**Selective Search 84**

THE COMPUTER CHESS MAGAZINE

Est. 1985
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Editor: Eric Hallsworth
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Reviews, Photos, best possible U.K. Prices for all computer chess products, Order Form.....

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

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

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- Readers can ring **ERIC** at **COUNTRYWIDE**, Mon-Fri, 1.00-5.00.

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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!**

<table>
<thead>
<tr>
<th><strong>PORTABLE COMPUTERS</strong></th>
<th></th>
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</thead>
<tbody>
<tr>
<td><strong>Kasparov</strong></td>
<td></td>
</tr>
<tr>
<td><strong>BULLET</strong> - Talking coach - £49 - talks + travels!</td>
<td></td>
</tr>
<tr>
<td><strong>COSMOS</strong> - £99! - great value, 4½&quot;x4½&quot; plug-in board, strong program + info display</td>
<td></td>
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<tr>
<td><strong>Novag</strong></td>
<td></td>
</tr>
<tr>
<td><strong>AMBER £139</strong> - excellent plug-in, strong as Cosmos with great features and info display</td>
<td></td>
</tr>
<tr>
<td><strong>SAPPHIRE2 £224</strong> - v. strong calculator style, 32MHz H8. Incl. magnetic disc set - excellent</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>TABLE-TOP PRESS SENSORY</strong></th>
<th>[ps]</th>
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<tbody>
<tr>
<td><strong>Kasparov</strong></td>
<td></td>
</tr>
<tr>
<td><strong>EXECUTIVE £99</strong> - GK-2000 Morsch prog. Display etc. plus lid cover. This is good value!</td>
<td></td>
</tr>
<tr>
<td><strong>COUGAR - £129</strong> - top quality Morsch program, good info display, recommended</td>
<td></td>
</tr>
<tr>
<td><strong>Novag</strong></td>
<td></td>
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<tr>
<td><strong>TURQUOISE £149</strong> - Amber in high-style board</td>
<td></td>
</tr>
<tr>
<td><strong>EMERALD CLASSIC PLUS £179</strong> - beautiful wood-board, wood pieces. Display, strong!</td>
<td></td>
</tr>
<tr>
<td><strong>DIAMOND2 £279</strong> - true, strong high-knowledge chess on 32MHz processor. Very good features, big 120,000 opening book and A1 for value!</td>
<td></td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
<td></td>
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<tr>
<td><strong>MILANO PRO £249</strong> - Morsch at RISC speed, strong, good features and display</td>
<td></td>
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<tr>
<td><strong>ATLANTA £379</strong> - the fast hash-table version of Milano Pro=even greater strength. 64 led board</td>
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<tr>
<th><strong>WOOD AUTO SENSORY</strong></th>
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<tbody>
<tr>
<td><strong>Kasparov</strong></td>
<td></td>
</tr>
<tr>
<td><strong>PRESIDENT £299</strong> - top value wood board ever - good range of features, scrolling display</td>
<td></td>
</tr>
<tr>
<td><strong>Mephisto</strong></td>
<td></td>
</tr>
<tr>
<td><strong>EXCLUSIVE</strong> all wood board, felted pieces with MMG - President program £449</td>
<td></td>
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<tr>
<td><strong>with SENATOR</strong> - Milan Pro program £649</td>
<td></td>
</tr>
<tr>
<td><strong>with MAGELLAN</strong> - Atlanta program £749</td>
<td></td>
</tr>
<tr>
<td><strong>Novag</strong></td>
<td></td>
</tr>
<tr>
<td><strong>SAPPHIRE2 DE LUXE £449</strong> includes Novag</td>
<td></td>
</tr>
<tr>
<td><strong>Sapphire2</strong>, lovely wood UNIVERSAL board for PC connection, all cables and adaptor. Excellent value and quite brilliant! Works with FRITZ 532.</td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th><strong>PC PROGRAMS from CHESSBASE</strong></th>
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</thead>
<tbody>
<tr>
<td><strong>All run INDEPENDENTLY + analyse within CB7.0. Great graphics, big databases-opening books, printing, max features. Win95/98</strong></td>
<td></td>
</tr>
<tr>
<td><strong>HIARCS 732 by Mark Uniacke: an outstanding program running faster+stronger than ever! £39</strong></td>
<td></td>
</tr>
<tr>
<td><strong>FRITZ 532 (2 CD’s) £39</strong> by Franz Morsch. For FRITZ5: PowerBook set £39</td>
<td></td>
</tr>
<tr>
<td><strong>JUNIOR 5 £39 - another strong, faster search</strong></td>
<td></td>
</tr>
<tr>
<td>**NIMZO 732 £42 <strong>NEW?</strong> Strong! by Donniner</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Other PC PROGRAMS on CD</strong></th>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>HIARCS7 - for PC and MAC! - most human-like playing style, very strong, great analysis features and player help. 488,000 Opening Book, user adjustable/extendable. Full learning! £69</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Also, SHREDDER3 £89, MChessPRO8 £69, CS, Tal2 Windows £39. Please allow 7 days delivery on these.</strong></td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>CLASSIC GAMES COLLECTION for PC</strong></th>
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</thead>
<tbody>
<tr>
<td><strong>SAGE 5000 DRAUGHTS CD</strong> (very strong program), includes DRAUGHTS variations, 10x10, Flip it (OTHELLO) and other games! £39</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>PC DATABASES on CD</strong></th>
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</thead>
<tbody>
<tr>
<td><strong>CHESSBASE 7.0 for Windows £179</strong>!! 32-bit high speed, over 1 million games, position trees and stats. Crafty analysis chess eng</td>
<td></td>
</tr>
<tr>
<td><strong>CHESSBASE 6.0 for Windows now £79. &quot;The&quot; games and work DATABASE, Multi-media and with Player ‘cyclopaedia. ‘BA-SIC’ package 300,000 games. A bargain! If you have CHESSBASE 6.0 you can UPGRADE to CHESSBASE 7.0 for £87.50!</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>PC CHESS TUTOR PACKAGES</strong></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Chess MENTOR</strong> - number 1 for chess training COMPREHENSIVE: novice/hobby £59.95 ADVANCED: best for SS readers? Strategy and Technique for study and pleasure £59.95**</td>
<td></td>
</tr>
<tr>
<td><strong>FULL DE LUXE: The COMPREHENSIVE COURSE plus all 21 available modules £225</strong></td>
<td></td>
</tr>
<tr>
<td><strong>SECOND-HAND &amp; EX-DEMO</strong></td>
<td></td>
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<tr>
<td><strong>all with 9 month guarantee &amp; incl. adaptor if appropriate</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Kasparov TRAVEL CHAMP 2100 (pl) £69</strong></td>
<td></td>
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<tr>
<td><strong>Novag SUPER FORTE [ps] £89</strong></td>
<td></td>
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<tr>
<td><strong>Mephisto MILANO [ps] £119</strong></td>
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<tr>
<td><strong>Fidelity MACH3 [ps] £129</strong></td>
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<tr>
<td><strong>Mephisto NIGEL SHORT [ps] £139</strong></td>
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</tr>
<tr>
<td><strong>Tasc SMARTBOARD [for PC connection] £249</strong></td>
<td></td>
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</tbody>
</table>
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.

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.

<table>
<thead>
<tr>
<th>Seedings</th>
<th>1999 WCCC</th>
<th>Score?</th>
<th>GM status</th>
<th>Votes</th>
<th>%%</th>
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<tbody>
<tr>
<td>1 Fritz</td>
<td>1 Shredder</td>
<td>5½</td>
<td>1 Hiarcs</td>
<td>132</td>
<td>17</td>
</tr>
<tr>
<td>2 Junior</td>
<td>2 Ferret</td>
<td>5½</td>
<td>2 Fritz</td>
<td>126</td>
<td>16</td>
</tr>
<tr>
<td>3 Rebel</td>
<td>3 Fritz</td>
<td>5</td>
<td>3 Rebel</td>
<td>110</td>
<td>14</td>
</tr>
<tr>
<td>4 Hiarcs</td>
<td>4 Cilkchess</td>
<td>5</td>
<td>4 Shredder</td>
<td>107</td>
<td>14</td>
</tr>
<tr>
<td>5 Nimzo</td>
<td>5 Junior</td>
<td>4½</td>
<td>5 Junior</td>
<td>86</td>
<td>11</td>
</tr>
<tr>
<td>6 Cilkchess</td>
<td>6 Dark Thought</td>
<td>4½</td>
<td>6 Ferret</td>
<td>72</td>
<td>9</td>
</tr>
<tr>
<td>7 Ferret</td>
<td>7 Rebel</td>
<td>4½</td>
<td>7 Nimzo</td>
<td>36</td>
<td>5</td>
</tr>
<tr>
<td>8 Zugzwang</td>
<td>8 Nimzo</td>
<td>4½</td>
<td>8 Chess Tiger</td>
<td>27</td>
<td>3</td>
</tr>
<tr>
<td>9 Dark Thought</td>
<td>9 Chess Tiger</td>
<td>4½</td>
<td>9 Cilkchess</td>
<td>26</td>
<td>3</td>
</tr>
<tr>
<td>10 Virtua Chess</td>
<td>10 Hiarcs</td>
<td>4</td>
<td>10 Dark Thought</td>
<td>20</td>
<td>2</td>
</tr>
<tr>
<td>11 M Chess</td>
<td>11 Lamb Chop</td>
<td>4</td>
<td>None.....</td>
<td>41</td>
<td>5</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Name</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>Total</th>
<th>Opp</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shredder</td>
<td>30w1.1</td>
<td>3b1.2</td>
<td>7w1.3</td>
<td>8b= 3½</td>
<td>10w= 4</td>
<td>2b= 4½</td>
<td>5w= 5½</td>
<td>5½</td>
<td>29</td>
</tr>
<tr>
<td>2</td>
<td>Ferret</td>
<td>20b1.1</td>
<td>14w1.2</td>
<td>10b0.2</td>
<td>24w1.3</td>
<td>12b1.4</td>
<td>1w= 4½</td>
<td>3w= 5½</td>
<td>5½</td>
<td>28</td>
</tr>
<tr>
<td>3</td>
<td>Fritz</td>
<td>27b1.1</td>
<td>1w0.1</td>
<td>26b1.2</td>
<td>13w1.3</td>
<td>5b1.4</td>
<td>10w1.5</td>
<td>2b0.5</td>
<td>5</td>
<td>27½</td>
</tr>
<tr>
<td>4</td>
<td>Cilkchess</td>
<td>21w1.1</td>
<td>24b1.2</td>
<td>5b0.2</td>
<td>12w=. 2½</td>
<td>11b1.3½</td>
<td>6w= 4</td>
<td>10b1.5</td>
<td>5</td>
<td>26½</td>
</tr>
<tr>
<td>5</td>
<td>Junior</td>
<td>15w1.1</td>
<td>6b1.2</td>
<td>4w1.3</td>
<td>10b=. 3½</td>
<td>3w0.3½</td>
<td>8w= 4½</td>
<td>1b0.4½</td>
<td>4½</td>
<td>32½</td>
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<tr>
<td>6</td>
<td>DarkThought</td>
<td>12b1.1</td>
<td>5w0.1</td>
<td>21b1.2</td>
<td>11w=. 2½</td>
<td>16b1.3½</td>
<td>4b= 4</td>
<td>7w= 4½</td>
<td>4½</td>
<td>28½</td>
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<tr>
<td>7</td>
<td>Rebel</td>
<td>25b1.1</td>
<td>11w1.2</td>
<td>1b0.2</td>
<td>18w1.3</td>
<td>8b0.3</td>
<td>13w1.4</td>
<td>6b= 4½</td>
<td>4½</td>
<td>28</td>
</tr>
<tr>
<td>8</td>
<td>Nimzo</td>
<td>26b=. ½</td>
<td>22w1.1½</td>
<td>16b1.2½</td>
<td>1w=. 3</td>
<td>7w1.4</td>
<td>5b0.4</td>
<td>9w=. 4½</td>
<td>4½</td>
<td>27½</td>
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<tr>
<td>9</td>
<td>Chess Tiger</td>
<td>10b0.0</td>
<td>13w0.0</td>
<td>29b1.1</td>
<td>22w1.2</td>
<td>14b1.3</td>
<td>19w1.4</td>
<td>8b=. 4½</td>
<td>4½</td>
<td>23½</td>
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<td>10</td>
<td>Hiarcos</td>
<td>9w1.1</td>
<td>17b1.2</td>
<td>2w1.3</td>
<td>5w=. 3½</td>
<td>1b=. 4</td>
<td>3b0.4</td>
<td>4w0.4</td>
<td>4</td>
<td>33½</td>
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<tr>
<td>11</td>
<td>LambChop</td>
<td>18w1.1</td>
<td>7b0.1</td>
<td>15w1.2</td>
<td>6b=. 2½</td>
<td>4w0.2½</td>
<td>24b1.4½</td>
<td>16w= 4</td>
<td>4</td>
<td>27</td>
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<tr>
<td>12</td>
<td>Francesca</td>
<td>6w0.0</td>
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<td>17w1.2</td>
<td>4b=. 2½</td>
<td>2w0.2½</td>
<td>16w=. 3</td>
<td>2b1.4</td>
<td>4</td>
<td>26½</td>
</tr>
<tr>
<td>13</td>
<td>Virtua Chess</td>
<td>24w0.0</td>
<td>9b1.1</td>
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<td>3b0.2</td>
<td>26w1.3</td>
<td>7b0.3</td>
<td>18w1.4</td>
<td>4</td>
<td>24½</td>
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<td>Gromit Chess</td>
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<td>2b0.1</td>
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<td>23b1.2</td>
<td>9w0.2</td>
<td>27w1.3</td>
<td>25b1.4</td>
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<td>1b1.4</td>
<td>4</td>
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<tr>
<td>16</td>
<td>Zugzwang</td>
<td>19w=. ½</td>
<td>23b1.1½</td>
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<td>17b1.2½</td>
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<td>12b=. 3</td>
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<td>17</td>
<td>M Chess</td>
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<td>10w0.1</td>
<td>12b0.1</td>
<td>16w0.1</td>
<td>25b=. 1½</td>
<td>26w1.2½</td>
<td>24w1.3½</td>
<td>3½</td>
<td>19½</td>
</tr>
<tr>
<td>18</td>
<td>PConHerS</td>
<td>11b0.0</td>
<td>20w1.1</td>
<td>14b1.2</td>
<td>7b0.2</td>
<td>19w0.2</td>
<td>21w1.3</td>
<td>13b0.3</td>
<td>3</td>
<td>25½</td>
</tr>
<tr>
<td>19</td>
<td>Isichess</td>
<td>16b=. ½</td>
<td>26w=. 1</td>
<td>13b0.1</td>
<td>25w1.2</td>
<td>18b1.3</td>
<td>9b0.3</td>
<td>15w0.3</td>
<td>3</td>
<td>23½</td>
</tr>
<tr>
<td>20</td>
<td>Diop</td>
<td>2w0.0</td>
<td>18b0.0</td>
<td>30w=. ½</td>
<td>28b1.1½</td>
<td>22w1.2½</td>
<td>15b=. 3</td>
<td>12w0.3</td>
<td>3</td>
<td>22</td>
</tr>
<tr>
<td>21</td>
<td>Patzer</td>
<td>4b0.0</td>
<td>27w1.1</td>
<td>6w0.1</td>
<td>15b0.1</td>
<td>30w1.2</td>
<td>18b0.2</td>
<td>29w1.3</td>
<td>3</td>
<td>20½</td>
</tr>
<tr>
<td>22</td>
<td>Mini</td>
<td>23w=. ½</td>
<td>8b0.½</td>
<td>28w=. 1</td>
<td>9b0.1</td>
<td>20b0.1</td>
<td>30w1.2</td>
<td>27b1.3</td>
<td>3</td>
<td>19½</td>
</tr>
<tr>
<td>23</td>
<td>Now</td>
<td>22b=. ½</td>
<td>16w0.½</td>
<td>27b0.½</td>
<td>14w0.½</td>
<td>28w=. 1</td>
<td>29b1.2</td>
<td>26b1.3</td>
<td>3</td>
<td>17</td>
</tr>
<tr>
<td>24</td>
<td>SOS</td>
<td>13b1.1</td>
<td>4w0.1</td>
<td>25b1.2</td>
<td>2b0.2</td>
<td>15w=. 2½</td>
<td>11w0.2½</td>
<td>17b0.2½</td>
<td>2½</td>
<td>28½</td>
</tr>
<tr>
<td>25</td>
<td>Arthur</td>
<td>7w0.0</td>
<td>30b1.1</td>
<td>24w0.1</td>
<td>19b0.1</td>
<td>17w=. 1½</td>
<td>28b1.2½</td>
<td>14w0.2½</td>
<td>2½</td>
<td>20</td>
</tr>
<tr>
<td>26</td>
<td>Ikarus</td>
<td>8w=. ½</td>
<td>19b= 1</td>
<td>3w0.1</td>
<td>27w1.2</td>
<td>13b0.2</td>
<td>17b0.2</td>
<td>23w0.2</td>
<td>2</td>
<td>25</td>
</tr>
<tr>
<td>27</td>
<td>Centaur</td>
<td>3w0.0</td>
<td>21b0.0</td>
<td>23w1.1</td>
<td>26b0.1</td>
<td>29w1.2</td>
<td>14b0.2</td>
<td>22w0.2</td>
<td>2</td>
<td>21</td>
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<tr>
<td>28</td>
<td>Ruy Lopez</td>
<td>14b0.0</td>
<td>12w0.0</td>
<td>22b=. ½</td>
<td>20w0.½</td>
<td>23b=. 1</td>
<td>25w0.1</td>
<td>30b=. 1½</td>
<td>1½</td>
<td>20½</td>
</tr>
<tr>
<td>29</td>
<td>XXXX2</td>
<td>17w0.0</td>
<td>15b0.0</td>
<td>9w0.0</td>
<td>30b1.1</td>
<td>27b0.1</td>
<td>23w0.1</td>
<td>21b0.1</td>
<td>1</td>
<td>21</td>
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<td>Neurologic</td>
<td>1b0.0</td>
<td>25w0.0</td>
<td>20b=. ½</td>
<td>29w0.½</td>
<td>21b0.½</td>
<td>22b0.½</td>
<td>28w=. 1</td>
<td>1</td>
<td>19½</td>
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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, Hiarc3 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 Hiarc3!), 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.d3 c6 3.b5 a6 4.a4 df6
5.0-0 e7 6.e1 b5 7.db3 0-0 8.a4 b4 9.d3
d6 10.a5 e6 11.dbd2 db8 12.dc4 dc8
13.df1 dd4

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

14.exd4 exd4 15.dc4 dd7 16.dd2 xc4
17.bxc4 b3 18.exb3 dc5 19.b4 xb4
20.ea3 de6 21.d2 d3 22.exd3 xc4
23.b3 ec5 24.exd4 fc6 25.d3 db8 26.h3
d2 27.e2 ec5 28.ed5 de5 29.wc4 c5
30.b4 cxb4 31.exb5 db5 32.db6 h6

32...d5 was probably a little better (but the move played turns out fine) 33..wxe6
gxe6 34.exd5 b3 35.dxe6 b2 36..b1 db8
37..g5 a5
33..xa6 w67

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+ wh7
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...\textbf{\textit{a1}} 38...\textbf{\textit{b1}} 39...\textbf{\textit{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 \textbf{\textit{b3}}-\textbf{\textit{a3}}-\textbf{\textit{a1}} then it would have been immediately

\textbf{\textit{b3}}-\textbf{\textit{a3}}-\textbf{\textit{a1}}

39...\textbf{\textit{bxc1}}+ 40.\textbf{\textit{xc1}} 41...\textbf{\textit{g6}} 41...\textbf{\textit{g3}} 42.\textbf{\textit{e5}} 43...\textbf{\textit{e5}} 44.\textbf{\textit{g2}} 45.\textbf{\textit{a6}} 46.\textbf{\textit{a6}}

47.\textbf{\textit{c8}} 48.\textbf{\textit{c4}} 49.\textbf{\textit{b4}} 50.\textbf{\textit{c4}} 51.\textbf{\textit{b4}} 52.\textbf{\textit{d6}} 53.\textbf{\textit{f3}} 54.\textbf{\textit{c6}}+ \textbf{\textit{xd6}}+ \textbf{\textit{xd6}}

55.\textbf{\textit{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!

\textbf{\textit{Hiarcs - Ferret}}

[E34 NimzoIndian] Round 3

1.d4 \textbf{\textit{f6}} 2.c4 \textbf{\textit{e6}} 3.\textbf{\textit{c3}} \textbf{\textit{b4}} 4.\textbf{\textit{e2}} 5.\textbf{\textit{cxd5}} \textbf{\textit{xd5}} 6.\textbf{\textit{f3}} 7.\textbf{\textit{d2}} 8.\textbf{\textit{xc3}} 9.\textbf{\textit{cxd4}} 10.\textbf{\textit{f3}}

11.\textbf{\textit{c6}} 12.\textbf{\textit{d3}} \textbf{\textit{g4}}

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

13.\textbf{\textit{e2}} 0-0 14.0-0 \textbf{\textit{f8}} 15.\textbf{\textit{b3}} \textbf{\textit{e7}} 16.\textbf{\textit{h3}}

\textbf{\textit{h5}} 17.\textbf{\textit{c4}} \textbf{\textit{e4}} 18.\textbf{\textit{c4}} \textbf{\textit{e5}} 19.\textbf{\textit{b3}} \textbf{\textit{xe2}}

20.\textbf{\textit{xe2}} \textbf{\textit{b6}} 21.\textbf{\textit{g3}}

\textbf{\textit{g7}} 26.\textbf{\textit{a1}}

A remarkably 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' \textbf{\textit{b2}} (which was the selection for the first couple of minutes), but the choice made allows the queen to come to \textbf{\textit{b2}} instead, with the bishop sat on \textbf{\textit{a1}} supporting her along this deadly diagonal. Excellent!

26...\textbf{\textit{ac8}} 27.\textbf{\textit{e2}} \textbf{\textit{f6}} 28.\textbf{\textit{b2}} \textbf{\textit{e5}}?!

Dangerous with the White bishop on \textbf{\textit{a1}} only thinly camouflaged

29.\textbf{\textit{a3}} \textbf{\textit{e6}} 30.\textbf{\textit{e4d2}} \textbf{\textit{g8}}?!

The only alternative I can see was going for the long series of exchanges with 30...\textbf{\textit{ed8}} 31.\textbf{\textit{ed8+}} \textbf{\textit{ed8}} 32.\textbf{\textit{e5d8+}} \textbf{\textit{e5d}} 33.\textbf{\textit{f6}} \textbf{\textit{f6}} 34.\textbf{\textit{axe7}} when 34...\textbf{\textit{d6}}

35.\textbf{\textit{xf4}} \textbf{\textit{e4}}. So this may have been best - it leaves White with a strong but not necessarily won position

31.\textbf{\textit{axe7}} \textbf{\textit{e7}} 32.\textbf{\textit{e2}} \textbf{\textit{g5}} 33.\textbf{\textit{b5}} \textbf{\textit{c5}}

34.\textbf{\textit{d8+}} \textbf{\textit{e8}} 35.\textbf{\textit{ed6}} \textbf{\textit{c4}} 36.\textbf{\textit{c3}} \textbf{\textit{xgb5}}

36...\textbf{\textit{e6}} was best, but it's a lost cause anyway after 37.\textbf{\textit{xb6}} \textbf{\textit{e7}}

37.\textbf{\textit{fxf5}} \textbf{\textit{e6}} 38.\textbf{\textit{e5d5}} \textbf{\textit{eb4}} 39.\textbf{\textit{axe5}} \textbf{\textit{e7}}

40.\textbf{\textit{d6}} 1-0. A quite outstanding computer chess game.

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

First, however, FRANCESCA's programmer \textbf{\textit{Tom King}} sent me copies of the e-mail correspondence he had with his operator at Paderborn, \textbf{\textit{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 compare this machine with my AMD K6-II 300MHZ.

AMD K6-II 300MHZ 73088 K/s
WM-Machine PII 450MHZ 126673 K/s
This seems 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 ma-
neuvers 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 op-
erator 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 possi-
bile opponent. However, after a
shaky start I think Francesca
made a game of it. For long peri-
ods it looks drawish, because
white's bishop pair, and strong
'd' pawn keep black quiet. How-
ever, 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 competi-
tions, 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
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
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
Rg3 34. Bxh7 Kb8 35. Rce1 Ra3
36. Ne2 Be6 37. Rb1 Rxa6 38. Bbd3
Ra2 39. Bxb5 Nf5 40. Rfd1 Ne3
41. Ra1 Rd2 42. Rdb1 Rd2 43. Kh1
Bg4 44. Nc3 Rxc2 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 1 GB 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 because 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 search/Fritz kind of program, no?

Now for MCHESS!

Francesca - MCPro

[C18 French Def. Winawer] Round 3

1.e4 e6 2.d4 d5 3...c3 f6 4.e5 c5 5.a3
6...xe7 6.bxc3 7...g4 8...xg7 9...xh7
10...e2 11.f4 d4
12...d3 dxc3 13...e3 d4 14...xd4

14...xf2 is also played here, then

14...0-0-0 15.g3 16...g2

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 18...e2

If 18...h3 19...fx4. 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.Ed1 Ee8 22...f2 a4 23.Bb1 Ee8 24.c4

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...e1 f5
31...b5 32...d1 Ee8 33...c2 Ed7 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 35.xd4, 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...c7 35...c2 c6 36...f1 f3!

M Chess has always been hot at combining pieces like this against the enemy king

37.c6 Ee3

The threat of d1 is very nasty!

38.cxb7+ 19...b8 39...xh1 xh3+ 40...e2
19.c1+ 41...f2 d2! 42.h3?!

Francesca appears to wilt under the pressure. But 42...xb5 xe2+ 43...xe2
\[ \text{x4+ 44.g2 \text{g5+ 45.f2 when 45.a6 forces 46.b3 (not 46.a5? \text{f4+ 47.e1 xb7 surely wins) 46.xe5 47.e1 xh2 also looks probably winning for Black, so I think we must say that M Chess should be getting the full point at this stage 42...exe2+ 43.xe2 a6 44.f3 xa3}} \]

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 forkng 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 b4 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+ 54.b6 54.ad8+ 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.eb1 f8 53.xb2 xh6 54.a2 g6+ 55.h3 xd3 56.g4 g5 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 ef4+ 54.g4 b2 55.e4 f3 56.h7 f2 57.xa5+ 58.c7 59.b8 60.c8 61.xb8

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.cc4 fxes 54.cc8 xb7 55.xb7 1-0

Date: Tue, 15 Jun 1999
From: Tom King
Subject: Round 3
Dear Kai,

I've seen what happened!! Amazing!! Fantastic!! Wunderbar!! Ungeheuer!!

What can I say, Kai, thanks for operating Francesca and making me *very* happy!

At 6pm I logged onto ICC just after leaving work, and the position looked drawish. Later, I logged on again. I thought MChess had the advantage, but white’s pawns were dangerous... then suddenly it was all over.

Date: Tue, 15 Jun 1999
From: Kai Skibbe
Subject: Runde 3
Hi Tom,

This day was a great day for Francesca. We have won against MChess!! You must take a look at the game. It was really unbelievable. First it seems to be a draw, but MChess finds a deep tactical line and the score from MChess reaches +4.5 after some moves. Later it falls to 0.00 and then to -9.0. Unbelievable!!!

I hope you are happy with the result of today, and tomorrow I hope to play against Fritz. Fritz has also 2 points! Hopefully the next scalp... :-)

Date: Tue, 15 Jun 1999
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 tomorrow. Playing the champion is an honour, win, draw, or lose.

Now we move to round 5.

**Shredder - Hiarc**

* [E47 Nimzo Indian] Round 5

1.d4 2.f6 2.c4 e6 3.\_c3 \_b4 4.e3 0-0
5.\_d3 c5

Trust Hiarc to choose one of our lower-rated opening books 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 Hiarc's 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

Mark Uniacke and I were watching this on the Internet, our hearts beating overtime as each of the moves came in.

Hiarc 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 vulnerable target blocking f7-f8!

23...hxg5! 24.\_a6!

It seems that actually taking on f8 is not so good: 24.\_xf8?! \_xf8 25.\_e2 (25.\_a4 g6 26.\_c6 \_g7; 25.\_a8 \_xh6 26.\_xh6 \_f8+ 27.\_e2 \_xh6 28.\_e2 \_xh6 29.\_xg7+ \_xf8 30.\_d7 \_d4 \_e5 28.\_d5 \_g6 with an advantage 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.\_xf5+ \_xf5 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 Hiarc remains (theoretically) a pawn ahead, both programs now indicated an equal evaluation.

Because of the unbalanced pawn placements, the operators continued 'just in case' for a few more moves before shaking hands after some very interesting and tense chess!

34.\_f1 \_ff7 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.\_e5g5
h6 16.\_h3 0-0
17.\textit{\textcolor{red}{\textbf{b}}h4}

White is right, it must start its attack on the kingside, but the book line for this is 17.\textit{\textcolor{red}{\textbf{g}}}3 \textit{\textcolor{red}{\textbf{h}}}7 18.\textit{\textcolor{red}{\textbf{e}}}ae1 dxe5 19.\textit{\textcolor{red}{\textbf{d}}}xe5 17...\textit{\textcolor{red}{\textbf{b}}}b4 18.\textit{\textcolor{red}{\textbf{a}}}xb4 cxb4 19.\textit{\textcolor{red}{\textbf{c}}}hg17!

Giving Fritz time to advance his queenside offensive. Hiarcs suggested even now putting the queen on its correct g3 square was the best way to maintain White’s potential pressure. 19.\textit{\textcolor{red}{\textbf{g}}}3 \textit{\textcolor{red}{\textbf{e}}}6 20.\textit{\textcolor{red}{\textbf{c}}}h4 \textit{\textcolor{red}{\textbf{h}}}7 21.d4 \textit{\textcolor{red}{\textbf{a}}}ac8 19...\textit{\textcolor{red}{\textbf{a}}}ac8! 20.\textit{\textcolor{red}{\textbf{a}}}f2 \textit{\textcolor{red}{\textbf{c}}}7 21.\textit{\textcolor{red}{\textbf{e}}}e2 \textit{\textcolor{red}{\textbf{f}}}c8 22.\textit{\textcolor{red}{\textbf{e}}}c1 \textit{\textcolor{red}{\textbf{d}}}5 23.\textit{\textcolor{red}{\textbf{f}}}f2 a5 24.\textit{\textcolor{red}{\textbf{b}}}b6

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

24...\textit{\textcolor{red}{\textbf{a}}}4 25.\textit{\textcolor{red}{\textbf{a}}}a5 b3 26.\textit{\textcolor{red}{\textbf{a}}}xb3 \textit{\textcolor{red}{\textbf{g}}}xb3 27.\textit{\textcolor{red}{\textbf{e}}}e1 27.c3 dxe5 28.\textit{\textcolor{red}{\textbf{d}}}xe5 \textit{\textcolor{red}{\textbf{g}}}xe5 29.\textit{\textcolor{red}{\textbf{a}}}xe5 \textit{\textcolor{red}{\textbf{w}}}xd3 30.\textit{\textcolor{red}{\textbf{e}}}ce1 might have worked out better for White, as he should recover his pawn. Black would have some threatening piece activity however, e.g. \textit{\textcolor{red}{\textbf{d}}}5 looks quite strong!

27...\textit{\textcolor{red}{\textbf{d}}}xe5 28.\textit{\textcolor{red}{\textbf{f}}}xe5 \textit{\textcolor{red}{\textbf{g}}}5!

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

29.\textit{\textcolor{red}{\textbf{b}}}b6 \textit{\textcolor{red}{\textbf{e}}}6 30.\textit{\textcolor{red}{\textbf{f}}}f2! b4!

You have to smile as Fritz turns its attention back to the queenside!

31.\textit{\textcolor{red}{\textbf{a}}}a1 \textit{\textcolor{red}{\textbf{d}}}5 32.\textit{\textcolor{red}{\textbf{e}}}e3 \textit{\textcolor{red}{\textbf{e}}}5 33.\textit{\textcolor{red}{\textbf{w}}}d2 \textit{\textcolor{red}{\textbf{b}}}b8 34.\textit{\textcolor{red}{\textbf{e}}}e3 \textit{\textcolor{red}{\textbf{a}}}a5 35.d4 \textit{\textcolor{red}{\textbf{w}}}f8 36.\textit{\textcolor{red}{\textbf{d}}}d3 a3!

The pawn that wins the game

37.\textit{\textcolor{red}{\textbf{b}}}b1

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

37...\textit{\textcolor{red}{\textbf{a}}}a8 38.\textit{\textcolor{red}{\textbf{f}}}f2

38.\textit{\textcolor{red}{\textbf{h}}}3, threatening perhaps \textit{\textcolor{red}{\textbf{c}}}xg5 and \textit{\textcolor{red}{\textbf{w}}}xg5, might have been an interesting try:
38...\textit{\textcolor{red}{\textbf{a}}}e7 39.\textit{\textcolor{red}{\textbf{e}}}g1 f4 40.\textit{\textcolor{red}{\textbf{w}}}f2 a2 41.\textit{\textcolor{red}{\textbf{a}}}a1 \textit{\textcolor{red}{\textbf{b}}}3 42.\textit{\textcolor{red}{\textbf{e}}}e1 bxc2 43.\textit{\textcolor{red}{\textbf{w}}}xc2

39...\textit{\textcolor{red}{\textbf{c}}}c8 39.\textit{\textcolor{red}{\textbf{e}}}c1 \textit{\textcolor{red}{\textbf{e}}}e4 40.bxa3 \textit{\textcolor{red}{\textbf{x}}}xa3 41.\textit{\textcolor{red}{\textbf{d}}}d2 \textit{\textcolor{red}{\textbf{c}}}c6 42.\textit{\textcolor{red}{\textbf{e}}}e1 \textit{\textcolor{red}{\textbf{d}}}d8 43.c3 a2 44.\textit{\textcolor{red}{\textbf{a}}}a1 \textit{\textcolor{red}{\textbf{x}}}xc3

45.\textit{\textcolor{red}{\textbf{e}}}e2 \textit{\textcolor{red}{\textbf{c}}}c4 46.\textit{\textcolor{red}{\textbf{d}}}d1 \textit{\textcolor{red}{\textbf{b}}}b8 47.\textit{\textcolor{red}{\textbf{b}}}b2 \textit{\textcolor{red}{\textbf{c}}}c6

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

[a] If 48.\textit{\textcolor{red}{\textbf{d}}}d3 Bxg2+ wins;
[b] If 48.\textit{\textcolor{red}{\textbf{w}}}f1 to protect g2, then \textit{\textcolor{red}{\textbf{a}}}b4!
49.\textit{\textcolor{red}{\textbf{d}}}d1 \textit{\textcolor{red}{\textbf{c}}}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!

\textbf{Shredder - Junior}

[C86 Ruy Lopez, English, Worrall] Round 7

1.\textit{\textcolor{red}{\textbf{e}}}e4 \textit{\textcolor{red}{\textbf{e}}}5 2.\textit{\textcolor{red}{\textbf{f}}}f3 \textit{\textcolor{red}{\textbf{c}}}c6 3.\textit{\textcolor{red}{\textbf{b}}}b5 \textit{\textcolor{red}{\textbf{a}}}a6 4.\textit{\textcolor{red}{\textbf{a}}}a4 \textit{\textcolor{red}{\textbf{f}}}f6 5.0-0 \textit{\textcolor{red}{\textbf{e}}}e7 6.\textit{\textcolor{red}{\textbf{e}}}e2 b5 7.\textit{\textcolor{red}{\textbf{b}}}b3 d6 8.\textit{\textcolor{red}{\textbf{c}}}c3 0-0 9.d4 \textit{\textcolor{red}{\textbf{g}}}g4 10.\textit{\textcolor{red}{\textbf{d}}}d1 exd4 11.\textit{\textcolor{red}{\textbf{c}}}xd4 d5 12.\textit{\textcolor{red}{\textbf{e}}}e5 \textit{\textcolor{red}{\textbf{a}}}e4
13.\textit{\textcolor{red}{\textbf{c}}}c3 \textit{\textcolor{red}{\textbf{x}}}xc3 14.bxc3 \textit{\textcolor{red}{\textbf{f}}}f5?!
14...\textit{\textcolor{red}{\textbf{d}}}d7 15.\textit{\textcolor{red}{\textbf{h}}}h3 \textit{\textcolor{red}{\textbf{h}}}5 (or 15...\textit{\textcolor{red}{\textbf{f}}}f5) is book
15. \textit{f4} \textit{a5} 16. \textit{c2} \textit{c8} 17. \textit{g5} \textit{a5xg5} \\
18. \textit{a5xg5} \textit{h6} 19. \textit{f3} \textit{c4} 20. \textit{b3} \textit{e6} \\
21. \textit{h4} \textit{e4} 22. \textit{f3} \\
The f-pawn tiptoes its first move up the board. It appears innocuous at the mo-
ment... but if you take a peek at our next diagram, you'll see just where it's heading! \\
22... \textit{h7} 23. \textit{f4} \textit{e4} 24. \textit{a5f2} \textit{e8f2} 25. \textit{f5f5}! \\
The e-pawn is now energised as well! \\
25... \textit{e7} 26. \textit{e1f1} \textit{e7d7} 27. \textit{f6} \textit{g6} 28. \textit{a5ad1} \textit{e4g4} \\
29. \textit{e3f3} \textit{e4f4} 30. \textit{b2c1} \textit{a5} 31. \textit{e5e1} \textit{e3+} 32. \textit{g2f2} \\
\textit{xe1x} 33. \textit{exe1} \textit{e8a6} 34. \textit{d2d2} \textit{xd2} 35. \textit{xd2b4} 36. \textit{cxb4} \\
36... \textit{e8b4}?! \\
I think that taking back with 36...axb4 \\
37. \textit{e1c1} trying to hit the backward pawn \\
37... \textit{c6} 38. \textit{b5c5} \textit{f8} 39. \textit{e1d1} \textit{e8} 40. \textit{e1d1} \\
\textit{d7} keeps the game about even \\
37. \textit{e1c1} \textit{a4} 38. \textit{d1d1} \textit{c4} 39. \textit{xc4c4} \\
40. \textit{e2e2} \\
40... \textit{a5d3}?? \\
40... \textit{a5d5} had to be correct, first blockad-
ing the d5-pawn and secondly keeping an 
eye on \textit{e6}. Then 41. \textit{f2b2} \textit{b6} 42. \textit{xaxa4} \textit{c3} \\
43. \textit{exe3} \textit{b2} 44. \textit{g3} \textit{axa2} 45. \textit{c2} \textit{xc2} 46. \textit{xc2} \\
with a small advantage \\
41. \textit{b1b2} \textit{b6} 42. \textit{xbxb6} \textit{xb6} 43. \textit{d5f1} \textit{e4} \\
44. \textit{d6} \textit{a5c6} 45. \textit{f2f2} \textit{d7} 46. \textit{e3e3} \textit{b5} 47. \textit{d4} \\
\textit{f8} 48. \textit{f3f3} \textit{e8} 49. \textit{d5} \\

49... \textit{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 \textit{a} on \textit{d7}. So 50.g3 \textit{a8} 
51.h4 \textit{e8} 52.a3 with an advantage which 
may be sufficient for White to win, but it 
won't be so easy \\
50. \textit{h4!} \\
All Black kingside progress is altogether 
ended - one pawn is blocked, the other 
made backward \\
50... \textit{a8f8} 51. \textit{a3c1!} \\
I like it - queenside counterplay is now 
dead as well \\
51... \textit{e8} 52. \textit{c3c3} \textit{f8} 53. \textit{b4b4} \textit{g8} 54. \textit{e4e4} \\
\textit{f8} 55. \textit{e6f6} \textit{xe6} 56. \textit{a6g6} \textit{e5} 57. \textit{a7xh5} \textit{e4} \\
58. \textit{g4} \textit{c8} 1-0 \\
So SHREDDER AND FERRET tied at 1=. In 
the play-off game Faret, with a very slightly 
lower sum of opponets' 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 hard-
ware, I must conclude that justice was done!

\begin{center}
\textbf{The WCCC Human Challenge}
\end{center}

It had been arranged in advance that the top 5 pro-
grams from the 1999 WCCC would each play a 
game against a selected group of GM'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. 

\begin{tabular}{|l|l|}
\hline
C Lutz & \text{\scriptsize ½-½ Shredder} \\
\hline
Faret & \text{\scriptsize 0-1} \ R Yaganian \\
\hline
Fritz & \text{\scriptsize 1-0} \ I Sokolov (22 moves! Game in SS85) \\
\hline
Clichess & \text{\scriptsize ½-½} \ B Alterman \\
\hline
Junior & \text{\scriptsize ½-½} \ L Van Wel \\
\hline
\end{tabular}
**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 d5 2.c4 e6 3.c3 b6 4.g3 a6 5.b3 d6 4...d6 6.d2 c2 7.g2 d5 8.cxd5 exd5

9.0-0 d4 10.e4 d3 0-0 11.c3 a3

Out of book. I found 11...d6 12.df4 dxc3 13.c3 c5 14.c2 d6 15.dxc5 d4 16.d2 c3 17.d6, a book line that produces a sharp and very different type of position to the one in our game.

12.c2 d2 13.xd2 c6 14.e5 a7 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

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...d4?! You wouldn't normally want to offer a4 for a6, but here it might be good! 23.axb4 axb4 24.e1 f5 25.g5 d4 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 e8 26.e7 e7 27.d1 e6 28.xf3

Preparing e2, which gains Karpov a definite initiative

28...e7 29.e7 e6 29...c8 might have been better, yielding one open file to gain another?

29.e2
854

Anatoly Karpov in play against Shredder, operated by its programmer Stefan Meyer-Kahlen

50...\text{\texttt{\textsf{b7}}}?! \\
With 50...\text{\texttt{b7}} Shredder would have held White's \text{\texttt{\textsf{\textsf{w}}} to the defence of the b3 pawn, and restricted Karpov's chances 51.\text{\texttt{\textsf{h7}}}+ \text{\texttt{\textsf{f7}}} 52.\text{\texttt{\textsf{g6}}}+ \text{\texttt{e7}} 53.\text{\texttt{\textsf{f5}}} \text{\texttt{e8}} 54.\text{\texttt{\textsf{g6}}}+ \text{\texttt{\textsf{\textsf{xg6}}} 55.\text{\texttt{\textsf{\textsf{xg6}}} \text{\texttt{\textsf{d6}}} 56.\text{\texttt{\textsf{\textsf{d2}}} \text{\texttt{\textsf{b5}}} 57.\text{\texttt{\textsf{e3}}}=

51.\text{\texttt{\textsf{\textsf{e2}}} \text{\texttt{\textsf{c6}}} 52.\text{\texttt{\textsf{f5}}} \text{\texttt{\textsf{f7}}}

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

53.\text{\texttt{\textsf{g4}}} \text{\texttt{\textsf{f8}}} 54.\text{\texttt{\textsf{g6}}}+ \text{\texttt{e8}} 55.\text{\texttt{\textsf{f4}}} \text{\texttt{\textsf{f8}}}

56.\text{\texttt{\textsf{g6}}}+ \text{\texttt{\textsf{e7}}} 57.\text{\texttt{\textsf{e6}}}?! \\
The first of two or three small 'time pressure' inaccuracies by Karpov. 57.\text{\texttt{\textsf{\textsf{h7}}} \text{\texttt{\textsf{c8}}} (if 57...\text{\texttt{\textsf{f8}}} 58.\text{\texttt{\textsf{g8}}} \text{\texttt{\textsf{d6}}} 59.\text{\texttt{\textsf{g6}}} and it's over) 58.\text{\texttt{\textsf{xh8}}} \text{\texttt{\textsf{xc8}}} 59.\text{\texttt{\textsf{g8}}} \text{\texttt{\textsf{d7}}} 60.\text{\texttt{\textsf{e6}}}+ \text{\texttt{\textsf{e7}}} 61.\text{\texttt{\textsf{\textsf{d5}}}+ \text{\texttt{\textsf{b8}}} 62.\text{\texttt{\textsf{\textsf{b6}}}+ \text{\texttt{\textsf{e7}}} 63.\text{\texttt{\textsf{d8}}}+ \text{\texttt{\textsf{e8}}} 64.\text{\texttt{\textsf{\textsf{xa5}}} and the win of the second pawn should see White safely home: 64...\text{\texttt{f5}} 65\text{\texttt{\textsf{\textsf{b5}}}+ \text{\texttt{\textsf{\textsf{b7}}} 66.\text{\texttt{\textsf{e6}}} 67.\text{\texttt{\textsf{e5}}}+ \text{\texttt{\textsf{b7}}} 68.\text{\texttt{\textsf{e8}}}+ \text{\texttt{\textsf{\textsf{e8}}} 69.\text{\texttt{\textsf{\textsf{e5}}}+ \text{\texttt{\textsf{\textsf{d5}}} 70.\text{\texttt{\textsf{\textsf{f6}}}}! 70.\text{\texttt{\textsf{g4}}} \text{\texttt{\textsf{f7}}} 71.\text{\texttt{\textsf{\textsf{c4}}} \text{\texttt{\textsf{f6}}}

72.\text{\texttt{\textsf{\textsf{a5}}}?! \\
It looks obvious, but gives Shredder a chance to threaten with his h-pawn, which he grabs at once! Better was 72.\text{\texttt{\textsf{d5}}} \text{\texttt{\textsf{h6}}} 74.\text{\texttt{\textsf{e4}}} \text{\texttt{\textsf{h4}}} 75.\text{\texttt{\textsf{d5}}} \text{\texttt{\textsf{h6}}} 76.\text{\texttt{\textsf{\textsf{f3}}}

74.\text{\texttt{\textsf{e4}}} \text{\texttt{\textsf{h4}}} 75.\text{\texttt{\textsf{\textsf{c4}}} \text{\texttt{\textsf{h3}}} 76.\text{\texttt{\textsf{\textsf{f3}}}

Probably the win has gone altogether, but maybe 76.\text{\texttt{\textsf{f4}}} is worth looking at? Then 76...\text{\texttt{\textsf{g5}}} 77.\text{\texttt{\textsf{\textsf{f1}}} Now \text{\texttt{\textsf{\textsf{g4}}}?! is tempting, but I think the drawing method is 77...\text{\texttt{\textsf{\textsf{f6}}}}

76.\text{\texttt{\textsf{f4}}} 77.\text{\texttt{\textsf{b4}}} \text{\texttt{\textsf{xf5}}} 78.\text{\texttt{\textsf{d5}}} \text{\texttt{\textsf{h2}}} 79.\text{\texttt{\textsf{g2}}} \text{\texttt{\textsf{e4}}} 80.\text{\texttt{\textsf{\textsf{d6}}} \text{\texttt{\textsf{\textsf{xd6}}} 81.\text{\texttt{\textsf{\textsf{\textsf{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 Hiarc6 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.

<table>
<thead>
<tr>
<th>SAMANEL CUP</th>
<th>40/2</th>
<th>R</th>
<th>C</th>
<th>H</th>
<th>D</th>
<th>P</th>
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<tbody>
<tr>
<td>1 Rebel-10 P/400</td>
<td>*1 1 ½ ½ 1 1 ½ 1 ½ 1 7 ½</td>
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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:

<table>
<thead>
<tr>
<th>Rebel Century</th>
<th>Opponent</th>
<th>Score</th>
<th>%/%%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rebel Century</td>
<td>Hiarc6</td>
<td>31-32</td>
<td>49.2</td>
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<tr>
<td>Rebel Century</td>
<td>Nimzo 98</td>
<td>35-34</td>
<td>50.7</td>
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<tr>
<td>Rebel Century</td>
<td>Shredder 3</td>
<td>41½-29½</td>
<td>58.5</td>
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<tr>
<td>Rebel Century</td>
<td>Junior 5</td>
<td>28-19</td>
<td>59.6</td>
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<tr>
<td>Rebel Century</td>
<td>Shredder 2</td>
<td>33½-22½</td>
<td>59.8</td>
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<tr>
<td>Rebel Century</td>
<td>Fritz 532</td>
<td>26-16</td>
<td>61.9</td>
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<tr>
<td>Rebel Century</td>
<td>Crafty 16.13</td>
<td>29¼-15¼</td>
<td>65.6</td>
</tr>
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</table>

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 Unickie'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 Schrander 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 Schrander 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 Schrander 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 Schrander: "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 Q Gambit Slav] 40/120, 1999

1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.Qc3 e6
5.Qf4 Qc6 6.e3 a6 7.d3 Qg4 8.Qe2 e6
9.0-0 Qe7 10.bxc1 0-0 11.a3 Qc8 12.e4 b5
13.e5 Qxc5 14.e5xc5 d7 15.e3 e5
16.dxe5 Qxe5

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 Qxd3

18.Qxd3

It is perhaps surprising that Rebel didn't prefer 18.Qxd3 here. 18...Qe6 19.d4 probably follows and, if Black exchanges on d4 with 19...Qxd4 then 20.Qxd4 maintains some pressure against the isolated pawn

18...Qxe2 19.Qxe2 d4 20.bxc5 Qxe3
21.Qxe3

Everything is now so equally balanced that a draw is almost inevitable

21.Qd4 22.Qh5 Qxc5

22.Qe6 was Yusupov–Anand, Linares
1992. As Anand lost, Sorin makes sure this game goes in a different direction with a small improvement!

23.\texttt{x}c5 \texttt{e}e2+ 24.\texttt{h}h1

Sorin thought that 24.\texttt{h}h2 was a little better, and might have left Rebel with a slight advantage

24...\texttt{e}e8 25.\texttt{e}c2 \texttt{d}d4 26.\texttt{e}d3 \texttt{e}c6 27.\texttt{e}xd8 \texttt{e}xd8 28.\texttt{e}c1 \texttt{e}e5! 29.\texttt{e}b6 \texttt{e}b8 30.\texttt{b}3 \texttt{f}6
31.\texttt{d}d4 \texttt{e}d8 32.\texttt{e}xe5 \texttt{f}xe5 33.\texttt{e}c6 \texttt{e}d3
34.\texttt{e}xa6 \texttt{g}5

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 ChessBase 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 'refresh' 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 Website. The program will offer to name it NewBook, 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 booktestCBH 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 HiarcH 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 HiarcH book, which enables you to adjust them, and now
  2. Any moves you don't want played, adjust the weights in your General or HiarcH 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

<table>
<thead>
<tr>
<th>N</th>
<th>%</th>
<th>Av</th>
<th>Perf</th>
<th>Fritz</th>
<th>Prob [%]</th>
</tr>
</thead>
<tbody>
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<td>208140</td>
<td>56</td>
<td>2508</td>
<td>2548</td>
<td>35.8</td>
<td>36.8</td>
</tr>
</tbody>
</table>

| 1.e4 | 83220 | 55 | 2499 | 2542 | 35.8 | 35.8 |
| 1.d4 | 79050 | 56 | 2510 | 2548 | 35.1 | 36.0 |
| 1.c5 | 23080 | 56 | 2507 | 2547 | 12.2 | 13.5 |
| 1.e4 | 19559 | 57 | 2515 | 2553 | 12.2 | 13.5 |
| 1.g3 | 1873 | 55 | 2496 | 2524 | 4.5 | 0 |
| 1.d3 | 466 | 53 | 2491 | 2507 | 0 | 0 |

- and AFTER!

<table>
<thead>
<tr>
<th>N</th>
<th>%</th>
<th>Av</th>
<th>Perf</th>
<th>Fritz</th>
<th>Prob [%]</th>
</tr>
</thead>
<tbody>
<tr>
<td>208140</td>
<td>56</td>
<td>2506</td>
<td>2548</td>
<td>35.9</td>
<td>51.8</td>
</tr>
</tbody>
</table>

| 1.e4 | 83220 | 55 | 2499 | 2542 | 35.9 | 51.8 |
| 1.d4 | 79050 | 56 | 2510 | 2548 | 35.1 | 35.0 |
| 1.e2 | 23080 | 56 | 2507 | 2547 | 12.2 | 0 |
| 1.e4 | 19559 | 57 | 2515 | 2553 | 12.2 | 13.1 |
| 1.g3 | 1873 | 55 | 2496 | 2524 | 4.5 | 0 |
| 1.d3 | 466 | 53 | 2491 | 2507 | 0 | 0 |

- Notice how the Prob [%] has changed!

- Incidentally: 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 Hiarc 732), but give ONE your NewBook to play from, and the OTHER the adjusted Hiarc book. Make sure that Learning is switched on, and the book opposing yours does 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 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 incorporating into it some of the critical new games Fritz or Hiarc has just played, and repeat the process!

NEXT ISSUE: in-depth analysis of a position with Fritz or Hiarc. 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!

Play and you'll find that Hiarc uses the TableBases, and immediately plays Be7 which is a draw.

But if you set it up as 'White to play' then Hiarc 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, then 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 down, and can't 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 which [1] preserves 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 Century's series of GM CHALLENGE 40/2 matches?

The explanation for the defeat is that, apparently, RebelC, running on an overclocked, under-cooled 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)
[Avolga/Benko] GM Challenge 1999

1.d4 Qf6 2.c4 c5 3.d5 b5 4.cxb5 a6 5.bxa6
g6 6.dxc3 dx6 7.d3 d6 8.e4 Qf1 9.Qxf1
Qg7 10.g3 0-0 11.hg2 Qbd7 12.Qe1 Qb6
13.e3 Qfb8 14.Qe2 Qe8 15.Qf4 Qb7
Out of my books! I've found 15...Qa6
16.c1 Qa7; 15...Qc7 16.Qc1 Qb5; and
15...Qa5 16.Qc1 Qa7
16.Qc1
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...Qc7 17.Qh6 Qh8 18.a4 Qa6

Black's threat is Qxc3, so White must do something about the e2-Q.. Choices seem to be 19.Qe1, which I think is the simplest and cleanest, 19.Qd2 or 19.Qa2
19.Qa2
Here's another: 19.a5 and if 19...Qxc3?!
20.Qxc3 theatens mate on g7, so 20...Qf6
21.Qe1
19...Qab8
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.Qe1 Rb4 21.Qc2 Qe5!
Played solely to remove the f3-Q and its protection of d4
22.Qxe5 Qxe5 23.f4?! Qd4!
Dominated the board. Compare this with Rebel's Q on h6, cut-off and restricted now more than ever by its own 23.f4
24.Qg5 f6 25.Qh4 Qc4 26.Qe2 Qb3 27.Qd1
Is it possible that 27.Qd2 might have held the Black forces?
27...Qxg3+ 28.Qxg3 Qxa2 29.f2?
Forced because of the growing pressure on the backward b2 pawn
29...Qxf2?!
I rather prefer 29...e5 here
30.Qxf2 Qb4 31.Qc3 Qc4 32.f5 Qd4
I think RebelC has come out of the earlier pressures quite well, and with \( \text{We2} \) (see next note) was about equal

33. fxg6?
Better in my view was 33. \( \text{We}2 \) \( \text{e}5 \) (33... \( \text{f}7 \) 34. \( \text{g}4= \) ) 34. \( \text{f}1= \)

33... \( \text{hxg6} \) 34. \( \text{We}2 \) \( \text{f}7 \) 35. \( \text{h}1 \) \( \text{b}8= \)
Moving this piece over to the king-side

36. \( \text{g}2 \) \( \text{h}8 \) 37. \( \text{W}g4 \) \( g5 \) 38. \( \text{f}3 \) \( \text{e}5 \)

39. \( \text{g}1= \)
I don't see the point of this – neither did Rebel a move later when it returns the \( \text{g} \) to \( g4 \) (which seems no better)!

39... \( \text{a}6 \) 40. \( \text{g}4 \) \( c4 \)
The start of a neat invasion of White's territory

41. \( \text{g}2 \) \( \text{c}5 \) 42. \( \text{f}5 \) \( \text{d}4= \) ! 43. \( \text{h}2 \) \( \text{e}3 \)

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."

| Hiarc7.1 nor | 5-3-4 | MCP7 nor |
| Hiarc7.1 agg | 3-3-6 | MCP7 agg |
| Hiarc7.1 sol | 8-2-2 | MCP7 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%)."

| Hiarc7.1 nor | 4-2-6 | Rebel8 nor |
| Hiarc7.1 agg | 4-4-4 | Rebel8 agg |
| Hiarc7.1 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 £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 PCs.

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

Latest RESULTS from Frank Holt
Since SS83, Frank has continued his long series of matches testing the DOS Hiarc7. It continues to win all of its matches, but not always with 100% comfort!
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 approximate. But as we have Nimzo99a at 2600 in SS, I have assumed that Nimzo 2000 will be about the same and shown an estimated 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

<table>
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<tr>
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<th>Est. Elo</th>
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<td>102</td>
<td>2600</td>
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<tr>
<td>2</td>
<td>Zarkov 4.5h</td>
<td>95½</td>
<td>2564</td>
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<tr>
<td>3</td>
<td>Crafty 16.11-16.15</td>
<td>92</td>
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<td>4</td>
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<td>89½</td>
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<td>58½</td>
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<tr>
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<td>Bringer 1.4-1.5</td>
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</table>

It’s interesting to check though 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. Qf3 d6 3.d4) but Anand drew comfortably in 65 moves.

In game 2 which transposed to a Tarrasch Defence after 1.e4 e5 2.d4 c5 3.d5 d6 4.c4 cxd4 5.cxd5 e6 6.g5. 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
[D34Q Gamb Tarrasch] 1999. G/25

21.Qxe4?! Perhaps Anand was concerned about the pin which arises after 21.Qxd5 Qf5, but it isn’t really a threat as Black can extricate himself with a neat tactic: 22.Qc3 Qxg3 23.Qf6+ Qxf6 24.Qxf6 Qxc2 25.Qxc2 21...Qxd4 22.Qxd4?! Better was 22.Qc5 dxe3 23.Qxe3 Qxc5 24.Qxc5 22...Qf5 And we get the pin after all, but in a more unpleasant form! 23.Qcd1 Qe7 24.Qxd5 Qxe4 25.Qe4
White 26.\texttt{e4} \texttt{e4} 27.\texttt{e4} Fritz emerges with a piece for 2 pawns, and clear winning chances 27...\texttt{d1d2} a5 28.\texttt{b6} Not 28.\texttt{xa5?} \texttt{b4} 28...\texttt{a4} 29.\texttt{bxa4} \texttt{e4} 30.\texttt{c2} \texttt{a3} 31.\texttt{d7}

31...\texttt{b2} Preparing himself a trap to fall into... Anand, of course, lets him! 32.\texttt{g2!} \texttt{xa2??} 33.\texttt{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

1.e4 e5 2.\texttt{f3} \texttt{c6} 3.d4 \texttt{xd4} 4.\texttt{c4} \texttt{c5} 5.c3 \texttt{f6} 6.\texttt{xd4} \texttt{b4}+ 7.\texttt{c3??}! 7.\texttt{d2} is probably the best variation for White in this line. If Black still goes for the gain of a pawn with 7...\texttt{xe4} 8.\texttt{xb4} \texttt{xb4} 9.\texttt{xf7+} \texttt{xf7} 10.\texttt{xb3}+ d5 11.\texttt{xb4} wins it back 7...\texttt{xe4} 8.0-0 \texttt{xc3} 9.d5 \texttt{e5} 10.\texttt{bxc3} \texttt{xc4} 11.\texttt{d4} 0-0 12.\texttt{xe4} \texttt{d6} 13.\texttt{d3} b6 14.\texttt{a3} \texttt{f6}

15.\texttt{d4?!} Book is 15.\texttt{f3} \texttt{b7} 16.\texttt{e5} \texttt{fxd} 17.\texttt{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...\texttt{xd4} 16.\texttt{cxd4} \texttt{b7} 17.\texttt{xexd6} \texttt{xd6} 18.\texttt{c5} \texttt{g6} 19.\texttt{c6} \texttt{xd5} 20.\texttt{f1} a6 21.\texttt{f4} \texttt{a4} 22.\texttt{a4} \texttt{b7} 23.\texttt{e4} \texttt{b8} 24.\texttt{a5} b5 25.\texttt{c4} b4 26.\texttt{e4} b3 27.\texttt{e3} \texttt{c7} 28.\texttt{xb3} \texttt{xb3} 29.\texttt{xb3} \texttt{xc5} 30.\texttt{b7}?! 30.\texttt{f2} loses the other pawn after 30...\texttt{xa5}, but by improving his king centralisation with 31.\texttt{b3} ends up with better chances of scraping a draw 30...\texttt{xc4} 31.\texttt{b6} \texttt{Rc2} 32.\texttt{c6} \texttt{f8} 33.\texttt{xa6} 33.\texttt{f5} is the other possibility, and may just leave Fritz with a better chance 33...\texttt{d5} 34.g3 \texttt{g2+} 35.\texttt{f1} \texttt{hxh2}

36.\texttt{a7} Here I'd prefer 36.\texttt{b6} making room for the a-pawn (White's only hope) to advance a.s.a.p. Of course White needs its own \texttt{b} behind the pawn, but Black won't let that happen: 36...\texttt{e2} 37.\texttt{a6} f5 38.\texttt{e1} \texttt{a3} 39.\texttt{b8}+ \texttt{e7} 40.\texttt{c8}+ \texttt{e6} 41.a7 36...\texttt{c6} 37.\texttt{c8?}! 37.a6 seems slightly better, forcing 37...\texttt{xa2} 38.\texttt{e1} h5 39.\texttt{c4}. In any case I think 37.\texttt{c4} would be better for the knight than \texttt{c8}: 37...\texttt{f6} (37...\texttt{g2?!} 38.\texttt{xd7!} \texttt{dxg3} 39.\texttt{d6}) 38.a6 37...\texttt{g2} 38.\texttt{b6} \texttt{dxg3} 39.\texttt{xd7}+ \texttt{xd7} 40.\texttt{xd7} \texttt{e3} 41.\texttt{a7} \texttt{f3+} 42.\texttt{g2} \texttt{xf4} 43.a6 \texttt{a4!} 44.\texttt{a8+} \texttt{g7} 45.\texttt{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

R h8 1 min D1-C2
10 min D1-C2

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

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 won't 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?

SS84/4
White to play is ahead

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 hgx3+ 5.gxh1 xf6 6.xe8+ (6.de2 h4!) 6...exe8 transposes to the main line]
3...hxg3+ 4.xh1 xf6
5.exf6+ xf6 6.bxc6 bxc6
7.d3 [7.c2 e2?] 8.f4]

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

1 min E4-15 10 min E4-15
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 main-frame machines at first, then included dedicated computers, and in the most recent years has extended to PC programs.

### STATE of the ART

This first 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, some 10 years later in the 1985 Championship, HiTech was quoted to be doing 175kN per sec., Cray Blitz 100kN, Mephisto Amsterdam 2kN, and Mephisto Rebel ½kN!

Today, on a K6/300, Fritz5 and Junior5 will be doing >200kN, Rebel-10 about 100kN, and the knowledge-packed program Hiarcs 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

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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 Qf6 3.d4 Qxd5 4.Qf3 g6
5.Qe2 Qg7 6.c4 Qb6 7.Qc3 0-0 8.Qe3
8.Qf5 has also been played here
8...Qg4 9.c5!?

17...Qxf5?!

Visually threatening, but it doesn't achieve much. Hiarcs prefers 17...Qc6
18.Qe3 Qab8
18.Qe3 Qe6 19.Qxe4 dxe4 20.Qxb6
20.f3! is very strong here, according to Hiarcs: 20...Qd7 making room for the rook (20...exf3? 21.Qxf3 c6 22.Qh6 is clearly winning for White) 21.Qc4 Qf5 22.fxe4 Qxe4 23.Qb3=
20...Qxb6 21.Qec1
21.f3! could have proved better here too
21...Qd7 22.Qg4 Qd5 23.Qc6 Qf6 24.Qe2

Hrad8 25.Qa4 Qe7 26.Qb5 Qf5 27.Qc2 Qd5

An excellent long-term square for the knight, and Kaissa has probably equalised at this point.

28.Qac1 Qf6 29.Qb3

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...Qa5??

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...Qf4 30.Qc7 Qg5 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...Qe6 31.Qc6! a4??

31...Qd6 is best according to Hiarcs (White +323) 32.Qxd6 Qxd6 33.Qc8+ Qg7
34.Qc6 Qd8 35.g5 Qxg5 36.Qxg5 f6
37.Qc4++; 31...Qd7? allows 32.Qxf6

32.Qxa4

White +555

32...Qb6??

Another outright blunder. Best was 32...Qd7 retaining the White +555 evaluation 33.Qx6 Qa7 34.Qf6 Qg7 35.Qxa7 Qxa7 36.a4 Qaa8 37.Qg5 f6 38.Qd2+-

33.Qxd6

White +920

33...Qxd6 34.Qa8+ Qe8 35.Qxe8+ Qg7
36.g5 Qd8?

36...Qe3 was better, though it doesn't matter much any more

37.Qc4 Qe7 38.Qxe7 Qxe7 39.Qf4 Qf5
40.Qd5 Qe8 41.Qc8 Qe7 42.Qc4 Qg7
43.\text{\textit{x}}e4 \textit{\textit{e}}6 44.\textit{\textit{e}}e3 \textit{\textit{c}}c7 45.d5 \textit{\textit{b}}b5 46.\textit{\textit{f}}f3 \textit{\textit{d}}d7 47.a4 \textit{\textit{f}}d6 48.\textit{\textit{e}}e6 \textit{\textit{f}}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 (1\1/2) against that year's winner Kaisa (1/2)

Chaos - Kaisa

[E74 Kings Indian, Averbakh] 1977 round 3
Annotator: Junior

1.d4 \textit{\textit{f}}f6 2.\textit{c}c4 c5 3.d5 \textit{\textit{d}}d6 4.\textit{\textit{c}}c3 \textit{\textit{g}}g6 5.e4 \textit{\textit{g}}g7 6.\textit{\textit{e}}e2 0-0 7.\textit{g}g5 \textit{h}h6 8.\textit{\textit{e}}e3 \textit{\textit{b}}b6?!

Junior generously commented this as a TN! Various moves have been tried; most popular are 8...\textit{e}6 9.a4 \textit{e}6, and 8...\textit{e}6 9.\textit{\textit{d}}d2 \textit{exd}5 10.\textit{\textit{c}}xd5 \textit{\textit{f}}f8, but my database also has \textit{\textit{e}}6 and \textit{\textit{h}}7
9.\textit{\textit{d}}d2 \textit{\textit{g}}g4 10.\textit{\textit{e}}xg4 \textit{\textit{e}}xg4 11.f3 \textit{\textit{d}}d7

12.\textit{\textit{x}}h6??

A simple tactical disaster: -2.05 says Junior, which rates 12.\textit{\textit{g}}ge2 \textit{h}5 13.0-0 \textit{\textit{b}}b4 14.\textit{\textit{d}}d3 \textit{e}8 15.a3 \textit{\textit{b}}b3 16.\textit{b}b1= as exactly equal

12...\textit{\textit{x}}h6 13.\textit{\textit{x}}h6 \textit{\textit{x}}b2 14.\textit{\textit{b}}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.\textit{\textit{c}}c1 when the material losses turn out slightly less: 14...\textit{\textit{x}}g2 15.\textit{\textit{g}}ge2 \textit{\textit{xf}}3 16.\textit{\textit{g}}g1 though you'd not exactly want the responsibility of finding somewhere safe for the Chaos king! 16.\textit{\textit{c}}c8 17.\textit{\textit{g}}g3 \textit{\textit{f}}f5 18.\textit{\textit{b}}b1 \textit{b}6 19.a4+

14...\textit{\textit{x}}c3+ 15.\textit{\textit{d}}d2 \textit{\textit{xd}}2+ 16.\textit{\textit{c}}xd2 \textit{\textit{d}}d8 17.\textit{\textit{e}}e2 \textit{\textit{g}}g7 18.h4 \textit{\textit{e}}e8 19.\textit{\textit{f}}f4 \textit{\textit{d}}d7 20.h5 \textit{\textit{g}}g5 21.\textit{\textit{c}}c3 \textit{\textit{b}}b8 22.\textit{f}4

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

22...\textit{\textit{x}}f6 23.e4+ 24.\textit{\textit{g}}g3 \textit{\textit{d}}d3 25.\textit{\textit{h}}h2 \textit{\textit{f}}x4+ 26.\textit{\textit{f}}f4 \textit{\textit{x}}h5+ 27.\textit{\textit{f}}f3 \textit{\textit{f}}f5 28.\textit{\textit{d}}d1 \textit{\textit{xd}}3 29.\textit{\textit{e}}xd3 \textit{\textit{e}}xe5 30.\textit{\textit{f}}f3 \textit{\textit{f}}f6 31.\textit{\textit{g}}g3+ \textit{\textit{f}}f8 32.\textit{\textit{e}}e3 \textit{b}5 33.\textit{\textit{x}}e5 \textit{bxc}4

34.\textit{\textit{f}}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 \textit{\textit{h}}h3 -680. I wasn't happy about White exchanging either, so checked Hiarcs which had \textit{\textit{g}}g5. I suppose the truth is, it's pretty hopeless whatever White does!

34...\textit{\textit{c}}c3! 35.\textit{\textit{d}}d6 \textit{\textit{e}}xd6 36.\textit{\textit{e}}e3 \textit{\textit{e}}e8+ 37.\textit{\textit{d}}d3 \textit{c}4+ 38.\textit{\textit{g}}g4

38.\textit{\textit{g}}g3?? \textit{\textit{e}}e4+!

38...\textit{\textit{e}}e8+ 39.\textit{\textit{b}}b3 \textit{c}2 40.\textit{\textit{x}}xf6? \textit{c}1\textit{\textit{g}} 41.\textit{\textit{g}}f3 \textit{\textit{b}}b8+ 42.\textit{\textit{a}}a4 \textit{\textit{c}}c4+ 43.\textit{\textit{d}}d5 \textit{\textit{b}}b5# 0-1

So Kaisa 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 \textit{\textit{e}}5 2.\textit{\textit{f}}f3 \textit{\textit{f}}f6 3.d4 \textit{\textit{d}}d4 4.\textit{\textit{e}}e4 \textit{\textit{d}}dxe4 5.\textit{\textit{f}}f4 \textit{\textit{d}}d4 6.exd6 \textit{\textit{c}}xd6 7.\textit{\textit{d}}d3 \textit{\textit{c}}c6 8.\textit{\textit{f}}f4 \textit{\textit{g}}g6 9.0-0 \textit{\textit{g}}g7 10.\textit{\textit{d}}d2 \textit{\textit{f}}f6

10...\textit{\textit{x}}xb2 11.\textit{\textit{c}}c3 \textit{\textit{c}}xc3 12.\textit{\textit{x}}xc3 0-0 is book; 10...0-0 has also been played in a couple of major games

11.\textit{\textit{x}}xf6 \textit{\textit{xf}}6 12.\textit{\textit{c}}c3 0-0?

Fritz criticises this, believing that Black should have castled on the other wing after 12...\textit{\textit{e}}e6 13.\textit{\textit{f}}f4 0-0-0 14.\textit{\textit{f}}f1 \textit{\textit{b}}b4 15.\textit{\textit{g}}g5 \textit{\textit{x}}g5 16.\textit{\textit{g}}g5 \textit{\textit{xd}}3 17.\textit{\textit{c}}xd3=

13.\textit{\textit{d}}d5!

Hitting the unprotected queenside pawns - Black's 0-0-0 to bring its \textit{\textit{g}} to c8 was their only hope!

13...\textit{\textit{b}}b2 14.\textit{\textit{a}}a1 \textit{\textit{g}}7 15.\textit{\textit{x}}c7 \textit{\textit{b}}b8 16.\textit{\textit{f}}f4!
get back onto the mating trail, which could have been avoided by 40...Ec8
41.Ee8++?
Again Chess4.6 misses it: 41.Ed7 is mate in 6
41...Ef7 42.Ee7+ Ef6 43.Ee5+ Eg5
44.Exb2 Ec4 45.Ec1+ Ef6 46.Ee6+
Finding a route to a mate at last
46...Eg7 47.Eg5 Ed6 48.Exd6 Ef7
49.Ee7+ Eg8 50.Ed8# 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, Kaisa, Master

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

Belle - Chess4.6

[Chess4.6 French Def. Rubinstein] 1977 round 4
Annotator: Fritz

Despite the game starting strangely with 1.e4 Qc6?! it had transposed to a French after 2.Qf3 e6 3.d4. We join an equal game after Chess4.6 had played 22...Qc6.

23.Qa4?
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.xc4 keeps the game absolutely equal! In fact after 23...dxc4,
24.\textit{b1!} or $\textit{d2!}$ gives White a small advantage, says Fritz.

23...$\textit{xd6}$ 24.$\textit{exd6}$ $\textit{xd7}$ 25.$\textit{g4}$ g5 26.$\textit{c2}$ $\textit{xd6}$

White is 2 pawns down with no compensation.

27.$\textit{a4}$ b5 28.$\textit{a1}$ b4 29.$\textit{cb4}$ $\textit{xb4}$

30.$\textit{b1}$ $\textit{d7}$ 31.$\textit{h1}$ f5 32.$\textit{d4}$ $\textit{c8}$

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

33.$\textit{e2}$?

Now the eval. slumped to -4.88. 33.g3 is the -300 move! 33...$\textit{c1}$+ 34.$\textit{g2}$ $\textit{d1}$

35.$\textit{b3}$ d4 36.$\textit{f4}$ $\textit{c6}$+ 37.$\textit{xf2}$ $\textit{d5}$+

33...$\textit{b5}$

Reading +500! Game over.

34.$\textit{g1}$ $\textit{xc1}$ 35.$\textit{ea5}$ $\textit{xb1}$ 36.$\textit{f3}$ $\textit{f1}$ 37.$\textit{h4}$

$\textit{b2}$ 38.$\textit{hxg5}$ $\textit{g2}$+ 39.$\textit{h2}$ $\textit{hxg5}$ 40.$\textit{ea4}$

41.$\textit{g3}$ $\textit{h5}$ 42.$\textit{h3}$ f4 43.$\textit{e8}$ $\textit{g6}$

44.$\textit{g4}$ $\textit{g2}$+ 45.$\textit{h3}$ $\textit{g1}$ 46.$\textit{h2}$ $\textit{g4}$

47.$\textit{d8}$+ $\textit{e8}$ 48.$\textit{d8}$

Allows mate in 5: 48.$\textit{c8}$ $\textit{e4}$ 49.$\textit{c3}$

50.$\textit{h1}$ $\textit{e3}$+ 51.$\textit{h2}$ $\textit{c3}$ 52.$\textit{g1}$

$\textit{c1}$+ survives longer.

48...$\textit{e4}$ 49.$\textit{g7}$ $\textit{f3}$ 50.$\textit{h7}$ $\textit{d3}$ 51.$\textit{h3}$?

$\textit{g2}$+ 52.$\textit{h1}$ $\textit{f2}$# 0-1

\textbf{WORLD CHAMPIONSHIP 1977}

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<td>+15</td>
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<td>+03</td>
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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...$\textit{b2}$

\textbf{Kaisa - Chess4.6}

Play-off game, 1977

31.$\textit{g5}$ 31.$\textit{f3}$ was best 31...$\textit{g8}$ 32.$\textit{xf4}$?

Awful is the only word I can think of... this is the WCCC play-off/exhibition game after all! 32.$\textit{xf3}$ was still best 32...$\textit{xf2}$+ 33.$\textit{g3}$

$\textit{xf4}$ 34.$\textit{xf4}$ $\textit{xf4}$ 35.$\textit{xf4}$ $\textit{f7}$ 36.$\textit{b4}$

36.$\textit{xf5}$? would probably test Black’s endgame technique better than anything else - you never know what might happen... perhaps $\textit{xf8}$? or something! In fact 36...$\textit{b6}$ wins easily - White must move his king, losing the opposition, or play 37.$\textit{b4}$ when 37...$\textit{a5}$ guarantees Black an unstoppable a-pawn 36...$\textit{e6}$ 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

\textbf{FUTURE YEARS: next issue 1980}

Kaisa, 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.

\textit{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.

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 Noomen, with some fill-in analysis by myself.

Rebel10.5 - DBJunior
[A56 Old Indian] Game 2

1.d4 Qf6 2.c4 c5 3.d5 d6 4.Qc3 e6 5.e4 Qe7

Another dubious opening line. DBJ seems to be fond of offbeat stuff! 5...g6 6.Qf3 Qg7 would be usual, though the opening as a whole is already fairly rare

6.Qe3 0-0 7.h3 exd5 8.cxd5 Qb6 9.Qb1 Wa5 10.Qd2 Qd7 11.Qe2 Qe8 12.f4!

Rebel starts the attack a little early, but gets way with it - neither program plays this opening well

12...c4

12...Qd8! was better, hitting the newly weakened e-pawn with the

13.Qc1 Qd8! 14.Qf3 Qb6

Preventing Rebel from casting - DBJ probably has a small plus at this stage

15.Qf1 Qc8 16.Wc2 Qa6 17.a3 Qe8?

Again back with the rook, DBJ is asking for it! 17...Qh5 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...Qxe5 19.Qxe5 Qxd5 20.Qg5

Whoops, combining with White's Q and Q, this dangerously attacks h7 and f7

20...g6 21.Qxf7 Qe6 22.Qxh7 Qf5 23.Qxd5

Another nice tactical shot by Rebel

23...Qxd5

23...Qxc2?? 24.Qf6+ Qf8 25.Qf7#
24.\textit{xc4} \textit{xc4} 25.\textit{xc4+} \textit{e6} 26.\textit{b5} \textit{xf5} 27.\textit{xe8}

A slightly 'safety-first' choice by Rebel, no doubt out of concern for the open position of its A
27...\textit{xe8} 28.\textit{xc1} \textit{c5} 29.\textit{g4} \textit{xe5+} 30.\textit{d1} \textit{e6}

30...\textit{d7} to avoid another exchange looks better, but 31.\textit{xc5}! \textit{xc5} 32.\textit{xd7} wins easily
31.\textit{xe6} \textit{xe7} 32.\textit{f8+} \textit{g8} 33.\textit{g6} \textit{e6}
34.\textit{b4}! \textit{d4} 35.\textit{h4} \textit{f2+} 36.\textit{c2} \textit{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 \textit{f2} 38.g5 \textit{h3} 39.\textit{b3} \textit{e8} 40.g6 \textit{f5} 41.\textit{f5} \textit{g4} 42.\textit{h1}

42...\textit{d4}!

I don't know if giving up the bishop is best... though it seems without it \textit{c3} is decisive, as in our analysis below. A+A down, however, the rest of the game requires no comment.
If 42...\textit{f6}?! 43.\textit{c3}! \textit{e6} 44.\textit{h7} \textit{h6} 45.\textit{h6+} \textit{f8} 46.\textit{g7}+
43.\textit{xd4} \textit{g7} 44.\textit{h7+} \textit{g6} 45.\textit{b7} \textit{b8} 46.\textit{b8} \textit{b8} 48.\textit{xb8} \textit{f5}
49.\textit{xa6} \textit{e6} 50.b5 \textit{d5} 51.a5 \textit{e5}
52.\textit{b4} \textit{d3} 53.c7+ \textit{e5} 54.a6 \textit{xb4}
55.\textit{xb4} \textit{d6} 56.a7 \textit{xc7} 57.a8 \textit{c8} 60.\textit{c6} \textit{d8}
58.\textit{e4} \textit{d7} 59.\textit{c5} \textit{e5} 60.\textit{c6} \textit{d8}
61.b6 \textit{c8} 62.\textit{e8#} 1-0, making it 2-0 to Rebel!

Rebel!0.5 - DBJunior
[D06 Q Gambit (Unusual)] Game 3
1.d4 \textit{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...\textit{xd5} 4.\textit{c3} \textit{a5}; or 3...\textit{xd5} 4.\textit{f3} g6 5.e4 \textit{f6}; or 3...g6 4.\textit{a4}+
4.\textit{xe6} \textit{xe6} 5.\textit{c3} \textit{b4} 6.\textit{f3} \textit{d6}?! DBJ just loves funny queen moves
7.a3 \textit{xc3}+ 8.\textit{xc3} \textit{xc6}

What did I tell you!
9.\textit{b2} \textit{b5} 10.\textit{b1} \textit{c6}?

For once a 'funny' queen move with 10...\textit{xc6} 11.e3 0-0 12.\textit{d3} \textit{g4} 13.e4 \textit{d7} might just have been better!
11.e4!

And after 11 moves Black is pretty well dead lost... terrible play
11...\textit{b6} 12.\textit{d3} \textit{a5} 13.0-0 \textit{c4}?! Better was 13...\textit{b3} 14.\textit{a2} \textit{g4} 15.e5 \textit{d5} 16.\textit{d1} 0-0 0 17.h3 \textit{e6}
14.\textit{c1} \textit{a5}

What is it doing? No, this doesn't impress me!
15.d5 \textit{d7} 16.\textit{e3} \textit{xb1} 17.\textit{xb1} b6
18.\textit{f4} c6 19.\textit{e5} \textit{xc5} 20.\textit{exd5} \textit{b8}

The last chance for 20...0-0
21.\textit{g5}

With this move Rebel begins to really punish DBJ's refusal to castle
21...\textit{xd5}

Hiding the king now with 21...\textit{f8} won't help at all now: after 22.\textit{xf6} \textit{xf6} 23.\textit{e4} 21...0-0?? 22.\textit{xf6} \textit{xf6}
23.\textit{hxh7} \textit{b8} 24.\textit{xf6} \textit{g7} 25.\textit{xd7} \textit{xd7} 26.\textit{f5}! wins easily
22.\textit{xg7} \textit{g7} 23.\textit{e7} 24.\textit{h6} \textit{e7}
25.\textit{f6} \textit{c6} 26.\textit{hxh7} \textit{g8} 27.\textit{f4} \textit{xc3}
28.\textit{xc6} \textit{xb1} 29.\textit{d5} \textit{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.\textit{xg7} ...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!
A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

**BCF**. These are British Chess Federation ratings. They can be calculated from Elo figures by (Elo - 600) / 8, or from USCF figures by (USCF - 720) / 8.

Elo. This is the Rating figure which is in popular use worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results with its results vs 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.

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**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.

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**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 |

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