♔g6 ♖e7 52.h7 ♖h1 1-0

Another result of interest was that of the amateur program **COMET/A90**, which achieved a high placing after substituting for the earlier A82 and A85 versions half-way through, and making a late charge. I have the shareware version CometA82, and A90 may be a useful improvement, although its current position in the **AUTO98** table is somewhat less convincing!

M-Chess 7.1 - Comet A89

1.e4 e5 2.♗c4 ♘f6 3.♘f3 ♘xe4 {⊙} 4.♘xe5 {⊙} d5 5.♕f3 ♗e6 6.d4 f6 7.♕h5+ g6 8.♘xg6 ♗f7 9.♕h3 ♗xg6 10.♕e6+ ♗e7 11.♗xd5 ♘d6 12.♗b3 ♘c6 13.♗a4 ♗f7 14.♕g4 b5 15.♗b3 f5 16.♗xf7+ ♘xf7 17.♕xf5 ♘xd4 18.♕e4 c5 19.c3 ♘d6 20.♕d3 ♘c6 21.♘a3 ♕b6 22.♗f4 b4 23.♘c2 O-O-O 24.O-O-O ♖hf8 25.♕e3 bxc3 26.bxc3 ♔b7 27.♘a3 ♕a5 28.♔b2 ♔c7 29.♘b1 ♕a4 30.♗g3 ♔b6 31.♘a3 ♘b5 32.♘c2 ♗f6 33.♖xd8 ♖xd8 34.♖b1 ♘xc3 35.♕xc3 ♗xc3+ 36.♔xc3+ ♘b4 37.♖xb4+ cxb4+ 38.♘xb4 ♔b5 39.♗d6 ♖xd6 40.♘c2 ♕c4+ 41.♔b2 ♖d2 42.a4+ ♕xa4 43.f3 ♖xc2+ 44.♔b1 ♕a2+ 0-1

NIMZO98 confirmed the views we gave in our last Issue that it is a genuinely top contender. There were plenty of N98 games in *SS76*, so I've given it a miss here.

It was good to see a new **ZARKOV** version coming near the top!
     I well remember (and still have) Zarkov2+3 which had, for their day, many innovative analysis features of the sort we now take for granted. They played some nice, positional chess - okay mixed with occasional tactical naivety - but I'd like to see the new **4.2** version and hope it may be commercially available soon.

CSTal 287c - Zarkov 4.2b

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘f6 5.♘xf6+ gxf6 6.♘f3 ♗g4 7.♗e2 e6 {⊙} 8.♗f4 ♕b6 9.O-O {⊙} ♘d7 10.c3 O-O-O 11.♘h4 ♗xe2 12.♕xe2 ♖g8 13.♔h1 f5 14.♘f3 ♘f6 15.♘e5 ♕c7 16.♖fe1 ♗d6 17.♖ad1 h5 18.♗g3 ♘e4 19.♘h4 ♗e7 20.♗xe7 ♕xe7 21.f3 ♘d6

22.♕f2 ♚b8 23.d5 cxd5 24.♖xd5 f6 25.♘d3
♕f7 26.♖a5 ♘c8 27.♘b4 ♖d6 28.g3 ♕d7
29.♕e3 h4 30.g4 fxg4 31.fxg4 ♖xg4 32.♕f3
♕g7 33.♘c2 e5 34.♘e3 ♖f4 35.♕h3 ♖d2
36.♖c5 ♘d6 37.♖d1 ♖xd1+ 38.♘xd1 ♕h7
39.♖xe5 fxe5 40.♕g2 h3 0-1

HIARCS6, at one point in mid-table on
4/8, avoided a disappointing result by get-
ting a couple of good wins in the final
rounds to finish presentably.

Hiarcs 6 - Shredder 2
1.♘f3 e6 2.c4 c5 3.♘c3 d5 4.cxd5 exd5 5.d4
♘f6 6.g3 ♘c6 7.♗g2 ♗e7 8.O-O O-O 9.♗g5
cxd4 10.♘xd4 h6 11.♗e3 ♖e8 {☉} 12.♕a4
♘xd4 13.♗xd4 ♗d7 14.♕b3 ♗c6 15.♖ad1 {☉}
15...♕d6 16.♗xf6 ♗xf6 17.♗xd5 ♕e7 18.♗xc6
bxc6 19.♖d2 a5 20.♕c2 ♖ad8 21.♖fd1 ♖xd2
22.♖xd2 ♕e6 23.a3 ♕g4 24.e3 ♕f3 25.♘e2
♖c8 26.♘d4 ♗xd4 27.♖xd4 c5 28.b3 ♕c6
29.♖c4 ♕d5 30.b4 axb4 31.axb4 ♖d8 32.bxc5
♕c6 33.♕e4 ♖d1+ 34.♚g2 ♕xe4+ 35.♖xe4
♖c1 36.♖e8+ ♚h7 37.♖c8 ♚g6 38.c6 ♚f6
39.c7 ♚e7 40.e4 g5 41.♚f3 h5 42.♚e3 f6 43.f4
gxf4+ 44.gxf4 ♖c6 45.♖g8 45...♖xc7 46.♖g7+
♚d8 47.♖xc7 ♚xc7 48.♚f2 ♚d7 1-0

Hiarcs 6 - Junior 4.6
1.e4 e6 2.d4 d5 3.♘d2 c5 4.exd5 ♕xd5 5.♘gf3
cxd4 6.♗c4 ♕d6 7.O-O ♘f6 8.♘b3 ♘c6
9.♘bxd4 ♘xd4 10.♘xd4 a6 11.♖e1 {☉} ♗d7
12.♗g5 {☉} ♕c5 13.♗xf6 gxf6 14.♕d3 O-O-O
15.♖ad1 ♖g8 16.g3 h5 17.a3 h4 18.b4 ♕b6
19.♕e3 f5 20.♗f1 ♕c7 21.♕f3 hxg3 22.hxg3
♗g7 23.♖e3 ♚b8 24.♖c3 ♕b6 25.♖cd3 ♗a4
26.♘b3 ♖xd3 27.♖xd3 ♕c7 28.c4 ♗c6 29.♕e2
♗e4 30.♖e3 ♖d8 31.♗g2 ♗h6 32.♖c3 ♕e5
33.♖c2 ♗e3 34.♗xe4 fxe4 35.♚g2 ♖d3
36.♘c1 ♗xc1 37.♖xc1 ♖xa3 38.b5 a5 39.♕d2
♚c8 40.♕h6 ♕c5 41.♖e1 ♖a2 42.♕f4 e3
43.♖xe3 ♕c7 44.♕d4 b6 45.♖f3 f5 46.♖e3
♕b7+ 47.♚g1 ♖c2 48.♕h8+ ♚c7 49.♕e5+
♚c8 50.♕xe6+ ♚b8 51.♖e1 ♚a7 52.♖d1 ♚b8
53.f3 ♕c7 54.♕e8+ ♚b7 55.♖d7 ♖c1+ 1-0

Lower down the list there were some sur-
prises! **MCHESS PRO7.1** and **FRITZ5**
(ChessBase autoplayer and all!) both pro-
duced very unconvincing results, though
MCP had the pleasure of winning their pri-
vate encounter.

Fritz 5.01 - M-Chess 7.1
1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.♘c3 ♗b7 5.a3 d5
6.cxd5 exd5 7.♕a4+ c6 8.g3 ♘bd7 9.♗f4 ♗e7
10.♗g2 O-O 11.♖d1 c5 12.O-O a6 13.dxc5
bxc5 14.♕b3 {☉} 14...♘b6 {☉} 15.e4 d4

16.♘a4 ♘fd7 17.♘e5 ♖a7 18.♘xd7 ♘xd7
19.♕c2 a5 20.b3 ♖e8 21.♘b2 ♗a6 22.♖fe1
♗f8 23.♗d2 ♖b7 24.♖b1 ♕b8 25.♘c4 a4
26.bxa4 ♘e5 27.♖xb7 ♕xb7 28.♘xe5 ♖xe5
29.f4 ♖e8 30.♖b1 ♕a7 31.♚h1 ♖b8 32.♖xb8
♕xb8 33.e5 c4 34.e6 fxe6 35.♕e4 ♕d6
36.♗b4 ♕d7 37.♗xf8 ♚xf8 38.♕h7 d3
39.♕h8+ ♚f7 40.♗f3 ♗b7 41.♕h5+ ♚g8
42.♗xb7 ♕xb7+ 43.♚g1 ♕c6 44.♕d1 c3
45.♚f2 c2 46.♕c1 ♕c3 47.♕e3 e5 48.fxe5
c1=♕ 49.♕xc1 ♕xc1 50.e6 0-1

Fritz 5.01 - Tjes 0.1.02
1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 {☉} 4.d4 cxd4
5.♘xd4 e5 6.♘db5 {☉} 6...♗b4 7.a3 ♗xc3+
8.♘xc3 O-O 9.♗g5 ♘a5 10.♘d5 ♘xc4
11.♘xf6+ gxf6 12.♗h6 ♖e8 13.♕d3 ♚h8
14.♕xc4 1-0

Sadly Tjes lost a high proportion of its
games in under 30 moves... that, though,
was the shortest!

World Micro Champion **JUNIOR4.6** just
lost too many games, so scored quite poorly
and really disappointed. Because FRITZ5
and CHESSBASE6 are 16-bit programs,
the conversion of the World Champion
32-bit JUNIOR suffers a slight speed drop
from its 'real' strength potential, but we had
still expected it to be very strong.
      Here is its game against Dave Kit-
tinger's WCHESS, which got a useful 6/11.

Junior 4.6 - W-Chess 1.04
1.♘f3 ♘f6 2.c4 c5 3.g3 b6 4.♗g2 ♗b7 5.O-O
g6 6.♘c3 ♗g7 7.d4 cxd4 8.♕xd4 ♘c6 9.♕f4
♖c8 {☉} 10.♖d1 O-O 11.♖b1 d6 12.b3 {☉}
♕d7 13.♗b2 ♘g4 14.♗h3 f5 15.♗g2 ♗h6
16.♘g5 ♘d8 17.♗xb7 ♘xb7 18.h3 ♘d8
19.hxg4 ♘f7 20.gxf5 ♗xg5 21.♕d4 ♕xf5
22.♘d5 e5 23.♕d3 ♕h3 24.♗c1 ♘h6 25.f4
♘g4 26.♕f3 ♕h2+ 27.♚f1 ♖ce8 28.♖b2 exf4
29.gxf4 ♖e4 30.e3 ♕xb2 31.♗xb2 ♘h2+
32.♚e2 ♘xf3 33.♚xf3 ♖e6 34.♘c7 ♖e7
35.♘b5 ♖d7 36.♖xd6 ♖xd6 37.♘xd6 ♗e7
38.♘b5 ♗c5 39.a3 ♖f7 40.b4 ♗f8 41.♗e5 a6
42.♘c3 ♗g7 43.♗xg7 ♚xg7 44.♘d5 ♖b7
45.♚e4 ♖b8 46.c5 bxc5 47.bxc5 ♖e8+ 48.♚d4
h5 49.♘c7 ♖h8 50.♘e6+ ♚f6 51.♘g5 h4
52.♘h3 ♚e7 53.♚c4 ♖d8 54.♘g5 ♖d2 55.a4
♖g2 56.♘f3 h3 57.♚d5 ♖f2 58.♚e4 a5 59.f5
gxf5+ 60.♚f4 h2 61.♚g3 ♖xf3+ 62.♚xh2 ♖xe3
63.c6 0-1

Finally, what about the mysterious **Dr.T**?!
He's keeping it quiet, but I guess its the
good Doctor, *Torsten Schoop* himself?!

Another ADVENTURE with REBEL
by BILL REID

CAN CHESS PROGRAMS BE SWINDLED?

Intuitively one might guess that, however else we could set about defeating a strong chess program, *'swindling'* would definitely not be an option!

After all, don't swindles usually involve some easily overlooked tactic? And aren't programs so tactically alert that they never fall for stuff like that?

Well, consider the following position:

Bill REID – Rebel8
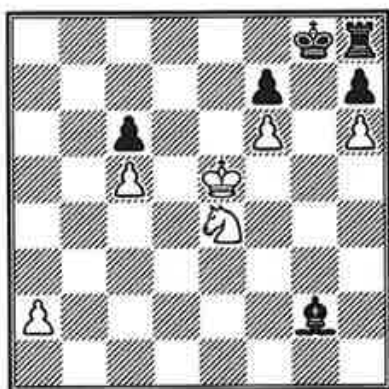
White, to play, is lost. One would guess that he's made a sacrificial kingside attack, that it's run out of steam, the heavy pieces got exchanged off, and there's nothing left to play for.

Black will simply extract his offside rook via g8, and it's all over!

THE SWINDLE AS A LAST RESORT!

Confronted with defeat in the lower reaches of a Week-end Tournament, rather than resigning this position, I might just go with 1.♔d6?!? - more in an attempt to save a little face than in hopes that Black would actually fall into the trap!

My opponent (grade 120 BCF/1560 Elo) would no doubt think for about 10 seconds before going 1...♔f8! And in view of 2.♘g5 ♖g8 3.♘xh7+ I would immediately hold out my hand with a wry smile and a sheepish shake of the head.

But what if my opponent is REBEL8? Rebel amazingly sees no problem with

1...♗xe4?? - even after 30 minutes thought and having reviewed something like 75,000,000 positions!

White, of course, replies 2.♔e7 and the game is drawn! We just have to check that Black can't still win the day by manoeuvering the bishop to d7 (to stop White's ♔e7-e8-e7 shuffle), and he can't because White can answer that ploy by advancing his a-pawn!

So the game might conclude 2... ♗c2 3.a3 ♗b3 4.♔e8 ♗d1 5.♔e7 and etc. etc only until Black realises what's happened! ½–½
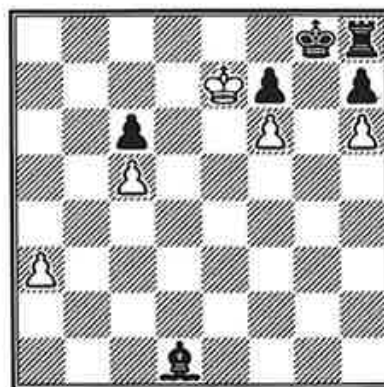
So it looks as though the answer to my question: *"Can chess programs be swindled?"* is *'YES!'* But now Eric will point out that this is just a bug in Rebel8 which has been fixed in Rebel9, and that I had better fork out for an upgrade. On second thoughts, I might just wait and see how Anand gets on against Rebel-10. No swindles in that match?

ADDENDUM from Eric

That Bill has revealed an area of blindness in the programs can be found by trying the following:

1. See if your program plays 1...♗xe4? Don't spend too long on this - the answer is *'yes'*.
2. See how your program evaluates the position in Diagram2, after playing through 2... ♗c2 3.a3 ♗b3 4.♔e8 ♗d1 5.♔e7. If the evaluation is still Black +400, +500 or even more, you KNOW that it still can't see it's a draw even now! Therefore it has absolutely NO chance of avoiding 1...♗xe4. Can you see WHY? Can any programmer correct this?

Vishy ANAND v FRITZ5
MATCH REPORT and both GAMES

Having announced in *SS76* that REBEL-10 was set to play ANAND during July, I was both pleased and sorry to hear that FRITZ5 had obtained a pre-emptive opportunity: 2 games at the computer-favourable G/30.

Pleased because I am always particularly keen to see how the top programs are getting on against leading GM opposition, but a little sorry for Ed Schroder, who must have feared that an expensive advertising potential, arranged some months ago, might be severely dented before one of his own pawns had even been pushed... if FRITZ won!

In the Event we got one very absorbing game - quite illuminating for programmers, I should think - and REBEL-10 still has its chance to outdo the beaten FRITZ5.

FRITZ5's power-ware!

Before the games, I should also mention that the FRITZ5 PC hardware was not your common-or-garden PentiumPro/200, nor even a mere Pentium2/300, but a Siemens Nixdorf Primergy 460-Server - quite a mouthful for a set-up of dual P2/333 machines achieving the equivalent of a Pentium2 at around 450-460MHz! Wow!

So, to the games.

The first I have littered with comments and multiple diagrams, as I found it to have quite a few moments of strategical decision-making interest, demonstrating for computer programmers perhaps one of the main areas in which there is still plenty of work to do. I hope *SS* readers will enjoy it as much as I did.

GAME 1

Fritz5 – V Anand (2770)
[C67: Ruy Lopez, Rio de Janeiro var.]
Frankfurt, 1998. Game in 30mins.

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0–0 ♘xe4 5.d4 ♘d6 6.♗xc6 dxc6
An opening line in which White creates threats along the open d–file, but which

often results in the queens coming off early – the programmers would, I'm sure, rather see them stay on if possible

7.dxe5 ♘f5 8.♕xd8+ ♔xd8 9.♘c3 ♔e8 10.♖d1 a5 11.h3 h6 12.b3
I don't know this move. 12.g4!? ♘e7 13.♔g2 ♘g6 14.♔g3 ♗e7 15.♖e1 is an interesting theory line, though I'm not sure that it's necessarily good for White!

12...♗b4 13.♗b2 ♗xc3 14.♗xc3 c5 15.♖d2 b6 16.♖ad1 ♗e6 17.a4 ♘e7 18.♘e1
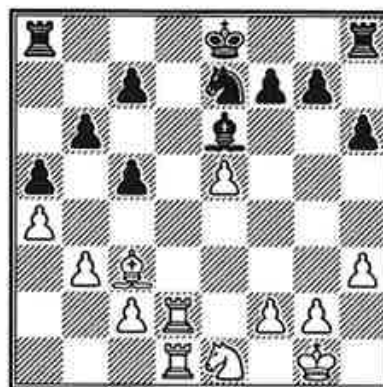
Black's next is the first example of a GM at play! The computers all evaluate it as a 0.50 mistake, but Anand wants to isolate the e5/♙ by stopping the supporting f4.

18...g5! 19.f3 ♘c6 20.♔f2 ♔e7!
Anand now wishes to exchange rooks and enter the endgame, to benefit his distant pawn majority. A very long–term view... but that's what GM's are all about.

21.♔b2 ♖hd8 22.c4 ♖xd2+ 23.♖xd2 ♘f5 24.♔e3 ♖d8 25.♖xd8 ♔xd8
After the ♖ exchanges, the F5 evaluation drops to a minus for the first time!

26.f4 gxf4+ 27.♔xf4

The next stage in Anand's strategy is to win the e-pawn. As it is on a black square he will need to get his ♔ and ♘ against it.
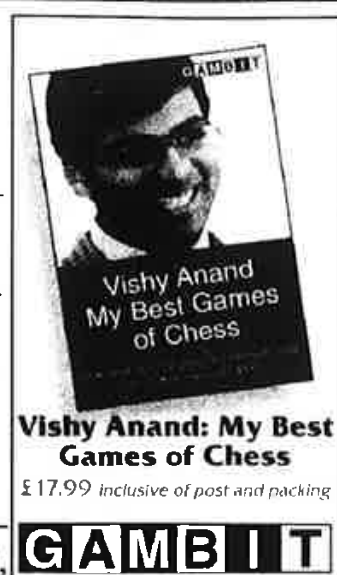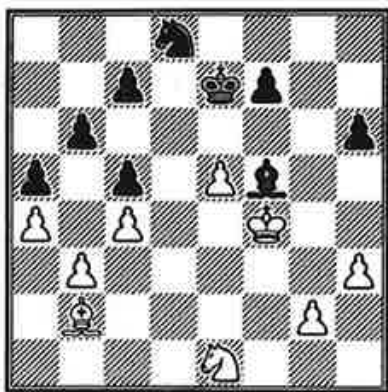
Equally he will have to tie down either White's ♘ or ♗ to other duties, and his next moves are designed exactly with that in mind. He picks on the knight, and forces it to defend the other weak ♙, the backward one on b3

27...♗b1 28.♘f3 ♗c2 29.♘d2 ♘e6+ 30.♔f3 ♔f8

Infiltration by the king. I think that 30...♘d4+!? 31.♔e3 ♘xb3∓ also looks good for Black, but Anand's priority is the long-term strategy, which is still to win that isolated e-pawn

31.♔e3 ♔g7 32.g4 ♔g6 33.♔f3 h5 34.♔f2 hxg4 35.hxg4 ♗d1 36.♔g3 ♔g7 37.♔h4 ♔f8 38.♗a1 ♔e7 39.♔g3 ♘f8 40.♗b2 ♔e6 41.♗a1 ♘g6

Got it! Fritz5 neatly tries to ensure that he/it gets some compensation in an improved king position for the lost pawn, and its evaluation is still not too pessimistic, because it's been told of the drawish nature of opposite coloured bishops!

42.g5! ♔f5

Or 42...♘xe5 43.♗c3—+

43.e6 ♔xe6
Black now has his material plus. What next?

Clearly Anand would win a king and pawn endgame now, so he will want to get the minor pieces off the board... especially those draw-inducing opposite-coloured bishops!

44.♗f6 ♘e5 45.♔f4 ♘d3+!
This is a forceful check, getting the ♘ towards the position where it can win the b3-pawn

46.♔e3 ♘c1 47.♗d8 ♔d7 48.♗f6 ♘xb3
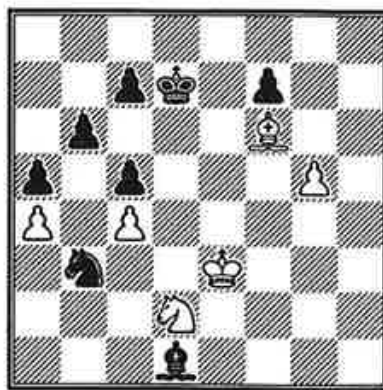
49.♘xb3?
Of course F5 must try above everything to keep the bishops on the board. But I think that this exchange was better avoided as well. If so, better was 49.♘e4—+.

However it is possible that the program believed that the position was more likely to be drawn with just the pair of bishops darting along empty diagonals.

49...♗xb3 50.♔d2 ♗xc4
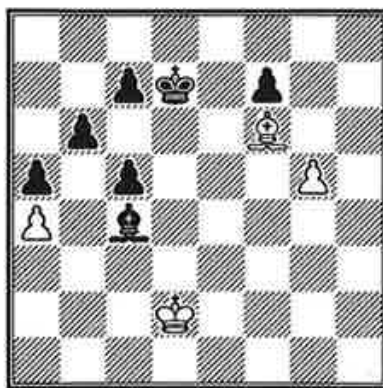
The next stage? Win the a-pawn! To achieve this Anand is willing to give up his

c5–pawn, as he will still be left with connected ♛–side passed pawns without it.

Watch how he now goes about achieving this. Of course there is a limit to how many pawn exchanges he can allow – opposite coloured bishop situations often result in utterly drawn positions when there are only one or two pawns left, and Fritz5 would be well able to take advantage of that!

51.♔c3 ♗e2 52.♔d2 ♗f3 53.♔c2 ♔c8 54.♗e5 ♔b7 55.♗f6 c4 56.♔d2 ♗c6 57.♔c3 ♗xa4 58.♔xc4

Anand will now push his ♛–side pawns with the help of ♔ and ♗. Note that White's g5–pawn is dead!

58...♗d7 59.♔b3 ♗e6+ 60.♔a4 c6 61.♗e7 ♔a6 62.♔a3 c5 63.♔b2 c4 64.♔c3 b5 65.♔d4 b4 66.♔c5 c3 67.♗f6 ♗d7 68.♗d4 ♔b7 69.♗g7 ♗e8 70.♗f6 ♔c7 71.♗e5+ ♔b7 72.♗f6 ♗d7 73.♗g7 c2 74.♔b2 ♗c6
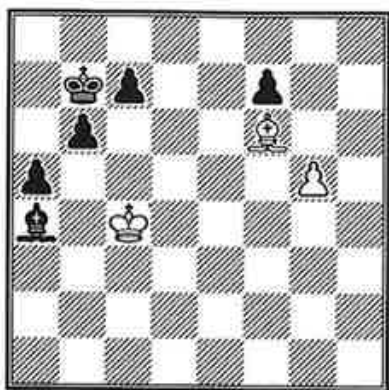
74...b3!? might be even stronger. E.g 75.♔d6 ♗b5 76.♔c5–+

75.♔c4 ♔c7 76.♗c1

76.♔b3 is not much help, because of 76...♗e4–+

76...♔d7 77.♔b3
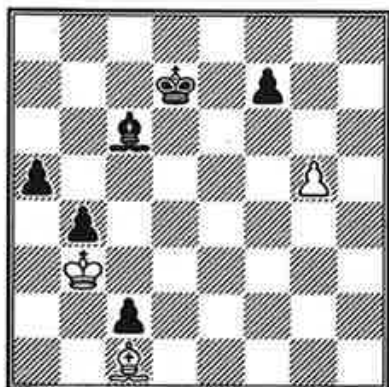
77...♔d6

Another 'GM decision'. Anand allows the capture of his 7th rank pawn (!) to improve his king's position, so that it may have an opportunity to win the g5–pawn. But he'll have to get White's ♗ off the c1–h6 diagonal to do that! The computer programs and I would have gone for pawn protection through 77...♗e4 78.♔a4 ♔d6. Probably that's why we're still not GM's!

78.♔xc2 ♔c5 79.♗e3+ ♔c4 80.♔b1 a4 81.♗f4 a3 82.♗d6 ♗d5 83.♔c1 ♔b3 84.♔d2 ♔a4
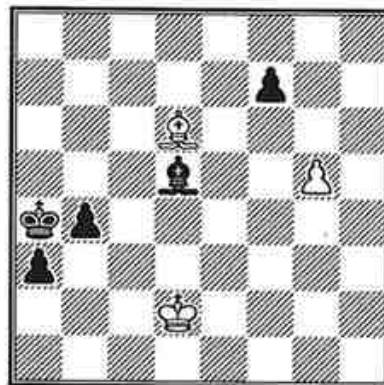
Black is ready to launch his final attack

85.♗e5 b3 86.♔c1 ♗e4!

White is forced to keep his ♗ on the a1–h8 diagonal, otherwise b3–b2 and b2–b1=♛

87.♗c3 ♔b5

The long route march begins!

88.♗f6 ♔c6 89.♗c3

As mentioned above, White cannot attack the a–pawn to interrupt the Black ♔ plans. E.g 89.♗e7?? b2+–+

89...♔d5 90.♗a1 ♔e6 91.♗d4 ♔f5 92.♗f6
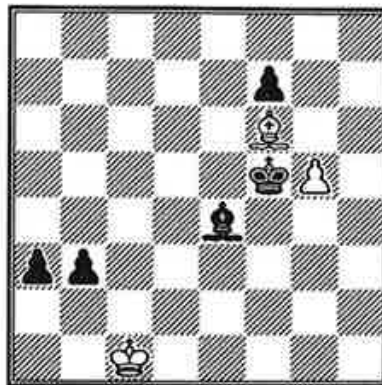
92...♔g6!

The finishing touch: the ♗ has too many responsibilities and cannot guard both b3 and g5, except from its current square. But if it stays on f6, what else can White play?

93.♗c3

Not 93.♔d2? or it's that 93...b2 again!

93...♔xg5 94.♗d4 0–1

An impressive and controlled performance by Anand.

GAME 2

Anand,V (2770) – Fritz5
[D41] G/30 (2), 1998

1.♘f3 ♘f6 2.c4 e6 3.♘c3 c5 4.g3 ♘c6 5.♗g2 d5 6.cxd5 ♘xd5 7.0–0 ♗e7 8.d4 0–0 9.♘xd5 exd5 10.dxc5 ♗xc5 11.♗g5 f6 12.♗d2 ♗e6 13.e3 ♕d7 14.♗c3 ♖ad8 15.♖c1 ♗b6 16.a3 ♗h3 17.b4 ♗xg2 18.♔xg2 ♖fe8 19.♕b3 ♕f5 20.♕c2 ♕h5 21.a4 a6 22.a5 ♗c7 23.♕b2 ♖d7 24.b5 ♘xa5 25.bxa6 bxa6 26.♗xa5 ♗xa5 27.♕a2 ♗b6 28.♕xa6 ♗c7 29.♖fd1 ♕f5 30.♖c5

By attacking the isolani on d5, Anand builds up a threatening attack against the Fritz ♔. But the program survives and Anand is reluctant to go all–out, as a draw is sufficient to make sure he doesn't 'do a Gazza' (i.e lose, as GK did to Deep Blue2!)

30...♖ed8 31.♖dc1 ♗d6 32.♖c8 ♕e4 33.♕a8 ♗e7 34.♖1c7 ♖d6 35.♕a7 ♖xc8 36.♖xc8+ ♔f7 37.♕d4 ♖a6 38.♖c7 g6 39.♕xe4 dxe4 40.♘d4 ♔e8 41.g4 ♖a2 42.♖c8+ ♔d7 43.♖h8 ♗c5 44.♖xh7+ ♔d6 45.♔f1 ♖a1+ 46.♔g2 ♖a2 ½–½

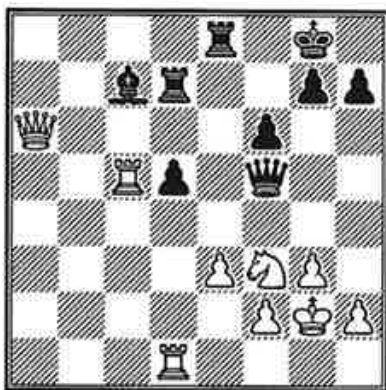Anand made that look fairly straightforward, but credit also to FRITZ5 for its excellent defence under pressure!

CONCLUSIONS

We are currently rating **FRITZ5** at around 2600 Elo, and that's on a Pentium MMX/200. Sweden have it the same, when using the ChessBase auto–tester and the added Power Books.

ANAND is currently graded at 2770, though that figure may fall slightly after his disappointing mid–Table result in the Category 18 Sparkassen Chess Tournament. Incidentally our own Michael Adams came a brilliant joint 1st – a considerable improvement on the recent performances of our cricket, football and rugby teams. Perhaps chess will soon replace these as our national sport?!   :–)

Back to reality!

Our current Rating List suggests that the top programs such as Fritz5, Nimzo98, Hiarcs6 and Rebel9, on a P2/450 and at G/30, should perform at over 2700. This figure is based on adding 40–60 Elo for the very fast processor, and 80 Elo for G/30 compared with 40/2.

A ½–1½ loss to Anand grades rather lower at 2570. Okay it's a small, in fact, tiny sample. Also Anand is a known PC–user. He is said to favour Hiarcs6 for preparation, but he has used Fritz5 as well, and not only in preparation for this mini–Match. Indeed, I know quite a few 'experts' who think Anand represents a major obstacle for all chess programs – more so than Kasparov in the seemingly unlikely event of a Human v DeepBlue3 match.

So he was <u>ready</u> and, in truth, I think he really outplayed the PC program. Can REBEL–10 do better?!

Tom O'Donnell...this time it's Genius5

In the latest in a remarkable succession of Matches against the leading programs, Canadian I.M **Tom O'Donnell** faced up to **Genius5** during the last week of May.

I say 'remarkable' because O'Donnell's results have, in the main, looked to be pretty awful and one has to wonder where he finds the desire to try again.

Here are the results so far: all Matches played at G/10 or G/5+5secs, and the computer programs in each case have been on a Pentium/166MHz machine.

O'Donnell - HIARCS6 2-8
O'Donnell - FRITZ5 2½-7½
O'Donnell - MCHESS PRO7 ½-9½
O'Donnell - JUNIOR4.6 1½-8½
O'Donnell - NIMZO98 4½-5½

There is no prize-fund or payment for O'Donnell in these matches but, in case anyone feels the IM isn't really putting in a maximum effort, I'd feel sure the IM is doing his best, for his pride's sake alone. He's on 3½/4 in the Canadian Open as I write!

What do the statistics say?

■ The time control definitely favours the computer programs, probably boosting their performance potential by between 150 and 200 Elo *(see figures +80 for G/30, and +200 for G/5 suggested in SS/76).*

■ O'Donnell is graded at 2365. Therefore there is something like a 350 Elo gap between the opponents in each Match, signifying that results in the 8½-1½ to 9½-½ range are actually likely.

So, in general, the scores have actually been much as we should expect, at least until the NIMZO98 match. The score from that suggested that either, [1] Nimzo98 isn't as good against humans as it is proving to be against computers, or [2] O'Donnell is beginning to get used to how to play against silicon opposition!

With this background in mind, here are all the games from the new GENIUS5 'Game in 10 minutes' match. These are followed by some comments and position analysis.

R1: **Tom O'Donnell - Genius5**

1. e4 e5 2.♘f3 ♘c6 3.♗b5 d6 4.d4 ♗d7
5.O-O exd4 6.♘xd4 g6 7.♘c3 ♗g7 8.♗e3
♘ge7 9.♕d2 O-O 10.♖fe1 a6 11..♗a4
♘e5 12.♗xd7 ♕xd7 13.♕e2 ♘g4 14.♖ad1
♘xe3 15.♕xe3 ♘c6 16.♘xc6 ♕xc6
17.♘d5 ♖ae8 18.c3 f5 19.♕d3 fxe4
20.♖xe4 ♕c5 21.♖e2 ♗e5 22.g3 c6
23.♘e3 d5 24.♖de1 ♖f3 25.♕d2 ♗g7
26.♘g4 ♖xe2 27.♕xe2 ♖f8 28.♕e6+ ♔h8
29.♖e2 ♕b6 30.♔g2 ♕b5 31.h4 d4
32.cxd4 ♗xd4 33.b3 ♕d3 34.♕e4 ♕xe4+
35.♖xe4 ♗c5 36.♖e5 ♗d6 37.♖e6 ♗b4
38.♘e5 ♔g7 39.♘d3 ♗a3 40.♖e3 ♖d8
41.♘f4 ♔f6 42.♔f3 ♖d2 43.♖e6+ ♔f7
44.♖e2 ♖xe2 45.♘xe2 ♗c5 46.♘f4 ♔f6
47.♘d3 ♗d6 48.♔e4 ♗e7 49.f3 ♗d6
50.g4 ♗e7 51.f4 ♔g7 52.g5 ♗d6 53.♘e1
♗b4 54.♘d3 ♗d6 55.♘e5 ♗c7 56.f5
gxf5+ 57.♔xf5 ♗xe5 58.♔xe5 ♔g6
59.♔d6 ♔h5 60.♔c7 ♔xh4 61.♔xb7 ♔xg5
62.♔xa6 h5 63.a4 h4 64.a5 h3 65.♔b7 h2
66.a6 h1=♕ 67.a7 c5+ 68.♔b8 ♕h2+
69.♔b7 ♕h7+ 70.♔b8 ♕g8+ 71.♔b7
♕xb3+ 72.♔c7 ♕a4 73.♔b7 c4 74.♔b8 c3
75.a8=♕ ♕xa8+ 76.♔xa8 c2 77.♔b7
c1=♕ 78.♔b6 ♕c4 79.♔b7 ♔f5 80.♔a8
♕b4 81.♔a7 ♔e5 82.♔a8 ♔d6 83.♔a7
♔c7 84.♔a8 ♕a4# 0-1

R2: **Genius5 - Tom O'Donnell**

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 ♘c6 6.♗g5 e6 7.♕d2 a6 8.O-O-O
♗d7 9.f4 b5 10..♗xf6 gxf6 11.f5 ♘xd4
12.♕xd4 ♗e7 13.♗e2 O-O 14.g4 ♖b8
15.h4 b4 16.♘b1 ♕b6 17.fxe6 fxe6
18.♗c4 ♕xd4 19.♖xd4 a5 20.♘d2 ♔g7
21.♗e2 e5 22.♖d5 a4 23.♖a5 ♖a8
24.♖xa8 ♖xa8 25.♘c4 ♗e6 26.♖d1 ♖d8
27.♘b6 h5 28.gxh5 f5 29.♖g1+ ♔h7
30.exf5 ♗xf5 31.♘d5 ♗xh4 32.♘xb4 d5
33.♖f1 ♗e4 34.♖f7+ ♔h6 35.♖a7 ♗g5+
36.♔d1 ♗e3 37.♖xa4 ♖g8 38.♖a6+ ♔h7
39.♗d3 ♗xd3 40.cxd3 d4 41.♘d5 ♖g1+
42.♔e2 ♖g2+ 43.♔f3 ♖xb2 44.♖g6 ♖b8
45.♔e4 ♖a8 46.♘f6+ ♔h8 47.h6 ♗f4
48.♖g7 1-0

R3: **Tom O'Donnell - Genius5**

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.O-O
♘xe4 5.d4 ♘d6 6.♗xc6 dxc6 7.dxe5 ♘f5
8.♕xd8+ ♔xd8 9.b3 h6 10.♗b2 ♗e6

11.♘bd2 ♗e7 12.♖ad1 ♔e8 13.h3 ♖d8
14.g4 ♘h4 15.♘xh4 ♗xh4 16.♘f3 ♗e7
17.♖xd8+ ♔xd8 18.♘d4 ♗c5 19.♘xe6+
fxe6 20.♔g2 ♔e7 21.♖d1 ♖f8 22.♗d4
♗xd4 23.♖xd4 a5 24.♔g3 c5 25.♖d2 g5
26.f3 a4 27.♖d3 ♖f4 28.h4 b6 29.hxg5
hxg5 30.♖d1 axb3 31.cxb3 ♖d4 32.♖xd4
cxd4 33.f4 d3 34.♔f3 gxf4 35.a4 c5 0-1

R4: <u>**Genius5 - Tom O'Donnell**</u>

1.e4 ♘c6 2.d4 d5 3.♘c3 dxe4 4.d5 ♘e5
5.♘xe4 e6 6.♘c3 ♘f6 7.f4 ♘g6 8.♗b5+
♗d7 9.dxe6 fxe6 10.♗d3 ♗d6 11.♗xg6+
hxg6 12.♕d3 ♗c6 13.♕xg6+ ♔d7
14.♘ge2 ♕f8 15.♘d4 ♖h6 16.♕g5 ♖h5
17.♕g3 ♘e4 18.♕f3 ♘f6 19.♘xc6 bxc6
20.♗e3 ♖b8 21.♗xa7 ♖xb2 22.O-O-O
♖b7 23.♗d4 ♖a5 24.g3 ♔c8 25.♕xc6
♘d5 26.♗xg7 ♗a3+ 27.♔d2 ♕d8
28.♕xe6+ ♔b8 29.♔e2 ♖b6 30.♕e4 ♖d6
31.♖xd5 ♖dxd5 32.♖b1+ 1-0

R5: <u>**Tom O'Donnell - Genius5**</u>

1.e4 c5 2.c3 d5 3.exd5 ♕xd5 4.d4 ♘c6
5.♘f3 e6 6.♗d3 cxd4 7.cxd4 ♘f6 8.♘c3
♕d6 9.O-O ♗e7 10.♗e3 O-O 11.♖c1
♗d7 12.h3 ♘b4 13.♗b1 ♗c6 14.a3 ♘bd5
15.♘e5 ♖ac8 16.♕d3 ♘xc3 17.♖xc3 ♗e4
18.♕b5 ♕d5 19.♕xd5 ♗xd5 20.♖fc1
♖xc3 21.♖xc3 ♗d6 22.f3 ♖d8 23.♔f2 h6
24.h4 ♘e8 25.g4 ♗e7 26.h5 ♗h4+
27.♔e2 ♗g3 28.♗c2 ♘d6 29.♖c7 f6
30.♘g6 ♘e8 31.♖c3 ♘c7 32.♗e4 a6
33.♘e7+ ♔f7 34.♘xd5 ♘xd5 35.♗xd5
♖xd5 36.f4 ♖d7 37.♖c1 e5 38.dxe5 fxe5
39.♔f3 exf4 40.♗xf4 ♗xf4 41.♔xf4 ♔f6
42.♖c4 g6 43.hxg6 ♔xg6 44.♖b4 b5 45.a4
♖f7+ 46.♔g3 bxa4 47.♖xa4 ♖f8 48.♖a5
♔g7 49.♔h4 ♖b6 50.b4 ♔g6 51.♖a4 ♖d6
52.♖a5 ♖e6 53.b5 axb5 54.♖xb5 ♖d6
55.♖a5 ♖c6 56.♖b5 ♖a6 57.♖c5 ♖b6
58.♖d5 ♖f6 59.♖a5 ♖d6 60.♖b5 ♖e6
61.♖c5 ♖a6 62.♖d5 ♖b6 63.♖e5 ♔f6
64.♖a5 ♖b2 65.♖a6+ ♔g7 66.g5 hxg5+
67.♔xg5 ♔f7 68.♔f5 ♔e7 69.♔e5 ♖b5+
70.♔e4 ♖h5 71.♖a7+ ♔d6 72.♖a6+ ♔e7
73.♖a7+ ♔d6 74.♖a6+ ♔e7 ½-½

R6: <u>**Genius5 - Tom O'Donnell**</u>

1.e4 ♘c6 2.♘c3 e5 3.♗c4 ♗c5 4.♘f3 d6
5.O-O ♘f6 6.d3 ♗g4 7.♘a4 ♘d4 8.♘xc5
dxc5 9.♗xf7+ ♔e7 10.♗b3 ♘xf3+ 11.gxf3
♗h3 12.♖e1 ♕e8 13.♔h1 ♕h5 14.♖g1
♖af8 15.♖g5 ♕h4 16.♖xg7+ ♔d8 17.♗e3
♔c8 18.♗xc5 ♘h5 19.♖g1 ♘f4 20.♗xf8

♖xf8 21.♕d2 ♖f6 22.♖g8+ ♔d7 23.♕b4
♖g6 24.♗a4+ ♔e6 25.♖e8+ ♔f7 26.♕f8#
1-0

R7: <u>**Tom O'Donnell - Genius5**</u>

1.e4 e6 2.d4 d5 3.♘d2 ♘f6 4.e5 ♘fd7 5.f4
c5 6.c3 ♘c6 7.♘df3 cxd4 8.cxd4 ♘b6
9.♗d3 ♗e7 10.♘e2 ♘b4 11.♗b1 ♗d7
12.a3 ♘c6 13.O-O O-O 14.b3 f5 15.exf6
♖xf6 16.♗e3 ♖c8 17.♕d3 g6 18.h4 ♕f8
19.h5 ♗xa3 20.♘e5 ♗b2 21.hxg6 ♗xa1
22.gxh7+ ♔g7 23.♕f3 ♘xe5 24.dxe5 ♖f5
25.♖g3+ ♔xh7 26.♕d1 d4 27.♘xd4 ♗xd4
28.♗xd4 ♗e8 29.♕g4 ♖c1+ 30.♔f2 ♖xb1
31.♖h3+ ♕h6 32.♖xh6+ ♔xh6 33.♗xb6
axb6 34.♕g8 ♖b2+ 35.♔g3 ♗f7 36.♔h4
♗xg8 0-1

R8: <u>**Genius5 - Tom O'Donnell**</u>

1.e4 ♘c6 2.d4 d5 3.e5 ♗f5 4.♗b5 e6
5.♘f3 ♘ge7 6.O-O a6 7.♗e2 g6 8.♘e1 h5
9.♗g5 ♗g7 10.c3 ♕d7 11.♘d2 ♘g8
12.♘b3 b6 13.♘f3 ♗g4 14.♗d3 ♗h6
15.♗xh6 ♘xh6 16.♕e2 ♘f5 17.♘bd2 a5
18.♗b5 ♘fe7 19.♖fe1 ♔f8 20.♕e3 ♗xf3
21.♘xf3 ♕d8 22.♕f4 ♔g8 23.♘g5 ♕f8
24.♕f6 ♘d8 25.♗d3 ♘dc6 26.a4 ♕g7
27.♗b5 ♕f8 28.♗xc6 ♘xc6 29.♘xe6 fxe6
30.♕xg6+ ♕g7 31.♕xe6+ ♔h7 32.♕xc6
♖hg8 33.♕xd5 ♖ad8 34.♕f3 ♕g5 35.e6
1-0

R9: <u>**Tom O'Donnell - Genius5**</u>

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.O-O ♗c5
5.c3 O-O 6.d4 ♗b6 7.♗g5 h6 8.♗xf6
♕xf6 9.♗xc6 ♕xc6 10.d5 ♕g6 11.♘bd2
d6 12.a4 ♗h3 13.♘e1 ♗g4 14.♕c2 a6
15.♘c4 ♗a7 16.♔h1 f5 17.f3 fxe4 18.♕b3
♗h5 19.♕xb7 e3 20.♕xc7 e2 21.♖g1
♗xg1 22.♔xg1 ♖ac8 0-1

R10: <u>**Genius5 - Tom O'Donnell**</u>

1.e4 e6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘d7
5.♘f3 ♗e7 6.♗c4 ♘gf6 7.♘xf6+ ♘xf6
8.♗g5 O-O 9.O-O b6 10.♘e5 ♗b7
11.♖e1 c5 12.dxc5 ♗xc5 13.♕xd8 ♖fxd8
14.♗f4 a6 15.♖ad1 b5 16.♗d3 h6 17.c3
♔f8 18.♗e3 ♗xe3 19.♖xe3 ♖d6 20.a4
♖ad8 21.axb5 axb5 22.g3 ♘d7 23.♘xd7+
♖8xd7 24.♔f1 ♗a6 25.b3 ♖c7 26.♖c1 b4
27.c4 ♔e7 28.♖a1 ♗c8 29.♗e4 ♖a6
30.♖xa6 ♗xa6 31.♔e2 ♗b7 32.♗xb7
♖xb7 33.♖e5 f6 34.♖a5 g5 35.♖a8 ♔d6
36.♖h8 ♔e5 37.♔e3 g4 38.♖d8 f5 39.♖f8

h5 40.♖h8 ♖b6 41.♖h7 ♖b8 42.♖e7 h4
43.♖a7 h3 44.♖a5+ ♚f6 45.♖a6 ♚e5
46.♖a1 ♖d8 47. ♖a5+ ♚f6 48.♚e2 ♖b8
49.♖a6 ♚e5 50.♚e3 ♖b7 51.♖a8 ♖d7
52.♖a5+ ♚f6 53.♚e2 ♖b7 54.♖a6 ♚e5
55.♖c6 ♚f6 56.♚e3 ♚e5 57.♖c5+ ♚f6
58.♖b5 ♖d7 59.♖×b4 ♖d1 60.c5 ♖h1
61.c6 ♚e7 62.♖d4 ♖c1 63.♖c4 ♖×c4
64.b×c4 e5 65.f3 f4+ 66.♚f2 f×g3+
67.♚×g3 g×f3 68.♚×h3 ♚d6 69.♚g3 e4
70.h4 ♚×c6 71.h5 ♚c5 72.h6 ♚×c4 73.h7
♚d3 74.h8=♕ ♚e2 75.♕d4 e3 76.♕b2+
♚f1 77.♚×f3 e2 78.♕×e2+ ♚g1 79.♕g2#
1-0

Final Result Table

O'Donnell	0	0	0	0	½	0	0	0	0	= ½
Genius5	1	1	1	1	½	1	1	1	1	= 9½

Aftermath Comment

The organiser of this series of matches, *Alan Tomalty (Komputer Korner* on the Internet), reports: *"Tom said that Genius5 wasn't as aggressive as M-Chess7.1 and if not for some endgame blunders, the score would have been much closer. Tom seemed to be able to last until the endgame in most games, unlike against MChess7.1 where he was simply outplayed from start to finish."*

I can't go along altogether with this comment. Round 5 was a drawn endgame, and Rounds 3, 4, 6, 7, 8 and 9 were all won by Genius5 in under 40 moves, which = 6½ points. Therefore the *able to last until the endgame blunder losses in most games'* would have to be in Rounds 1, 2, 10 only, and even if all of these had been draws, it's still an 8-2 score.

Anyway a blunder is a blunder, and still loses the point, so let's have a peep at them!

Round 1 after 55...♗c7.

O'Donnell was White and played 56.f5? but I would reckon that 56.♘d7 is = or even +/=.

In Round 2 it was not so much an endgame mistake, as a case of over-optimism in

trying to crowd White's king.

This time O'Donnell is Black. Here is the position after Genius5 played 35.♖a7. The IM tried 35...♗g5+, but after 36.♚d1 ♗e3 37.♖×a4 it was really too late to play ♖g8.

If however he had played 35...♖g8 immediately, O'Donnell would have had some real threats, and I'd call the outcome uncertain.

Apart from the drawn game, the only other endgame in the Match arose in the final Round. This one I found particularly interesting.

In the first diagram, with the PC program as White, Genius5 has just played 56.♚e3.

My initial view was based on Genius having the distant pawn majority and slightly better king position, so I concluded that Black must keep rooks on, and anyway would do best to play 56...♖d7, to halt any White king march to the queenside. I still beliee this move leaves the position about equal.

As a result I marked 56...♚e5? as a mistake because, after the next few moves 57.♖c5+ ♚f6 58.♖b5 ♖d7 59.♖×b4 ♖d1 60.c5 ♖h1 61.c6 ♚e7 62.♖d4 ♖c1 63.♖c4 ♖×c4 64.b×c4 e5 65.f3 we rejoin the game with the rooks off and White a pawn up! ---------------►
"Must be a win!" After 65...f4+ 66.♚f2 it was: White read about +500!

But what if 65...g×f!! Then 66.♚×f3 ♚d6! and suddenly things aren't so simple. E.g 67.g4 f×g+ 68.♚×g4 ♚×c6 is a draw. So 56...♚e5 was okay!... but not 65...f4+.

TEST your COMPUTER: 3
RESULTS of our "just out of Book" SET!

INTRODUCTION

The 'standard' type of test normally has the idea of using positions where there is <u>only one</u> correct move (i.e <u>it</u> wins when all else draws/loses, or <u>it</u> draws when all else loses). Such a test is thus: *"How quickly can you or your Computer FIND this move?"* and it is usually based on tactical issues.

The positions in our SERIES are different. Usually there are various possibilities which are more matters of judgement, initiative, knowledge, positional understanding, correct move order and only occasionally sheer tactical speed.

Therefore our <u>scoring system</u> is based on whether we think each likely move is good, bad, or just plain ugly, and the computer scores according to this view of the quality of the move it chooses!

I recommend exactly **10 minutes** be allowed on each position - sufficient to judge what is the very best your computer or program is likely to be able to play under typical 40/2 Tournament conditions.

Selective Search: SET 3

These positions all occur 'just out of Book'! Some of the chess in our **game continuations** is scintillating stuff - don't miss it! Incidentally, our **Set1** appeared in SS69, and **Set2** in SS72.

● Test3_1
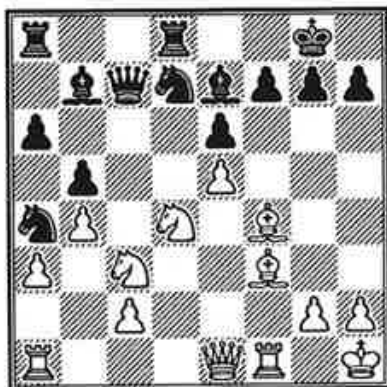
A difficult choice between two methods of continuing the White attack. **1–0**

- ♞d5=10 [as played].
- ♞e4=9.
- ♞cxb5=5.
- ♞dxb5=5.
- ♗xb7=3. KaspGK2100. TurboKing2. Hiarcs6P/233. Fritz5P/233. Rebel8+9P/200. MephMontreux. MephMilano. Fritz2P/200. MephMM6.
- ♞xa4=3. MephBerlin68000. MephBerlin68020. FidDes2265. NovDiamond1. NovSupVIP. Genius5P/233. CCSystem486. FidMach4. Hiarcs6P/300. Nimzo98P/200. Junior46P/200. Genius4P/200. MCPro6+7P/200. Hiarcs4+6P/200. FrancescaP/90. TascR/30−1995. MephLondon68000.
- ♞ce2=2.
- ♞f5=2.
- Others=0.

In the game *Gazik−Stohl*: **18.♞d5 e×d5** (18...♗×d5 19.♗×d5 e×d5 20.e6 ♛b6 21.e×f7+ ♚h8 22.♛×e7 ♛×d4 23.♗c7) **19.♞f5 ♗f8** (19...♞f8 is a major alternative, though 20.♛g3 ♞g6 21.e6!) **20.♛g3 ♛×c2** (20...♛b6!?) **21.♞h6+ ♚h8 22.♞×f7+ ♚g8 23.♞h6+ ♚h8 24.♞f7+ ♚g8 25.e6!** Now Black played **25...♛g6** and lost quickly, whereas 25...♞f6 looks a better try.

● Test3_2
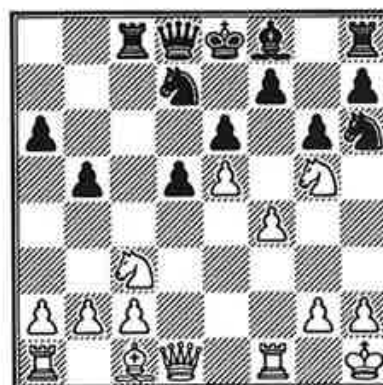
White must act quickly before Black can consolidate here. **1–0**

- f5=10 [as played].
- ♞e2=6. Fritz5P/233. Rebel8+9P/200. TascR/30−1995.

- g4=6.
- a4=6. MephBerlin68000 (♕f2=0 from one reader!?). MephBerlin68020. KaspGK2100. TurboKing2. FidDes2265. CCSystem486. FidMach4. MephMontreux. Hiarcs6P/300. Nimzo98P/200. Junior46P/200. Genius4P/200. MCPro6+7P/200. Fritz2P/200. Hiarcs4+6P/200. MephLondon68000. MephMM6.
- ♕d3=5. NovDiamond1.
- ♔e3=3.
- Others=0. NovSupVIP. Hiarcs6P/233. MephMilano. Genius5P/233. FrancescaP/90.

In the game *Schneider–Akesson*: **14.f5!** ♘×f5 **15.♖×f5 e×f5 16.♕×d5 ♕e7 17.♕b7! ♖b8 18.♕×a6 ♗g7** (18...♘c5 19.♕c6+ ♕d7 20.♕f6 ♖g8) **19.e6 f×e6** (19...♗×c3? 20.b×c3 0-0 21.♗a3 wins the exchange) **20.♘×e6 ♖b6 21.♕c8+ ♔f7 22.♘g5+ ♕×g5 23.♕×d7+ ♕e7 24.♕×e7+ ♔×e7 25.♘d5+ ♔d6 26.♘×b6 ♗d4 27.♗f4+ ♕c6 28.♘d7!**

• Test3_3

Does any computer choose the exchange sac?! Is it "a strong positional sacrifice", or "difficult to justify"? Perhaps as well as tackling the initial position some readers might feel like looking a few moves down the line from the exchange, even if their computer didn't actually choose it?! **1–0**

- axb4=10 [as played].
- 0–0–0=7. KaspGK2100. TurboKing2. FidDes2265. NovDiamond1. NovSupVIP. Fritz5P/233. Genius5P/233. FrancescaP/90. CCSystem486. MephMilano. MephLondon68000. MephMM6.
- ♖b1=7. MephBerlin68020. Hiarcs6P/233. MephMontreux. Hiarcs6P/300.

Nimzo98P/200. Junior46P/200. Rebel8+9P/200. MCPro6+7P/200. Hiarcs4+6P/200. TascR/30–1995.
- ♖d1=5. FidMach4. Genius4P/200. Fritz2P/200.
- dxc5=2.
- ♔e2=2.
- Others=0. MephBerlin68000.

In the game *Vogler–Tischendorf*: **12.a×b4!? ♕×a1+ 13.♔f2** (the critical move. Harvey Williamson sent moves proposed by Hiarcs6 rejecting the idea of the sac as follows: 13.♘d1 c×d4 14.♕×d4 ♕a4 suggesting an eventual Black win, but I think I'd mark 13.♘d1 with ?! as 13.♔f2! seems correct unless there's an improvement on Black's play not found here – always possible!) **13...c×d4 14.♘e4 ♕×b2** (14...0-0?! 15.♘f6+ gives a very strong attack) **15.♘d6+ ♔f8 16.♗d3 f6 17.♖e1 ♕c3 18.♕f4 ♕×b4 19.♘×d4 ♕c5 20.♔f1 ♘×e5 21.♘×c8 ♔g8** (maybe 21...♘×d3 was better!?) **22.♘×e6 ♕×c8 23.♖×e5 f×e5 24.♕×e5** and Black was helpless despite the advantage of the double exchange.

• Test3_4
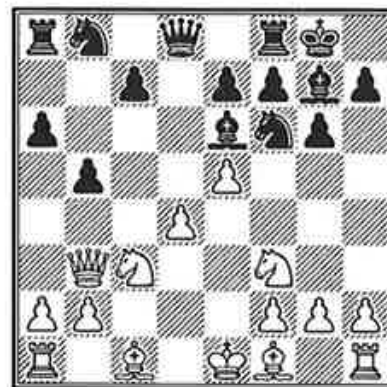
To play exf6 the Computer will need to evaluate favourably the resulting position of having three pieces for its queen. **1–0**

- exf6=10 [as played]. MephBerlin68020.
- ♕a3=6. KaspGK2100. TurboKing2. FidDes2265. NovDiamond1. NovSupVIP. Hiarcs6P/233. Fritz5P/233. Genius5P/233. CCSystem486. FidMach4. MephMontreux. MephMilano. Hiarcs6P/300. Nimzo98P/200. Junior46P/200. Genius4P/200. Rebel8+9P/200. MCPro6+7P/200. Fritz2P/200. Hiarcs4+6P/200. FrancescaP/90. TascR/30–1995.

MephLondon68000. MephMM6.
- ♕b4=3.
- ♕d1=3.
- ♕c2=2. MephBerlin68000.
- Others=0.

In the game *Akhmilovskaya–Ioseliani*:
**10.e×f6! ♗×b3 11.f×g7 ♔×g7 12.a×b3
♘c6 13.♗e3** (not 13.d5 ♘b4 14.♘d4 c5!)
**13...♘b4 14.♖c1 ♘d5 15.♘×d5 ♕×d5
16.♖c3 f5 17.♗e2 f4 18.♗c1 ♕e4
19.0-0!** and White successfully co-
ordinated her minor pieces to win convinc-
ingly.

● Test3_5

Similar to the position in a famous game
Timman–Kasparov, Bugojno 1982 (where
the funny–looking ♘b1 also worked) **1–0**

- ♘b1=10 [as played]. MephBerlin68000.
  MephBerlin68020. FidDes2265.
  NovDiamond1. Hiarcs6P/233.
  Fritz5P/233. Genius5P/233.
  CCSystem486. FidMach4.
  MephMontreux. Hiarcs6P/300.
  Nimzo98P/200. Junior46P/200.
  Genius4P/200. Rebel8+9P/200.
  MCPro6+7P/200. Fritz2P/200.
  Hiarcs4+6P/200. FrancescaP/90.
  TascR/30–1995. MephLondon68000.
- ♗c2=7. KaspGK2100. TurboKing2.
  NovSupVIP. MephMilano. MephMM6.
- ♘h6=5.
- ♔g5=2.
- Others=0.

In the game *Belotti–Beil*: **15.♘b1 ♘b7**
(15...c6!? 16.d×c6 ♗×c6 17.♕×d6 ♕e8 or
17...♕c8 is an interesting pawn sacrifice)
16.♗×c4 ♗b5 17.♘a3! and White was
better on both wings. I was pleasantly sur-
prised to see how well the programs did on
this one – nearly a 100% score!

● Test3_6

What has Black been up to, to get his
pieces in this mess?! There seem to be
various promising possibilities but, in the
game, White probably won after his
11.d×c5 only because Black replied ♘xc5?
which is not best... I think! **1–0**

- ♕e2=10.
- ♘g5+=8. MephBerlin68000.
  MephBerlin68020. KaspGK2100.
  TurboKing2. FidDes2265. Hiarcs6P/233.
  Fritz5P/233. Genius5P/233. FidMach4.
  Hiarcs6P/300. Nimzo98P/200.
  Junior46P/200. Genius4P/200.
  Rebel8+9P/200. MCPro6+7P/200.
  Fritz2P/200. Hiarcs4+6/200. MephMM6.
  TascR/30–1995. MephLondon68000.
- h×g6+=6. NovDiamond1. MephMontreux.
- d×c5 [as played]=6. CCSystem486.
- ♘e5+=2.
- ♕d2=2.
- ♘e2=2.
- Others=0. NovSupVIP. MephMilano.
  FrancescaP/90.

In the game *Wollmann–Weschke*:
11.d×c5 ♘×c5?! (nor 11...e5? 12.♘×d5
e×f4 13.♘c7 wins. However this is not our
top–scoring line as Black might just man-
age to survive with, say, either 11...♗×c3+
b×c3 12.♘c6 , or even the immediate
11...♘c6!?) **12.♘e5+ ♔e8 13.h×g6
h×g6 14.♗×g6+ ♔f8 15.♕f3 ♘bd7
16.0-0-0 ♘f6 17.g4** (True 17.♗f7 wins
the ♕, but White was playing for mate)
**17...♘fd7 18.b4 ♘e4 19.♘×e4 d×e4
20.♖d7 ♖×h1+ 21.♕×h1** and Black re-
signed.

Most programs like the very strong-
looking 11.♘g5+ ♔f8 (11...♔e8 12.h×g6;
11...♔f6 12.♕f3) 12.♕e2 e5 (or 12...♘b6
13.d×c5 ♘c4 14.♗×c4 d×c4 15.♗×b8 ♖×b8

16.0-0-0) 13.h6 ♗f6 14.d×e5 which is hor-
rible for Black.

Best, we believe, is the immediate 11.♕e2!
[a] 11...e5 12.♘×d5
[b] 11...c4 12.♘g5+ ♔e8 13.♘×e6
[c] 11...♘f8 (be ∞ ∓!?) 12.♘e5+ ♔e8
13.d×c5 leaving Black in a hopeless tangle.

COMPUTER SCORES [Max. 60]:

- 44 MephBerlin68020.
- 43
- 42
- 41
- 40 FidDes2265. Fritz5P/233. Hiarcs6P/200+300.
     Nimzo98P/200. Junior46P/200.
     Rebel8+9P/200. MCPro6+7P/200.
     Hiarcs4P/200. TascR/30-1995.
     MephLondon68000. Fritz4P/200
- 39
- 38 CCSystem486. FidMach4. Genius4P/200.
     MephMontreux. Fritz2P/200. Fritz1P/200.
- 37 KaspGK2100. TurboKing2. NovDiamond1.
     MephMM6.
- 36
- 35
- 34 Hiarcs6P/233. Genius5P/233.
- 33
- 32
- 31
- 30
- 29 MephBerlin68000.
- 28
- 27
- 26 FrancescaP/90.
- 25
- 24
- 23 NovSupVIP. MephMilano.

My thanks to ALL who sent in results. It is
clearly the most popular type of test we
have ever had in *Selective Search* - it does-
n't take too long to do, and can be quite ex-
citing to readers considering what they
would play whilst they watch their program
trying to reach its decision.
    It can be frustrating yet quite nail-

biting watching a program choose a high-
scoring move early in its search, and then
change to a lower ranking one. Will it have
time to come back to the better one again,
before the 10 minutes are up?!

I will find 6 MORE POSITIONS for the
next Issue of the magazine!

Finally long-time *SS* subscriber and sup-
porter **Frank HOLT** expressed some inter-
esting views as he sent in results for an
amazing 14 programs, including some dual
versions: Genius4+5, MCPro6+7,
Rebel8+9, Fritz1+2+4+5, and Hiarcs4+6.
    As Frank pointed out, no less than nine
of those he tested came 1= with the same
40 points. He writes:

*"You should have allocated an actual 'time
found' rider, so that the placings for some
of the programs would have been split up.
    "The point that this Test makes is that
far too many programmers are sitting on
their laurels and past achievements. It's only
faster processors and extra RAM keeping
these programs and some upgrades alive.*

1. *I purchased MChessPro7 because of the
   old days. MChess was the first program I
   bought for my PC, in fact the only one
   available at the time. MCPro7 is no
   different to MCPro6.*
2. *Rebel9 is no different to Rebel8: in fact I
   think Rebel9 is worse owing to the
   keyboard continually locking out. I used it
   for a Game Analysis the other day, at 1
   min. per move, and it locked out again
   after just 20 moves.*
3. *Fritz5 is definitely better than Fritz4, which
   means a lot of thought has gone into it.*
4. *Hiarcs6 is better than Hiarcs5, but that
   was because 5 had a fault in it, and the
   endgame of 6 still has trouble winning.*
5. *Junior4.6 is not very good although it plays
   through the Fritz5 engine.*
6. *Nimzo98 plays a very good game and the
   interface is good. But it has no replay
   game, no easy 'styles of play' change, and
   no Mate levels.*

Finally Frank congratulates Richard Lang
on not bringing out a 'supposed' upgrade,
while the program and features develop-
ment are (presumably) static. He adds *"let's
hope when it does make an appearance, it
will be therefore be worth having and an-
other Genius program to look up to?"*

NEWS and RESULTS

'Advanced' Chess: KASPAROV v TOPALOV

Though widely advertised, in truth this Event didn't appear to attract all that much attention in the end.

Perhaps that was because of the 4-0 drubbing Topalov got at the World Champion's hands in a straightforward Challenge Match a couple of months earlier. Or perhaps it was because strong players don't like this sort of thing, or the Computer Fan Club doesn't really believe that the world's strongest players will actually be choosing computer moves rather than their own?!

Whatever, the Match was played, and ended in a 3-3 draw. Amusingly (I think) the players then had a 'decider' in which they played without the Computers - originally these were the whole point of the exercise! Surprise, surprise: Kasparov won.

The games, which I didn't think were particulary special, have appeared in many places. I can print them in the next Issue of *SS* if enough folk want and ask, but my guess is that most have already seen them.

FRITZ5 v [GM] Kotronias

SS reader **Lakis TRANTAS** when writing with his Computer TEST3 results, reported that Greek GM **Kotronias** (2585) beat **Fritz5 P/233** by 3-1 in a mini-Match in Athens, Greece in early June. The time control was G/10min+5secs per move.

Lakis asked the GM if he would let us have the games, and they have just reached me, but too late to include in this Issue, as all space is accounted for! They'll be annotated for *SS78*.

Mephisto MILANO PRO undergoes a CRA Test

Incredibly it has taken nearly a year to reach me - and then I only found out by sheer chance - but the then new MILANO PRO was entered for a CRA Test last August.... and did very well! Why on earth the manufacturers Saitek haven't made plenty of noise about it, I just don't know!

The bare facts are that it scored +30-7=11 against average opponent strength of 2263 USCF, and was subsequently awarded an Official 2464 USCF-approved grading. I have put a request on the Internet, in case Larry Kaufman (one of the operators) or anyone else in the USA can let us have any more details, or some games!

In the meantime I have listed below all of the most recent CRA grading results, alongside their *SS76* ratings.

Clearly, even after deducting 80 from the CRA figures as an allowance for G/30 computer improvement, and the supposed 120 for the difference between USA and Elo, there is a major gap. In the States they deny that this 120 gap exists, but the figures we get from their CRA tests consistently suggest that it might actually be higher!?

Be that as it may, the Computers have clearly done very well over there in obtaining such impressive gradings, and it is equally interesting to compare them, as they help to establish strength relationships between the machines themselves.

CRA TESTS, 1996-8		
Mephisto **Milano Pro**	2464	2142
Novag **Sapphire1/Diamond1**	2420	2137
Kasp **President/TC+GK2100**	2330	2036
Novag **EmrldClassic/Amber**	2294	2037

INTERNET games: HIARCS6 v Shirov

Many of the PC programs and top GM's are in regular play in various places on the Internet. Sometimes their names are hidden, for various reasons, and sometimes we find out who a pair of contestants were.

As GM SHIROV recently beat Kramnik, to qualify for a head-to-head meeting with Kasparov for the PCA version of the ~~Heavyweight~~ World Chess Championship, the following game is of more than passing interest!

Hiarcs6 P/133 − A Shirov
[D12] QGambit, Slav. G/3+12 'Net, 1998

1.d4 d5 2.♘f3 ♗f5 3.c4 c6 4.♘c3 e6 5.e3 ♘f6 6.♗e2 h5
New to me, a typical Blitz charge! 6...h6 7.0–0 ♘bd7 8.b3 is usual
7.0–0 h4 8.♕b3 ♕c7 9.cxd5 exd5 10.♗d2 ♗d6

Black appears to be behind in development, but the h8-♖ IS developed and just where Shirov wants it, so there is already an enormous force bearing down on the Hiarcs ♔

11.♖fc1 ♕e7 12.h3

Hiarcs tries to secure g4 and block Black's deadly h-♟. This will work only until the g-♟ arrives!

12...♘e4 13.♘xe4 ♗xe4 14.a3 a5 15.♕a4 ♘d7 16.♕b3?!

16.♗c3 looks better 16...♘b6 17.♕d1 0-0

16...♖a7 17.♕a4 g5

18.♗e1?!

White probably should have tried to get some of Shirov's artillery exchanged off the board. Eg 18.♗b4 g4 19.♗xd6 ♕xd6 20.♘g5 might have kept White close to equal. After the move played, I reckon Black gets three chances to win!

18...♗b8?

Missed g4 opportunity number one.
18...g4! 19.hxg4 h3∓

19.♗c3?!

Maybe with 19.♘d2 White can still expect to survive the attack, but Hiarcs gives Shirov another chance!

19...f6?

Again 19...g4! continues the terrific charge which, after 20.hxg4 h3, certainly seems to win

20.♘d2?!

Hiarcs allows one final opportunity. Again 20.♘d2 seems best. But remember this was played at G/3+12secs, keying-in moves over the Internet! It's much easier to spend a few minutes peacefully at home, trying to find improvements!

20...♕d6?

Missed g4 opportunity number three.
20...g4 21.hxg4 h3 22.g3 h2+ 23.♔h1 ♕g7 could have still been enough to win

21.♗xa5!

Hiarcs is back in the game!

21...b5??

Something of a disaster really. Shirov was perhaps shell-shocked, maybe thinking that Hiarcs had just defended too cleverly, and was wondering where his brilliancy had gone to! It can happen so easily at the speeds! In fact there were still ways to maintain some pressure and aim for a draw: 21...f5 22.♕b4 g4 23.♕xd6 ♗xd6=; or our old friend 21...g4 22.hxg4 h3 23.g3=

22.♕b4

And Shirov resigned, perhaps a little early, but more likely just disgusted with himself! The end might have been 22...♗xf3 *(22...♕xb4 is not as good 23.♗xb4 g4 24.hxg4 h3 25.♖xc6! ♔f7 26.g3+-)* 23.♗xf3 ♕h2+ 24.♔f1 ♕d6 25.♕c3 and a fortunate (!?) White should win easily enough. **1-0**

MChessPRO'8' v Igor Efimov

The following game was played after a Seminar on Artificial Intelligence at the University of Milan. It involved Marty Hirch's **MChessPRO** in its current state of development towards the next upgrade [8].

Now I must warn that this is a fairly dull game... quite pedestrian in places! For foreign readers, 'pedestrian' = walking pace, getting nowhere too fast!

I'm fairly sure that Efimov was demonstrating some of the *'don't know what to do'* problems, which many chess programs still have in quiet or blocked positions... and MCP shows that it is included in that criticism, despite a deserved reputation as one of the more active of its genre.

At this point you might well ask: *'What on earth have I included the game for, after an introduction like that?'*

But I know some of you - you'll definitely want to have a look for yourselves, to see what I'm talking about. So, yawn, here it is. Enjoy! :-)

Efimov,I (2530) - MChessPro'8'
[A38] 06.1998. Game in 2 hours.

1.c4 ♘f6 2.♘f3 c5 3.♘c3 d5 4.cxd5 ♘xd5 5.g3 ♘c6 6.♗g2 g6 7.d3 ♗g7 8.♗d2 0-0 9.0-0 ♘c7 10.♖b1 b6 11.♕c1 ♗g4 12.♗h6 ♕d7 13.♗xg7 ♔xg7 14.♕f4 ♖ad8 15.♖fc1 f6

To get some control of the important e5

(and g5) squares. Efimov meanwhile is playing in Hedgehog style, waiting while MCP straggles its pawns everywhere.
**16.a3 e5 17.♕a4 a5 18.♘d2 ♘d4 19.♕xd7+ ♖xd7 20.♔f1**
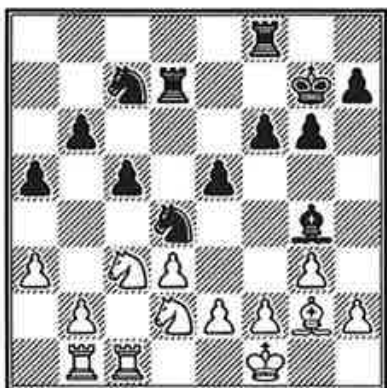
20...♖g8?!
    This seemed a strange choice, and no doubt Efimov had some interesting remarks to make to his Seminar students! Why not 20...♖b8 21.b4 cxb4 22.axb4 axb4 23.♖xb4∓
21.h3 ♗e6 22.b4 axb4 23.axb4 cxb4 24.♖xb4 ♖b8 25.♖cb1 b5 26.♖4b2 ♖dd8 27.♘de4 ♗c8 28.♘c5 f5 29.♖a2?!
    29.e3!? ♘de6 30.♘xe6+ ♘xe6 31.♗d5=
29...♔h6
    I prefer 29...♘ce6 30.♖a7+ ♔h6 31.♘b3 but the game would still be very even, and so it remains through until near the end
30.♖ab2 ♘a6 31.♘xa6 ♗xa6 32.♘d5 ♗b7 33.♘b4 ♗xg2+ 34.♔xg2 ♖bc8 35.♖a2 ♖c3 36.♖bb2 ♖b3 37.♖xb3 ♘xb3 38.♘c6 ♖d5 39.♖a7 ♘d4 40.♘xd4 ♖xd4 41.♖b7 e4 42.dxe4 ♖xe4 43.e3 b4 44.h4 ♖c4 45.♔f3 ♖e4 46.♔e2 ♖c4 47.♔d2 g5 48.hxg5+ ♔xg5 49.♖xh7 b3 50.♖g7+
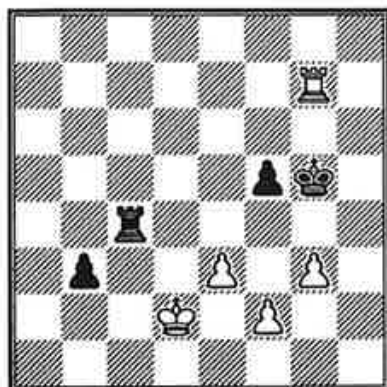
    I wonder if the GM, aiming for this end–game imbalance, with himself a pawn ahead, was actually hoping to cause MCP a serious last minute embarrassment?

50...♔h5?!
    This does seem to give White a small chance, and 50...♔f6!? looks better: 51.♖b7 ♖c2+ 52.♔d3 ♖xf2 53.♖xb3 ♖f3=
51.♖h7+ ♔g5 52.♖g7+
    Is 52.f4+ better? 52...♔g4 53.♖b7. It probably makes no difference, I think the computer is as safe as houses
52...♔h5 53.♖h7+ ♔g5 ½–½

On the clocks the GM had only 5 minutes left (too much talking to the audience?!), and MCP'8' had 30, so the ½ was agreed. 18 months ago **MCPro6**, on slower hardware, beat Efimov 3½-2½ in a match, so maybe he was just happy to get the draw.

Frank HOLT: Latest RESULTS

Always hard at work and glad to share his findings with *Selective Search*, Frank has continued with his testing of NIMZO98.

Results worldwide, including those from Sweden, have put Chrilly Doninger's excellent program firmly into a 'top 3' placing, and Frank's report in *SS76* showed a win over Hiarcs6, with the promise of more matches to come.
    As usual Frank's tests on his P/200 machines cover a mixture of time controls, from G/30 to 40/2, and playing style comparisons where programs allow for that.

Fritz5 default	9-10=17	Nimzo98 default
Rebel9 normal	2-6=4	Nimzo98 default
Rebel9 agress	3-2=7	Nimzo98 default
Rebel9 solid	3-4=5	Nimzo98 default

As Rebel9 strangely did much worse on its default setting than its others, I checked the Swedish result between these two, and that went just 22-18 in favour of Nimzo98.

A couple of games from Frank's matches:-

Fritz5 P/200 – Nimzo98 P/200
[D45] QGambit, Anti–Meran. G/90

1.d4 d5 2.c4 e6 3.♘f3 ♘f6 4.♘c3 c6 5.e3 ♘bd7 6.♕c2 ♗d6 7.♗e2 0–0 8.0–0 ♖e8 9.♖d1 ♕e7 10.b3 ♗b4 Out of book **11.a3 ♗xc3 12.♕xc3 ♘e4 13.♕c2 b6 14.♗d3 f5 15.♗b2 ♗b7 16.♖ac1 a5 17.♕e2 ♕f6 18.♘d2 ♕g5 19.♘xe4?!** Frank says Fritz now expected dxe4. Perhaps 19.f3 ♘ef6 20.♘f1 was better. **19...fxe4!**

20.♗b1 ♗a6 21.♕d2 ♖ac8 22.♗a1 22.c5!? looks like a viable alternative 22...♕d8 (or *22...bxc5 23.dxc5±*) 23.cxb6 ♕xb6 24.♗a2± **22...♖f8 23.c5! bxc5 24.dxc5 ♕g4 25.♕c3 ♗e2!** Nimzo shows +48. Frank comments that it seems to like working behind enemy lines **26.♖e1 ♗f3**

Threatening mate! **27.♕xg7+** White can-not hang on to his material **27...♕xg7 28.♗xg7 ♔xg7 29.gxf3 ♖xf3 30.♖e2 ♖b8** F5 shows −68 here, N98 +132 **31.♗c2** F5 was expecting ♘xc5?! which would leave the c6−♙ undefended after the ♘ is forced to move. N98 isn't interested, and infil-trates the position for all it's worth. 31.♗a2 therefore might have been slightly better 31...♘e5∓ **31...♖b5! 32.♔f1** Or 32.♗d1 ♖f5−+ **32...♖xc5** 32...e5!? 33.♖d2 ♘xc5 34.b4 axb4 35.axb4 ♖xb4 36.♗d1−+ **33.♖ee1 ♘e5 34.♔g2 ♖f5 35.h3 ♖c3 36.♖ed1 c5 37.♗b1 ♖g5+ 38.♔h1 ♖xc1!** Some programs think the F5 hint move, 38...♖xb3!? is even better. Then 39.♖xc5 ♖xa3 40.♖c7+ ♔h6 41.f4−+ Frank is happy that N98's chosen move deserves the ! **39.♖xc1 ♘f3 40.♗c2 ♔f6 41.♖f1 ♔e5 42.♗d1 ♖f5 43.♔g2 ♘d2!** Another winner, says Frank **44.♖g1 ♖f7 45.h4 ♖b7!?** With 45...♖g7+! Black could have relaxed all the sooner: 46.♔h1 ♖xg1+ 47.♔xg1 ♘f3+

48.♔g2 ♘xh4+ 49.♔g3 ♘f5+ 50.♔g2−+ **46.♔h2 ♘xb3 47.♖g5+ ♔d6**
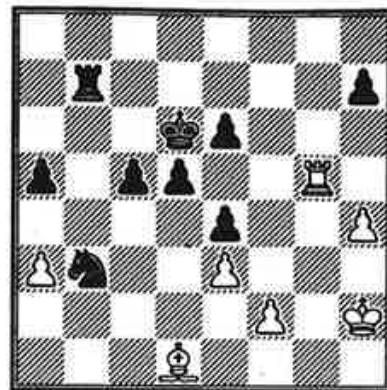
Nimzo now brings its ♔ decisively into the passed pawn action **48.♖g8 c4 49.♖d8+ ♔c6 50.♖c8+ ♔b5 51.♔g3 ♔a4 52.♔f4 ♔xa3** The passed pawn on a5 quickly leads to enormous threats **53.♔e5** Nimzo reads +460 **53...a4 54.♗g4 ♔b2!** Basically the end! **55.♗xe6 c3** 55...a3 is even better, says Frank 56.♖a8 ♖b5 57.♗xd5 ♖a5! **56.♗xd5 ♖b5 57.♖g8 c2! 58.♖g1 a3 59.♔xe4** F5 showed −1003, so resigned here. As usual, Frank loves to watch the coup de grace! **59...a2 60.f4 a1♕ 61.♖xa1 ♔xa1 62.♗c4 ♖b4 63.♔f3 ♖xc4 0−1**

Rebel9 solid P/200 − Nimzo98 P/200
[B06] Modern Defence. G/30.

1.e4 g6 2.d4 ♗g7 3.♘c3 d6 4.f4 a6 5.♘f3 b5 6.♗d3 ♘d7 7.a4 b4 Out of book **8.♘d5± c5 9.dxc5 dxc5 10.0−0 e6 11.♘e3 ♘e7 12.♘c4 0−0 13.♘d6 ♕b6 14.♗c4 ♕c7 15.♘xf7** 15.e5 ♘b6 also looks good **15...♖xf7 16.♗xe6**
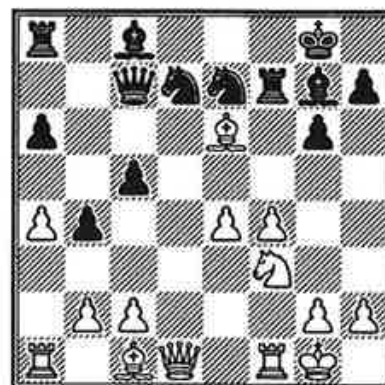
Already the passed pawn on e4 looks sure to become a dangerous weapon **16...♘e5 17.♘g5 ♗xe6 18.♘xe6 ♕c8?!** 18...♕c6 the R9 hint move, looks better: 19.♘g5 ♖af8 20.♘xf7 ♘xf7± **19.♘g5! ♘g4 20.♘xf7 ♗d4+ 21.♔h1** White threatens ♕xg4 followed by

the fork ♘h6+ **21...♔xf7 22.♕f3 c4 23.f5!** A big punch, by R9 showing +110 **23...♘f6 24.fxg6+**
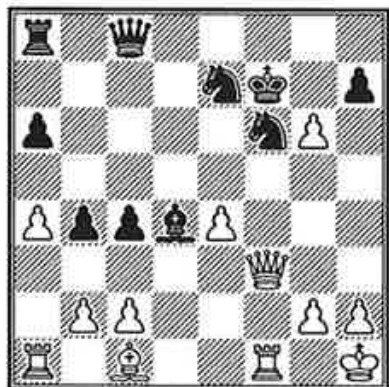
And now White gets strong play along the open f–file **24...♔g7** Probably better was 24...♘xg6 25.♗g5 ♕c6 26.e5 ♕xf3 27.♖xf3 ♗xb2 28.♖xf6+ ♔g8 29.♖af1 ♗xe5 30.♖c6+– though Nimzo would still be suffering **25.gxh7 ♕e6 26.e5 ♘fd5 27.♗g5 ♖c8** If 27...♖h8 28.♖ae1! an unpleasant surprise 28...♕g6 29.♗xe7 ♘xe7+– **28.♖ae1 ♘g6?** 28...♗xe5 would last longer 29.h8♕+ ♖xh8 30.♖xe5 ♖xh2+ 31.♔g1 ♕xe5 32.♕f7+ ♔h8 33.♕e8+ ♔h7 34.♖f7+ ♕g7 35.♔xh2 ♘f5+– **29.♗f6+! ♔h6 30.h8♕+ ♖xh8 31.♗xh8 ♗xb2 32.♖e4 b3 33.♖g4!** Leaving no more doubts, and threatening mate so N98 slumps to –1500 **33...♕xg4 34.♕xg4 ♘xh8 35.♕e6+ ♘g6 36.♖f7! ♘de7 37.♕h3+** Mate is not far away: 37...♔g5 38.♕e3+ ♘f4 39.♕xf4+ ♔h5 40.♖h7+ ♔g6 41.♕f7+ ♔g5 42.h4+ ♔g4 43.♕f3# **1–0**

JUNIOR5 v REBEL-10

<u>'TWO TEST GAMES'</u> were played on the Internet as part of the development of the new REBEL-10 and JUNIOR5 programs.

I have no information regarding the Junior5 upgrade, but it seems there might be one of these already around the corner as well, probably to be a 32-bit Fritz6 engine!?

Game 1 was drawn - here is game 2.

<u>Junior5 P2/333 – Rebel10 P2/266</u>
[B01]G/60 Center Counter

1.e4 d5 Mmm.... looking for fun! **2.exd5 ♕xd5 3.♘c3 ♕a5 4.g3 ♘f6 5.♗g2 c6 6.♘f3 ♗f5 7.0–0 e6 8.d4** Out of book. 8.d3 ♗e7 9.♗f4 0–0 10.♕d2 ♕d8 is more usual. **8...♗e7 9.♘h4 ♗g4 10.♕d2 ♘bd7 11.♖e1 ♗b4 12.h3 ♗h5 13.a3**

13...g5?! Looks risky? It's the new anti–GM style. 13...0–0!?= should have been preferred. **14.♕xg5!** Traps the king in the center **14...♗xc3 15.bxc3 ♕xc3 16.♗d2 ♕xc2 17.♖ac1 ♕a4 18.♘f5 ♖g8 19.♘d6+!** The dramatic 19.♘g7+ is not as good after 19...♔d8 20.♗c3 h6 21.♕a5+ *(21.♕xh6 ♗g6=)* 21...♕xa5 22.♗xa5+ ♘b6 23.♘xh5 ♘xh5= **19...♔e7 20.♕f4 ♖ab8 21.♗b4!** A beautiful, forced end to the game **21...♔d8 22.d5 c5** Black returns some of the material, but resigned here, probably when the operators realised that ♖xc5 followed by ♖ec1 borders on the devastating! **1–0**

NEW PRODUCT and UPGRADES: The Latest News

ChessBase7 is out now, a new 32-bit high speed version, 875,000 games. **£215.** **ChessBase6** price drop! With 300,000 games it's **£87.50.** Upgrade to CB7 for **£87.50** (so £175 gets a 300,000 game CB7) **Rebel-10.** Best forecast is October. **Hiarcs7** is also expected in October. In the meantime Hiarcs6 is reduced to **£64.95!** **Genius6** will be 32-bit, and due September.

The 2nd MIND SPORTS Olympiad

This repeat of last year's successful Event takes place at the **Royal Festival Hall**, London, 24-30 August 1998.

Amongst the games covered will be Chess, Bridge, Chinese Chess, Draughts, Cross-word puzzles, Go, Rummy, Shogi, Mah-Jongg, Othello, and Scrabble. There will also be Seminars on Games Programming.

The Event is OPEN to everyone, so if you're interested in entering or spectating you can get more details from David Levy
(e-mail: DavidL@intrsrch.demon.co.uk).

FRITZ5 at the Ordix Open

The Ordix Open, Frankfurt

<u>Games played</u>: end of June, 1998.

<u>Time Control</u>: game in 25 mins.

This Event took place immediately before the **Fritz5-Anand** match, with Franz Morsch's very popular program running on the same Siemens Nixdorf Primergy 460 Server for both events.

As discussed elsewhere, this is, er, 'pretty fast' and I would think at this time control should put Fritz5 close to a 2700 Elo figure. In fact the organisers showed it as 2589 in the pre-Tournament literature. Were they in for a shock!

Light notes to some games are supplied by members of the Fritz operating team.

R1: **Volz, H. 2020 Elo - Fritz5**
ECO B21
1. e4 c5 2. f4 d5 3. ♘c3 d×e4 4. ♘×e4 e6
5. ♘f3 ♘c6 6. ♗b5 ♗d7 7. ♕e2 ♘h6
8. O-O a6 9. ♗×c6 ♗×c6 10. b3 ♘f5
11. ♗b2 ♗e7 12. ♖ad1 ♘d4 13. ♘×d4 c×d4
14. d3 ♕d5 15. c4 d×c3 16. ♗×c3 O-O
17. ♕g4 f6 18. ♖f3 ♕f5 19. ♖g3 ♕×g4 20.
♖×g4 ♖ad8 21. ♘f2 ♖c8 22. ♗b2 ♗e8
23. ♖e1 ♖c2 24. ♗d4 ♗g6 25. ♘e4 ♖d8
26. f5 e×f5 0-1

R2: **Fritz5 - Sasu Ducsoara, A. 2265 Elo**
ECO B01
1. e4 d5 2. e×d5 ♕×d5 3. ♘c3 ♕a5 4. d4
♘f6 5. ♘f3 c6 6. ♗c4 ♗f5 7. ♗d2 e6
8. ♕e2 ♘bd7 9. d5 c×d5 10. ♘×d5 ♕d8
11. ♘×f6+ ♕×f6 12. O-O-O ♗e7 13. ♗g5
♕g6 14. ♗×e7 ♔×e7 15. ♖×d7+ ♔×d7
16. ♘e5+ ♔e7 17. ♘×g6+ ♗×g6 18. ♕f3
♖ab8 19. ♕a3+ ♔f6 20. ♕h3 ♔e7
21. ♕h4+ f6 22. ♕h3 ♗f5 23. ♕g3 ♔f7
24. ♕c7+ ♔g6 25. g4 ♗e4 26. ♗×e6 ♖hc8
27. ♕f7+ 1-0

R3: **Boidman, Y. 2405 Elo - Fritz5**
ECO A46
1. ♘f3 ♘f6 2. d4 e6 3. ♗g5 h6 4. ♗×f6
♕×f6 5. e4 d6 6. ♘c3 ♘d7 7. h4 ♕d8
8. ♗d3 ♗e7 9. ♕e2 c5 10. O-O-O c×d4
11. ♘×d4 O-O 12. ♔b1 ♗f6 13. ♘db5

After this natural looking attack, White gets hit by a tornado
13...a6 14. ♘×d6 ♗×c3 15. ♘×c8 16. b×c3

♘a4 17. ♕f3 ♘×c3+ 18. ♔a1 ♖×c8 19. e5
♕a5 20. ♔b2 ♕b4+
And Black displayed mate in 10. 0-1

R4: **Fritz5 - Schlosser, P. 2515 Elo**
ECO B19
1. e4 c6 2. d4 d5 3. ♘d2 d×e4 4. ♘×e4 ♗f5
5. ♘g3 ♗g6 6. h4 h6 7. ♘f3 ♘f6 8. h5 ♗h7
9. ♗d3 ♗×d3 10. ♕×d3 e6 11. ♗d2 c5
12. ♘e4 ♘×e4 13. ♕×e4 ♘c6 14. ♗c3 c4
15. O-O-O ♕d5

Black has to block the d-pawn. However White's pressure along the open e-file gives him an advantageous endgame
16. ♕×d5 e×d5 17. ♖he1+ ♗e7
17...♔d7 18. ♘e5+ ♘×e5 19. d×e5 ♔e6 20. f4
18. ♘e5 O-O?!
18...♗g5+ 19. ♗d2 ♔f8 20. ♗×g5 h×g5 21. g4
looks safer
19. ♘×c6 ♗g5+ 20. ♗d2 b×c6 21. ♗×g5
h×g5 22. ♖e7 ♖fe8

Black opts for a pawn ending, hoping for the best. Prospects in a rook ending look dim as well
23. ♖de1 ♔f8 24. ♖×e8+ ♖×e8 25. ♖×e8+
♔×e8 26. ♔d2 ♔d7 27. ♔c3 ♔c7 28. ♔b4
♔b6 29. g4 f6 30. f3 a6 31. b3 c×b3 32. a×b3
a5+ 33. ♔a4 ♔a6 34. c3 ♔b6 35. c4
Black loses the a-pawn 1-0

R5: **Lobron, Eric. 2540 Elo - Fritz5**
ECO A20
1. c4 e5 2. g3 ♘f6 3. ♗g2 d5
The main goal for Fritz' openings in Frankfurt was: keep the position open
4. c×d5 ♘×d5 5. ♘f3 ♘c6 6. O-O ♘b6 7. d3
♗e7 8. a3 O-O 9. ♘bd2 a5 10. b3 ♗e6
11. ♗b2 f6 12. ♕c2 ♕d7 13. ♖ac1 ♖ad8
14. ♖fd1 ♗h3 15. ♗h1 ♗g4 16. ♘e4 ♖fe8
17. ♖d2 ♘d5 18. ♗g2 ♗×f3 19. ♗×f3 ♘d4
20. ♗×d4 e×d4 21. ♘c5 ♕c8 22. ♕c4 c6
23. b4 f5
Activating the ♗e7. White overlooks the threat
24. b5?
24. ♖dd1 was needed
24...♗g5 25. ♖dc2 ♗×c1 26. ♖×c1 ♔h8
27. ♘b3 ♘b6 28. ♕c5 ♘a4 29. ♕a7 ♕e6
30. ♘×d4 ♕e5 31. b×c6
Lobron puts up a fantastic fight. He has sacrificed a full rook and gets a dangerous passed pawn on c7
31...♕×d4 32. ♕×d4 ♖×d4 33. c7 ♘b6
34. ♗×b7 ♘c8 35. ♖b1 ♘e7 36. ♖c1 ♔g8
37. ♔f1 ♘c8 38. ♖b1 ♔f7 39. ♗c6 ♖e7

40.♖c1 ♔e6 41.♗b7 ♔d7 42.♖c5 ♖e6
43.♖×f5 ♔×c7 44.♗×c8 ♔×c8 45.♖×a5
♔b7 46.h4 ♖a6 47.♖e5 ♖d7 48.f4 ♖×a3
49.♔f2 ♔c7 50.♔f3 ♔d8 51.h5 ♖d4
52.♖g5 ♖a7 53.♔e3 ♖dd7 54.g4 ♖a1
55.♔f3 55...♖f1+

It doesn't look like Black has a clear plan
to win here. However White is in time pres-
sure and blunders the f-pawn
56.♔g2 ♖×f4 0-1

R6: Fritz5 - Hertneck, G. 2550 Elo
ECO C01

Before the round we did a player dossier
with ChessBase 7.0 and worriedly found
that Hertneck is a supreme French player.
Fritz is not!

On 1.d4 Hertneck plays the Volga gam-
bit and King's Indian, not very attractive
prospects either for a chess program. So we
overrode the openings book to choose a
suboptimal line with the intention of get-
ting a position with maximum "nonfrench-
ness!
**1.e4 e6 2.d4 d5 3.e×d5 e×d5 4.c4 ♘f6
5.♘c3 ♗b4 6.♗d3 O-O 7.♘ge2 c5 8.O-O
d×c4 9.♗×c4 ♘c6 10.♗g5**

It looks like White is losing the d4-pawn.
However...
10...c×d4 11.♘d5 ♗e6

11...♗e7 is necessary
12.♗×f6 g×f6 13.♘×d4

The point
13...♗×d5 14.♘f5

Threatening mate in two
14...♔h8 15.♗×d5 ♕d7 16.♗×c6 ♕×c6

Three pairs of minor pieces have been
exchanged but White nevertheless has a
dangerous initiative
17.♖c1 ♕e6

Better is 17...♕e4 to inhibit 18.♕f3
**18.♕f3 ♖g8 19.♖c7 ♖g6 20.♖×b7 ♗f8
21.b3 ♖g5 22.♘d4 ♕d5 23.♖×f7 ♖c8
24.♖×f6 ♗g7 25.♘e6 1-0**

R7: Kindermann, S. 2565 Elo - Fritz5
ECO D00
1.d4 d5 2.a3?!

Of course we're out of book
2...e6 3.e3 ♘f6 4.f4

The dreaded anti-computer setup. White
aims for a strategical kings attack which
programs usually underestimate. The Fritz
team got very nervous after this move
4...c5 5.♘f3 ♗d6 6.c3 O-O 7.♗d3 b6

Fritz finds the right plan: Whites attack-
ing piece no.1, the white-squared bishop,
has to be neutralized

8.♕e2 a5 9.a4

After this move, something surprising
happened: Fritz suddenly was right in the
middle of his book again!

Explanation: White's a2-a3-a4 has lost a
tempo and thus led to a standard stonewall
position with reversed colors!
**9...♗a6 10.♗×a6 ♘×a6 11.O-O ♕b8
12.♘e5 ♘c7 13.♘a3 c4 14.♘b1 b5
15.a×b5 ♘×b5 16.♖a4 ♕e8 17.♕c2 ♗c7
18.♘d2 ♘d6 19.♘df3 ♘fe4 20.♘d2 ♕b5
21.♘×e4 ♘×e4 22.♘f3 f6 23.♘d2 f5**

Fritz doesn't understand that he has to
keep the position open to exploit his posi-
tional advantage
**24.♘×e4 f×e4 25.♖a1 ♖ab8 26.♕a4 ♕×a4
27.♖×a4 h5 28.h4**

White grabs the chance to close the posi-
tion and build a fortress
**28...♔f7 29.♔h2 ♔e7 30.♖g1 ♖h8
31.♔h3 ♔f6 32.♖a2 ♔f5 33.♗d2 ♗d8
34.g3 g6 35.♖ga1 ♖h7 36.♗c1 ♖f7
37.♖a4 ♖fb7 38.♖1a2 ♗c7 39.♖4a3 ♖f8
40.♖a4 ♖b5 41.♖4a3 ♖bb8 42.♖a4 ♖b7
43.♖4a3 ♖d8 44.♖a4 ♖bb8 45.♖4a3 ♖d7
46.♖a4 ♖b5 47.♖4a3 ♖d8 48.♖a4 ♖db8
49.♖4a3 ♖f8 50.♖a4 ♖f7 51.♖4a3 ♖g7
52.♖a4 ♖g8 53.♖4a3 ♖bb8 54.♖a4 ♖gf8
55.♖4a3 ♖h8 ½-½**

R8: Fritz5 - Beliavsky, A. 2690 Elo
ECO C92
1.e4 e5 2.♘f3 ♘c6 3.♗b5

As Black, Beliavsky is one of the three
strongest Ruy Lopez players in the world,
alongside besides Anand and Karpov
**3...a6 4.♗a4 ♘f6 5.O-O ♗e7 6.♖e1 b5
7.♗b3 d6 8.c3 O-O 9.h3 ♘d7 10.d4 ♗f6
11.a4 ♗b7 12.a×b5 a×b5 13.♖×a8 ♕×a8
14.d5 ♘e7 15.♘a3 ♗a6 16.♗e3 ♕b8
17.♘c2 ♘c5 18.♘b4 ♗b7 19.♗c2 ♘a6
20.♘×a6 ♗×a6 21.♕e2 ♗c8 22.♖a1 ♗d7
23.♕d3 c6 24.d×c6 ♗×c6 25.♖a6 ♖d8
26.♘h2**

White accumulates small positional
advantages
**26...♕c8 27.♖a7 ♘g6 28.♗b3 ♖d7
29.♖a2 h6 30.♘g4 ♗g5 31.♗×g5 h×g5
32.♕e3 ♕d8 33.♖a6 ♕c8 34.♖a1!**

A clever regrouping
**34...♕d8 35.♖d1 ♘f4 36.g3 ♘e6 37.♗×e6
f×e6 38.♖a1 ♔h7 39.♘h2 ♔g6 40.♕d3
♖f7 41.b3 ♕f6 42.♘g4 ♕e7 43.c4 b×c4
44.♕×c4 ♕e8 45.♖d1 ♗b5 46.♕b4 ♕c6
47.♕×d6 ♕×d6 48.♖×d6 ♖e7 49.♖b6
♗e2 50.f3 ♖c7 51.♖×e6+ ♔f7 52.♖b6
♖c2 53.♘×e5+ ♔e7 54.♘c6+ 1-0**

A famous victory indeed!

R9: Fritz5 - Djuric, Stefan. 2520 Elo
ECO B42

1.e4 e6 2.d4 c5 3.♘f3 c×d4 4.♘×d4 a6
5.♗d3 d5 6.e×d5 ♕×d5 7.O-O ♘f6 8.♘c3
♕d8 9.♗g5 ♗e7 10.♘b3 ♘c6 11.♕e2 h6
12.♗f4 ♗d6 13.♗×d6 ♕×d6 14.♖ad1
♕c7 15.♖fe1 O-O 16.h3 b5 17.a3 ♗b7
18.♘e4 ♘d5 19.♘ec5 ♘f4 20.♕g4 ♘×d3
21.♖×d3 ♗c8 22.♖g3 f5 23.♕h5 ♘d8
24.♖c3 ♕f4 25.♕g6 ♕g5 26.♕×g5 h×g5
27.♖g3

White has reached a positional advantage and now has to go for the e6-pawn with ♘d4. Instead he wins the g5-pawn at the expense of a shut-out rook. A deadly misjudgement typical of chess programs, especially for Fritz
27...f4 28.♖×g5 ♘f7 29.♖h5 g6 30.♖h4
e5 31.♘e4 ♗f5 32.♘bc5 ♔g7 33.g4 ♗×e4
34.♘×e4 ♖ac8 35.c3 ♖c4 36.f3 ♖d8
37.♔f2 ♖d3 38.♖e2 a5 39.g5 ♖×e4

Djuric's brilliant play fully deserves the full point. Fritz is by no means lost but again misjudges the position
40.♖×e4 ♖×f3+ 41.♔e2 ♖g3 42.♖g4
♖×h3 43.♔f1 ♖h1+ 44.♔g2 ♖d1 45.♔f2
♖b1 46.♖e2 a4 47.♔f3 ♖f1+ 48.♖f2 ♖e1
49.♖d2 ♖f1+ 50.♔g2 ♖e1 51.♔f2 ♖b1
52.♖g1 ♖×g1 53.♔×g1 ♘×g5 54.♖d5 ♔f6
55.♖×b5 e4 56.♖b4 ♔f5 57.♖×a4?

Stupid greedy machine! It had to play
57.c4 e3 58.c5 ♘e4 59.♔f1 f3 60.♖×e4 ♔×e4
61.c6 e2+ 62.♔f2 ♔d3 63.c7 ♔d2 64.c8=♕
e1=♕+ 65.♔×f3
57...♔g4 58.♖a6 ♘h3+ 59.♔f1 g5 60.c4
♔f3 61.b4 g4 62.♖g6 ♘f2 63.♖g5 e3
64.♔e1 ♘d3+ 65.♔d1 e2+ 66.♔d2
e1=♕+ 67.♔×d3 ♕e3+ 68.♔c2 g3 69.b5
g2 70.a4 g1=♕ 71.♖×g1 ♕×g1 72.b6
♕×b6 73.a5 0-1

R10: Luther, T. 2510 Elo - Fritz5
ECO C99

1.e4 e5

The ChessBase 7.0 player dossier showed that Thomas Luther plays very strong against the Sicilian but has mixed results against the closed Ruy Lopez. So the opening choice was clear.
2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.O-O
♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 O-O 9.h3
♘a5 10.♗c2 c5 11.d4 ♕c7 12.♘bd2 c×d4
13.c×d4 ♘c6 14.♘b3 a5 15.♗e3 a4
16.♘bd2 ♗d7 17.a3 ♖fe8 18.♗d3 ♕b7
19.d5 ♘a5 20.♕e2 ♘c4

Black takes the initiative
21.♘×c4 b×c4 22.♗b1 ♖ab8 23.♖a2 ♗b5
24.♕d1 ♖ec8 25.♗d2 ♘d7 26.♗b4 ♘c5

27.♗c2 ♘d3 28.♖e3 f5 29.e×f5 ♕×d5
30.♗c3 ♗d8

The last piece to be brought into play decides
31.♖a1 ♗b6 32.♖e2 e4 33.♘g5 ♗c6
34.♘e6 ♕×f5 35.♘d4 ♕g6 36.♖e3 d5
37.♖g3 ♕f7 38.♗×d3 c×d3 39.♕g4 ♗d7
40.♕g5 ♗c7 41.♖e3 ♖b6 0-1

R11: Fritz5 - Dautov, Rustem. 2600 Elo
ECO E12

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 ♗b7
5.♘c3 d5 6.c×d5 ♘×d5 7.e3 ♘f6 8.♗d3
c5 9.O-O ♘bd7 10.♕e2 a6 11.♖d1 ♕b8
12.♗c2 ♗e7 13.d×c5 ♗×c5 14.b4 ♗e7
15.♗b2

Now what is the most natural move in this position?
15...O-O 16.♖×d7 ♘×d7 17.♕d3 g6
    17...♘f6 18.♘d5 ♗×d5 19.♗×f6 g6 20.♗×e7
18.♕×d7 ♗f6 19.e4 ♖d8 20.♕a4 ♗g7
21.♕b3 ♕c7 22.♘d1 ♖ac8 23.♗×g7
♕×c2 24.♕×c2 ♖×c2 25.♘e3 ♖cc8
26.♗f6 ♖d7 27.♘e5 ♖dc7 28.f3 ♖c1+
29.♖×c1 ♖×c1+ 30.♔f2 b5 31.♘d7 h5
32.♘c5 ♗c8 33.♔e2 ♔f8 34.♔d2 ♖h1
35.h3 ♖g1 36.f4 ♔e8 37.♔d3 ♖b1 38.h4
♖g1 39.a4 ♖b1 40.a5

Fritz is in danger of closing up the position again. However the knights versus the trapped ♗c8 ensure the win anyway
40...♖g1
    40...♖×b4 41.♔c2 ♗d7 42.♗c3
41.♔d2 ♖h1 42.♔e2 ♖g1 43.e5 ♔f8
44.♗g5 ♖b1 45.♘c2

A little trap
45...♖g1
    45...♖c1 46.♘d4 ♖g1 47.♘c6 ♖×g2+
48.♔f3 ♖d2 (48...♖b2 49.♘a7) 49.♗h6+ ♔e8
50.♘e4 ♔d7 51.♘b8+ ♔c7 52.♘×a6+ ♗×a6
53.♘×d2
46.♘e1 ♔e8 47.♘e4 ♔f8 48.♔f2 1-0

The **Fritz5** Siemens460 grading was a massive 2780. Now where do they keep that big lump of metal called ~~Kasp~~ DEEP BLUE2!?

An intrepid *SS* reader 'savages' his Berlin 68000 (again)!

Berlin 68000 − R Savage
1998 [C78 Ruy Lopez] G/60.
Analysed by the winner!

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0−0 b5 6.♗b3 ♗c5 7.d3?!

7.c3 d6 8.d4; or 7.a4 ♗b7 8.d3 are considered better by most players
7...d6 8.♗g5?!

Out of Book. 8.a4 ♗g4 9.c3; or 8.c3 ♗b7 9.♗e3 are the theory moves in bigger databases
8...h6 9.♗h4 ♗g4 10.♘d5

10...♘d4!?

10...♗d7 seemed almost forced, be−cause the attacked ♘ is also pinned to the a8/♖. Incredibly I chose to ignore it and launch an attack against ♘f3
11.♗xa8 ♘xf3+

I chose to play this rather than ♗xf3 for reasons discussed after my next move
12.gxf3 ♗h3

The choice of piece for the exchange was determined because I wanted to:
[a] attack the f1/♖ and, perhaps more importantly,
[b] stop White's ♔ from escaping
13.♗c6+ ♔e7 14.♖e1 g5!

His ♗ is attacked, and in great danger of being caught by the moves h5 and h4.

Although my ♗h3 was mostly designed to lock in White's ♔ − as noted above, and the value of which we will see in due course! − this ♗ also limits a potential es−cape for his piece via the moves h2 and ♔h2.

So, if all else fails, I should at least be getting some material back! But I'm happy to play along with things at the moment though, if I were asked if I could see vic−tory from here, I'd have to say "No, I'm just waiting to see what comes up!"
15.♗g3 h5 16.b4?

Looks like Berlin's trying to distract my ♗ from the a7−g1 diagonal. I decline his offer
16...♗b6 17.a4 h4 18.axb5
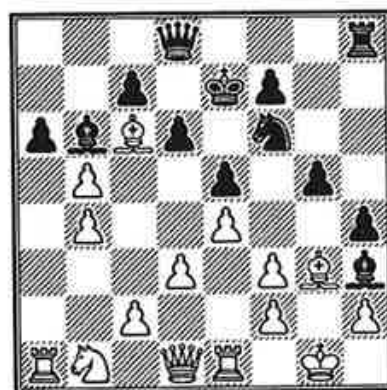
18...hxg3

Naturally I'm not going to play 18...axb5 now, which would be stupid be−cause of 19.♖a8. So I ignore his a−file as−sault, and get on with my own
19.hxg3

19.♖xa6?? ♗xf2+ is mate in 2
19...♕f8!

I'm looking to get my ♕ onto the h−file for a possible checkmate... but can I do it?
20.♖xa6

There's nothing actually that White play to save it... the game is OVER!
20...♕h6 21.♖a8 ♖h7! 22.♕c1

And resigns. This or 22.♕d2 gets ♗g2 and its mate in 8. The disguised h−file at−tack returns with a vengeance! **0−1**

REBEL-10 NEWS
A PEEK at some of the REBEL-10 Internet Pages!

Readers will understand that to include all of the REBEL-10 DEVELOPMENT pages in Selective Search would almost mean a take-over of the Magazine for one Issue! It would also aggravate (or worse) some of my British programming friends, such as Mark Uniacke and Richard Lang.

So the following is a SELECTION from some of the main Sections, which I think are the tit-bits of greatest interest to SS readers.

There are also 4 very interesting ILLUSTRATIVE POSITIONS relating to a new programming idea, called ANTI-GM PLAY, which I am sure readers will be keen to test their programs on!

REBEL 10.0 DIARY INTRODUCTION

Here you can read about the latest developments on Rebel especially on the successor to Rebel9. The information comes as a diary and will be later used for official pages. Since REBEL currently is in full development things may easily change. Therefore whatever you read here can't be seen as hard promises. This diary is meant to open our work (in the tradition of Rebel8 and Rebel9) as we have understood you love this kind of information. The current plans for the near future of REBEL are to release 2 versions. A REBEL-10 for DOS end of 1998 *(best estimate is October, Eric)* and a Rebel for Windows 95/98/NT 6 months later, so summer 1999.

You should take the mentioned dates with a grain of salt because it is standard policy to release any new Rebel when it is better, is a worthy upgrade, is bugfree... in other words WHEN IT IS READY.

AREAS UPGRADED IN REBEL-10

•Playing Strength
•Hash Tables
•Problem Solving
•Bug Fixes
•Anti Grandmaster Play
•New GUI (graphical user interface)
•Novice, Intermediate and Expert mode
•Multiple and flexible screen layouts

•24 FREELY defineable shortcuts (buttons)
•Database Improvements
•Game classification
•New database overviews (statistics)
•New Search Mask
•Automatic Analysis
•Encyclopedia of Chess
•New Time Levels
•A new fresh Bench Mark
•Remaining (minor) improvements

Always Under construction: PLAYING STRENGTH (general)

The Rebel chess engine is in full development. Besides the normal minor (but important!) changes the main improvement comes from the search algorithm which is rewritten from scratch resulting in better tactics. A second and main improvement is that the new chess engine is less selective than Rebel9 which also gives better results. The first results are very promising but few games are played for a clear ELO improvement indication.

Playing strength (hash tables). The hash table sizes have been improved to today's standards. With Rebel-10 you can use up to 120 Mb hash tables (was 60 Mb). Further, more attention is spent to avoid swapping of the Win95 swap-file when using big hash tables.

ANTI Grandmaster play.

This new piece of chess knowledge for Rebel 10.0 has been especially developed for the upcoming match REBEL vs ANAND.

The anti-GM software serves multiple purposes. Since we expect Vishy Anand will prepare on Rebel 9.0 (because Rebel 9.0 is generally available, which we estimate as a huge disadvantage for this match) the anti-GM software will try to play a much different style of chess than Rebel 9.0, this without the loss of playing strength.

Next the anti-GM experiment will try to provoke strong grandmasters like Vishy Anand to enter types of positions which are good for computers, in other words Rebel

will try to create positions where it will play at its best (positions Rebel usually is very accurate) and avoid positions which we consider to be a disadvantage for Rebel.

These last months a lot of development time has been spent on this anti-GM option. The opinion about this experimental anti-GM software has been asked on several people who returned satisfying answers.

As a checksum we played hundreds of games with the anti-GM software against other chess programs as it was our under-standing that the anti-GM software should not decrease the Rebel scores against other chess programs with more than 5%. To our own surprise the opposite is true. The anti-GM option scores better!

We now strongly consider to set the anti-GM option as default setting in the upcom-ing Rebel 10.0. A surprising development. The anti-GM software is available from the pulldown menu and has 4 options.

- OFF Rebel will keep its usual positional style.
- ACTIVE The anti-GM chess knowledge is activated but its use is a bit careful.
- STRONG The anti-GM algorithm in its full glory.
- SMART Rebel-10's default setting. Rebel-10 will use the anti-GM chess knowledge in a smart way depending on the current position (game). Depending on the status of the game (type of the position) Rebel-10 itself will decide what to use (OFF, ACTIVE or STRONG).

ANTI Grandmaster play (example 1)
Position after ♖a8-c8

18.♖×e6!
- Normally it takes Rebel 2:15 and 8 plies to find the sacrifice ♖×e6! the score going

from -0.84 to 0.09
- Using 'anti-GM is ACTIVE' Rebel will find the sacrifice in 0:03 on ply-5 with a score of -0.64
- With 'anti-GM set to STRONG' does an even better job, ♖×e6! is also found in 3 seconds on the fifth ply but the score is -0.42 now.

Later in the search the Rebel score for ♖×e6 will (of course) increase. ♖×e6 at ply-6 scores -0.14. ♖×e6 at ply-7 scores -0.02. And finally at ply-8 ♖×e6 scores 0.09 with an exact equal main variation and score as in normal play.

The latter (the exact equal main varia-tion and score) is more or less accidental and does not mean this will always be the case.

In other words Rebel (using anti-GM) does not need to know the sacrifice is 100% cor-rect for this position, Rebel smells the chance of an attack and goes for it!

We certainly believe using the setting anti-GM = SMART Rebel-10 will have a better chance against Vishy Anand next month. Also we believe it makes Rebel-10 an over-all stronger chess player. Finally we believe the anti-GM option makes Rebel's playing style even more attractive.

ANTI Grandmaster play (example 2)
Anand - Leko, Wijk aan Zee 1996
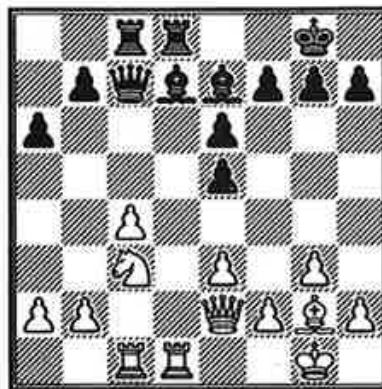
18.c5!

- Rebel 10.0 (normal) the pawn sacrifice isn't found after 15 minutes.
- Rebel 10.0 (anti-GM) 18.c5! found after 85 seconds.

ANTI Grandmaster play (example 3 - but not quite GM's yet!)
Hiarcs - Genius WCM 1993
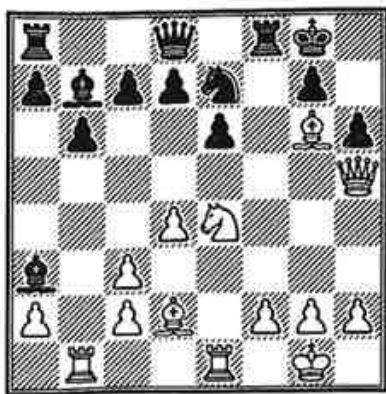
Hiarcs found the remarkable ♗×**h6!**

- Munich Rebel 10.0 (normal) ♗×h6 found
  at ply-7 in 0:29
- Rebel 10.0 (anti-GM) ♗×h6 already found
  at ply-5 in 0:01

ANTI Grandmaster play (example 4)
Jongsma - Rebel, AEGON Man vs Machine
1990
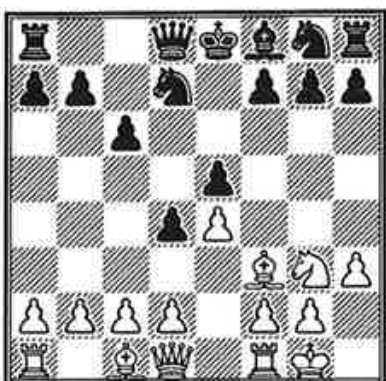
1..d3!?

While Rebel already in 1990 played this aggressive move, these days Rebel eventually will play the more normal ♘f6 developing its pieces.

- Rebel 10.0 + anti-GM will definitely play
  1..d3!? and stick to that. This behavior is
  very typical for Rebel-10 using anti-GM
  and this example is perhaps the best one
  from the given examples to explain about
  anti-GM.

The general chess rule is to develop ones pieces first before you launch an attack so in this respect the move 1..d3!? looks a bad choice. However because of 1..d3!? 2.c×d3 ♘c5 Black will (temporarily) get the knight on d3 which will block white's

development.

Which move is better? The quiet, more normal 1..♘f6 or the aggressive 1..d3!? We do not know the answer to that as both moves look good, and it is more a matter of taste. But one thing is for sure, grandmasters playing against a computer will not like 1..d3!? at all because it will give them a hard time.

Bottom line: anti-GM mission accomplished! Used hardware, Pentium-II 266 Mhz with 28 Mb hash tables.

The new GUI (graphical user interface)

Besides a lot of very exciting new features the main improvement (in our view!) is the new GUI (Graphical User Interface).

The new REBEL will look different! However if you don't like the new outlook you simply can stick to the traditional Rebel appearance.
   New is that you can move any item of the screen to your favorite place on the screen using drag and drop with the mouse.
   Also new is the possibility to resize any item of the screen to your favorite size. Of course you can save your preferred layouts and what is more you load and save MULTIPLE layouts. And last but not least you can turn ON and OFF every screen item... except the chess board of course.

The 24 new freely defineable shortcuts (buttons)

The 24 new freely defineable shortcuts (buttons) are a breakthrough in user comfort. With Rebel-10 for EVERY pull-down item (and even for pulldown sub items) you can create your own shortcut, or button press.

- Moving the mouse over shortcuts (buttons)
  will display its function. This function can
  be turned ON and OFF in the CONFIG
  menu.
- Create your favorite shortcut (button) on
  the function define button itself for an easy
  overview of your 24 favorite Rebel 10.0
  features!
- Create shortcuts on your favorite time
  levels, engine settings, book or database
  functions.

•Create shortcuts on your favorite screen layouts, Rebel-10 comes with 5 predefined sreen layouts of course also reachable via the keyboard.

Automatic Analysis

The Analyze Bookup EPD is renamed to Analyze EPD file. Any EPD file (a collection of positions) now automatically analysed and results are stored back in the EPD file. The new function does even more:

•Rate the ELO Rebel-10 scored on the choosen EPD collection.
•Create a full LOG of the analysis which can be viewed within Rebel-10.
•The ELO formula's of the most wellknown Computer ELO Rating Testsets are supported by Rebel-10. These are BT2630, BS2830 and LCT-II. All you have to do is select an EPD file, go to sleep and find the gained ELO the next morning.
•Also this function allows to make Computer ELO Rating Testsets yourself since Rebel-10 has its own build-in ELO formula. The formula is identical to the formula as used in the LCT-II testset.
•Rebel-10 simply checks for the selected EPD filename and if this isn't BT2630, BS2830 or LCT-II then Rebel-10 uses its own ELO formula. The ELO formula can be found in the Rebel-10 manual. Optional is the use of special tags for creating your own ELO testsets. Rebel-10 will (when found in the first lines of an EPD file) support 3 tags:
•TIME=05:00 This forces Rebel-10 to stop analysing a position after exactly 5 minutes and go to the next position in the EPD file.
•PLY=09 This forces Rebel-10 to stop analysing a position after exactly 9 plies and go to the next position in the EPD file.
•ELO=2000 Using this tag you define to your own testset a BASE elo starting point. The LCT-II test for example uses ELO=1900 as a base value. During the Analysis process Rebel-10 will give you optimal information such as:
•Display current analysed position.
•Display number of positions in the EPD collection.
•Display key move to be found for each position (via the BM tag).
•Display found key moves (correct solutions) sofar.
•Display gained ELO rating so far.

•Display (in the LOG file) the time when the key move is found.
•Display (in the LOG file) the ply-depth when the key move is found. All well-known Testsets will be included in Rebel-10. We can't think of a better way to test a chess program for its strength (except for playing games!). Moreover this new function supports the well known rule NOT to count the key move as found if the program changes its mind later.

Encyclopedia of Chess

•Will help you to make the right moves based on the statistics of Grandmasters and the chess history of 150 years.
•If you need help in a position just ask the EOC of 80,000,000 unique positions and make up your mind which move to play.
•A unique reference for opening preparation because all the major games of the last 150 years are in the EOC.

New Time Control Levels

Besides all the present Time Levels there will be 3 new ones:

•Fully flexible Fischer clock level.
•BLITZ Enter a flexible time for the complete game.
•TOURNAMENT Enter a flexible tournament time.

This ends the Rebel-10 development diary so far, but...

Other things planned are:

•Blitz FUN levels. (TOP SECRET)
•New information window for multiple purposes (teacher, coach, game header).
•Coach function, Rebel will warn you in case you make a mistake.
•The new annotation shortcuts (buttons).
•A standard high qualified database of at least 300,000 (grand)master chess games fully name and tournament consistent.
•As usual the new Jeroen Noomen opening book fully up-to-date with the latest new opening theory. The above new features will be described soon on this page. The features marked with TOP SECRET will be revealed at release date (or shortly before that) since they are so hot that we don't want our competitors to know them yet.

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 (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 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 approx. 100-133MHz, with 8-16MB RAM.

PPro-PC represents a program on a Pentium Pro/200-233, or a Pentium/200-233 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. **50** Elo; a doubling or halving in **MB RAM** = approx. **5** Elo.

Approx. guide if Pentium/100 = 0

Pentium Pro/233	+80	PentMMX/233	+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

RATING LIST (c) Eric Hallsworth. — PC PROGS — August 1998

BCF	Computer	Elo	+/-	Games	Pos	Human/Games
250	FRITZ5 PPRO-PC	2602	14	994	1	2443 / 6
249	NIMZO98 PPRO-PC	2593	17	695	2	2405 / 10
248	HIARCS6 PPRO-PC	2584	16	781	3	2503 / 18
247	REBEL9 PPRO-PC	2567	17	733	5	2619 / 1
245	M CHESS PRO7 PPRO-PC	2562	17	572	7	2530 / 3
245	M CHESS PRO7 PPRO-PC	2557	19	733	5	2474 / 12
244	REBEL8 PPRO-PC	2556	25	700	5	
244	M CHESS PRO6 PPRO-PC	2548	17	341	8	
243	CHESS GENIUS5 PPRO-PC	2508	12	495	9	2540 / 2
238	SHREDDER2 PPRO-PC	2505	37	1402	10	2148 / 6
238	HIARCS6 PENT-PC	2502	20	150	11	2389 / 2
237	FRITZ5 PENT-PC	2498	19	45	12	
237	JUNIOR4.6 PPRO-PC	2489	69	597	14	
236	CHESS GENIUS5 PENT-PC	2489	19	1886	15	2316 / 4
236	HIARCS5 PENT-PC	2484	10	1232	16	
235	REBEL9 PENT-PC	2468	13	1415	17	
233	REBEL8 PENT-PC	2461	12	967	17	
232	CHESS GENIUS4 PENT-PC	2456	14	1100	19	2387 / 16
232	HIARCS4 PENT-PC	2455	14	988	20	2348 / 10
231	M CHESS PRO6 PENT-PC	2453	14	1052	21	2242 / 11
231	CHESS GENIUS5 PENT-PC	2446	19	574	22	2403 / 16
230	CHESS GENIUS3 PENT-PC	2445	15	891	23	2658 / 5
230	JUNIOR4.0 PENT-PC	2441	14	662	24	
230	CHESSMASTER 5000+5500 PENT-PC	2435	15	314	25	
229	NIMZO3.5 PENT-PC	2435	18	728	26	2372 /
229	NIMZO3.0 PENT-PC	2432	26	823	27	2426 / 6
229	CSTAL PPRO-PC	2430	17	141	28	2423 / 19
228	HIARCS3 PENT-PC	2421	39	608	29	
227	SHREDDER1 PENT-PC	2421	16			
227	CHESS GENIUS4 486-PC	2419	18			
227	CHESSMASTER 4000 PENT-PC	2411	37			
226	M CHESS PRO4 PENT-PC	2411	15			
226	CHESS GENIUS3 486-PC	2399	19			
224	FRITZ4 PENT-PC	2398	45			
224	FRITZ3 PENT-PC	2389	19			
224	CHESS GENIUS2 486-PC	2381	12			
223	MEPH GENIUS2 486-PC	2373	19			
222	REBEL7 486-PC	2368	16			
221	W CHESS PENT-PC	2365	16			
221	M CHESS PRO5 486-PC	2361	16			
221	KALLISTO1.98 PENT-PC	2353	15			
220	HIARCS3 486-PC	2349	12			
220	MACHINE GIDEON3.1/30-PC	2347	17			
219	CMACHINE THE KING2/30-PC	2345	12			2177 / 6
218	REBEL6 486-PC	2342	14			2631 / 6
216	M CHESS PRO4 486-PC	2334	17			
215	CHESS GENIUS1 486-PC	2321	10			

STOP PRESS!

Rebel-10	Anand	
G/5	3	– 1
G/10	1½	– ½
40/2(1)	½	– ½
40/2(2)	0	– 1

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
224	TASC R30-1995	2395	17	678	1	2276	18
221	MEPH LONDON 68030	2370	37	155	2	2272	6
217	TASC R30-1993	2342	12	1346	3	2336	66
217	MEPH GENIUS2 68030	2342	18	624	4	2308	23
217	MEPH LONDON PRO 68020/24	2336	67	47	5	—	—
213	MEPH RISC2 1MB	2311	24	347	6	2237	6
213	MEPH LYON 68030	2304	15	880	7	2392	51
211	MEPH PORTOROSE 68030	2290	20	525	8	2340	82
210	KASP RISC 2500-512K	2287	13	1207	9	2217	29
210	MEPH BERLIN PRO 68020/24	2281	25	338	10	2384	10
209	MEPH VANCOUVER 68030	2279	17	676	11	2347	54
209	MEPH LYON-VANC 68020/20	2276	27	286	12	2327	10
208	MEPH RISC1 1MB	2266	9	2505	13	2232	95
207	KASPAROV SPARC/20	2263	14	1021	14	2251	24
205	MEPH ATLANTA	2246	58	64	15	2288	6
205	MEPH LONDON 68020/12	2245	77	36	16	2040	4
204	MEPH MONTREUX	2238	17	721	17	2288	22
204	KASP RISC 2500-128K	2235	9	2522	18	2270	67
201	MEPH LONDON 68000	2214	80	33	19	—	—
201	FID ELITE 68040-V10	2209	53	75	20	2215	21
200	MEPH VANCOUVER 68020/12	2201	9	2335	21	2121	33
199	MEPH LYON 68020/12	2196	8	3343	22	2250	80
198	NOV SAPPHIRE2-DIAMOND2	2187	24	358	23	—	—
196	MEPH PORTOROSE 68020	2172	10	1845	24	—	—
195	FID ELITE 68030-V9	2165	15	1305	25	—	—
195	MEPH BERLIN 68000	2165	12	908	26	2240	188
194	MEPH LYON 68000	2153	11	1722	27	2221	25
194	MEPH VANCOUVER 68000	2153	12	1358	28	2169	13
193	MEPH ALMERIA 68020	2147	14	1053	29	2126	33
192	MEPH MILANO PRO	2140	22	426	30	2172	215
191	NOV SAPPHIRE1-DIAMOND1	2134	12	1306	31	2169	10
190	MEPH PORTOROSE 68000	2120	11	1717	32	2152	77
189	FID ELITE 2x68000-V7	2115	9	2229	33	2111	25
186	FID MACH4-DES2325 68020-V7	2092	25	332	34	2179	130
186	FID ELITE 2x68000-V5	2092	17	668	35	1888	2
184	MEPH POLGAR/10	2075	14	1083	36	2080	54
184	MEPH ROMA 68020	2074	14	1072	37	2041	64
183	KASPAROV BRUTE FORCE	2073	14	996	38	2182	42
182	MEPH DALLAS 68020	2066	14	1025	39	2069	197
181	MEPH ALMERIA 68000	2060	10	2092	40	2093	31
179	NOVAG SCORPIO-DIABLO	2052	16	781	41	2132	129
179	KASP PRESIDENT-TC+GK2100	2034	99	22	42	2072	65
178	NOV EMERALDCLASS-AMBER	2033	25	323	43	2136	5
178	MEPH NIGEL SHORT	2031	6	5720	44	2105	230
177	FID MACH3-DES2265 68000-V2	2023	11	1573	45	1988	50
176	MEPH DALLAS 68000	2016	11	1771	46	1902	11
176	MEPH MM5/5	2011	8	2823	47	2076	17
176	MEPH POLGAR/5	2010	13	1163	48	2063	13
176	MEPH MILANO	2009	13	1163	48	2063	13
175	NOV SUPER FORTE-EXP C/6	2007	8	2981	49	2000	24

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
175	MEPH MONDIAL 68000XL	2001	15	873	50	2049	77
174	NOVAG JADE2-ZIRCON2	1997	41	128	51	2032	48
174	MEPH MONTREAL-ROMA 68000	1994	9	2621	52	1968	56
173	MEPH ACADEMY/5	1984	9	2403	53	2023	52
173	MEPH AMSTERDAM	1981	12	2373	54	2054	111
172	NOV SUPER FORTE-EXP B/6	1969	8	1464	55	2017	84
171	MEPH MEGA4/5	1966	12	2715	56	2029	169
170	KASPAROV MAESTRO D/10	1964	26	302	57	2017	25
170	FID MACH2B	1961	12	1315	58	1956	109
170	FID MACH2C	1959	8	2705	59	1960	127
169	KASP GK2000-EXECUTIVE	1951	14	992	60	1862	20
168	MEPH MODENA	1945	16	793	61	1981	48
168	MEPH MM4/5	1944	8	2917	62	2006	97
168	FID TRAVELMASTER	1935	18	648	63	1917	83
166	NOVAG RUBY-EMERALD	1933	17	743	64	1981	48
166	MEPH SUPERMOND2-COLLEGE-MCARLO4	1930	27	288	65	2074	10
165	NOV SUPER FORTE-EXP A/6	1923	12	1461	66	2021	176
165	KASPAROV MAESTRO C/8	1918	26	313	67	1999	98
164	MEPH MONTE CARLO	1913	28	262	68	2046	22
164	KASP TRAVEL CHAMPION	1913	9	2466	69	1943	155
164	CXG SPHINX/4	1911	16	814	70	1870	15
163	CONCH PLY-VICTORIA/5.5	1910	14	1047	71	1862	21
163	KASP TURBOKING2	1894	25	338	72	1912	33
161	MEPH MACH2A	1883	31	222	73	1825	35
161	NOV EXPERT/6	1881	11	1564	74	2026	29
160	NOV SUPER FORTE-EXP A/5	1880	12	1452	75	2012	18
160	FID CLUB B	1872	26	316	76	1916	68
159	NOV EXPERT/5	1870	9	2645	77	1965	220
158	FID PAR E-ELITE+DES2100	1870	10	1901	78	1940	208
158	NOV FORTE B	1869	9	2335	79	1852	69
158	MEPH REBELL	1868	11	242	80	1890	80
157	FID AVANT GARDE/5	1861	11	1738	81	1852	81
157	KASP STRATOS-CORONA	1861	9	2186	82	1921	82
157	NOV FORTE A	1856	11	2251	83	1990	48
156	MEPH SUPERMONDIAL1	1853	11	1002	84	1767	134
156	FID CLUB A	1851	14	242	85	1864	85
156	KASPAROV MAESTRO A/6	1849	9	1003	86	1923	86
156	CONCH PLYMATE/5.5	1847	24	2337	87	1900	87
155	KASP TURBOKING1	1844	13	364	88	1824	131
155	KASP SIMULTANO	1843	45	1159	89	1900	55
155	CONCHESS/6	1835	11	104	90	2017	61
154	FID EXCELLENCE/A	1834	14	1746	91	1960	36
154	NOV EXPERT/4	1827	24	1059	92	1933	43
153	CONCH PLYMATE/4	1825	20	372	93	2007	6
153	SCI TURBO KASP/4	1820	34	524	94	1960	64
152	FIDELITY ELITE C	1812	17	181	95	1869	11
151	FID ELEGANCE	1805	12	701	96	1852	40
150	SCI TURBOSTAR 432	1805	12	1407	97	1872	67
150	MEPHISTO MM2	1804	16	785	98	1824	8
150	FID EXCELLENCE-DES2000	1800	11	1666	99	1776	52
147	CONCHESS/4	1783	20	515	100	1875	28