

# SELECTIVE SEARCH 83

## THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth  
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### 1999 World Computer Championship Issue

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

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- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

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

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# COMPUTER & PC PROGRAMS... THE BEST BUYS!

**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.

Further info/photos can be found in **Countrywide's CATALOGUE** - see the address/phone on the front page if you want one.

**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&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!**

## ■ 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! £39

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

**JUNIOR5** £39 - another strong, faster searcher

**NIMZO 99** £39 - as Junior 5, by Donneringer

## ■ 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! £69

**REBEL10** - £39 - 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. £30

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

Also, **SHREDDER3** £89, **MChessPRO8** £69, **CS Tal2 Windows** £39. Please allow 7 days for delivery on these.

**CLASSIC GAMES COLLECTION** for PC! **SAGE 5000 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** £179 !! 32-bit high speed, over 1 million games, position trees and stats. Crafty analysis chess eng

**CHESSBASE 6.0 for Windows** now £79.

"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** £39, or **JUNIOR4.6** £39. 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

Novag **JADE** [pl] £35

Kasparov **TRAVEL CHAMP 2100** [pl] £69

Fidelity **MACH2** [ps] £85

Mephisto **MILANO** [ps] £119

Fidelity **MACH3** [ps] £125

Mephisto **LONDON 68000** [ps] £369

# 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, Kaissa, Chaos, Belle and Chess4.6 (analysed by the stars of 1999: Fritz, Hiarc 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 *SS/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 5½-2½ 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*".

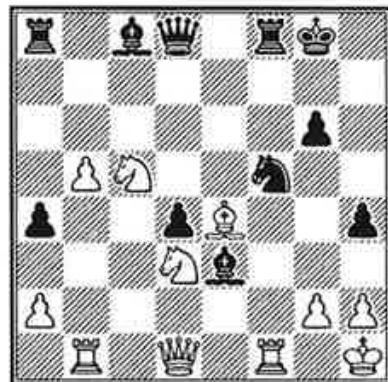
He says *'I was surprised with the J. Polgar-Fritz result because my own experience was very successful. E.g. in the last round of Melle (Germany) rapid tournament I won the following game when Fritz5 made a really stupid mistake'*.

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.♘c3 ♙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.♙g5  
d4 13.♙xf6 ♙xf6 14.♘a4 ♙g7 15.♘c5 h5  
16.f4 exf4 17.♘ed3 h4 18.♙xf4 a5 19.b5  
cxb5 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. ♖xa8??

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. ♖e5 within 1 minute, keeping White ahead. Hiarcs732 chooses 26. b6 ♖b8 27. b7 ♕d7 28. ♖e5 which is equally winning for White  
26... ♖g3+ 27. hxg3 hxg3 28. ♖xf8+ ♗xf8  
29. ♕d5+ ♖h8 30. ♗h5+ 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 put 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' I 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:

	Title	Elo	Score/14
1	<b>Fritz</b>	---	9½
2=	Leko, Peter	GM 2694	9
	Topalov, Veselin	GM 2700	9
4	Svidler, Peter	GM 2713	7½
5=	Polgar, Judit	GM 2677	6
	Lutz, Chris	GM 2610	6
7	Morozevich, Alex	GM 2723	5½
8	Adams, Michael	GM 2716	3½

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 multi-processor 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+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
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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 often 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 [S]ave... 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 *SS/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 work 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 Ba'aliya 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!

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 ♙xc3+ 13.bxc3 ♗xc3+ 14.♙d1 ♙g4 15.♗f3 ♙xf3 16.gxf3 ♗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!

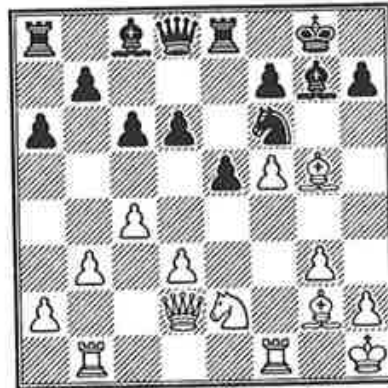
The time control of G/60 min makes human tactical errors less likely, so the match was expected to be fought on a more positional level. Remember, the Israeli team had finished 3rd. in the last Olympiad and were promised good incentives by the chess federation for wins against the program.

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

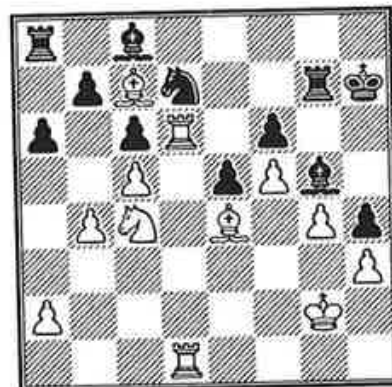
### Kosashvili, Y – Junior 5 P2/450

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.♗ge2 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.b3 ♖e8 15.♙h1 ♗xe2 16.♗xe2 ♗f6 17.f5 gxf5?! 18.exf5 ♙c8 19.♙g5

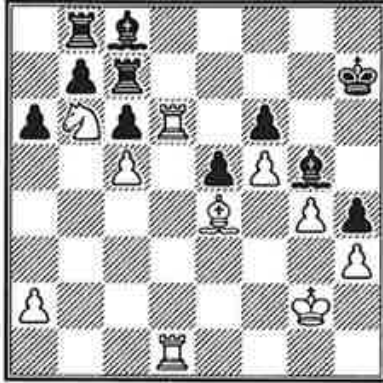


19...♖f8 This seems to have no purpose. Better was 19...♙d7 a developing move.  
20.♙h6 ♙xh6 21.♗xh6 d5 22.♗c3 d4 23.♗e4 ♗xe4 24.♙xe4 20.♗c3 ♖b8 21.♖bd1 ♙h8?! Again there is no apparent purpose in this. Computers can admit their mistakes more easily than humans, so 21...♖e8 putting it back where it probably 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 24.dxc4 ♗xd2 25.♖xd2 ♖g8 26.♙e3 h5 27.c5 ♗g4 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 f6 44.♗c4 ♖g8 45.♙e4 ♙h7 46.♖d6 ♙g5 47.♖e1 ♖g7 48.♖ed1!





48...♖xc5? You'd have to expect the computer to play this but, in retrospect 48...♔g8 was better: 49.a4 ♜f7 50.♖b6 ♖xb6 51.♙xb6 ♜g7 52.♜d8+ ♔h7 53.♞e8 ♜g8 54.♜dd8 ♞xe8 55.♞xe8 49.bxc5 ♞xc7 50.♖b6 ♞b8



51.♔f3! ♔g7 52.♜d8 ♙h6 53.♞e8 ♔f7 54.♜dd8 The rest of the game just about plays itself 54...♙d7 55.♞xd7+ ♞xd7 56.♞xb8 ♜c7 57.♖c4 ♙f8 58.♖a5 ♙xc5 59.♞xb7 ♞xb7 60.♖xb7 ♙e7 61.♙xc6 ♙b4 62.♔e4 ♔e7 63.♔d5 ♙a3 64.♙a4 ♙b2 65.♙c2 ♙c3 66.♙d3 a5 67.♔c4 ♙e1 68.♔b5 a4 69.♔xa4 ♙f2 70.♔b5 ♙d4 71.♔c6 ♔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.

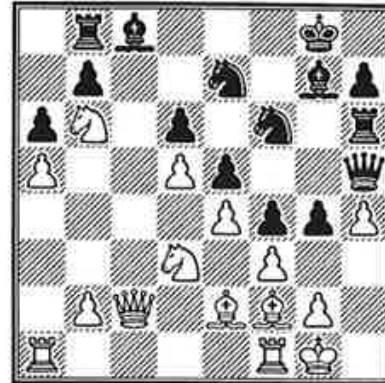
The French defence of Lev Psakhis on board two was not unexpected and, to avoid the unfriendly blocked centers, the exchange variation was activated before the game. White had the initiative, but one piece exchange followed the other until a technically drawn rook ending was reached.

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.

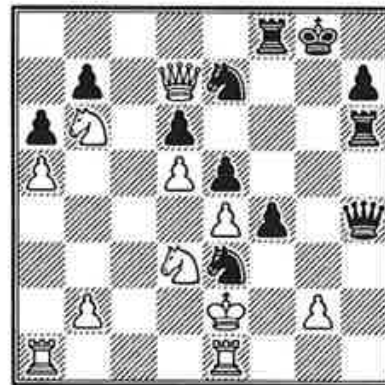
**Junior 5 – Avrukh, B**  
E99 Pirc transp KIndian G/60

1.e4 d6 2.d4 g6 3.c4 ♖f6 4.♖c3 ♙g7

5.♖f3 0-0 6.♙e2 e5 7.0-0 ♖c6 8.d5 ♖e7 9.♖e1 ♖d7 10.♙e3 f5 11.f3 f4 12.♙f2 g5 13.a4 a6 14.a5 ♜f6 15.♖d3 ♞h6!? 15...♞e8 16.♙e1 h5 is theory 16.c5 ♖f6 17.cxd6 cxd6 18.♖a4 ♞e8 19.♖b6 ♞h5 20.h4 ♞b8 21.♞c2 g4!



Avrukh has obtained a dramatic attack! 22.fxg4 22.♞c7? wont work: 22...g3 23.♞fc1 ♞xh4 24.♔f1 ♞h1+ 25.♙g1 ♞h2 26.♖e1 ♙h3+ 22...♙xg4 23.♙xg4 ♖xg4 24.♞c7 ♞e8 25.♞d7 ♙f6 26.♞fe1 26.g3 doesn't look much better after 26...fxg3 27.♙xg3 ♖e3! 28.♞fe1 (28.♞fc1?? ♞f3) 28...♖c2 26...♞f8 27.♔f1 The best defence 27...♙xh4 28.♙xh4 ♖e3+ 29.♔f2 ♞xh4+ 30.♔e2



This is where Avrukh starts to let Junior's ♔ slip away to safety 30...♞g5? He needed to continue with 30...♖c2! 31.♞ac1 f3+ 32.gxf3 ♞h2+ 33.♖f2 ♖d4+ 34.♔d3 ♞xf2 31.♔d2! ♞h2 32.♔c3 ♞xg2 33.♞xd6 ♖c2 34.♖d7 ♞c8+ 35.♔b3 ♖xa1+ 36.♞xa1 ♔g7 37.♖7xe5 ♞g3 38.♔a2 Safety is reached, and the advantage is now all White's! 38...♞f8?! Probably not best, though Black was in trouble anyway. If 38...♞c2 39.♖c5 4.13 39.♞d7! ♞xd3 40.♖xd3+-; or 38...♞f6 39.♞d7 and now 39...♞g5 (or 39...♞f8 though 40.d6 looks pretty good for White; 39...♔h8 40.♞f1 ♞f8 41.♞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 c5 square and Junior had to suffer positionally for a very long time.

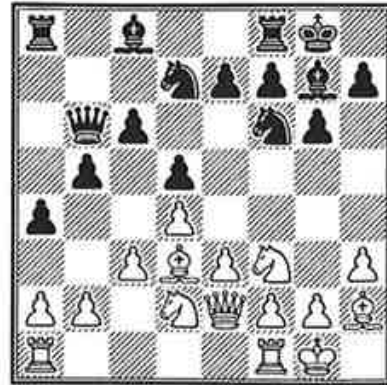
But as grandmaster Alexander Huzman put it: "Against humans, it is easy to win such a position: You shuffle around your pieces until the opponent gets tired and depressed, then you open up the game and win. Unfortunately, the computer neither tires nor gets depressed and is always happy if you open up 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. ♜ae1 ♜a7 23. ♗xf6 exf6 24.e4 ♗d7 25. ♜e2 ♜d6 26.f5 ♗g7 27. ♜fe1 ♜aa8 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...gxf5 35. ♗c6 ♗d2 36.b5 ♗xc3 37. ♗xd5 ♗xd4+ 38. ♖f1



♖f8 39.♗e2 ♗e7 40.♗d3 ♗e5 41.♗c4 h6  
 42.♗c5 f4 43.♗c6 f5 44.b6 f6 45.♗f3 ♗d8  
 46.♗b7 ♗d4 47.♗d1 ♗d7 48.♗c2 ♗d6  
 49.♗xf5 ♗g1 50.♗g4 ♗c5 51.♗f3 ♗f2  
 52.♗a6 ♗e3 53.♗b5 ♗d4 54.b7 ♗c7  
 55.♗b4 ♗b2 56.♗c4 ♗e5 57.♗b3 ♗d6  
 58.♗c4 ♗e5 59.h4 ♗b6 60.h5 ♗c7 61.♗d3  
 f5 62.♗d4 ♗b8 63.♗d5 ♗xb7 64.♗e6+  
 ♗c7 65.♗xf5 ♗d8 66.♗g6 ♗e7 67.♗xh6  
 ♗f6 68.♗h7 ♗g5 69.♗d1 ♗d6 70.♗g7  
 ♗e5+ 1/2-1/2

In the second game, Gelfand defended Junior's Ruy Lopez with the Berlin Defence.

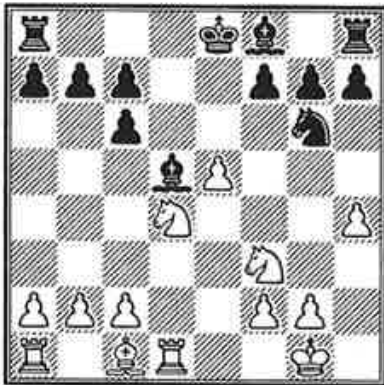
This was probably inspired by the Siemens-Duel in Frankfurt 1998, where Anand had mercilessly defeated a multi-processor Fritz in this very opening.

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

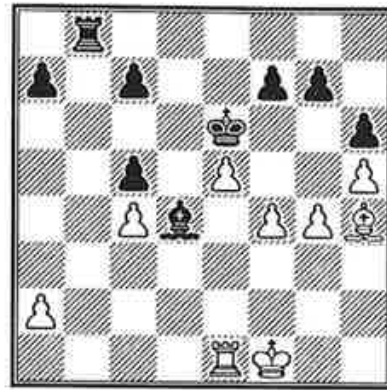
C67. Ruy Lopez, Rio de Janeiro. G/30+20s

1.e4 e5 2.♖f3 ♗c6 3.♗b5 ♗f6 4.0-0 ♗xe4  
 5.d4 ♗d6 6.♗xc6 dxc6 7.dxe5 ♗f5  
 8.♞xd8+ ♗xd8 9.♗c3 ♗e8 10.♗e2 ♗e7  
 11.h3 ♗g6 12.♞d1 ♗e6 13.♗ed4 ♗d5  
 14.h4



14...♗c5 15.h5 ♗e7 16.b3 ♞d8 17.♗g5 h6  
 18.♗h4 ♞d7 19.c4 ♗xf3 20.♗xf3 ♗f5  
 21.♞ab1 ♗d4 22.♗xd4 ♞xd4 23.♞xd4  
 ♗xd4 24.♞d1 c5 25.b4 b6 26.bxc5

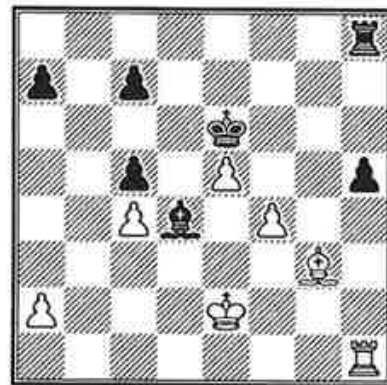
A new push on the kingside with 26.g4  
 also looks interesting: 26...♗d7 27.♗g2  
 ♗e6 28.f4 c6 29.a4 f6 30.exf6 ♗xf6  
 31.♗xf6 ♗xf6±  
 26...bxc5 27.♗f1 ♗d7 28.f4 ♗e6 29.g4  
 ♞b8 30.♞e1



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+ ♗d7 32.e6+ fxe6 33.fxe6+ ♗e8 34.♗g2 ♞xc4 35.♗f3 ♞c3+ 36.♗f4 ♞a3 37.♞e2 c4=

31.hxg6 fxg6 32.♗g3 h5 33.gxh5 gxh5  
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.♞xh4 ♞xh4 37.♗xh4 ♗b2 38.♗e1 ♗f5  
39.♗d2 a6 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:-

## POWERSTUFF:

- 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 each 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, MCHES and ISICHESS were on P3/500MHz machines = P2 at 525MHz 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 Rebel 3rd seed placing
- 4 HIARCS
  - ▶ in its new ChessBase version considered by many to be the strongest engine when on equal hardware. Though outpaced 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 MCHES
- 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 Irazoqui'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 c6 2.d4 d5 3.♖c3 dxe4 4.♗xe4 ♕f5  
 5.♗g3 ♕g6 6.♕c4 e6 7.♗f3 ♗d7 8.O-O ♗gf6  
 9.♕b3 ♕d6 10.♗h4 ♗d5 11.♖g4 ♖b6 12.c4  
 ♗5f6 13.♖h3 O-O-O 14.c5 ♗xc5 15.dxc5  
 ♕xc5 16.♗h1 ♕h5 17.♕f4 ♕d4 18.♗f3 ♕xb2  
 19.♖ab1 ♕xf3 20.♖xf3 ♖d4 21.♖fe1 ♖c3  
 22.♖e3 ♖d4 23.♖e2 ♕c3 24.♖c1 ♖d7 25.♖ec2  
 ♗e4 26.♖xc3 ♗xc3 27.♖xc3 e5 28.♖c4 ♖d6  
 29.♕e3 ♖hd8 30.♗g3 ♗b8 31.♖a4 c5 32.♖h4  
 h6 33.♖c4 b6 34.♖c1 ♖e7 35.a4 ♖c7 36.a5 f6  
 37.axb6 axb6 38.♖b1 ♖a7 39.♗e4 ♖b7 40.♕c4  
 ♖dd7 41.♕a6 1-0

### XXXX2 v MChess

1.d4 d5 2.♗f3 ♗f6 3.♕g5 e6 4.e3 c5 5.♗bd2  
 ♕e7 6.c3 ♗bd7 7.♕d3 b6 8.O-O ♕b7 9.♖e2  
 O-O 10.♕c2 ♖c8 11.♖ad1 ♕a6 12.♕d3 ♕xd3  
 13.♖xd3 ♖b7 14.dxc5 ♗xc5 15.♖e2 ♖ac8  
 16.♕f4 ♖fd8 17.♕e5 a6 18.a3 ♗fd7 19.♕f4 b5  
 20.♖c1 ♗b6 21.♗g5 e5 22.♗xf7 ♗xf7  
 23.♕xe5 ♗g8 24.♖cd1 ♗ca4 25.♖g4 ♕d6  
 26.♕xd6 ♖xd6 27.♖b1 ♖g6 28.♖d4 ♗c4  
 29.♗xc4 ♖xc4 30.♖e5 ♖e4 31.♖f5 d4 32.f3  
 ♖xe3 33.cxd4 ♖ge6 34.♖f4 ♗b6 35.♖f2 ♗d5  
 36.♖g4 ♖c6 37.h3 ♖e1+ 38.♖xe1 ♖xe1+  
 39.♗h2 ♗e3 40.♖h4 h6 0-1

### Hiarcs v ChessTiger

1.e4 e5 2.♗f3 ♗f6 3.♗xe5 d6 4.♗f3 ♗xe4  
 5.d4 d5 6.♕d3 ♗c6 7.O-O ♕e7 8.♖e1 ♕g4  
 9.c3 f5 10.♖b3 O-O 11.♗bd2 ♗h8 12.♖xb7  
 ♖f6 13.♖b3 ♖g6 14.♖c2 a6 15.b4 ♕d6 16.g3  
 ♕h5 17.♕e2 ♖f6 18.♕b2 ♖e8 19.a3 ♖e6  
 20.c4 ♗xd2 21.♖xd2 ♖e4 22.cxd5 ♗e7  
 23.♗e5 ♕xe2 24.♖xe2 ♖xe2 25.♖xe2 ♗xd5  
 26.♖e1 f4 27.♕c1 fxg3 28.fxg3 ♗g8 29.♕d2  
 ♗b6 30.♖g4 ♖c8 31.♖g5 ♖b7 32.♗g4 ♖f3  
 33.♗h6+ ♗h8 34.♗f5 ♕f8 35.♕f4 ♗c4 36.♖e7  
 ♖d1+ 37.♗g2 h6 38.♖g6 ♗d2 39.♕xd2  
 ♖xd2+ 40.♗h3 ♖g5 41.♖xg5 hxg5 42.♖xc7  
 g6 43.♗e7 ♗g7 44.♗d5+ ♗h8 45.♗g4 ♕g7

Photo List with special thanks to Heiko Mikala of Germany for permission to use these in *Sel Search*

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14	The enormous Playing Hall
15	Ed Schroder (seated) and Jeroen Noomens watch Rebel at play
16	Junior's Shay Bushinsky (seated) and Amir Ban saw their program make a great start
17	Talks by GM Luther took place every day!
18	Amir Ban takes time out to watch Bruce Moreland's Ferret in play
19	Franz Morsch (Fritz) congratulates Bruce Moreland on Ferret's round 7 win
20	Bushinsky & Ban discuss the vital Shredder-Junior game with Stefan Meyer-Kahlen
21 top	Meyer-Kahlen and Bruce Moreland deep in their own thoughts!
21 bottom	Stefan Meyer-Kahlen can hardly believe his program SHREDDER is World Champion

46.♗xg5 ♕xd4 47.♗f6 ♕xf6+ 48.♗xf6 ♖d8  
 49.♗xg6 ♖d6+ 50.♗f7 ♗h7 51.g4 ♖g6 52.♖c5  
 ♖g7+ 53.♗f6 ♖g6+ 54.♗f5 ♖h6 55.h4 ♗g7  
 56.♖c7+ ♗g8 57.h5 ♖d6 1-0

### Centaur v Fritz

1.e4 c5 2.♗f3 ♗c6 3.d4 cxd4 4.♗xd4 ♗f6  
 5.♗c3 e5 6.♗db5 d6 7.♕g5 a6 8.♗a3 b5  
 9.♗d5 ♕e7 10.♕xf6 ♕xf6 11.c3 O-O 12.♗c2  
 ♕g5 13.a4 bxa4 14.♖xa4 a5 15.♕c4 ♗h8  
 16.O-O f5 17.exf5 ♕xf5 18.♗ce3 ♕e6 19.♖d3  
 ♖b8 20.b3 ♖d7 21.♖d1 ♖f7 22.♖a2 ♖h5  
 23.♗c7 ♕xc4 24.♗xc4 ♖xb3 25.♗d5 ♗b4  
 26.♗xb4 ♖xc3 27.♖xd6 ♕e7 28.♖d2 ♕xb4  
 29.♗xa5 ♖c5 30.♖d8 ♖f7 31.♗b3 ♖c3  
 32.♖g5 ♖xb3 33.♖c2 ♕c5 34.♖d2 e4 35.♖e2  
 ♖f3 36.♖f1 ♖f5 37.♖e1 ♕d6 38.♖e2 ♖h5  
 39.g3 ♕c5 40.♖c2 e3 41.♖a5 exf2+ 42.♗g2  
 ♖d5 43.♗h3 ♖3f5 44.♖a4 ♖h5+ 45.♖h4  
 ♖xh4+ 46.♗xh4 ♖e4+ 47.♗h3 ♖f6 48.g4  
 ♖e3+ 49.♗h4 ♖h6# 0-1

### Ikarus v Nimzo

1.d4 d5 2.♗f3 ♗f6 3.c4 c6 4.♗c3 e6 5.e3  
 ♗bd7 6.♕d3 dxc4 7.♕xc4 b5 8.♕d3 ♕b7  
 9.O-O a6 10.e4 c5 11.d5 c4 12.dxe6 cxd3  
 13.exd7+ ♖xd7 14.♕g5 ♕e7 15.e5 ♗d5  
 16.♖xd3 ♗xc3 17.♖xc3 ♕xg5 18.♗xg5 ♖f5  
 19.♖g3 O-O 20.f4 ♖ad8 21.♖ac1 ♖d2 22.♖f2  
 ♖fd8 23.♗f3 ♖xf2 24.♗xf2 h6 25.♖h4 g5  
 26.♖xh6 ♕xf3 27.gxf3 ♖xf4 28.♖c2 ♖d2+  
 29.♖xd2 ♖xd2+ 30.♗g3 ♖f4+ 31.♗g2 ♖xe5  
 32.b3 ♖e2+ 33.♗g3 ♖e5+ 34.♗g2 f6 35.h4  
 ♖e2+ 36.♗g3 gxh4+ 37.♖xh4 ♖xa2 38.♖g4+  
 ♗h8 39.♖e6 ♖a1 40.♖e8+ 1/2-1/2

Centaur-Fritz	0-1
Junior-Eugen	1-0
Arthur-Rebel	0-1
Hiarcs-Chess Tiger	1-0
Ikarus-Nimzo	draw
Cilkchess-Patzer	1-0
Diep-Ferret	0-1
Zugzwang-Isichess	draw
Francesca-Dark Thought	0-1
Virtua Chess-SOS	0-1
XXXX2-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 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 ♘g4 5.♙e2 e6 6.h3 ♙h5 7.c4 ♘b4 8.♙a4+ ♘8c6 9.a3 ♙x♘f3 10.♙x♘f3 ♘d3+ 11.♘d2 ♙d7 12.♙xc6 bxc6 13.♘xd3 dxe5 14.♘d2 exd4 15.♙e1 ♙e7 16.♙e4 c5 17.♙xd7+ ♘xd7 18.b4 ♙ab8 19.♘b3 ♙hd8 20.♙d2 ♘e8 21.♘xc5 ♙xc5 22.bxc5 ♙b2 23.♙e1 ♙d7 24.♙xd4 ♙e7 25.c6 e5 26.♙d5 f6 27.♙d1 a5 28.♘e4 ♙b6 29.♙xa5 ♙xc6 30.♙b4 ♙xc4+ 31.♘d3 ♙xb4 1-0

### DarkThought v Junior

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♘f3 exd4 5.♙xc4 ♘c6 6.O-O ♙e6 7.♙b5 ♙c5 8.♙xc6+ bxc6 9.♙c2 ♙b6 10.♙xc6+ ♙d7 11.♙c4 c5 12.b3 ♘e7 13.♘e5 O-O 14.♙a3 ♘g6 15.♘xg6 hxg6 16.♙c1 ♙c8 17.♘d2 ♙e8 18.♙d3 ♙h4 19.♙c2 ♙c6 20.f3 ♙h5 21.♙ac1 ♙b7 22.♘h1 ♙c6 23.♘f1 ♙d8 24.♘g1 ♙e5 25.h3 a5 26.♘h1 ♙c7 27.♘d2 ♙a7 28.♘c4 ♙a6 29.♙d1 ♙b5 30.♘b2 d3 31.♙d2 ♙f4 32.e5 ♙xe5 33.♘c4 ♙f4 34.♙xd3 ♙xd3 35.♙xd3 ♙b8 36.♘g1 ♙h2+ 37.♘f1 ♙g3 38.♙e3 ♙f4 39.♙g1 ♙xg1+ 40.♘xg1 ♙xc1 41.♙xc1 ♙xc4 42.bxc4 ♙d6 43.♙e3 ♙d1+ 44.♘h2 ♙a1 45.♙xc5 ♙xa2 46.f4 ♙c2 0-1

### Fritz v Shredder

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.O-O ♙e7 6.♙e1 b5 7.♙b3 O-O 8.a4 b4 9.d3 d6 10.a5 ♙e6 11.♘bd2 ♙b8 12.♙c4 ♙c8 13.♘f1 ♘d4 14.♘xd4 exd4 15.♙f4 ♘d7 16.♘d2 ♙xc4 17.♘xc4 b3 18.cxb3 ♘c5 19.b4



♙xb4 20.♙a3 ♙e6 21.♙d2 ♘xd3 22.♙xd3 ♙xc4 23.b3 ♙c5 24.♙xd4 ♙f6 25.♙d3 ♙b8 26.h3 ♙b2 27.♙e2 ♙cb5 28.♙d5 ♙e5 29.♙c4 c5 30.b4 cxb4 31.♙xb5 ♙xb5 32.♙c6 h6 33.♙xa6 ♙d7 34.♙c1 b3 35.♙c8+ ♙xc8 36.♙xc8+ ♘h7 37.♙c1 b2 38.♙b1 ♙b3 39.♙c1 bxc1=♙+ 40.♙xc1 ♘g6 41.g3 f5 42.exf5+ ♘xf5 43.♙c6 ♙a3 44.♘g2 ♙a2 45.♙a6 ♘e4 46.♙a8 d5 47.♙c8 d4 48.♙c4 ♙xa5 49.♙b4 g5 50.♙c4 ♙a1 51.♙b4 ♙d6 52.♙b6 ♘d5 53.♘f3 d3 54.♙xd6+ ♘xd6 55.♘e3 0-1

Fritz-Shredder	0-1
Dark Thought-Junior	0-1
Rebel-LambChop	1-0
MChess-Hiarcs	0-1
SOS-Cilkchess	0-1
Ferret-Gromit	1-0
Nimzo-Mini	1-0
Now-Zugzwang	0-1
Isichess-Ikarus	draw
Chess Tiger-Virtua	0-1
PConNerS-Diep	1-0
Ruy Lopez-Francesca	0-1
Patzer-Centaur	1-0
Eugen-XXXX2	1-0
Neurologic-Arthur	0-1

### 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 CILKCHES. Every game had a decisive result! The big surprise of the round would be FRANCESCA v MCHES - MChess seemed to be winning but messed-up the endgame!



**Hiarcs v Ferret**

1.d4 ♖f6 2.c4 e6 3.♗c3 ♘b4 4.♞c2 d5 5.cxd5  
 ♞xd5 6.♗f3 c5 7.♙d2 ♘xc3 8.♙xc3 cxd4  
 9.♗xd4 e5 10.♗f3 ♗c6 11.♙d1 ♞c5 12.e3  
 ♙g4 13.♙e2 O-O 14.O-O ♙fe8 15.♞b3 ♞e7  
 16.h3 ♙h5 17.♞c4 e4 18.♗d4 ♗e5 19.♞b3  
 ♙xe2 20.♗xe2 b6 21.♗g3 g6 22.♙d4 ♗ed7  
 23.♙fd1 ♗c5 24.♞c4 ♞e6 25.b4 ♗b7 26.♙a1  
 ♙ac8 27.♞e2 ♗f8 28.♞b2 ♞e5 29.♞a3 ♞e6  
 30.♙d2 ♗g8 31.♞xa7 ♙e7 32.♗e2 g5 33.b5  
 ♗c5 34.♙d8+ ♙e8 35.♙d6 ♞c4 36.♗g3  
 ♞xb5 37.♗f5 ♗e6 38.♙d5 ♞b4 39.♙e5 ♗e7  
 40.♙d6 1-0

**Francesca v MChess**

1.e4 e6 2.d4 d5 3.♗c3 ♘b4 4.e5 c5 5.a3  
 ♙xc3+ 6.bxc3 ♗e7 7.♞g4 ♞c7 8.♞xg7 ♙g8  
 9.♞xh7 cxd4 10.♗e2 ♗bc6 11.f4 ♙d7 12.♞d3  
 dxc3 13.♙e3 d4 14.♗xd4 ♗xd4 15.♙xd4 ♙c6  
 16.♞xc3 ♗d5 17.♞d2 ♙g4 18.♙e2 ♙xg2  
 19.♙g1 ♙xg1+ 20.♙xg1 O-O-O 21.♙d1 ♙g8  
 22.♙f2 ♙a4 23.♙b1 ♙d8 24.c4 ♗e7 25.♞c3  
 ♗d5 26.♞f3 ♗e7 27.♙b4 ♙c6 28.♞e3 b6  
 29.♞b3 ♞d7 30.♞c2 ♗f5 31.c5 b5 32.♞d1  
 ♞e8 33.♞c2 ♞d7 34.♞a2 ♙b7 35.♞c2 ♞c6  
 36.♙f1 ♞f3 37.c6 ♗e3 38.cxb7+ ♗b8 39.♙xe3  
 ♞xe3+ 40.♞e2 ♞c1+ 41.♗f2 ♙d2 42.h3  
 ♙xe2+ 43.♙xe2 a6 44.♙f3 ♞xa3 45.♙e4 ♞c5+  
 46.♗g3 b4 47.♙e1 a5 48.♙d1 ♞c7 49.h4 ♗a7  
 50.h5 a4 51.h6 f6 52.♙d4 ♞e7 53.♙c4 fxe5  
 54.♙c8 ♞xb7 55.♙xb7 1-0

**Shredder v Rebel**

1.d4 d5 2.c4 c6 3.♗f3 ♗f6 4.♞c2 dxc4 5.♞xc4  
 ♙f5 6.g3 e6 7.♙g2 ♗bd7 8.♗c3 ♙e7 9.O-O  
 O-O 10.♙e1 ♗e4 11.e3 ♙e8 12.♗d2 ♗d6  
 13.♞e2 e5 14.d5 cxd5 15.♗xd5 ♙c8 16.e4  
 ♙e6 17.♗xe7+ ♞xe7 18.b3 ♙c2 19.♙a3 ♙ec8  
 20.♙ec1 ♙xc1+ 21.♙xc1 ♙xc1+ 22.♙xc1 ♞d8  
 23.♙a3 ♞b6 24.♙f1 ♗c5 25.♙b2 f6 26.♞e3  
 ♗xc4 27.♗xe4 ♞xe3 28.♗xf6+ gxf6 29.fxe3  
 ♗e4 30.♙e2  
 ♗f7 31.♙d3  
 ♙d5 32.g4  
 ♗g6 33.h4 f5  
 34.♙e2 ♗f6  
 35.g5+ ♗e6  
 36.♗h2 a5  
 37.♗g1 a4  
 38.bxa4 ♙xa2  
 39.a5 ♙d5  
 40.♙a3 ♗c3  
 41.♙h5 ♙c6  
 42.g6 hxg6  
 43.♙xg6 ♗d5  
 44.h5 ♗f6  
 45.♙c5 ♗c3  
 46.♗f1 ♙f3



47.♙b6 ♙g4 48.♙d8+ ♗g7 49.♙c7 ♗f6  
 50.♗g2 ♗d5 51.♙d8+ ♗g7 52.♗g3 ♗xe3  
 53.♗h4 ♗d5 54.♗g5 ♙h3 55.h6+ ♗g8 56.♙e8  
 ♗f4 57.♙d7 ♙g4 58.♙c8 ♗h7 59.♙c7 ♗h3+  
 60.♗f6 ♗f2 61.♙xb7 ♗e4+ 62.♗xe5 ♙e2  
 63.a6 ♙xa6 64.♙xa6 ♗g6 65.h7 ♗xh7 66.♗xf5  
 ♗c5 67.♙c4 ♗d7 68.♙b5 ♗c5 69.♙b6 1-0

**Junior v Cilkchess**

1.e4 e5 2.♗f3 ♗c6 3.d4 exd4 4.♗xd4 ♗f6  
 5.♗xc6 bxc6 6.e5 ♞e7 7.♞e2 ♗d5 8.c4 ♙a6  
 9.b3 g6 10.♙b2 ♙g7 11.g3 O-O 12.♙g2 ♙ae8  
 13.O-O ♙xe5 14.♞xe5 ♞xe5 15.♙xe5 ♙xe5  
 16.f4 ♙h5 17.cxd5 ♙xf1 18.♗xf1 cxd5 19.♗d2  
 c6 20.♙e1 f6 21.♗f3 ♙d8 22.h4 ♗f8 23.b4 ♙e8  
 24.♗d4 ♙xe1+ 25.♗xe1 ♗e7 26.♗d2 ♗d6  
 27.♙f3 ♙h6 28.a3 ♗c7 29.♙g4 ♗d8 30.a4 ♗c7  
 31.a5 ♗d6 32.♗d3 ♗c7 33.b5 c5 34.b6+ ♗b7  
 35.♗b5 axb6 36.♗d6+ ♗a6 37.♗f7 ♙h5  
 38.♙xh5 gxh5 39.axb6 ♗xb6 40.♗h6 ♗c7  
 41.♗g8 f5 42.♗e7 d4 43.♗xf5 ♗c6 44.♗c4 d6  
 45.♗g7 d5+ 46.♗d3 ♗d6 47.♗xh5 ♗e7 48.f5  
 ♗d6 49.f6 ♗e6 50.g4 ♗f7 1-0

**Zugzwang v Nimzo**

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3  
 a6 6.♙g5 e6 7.f4 ♙e7 8.♞f3 ♞c7 9.O-O-O  
 ♗bd7 10.g4 b5 11.♙xf6 ♗xf6 12.g5 ♗d7 13.f5  
 ♗c5 14.h4 b4 15.fxe6 fxe6 16.♗ce2 g6 17.♗b1  
 ♙b7 18.♗g3 ♙f8 19.♞e3 e5 20.♗b3 ♗e6  
 21.♙h2 a5 22.♙b5+ ♙c6 23.♞e2 a4 24.♞c4  
 ♙xb5 25.♞xb5+ ♞d7 26.♞xd7+ ♗xd7 27.♗d2  
 ♙ac8 28.♗e2 ♗f4 29.♗c1 ♙h8 30.♗d3 h6  
 31.♗f3 ♗xd3 32.♙xd3 ♗e6 33.gxh6 ♙xh6  
 34.a3 bxa3 35.♙xa3 ♙f8 36.♙h3 ♙f4 37.♙xa4  
 g5 38.♗d2 ♙hxh4 39.♙xh4 gxh4 40.♙a3 ♙g4  
 41.b4 ♙g5 42.♗f3 ♙h6 43.b5 ♙xe4 44.♙b3  
 ♗d7 45.b6 ♗c8 46.b7+ ♗b8 47.♙b6 h3  
 48.♙xd6 ♙f4 49.♙d1 ♙e3 50.♙f1 e4 51.♗d4  
 h2 0-1

Junior-Cilkchess	1-0
Shredder-Rebel	1-0
Hiarcs-Ferret	1-0
Zugzwang-Nimzo	0-1
Ikarus-Fritz	0-1
Patzer-Dark Thought	0-1
Virtua-Isichess	1-0
Francesca-MChess	1-0
Gromit-PConNerS	0-1
LambChop-Eugen	1-0
Arthur-SOS	0-1
Mini-RuyLopez	draw
Centaur-Now	1-0
XXXX2-Chess Tiger	0-1
Diep-Neurologic	draw

### Leaders after Round 3

- 3 Shredder, Junior, Hiarcs
- 2½ Nimzo
- 2 Fritz, Ferret, Rebel, Cilkchess, Dark Thought, LambChop, Virtua, Francesca, PConNerS, SOS

### ROUND 4: Comment, top Games & Results

The really tough one was HIARCS v multi-processor JUNIOR; SHREDDER v NIMZO would be on almost equal hardware. FRANCESCA's reward for beating MChess was the chance to play NASA's CILKCHES - if ever a lot was asked of an amateur program!... and it drew! FRITZ, 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.♘d2 c5 4.exd5 ♖xd5 5.♘gf3 ♘c6 6.♙c4 ♗h5 7.♙e2 ♗g6 8.♘b3 ♗xg2 9.♗g1 ♗h3 10.♘xc5 ♘f6 11.♙f1 ♗h5 12.♗g5 ♗h6 13.♙b5 a6 14.♘a6 ♗xa6 15.d5 ♗b6 16.dxc6 bxc6 17.♙e3 cxb5 18.♙xb6 ♘d5 19.♙d4 f6 20.♗g1 ♙d7 21.♗d2 ♗xd2+ 22.♘xd2 ♘f7 23.c4 bxc4 24.♘xc4 ♙b5 25.b3 ♙b4+ 26.♘e2 ♗c8 27.♗gc1 e5 28.a3 ♘f4+ 29.♘e3 ♗d8 30.axb4 ♗xd4 31.♗d1 ♘d5+ 32.♘f3 ♗f4+ 33.♘g3 ♘c3 34.♘d6+ ♘g6 35.♘xb5 ♘xb5 36.♗d3 ♗xb4 37.♗a4 ♗d4 38.♗dx4 ♘xd4 39.b4 h6 40.♗a7 ♘e2+ 41.♘g2 ♘c3 42.♗b7 h5 43.f3 ♘d5 44.b5 ♘e3+ 45.♘f2 ♘c4 46.♗c7 ♘b6 47.♗c6 ♘d7 48.♘e3 ♘g5 49.♘d3 ♘f4 50.♗d6 1-0

#### Nimzo v Shredder

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.O-O ♙e7 6.♗e1 b5 7.♙b3 d6 8.c3 O-O 9.h3 ♙b7 10.d4 ♗e8 11.♘bd2 ♙f8 12.a4 h6 13.♙c2 exd4 14.cxd4 ♘b4 15.♙b1 c5 16.d5 ♘d7 17.♗a3 f5 18.exf5 ♘f6 19.♘e4 ♙xd5 20.♘xf6+ ♗xf6 21.♗ae3 ♗xe3 22.♗xe3 bxa4 23.♗xa4 ♗b8 24.♗a3 ♙f7 25.♗e2 ♗b7 26.♘h2 ♗d4 27.♗e1 ♗e7 28.♙e3 ♗e8 29.♗c1 ♗h4 30.♘f3 ♗d8 31.♙d2 a5 32.♗e1 ♗xe1+ 33.♙xe1 ♙e7 34.♙c3 ♙f6 35.♘d2 ♙xc3 36.bxc3 ♘d5 37.c4 ♘f6 38.♙d3 ♗b6 39.♙e2 ♗b4 40.♗c1 a4 41.♘b1 d5 42.cxd5 ♙xd5 43.♘c3 ♙f7 44.♘b1 ♗d4 45.♘a3 ♘e4 46.♗e3 ♗b4 47.♙c4 ♙xc4 48.♗xe4 ♙f7 49.♗a8+ ♘h7 50.♗a7 ♗xa3 51.♗xf7 ♗a1+ 52.♘h2 ♗e5+ 53.♘g1 a3 54.g4 ♗e1+ 55.♘g2 ♗e4+ 56.♘g1 ♗b1+ 57.♘g2 ♗b6 58.♗d5 ♗a6 59.♗e4 ♗f6 60.♗a8 ♗b2 61.♗c6 ♗b8 62.♗g6+ ♘g8 63.♗e6+ ♘h8 64.f6 ♗b7+ 65.♘g1 ♗b1+ 1/2-1/2

#### Hiarcs v Junior

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 e6 5.♙xc4

c5 6.O-O a6 7.♙b3 ♘c6 8.♘c3 ♙e7 9.dxc5 ♗xd1 10.♗xd1 ♙xc5 11.♙d2 ♙a7 12.♗ac1 ♘e7 13.♘e2 ♙d7 14.♘ed4 ♗hc8 15.♘xc6+ ♙xc6 16.♙b4+ ♘e8 17.♙c3 ♙xf3 18.gxf3 ♙c5 19.♘g2 ♙e7 20.f4 g6 21.♘f3 b5 22.a4 ♘d7 23.♙c2 ♘c5 24.axb5 axb5 25.♘g3 h5 26.♘g2 ♘f8 27.h3 ♘g8 28.♘f3 ♙f8 29.♗g1 ♗a6 30.♙d4 ♗ac6 31.♗a1 ♙g7 32.♙xg7 ♘xg7 33.b4 ♘a6 34.♙e4 ♗b6 35.♗gb1 ♗c3 36.♘g3 ♘f6 37.h4 ♘c7 38.♗c1 ♗c4 39.♙d3 ♗xc1 40.♗xc1 ♘d5 41.♗c5 ♘xb4 42.♗xb5 1/2-1/2

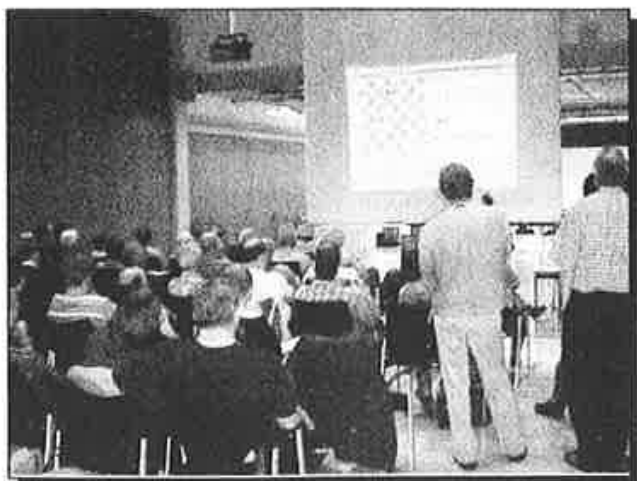


#### Fritz v Virtual\_Chess\_X

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6 5.O-O ♙e7 6.♗e1 b5 7.♙b3 d6 8.c3 O-O 9.h3 ♙b7 10.d4 ♗e8 11.♘bd2 ♙f8 12.a4 h6 13.♙c2 exd4 14.cxd4 ♘b4 15.♙b1 c5 16.d5 ♘d7 17.♗a3 f5 18.exf5 ♘f6 19.♘e4 ♘bxd5 20.axb5 axb5 21.♗b3 ♙c6 22.♗xa8 ♗xa8 23.♘xf6+ gxf6 24.♙e4 ♘h7 25.♙xd5 ♗xe1+ 26.♘xe1 ♙xd5 27.♗xb5 ♙f7 28.♙d2 ♗c8 29.g4 ♗a8 30.b4 c4 31.♗a5 ♗e4 32.♗a7 ♘g8 33.♗e3 ♙d5 34.♗xe4 ♙xe4 35.f3 ♙c6 36.♘f2 d5 37.♘e3 ♙d6 38.♘d4 ♘h7 39.♘c2 ♙e5+ 40.♘c5 ♙a8 41.b5 ♙b2 42.♙e3 ♙e5 43.f4 ♙b8 44.b6 ♘g7 45.♘b4 d4 46.♘xd4 c3 47.♘xc3 ♙d6 48.♘d3 ♙e4 49.h4 ♙e7 50.♙c5 ♙d8 51.♘f2 ♙b7 52.♘d3 ♙c8 53.♘e4 ♘h7 54.♘d6 ♙a6+ 55.♘d4 ♙e7 56.♘d5 ♘g8 57.♘e6 1-0

#### Cilkchess v Francesca

1.e4 e5 2.♘f3 ♘c6 3.♙c4 d6 4.d4 ♙g4 5.c3 ♗d7 6.d5 ♘ce7 7.h3 ♙xf3 8.♗xf3 f5 9.O-O fxe4 10.♗xe4 ♘f6 11.♗f3 c6 12.dxc6 bxc6 13.♙b3 d5 14.c4 e4 15.♗e2 d4 16.♙g5 d3 17.♗e3 ♘f5 18.♗e1 ♙e7 19.♙xf6 ♙xf6 20.♗xe4+ ♘d8 21.♘c3 ♗e8 22.♗f4 ♙e5 23.♗f3 d2 24.♗ad1 ♘d4 25.♗h5 ♘xb3 26.axb3 ♙xc3 27.bxc3 h6 28.b4 ♗e6 29.f4 ♘c7 30.f5 ♗e7 31.f6 gxf6 32.♗xh6 ♗e2 33.♗xf6 ♗g8 34.♗f4+ ♘b7 35.♗f3 ♗gxc2+ 36.♗xg2 ♗xg2+ 37.♘xg2 ♗g7+ 38.♘f2 ♗xc3 39.♗g1 ♗xc4 40.♗g4 ♗d3 41.♗g3 ♗d6 42.♗b3 ♗h2+ 43.♘f1 ♘c7 44.♗d3 ♗h1+ 45.♘e2 ♗e4+ 46.♘xd2 ♗xb4+ 47.♘c2 ♗e4 48.♘b2 a5 49.♗c3 ♗e2+ 50.♘c1 a4 51.♗dd3 ♗e4 52.♘b2 ♘b6 53.♗e3 ♗d4 54.♗ed3 ♗f6 55.♗f3 ♗d4 56.♘a3 c5 57.♗c1 ♗b4+ 58.♘a2 ♗d2+



59.♠b1 ♖b4+ 60.♠a1 ♗c6 61.♙c2 ♘d5  
62.♙d3+ ♗e5 63.♙dc3 ♘d6 64.♠a2 ♗e6 65.h4  
♗xh4 66.♙xc5 ♖b4 67.♙2c3 ♗d4 68.♠a3  
♗d1 69.♠b4 ♗a1 70.♙c6+ ♘d7 71.♙6c4 ♘d6  
72.♙a3 ♗d1 73.♙h3 ♘d5 74.♙c5+ ♘d6  
75.♙cc3 ♖g4+ 76.♠a5 ♘d5 1/2-1/2

#### Rebel v P.ConNerS

1.d4 f5 2.g3 ♗f6 3.♙g2 e6 4.♗f3 ♙e7 5.c4  
O-O 6.♗c3 d6 7.O-O ♖e8 8.b3 ♗h5 9.♗c2 c6  
10.♙a3 ♗a6 11.♙fd1 ♗e4 12.e3 ♗xc3  
13.♗xc3 ♙b8 14.c5 dxc5 15.dxc5 ♙d8 16.♙b2  
♙xd1+ 17.♙xd1 ♗f7 18.♗e5 ♖f8 19.b4 ♙f6  
20.♗b3 ♖e8 21.e4 fxe4 22.♙xe4 ♗h5 23.g4  
♖e8 24.a3 ♙a8 25.♗h3 g6 26.♗xg6 ♙xb2  
27.♗e5 1-0

#### MChess v Zugzwang

1.e4 e6 2.d4 d5 3.♗d2 ♗f6 4.e5 ♗fd7 5.f4 c5  
6.c3 ♗c6 7.♗df3 ♖b6 8.g3 cxd4 9.cxd4 ♙e7  
10.♙h3 ♙b4+ 11.♗f2 O-O 12.♗e2 ♙e7  
13.♙e1 ♗db8 14.♗c3 ♙d7 15.f5 ♙d8 16.♙e2  
♗a6 17.♙f4 ♗c7 18.g4 ♙ac8 19.♙c1 ♖a6  
20.a3 b5 21.♗d3 b4 22.♖xa6 ♗xa6 23.♗b1  
bxa3 24.bxa3 ♗c7 25.♙b2 ♗a8 26.♙b3 ♗b6  
27.♗bd2 ♗a5 28.♙bc3 ♗ac4 29.♗xc4 ♙xc4  
30.♙xc4 ♗xc4 31.♙b1 a5 32.♙b7 ♗xa3  
33.♗g3 a4 34.g5 exf5 35.e6 fxe6 36.♗e5 ♗c2  
37.♗xd7 a3 38.♙d2 ♙d6+ 39.♗g2 a2 40.♙c3  
♙a8 41.♙b3 ♙a4 42.♗f2 ♙xd4 43.♙b6 ♙d3  
0-1

Hiarcs-Junior	draw
Nimzo-Shredder	draw
Fritz-Virtua	1-0
Rebel-PConNerS	1-0
Cilkchess-Francesca	draw
Ferret-SOS	1-0
Dark Thought-LampChop	draw
MChess-Zugzwang	0-1
Chess Tiger-Mini	1-0
Ikarus-Centaur	1-0
Eugen-Patzer	1-0

Isichess-Arthur	1-0
Now-Gromit	0-1
RuyLopez-Diep	0-1
Neurologic-XXXX2	0-1

#### Leaders after Round 4

- 3½ Junior, Hiarcs, Shredder
- 3 Fritz, Ferret, Rebel, Nimzo
- 2½ Cilkchess, Dark Thought, LambChop, Francesca, Zugzwang

### 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 Hiarcs 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 FRANCESCA was finally over-matched against the very strong FERRET.

#### GromitChess v ChessTiger

1.d4 d5 2.c4 c6 3.♗f3 ♗f6 4.♗c3 dxc4 5.g3 e6  
6.a3 b5 7.♙g2 ♗bd7 8.♙g5 ♙b7 9.O-O h6  
10.♙d2 a6 11.e4 c5 12.d5 exd5 13.exd5 ♙d6  
14.♙e1+ ♗f8 15.♙c1 ♖c7 16.♗h4 ♗e5  
17.♙f1 ♙d8 18.♗f5 ♗g6 19.f4 ♗d7 20.♗xd6  
♖xd6 21.f5 ♗e7 22.♙f4 ♗d7 23.♙h3 ♗exd5  
24.♙e5 ♗g8 25.♗xd5 ♗xd5 26.♙xg7 ♗f4  
27.gxf4 ♖xd1 28.♙axd1 ♗xg7 29.♙xd8 ♙xd8  
30.♙e7 ♙d1+ 31.♗f2 ♙d2+ 32.♙e2 ♙d4  
33.♙g4 ♗f6 34.h3 ♙xf4+ 35.♗g3 ♙d4 36.♗h4  
b4 37.axb4 cxb4 38.♗h5 b3 39.h4 a5 40.♙e8  
c3 41.bxc3 ♙xg4 0-1

#### Francesca v Ferret

1.c4 e5 2.♗c3 ♗f6 3.g3 ♙b4 4.♙g2 O-O 5.e4  
♙xc3 6.dxc3 d6 7.♖e2 ♙g4 8.f3 ♙d7 9.♗h3  
♗a6 10.O-O ♗c5 11.♙e3 a5 12.♙ad1 h6  
13.♙d2 ♙b8 14.♗f2 b6 15.♙fd1 ♙a4 16.b3  
♙c6 17.♗d3 ♙d7 18.h4 ♖e7 19.♙f2 ♙e6  
20.♗h2 ♗fd7 21.g4 a4 22.♗b4 axb3 23.♗c6  
♖f6 24.♗xb8 ♙xb8 25.axb3 ♗xb3 26.♙b2  
♗a5 27.♙b4 c5 28.♙b2 ♗xc4 29.♙a2 b5  
30.♙b1 d5 31.exd5 ♙xd5 32.♙a7 ♗f8 33.♙d1  
♙c6 34.♙c7 ♙a8 35.♙a7 ♗e6 36.♙dd7 ♗f4  
37.♖d1 ♙f8 38.♙xf7 ♙xf7 39.♙xa8+ ♙f8  
40.♙xf8+ ♖xf8 41.♙f1 ♗h8 42.♖d7 e4  
43.♙xc4 bxc4 44.fxe4 ♗e2 45.♖f5 ♖xf5  
46.gxf5 ♗xc3 47.e5 ♗e4 48.♙e3 c3 49.e6 c2  
50.♗h3 h5 51.e7 ♗d6 52.♙f4 ♗e8 53.♗g2  
♗g8 54.♗f3 ♗f7 55.♗e2 ♗d6 56.♗d2 ♗xf5  
57.♗xc2 ♗xh4 58.♙d6 ♗f5 59.♙e5 ♗xe7  
60.♙f4 h4 61.♗d3 h3 62.♗e2 c4 63.♗f1 c3  
64.♙g5+ ♗e6 65.♗f2 c2 66.♙c1 ♗d4 0-1



**Nimzo v Rebel**

1. ♖f3 d5 2. b3 ♘c6 3. ♗b2 ♗g4 4. e3 ♘f6  
 5. ♗e2 e6 6. O-O ♗b4 7. ♗xf6 ♗xf6 8. d4 O-O  
 9. a3 ♗d6 10. ♘c3 a6 11. h3 ♗h5 12. b4 b5  
 13. ♗d2 ♗ab8 14. ♘d1 ♗xf3 15. ♗xf3 ♘e5  
 16. ♗e2 ♘c4 17. ♗xc4 bxc4 18. c3 e5 19. e4  
 exd4 20. ♗xd4 ♗f4 21. g3 ♗xe4 22. ♗xe4 dxe4  
 23. ♘e3 ♗bd8 24. ♘xc4 ♗e7 25. ♗ad1 f5  
 26. ♘a5 ♗f6 27. c4 ♗fe8 28. ♘g2 h5 29. ♘c6  
 ♗xd1 30. ♗xd1 h4 31. gxh4 ♗xh4 32. ♗d5 f4  
 33. ♗e5 ♗xe5 34. ♘xe5 ♗f6 35. ♘c6 ♘f7  
 36. ♘b8 ♗b2 37. ♘xa6 ♗xa3 38. b5 ♗d6 39. c5  
 ♗e5 40. b6 cxb6 41. cxb6 ♘f6 42. b7 ♘g5  
 43. b8=♗ ♗xb8 44. ♘xb8 e3 45. f3 ♘f5 46. ♘d7  
 ♘g5 47. ♘b6 ♘h5 48. ♘d5 g5 49. h4 ♘xh4  
 50. ♘f6 e2 51. ♘f2 e1=♗+ 52. ♘xe1 ♘g3  
 53. ♘e2 g4 54. ♘xg4 ♘h4 55. ♘d3 ♘g3 1-0

**Shredder v Hiarc**

1. d4 ♘f6 2. c4 e6 3. ♘c3 ♗b4 4. e3 O-O 5. ♗d3  
 c5 6. d5 b5 7. dxe6 bxc4 8. exf7+ ♘h8 9. ♗xc4  
 d5 10. ♗d3 ♘c6 11. ♘f3 d4 12. a3 ♗a5 13. exd4  
 cxd4 14. b4 ♘xb4 15. axb4 ♗xb4 16. O-O ♗xc3  
 17. ♗a3 ♗g4 18. ♗e2 ♗d5 19. h3 ♗f5 20. ♘g5  
 ♗ac8 21. ♗xa7 h6 22. ♗f3 ♗e5 23. ♗a3 hxg5  
 24. ♗a4 g6 25. ♗a6 ♘g7 26. ♗d6 ♗e6 27. g4  
 ♗xf7 28. gxf5 ♗xf5 29. ♗xf7+ ♘xf7 30. ♗b7+  
 ♗d7 31. ♗b1 ♗xb7 32. ♗xb7+ ♘e6 33. ♗b6  
 ♗e8 34. ♘f1 ♘f7 35. ♗b7+ ♘e6 36. ♗b6 ♘f5  
 37. ♗b5+ ♘e6 38. ♗b6 1/2-1/2

**Junior v Fritz**

1. e4 c5 2. ♘c3 ♘c6 3. f4 g6 4. ♘f3 ♗g7 5. ♗b5  
 ♘d4 6. O-O ♘xb5 7. ♘xb5 d6 8. ♗e1 a6 9. ♘c3  
 b5 10. d3 ♗b7 11. ♘h1 ♗d7 12. ♗d2 ♘f6 13. e5  
 ♘d5 14. ♘e4 f5 15. ♘eg5 h6 16. ♘h3 O-O  
 17. ♗h4 ♘b4 18. ♗xb4 cxb4 19. ♘hg1 ♗ac8  
 20. ♗f2 ♗c7 21. ♗e2 ♗fc8 22. ♗c1 ♗d5 23. ♗f2  
 a5 24. ♗b6 a4 25. ♗a5 b3 26. axb3 ♗xb3  
 27. ♘e1 dxe5 28. fxe5 g5 29. ♗b6 e6 30. ♗f2 b4  
 31. ♗a1 ♗d5 32. ♗e3 ♗c5 33. ♗d2 ♗b8 34. ♗e3  
 ♗a5 35. d4 ♗f8 36. ♘d3 a3 37. ♗b1 ♗aa8  
 38. ♗f2 ♗c8 39. ♗c1 ♗e4 40. bxa3 bxa3 41. ♗d2  
 ♗c6 42. ♗e1 ♗d8 43. c3 a2 44. ♗a1 ♗xc3  
 45. ♘e2 ♗c4 46. ♗d1 ♗db8 47. ♘b2 ♗c6 0-1

Shredder-Hiarc	draw
Junior-Fritz	0-1
Nimzo-Rebel	1-0
Francesca-Ferret	0-1
LambChop-Cilkchess	0-1
Zugzwang-Dark Thought	0-1
Virtua-Ikarus	1-0
PConNerS-Isichess	0-1
SOS-Eugen	draw
Gromit-Chess Tiger	0-1
Diep-Mini	1-0
Arthur-MChess	draw

Centaur-XXXX2  
 Patzer-Neurologic  
 Now-RuyLopez

1-0  
 1-0  
 draw

**Leaders after Round 5**

- 4 Hiarc, Shredder, Ferret, Fritz, Nimzo
- 3½ Junior, Cilkchess, Dark Thought
- 3 Rebel, Chess Tiger, Virtua, Isichess

**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 Altermann'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 CILKCHESS-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. ♘f3 ♘c6 3. ♗c4 ♗c5 4. b4 ♗xb4 5. c3  
 ♗a5 6. d4 exd4 7. O-O ♘ge7 8. cxd4 d5 9. exd5  
 ♘xd5 10. ♗a3 ♗e6 11. ♗b5 ♗b4 12. ♗xc6+  
 bxc6 13. ♗xb4  
 ♘xb4 14. ♗a4  
 ♗d6 15. ♘c3  
 ♘d3 16. d5  
 ♘c5 17. ♗xc6+  
 ♗xc6 18. dxc6  
 ♘e7 19. ♗fe1  
 ♘d3 20. ♗e3  
 ♘b4 21. ♘d4  
 ♗hd8 22. ♗d1  
 ♘f6 23. a3 ♘d5  
 24. ♘e4+ ♘e7  
 25. ♗ee1 ♗g4  
 26. f3 ♗c8  
 27. ♘c5+ ♘f6  
 28. ♘b5 ♗e6  
 29. ♘a6 ♗ac8  
 30. ♘bxc7 h5  
 31. h3 h4 32. a4  
 ♘xc7 33. ♗xd8 ♗xd8 34. ♘xc7 ♗c8 35. ♘xe6  
 fxe6 36. ♗c1 e5 37. ♘f2 ♘e6 38. g3 hxg3+  
 39. ♘xg3 ♘d6 40. ♗d1+ ♘e6 41. ♗d7 ♗xc6  
 42. ♗xg7 ♗c3 43. ♗g4 ♘f5 44. h4 ♗c1 45. h5  
 ♗c6 46. ♗g7 ♗a6 47. ♗g4 ♗c6 48. ♗g7 ♗a6  
 49. ♗g8 ♗b6 50. ♘h4 ♗b4+ 51. ♘g3 ♗b6  
 52. ♘h4 ♗b4+ 53. ♗g4 ♗b2 54. ♘g3 ♗b6 55. a5  
 ♗d6 56. ♗g7 ♗a6 57. ♗g8 ♗d6 58. ♘h4 ♗d4+  
 59. ♘g3 ♗d6 60. ♗b8 ♘g5 61. ♗e8 ♗d5 62. a6  
 ♗a5 63. ♗e7 e4 64. ♗xa7 ♗a3 65. ♘f2 ♗xf3+  
 66. ♘e2 ♘xh5 67. ♗a8 ♗f7 68. ♘e3 ♗e7 69. ♗b8  
 ♘g6 70. ♗b6+ ♘f5 1/2-1/2



**GromitChess v Centaur**

1.c4 e6 2.♘f3 d5 3.g3 ♘f6 4.♙g2 ♙e7 5.♘c3  
O-O 6.b3 b6 7.O-O ♙b7 8.♘e5 ♘bd7 9.f4  
♘xe5 10.fxe5 ♘e4 11.♙b2 ♙g5 12.e3 c5  
13.♘xe4 dxe4 14.♚f2 ♚d3 15.♚h5 h6 16.h4  
♚c2 17.hxg5 ♚xb2 18.gxh6 ♚xa1+ 19.♙f1 f5  
20.hxg7 ♘xg7 21.♚g5+ ♘f7 22.♚h2 ♘e8  
23.♚h7 1-0

**Rebel v Virtual\_Chess\_X**

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♚c2 O-O 5.a3  
♙xc3+ 6.♚xc3 b6 7.♙g5 ♙b7 8.f3 h6 9.♙h4  
d5 10.e3 ♘bd7 11.♘h3 c5 12.cxd5 cxd4  
13.♚xd4 e5 14.♚d1 g5 15.♙g3 ♘xd5 16.♚d2  
♚c8 17.♚d1 f5 18.e4 fxe4 19.fxe4 ♘5f6 20.♘f2  
♚f7 21.♙b5 ♚c5 22.♙a4 ♙xe4 23.♘xe4 ♘xe4  
24.♚d3 ♘xg3 25.♚g6+ ♚g7 26.♚e6+ ♚f7  
27.♚xd7 ♚f6 28.♚xf6 ♚xf6 29.hxg3 ♚c1+  
30.♚d1 ♚xd1+ 31.♙xd1 ♘g7 32.♚f1 ♚c6  
33.♘d2 a5 34.♙h5 ♚c5 35.♚f7+ ♘g8 36.♚f2  
♘g7 37.♘d3 g4 38.♙xg4 ♘g6 39.♙f5+ ♘f6  
40.♘e4 ♚c4+ 41.♘d5 ♚c5+ 42.♘d6 ♘g5  
43.♙e4 ♘g4 44.♚f3 a4 45.♘e6 ♚c8 46.b4  
axb3 47.♚xb3 ♚b8 48.♘f6 ♚f8+ 49.♘e5  
♚e8+ 50.♘d5 ♚d8+ 51.♘c6 1-0

**Junior v Nimzo**

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 ♙b7 5.♘c3 d5  
6.♙g5 dxc4 7.e4 ♙e7 8.♙xf6 ♙xf6 9.♙xc4  
O-O 10.e5 ♙e7 11.O-O c5 12.d5 exd5  
13.♘xd5 ♘c6 14.♚d3 b5 15.♙a2 c4 16.♚e4  
♙c5 17.♘f6+ gxh6 18.♙b1 ♚e8 19.♚xh7+ ♘f8  
20.♚h6+ ♘e7 21.♚xf6+ ♘f8 22.♚h6+ ♘e7  
23.♙e4 ♚b6 24.e6 ♚ad8 25.exf7 ♚h8 26.♚g7  
♚h8 27.♙f5 ♚xf7 28.♚fe1+ 1-0

**Fritz v Hiarc**

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6  
5.O-O ♙e7 6.♚e1 b5 7.♙b3 d6 8.c3 O-O 9.h3  
♙b7 10.d4 ♘a5 11.♙c2 c5 12.♘bd2 cxd4  
13.cxd4 ♚c8 14.d5 ♘h5 15.♘f1 ♚c7 16.♘e3  
♘f4 17.b3 ♙a8 18.♙d2 ♘b7 19.a4 ♚fe8  
20.axb5 axb5 21.♚a2 ♚d8 22.♘f5 ♙f6  
23.♙xf4 exf4 24.♘3d4 g6 25.♘h6+ ♘f8  
26.♘c6 ♚c7 27.♚g4 ♙e5 28.♚h4 ♘g7  
29.♘g4 h5 30.♘gxe5 dxe5 31.♘a7 ♚cd8  
32.♘xb5 ♚b6 33.♘a3 ♘d6 34.♘c4 ♘xc4  
35.bxc4 ♚b4 36.♚aa1 ♚xc4 37.♙a4 ♚f8  
38.♚e7 ♚d4 39.♙d7 ♚b8 40.♚a6 ♘g8  
41.♚g5 ♘h7 42.♚f6 ♚b2 43.♚f1 ♚b6 44.♙e6  
♚b4 45.♚c1 ♚e7 46.♚xe5 ♚d6 47.♚g5 ♚e7  
48.e5 ♙xd5 49.♙xd5 ♚xf6 50.exf6 1-0

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

Chess Tiger-Isichess	1-0
Francesca-Zugzwang	draw
Eugene-Diep	draw
SOS-LambChop	0-1
PConNerS-Patzer	1-0
Gromit-Centaur	1-0
MChess-Ikarus	1-0
RuyLopez-Arthur	0-1
XXXX2-Now	0-1
Mini-Neurologic	1-0

**Leaders after Round 6**

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

**ROUND 7: Comment, top Games & Results**

The ChessBase team had been looking at Hiarc 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 SHREDDER. Their hopes were high. No others could win. HIARCS had a nasty last-round shock, choosing a non-top line from its book against the unusual opening by CILKCHES.

**Ferret v Fritz**

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3  
a6 6.♙e3 e5 7.♘b3 ♙e6 8.f3 ♙e7 9.♚d2  
♘bd7 10.g4 h6 11.h4 b5 12.O-O-O ♘b6  
13.♙e2 b4 14.♘b1 ♘fd7 15.♚xb4 d5 16.♚a5  
d4 17.♙f2 ♚c7 18.f4 ♙xb3 19.axb3 ♚c8 20.c3  
♘c5 21.♘c2 ♘xe4 22.♙g1 f6 23.♙d3 ♘c5  
24.♙g6+ ♘f8 25.fxe5 fxe5 26.b4 ♘cd7 27.♚a2  
♚c4 28.♚xc4 ♘xc4 29.♘b3 a5 30.♙f5 ♘e8  
31.bxa5 ♘xa5+ 32.♘a2 ♘c6 33.cxd4 ♘b4+  
34.♘b3 ♚b8 35.♘c3 ♘d3+ 36.♘c2 ♘xb2  
37.♚a1 ♘c4 38.♚a7 ♚d8 39.♘b5 ♘f8 40.♘c3  
♘d6 41.♘c7+ ♘f7 42.dxe5 ♘xf5 43.gxf5 ♘g8  
44.♙d4 ♚h7 45.e6 h5 46.♘c4 ♚c8 47.♘d3  
♚d8  
48.♘e4  
g6  
49.fxg6  
♚xd4+  
50.♘xd4  
♚g7  
51.♘d5  
♘xe6+  
52.♘e5  
♙d6+  
53.♘xd6  
1-0



**Nimzo v ChessTiger**

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6  
5.O-O b5 6.♙b3 ♙c5 7.a4 ♖b8 8.c3 d6 9.d4  
♙b6 10.♘a3 O-O 11.axb5 axb5 12.♘xb5 exd4  
13.cxd4 ♙g4 14.♖e1 d5 15.exd5 ♘xd5 16.h3  
♙h5 17.g4 ♙g6 18.♘c3 ♘db4 19.♙g5 ♖d7  
20.d5 ♘a5 21.♙a4 ♖d6 22.♙g2 f6 23.♙d2  
♘d3 24.♖e6 ♖c5 25.♙e3 ♖b4 26.♙b5 ♘xb2  
27.♖e1 ♙xe3 28.♖xe3 ♘ac4 29.♙xc4 ♖xc4  
30.♖d2 c5 31.♖a7 ♘d3 32.♖ee7 ♖f7 33.♘h4  
♖xe7 34.♖xe7 ♘f4+ 35.♙g3 ♖b3 36.d6 ♖xc3+  
37.f3 ♖d3 38.♖b2 h5 39.♖b7 ♙f7 40.♖c8+  
♙h7 41.♖f5+ ♙g8 42.♖c8+ ♙h7 43.♖f5+  
♙g8 44.♖c8+ 1/2-1/2

**Arthur v GromitChess**

1.d4 e6 2.c4 b6 3.♘f3 ♙b7 4.e3 ♘f6 5.♙d3  
♙e7 6.♘c3 d5 7.b3 dxc4 8.♙xc4 ♘c6 9.♙b2  
♘a5 10.♙b5+ c6 11.♙d3 O-O 12.♘a4 ♖d5  
13.♙c3 ♖fd8 14.♙e2 ♖ac8 15.♖c2 c5 16.dxc5  
♖h5 17.b4 e5 18.e4 ♖xd3 19.♖xd3 ♙xe4  
20.♖a6 ♙b7 21.♖xa7 ♖a8 22.♖xb6 ♘d5  
23.♖xa5 ♖xa5 24.bxa5 e4 25.♙d2 exf3 0-1

**Shredder v Junior**

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6  
5.O-O ♙e7 6.♖e2 b5 7.♙b3 d6 8.c3 O-O 9.d4  
♙g4 10.♖d1 exd4 11.cxd4 d5 12.e5 ♘e4  
13.♘c3 ♘xc3 14.bxc3 ♙f5 15.♙f4 ♘a5  
16.♙c2 ♖c8 17.♙g5 ♙xg5 18.♘xg5 h6 19.♘f3  
♘c4 20.♙b3 ♖e6 21.♘h4 ♙e4 22.f3 ♙h7  
23.f4 ♙e4 24.♖f2 ♖fb8 25.f5 ♖e7 26.♖f1 ♖d7  
27.f6 g6 28.♖ad1 ♖g4 29.♘f3 ♖f4 30.♖c1 a5  
31.♖e1 ♖e3+ 32.♖f2 ♖xe1+ 33.♖xe1 ♖a6  
34.♘d2 ♘xd2 35.♖xd2 b4 36.cxb4 ♖xb4  
37.♖c1 a4 38.♙d1 ♖c4 39.♖xc4 dxc4 40.♖e2  
♙d3 41.♖b2 ♖b6 42.♖xb6 cxb6 43.d5 ♙e4  
44.d6 ♙c6 45.♙f2 ♙d7 46.♙e3 b5 47.♙d4  
♙f8 48.♙f3 ♙e8 49.♙d5 h5 50.h4 ♙f8 51.a3  
♙e8 52.♙c3 ♙f8 53.♙b4 ♙g8 54.♙e4 ♙f8  
55.e6 fxe6 56.♙xg6 e5 57.♙xh5 e4 58.g4 ♙c8  
1-0

**DarkThought v Rebel**

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 d5 5.cxd5  
♘xd5 6.♙g2 ♘b6 7.O-O ♙e7 8.d3 O-O 9.a3  
♙e6 10.b4 a5 11.b5 ♘d4 12.♘d2 a4 13.♙xb7  
♖a5 14.♖b1 ♖d7 15.♘f3 ♘xb5 16.♘xe5 ♘xc3  
17.♘xd7 ♘xd1 18.♘xf8 ♙b3 19.♘xh7 ♖a7  
20.♙f3 ♘c3 21.♖a1 ♙xh7 22.♙b2 ♘a2  
23.♖fb1 ♘d5 24.♙xd5 ♙xd5 25.♙e5 c6  
26.♖b2 f6 27.♙d4 ♖d7 28.♖b8 ♙xa3 29.♖a8  
♙b3 30.♙xf6 gxf6 31.♖xa2 ♙xa2 32.♖xa4 ♖e7  
33.♙f1 ♙e6 34.♖xa3 ♙h3+ 35.♙e1 ♖b7  
36.♖a1 ♙g6 37.f3 ♙d7 38.h4 ♙h5 39.e4 ♖b2  
40.♖a5+ ♙h6 41.g4 ♙g6 42.h5+ ♙f7 43.e5  
♖b5 44.♖xb5 cxb5 45.exf6 ♙xf6 46.d4 ♙c6  
47.f4 ♙f3 48.g5+ ♙e6 49.♙d2 ♙xh5 50.♙c3  
♙f5 51.♙b4 ♙e8 52.♙c5 1/2-1/2

**MChess v SOS**

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 g6 5.♘c3  
♙g7 6.♙e3 ♘f6 7.♙c4 O-O 8.♙b3 d6 9.f3  
♙d7 10.♖d2 a5 11.a4 ♘xd4 12.♙xd4 ♙e6  
13.O-O-O ♙xb3 14.cxb3 ♘d7 15.h4 ♙xd4  
16.♖xd4 ♘c5 17.♙b1 ♘xb3 18.♖e3 h5 19.g4  
hxg4 20.h5 gxh4 21.hxg6 fxg6 22.♖h8+ ♙f7  
23.♖f4+ ♙g7 24.♖h6+ 1-0

**Hiarcs v Cilkchess**

1.d4 e6 2.c4 c5 3.♘f3 ♘f6 4.e3 cxd4 5.exd4 d5  
6.♘c3 ♘c6 7.♙g5 ♙e7 8.c5 O-O 9.♙b5 ♙d7  
10.O-O b6 11.♘a4 bxc5 12.♙xf6 ♙xf6  
13.♘xc5 ♖e8 14.♖c1 ♖c8 15.♙a6 ♖b8 16.b3  
♖a5 17.a4 ♖b4 18.♘d3 ♖b6 19.♙b5 ♖xb5  
20.axb5 ♘xd4 21.♘xd4 ♙xd4 22.♖c2 ♙xb5  
23.♖fd1 ♖b6 24.♘c5 ♙e5 25.♖d2 ♖b8 26.g3  
♙f6 27.♖c2 ♖a8 28.f3 a5 29.♖dc1 ♙e7  
30.♖d4 ♙g5 31.f4 ♙f6 32.♖d2 d4 33.♘d3  
♙e7 34.♖d1 ♖f3 35.♘e5 ♖e4 36.♖a2 d3  
37.♖g2 ♖d4+ 38.♙h1 ♙b4 39.♖b7 ♖c5  
40.♖e4 d2 41.♙g2 ♖b6 42.♖c2 ♖d8 43.g4 f6  
44.♘c6 ♖b7 45.♖xe6+ ♙f8 46.♙f2 ♖e8  
47.♖d5 ♙xc6 48.♖xc6 ♖a7+ 0-1

**Diep v Francesca**

1.♘f3 d5 2.d4 ♘f6 3.♙f4 c5 4.c3 cxd4 5.cxd4  
♖b6 6.♖b3 ♖xb3 7.axb3 ♘c6 8.e3 e6 9.♘c3  
♙d7 10.♘e5 ♘xe5 11.♙xe5 ♙b4 12.♙d3 ♘g4  
13.♙xg7 ♖g8 14.♙e5 ♘xe5 15.dxe5 ♖xg2  
16.♙e2 ♖g5 17.♘a2 ♙f8 18.♙xh7 ♖xe5  
19.♙d3 d4 20.♖hg1 ♙c6 21.♖g3 O-O-O  
22.♖c1 ♙b8 23.♖cg1 f5 24.f4 ♖a5 25.♘c1  
dxe3 26.♖f1 ♙c5 27.b4 ♙xb4 28.♖xe3 ♖h8  
29.h3 ♙g2 30.♖f2 ♙d5 31.♖f1 ♖a1 32.♖g3  
♖c8 33.♖gg1 ♙c5 34.♙d2 ♙xg1 35.♖xg1 ♖a4  
36.♖f1 ♖b4 37.b3 ♖h8 38.♙c3 a5 39.♙c4  
♖xh3+ 40.♘d3 ♙e4 41.♖d1 ♙c7 42.♙xe6  
♖b6 43.♙c4 ♖d6 44.♖a1 ♙b6 45.♖d1 ♙c6  
46.♖c1 0-1



## Virtual\_Chess\_X v P.ConNerS

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♗xd4 a6 5.♙d3  
 6.♗c5 6.♗b3 ♙a7 7.♞e2 ♗c6 8.♙e3 ♙xe3  
 9.♞xe3 d6 10.♗c3 ♗f6 11.O-O-O O-O 12.f4  
 ♞c7 13.♞hg1 b5 14.g4 b4 15.g5 ♗d7 16.♗e2  
 a5 17.♗bd4 ♗xd4 18.♗xd4 ♗c5 19.♗b5 ♞b6  
 20.♙c4 ♞d8 21.f5 ♙a6 22.g6 fxg6 23.♞xg6  
 hxg6 24.fxg6 ♗b3+ 25.♞xb3 ♞f2 26.♙xe6+  
 ♗f8 27.♗c7 ♞f4+ 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
Hiarcs-Cilkchess	0-1
Nimzo-Chess Tiger	draw
LambChop-Zugzwang	draw
Virtua-PConNerS	1-0
Isichess-Eugene	0-1
Diep-Francesca	0-1
Arthur-Gromit	0-1
MChess-SOS	1-0
Centaur-Mini	0-1
Ikarus-Now	0-1
Patzer-XXXX2	1-0
Neurologic-RuyLopez	draw

7rds	FINAL TABLE
5½	Shredder, Ferret
5	Fritz, Cilkchess
4½	Junior, Dark Thought, Rebel, Nimzo, Chess Tiger
4	Hiarcs, LambChop, Francesca, Virtua, Gromit, Eugen
3½	Zugzwang, MChess
3	PConNerS, Isichess, Diep, Patzer, Mini, Now
2½	SOS, Arthur
2	Ikarus, Centaur
1½	Ruy Lopez
1	XXXX2, Neurologic

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.c4 e5 2.♗c3 ♗f6 3.♗f3 ♗c6 4.g3 d5 5.cxd5  
 ♗xd5 6.♙g2 ♗b6 7.O-O ♙e7 8.d3 O-O 9.a4  
 a5 10.♙e3 ♞a6 11.♞c1 ♙b4 12.♞e1 f6 13.♙d2  
 ♙e6 14.♗e4 ♗d7 15.♙xb4 axb4 16.e3 ♙d5  
 17.♗ed2 ♞e7 18.b3 ♞aa8 19.d4 e4 20.♗h4 f5  
 21.♙h3 g6 22.♞f1 ♞e6 23.♗g2 g5 24.♞h5  
 ♞e7 25.♗e1 ♞g7 26.♞e2 ♗b6 27.♗c2 ♙e6  
 28.♙g2 ♗a5 29.♗a1 ♗d5 30.♞fe1 ♗c3



31.♞f1 c6 32.♞c2 ♗h8 33.♗b1 ♗xb3 34.♗xc3  
 bxc3 35.♞xc3 ♞f7 36.g4 fxg4 37.♗xb3 ♙xb3  
 38.♙xe4 ♞xa4 39.♞c5 ♙e6 40.♞ec1 h6  
 41.♞1c2 ♞fa8 42.♞b2 ♙c4 43.♞c1 ♙e6  
 44.♞f1 ♙c4 45.♞c1 ♞a1 46.♞b1 ♞xb1  
 47.♞xb1 ♙e6 48.♞e5 ♞f8 49.♞b2 ♞f6 50.♞a5  
 ♗g8 51.♞a7 ♙c8 52.♞a8 ♞e7 53.♙b1 ♙e6  
 54.♞a7 ♞b8 55.♙d3 ♞c7 56.♞b1 ♙f7 57.♙e2  
 ♗g7 58.♙xg4 ♙g6 59.♞b3 ♙f7 60.♞b4 ♗h8  
 61.♙f5 ♗g8 62.e4 ♗g7 63.♞b2 ♗g8 64.♞a3  
 ♗g7 65.♞a1 ♗g8 66.♞a4 ♞d6 67.e5 ♞d8  
 68.e6 ♙h5 69.♞c4 ♞f6 70.e7+ ♗g7 71.♞c5  
 ♙e8 72.♙g4 ♞f4 73.♙f3 ♗f6 74.♙e2 ♙d7  
 75.♙h5 ♙e8 76.♙f3 h5 77.♙e2 g4 78.♙d1 h4  
 79.♞b4 ♙d7 80.♞a3 ♞e8 81.♞e3 ♗g7 82.♙e2  
 ♞f6 83.♙d3 ♞b8 84.♞e5 b5 85.♙f5 ♙xf5  
 86.e8=♗+ ♞xe8 87.♞xe8 ♙g6 88.♞e7+ ♗g8  
 89.♞d7 ♙e8 90.♞e7 ♞g6 91.♞b7 ♞b1+  
 92.♗g2 h3+ 93.♗g3 ♞g1+ 94.♗f4 ♞xf2+  
 95.♗xg4 ♞g2+ 96.♗h4 ♞f2+ 97.♗xh3 ♞f3+  
 98.♗h4 ♞f4+ 99.♗h3 ♞f3+ 100.♗h4 ♞f4+  
 101.♗h3 ♞f3+ 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.

**S/S 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 WCCChamp **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 ♘f6 2.c4 e6 3.g3 ♘b4+ 4.♗d2 c5  
5.♗xb4 cxb4 6.♗g2 0-0 7.♘f3 d6 8.0-0 a5  
9.a3 ♘a6 10.♘bd2 ♗e8 11.♘e1 e5 12.♘c2  
bxa3

New! 12...♗b6 13.c5 dxc5 14.♘c4 ♗c7

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

13.♗xa3 ♗b8 14.♘e4 ♘xe4 15.♗xe4 ♗h3

The purpose here is not particularly to dislodge the ♗, but to threaten Rebel with long-term back-rank problems

16.♗e1 ♗b6!



17.e3?!

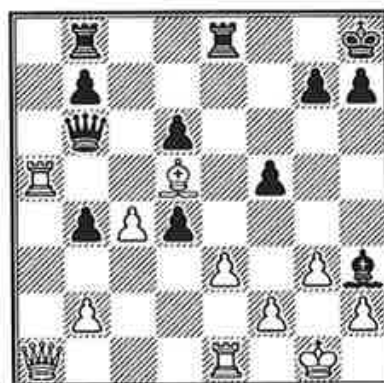
Marked by Ed Schroder as Rebel's first real mistake. His point is that this move blocks Rebel's pieces - a3♗, e1♗, c2♘ - from getting to the kingside.

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

17...f5 18.♗d5+ ♘h8 19.♗a1

Rohde comments that, whilst this is a natural enough move, it is very committal  
19...♘b4 20.♘xb4 axb4 21.♗a5

"Backing off with 21.♗d3 gives Black the advantage after 21...e4" says Rohde  
21...exd4



**22. ♖b5!?**

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 ♖ 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... ♖d8 23. exd4?!**

23. ♖xb4! is the Hiarc's choice, and I haven't found any really good line for Black, so maybe it is better. E.g: 23... dxe3 24. ♖xe3 ♖xe3 25. fxe3 which I would put as fairly equal, though the PC programs tend to show White as +=

**23... ♖a8 24. ♖xe8+?!**

"The main positional mistake" says Ed – "it gives away the crucial e-file."

"24. ♖d1 is better", he says, though Rohde doesn't believe the move actually played is so bad! He says 24. ♖c1? was the move which had to be avoided:

24... ♖xe1+ 25. ♖xe1 ♖e7!

**24... ♖xe8 25. ♖c1 ♖e2!****26. f4?**

"I don't know why Rebel played this move," says Ed. "Analysis with the current Rebel 10.5, ♖xb7 is the first move to appear as the principal variation, and this is replaced in ply 10 by the best move, which is ♔g2. 26.f4? clearly loses material in the short term" he concludes.

26. ♔g2, Ed's 'best move', was also chosen by Hiarc's when I analysed the game, then 26... ♖c2 27. ♖f1 (27. ♖e1 ♖xc4 28. ♔f1) 27... ♖xb2 28. ♔xh3 ♖a1 29. ♖xf5 ♖xf1+ 30. ♔xf1 ♔g8 31. ♖d5 b3 32. ♖xd6

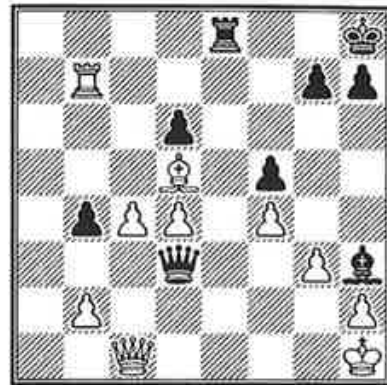
Interestingly Rohde gives 26. ♔g2 a ?! and suggests that 26... ♖d2 27. ♖f1 ♖e8 would win ♖ for ♖+♔, and leave Black with a winning endgame. However after

28. ♖xb7! Black cannot play ♖e1 because of his own back-rank problem!

**26... ♖d3**

26... ♖e8! also looks very strong:

27. ♖xb7 h5 28. ♖b5 ♖e4

**27. ♖xb7 ♖e8! 28. ♔h1?!**

Hiarc's proposed that 28. ♖xb4! would have retained some slender chances for White: 28... ♖xd4+ (or 28... h6 straight away?) 29. ♔h1 ♔g4 30. ♔g2 ♖e2+ 31. ♔h1 ♖e8=. The '=' comes from Hiarc's!?

**28... ♖c2**

An obvious but rather unpleasant mate threat, which leads to a win. But Rohde feels he had something better here.

28... ♖xd4 is not that strong: 29. ♖xb4 h6 30. ♖a4!

But 28... ♔g4! really is good, by-passing the back-rank theme for a direct attack. This is it!... the awesome threat is ♔d1! then ♖f1 mate but, says Rohde, "for some reason I couldn't work out the forced win, and didn't want the White ♔ to escape, so played my ♖c2"

29. ♖e3 ♖b1+ 30. ♖g1 ♖xb2 31. ♖b6 h6

Putting any back-rank 'forgetfulness' fears behind him. It's also a little trap!

**32. ♖a6**

Not 32. ♖xd6? ♖c3! threatening the deadly ♖e1!

**32... ♖c2 33. c5 dxc5 34. dxc5?**

34. ♖c6 is no better: 34... b3 (34... ♖e2)

35. ♖xc5 ♖d3 (35... ♖d2) 36. ♖c1+

34... ♖c3+ 35. ♖a1 b3 36. ♖c1 ♖d3 37. ♖d1 ♖e2 38. ♖b1 b2 39. ♖d1 ♖xd1+ 40. ♖xd1 ♖d8 0-1

"I guess I have some homework to do!" said Ed Schroder 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 v GM Sorin of Argentina - get SS84!

# 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, Junior5 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 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.

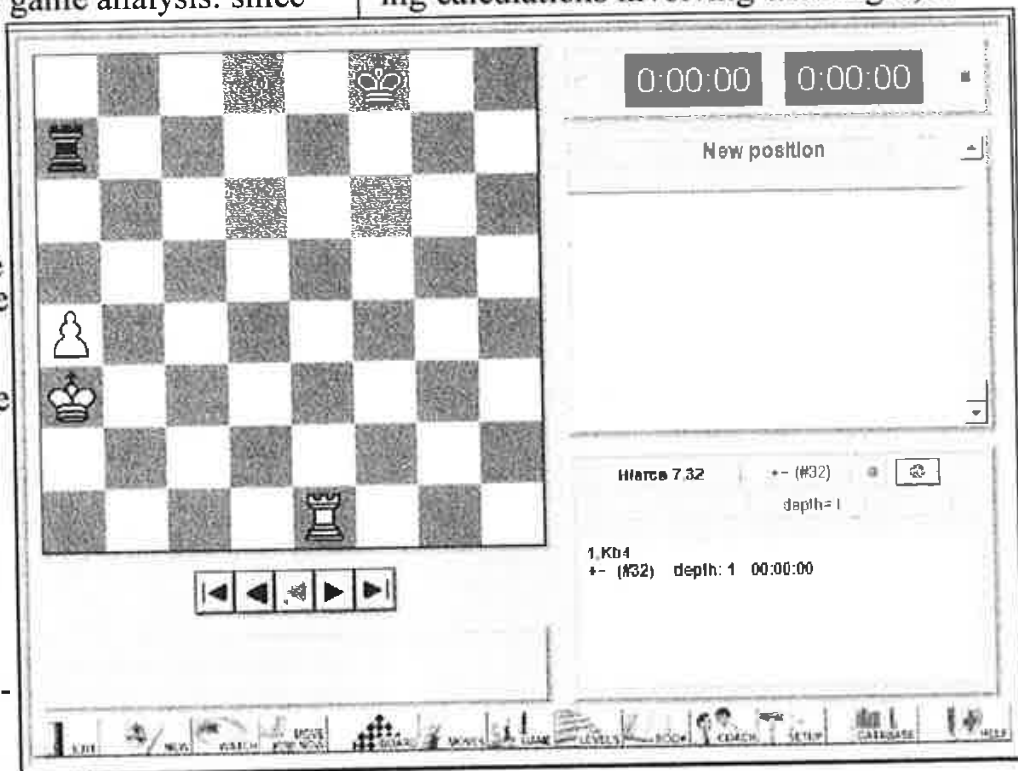


### TABLEBASES!

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



Hiarc announces an immediate m/32! The power of TABLEBASES!



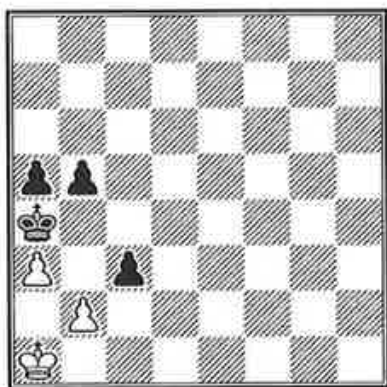
Eugene Nalimov



knows the value of the position immediately. This leads to a tremendous increase of effective search depth in all endgames where piece tradings occurring in the search lead to 4 or 5 men positions.

Here's a good example:-

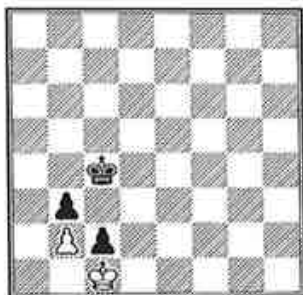
### Grigoriev, 1925 Study



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.

11.Ka2 b4 12.axb4 c2 13.b3+ Kb5 14.Kb2 c1D+ 15.Kxc1  
= (0.00) Tiefe: 27/30 00:00:05 310kN, tb=2003

1.♙a2 b4 2.axb4 c2  
2...axb4 3.♙a1 ♖b3 4.♙b1 ♙c4 5.♙c2  
b3+ 6.♙b1 c2+ 7.♙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.b3+ 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 4-8 Giga-bytes!

However all the 4-piece Tablebases and the endgames for KPP-KP, KRP-KP, KBP-KP, KRB-KR, KRN-KR 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.exd5 cxd5 4.c4 ♘c6 5.cxd5 ♙xd5 6.♘f3 e5 7.♘c3 ♙b4 8.♙d2 ♙xc3 9.♙xc3 e4 10.♘e5 ♘xe5 11.dxe5 ♘e7.

Here folk with HiarcS7 DOS will find ♙a4=6 ♙e2=5 ♙c2=4 ♙h5=4, but no mention of ♙e2. This is faithfully represented on the HiarcS 732 screen, if you've followed these moves. But if you now play 12.♙e2, book moves appear on screen

immediately, because the Fritz *General book* has clicked in, enabling HiarcS to stay with theory!

To finish, here's an example of HiarcS 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 HiarcS needs!

### HiarcS732 - Junior5

C78, Ruy Lopez. 40/2

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6  
5.0-0 ♙c5 6.c3 b5 7.♙b3 d6 8.♞e1 0-0 9.d4  
♙a7 10.♙g5 h6 11.♙h4 ♙b7 12.♞d3 exd4  
13.cxd4 ♘a5 14.♙c2 ♘c6 15.♞d2 ♞c8  
15...♞e8 16.♘c3 ♘b4 17.♙b3 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.♞f4 ♞a8?

Junior appears to have lost the plot, or doesn't know there is one. 17...b4 18.e5 dxe5 19.dxe5 ♙xf3 20.♙xf6 ♞d4 21.♞xf6 bxc3 22.bxc3

18.e5 ♘h5 19.♞g4



19...♙xf3 20.gxf3 ♞b8?!

Challenging White's queen with 20...♞c8 was better, though after 21.♙f5 ♞b7 22.♞xh5 ♙xd4 23.♙e4 c6 24.exd6 ♘c4 25.♞ad1 White still has a big advantage

21.♘d5! ♞e8

21...f5 22.exf6

22.♘f6+ ♙f8

22...♘xf6? 23.♙xf6 g5 24.♞e4! and mate follows

23.♘d7+ ♙g8 24.♘xb8 ♞axb8 25.exd6 1-0

## Novag UNIVERSAL Board

### NEW DRIVERS available for Fritz 532, HiarcS 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, HiarcS 732 and Rebel 10.



I have the drivers on disks now with printed instructions for Fritz and HiarcS - 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 HiarcS, 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 MATCH

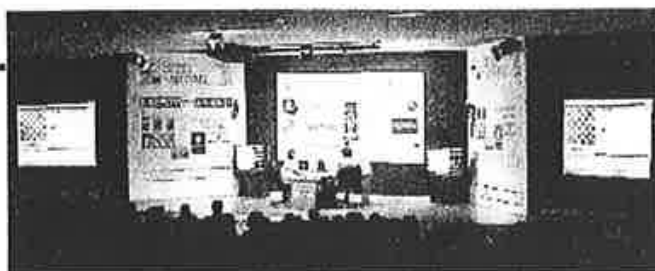
## ANAND v KARPOV

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 ChessBase7 and a choice of programs from Fritz532, Junior5, Nimzo99 and the brand-new Hiarcs732. 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 Hiarcs 732, whilst Karpov started the match with Fritz 532 but changed to Hiarcs later. The change didn't help him, however, as he was beaten easily, with Anand overwhelming him right from the start.

The size (5-1!) 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



aisles. 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 ChessBase7, its databases, and the Hiarcs732 program with ease. Quickly extracting the games he wanted to view, and getting Hiarcs 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, Gjo-vik 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 Hiarcs on screen checking all the attacking lines well in advance, and the audience knew exactly what was coming many moves before the end.

G/60	1	2	3	4	5	6	Tot
<b>Anand</b>	1	½	1	½	1	1	<b>5</b>
<b>Karpov</b>	0	½	0	½	0	0	1

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, Hiarc 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 sub-headings 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 Schroder 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 5 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 ♖f6 3.d4 ♖xd5 4.c4 ♖f6  
5.♗f3 e6 CT out of book 6.♗c3 c5 7.d5  
exd5 8.♗xd5 ♘e7 9.♗xf6+ CT plays too  
often with this knight, Be2 is better 9...♗xf6  
10.♞xd8+ ♗xd8 11.♗e3 ♗e7 12.♗d3 ♗c6  
13.0-0 ♗b4 Although this looks a bit pre-  
mature, it appears to be quite strong  
14.♗e4 f5 15.♗b1 ♗f6 16.♞e1 ♗f7 17.♗c1  
♞e8 A human would play Be6 here, but  
DBJ wants to win a pawn 18.♞xe8 ♗xe8  
19.a3 ♗c6 20.♗c2 ♗a5 21.♗e3 ♗xb2  
22.♞e1 ♗f7 23.♗xc5 ♗xc4 24.♗d3 ♗xa3



*This puts the knight in dire straits, but CT already had lots of compensation for the pawn 25.♞e2 ♗c1 26.♗d4! b6 27.♗d6 a5 28.♞a2 This wins the knight. The ending is simply lost for DBJ 28...♗e6 29.♗xe6 ♗xe6 30.♗xa3 ♗xa3 31.♞xa3 ♞c8 32.♗f1 g6 33.♗e2 ♞c6 34.♗d2 ♞d6 35.♞b3 h6 36.♗c3 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!? Not the start most had expected!*

### Chess Tiger 11.9 – Deep Blue Junior

**[C46]** Blitz match Paderborn (2)

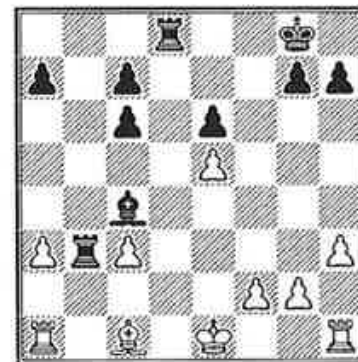
1.e4 e5 2.♗f3 ♗c6 3.♗c3 ♗b4 DBJ loves to play bad opening lines 4.♗d5 ♗f6  
5.♗xb4 ♗xb4 6.c3 ♗c6 7.d4 exd4 8.e5

♞e7 9.cxd4 d6 10.♗b5 dxe5 11.♗xc6+

*This gives big problems. I like the pawn sac 11 0-0! with a good position for white 11...bxc6 12.dxe5 ♗a6*



*Now CT has a problem: where to put the king? 13.♞a4 ♗b5 14.♞h4 ♞e6 15.h3?! 0-0 16.♗e3 ♗d5 17.♗c5 ♞fb8 18.♞e4 ♗f6 19.♞e3 ♗d5 DBJ wants a draw by repetition! CT better had to take it 20.♞e4 ♗f6 21.♞c2 CT appears to think it has the advantage, as it avoids the repetition ♞e3 21...♞d8 22.♗e3 ♗d3 23.♞c3 ♗e4 24.♗d4 ♗xc3 25.♗xe6 fxe6 26.bxc3 ♞ab8 DBJ has complete control 27.♗c1 ♗c4 28.a3 ♞b3*



29.h4 ♞xc3 30.♞h3 ♞c2 31.♞e3 ♞d4 32.g3 c5 33.a4 ♗d5 34.a5 c4 35.♗a3 ♞dd2 36.♞b1 h5 37.♗c5 ♞xf2 38.♞c3 ♞fe2+ The rooks on the 2nd rank are devastating and DBJ has no trouble to win this position 39.♗d1 ♞cd2+ 40.♗c1 ♞a2 41.♞b8+ ♗h7 42.♞b2 ♞exb2 43.♞a3 ♞c2+ 44.♗d1 ♞d2+ 45.♗e1 ♞e2+ 46.♗d1 ♞ad2+ 47.♗c1 ♞c2+ 48.♗d1 ♞ed2+ 49.♗e1 ♞h2 50.♗d1 ♞cd2+ 51.♗c1 ♞dg2 52.♗f2 ♞xf2 53.♞d3 cxd3 54.♗d1 ♞f1# 0-1

### Chess Tiger 11.9 – Deep Blue Junior

**[B01]** Blitz match Paderborn (3)

1.e4 d5 2.exd5 ♖f6 3.d4 ♖xd5 4.c4 ♖f6  
5.♗f3 e6 6.♗c3 c5 7.d5 exd5 8.♗xd5  
♗xd5 Deviating from the first game, where

DBJ played *Be7* 9.cxd5 ♖e7 10.♗b5+ ♘d7 11.0-0 0-0 12.♗f4 ♜b6 One of DBJ's favourite moves: play *Qb6* to attack something on *b2* 13.♞d3 a6 14.♗c4 ♜xb2 15.♞e4 ♗f6 16.♞ab1 ♞a3 17.d6



CT has a lot of compensation for the pawn minus 17...♞b8 18.♗c1 ♞a5 19.♗d3 g6 20.♗h6 ♗g7 21.♗xg7 ♘xg7 22.♞e7 ♞xa2 Another pawn is lost, but I don't see how CT can take advantage of its big plus in mobility 23.♗e5 ♞d5 24.♗xd7 ♗xd7 25.♗e4 ♞e6 The queens come off the board, after which it is clear CT has to struggle for a draw 26.♞xe6 fxe6 27.♞xb7 ♞xb7 28.♗xb7 ♗b5 29.♞a1 ♞b8 30.d7 ♗xd7 31.♗xa6 ♞a8 32.♞d1 ♗a4 33.♞d6 ♗b3 34.♞b6 ♗d5 35.f3 c4 36.♗f2 c3 This looks obvious, but the pawn on *c3* is more of a weakness than a strength 37.♗e3 ♞a7 38.♗d3 ♞c7 39.♗c2 ♗f6 40.♞b4 g5 41.♗d3 h6 42.h4 ♞c5 43.♞g4 ♗e7 44.hxg5 hxg5 45.♞a4 ♗f6 46.♞a3 ♗e5 47.♞a4 ♞c7 48.♞g4 ♗f6 49.♞a4 ♞c5 50.♞a3 ♗e5 51.♞a4 ♞c8 52.♞g4 ♗f6 53.♞a4 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 1/2-1/2, and 1 1/2-1 1/2 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). [G/10 v G/5]

1.e4 e6 2.d4 d5 3.♗c3 dxe4 4.♗xe4 ♗f6 5.♗xf6+ gxf6 As usual DBJ chooses an

offbeat opening line 6.♗f3 ♗d7 7.♗d3 ♗c6 8.0-0 ♞d6 9.♗e3 ♗d7 10.c4 0-0-0!? Cas-tling right into it, but there is also a threat 11.a3 ♞g8 12.b4! 12.♗xh7?! ♞h8 eyeing *h2*, so 13.d5 to block the attack on ♗f3 (it protects *h2*). Now 13...♞xh7 12...♗e5



With some nasty tactics coming up! 13.d5 Countering the DBJ stroke and entering a very interesting tactical phase 13...♗xd5 14.cxd5 ♞xd5 15.♗e2 ♞e4 16.♗d2 ♗h6 17.g3 ♞f5 18.♞a2 ♗xf3+ 19.♗xf3 ♗xd2 20.♞xd2 ♞xd2 21.♗xb7+ ♗xb7 22.♞xd2 End of the tactics. Black is a pawn up, but Rebel owns the *d*-file and DBJ's king is not very safe 22...♞g5 23.♞d7 ♞g7 24.♞e8 a6 25.a4 ♞d5 26.b5 a5 27.♞e1 ♞c4 28.♞d1 ♞c2 29.♞f1 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.♞f8



30...♞c3 Bad, as now the white rook enters the scene. 30... Rg4 looks okay for black 31.♞d1! h5 32.♞d8 ♞e1+ 33.♗g2 ♞e4+ 34.f3 ♞e2+ 35.♗h3 Checks are running out, leaving Rebel with a winning attack 35...♞xg3+ Desperation! 36.♗xg3 ♞e1+ 37.♗h3 ♞f1+ 38.♗h4 ♞xf3 39.♗g5 ♗a7 40.♞c5+ ♗b7 41.♗f6 ♞d5 42.♞xd5 exd5 with a mate announcement 43.♗e7 1-0

The final pair of games between **REBEL 10.5** and **DBJunior** in *SS/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 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. PC PROGS		SS83	Aug 1999	Human/Game:			
BCF	Computer	Elo	+/-	Games	Pos		
253	HIARCS7 PPRO-PC	2627	14	1040	1		
250	FRITZ532 PPRO-PC	2606	17	713	2		
250	CHESSMASTER 6000 PPRO-PC	2606	33	198	3		
249	NIMZO99A PPRO-PC	2596	18	639	4		
248	FRITZ516 PPRO-PC	2588	13	1262	5	2443	6
248	NIMZO98 PPRO-PC	2585	13	1248	6	2405	10
247	JUNIORS PPRO-PC	2579	17	714	7		
246	HIARCS6 PPRO-PC	2569	14	1097	8	2503	18
245	REBEL-10 PPRO-PC	2566	30	226	9	2595	2
244	REBEL9 PPRO-PC	2556	14	997	10	2619	6
243	REBEL8 PPRO-PC	2551	21	482	11		
243	SHREDDER3 PPRO-PC	2551	42	120	12		
243	MCHESS PRO7 PPRO-PC	2547	15	949	13	2530	1
243	MCHESS PRO6 PPRO-PC	2546	17	681	14	2474	12
242	CHESS GENIUS5 PPRO-PC	2541	14	1039	15	2389	6
242	MCHESS PRO8 PPRO-PC	2538	17	681	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	2489	11	1652	20	2540	2
235	KALLISTO2 PPRO-PC	2482	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	2106	24		
234	REBEL9 PENT-PC	2476	16	762	25		
233	CHESS GENIUS5 PENT-PC	2465	12	1445	26		
231	CHESS GENIUS3 PENT-PC	2454	14	1028	27	2658	10
231	MCHESS PRO6 PENT-PC	2452	11	1611	28	2316	4
231	CHESS GENIUS4 PENT-PC	2451	13	1199	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	MCHESS PRO5 PENT-PC	2439	15	921	33	2423	19
229	CHESSMASTER 5000+5500 PENT-PC	2433	25	326	34	2372	6
228	NIMZO3.5 PENT-PC	2430	15	920	35	2426	6
228	JUNIOR4.0 PENT-PC	2426	16	844	36		
227	NIMZO3.0 PENT-PC	2421	16	843	37		
227	HIARCS3 PENT-PC	2419	18	628	38	2631	6
226	SHREDDER1 PENT-PC	2412	37	151	39	2068	6
226	CHESSMASTER 4000 PENT-PC	2409	45	104	40	2394	12
225	CHESS GENIUS4 486-PC	2403	15	919	41		
225	MCHESS 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	2369	16	809	48		
220	W CHESS PENT-PC	2367	14	1084	49	2321	31
220	MCHESS PRO5 486-PC	2364	16	786	50	2145	2

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

■■■■■■■■

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

RATING LIST (c) Eric Hallsworth, SS83 Aug 1999

BCF Computer	Elo	+/-	Games	Pos	Human/Games
223 TASC R30-1995	2389	17	714	1	2276 18
220 MEH LONDON 68030	2360	35	175	2	2272 6
217 TASC R30-1993	2341	12	1346	3	2336 66
217 MEH GENIUS2 68030	2338	18	649	4	2308 23
216 MEH LONDON PRO 68020/24	2329	67	47	5	
213 MEH RISC2 1MB	2304	21	456	6	2237 6
212 MEH LYON 68030	2303	15	889	7	2392 51
211 MEH PORTOROSE 68030	2290	20	525	8	2340 82
210 MEH BERLIN PRO 68020/24	2285	13	1221	9	2217 29
209 MEH VANCOUVER 68030	2279	17	676	10	2347 54
209 KASP RISC 2500-512K	2278	25	338	11	2384 10
209 MEH LYON-VANC 68020/20	2274	27	286	12	2327 10
208 MEH RISC1 1MB	2265	9	2541	13	2232 95
207 KASPAROV SPARC/20	2262	14	1052	14	2251 24
205 MEH ATLANTA-MAGELLAN	2247	23	383	15	2288 6
205 MEH MONTREUX	2245	16	781	16	2288 54
204 KASP RISC 2500-128K	2234	9	2620	17	2270 67
203 MEH LONDON 68020/12	2231	77	36	18	2040 4
201 FID ELITE 68040-V10	2208	53	75	19	2215 21
200 MEH VANCOUVER 68020/12	2201	9	2355	20	2121 33
199 MEH LYON 68020/12	2196	8	3363	21	2250 80
196 MEH PORTOROSE 68020	2177	69	45	22	
196 MEH SAPHIRE2-DIAMOND2	2171	10	1843	23	2240 188
196 NOV SAPHIRE2-DIAMOND2	2169	20	512	24	
195 FID ELITE 68030-V9	2163	15	919	25	2169 13
195 MEH BERLIN 68000	2163	12	1325	26	2221 25
194 MEH LYON 68000	2152	11	1738	27	2083 33
193 MEH VANCOUVER 68000	2151	12	1363	28	2126 23
193 MEH ALMERIA 68020	2148	14	1034	29	2172 215
191 NOV SAPHIRE1-DIAMOND1	2134	12	1353	30	2152 77
191 MEH MILANO PRO-SENATOR	2132	21	486	31	2169 10
189 MEH PORTOROSE 68000	2119	11	1725	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 MEH POLGAR/10	2076	18	656	35	2080 54
184 MEH ROMA 68020	2074	14	1073	36	2041 64
184 KASPAROV BRUTE FORCE	2072	14	1072	37	2182 42
183 MEH DALLAS 68020	2067	14	971	38	2069 197
182 MEH ALMERIA 68000	2059	14	1002	39	2093 31
181 NOVAG SCORPIO-DIABLO	2052	10	2092	40	2132 129
179 KASP PRESIDENT-HM6-TC+GR2100	2033	16	838	41	2072 65
178 MEH NIGEL SHORT	2030	25	322	42	2136 5
177 FID MACH3-DES2265 68000-V2	2022	6	5712	43	2105 230
177 MEH DALLAS 68000	2017	11	1532	44	1988 50
176 MEH HMS/5	2010	10	1797	45	1902 11
176 MEH POLGAR/5	2010	8	2853	46	2076 17
175 MEH MILANO	2007	13	1182	47	2063 13
175 NOV SUPER FORTE-EXP C/6	2007	8	2988	48	2000
175 NOV EMERALDCLASS-AMBER	2005	64	57	49	2000 24

175 MEH MONDIAL 68000XL	2000	15	867	50	2049 77
174 NOVAG JADEZ-ZIRCON2	1995	41	128	51	2032 48
174 MEH MONTREAL-ROMA 68000	1994	9	2553	52	1968 56
173 MEH ACADEMY/5	1984	9	2432	53	2023 111
172 MEH AMSTERDAM	1981	9	2273	54	2054 182
171 NOV SUPER FORTE-EXP B/6	1968	12	1464	55	2017 84
171 FID MACH2B	1968	27	276	56	1960 25
170 MEH MEGA4/5	1966	8	2708	57	2029 169
170 KASPAROV MAESTRO D/10	1964	12	1315	58	1956 109
170 FID MACH2C	1960	8	2676	59	2059 127
169 KASP GK2000-EXECUTIVE	1958	14	992	60	
168 MEH MODENA	1950	16	793	61	1862 20
168 MEH MH4/5	1945	8	2863	62	
168 FID TRAVELMASTER	1944	18	648	63	2006 97
166 NOVAG RUBY-EMERALD	1935	17	743	64	1917 83
166 MEH SUPERMOND2-COLLEGE-MCARL04	1932	27	288	65	1981 48
166 KASP TRAVEL CHAMPION	1930	12	1461	66	2074 8
166 KASP TRAVEL CHAMPION	1930	29	257	67	2021 176
165 KASPAROV MAESTRO C/8	1927	27	296	68	1862 22
164 MEH MONTE CARLO	1917	28	260	69	1999 98
164 FID MACH2A	1912	25	330	70	2046 10
164 CXG SPHINX/4	1912	25	330	70	1912 35
164 CONCH PLY-VICTORIA/5.5	1912	9	2466	71	1912 35
164 CONCH PLY-VICTORIA/5.5	1912	16	814	72	1943 155
163 KASP TURBOKING2	1910	14	1047	73	1870 15
162 NOV EXPERT/6	1897	32	206	74	
160 FID CLUB B	1884	12	1371	75	2026 22
160 NOV SUPER FORTE-EXP A/5	1882	11	1563	76	1827 18
160 NOV EXPERT/5	1880	26	309	77	1825 29
159 FID PAR E-ELITE+DES2100	1873	9	2587	78	2012 68
159 NOV FORTE B	1872	10	1855	79	1916 220
158 MEH REBEL	1869	9	2256	80	1965 208
158 FID AVANT GARDE/5	1868	11	1591	81	1940 69
157 FID CLUB A	1861	30	228	82	1852 80
157 KASP STRATOS-CORONA	1861	9	2174	83	1852 80
156 MEH SUPERMONDIAL1	1861	9	2233	84	1767 6
156 KASPAROV MAESTRO A/6	1852	11	1599	85	1890 48
155 CONCH PLYMATE/5.5	1852	14	979	86	1921 134
155 KASP TURBOKING1	1847	9	2271	87	1990 6
155 CONCHESS/6	1847	24	358	88	1864 131
155 KASP SIMULTANO	1845	45	104	89	1923 55
154 FID EXCELLENCE/4	1844	13	1159	90	2017 8
154 NOV EXPERT/4	1835	11	1720	91	1824 36
153 SCI TURBO KASPAROV/4	1835	14	1054	92	
153 CONCH PLYMATE/4	1828	20	514	93	1960 43
152 FID ELITE C	1827	24	372	94	1933 64
152 FID ELITE/4	1820	34	181	95	2007 6
151 FID ELEGANCE	1812	17	701	96	1869 11
150 SCI TURBOSTAR 432	1805	12	1386	97	1852 40
150 MEPHISTO MM2	1802	16	772	98	1872 67
150 FID EXCELLENCE-DES2000	1800	11	1640	99	1776 8
148 CONCHESS/4	1784	20	515	100	1852 52
					1875 28