1999 World Computer Championship Issue

Stefan Meyer-Kahlen programmer of Shredder, and winner of the 1999 WCCC!

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

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Note many new software prices! Beware any whose prices seem cheaper, but there's a post & packing charge at the end!... our insured delivery &p is FREE. Adaptors are £9 extra. Subscribers Offer: You can deduct 10% off dedicated computer prices shown here if you buy from Countrywide - just mention SS!

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Kasparov

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

COSMOS - £99 - great value, 4½x4½ 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-board, wood pieces. Display etc.

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

Mephisto

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

AT LANTA £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

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FRITZ 532 (2 CD's) £39 - by Franz Morsch. For FRITZ5: PowerBook set £39

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GENIUS 6 £89. By Richard Lang. To run within GENIUS6: W CHESS 2000, SHREDDER 2000, NIMZ0 £200 £45 each

Also, SHREDDER 3 £89, MChessPRO £69, CS Tal2 Windows £39. Please allow 7 days for delivery on these.

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SAGE 5000 DRAUGHTS (a very strong program!), includes DRAUGHTS variations, 10x10, Flip It (OTHELLO) and other games! £39!

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NEWS and RESULTS
from the CHESS COMPUTER World

The CONTENTS of this Issue are affected quite considerably - as readers would expect and, I trust, want - by the 1999 World Chess Computer Championships.

A full report with photographs, games, comments and results takes pride of place in this Issue and will, I trust, keep my readers fully occupied for quite a while!

For those who didn't know, the WINNER of the 1999 event as announced on our front cover will have been quite a surprise - but it is not out of place to say here and now, that SHREDDER fully deserved its win, with some great chess... and it was playing on a comparatively standard PC against some theoretically stronger opponents playing on multi-processors and other faster hardware!

In the meantime the 2nd. instalment of our "History of the World Computer Championships", which was due to look at the 1977 Event and the games of Duchess, Kaisa, Chaos, Belle and Chess4.6 (analysed by the stars of 1999: Fritz, Hiarcs and Junior) has been held over until the next Issue.

I apologise for this, as from the appreciative comments made, I know that many readers greatly enjoyed our 1st. instalment. Promised for S3/84.

EXCITING TIMES

These are exciting times for computer chess people! Oh, I know that there's an area of disappointment in that those wonderful days of the dedicated chess computer are being replaced by PC programs.

I feel that more than anyone, and not just because of the pleasure of playing computer chess on a 'proper' board. Whilst the top-end dedicated machines maintained a playing strength advantage over PC programs, they were the financial foundation for the business I am in. There's not much profit in software at £44.95 a go, I can tell you!

But never before have we been able to watch 'our' computer programs seriously able to challenge the world's top players! There's some evidence of that in this Issue.

FRITZ v Judit POLGAR

The excellent and comprehensive FRITZ win over Polgar by 5 1/2-2 1/2 created quite a few ripples - inevitable I suppose.

There are still a significant number of folk who do not accept that computer programs have arrived, and CAN play winning chess! Who is right?

Mikhail Golubev (GM) posted a game of his on the Internet, under an insistent heading: "Fritz is Weak".

He says 'I was surprised with the J. Polgar-Fritz result because my own experience was very successful. E.g. in the last round of Melle (Germany) rapid tournament I won the following game when Fritz5 made a really stupid mistake'.

You'll want to see the game after a comment like that!

Fritz5 – Golubev
E98. Melle G/25, 1999

1.d4 ♘f6 2.c4 g6 3.d3 ♗g7 4.e4 d6
5.f3 0-0 6.e2 e5 7.0-0 ♗c6 8.d5 ♗e7
9.♘e1 c5 10.dxc6 bxc6 11.b4 d5 12.♘e5
d4 13.♗xf6 ♘xf6 14.♗e4 ♗g7 15.♗c5 h5
16.f4 ♘xf4 17.♗ed3 ♗h4 18.♗xf4 ♗a5 19.b5
♗xb5 20.cxb5 ♗a4 21.♗b1 ♗h6 22.♗f1 ♘e3+
23.♗h1 f5?!
Fritz may have already had a small advantage – now I'm sure it does. 23...h3 was better
24.♗f3 fxe4 25.♗xe4 ♗f5?!

This is the moment! The trap is set.
What would you play? Also please test your program! Golubev doesn't think Fritz
will fall for it, but he just wonders if those old materialistic instincts will over-rule. Is it easy to see the danger?

26. \( \text{Qxa8??} \)

The 'really stupid mistake!' Can readers easily see why?! You have to be able to see the h-file open and Black's h4 pawn on g3. Notice that the square g1 is covered by Black's bishop, so White's king is trapped. Therefore when the Black queen exchanges on f8 and goes to h6 with check, White must be able to safely play Qh5 to avoid mate. At the moment he can't, because of the pawn on g6 (the key)! Thus White's bishop on e4 must be able to play Bxg6 which only then enables the saving move Qh5.

Please note that, on a K6/300, today's Fritz532 would choose 26. \( \text{Qe5} \) within 1 minute, keeping White ahead. Hiarcs732 chooses 26. \( \text{b6} \) \( \text{b8} \) 27. \( \text{b7} \) \( \text{d7} \) 28. \( \text{Qe5} \) which is equally winning for White.

26... \( \text{Qg3+} \) 27. \( \text{hxg3} \) \( \text{hxg3} \) 28. \( \text{xf8+} \) \( \text{xf8} \) 29. \( \text{d5+} \) \( \text{h8} \) 30. \( \text{h5+} \) \( \text{gxh5} \) 0-1

The well-known GM Andras Adorjan ("Black is o.k.!") books and articles, and 3-times Hungarian champion) insisted that the level of the chess was 'suspiciously and ridiculously low'.

The 'suspicious' comes from a theory that a return match was already in place, but thankfully Adorjan is not actually associating himself with that nonsense, though he does maintain Polgar's chess was poor - and compares that of Fritz to 'a Russian-type vacuum cleaner - not so strong, but so noisy!'

'Anyway' he continues, 'I feel a moral obligation to try to take revenge for this shame on Hungarian glory, and I am challenging Mr. Fritz532 for a match about August - preferably this year because in 2020 I'm going to be 70 years old with much less ambition to give a lesson cheap.

'I have to warn my longtime friend Fred Friedel, unless something radical is going to be done with his 'young Fritzenstein' shall not only beat, but also humiliate this perfect production of German precision.'

Adorjan's challenge is for 4 games at G/1hr with the GM taking Black in all games!

He also gives some light analysis for the 8 Polgar-Fritz games, in which his notes describe some of Polgar's play as 'patzer moves'?!?

We will let Fritz have the last say, at least for now, by giving the result of the program's most recent success:

The Frankfurt Chess Classic
Master Rapid Tournament, G/25:

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<td>1</td>
<td>Fritz</td>
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<td>2</td>
<td>Leko, Peter</td>
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<td>Topalov, Veselin</td>
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<td>Morozevich, Alex</td>
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<td>8</td>
<td>Adams, Michael</td>
<td>GM</td>
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Pretty exalted company... the average grade of the GM's is 2690, against whom Fritz scores 67.8%. There's an English expression: 'Put that in your pipe and smoke it!'

I suppose I should add a bit of perspective by noting that Fritz was on its Siemens Primergy 4 x 500MHz multiprocessor system. The alert will also notice I refer to it as Fritz and not Fritz 532 - it's a sort of Fritz 5½... part-way to the Fritz 6 upgrade, with a program containing more knowledge than in the current Fritz 5.

For next year Fritz is rewarded with promotion to the GIANT CLASSIC event, which this time is being contested by Kasparov, Kramnik, Anand and Karpov! Presumably Karpov will have to drop out to make room for Fritz!!

Before that it will have a 4 game re-match with Vishy Anand, who beat it by 1½-½ in a 2 game challenge last year. The games from this will be reported on in the next issue of SS of course.

Frank HOLT's latest scores

Frank sent in a very positive and complimentary report on Hiarcs 732 for our last
Issue - it had easily beaten his previous 'favourite' Nimzo 98, and scored 8-4 against Fritz 532 on its normal setting.

But Frank has just about all of the top programs, so new challenges were bound to come thick and fast... he was especially looking forward to watching it play Rebel 10. Long-time readers will know that for some 2-3 years, probably until Nimzo 98's appearance, Frank had always preferred the Schroder programs for playing style and their range of ease of features.

Hiarcs 701 nor 6½-5½ Genius 5 act
Hiarcs 701 agg 8-4 Genius 5 risky
Hiarcs 701 sol 7-5 Genius 5 sol

As always, only the results with the programs on their default settings go into the Rating List, so the 6½-5½ entered helped Genius 5 more than Hiarcs!

Hiarcs 701 nor 7½-4½ Rebel 10 nor
Hiarcs 701 agg 5½-6½ Rebel 10 agg
Hiarcs 701 sol 6½-5½ Rebel 10 sol

This time only rating the default settings favoured Hiarcs!

"Although ANTI-GM=SMART is a good improvement against strong players," says Frank, "it's not against computers... but then Ed Schroder already knew this! I hope to prove it by turning REBEL's anti-GM OFF and putting HIARCS' anti-human ON for another match!"

Hiarcs 701 nor 6-6 Fritz 516
Hiarcs 701 agg 6½-5½ Fritz 516
Hiarcs 701 sol 4½-7½ Fritz 516

There are only default settings on Fritz 516 - Hiarcs on solid didn't appreciate this it would seem! It is very interesting to compare this result with the one we had from Frank in SS/83:

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

In that match it was Hiarcs on aggressive which suffered. Notice that overall, Fritz 516 did better than Fritz 532 - Frank had something to say about this, which we will look at in a moment!

Hiarcs 701 nor 5½-6½ Genius 4 act
Hiarcs 701 agg 7½-4½ Genius 4 risky

Hiarcs 701 sol 6-6 Genius 4 solid

Although Hiarcs edged the match as a whole, the Rating List only gets the defeat! Notice also that, overall, Hiarcs went +2 against Genius 4, but +7 against Genius 5!

Frank sent a selection of the best games, but there's so much chess in this Issue, I'll save them for another day. Right now it's time for Frank's closing remarks!...

"So the OLDIES! are playing better than the UPGRADES - of course this excludes the improved Hiarcs 701.

"Genius 4 did better in the POSITION TEST SS/81 than Genius 5, so you could predict that. And I have read that in some cases the Fritz 516 was playing better than its new brother.

"So what can we deduce from this? I dread to think! Are the LOOKAHEADS going so far ahead, that they get lost in all the information coming in? Or is it that too much info comes in to make a decision either way, and the TIME ELEMENT forces it to make a move in the middle of its work?"

Good stuff, Frank - thanks!

PC RAGE

The term 'ROAD RAGE' has become quite well known in Britain.

I expect our foreign readers have a similar expression but, in case you don't, it refers to incidents when the driver of a car has completely lost his temper and done something totally aggressive, dangerous and stupid.

Perhaps he or she is caught up in a motorway traffic jam, or another driver has cut in front of him, or beeped his horn at him for no apparent reason... whatever - it's made him M-A-D! So, he's rammed his car into something or someone else, or got out of his car and hit someone... or worse. 'ROAD RAGE'.

Well now we have PC RAGE, also known as COMPUTER RAGE! Or so says a recent MORI poll.

Mmmm. Maybe MORI polls are also a
unique speciality of 'the English', requiring another brief explanation!? In the UK we apparently like to know what everybody else thinks about certain issues. So various companies such as MORI and GALLUP employ staff to trot around the country and ask 1,000 'average people' what they think about a particular issue, and then they tell the rest of us that 65% 'of us' think this, and 30% think that, and the other 5% must be weird.

Thus, for example, we always know the results of our General Elections before we even go to vote, because 1,000 'average people' have been interviewed to find out how we all will vote. Since I have never been interviewed on any of these subjects, important or otherwise, I am presumably not average - a possibility which I can confirm by admitting that I don't agree with or vote the way these 1,000 'average people' do anyway!

Whatever, this recent MORI poll says that of 1,250 'average business PC users' - and the number interviewed has grown, so the findings must be more reliable than ever! - of these 1,250 an amazing, over-worked shell-shocked 23% have their workflow interrupted by PC problems at least once a day (!?), with the figure rising to 33% in the financial sector. Can you believe these numbers?

And when that PC crashes, and we are forced to use the 3-fingered salute better known as <Ctrl-Alt-Delete>, we become part of the high-pressure rage which is sweeping the country - yes, it's all the rage - PC RAGE!

Shut down, re-boot, count to 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 and put the kettle on.

Gladly I am not (so far) in this 23% - certainly not on a daily basis. But I know what they mean, and can confirm that Sod's Law applies: it's when I have an urgent deadline, when I'm really unbelievably busy, and when I've too much to do to even press [Space... that's the exact moment when my PC decides to do something it shouldn't.

The MORI respondents concur - 20% claim to miss an average of 3 deadlines a month through computer crashes (!). So readers should realise that SW/84 may well not be out on time, despite my hitherto 100% successful deadline-beating record stretching back over 14 years!

Of course I love my Laptop - I really do. The power, the speed, the crushing moves at chess, Windows 98, multi-tasking, surfing the net, keeping everything in zipped space-saving files so that I never have any papers lying on my desk. I love the way new software always works first time and never interferes with settings for other programs, and especially I just love the string of meaningless gobble-de-gook that greets me when I open my Windows dialogue box for explanatory details concerning its latest General Protection Fault or Fatal Error, because if I knew what they meant, I'd only worry more.

Yes, I love my PC and working on its knife-edge - especially the fact that I now get twice as much done, which looks twice as good as it ever used to, and it only takes me three times as long to do it all!

And when things go wrong, and the magazine's late, of course, it's really NOT MY FAULT!

It's okay, I'm not shouting, or getting angry - it's just that my cup of tea is going cold!

UPGRADES on DISK

Various FILES and UPGRADES are available for download off the Internet. For readers who are not yet connected, I can supply them on disk for £5 each - send cheque to Eric Hallsworth, Postal Orders, Cash (please register it), or Credit Card no.

Don't forget, for the chess program upgrades you MUST have the original before the upgrade can work.

- Hiarc 7 DOS to 7.01
- Rebel 10 to 10c
- Rebel 10 engine for EPD2DIAG and EC TOOL. 2 progs on 1 disk = £5
- Nimzo 99 to 99a
- Crafty 16.6 and Comet B02 (will run under Fritz 532, Hiarc 732 or Junior 5). 2 progs on 1 disk = £5.
- Novag Universal Board drivers for Fritz 532, Hiarc 732 and Rebel 10. £5 for one driver, or £10 for all three.
**Junior Festival in Tel Aviv**

**Electioneering and Chess!?**

On May 10, 1999 at its opening, the Kasparov Chess Academy (a superb building in Tel Aviv) hosted a major event.

**Junior**, the chess software program by Israel's Amir Ban and Shay Bushinsky, and current World Microcomputer Chess Champion, played matches against Natan Sharansky (Minister of Industry & Trade), the Israel Olympic Team, and top GM Boris Gelfand (currently world no. 13).

The event had a political background: Natan Sharansky, Minister of Industry and Trade, is chairman of the party Yisrael Baal'ya representing the interests of Russian immigrants.

Sharansky was a leading dissident in the Soviet Union and spent nine years from 1977 to 1986 in various KGB prisons. While in solitary confinement he played blindfold chess against himself in a small cell, and so reportedly achieved candidate master strength (2300).

He originally studied Physics, graduated in Mathematics and Cybernetics and, as part of his thesis, described an algorithm to solve simple chess endgames.

**Prime Minister Netanyahu joins in**

To mobilize votes from one million Russian immigrants, a week before the general election Sharansky organized a chess tournament with all strong Israeli players and the three man vs. machine matches.

This drew the interest of other politicians (you can't miss a photo opportunity if everyone else is there!?): General Ehud Barak, the opposition leader, and in particular the then Prime Minister Benjamin Netanyahu.

A day before the match, there was a massive invitational open air simul against players from the national team. Barak appeared and got mated in seven moves by Sharansky! His political rival, PM Netanyahu, chose instead to come the next day and visit the Junior event.

Normally you would expect a prime minister before an election to rush in hurriedly, shake a few hands, give a friendly opening speech and vanish again to the next photo opportunity. Not Netanyahu. He sat down at the board with Sharansky, took a phone call from Garry Kasparov, and played a game!

**Netanyahu vs. Sharansky**

To everybody's surprise he took it absolutely seriously and fought hard. The game had to be declared a draw (correctly so) after 45 minutes because the organizers and the Prime Minister's aides got nervous about the big delay in the schedule, though he himself wanted to play on! Since his rival Barak had lost heavily the day before, this draw was a moral victory.

![Sharansky (left) v Netanyahu, whilst Junior programmer Shay Bushinsky looks on!](image)

In his opening speech, Netanyahu announced that chess is to be officially introduced in Israel's schools, and specifically cited Junior as a symbol of Israeli high-tech progress.

Then, in his phone call with Kasparov, Netanyahu challenged him to visit Israel to play Junior for the World 'overall' Champion Title. In the event Shredder, the new WCC Champion, and Karpov, still the official FIDE Champion, have beaten them to it... or to be 100% correct, I suppose, Deep Blue2 did it, and retired, 2 years ago!

**Junior vs. Nathan Sharansky**

Sharansky chose a sharp opening in his 30min game against Junior - an update of J5, but for this game playing only on a 166MHz notebook. Politically it might have been nice to select some kind of handicap
or friend mode, but Junior’s authors Amir Ban and Shay Bushinsky were taking their opponent seriously and wanted nothing less than a win.

The Minister ran into a nice but rather PC-obvious tactical blow (9... Nxe4!) and the game ended rather quickly.

**Sharansky, N – Junior 5 P/166**

D01 QP Richter Veresov. G/30 Exhibition.

1.d4 ♜f6 2.♗c3 d5 3.♗g5 ♜bd7 4.f3 A risky choice against a computer! 4...c6
5.e4 ♜b6 6.♗b1?! dxe4 7.fxe4 ♜e5 8.d5?! 8...dxe5 was better 8...♖xe5 9.♗d2 8...♗b4

9.dxc6? 9...♗d2 was best 9...♖xe4!
10.cxd7+ ♔xd7 11.♖e2?? To have any chance of surviving for a while, Sharansky needed to play 11...h4 though after
11...♗e3+ 12.♗e2 ♖xe3+ 13.bxc3 ♖xc3+ 14.♗c1 ♖g4 15.♗f3 ♖xf3 16.♖xf3 ♖d4+
17.♖c1 ♖c3 he hasn’t got much to look forward to! 11...♖xc3+ 12.♗d1 ♖xg5 0-1

**Junior vs. Israeli Olympic Team**

Playing a whole Olympic team is a first in man v machine events. Junior’s authors were nervous about the outcome despite obtaining a fast P3/450 machine for it!

The time control of G/60 min makes human tactical errors less likely, so the match was expected to be fought on a more positional level. Remember, the Israeli team had finished 3rd. in the last Olympiad and were promised good incentives by the chess federation for wins against the program.

Indeed, Yona Kosashvili on board three managed to beat Junior with White in a convincing strangle based on shutting out the bishop on c8.

**Kosashvili, Y – Junior 5 P2/450**

A26 English Sicilian Attack. G/60

1.c4 ♜f6 2.♗c3 e5 3.♗e4 d6 4.g3 ♜g6 5.♗g2 ♜c6 6.d3 ♜g7 7.♗e2 0-0 8.♗b1 ♖h5
9.♗e3 ♘d4 10.0-0 ♗c6 11.♗d2 ♘g4?! Allows Kosashvili to obtain a small initiative which he gently pursues, constantly making small positional gains. 12.f3 ♘e6 13.♗f4 ♕a6
14.♗b5 ♗e8 15.♗h1 ♗xe2 16.♖xe2 ♗f6
17.f5 ♕xf5? 18.exf5 ♖c8 19.♗g5

19...♗f8 This seems to have no purpose. Better was 19...♗d7 a developing move.
20.♗h6 ♖xh6 21.♗xh6 d5 22.♗c3 d4
23.♗e4 ♖xe4 24.♖xe4 20.♖c3 ♖b8
21.♗bd1 ♖h8?! Again there is no apparent purpose in this. Computers can admit their mistakes more easily than humans, so
21...♖a8 putting it back where it probably belongs was better. 22.d4 ♖e7 23.dxe5
dxe5 24.♗e4 ♖xe4 25.♖xe4 ♖f6 26.h4
♖xg5 27.hxg5 22.♗e4 d5 23.♖c3 dxc4
dxc4 25.♖xd2 25.♖xd2 ♖g8 26.♖e3 h5
27.c5 ♖c4 28.♖g1 ♖f6 29.♖a4 ♖d7
30.♖e2 ♕e8 31.h3 ♖f6 32.♖f3 ♖h4 33.g4
♖e7 34.♗d1 ♖g7! 35.♖e3 ♖f8 36.♖f2
d7 37.♗g2 ♖g5 38.♖d4 ♖a8 39.♖c3 ♖f4
40.♖a5 ♖h6 41.♖c7 ♖f4 42.b4 ♖h8
43.♖b2 ♖b6 44.♖c4 ♖g8 45.♖e4 ♖h7
46.♖d6 ♖g5 47.♖e1 ♖g7 48.♖ed1!
48...\textit{Q}xc5? You'd have to expect the computer to play this but, in retrospect 48...\textit{Q}g8 was better; 49.a4 \textit{Q}f7 50.\textit{Q}b6 \textit{Q}xb6
51.\textit{Q}xb6 \textit{Q}g7 52.\textit{Q}d8+ \textit{Q}h7 53.\textit{Q}xe8 \textit{Q}g8
54.\textit{Q}d6+ \textit{Q}xe8 55.\textit{Q}xe8 49.\textit{B}xc5 \textit{B}xc5
50.\textit{B}b6 \textit{B}b8

51.\textit{Q}f3! \textit{Q}g7 52.\textit{B}d8+ \textit{Q}h6 53.\textit{B}e8 \textit{Q}f7
54.\textit{B}d8+ The rest of the game just about plays itself 54...\textit{Q}d7 55.\textit{Q}xe7+ \textit{Q}x7
56.\textit{Q}xb8 \textit{Q}e7 57.\textit{Q}c4 \textit{Q}f8 58.\textit{Q}a5 \textit{Q}xc5
59.\textit{Q}xb7 \textit{Q}xb7 60.\textit{Q}xh7+ \textit{Q}e7 61.\textit{Q}e6 \textit{Q}b4
62.\textit{Q}e4 \textit{Q}e7 63.\textit{Q}d5 \textit{Q}a3 64.\textit{Q}a4 \textit{Q}b2
65.\textit{Q}c2 \textit{Q}c3 66.\textit{Q}d3 a5 67.\textit{Q}c4 \textit{Q}e1
68.\textit{Q}b5 a4 69.\textit{Q}xa4 \textit{Q}f2 70.\textit{Q}b5 \textit{Q}d4
71.\textit{Q}c6 \textit{Q}f8 1-0

Boris Alterman on board one had opened with a cautious Reti, and all sixteen pawns remained on the board for a long time. Junior defended precisely and Alterman finally offered a draw.

The French defence of Lev Psakhis on board two was not unexpected and, to avoid the unfriendly blocked centers, the exchange variation was activated before the game. White had the initiative, but one piece exchange followed the other until a technically drawn rook ending was reached.

Young Boris Avrukh (2603) on board four lured the program into the dreaded classical King's Indian and mounted a devastating attack in convincing style. Junior was actually dead lost, but Black missed the final stab and Junior's king escaped, quickly turning the tables. The game is very exciting and Avrukh deserves credit for a terrific effort and attack.

\textbf{Junior 5 — Avrukh, B}

\textit{E99 Pirc transp K\textit{Indian G/60}}

1.e4 d6 2.d4 g6 3.c4 \textit{Q}f6 4.d3 \textit{Q}g7

This is where Avrukh starts to let Junior's \textit{Q} slip away to safety 30...\textit{Q}g5? He needed to continue with 30...\textit{Q}c2! 31.\textit{Q}ac1 \textit{f}3+
32.gxf3 \textit{Q}h2+ 33.\textit{Q}f1 \textit{Q}d4+ 34.\textit{Q}e2 \textit{Q}xf2
31.\textit{Q}d2! \textit{Q}h2 32.\textit{Q}c3 \textit{Q}xg2 33.\textit{Q}xd6 \textit{Q}c2
34.\textit{Q}d7 \textit{Q}xh2+ 35.\textit{Q}b3 \textit{Q}xa1+ 36.\textit{Q}xa1 \textit{Q}g7
37.\textit{Q}dxe5 \textit{Q}g3 38.\textit{Q}a2 \textit{Q}a2 Safety is reached, and the advantage is now all White's!
38...\textit{Q}f8?! Probably not best, though Black was in trouble anyway. If 38...\textit{Q}c2 39.\textit{Q}c5
4.13 39.\textit{Q}d7! \textit{Q}xd3 40.\textit{Q}xd3+--; or 38...\textit{Q}f6
39.\textit{Q}d7 and now 39...\textit{Q}g5 (or 39...\textit{Q}f8
though 40.d6 looks pretty good for White; 39...\textit{Q}h8 40.\textit{Q}f1 \textit{Q}f8 41.\textit{Q}xf4 also leaves
White on top) 40.\!f1 \!xe5 41.\!xf4 wins; finally, if 38...f3 39.\!f1 \!f6 40.\!d7 and White’s chances certainly look better 39.\!c5 Threatening a triple fork at e6, so Black resigned 1-0.

Final score: Junior 2, Olympic Team 2.

Deep Junior vs. Boris Gelfand

The opposition got even tougher in the evening! Boris Gelfand has recently immigrated from Minsk to become Israel’s strongest player - indeed he is currently rated at no. 13 in the World!

However (fortunately?!) machine and software were also considerably upgraded for this match: a multiprocessor version of Junior was playing on a big Compaq Proliant server, which consisted of 4 x 450 MHz Xeon processors, as would be used in the WCCC in June (thus the name coined for it: "Deep Junior").

Drawing of lots gave Gelfand White in the first game.

He tried an unusual queens pawn opening, a typical anti-computer idea which can lead to strategical attacks against the Black king, often underestimated by even the fastest programs.

Junior was soon out of Book, but defused the kingside dangers by fianchettoing the Bf8. It then pushed its a-pawn a7-a5-a4-a3. The move 12...a3 however was criticized by the grandmasters supplying live comments. Gelfand then secured the e5 square and Junior had to suffer positionally for a very long time.

But as grandmaster Alexander Huzman put it: "Against humans, it is easy to win such a position: You shuffle around your pieces until the opponent gets tired and depressed, then you open up the game and win. Unfortunately, the computer neither tires nor gets depressed and is always happy if you open up the position".

So Junior held the draw in 70 moves.

Gelfand, B - Deep Junior

D02, G/30 +20secs per move

1.d4 \!f6 2.\!f3 d5 3.\!f4 c6 4.c3!? In this already fairly rare line, you would normally expect 4.Nc3, or 4.e3 here 4...g6 5.e3 \!g7 6.e2 0-0 7.h3 \!bd7 8.0-0N a5 9.\!bd2 a4 10.\!h2 b5 11.\!d3 \!b6 12.\!e2

12...a3 13.b4 \!d8 14.\!b3 \!h6 15.\!e5 \!xe5 16.\!xe5 \!d7 17.\!g3 \!e8 18.f4 \!f6 19.\!c5 \!c7 20.\!h4 \!b8 21.\!f3 \!c7 22.\!a1 \!a7 23.\!xf6 \!xf6 24.e4 \!d7 25.\!e2 \!d6 26.f5 \!g7 27.\!e1 \!a8 28.exd5 cxd5 29.\!xd7 \!xd7 30.\!xe8+ \!xe8 31.\!xe8+ \!xe8 32.\!e2 \!xe2 33.\!xe2 \!h6 34.\!xb5

The passed pawn on b4 will quickly become a dangerous weapon, but never quite enough to beat Junior! 34...\!xf5 35.\!c6 \!d2 36.b5 \!xc3 37.\!xd5 \!xd4+ 38.\!f1
In the second game, Gelfand defended Junior's Ruy Lopez with the Berlin Defence.

This was probably inspired by the Siemens-Duel in Frankfurt 1998, where Anand had mercilessly defeated a multi-processor Fritz in this very opening.

However Junior played better. It secured the king side pawn majority and gained a space advantage by finding the strong plan h4-h5, which Gelfand praised afterwards. The pawn majority transformed into a winning pair of passed pawns for the endgame!

Deep Junior – Gelfand, B
C67. Ruy Lopez, Rio de Janeiro. G/30+20s

1.e4 e5 2.\f3 d6 3.d\b5 \f6 4.0-0 \dxe4
5.d4 \d6 6.\xc6 \xc6 7.\dxe5 \f5
8.\dxe8+ \dxe8 9.\cd3 \f8 10.\e2 \e7
11.h3 \g6 12.\d1 \e6 13.\d4 \d5
14.h4

14...\c5 15.h5 \d7 16.b3 \d8 17.\g5 h6
18.\h4 \h7 19.c4 \xf3 20.\xf3 \f5
21.\ab1 \d4 22.\xd4 \xd4 23.\xd4
\d8 24.\d1 c5 25.b4 b6 26.\xc5

A new push on the kingside with 26.g4 also looks interesting: 26...\d7 27.\g2
\g6 28.f4 \e6 29.a4 f6 30.\xf6 \xf6
31.\xf6 \xf6+ 26...\bxc5 27.\b1 \d7 28.f4 \e6 29.g4
\b8 30.\e1

30...\g6?!
This helps to turn the e+f pawns into a formidable pair. Probably 30.\b4 is better, looking for queenside counter-play: 31.f5+ \h7 32.e6+ \xe6
33.\xe6+ \e8 34.\g2 \xc4 35.\f3 \c3+
36.\f4 \f3 37.\e2 c4=
31.\h6 \g6 32.\g3 \h5 33.\g5 \g5
34.\e2 \h8 35.\h1

35...h4?
Shedding a pawn which White had to keep under observation. 35.\f5 36.\f3
\c3 37.\h2 \b4 seems much better
36.\h4 \h4 37.\h4 \b2 38.\e1 \f5
39.\d2 \e6 40.\d3 \d4 41.\e3 \b2
42.\c2 \a3?
Black cannot save the game, but with 42...\a1 would make White work a little longer for the win: 43.\xc5 \xf4 44.e6
\f6 45.e7 \xe7 46.\xe7 \e5 47.\c5
\e4 48.a4 c6 49.\c3
43.\d2 1-0

This final game of a long day proved that Junior is able to beat the strongest grandmasters in queenless positional chess.

The time control of 30 min per game plus 20 secs bonus per move is a nice compromise for machine and human. Gelfand never got into time trouble, but lost 1½-½.
THE 1999 WORLD COMPUTER CHESS CHAMPIONSHIPS

The 1999 WORLD COMPUTER CHESS CHAMPIONSHIPS were held during June at the Heinz Nixdorf Museums Forum in Paderborn, Germany.

EVENT: 7 round Swiss-system
ENTRANTS: 30 programs
TIME CONTROL: 40/2, 30/1, G/30 finish.

HARDWARE: The programs were not all on the same hardware, this being an open event, and some had a quite helpful speed advantage. The details, as I have them, were:

POWERS STUFF:
- ZUGZWANG was using 512 x 300MHz Alpha's = power equivalent of a P2 at 156,300MHz!
- PCONNERS was on a multi-processor set-up of 186 PII 450 machines. P2 Power equivalent = 83,700MHz.
- CILKCHESS is a parallel program and ran on 240 processors held at NASA running at 250MHz = 60,000MHz P2 power. It performed between 5 and 11 million nodes per second.
- FRITZ and JUNIOR were on the same multi-processor hardware, 4 x Xeon 500MHz as used by 'Deep' Junior in its successful match against Gelfand. P2 Power equivalent is 2,000MHz, so they ran some 3-4 times faster than most of the commercial players.
- FERRET was also on a multi-processor, achieving almost the same speed being 4 x 450MHz = P2 at 1,800MHz.
- DIEP was on a multi-processor system, 4 x 400MHz = P2 at 1,600MHz.
- XXXX2 was on a dual set-up, a 400MHz + a 450MHz = 850MHz P2 equivalent.

PC STUFF:
- DARK THOUGHT was on a 500MHz Alpha - I am not sure of the PC power equivalent, but it is probably around a P2 at 1000MHz I think.
- Although out-speeded 3 times by the multi-processor entries, REBEL and CHESS TIGER were on new K6-III 650MHz machines which gave them something like a 50% speed-up over the remainder, according to Rebel's Home Pages. P2 Power equivalent 950MHz.
- Mark Uniacke tried desperately to get the same K6 for HIARCS, but the manufacturers were unable to release a third machine. Anyway a new Xeon P3/550 became available at the last minute, so HIARCS gained about 5% over the standard P3/550 because of its faster cache. Power equivalent a P2 at 585MHz.
- SHREDDER also ran on a P3/550 = approx equivalent of a P2 at 585MHz.
- ARTHUR is using a 420MHz MAC G3 = approx 575MHz P2 equivalent.
- All of NIMZO, MCHESS and ISICHESS were on P3/500MHz machines = P2 at 252MHz equivalent.
- Of the remainder most were on standard P2/450 machines: CENTAUR, EUGENE, FRANCESCA, GROMIT, IKARUS, LAMBCHOP, NEUROLOGIC, PATZER, RUY LOPEZ, SOS and VIRTUA. All = 450MHz.
- On P2/400's were: MINI and NOW

SEEDINGS:
1. FRITZ
2. JUNIOR
   - this pair placed 1+2 because of their known high ratings on standard PC's, and at Paderborn they had a 3-4x speed advantage over other commercial set-ups
3. REBEL
   - its impressive performance v Anand, and the speed advantage of the K6/650 machine gained Reb 3rd seed placing
4. HIARCS
   - in its new ChessBase version considered by many to be the strongest engine when on equal hardware. Though out-paced by some of the power units at Paderborn, was still expected to figure strongly
5. NIMZO
6. CILKCHESS
   - massive processing power
7. FERRET
   - a very strong program; has performed well in the past, and is on a very useful hardware set-up!
8. ZUGZWANG
   - using the most powerful hardware of all
9. DARK THOUGHT
10. VIRTUA CHESS
11. MCHESS
12. SHREDDER

ROUND 1: Comment, top Games & Results

The first round is supposed to be easy for the top seeds, so the HIARCS team were quite concerned that 4th. seeding still found them playing CHESS TIGER, a strong 4= in Izraoqui's tourney (see SS/81). Most games went as expected, only NIMZO, ZUGZWANG & VIRTUA of the seeds shown above failed to score the full point!
Shredder v Neurologic
1.e4 c5 2.d4 d5 3...c3 dxe4 4...xe4 h5 5...g3...g6 6...c4 e6 7...f3...d7 8.O-O...g6
9...b5 10...h4...d5 11...g4...h6 12.c4
13...h3 O-O 14.c5...c5 15...d5...c5 16...h1...h5 17...f4...d4 18...f3...b2
19...ab1...f3 20...xb5...d4 21...fe1...c3
22...e3...d4 23...e2...c3 24...c1...d7 25...c2...e4 26...c3...c3 27...c3...c3 28...c4...d6
29...a3...h8 30...f3...f8 31...a4...c5 32...h4
33...c4...b4 34...c1...c7 35...c4 36...a5 f6
37...axb6...xb6 38...b1...a7 39...e4...b7 40...c4
41...d7 41...a6 1-0

XXX2 v MChess
1.d4 d5 2...f3...f6 3...g5 e6 4...c3 5...bd2
6...e7 6...c3 7...d3 6.b8 8.O-O 9...e2
O-O 10...e2...e8 11...a1...a6 12...d3...d3
13...x d3...x d3 14...d5 5...c5 15...e2...c8
16...c4...e8 17...e5 a6 18...a3...d7 19...f4 b5
20...c1...d6 21...xg5 e5 22...x f7
23...x e5 g6 24...d1...c4 25...c4...d6
26...x d6...x d6 27...b1...g6 28...x c4...c4
29...x c4...c4 30...x e4 31...f5 32...d4
33...c3...d6 34...f4...c6 35...a1...d5
36...g4...c6 37...h3...c1 38...f6 39...h2
40...h4...h6 0-1

Hiarcs v ChessTiger
1.e4 e5 2...f3...h6 3...x e5 d6 4...f3...x e4
5...d4 d5 6...d3...c6 7.O-O 8...e7 9...e1...g4
9...c3 f5 10...b3 O-O 11...bd2...h8 12...x b7
13...b3...g6 14...x c2...a6 15...h4...d6 16...x h5...e6 18...b2...e8 19...a3...e6
20...c4...x d2 21...x d2...e4 22...x d5...e7
23...c5...e2 24...d2...x e2 25...x e2...x d5
26...e1 f4 27...h1...g3 28...h g3...g8 29...d2
30...x b6...x b6 31...x g4...x g5 32...x g5...d2
33...x h6+...x h8 34...x f5...h8 35...f4...c4 36...c4
37...x d1+...x g2 38...x b6 39...d2
40...x d2+...x h3...x g5 41...x g5 h x g 42...x c7
g6 43...a7...a7 44...d5+...h8 45...f 4...f 47
46...x e 44...x d 47...x f 48...x f 49...x g 50...x f 51...g 54...c 55...d 56...e 57.h 58...d 1-0

Centaur v Fritz
1.e4 c5 2...f3...c6 3.d4 cxd 4...x d 4...f 5...c3 6...d5 7...x g 5 8...x a3 b5
9...x d 10...e7 10...x f 6...x f 11...c 12...c 13...c 14...d 15...d 17...f 18...f 19...f 20...b 21...a 22...f 23...c 24...c 25...c 26...c
27...x b4...c 28...x d 29...x a 30...d 31...c 32...c 33...d 34...e 35...e 36...e 37...e 38...e 39...e 40...e 41...e 42...e 43...e 44...e 45...e 46...e 47...e 48...e 49...e 49...h 49...h 0-1

Ikarus v Nimzo
1.d4 d 2...f3...f6 3.c 4...e 5...e 6...d 7...c 8...e 9...e 10...c 11...e 12...e 13...e 14...x d 15...x e 16...x h 17...x c 18...x g 19...x g 20...x f 21...x x 22...x 23...f 24...f 25...f 26...b 27...g 28...g 29...g 30...g 31...g 32...g 33...g 34...g 35...g 36...g 37...g 38...g 39...g 40...g 41...g 42...g 43...g 44...g 45...g 46...g 47...g 48...g 49...g 49...g 0-1
Centaur-Fritz
Junior-Eugen
0-1
Arthur-Rebel
0-1
Hiarcs-Chess Tiger
1-0
Ikaros-Nimzo
draw
CilkChess-Patzer
1-0
Diep-Ferret
0-1
Zugzwang-Ischess
draw
Francesca-Dark Thought
0-1
Virtua Chess-SOS
0-1
XXXXX-MChess
0-1
Shredder-Neurologic
1-0
LambChop-P.ConNerS
1-0
Mini-Now
draw
Gromit-Ruy Lopez
1-0

ROUND 2: Comment, top Games & Results

HIARCS’ reward for beating TIGER was a match with another seed, and old arch-enemy, MCHESS! There were 2 other really key games already: SHREDDER had a tough draw as Black against the multi-processor FRITZ, whilst JUNIOR was also Black against the strong DARK THOUGHT!

Rebel v LambChop
1.e4 Qf6 2.e5 Qd5 3.d4 d6 4.Qf3 c5 5.Qe2 e6 6.h3 Bb5 7.e4 Qd4 8.Ba4+ Rf8 9.a3
16.Bac4 e5 17.Wd7+ Bf8 18.Bae4 Be2
Bc6 30.Ba4 Bc4+ 31.Bd3 Ba3 Bc1+ 1-0

DarkThought v Junior
1.d4 d5 2.Bf4 c5 3.dxc5 e5 4.Qf3 exd4 5.Bc4
Qc6 6.O-O Qd8 7.a4 c4 8.Ba3 b5 9.cxb5 Bc5
10.Bc4 Bb6 11.Qb5 Bxc5
23.Bf1 Bd8 24.Qg1 We7 25.b3 a5 26.Bh1
Qb7 27.Bd2 a6 28.Bc4 a5 29.Bd1 Qb5
30.Qb2 Bc3 Qh4 31.Qd2 Qe4 32.e5 Qxe5 33.Qc4
Qh4 34.Bcd3 Qxd3 35.Bxd3 Bb8 36.Bg1
Wh2+ 37.Bf1 Qg3 38.Qe3 Qf4 39.Qg1
Whg1+ 40.Qxg1 Qxg1 41.Qf1 Qd1 42.Bx4
Qd6 43.Qd3 Qd1+ 44.Qh2 Qa1 45.Qxe5 Qxe2
46.f4 Qc2 0-1

Fritz v Shredder
1.e4 Qf6 2.Qf3 Qd6 3.Qb5 Qb6 4.Qa4 Qf6
5.O-O Qd7 6.Qe5 b5 7.Qh5 Qa4 8.Qb4 9.d3
d6 10.a5 Qc5 11.Qd2 Qb6 12.Qc2 Qb8
13.Qf1 Qd4 14.Qxd4 exd4 15.Qh4 Qd7
16.Qd2 Qc4 17.Qxc4 Qd3 18.Qxc3 Qc5 19.Qb4

Leaders after Round 2
- 2 Junior, Shredder, Ferret, Hiarcs, Rebel, CilkChess
- 1½ Nimzo, Zugzwang

ROUND 3: Comment, top Games & Results

FRITZ would now get a couple of easier games after its unexpected loss, but all those on maximum points were scheduled to meet each other. SHREDDER v REBEL! HIARCS v FERRET (a great game) and JUNIOR against NASA’s CILKCHESS. Every game had a decisive result! The big surprise of the round would be FRANCESCA v MCHESS - MChess seemed to be winning but messed-up the endgame!
ROUND 4: Comment, top Games & Results

The really tough one was HIARCS v multi-processor JUNIOR; SHREDDER v NIMZO was to be almost equal hardware. FRANCESCA’s reward for beating MChess was the chance to play NASA’s CILKCHESS - if ever a lot was asked of an amateur program... and it drew FRIITZ, REBEL and FERRET and the others on 2/3 all needed wins to get back into contention - in a 7 round event you’ve got to aim for 5½ or 6 points.

Ferret v SOS

1.e4 e6 2.d4 d5 3.c2d2 c5 4.exd5 wxd5 5.0f3 c6 6.b4 c5 7.d9e5 8.g6 9.d2 b8 9.g1 10.b9c5 d6 11.f1 12.h5 13.b5 a6 14.bxe6 b6 15.a4 b6 16.axc6 bxc6 17.cxb3 cxb5 18.cx e5 19.d4 f6 20.d1 g5 21.b7 22.d8+x e5 23.cxb4 c4 24.dxc4 b5 25.b3 f8 26.b1 c6 27.g5 28.g4 29.e5 f3 30.h1 a6 31.h1 g5 32.b7 g7 33.a6 34.b4 h6 35.b6 b1 36.g3 h5 37.h4 c7 38.f1 c4 39.d3 h5 40.d4 c5 41.f4 b4 42.b3 43.d1 44.e1 45.f2 b6 46.c7 b6 47.a6 d7 48.h3 g5 49.wx d3 h4 50.a6 h6 1-0

Fritz v Virtual Chess X

1.e4 e5 2.d4 3.b5 4.a4 b6 5.O-O e7 6.d9e5 7.b3 d6 8.c3 O-O 9.h3 b7 10.d4 e8 11.d2 b8 12.a4 h6 13.a2 c5 14.cxd4 d4 15.c5 b6 16.axb6 b3 17.a4 c3 18.g4 e4 19.dxe4 dxe4 20.h6+ h8 21.axc3 dxe3 22.bxe3 bxa4 23.wax a4 b8 24.wa3 d7 25.a2 b7 26.a4 c4 27.ae1 a7 28.a5f3 c8 29.c1 c4 30.g5 d8 31.a2 d5 32.d1 33.wxc1 c7 34.a3 c6 35.a5 f5 36.a5 d5 37.c4 c9 38.a3 d5 39.d6 d5 40.b4 a4 41.b6 c6 42.c6 b5 43.a1 c5 44.b6 h7 45.b6 c3 46.b5 c6 47.b4 d7 48.b3 e3 49.b2 b4 50.b3 d8 51.e6 d5 52.b6 e4 53.b5 d5 54.f4 c5 55.g5 c6 56.g2 e8 57.b1 e9 58.b5 g8 59.b6 g5 60.b2 g4 61.bb8 b3 62.b11 c3 63.bac1 b5 64.b7 b6 65.b5 b1 1-2-1/2

Hiarcs v Junior

1.d4 d5 2.c4 c4 3.f3 f6 4.e3 e6 5.f3

16 Selective Search 83
ROUND 5: Comment, top Games & Results

HIARCS had drawn with one joint leader, now it had the chance to play another: SHREDDER. On equal hardware this was a great game, in which Shredder defended cleverly against the Hiarc's attack. The ChessBase team knew that their 2 multi-processor entries would have to meet sometime, and this was the round for FRITZ v JUNIOR. NIMZO v REBEL was another critical meeting, but FRANCESCAs was finally over-matched against the very strong FERRET.

GromitChess v ChessTiger
1.d4 d5 2.c4 c6 3.dxc5 dxe5 4.cxd5 exd5 5.e3 e4 6.a3 d6 7.dxc6 bxc6 8.e3 c7 9.f3 f6
10.c4 c6 11.a4 cxd5 12.b3 cb7 13.dxc4 d6 14.c5 e6 15.a5 c7 16.b3 c6
17.dxc7 dxc7 18.c5 c5 19.0-0 f4
20.g3 f6 21.g2 f5 22.h2 e5 23.dxe5 dxe5 24.g2 d6 25.dxf6 dxf6
26.gxf6 e5 27.e4 fxe4 28.fxe4 c5 29.e5 c4 30.dxc7 dxc7 31.a5 32.a6 e6
33.g3 a4 34.g5 e5 35.e6 c6 36.dxe5 c6 37.g2 a2 40.b2 c4 42.d3 a4 44.d3 b6 46.d3
50-0

FRANCESCAS v Ferret
1.e4 e5 2.c5 f6 3.g3 d6 4.g2 O-O 5.e4 c6
16.dxc6 d6 17.dxc6 dxc6 18.dxc6 bxc6 19.exd7 e6
20.dxe6 fxe6 21.dxe6 c7 22.f1 a6 23.d1 f8 24.exf8 dxf8 25.d4
26.a3 b4 27.b3 a4 28.b4 c5 29.e4 e5 30.d4 e6 31.e5 d4 32.e6 d3
33.g2 f6 34.a4 c6 35.c7 b5 36.b3 f5 37.bxa4 d4 42.d2 d3

FRANCESCAS v Ferret
1.e4 e5 2.c5 f6 3.g3 d6 4.g2 O-O 5.e4 c6
16.dxc6 d6 17.dxc6 dxc6 18.dxc6 bxc6 19.exd7 e6
20.dxe6 fxe6 21.dxe6 c7 22.f1 a6 23.d1 f8 24.exf8 dxf8 25.d4
26.a3 b4 27.b3 a4 28.b4 c5 29.e4 e5 30.d4 e6 31.e5 d4 32.e6 d3
33.g2 f6 34.a4 c6 35.c7 b5 36.b3 f5 37.bxa4 d4 42.d2 d3

FRANCESCAS v Ferret
1.e4 e5 2.c5 f6 3.g3 d6 4.g2 O-O 5.e4 c6
16.dxc6 d6 17.dxc6 dxc6 18.dxc6 bxc6 19.exd7 e6
20.dxe6 fxe6 21.dxe6 c7 22.f1 a6 23.d1 f8 24.exf8 dxf8 25.d4
26.a3 b4 27.b3 a4 28.b4 c5 29.e4 e5 30.d4 e6 31.e5 d4 32.e6 d3
33.g2 f6 34.a4 c6 35.c7 b5 36.b3 f5 37.bxa4 d4 42.d2 d3

FRANCESCAS v Ferret
1.e4 e5 2.c5 f6 3.g3 d6 4.g2 O-O 5.e4 c6
16.dxc6 d6 17.dxc6 dxc6 18.dxc6 bxc6 19.exd7 e6
20.dxe6 fxe6 21.dxe6 c7 22.f1 a6 23.d1 f8 24.exf8 dxf8 25.d4
26.a3 b4 27.b3 a4 28.b4 c5 29.e4 e5 30.d4 e6 31.e5 d4 32.e6 d3
33.g2 f6 34.a4 c6 35.c7 b5 36.b3 f5 37.bxa4 d4 42.d2 d3
Nimzo v Rebel
1. e4 d5 2. b3 c6 3. b2 d6 4. c3 g4 5. e2 e6 6. O-O 7. d4 a6 8. c4 d8 9. a3 6 d10 10. c3 a6 11. h3 h5 12. b4 b5 13. d3 d2 d8 14. d1 c3 15. e3 f3 16. e2 e2 c4 17. dxc4 bxc4 18. c3 e5 19. e4 exd4 20. exd4 cxd4 21. g3 cxd4 22. e7 x e4 dxe4 23. c3 e3 d1 d8 24. c4 x e7 25. d1 x d1 f5 26. c5 a5 x f6 27. c4 fe8 28. g2 h5 29. c6 b8 x d1 30. c4 x d1 h4 31. x h4 x h4 32. a5 d5 f4 33. b3 c5 34. a8 c 35. a1 f6 36. b6 b8 37. a6 x a6 x a3 38. b5 x d6 39. f5 c5 40. b6 cxb6 41. x b6 x b6 42. b7 f5 43. b8 = c8 x b8 44. c8 x e3 45. f3 f5 46. d7 a5 47. b6 f h5 48. d5 x d5 49. h4 x h4 50. c4 f6 e2 51. x f2 c1+ 52. a1 x e1 x g3 53. x e2 c4 54. x g4 x g4 55. d3 g5 1-0

Shredder v Hiarcs
1. d4 x f6 2. c4 e6 3. c3 b6 4. c3 a6 O-O 5. d3 c5 6. e5 h6 7. dxc6 bxc6 8. x f7+ x h8 9. x c4 d5 10. x d3 x c6 11. f3 d4 12. a3 x a5 13. x d4 cxd4 14. b4 x b4 15. a4 x b5 16. b3 x c3 17. b3 x a7 h6 18. x b3 b5 19. h3 50. f5 20. g5 21. x a7 b6 22. x b6 x e5 23. x a3 x g5 24. x a4 x g6 25. c6 d6 x g7 26. x d6 x d6 27. x g4 x f5 28. x f5 x f5 29. x f5+ x f5 30. x b7+ x d7 31. x b7+ x d7 32. x b7+ x e6 33. x d6 x a8 34. x d1 x f1 35. x b7+ x e6 36. x a6 x f5 37. x b5+ x b5 38. x b5 50. d3 50. d3 1-0

Jr. v Fritz
1. e4 c5 2. d4 c6 3. c4 c6 4. g3 d5 5. a3 e5 6. d4 b5 7. e4 x b5 8. a4 x b5 9. c3 b6 10. d2 c5 11. x c1 b7 12. x e5 13. e5 x d5 14. x b6 c6 15. h3 x e3 16. h3 x e3 17. h3 x c3 18. h3 x c3 19. h3 x c3 20. h3 x c3 21. a3 x a3 22. x a3 x a3 23. x a3 x a3 24. x a3 x a3 25. x a3 x a3 26. x a3 x a3 27. x a3 x a3 28. x a3 x a3 29. x a3 x a3 30. x a3 x a3 0-0

Leaders after Round 5
- 4 Hiarcs, Shredder, Ferret, Fritz, Nimzo
- 3½ Junior, Clichess, Deep Thought
- 3 Rebel, Chess Tiger, Vicma, Icachess

ROUND 6: Comment, top Games & Results
HIARCS had been 1st= with one program or another since the beginning, and would meet its 4th consecutive joint leader in FRITZ. The multi-processor proved too strong, and GM Altman's view that Hiarc knew it was losing better than Fritz knew it was winning was of little consolation. FERRET v SHREDDER was equally a big one; Ferret, also on a multi-processor, was looking a strong candidate for the title. The games JUNIOR-NIMZO, and CICHLICSEH-DEEP THOUGHT would decide who else remained in with a chance as 5½ or 6 now seemed certain to win.

Ferret v Shredder
1. e4 e5 2. f4 d3 3. d3 c6 4. c4 c5 5. b4 b5 6. d3 c4 7. O-O c7 8. dxc4 c5 9. d5 x d5 10. a3 x e7 11. b5 x d4 12. x c6 x b4 13. x d4 x b4 14. x a4 x d6 15. x c3 x d3 16. x d5 x c5 17. x x c6+ x c6 18. dxc6 x e7 19. f4 x f7 20. x d3 x e3 21. b4 22. x b4 x b4 23. a3 x a3 24. x d4 x e7 25. x e1 x g4 26. x c8 x c8 27. x c5 x f6 28. x b5 x e6 29. x a6 x a6 30. x c7 x h5 31. x h3 x f4 32. a4 x c7 33. x 8 x d8 34. x 7 35. x 6 36. x e6 37. x f2 x e6 38. x g3 x g3 39. x d6 x d6 40. x d1 x d6 41. x d7 x c6 42. x a7 x c3 43. x g4 x f5 44. h4 x c1 45. h5 x b6 46. x g7 x a6 47. x c4 48. x g7 x a6 49. x g8 x b6 50. x b4 x b4 51. x g3 x b6 52. x h4 x f4 53. x g4 x b2 54. x g3 x b6 55. a5 x d6 56. x g7 x a6 57. x g8 x d6 58. x h4 x d4 59. x g3 x d6 60. x b8 x g5 61. x e8 x d5 62. a6 x a5 63. x e7 x d4 64. x a7 x a3 65. x f2 x f3+ 66. x e2 x h5 67. x a8 x f7 68. x e3 x e7 69. x b8 x g6 70. x b6+ x f5 1-2-1/2
GromitChess v Centaur
1.e4 e6 2.d3 f3 d5 g3 f6 4.g2 g7 5.c3 O-O 6.b3 b6 7.O-O b7 8.e5 bbd7 9.f4 exf5 10.fxe5 11.b4 b5 12.e3 c5 13.dxe4 dxe4 14.d2 c3 d3 15.h5 h6 16.h4 c2 17.hxg5 hxh2 18.g6 hxh6 19.c1 f5 20.hxg7 h8xg7 21.g8xh5 c7 22.c2 1-0

Rebel v Virtual_Chess_X
1.d4 c6 2.c4 e6 3.d5 c5 4.b4 c6 5.a3 d6 6.b5 7.a4 8.f3 d6 9.a4 h4 d5 e3 10.b7 11.0-0 c4 12.c5 cxd5 13.cxd5 14.c6 15.b5 g5 16.a6 f4 17.a1 f5 18.b4 x4 19.cxe4 g5 20.d4 x4 21.d5 c2 22.a4 fxe4 23.dxe4 a4 24.d3 c3 25.h3 g7 26.h6+ h7 27.hxh6 f6 28.gxf6 f5 29.hg3 h3 30.g1 f1 31.g2 h7 32.h6 f6 33.b2 a5 34.a5 g5 35.c7+ g8 36.d2 f7 37.d3 c4 38.xg4 g5 39.d5+ f6 40.f6 c4+ 41.d5 f5 42.b2 c3 43.b2 e4 44.f4 f4 45.xc3 a6 46.a6 b4 47.xb3 a3 48.xb3 c5 49.xe5 e8+ 50.xd5 d8+ 51.c6 1-0

Junior v Nimzo

Fritz v Hiarc
1.e4 e5 2.d3 f3 c6 3.b5 a6 4.a4 g6 5.O-O d6 6.a6 b5 7.b3 a6 8.d3 c6 9.f3 c5 10.d7 11.d5 a5 12.c2 c5 13.b4 c4 14.d5 c5 15.c4 f8 16.g4 b6 17.b5 a8 18.d2 c7 19.a4 f8 20.a5 b5 21.a2 c8 22.f5 f6 23.xf6 c4 24.d3 g6 25.d6+ f8 26.d6 c7 27.g4 e5 28.d6 h4 29.g4 h5 30.dxe5 dxe5 31.d7 a7 c8 32.xb3 b6 33.b3 c6 34.a4 c4 35.b4 c4 36.a1 c4 37.a4 f8 38.wc7 d4 39.d7 b8 40.a6 g8 41.xg5 h7 42.h6 b2 43.f1 b6 44.e6 b4 45.a1 c7 46.b5 e5 47.wg5 e7 48.e5 d5 49.xd5 b6 50.xb6 1-0

Fritz-Hiarc 1-0
Ferret-Shredder draw
Junior-Nimzo 1-0
Cilkchess-Dark Thought draw
Rebel-Virtua 1-0

Leaders after Round 6
- 5 Fritz
- 4½ Junior, Shredder, Ferret
- 4 Hiarc, Rebel, Cilkchess, Dark Thought
- 3½ Nimzo, Chess Tiger
- 3½ LambChop

ROUND 7: Comment, top Games & Results
The ChessBase team had been looking at Hiarc's for their winner in rounds 1-5. Now FRITZ had burst through with 4/4 and just needed a draw with FERRET for at least a play-off for the Title. Their 2nd runner was now JUNIOR, also in with a chance on its multi-processor if it could beat SHREDDE. Their hopes were high. No others could win. HIARC had a nasty last-round shock, choosing a non-top line from its book against the unusual opening by CILKCHESS.

Ferret v Fritz
1.e4 c5 2.d3 d6 3.d4 xd4 4.d4 xd4 5.d5 d5 6.e3 e5 7.b3 b6 8.f3 e7 9.g2 d7 10.g4 h6 11.b4 f6 12.O-O-O c6 13.dxe5 dxe5 14.a4 d5 15.b3 c4 16.e3 a5 17.f2 c7 18.f4 b3 19.xb3 c8 20.c3 21.xc2 dxe4 22.xg4 f6 23.d3 c5 24.a6+ f8 25.dxe5 fxe5 26.b4 c7 27.a2 c2 28.wc4 c4 29.a3 b5 30.a5 b4 31.xa5 d5 32.a2 c6 33.c4 d5 34.b3 a8 35.c5 c3 d3 36.xc2 b2 37.a1 c4 38.a7 b3 39.h5 b4 40.xc3 d6 41.c7 f7 42.dxe5 x5 43.gxf5 g8 44.d4 c7 45.e6 h5 46.wc4 c8 47.wd3 d8 48.wc4 g6 49.f6 wc6 50.xd4 d3 51.d5 d6+ 52.w5 d6+ 53.wd6 1-0
Arthur van GrotemChess
1.d4 e6 2.c4 b6 3.d3 f3 b7 4.e3 d5 5.d3 d6 6.c3 d5 7.b3 c6 8.a3 c6 9.b5 c5 10.a5 b5+ c6 11.d3 O-O 12.c4 d5 13.a3 a4 d3 14.b5 c6 15.a5 c5 c3 16.c5 c3 c5 e5 17.b4 e5 18.e4 f3 d3 19.a4 d4 20.a5+ b6 21.a4 b6 b5 24.b5 c5 24.d3 e5 0-1

Shredder van Junior

MChess v SOS
1.e4 c5 2.d3 d6 3.d3 cxd4 4.e4 g6 5.d3 g7 6.e5 f6 7.c3 O-O 8.b3 d3 9.a4 d5 10.d4 c6 11.c3 d4 12.d4 d6 13.O-O b6 14.c3 c5 15.a4 b5 16.c4 b4 17.a4 g7 18.d5 a6 19.b5 g4 20.axb5 d4 21.d4 x6 d6 22.d3 d5 23.d5 d5 24.d5 d5 25.d5 d5 26.d5 d5 27.d5 d5 28.d5 d5 29.d5 c5 30.d5 c5 31.c5 c5 32.c5 c5 33.c5 c5 34.c5 c5 35.c5 c5 36.c5 c5 37.c5 c5 38.c5 c5 39.c5 c5 40.c5 c5 41.c5 c5 42.c5 c5 43.c5 c5 44.c5 c5 45.c5 c5 46.c5 c5 47.c5 c5 48.g5 49.e4 49.e4 50.e4 51.e4 52.e4 53.e4 54.e4 55.e4 56.e4 57.e4 58.e4 59.e4 0-1

Harcas v Ciclchess
1.d4 e6 2.c4 c5 3.d3 b6 4.e3 cxd4 5.exd4 d6 5.c3 c6 7.g5 c5 8.e5 c5 9.b5 d7 10.O-O b6 11.c4 b5 12.c5 b6 13.d5 b5 14.c5 b4 15.c5 b3 16.c5 c5 17.c5 c5 18.c5 c5 19.c5 c5 20.c5 c5 21.c5 c5 22.c5 c5 23.c5 c5 24.c5 c5 25.c5 c5 26.c5 c5 27.c5 c5 28.c5 c5 29.c5 c5 30.d5 c5 31.d5 c5 32.d5 c5 33.d5 c5 34.d5 c5 35.d5 c5 36.d5 c5 37.d5 c5 38.d5 c5 39.d5 c5 40.d5 c5 41.d5 c5 42.d5 c5 43.d5 c5 44.d5 c5 45.d5 c5 46.d5 c5 47.d5 c5 48.d5 c5 49.d5 c5 50.d5 c5 51.c5 c5 52.c5 c5 0-1

Diep v Francesca
1.d3 b6 2.d4 d6 3.d4 c6 4.d4 c6 5.cxd4 cxd4 6.b3 cxb3 7.axb3 c6 8.b3 6.e6 9.b3 10.b3 e5 11.b3 e5 12.b3 d4 13.b3 b6 14.b3 g7 15.a2 b8 16.b6 a8 17.b6 a8 18.b6 a8 19.b6 a8 20.b6 a8 21.b6 a8 22.b6 a8 23.b6 a8 24.b6 a8 25.b6 a8 26.b6 a8 27.b6 a8 28.b6 a8 29.b6 a8 30.b6 a8 31.b6 a8 32.b6 a8 33.b6 a8 34.b6 a8 35.b6 a8 36.b6 a8 37.b6 a8 38.b6 a8 39.b6 a8 40.b6 a8 41.b6 a8 42.b6 a8 43.b6 a8 44.b6 a8 45.b6 a8 46.b6 a8 0-1
Virtual Chess X v P.ConnerS
1.e4 e5 2.Of3 e6 3.d4 cxd4 4.Qxd4 a6 5.Qd3
&c5 6.Oa3 &a7 7.Qe2 &c6 8.Qxe3 &xe3
Qe7 13.Bh6 15.Qg4 b4 15.Qg5 &e7 16.Qe2
a5 17.Qbd4 Qxd4 18.Qxd4 &e5 19.Qb5 Qb6
20.&c4 &d8 21.f5 &a6 22.g6 Qxg6 23.&xg6
hxg6 24.fxg6 &b3+ 25.Qxb3 Qf4 26.&xe6+
&f8 27.Qe7 Qf4+ 28.&b1 &a7 29.&xa6 &e7
30.&c4 &e3 31.&h3 1-0

Ferret-Fritz 1-0
Shredder-Junior 1-0
Dark Thought-Rebel draw
Hiarcz-CilkChess 0-1
Nimzo-Chess Tiger draw
LambChop-Zugzwang draw
Virtua-PConnerS 1-0
Isicchess-Eugene 0-1
Diep-Francesca 0-1
Arthur-Gromit 0-1
MCChess-SOS 1-0
Centaur-Mini 0-1
Ikarus-Now 0-1
Patzer-XXXX2 1-0
Neurologic-Ruy Lopez draw

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<tbody>
<tr>
<td>5½</td>
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<td>Fritz, CilkChess</td>
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<td>PConnerS, Isicchess, Diep, Patzer, Mini, Now</td>
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<td>1½</td>
<td>Ruy Lopez</td>
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<tr>
<td>1</td>
<td>XXXX2, Neurologic</td>
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Could they separate the two winners? Shredder had the better tie-break score, so Ferret on its 4 x 450MHz multi-unit (visible in picture in bottom right corner, behind Bruce Moreland) had to win!

Shredder v Ferret - play-off game
1.e4 e5 2.Oc3 &c6 3.Oe5 4.g3 d5 5.cxd5
&xd5 6.Qg2 &b6 7.O-O &e7 8.d3 O-O 9.a4
a5 10.&c3 Oa6 11.&c1 &b4 12.&e1 &e6 13.&d2
&e6 14.&d4 Oe7 15.&e4 &x4 16.&e3 &d5
17.&ed2 &e7 18.b3 Oaa8 19.d4 e4 20.Qf4 f5
21.&h3 &g6 22.&f1 &e6 23.Qg2 Qg5 24.Qh5
&f7 25.&c1 &g7 26.&e2 &b6 27.&c2 &e6
28.&g2 &a5 29.&a1 &d5 30.&e1 &c3

31.&f1 c6 32.Qc2 &h8 33.Qb1 &b3 34.Oxg3
bxc3 35.Oxc3 Qf7 36.g4 Qxg4 37.&xb3 &c3
38.&xe4 Qxa4 39.Qc5 &e6 40.Qc1 h6
41.Qc2 Qxa8 42.Qb2 &c4 43.Qc1 &e6
44.Qf1 &c4 45.Qc1 &a1 46.Bb1 &xb1
47.Qxb1 &a6 48.Qe5 Qb8 49.Qb2 Qf6 50.Qa5
Qg8 51.Qa7 &c8 52.Qa8 &e7 53.&b1 &e6
54.Qa7 &b8 55.&d3 Qc7 56.Qb1 &f7 57.&e2
&g7 58.&xg4 &g6 59.Qb3 &f7 60.Qb4 &h8
61.&f5 Qg8 62.&e4 &g7 63.Qb2 &g8 64.Qa3
&g7 65.Wa1 Qg8 66.Wa4 Qd7 67.e5 Qd8
68.Qe6 &h5 69.Qc4 Qf6 70.Qxg7 &f7 71.Qc5
&c8 72.Qg4 &f4 73.Qf3 &f6 74.&e2 &d7
75.&d5 &e8 76.&d3 b5 77.&e2 g4 78.&d1 h4
79.Wb4 &d7 80.Qa3 &e8 81.Qe3 &g7 82.&e2
Qf6 83.&d3 Qb8 84.Qe5 b5 85.&f5 &xf5
86.Qxe8=Q+ &xe8 87.Qxe8 &g6 88.Qc7 &g8
89.Qd7 &e8 90.Qe7 &g6 91.Qb1 &g7 92.Qg2 &h3 93.Qg3 &g1 94.Qf4 Qxg2 95.
Qg4 &g2+ 96.&h4 Qf2+ 97.&xb3 Qf3 98.
&h4 Qf4+ 99.&h3 Qf3 100.&h4 Qf4+ 101.
&h3 Qf3+ 1/2-1/2

Many CONGRATULATIONS to SHREDDER. Playing on a standard PC - 'under-powered' compared to multi-processor & other systems in use by many - makes this a deserved win and a fine performance.

ISSUE 84 - some of the best games analysed, and the TOP FOUR play FOUR GM'S!
- Also 40/2 CHALLENGE GAME:
  FIDE Champ Karpov v WCCC Champ Shredder!
The Rebel Challenge
NO. 1! REBEL 10.5 v MICHAEL ROHDE

The "CHESS IN 2010" article which appeared in SS82 was very largely based on an Internet article by Schroder BV, and subsequent discussions there.

Ed Schroder also announced that his company would introduce a new initiative: The Monthly GM Challenge, this to be a single game at 40/2 with LIVE Internet coverage, offering the GM $500 for a win, and $250 for a draw (nothing for a loss).

Challenge #1 - the Participants

The first such game was played at the end of May between REBEL 10.5 and GM Michael ROHDE.

Rohde, who became a GM in 1988, and won the strongest ever U.S. OPEN in 1991, has an aggressive style. He does not play so often nowadays, though he is still in the U.S 'top 20', but in chess matters devotes himself more to journalism, writing the "GAME OF THE MONTH" column in Chess Life, and authoring two opening books: 'The Great Evans Gambit Debate' and 'Play the Sveshnikov'. His main occupation is as a New York attorney.

Rohde is certainly well-known to those connected with computer chess from his appearances against computers in the much-missed Harvard Cup events, where he was the top human player on more than one occasion. I should add that he is also PC and Internet 'literate', and runs his own site.

Rebel ran in its 10.5 'Paderborn' version, and on a Pentium2/450MHz machine. To ensure there was no repeat of the Deep Blue Controversy (did resident GM's change its moves sometimes, to beat Kasparov?), a copy of the Rebel 10.5 program was sent to arbiter Enrique Irazoqui before the match, so that all moves could be checked.

Rebel 10.5 - Rohde, M (2335)
E00 Catalan. Challenge 40/2, 1999

1.d4 ½f6 2.c4 e6 3.g3 ½b4+ 4.½d2 c5
5.½xb4 cxb4 6.½g2 0-0 7.½f3 d6 8.0-0 a5
9.a3 ½a6 10.½bd2 ½e8 11.½e1 e5 12.½c2
bxa3
New! 12...½b6 13.c5 dxc5 14.½c4 ½c7

was Tregubov-Zoler, Berlin 1995 and Khenkin-Drasko, Tilburg 1994. Both games were drawn

13.½xa3 ½b8 14.½e4 ½xe4 15.½xe4 ½h3
The purpose here is not particularly to dislodge the ½, but to threaten Rebel with long-term back-rank problems

16.½e1 ½b6!

17.e3?!
Marked by Ed Schroder as Rebel's first real mistake. His point is that this move blocks Rebel's pieces - a3, e1, c2 - from getting to the kingside.

In Rohde's after-match analysis he says he thinks the self-criticism here is a little harsh, though he suggests that 17.½d3 would have been sharper. Apparently 17.e3 was a last moment decision by Rebel, as it did show ½d3 until then!

17...f5 18.½d5+ ½h6 19.½a1
Rohde comments that, whilst this is a natural enough move, it is very committal

19...½b4 20.½xb4 axb4 21.½a5
"Backing off with 21.½d3 gives Black the advantage after 21...e4" says Rohde

21...exd4
22...\text{b}5!?
Rebel decides to go for the pawn. It is interesting to note that it did see the attack Rohde can now generate - its evaluation dropped from +0.7 to +0.3 as it saw Black's \text{W} go to d8, exchange on e8 and then get to e2 - but this figure still underestimates the danger and remains too high to dissuade Rebel from going for the pawn!

22...\text{d}8 23.\text{exd}4?!
23.\text{exb}4!? is the Hiarcs choice, and I haven't found any really good line for Black, so maybe it is better. E.g: 23...\text{dxe}3 24.\text{exe}3 25.\text{fxe}3 which I would put as fairly equal, though the PC programs tend to show White as +

23...\text{e}8 24.\text{exe}8+?!
"The main positional mistake" says Ed - "it gives away the crucial e-file."
"24.\text{d}1 is better", he says, though Rohde doesn't believe the move actually played is so bad! He says 24.\text{c}1? was the move which had to be avoided:
24...\text{exe}1+ 25.\text{exe}1 \text{e}7!

24...\text{exe}8 25.\text{c}1 \text{e}2!

\begin{center}
\begin{figure}
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26.f4?
"I don't know why Rebel played this move," says Ed. "Analysis with the current Rebel 10.5. \text{xb}7 is the first move to appear as the principal variation, and this is replaced in pty 10 by the best move, which is \text{g}2. 26.f4? clearly loses material in the short term" he concludes.

26.\text{g}2, Ed's 'best move', was also chosen by Hiarcs when I analysed the game, then 26...\text{c}2 27.\text{f}1 (27.\text{e}1 28.\text{xc}4 28.\text{f}1) 27...\text{xb}2 28.\text{xb}3 \text{e}1 29.\text{xf}5 29.\text{xf}1+ 30.\text{xf}1 \text{g}8 31.\text{d}5 b3 32.\text{xd}6+!

Interestingly Rohde gives 26.\text{g}2 a ?! and suggests that 26...\text{d}2 27.\text{f}1 \text{e}8 would win \text{W} for \text{W}+\text{R}, and leave Black with a winning endgame. However after

28.\text{xb}7? Black cannot play \text{e}1 because of his own back-rank problem!
26...\text{d}3
26...\text{e}8! also looks very strong:
27.\text{xb}7 h5 28.\text{b}5 \text{e}4
27.\text{xb}7 \text{e}8! 28.\text{h}1?!

Hiarcs proposed that 28.\text{xb}4!? would have retained some slender chances for White: 28...\text{xd}4 (or 28...\text{h}6 straight away?) 29.\text{h}1 \text{g}4 30.\text{g}2 \text{e}2+ 31.\text{h}1 \text{e}8=. The '=' comes from Hiarcs!

28...\text{c}2
An obvious but rather unpleasant mate threat, which leads to a win. But Rohde feels he had something better here.
28...\text{xd}4 is not that strong: 29.\text{xb}4 \text{h}6 30.\text{a}4!

But 28...\text{g}4! really is good, by-passing the back-rank theme for a direct attack. This is it!!... the awesome threat is \text{d}1! then \text{f}1 mate but, says Rohde, "for some reason I couldn't work out the forced win, and didn't want the White \text{W} to escape, so played my \text{c}2"!

29.\text{e}3 \text{b}1+ 30.\text{g}1 \text{xb}2 31.\text{b}6 \text{h}6
Putting any back-rank 'forgetfulness' fears behind him. It's also a little trap!

32.\text{a}6
Not 32.\text{xd}6? \text{c}3! threatening the deadly \text{e}1!

32...\text{c}2 33.\text{c}5 \text{d}x\text{c}5 34.\text{dxc}5?
34.\text{c}6 is no better: 34...\text{b}3 (34...\text{d}2)
35.\text{xc}5 \text{xd}3 (35...\text{d}2) 36.\text{c}1+
34...\text{f}3+ 35.\text{a}1 \text{b}3 36.\text{c}1 \text{d}3 37.\text{d}1
\text{e}2 38.\text{b}1 \text{b}2 39.\text{d}1 \text{xd}1 40.\text{xd}1
\text{d}8 0-1

"I guess I have some homework to do!" said Ed Schröder after the game. "All-in-all this has been very valuable for me, showing up several weaknesses which I now have the possibility to put right." The next match is y GM Sorin of Argentina - get 5584!
HIARCS 732 programmed by Mark Uniacke.
A Brief 'SS' REVIEW and GAME

The following details are much as they appear on the ChessBase web pages.

HIARCS 732 is a 32-bit chess program, based on the Fritz 532 user interface. The super-strong engine is a 32-bit implementation of Mark Uniacke's famous Hiarc 7 DOS engine. It has all the functions of Fritz 532, is completely self-sufficient, will run the other ChessBase engines such as Fritz, Junior 5 and Nimzo99, and runs smoothly analysing within ChessBase 7.

The CD also contains Eric Hallsworth's latest version of his original Hiarc 7 opening book, and software to generate tablebases, which drastically improve endgame playing strength.

HASH TABLE Method
Hiarc 7 is the first ChessBase-compatible engine to fully retain hash tables between searches. This improves performance in practical games.

Even more important for some will be the effect this has on game analysis: since all full game analysis in Fritz is being done backwards (for good reason), hash table retention and positional learning propagates knowledge about the game continuation into the investigation of the earlier positions, thus giving 'outcome awareness and deeper, more accurate analysis.

Other PROGRAMS on the CD
Also on the CD are the earlier 16-bit engines Hiarc4 and Hiarc6, as well as the latest 32-bit engines of Crafty 16.6, Comet B02 and EXchess 2.51.

TABLEBASES!
The ENDGAME TABLEBASES in Hiarc 732 are databases similar in idea to the big Opening Book databases which you get with all programs nowadays. In Hiarc's case they cover endgame positions with 4 or 5 pieces, and the appropriate shortest routes to the win or draw are stored so that the programs can play them perfectly.

The ChessBase Tablebases were written by Eugene Nalimov, who works for Microsoft. Whereas most programs can 'only' make use of the Tablebases when they reach a position covered by them (a useful enough benefit anyway!), Hiarc and Crafty can access the Tablebases during their search from a current position which might have 6, 7, 8 or more pieces on the board. If the engine sees a Tablebase position ahead during calculations involving exchanges, it
knows the value of the position immediately. This leads to a tremendous increase of effective search depth in all endgames where piece trading occurs in the search lead to 4 or 5 men positions.

Here's a good example:

**Grigoriev, 1925 Study**

![Chess Diagram]

White to play. It takes all the programs forever yet still showing this seven-piece study -400 or worse... they're sure that Black wins. With KPP-KP tablebases Hiarcs needs just 5 seconds to show it correctly as drawn. The info box shows that the Tablebases were accessed 2003 times during the search.

```
= (0.00) Tiefe: 27/30 00:00:05 310kN, tb=2963
```

1.\(\text{a}2\) b4 2.axb4 c2
2...axb4 3.\(\text{a}1\) b3 4.\(\text{b}1\) c4 5.\(\text{c}2\) b3+ 6.\(\text{d}1\) c2+ 7.\(\text{e}1\) c1

Now it is clear that Black's king must move away to avoid stalemating White, whose king can shuttle between c1 and d2 forever.

3.\(\text{b}3\)+ and it's a draw!

The Tablebases will help the program get maximum endgame points possible, winning 'won' games etc. as well as ensuring it defends the most difficult ones with stubborn resistance!

On the Hiarcs 732 CD there is a Windows program which will generate all the 5-piece TABLEBASES on the users hard disk - but be warned as they can take up from 48 Gigabytes!

However all the 4-piece Tablebases and the endgames for KPP-KP, KRP-KP, KBR, KCR have already been generated on the CD and can be copied to your hard drive.

If you have a fast CD drive, Hiarcs can easily access the files from the CD itself during the search, thanks to Nalimov's efficient caching algorithm.

**The OPENING Book**

This includes the latest version of my work for HIARCS DOS, updated to include some of the latest theory from 1999 Tournaments such as Wijk aan Zee and Hastings.

In addition it has the added advantage of having been merged with the Fritz 'General Book', which makes it even more comprehensive and reliable. The Hiarcs preferences and width of opening choice is retained, so 1.b3 and 1.f4 can appear from time-to-time (for better or worse), and users can be almost guaranteed to find some coverage of their own favourite lines, however weird rare! But if when the Hiarcs book runs out in a line, the Fritz book clicks in if it has moves in place, which can be very useful in some critical Sicilian lines, for example.

Users can check this by playing through the following line: 1.d4 c6 2.e4 d5 3.e5 cxd5 4.c4 e6 5.exd5 Wxd5 6.dxe3 e5 7.\(\text{c}3\) e4 8.d4 \(\text{c}3\) 9.\(\text{c}3\) e4 10.\(\text{c}5\) \(\text{c}5\) 11.dxe5 \(\text{c}7\).

Here folk with Hiarcs7 DOS will find \(\text{a}4\)=6 \(\text{c}2\)=5 \(\text{h}5\)=4, but no mention of \(\text{e}2\). This is faithfully represented on the Hiarcs 732 screen, if you've followed these moves. But if you now play 12.\(\text{c}2\), book moves appear on screen.
immediately, because the Fritz General book has clicked in, enabling Hiarcx to stay with theory!

To finish, here's an example of Hiarcx 732 in play. The opponent is Junior 5 and both programs were on their own AMD K6 machines, running at 266MHz I believe, with a time control of 40/2½ hours.

Junior wastes a little time between moves 15 and 17, and that's all Hiarcx needs!

**Hiarcx732 – Junior5**

C78, Ruy Lopez. 40/2

1.e4 e5 2.d4 f3 d6 3.b5 a6 4.a4 f6
5.0-0 c5 6.c3 b5 7.b3 d6 8.e1 0-0 9.d4  10.g5 h6 11.h4 g7 12.d3 exd4  13.cxd4 14.c2 c6 15.d2 Bc8  15...Be8 16.d3 b4 17.b5 c5 18.a3 c4 19.xc4 bxc4 20.axb4 is a touch better

16.c3 a5?

This appears to have little purpose. Asking the bishop to decide which diagonal it wants with 16...b4 might have been better, though h7 would play 17.b1! c5 18.d5 c4 19.a3 d3 20.xd3

17.Wf4 Bb8?

Junior appears to have lost the plot, or doesn't know there is one. 17...b4 18.e5 dxe5 19.dxe5 xf3 20.xf6 Wd4 21.xf3 bxc3 22.bxc3

18.e5 Wh5 19.Wg4

19...xf3 20.gxf3 Wh8?!

Challenging White's queen with 20...Wc8 was better, though after 21.xf5 Wh7 22.Wxh5 23.We4 c6 24.exd6 25.Ead1 White still has a big advantage

21.Ed5! Ee8

21...f5 22.exf6

22.Ed6+ Wh8

22...xf6? 23.Ed6 g5 24.We4! and mate follows

23.Ed7+ Wh8 24.Exb8 axb8 25.exd6 1-0

---

Novag UNIVERSAL Board

**NEW DRIVERS available for Fritz 532, Hiarcx 732 and Rebel 10!**

I've reviewed the 15" x 15" wood, auto-sensory UNIVERSAL board in a past issue, but have been encouraging readers that software would become available to enable some of the newer PC Programs to work with it. After some months of hard work Novag's Wayne Chow has completed the work on Fritz 532, Hiarcx 732 and Rebel 10.

---

I have the drivers on disks now with printed instructions for Fritz and Hiarcx - Rebel's instructions are on its disk. They are all quite easily set-up, but the instructions do need to be followed in exact order for everything to work. Once done, the relevant PC settings can be saved to make the link work more automatically on future occasions.

In the case of Fritz and Hiarcx, the set-up zip file includes self-installers. The Rebel method merely involves copying the files from disk to the Rebel 10 directory and starting the program using the new.exe file. The instructions cover all this!

- **Selective Search readers buying their BOARD (£279) and PROGRAM (£44.95) from Countrywide will get the appropriate driver/s free at the time of purchase (don't forget there's also a 10% discount off the board and 5% off the PC program if you mention SS).**
- **If you are just buying a PROGRAM, you will need to pay £2 extra for the disk, or**
- **if you already have board and program, £5 for a driver DISK ALONE, payable to me, to cover my costs: disk, copying, plus p&p.**
Advanced Chess
ANAND v KARPOV

The uniqueness of "Advanced Chess" is that both players are allowed to use computer assistance during the games! The first such match last year, which attracted rather negative media attention, and received a lukewarm press, saw Kasparov draw 3-3 with Topalov, only settling affairs by playing 2 extra games without the computers!

Nevertheless a repeat of the format with 2 new participants took place in June 1999, in a superb theatre in Leon, Paris. Both players had access to ChessBase 7 and a choice of programs from Fritz532, Junior5, Nimzo99 and the brand-new Hiarc532. There was plenty of pre-Match publicity, and an enormous and exciting stage arrangement was designed to give the spectators a unique view of the chess.

After some careful testing Anand chose Hiarc532, whilst Karpov started the match with Fritz 532 but changed to Hiarc later. The change didn't help him, however, as he was beaten easily, with Anand overwhelming him right from the start.

The size (5-11) of Anand's win was remarkable, but cannot be put down solely to the players' chess-playing abilities. Although I know my photograph at the top of the page won't show the stage clearly, readers can probably imagine the real treat spectators had at the Match as, on the two giant display screens, they were able to see every idea each GM tried on his PC. The games they extracted from the databases, the positions being evaluated and analysed by the PC programs, were there for all to watch!
Not surprisingly the theatre was packed all the time, with many people standing in the isles. The schedule was 2 games every day, using a time control of Game in 1 hour for each player.

It was obvious from the outset to all observers that Anand is a supreme expert with the PC! He first used a ChessBase program back in 1987 when it was running on the old Atari ST computer, and handled the modern ChessBase 7, its databases, and the Hiarc532 program with ease. Quickly extracting the games he wanted to view, and getting Hiarc at work on positions he was considering or wanted checking, he built giant trees of variations. This was the perfect team and the games repeatedly reached the very positions which the Indian Super-GM had been studying on screen.

In contrast Karpov struggled with his PC research, and kept finding himself horrifyingly short of time, having to blitz out moves without computer assistance.

In game 3, for example, both players ended up with the game Agdestein v Karpov, Gjovik 1991 on their screens, with the difference that Anand had spent only a few minutes getting there whilst Karpov had used up more than half of his time - and it was a game that he'd played originally!

While Karpov struggled to defend the position, Anand had Hiarc on screen checking all the attacking lines well in advance, and the audience knew exactly what was coming many moves before the end.

<table>
<thead>
<tr>
<th>G/60</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Tot</th>
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</thead>
<tbody>
<tr>
<td>Anand</td>
<td>1½</td>
<td>1½</td>
<td>1½</td>
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<td>1½</td>
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<td>Karpov</td>
<td>0½</td>
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<td>0½</td>
<td>0½</td>
<td>1</td>
</tr>
</tbody>
</table>

The games will appear on a ChessBase Magazine CD. Kasparov said he was 'delighted by the result' and intimated he'd be optimistic in a similar match with Anand, despite the latter's obvious PC expertise! In a major European city, with big TV coverage, that would be something - and show how exciting this new form of chess can be!
DEEP BLUE JUNIOR
COMMERCIAL POSSIBILITIES?

Rumours of a commercial version of the famous Kasparov-beating DEEP BLUE2 have surfaced from time-to-time during the past couple of years.

Reference to the existence of a slightly more movable but still multi-processor 'JUNIOR' version was made in Selective Search at the time of 'The BIG MATCH'.

A new DEEP BLUE for consumers

Recently programmer Feng-hsiung Hsu wrote an 11 page article which appeared in the Mar-Apr 1999 issue of IEEE Micro, discussing the possibilities more openly.

He indicated that he is forming a new independent group to create 'a consumer chess chip for desktop machines', and claimed 'this could defeat the World Champion in a formal match as early as the year 2000... such a chip might make it possible to defeat the World Chess Champion with a desktop PC or even a laptop'.

At present DEEP BLUE JUNIOR uses multiple chips on a single workstation, with each RS/6000 controlled by up to 16 chess chips. How strong is it?

Hsu's camp has always claimed that a deliberately slowed down (to around 15% normal speed) version of DEEP BLUE1/2 scored 10-0 in matches against 'two of the top commercial programs, running on the Pentium Pro PC'. It was further claimed that DBJUNIOR had scored 38-2!

The implication from these (alleged) scores then put forward by some has been that, if DEEP BLUE2 is 2800 Elo, and DBJnr no more than 2700 Elo, the TOP PC PROGRAMS cannot be above 2400.

However the accuracy of the claims has often been hotly debated, as frequent requests for a sight of the game scores has never been forthcoming.

On the other hand the results during 1998/9 of various PC programs - Fritz, Rebel, Haaros and Junior spring readily to mind - strongly suggest that they are close to 2600, plus or minus say 50 Elo, depending whose camp you're in. Or at least 2700 at Blitz - read Rebel v Anand, or Fritz v Polgar etc. If so, then DEEP BLUE is 3100+!? Hardly.

In further support of its position, the Hsu camp has also said that 'In training games against Grandmasters with average FIDE ratings in the high 2500's, DEEP BLUE JUNIOR scored at a 3-1 ratio, for a performance rating over 2700'. It sounds convincing, but do the micros really lose 38-2?

DEEP BLUE evaluation functions

In the IEEE Micro article there is also useful discussion of the DEEP BLUE evaluation function, which is certainly of interest!

It includes: trapped pieces; development; restraint; colour complexes; blockade; square control; king safety; pawn structure; outposts; passed pawns; pawn majority; rook on the 7th; x-rays and ray control; pins etc. etc!

For each of these headings, the subheadings make the mind boggle yet further. For example under king safety we find:

types of attacking pieces; soundness of king shelter; presence of attacking pawns; colour complexes, square control and ray control around the king.

It all looks and sounds very impressive, and I might have considered approaching my bank manager for some vast loan... if it hadn't been for news which emerged during June's World Computer Chess Championships of the Ed Schroeder and Christophe Thieron pair, REBEL and CHESS TIGER playing 3 Blitz games each against the all-conquering 20 million positions a second 38-2 PC crusher and mini-monster!

CHESS TIGER and REBEL 10.5 v Deep Blue JUNIOR

Here is Ed's announcement: 'During the 9th WCCC (June 1999) REBEL and CHESS TIGER each played 3 Blitz games against DEEP BLUE JUNIOR.

DBJnr was connected to the Internet in the hall of the museum near to the Tournament Hall used for the Championship.

You can play any time control - for the TIGER games DBJnr was set to 2 secs per move average and TIGER (on a 150MHz Pentium laptop) to 15 mins for the whole game. For the REBEL games we were even more bold: DBJnr was on 3 mins Blitz, and
REBEL (the WCCC version 10.5, on a 333MHz PC searching 100,000 positions a second) was set to just 10 mins Blitz.

If the 38-2 claims were true, this was a big risk. Read on.... we start with TIGER's match.

The notes are based on those by Jeroen Noomen, with thanks to Schroder BV for their permission to use them.

Chess Tiger 11.9 – Deep Blue Junior
[B01] Blitz match Paderborn (1)
1.e4 d5 2.exd5 Qf6 3.d4 Qxd5 4.c4 Qf6
5.c3 e6 CT out of book 6.d3 c5 7.d5
ed5 8.Qxd5 Qe7 9.Qxf6+ CT plays too often with this knight, Be2 is better 9...Qxf6
10.Qxd8+ Qxd8 11.e3 &e7 12.c3 Qc6
13.0-0 b4 Although this looks a bit premature, it appears to be quite strong
14.Qe4 f5 15.b1 Qf6 16.e1 Qf7 17.c1
Be8 A human would play Be6 here, but DBJ wants to win a pawn 18.Qe8 Qe8
19.a3 Qc6 20.c2 a5 21.c3 Qxb2
22.Be1 Qf7 23.Qxc5 Qxc4 24.d3 Qxa3

This puts the knight in dire straits, but CT already had lots of compensation for the pawn 25.Qe2 &c1 26.d4! b6 27.d6 a5
28.Qa2 This wins the knight. The ending is simply lost for DBJ 28...Qe6 29.Qxe6
Qxe6 30.Qxa3 &xa3 31.Qxa3 &c8 32.Qf1
g6 33.Qc2 Qc6 34.Qd2 Qd6 35.3b3 Qh6
36.Qc3 The game was stopped here due to an operator mistake. DB Jr does not allow any takeback. But the position looks like a win for Chess Tiger, whose score was at that time over +2.00. So we give TIGER 1-0?! But the start most had expected!

Chess Tiger 11.9 – Deep Blue Junior
[C46] Blitz match Paderborn (2)
1.e4 e5 2.Qf3 Qc6 3.c3 Qc3 4.b4 DBJ loves to play bad opening lines 4...d5 Qf6
5.Qxb4 Qxb4 6.c3 Qc6 7.d4 exd4 8.e5

We7 9.cxd4 d6 10.Qb5 dxe5 11.Qxc6+
This gives big problems. I like the pawn sac 11 0-01 with a good position for white
11...Qxc6 12.Qxe5 Qa6

Now CT has a problem: where to put the king? 13.Qa4 Qb5 14.Qh4 Qe6 15.h3?!
0-0 16.Qe3 Qd5 17.Qc5 Qfb 18.Qe4 Qf6
19.Qc3 Qd5 DBJ wants a draw by repetition! CT better had to take it 20.Qe4 Qf6
21.Qc2 CT appears to think it has the advantage, as it avoids the repetition 2e3
21...Qd8 22.Qe3 Qd3 23.Qc3 Qe4 24.Qd4
Qxc3 25.Qxe6 Qxe6 26.Qxc3 Qab8 DBJ has complete control 27.Qc1 Qc4 28.a3
Qb3

29.Qh4 Qxc3 30.Qh3 Qc2 31.Qe3 Qd4 32.g3
c5 33.a4 &d5 34.a5 c4 35.Qa3 &dd2
36.Qb1 h5 37.Qc5 Qxf2 38.Qc3 Qf2+ The rooks on the 2nd rank are devastating and DBJ has no trouble to win this position
39.Qd1 Qcd2+ 40.Qc1 Qa2 41.Qb8+ Qh7
42.Qb2 Qebx2 43.Qa3 Qc2+ 44.Qd1 Qd2+
45.Qe1 Qe2+ 46.Qd1 Qad2+ 47.Qc1 Qc2+
48.Qd1 Qed2+ 49.Qe1 Qh2 50.Qd1 Qed2+
51.Qc1 Qdg2 52.Qf2 Qxf2 53.Qd3 Qxd3
54.Qd1 Qf1# 0-1

Chess Tiger 11.9 – Deep Blue Junior
[B01] Blitz match Paderborn (3)
1.e4 d5 2.exd5 Qf6 3.d4 Qxd5 4.c4 Qf6
5.Qf3 e6 6.Qc3 c5 7.d5 exd5 8.Qxd5
Qxd5 Deviating from the first game, where
DBJ played Be7 9.cxd5 A.e7 10.b5+ a7 11.0-0 0-0 12.f4 Bb6 One of DBJ's favourite moves: play Qb6 to attack something on b2 13.f3 A.d3 a6 14.A.e4 Bxb2
15.Ae4 Bf6 16.Aab1 Aa3 17.d6

offbeat opening line 6.f3 A.d7 7.d3 A.c6 8.0-0 A.d6 9.Ae3 A.d7 10.c4 0-0-0!? Casting right into it, but there is also a threat
11.a3 A.g8 12.b4! 12.xh7?! B.h8 eyeing h2, so 13.d5 to block the attack on A.f3 (it protects h2). Now 13...B.h7 = 12...A.e5

CT has a lot of compensation for the pawn minus 17.Bb8 18.A.c1 Aa5 19.d3 g6 20.Bh6 Ag7 21.Axf7 Bxf7 22.Be7 Bxa2
Another pawn is lost, but I don't see how CT can take advantage of its big plus in mobility
The queens come off the board, after which it is clear CT has to struggle for a draw
c4 36.Bf2 A.c3 This looks obvious, but the pawn on c3 is more of a weakness than a strength 37.Ae3 A.e7 38.A.d3 Bc7 39.A.c2
A.f6 40.Bb4 A.g5 41.A.d3 h6 42.h4 A.c5 43.Bg4 A.e7 44.hxg5 hxg5 45.Ba4 A.f6 46.Aa3 A.e5 47.Ba4 Bc7 48.Bg4 A.f6
49.Ba4 A.c5 50.Ba3 A.e5 51.Ba4 Bc3 52.Bg4 A.f6 53.Ba4 Here the game was stopped because the notebook's battery was exhausted and the notebook turned itself off automatically. It was not been possible to resume the game because we needed some time to charge the battery and the Tournament Hall was about to close. It is not thought DBJnr would have been able to improve its position anyway, so ½-½, and 1½-1½ total in all probability.

A somewhat surprising start. Chess Tiger is highly rated, but not a 'no. 1' - either it's better than we think... or DBJnr isn't?!

So we come to the 3 games played between Rebel 10.5 and DBJnr. Here is game 1:

Rebel 10.5 - Deep Blue Junior
[C10] Paderborn (1). [G10 v G51]
1.e4 e6 2.d4 d5 3.c3 dxe4 4.dxe4 Bf6 5.Bxf6+ gxf6 As usual DBJ chooses an

With some nasty tactics coming up! 13.d5 Countering the DBJ stroke and entering a very interesting tactical phase 13...Axd5
End of the tactics. Black is a pawn up, but Rebel owns the d-file and DBJ's king is not very safe 22...A.g5 23.Bg7 Bg7 24.Ae8 a6
25.Aa4 A.d5 26.b5 a5 27.Bc1 Bc4 28.Bd1
Bc2 29.Bf1 Not very convincing, but as DBJ refuses to get activity instead of giving up a pawn, no harm is done by this unfortunate rook manoeuvre 29...f5 30.Bf8

30...Bc3 Bad, as now the white rook enters the scene. 30...Rg4 looks okay for black 31.Bd1 h5 32.Bd8 B.e1+ 33.Bg2 B.e4+
34.f3 B.e2+ 35.B.h3 Checks are running out, leaving Rebel with a winning attack 35...B.xg3+ Desperation! 36.Bg3 B.e1+
37.Bh3 Bf1+ 38.B.h4 Bxh3 39.B.g5 A.f5 40.Bc5+ B.b7 41.B.f6 A.d6 42.Axd6 exd6 with a mate announcement 43.B.e7 1-0

The final pair of games between REBEL 10.5 and DBJ Junior in 35/84. Don't miss!
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 number of games in Tournament play v rated humans.

A guide to PC Grading:

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

466-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 Pro/2450 +100 Pentium K6/2400/300 +80
Pent Pro/2/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

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