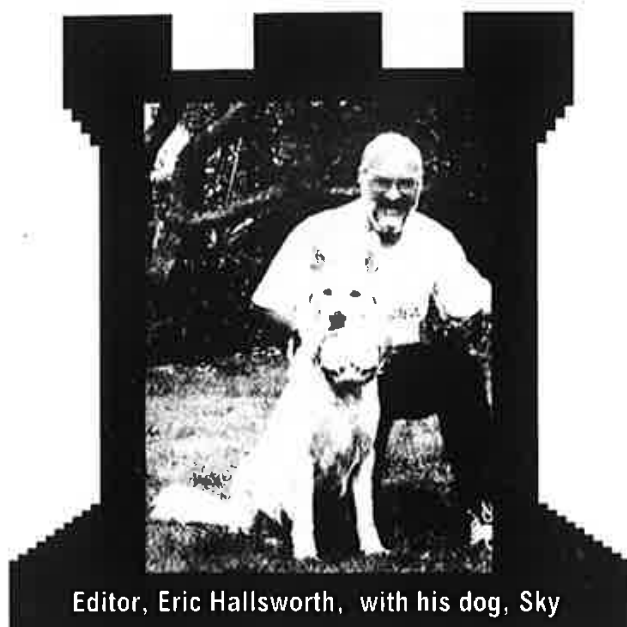# Selective Search 84
THE COMPUTER CHESS MAGAZINE

Est. 1985

Oct-Nov 1999

Editor: Eric Hallsworth

£3.75

Editor, Eric Hallsworth, with his dog, Sky

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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!*

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World Computer Champs 1999
The Aftermath: SUMMARIES, COMMENT, AND GAMES

1999 WCCC POLL

Following the recent **World Computer Chess Championship**, the Internet's COMPUTER CHESS CLUB, which is sponsored, designed and hosted by *ICD/Your Move Chess*, ran a rather interesting opinion poll.

The idea was to see what effect the result, which included some surprises, had actually had on the opinions of its members relating to the strength and their estimate of the future prospects of the various programs.

Now I must be careful how I present this... neither the original seedings, nor the opinions of those who have reacted to the result, are as objective as the WCCC result itself, and the latter should retain precedence!
    We are not trying to take Shredder's title away from it, but seeking to evaluate what effect a World Championship result actually has upon the views of the potential market!
    And most readers will be as interested as I was to see what other players and users think. Most if not all of those who voted will have used or seen/examined games by the programs, and the votes basically represent what they now *feel* about the actual potential of each program to complete its progress and reach GM standard.

Anyway, I am showing each of the 3 lists [seedings-result-opinion] side-by-side, but displaying the actual result in **bold**, to emphasise and distinguish it as it deserves.

A very proud Stefan Meyer-Kahlen, programmer of Shredder, with his winner's Trophy!

The question which the CCC asked was:

"In your opinion, which of the top ten performers at the 9th WCCC, if run on their WCCC hardware and placed in international tournaments for the next three years, allowing for software tweaking at the programmer's discretion, would obtain a Grandmaster title. If you do not think any of the programs could attain the title, please select ONLY the 'None of the above' box."

Voters could choose up to any ten and, in all, 783 votes were registered.

	Seedings			1999 WCCC	Score7		GM status	Votes	%%
1	Fritz		**1**	**Shredder**	5½	1	Hiarcs	132	17
2	Junior		**2**	**Ferret**	5½	2	Fritz	126	16
3	Rebel		**3**	**Fritz**	5	3	Rebel	110	14
4	Hiarcs		**4**	**Cilkchess**	5	4	Shredder	107	14
5	Nimzo		**5**	**Junior**	4½	5	Junior	86	11
6	Cilkchess		**6**	**Dark Thought**	4½	6	Ferret	72	9
7	Ferret		**7**	**Rebel**	4½	7	Nimzo	36	5
8	Zugzwang		**8**	**Nimzo**	4½	8	Chess Tiger	27	3
9	Dark Thought		**9**	**Chess Tiger**	4½	9	Cilkchess	26	3
10	Virtua Chess		**10**	**Hiarcs**	4	10	Dark Thought	20	2
11	M Chess		**11**	**Lamb Chop**	4		None.....	41	5
12	Shredder		**12**	**Francesca**	4				

The 1999 World Chess Computer Champs
FINAL TABLE in vital DETAIL

Under each round, the 1st. number identifies the opponent; then w for white or b for black; next 1 for a win, = for a draw, and 0 for a loss. Finally after the full stop we show the program's total score at the end of that round.

E.g. for **Shredder** in round 1, **30w1. 1**..... **30** indicates the opponent Neurologic; **w** means Shredder had white, and the **1** means it won. Shredder's total score after this round was **1**.

Pos	Name	1	2	3	4	5	6	7	Total	Opp
1	**Shredder**	30w1. 1	3b1. 2	7w1. 3	8b=. 3½	10w=. 4	2b=. 4½	5w1. 5½	5½	29
2	**Ferret**	20b1. 1	14w1. 2	10b0. 2	24w1. 3	12b1. 4	1w=. 4½	3w1. 5½	5½	28
3	**Fritz**	27b1. 1	1w0. 1	26b1. 2	13w1. 3	5b1. 4	10w1. 5	2b0. 5	5	27½
4	**Cilkchess**	21w1. 1	24b1. 2	5b0. 2	12w=. 2½	11b1. 3½	6w=. 4	10b1. 5	5	26½
5	**Junior**	15w1. 1	6b1. 2	4w1. 3	10b=. 3½	3w0. 3½	8w1. 4½	1b0. 4½	4½	32½
6	**DarkThought**	12b1. 1	5w0. 1	21b1. 2	11w=. 2½	16b1. 3½	4b=. 4	7w=. 4½	4½	28½
7	**Rebel**	25b1. 1	11w1. 2	1b0. 2	18w1. 3	8b0. 3	13w1. 4	6b=. 4½	4½	28
8	**Nimzo**	26b=. ½	22w1. 1½	16b1. 2½	1w=. 3	7w1. 4	5b0. 4	9w=. 4½	4½	27½
9	**Chess Tiger**	10b0. 0	13w0. 0	29b1. 1	22w1. 2	14b1. 3	19w1. 4	8b=. 4½	4½	23½
10	**Hiarcs**	9w1. 1	17b1. 2	2w1. 3	5w=. 3½	1b=. 4	3b0. 4	4w0. 4	4	33½
11	**LambChop**	18w1. 1	7b0. 1	15w1. 2	6b=. 2½	4w0. 2½	24b1. 4½	16w=. 4	4	27
12	**Francesca**	6w0. 0	28b1. 1	17w1. 2	4b=. 2½	2w0. 2½	16w=. 3	20b1. 4	4	26½
13	**Virtua Chess**	24w0. 0	9b1. 1	19w1. 2	3b0. 2	26w1. 3	7b0. 3	18w1. 4	4	24½
14	**Gromit Chess**	28w1. 1	2b0. 1	18w0. 1	23b1. 2	9w0. 2	27w1. 3	25b1. 4	4	22
15	**EUGEN**	5b0. 0	29w1. 1	11b0. 1	21w1. 2	24b=. 2½	20w=. 3	19b1. 4	4	21
16	**Zugzwang**	19w=. ½	23b1. 1½	8w0. 1½	17b1. 2½	6w0. 2½	12b=. 3	11b=. 3½	3½	26½
17	**M Chess**	29b1. 1	10w0. 1	12b0. 1	16w0. 1	25b=. 1½	26w1. 2½	24w1. 3½	3½	19½
18	**PConNerS**	11b0. 0	20w1. 1	14b1. 2	7b0. 2	19w0. 2	21w1. 3	13b0. 3	3	25½
19	**Isichess**	16b=. ½	26w=. 1	13b0. 1	25w1. 2	18b1. 3	9b0. 3	15w0. 3	3	23½
20	**Diep**	2w0. 0	18b0. 0	30w=. ½	28b1. 1½	22w1. 2½	15b=. 3	12w0. 3	3	22
21	**Patzer**	4b0. 0	27w1. 1	6w0. 1	15b0. 1	30w1. 2	18b0. 2	29w1. 3	3	20½
22	**Mini**	23w=. ½	8b0.½	28w=. 1	9b0. 1	20b0. 1	30w1. 2	27b1. 3	3	19½
23	**Now**	22b=. ½	16w0. ½	27b0. ½	14w0. ½	28w=. 1	29b1. 2	26b1. 3	3	17
24	**SOS**	13b1. 1	4w0. 1	25b1. 2	2b0. 2	15w=. 2½	11w0. 2½	17b0. 2½	2½	28½
25	**Arthur**	7w0. 0	30b1. 1	24w0. 1	19b0. 1	17w=. 1½	28b1. 2½	14w0. 2½	2½	20
26	**Ikarus**	8w=. ½	19b=. 1	3w0. 1	27w1. 2	13b0. 2	17b0. 2	23w0. 2	2	25
27	**Centaur**	3w0. 0	21b0. 0	23w1. 1	26b0. 1	29w1. 2	14b0. 2	22w0. 2	2	21
28	**Ruy Lopez**	14b0. 0	12w0. 0	22b=. ½	20w0. ½	23b=. 1	25w0. 1	30b=. 1½	1½	20½
29	**XXXX2**	17w0. 0	15b0. 0	9w0. 0	30b1. 1	27b0. 1	23w0. 1	21b0. 1	1	21
30	**Neurologic**	1b0. 0	25w0. 0	20b=. ½	29w0. ½	21b0. ½	22b0. ½	28w=. 1	1	19½

1999's WORLD CHESS COMPUTER CHAMPS
KEY GAMES with ANALYSIS

Before looking at one or two of the key or most interesting games with some analysis, there are some issues which are generated by the FINAL TABLE opposite.

These arise because of the small number of games played - if the Championship was an 11 rather than 7 round event, such matters would be unlikely to emerge.

■ *LUCKY PROGRAMS*

In particular note the records of **Cilkchess** and **Chess Tiger**.

TIGER made such a poor start that, although coming 9th. played no opponent higher than 8th. position. All its other opponents ended lower than itself.

CILKCHESS was just lucky! Its first 2 opponents were both bottom half entrants and, although it ended 4th. it played *none* of the top 3; i.e. it played no opponent which ended above it!

■ *UNLUCKY PROGRAMS*

Here note **Junior**, **Hiarcs** and **SOS**.

Because 24th. placed SOS made a good start, with wins in rounds 1 and 3, it played 2 of the top 4 programs!

JUNIOR had a tough tournament playing 3 of the top 4 and the 6th placed program just below it, so its 5th placing was a good result.

The hardest hit of all was HIARCS - due to winning its first 2 games the draw remarkably paired it with every one of the top 5 finishers in the final 5 rounds, a quite amazing fact. This tough series resulted in a late collapse into 10th place, even though it beat 2 of the programs which finished above it!

■ *A DESERVING WINNER!*

Finally do note that **Shredder** played against 2nd. 3rd. 5th. 7th. and 8th. (and Hiarcs!), so its victory was thoroughly deserved.

GAMES SELECTION

We're going to start with the big shock which came as early as round 2. **Fritz** (a warm favourite on its 4-processor system achieving something close to a Pentium2 at 2000MHz was White against 1995's winner, apparently still under-rated as 12th. seed!

Fritz - Shredder
[**C88** *Ruy Lopez*] Round 2

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.a4 b4 9.d3 d6 10.a5 ♗e6 11.♘bd2 ♖b8 12.♗c4 ♕c8 13.♘f1 ♘d4

My top book move is 13...♖e8 14.♘e3 ♘d4 15.♘xd4 exd4; then I have 13...♗xc4 14.dxc4 h6 15.♘e3

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

32...d5 was probably a little better (but the move played turns out fine) 33.♕xe6 fxe6 34.exd5 b3 35.dxe6 b2 36.♖b1 ♔f8 37.♗g5 ♖xa5

33.♕xa6 ♕d7
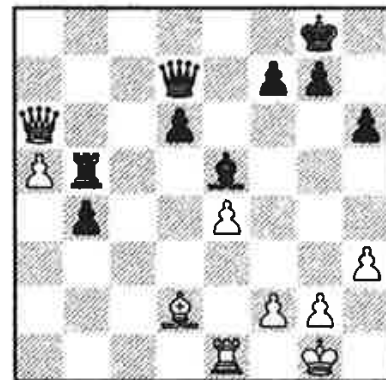
34.♖c1?!

The rook will not have time to achieve anything with the open file, but WILL be needed on b1, so this was a waste of tempo. 34.♖b1 immediately seems as good as anything: 34...b3 35.g4

34...b3 35.♕c8+??

35.g4 is probably best, and after 35...b2 36.♖b1 of course. However the loss of tempo on the previous move had already given Black an initiative, and Fritz could not afford this second error

35...♕xc8 36.♖xc8+ ♔h7

The seriousness of the damage caused by the loss of tempo becomes clearer – the errant rook now has to get BACK to the 1st. rank to defend it!

37.♖c1 b2 38.♖b1 ♖b3 39.♗c1

Giving up the bishop for the pawn is the best way to defend, though the game is now hopeless in truth. If White had allowed ♖b3-a3-a1 then it would have been over immediately

39...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

Now to round 3, and one of the most impressively played games of the whole Tournament. After this performance HIARCS became the hot tip for the Championship, though in the end it was not to be!
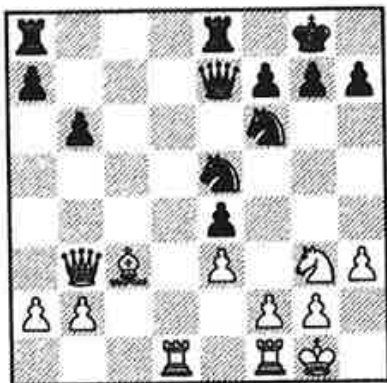
Hiarcs - Ferret

[E34 *NimzoIndian*] Round 3

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

12...0-0 is best, according to theory

13.♗e2 0-0 14.0-0 ♖fe8 15.♕b3 ♕e7 16.h3 ♗h5 17.♕c4 e4 18.♘d4 ♘e5 19.♕b3 ♗xe2 20.♘xe2 b6 21.♘g3

21...g6?

Black needed to compete with Hiarcs on the d-file, so best was 21...♖ad8 22.♖xd8 ♕xd8 23.♖d1 ♕b8 24.♘f5 ♖e6 25.♕b5

22.♖d4!

It is impressive to watch the apparently simple positional chess with which Hiarcs wins this game. Already it reads +114

22...♘ed7 23.♖fd1 ♘c5 24.♕c4 ♕e6 25.b4

♘b7 26.♗a1!

A <u>remarkably</u> good move. The way in which Hiarcs builds up pressure and in turn converts one advantage for another is most impressive.

You'd have expected the 'obvious' ♗b2 (which was the selection for the first couple of minutes), but the choice made allows the queen to come to b2 instead, with the bishop sat on a1 supporting her along this deadly diagonal. Excellent!

26...♖ac8 27.♕e2 ♔f8 28.♕b2! ♕e5?!

Dangerous with the White bishop on a1 only thinly camouflaged

29.♕a3 ♕e6 30.♖4d2 ♘g8?!

The only alternative I can see was going for the long series of exchanges with 30...♖ed8 31.♖xd8+ ♖xd8 32.♖xd8+ ♘xd8 33.♗xf6 ♕xf6 34.♕xa7 when 34...♕d6 35.♘xe4 ♕xb4. So this may have been best – it leaves White with a strong but not necessarily won position

31.♕xa7 ♖e7 32.♘e2 g5 33.b5 ♘c5 34.♖d8+ ♖e8 35.♖8d6 ♕c4 36.♘g3 ♕xb5

36...♘e6 was best, but it's a lost cause anyway after 37.♕xb6 ♘e7

37.♘f5 ♘e6 38.♖6d5 ♕b4 39.♗e5 ♘e7 40.♗d6 1-0. A quite outstanding computer chess game.

Now we come to the major shock from round 3 - do <u>not</u> miss the really exciting finish to this game!

First, however, FRANCESCA's programmer **Tom King** sent me copies of the e-mail correspondence he had with his operator at Paderborn, **Kai Skibbe**.

Let's catch up with some of their discussions during the first 2 rounds:-

```
Date: Mon, 14 Jun 1999
From: Kai Skibbe
Hello Tom,
    I have configured the machine
and everything is running fine !
I have made a speed test to com-
pare this machine with my AMD
K6-II 300MHZ.

AMD K6-II 300MHz 73088 K/s
WM-Machine PII 450MHz 126673 K/s
    This seemes to be a very fast
PC for Francesca ! :-)


Date: Mon, 14 Jun 1999
From: Kai Skibbe
Subject: round1
Hello Tom !
```

Sorry, but the first game Francesca lost against Dark-Thought after an interesting fight. The opening was not so good (Qb3?) and so Francesca came out of the book with -0,5. In the middlegame Francesca changes his rook against a bishop and a pawn. Long time the position seems to be equal, but after some fine maneuveres from DarkThought, Francesca lost it. Find attached the game file.

The DarkThought-Team was very impressed by the playing strength of Francesca and I should send you greetings from Marcus and Ernst.

Tomorrow we will play two rounds, so it would be a very long day. Today I played with operator time 15 seconds. This seems to be ok against stronger opponents. In the next round I expect longer games so I will put the operator time a little bit higher.

Date: Mon, 14 Jun 1999
From: Tom King
Subject: Re: round1
What can I say? DarkThought in round 1 is hardly the best possible opponent. However, after a shaky start I think Francesca made a game of it. For long periods it looks drawish, because white's bishop pair, and strong 'd' pawn keep black quiet. However, DarkThought calculates a way to force things.. All in all, not *too* bad a start, although I was a bit disappointed with the opening, and early middle game. Francesca's pawns were a mess!

I'm pleased (the DarkThought team liked Francesca). Please say "Hi" from me. I know Marcus and Ernst from previous competitions, although this is the first time Francesca has had the (bad) luck to play the mighty DarkThought. What hardware are they on, btw?

Date: Mon, 14 Jun 1999
From: Tom King
Subject: Re: round1
Hi Kai,

I forgot to ask the most impor-tant question, "are you enjoying Francesca's chess?" This became *very* important after the WMCCC in Paris, 1997 where in several games Francesca would just "sit around" doing very little, drift-ing into a lost position.

It probably hasn't (and won't) happen, but what I'm aiming for is "edge of your seat" chess.

Date: Tue, 15 Jun 1999
From: Kai Skibbe
Subject: Round 2
Hi Tom,
Francesca has won the second game against RuyLopez. It was again a hard fight, because after the opening RuyLopez plays a very strong positional play.

Francesca only has bad moves and after 24 Francesca seems to lose the game. In move 25 Ruy-Lopez plays the interesting move b5 and Francesca can exchange queens after 29 Qc3. Move after move Francesca can free her posi-tion and finally she got her first point.

Round 2
White RuyLopez
Black Francesca
1. e4 c6 2. d4 d5 3. e5 Bf5 4. c4 e6 5. Nc3 dxc4 6. Bxc4 Nd7 7. Nge2 Qh4 8. Bf4 O-O-O 9. O-O Kb8 10. a4 Nb6 11. Bg3 Qh5 12. Bb3 Nd5 13. Nxd5 exd5 14. a5 Ka8 15. a6 b6 16. Rc1 Ne7 17. Ba4 Bd7 18. Qc2 Rc8 19. Nf4 Qh6 20. Qd1 Rd8 21. Qf3 Rc8 22. Bc2 Rg8 23. b4 g5 24. Ne2 Rg7 25. b5 cxb5 26. Qb3 Qe6 27. f4 gxf4 28. Nxf4 Qc6 29. Qb2 Qc3 30. Qxc3 Rxc3 31. Nh5 Rgxg3 32. hxg3 Bh6 33. Nf4 Rxg3 34. Bxh7 Kb8 35. Rce1 Ra3 36. Ne2 Be6 37. Rb1 Rxa6 38. Bd3 Ra2 39. Bxb5 Nf5 40. Rfd1 Ne3 41. Ra1 Rb2 42. Rdb1 Rd2 43. Kh1 Bg4 44. Nc3 Rxg2 45. Rf1 Rc2 46. Rxf7 Bh5 47. Rf6 Bg7 48. Nxd5 Nxd5 49. Rf5 Bg6 50. Rg5 Be4+ 51. Kg1 Bh6 52. Rg8+ Kb7 53. Ba6+ Kc6 54. Rc8+ Nc7 55. Re1 Rc1 56. Rxc1+ Bxc1 57. Kf2 Kd7 58. e6+ Kd6 59. e7 Bc6 60. Bc4 Bg5 61. Rg8 Bf6 62. Ke3 b5 63. Bb3 a5

64. d5 Be8 65. Ke4 Bxe7 66. Rg7
a4 67. Ba2 b4 68. Bc4 b3 69. Kf5
b2 70. Ba2 Bd7+ 71. Ke4 Nxd5 72.
Rg3 Kc5 73. Rd3 Be6 74. Ke5 Bg8
75. Rd2 Bd6+ 76. Kf5 a3 77. Rc2+
Kb4 78. Kg5 Nc3 0-1

Now we will see if we get the
chance off winning a professional
scalp in the third round.

I have seen a maximum speed of
485.000 K/s in the game against
DarkThought. Isn't this very fast
for a PII-450 ? :-))
      The DarkThought team uses an
Alpha with 500MHz and 1GB Ram

Yes I enjoy Francesca's chess,
but the opening in both of the
first rounds was very weak. But I
have the feeling that Francesca
understood the position.

Date: Tue, 15 Jun 1999
From: Tom King
Subject: Re: Round 2
      Wow! I really thought that be-
cause of the tough opposition,
Francesca might be *lucky* to get
a point! It sounds like there was
some luck in this game. RuyLopez
is a deep searcher/Fritz kind of
program, no?
      Now for MCHESS!

Francesca - MCPro

[C18 *French Def. Winawer*] Round 3

**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**
      14.♗f2 is also played here, then
      14...0-0-0 15.g3 ♘f5 16.♗g2
14...♘xd4 15.♗xd4
      I would think both programs were out of
book by now
15...♗c6 16.♕xc3
      White is 2 pawns ahead, but c2 and f4
are weak so it isn't likely to stay this way
for long
16...♘d5 17.♕d2 ♖g4 18.♗e2
      If 18.h3 ♖xf4. One of the pawns had to
go, it's just a question of which Francesca
yielded
**18...♖xg2 19.♖g1 ♖xg1+ 20.♗xg1 0-0-0
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?!
      A pawn ahead but with a terribly weak
pawn structure, Francesca probably still
had the chance to keep an advantage with
31.♕c3! which looks good: 31...♘d4
32.♗h5 ♗e4 33.♖b2 ♗g6 34.♗d1 ♗f5±
31...b5 32.♕d1 ♕e8 33.♕c2 ♕d7 34.♕a2?
      Francesca's hesitancy with its queen
placement – from d2 at move 24, 25 c3, 26
f3, 28 e3, 29 b3, 30 c2 32 d1, 33 c2 and
now 34.♕a2 – is going to get it into trouble
sooner or later.
      The right (queen!) move is 34.♕d1 when
Black is unlikely to want to exchange with
♕xd1, so would probably go 34...♕e7. The
trouble is, White must now move its queen
yet again, after which Black just plays ♕d7
again, and we're headed for a draw!
34...♗b7 35.♕c2 ♕c6 36.♗f1 ♕f3!
      M Chess has always been hot at com-
bining pieces like this against the enemy
king
37.c6 ♘e3

      The threat of ♖d1 is very nasty!
**38.cxb7+ ♔b8 39.♗xe3 ♕xe3+ 40.♕e2
♕c1+ 41.♔f2 ♖d2! 42.h3!?**
      Francesca appears to wilt under the
pressure. But 42.♖xb5 ♖xe2+ 43.♗xe2

♕xf4+ 44.♔g2 ♕g5+ 45.♔f2 when 45...a6 forces 46.♖b3 (not *46.♖a5? ♕f4+ 47.♔e1 ♔xb7 surely wins*) 46...♕xe5 47.♔e1 ♕xh2 also looks probably winning for Black, so I think we must say that M Chess should be getting the full point at this stage **42...♖xe2+ 43.♗xe2 a6 44.♗f3 ♕xa3**
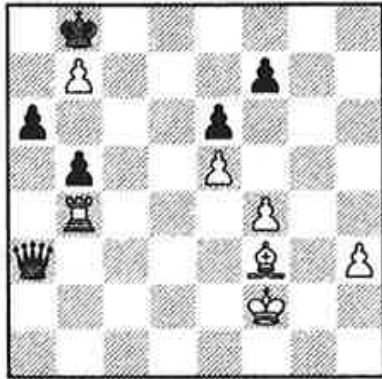
I hope readers will definitely make sure to play through the next few moves – the diagram is provided to give you every encouragement!

45.♖e4!

Although this may look strange – I thought it was at first – I now believe it is White's best. Clearly Francesca is going to struggle to save this game, but she has two hopes... the pawns at b7 and h3. White must be careful to keep these and to place the rook on a protected square to stop M Chess from forking rook and king with check. On this square it IS protected by the bishop... and clearly ♔xb7 now would be a disaster for Black as ♖e3+ would win the queen!

45...♕c5+ 46.♔g3 b4?!

I am not sure that this was best: in some variations ♖c4 from White would be deadly and this pawn move leaves the queen the defender of c4.

The alternative 46...♕g1+ results in a queening chase: 47.♗g2 a5 48.h4 a4 49.h5 a3 50.h6 a2 (*or 50...♕c5 51.h7 ♕f8 52.♖d4 – if White could play ♖c4 here, it would win! But with the Black pawn still on b5, this is not possible. 52...f6 53.f5 and though I would class this as 'uncertain', I think it would probably be a draw*) 51.h7 a1♕ 52.h8♕+ ♔xb7 53.♖e2+ ♔b6 54.♕d8+ ♔c5 55.♖c2+ ♔b4 56.♕d3∓

47.♖e1 a5

I'd prefer 47...b3 – maximum speed is of the essence

48.♖d1

Threatening ♖d8 of course

48...♕c7 49.h4! ♔a7?

As indicated at move 49, every tempo is vital and 49...b3 was completely necessary here... just to retain equality! 50.h5 b2 51.h6 ♕e7 52.♖b1 ♕f8 53.♖xb2 ♕xh6 54.♖a2 ♕g6+ 55.♔h3 ♕d3 56.♔g4 ♕b5

50.h5! a4?

Again 50...b3 was needed, though I am not totally sure even it would be sufficient to draw anymore 51.h6 f6 52.exf6 e5 53.♖d5 exf4+ 54.♔g4 b2 55.♗e4 f3 56.h7 f2 57.♖xa5+ ♕xa5 58.b8♕+ ♔xb8 59.h8♕+ ♔c7

51.h6 f6

Nothing saves Black now. I looked at 51...♕c2 but 52.♖d8 ♕g6+ 53.♔f2 ♕c2+ 54.♔g1 ♕c1+ 55.♔g2 wins comfortably **52.♖d4 ♕e7 53.♖c4 fxe5 54.♖c8 ♕xb7 55.♗xb7 1-0**

From: Tom King
Subject: Runde 3
   What can I say? I owe you a
beer (or more like several
beers). I have my professional
scalp. :-))
   I'm celebrating with a bottle
of champagne, right now. Shame
I'm not in Paderborn, after all
German beer is the best in the
world.
   Let's hope it is Fritz tomor-
row. Playing the champion is an
honour, win, draw, or lose.

Now we move to round 5.

Shredder - Hiarcs

[E47 *Nimzo Indian*] Round 5

**1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 0-0
5.♗d3 c5**
   Trust Hiarcs to choose one of our lower-
rated opening book moves in an important
game like this!
6.d5 b5 7.dxe6 bxc4 8.exf7+ ♔h8 9.♗xc4
   It's easy to see why the Mark Uniacke
and I were upset to see generosity in the
Hiarcs' book rebound on us – as well as
being 2 pawns down, its opportunity for
piece play in this open position is going to
be permanently hampered whilst that very
dangerous pawn remains on f7
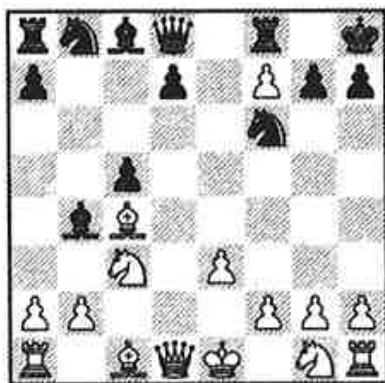
9...d5 10.♗d3 ♘c6 11.♘f3?!
   11.♘ge2 to protect the c3-♘ is book:
11...d4 12.exd4 cxd4 13.♗b5 dxc3 14.bxc3
and Hiarcs would have a knight in ex-
change for a 3rd. pawn
11...d4! 12.a3 ♗a5 13.exd4 cxd4 14.b4!
   A timely return of the pawns by Shredder
**14...♘xb4! 15.axb4 ♗xb4 16.0-0 ♗xc3
17.♖a3 ♗g4 18.♗e2 ♕d5 19.h3 ♗f5 20.♘g5**

   Mark Uniacke and I were watching this
on the Internet, our hearts beating over-
time as each of the moves came in.
   Hiarcs has now decided to shed a pawn
(again!), but its attack has begun to look
quite dangerous. If only Shredder didn't
have that pawn on f7!
20...♖ac8 21.♖xa7 h6 22.♗f3 ♕e5 23.♗a3!
   Nicely timing its hit against the vulner-
able target blocking f7–f8!
23...hxg5! 24.♕a4!
   It seems that actually taking on f8 is not
so good: 24.♗xf8?! ♖xf8 25.♕e2 (25.♕a4
g6 26.♗c6 ♔g7∓; 25.♖a8 ♖xa8 26.♗xa8
♕b8 27.♗f3 ♕f8∓) 25...♕xe2 26.♗xe2 ♘d7
27.♗c4 ♘e5 28.♗d5 ♗g6 with an advan-
tage to Black which may or may not be
quite enough to win
**24...g6 25.♕a6 ♔g7 26.♗d6 ♕e6 27.g4
♖xf7 28.gxf5 ♕xf5 29.♖xf7+ ♔xf7 30.♕b7+
♕d7?!**
   I think 30...♔g8 31.♗c6 ♔h8 leaves
Black an edge, but hardly enough to win
31.♖b1! ♕xb7 32.♖xb7+ ♔e6 33.♖b6 ♖e8
   Although Hiarcs remains (theoretically) a
pawn ahead, both programs now indicated
an equal evaluation.
   Because of the unbalanced pawn plac-
ings, the operators continued 'just in case'
for a few more moves before shaking
hands after some very interesting and
tense chess!
**34.♔f1 ♔f7 35.♖b7+ ♔e6 36.♖b6 ♔f5
37.♖b5+ ♔e6 38.♖b6 ½-½**

Junior - Fritz

[B23 *Closed Sicilian*] Round 5

**1.e4 c5 2.♘c3 ♘c6 3.f4 g6 4.♘f3 ♗g7
5.♗b5 ♘d4 6.0-0 ♘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 0-0**

17.♕h4

White is right, it must start its attack on the kingside, but the book line for this is 17.♕g3 ♚h7 18.♖ae1 dxe5 19.♘xe5

17...♘b4 18.♗xb4 cxb4 19.♘hg1?!

Giving Fritz time to advance his queen-side offensive. Hiarcs suggested even now putting the queen on its correct g3 square was the best way to maintain White's potential pressure. 19.♕g3 ♕e6 20.♘h4 ♚h7 21.d4 ♖ac8

19...♖ac8! 20.♖f2 ♖c7 21.♖e2 ♖fc8 22.♖c1 ♗d5 23.♕f2 a5 24.♕b6

White has been forced into transferring his main attacking piece to the defence on the queenside

24...a4 25.♕a5 b3 26.axb3 ♗xb3 27.♘e1

27.c3 dxe5 28.♘xe5 ♗xe5 29.♖xe5 ♕xd3 30.♖ce1 might have worked out better for White, as he should recover his pawn. Black would have some threatening piece activity however, e.g. ♗d5 looks quite strong!

27...dxe5 28.fxe5 g5!

Fritz begins to threaten on the kingside, so Junior must get his queen back where we said it belonged earlier in the game

29.♕b6 e6 30.♕f2! b4!
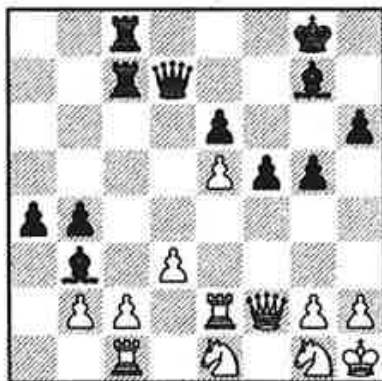
You have to smile as Fritz turns its attention back to the queenside!

31.♖a1 ♗d5 32.♕e3 ♖c5 33.♕d2 ♖b8 34.♕e3 ♖a5 35.d4 ♗f8 36.♘d3 a3!

The pawn that wins the game

37.♖b1

Would 37.bxa3 here and now have taken some of the sting out of Black's progress?

37...♖aa8 38.♖f2

38.♘h3, threatening perhaps ♘xg5 and ♕xg5, might have been an interesting try: 38...♗e7 39.♚g1 f4 40.♕f2 a2 41.♖a1 b3 42.♕e1 bxc2 43.♖xc2

38...♖c8 39.♖c1 ♗e4 40.bxa3 bxa3 41.♖d2 ♕c6 42.♕e1 ♖d8 43.c3 a2 44.♖a1 ♕xc3
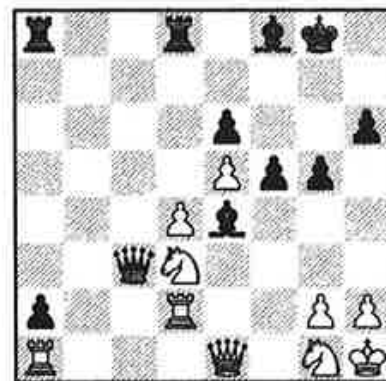
45.♘e2 ♕c4 46.♕d1 ♖db8 47.♘b2 ♕c6

That's it... White can't hold it together any longer.

[a] If 48.♘d3 ♗xg2+ wins;

[b] If 48.♕f1 to protect g2, then ♗b4! 49.♖dd1 ♕c2! is killing.

I thought this was a particularly impressive performance by Fritz, building strongly on initially small advantages **0-1**

We close our WCCC detailed analysis coverage with the key game from the final round.

With just 1 game each left to play, FRITZ led a ½-point ahead of FERRET, JUNIOR and SHREDDER. But Ferret beat Fritz, so now a draw between the final pairing would leave Ferret as World Champion.

On the other hand, if there was a decisive result in this game, there would have to be a play-off to determine the Championship!

Shredder - Junior

[**C86** *Ruy Lopez, English, Worrall*] Round 7

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♕e2 b5 7.♗b3 d6 8.c3 0-0 9.d4 ♗g4 10.♖d1 exd4 11.cxd4 d5 12.e5 ♘e4 13.♘c3 ♘xc3 14.bxc3 ♗f5?!

14...♕d7 15.h3 ♗h5 (or 15...♗f5) is book

15.♗f4 ♘a5 16.♗c2 ♕c8 17.♗g5 ♗xg5 18.♘xg5 h6 19.♘f3 ♘c4 20.♗b3 ♕e6 21.♘h4 ♗e4 22.f3

The f-pawn tiptoes its first move up the board. It appears innocuous at the moment... but if you take a peek at our next diagram, you'll see just where it's heading!

22...♗h7 23.f4 ♗e4 24.♕f2 ♖fb8 25.f5!

The e-pawn is now energised as well!

25...♕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

36...♖xb4?!

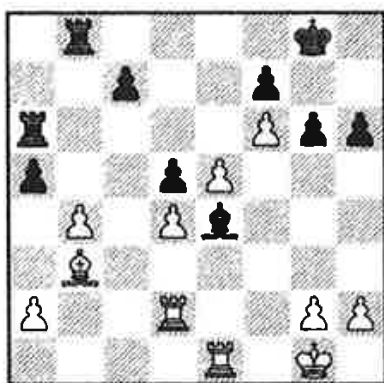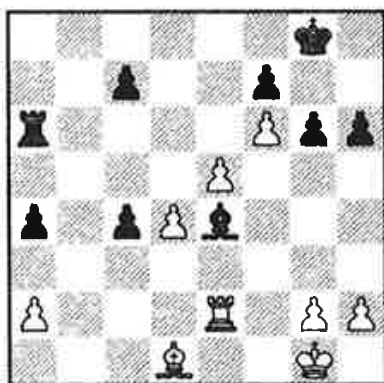I think that taking back with 36...axb4 37.♖c1 trying to hit the backward pawn 37...c6 38.♖c5 ♔f8 39.♖d1 ♔e8 40.♖dc1 ♔d7 keeps the game about even

37.♖c1 a4 38.♗d1 ♖c4 39.♖xc4 dxc4 40.♖e2

40...♗d3?

40...♗d5 had to be correct, first blockading the d5-pawn and secondly keeping an eye on e6. Then 41.♔f2 ♖b6 42.♗xa4 c3 43.♔e3 ♖b2 44.g3 ♗xa2 45.♖c2 ♖xc2 46.♗xc2 with a small advantage

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
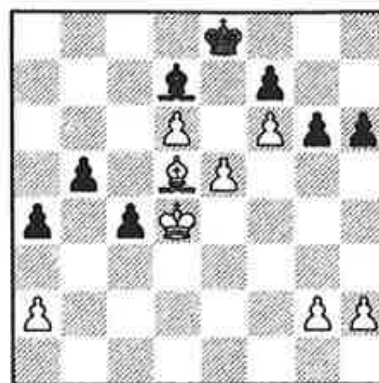
49...h5?

A poor endgame mistake which makes Shredder's task easy, as this pawn can so easily be blocked. If 49...g5, which is much better, Shredder cannot hold it with 50.g4 because of the ♗ on d7. So 50.g3 ♔f8 51.h4 ♔e8 52.a3 with an advantage which may be sufficient for White to win, but it wont be so easy

50.h4!

All Black kingside progress is altogether ended – one pawn is blocked, the other made backward

50...♔f8 51.a3!

I like it – queenside counterplay is now dead as well

51...♔e8 52.♔c3 ♔f8 53.♔b4 ♔g8 54.♗e4 ♔f8 55.e6! fxe6 56.♗xg6 e5 57.♗xh5 e4 58.g4 ♗c8 1-0

So SHREDDER and FERRET tied at 1=. In the play-off game Ferret, with a <u>very</u> slightly lower *sum of opponents' scores*, had to win with Black to get the Title. By holding it to a draw for the 2nd. time at Paderborn, SHREDDER became Champion by nearly the narrowest margin possible. Bearing in mind that Ferret was on much faster hardware, I must conclude that justice was done!

The WCCC Human Challenge

It had been arranged in advance that the top 5 programs from the 1999 WCCC would each play a game against a selected group of G.M's... all with some experience of playing PC programs in public. I'm sure most use them at home, but it makes a difference if they've played them in public as well! The programs had 4 Whites (!), and drew 2½-2½.

C Lutz	½-½	Shredder
Ferret	0-1	R Vaganian
Fritz	1-0	I Sokolov *(22 moves! Game in SS85)*
Cilkchess	½-½	B Alterman
Junior	½-½	L Van Wely

Shredder v Karpov
Two World Champions Meet!

I referred to the tantalising prospect in the last issue of *SS*, and it finally took place in Dortmund during July... the FIDE World Champion (at that time!) **Anatoly Karpov** versus the World Computer Champion, newly crowned **Shredder!**

It has been quite a year for Shredder's talented 31 year old German programmer, **Stefan Meyer-Kahlen.** After its victory in the WCCC and the game against Karpov, he married his fiancee Anna and jetted off for a honeymoon in Tibet!?

The GAME

Although quite a long one and, I must admit, there are no great fireworks, it is certainly well worth playing through because what we have here is a computer program, as Black, playing on an affordable P3/550 in a real positional struggle against a renowned positional heavyweight in Anatoly Karpov.

Also the time control was not one of the typical G/25 or G/30 efforts, which many experts acknowledge is a time control where the very top programs really can now compete against many of the world's leading players, but this challenge match was set at 40 moves in 90 minutes, then 30 minutes for the remainder of the game.

Karpov A - Shredder

[E15 QIndianDef] 40/90m+30m. 1999

1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.g3 ♗a6 5.b3 ♗b4+ 6.♗d2 ♗e7 7.♗g2 d5 8.cxd5 exd5 9.0-0 ♘e4 10.♘c3 0-0 11.♖c1 ♗a3

Out of book. I found 11...♗f6 12.♗f4 ♘xc3 13.♖xc3 c5 14.♖c2 ♘c6 15.dxc5 ♘b4 16.♖d2 ♗c3 17.c6, a book line that produces a sharp and very different type of positon to the one in our game

12.♖c2 ♘xd2 13.♕xd2 c6 14.♘e5 ♗b7 15.e4

Karpov offers Shredder the chance to give him an isolated pawn − the program will probably consider it weak, but Karpov knows that his compensation should be increased piece activity and initiative, so it could become quite interesting to see how Shredder will counteract this

15...f6 16.♘f3 dxe4 17.♘xe4 ♘a6 18.♖d1

Stefan with Anna, enjoying another win during the 1999 WCCC in Paderborn

♘b4 19.♖c4 a5 20.♘e1 ♘d5 21.♘d3 ♖e8 22.♖c2

At this point I think Shredder may have had a small advantage, but I wonder if its next was best?

22...♕d7?!

How about 22...♗b4!? You wouldn't normally want to offer ♗ for ♘, but here it might be good!? 23.♘xb4 axb4 24.♖dc1 f5 25.♘g5 ♘c3 and the knight has a nice outpost square which also greatly limits the White rooks' immediate scope

23.♘c3 ♖e7 24.♘xd5 cxd5 25.♖e1 ♖ae8 26.♖xe7 ♕xe7 27.♕d1 ♗d6 28.♗f3

Preparing ♖e2, which gains Karpov a definite initiative

28...♕d7

28...♕f7 29.♖e2 ♖c8 might have been better, yielding one open file to gain another!?

29.♖e2

Hiarcs found 29.♘c5!? bxc5 30.dxc5 ♗moves 31.c6!

29...♔h8 30.♖xe8+ ♕xe8

We now enter a lengthy period of careful manouvering. Interestingly for us Shredder copes quite well with Karpov at a slow time control during these positional exercises **31.♘e1 ♕d7 32.♘g2 ♔g8 33.♘e3 ♗b4 34.♕d3 ♔h8 35.h4 ♗a3 36.♗g4 ♕e8 37.♗f3 ♕d7 38.h5 ♗b4 39.a4 ♕e6 40.♔g2 ♗a3 41.♕c2 ♗c6 42.♔g1 h6 43.♘g2 ♕d7 44.♘h4 ♔g8 45.♕e2 ♕e7 46.♕c2 ♕d7 47.♔h2 b5 48.axb5 ♗xb5 49.♗e2 ♗c6 50.♗d3**

50...♗b7?!

With 50...♕b7 Shredder would have held White's ♕ to the defence of the b3 pawn, and restricted Karpov's chances 51.♗h7+ ♔f7 52.♗g6+ ♔e7 53.♗f5 ♗e8 54.♘g6+ ♗xg6 55.♗xg6 ♔d6 56.♕d2 ♕b5 57.♕e3=

51.♕e2! ♕c6 52.♗f5 ♔f7

Trying to gain some freedom, as well as protecting e7... but Karpov's pieces are springing to life!

53.♕g4! ♔f8 54.♘g6+ ♔e8 55.♘f4 ♗f8 56.♕g6+ ♔e7 57.♗e6?!

The first of two or three small 'time pressure' inaccuracies by Karpov. 57.♕h7 ♗c8 (if 57...♕e8? 58.♕g8 ♔d6 59.♘g6 and it's over) 58.♗xc8 ♕xc8 59.♕g8 ♔d7 60.♕e6+ ♔c7 61.♘xd5+ ♔b8 62.♕b6+ ♕b7 63.♕d8+ ♕c8 64.♕xa5 and the win of the second pawn should see White safely home: 64...f5 65.♕b5+ ♕b7 66.♕e8+ ♕c8 67.♕e5+ ♔b7

57...♕e8! 58.♗xd5 ♗xd5 59.♘xd5+ ♔d8 60.♕xe8+ ♔xe8 61.♔g2 ♔d7 62.♔f3 f5 63.♘e3 ♔e6 64.g4 fxg4+ 65.♔xg4 ♔f6 66.f4 g6 67.hxg6 ♔xg6 68.f5+ ♔f7 69.♔h5

I'm surprised Karpov didn't push the danger-pawn with 69.d5 when 69...♔f6 70.♘c4 still looks as if it might just get him the full point

69...♔f6! 70.♔g4 ♔f7 71.♘c4 ♔f6

Anatoly Karpov in play against Shredder, operated by its programmer Stefan Meyer-Kahlen
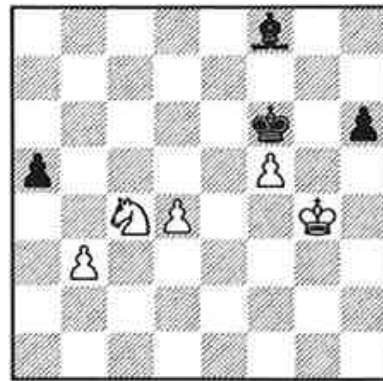
72.♘xa5?!

It looks obvious, but gives Shredder a chance to threaten with his h-pawn, which he grabs at once! Better was 72.d5 h5+ 73.♔f4 ♗h6+ 74.♔e4 h4 75.d6 h3 76.♘e5 ♗g5 77.♘g4+ ♔f7 78.♔d5 and I think Black needs 78...♗d8 though the defence will still be quite difficult, as I see it

72...h5+ 73.♔f4 ♗d6+

It is important to note that this was not possible whilst the knight was on c4; in our variation at move 72 Black had to play ♗h6+

74.♔e4 h4 75.♘c4 h3 76.♔f3

Probably the win has gone altogether, but maybe 76.♘e3 is worth looking at? Then 76...♔g5 77.♘f1 Now ♔g4?! is tempting, but I think the drawing method is 77...♔f6

76...♗f4 77.b4 ♔xf5 78.d5 h2 79.♔g2 ♔e4 80.d6 ♗xd6 81.♘xd6+ ♔d5 ½-½

It's probably as well Shredder didn't win, as we already have Fisher, Karpov, Kasparov, Deep Blue2 and Khalifman making claims to be 'the' World Champion! But it was a good enough game and shows that PC programs may yet join the other 'contenders'!

NEWS and RESULTS - *Keeping you up-to-date in the Computer Chess World*

SAMANEL Tournament

I saw a result on **Rebel**'s Internet pages the other day, which had somehow passed me by. It is of special value as it was played at 40/2 - though the host nation, the Dominican Republic, is unable to produce the strongest of opposition.

3 PC programs participated in the All-Play-All event, all on pretty hot hardware, and **Rebel-10** came out clear first by virtue of its results v the other programs! The human opposition averaged at 2267 Elo, and **Hiarcs6** had the best Elo rating against them, with **2610**, whilst **Rebel-10** and **CM6000** got **2553**.

Obviously these had to be reduced slightly for the Rating List, to get an equivalent figure for a P2/233, so I dropped them by **40 Elo** each.

SAMANEL CUP 40/2			R	C	H	D	P	A	M	F	O	J	Tot
1	Rebel-10 P/400		*	1	½	½	1	1	1	1	½	1	7½
2=	CM 6000 P/450		0	*	1	1	½	½	1	1	1	1	7
	Hiarcs 6 P/300		½	0	*	½	1	1	1	1	1	1	7
4	J M Dominguez	2340	½	0	½	*	0	1	1	1	1	1	6
5=	Nelson Pinal	2325	0	½	0	1	*	1	½	½	½	½	4½
	Nelson Alvarado	2180	0	½	0	0	0	*	1	1	1	1	4½
7=	Ramon Mateo	2470	0	0	0	0	½	0	*	½	1	1	3
	M Fernandez	2225	0	0	0	0	½	0	½	*	1	1	3
9	A Montes de Oca	2130	½	0	0	0	½	0	0	0	*	1	2
10	Juan ML Jaquez	2205	0	0	0	0	½	0	0	0	0	*	½

REBEL CENTURY

I came across the report for the above piece of news from the Rebel site when I was actually visiting it for information about the forthcoming **Rebel Century** program.

They already show a range of scores against other top PC programs for RebelC on the site, from their own in-house testing at 60 secs per move. These are:

Rebel Century	Opponent	Score	%%%
Rebel Century	Hiarcs 6	31-32	49.2
Rebel Century	Nimzo 98	35-34	50.7
Rebel Century	Shredder 3	41½-29½	58.5
Rebel Century	Junior 5	28-19	59.6
Rebel Century	Shredder 2	33½-22½	59.8
Rebel Century	Fritz 532	26-16	61.9
Rebel Century	Crafty 16.13	29½-15½	65.6

Scores based on a large number of games against a range of opponents always make for interesting reading. These enable us to contemplate not only the (claimed) potential of Rebel Century, but also compare the performances of other programs.

Of course these will NOT be used in the **Rating List** as I never use results direct from any programming team, however reliable I believe they are - and I do trust Ed Schroder and the Rebel folk - but I don't even include my friend and colleague Mark Uniacke's, so everyone is treated exactly the same!

The pair of greatest interest amongst these, in my opinion, was those against the Shredder versions, where we see that **Shredder3** does only very slightly better than **Shredder2**, and neither result is particularly good!

It is unfortunate that, at the time of writing, I only have results from 124 games played by Shredder3, the new World Champion. Rather surprisingly they show it in only 12th. place on our **Rating List**, and if I were to add this score against Rebel Century, it would not help it much!

With **REBEL CENTURY**, Ed Schroder and his team are saying their final 'goodbye'
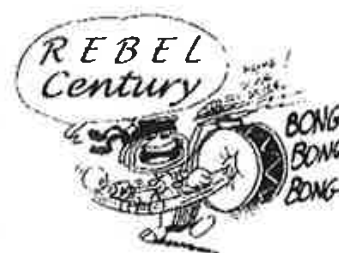
to DOS - after this their platform will be Win95/98/NT. The main improvement in RebelC over Rebel-10 is that it optimises engine strength, taking the best of version 10C and putting it into 10B (which was a more positionally based version and presumably proved to be the stronger in Schroder BV testing!?). The result is an update of the basic **Rebel-10.5** version which played in the WCCC at Paderborn and in the various recent v GM matches.

Feature improvements include:
- Club player option (Rebel makes occasional and deliberate mistakes... *so that's what Club players do!?*)
- Choose game moves to analyse, instead of whole game
- Main variation can extend to 24 plies
- Information display clarity improvements
- 65,000 new moves added to the opening book by Jeroen Noomen, to bring Rebel's theory knowledge up-to-date
- Bigger 600,000 games and EOC database
- EOC-use settings improved and more intelligent
- EOC databases included for studying opening repertoire of 40 major players from Tchigorin and Capablanca to Kramnik and Kasparov
- Evaluation factors are user adjustable from 1 to 500 to determine their relative importance/unimportance (default settings are 100):
  - Positional: king safety, mobility, pins, pawn structure, passed pawns, bishop pair, chess knowledge, attractiveness (500 for spectacular/wild play), search selectivity and technique
  - Material: all piece values except king adjustable from 1 to 500
  - In ChessMaster 5000/5500/6000 style, tuning the settings enables 'chess personalities' to be produced. The program will already include the Schroder settings to simulate Kasparov, Fischer, Tal, Karpov, Anand, Polgar, Strong Club player, Average Club player and Novice

It will NOT be possible to **upgrade** from any existing Rebel version - **Rebel Century** is a one-off, final DOS version which can be purchased outright for, probably, **£34.95** or **£36.95**. I will know more when we put in our order for Countrywide in late September, and see what the exchange rates etc. work out like at the time!

Rebel 10.5 v GM Sorin

What's this... we're still with REBEL! The **Monthly GM Challenge** which Schroder BV have organised means that there will be some news relating to Rebel on a pretty regular basis - perhaps it's a good idea which other programming teams should take up!?

Of course the publicity is only good if the program does well, and the loss to Rohde in its first challenge game disappointed Ed Schroder: *"showed up several weaknesses which I now have the possibility to put right"* - see *SS83*, page 23.

Here is its next appearance:

Rebel 10.5 - Ariel Sorin

[D10 QGambit Slav] 40/120, 1999

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.♘c3 ♘f6 5.♗f4 ♘c6 6.e3 a6 7.♗d3 ♗g4 8.♘ge2 e6 9.0-0 ♗e7 10.♖c1 0-0 11.a3 ♖c8 12.♘a4 b5 13.♘c5 ♗xc5 14.♖xc5 ♘d7 15.♖c3 e5 16.dxe5 ♘dxe5

Possibly the end of Rebel's book, unless EOC was running. *"The book of Rebel is very good"*, said Sorin afterwards, *"I had no new moves in this position"*
17.h3 ♘xd3
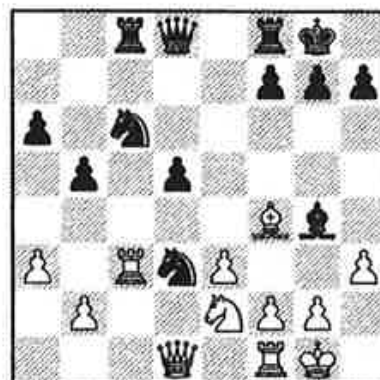
18.♕xd3

It is perhaps surprising that Rebel didn't prefer 18.♖xd3 here. 18...♗e6 19.♘d4 probably follows and, if Black exchanges on d4 with 19...♘xd4 then 20.♖xd4 maintains some pressure against the isolated pawn
18...♗xe2   19.♕xe2   d4!   20.♖c5   dxe3 21.♗xe3

Everything is now so equally balanced that a draw is almost inevitable
21...♘d4 22.♕h5 ♖xc5

22...♘e6 was Yusupov-Anand, Linares

1992. As Anand lost, Sorin makes sure this game goes in a different direction with a small improvement!

23.♕xc5 ♘e2+ 24.♔h1

Sorin thought that 24.♔h2 was a little better, and might have left Rebel with a slight advantage

24...♖e8 25.♕c2 ♘d4 26.♕d3 ♘c6 27.♕xd8 ♖xd8 28.♖c1 ♘e5! 29.♗b6 ♖b8 30.b3 f6 31.♗d4 ♖d8 32.♗xe5 fxe5 33.♖c6 ♖d3 34.♖xa6 ½-½

Since this game a re-match with Rohde has also ended in a draw, but there are already quite a few more opponents lined up for the **Monthly GM Challenge!**

IDEAS to TRY

Checking up on your Opening Repertoire!

Here is an idea you can try with your Chess-Base **FRITZ 532** or **HIARCS 732.**

It can be used if you have a personal games collection, and want to check up on the openings you use frequently, or if you're preparing something 'new', or simply want to do a 'refresher' on a specific opening.

- Make a NEW (empty) DATABASE for yourself, named say **book-test.** Put into it one, or a mixture, of the following:
  1. Your own games - moves are easily entered in MONITOR mode if you press [ALT]+[A] if you haven't already made a personal collection, or
  2. The moves and important variations from your chosen opening/s - you don't have to put full games in if you don't wish to, or
  3. A selection of games involving your chosen opening/s from the Fritz or Hiarcs DataBase.
- When you've finished entering your games, click on the BOOK option icon, and select New Tree. The program will offer to name it **NewBook.ctg** which is perfectly okay unless you want something different.
- The TREE page will now be on the right-hand side of your screen. If you again click on the BOOK option icon, you will see **Import Games,** so choose that and then click on the **booktest.cbh** file you've already prepared, so that your program

will create a **NewBook** tree from your own database.

- The idea now is to play your **NewBook** tree against either the Fritz **General** book, or the **Hiarcs** book, to see where there might be gaps in your variations, or weaknesses that the Fritz/Hiarcs book or subsequent play takes advantage of. In this way you will be able to thoroughly prepare and sharpen up on your favourite opening/s.
- Before you set this test in motion, you may want to temporarily re-weight some lines in the Fritz/Hiarcs book. I'll explain the reason for this: suppose you want to test your lines in the French Defence... you'd clearly want to stop Fritz/Hiarcs opening with anything other than e4 as White, and you'd want to make them always reply to your Book's 1.e4 with 1...e6 as Black. There are 3 things you need to do:
  1. From Windows Explorer uncheck the Read Only **properties** of your **General** or **Hiarcs** book, which enables you to adjust them, and now
  2. Any moves you don't want played, adjust the <u>weights</u> in your **General** or **Hiarcs** book from within **View Tree.** Any move you make -125 will no longer be played.
  3. Turn Tournament Book off under Book Options.
- Here's an example: BEFORE

🌳	N	%	Av	Perf	Fritz		Prob [%]		✕
	208140	56	2506	2548					
1.e4	83220	55	2499	2542	0	⁝	35.8	36.8	▲
1.d4	79505	56	2510	2548	0	⁝	35.1	36.0	—
1.♘f3	23080	56	2507	2547	0	⁝	12.2	13.5	
1.c4	19559	57	2515	2559	0	⁝	12.2	13.5	
1.g3?	1873	55	2496	2524	0	⁝	4.5	0	
1.b3?	466	53	2491	2507	0	⁝	0	0	

- and AFTER!

| 🌳	N	%	Av	Perf	Fritz		Prob [%]		✕
	208140	56	2506	2548					
1.e4	83220	55	2499	2542	50	⁝	35.8	51.8	▲
1.d4	79505	56	2510	2548	0	⁝	35.1	35.0	—
1.♘f3	23080	56	2507	2547	125	⁝	12.2	0	
1.c4	19559	57	2515	2553	0	⁝	12.2	13.1	
1.g3?	1873	55	2496	2524	0	⁝	4.5	0	
1.b3?	466	53	2491	2507	0	⁝	0	0	

- Notice how the **Prob [%]** has changed!
- <u>Incidentally</u>: a complete **Fritz Manual** called *fr_e.hlp* - the same one applies for Fritz, Hiarcs, Junior and Nimzo - is on the CD, and is transferred at installation to your hard drive as a Help File. It can also be printed out as required for reference.

- Once you've done that, you're ready to test it. Select the same engine to play as White and Black (let's say Hiarcs 732), but give **ONE** your **NewBook** to play from, and the **OTHER** the adjusted **Hiarcs** book. Make **sure** that **Learning** is switched on, and the **book** opposing yours will do everything it can to discover and use winning lines against your book. Let them play as many games as you want, to give the learning feature a chance to do its job, and make sure you use a decent time control (at least 30 secs per move) so the results represent strong chess. When you've finished, all of the games will be saved in your engine-engine database! You can play through them, or print them out, taking special note of the games your Book has lost!

- As well as being able to sort out which of your favourite lines work - and which don't! - your own knowledge of the opening, and of tactical possibilities coming from it, should improve. The program may even produce one or two novelties which you could try out over the board!

- Afterwards you can adjust and extend your initial tree by changing move preferences, adding new ideas and variations, and perhaps incoporating into it some of the critical new games Fritz or Hiarcs has just played, and repeat the process!

NEXT ISSUE: in-depth analysis of a position with Fritz or Hiarcs. It's an overnight job (for your PC!) but it will be thorough!

It's not a BUG, it's just plain CLEVER!

The following drawn position - and others like it, where one side has a material advantage - can cause a bit of head-scratching!
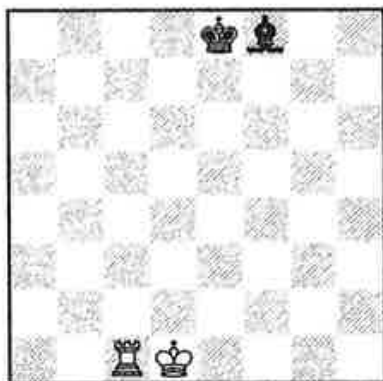
Set this up, and get your **Hiarcs TableBases** up-and-running. Make sure it's *'Black to*

play' and you'll find that Hiarcs <u>uses</u> the TableBases, and immediately plays **Be7** which is a draw.

But if you set it up as *'White to play'* then Hiarcs appears to ignore the TableBases and just starts thinking!

A bug??!!??..... well, no!

It's called *"swindle mode"*! It originated I think from Bob Hyatt and his **Crafty**. If the TableBases *'know'* it's a draw, they'll accept it and just play standard moves to bring the game to a safe and quick end. That's okay for the side which is material <u>down</u>, and <u>can't</u> win!

But the side which is material ahead is better off trying everything it can to see if it can create a win. If the opponent is Gary Kasparov, or a computer with TableBases, okay it's a draw! But if the opponent is someone like me... well, you never know.

So the PC program will search for the best move it can find which [1] peserves the draw, but [2] puts pressure on the opponent to always find the best move!

This could particularly be useful if it's a theoretical draw in an ending involving one or two pawns... especially something like a *'drawn with correct play'* K+R+P against K+R.

Again the side with the extra pawn/s should definitely try everything it can for the win. So if the TableBases say to the side with the material plus, *"This is a draw"*, the TableBases are switched off and the program goes into *"swindle mode"* to give it its best shot. Not surprisingly if this results in a mistake by its opponent, the TableBases see this at the start of their next move, and they'll immediately play the correct and now winning line! Clever stuff!

It's back to REBEL!

"It's not my fault!" is the usual cry when you break a window, a computer screen, or something else goes wrong. It's one of my favourite preaching topics, that most people don't like to take responsibility for their mistakes and faults.
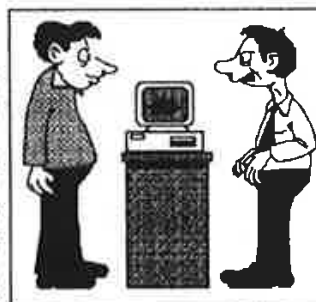
So I wonder who's saying *"Sorry"* after the most recent and disappointing result in **Rebel Cenury**'s series of **GM CHALLENGE** 40/2 matches?

The explanation for the defeat is that, apparently, RebelC, running on an overclocked, overcooled AMD machine, had *"about 10 crashes"* during the game. Was it the playing program, the software or the hardware... or the interfacing between them?

Bob Hyatt seemed almost pleased, and told us that he's been saying for ages that overclocking these processors is a dodgy business.

He went on to say that **Ed Schroder** admitted that he had seen one or two weird things... *"I chatted with Ed at one point and he reported that he was seeing some really bogus scores at a couple of points (Rebel up +200 or so), indicating that the hardware was simply broken. This overclocking is for the birds, generally. Ed also reported bad things going on at Paderborn on o/c hardware too"*.

I think in Paderborn that Ed may have concluded at the time that the one or two apparently *'bad things'* had been due to Rebel seeing more in some complicated positions than Ed could. That's no disrespect, it's happening to a lot of us now with these strong programs and fast P2/K6/P3 machines! So Ed just accepted them as demonstrations of Rebel's anticipated super chess.

Here's the game - I've gone through it and added some annotations - can you see anything that might qualify as *'bogus scores'* or *'bad things'* ?

Rebel Century - Hoffman A (2524)

[A59 Volga/Benko] GM Challenge 1999

1.d4 ♘f6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 g6 6.♘c3 ♗xa6 7.♘f3 d6 8.e4 ♗xf1 9.♔xf1 ♗g7 10.g3 0-0 11.♔g2 ♘bd7 12.♖e1 ♕b6 13.h3 ♖fb8 14.♖e2 ♘e8 15.♗f4 ♖b7

Out of my books! I've found 15...♕a6 16.♖c1 ♖a7; 15...♘c7 16.♖c1 ♘b5; and 15...♕a5 16.♖c1 ♖a7
16.♕c1
From the above note from games in my database, I think we must say that the rook and not the queen belongs on c1
16...♘c7 17.♗h6 ♗h8 18.a4 ♕a6
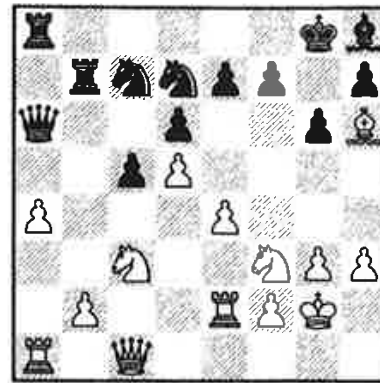
Black's threat is ♗xc3, so White must do something about the e2-♖.. Choices seem to be 19.♖e1, which I think is the simplest and cleanest, 19.♕d2 or 19.♖a2
19.♖a2
Here's another: 19.a5 and if 19...♗xc3?! 20.♕xc3 theatens mate on g7, so 20...♘f6 21.♖ee1
19...♖ab8
Black is beginning to overload on various under-supported units in White's position. I've been re-reading recently about the importance of initiative, which is just what the GM is grasping in this game
20.♖e1 ♖b4 21.♕c2 ♘e5!
Played solely to remove the f3-♘ and its protection of d4
22.♘xe5 ♗xe5 23.f4?! ♗d4!
Dominating the board. Compare this with Rebel's ♗ on h6, cut-off and restricted now more than ever by its own 23.f4
24.♗g5 f6 25.♗h4 ♕c4 26.♖e2 ♖b3 27.♘d1
Is it possible that 27.♕d2 might have held the Black forces?
27...♖xg3+ 28.♗xg3 ♕xa2 29.♗f2
Forced because of the growing pressure on the backward b2 pawn
29...♗xf2?!
I rather prefer 29...e5 here
30.♖xf2 ♖b4 31.♘c3 ♕c4 32.f5 ♕d4

I think RebelC has come out of the earlier pressures quite well, and with ♕e2 (see next note) was about equal

33.fxg6?

Better in my view was 33.♕e2 ♕e5 (33...♔f7 34.♕g4=) 34.♔f1=

33...hxg6 34.♕e2 ♔f7 35.♔h1 ♖b8!

Moving this piece over to the king-side

36.♖g2 ♖h8 37.♕g4 g5 38.♕f3 ♕e5 39.♖g1?

I don't see the point of this – neither did Rebel a move later when it returns the ♖ to g4 (which seems no better)!

39...♘a6 40.♖g4 c4

The start of a neat invasion of White's territory

41.♔g2 ♘c5 42.♕f5 ♕d4! 43.♔h2 ♕e3

Threatening ♕xh3, leading to mate

44.♖g2?

The rook was on a poor square (g4)... its only line of movement was down the g-file. But if 44.♖g3 ♕d2+ 45.♖g2 ♕e3 White has saved a tempo, and plays 46.a5 in better circumstances than in the game

44...♘d3 45.♘d1 ♕c1! 46.♘c3 ♘e5 47.♘e2 ♕xb2 48.a5 ♕a3 49.♕e6+ ♔f8 50.♘d4 ♕c3 51.♕c8+ ♔g7 52.♘f5+ ♔h7 53.♕b7

As the end nears, at least White has the pleasure of threatening mate

53...♘f3+ 54.♔g3 ♘h4+ 55.♔h2 ♕e5+ 56.♖g3 ♘xf5 57.exf5 ♔g7! 58.♕a7?

58.♔g2 was probably best, because the pins are so deadly

58...c3 59.♕e3 ♖c8 60.♕xe5 dxe5 61.♖g1 ♖a8 62.♖a1 c2 63.♖c1 ♖xa5 64.♖xc2 ♖xd5 0-1

Latest RESULTS from Frank HOLT

Since *SS83*, Frank has continued his long series of matches testing the DOS **Hiarcs7**. It continues to win all of its matches, but not always with 100% comfort!

Against MChessPro7 the score was very convincing - *"This program (MCP) has certainly gone out of favour these days,"* comments Frank, *"and the result proves why, one of the lowest of all the others."*

Hiarcs7.1 nor	5-3=4	MCPro7	nor
Hiarcs7.1 agg	3-3=6	MCPro7	agg
Hiarcs7.1 sol	8-2=2	MCPro7	cen

But against Rebel8 the result is very close and Frank, remembering his comments supporting some of the slightly older versions over their latest incarnations, is able to add a further sample to his list: *"So what do we have here?... another Oldie (47.22%) scoring better than the latest Rebel-10 (45.83%)."*

Hiarcs7.1 nor	4-2=6	Rebel8	nor
Hiarcs7.1 agg	4-4=4	Rebel8	agg
Hiarcs7.1 sol	3-3=6	Rebel8	sol

New program: NIMZO 732

ChessBase have issued a new NIMZO version, updating **Nimzo99/99a** to what is basically the same as the program which played in the 1999 WCCC at Paderborn.

It's available now at **£44.95** including post & packing. Folk with the previous **Nimzo99** CD can upgrade for £29.95 incl. p/p by returning the CD. I suppose if you give it 3 months the prices might well drop to the £39.95/£24.95 figures of other ChessBase programs, but for now at least it's £44.95/£29.95.

5th. WinBoard Tournament 1999

Fairly obviously WinBoard Tournaments can involve only those programs which run under the WinBoard system - a method like the Auto232 which allows 2 programs to play against each other on the same or separate PC's.

The interesting thing is that it does allow quite a few amateur or semi-professional workers to find out where their programs stand in relationship to each other.

Readers will appreciate that matches played on one machine, with thinking in opponent's time OFF, should not be used as authoritative with regard to the ratings they produce. Even so, with the programs

playing 12 games against each opponent, there must certainly be an *'approximate value'* to the results.

The Elo rating I have added against each machine should be taken as even more <u>approximate</u>. But as we have Nimzo99a at 2600 in *SS*, I have <u>assumed</u> that Nimzo 2000 will be about the same and shown an <u>estimated</u> figure for each of the other machines, calculated in relationship to the Nimzo99a figure!

Time control: 40 moves/40 mins
Machines:
1. K6-2 at 333MHz
2. Pentium3 at 504MHz
3. K6-3 at 450MHz

Pos	Program	Score/144	Est. Elo
1	**Nimzo 2000a**	102	2600
2	**Zarkov 4.5h**	95½	2564
3	**Crafty 16.11-16.15**	92	2544
4	**Voyager 5.08-6.01**	89½	2531
5	**LGoliath 2000**	75½	2453
6	**Comet B04-B05**	75	2450
7	**AnMon 4.26-4.27**	70	2422
8	**Patzer 3.0**	64	2389
9	**Phalanx 21**	60	2367
10	**Francesca 0.68d-0.70**	58½	2358
11	**Gromit 2.20**	58	2356
12	**LambChop 8.2**	51	2316
13	**Bringer 1.4-1.5**	45	2283

It's interesting to check though it briefly, despite the shortcomings and remembering how important good quality *'thinking in opponent's time'* can be to a computer's final performance.

Even so **Nimzo 2000** is known and does provide something of a guide to the potential strength of old favourites such as **Zarkov** and **Crafty**. Also **Comet** will be very well known by anyone with Fritz 532, Hiarcs 732 etc. as different versions appear free on their CD's.
Tom King's **Francesca** is an 'old' friend of course (scored 4/7 at Paderborn), whilst **LambChop** (4/7), **Gromit** (4/7) and **Patzer** (3/7) also appeared in the 1999 WCCC.

Anand v Fritz - The Re-Match!

Anand, having strongly intimated after his 5-3 defeat against **Rebel** (using mixed time controls, incl. G/5 + 5secs and G/15), that he would not play competitively against computers again, relented for a re-match with **Fritz**.
He had previously beaten **Fritz 532** by 1½-½ in July 1998 at G/30, and now played a 4 game re-Match at G/25 after the big Frankfurt Events (see *SS/83*... Anand came 2nd. behind Kasparov in the Classic, and Fritz WON the Master Tournament, so plays in the Classic next year!).

Fritz (half-way through its upgrade from 532 to 632) was on its ultra-fast Siemens Primergy 4 x 500MHz multi-processor system and, the time control being G/25, many expected Fritz to get its revenge!

In game 1 Fritz, as White, opted for the Scotch Opening (**1.e4 e5 2.♘f3 ♘c6 3.d4**) but Anand drew comfortably in 65 moves.

In game 2 which transposed to a Tarrasch Defence after **1.♘f3 ♘f6 2.c4 e6 3.♘c3 d5 4.d4 c5 5.c×d5 e×d5 6.g3**, Anand found himself in trouble and a bishop down for 2 pawns. Here's how it happened, joining the game after Black's **20...c5!**

Anand V - Fritz Primergy
[D34QGamb Tarrasch] 1999. G/25

21.♘xe4?! *Perhaps Anand was concerned about the pin which arises after 21.♘xd5 ♗f5, but it isn't really a threat as Black can extricate himself with a neat tactic: 22.♗c3 ♘xg3 23.♘f6+ ♕xf6 24.♗xf6 ♗xc2 25.♖xc2* **21...cxd4 22.♖xd4?!** *Better was 22.♘c5 dxe3 23.fxe3 ♗xc5 24.♕xc5* **22...♗f5** *And we get the pin after all, but in a more unpleasant form!* **23.♖cd1 ♕e7 24.♖xd5 ♗xe4 25.♗xe4**

♛xe4 26.♕xe4 ♖xe4 *Fritz emerges with a piece for 2 pawns, and clear winning chances* 27.♖1d2 a5 28.b3 *Not 28.♖xa5?* ♝b4 28...a4 29.bxa4 ♖xa4 30.♖c2 ♝a3 31.♖d7

31...♝b2 *Preparing himself a trap to fall into... Anand, of course, lets him!* 32.♔g2! ♖xa2?? 33.♖dd2! *and suddenly Black is caught in a perpetual pin.*

At present only the human brain can recognise this type of concept, where progress becomes impossible and the pin cannot be untangled. It's the sort of thing which will remind regular readers of some of Bill Reid's excellent articles on "**Statics**". Thus the operators agreed a draw immediately, though Fritz still showed a very definite plus! ½-½

You need to be able to take chances like these against someone like Anand, of course, but the program's operator, **Matthias Wullenweber**, was not as optimistic as some of us about Fritz's overall chances: *"Anand now knows Fritz inside out"* he said, *"and objectively I think the Super GM will probably win the match."*

Game 3 was drawn, so they stood at 1½-1½ coming to the final game.

Fritz Primergy - Anand V

[C54 Guioco Piano] 1999. G/25

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♝c4 ♝c5 5.c3 ♘f6 6.cxd4 ♝b4+ 7.♘c3?! *7.♝d2 is probably the best variation for White in this line. If Black still goes for the gain of a pawn with 7...♘xe4 8.♝xb4 ♘xb4 9.♝xf7+ ♔xf7 10.♕b3+ d5 11.♕xb4 wins it back* 7...♘xe4 8.0-0 ♝xc3 9.d5 ♘e5 10.bxc3 ♘xc4 11.♕d4 0-0 12.♕xe4 ♘d6 13.♕d3 b6 14.♝a3 ♕f6
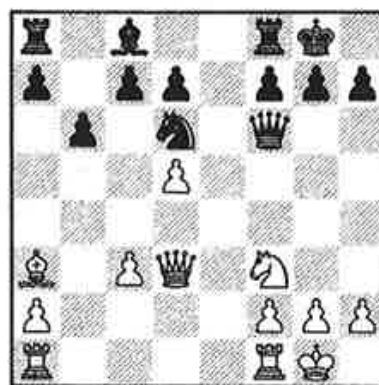
15.♕d4?! *Book is15.♖fe1 ♝b7 16.♘e5 ♖fd8 17.c4, but you'd still prefer Black, a pawn to the good and White living with a dodgy pawn structure if he is unable to make use of his small initiative* 15...♕xd4 16.♘xd4 ♝b7 17.♝xd6 cxd6 18.♘f5 g6 19.♘xd6 ♝xd5 20.♖fe1 ♝e6 21.f4 a6 22.a4 ♖a7 23.♖eb1 ♖b8 24.a5 b5 25.c4 b4 26.♖a4 b3 27.♖a3 ♖c7 28.♖axb3 ♖xb3 29.♖xb3 ♖c5 30.♘b7?! *30.♔f2 loses the other pawn after 30...♖xa5, but by improving his king centralisation with 31.♔e3 ends up with better chances of scraping a draw* 30...♖xc4 31.♖b6 ♖c2 32.♘d6 ♔f8 33.♖xa6 *33.f5 is the other possibility, and may just leave Fritz with a better chance* 33...♝d5 34.g3 ♖g2+ 35.♔f1 ♖xh2
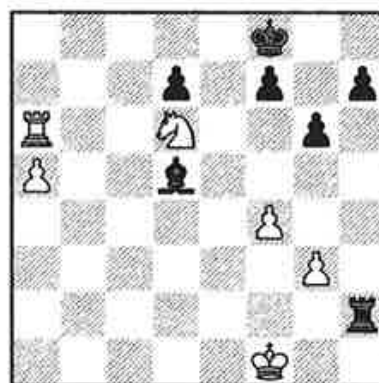
36.♖a7 *Here I'd prefer 36.♖b6 making room for the a-pawn (White's only hope) to advance a.s.a.p. Of course White needs its own ♖ behind the pawn, but Black wont let that happen: 36...♖a2 37.a6 f5 38.♔e1 ♖a3 39.♖b8+ ♔e7 40.♘c8+ ♔e6 41.a7* 36...♝c6 37.♘c8?! *37.a6 seems slightly better, forcing 37...♖a2 38.♔e1 h5 39.♘c4. In any case I think 37.♘c4 would be better for the knight than c8: 37...f6 (37...♖g2?! 38.♖xd7! ♖xg3 39.♖d6)* 38.a6 37...♖g2 38.♘b6 ♖xg3 39.♘xd7+ ♝xd7 40.♖xd7 ♖a3 41.♖a7 ♖f3+ 42.♔g2 ♖xf4 43.a6 ♖a4! 44.♖a8+ ♔g7 45.♔h2 h5 0-1. Well done, ANAND!

TEST *your* *chess* COMPUTER: 4

INTRODUCTION

The 'standard' type of test uses positions where there is only one correct solution, and the aim is to see how quickly you, or your PC, can find 'the move'.

This series of *SS TESTS* are different - usually there are various possibilities - matters of judgement, initiative, positional understanding, correct move order... okay, and occasionally sheer tactical speed.

So our scoring system is based on giving points for GM opinions of the quality of move chosen.

After our earlier TESTS, one or two people asked if we could include something of the time element in the scoring, to separate programs a little more accurately (it was pointed out, for example, that Genius3-4-5 versions and Rebel8-9-10 versions nearly always choose the same move, so how can we distinguish between them?!).

This time, note what is chosen at *1 minute*, and then note *the timings of and changes through to 10 minutes*, and I will apply STEVE MAUGHAN's scoring method to make the final result more accurate!

Please, let me know what your Computer does, and we'll print a **WINNER'S TABLE!**

SS84/1
White to play is winning.

When this one appeared about

[handwritten: Risc II 1 min D1-C2   10 min D1-C2]

10 years ago, the computers missed the top move. How about now?

[handwritten: 1 min D7-Ar   10 min C5-D4 2 min]

SS84/2
Black to play. Can he win?

It's probably quite easy for the programs to score points on this one - various bishop moves are good (as long as they don't allow the exchange into an opposite coloured bishops endgame... e.g. Bb5 and Bxd4 wont score much!).

Please include analysis for the next 1 or 2 moves, so we know if they really know! Plenty of supposed 'wins' turn out to be just draws.

SS84/3
Black's move

To retain equality, should Black go for flexibility (c4), consolidation (Bd5), safety (0-0), or something else?

[handwritten: 1 min C5xD4   10 min B5-B4]

SS84/4
White to play is ahead

[handwritten: 1 min D1-B3   10 min D1-B3]

It's partly a question of whether to fear Nh5 or not.

SS84/5
White's move needn't lose!

There's so many choices, we might have some dissent with this one!

If your computer chooses **1.e5 dxe5 2.fxe5** as in the game, I guess they don't find **2...h4!**

If not, follow the moves through and let me know when they see that White is losing! **3.exf6** [3.bxc6 bxc6 4.exf6 hxg3+ 5.♔h1 ♛xf6 6.♖xe8+ (6.♘de2 ♛h4!) 6...♖xe8 transposes to the main line] **3...hxg3+ 4.♔h1 ♛xf6 5.♖xe8+ ♖xe8 6.bxc6 bxc6 7.♘f3** [7.♘ce2? ♛f2] **7...♛f5.**

You'll have gathered that 1.e5 is not best! Does your Computer prefer something else?

[handwritten: 1 min E4-E5   10 min E4-E5]

ThE WORLD COMPUTER CHESS CHAMPIONSHIP: no.2

2nd World Computer Chess Championship, 1977 Toronto

As promised in *Selective Search 81* and started in *Issue 82*, we are running a series of Articles looking at some of the **World Championship Tournaments** which have taken place down the years.

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

STATE of the ART

This first tournaments took place altogether before my interest in Computer Chess had started so, although I have all of the games, I cannot throw any real light on most of them.

I do know that the very strong **KAISSA** was from the then USSR and programmed by someone called **Donskoy**, whilst the general favourite in the early years was the **CHESS4** series, programmed by **Slate** and **Atkins** in the USA, .

CHESS4.0-4.9 were the famous mainframe versions which, over a series of matches, took up British I.M **David Levy's** bold $10,000 challenge that he could beat any computer. Indeed while **Chess4.X** and its immediate successors were the best the computer world could produce, he did!

I don't know what speeds/nodes per second they were doing in 1974-7, or what search depth they were reaching, but they were generally a fairly simple brute force. To put it into some sort of context, <u>some 10 years later</u> in the 1985 Championship, HiTech was quoted to be doing 175kN per sec., Cray Blitz 100kN, Mephisto Amsterdam 2kN, and Mephisto Rebel ½kN!

Today, on a K6/300, Fritz5 and Junior5 will be doing >200kN, Rebel-10 about 100kN, and the knowledge-packed program Hiarcs7 around 25kN. All of these will be using selective search systems with specialised extensions, null-move, hash tables and other superior techniques!

The CHAMPIONSHIP

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

For the first two articles I have used Hiarcs732, Junior5 and Fritz532. Each was left to annotate a game at just 60secs per move, and I have included the main analysis of each, adding just a few comments of my own to make it as readable and interesting as I can.

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

The favourites in 1974 were CHESS4.0 and KAISSA, whilst CHAOS was another quite well-fancied program! Here is the FINAL TABLE from that year, as we showed it in *Issue 82*.

WORLD CHAMPIONSHIP 1974

Pos	Program	r1	r2	r3	r4	Tot	T/b
1	Kaissa	+ 08	+ 05	+ 03	+ 06	4	9
2	Chess4.0	+ 04	- 03	+ 06	+ 05	3	7
3	Chaos	+ 11	+ 02	- 01	+ 09	3	6.5
4	Ribbit	- 02	+ 11	+ 13	+ 07	3	4.5
5	Tech 2	+ 07	- 01	+ 08	- 02	2	4
6	Ostrich	+ 10	+ 09	- 02	- 01	2	3.5
7	Master	- 05	+ 12	+ 10	- 04	2	2.5
8	Frantz	- 01	+ 13	- 05	+ 12	2	2
9	Beal	bye	- 06	+ 12	- 03	2	1
10	Tell	- 06	bye	- 07	= 11	1½	0.75
11	Freedom	- 03	- 04	bye	= 10	1½	0.75
12	A16chs	+ 13	- 07	- 09	- 08	1	1
13	Papa	- 12	- 08	- 04	bye	1	0

The 1977 ENTRIES

It is always pleasing and helpful for assessing the relative performances when there is an element of continuity in the entry list, so it was good to see all of the top 3 from 1974 playing again, i.e. KAISSA, CHESS (now shown as version 4.6) and CHAOS.

OSTRICH, MASTER and TELL, 6th. 7th. and 10th. respectively in 1974, were also back.

A promising newcomer, according to the claims being made for it, was BELLE.

CHESS4.6 won its first 2 games without trouble, but there was a surprise in store as early as round 1, as the 1974 Champion came a very unexpected cropper...

Duchess - Kaissa
[**B01** *Center Counter*] 1977 round 1
Annotator: Hiarcs 732

1.e4 d5 2.exd5 ♘f6 3.d4 ♘xd5 4.♘f3 g6 5.♗e2 ♗g7 6.c4 ♘b6 7.♘c3 0-0 8.♗e3
8.c5 has also been played here
8...♗g4 9.c5!?
Though often played at move 8, this is a novelty here as 8.♘e5 is more usual
9...♘d5 10.0-0 e6 11.♕b3 b6 12.♘xd5 exd5 13.♗g5 ♕d7 14.h3 ♗f5 15.♕c3 ♖e8 16.♖fe1 ♗e4 17.♘d2

17...♕f5?!
Visually threatening, but it doesn't achieve much. Hiarcs prefers 17...♘c6 18.♗e3 ♖ab8
18.♗e3 ♕e6 19.♘xe4 dxe4 20.cxb6
20.f3! is very strong here, according to Hiarcs: 20...♘d7 making room for the rook (20...exf3? 21.♗xf3 c6 22.♗h6 is clearly winning for White) 21.♗c4 ♕f5 22.fxe4 ♕xe4 23.♕b3±
20...cxb6 21.♖ec1
21.f3! could have proved better here too
21...♘d7 22.♗g4 ♕d5 23.♕c6 ♘f6 24.♗e2

♖ad8 25.♕a4 ♖e7 26.♗b5 ♕f5 27.♖c2 ♘d5

An excellent long-term square for the knight, and Kaissa has probably equalised at this point
28.♖ac1 ♗f6 29.♕b3
Up to here I had been quite impressed with the comparison from 1974, when today's PC programs were continually pointing out big improvements and missed opportunities. Thus far there has only been one real miss, and even that wasn't too blatant. But things are about to change!
29...a5??
Before this Black might even have been winning, as he has clear pressure on the king-side, whilst White's major pieces are misplaced if there is a quick attack. Therefore 29...♘f4 30.♖c7 ♕g5 is a good recommendation from Hiarcs
30.g4!
Quite! Black's 29th did more than ignore the strategical requirements of the position – it overlooked a fairly simple tactic relating to his queen's lack of space
30...♕e6 31.♖c6! a4??
31...♖d6 is best according to Hiarcs (White +323) 32.♖xd6 ♕xd6 33.♖c8+ ♔g7 34.♖c6 ♕d8 35.g5 ♗xg5 36.♗xg5 f6 37.♗c4+-; 31...♕d7? allows 32.♖xf6
32.♕xa4
White +555
32...♖d6??
Another outright blunder. Best was 32...♕d7 retaining the White +555 evaluation 33.♖xf6 ♕a7 34.♖fc6 ♔g7 35.♕xa7 ♖xa7 36.a4 ♖aa8 37.♗g5 f6 38.♗d2+-
33.♖xd6
White +920
33...♕xd6 34.♕a8+ ♖e8 35.♕xe8+ ♔g7 36.g5 ♗d8?
36...♘xe3 was better, though it doesn't matter much any more
37.♗c4 ♕e7 38.♕xe7 ♘xe7 39.♗f4 ♘f5 40.♗d5 ♔f8 41.♖c8 ♔e7 42.♖c4 ♘g7

43.♗xe4 ♘e6 44.♗e3 ♘c7 45.d5 ♘b5
46.♗f3 ♔d7 47.a4 ♘d6 48.♖c6 ♘f5 1-0

After 2 rounds only **Chess4.6** and **Duchess** had maximum points!

That meant a decisive clash in round 3, but first let's see what happens between our old 1974 friend **Chaos** (1½/2) against that year's winner **Kaissa** (1/2)

Chaos - Kaissa

[E74 *Kings Indian, Averbakh*] 1977 round3
Annotator: Junior

1.d4 ♘f6 2.c4 c5 3.d5 d6 4.♘c3 g6 5.e4 ♗g7 6.♗e2 0-0 7.♗g5 h6 8.♗e3 ♕b6?!

Junior generously commented this as a TN! Various moves have been tried: most popular are 8...a6 9.a4 e6, and 8...e6 9.♕d2 exd5 10.cxd5 ♖e8, but my database also has ♘a6 and ♔h7

9.♕d2 ♘g4 10.♗xg4 ♗xg4 11.f3 ♗d7

12.♗xh6??

A simple tactical disaster: −2.05 says Junior, which rates 12.♘ge2 h5 13.0-0 ♕b4 14.♕d3 ♖e8 15.a3 ♕b3 16.♖ab1= as exactly equal

12...♗xh6 13.♕xh6 ♕xb2 14.♖b1?

After this White's chances probably don't exist, if Junior's −341 evaluation is anything to go by. The only hope was 14.♖c1 when the material losses turn out slightly less: 14...♕xg2 15.♘ge2 ♕xf3 16.♖g1 though you'd not exactly want the responsibility of finding somewhere safe for the Chaos king! 16...♖c8 17.♖g3 ♕f6 18.♖b1 b6 19.a4-+

14...♕xc3+ 15.♕d2 ♕xd2+ 16.♔xd2 ♗c8 17.♘e2 ♔g7 18.h4 ♖h8 19.♘f4 ♘d7 20.h5 g5 21.♘d3 ♖b8 22.f4

A bold effort to counter-attack, though making a further improvement to its king's safety with ♔c3 might have been more prudent

22...♘f6 23.e5 ♘e4+ 24.♔e3 ♘g3 25.♖h2 gxf4+ 26.♔xf4 ♘xh5+ 27.♔f3 ♗f5 28.♖d1 ♗xd3 29.♖xd3 dxe5 30.♖h3 ♘f6 31.♖g3+ ♔f8 32.♖e3 b5 33.♖xe5 bxc4
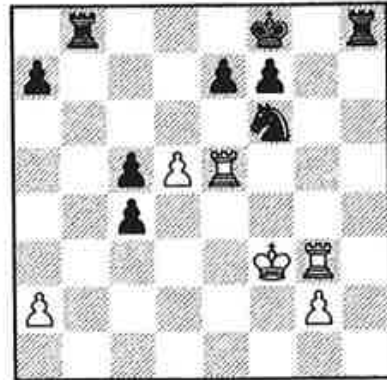
34.♖f5?

A poor choice (Junior's eval. −956), all-but destroying any chance this rook had of retreating to the first rank and helping to stop the advance of the Black's c-pawn. Junior proposed ♖h3 −680. I wasn't happy about White exchanging either, so checked Hiarcs which had ♖gg5. I suppose the truth is, it's pretty hopeless whatever White does!

34...c3! 35.d6 exd6 36.♔e3 ♖e8+ 37.♔d3 c4+ 38.♔xc4

38.♔xc3?? ♘e4+!

38...♖c8+ 39.♔b3 c2 40.♖xf6? c1♕ 41.♖gf3 ♖b8+ 42.♔a4 ♕c4+ 43.♔a5 ♕b5# 0-1

So **Kaissa** is fighting back with 2/3. Now the BIG ONE from round 3:

Chess4.6 - Duchess

[C43 *Petroff's Def*] 1977 round 3
Annotator: Fritz

1.e4 e5 2.♘f3 ♘f6 3.d4 exd4 4.e5 ♘e4 5.♕xd4 d5 6.exd6 ♘xd6 7.♗d3 ♘c6 8.♕f4 g6 9.0-0 ♗g7 10.♗d2 ♕f6

10...♗xb2 11.♗c3 ♗xc3 12.♘xc3 0-0 is book; 10...0-0 has also been played in a couple of major games

11.♕xf6 ♗xf6 12.♘c3 0-0?

Fritz criticises this, believing that Black should have castled on the other wing after 12...♗e6 13.♗f4 0-0-0 14.♖fe1 ♘b4 15.♗g5 ♗xg5 16.♘xg5 ♘xd3 17.cxd3=

13.♘d5!

Hitting the unprotected queenside pawns − Black's 0-0-0 to bring its ♔ to c8 was their only hope!

13...♗xb2 14.♖ab1 ♗g7 15.♘xc7 ♖b8 16.♗f4!

16...Rd8 17.Nb5 Bf8 18.Bg5 Rd7 19.Rfe1 b6 20.Nc3 f5 21.Nd5 Kh8 22.Bf4 Bb7 23.Ng5 Rc8?

Fritz evaluates White as +131 after this. It reckons 23...Re8 is best, to challenge White on the open e-file: 24.Nf6 Rxe1+ 25.Rxe1 Re7 26.Rxe7 Bxe7 27.Nfxh7 Ne4 28.Bc1±

24.Nf6 Rdc7 25.Ne6 Rf7 26.Nxf8 Rfxf8 27.Nxh7 Kxh7 28.Bxd6 Rfd8 29.Bf4 Rd4 30.Bg5 Rg4?

More than a waste of time as this allows White to trap the rook. Fritz recommends 30...Rc7 still showing ± however! Chess4.6 now puts together a very dangerous attack

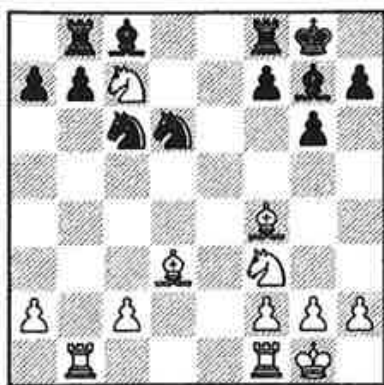**31.f4 Na5 32.Re7+ Kg8 33.g3 Kf8 34.Rbe1!**

34...Bf3?

Missing the mate threat! 34...Rxg5 was necessary to avoid the dangers

35.Bh6+!

The modern programs would quickly announce mate in 8 making this move!

35...Kg8 36.R1e3?

Chess4.6 misses the mate in 7 as well, which goes 36.Rg7+ Kh8 37.Ree7 Rxg3+ 38.hxg3 Bd5 39.Rh7+ Kg8 40.Reg7+ Kf8

36...Be4 37.Rxe4 fxe4 38.h3 Rxf4 39.Bxf4 Rxc2 40.R3xe4 Rb2?

Fritz points out that this allows White to

get back onto the mating trail, wich could have been avoided by 40...Rc8

41.Re8+?

Again Chess4.6 misses it: 41.Rd7 is mate in 6

41...Kf7 42.R4e7+ Kf6 43.Be5+ Kg5 44.Bxb2 Nc4 45.Bc1+ Kf6 46.Re6+

Finding a route to a mate at last

46...Kg7 47.Bg5 Nd6 48.Rxd6 Kf7 49.Re7+ Kg8 50.Rd8# 1-0

Although the mistakes and oversights are not quite as bad as we saw in the 1974 Championship, the 1977 programs at 40/2 - and remember these are the best games by the strongest programs of their day! - are nowhere near as strong as today's PC stuff at 30 secs per move.

The leaders now were:

3	**Chess4.6**
2½	**Belle**
2	**Duchess, Kaissa, Master**

Belle was confirming its promise, leading to an inevitable clash in round 4. Many had high expectations for Belle.

Belle - Chess4.6
[C10 *French Def. Rubinstein*] 1977 round 4
Annotator: Fritz

Despite the game starting strangely with **1.e4 Nc6?!** it had transposed to a French after **2.Nf3 e6 3.d4**. We join an equal game after Chess4.6 had played **22...Nc6**.

23.Ra4?

Missing out on the tactics altogether. Was White hoping for a powerful passed pawn? Well, he's wrong – for powerful read unsustainable!

The Fritz eval. plummeted to −172 after this, whereas 23.Bxc4 keeps the game absolutely equal! In fact after 23...dxc4,

24.♖b1!? or ♘d2! gives White a small advantage, says Fritz

23...♘xd6 24.exd6 ♔d7 25.♖g4 g5 26.♗c2 ♔xd6

White is 2 pawns down with no compensation

27.♖a4 b5 28.♖a1 b4 29.cxb4 ♘xb4 30.♗b1 ♗d7 31.♔h1 f5 32.♘d4 ♖c8

Fritz has Black at +300 here: then...

33.♘e2?

Now the eval. slumped to −4.88. 33.g3 is the −300 move! 33...♖c1+ 34.♔g2 ♖d1 35.♘b3 d4 36.f4 ♗c6+ 37.♔f2 ♗d5−+

33...♗b5

Reading +500! Game over

34.♘g1 ♖c1 35.♖a5 ♖xb1 36.f3 ♗f1 37.h4 ♖b2 38.hxg5 ♗xg2+ 39.♔h2 hxg5 40.♖a4 ♗xf3+ 41.♔g3 ♗h5 42.♔h3 f4 43.♖a8 ♗g6 44.♔g4 ♖g2+ 45.♔h3 ♖xg1 46.♔h2 ♖g4 47.♖d8+ ♔e5 48.♖g8?

Allows mate in 5. 48.♖c8 ♗e4 49.♖c3 ♖g2+ 50.♔h1 ♖g3+ 51.♔h2 ♖xc3 52.♔g1 ♖c1+−+ survives longer

48...♗e4 49.♖g7 ♗f3 50.♖h7 ♘d3 51.♖h3?= ♖g2+ 52.♔h1 ♘f2# 0−1

WORLD CHAMPIONSHIP 1977

Pos	Program	r1	r2	r3	r4	Tot	T/b
1	Chess4.6	+ 13	+ 07	+ 02	+ 04	4	9
2	Duchess	+ 03	+ 06	- 01	+ 07	3	7
3	Kaissa	- 02	+ 16	+ 05	+ 11	3	4
4	Belle	= 11	+ 12	+ 10	- 01	2½	4.25
5	Chaos	+ 15	= 10	- 03	+ 12	2½	3.5
6=	Ostrich	+ 08	- 02	= 11	= 13	2	3.5
6=	Master	+ 14	- 01	+ 09	- 02	2	3.5
8	Wita	- 06	+ 13	= 15	= 10	2	3
9	Elsa	= 12	= 11	- 07	+ 15	2	2.5
10	Dark Horse	+ 16	= 05	- 04	= 08	2	2.25
11	Black Knight	= 04	= 09	= 06	- 03	1½	3.25
12	Blitz 5	= 09	- 04	+ 14	- 05	1½	2.5
13	Bcp	- 01	- 08	+ 16	= 06	1½	1
14	Chute 1.2	- 07	= 15	- 12	+ 16	1½	0.5
15	Bs6676	- 05	=14	= 08	- 09	1	1.75
16	Tell	- 10	- 03	- 13	- 14	0	0

For the 1977 play-off (they loved their play-off games in those years - even when the opponents hadn't even tied!) they chose the no.3 to play the no.1, no doubt because it had been the 1974 Champion.

All went reasonably well for a while, though White is struggling as we join the game after Black's **30...♖b2**

Kaissa - Chess4.6
Play-off game, 1977
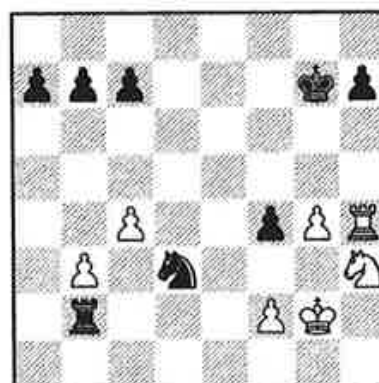
31.g5 *31.♔f3 was best* **31...♔g8 32.♘xf4?** *Awful is the only word I can think of... this is the WCCC play−off/exhibition game after all!* **32.♔f3** *was still best* **32...♖xf2+ 33.♔g3 ♖xf4 34.♖xf4 ♘xf4 35.♔xf4 ♔f7 36.b4** *36.♔f5!? would probably test Black's endgame technique better than anything else − you never know what might happen... perhaps ♔f8? or something! In fact 36...b6 wins easily − White must move his king, losing the opposition, or play 37.b4 when 37...a5 guarantees Black an unstoppable a−pawn* **36...♔e6** *and we'll leave it there. The finish wasn't terribly convincing by either side, but the game was over in another 8 moves* **0−1**

FUTURE YEARS: next issue 1980

Kaissa, Chess (4.9), Chaos, Ostrich and **Master**, having played in 1974+7, will all appear again in 1980.

The first appearance of **Belle** probably disappointed its supporters, but it will also play in 1980... and do better.

An interesting name appears in 1980 - 'Challenger'! A Fidelity, the first entry by the commercial/dedicated brigade. It will come last out of 18, but in the same year go on to win the World Micro Championship!

There was a great gulf between them in the 70's/80's, but probably only **Deep Blue2** can try to claim a big gap today!

By 1983 a whole group of dedicated representatives appear, including Mephisto, Fidelity, Novag and Conchess.

Bob Hyatt's **Cray Blitz** also makes its first appearance, but some of the 1974 mainframe and main-stay entries had sadly disappeared.

More of 1980... in our next issue!

REBEL 10.5 v DEEP BLUE JUNIOR

There have been occasional (unconfirmed) rumours that a simplified DEEP BLUE program could possibly emerge in a commercial PC format.

A multi-processor *'JUNIOR'* version has been exhibited at one or two major events in the USA and, during the 1999 WCC Championship, was available at the end of an Internet connection from Paderborn. Although a PC version still couldn't (presumably) be as strong as this, it was hoped that these appearances gave some substance to the rumour, and that they would help demonstrate just how strong the Deep Blue project was.

My magazine readers will have been as surprised as Ed Schroder was initially, and I was when I got his e-mail, to see **Chess Tiger** managing to squeeze a 1½-1½ draw with the beast. Even though the time control odds were TIGER at 15 secs per move and DBJ at 2 secs per move, this was some surprise.

The Schroder team quickly hooked up **Rebel 10.5** and settled down for a second 3 game match, this time risking Rebel (on a P2/333) at G/10 with DBJ on G/5.

REBEL 10

The Ultimate Challenge

The Match Concludes

The first game was in *SS83* and showed Rebel winning in 43 moves, after a slightly dubious opening by DBJ, following which it castled long - right into a Rebel pawn armada!

By now all the prospective purchasers of Deep Blue Junior had put their credit cards carefully back into their wallets! Here are games 2 and 3. Once more the initial comments come from Rebel team member, **Jeroen Noomens**, with some fill-in analysis by myself.

Rebel10.5 - DBJunior

[A56 Old Indian] Game 2

1.d4 ♘f6 2.c4 c5 3.d5 d6 4.♘c3 e6 5.e4 ♗e7

Another dubious opening line. DBJ seems to be fond of offbeat stuff! 5...g6 6.♘f3 ♗g7 would be usual, though the opening as a

whole is already fairly rare
6.♗e3 0-0 7.h3 exd5 8.cxd5 ♕b6 9.♖b1 ♕a5 10.♗d2 ♗d7 11.♗e2 ♖e8 12.f4?!

Rebel starts the attack a little early, but gets way with it − neither program plays this opening well
12...c4

12...♗d8! was better, hitting the newly weakened e-pawn with the ♖
13.♕c1 ♗d8! 14.♘f3 ♗b6

Preventing Rebel from castling − DBJ probably has a small plus at this stage
15.♖f1 ♖c8 16.♕c2 ♘a6 17.a3 ♖e8?

Again back with the rook, DBJ is asking for it! 17...♘h5 was best, threatening to come in at g3
18.e5!

It was asking for it, and now gets it − well played Rebel! If putting the ♖ back to e8 was supposed to stop this, it fails utterly
18...dxe5 19.fxe5 ♘xd5 20.♘g5

Whoops, combining with White's ♖ and ♕, this dangerously attacks h7 and f7
20...g6 21.♖xf7 ♗e6 22.♖xh7 ♗f5 23.♘xd5

Another nice tactical shot by Rebel
23...♕xd5

23...♗xc2?? 24.♘f6+ ♔f8 25.♖f7#

24.♕xc4 ♕xc4 25.♗xc4+ ♗e6 26.♗b5 ♗f5 27.♗xe8

A slightly 'safety-first' choice by Rebel, no doubt out of concern for the open position of its ♔

27...♖xe8 28.♖c1 ♘c5 29.g4 ♖xe5+ 30.♔d1 ♗e6

30...♗d7 to avoid another exchange looks better, but 31.♖xc5! ♗xc5 32.♖xd7 wins easily

31.♘xe6 ♔xh7 32.♘f8+ ♔g8 33.♘xg6 ♖e6 34.b4?! ♘e4 35.♘h4 ♘f2+ 36.♔c2 ♘xh3

Rebel has given back material and made slightly hard work of stopping the attacking threats. It is still a winning ending, however, and Rebel has no problems converting its advantage into a win

37.a4 ♘f2 38.g5 ♘h3 39.♔b3 ♖e8 40.g6 ♘f2 41.♘f5 ♘g4 42.♖h1
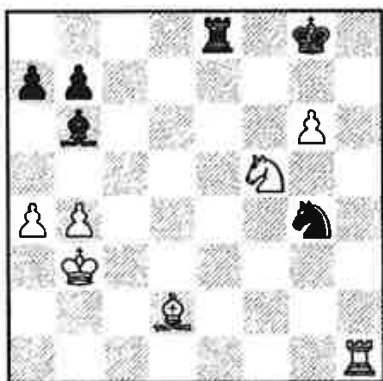
42...♗d4!?

I don't know if giving up the bishop is best... though it seems without it ♗c3! is decisive, as in our analysis below. ♗+♙ down, however, the rest of the game requires no comment.

If 42...♘f6?! 43.♗c3! ♖e6 44.♖h7 ♘xh7 45.♘h6+ ♔f8 46.g7+

43.♘xd4 ♔g7 44.♖h7+ ♔xg6 45.♖xb7 ♖a8 46.♘c6 a6 47.♖b8 ♖xb8 48.♘xb8 ♔f5 49.♘xa6 ♔e6 50.b5 ♔d5 51.a5 ♘e5 52.♗b4 ♘d3 53.♘c7+ ♔e5 54.a6 ♘xb4 55.♔xb4 ♔d6 56.a7 ♔xc7 57.a8♕ ♔d6 58.♕e4 ♔d7 59.♔c5 ♔c8 60.♔c6 ♔d8 61.b6 ♔c8 62.♕e8# **1-0**, making it 2-0 to Rebel!

Rebel10.5 - DBJunior

[D06 QGambit (Unusual)] Game 3

1.d4 ♘f6 2.c4 d5 3.cxd5 e6

Well, what's this!? Already classified as Queen's Gambit unusual, this completely leaves all reasonable theory such as

3...♕xd5 4.♘c3 ♕a5; or 3...♘xd5 4.♘f3 g6 5.e4 ♘f6; or 3...g6 4.♕a4+

4.dxe6 ♗xe6 5.♘c3 ♗b4 6.♘f3 ♕d6?!

DBJ just loves funny queen moves

7.a3 ♗xc3+ 8.bxc3 ♕c6

What did I tell you!

9.♗b2 ♕b5 10.♕b1 ♘c6?

For once a 'funny' queen move with 10...♕c6 11.e3 0-0 12.♗d3 ♗g4 13.e4 ♘bd7 might just have been better!

11.e4!

And after 11 moves Black is pretty well dead lost... terrible play

11...♕b6 12.♗d3 ♘a5 13.0-0 ♘c4?!

Better was 13...♘b3 14.♖a2 ♗g4 15.e5 ♘d5 16.♕d1 0-0-0 17.h3 ♗e6

14.♗c1 ♘a5

What is it doing? No, this doesn't impress me!

15.d5 ♗d7 16.♗e3 ♕xb1 17.♖axb1 b6 18.♗f4 c6 19.♗e5 cxd5 20.exd5 ♖c8

The last chance for 20...0-0

21.♘g5

With this move Rebel begins to really punish DBJ's refusal to castle

21...♘xd5

Hiding the king now with 21...♔f8 wont help at all now: after 22.♗xf6 gxf6 23.♘e4; 21...0-0?? 22.♗xf6 gxf6 23.♘xh7 ♖fd8 24.♘xf6+ ♔g7 25.♘xd7 ♖xd7 26.♗f5! wins easily

22.♗xg7 ♖g8 23.♖fe1+ ♗e6 24.♗h6 ♔e7 25.♗f5 ♖c6 26.♗xh7 ♖gc8 27.♗e4 ♘xc3 28.♗xc6 ♘xb1 29.♗d5 ♖h8

Because of an operating error and the inability of Deep Blue Junior to take back moves the game ended here. It is clear, though, that White is completely winning.

30.♘xf7 ...was played by Rebel-10.5 which Hiarcs quickly shows at >+400 **1-0.**

Very disappointing! I was hoping to sell a few of these DBJ's sometime next year at around £100,000 each!

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 re-sults 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 PentiumPro2/233 = 0

Pentium3/450	+50	Pent K6/Pro2/300	+20
Pent Pro2/MMX/233	0	Pentium/166	-40
Pentium/133	-60	Pentium/100	-80
486DX4/100	-140	486DX2/66	-160
486DX-SX/33	-220	386DX/33	-280

RATING LIST (c) Eric Hallsworth. PC PROGS   SS84   oct 1999

BCF	Computer	Elo	+/-	Games	Pos	Human/Games	
252	HIARCS7 PPRO-PC	2623	13	1115	1		
250	FRITZ532 PPRO-PC	2605	17	741	2		
250	CHESSMASTER 6000 PPRO-PC	2602	32	211	3	2513	6
249	NIMZO99A PPRO-PC	2596	18	645	4		
248	FRITZ516 PPRO-PC	2587	13	1262	5	2443	6
248	NIMZO98 PPRO-PC	2585	13	1255	6	2405	10
247	JUNIOR5 PPRO-PC	2581	17	748	7		
245	HIARCS6 PPRO-PC	2567	13	1111	8	2522	24
245	REBEL-10 PPRO-PC	2560	30	240	9	2533	8
244	REBEL9 PPRO-PC	2557	14	1018	10	2619	6
244	SHREDDER3 PPRO-PC	2556	40	129	11		
243	REBEL8 PPRO-PC	2550	20	494	12		
243	MCHESS PRO7 PPRO-PC	2546	14	973	13	2530	1
242	MCHESS PRO6 PPRO-PC	2542	17	699	14	2474	12
242	CHESS GENIUS5 PPRO-PC	2540	14	1039	15	2389	6
242	MCHESS PRO8 PPRO-PC	2538	17	702	16		
241	SHREDDER2 PPRO-PC	2533	15	853	17	2148	6
238	GANDALF3 PPRO-PC	2507	27	277	18		
236	JUNIOR4.6 PPRO-PC	2491	45	105	19		
236	HIARCS6 PENT-PC	2488	11	1652	20	2540	2
235	KALLISTO2 PPRO-PC	2482	22	412	21		
235	FRITZ5.16 PENT-PC	2481	35	170	22		
235	HIARCS5 PENT-PC	2481	19	585	23		
234	REBEL8 PENT-PC	2476	10	2106	24		
234	REBEL9 PENT-PC	2475	16	762	25		
233	CHESS GENIUS5 PENT-PC	2464	12	1445	26		
231	CHESS GENIUS3 PENT-PC	2453	14	1028	27	2658	10
231	CHESS GENIUS4 PENT-PC	2450	13	1199	28	2387	16
231	MCHESS PRO6 PENT-PC	2450	11	1615	29	2316	4
230	HIARCS4 PENT-PC	2445	14	1008	30	2348	6
230	REBEL7 PENT-PC	2443	14	1082	31	2242	11
230	REBEL6 PENT-PC	2441	19	594	32	2403	6
229	MCHESS PRO5 PENT-PC	2438	15	925	33	2423	19
228	CHESSMASTER 5000+5500 PENT-PC	2431	25	338	34	2372	6
228	NIMZO3.5 PENT-PC	2429	15	920	35	2426	6
228	JUNIOR4.0 PENT-PC	2425	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	2402	15	919	41		
224	MCHESS PRO4 PENT-PC	2399	19	597	42	2497	13
224	CSTAL PPRO-PC	2397	36	163	43	2177	6
224	CHESS GENIUS3 486-PC	2395	12	1382	44	2499	7
224	FRITZ4 PENT-PC	2392	18	628	45	2318	25
222	FRITZ3 PENT-PC	2381	12	1357	46	2382	30
221	MEPH GENIUS2 486-PC	2375	11	1636	47	2263	31
221	REBEL7 486-PC	2368	16	809	48		
220	W CHESS PENT-PC	2366	14	1084	49	2321	31
220	MCHESS PRO5 486-PC	2363	16	786	50	2145	2

BCF	Computer	Elo	+/-	Games	Pos	Human/Games	
223	TASC R30-1995	2389	17	714	1	2276	18
219	MEPH LONDON 68030	2359	35	175	2	2272	6
217	TASC R30-1993	2340	12	1346	3	2336	66
217	MEPH GENIUS2 1993	2338	18	649	4	2308	23
216	MEPH LONDON PRO 68030	2329	67	47	5		
216	MEPH RISC2 1MB	2303	21	456	6	2237	6
212	MEPH LYON 68030	2302	15	889	7	2392	51
212	MEPH PORTOROSE 68030	2289	20	525	8	2340	82
211	MEPH BERLIN PRO 68020/24	2284	13	1221	9	2217	29
210	MEPH VANCOUVER 68030	2278	17	676	10	2347	54
209	KASP RISC 2500-512K	2278	25	338	11	2384	10
209	MEPH LYON-VANC 68020/20	2273	27	286	12	2327	10
208	MEPH RISC1 1MB	2264	9	2541	13	2232	24
208	KASPAROV SPARC/20	2261	14	1052	14	2251	95
207	MEPH LYON 68020/12	2250	23	389	15	2288	6
206	MEPH VANCOUVER 68020/12	2250	16	781	16	2288	54
206	MEPH LONDON 68000	2244	23	2620	17	2270	67
205	MEPH ATLANTA-MAGELLAN	2233	9	36	18	2040	4
204	MEPH MONTREUX	2230	77	75	19	2215	21
203	KASP RISC 2500-128K	2230	9	2355	20	2121	33
203	MEPH LONDON 68020/12	2208	53	75	21	2250	80
201	FID ELITE 68040-V10	2208	9	2355	22	2215	21
201	MEPH ELITE 68040-V10	2201	77	36	23		
200	MEPH VANCOUVER 68000	2195	8	3363	24	2240	188
200	MEPH ALMERIA 68020	2176	69	45	25		
199	NOV SAPPHIRE1-DIAMOND1	2176	10	1843	26	2152	77
197	MEPH PORTOROSE 68020	2171	20	518	27	2169	10
196	NOV SAPPHIRE2-DIAMOND2	2170	15	919	28	2083	13
196	FID ELITE 68030-V9	2163	12	1325	29	2221	25
195	MEPH PORTOROSE 68000	2162	11	1738	30	2126	33
195	MEPH BERLIN 68000	2151	11	1363	31	2172	23
195	MEPH LYON 68000	2151	12	1034	32	2041	215
193	MEPH VANCOUVER 68000	2150	14	1353	33	2080	64
193	MEPH ALMERIA 68020	2147	21	466	34	1888	54
191	NOV SAPPHIRE1-DIAMOND1	2133	12	1725	35	2179	2
191	MEPH MILANO PRO-SENATOR	2132	14	2269	36	2111	130
189	MEPH PORTOROSE 68000	2119	11	332	37	2169	25
189	FID MACH4-DES2325 68020-V7	2114	9	656	38	2182	2
186	FID ELITE 2×68000-V5	2091	25	1073	39	2069	42
186	MEPH POLGAR/10	2091	18	1072	40	2093	31
184	MEPH ROMA 68020	2075	14	971	41	2132	197
184	KASPAROV BRUTE FORCE	2073	14	1002	42	2072	65
183	MEPH DALLAS 68020	2071	14	2092	43	2136	230
183	MEPH ALMERIA 68000	2067	14	838	44	2105	50
182	NOVAG SCORPIO-DIABLO	2058	18	322	45	1988	11
181	KASP PRESIDENT-MM6-TC+GK2100	2051	25	5712	46	1902	17
179	MEPH NIGEL SHORT	2032	34	1532	47	2063	13
178	FID MACH3-DES2265 68000-V2	2029	14	1797	48	2076	24
177	MEPH DALLAS 68000	2022	10	2853	49	2000	
177	MEPH MM5/5	2016	14	1182			
176	MEPH POLGAR/5	2009	16	2988			
176	MEPH MILANO	2009	25	52			
176	MEPH DALLAS 68000	2006	8				
176	NOV SUPER FORTE-EXP C/6	2006	13				
175	MEPH MILANO	2005	64				
175	NOV EMERALDCLASS-AMBER	2005					

BCF	Computer	Elo	+/-	Games	Pos	Human/Games	
174	MEPH MONDIAL 68000XL	1999	15	867	50	2049	77
174	NOVAG JADE2-ZIRCON2	1994	41	128	51	2032	48
174	MEPH MONTREAL-ROMA 68000	1983	9	2553	52	1968	56
172	MEPH ACADEMY/5	1981	9	2432	53	2023	111
172	FID MACH2C	1967	27	276	54	2017	182
171	NOV SUPER FORTE-EXP B/6	1968	12	2273	55	2054	84
170	FID MACH2B	1965	8	2708	56	2029	25
170	MEPH MEGA4/5	1963	12	1315	57	1956	169
170	KASPAROV MAESTRO D/10	1959	8	2676	58	2059	109
170	FID MACH2C	1958	14	992	59	1862	127
169	MEPH AMSTERDAM	1949	16	793	60	2006	97
169	KASP GK2000-EXECUTIVE	1944	18	648	61	1917	83
168	MEPH MODENA	1943	17	743	62	1981	48
168	MEPH MM4/5	1934	27	288	63	1912	35
167	FID TRAVELMASTER	1932	12	1461	64	1943	155
166	NOVAG RUBY-EMERALD	1929	29	257	65	2021	176
166	MEPH SUPERMOND2-COLLEGE-MCARLO4	1929	27	296	66	1862	22
166	NOV SUPER FORTE-EXP A/6	1926	28	260	67	1999	98
165	KASPAROV MAESTRO C/8	1917	25	330	68	2046	10
164	MEPH MACH2A	1912	9	2466	69	2074	8
164	MEPH MONTE CARLO	1912	16	814	70	1981	48
164	CX6 SPHINX/4	1911	14	1047	71	1912	35
163	CONCH PLY-VICTORIA/5.5	1910	32	206	72	1940	69
163	KASP TURBOKING2	1896	12	1371	73	1852	80
162	NOV EXPERT/6	1883	18	309	74	1767	18
160	FID CLUB B	1882	11	1563	75	1890	29
160	NOV SUPER FORTE-EXP A/5	1879	9	2587	76	1921	134
159	NOV EXPERT/5	1873	10	1855	77	2012	220
159	PAR E-ELITE+DES2100	1871	11	2256	78	1965	208
158	NOV FORTE B	1869	9	1691	79	1940	6
158	MEPH REBELL	1868	11	228	80	1852	55
158	FID AVANT GARDE/5	1860	30	2174	81	2026	22
157	FID CLUB A	1860	6	2233	82	1827	18
157	KASP STRATOS-CORONA	1860	11	1599	83	1825	29
157	NOV FORTE A	1852	14	979	84	1916	208
157	MEPH SUPERMONDIAL1	1851	11	358	85	2012	6
156	KASPAROV MAESTRO A/6	1847	24	104	86	1990	131
156	CONCH PLYMATE/5.5	1847	9	2271	87	1864	55
155	KASP TURBOKING1	1845	45	1159	88	1923	61
155	CONCHESS/6	1843	13	104	89	1900	8
155	KASP SIMULTANO	1835	11	1720	90	2017	36
155	FID EXCELLENCE/4	1834	14	1054	91	1933	64
155	NOV EXPERT/4	1827	20	514	92	1960	43
154	SCI TURBO KASPAROV/4	1827	34	372	93	2007	6
154	CONCH PLYMATE/4	1820	17	181	94	1869	11
153	FIDELITY ELITE C	1812	12	701	95	1852	40
153	FID ELEGANCE	1805	16	1386	96	1872	67
152	SCI TURBOSTAR 432	1802	11	772	97	1776	8
151	MEPHISTO MM2	1799	11	1640	98	1852	52
150	FID EXCELLENCE-DES2000	1799	20	515	99		
147	CONCHESS/4	1783	20	515	100	1875	28