

SELECTIVE SEARCH

The Computer Chess Magazine

Est. 1985
Issue 82, Jun-Jul 1999

Editor: Eric Hallsworth
£3.75



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

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

All CORRESPONDENCE and SUBSCRIPTIONS to Eric please at **The Red House, 46 High St., Wilburton, Cambs CB6 3RA**. Or E-MAIL: eric@elhchess.demon.co.uk

■ All **COMPUTER CHESS PRODUCTS** are available from **COUNTRYWIDE COMPUTERS**
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COMPUTER & PC PROGRAMS... THE BEST Buys!

RATINGS for these computers and programs can be found on the **SS** back pages. This is not a complete product listing - these are what I consider to be current **BEST BUYS** bearing in mind price points, playing strength, features + quality.

Further info/photos can be found in **Countrywide's CATALOGUE** - see their address/phone on the front page if you want one. Beware those whose prices seem cheaper, but there's a post & packing charge at the end! Our insured delivery p&p is **FREE**. Adaptors are £9 extra. **Subscribers Offer:** You can deduct **5% off software** and **10% off dedicated computer prices** shown below if you buy from **Countrywide** - just mention **SS**!

■ PORTABLE COMPUTERS ■ [por]

Kasparov

BULLET - Talking coach - **£49** - talks + travels!

COSMOS - **£99!** - great value, 4½"x4½" plug-in board, strong program + info display

Novag

AMBER **£139** - excellent plug-in, strong as Cosmos with great features and info display

SAPPHIRE2 **£224** - v. strong calculator style, 32MHz H8. Incl. magnetic disc set - excellent

■ TABLE-TOP PRESS SENSORY ■ [ps]

Kasparov

EXECUTIVE **£99** - GK-2000 Morsch prog. Display etc, plus lid cover. This is good value!

COUGAR - **£129!** - top quality Morsch program, good info display, recommended

Novag

TURQUOISE **£149** - the Amber/Emerald Classic Plus program in a modern style board

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

DIAMOND2 **£279** - strong, very good features, big 120,000 opening book and **A1 for value!**

Mephisto

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

ATLANTA **£379** - the fast hash-table version of Milano Pro—even greater strength. 64 led board

■ WOOD AUTO SENSORY ■ [as]

Kasparov

PRESIDENT **£299** - top value wood board ever - good range of features, scrolling display

Mephisto

EXCLUSIVE all wood board, felted pieces with **MM6** - President program **£449**

with **SENATOR** - Milano Pro program **£649**

with **MAGELLAN** - Atlanta program **£749**

Novag

SAPPHIRE2 DE LUXE **£449** includes Novag Sapphire2, lovely wood **UNIVERSAL** board, **WChess** PC program, all connection cables and adaptor. Excellent value and quite brilliant!

■ PC PROGRAMS from CHESSBASE ■

All run **INDEPENDENTLY**, + analyse within **CB7.0**. Great graphics, databases, big opening books, max. features. Win95/98

HIARCS 732 by Mark Uniacke: an outstanding program running faster+stronger than ever! **£45**

FRITZ 532 (2 CD's) **£45** - by Franz Morsch: For **FRITZ5: PowerBook** set **£45**

JUNIOR5 **£45** - another strong, faster searcher

NIMZO 99 **£45** - as Junior 5, by Donnering

■ Other PC PROGRAMS on CD ■

HIARCS7 - for PC and MAC! - most human-like playing style, *very* strong, great analysis features and player help. 488,000 Opening Book, user adjustable/extendable. Full learning! **£89**

REBEL10 - **£42** - Anti-GM beat Anand! Wonderful analytical features incl. Game Overview. **ENCYCLOPAEDIA OF CHESS** for Rebel 10. 1 million games database plus 50 million opening tree! Incredible for study and pleasure. **£39**

GENIUS 6 **£89**. By Richard Lang. To run within **GENIUS6: W CHESS 2000**, **NIMZO 2000** **£45** each

Also, **SHREDDER3** **£89**, **MChessPRO8** **£69**, **CS Tal2 Windows** **£45**. Please allow 7 days for delivery on these.

CLASSIC GAMES COLLECTION for PC! **SAGE 4000 DRAUGHTS** (a *very* strong program!), includes **DRAUGHTS** variations, 10x10, **Flip It (OTHELLO)** and other games! **£39!**

■ PC DATABASES on CD ■

CHESSBASE 7.0 for Windows **£199 !!** 32-bit high speed, over 1 million games, position trees and stats. Crafty analysis chess eng

CHESSBASE 6.0 for Windows *now* **£87.50**. "The" games and work DATABASE, **Multi-media** and with Player 'cyclopaedia. 'BASIC' package 300,000 games. A bargain! **Analysis modules**, to use within CBase6 (or Fritz5): **HIARCS6** **£45**, or **JUNIOR4.6** **£45**. With **CHESSBASE 6.0** you can **UPGRADE** to **CHESSBASE 7.0** for **£87.50!**

■ PC TUTORIALS ■

Chess MENTOR - number '1' for chess training **COMPREHENSIVE**: novice/hobby **£59.95** **ADVANCED**: best for SS readers!? Strategy and Technique for study and pleasure **£59.95** **FULL DE LUXE**: The **COMPREHENSIVE COURSE** plus *all 11!* available modules **£225**

■ SECOND-HAND & EX-DEMO ■

all with 9 month guarantee and free adaptor

Kasparov **TRAVEL CHAMP 2100** [pl] **£65**

Fidelity **CLUB 68000** [ps] **£69**

Fidelity **MACH2** [ps] **£85**

Mephisto **ACADEMY** (*as new*) [as] **£295**

Mephisto **LONDON 68000** [ps] **£345**

Fidelity **ELITE MACH4 2325** [as] **£549**

NEWS and RESULTS

I need to be concise with the NEWS for this packed Issue, so have condensed some items here, and will expand on the most important ones in SS/83.

HIARCS 732!

A new 32-bit HIARCS engine is out in the Fritz/Junior/Nimzo style! HIARCS 7 for Windows! Superb graphics, database etc.

The FULL program runs entirely on its own, and there is an engine included which will also run under Fritz and work brilliantly for analysis within ChessBase 7!

H732 incorporates the speed-up which went into H701 and has been converted to 32-bit, so it runs even faster than the DOS version.

The Hiarcs selectivity and playing style options are all included. It also has its own Opening Book, which is based on the one your editor wrote for Hiarcs 7 DOS, but expanded by the ChessBase people to incorporate much of the Fritz General Book.

HIARCS 732 for Win95/98.... £44.95

FRITZ 632?!

There are frequent rumours about this, but ChessBase say that there will be no new version until Christmas at best, and maybe not until the year 2,000.

JUNIOR 5 beats GELFAND



Another major MAN v MACHINE contest took place in Tel-Aviv, Israel on May 10th.

Firstly JUNIOR 5 drew 2-2 with the Israeli Olympic Team. Time control was G/60 and the PC was a Pentium3/450MHz.

Then 'DEEP JUNIOR' beat super GM Boris Gelfand by 1½-½. Here the time control was G/30 + 20secs per move.

DEEP JUNIOR is a new parallel version of Junior, running on a multi-processor platform which I understand is a Compaq Proline 550 using 4 x 450MHz processors. Mark Uniacke reckons it's £40,000 worth!

I will have the games ready for SS/83.

Frank HOLT: Latest RESULTS

Frank's latest report is full of great enthusiasm for HIARCS 7.01: "Am I delighted with the new HIARCS 7? Of course I am!"

Long-awaited feature improvements for clicking on hint moves and book moves, and the showing of individual move times are very welcome."

"The playing strength has knocked my previous no.1, Nimzo 98, well and truly off its perch. I also tried it on some mate in 12's/13's and it found them all on its Infinite level."

"The only only thing I am concerned about now is - 'Will it be too good? Will any of the others be able to beat it?' It will be Genius 5's turn next!"

Don't worry, Frank! There's some clever folk out there working on Fritz, Rebel, Nimzo, Junior etc. unwilling to take it lying down. Although programming progress has slowed down (inevitably) in the last couple of years, it's not ended... and the arrival of new programs such as Junior, Nimzo and (soon, perhaps) Chess Tiger leaves me optimistic - the battle at the top isn't over yet.

However the fact that Hiarcs is a 'slow, knowledge-based' program indicates that it will possibly have more to gain from the continuous advances being made in computer hardware than the 'fast searchers'.

We will see. In the meantime, here are Frank's latest results:

Hiarcs 701 nor 6-6 Nimzo 98
Hiarcs 701 agg 8-4 Nimzo 98
Hiarcs 701 sol 7½-4½ Nimzo 98

Hiarcs 701 nor 8-4 Fritz 532
Hiarcs 701 agg 3½-8½ Fritz 532
Hiarcs 701 sol 6½-5½ Fritz 532

As always, only the results with Hiarcs on its normal setting are used in the Rating List, so Nimzo gets away with its 2 worst scores! Frank has sent me the best games, here are two of them.

Fritz 532 - Hiarcs 701

A28 English, 4 Knights. 40/1hr

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.e3 ♘b4 5.♖c2 d6 6.a3 Puts H7 out of book, but it proceeds to play rather well! 6...♙xc3 7.♖xc3 ♙g4 8.d4 ♙xf3 F5 now out of book, reading 0, but H7 has itself +87! This will represent its eval. of White's forthcoming doubled pawns on the f-file and

accompanying king safety weakness
9.gxf3 exd4 10.exd4 0-0

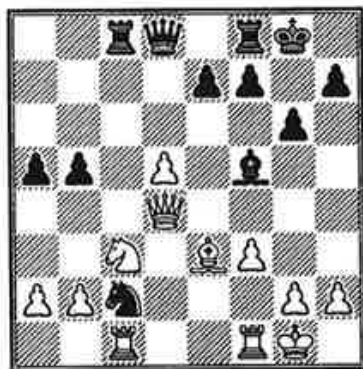


Note the other major unbalanced feature:
two Fritz ♙s against two Hiarc ♘s! 11.d5
♘e5 12.♙g2 ♗d7 13.0-0 ♗f5 14.♗b3 ♗ab8
15.f4 ♘g6 16.♗e1 ♘h4 17.♙h1 ♗be8
18.♙d2 ♘h5 19.♗ad1 ♘xf4 20.♙xf4 ♗xf4
21.h3 b6 22.♗c3 f6 23.♗e6 ♘g6 24.♗d4
♗h6 25.♗de4 ♗xe6 26.♗xe6 ♘f4 27.♗e3
♗h4 28.♘f1 ♗h5 29.♗d4 ♘h3 30.♙g2
♘g5 31.b4 a6 32.♗c3 ♗d1+ 33.♗e1 ♗g4
34.♗e7 ♗c8 35.♘g1 ♘f8 36.♗e3 h5 37.b5
a5 38.♗d3 h4 39.♘h2 ♗f4+ 40.♘g1 ♗e8
41.♗xe8+ ♘xe8 42.a4 h3 43.♗e2+ ♘f7
44.♙h1 h2+ 45.♘g2 ♗h4 46.♗d3 ♘e4
47.♗e3 ♘c5 48.♗h3?! 48.♗a3 ♗xc4
49.♘h2 ♗xa4+; 48.♗c3 ♘xa4+
48...♗h3+ 49.♘h3 ♘xa4 50.♙f3 ♘c5 H7
reads +1783, so we'll leave it there! 0-1

Hiarc 701 – Nimzo 98

B35 Sicilian, Acc.Dragon. G/60

1.e4 c5 2.♘c3 ♘c6 3.♘f3 g6 4.d4 cxd4
5.♘xd4 ♙g7 6.♙e3 ♘f6 7.♙c4 0-0 8.♙b3
a5 9.f3 d5 10.♙xd5 ♘xd5 11.exd5 ♘b4
12.♘de2 ♙f5 13.♗c1 b5 14.0-0 ♗c8
15.♘d4 H7 goes out of book 15...♙xd4
16.♗xd4 ♘xc2



17.♗xc2 Frank reports that he saw Hiarc ♗ for ♘ or ♙ more than once. This time, however, it's a necessity rather than a

sac'. If 17.♗d2? ♘xe3 18.♗xe3 b4! and White is in trouble 17...e5 Nimzo played this from book, so has been specially prepared for this line. 17...♙xc2 is what you'd expect! 18.♗xe5 ♗e8 19.♗d4 ♗c4 20.♗d2 ♙xc2 21.b3 Nimzo expected ♘xb5, so now exits book, at last 21...♗c8 22.♘xb5 ♙f5 23.♘c3 ♗e7 24.♙d4 ♗f8 25.♗e1 Nimzo's last pair of moves are ?! and H7 recognises this, showing itself +132 25...♗b4 26.g4 ♙d7 27.♗e3 a4 28.♘e4! f5 29.♘f6+ ♗xf6 There's no choice but to return the exchange. If 29...♘f7?? 30.♗e5 threatening ♘xd7 and ♗g7 mate is deadly 30.♙xf6 ♗e8 31.♙e7 ♗a5 32.gxf5 axb3 33.axb3 ♗xd5 34.f6 ♙c6 35.♗h6 ♗f7 36.♗e3 ♗a8 37.♘f2 ♙b5 38.♙c5 ♗e8 38...♗xf6?? 39.♗e7! 39.♗e7 ♗xe7 40.fxe7 ♗g7 41.♗f4 ♗f7 42.♗e5 ♙c6 43.f4 g5 44.f5! ♗h5 45.♗e6+ ♗f7 and Nimzo resigned in the face of 46.♗xc6 ♗xf5+ 47.♘e3 and the ♘ escapes via d6 1-0

I don't know why the majority of my readers (349 approx) didn't bother with the *How Good Is Your Chess* article in SS/81, but only Frank sent in any results!

"What a surprise", he says, "Genius4 top and Genius5 second. I was also rather pleased with Doctor3.0 (good at analysis) which was 7th of the 14 entered programs."

HOW GOOD IS YOUR CHESS? SS/81

PC: P2/200MHz

Pos	Program	Score/60
1	Genius 4	48
2	Genius 5	47
3	Fritz 4	45
4	Hiarc 7	44
5	Rebel 10	42
6	Rebel 9	41
7=	Rebel 8	40
	Fritz 532	40
	DOC 3.0	40
10	Hiarc 6	39
11=	Nimzo 98	38
	MChess Pro 6	38
13	MChess Pro 7	35
14	Crafty 16.6	32

Novag UNIVERSAL BOARD



Work at Novag to extend the range of PC programs which will work with this wood, auto sensory board, has been going on for some months now.

I have the file for **FRITZ 532** at home, and that is working with no problems that I have experienced. I believe **Fritz 516** works as well. Also, if you run **Junior 5**, **Nimzo 98** or **Hiarcs 732** within the Fritz 532 program, they also work!!

I can supply a disk with the FRITZ files on it, to folk buying the Novag Board (£279) from **Countrywide**.

Operations are now in progress to get **Rebel 10** up-and-running as well (it nearly works, there's just one small glitch at present which they've not quite managed to overcome). I believe **Genius 6** will be next in line!

DGT Boards

Whilst the prospects for the Novag board improve all the time, the **DGT board** remains almost unobtainable.

It is now supposed to be close to availability, but there is a rumour of a price increase to co-incide with its arrival, since it is now being manufactured by a different company. I haven't got the new price details yet, sorry - but should know and could have some by the time *SS* readers get this Issue!

NEW SOFTWARE OUT

CS TAL 2 for Windows by Oxford Softworks is now out. It is auto232 and Internet Chess Server compatible. Price **£39.95**.

DATES for your DIARY!

- **World Chess Computer Championships**, June 1999 in Paderborn.
- On June 20, after the **WCCC** above, there will be a **Man v Machine** match between the **FIRST 4** programs and GM's van Wely, Vaganian, Sokolov and Lutz. Time control will be 40/2 + 1 hour.
- **Hiarcs 7 v G.M Yermolinsky**, June 1999 in the USA. 6 games @ tournament times... Hiarcs again takes the 40/2 risk!
- **The Frankfurt Masters**, June 28 - July 2, includes Polgar, Adams, Morozevich, Topalov, Svidler and... **Fritz!**



In Dedication

Mike CUMMINGS sent me the following game, played by a close friend of his a couple of months before he died, aged 53. Mike says of Pete Salter, "His grade was around 1700 I think. He was a regular club player and a really nice man - a good friend. I would be grateful if you could include this game in your next Issue, and dedicate it to his wife Pam, children Paul and Clair, and grandson Peter."

Mike had hoped that Pete would be analysing the game for *SS*, but it was not to be, so I (Eric) have added a few notes.

Pete Salter - GK 2100

Opening: C05. Time 60/60

1.e4 e6 2.d4 d5 3.♘d2 ♘f6 4.e5 ♘fd7 5.♘gf3 c5 6.c3 cxd4 7.cxd4 ♙b4 8.♙d3 ♘c6 9.0-0 0-0?! 9...♞b6 has played in tournaments, and 9...f6!? might be possible 10.♘b3 ♙e7 11.♙f4 ♘b4 12.♙b1 f6 13.a3 fxe5 14.♙xe5 ♘c6 15.♞d3



Now there's a mate threat involving ♞xh7 15...♞f5?? 15...g6 was correct 16.g4! ♘dxe5 17.♘xe5 ♘xe5 18.dxe5! Good enough to finish a well-played game, though there's a brief lapse on the way there 18...♞xe5 19.♞xh7+ ♘f8 20.♙g6?? What a pity, just when victory was in sight. 20.f4 secures the win 20...♙f6 21.h4! ♞e2 22.♞ab1 ♞xb2?! Gives White his winning chance again, which he doesn't take first time round. 22...♘e7 23.g5 ♙e5 might have nearly held equality 23.h5?! Hiarcs7 found a line for White leading to mate! 23.g5! ♙e5 24.♞be1 ♞xb3 25.♞xe5 ♞xa3 26.♞f5+ ♘e7 27.♞xg7+ ♘d6 28.♞e5+ ♘c6 29.♞c1+ ♘b5 30.♞b2+ ♞b3 31.♞xb3+ ♘a6 32.♞xd5 b6 33.♞xd8 e5 34.♞a4+ ♘b7 35.♙e4+ ♘b8 36.♞xc8# 23...♞a2?? A disaster - now it does all slip away! Either 23...♘e7 or 23...♞xb1 24.♞xb1 ♘e7 is much better, possibly close to equal after 25.h6 ♙d7 24.h6! ♙e5?? Black needed 24...♙d7, but it still loses: 25.♘c5! b6 26.♘xd7+ ♞xd7 27.♞h8+ ♘e7 28.♞xa8 gxh6+- 25.♞h8+ ♘e7 26.♞xd8+ ♘xd8 27.h7! It's over 27...♘e7 28.h8♞+- 1-0

Judit POLGAR v FRITZ532

An 8 GAME EXHIBITION MATCH between JUDIT POLGAR and FRITZ532 took place in Hungary between April 27–30th. Two games were played each day, at G/30 mins.

FRITZ532 was on a Pentium2/350MHz with 64MB hash tables running. Both players are renowned attackers so some serious battles were on the menu. Nor were we to be disappointed! Most of the games lived up to expectations, full of complications – human judgment versus calculating power. Here are all of the games with light notes.

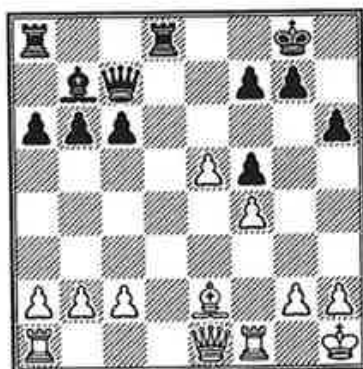
Polgar, J (2677) – Fritz 5.32

Game 1. B47 Sicilian Def. Paulsen

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 a6 6.♙e2 ♖c7 7.0-0 ♘f6 8.♙h1 ♙b4 9.f3

9.♙d3 is more popular. If the f-pawn is moved, it is usually by 9.f4?! then 9...♙xc3 10.bxc3 ♘xe4 but the advantage is with Black.

9...0-0 10.♙g5 ♙e7 11.♘xc6 dxc6 12.f4 ♙d8 13.♙e1 h6 14.♙h4 b6 15.e5 ♘d5 16.♙xe7 ♘xe7 17.♘e4 ♙b7 18.♘d6 ♘f5 19.♘xf5 exf5



Game 1 is already heading for a draw.

20.♙d3 ♖c8 21.♙e3 c5 22.♙ad1 c4 23.♙e2 ♖e6 24.♙f3 ♙xf3 25.♙xf3 ♖e8 26.♙d5 ♖a4 27.♙fd1 ♙xd5 28.♙xd5 ♙f8 29.e6 fxe6 30.♙xe6+ ♙h7 31.b3 cxb3 32.axb3 ♙xf4 33.♙xb6 ♙c8 34.♙xa6 ♙xc2 35.♙d3 ♙e4 36.♙xe4 fxe4 37.♙e1 ♙g6 38.g4 ♙b2 39.♙xe4 ♙xb3 40.♙e5 ♙b2 41.h3 ♙d2 ½-½

Fritz 5.32 – Polgar, J (2677)

Game 2. B40 Sicilian (Fritz calls it French?)

1.e4 c5 2.♘f3 e6 3.♙e2 ♘c6 4.g3 d6 5.♙g2 g6 6.d3 ♙g7 7.0-0 ♘ge7 8.c3 0-0

9.a3 a5!?

9...b6 10.♘bd2 h6 is a book line, though it doesn't come with high credentials!

10.♙e1 a4 11.♙g5 f6 12.♙c1 f5 13.exf5 gxf5 14.c4 e5 15.♘c3 ♙h8 16.♙g5



16...♙e8?!

16...h6 is preferred, putting the question to the annoying ♙.

17.♙d1! f4!

This follow-up to Judit's debatable 16th. can't be criticised – it's a nice little pawn sac' that gives her some fine attacking initiative, which is her usual style.

18.gxf4 ♙g4 19.h3

19.♘xa4? is a second pawn grab that is not to be recommended: 19...♘d4!

19...♙h5 20.♘e4 ♘f5 21.♘g3 h6!?

A second sac'! 21...♙xf3 22.♙xf3 and then 22...h6 would be the computer's way.

22.♘xh5 ♙xh5 23.♘xe5 ♙xd1 24.♘g6+ ♙h7 25.♘xf8+ ♙xf8 26.♙axd1 hxg5 27.fxg5



We need the diagram to see the outcome of the exchanges and do a material count. In fact it comes out favouring White, as do the computer evaluations with those 3 kingside passed pawns. However Judit's extra piece will counteract all of this, as extra pieces tend to very often! Perhaps

the materialist computer programs slightly over-value pawns, to try and make sure they don't lose them?!

27...♙g6 28.f4 ♖xb2 29.♖b1 ♙d4+ 30.♙h1
30.♙h2 ♙e3 31.♖xe3 (31.♖xb7? ♙xf4+
32.♙g1 ♙e5+) 31...♙xe3=
30...♙e3 31.♖xb7 ♙cd4 32.♖xe3 ♙xe3
33.♙e4+ ♙ef5 34.♙g2 ♖f7 35.♖xf7 ♙xf7
36.♙xf5 ♙xf5 37.♙f2 ♙g6 38.♙f3 ♙d4+
39.♙g4

39.♙g4 Perhaps Judit was running short of time, and didn't fancy trying the tempting 39...♙c2. However 40.f5+ ♙f7 41.♙h5 ♙xa3 42.g6+ ♙g8 43.f6 ♙xc4 44.dxc4 a3 45.♙h6 still appears to be a draw. ½-½

Fritz 1 Polgar 1

Polgar,J (2677) – Fritz 5.32

Game 3. B42 Sicilian Def. Paulsen

1.e4 c5 2.♙f3 d6 3.d4 cxd4 4.♙xd4 ♙f6
5.♙d3 e6 6.0-0 a6 7.c4 ♙e7 8.♙c3 0-0
9.♙e3 ♙bd7 10.b3

Judit tries something a little quieter than the standard, and committal book move, 10.f4.

10...♖c7 11.♖c1 b6 12.f3 ♙e5 13.♙e2 ♙b7
14.♖d2 ♖ac8 15.♖fd1 ♖fd8 16.♙f1 ♙fd7
17.♖f2 ♙f6 18.h3 ♙c5 19.b4 ♙cd7 20.f4
♙g6 21.f5 ♙gf8 22.g4 h6! 23.h4



A dramatic effort by Polgar to break the deadlock after 2 draws. But Fritz is handling the defence very well.

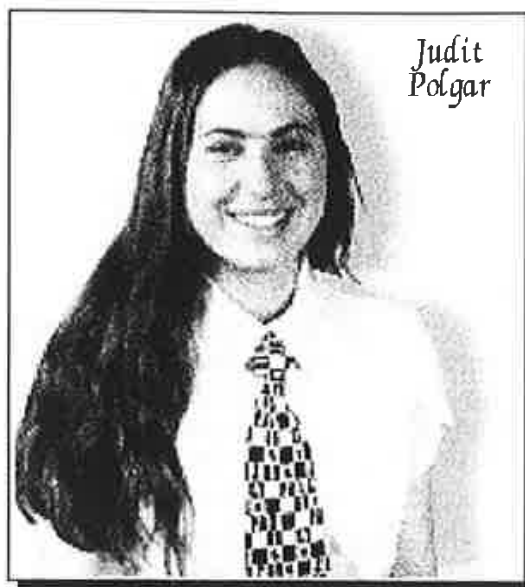
23...♙e5 24.g5 hxg5 25.hxg5 ♖e8
26.♙g2?!

26.♙e2 gives the piece more scope to get involved in the attack.

26...♙xd4 27.♙xd4 exf5 28.exf5

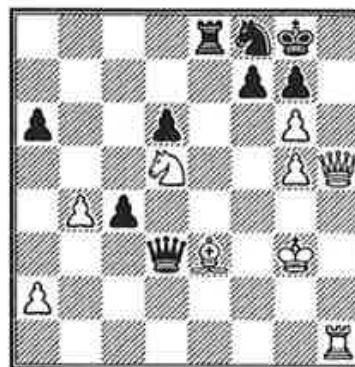
28.♙d5!? looks interesting. If 28...♙xd5 29.exd5 ♙e5 30.♖xf5 ♙xc4 then I'm not sure who's winning!

28...♙xg2 29.♙xg2 ♖b7+ 30.♙d5 ♖xc4
31.♖f3 ♖c8 32.♖f1 b5 33.♖xc4 bxc4
34.♖f4 ♖c6 35.♖f3 ♖a4 36.♖h1 ♖c2+



Judit
Polgar

36...♖xa2+ Why not? 37.♙g3 ♖d2 looks alright to me.
37.♙g3 ♙e5 38.♖h5 ♖d3+ 39.♙e3 ♙eg6
40.fxg6



Again Judit opts for an unbalanced position, hoping that Fritz will not understand which are the key squares and pieces.

40...♖xe3+ 41.♙xe3 ♖xe3+ 42.♖f3 ♖xg5+
43.♖g4 ♖xg4+ 44.♙xg4 ♙xg6 45.♖d1!

Judit finds the pawn that matters!

45...♙e5+ 46.♙f4 ♙d3+ 47.♙e3 ♙xb4
48.♖xd6 ♙xa2 49.♖xa6

The game is now a draw barring blunders.

49...♙b4 50.♖a4 ♙d5+ 51.♙d4 ♙f4
52.♖xc4 f6 53.♙e4 ♙e6 54.♖c6 ♙f7
55.♖b6 g5 56.♙f5 ♙g7+ 57.♙g4 ♙g6
58.♖a6 ♙f5 59.♖b6 ♙e3+ 60.♙f3 ♙c4
61.♖b4 ♙e5+ 62.♙e4 ♙f7 63.♖b6 ♙h6
64.♖a6 ♙f5 65.♖b6 ♙h4 ½-½

Fritz 1½ Polgar 1½

Fritz 5.32 – Polgar,J (2677)

Game 4. B40 Sicilian Scheveningen

1.e4 c5 2.♙f3 e6 3.d4 cxd4 4.♙xd4 ♖b6

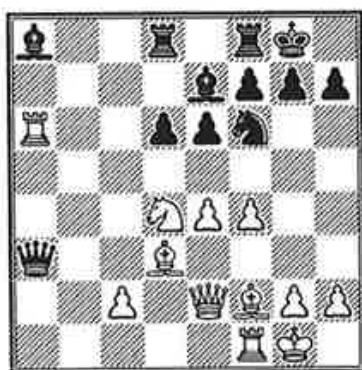
5. $\text{d}b3$ $\text{d}c6$ 6. $\text{e}e3$ $\text{c}c7$ 7. $\text{d}d3$ $\text{d}f6$ 8. $\text{d}c3$ $\text{a}a6$ 9. $\text{f}f4$ $\text{b}b5$ 10. $\text{c}c3$ $\text{b}b7$ 11. O-O $\text{d}d6$ 12. $\text{e}ae1$ $\text{e}e7$ 13. $\text{a}a3$

13. $\text{c}c3$ is theory in the Fritz book, but it was using Nimzo's book for this match, a neat idea as Judit has almost certainly prepared using FRITZ with its own book or the PowerBooks!

13... $\text{b}b4$

Polgar's push on the queenside is probably ill-advised. If you look at the diagram after move 22 and not White's excellent 23. $\text{c}c4$! it is clear who benefits from this.

14. $\text{d}a4$ O-O 15. $\text{e}b6$ $\text{c}c7$ 16. $\text{e}f2$ $\text{e}ad8$ 17. $\text{c}c2$ $\text{b}xa3$ 18. $\text{b}xa3$ $\text{d}d4$ 19. $\text{d}xd4$ $\text{c}xa4$ 20. $\text{e}b1$ $\text{e}a8$ 21. $\text{e}b6$ $\text{c}xa3$ 22. $\text{e}xa6$



22... $\text{c}c4$

22... $\text{c}c2$ was probably best, to discourage White's strong centre-controlling thrust with his/its next.

23. $\text{c}c4$! $\text{c}c7$??!

23... $\text{c}c8$ seems to be the only way for Judit to stay in the game here. 24. $\text{e}fa1$ $\text{e}b7$ 25. $\text{d}c6$ $\text{e}xc6$ 26. $\text{e}xc6$ $\text{e}c8$ 27. $\text{e}xc8$ $\text{e}xc8$ 28. $\text{e}a7$ $\text{e}c7$.

23... $\text{e}b8$? is best according to J5, but then H7 says 24. $\text{d}c2$ and J5 suddenly agrees, dropping to -250! Strange.

24. $\text{e}fa1$

The threat of 25. $\text{e}a7$ is serious because Black's e7 bishop is unprotected.

24... $\text{c}c7$

24... $\text{d}d7$ to block the threatened attack on the bishop by interposing a knight on a protected square doesn't help: 25. $\text{e}a7$! $\text{c}c8$ 26. $\text{e}xa8$ $\text{c}xa8$ 27. $\text{e}xa8$ $\text{e}xa8$ 28. $\text{c}c1$ ±

25. $\text{e}a7$ $\text{c}c8$ 26. $\text{d}b5$ $\text{e}c6$ 27. $\text{d}c7$! $\text{c}c7$

28. $\text{d}d5$ $\text{e}b7$

28... $\text{e}xd5$ delays the end slightly: 29. $\text{e}xd7$ $\text{e}xd7$ 30. $\text{c}xd5$ $\text{e}a8$ 31. $\text{e}xa8$ $\text{e}xa8$ 32. $\text{e}d4$ $\text{e}a4$ 33. $\text{c}c2$ $\text{d}h5$

29. $\text{e}b1$ $\text{e}xd5$ 30. $\text{e}bxb7$ $\text{d}xc4$ 31. $\text{e}xc4$ 1-0

Polgar 1½ Fritz 2½

Polgar.J (2677) – Fritz 5.32

Game 5. B48 Sicilian Def. Paulsen

1. $\text{e}e4$ $\text{c}c5$ 2. $\text{d}d3$ $\text{e}e6$ 3. $\text{d}d4$ $\text{c}xd4$ 4. $\text{d}xd4$ $\text{d}c6$ 5. $\text{d}c3$ $\text{a}a6$ 6. $\text{e}e3$ $\text{c}c7$ 7. $\text{c}c2$ $\text{d}f6$ 8. $\text{f}f3$ $\text{d}e5$ 9. O-O $\text{b}b4$ 10. $\text{d}b3$ $\text{b}b5$ 11. $\text{e}d4$ $\text{h}h6$ 12. $\text{c}c1$

12. $\text{a}a3$ and 12. $\text{c}c1$ are in the Fritz book, though neither have the greatest of reputations!

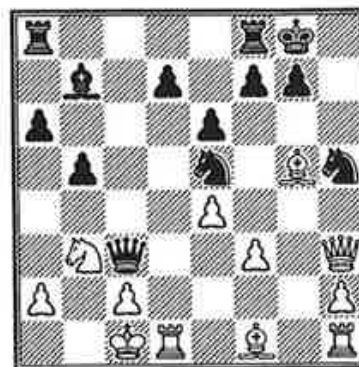
12... $\text{d}c6$ 13. $\text{e}e3$ O-O 14. $\text{g}g4$ $\text{d}e5$



15. $\text{c}c3$?

Why not 15. $\text{d}xb5$ axb5 16. $\text{c}xb4$ $\text{d}xf3$ (or 16... $\text{e}b7$ 17. $\text{c}c5$) 17. $\text{e}g2$ $\text{d}h2$ 18. $\text{e}e5$ $\text{c}xe5$ 19. $\text{e}xa8$ $\text{c}xe3$ + 20. $\text{c}b1$ $\text{d}hxg4$ 21. $\text{c}xb5$

15... $\text{e}xc3$ 16. bxc3 $\text{e}b7$ 17. $\text{g}g5$ hxg5 18. $\text{e}xg5$ $\text{d}h5$ 19. $\text{c}h3$ $\text{c}xc3$



20. $\text{c}xh5$??

Ooops. Black has a devastating reply for this, which decides the game immediately! Necessary was the clever 20. $\text{f}f4$ $\text{c}xh3$ (20... $\text{d}f3$ also looks possible) 21. $\text{e}xh3$ $\text{d}g6$ 22. $\text{e}g4$ $\text{d}hxf4$ 23. $\text{e}hf1$ $\text{e}e5$ 24. $\text{d}c5$ with fighting chances.

20... $\text{e}fc8$! 21. $\text{e}d2$ $\text{d}xf3$ 22. $\text{e}g2$ $\text{e}xe4$ 23. $\text{c}g4$ $\text{f}f5$ 24. $\text{c}g3$ $\text{d}xg5$ 25. $\text{e}hg1$ $\text{e}xg2$ 26. $\text{c}xg2$ $\text{d}f3$ 0-1

Polgar 1½ Fritz 3½

Two behind, with 3 to play, Judit now has major problems. She decides to jettison her

beloved Sicilian Defence and tries a Caro-Kann.

Fritz 5.32 – Polgar, J (2677)

Game 6. B16 Caro-Kann. Nimzowitsch

1.e4 c6 2.d4 d5 3.♖c3 dxe4 4.♗xe4 ♗f6
5.♗xf6+ gxf6 6.♗f3 ♕f5 7.♕e2 ♗d7 8.c3
Another neat Nimzo book choice. 8.0-0 e6
9.c4 is the Fritz book line.
8...♗c7 9.♕e3 e6 10.♗d2 ♗b6 11.g4 ♕g6
12.h4 h6 13.♗b3 ♗d5 14.0-0-0 a5 15.a4
♕d6 16.h5 ♕h7 17.♕xh6 b5

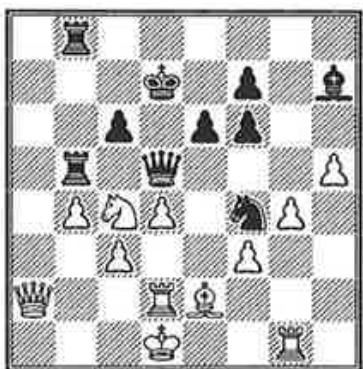


Thematic, with the makings of a useful pawn storm attack.

18.♗de1 ♗b8 19.axb5 a4 20.b6
20.♗xa4? would be a bad mistake here
and later: 20...♗b6 21.♗d1 ♗a7!
20...♗xb6 21.♗a2 ♗d5 22.♗h3 ♗d7!
23.♗c4 ♕f4+ 24.♕xf4 ♗xf4+ 25.♗d1 ♗e4
26.♗d3 ♗f4?

Completely missing the Fritz reply! With
26...♗f4 revealing the attack from h7 on
♗d3, Judit could have retained chances
27.♗xa4

The threat of a check on a7 is lethal.
27...♗b7 28.f3 ♗d5 29.♗d2 ♗hb8 30.♗a6
♗g2 31.♗g1 ♗f4 32.b4 ♗b5 33.♗a2



An excellent defensive sequence by Fritz,
waiting for its own attacking chances.

33...♗g5 34.♗h1 ♗d5 35.♗a1 ♗xb4
36.♗e5+

36.cxb4 ♗xb4 37.♗b2 is also +- for White.
36...fxe5 37.♕xb5 e4?

37...♗xb5 38.cxb4 ♗e3 puts up a better
fight.
38.♗a7+ ♗c8 39.cxb4 ♗xb5 40.♗xf7
♗xb4 41.♗xe6+ ♗c7 42.♗h3 e3 43.♗xe3
♗d7 44.d5 c5 45.♗e6+ ♗d8 46.♗f6+ ♗d7
47.♗g7+ ♗d6 48.♗h6+ ♗e5 49.f4+
announcing mate. 1-0

Polgar 1½ Fritz 4½

Polgar, J (2677) – Fritz 5.32

Round 7. B83 Sicilian Def. Scheveningen

1.e4 c5

This is how modern computer opening
books work – if you win, 'play it again
Sam'. 4 out of 4 Sicilians by Fritz as Black!

2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3
♗c6 6.♕e3 e6 7.♕e2 ♕e7 8.g4 d5?!
8...0-0 9.g5 ♗d7 is also played.
9.exd5 ♗xd5 10.♗xd5 exd5 11.♗d2 0-0
12.0-0-0 ♗xd4 13.♕xd4 ♗e8 14.f4!



Judit takes charge again – you've got to
admire her courage! This time the Fritz
queen's move against Polgar's king proves
injudicious as it finds itself on the wrong
side of the board for the next action.

14...♗a4?! 15.♗b1 ♕d7 16.♕f3 ♗ad8
17.f5! ♕c8 18.h4! ♗fe8 19.h5 ♗d6 20.h6 g6
21.♕e5 ♕g5 22.♗h2 ♗b6 23.♕xd5 ♗xg4



The Fritz team resigned, expecting something nasty like 24.♖hf1! 1-0

Polgar 2½ Fritz 4½

Fritz 5.32 – Polgar, J (2677)

Game 8. E97 Kings Indian Def. Classical

1.d4 ♟f6 2.c4 g6 3.♟c3 ♟g7 4.e4 d6
5.♟f3 0-0 6.♟e2 e5 7.0-0 ♟c6 8.d5 ♟e7
9.b4 ♟h8 10.c5 ♟h5
10...♟eg8 is usual.
11.cxd6 cxd6 12.♟g5 ♟f4 13.♟xf4 exf4
14.♟c1 h6 15.♟f3 g5 16.♟b5 ♟g6 17.a4
g4 18.♟e1



Judit has yet another pawn storm attack on the Fritz king. How to proceed now?
18...f3?!

Sac' a pawn... the standard solution in this match. The first of a series of pawns Fritz is happy to accept!

19.gxf3 gxf3 20.♟xf3 ♟h3 21.♟e1 ♟f4
22.♟f1!

Showing excellent awareness of the tactical possibilities and how they must be dealt with. A serious mistake here would be 22.♟d2?? thinking about driving the annoying knight away. Judit would defend with 22...♟f6! threatening ♟g6+ and adding more pressure than Fritz would ever be able to survive.

22...♟g4?!

Best was 22...♟d7 23.♟h1 almost the only move. Now 23...♟g4 would leave Judit with good compensating chances for her pawn.

23.♟d2 ♟e5 24.♟e3 ♟g8 25.♟h1 ♟xf3+
26.♟xf3 ♟g4?

It's a little surprising that Judit didn't try the dangerous-looking 26...♟h4 here, which would certainly (says he, wishing he could play chess half as well as Judit Polgar!) enable us to call the position 'uncertain'. I'd expect 27.♟g3 ♟g5 28.♟xg5 ♟xg5 27.♟g3 ♟h4

As ♟g3 would have been White's best answer if 26...♟h4 had been played, the move is nothing like as dangerous now.
28.♟d4! ♟ag8 29.♟f5



29...♟g5 30.♟c7 ♟h5 31.♟xb7 ♟4g5
32.♟xa7

Fritz is now 3 pawns ahead, so Judit HAS to find a way of breaking through with her attack if she is to avoid another defeat.

32...♟f3+ 33.♟g2

Saves the day!

33...♟h5 34.♟xg5 ♟xg5 35.♟g3! h5
36.♟xf7

The 4th pawn.

36...h4 37.♟f5 ♟g6 38.♟f3 hxg3 39.fxg3
♟g7 40.♟c2 ♟g8 41.♟c1

Now that both g1 and g2 are protected, the knight is genuinely under threat.

41...♟d3 42.♟e3 ♟c8 43.♟xd3

Fritz is now 5 pawns ahead!

43...♟c1+ 44.♟d1 ♟g4 45.♟f8+ ♟g7 46.♟f1
♟h3 47.♟f3 The material deficit is too much, so 1-0

	1	2	3	4	5	6	7	8	Tot
Fritz532	½	½	½	1	1	1	0	1	5½
Judit Polgar	½	½	½	0	0	0	1	0	2½

It's a very lop-sided final score in favour of FRITZ 532, and a result which implies a 2825 Elo rating for the PC program when playing at G/30. With REBEL 10's win over Anand last year as further evidence, I believe that at BLITZ and ACTIVE time controls (i.e. from G/5 to G/30 inclusive) the top PC PROGRAMS are almost too strong for even the best HUMANS nowadays.

And, considering that FRITZ is a 'fast program' supposedly designed for play against computers, I think this excellent result opposes the view held by those who believe that strong v computers doesn't mean strong v humans! Strong is strong!

CHESS in 2010

EXCERPTS FROM THE REBEL HOMEPAGES

Introduction

This is a short recompilation of a big (and quite technical) discussion that recently took place in a public chess forum on Internet which was started by REBEL's programmer Ed Schröder.

Schröder pointed out that making a chess program to perform better in the computer-computer area doesn't necessarily mean that the program automatically will play better against humans too.

As a matter of fact Schröder believes there is even a great risk that the opposite might come true and that chess programs only become better in the computer-computer area but will lower in strength against humans.

Schröder noticed that adding more tactical power to his chess program REBEL, this in return for taking out existing chess knowledge, made REBEL a stronger computer-computer player but also that REBEL's positional understanding lowered because of the lack of the chess knowledge that was removed.

This phenomenon is not new. Hans Berliner programmer of the famous HITECH program already pointed this out some 15 years ago. He more or less proved that chess knowledge (in computer-computer play) is only worth just one extra ply.

The BERLINER experiment

Berliner took the Hitech program, removed important chess knowledge but left the very basic chess knowledge and called this version Hitech_Low (HL) and his original version Hitech_High (HH).

Then computer-computer matches were played with HL and HH at several ply-depths.

It showed up that HL (8-ply) lost from HH (8-ply) because HH was a much more intelligent program than HL, but that HL (9-ply) vs HH (8-ply) was already about equal and that HH (8-ply) was crushed when it played HL (10-ply)!

The conclusion more or less was: (extra) chess knowledge is just worth one ply in the computer-computer area. The advantage of HH having much more chess knowledge than HL wasn't

enough to survive against a program with only the very basic chess knowledge searching 1-1½ ply deeper.

Recent Computer Chess developments

Especially the last years ideas based on the BERLINER experiment have been practiced in chess programs with extremely good results in the computer-computer area. Chess programmers discovered that by a new approach that looks illogical at first sight their programs became a lot stronger in the computer-computer area.

Computer chess development of the last years:

- Make the program as fast as possible.
- Even remove existing chess knowledge to ensure a fast chess program.
- Add lots of tactics to out-search the opponent.
- Add only the very basic chess knowledge (Berliner concept)
- Make the program aggressive to ensure tactics in games.

Schröder about this new trend

It's my opinion it all seems to work in the comp-comp area.

Now for comp-comp lovers this is great news but what about the people who use a chess program for analysis, study and playing games?

Recently I released REBEL 10C as an engine update for Rebel 10.

In 10c I removed some chess knowledge - this Rebel 30% faster.

Next this 30% speed gain was used to add new tactics. As a result 10c is now a better comp-comp player but a lower positional player than the original Rebel10. [Note by Eric: the 'UPGRADE' style is an OPTION, you can still play/analyse etc. with the 'proper' REBEL10 version if you wish!].

This is actually what is happening the last years and I want to report it in all its details in the hope it will be understood.

There are advantages and disadvantages. The advantages are for the comp-comp lovers. The disadvantages are for people who use a chess

program for analysis, study and playing games as the positional understanding of chess programs will drop and no progress is made.

My personal opinion is that the disadvantages are bigger than the advantages because the vast majority of people that use a chess program use it for playing games, analysis and study.

It's my hope the computer chess press will pick up the subject, explain and judge.

Other expert opinions

Several other colleagues of Schröder joined the discussion and gave their opinion.

ROBERT HYATT, programmer of Cray Bitz and Crafty: *There is an alternative. Do as I try to do... ignore computer vs computer games unless you see something you are consistently doing wrong in those games.*

I'm not hung up on trying to beat every program by being as fast as possible. I have gotten slower the past 3 years, not faster, and I think that direction is perfectly ok. I've said before that far too much attention and emphasis has been placed on SSDF results, which has led to today's situation.

I think it much more interesting to continue what I've been doing for along time: trying to find ways to make these 'anti-computer' strategies backfire. Because once you learn how to 'break anti-computer' you also learn how to play it. And there would be nothing to prevent you from using that against other computers, of course. :)

BRUCE MORELAND, programmer of Ferret: *Responding to Ed's original post I have considered these issues carefully. My own goal is to create something that is interesting and strong, and I'm not going to gut my program's style just to get an extra quarter ply to use against computers.*

I think that in the long term a good eval function is necessary to avoid catastrophic mis-evaluation of crucial features, against both humans and computers.

I avoid things like the Swedish list, in part because they've never invited me to send a version, and in part because I don't want to get sucked into that whole core-wars deal. I would much rather be ranked on the FIDE list, which is where every player really belongs.

In Paderborn, assuming I am selected to go, I will be competing with something that will also play, with no modifications, against the humans on ICC, which is how I've always done it.

CHRIS WHITTINGTON, programmer of Chess System Tal: *If you're a slow (knowledge) program, you can beat a fast one by having essential chess knowledge. You maybe find some theme or weakness or king attack or whatever, go for it, sit on it, exploit it and maybe get a win from it.*

Also, you can find this stuff, but not be able to convert it! If you're a slow program, and you get into a game where these exploitation possibilities don't exist for some reason, then, effectively, the game turns into slow bean-counter against fast bean-counter, with the inevitable conclusion.

We all see these games. In fact you don't need my program to show them, because they happen all the time in comp-comp. These game types are the norm for bean vs bean.

Take a scenario. Your program now, Ferret, against your program 4 years ago. Or even your program now against your own program on slow hardware.

Result inevitable? Probably. Game style and type? Probably predictable like so:

- **Ferret(fast)** will have 1,2,3,4 nominal plies on **Ferret(slow)**. Game style and type will be strongly dependant on the nominal ply gap.
 - a) **High gap.** **Ferret(slow)** will likely go down into rapid material collapse. **Ferret(fast)** may even have some flashy pyrotechnics to demonstrate it. A naive reviewer could call **Ferret(fast)** a spectacular attacking program. He could call **Ferret(slow)** a stupid bean-counter, typical computer.
 - b) **Medium gap.** **Ferret(fast)** will slowly grind **Ferret(slow)** down. **Ferret(slow)** will keep finding at its higher iterations, possible loss of material. It will go to panic time, find a way to avoid material loss by giving double pawns instead, or whatever. A naive reviewer will call **Ferret(fast)** a great positional player. He'll call **Ferret(slow)** dumb, accuse it of not having simple knowledge like double pawns, or whatever.
 - c) **Small gap.** Probably you'll get reasonable games. The reviewer can't tell much, so he'll likely start making things up. "Human style", or "plays more interesting", or some other nonsense that says nothing.

What I'm trying to say to you, is that Ferret is none of these things. It has none of these 'naive reviewer properties'. The properties are all emergent from the search gap, and therefore depend on the opponent. It knows everything and nothing, all at the same time. Which is why Genius was thought to be the greatest thing, and now

you all think it is boring. It isn't either, or its both. Schrodinger's cat.

Which is why programs seem to keep making progress on the SSDF list. And why reviewers, either dumb, or with axes to grind, wax lyrical about the latest programs.

It's the search gap. Gettit? Out of this search gap comes all the naive speculation and non-sense that gets written. The program has every style and no style, it has no consistency to play against, only materialism, you can't learn from it, tomorrow it will be different - found another mine in the search gap - only the difference is just a reelection of - whoops, trod on another mine. What can you do with such a program? Use the take-back key and try again? - and imagine this helps you improve or learn?

Now, I claim this search gap has no meaning or understanding possibilities for a human. That a human can't relate his heuristics to it. That you can't extract the knowledge out of it and represent it to a human. That you can't even extract the knowledge out of it and represent it to yourself. You can't get heuristics from it. So I call it counting beans - useless for us humans.

Now, take a knowledge program, you can play it and see the play style. You can try and work out what it does and why. There'll be a reason, based on human chess heuristics. The game has plan, and flow, and doesn't consist of hidden minefields. It won't grind you down by search, it will try speculative ideas which it might, or might not, be able to get to work. You can see the speculative ideas, and try them yourself.

I think you can, as a human, relate to this type of program. If you know the programmer, maybe you can see patterns into the program that come from him, and so on. I think these types of programs are infused with some force, in so far as any chunk of silicon can be.

I hate materialists.

In response BRUCE MORELAND wrote again: This is an extremely substantial post. I think this accurately describes what happens when you have a hardware advantage against someone else. Dubious positional choices will be backed up by tactics, and you'll have a better chance than usual of forcing real positional advantages and cashing them in. The opponent looks correspondingly bad, but there will be little that they can do about it.

I think that most of this post has to do with the goals programmers choose for themselves, how they measure progress toward these goals, and how other people measure progress toward goals that they set for the programmers.

I have my own opinions about these issues and obviously you do too.

ED SCHR+DER, in reponse to the Chris Whittington posting: Right, Chris' posting should be framed in gold and re-read again by everybody who is interested in the topic and did not get the point immediately.

REBEL policy

As a result of the above Rebel company feels that something needs to be done for the future to ensure progress in both areas (Man vs Machine and Computer vs Computer).

To reach that goal CHESS TIGER programmer Christophe ThUron from now on will only focus on computer-computer programming and make his program (if possible) the best computer fighter around.

Although in a minority, many people are in love with computer vs computer play, and we want to keep serving them.

REBEL programmer Ed Schr+der will concentrate to make his chess program an even better positional and human-alike chess player and make REBEL an even more attractive and configurable chess engine.

Doing so we believe we can serve the chess community best as progress is guaranteed in both areas.

Opinion poll

In the poll now on REBEL's HomePages, a large 75% majority declared a greater interest in performance against humans than computers.

Also a big majority of 67% believe that a Computer's FIDE rating would be likely to be more than 50 Elo different to its Selective Search or SSDF rating.

VOTES FOR TOP PROGRAM:

	v HUMAN	v COMPUTER
Rebel 10	90	20
Hiarcs 7	45	54
Fritz 532	27	78
ChessMaster 6000	16	29
M Chess Pro 8	6	1
Junior 5	5	5
Crafty 16.6	3	0
Genius 6	1	1
Chess Tiger	0	4

McLANE's 'TOP 16' CHRISTMAS TOURNEY

Round 14 Update - LATEST SCORES & GAMES

This was the situation, as reported in *Selective Search 81*, up to and including round 11:

McLANE's CHRISTMAS TOURNEY

40/2. PC's: 2 x AMD K6/200MHz

Pos	Program	Rnd.7	Rnd.11
1	Hiarcs 7	5½	8½
2	Rebel 10b	4	8
3	Chess Tiger 11.7	5	7½
4	Shredder 3	3½	6½
5=	CS_Tal Win95	4	6
	Fritz 532	4	6
7=	Nimzo 98	4	5½
	Genius 6	4	5½
	Junior 5	3½	5½
10=	Zarkov 5	3½	5
	Gandalf 3	2½	5
12=	M Chess Pro 8	3½	4½
	The King 2.55	3	4½
14=	Crafty 16.3	2½	4
	W Chess 2000	3	4
16	Diep 1.6	½	2

McLANE (Thorsten Czub) reports all of his results on the Internet, in **rgcc**.

He makes some interesting remarks about his Tournament, which is an All-PLAY-ALL; therefore 15 rounds and nearly over!

- Why am I doing this Tournament?
Because it is fun. I like to test all new programs and know what they do. Also see how they compete against each other, because I learn about the programs while watching their games live.
- Why do I allow the programs to be updated? Because I am not interested in testing and learning about old versions, I want to know about the new ones.
- Why tournament time control 40/2hrs? Because I want to enjoy the games, and

when I watch them playing at 60/60 or even faster, the time for analysing their main lines and intentions is not enjoyable enough. Blitz games are even less enjoyable.

So, since the report in *SS81*, Hiarcs 7 has been upgraded to 7.1, Rebel 10b has been upgraded to 10c (Tiger mode), Chess Tiger 11.7 is now 11.8, and The King 2.55 has been changed for de Koning's latest in its ChessMaster 6000 form.

Hiarcs 7.1 has continued its winning ways unabated, opening the gap to such a degree that it now cannot be beaten.

Rebel 10c has run into a drawing sequence since the Tiger mode was adopted. The 63 move ½ against Crafty must have been a particular annoyance.

Rebel's draws have enabled Chess Tiger 11.8 to catch it in second place, this despite a defeat against ChessMaster 6000 whose 2/3 since our last report has moved it up the Table slightly.

Shredder 3 has had a less happy time with 1/3, including a draw v Gandalf.

Fritz532 has improved its position with 2 draws and a good win over Junior 5, but M Chess Pro 8's unhappy time continues. After coming 2= with Junior5, behind Hiarcs 7.1 in the *Irazoqui* Tournament (see *SS81*, page 3), its results in Sweden especially have caused it to tumble down both the *SSDF* and *SS* ratings. Its 48 move loss to Zarkov 5 is shown below.

Let's have a small GAMES SELECTION, before the updated TABLE.

K6/200 40/120
Round 14

White DIEP winboard

Black Hiarcs 7.01

1.e4 c5 2.♘f3 d6 3.d4 ♘f6 4.♘c3
cxd4 5.♘xd4 e6 6.♙d3 e5 7.♘f3 ♘c6
8.♙g5 ♙e7 9.♙xf6 ♙xf6 10.♘d5 O-O
11.c3 ♙e6 12.♖c2 ♖c8 13.♖a4 g6
14.O-O ♙xd5 15.exd5 ♖a5 16.♖e4
♘e7 17.c4 ♙g7 18.♖h4 ♖fe8 19.♘g5

h6 20. ♖e4 ♗f5 21. ♖h3 ♖d8 22. ♖ab1
 ♗d4 23. ♗c3 f5 24. ♗e2 e4 25. ♗xd4
 ♗xd4 26. ♗e2 e3 27. f4 ♗h7 28. ♗h1
 ♖a5 29. g4 ♖d2 30. gxf5 ♖xe2
 31. f×g6+ ♗×g6 32. ♖g1+ ♗h7 33. ♖be1
 ♖f2 34. ♖ef1 ♖c2 35. ♖d7+ ♗h8
 36. ♖xd6 ♖e4+ 37. ♖g2 ♖c7
 38. ♖×h6+ ♖h7 39. ♖g6 e2 40. ♖e1 0-1

K6/200 40/120
 Round 14

White Fritz5.32

Black Junior5

1. c4 ♗f6 2. d4 e6 3. ♗f3 b6 4. a3 ♗b7
 5. ♗c3 d5 6. cxd5 ♗xd5 7. e3 g6
 8. ♗b5+ c6 9. ♗a4 ♗g7 10. O-O O-O
 11. e4 ♗xc3 12. bxc3 c5 13. ♖e1 cxd4
 14. cxd4 ♗c6 15. ♗g5 ♖d6 16. e5 ♖d7
 17. ♗f6 ♗xf6 18. exf6 ♖fc8 19. ♗e5
 ♖d8 20. ♖c1 ♗a5 21. ♗d7 ♗c4
 22. ♖g4 ♗d6 23. ♖f4 ♖xc1 24. ♖xc1
 ♗e8 25. g3 ♗d5 26. h3 h6 27. ♖×h6
 ♗xf6 28. ♗e5 a6 29. ♗c2 ♖c8 30. ♗h2
 ♖f8 31. ♖g5 ♗h7 32. ♖f4 ♗b7
 33. ♗g4 ♖e7 34. h4 f5 35. ♗e5 g5
 36. ♖e3 g×h4 37. ♖g1 h3 38. ♗d3 ♖f6
 39. f4 ♖c7 40. g4 ♖g7 41. gxf5 ♖×g1
 42. ♖×g1+ ♗g2 43. ♖e3 ♗d5 44. f×e6
 ♗×e6 45. d5 ♗c8 46. ♖g3+ ♖g7
 47. ♖×g7+ ♗×g7 48. ♗×h7 ♗×h7 49. d6
 b5 50. d7 ♗xd7 51. ♗xd7 a5 52. ♗×h3
 b4 53. a×b4 a×b4 1-0

K6/200 40/120
 Round 14

White Nimzo98 Paderborn

Black Genius6

1. e4 e5 2. ♗f3 ♗c6 3. ♗c3 ♗f6 4. d4
 exd4 5. ♗xd4 ♗b4 6. ♗xc6 bxc6
 7. ♗d3 O-O 8. O-O d5 9. exd5 cxd5
 10. ♗g5 c6 11. ♖f3 ♗e7 12. h3 ♗e6
 13. ♖ae1 ♖b8 14. ♗a4 h6 15. ♗e3 d4
 16. ♗×h6 g×h6 17. ♖g3 ♗h8 18. ♖f4
 ♗g8 19. ♖e5 ♗f6 20. ♖f4 ♗g7 21. ♖g3
 ♗h8 22. ♖f4 1/2-1/2

K6/200 40/120
 Round 14

White Wchess 2000

Black Chess Tal II

1. d4 ♗f6 2. c4 e5 3. d×e5 ♗g4 4. ♗f4
 ♗c6 5. ♗f3 ♗b4+ 6. ♗c3 ♗xc3+
 7. bxc3 ♖e7 8. ♖d5 f6 9. exf6 ♗xf6
 10. ♖d3 d6 11. g3 O-O 12. ♗g2 ♗g4
 13. ♖b1 ♖ae8 14. ♖xb7 ♗f5 15. ♖d1
 ♗c8 16. ♖b2 ♖e4 17. c5 ♖d5 18. cxd6
 ♖xd1+ 19. ♗xd1 cxd6 20. ♗xd6 ♖f7
 21. ♗c1 ♖b7 22. ♖e1 ♗e4 23. ♗g5
 ♗xd6 24. ♗xc6 ♖xb2 25. ♗xb2 ♖e5
 26. ♖d1 ♗f7 27. ♗e4 ♗f8 28. ♖d4 ♗e7
 29. f4 ♖a5 30. c4 ♗d8 31. ♗d5 ♗f5
 32. e3 ♗e6 33. ♗×e6 ♗×e6 34. ♗c3
 ♖h5 35. h4 ♖c5 36. ♗d5+ ♗f7 1-0

K6/200 40/120
 Round 14

White ChessTiger 11.8

Black ChessMaster6000

1. e4 c6 2. d4 d5 3. ♗c3 d×e4 4. ♗×e4
 ♗f5 5. ♗g3 ♗g6 6. ♗f3 ♗d7 7. ♗d3
 ♗xd3 8. ♖xd3 e6 9. ♗f4 ♖a5+ 10. c3
 ♗e7 11. O-O ♗g6 12. ♗e3 ♗e7
 13. ♗e2 ♖d8 14. ♗g3 O-O 15. ♖c2
 ♖c7 16. ♗e4 c5 17. ♖ad1 c4 18. b4
 ♗b6 19. ♗g5 ♗×g5 20. ♗exg5 ♖f4
 21. ♗e4 ♗d5 22. ♖fe1 ♖fe8 23. a3 ♖c8
 24. a4 ♖f5 25. ♖d2 ♖ed8 26. ♖a2
 ♗df4 27. ♖e3 a5 28. b5 ♗d5 29. ♖e1
 b6 30. ♗g3 ♖f4 31. ♖c2 ♖f6 32. ♗e5
 ♗gf4 33. ♗e2 ♖g5 34. ♗xf4 ♗xf4
 35. g3 ♗d5 36. f4 ♖h5 37. ♗c6 ♖e8
 38. ♖f2 ♖g4 39. ♖e5 f6 40. ♖e1 h5
 41. ♖c1 h4 42. ♖e2 ♖×e2 43. ♖×e2 ♗f7
 44. ♗g2 ♖g8 45. ♗f3 h×g3 46. h×g3 g5
 47. ♖ce1 gxf4 48. gxf4 ♖ce8 49. ♖c2
 ♖h8 50. ♖g1 ♖h3+ 51. ♖g3 ♖eh8
 52. ♗d8+ ♗e7 53. ♗c6+ ♗d6 54. ♖f2
 ♖h4 55. ♗g2 ♗e3+ 56. ♗f3 ♗f5
 57. ♖×h3 ♖×h3+ 58. ♗e2 ♖xc3 59. ♗d2
 ♖a3 60. ♗c1 c3 61. ♖e2 ♖xa4 62. ♗c2
 ♖a2+ 63. ♗d3 ♖×e2 64. ♗×e2 ♗d5
 65. ♗d3 0-1

K6/200 40/120

Round 14

White Zarkov5.01

Black Mchess Pro8

1.e4 c5 2.♟f3 e6 3.b3 ♟f6 4.e5 ♟d5
 5.♟c4 ♟e7 6.O-O O-O 7.♟b2 b6
 8.♟c3 ♟xc3 9.♟xc3 ♟c6 10.♟e2
 ♟b7 11.♟d3 f5 12.♟a6 ♟xa6
 13.♟xa6 ♟b4 14.♟xb4 cxb4 15.♟ac1
 ♟c8 16.♟xa7 ♟a8 17.♟b7 ♟xa2 18.c3
 ♟a3 19.cxb4 ♟xb3 20.d4 ♟xb4
 21.♟fd1 ♟e8 22.♟c7 ♟a8 23.♟xd7
 ♟xb7 24.♟xb7 ♟e8 25.♟f1 ♟b2
 26.♟d2 ♟b5 27.♟c2 ♟b1+ 28.♟e2 b5
 29.♟c6 ♟b2+ 30.♟e3 ♟d8 31.♟d6
 ♟f8 32.d5 exd5 33.♟xd5 b4 34.♟dd7
 g5 35.♟d3 ♟xf2 36.♟d4 ♟e7
 37.♟e6+ ♟g8 38.♟xe7 ♟xe7 39.♟xe7
 ♟xg2 40.♟g7+ ♟h8 41.♟xg5 ♟xg5
 42.♟xg5 ♟g7 43.♟e6+ ♟f7 44.♟d4
 ♟g6 45.♟c4 f4 46.♟xb4 ♟f7 47.♟c5
 f3 48.♟xf3 1-0

McLANE's CHRISTMAS TOURNY**40/2.PC's: 2 x AMD K6/200MHz**

Pos	Program	Rnd.7	Rnd.11	Rnd.14
1	Hiarcs 7	5½	8½	11½
2=	Rebel 10c	4	8	9½
	Chess Tiger 11.8	5	7½	9½
4	Fritz 532	4	6	8½
5=	Shredder 3	3½	6½	7½
	CS_Tal Win95	4	6	7½
	Junior 5	3½	5½	7½
8=	Nimzo 98	4	5½	7
	Genius 6	4	5½	7
	Zarkov 5	3½	5	7
11	ChessMster 6000	3	4½	6½
12=	Gandalf 3	2½	5	5½
	W Chess 2000	3	4	5½
14	M Chess Pro 8	3½	4½	5
15	Crafty 16.3	2½	4	4½
16	Diep 1.6	½	2	2½



THORSTEN CZUB
 ALIAS THE INTERNET'S MCLANE

For the final round **Nimzo 98** Paderborn has been updated into **Nimzo 2000**, the new engine of Chrilly Donninger.

Thorsten says: 'After reading an article of Marcus Kaestner in Europa-Rochade, THE German (computer)-chess-magazine I have come to the conclusion that

- a) I was right not to use Nimzo99-engines (because Markus also has the opinion that versions since Nimzo98 paderborn were not as strong.
- b) now to use Nimzo 2000, because it seems drastically stronger - as Markus reports about.'

And here are the pairings for round 15:

- HIARCS7.1 v WCHES 2000
- REBEL 10C v DIEP WB-PADERBORN
- GANDALF3 v CHESS TIGER 11.8
- FRITZ 5.32 v ZARKOV5.01
- JUNIOR5 JUN.CTG v NIMZO 2000
- CHESSMASTER 6000 v CSTAL WIN95
- GENIUS6 v SHREDDER3
- MCHES PRO8 v CRAFTY 16.3

Final result and report in SS83.

The HUMAN side of FRITZ!?

**** well, allegedly! ****

If it's true - and the likelihood seems quite strong to me - then events at the BOBLINGER OPEN are just about the most remarkable ever presented in nearly 15 years of *Selective Search*.

At the centre of the astonishing accusations made by various national newspapers in Germany, and recently examined by **Frederic Friedel** in *ChessBase Magazine* 68, is one **Clemens Allwermann**.

An AMAZING TOURNAMENT SUCCESS

Allwermann is a 55 year old German, who has had a stable rating of around 1900 for the past 20 years. He is ranked number 10,000 or so in Germany - incidentally that figure '10,000' reminds us of the enormous success and popularity of chess in the nation - and Allwermann was seeded at 144 when he boldly entered the Boblinger alongside a small group of GMs and a bigger one of IMs.

In such an Event you'd have to class him as 'an unknown'. Not any more!

Allwermann's amazing achievement at Boblinger was to score 7½/9 (6 wins, 3 draws and no losses) thus winning outright with a performance rating of 2630. This would immediately elevate him to be Germany's no.2, behind Arthur Yusupov!

HEADLINES in GERMANY

The initial reward was front page news about chess in the German dailies, with the German equivalents of words like 'sensational' and 'astounding' everywhere.

But not for long - the accusations soon followed close behind as rumours grew that Allwermann had used some sort of outside help!

The fact that the incident is being reported here in *Selective Search* will no doubt alert my readers immediately to the type of 'help' being talked about!

'Was a pocket Deep Blue used for brain doping?' asked one paper, whilst other remarks were more sarcastic and cutting. No-one would believe that this 55 year old

amateur could have done it all on his own.

Indeed the Tournament director Lorenz Skribanek was confronted by other sceptical players as the event had drawn to a close, but Allwermann had explained that some special opening preparation and a run of luck in some games had enabled him to play the Tournament of a lifetime. *"It is because of my careful preparation, especially in the Sveshnikov - I now have a good knowledge of this variation, which I was able to use to defeat GM Kalinitshev in the last round."*

In fact it was the end of this very game, in the final round, which actually convinced almost everyone that Allwermann's success was indeed due to outside help.

Here it is - see what you think!

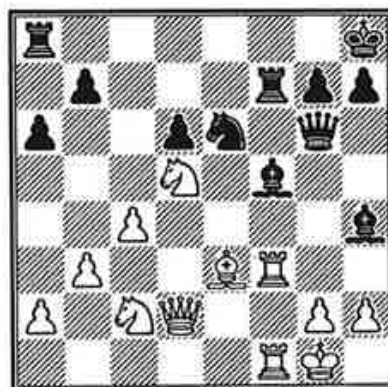
White: **Allwermann, C** (1900)

Black: **Kalinitshev, S** (IM) (2505)

[B32. Sicilian, Sveshnikov]

Boblinger Open (round 9), 1999

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e5 5.♘b5 d6 6.c4 ♙e7 7.♙e2 a6 8.♘5c3 ♘f6 9.0-0 ♙e6 10.♙e3 0-0 11.♘a3 ♘d7 12.♙d2 ♘c5 13.♘c2 f5 14.exf5 ♙xf5 15.♙f3 ♖h8 16.♙d5 ♙e8 17.♙ad1 ♙g6 18.♘a3 e4 19.f3 exf3 20.♙xf3 ♘e5 21.♘d5 ♙h4 22.♘f4 ♘xf3+ 23.♙xf3 ♙e8 24.♘d5 ♘e6 25.♙dfl ♙g6 26.b3 ♙f7 27.♘c2



A position in which tactical possibilities visibly abound. Note especially that White is threatening to

take deadly control of the f-file.
27...♖g5?

27...♖af8 was fine. On my machine F5 would show a mere +22 for White if this had been played.

28.♗xg5

And now F5 has +300!

28...♗xg5 29.♖f2!

This move could not be played while the Black ♗ was on h4 of course.

29...♗xc2 30.♖xf7 ♗f6



We move over to Wijk aan Zee where the big Hoogovens Tournament was taking place a week later. There ChessBase's Frederic Friedel was showing these games to some of the top GM's, to see what they made of them. Various simple ways for White to win from this position were proposed: 31.♖xb7, or 31.♖d7, or even 31.♖xf6.

31.♖a7

"Fritzy" squealed Anand as he went into uncontrollable fits of laughter on seeing this.

If you check Fritz5 on multiple variation mode, you will find that ♖d7 is second, evaluated a mere tenth of a pawn behind. But ♖d7 and the other GM recommendations give White sure and steady winning routes which can hardly fail. The Fritz choice walks a tightrope. Few, if any, humans would be likely to go in for such risks and complications, in the last round, with the Tournament title at stake, and an easy win there for the taking.

31...♗g8 32.♖xb7 ♗e4

Threatening mate on g2. White only has one move...

33.♗f4 ♖f5 34.♖d7! ♖e5 35.♗h1 g5

36.♗h3

On my machine F5 takes 3m13 to find this, running under ChessBase. Earlier it had ♗h5 (the move most humans would

play – safe square and attacks a piece), as well as ♗d5 for a while.

36...g4 37.♗f2 ♗f5



Look at this and consider what you would play!

You'd move your queen out of the way, right? Certainly. Well... unless your name is Allwermann, or a computer named Fritz perhaps. They'd play...

38.♗xg4

With the time control 2 moves away our 1900 Elo hero escalates again the growing tension against his IM opponent. "Nerves of steel – or silicon?" was Friedel's remark against this move.

38...♗e4?

38...♗xd7 39.♗xe5 ♗xe5 40.♖xd7 would also win for White, though less quickly if the IM wanted to test his, errr, 'amateur' opponent's endgame skills!

39.♖7xf6 ♗xg2+ 40.♗xg2 ♖e4+ 41.♗h3 1-0

Here Kalinitshev resigned. While they were shaking hands Allwermann couldn't resist mentioning that it was mate in 8!

It was one step too far!

"I don't think so," said the IM.

"Check it out, you'll find I'm right," replied Allwermann with a smile.

Nobody else could see it!

So the experienced Bundesliga player Hajo Vatter booted up Fritz5 on his PC, no doubt half-hoping to wipe the smirk off Allwermann's face.

Unfortunately Fritz agreed with him - from cold on a P2/400 it shows White has mate in 8 at move 42 after 74 secs and searching 33,117,000 moves. With hash tables running leading up to the move, the time could be less.

The finish according to Fritz5: 41... ♖e8 42. ♖f7 ♖e4 43. ♖f8 ♖d3+ 44. ♖h4 ♖g6 45. ♖xg8+ ♖xg8 46. ♖xd6 ♖xg4+ 47. ♖xg4 h5+ 48. ♖h4 ♖g7 49. ♖e7+ ♖g6 50. ♖f6#.

It didn't take long for other players to set to work and discover that, at tournament time controls, Fritz played the vast majority of all of Allwermann's moves in both this and his other games.

Hartmut Metz in particular revealed all of this in *Schachmagazin* 64 in which he revealed many examples which were then also published in the newspapers. His examples showed how the 1900 Elo Allwermann's often brilliant tactical shots, with which he had stunned many opponents round after round, were all the choice of Fritz5 as well... as were Allwermann's occasional lapses into strange and anti-positional moves!

A WORD from the ACCUSED!

Of course Allwermann has sought to defend himself with more explanations than 'the Sveshnikov Opening' and 'a bit of luck'.

Before we look at another game - and the particular position which Allwermann uses to protest his innocence - I must make it clear that, at this stage, no-one has proved that Allwermann did use a link to Fritz5, nor (if he did) can it be shown exactly how he did it.

But there are some suggestions as to how it might be possible, and we will look at these briefly after this game.

Allwermann says of it: *'The second game I played should be of interest to an objective reader. Anyone can see that a computer program would have easily won this game.'*

That might be so, but I think there is another explanation for what happened at move 34, one which actually serves to almost prove his guilt.

Again, see what you think!

White: **Giacopelli, V** (2145)

Black: **Allwermann, C** (1900)

[A46]

Boblinger Open (round 2), 1999

1.d4 ♖f6 2. ♖f3 e6 3. ♖g5 c5 4.e3 h6

5. ♖xf6 ♖xf6 6. ♖bd2 cxd4 7. exd4 ♖c6 8. c3 d5 9. ♖d3 ♖d6 10. 0-0 0-0 11. ♖e1 ♖d7 12. ♖f1 ♖ac8 13. ♖e3 a6 14. ♖g4 ♖f4 15. h3 ♖c7 16. g3 ♖d6 17. ♖d2 ♖e7 18. ♖h4 ♖b5 19. ♖c2 h5 20. ♖e5 ♖e8 21. ♖d3 g6 22. g4? f6! 23. ♖ef3 hxg4 24. hxg4 ♖f7?! 25. ♖e3 g5 26. ♖g2?

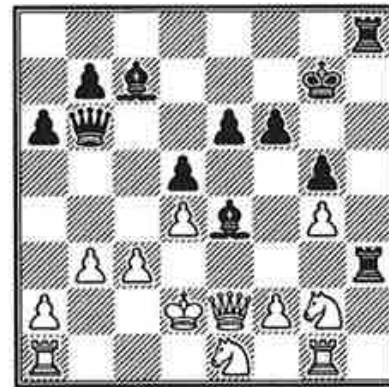
26. ♖d3 threatening mate on h7 would certainly have given White equal chances after 26...f5 (26... ♖fd8?? 27. ♖h7+ ♖f8 28. ♖h6+ ♖e8 29. ♖xf6+-) 27. ♖g2 26... ♖g7 27. ♖f1 ♖h8! 28. ♖e2 ♖b6 29. ♖d2 ♖g6 30. ♖xg6? ♖xg6 31. b3 ♖h3 32. ♖e2??

32. ♖h1 was needed.

32... ♖ch8

According to Hiarcs732... ♖e4 is even more deadly! So I checked this on my Fritz532 and found it would have played ♖e4 as well?!

33. ♖g1 ♖e4 34. ♖fe1



34... ♖xg2??

What's this - he's moved a bishop alright, but the wrong one!

Of course with 34... ♖h2 Black is winning easily: +406 according to Fritz with the fairly obvious continuation 35. f3 (or 35. ♖f1 ♖xc3 36. ♖xc3 ♖c8+ 37. ♖d2 ♖xd4+ Black +622) 35... ♖xg1 36. fxe4 ♖xc3 37. ♖c2 ♖xd4.

35. ♖xg2 ♖h2

The Fritz evaluation shows Black still at +80, but Allwermann agreed the draw here. ½-½

Two conflicting pieces of evidence emerge from this game: one says Allwermann's play was genuine, the other says it wasn't!

1. My Fritz5 doesn't want to play Black's 32nd.
2. Allwermann resigned early! Why? It could be that he had suddenly realised that his board position after 34... ♖xg2 was not the same as that showing on

Fritz5's board, after its intended 34...Bh2! Leaving Allwermann to finish the game on his own!

How could Allwermann make such a mistake with the bishop move?

Here is a possible explanation:

HOW are MOVES TRANSMITTED?

Is computer assistance for players in tournaments and matches really a present possibility and danger? Consider the following:-

- Modern 'spy shops' today have electronic devices that are so small that even a body search can hardly reveal them.
- An acoustic receiver does not need to be worn in the ear - moves do not need to be announced '*in English*' to be understood, but can be transmitted by pulses.
- A tiny receiver which emits pulses could be worn inside a shoe, under an armpit, or in other places.
- Moves can be transmitted as a sort of morse code, just following algebraic notation. a is dit, b is dit dit, c is dit dit dit, etc. Again 1 is dit, 2 is dit dit, etc. You could easily use the same for pieces: king is dit, queen dit dit, rook dit dit dit, bishop dit dit dit dit, etc. So Bh2 at move 34 in the game we've just seen is: dit dit dit dit - dit dit dit dit dit dit dit dit - dit dit. It would not be hard to imagine Allwermann, still getting used to the system in round 2 and with one bishop able to go g2 and the other to h2, either miscounting the 8 dits as 7 dits, or simply just 'assuming' Bxg2 himself.
- Oh, yes - Allwermann used to run a store selling electronic equipment!

Despite the above thoughts showing how information could easily have been transmitted by a pulse device, my guess is that it was, if it's all true, a verbal/visual transmission. Although the pulse method would certainly explain the mistake in game 2, it isn't so easy to work out how Allwermann knew about the mate in 8 in game 9!

The Tournament director remembers that the bespectacled and long-haired Allwermann, in a playing hall with a constant

temperature of 32° centigrade, always appeared in a dark blazer and tie. Places to hide receivers, microphones and even a miniature camera abounded.

On the other hand, of course, if it was done verbally/visually, it is not so easy to explain the 'Bxg2/Bh2' mistake in game 2!

Because of these slight inconsistencies, just a little doubt remains in my mind.

Nevertheless the most positive evidence is the almost constantly repeated 'same move frequency' which is seen when comparing Allwermann's moves alongside Fritz5's analysis. This remains the single biggest indication that it is all true!

A RATING for FRITZ?!!

In conclusion, and strangely perhaps, we may have at last obtained a genuine Tournament Grading for Fritz5! At a time when FIDE and almost all Tournament organisers have virtually closed the door to any form of computer participation - which is making it really hard to establish legitimate computer gradings anymore - maybe we have a genuine 2630 figure for Fritz5!?

What a shame that Allwermann couldn't just admit that he had outside assistance at Boblingen - if indeed this was the case. He could have owned up that he had really just set out to demonstrate clearly this important development in chess today, that the best computer programs on fast PCs really can now achieve, at the very least, a comfortable IM stature.

Also, if indeed the 2630 grading belongs genuinely to Fritz, then it suggests my view - that computer-computer and computer-human gradings are not all that far removed from each other - might be correct!

Perhaps we'll know more next time Allwermann plays in a Tournament - will the Sveshnikov and the luck still be with him?!

Fuller details of the 'Allwermann-Fritz hoax' come with **ChessBase Magazine 68** and the accompanying CD, which also contains all the games. Excellent value at **£21.95**, the CD is packed with Games, Reports and up-to-date News etc. It includes a 'Reader' so that no other software is required to run it!

Avoiding TACTICS v Computers

When Eric published my last piece, in issue 79, he quoted my offhand remark that 'top GMs are going astray against computer programs because they assume too readily that they cannot take them on tactically.'

I thought I had better try to write something to justify that, so here it is! I hope that it has something worthwhile to say..... Bill Reid

Anand v. Rebel

Was he right to avoid tactics?

REBEL 10's defeat of Anand (reported in *Selective Search* 78) was quite an upset. Anand's grade at the time was 2795 – much higher than has ever been claimed for a computer program – and most of the experts were looking for an Anand win, probably by about 5–3. So what went wrong?

Clearly, when Anand was confronted by the program he modified his style of play. Whereas against a human opponent he would probably of gone for positions where tactical possibilities were likely to open up, confident that he could handle them to his advantage, when faced with an 'all-seeing' tactical machine he tended to 'play safe'.

In game 2 for example, after 1.d4 d5 2.♘f3 ♘f6 3.g3 g6 4.♙g2 ♙g7 5.0-0 0-0 – already a quiet opening – Anand chose the cautions 6.b3 and after 6...c5 followed up with the ultra cautious 7.♙b2. He maintained apparent equality for a while but, when things began to happen around move 25, it was his game that collapsed in a matter of 4 moves. So was his approach justified?

My contention is that it was not. I have argued elsewhere (SS 79, Dec. 1998) that computer programs generally treat any position with which they are confronted as presenting purely a tactical problem. Consequently there was no way that we can steer them away from tactics and into some other kind of game. The way to score points is not to run away from tactics, but

to confront them! This sounds like a recipe for suicide. Surely the human brain can never match the computational power of a computer program, and isn't tactics all about computation? Well, actually, no!

Consider these 15 minute games.

Game 1

Rebel8 – NN (grade about BCF 150)

[E97] G/15

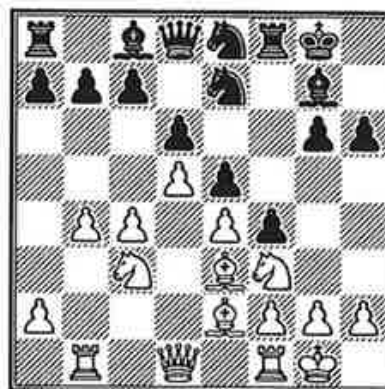
1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6
5.♘f3 0-0 6.♙e2 e5 7.0-0 ♘c6 8.d5 ♘e7
9.b4 ♘e8

This puts Rebel8 out of book.

10.♙g5

10.♘d2 or 10.c5 is usual

10...h6 11.♙e3 f5 12.♙b1 f4



Black is looking for tactical opportunities, but the computational phase is well into the future. The idea is to concede a big queen's side advantage, while preparing an assault on the king's side. The tactical consideration is that, when the showdown comes, Black will be facing threats to pawns and pieces, but it will be White's king that is in the firing line!

13.♙d2 g5 14.c5 a6

The queen's side does need a little attention. The early arrival of a piece on b5 could mess things up

15.♘e1 ♘g6 16.♙h5 ♘f7 17.♘d3 ♘f6
18.♙c1 ♙d7 19.h3 ♙h8 20.♙e1 ♘xh5
21.♙xh5 ♙e8

I think many human players might be getting a bit cautious around here. But Rebel's algorithms show no warning lights – danger is over the computational

horizon – and queen's side operations may continue!

22.cxd6 cxd6 23.♖c2 ♔g8 24.♖ec1 ♜h4
25.♙d1 h5 26.♜b2?



Probably 26.♜e1 was a little better. So far Black has been building a pawn screen and manoeuvring pieces into position behind it. Now some tactical calculation is required. 26...g4 offers to sacrifice a pawn. If the pawn exchanges are made, the h-file will be opened for the Black rook. Then 28.♙xg4 29.♜d7. Where will the White queen go? Must be e2 or d1 and the attack should swing in, fully compensating for the pawn.

26...g4 27.hxg4 hxg4 28.♙xg4 ♜d7
29.♙e2

We've reached the position as indicated by the last note. Now what?!

29...f3!

This is good, it traps the White king. Only a little calculation will show that 30.gxf3? ♙f6 would leave White's king fatally exposed (–621 says Fritz5 at 30 secs).

Even so, Black probably had an even better move in 29...♜xg2! but it needs more calculation

30.♙e3

Best, as per the note re gxf3? above. However Rebel thinks the position is level – and even given the chance of a long 'think' it reckons to be only 0.38 behind. To the human eye, however, I'm sure White's position looks distinctly shaky!

30...♙e8 31.g4

To stop ♙h5. With more thinking time it would prefer 31.♜c4 but this is not much better after 31...♜h6 32.♙d3 (or 32.♙b6? ♜xd2 33.♖xd2 ♙h5 mate in 6) 32...♜xd2 33.♜xd2 ♙h5 34.♜xf3

31...♜h6 32.♙b6 ♙g6

Only in replying to this does Rebel

start to show a big minus (–1.77, though not big enough!) and awake to the fact that it is lost by tactics
33.♜f1 ♜xd2 34.♖xd2 ♜f5 0-1

Mate in unavoidable. This is an example of a 'veiled attack'. Black sets his sights on the White king's position, but does his manoeuvring quietly so that, by the time Rebel's algorithm signals danger, the tactical battle is already lost! With all its pieces away on the other (wrong) side of the board, its superior computational abilities are of no avail.

Here is a variation on the same kind of theme. This time the idea that forms is to set the stage for tactics by giving up material for a lead in development, superior scope and the confinement of Rebel's king to the middle of the board.

Game 2

Rebel8 – NN (BCF 150)

[E85] G/15

1.d4 ♜f6 2.c4 g6 3.♜c3 ♜g7 4.e4 d6 5.f3

After this move, it's White who threatens to get a King's side attack, so other plans are required for the moment

5...0-0 6.♜e3 e5 7.♜ge2 ♜c6 8.d5 ♜b4

♜a5 is the q-side attack method, ♜e7 the defensive one... usually. NN's idea is to see if he can loosen White's Queen's side pawns with a move that is found to put Rebel out of book

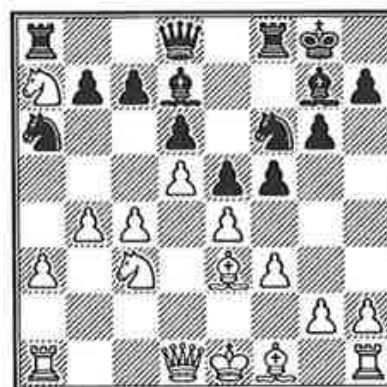
9.a3 ♜a6 10.♜b5

Threatening the a-pawn – but Black is happy to give it up!

10...♜h5 11.♜xa7 ♜d7

Necessary! The bishop will be needed when tactics break out!

12.b4 f5 13.♜c3 ♜f6



14.exf5?

This allows Black to obtain 2 or 3 advantages at once: the e-file is opened and White hasn't castled, the c8-h3 diagonal is opened and, with Black's next, so is the h8-a1 diagonal. However, even after a long think, the algorithm says this is the right choice (+0.84)

14...e4! 15.fxg6 exf3 16.♖d3 ♘g4

17.gxh7+ ♔h8 18.♙d4

At this point Rebel had to recognise that Black has good value for his pawns, and estimates the position as being level. But the White king is out in the open, while the Black king is safely tucked away behind the h7 pawn

If White had tried to find some king safety with 18.0-0-0?! it's not hard to see that after 18...♙xe3 19.♖xe3 fxg2 20.♙xg2 ♖f6 the White queen is overloaded.

18...♖h4+ 19.g3

19.♙d1 ♙f2+

19...♖ae8+ 20.♙d1 ♖h6

**21.♙cb5**

Whatever White tries, 21...♙xe3 will be a winner. With the king wide open and no rooks in play, neither Rebel's nor anyone else's computational powers will be able to save the day. For Black, on the other hand, good moves are easy to find

21...♙e3+ 22.♙xe3 ♖xe3 23.♖a2 ♖xd3+ 24.♙xd3 ♖e3 25.♙c2 f2 0-1

So, what lessons should we be drawing?

Statics

In *Selective Search* 79 I suggested that the tactical abilities of computer programs can be limited by what I term as 'statics' – that is, features of a position which cannot be changed.

In one of my illustrative examples the program had played a move which resulted in its rook becoming trapped for ever on h8. The computer did not register that it could never be counted as a realisable asset, thereby completely mis-evaluating its prospects.

Semi-Statics!

Here, however, we are concerned with what I would call 'semi-statics' – situations where assets are, in the long run, realisable... but only when it's too late. In the short term they cannot influence the outcome of the contest.

In the first game, the White king's position *could* be unravelled, but it took so long that computations based on that assumption turned out to be misleading.

In the second game, the rooks *could* be mobilised, but the process was so time consuming that evaluations treating them as current assets proved worthless.

In situations like these, the highly efficient computing powers of programs compare poorly with the more instinctive computational methods of human players.

Anand, I am sure, would never have allowed Black a free hand to build up the kingside attack in game 1; nor, in game 2, would he have gone on collecting pawns at the expense of developing pieces and getting his king into safety.

That a mark of a top player is precisely an ability to exploit tactics in ways *not* involving precise computation is not a new discovery. In 1965 de Groot showed through research that, although chess masters tend to engage in deeper analysis than grandmasters, they were less good at finding the best move in a given situation.

The superiority of the grandmaster lay in seeing features of positions which could influence the outcome of tactics, but which lay beyond the limits of precise calculation (De Groot, A.D., *Thought and Choice in Chess*, The Hague, Mouton).

The 'all-seeing' program, on the other hand, can see nothing that is over its horizon.

Something for Anand to think about before he next tackles a non-human opponent?

The WORLD COMPUTER CHESS CHAMPIONSHIP: no. 1

1st World Computer Chess Championship, 1974 Stockholm

As promised in *Selective Search 81* we are starting a series of Articles to look at some of the **World Championship Tournaments** which have taken place down the years.

These will include both the micro and 'full' Championships, which meant **main-frame machines** at first, then included **dedicated computers**, and in the most recent years has extended to **PC programs**.

STATE of the ART

This first tournament took place altogether before my interest in Computer Chess started so, although I have all of the games, and know that **Kaissa** was from the then USSR, programmed by someone called **Donskoy**, and the general favourite **Chess4.0** was programmed by **Slate** and **Atkins** in the USA, I cannot throw any light on the others.

Chess4.0 was the famous main-frame which, over a series of matches, took up British I.M **David Levy's** bold \$10,000 challenge that he could beat any computer. Indeed while **Chess4.0** and its immediate successors were the best the computer world could produce, he did!

I don't know what speeds/nodes per second they were doing in 1974, or what search depth they were reaching (they were generally a fairly simple brute force), but to put it into some sort of context, 12 years later in the 1985 Championship, **HiTech** was quoted to be doing 175kN per sec., **Cray Blitz** 100kN, **Mephisto Amsterdam** 2kN and **Mephisto Rebel** ½kN!

Today, on a K6/300, **Fritz5** and **Junior5** will be doing >200kN, **Rebel-10** about 100kN, and the knowledge-packed program **Hiarc7** around 25kN. All of these will be using selective search systems with specialised extension, null-move, hash table and other superior techniques!

The CHAMPIONSHIP

One of my thoughts for the **History of the World Championships** series was to see how the current crop of top PC programs would get on analysing the old games!

For this first article, I have used **Hiarc7**, **Junior5** and **Fritz532**. Each was left to annotate a game at just 60secs per move, and I have included the main analysis of each, adding just a few comments of my own to make it as readable and interesting as I can.

I hope you enjoy this, and that it whets appetites for the better years still to come. It will be intriguing to see if we can judge when the PC programs efforts become inadequate in the analysis at 60secs and need 3mins or more to work things out properly!

The favourites, **CHESS4.0** and **KAISSA**, both won their first round games. In round 2 **CHESS4.0** met another quite well-fancied program called **CHAOS**!

Chaos – Chess4.0

[D29] 1st WCCC 1974. Round 2

□ Notes and variations based on analysis by **Hiarc7**

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 e6
5.♙xc4 c5 6.♚e2 a6 7.0-0 b5 8.♙b3 ♙b7
9.♙d1 ♘bd7 10.♘c3 ♙d6 11.e4 cxd4
12.♘xd4 ♚b8 13.g3

I am not sure where the **Chess4.0** and **Chaos** books ended back in 1974, but it's known theory to here, anyway!

13...b4 14.♘a4 ♙xe4 15.f3



15...♗g6

In view of what follows 15...e5 was better: 16.fxe4 exd4 17.♖xd4 0-0 and = according to Hiarcs7.

16.♜xe6!!

Sacrifice! The move of the Championship, an absolute sensation in 1974!

In analysis mode Hiarcs7 approved of this, though it takes 7m46 to actually choose it on my PC. However Fritz5 preferred 16.♗xe6 and evaluated ♜xe6 with a minus evaluation even after the next 2 moves were played.

It makes an interesting test position, and I would be keen to know which other programs find 16.♜xe6! and how soon... allow, say, 10mins.

16...fxe6 17.♖xe6+ ♕e7 18.♖e1 ♖d8?!

18...♜g8 was perhaps better, but

19.♗g5 ♖a7+ 20.♗c3 ♖c7 21.♖a1 should also favour White

19.♗f4!

'Finishes the game!'... says Hiarcs7

19...♜f8 20.♖ad1



It's worth this extra diagram to see the mess Black has got itself into so quickly, all due to the remarkable sacrifice at move 16.

20...♖a7 21.♖c1

21.♗d6 might have been even stronger, the variety of pins are killing!

21...♜g8 22.♖cd1

Again 22.♗d6 was stronger

22...a5?

White's failure to play ♗d6 actually gave Black the chance of 22...♖e8! here. Then 23.♖e3 ♖b7 24.♗d5 and whilst White is certainly winning, Black has chances to make him fight for it

23.♗d6

At last, and it's pretty deadly!

23...♗xd6??

However it didn't need to be this deadly! 23...♖e8 was vital
24.♖xd6+ ♜e7 25.♜c5 ♗f5 26.g4 ♖e8
The bishop has nowhere to run
27.♗a4!

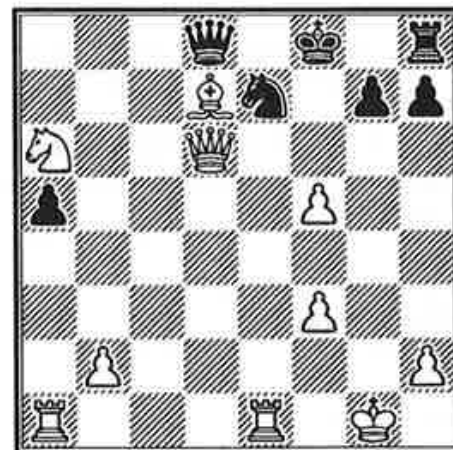


Beautiful

27...b3 28.gxf5 bxa2 29.♗xd7

Of course it's all over now – programs like Hiarcs and Fritz read > +1500. But the rules were to play to a finish and, amazingly it's another 50 moves and countless missed mate opportunities before the game is over!

29...a1 ♖ 30.♖xa1 ♖a6 31.♜xa6 ♖d8



32.♜f2

The first mate opportunity missed: Hiarcs7 reports 32.f6! is m/7

32...♜f7 33.♖e6+

Here's another: 33.♗e6+! ♜e8

34.♜c7+ ♖xc7 35.♖xc7 g6 36.♖xa5 ♜f8 37.f6 ♜g8 38.♖a8#

33...♜f8 34.♖xe7+

And another: 34.f6! ♜f5 35.♖a1 gxf6 36.♖c8 ♜g7 37.♖xd8 ♜g3 38.♖g4+ ♜h6 39.hxg3 f5 40.♖h1#. The last one for a

while!

34...♖xe7 35.♗xe7 ♘xe7 36.♘c5

36.♗e6 might be the shorter path

36...♗d8 37.♘e3 ♗d6+-

36...♗b8 37.♗xa5 ♗xb2+ 38.♘g3 g6

39.fxg6 hxg6 40.♗a6 ♗c2 41.♗e6+ ♘f8

42.♗e5 ♗c1 43.♗g5 ♘f7 44.♗e6+ ♘f6

45.h4 ♗xc5 46.♗xc5 ♘xe6 47.♗g5! ♘f6

48.♘g4 ♘f7 49.♗c5 ♘e6 50.♘g5 ♘d6

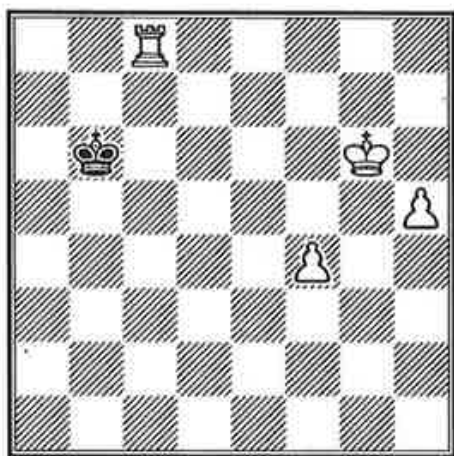
51.♗a5 ♘c6 52.f4 ♘b6 53.♗a1 ♘c5

54.♗d1 ♘b4 55.♘xg6 ♘c3 56.♗d8 ♘b4

57.♗c8 ♘b5 58.h5

Threatening h6 and mate to follow.

58...♘b6



I thought it worth having a diagram again: firstly because mate opportunities are about to go begging again, and secondly because it was a shock to me to realise the operators were having to play for hours with positions like this, because the computers could not be relied on to finish them off!

59.♗c1

So here we are again! 59.h6! is m/7, and when it has been played in a moment, there'll be a bagful of missed h7 and mate opportunities!

59...♘b5 60.h6 ♘a4 61.♗b1+-

61.h7! is m/5 61...♘b4 62.h8♗ ♘b3

63.♗b8+ ♘a2 64.f5 ♘a3 65.♗a1#

61...♘a3 62.f5

62.h7! is m/4 62...♘a2 63.♗b7 ♘a1

64.h8♗+ ♘a2 65.♗a8#

62...♘a2 63.♗b8 ♘a3 64.f6

64.h7! ♘a4 65.h8♗ ♘a5 66.♗a1#

64...♘a4 65.♗b7

65.f7! ♘a3 66.f8♗+ ♘a2 67.h7 ♘a1

68.♗a3#

65...♘a5 66.♗b8

66.f7! ♘a6 67.♗b4 ♘a5 68.f8♗ ♘a6

69.♗a8#

66...♘a4 67.♗b1

67.f7! ♘a3 68.h7 ♘a4 69.f8♗ ♘a5

70.♗a3#

67...♘a3 68.♗b7 ♘a4 69.♗b8

69.f7! ♘a3 70.f8♗ ♘a4 71.♗a8#

69...♘a5 70.♘g7

70.f7! ♘a6 71.f8♗ ♘a7 72.h7 ♘a6

73.♗a3#

70...♘a4 71.♗b7

71.f7! ♘a3 72.f8♗+ ♘a2 73.h7 ♘a1

74.♗a3#

71...♘a5 72.♗b2

72.h7! ♘a6 73.♗b2 ♘a7 74.h8♗ ♘a6

75.♗a8#

72...♘a4 73.♗b8

73.h7! ♘a3 74.♗b7 ♘a2 75.h8♗ ♘a3

76.♗a8#

73...♘a5 74.♘g8

74.h7! ♘a4 75.h8♗ ♘a3 76.♗g8 ♘a4

77.♗a2#

74...♘a4 75.h7!

Hurray!

75...♘a5 76.h8♗ ♘a4 77.♗h4+ ♘a5

78.♗b4+ ♘a6 79.♗a4# 1-0 Phew!

Already we see that the modern PC program set to analyse at just 60secs per move can find many improvements for both winner and loser, especially relating to tactical issues!

This will be emphasised again in the next game, from round 3. At this point KAISSA, CHAOS, and a program called OSTRICH, had each won their first 2 games. Whilst CHESS4.0 was despatching OSTRICH, the other 2 leaders met.

Kaissa - Chaos

[B22] 1st. WCCC, 1974. Round 3

□ Notes and variations based on analysis by Junior5

1.e4 c5 2.♘f3 ♘c6 3.c3 d5 4.exd5 ♗xd5

5.d4 ♗g4 6.♗e2 e6 7.0-0 ♘f6 8.♗e3 cxd4

9.♗xd4 e5 10.h3?!

10.♘xe5 ♘xe5 11.♗xe5 ♗xe5 12.♗xg4 seems better

10...exd4 11.hxg4 ♗d6?!

It was correct to complete the series of exchanges with 11...dxc3 12.♘xc3 ♗xd1 13.♗axd1 ♘xg4

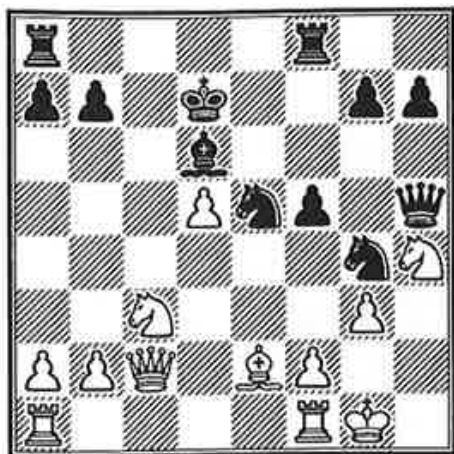
12.cxd4 ♘xg4 13.♘c3 ♗h5 14.g3 ♘d7?!

Chaos appears to have had a thing for developing its king in this fashion!

15.♘h4 f5 16.d5

16.♗b3! ♗hb8 17.♗b5 would have given White a big advantage even at this early stage of the game

16...♖ce5 17.♗c2 ♜hf8



18.♗d3?

18.♗b5! keeps White ahead here:

18...g5 19.♗xd6 ♗xd6 20.♞ac1

18...♗xd3 19.♞xd3 ♞ae8 20.♗b5 f4?

The idea looks okay in principle, but unfortunately it allows White to win a pawn all too easily.

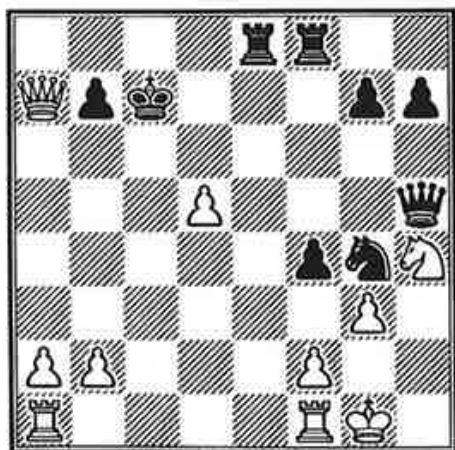
So 20...♗e5 21.♞b3 g5 is better, and Black's attack looks quite threatening. Even so 22.♗d4! looks good for White, though I haven't tested it out further

21.♗xd6 ♗xd6 22.♞a3+ ♗c7?

This allows White a simple check whilst gaining valuable development at move 24. The game is all but over even now as White is potentially close to mating its opponent!

22...♗d7 was much better

23.♞xa7



23...♞f7

I thought I'd leave the following amazing Junior5 analysis in – is it suggesting there is a forced mate in 22 here, or did it just fancy playing a game

against itself based on an alternative, inferior move Black could have played? I'll leave readers to judge for themselves.

If 23...g5? 24.♞ac1+! ♗d6 25.♞xb7 ♞f7 26.♞c6+ ♗e7 27.♞fe1+ ♗e3 28.fxe3 f3 29.♞c5+ ♗f6 30.♞d4+ ♗e7 31.♗xf3 ♞a8 32.d6+ ♗d8 33.♞b6+ ♗e8 34.♞c6+ ♞d7 35.♞xa8+ ♗f7 36.♗e5+ ♗g7 37.♞xf8+ ♗xf8 38.♗xd7+ ♗g7 39.♗e5 ♗f6 40.d7 ♗xe5 41.d8 ♞h6 42.♞c5+ ♗e6 43.♞b6+ ♗d7 44.♞c7+ ♗e8 45.♞b8#

24.♞fc1+

Well, I think the forced mate produced by Junior5 here is correct, so maybe the previous one was as well!? 24.♞ac1+!

♗d7 25.♞xb7+ ♗d6 26.♞c6+ ♗e5 27.♞c3+ ♗d6 28.♗f5+ ♞xf5 29.♞c7+ ♗xd5 30.♞c6+ ♗d4 31.♞d6+ ♗e4 32.f3+ ♗e3 33.♞ce1#

24...♗d6 25.♞c5+ ♗e5 26.d6+

And another: 26.♞c3+! ♗d6 27.♞b4+ ♗d7 28.♞xb7+ ♗d6 29.♞c6+ ♗e5 30.♞b4 ♞xd5 31.♞e1+ ♗e3 32.♞xe3+ fxe3 33.f4+ ♞xf4 34.gxf4#

26...♗e6 27.♞e1+ ♗e3 28.gxf4 ♞d7

29.f5+

29.♞xe3+ ♗f6

29...♗f6 30.♞xe3 ♞d8?

Gives White yet another mating chance, which is again missed; but it hardly matters as a further opportunity soon comes its way.

Best was 30...♞xe3 31.fxe3 ♞d8

32.♞d4+ ♗f7 33.♞c4+ ♗f6

31.♞e7

31.♞d4+! ♗f7 32.♞d5+ ♗f6 33.♞e6+ ♞xe6 34.♞xe6+ ♗g5 35.♗f3+ ♗f4 36.♞e3+ ♗xf5 37.♞e1 ♗g6 38.♞g5+ ♗f7 39.♞e7+ ♗g8 40.♞xg7#

31...♞a4?

31...♞xd6 32.♞e6+ ♞xe6 33.fxe6 ♞fe8 sidesteps the mate, but offers Black absolutely no chance of saving the game, of course

32.♞e5+! ♗g5 33.♗f3+ ♗g4 34.♞xg7+ ♗h5 35.♞h2+ ♞h4 36.♞xh4# 1-0

So, after 3 rounds, KAISSA was out on its own with 3/3.

No programs had 2½, but there was a large group all with 2/3: CHESS4.0, CHAOS, RIBBIT, TECH2, OSTRICH, and MASTER.

The game everybody wanted was KAISSA v CHESS4.0, but the draw produced KAISSA v OSTRICH (which KAISSA won), and CHESS4.0 v TECH2 (which CHESS4.0 won).

CHAOS and RIBBIT also won their last games, so there was something of a bunch in 2nd place.

WORLD CHAMPIONSHIP 1974

Pos	Program	r1	r2	r3	r4	Tot	T/b
1	Kaissa	+ 08	+ 05	+ 03	+ 06	4	9
2	Chess4.0	+ 04	- 03	+ 06	+ 05	3	7
3	Chaos	+ 11	+ 02	- 01	+ 09	3	6.5
4	Ribbit	- 02	+ 11	+ 13	+ 07	3	4.5
5	Tech 2	+ 07	- 01	+ 08	- 02	2	4
6	Ostrich	+ 10	+ 09	- 02	- 01	2	3.5
7	Master	- 05	+ 12	+ 10	- 04	2	2.5
8	Frantz	- 01	+ 13	- 05	+ 12	2	2
9	Beal	bye	- 06	+ 12	- 03	2	1
10	Tell	- 06	bye	- 07	= 11	1½	0.75
11	Freedom	- 03	- 04	bye	= 10	1½	0.75
12	Albchs	+ 13	- 07	- 09	- 08	1	1
13	Papa	- 12	- 08	- 04	bye	1	0

After the tournament KAISSA and CHESS 4.0 played an exhibition game *'to determine which program was stronger'*!?

Well, that's what it says in the Tournament notes!

Granted it was the game everyone had wanted to see in round 4. Though the USSR's KAISSA had won the actual Championship, CHESS4.0 would be declared *'the Champion'* if it won this 'exhibition' play-off game!

You can see where some of our modern human World Champions get their ideas from!

I can think of one now, who won his Title by default, without playing a game, and has lost matches for the Title since, yet still manages to retain the name 'World Champion', even to this very day!

Well, back to 1974's WCCC. Remember that these are probably the two best programs playing!

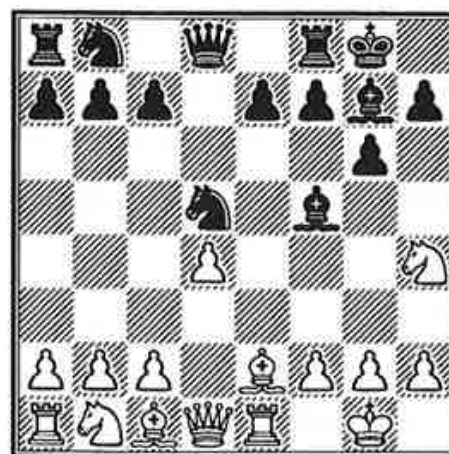
It's an up-and-down game, in which both sides have their chances for glory!

Chess4.0 – Kaissa

[B01] 1st. WCCC, 1974. Play off game.

□ Notes and variations based on analysis by Fritz532

1.e4 d5 2.exd5 ♟f6 3.d4 ♟xd5 4.♟f3 g6 5.♟e2 ♟g7 6.0-0 0-0 7.♟e1 ♟f5 8.♟h4



8.c3 ♟c6 9.♟a3 is usual. However the presence of a diagram so soon is a clear sign that something's about to happen!

8...e5?

Much too wild. I wonder how deep it was searching, as this is a suicidal pawn loss. 8...♟e6 is the F532 choice and, though it blocks his e-pawn, if Kaissa is willing to cast it overboard so easily, perhaps it's not such a bad idea!

9.♟xf5 gxf5 10.dxe5 ♟b4 11.♟xd8?!

No doubt the program has a rule for exchanging as many pieces as possible once it's won a pawn, but the bull-in-a-china shop method is not called for here. Best was 11.a3

11...♟xd8

Well, White has a simple advantage that should be enough to win and, for a while, all goes according to expectations.

12.♟g5 ♟d7 13.♟a3 ♟xe5

Apparently recovering the pawn, but not for long

14.c3 ♟c6 15.♟c4 a5 16.♟f3

Weaker is 16.♟xe5?! ♟xe5 17.♟ad1 ♟g7±; But 16.♟f1 was good

16...f6 17.♟h6 a4 18.♟ad1 ♟xd1 19.♟xd1 ♟h8?

Clearly 19...♟f7 was better

20.♟xc6

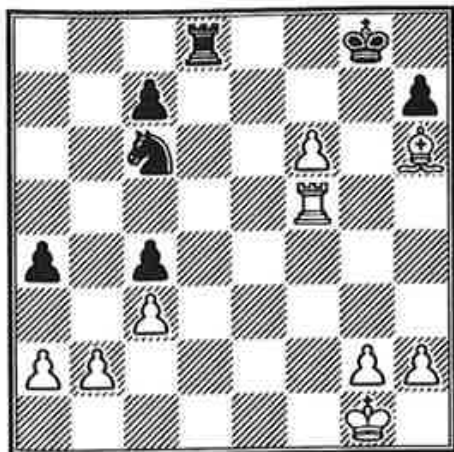
This is stronger than 20.♟xe5 fxe5

21.♟d5 ♟a6±

20...♟xc6 21.f4! b5 22.fxe5

22.♟xe5?! is not as good: 22...fxe5

23.♖d7 ♖c8
22...bxc4 23.exf6 ♖d8 24.♖f1 ♘g8 25.♖xf5



Probably close to the height of White's advantage, which is now enormous: there's a material plus, a passed pawn and mate threats... it should be an easy win!

25...♖d1+ 26.♘f2 ♖d8 27.♙f4

It was time for both programs to start bringing their kings into action. Thus 27.♘e3 ♘f7 28.g4

27...c6

Again 27...♘f7 28.♘g3 says Fritz.

28.♘f3! ♖f1+ 29.♘e4 ♖a1

He could have played another check and then pushed his king one square inwards with 29...♖e1+ 30.♙e3 ♘f7

30.a3??

This is just a horrible move in its own right, by virtue of giving himself an awful backward b-pawn... especially as the game is within White's grasp – it just needed 30.♖a5! ♖e6 31.♙g3 ♖f1 32.♘c5 and it's as good as over

30...♖e1+ 31.♙e3 ♖e2?

31...♘f7 is again clearly needed, he must blockade the pawn apart from the fact that the king's duty is now to get into the action

32.♖f2?

What a pair they are. Okay so all these mistakes are evening themselves out, and leaving White with still a reasonable advantage. But here 32.♖e5 would have been quite deadly: 32...♖xg2 (32...♘f7 33.♘f5!) 33.♖e8+ ♘f7 34.♖xd8 ♘xf6 35.♖d6+ ♘e7 36.♖xc6 ♖xh2 37.♖xc4 h5 38.♖xa4 and it should be goodnight

32...♖e1!

Well done – avoiding the exchange is obviously correct

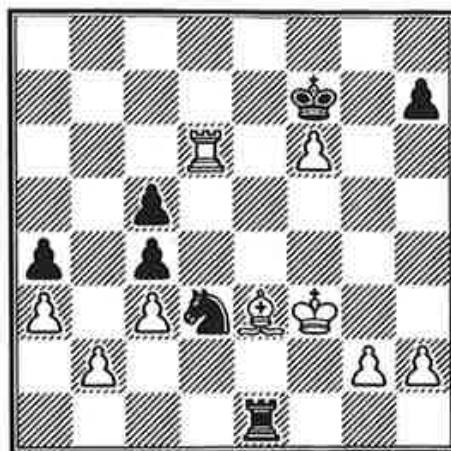
33.♖d2

33.g4 ♖e6+

33...♖e6 34.♖d6 ♖c5+ 35.♘f3 ♖d3 36.♙d4

36.♙g5 ♖e5+ 37.♘f4 h6+

36...c5! 37.♙e3 ♘f7!



Hurray! Now White needs to be careful, he is in serious danger of blowing his winning chances

38.♖d7+?!

38.♙g5 ♘g6 39.♙h4 ♖e8 40.♖a6 ♖xb2 41.♖a7! was better

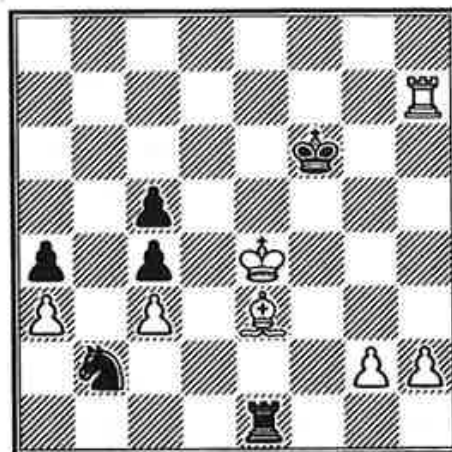
38...♘g6

Or 38...♘xf6 39.♖xh7 ♖e5+ 40.♘f4 ♖d3+ 41.♘e4 ♖xb2 42.♘f3±

39.♖g7+?!

39.♖a7 ♘xf6 40.♖xa4 ♘e6+

39...♘xf6 40.♖xh7 ♖e5+ 41.♘f4 ♖d3+ 42.♘e4 ♖xb2



43.g4??

I don't know what this is... presumably underestimating the pin on e3. So White loses his winning chances and more... in fact Black will soon be seen to be on top!

Simply 43.♘f3 ♖a1 44.♙xc5 keeps White ahead, though we'd be headed for quite exciting times as Black can win a

pawn and threaten queening chances of his own after 44...♔d3 45.♙f8 ♖c1 43...♔d1 44.g5+ ♕g6 45.♙h6+ ♕g7 46.♔d5 ♖xe3

Not 46...♔xe3+? which fails to win the c-pawn after 47.♔xc5

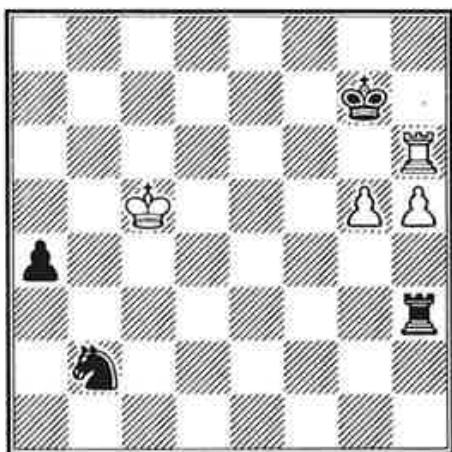
47.♔xc4

47.h4 ♖xc3 48.h5 ♔e3+ 49.♔e4 ♖xa3+

47...♖xc3+ 48.♔b5 ♖xa3 49.h4 ♖h3

49...♔b2! 50.♔xc5 ♖c3+ 51.♔d5 ♖g3 was best

50.♔xc5 ♔b2 51.h5



51...a3?!

Well they certainly made it more exciting with their little inaccuracies!

Here 51...♖g3! is again best. White would play 52.♔b4! ♖b3+ (52...♖xg5? 53.♖g6+ ♖xg6 54.hxg6=) 53.♔c5 ♖c3+ 54.♔d5 (striving to avoid a draw by repetition) 54...♔d3+ 55.♔e4 ♔d7 (trying to get behind his pawn, so...) 56.♖a6 and I think it should be a draw but, from the way they've played so far, Black could still win!

52.♖g6+! ♔f7 53.♖f6+

For the next few moves, White has the chance of 53.♖a6 which should be enough to draw

53...♔g8 54.♖g6+ ♔f7

54...♔f8!? should be investigated more closely, says Fritz: 55.♖a6 ♖xh5+

55.♖f6+ ♔e7 56.h6

56.♖a6!? ♔d3+ 57.♔c4+

56...♔a4+?!

Missing the clever 56...♖h4! threatening ♖a4! forces 57.♖f1 a2 58.♔b5 (58.♖a1 might be better) 58...♔a4 59.g6 ♔c3+ and I errr. think Black wins!?

57.♔b4! a2!

Threatening a long-winded mate by ♖h4!

58.♖f1!

Managing to avoid 58.♖a6?? ♖h4+

59.♔b3 (59.♔b5 a1 ♖ mate in 7)

59...a1 ♖ mate in 8

58...♔c3 59.♔b3

and the game heads for a draw after all the excitement

59...a1 ♖ 60.♖xa1 ♔e4+ 61.♔c4 ♔xg5

62.♖a6 ♔f7 63.♖a7+ ♔e6 64.♖a6+ ♔f5

65.♔d4 ♔xh6 1/2-1/2

So with this draw, **KAISSA** was confirmed as the first World Computer Champion.

The FOLLOWING YEARS

It's interesting to see what happened to some of the others in later years. KAISSA, CHESS (4.6 and 4.9), CHAOS, OSTRICH and MASTER would all appear again in 1977 and 1980.

Indeed CHESS4.6 would win the 1977 event, which would mark the first appearance of BELLE, which would win in 1980.

Another interesting name appeared in 1980 - CHALLENGER! A Fidelity... the first entry by the commercial and dedicated brigade. It actually came last out of 18, but in the same year went on to win the World MICRO-Computer Championship! There was a great gulf between them in those days!

By 1983, when a whole group of dedicated representatives appeared, including Mephisto, Fidelity, Novag and Conchess, Bob Hyatt's CRAY BLITZ was also making its first appearance (and won!), and some of the 1974 main-frame and main-stay entries had sadly disappeared. **More next issue!**

	1974 13 entries	1977 16 entries	1980 18 entries	1983 22 entries
Kaissa	1	3	10	-
Chess4.0	2	1	5	-
Chaos	3	5	2	5
Ostrich	6	6	12	15
Master	7	7	13	-
Belle	-	4	1	6
Bebe	-	-	7	2
Cray Blitz	-	-	-	1
Fidelity	-	-	18	11

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. I believe this makes the SS Rating List the most accurate available for Computers and Programs anywhere in the world.

+/-. The maximum likely future rating movement, up or down, for that particular machine. The figure is determined by the number of games played and calculated on 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 total no. of Games in Tournament play v rated humans.

A guide to PC 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 MMX/200-233.

Users will get slightly more (or less!) 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/133 = 0

Pentium Pro2/450	+100	Pent K6/Pro2/300	+80
Pent Pro2/MMX/233	+60	Pentium/166	+20
Pentium/133	0	Pentium/100	-20
486DX4/100	-80	486DX2/66	-100
486DX-SX/33	-160	386DX/33	-220

RATING LIST (c) Eric Hallsworth. SS82 PC PROGS Jun 1999

BCF Computer	Elo	+/-	Games	Pos	Human/Games
253 HIARCS7 PPRO-PC	2629	14	965	1	
250 FRITZ532 PPRO-PC	2607	17	713	2	
250 CHESSMASTER 6000 PPRO-PC	2602	41	125	3	
248 NIMZ099A PPRO-PC	2590	19	556	4	
248 FRITZ516 PPRO-PC	2588	13	1249	5	2443 6
248 NIMZ098 PPRO-PC	2585	13	1238	6	2405 10
247 JUNIOR5 PPRO-PC	2580	17	714	7	
246 HIARCS6 PPRO-PC	2571	14	1078	8	2503 18
246 REBEL-10 PPRO-PC	2570	32	202	9	2595 2
244 REBEL9 PPRO-PC	2556	14	997	10	2619 6
244 REBEL8 PPRO-PC	2552	21	482	11	
243 SHREDDER3 PPRO-PC	2551	42	120	12	
243 MCHES PRO7 PPRO-PC	2547	15	949	13	2530 1
243 MCHES PRO6 PPRO-PC	2546	17	681	14	2474 12
242 CHESS GENIUS5 PPRO-PC	2539	14	1005	15	2389 6
242 MCHES PRO8 PPRO-PC	2538	17	680	16	
241 SHREDDER2 PPRO-PC	2534	15	851	17	2148 6
238 GANDALF3 PPRO-PC	2508	27	277	18	
236 JUNIOR4.6 PPRO-PC	2492	45	105	19	
236 HIARCS6 PENT-PC	2490	11	1646	20	2540 2
235 KALLISTO2 PPRO-PC	2483	22	412	21	
235 FRITZ5.16 PENT-PC	2482	35	170	22	
235 HIARCS5 PENT-PC	2482	19	585	23	
234 REBEL8 PENT-PC	2477	10	2105	24	
234 REBEL9 PENT-PC	2476	17	742	25	
233 CHESS GENIUS5 PENT-PC	2466	12	1427	26	
231 CHESS GENIUS3 PENT-PC	2454	14	1028	27	2658 10
231 MCHES PRO6 PENT-PC	2452	11	1579	28	2316 4
231 CHESS GENIUS4 PENT-PC	2450	13	1187	29	2387 16
230 HIARCS4 PENT-PC	2446	14	1008	30	2348 6
230 REBEL7 PENT-PC	2444	14	1082	31	2242 11
230 REBEL6 PENT-PC	2442	19	594	32	2403 6
229 MCHES PRO5 PENT-PC	2439	15	921	33	2423 19
229 CHESSMASTER 5000+5500 PENT-PC	2433	25	326	34	2372 6
228 NIMZ03.5 PENT-PC	2430	15	920	35	2426 6
228 JUNIOR4.0 PENT-PC	2426	16	844	36	
227 NIMZ03.0 PENT-PC	2422	16	843	37	
227 HIARCS3 PENT-PC	2420	18	628	38	2631 6
226 SHREDDER1 PENT-PC	2413	37	151	39	2068 6
226 CHESSMASTER 4000 PENT-PC	2409	45	104	40	2394 12
225 CHESS GENIUS4 486-PC	2404	15	910	41	
225 MCHES PRO4 PENT-PC	2400	19	597	42	2497 13
224 CSTAL PPRO-PC	2397	36	159	43	2177 6
224 CHESS GENIUS3 486-PC	2396	12	1382	44	2499 7
224 FRITZ4 PENT-PC	2393	18	628	45	2318 25
222 FRITZ3 PENT-PC	2382	12	1357	46	2382 30
222 MEPH GENIUS2 486-PC	2376	11	1636	47	2263 31
221 REBEL7 486-PC	2371	16	789	48	
220 W CHESS PENT-PC	2367	14	1084	49	2321 31
220 MCHES PRO5 486-PC	2364	16	786	50	2145 2

SELECTIVE SEARCH

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**Eric Hallsworth, The Red House, 46 High Street,
 Wilburton, Cambs CB6 3RA.**

[e-mail]: eric@elhchess.demon.co.uk

[www]: <http://www.elhchess.demon.co.uk>

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

RATING LIST (c) Eric Hallsworth, SS82

BCF Computer

Elo Jun 1999

+/- Games Pos

Human/Games

223 TASC R30-1995	2389	17	714	1	2276	18
220 MEPH LONDON 68030	2360	15	175	2	2272	6
217 TASC R30-1993	2341	12	1346	3	2336	66
217 MEPH GENIUS2 68030	2338	18	649	4	2308	23
216 MEPH LONDON PRO 68020/24	2329	67	47	5		
213 MEPH RISC2 1MB	2304	21	456	6	2237	6
212 MEPH LYON 68030	2303	15	889	7	2392	51
211 MEPH PORTOROSE 68030	2290	20	525	8	2340	82
210 MEPH BERLIN PRO 68020/24	2285	13	1221	9	2217	29
209 MEPH VANCOUVER 68030	2279	17	676	10	2347	54
209 KASP RISC 2500-512K	2278	25	338	11	2384	10
209 MEPH LYON-VANC 68020/20	2274	27	266	12	2327	10
208 MEPH RISC1 1MB	2265	9	2541	13	2232	95
207 KASPAROV SPARC/20	2262	14	1044	14	2251	24
205 MEPH MONTREUX	2245	16	781	15	2288	54
205 MEPH ATLANTA-MAGELLAN	2242	26	304	16	2288	6
204 KASP RISC 2500-128K	2234	9	2620	17	2270	67
203 MEPH LONDON 68020/12	2231	77	36	18	2040	4
201 FID ELITE 68040-V10	2208	53	75	19	2215	21
200 MEPH VANCOUVER 68020/12	2201	9	2355	20	2121	33
199 MEPH LYON 68020/12	2196	8	3363	21	2250	80
197 MEPH LONDON 68000	2177	69	45	22		
196 MEPH PORTOROSE 68020	2171	10	1843	23	2240	188
196 NOV SAPPHIRE2-DIAMOND2	2168	20	512	24		
195 FID ELITE 68030-V9	2163	15	919	25	2169	13
195 MEPH BERLIN 68000	2163	12	1325	26	2221	25
194 MEPH LYON 68000	2152	11	1718	27	2083	33
193 MEPH VANCOUVER 68000	2151	12	1363	28	2126	23
193 MEPH ALMERIA 68020	2147	14	1034	29	2172	215
191 NOV SAPPHIRE1-DIAMOND1	2143	12	1353	30	2152	77
191 MEPH MILANO PRO-SENATOR	2132	21	486	31	2169	10
190 MEPH PORTOROSE 68000	2120	11	1705	32	2111	25
189 FID MACH4-DES2325 68020-V7	2115	9	2269	33	2179	130
186 FID ELITE 2*68000-V5	2091	25	332	34	1888	2
184 MEPH POLGAR/10	2076	18	656	35	2080	54
184 MEPH ROMA 68020	2074	14	1073	36	2041	64
184 KASPAROV BRUTE FORCE	2072	14	1072	37	2182	42
183 MEPH DALLAS 68020	2067	14	971	38	2069	197
182 MEPH ALMERIA 68000	2059	14	1002	39	2093	31
181 NOVAG SCORPIO-DIABLO	2052	10	2092	40	2132	129
179 KASP PRESIDENT-MM6-TC*6K2100	2032	16	838	41	2072	65
178 MEPH NIGEL SHORT	2030	25	322	42	2136	5
177 FID MACH3-DES2265 68000-V2	2022	6	5712	43	2105	230
177 MEPH DALLAS 68000	2016	11	1532	44	1988	50
176 MEPH MM5/5	2010	10	1797	45	1902	11
176 MEPH POLGAR/5	2010	8	2853	46	2076	17
176 MEPH MILANO	2008	13	1163	47	2063	13
175 NOV SUPER FORTE-EXP C/6	2007	8	2988	48	2000	24
175 NOV EMERALDCLASS-AMBER	2005	64	52	49		

175 MEPH MONDIAL 68000XL	2000	15	867	50	2049	77
174 NOVAG JADE2-ZIRCON2	1995	41	128	51	2032	48
174 MEPH MONTREAL-ROMA 68000	1994	9	2553	52	1968	56
173 MEPH ACADEMY/5	1984	9	2412	53	2033	111
172 MEPH AMSTERDAM	1981	9	2273	54	2054	182
171 NOV SUPER FORTE-EXP B/6	1968	12	1464	55	2017	84
170 FID MACH2B	1967	27	276	56	1960	25
170 MEPH MEGA4/5	1966	8	2708	57	2029	169
170 KASPAROV MAESTRO D/10	1964	12	1315	58	1956	109
169 FID MACH2C	1959	8	2676	59	2059	127
169 KASP GK2000-EXECUTIVE	1958	14	992	60	1862	20
168 MEPH MODENA	1950	16	793	61		
168 MEPH MM4/5	1945	8	2863	62	2006	97
168 FID TRAVELMASTER	1944	18	648	63	1917	83
166 NOVAG RUBY-EMERALD	1935	17	743	64	1981	48
166 MEPH SUPERHOND2-COLLEGE-MCARLO4	1932	27	288	65	2024	8
166 NOV SUPER FORTE-EXP A/6	1930	12	1461	66	2021	176
166 KASP TRAVEL CHAMPION	1927	27	296	67	1999	98
165 KASPAROV MAESTRO C/8	1927	28	260	69	2046	10
164 MEPH MONTE CARLO	1917	25	330	70	1912	35
164 FID MACH2A	1912	25	2466	71	1943	155
164 CX6 SPHINX/4	1912	9	814	72	1870	15
164 CONCH PLY-VICTORIA/5.5	1910	14	1047	73		
163 KASP TURBOKING2	1896	32	206	74	2026	22
162 NOV EXPERT/6	1884	12	1371	75	1827	18
160 FID CLUB B	1882	11	1563	76	1825	29
160 NOV SUPER FORTE-EXP A/5	1880	26	309	77	2012	68
160 NOV EXPERT/5	1873	9	2537	78	1916	220
159 FID PAR E-ELITE+DES2100	1872	10	1855	79	1965	208
159 NOV FORTE B	1869	9	2256	80	1940	69
158 MEPH REBELL	1868	11	1691	81	1852	80
158 FID AVANT GARDE/5	1861	30	228	82	1767	6
157 FID CLUB A	1861	9	2174	83	1890	48
157 KASP STRATOS-CORONA	1860	9	2233	84	1921	134
156 MEPH SUPERMONDIAL1	1852	11	1559	85	1990	6
156 KASPAROV MAESTRO A/6	1851	14	979	86	1864	131
155 CONCH PLYMATE/5.5	1847	9	2271	87	1923	55
155 KASP TURBOKING1	1847	24	358	88	1900	61
155 CONCHESS/6	1845	45	104	89	2017	8
155 KASP SIMULIANO	1844	13	1159	90	1824	36
154 FID EXCELLENCE/4	1835	14	1220	91		
154 NOV EXPERT/4	1835	14	1054	92	1960	43
153 SCI TURBO KASPAROV/4	1828	20	514	93	1933	64
153 CONCH PLYMATE/4	1827	24	372	94	2007	6
152 FIDELITY ELITE C	1820	34	181	95	1869	11
151 FID ELEGANCE	1812	17	701	96	1852	40
150 SCI TURBOSTAR 432	1805	12	1386	97	1872	67
150 MEPHISTO MM2	1802	16	772	98	1776	8
150 FID EXCELLENCE-DES2000	1800	11	1640	99	1852	52
148 CONCHESS/4	1784	20	515	100	1875	28