

SELECTIVE SEARCH 90

THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth
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SHREDDER wins World Champs AGAIN!

Programmer Stefan Meyer-Kahlen is photographed with 'his' cup, whilst runner-up Franz Morsch (Fritz) looks on

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

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■ All **COMPUTER CHESS PRODUCTS** are available from **COUNTRYWIDE COMPUTERS**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. ☎ **01353 740323** for INFO or to ORDER.

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NEWS & RESULTS - *KEEPING you right UP-TO-DATE in the Chess Computer World*

GAMBIT books leaflet

Alert readers will have noticed even on taking this Issue of *Selective Search* out of its envelope, that it's a bit thinner than usual.

Rest assured, there's still a packed 32 pages here. However when our excellent printers recommended the paper normally used, it was to keep the magazine with envelope weighing just under 60 grams, so that in posting it qualifies for the standard 2nd. class stamp in the UK and its equivalent for Europe and the rest of the World.

A few weeks ago Murray Chandler emailed to ask what price I would charge for including a GAMBIT books leaflet with each Issue. I was about to quote him what I thought was a reasonable price for both parties, when I realised the weight would go over 60 grams and the complete mailout would cost me 310 x 15p (on average) extra for the postage. Either Murray would have to pay more than the insert is worth to him, or I would have to insert it and lose money!

So it is that this Issue is printed on slightly lighter-weight paper, simply to keep us under the 60 gram weight.

The GAMBIT books leaflet itself should be of great interest to all chess fans - there are some great books in their listings. I already have 'The Most Amazing Chess Moves of All Time' which is excellent, and provides 3 positions for this Issue. Also 'Secrets of Modern Chess Strategy' by Watson, which will be considered a classic in due time. They are well produced and very good value for money by today's standards.

ChessBits news

An occasional visit to the *ChessBits* web pages is well worthwhile, if only to get the latest *ChessBits* Rating List:

It continues to be very interesting, but again I must mention that it is based on a particularly wide range of playing time controls! These vary from G/15 to G/90, so include a wider



mixture than even *Selective Search*, where we are now allowing from 40/2 down to G/60. We also accept G/30 where both processors in a PC v PC match are 450MHz or faster (but not engine v engine matches at any speed, played on one PC which means there's no thinking in opponent's time).

Back to the *ChessBits* list! As well as using a wide range of time controls, they also include different versions of various programs, e.g. different versions of Shredder4 and Rebel Century using alternative settings (which appear to make little difference).

Here are the most interesting ratings - generally they are about 40 Elo above the equivalent *Selective Search* figures:-

2705 Deep Junior 6

- after languishing behind Fritz6a for a couple of months good wins against Junior5, Hiarcs, Rebel Century and Genius6.5 finally lift DEEP J6 to top place at last!

2676 Fritz 6a

- Fritz has dropped a little, being held to 26-25 by Chess/Rebel Tiger, and 45½-42½ by Shredder4. But if there's a Deep Fritz soon, as is forecast, what will it do?!

2674 Programm X

- The ChessBits' site still gives no clues as to what this is, sorry.

2657 Rebel Tiger

2652 Hiarcs 732

2650 Fritz 532

2642 Junior 6

- Junior6 has finally moved up 20 points and its position here is more in line now with its *Selective Search* and SSDF figures.

2641 Shredder 4

- The 1999 World Champ still hovers just below the top 3 or 4 placings on all lists?!

2632 Fritz 516

2631 Junior 5

2631 Hiarcs 7 (original DOS version)

2617 Nimzo 732

2606 Genius 3

2606 Shredder 3

2606 Hiarcs 6

2592 Nimzo 98

2588 Crafty 17.10

2587 Nimzo 2000

2582 Rebel Century

2559 Junior 4.6

2557 Nimzo 99**2557 MChess Pro 8**

- Every published list shows MCP8 dropping badly below its predecessor. Along with everyone who likes the MCP playing style, I hope that Marty Hirsch finds time to give us an MCP9!

2551 Genius 6.5

- Has Genius really gone steadily worse during the past 3-4 years? I can hardly believe it! However apart from 50% scores against Crafty17.10 and Nimzo2000 its scores are not so good.

2544 Crafty 16.15**2541 Rebel 10.5****2521 Zarkov 5****2518 Fritz 4****2509 W Chess 2000****2408 CS_tal 2.03****REBEL 11 news!**

The next **REBEL CD** will be a combined successor to both **REBEL CENTURY** and **REBEL TIGER**!

It is expected that it will be issued under the general title **REBEL 11** and will contain **REBEL CENTURY 3.0 [DOS]** and **REBEL TIGER 2.0 [Windows]**.

At the moment neither the price nor the release date is known, but upgrades at a reduction in price will be available for owners of current Century and Tiger versions.

The TIGER engine: improvements include

- improved search algorithms, Tiger goes deeper
- better king safety evaluation
- several anti-computer strategies identified and Tiger will be able to play against them
- better hash table management

The CENTURY engine: improvements include

- further search improvements in the spirit of the Century 1.0 to 1.2 upgrade, Century 3.0 searches even deeper
- parts of the search engine re-written to obtain greater speed without sacrificing knowledge
- hash table improvements improve permanent brain usage
- brand new Jeroen Noomen's opening book

ALYBADIX 2000

All your problems solved! **Alybadix** solves very quickly various types of chess problems, up to around 100 plies.

The full version includes:

- Fairy pieces - 222 different pieces available for problem solving.
- Practically all possible Leapers, Riders and Riderhoppers on an 8 x 8 board.
- With help of 'Edge-Block' you can construct new boards.
- Improvement on previous versions in movable/frozen pieces and piece queue handling. 'Uncapturable' and 'must promote' options added.
- Many example problems with solutions.
- Alybadix works in 32-bit mode, DOS and Windows compatible.
- Printing and chess diagram facilities.

Alybadix 2000 AP1: all programs but no fairy chess... **£89.**

Alybadix 2000 AP2: all programs with fairy chess... **£129.**

Database of problems... **£39.**

You are welcome to order any of these unique products from myself and/or Countrywide, but please allow 7 days for delivery as they need to be bought in specially.

New CHESSBASE programs

ChessBase recently launched their new **"YOUNG TALENTS"** CD. At a low price of just **£46.95** it contains no less than 7 NEW programs!

All have the standard Fritz6 interface built in, enabling each of them to be included in engine v engine tournaments as well as used as entertaining opponents and for analysis etc. just as with Fritz6, Hiarc732, Junior6 and the rest of the gang!

Here is a brief rundown on each of the 7 programs:-

GOLIATH LIGHT by Michael Borgstadt.

The king of tactics and very, very fast! From comments I have heard and early results in Sweden, it would probably get approx. 2560-2580 on the *Selective Search* list, so this is a strong newcomer!

There's plenty of ways to 'adjust' with Goliath's parameters: contempt, selectivity, learning, combination search and 3 style settings.

SOS by Rudolf Huber.

Thought to be the 2nd strongest in the group, it uses a new idea for accessing hash

tables (called MTD, meaning Memory-enhanced Test Driver). This may be giving it some extra Elo, but at present the method means that, in any line of analysis, only the first move is definitely the no.1... the rest may well not have been sorted properly! Claimed to be particularly good in the end-game. I'd expect SOS to be approx. 2540-2560 in *Selective Search* terms.

ANMON [5.07] by Christian Barreteau.

Uses the same MTD as SOS. Christian has been working regularly on AnMon for 10 years, and it has appeared in many championships and tournaments with creditable results. Mainly a tactical program it likes to bombard its opponent with wave after wave of attacks.

GROMIT [3.1] by Frank Schneider and Kai Skibbe.

Heavy on knowledge and evaluation work, so slower in tactics, but it plays a nice positional game.

IKARUS [0.18] by Munjong & Muntsin Kolb

Unique in being written in Delphi. Development of Ikarus is comparatively new, but already has the feel of a well-balanced chess style though it is probably programmed more for tactics than positional play.

PATZER [3.11] by Roland Pfister.

Another program high on knowledge, so not a Blitz player but shows good strength at slower time controls and on faster PCs. The name 'patzer' is a misnomer - it implies it's weak, and maybe it once was! - but give it a decent time control and it plays some good chess.

PHALANX [22] by Dusan Dobes.

Another knowledge program, and the knowledge is applied heavily in the search as well as in the evaluation. Likes to push its pawns and gain space, and occasionally comes up with amazing and dangerous king attacks, even if sacrificing material is involved. In some games it looks like a world-beater, whilst in others rather the opposite! but it can be good fun for humans.

As a **rating guide**:

Paderborn 2000 (SS/87)

1	Shredder	6/7
2	Junior6	5½

3=	Nimzo732	4½
5=	Fritz6	4
7=	SOS	3½
	Patzer	3½
	Ikarus	3½
13=	Gromit	2½

Schwartmann's K6-450 tourny (SS/88)

1	Fritz6a	22/28
2	Hiarcs732	21
3	Nimzo 732	20½
4	Junior 6a	18½
6	Anmon 5.06	16½
7	Little Goliath 2.5	16
8	Phalanx 22	14½
10	Gromit 3.0	12½

Herrmann's WinBoard figures Mar/2000

2570	Crafty 17.04
2514	Little Goliath v2
2511	AnMon 5.03
2483	SOS 031199
2405	Phalanx 21
2404	Gromit 2.20

Quisinsky Aug/2000

2634	Fritz6a
2607	Junior6a
2608	Hiarcs732
2577	SOS 03/2000 (32 games)
2558	Goliath Light 1.0 (32 games)
2550	Crafty 17.11
2526	Little Goliath 2.8
2480	Ikarus 0.18 (32 games)
2444	Gromit 3.1
2438	Patzer 3.11
2422	Phalanx 22
2409	AnMon 5.07
2408	SOS 11/1999

*Incidentally Frank Quisinsky's list gives a very high (2603) rating to a new **Gandalf** version (4.32), but just 40 games played, though I've heard of a Fritz6 win over it by 6½-3½ since. There will be a commercial version of this available very shortly, priced around £34.95. I think there's a standalone DOS version plus Winboard (+ ChessBase engine?) on the CD. Ring me at the office 01353 740323 if you're interested.*

Weird position stumps FRITZ !

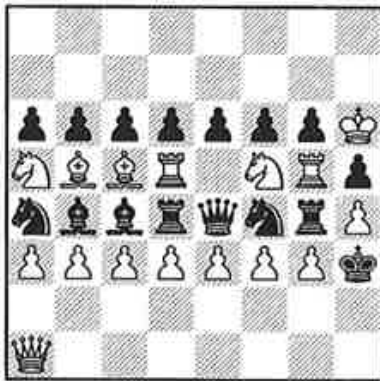
The following very strange position was posted on the Internet recently. Of course it isn't taken from a real game, though the poster put up a series of 63 moves that does

allow the exact position to be reached!

The thing to do next is to test it on Fritz6!

I should tell you that it's White to move, and it's a mate in 1.

Perhaps before you test it on Fritz, if you've got Hiarcs732, Junior6 or a Crafty version, you should put them on to it first, so that you know you've set it up right and your eyes aren't deceiving you!



Now give it to Fritz6. The first thing I see on my P3/600 is:

1.dxe4 +-156 depth=1/2

After 15mins it still says exactly the same! What it should have said about 14mins and 59secs ago is... 1.♔h1#

NEW! ChessBase 8.0

English version release expected early October 2000, but price details not yet certain. My guess at the time of writing is maybe **ChessBase8** will be around £149, and the **Upgrade** from CB7->8 around £89, you'll need to quote registration no. from the back of the CB7 CD's plastic case. I believe there will be provision for upgrade from CB6 for about £100 or so, with original CD to be returned. If you see it advertised in a Chess Magazine for either more or less, before you get your next copy of *SelSearch*, then our price will be the same!

Here are some of the new features :

- Explorer-style database browser;
- Easy and direct access to the comprehensive ChessBase online database (updated weekly);
- Freely configurable board and list windows;
- New table notation for openings repertoire;
- Virtual sorting of database lists;
- Optimal integration of ChessBase analysis

engines;

- New 300% larger players encyclopaedia;
- Print preview;
- Automatic email transmission of positions, games or databases;
- Management of team championships;
- Intelligent search for tactical themes;
- Search in variations;
- Improved search speed;
- Automatic transmission of games to Fritz6.
- System requirements: Pentium 233, 32 MB RAM, Windows 95, 98 or 2000.

APOLOGIES!

Space in this Issue has forced me to leave a couple of articles out.

Firstly, then, I apologise to **Graham White** who has sent me another of his terrific analytical efforts... something for everyone to look forward to for next time.

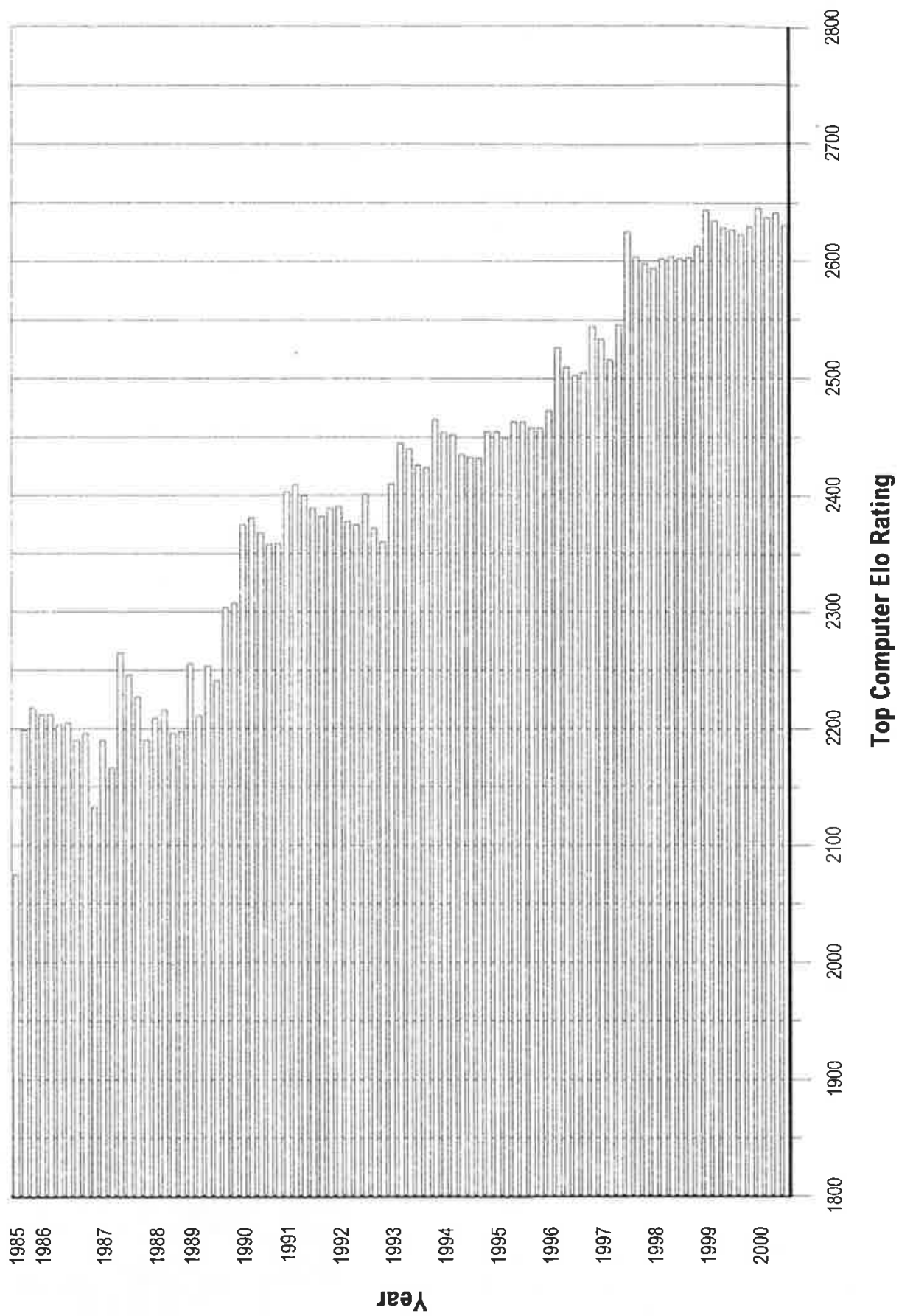
Secondly to **Bill Reid** who has sent me a further article in his ongoing series which looks at different computer weaknesses. His latest, about **Computers not being able to Think Backwards (!!!)** will also appear next time - the article is just as interesting as the neat title!

UPSTAGED!!

I was quite astonished to find myself upstaged when I visited a dog training web site recently. Having shown my own dog Sky 'playing' chess in last month's front page photo, you can imagine my amazement when I came across the picture shown below:



Computer Progress 1985-2000



COMPUTER PROGRESS

'SELECTIVE SEARCH' GRAPH, AND THOUGHTS

In our last Issue the **Letters** section gave some thought to the current level of our **Rating List** - its accuracy and rate of progress - following a letter from GARY PRESTON, which made some interesting points.

The conclusion reached was that we would have expected DEEP JUNIOR and DEEP FRITZ, on their quad and 8x processor units, to get higher gradings than they did, based on our 2600ish Elo level for them on the standard P/233 machines which you and I have at home. There seem to be two possible reasons for this:

1. My Rating List, which is calculated on a computer program which I wrote many years ago for this specific job, automatically makes adjustments every time new 'v human' results come in. It also automatically gives new results precedence over old ones. So we have seen the level of the list dropping in the last year. Even so, it doesn't seem to be dropping quite as much as perhaps it 'should'!
2. The actual Elo rate of improvement per speed doubling is now even lower than has previously been proposed. We once classed a speed doubling as worth 80 Elo, but this was on 6502 processors at 3MHz!! In the last year or so we have suggested a 60 Elo figure as being more realistic, but now it seems we have already come to the place where 40 Elo is a more accurate (and still reducing) figure! We cannot judge the difference just by comparing Computer v Computer results! In these SPEED RULES and the gain for a speed doubling is provably still 60 Elo! But in Computer v Human, speed does NOT solve certain strategical problems in programs (e.g. statics, blocked centres, major pieces AWOL from the critical action, veiled attacks) which strong humans are aware of and take advantage of. Improved knowledge programming is needed for these issues, but no programmer has got near to solving them so far. Thus, I suggest, putting the programs onto quad and 8x processors makes a comparatively small (!) difference against humans!

Two things have happened since the last *Selective Search*. Firstly the well respected **SSDF** in Sweden has reduced the level of their list, its first reappraisal since 1991.

In their report THORALF KARLSSON makes a similar point to mine: 'During the

latest years it has become more and more obvious that the best programs on the latest hardware don't get as high Elo ratings as our list could be interpreted to predict.'

Using compilations of the latest results the SSDF concludes that: '... the level of the list is about 100 points too high. So from now on we have lowered the list by 100!'

The second thing which happened was that I got an e-mail from a JIM BENHAM. I don't know him, but he apparently gets to read my magazine from somewhere and asked: 'Have you ever drawn a graph of the rating of the top (commercial) chess computer software for each year since 1985? It would be interesting to see in your magazine. It is frightening to think how strong some of these programs will be 10 years from now given the relentless increases in processing power.'

So the GRAPH opposite shows the rating of the TOP commercial computer for each Issue of *Selective Search* since the very first one way back in 1985!

Notes:

1. For the period 1985-1993 the top-rated computer was always a DEDICATED machine, usually a Richard Lang 'Mephisto', but Ed Schroder, de Koning and the Spracklens also had 'top spot' on one or two occasions. Since 1993 the top-rated computer has been a PC SOFTWARE PROGRAM running on whatever processor was both commercially available and close to state-of-the-art at that time.
2. It is interesting to see the jagged edges on the Chart! A new computer or program comes out - the list 'jumps' up - then the ratings settle down and drop back a little for a few months as the new 'wonder machine' is found, sometimes by human competition, not to be quite as good as the first indications! Then another new 'ultimate version' pushes the graph forward again! I have still not worked out why new programs always seem to start high and come down and never the other way round!
3. I think the graph SHOWS visually that progress has slowed in the past 3 years! There appear to be two 'slow-down' periods: [i] 1990-1993, as the Dedicated machines reached their limits, and [ii] 1997-2000 as true gain by Speed, I think, perhaps nears its!

The 17th World Micro Chess Computer Championships, London 2000

In August 21-25 2000, the **World Micro Computer-Chess Championship** was held in London.

The tournament schedule was for a 9 round Event, with a time control of 60 moves in 2 hours followed by the rest of the game in 30 minutes.

Note that the COMPUTERS were NOT playing on equal hardware... the FINAL TABLE at the end of this article shows what hardware each was using.

Apart from poor internet coverage, for which the ICCA came in for some criticism, David Levy and the Mind Sports Olympiad team worked hard to make all of the many chess and other events, both computer and human, go as smoothly and enjoyably as they could.

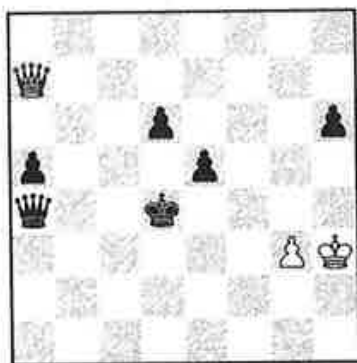
Day 1, Monday 21 August

Round 1

The Rebel team had a good start: REBEL'11' beat FRANCESCA quite easily, and TIGER had even less problems with PACQUE EXPERT. The biggest upset in the was the game JUNIOR-SOS, with JUNIOR in trouble after the opening and at one time 3 pawns down in a Q+P ending! The queen ending was difficult for SOS, which was playing without tablebases, and JUNIOR scraped the draw. SHREDDER, the reigning champion, had quite a few problems before it beat DIEP in a 'drawn' opposite coloured bishops ending. The other favourites won without trouble.

SHREDDER - DIEP	1-0	61 moves
INSOMNIAC - FRITZ	0-1	51 moves
JUNIOR - SOS	½-½	90 moves
FRANCESCA - REBEL'11'	0-1	50 moves
NIMZO - ZCHESS	1-0	40 moves
PACQUE EXPERT - CHESS TIGER	0-1	47 moves
CRAFTY - XINIX	1-0	11 moves

Junior - SOS. After 57.♖a7+



You'd give White little or no chance here! 57...♕d3?! 57...♕c3 was better. Now a

further series of checks enables Junior to win the d6 pawn, though you'd STILL think Black must win! 58.♖a6+ ♕c2 59.♖e2+ ♕c1 60.♖e3+ ♕b2 61.♖d2+ ♖c2 62.♖xd6 ♖f5+ 63.♕h2 ♖f2+ 64.♕h3 ♖d4 A second mistake, 64...♖f1+ was correct. White can now capture on h6 immediately, but cleverly Junior first drives Black's ♖ over to c3 first! 65.♖a6 a4 66.♖e2+ ♕c1 67.♖f1+ ♕d2 68.♖g2+ ♕e1 69.♖h1+ ♕e2 70.♖g2+ ♕d1 71.♖f1+ ♕c2 72.♖e2+ ♕b3 73.♖f3+ ♕b4 74.♖f8+ ♕c3 75.♖xh6! and the game was drawn a few moves later. ½-½

Round 2

There was drama in the 2nd round. The first upset came in the game REBEL'11'-CRAFTY. The latter's operator recompiled the opening book before the game, but CRAFTY fell out of book immediately and REBEL'11' had a huge advantage after the opening phase, an opportunity it grasped fully. CHESS TIGER and SHREDDER swapped opening book surprises against each other. SHREDDER's was the second and left TIGER struggling. FRITZ-NIMZO looked like a draw throughout, but at move 75 NIMZO made a horrible blunder and lost! JUNIOR struggled for the second time, now against DIEP. The opening was clearly better for DIEP, but JUNIOR complicated matters and finally reached a drawn position. The operator offered Vincent Diepeveen (DIEP's programmer) the draw, but he turned it down and a few moves later.... DIEP lost on time! JUNIOR second piece of luck: it has 1½/2, but it could have easily been just ½.

CHESS TIGER - SHREDDER	0-1	37 moves
FRITZ - NIMZO	1-0	80 moves
REBEL'11' - CRAFTY	1-0	38 moves
DIEP - JUNIOR	0-1	60 moves
SOS - INSOMNIAC	½-½	109 moves
XINIX - FRANCESCA	0-1	33 moves
ZCHESS - PACQUE EXPERT	1-0	29 moves

Chess Tiger - Shredder

1.e4 c5 2.♖f3 ♖c6 3.♖c3 ♖f6 4.d4 exd4 5.♖d5 ♖xe4 6.♖c4 ♖e7 7.0-0 0-0 8.♖xd4 8...♖e1 is more popular 8...♖f6!? 8...♖xd4 9.♖xd4 ♖c5 is usual 9.♖xe7+ ♖xe7 10.♖b3 ♖e8 11.♖g5 ♖xd4 12.♖xd4 d6 13.♖ad1 h6 14.♖h4 ♖e5 15.♖xe5 ♖xe5 16.♖fe1 ♖xe1+ 17.♖xe1 ♖f8 18.f3 ♖d7 19.♖xf6 gxf6 20.♖f2 ♖e8 21.♖xe8+ ♖xe8 22.♖g3 ♖e6 23.♖h4 ♖f8 24.♖h5 ♖g7 25.♖h4 b5 26.c3 a5 27.♖g3 a4 28.♖c2

♙xa2 29.♙f5 ♙e6 30.♙c2 c5 31.♙f4 f5
32.♙e3 ♙f6 33.g3 ♙b3 34.♙xb3 axb3
35.♙d3 c4+ 36.♙d4 ♙g5 37.♙d5 f4 0-1

Fritz - Nimzo. After 75.♙d1



The position is completely drawn. Black now just needs to keep White's ♙ from reaching the 7th rank and it's all over: 75...♙a2?? 75...♙c7 draws easily 76.♙c6! e4 77.♙b7 And now Fritz can walk the pawn home! 77...♙a1+ 78.♙d2 ♙a2+ 79.♙e3 ♙a3+ 80.♙f4 1-0

Day 2, Tuesday 22 August

Round 3

This round saw the 4 top contenders playing against each other. In REBEL'11'-JUNIOR, after a very dynamic Sicilian defence, both programs thought they were better for a long time! But JUNIOR had the right evaluation, pushed back REBEL'11'S pieces and went on to win. FRITZ appeared to have a slightly better position in its game against 1999 Worldchamp SHREDDER, but it was not enough to win. CHESS TIGER only drew against Britain's sole representative, Tom King's FRANCESCA. With every respect to the improving FRANCESCA, it was sad that a WMCC held in London did not include Richard Lang's Genius or Mark Uniacke's Hiarcs. After its blunder in the 2nd round NIMZO destroyed SOS.

SHREDDER - FRITZ	1/2-1/2	50 moves
JUNIOR - REBEL'11'	1-0	72 moves
NIMZO - SOS	1-0	26 moves
FRANCESCA - CHESS TIGER	1/2-1/2	50 moves
CRAFTY - ZCHESS	1-0	28 moves
INSOMNIAC - XINIX	1-0	42 moves
PACQUE EXPERT - DIEP	0-1	33 moves

Nimzo - SOS. After 20...♙h8

This move brought the game to the end of the opening books which I have, and the programs' think it's about equal. Yet the game is over in 7 more moves, so maybe Nimzo has a novelty at move 22!



21.♙h1 a3 22.♙f3! axb2 23.♙h3 ♙a3
24.♙g4 ♙g8 25.♙xf6 ♙xf6 26.♙xh7+ 1-0

Round 4

The leaders were again meeting each other, giving rise to a lot of excitement. REBEL'11' surprised SHREDDER with another Belgrade gambit - CHESS TIGER lost with the line in 2nd second round - but REBEL'11' did a very good job, outplaying the world champion from the start! But SHREDDER is known for its defensive powers, especially in precarious positions and fought back to reach a drawn ending. NIMZO caught up with the leaders by beating CRAFTY. Bob Hyatt's program is out of luck... a lot of people gave it good chances to win, but not now it's lost a second game. DIEP caused its programmer more grief, getting a rook trapped. Fans of Bill Reid's articles on statics and semi-statics will want to see how this happened in our next Issue.

FRITZ - JUNIOR	1/2-1/2	79 moves
REBEL'11' - SHREDDER	1/2-1/2	56 moves
CRAFTY - NIMZO	0-1	55 moves
CHESS TIGER - INSOMNIAC	1-0	70 moves
SOS - FRANCESCA	1-0	53 moves
DIEP - ZCHESS	0-1	46 moves
XINIX - PACQUE EXPERT	1-0	50 moves

Day 3, Wednesday 23 August

Round 5

Lot of draws in this round. In SHREDDER-JUNIOR the opening looked better for the world champion, but then it started to play poorly and JUNIOR was winning. Yet once again SHREDDER saved a very bad position. With 4 rounds to go the field is still very close together. One win against a top program, or failure to win against lower opposition could get the title!

SHREDDER - JUNIOR	1/2-1/2	60 moves
REBEL'11' - FRITZ	1/2-1/2	65 moves
NIMZO - CHESS TIGER	1/2-1/2	78 moves
FRANCESCA - CRAFTY	1/2-1/2	90 moves
ZCHESS - XINIX	1-0	52 moves
PACQUE EXPERT - SOS	0-1	47 moves

INSOMNIAC - DIEP

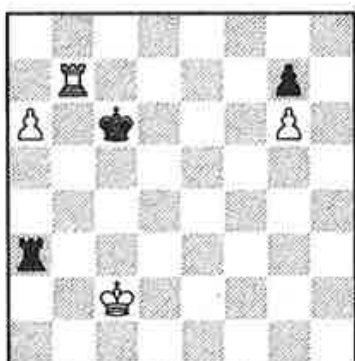
 $\frac{1}{2}$ - $\frac{1}{2}$ 43 movesLeaders after 5 games:

3½ SHREDDER, FRITZ, JUNIOR, NIMZO
 3 REBEL'11', CHESS TIGER, SOS, ZCHESS
 2½ CRAFTY
 2 FRANCESCA, INSOMNIAC

Day 4, Thursday 24 AugustRound 6

In FRITZ-CHESS TIGER, FRITZ got caught in one of Jeroen Noomen's prepared variations, and was always struggling until TIGER chose the wrong type of ending, which it didn't know was a draw. The SOS win over REBEL'11' was a major shock, probably putting Schroder's program out of contention. Another surprise: JUNIOR was unable to beat ZCHESS! After its lucky start JUNIOR is now losing valuable half points. SHREDDER was caught in a prepared variation by NIMZO, which won a piece, but didn't manage to take full advantage as, yet again SHREDDER saved another apparently completely lost position.

FRITZ - CHESS TIGER	$\frac{1}{2}$ - $\frac{1}{2}$	46 moves
NIMZO - SHREDDER	$\frac{1}{2}$ - $\frac{1}{2}$	60 moves
JUNIOR - ZCHESS	$\frac{1}{2}$ - $\frac{1}{2}$	43 moves
SOS - REBEL'11'	1-0	60 moves
CRAFTY - INSOMNIAC	0-1	93 moves
FRANCESCA - PACQUE EXPERT	1-0	26 moves
DIEP - XINIX	1-0	61 moves

Nimzo - Shredder. After 57. ♖b7+ ♔c6

58. ♖a7? Surely 58. ♖xg7 ♖xa6 59. ♖g8 is the way to a win?! 58... ♖b6 59. ♖e7 ♖xa6 60. ♖e6+ $\frac{1}{2}$ - $\frac{1}{2}$

FIVE programs now shared the lead with 4/6:
 SHREDDER, FRITZ, JUNIOR, NIMZO and SOS!

Round 7

Whilst some of the leaders were still to meet, quite a few had games v mid-table opposition - big opportunities but 'must win' ones! FRITZ and SHREDDER both

had important victories - FRITZ slaughtered ZCHESS in a little more than 20 moves, whilst SHREDDER finally looked impressive, winning in attacking style against SOS in only 31 moves. The only top pairing saw JUNIOR misplay the opening against NIMZO, which won a pawn but had no idea how to make use of it. JUNIOR closed the position and a draw seemed likely until NIMZO decided to give it a try and sacrificed the exchange - unclear, but the tactics worked! Both programs from the REBEL stable won easily.

SHREDDER - SOS	1-0	31 moves
JUNIOR - NIMZO	0-1	87 moves
ZCHESS - FRITZ	0-1	22 moves
CHESS TIGER - DIEP	1-0	62 moves
INSOMNIAC - FRANCESCA	1-0	70 moves
XINIX - REBEL'11'	0-1	40 moves
PACQUE EXPERT - CRAFTY	0-1	30 moves

Shredder - SOS

1.e4 c5 2. ♖f3 e6 3.d4 cxd4 4. ♖xd4 ♖f6 5. ♖c3 d6 6. ♖g5 ♖c6 7. ♖d2 a6 8.0-0 h6 9. ♖e3 ♖e7 10.f3 ♖xd4 11. ♖xd4 b5 12.g4 b4 13. ♖a4 ♖b8 14. ♖f2 0-0 15. ♖b6 ♖d7 16. ♖xc8 ♖xc8 17.h4 ♖c6 18.g5 hxg5 19.hxg5 ♖xg5+ 20. ♖b1 f6 21.f4 ♖h6 22.f5 e5 23. ♖e3 ♖xe3 24. ♖xe3 ♖f7 25. ♖b3 ♖c8 26. ♖d2! ♖xe4 27. ♖g2 ♖c4 28. ♖h3



28... ♖f8 29. ♖d5 ♖c7 30. ♖g2 ♖e7 Or 30... ♖e8 31. ♖g6 ♖e7 32. ♖xf7+- 31. ♖xf7 1-0. Shredder at its positive best, winning points

ZChess - Fritz

1.e4 e5 2. ♖f3 ♖c6 3. ♖c4 ♖c5 4.c3 ♖f6 5.d4 exd4 6.e5 d5 7. ♖b5 ♖e4 8.cxd4 ♖b6 9.0-0 0-0 10. ♖e3 10. ♖c3 ♖g4 11. ♖e3 is usual 10... ♖g4 11.h3?! ♖xf3 12.gxf3 ♖g5! 13. ♖xc6 bxc6 14. ♖h2 ♖xd4! 15. ♖xd4 15. ♖xg5 ♖xe5+ 16.f4 ♖xg5 17.fxe5 ♖xe5+ 18. ♖g2 ♖xb2 19. ♖d2 looks to end up a little less painful! 15... ♖d7! 16.e6 ♖xe6 17. ♖d2 ♖xh3+ 18. ♖g1 ♖fb8 19. ♖e3 ♖e6 20. ♖e1 d4 21. ♖b1 ♖d8 22. ♖e2 dxe3 0-1

Leaders after 7 games:

- 5 SHREDDER, FRITZ, NIMZO
 4½ CHESS TIGER
 4 JUNIOR, SOS, REBEL'11', INSOMNIAC
 3½ ZCHESS, CRAFTY
 3 FRANCESCA

Day 5, Friday 25 August

Round 8

The way was opened for SHREDDER to win another title as [i] FRITZ couldn't win against SOS, which defended a slightly worse position very well indeed, and [ii] REBEL'11' played its best game of the tournament to beat NIMZO. So two of the joint leaders slipped up whilst SHREDDER won convincingly against INSOMNIAC. After some 'lucky' escapes in the early rounds it has played the last two rounds very well. So the outcome of the WMCCC was almost decided. In the meantime DIEP hammered the unhappy CRAFTY.

FRITZ - SOS	½-½	58 moves
REBEL'11' - NIMZO	1-0	67 moves
INSOMNIAC - SHREDDER	0-1	57 moves
XINIX - CHESS TIGER	0-1	54 moves
PACQUE EXPERT - JUNIOR	0-1	22 moves
ZCHESS - FRANCESCA	1-0	53 moves
DIEP - CRAFTY	1-0	30 moves

Leaders after 8 games:

- 6 SHREDDER
 5½ FRITZ, CHESS TIGER
 5 NIMZO, JUNIOR, REBEL'11'
 4½ SOS, ZCHESS

Round 9

SHREDDER played a wildish opening against ZCHESS (1.e4 c6 2.d4 d5 3.f3?!) and got into trou-

ble, but its indomitable fighting spirit turned the tables again to win another game and the world title with it. To win the title twice in succession shows how strong SHREDDER really is, and Stefan Meyer-Kahlen has created a very strong program! In fact in all major tournaments against computers and GM's it is unbeaten since 1997! FRITZ demolished CRAFTY in a brilliant game to finish in second place. Another opening novelty looked to have put CHESS TIGER well on its way to victory against JUNIOR, but JUNIOR fought back and was even trying for a win before the draw was finally agreed. NIMZO was upset by INSOMNIAC and went down from shared 1st place (after 7 rounds) to shared 7th place - tough for Chrilly Donninger, whose program had the hardest schedule of all.

SHREDDER - ZCHESS	1-0	57 moves
CRAFTY - FRITZ	0-1	42 moves
CHESS TIGER - JUNIOR	½-½	141 moves
NIMZO - INSOMNIAC	0-1	97 moves
REBEL'11' - PACQUE EXPERT	1-0	52 moves
SOS - XINIX	1-0	48 moves
FRANCESCA - DIEP	½-½	82 moves

The best games will appear in the next issue of *Selective Search*, with analysis.

Photo: an obviously delighted **Stefan Meyer-Kahlen** after being presented with the WMCC Cup for the 2nd. time. Organiser and ICCA chief, **David Levy**, looks on.



Pos	Program	Programmer	Hardware	Score	Opp
1	Shredder	Meyer-Kahlen, Germany	Athlon 1000 MHz	7	48
2	Fritz	Morsch, Holland	Pentium3 1000 MHz	6½	48
3=	Rebel'11'	Schroder, Hooland	Pentium3 800 MHz	6	37½
	Chess Tiger	Theron, France	Pentium3 800 MHz	6	37½
5=	Junior	Ban & Bushinsky, Israel	Pentium3 700 MHz	5½	44½
	SOS	Huber, Germany	Pentium3 667 MHz	5½	39½
7=	Nimzo	Donninger, Austria	Pentium3 1000 MHz	5	49½
	Insomniac	Robertson, USA	Pentium3 933 MHz	5	42
9	ZChess	ZiBi, France	Athlon 800 MHz	4½	36
10	Diep	Diepeveen, Holland	Pentium3 800 MHz	4	36
11=	Crafty	Hyatt, USA	Alpha 21264 500 MHz	3½	35½
	Francesca	King, UK	Celeron 600 MHz	3½	35½
13	XiniX	Werten, Holland	Celeron 500 MHz	1	38
14	Pacque Expert 4 Pro	Bras, France	Celeron 333 MHz	0	40

Most AMAZING Endgames!

John Emms' book *'The Most Amazing CHESS MOVES of All Time'* is packed with 200 genuinely remarkable games, positions and stunning moves carefully analysed!

Collected under specific headings such as *Mating Attacks, Material Gain, Daring Defence, Opening Surprises, Long-Term Effect* and others, John also includes his *Top-Twenty...* an amazing set. But I've selected 3 from *Endgame Magic* for this Issue.

The notes are taken from the book and from the findings of Fritz, Hiarcs and Junior!

You should enjoy this!! If you test a program that proves to be really good at one or more of the positions, please do write with details, so we can give it due credit!

Macm183 - Black to play
From Aronin-Smyslov, 1951



This king and pawn end-game looks distinctly shaky for Black, as White not only threatens to run his king to c4, but could also create an outside passed pawn with a timely h4 advance. What should Black do to get the draw?

46...g4!

It looks crazy to gift White a protected passed pawn, but it's the only certain chance! Fritz flirts with it

briefly at depth16, then goes back to its initial ♔f7, but settles on g4 in d18. Well done!

Most other programs choose 46...♔f7 47.♔e2 and as long as they now play 47...g4! (which Fritz and Hiarcs do) followed by 48.h4 c5, the play is similar to the text and still saves the game. However Junior's choice 47...♔e6? loses to 48.♔d3 ♔d6 (48...f5 won't do it either, and White's winning moves seem easier to find: 49.exf5+ ♔xf5 50.♔e3 c5 51.h4 gxh4 52.gxh4 a5 53.♔f3+-) 49.♔c4 a5 50.g4! ♔d7 51.♔c5 ♔c7 52.c3.

The other initial idea 46...♔g6 (Junior) doesn't look so good after 47.♔e2 as, if they're intending 47...f5 then 48.exf5+ ♔xf5 49.h4! (a neat Hiarcs idea) 49...gxh4 50.gxh4+-

47.h4

The natural move! After 47.hxg4 ♔g6 48.c3 c5 49.♔e2 ♔g5 50.♔f3 (or 50.♔d3 ♔xg4 51.♔c4 ♔f3 better than ♔xg3 as winning the e-♔ would be much more advantageous 52.♔d5 ♔e3 draw) 50...a6 51.♔f2 ♔xg4 52.♔g2 draw

47...c5 48.♔e2 ♔h7!

Although it looks very casual, this is a great little move. In fact Smyslov has a devious trick in mind!

49.♔d3 ♔h6

The trap comes if White now plays the automatic looking 50.♔c4? Fritz sees that this is bad in 2 secs, but Hiarcs has ♔c4 top until eval +11 at 15secs (Fritz fell to a big minus at 1 sec!) and then it changes to the correct move. Let's show what happens after 50.♔c4?: 50...f5! 51.exf5 (if 51.♔d3 f4! 52.gxf4 exf4 53.c3 ♔g6

54.♔e2 ♔h5 55.e5 ♔g6 wins) 51...e4! 52.c3 a5. Now White is in zugzwang and must lose. Therefore we conclude that White cannot move his king as far as c4, but must leave it waiting on d3/e3 for the present, so that he can secure the draw

50.c3 a5 51.cxb4 axb4 52.♔c2

...and the pawn structure cannot be broken by either king, so it's a draw

Macm188 - White to play
From Alekhine-Tartakower, 1922



White is the exchange up, but Black's connected passed pawns would worry anyone. White needs to halt their progress somehow, if he is going to win (!), but the most obvious moves don't seem to work:

a. Hiarcs fancies the risky 36.g5 for quite a while, but now 36...e4 37.♔f2 ♔d7 is at least equal;

b. 36.♔h2 is the later Hiarcs choice, after a couple of minutes, aiming for a check on h8?! After 36...e4 37.♔h8+ ♔d7 and then 38.♔f8 this is possibly also a draw, but I can imagine it getting a bit tense!

c. 36.♔c2!? is a bit better, but whilst 36...e4 37.♔d4 e3 38.♔d3 e2 39.♔d2 ♔g3 40.♔e4 ♔h4 41.g5! ♔xg5+ 42.♔e1 leaves White with an

advantage, Black certainly has drawing chances;

d. 36.♔c4? e4 37.♔d4 ♕f4! 38.♞d1 e3 39.♔d3 e2 40.♞h1 ♔d7 and Black will at least draw (40...♕g3 is in macm, but is less clear in my view).

So.....

36.♞d5!

At first sight this seems just to encourage the pawns forward.

36...e4

Black chooses to keep the pawns on light squares. But in a moment we see there's another side to Alekhine's 36th move.

36...f2 would be more of a challenge over the board I think. But 37.♞d1! e4 38.♔c2 ♕f4 39.♞f1 e3 40.♔d3 ♔d7 41.♔e2 and the pawns are blocked on dark squares, which leaves White's rook free to roam the board capturing them. Incidentally Fritz gets almost all of these moves within seconds, and continues correctly after 41...♔e6 with 42.♞a1 ♔e5 (the macm move; Fritz's 42...♔f6 hanging back with the king against the coming pawns' march might keep the game going longer but with the same end result) 43.♞xa6 ♔e4 44.♞xb6 f1♞+ 45.♔xf1 ♔f3 46.♞f6+-

37.♞f5!

The ♞ is perfectly placed here, preventing a further advance of the black pawns and preparing to push White's own passed pawn. Black's only hope is to harass the rook with his king!

37...♕g3

Fritz prefers 37...♔d7 but macm points out that it also loses to 38.♔c4! ♔e6 39.♔d4

38.g5! ♔d7 39.g6 ♔e6 40.g7!

Black is too late to prevent promotion, and all he

gets is the rook! The rest, says macm, was straightforward enough:

40...♔xf5 41.g8♞ ♕f4 42.♞f7+ ♔g4 43.♞g6+ ♕g5 44.♞xe4+ ♔g3 45.♞g6 ♔g4 46.♞xb6 1-0

Macm186 - Black to play
From Kotov-Botvinnik, 1955



Amazingly Black has a win here and, to be honest, I wasn't expecting any of the programs to get this one at all.

It seems impossible to make progress: to start with we have opposite coloured bishops, notorious for their drawing tendencies, and White's bishop can protect his pawns, whilst his king takes care of the Black's b3-♖. But Botvinnik shattered this illusion with a truly incredible move

59...g5!

Strangely, amazingly, the only way to win is to present White with a protected passed pawn!! Even more astonishing in my view was that Fritz6 got this in 2m05 on my P3/600!!

60.fxg5

Black can now win the h4-♖ and gain a second passed pawn, which proves decisive.

Note that 60.hxg5? also loses, and very simply: 60...h4 61.♕d6 ♕f5 62.g6 ♕xg6 63.f5 ♕xf5 64.♔xb3 ♔xe3 (or 64...♔g2 also wins)

60...d4+!

Black MUST defend the b3-♖; Fritz & Hiarc miss this. Fritz's 60...♔g4? only draws, as would ♔g3?: 61.♔xb3 ♔xh4 62.g6 ♕g5 63.g7 ♔f6 64.♔c3 h4 65.♕d6 ♔xg7 66.♔d4

61.exd4

Black also wins after 61.♕xd4 ♔g3 62.g6 ♔xh4 63.♔d2 (63.g7 looks threatening but is pointless, as this pawn is never going to promote with Black's bishop always monitoring g8, and White's king cannot must stay near to c3, so is unable to change this!) 63...♔h3 64.♕f6 h4 65.♔e2 ♔g2!

61...♔g3

As in many endgames like this, every move requires great care and every correct square can be vital. Here 61...♔g4? would allow White to escape with a draw after 62.d5! ♕xd5 63.♕f2

62.♕a3 ♔xh4 63.♔d3 ♔xg5 64.♔e4 h4 65.♔f3 ♕d5+

White resigned here as it's an easy win.

E.g:

66.♔f2 ♔g4 67.♔g1 ♔g3 68.♕d6+ ♔f3 69.♕a3 ♔e2! 70.♔h2 ♕e6 71.d5 ♕d7

... and White will have to give up his bishop in return for the b-♖.

Botvinnik called this "*probably my most inspired ending with opposite coloured bishops.*"

I must say that FRITZ6 in particular did really well on these on the whole. I've looked at 5 or 6 of the other *Magical Endgames* and found that, overall, tablebases enabled most programs to do better than I'd expected.

I'll see if I can find a few more before I turn my attention to *The Long Term Effect*, *Silent but Deadly*, and the fascinatingly titled chapter *Deep and Mysterious*.

'NEW LIFE IN CHESS!'

A Short Story by Eric Hallsworth

As he walked over to the information board, seeking the name of his opponent for the fifth round, Andy realised with surprise just how pleased he was to be playing again.

He'd been a bit put-off at first, 'things' felt quite different, there had seemed to be so many changes since he'd last been in a tournament like this. He knew his game was bound to be more than a little rusty, and had to admit to being a bit self-conscious about his presence there. That was why he'd made the deliberate decision to go to an event a good few miles from his home. He hoped that, if he was going to make a fool of himself, not too many people there would know him!

Changes in, what?.. it was seven or perhaps eight years! That was how long it had been. To be honest he'd been wanting to play again for most of the past year, once he'd started to get over the accident, the terrible accident... but somehow he hadn't quite managed to pluck up either the courage or the energy to do it... until now. And here he was. He wondered how well he could do!

~~~~~

He'd deliberately arrived nice and early on the Saturday morning, to give himself a good chance to look round the tournament hall and acclimatise himself gently.

It was housed in the assembly hall of the town's main school, a quite modern and smart building. As he'd entered the hall at its near-left corner there were two large notice boards packed with information about the tournament. This was where the round-by-round scores and pairings would be posted.

On his right were various tables for bookstands and the like, whilst the right-hand corner and a classroom near it were being used as a drinks and cafe area for the week-end.

The rest of the hall was taken up with rows and rows of tables on each of which were set beautiful black and white Staunton pieces standing proudly on large green and white boards. It looked just as exciting to Andy as his recollections of it from when he'd first started playing as a youngster.

The main book stand had already been set up and was filled with a massive range of books. Andy had been concerned to realise that more than a few were by authors he'd never even heard of, new players who'd come to the forefront while he'd been doing other things. He hoped he wasn't going to find his opening theory especially was too much out of date!

As the time for the first round drew near the hall had started to fill up. Andy wandered over to the drinks area and bought himself an orange juice. He carefully chose a seat so that he could watch all the other players milling round, meeting old friends, talking until the noise of the place grew quite loud.

The competitors seemed younger than ever - perhaps that was because he was older, though he was still only 26 - and there were quite a few girls - he couldn't remember that. Certainly there hadn't been any in the club he played for in 'the old days' (much to his personal disappointment, though the older members made it clear they preferred it that way!). In fact, as far as he could recall, there had been no girls, AND he'd been the only teenager in his club team.

His attention was drawn to a particular group of youngsters, apparently playing chess on one of the stands with occasional whoops of laughter as players changed places. He finished his drink and walked over to find they were congregated at the computer stand.

Things had changed here as well! As it had always been, most of those playing the computers were still the youngsters. But instead of banging away (usually to the great consternation of the sales team behind the stand!) on a range of attractive chess computer boards, now Andy could see that there was also a row of three personal computers, and the kids were whizzing their mouses up and down on colourful mouse pads.

He briefly wondered what the plural of mouse was as he joined the queue, but before he had time to decide the two young lads in front of him suddenly shouted a garbled 'aaarrgh' in unison and promptly disappeared to leave him at the front of the

queue and next in line for a game.

Fortunately he used a PC at the offices where he worked, so he smoothly moved the mouse over a 'New Game' icon and started to play against it himself. 'It' was called Hiarcs apparently - which again didn't mean a thing to him - but the game was a total disaster and he didn't know whether to be impressed by the computer program or in a panic about his own play - the tournament proper was due to start in fifteen minutes, was this the best he could do?

"Don't worry mate", a cheery voice encouraged him as an older man from behind moved in to take his place at the PC. "It's one of the top programs that... does it to me all the time!" Andy smiled his thanks, but still drooped off rather glumly.

Still, the episode reminded him a little bit of his old Fidelity Excellence. That had been one of the joys of his teenage chess life. Well, in one sense that was certainly true, but he was keenly aware that it was largely, and in a strange way, also the cause of his leaving the game for these past few years!

He could still remember the game that did it - a casual knight move to g5 had only been to make the computer transfer its bishop to a slightly less active square. That had worked okay, but then the computer attacked his knight with a pawn push to h6.

At this point the computer had already castled, but he hadn't so his rook was still on h1, and he had this wild idea and decided to go for it. Okay, it was a bit rash, especially against his computer which, if nothing else, was an absolute monster to beat once it had won some material.

But his girl friend was due round any minute, and he was really keen on her, so the game had to be decided quickly in one way or another. He pressed the h2 square and then the h4 square and boldly pushed the pawn forward!

He hadn't had very many girl friends, but even with his limited experience he reckoned Ann was rather special. Incredibly pretty she was, in his view, a total knockout.

Her whole background, her parents and family, the type of house she lived in, almost everything was amazingly similar to his own, and they certainly had many things in common. They shared pretty much the same musical tastes, enjoyed the cinema and

had a wide-ranging interest in various sports.

They'd only met in the spring, but were soon seeing more and more of each other until they were dating pretty strongly through the summer. He already had quite a good job with a big insurance company and, with extra earnings after a little promotion, had managed to swap his motor bike for a not-too-old car. He'd sprayed and polished it until it looked, well, attractive, which hadn't done their relationship any harm!

Andy forgot about her again as he quickly pressed h4xg5 after the computer had snafled his knight with h6xg5. The computer was his way of preparing for the new chess season just round the corner and, with an open h-file, a pawn on g5 and that rook on h1, he was suddenly feeling pretty sharp.

He brought his queen over to the king-side and the computer was already trying to clear some room on its back rank for its king to run away. 'I've got it!' he told himself. The door bell rang but he didn't hear it, so his mum answered and let Ann in.

"Hi! Hey... aren't you ready?!"

"Just one minute," he replied, stupidly almost ignoring her.

"What on earth are you doing?" she asked, initially in a reasonable tone, "you know we don't want to be late." And then as she peered round him to see what he was up to, "Oh no, you don't play that stupid game do you!" and this came with clear irritation as well as the mockery.

At the last moment Andy came to his senses! He switched the poor machine off and turned quickly to her with his best smile and a little kiss on the cheek. "All finished," he said, "sorry about that."

~~~~~  
They chatted and laughed much as usual as Andy drove them into town to watch the latest blockbuster sci-fi movie, until he tried to make a light-hearted reference to his fondness for chess. Ann made it pretty clear she thought it was 'boring', 'stupid', and 'for sissies'.

That stung him and they nearly had their first row. He knew of course that she was crazy mostly about outdoor sports - they both were. She played a lot of hockey and tennis, whilst he played football in the winter and tried his best to fit in both cricket and tennis in the summer.

On a couple of nights each week they were involved with training sessions at their particular clubs, but they were meeting up most other evenings and going out somewhere together.

And chess was the other love of his life - ever since he'd been taught the game by one of the teachers at junior school, he'd been fascinated by it and enjoyed playing it. Or at least he had until now! It was mostly in the winter evenings, so the fact was that there had been no reason for the subject to crop up with Ann, and he was pretty shocked by the hostility of her comments.

On a rainy weekend not long after this first incident, he'd tried to persuade her how good chess could be - he'd thought she might go for the competitive aspect - after all she was more than a bit competitive when they played tennis together!

But she thought the idea of sitting *'doing nothing for hours on end'* was ridiculous. *'Doing nothing'* she called it! Now they'd nearly had their second row! He tried to talk her into letting him show her how the pieces moved, but there was not a spark of interest, so he finally hid his Fidelity Excellence away and dropped the whole subject for good.

Soon after this his local chess club wrote to remind him of the start of the new season, with a list of their league matches - they'd come 2nd in their Division last year, so had been promoted to the top League. Andy had looked forward to that, and the list of teams they would play would have tempted him greatly except that.... he was in love!

~~~~~

He pulled back from his dreams as he arrived at the information boards with their long lists and details of the 5th round pairings. He wondered what Ann would have made of this turn of events, if she could see him here, playing *'that stupid game'* again!

Yesterday's games had been amazing. He didn't know everyone's names, but the draw for the first round had given him a player who he did remember, and who had been quite successful playing for the big Wood Green chess club. When he saw the draw he noticed the letters I.M. were now attached at the side of his name, so he knew this would be very tough for his first game.

At least he'd find out about himself. Which he did, though the game lasted for over 50 moves and had some interesting moments which saw his opponent grimacing a couple of times until Andy missed something obvious and lost 2 queenside pawns in quick succession.

He played on for a few more moves but knew it was hopeless and resigned before his I.M opponent could get exasperated with him!

Afterwards his adversary shook his hand warmly - *"When I saw the draw and didn't know who you were, I thought I'd been given a nice, easy start! But there was some good stuff in that for a bit. In fact you had me quite worried at one stage until you couldn't decide whether to attack or defend, and let me back in!"*

He took that as a more than acceptable compliment, and the loss didn't seem such a bad start after all. In round 2 he redeemed himself with a nice win, though he was slightly sorry that his recovery had to be against the cheerful and very friendly chap who'd tried to encourage him after his rather speedy defeat against the computer.

*"I've remembered who you are since we met this morning!"* smiled his vanquished opponent, *"I thought you must've given the game up. Where've you been?"*

Andy didn't recognise the fellow at all: *"How d'you know me?"* he asked.

*"A-haah... well you probably won't remember me, but that's okay. My name's Tony Payne and I first saw you when you were a nipper playing in the Worcester Open. Our Club captain at that time was your school Chess Club coach - the Old Priory School as I recall!"*

Andy nodded in acknowledgement.

*"Your coach reckoned you were a real prospect, and I stopped to watch the end of one of your games when you beat a mate of mine from the club. You'd be about twelve or thirteen at the time I suppose - I know you gave him quite a shock! I saw you around at different tournaments for a year or two after that, but you suddenly seemed to disappear so I thought you must have moved away or given the game up. Waste of good talent!"*

Andy took to Tony straight away, he was cheerful and friendly, and seemed to have a genuine interest in him, though he was blown if he could place him at all, even



though happy memories of the Worcester Open jumped quickly into his mind.

He could even picture himself there - actually in with a chance, he'd optimistically thought at one stage, of winning it. But his good scores in the early rounds inevitably brought him into contact with top players at the end, and he'd lost his last 2 games so that he finished up somewhere not much above mid-table. *"They were fun days!"* remembered Andy with a grin you didn't get from him quite so often nowadays.

*"So what happened?"*

Andy decided he would tell him. They had a few minutes to spare before the draw would be made for the next round, so they moved over to the cafe area and bought themselves a coffee each.

Tony listened sympathetically whilst Andy told him a little bit of how he and Ann had met, why he'd stopped playing chess, and how they'd got married and settled into their own semi-detached in a nice area on the outskirts of Worcester.

He'd found a new and even better job working for the legal department of another insurance company, studied hard to pass key exams, and tried to fit sports pursuits in where he could, in a busy, hectic life.

Ann's career for a sportswear company had also gone well, and the contacts she had made as a result culminated in her being introduced to a new sport - horse-riding. She developed an enormous passion for it and eventually started entering one-day eventing as well as some show jumping.

It was as expensive a pursuit as one could possibly choose. *"We even owned our own horse, and it was a good thing that we both had well-paid jobs to support it!"* Andy told Tony somewhat ruefully.

*"The week-end it happened, I wasn't even there. She was doing extremely well, in fact there was even talk of her joining an Olympic training squad."*

*"I usually did go with her, but that week-end our own horse had a slight leg injury, so she was riding for somebody else, and I decided to get in some overtime - 'somebody has to pay the bills!' I'd told her, perhaps only half-jokingly."*

*"The first I knew of what had happened was after I got home and was making myself a mid-afternoon snack lunch. There was a knock on the door and it was the Police, to tell me there'd been a serious accident."*

*Half-way round the course her horse had just lightly clipped a fence, but it was enough to put him off balance and he'd stumbled on landing. The fall had thrown Ann off and she came down head first against a tree, and then the horse had toppled over and landed on top of her, breaking her neck."*

Andy stopped for a moment, not for effect, but because the memory of that dark time in his life still hurt.

*"I've missed her a lot,"* he continued, *"but to be honest I never managed to work out what our marriage was about. We got so busy we sometimes hardly saw each other after breakfast!"*

*"And we didn't really do things together any more, if you know what I mean. I'd go with her to the things she wanted to do, and she'd come to the places I wanted to go, but we hardly ever seemed to be just the two of us doing something together we both wanted to do. Perhaps all marriages are the same - you're staying together while you're drifting apart."*

Tony gently patted Andy on the back, in a sympathetic and gentle gesture. *"You've had a rough time,"* he consoled him, *"but you mustn't let these things leave you bitter. You've still got the best part of your life in front of you. Have you managed to keep that good job you say you'd got?"*

*"Yes, I have,"* Andy replied, *"that's been important for me. Everybody keeps telling me all I've got to do now is 'get a life!'"*

It had actually cheered him up talking about it all, they were things which he hadn't shared with that many people. He'd found most folk couldn't really understand what he'd been through, and were embarrassed because they didn't know what they should say - after all, how many people had experienced something like this, so how could they know what it really felt like?

In spite of the fact that his marriage had somehow not been quite what he'd expected, Andy had still been madly in love with the Ann he'd first known, and he'd had a truly appalling 6 months or more trying to come to terms with the cruel turn of events.

In the end he had found a listening ear, and help had come from a source he would once have thought of as most unlikely!

He remembered being pretty rude to the

Baptist minister who had first called just a few days after the accident. The last thing he'd needed was Jesus!

But when the man had come a second time they'd chatted at length over a few cups of tea together, and he'd changed his mind! As a result Andy had started going to Church. This was something he'd not done at all since his parents had made him go to Sunday School when he was maybe 6 or 7 years old - and he hadn't had to keep that up for long - his bad behaviour made him less than popular with the teachers!

Now, nearly 15 months after the accident, it was his most important commitment alongside his job and playing football in an amateur league.

The pair had been talking for too long and they suddenly realised that the hall was bathed again in the silence that meant everyone else was playing chess. They marched smartly to the huge notice board near the entrance to the hall, quickly scanned it to get details of their next opponents and board numbers, and then both strode off to their respective places even more swiftly, before they'd lose too much time on their clocks.

"Let's meet afterwards," suggested Tony, "and have a meal together!"

"Yes, we'll do that!" Andy called back in one of those shouted whispers that you think only the person you want to can hear, but in actual truth nearly everyone can!

"Ssshhh," they heard from voices all around them, in a multiple shouted whisper that was, of course, even louder!

Though Andy was a few minutes late for his game, he would remember it for a long time.

After it, but before he and Tony left the playing hall, he went over to the bookstall and bought himself a book and a current chess magazine. His choice of book made him smile to himself - Nunn's Chess Openings! What he needed after the game he'd just finished was something on endings!

He couldn't decide if he'd been robbed, made a monkey of, or had simply been playing against some sort of chess wizard, the way his certain win had evaporated before his eyes into a dead draw. It was the first thing he wanted to show Tony when they'd sat down at a comfortable corner table in a cozy little Italian restaurant and ordered a couple of pizzas.

Tony got a little plug-in set out of his big jacket pocket and pushed it across the table. "Okay, let's have a look at that game!" he challenged Andy.

"Well, I'll show you the interesting bit, at the end," he volunteered as he started to set the position up.



"He'd just taken my knight on e5, so my next move was a standard retake. I was about to go two pawns up and I must say I was pretty sure I had a won game."

"Mmm," Tony murmured, with a clear measure of uncertainty: "Buckley's a right tricky customer and never gives up. Still, you couldn't play bishop takes rook as, when he retakes with the knight, your own rook is attacked. So you'd have to move it and then you don't get to win his bishop back anymore! So you have to take the bishop now."

Andy played the first couple of moves on the board:

49. Bxe5 Qxg5

"Now I didn't reckon 50. Bxg5 d3 51. Bxg6 Bb2 looked at all good for me, so I figured I had to take with the king."

"I'm sure that's right," interrupted Tony. "Suppose he'd played 51... Bb4+! instead of your Bb2. You'd go 52. Kh3 and then he'd play Bbd4!"

"Uuuugh," Andy gargled. They looked briefly at 53. Bg1 d2 54. Bd1 Be4! and at 53. Bg7!? but couldn't decide if either side had a win. Whatever, taking with the king seemed much better.

"Okay," said Tony: "so let's see what happened next."

So Andy played

50. Qxg5 and Black's d3 on the board.

"Obviously I'd expected d3, and now I would win another pawn and reckoned the

full point was as good as mine."

**51.♠xg6**

*"It was the next move that really caught me out! I'd assumed he'd play 51...d2 and I figured I had an easy win after that, by playing 52.♞d5! which has got to win because of his back rank weakness. But instead he played":*

**51...♞xb5!!**

He recalled that his opponent had pretty well banged the rook onto b5, but he couldn't simulate that with Tony's portable set, so he just stuck the piece firmly into its hole with a sort of grunt.

*"To be honest I thought at first this was just a mistake... or maybe even a weird way of resigning. I had a quick look and decided it didn't make much difference which rook I used, so"...*

**52.♞bxb5.**

Tony agreed that the choice of rook didn't seem to make any difference. *"What next?"* he asked.

*"Well, I couldn't decide if he'd play 52...♞d6+ or 52...d2. I still didn't think it mattered but, as it happens, if he'd gone 52...♞d6+?? first I would have won with 53.♠g5! Then he plays 53...♞d8 and I have 54.♞bd5".*

*"And what if he'd tried 53...d2?"* said Tony. *"No, wont do. I guess you'd mate him quickly after 54.♞b8+ etc."* he added.

*"Er. right,"* agreed Andy, a bit hesitantly as he hadn't considered that. *"Anyway he played..."*

**52...d2!**

*"This is good, very good, and I began to get nervous about what he was doing. I had to get a rook on the d-file now, and again it doesn't seem to make a difference which one, so..."*

**53.♞bd5.**

Black's next was obvious, so Andy just played the move and his reply on the set:

**53...d1♞ 54.♞xd1.**

Tony had already seen exactly what was coming, and he reached over and made the next move himself:

**54...♞d6+!**

*"That's it!"* agreed Andy, *"and I saw I'd been completely tricked. I just played..."*

**55.♞xd6 "and it's stalemate."**

Tony agreed with a chuckle: *"Well, stale-mating him was the quick way to accept it's all over, but if you'd gone with 55.♠f5 he plays ♞xd1 and puts you into a known draw anyway!"*

They finished their pizzas, which had nearly gone cold by now, but were still welcome and edible at the end of a long day, and parted company at 10.30 p.m each setting off to their own homes.

The beauty of being in a tournament which was only 25 miles from where they lived was that at least they could sleep in their own beds at night!

Andy was certainly ready for just that, but instead he got an old board and pieces out first and played through a couple of games from the chess magazine he'd bought. Then, when his eyes wouldn't stay open any longer, he finally went to bed.

~~~~~  
On the Sunday morning he'd arrived at the school bright and early again. He started off with another glass of orange, lost a second game to Hiarcs, and then had a brief chat with Tony. They agreed to meet up after the tournament, so they could make arrangements to keep in touch.

And then, in his round 4 game, he played a youngster... yes a YOUNGSTER! A lad probably not even 10 years old he reckoned, who for a while gave Andy the fright of his life with a Scotch Opening. It seemed much more dangerous than his recollection of it!

For a while he felt sure he was going to lose as the CHILD swarmed all over him with White pieces attacking it seemed from every direction. Then almost as quickly as the attack had started it evaporated, and the youngster's effort seemed to suddenly run totally out of steam. He made a couple of hesitant pawn moves which allowed Andy to trap a rook that had strayed too far up the board, and after that White's game folded quickly.

~~~~~  
So with two rounds to go Andy was sat on a respectable 2½/4, and whilst mathematically he probably couldn't win, he was secretly very pleased with himself.

It was in this mood that he was now



stood in front of the huge green-felted notice board which had just been updated to show the round 5 draw.

Oh no! Still he supposed it HAD to happen eventually, after all there were quite a few of them in the tournament.

What would she be like? He hoped this 'Sandra' wouldn't prove to be another youngster, playing bold attacking chess and frightening him to death. In fact the thought of playing a LITTLE girl did not appeal to him at all.

He looked round to see if there was a likely female candidate looking at the same part of the draw as him... then maybe he'd know which girl this Sandra was. But there were none nearby.

He backed away from the notice board, willing to wait for a few more moments to get a glimpse of his next opponent, and was rewarded when a cheeky looking, bubbly young girl about 12 or 13 years old dragged her mother up to the board and started scanning it in the area he knew she'd find his name. He groaned inwardly. So this excitable little thing was Sandra, his next opponent. Her score was actually 3 out of 4, so she was doing better than he was!

For a few moments the thought of possibly losing to her really got to him, and his head dropped. 'What is wrong with me?' he asked himself, as if he thought he might also be able to answer.

Then he remembered what they'd kept saying to him at Church, once his new friends there had seen he was beginning to recover from losing Ann: 'Life is for Living!' and with that thought he pulled himself together and set off for another quick, remedial coffee. He turned round without looking up properly and bumped right into the girl and her mum as they wheeled away from checking the draw.

"Hi-ya" she said.

"Err. sorry" he replied, a bit lamely.

The coffee did him good and he started off down the tournament hall to find board 10 and little Sandra.

~~~~~  
Somehow she'd just added about 10 years to her age, and turned from a short-cropped brown-haired freckled youngster into an attractive long-haired blonde who was

carefully adjusting her pieces on the board and turning her knights to face left. 'This,' he thought to himself, 'I can cope with!'

But he was disappointed when he said 'Hello' and offered his hand, that 'his' Sandra - the real one - shook it loosely and without lifting her eyes. 'Ah well,' he sighed, and waited for the announcement for play to begin, and her to start his clock before playing his first move

1.d4.

She replied immediately with

1... ♘f6

and they each rattled the first moves off quickly:

2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.cxd5 ♘xd5 6.e4 ♘xc3 7.bxc3 c5.

They were in an Exchange Grünfeld opening which suited Andy fine, in fact somehow the moves played so far seemed pleasantly familiar to him. Okay, he remembered the Grünfeld in general, but for some reason these really stuck out. He slowed his play slightly to make himself think about each move, and asked his brain to tell him why it was that he knew this particular line so well..

8.♞b1 0-0 9.♗e2 ♘c6

It was here that his mind started to wander. A couple of times, as he'd made his move and hit the clock, he'd found she was taking a quick glance at him. He tried smiling at her, which he probably shouldn't have done, because now he was thinking about what would happen if their knees accidentally touched under the table!

Where on earth did that thought come from? But for a while it wouldn't go away, even though it was his turn to move. Then he became aware that she'd stopped studying the board and was looking at him, wondering why he didn't make a move.

He dragged himself back from his little dreamworld at last and looked up to see her gently smiling.

10.d5 ♘e5 11.♘xe5 ♗xe5 12.♞d2 e6 13.f4

This was seriously lucky! He'd got it. They were playing along a game that he'd actually been looking at last night!

He'd read about G.M's getting a position on the board at move 20 or the like 'that they'd aimed for,' and often wondered

how on earth they managed to get their opponent's to play down exactly the right lines when there were literally millions, or should that be billions of possibilities after 20 moves.

But now it had happened to him! He'd been reading in bed last night about the growth of chess in China and had played through a couple of games by someone called Peng. And it was exactly one of those that they had on the board now! He wondered if she'd been doing the same! He tried to imagine her curled up in bed in a pair of pyjamas, reading exactly the same magazine as he was. Did she have a little pocket plug-in set as well, for playing through the games. Or, worse still, a cute little laptop PC and that dreaded Hiarcs program!!

He heard her cough and looked up. His clock was ticking! When did she make her move? He was down to under ten minutes, so he realised he must have been day-dreaming about her for, well, quite a while. He wondered if she could guess what he'd been thinking about! Of course not, but he knew that he was blushing brightly anyway.

"Are you all right?" she asked carefully.

That didn't really help, but he croaked out a quick "Yes" and concentrated on the new board position.

13...♙c7 14.0-0 exd5 15.exd5 ♙a5
16.♖b3 b6



They'd both played their last few moves quickly, but now his mind was wandering off again! It was that pretty face, the long, flowing blonde hair, the occasional, gentle smile that was doing it.

He was horrified to find himself thinking about her again, but he couldn't stop himself. It wasn't really like him and he

was wasting time when he needed every second to work on the position. But if their knees did touch under the table, was she wearing jeans or a skirt? He even felt an insane temptation to accidentally knock one of the captured pieces off the table so he could take a quick look.

'Goodness, you can't do that,' he warned himself sharply, 'you'll get yourself thrown out!'

He knew she was smiling at him again. Chess never used to be like this. 'Does this happen to all the men, when they're playing against one of the Polgar sisters or something?' He wondered what the girls thought about them, if anything at all.

Finally he managed to drag himself back to the game. It was just dawning on him that Peng had been Black in the game he was playing through last night... and had won! If so then Andy needed to play something different for White somewhere, and soon!

Aaah! he remembered that White had now played 17.♙b2 in Peng's game, allowing 17...♙xd5 18.♙f3 ♙c4 19.♙xa8 ♙a6 20.♙e1 ♙xa8.

So he decided this was a good time to find his 'improvement'. If he got his queen out of the pin, but put her where she'd still protect the d-pawn until he could support it with the c-pawn, he'd be okay. He didn't notice that he was in danger of letting himself in for a different pin!

17.♙d1 ♙d7

Now, with the queen on d1, his pawn was unpinned, so Andy pushed it almost automatically to support the d5-pawn.

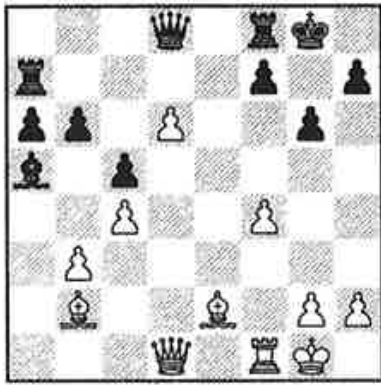
18.c4?! ♙a4!

Andy was completely rocked. He never saw this at all, yet it was staring him in the face. 'Well, it's done now and there's no way back,' he thought to himself. 'The exchange is lost, but I'll just have to get on with it, start trying to concentrate properly and see if I can find some initiative to compensate a bit!'

19.♙b2 ♙xb3 20.axb3 a6

This was a surprise. 'It's a bit innocuous,' he concluded: 'Let's push the d-pawn. It probably looks more dangerous than it really is, but maybe she'll panic or over-react.'

21.d6!? ♙a7



The ♖a7 also seemed like a hesitant response to Andy and he was beginning to see a glimmer of hope. *'She's worried about my passed pawn. Now her bishop on a5 is none too healthy, and the rook she's just put on a7 has been confined to defending against a single pawn push... surely my rook is much better and my bishops are beginning to look in definitely good shape.'*

He wanted to play 22.f5, but couldn't make up his mind. It would deny his bishop the chance to drive away the rook with ♗g4 if she played ♖d7. On the other hand he reckoned that if she took the pawn, ♙xf5 had to give him a dangerous attack.

He had another look at 22...♖d7. *'But I could go with 23.♙c1 threatening ♙h6 and ♙g7 mate.'* he reasoned. *'It's a bit obvious but it doesn't seem that easy to meet without weakening her king protection a bit. Let's go for it!'* So he played it.

22.f5!?

Sandra clearly hadn't expected this at all. For a moment her fingers hovered over his pawn as if she was just going to take it off with her f-pawn with hardly any thought at all, but then she hesitated and withdrew her hand.

After a couple of minutes she finally reached out again, picked up her g-pawn and moved it straight to g5! Then she hit the clock a bit harder than usual!

22...g5

'That looks like a big bonus,' was Andy's immediate reaction. He had expected her to play 22...♖d7 now that the rook could move there without being disturbed by his bishop.

He knew immediately what his next move must be, and played it quickly, not so much because he was getting short of time, but because he sensed his opponent was

beginning to feel under a bit of pressure and was also starting to run low on time herself.

23.f6

Andy was filled with a heightened optimism, he was sure that the game was beginning to actually turn his way. As he reached across the board to push the dangerous f-pawn towards her, his foot moved forward under the table at the same time, to give him balance, and he accidentally trod on her toe!

'Sorry,' he apologised.

'So you should be!' she replied. He had a feeling she was talking as much about the game as her foot! She examined the new dangers to her position posed by Andy's latest move for as long as she dared, and then played:

23...h6??

Andy knew immediately that this had to be a mistake. He hadn't really decided himself what would have been her best move, but he'd half expected ♖h8 to avoid the potential risk of him making a bishop manoeuvre, taking it from e2 to d3 and then to h7 with check.

Now she'd left him with that opportunity, and he grabbed it with hardly a moment's thought.

24.♖d3!



Andy was almost uncontrollably pleased with himself for this move. It gave him so many possibilities and he was beginning to think that he'd somehow accidentally fallen into an impressively wonderful, winning attack.

Sandra again thought for two or three minutes, and her time was almost all gone when she surprised him once more with her choice of move...

24...♖xd6

'She's fallen right for it! Surely she must have seen it?!' thought Andy, instantly playing his reply...

25.♠h7+!!

He'd won her queen! The game was as good as over, but they both rattled out a few more moves as if neither of them could quite believe what had just happened.

25...♙xh7 26.♖xd6 ♖aa8 27.♖d3+ ♙h8 28.♖h3

... and then she resigned. She looked up and pulled a funny face before smiling and shaking hands with him – much more warmly this time he felt, and it seemed for a moment longer than necessary... or was that just another daydream?!

"My uncle told me to watch you, that you were a bit good," she said. "He says you've had a rough time for the last year or so, I hope things start to improve for you."

"Thanks," Andy mumbled, somewhat taken aback. "Who's your uncle?"

"Tony, Tony Payne, the chap you were with last night... that's my Uncle Tony".

It was a strange, small, but suddenly warm little world. "Why did you take the pawn?" he asked her, thinking back to the simple trap she'd fallen into, and wanting to keep her talking for as long as he could.

"I couldn't see anything else," she said, "it was a very clever attack! If I'd played a nothing move, like b5 then you'd probably mate me with ♖h5."

"I thought of trying 24...♖e8 which threatens ♖e3+ and stops you from playing an immediate ♖h5 as you'd lose your bishop. But then I saw that you just play the queen to f3 instead. Then you're threatening ♖f5, so I still lose. It was brilliant!" she said admiringly, "Until the last few moves I thought I was winning, I've never quite seen anything like it before."

She'd seen more in his attack than he had, but he couldn't help feeling very pleased with himself. "It couldn't have happened to a nicer person," he said, as they parted, "and I hope you win your last game!"

"You win too," she laughed.

But as it happened neither of them did. He lost on time in an endgame he was probably going to lose anyway.

He looked round for her after his game, but couldn't see her so guessed her game had finished before his. He walked over to check the board for other final scores, and saw that she had drawn her game, so they'd ended the tournament level, each with 3½ points. His new mate Tony had scored 4, his game against Andy being his only defeat.

By now most of the players had already left the tournament hall. Those who were still mingling there would be following soon: the tournament organisers were noisily packing boards and pieces into large storage boxes and stacking up the chairs into a long row along the back wall. The cafe was closed and empty. The folks on the stands were packing up their bags with unsold product, ready for another day.

He looked everywhere for her, but couldn't spot her. As they'd arranged Tony was waiting for him on the steps leading out of the school's main entrance. "I gather you've met our Sandra," he said chirpily.

"That's right," said Andy and, after a moment's thought to make sure he didn't sound foolish, "... she's rather nice."

He and Tony swapped addresses and phone numbers: "Let's make sure we keep in touch!" Tony pressed him.

"Don't worry, I'll give you a ring during the week."

"Are you going straight home now?" Tony enquired.

"No, I think I'll take a late night stroll and get a bit of fresh air first. D'you fancy coming?"

"No thanks, not on my old legs", he replied with a laugh.

"Can I come with you?" he heard another voice call from behind him. It was light, breezy and feminine - definitely not Tony! As he started to turn he already knew who it was, and he held out his right hand for her to grab.

"Of course you can!" he replied, perhaps a bit too eagerly... but he was smiling broadly as she took his hand. And a strange thought entered his head as he wondered if he might at last be able to blow the cobwebs off his old Fidelity Excellence!

"Life is for living!" he said out loud, and they all laughed.

DEEP JUNIOR 6 AT DORTMUND

DORTMUND 2000 will have been one of the biggest Tournaments of the year... indeed only Kasparov and Shirov of the current World's top Grandmasters were missing. Even so, the average Elo was 2702!

The entrant which gets the event into *SelSearch* was, of course, **Deep Junior**, running on an 8x500MHz Seimens multi-processor system.

With the time control set at 40/2, programmers Amir Ban and Shay Bushinsky were hoping for a 50% result!

Some folk thought that Deep Junior might even win it, but most commentators were still looking through the Fritz result and games in the Dutch Open and at Frankfurt. Fritz, on the same powerful hardware, had not done quite as well as expected, so most felt that the programmers' goal was probably realistic.

Bareev, E (2702)-DeepJunior

D45: Semi-Slav: 5 e3.

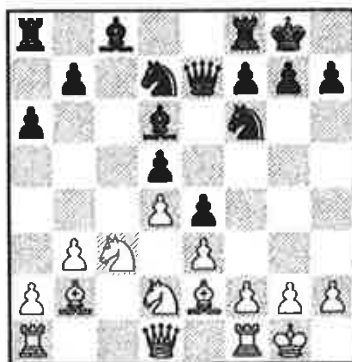
Round 1

Bareev sacs (or loses!) an early pawn. DJ hangs on to the material and eventually breaks through Bareev's blockade and has an apparently winning position. But Bareev hangs on by a hair's breadth with a remarkable defensive effort!

1.c4 e6 2.♖c3 d5 3.d4 c6 4.e3 ♖f6 5.b3 ♖bd7 6.♗b2 ♗d6 7.♖f3 0-0 8.♗d3 ♖e7 9.0-0 e5

9...♗e8 is the most popular move here

10.♗e2 e4 11.♖d2 a6 12.cxd5 cxd5



13.b4!?

An unusual sacrifice (some called it a pawn loss!), apparently based on Black's ♖ and ♗ being on the a3/f8 diagonal

13...♗xb4 14.♖b3 ♖b8 15.♖a4 ♖d6

Not 15...♗xd2? 16.♗a3! ♖c7 17.♖b6±

16.♗fd1 ♖c6 17.♗c3 ♗xc3 18.♖xc3 ♗g4 19.♗xg4 ♖xg4 20.♖f1 b5 21.♖c5 ♗fc8 22.♗dc1 h5 23.♗c2 ♖f6 24.♗ac1 ♖e8 25.a4 b4 26.♖e1 h4 27.h3 ♖h6 28.♖b3 ♗c7 29.♖e2 ♗aa7 30.♖g4 ♖f8 31.♖fd2 ♖e7



32.♗xc7 ♗xc7

Not 32...♖xc7?? 33.♖d7! ♖e6 34.♖d8+ ♖e8 35.♖b8+-

33.♖c5 ♗a7 34.♖db3 ♖g8 35.♖e2 ♖c7 36.a5 ♖b5 37.♖d2 ♖c6 38.♖a4 ♖f6 39.♗c5 ♗c7 40.♖e2 g6 41.♖c2?!

Possibly equalising was 41.♗xd5 ♖e6 42.♖c4 ♖d6 43.♖c5=

41...♖g7 42.♖e2 ♖h8 43.♖c2

43.♖b6!? is an interesting idea 43...♖e7 44.♖d2 (44.♖xd5?? the pawn of course cannot be captured because of 44...♖xd5 45.♗xc7 ♖bxc7!+- winning) 44...♗xc5 45.♖xc5=

43...♖d6 44.♖e2 f5 45.♖d1 ♖h7 46.♖e2 ♗f7 47.f4 exf3 48.♖xf3 ♖e7 49.♖f4 ♖xf4 50.exf4 ♗f6 51.♖b6 ♗d6 52.♖f2 ♖h6 53.♖c8 ♖xc8 54.♗xc8 ♖g7 55.♖e3 ♗e6+ 56.♖d3 ♗e1 57.♗c1 ♗xc1 58.♖xc1 ♖f6 59.♖a2 b3



Black's advantage looks sufficient to win, but this key pawn is separated from vital support and is not as dangerous as it seems

60.♖b4 ♖e6 61.♖xa6 ♖d6 62.♖b4 ♖xd4! 63.♖c3

The pawn cannot be taken: if 63.♖xd4?? b2! wins

63...♖e2+ 64.♖xb3 ♖xf4 65.a6

Aha!

65...♖c7 66.♖c3 g5 67.♖d4 g4

Playing through this I thought that 67...♖xg2!? might get the win:

68. ♖xd5+ ♔b8 But maybe
69. ♖e7 saves the day?!

68. ♖c5 d4!

Appears to force the win, but these 2700+ GM's are a resilient bunch!
68... ♖xg2?? is definitely not playable any longer:
69. ♖xd5+! ♔c8 70. ♖c6 and White wins

69. ♖xd4 ♖xg2 70. ♖d3 gxf3

70... ♖b6 doesn't get the win either, as 71. hxf4 fxf4 72. ♖e4 draws

71. ♖f2! h2 72. ♖e5 f4 73. ♖e4! ♖b6 ½-½

Junior 6-Huebner, R (2615)

C04: French, Tarrasch.
Round 2

1.e4 e6 2.d4 d5 3. ♖d2 ♖c6!? 4. ♖gf3 ♖f6 5.e5 ♖d7
Huebner has the closed position he must have hoped for with 3... ♖c6

6. ♖b3 ♖e7 7. ♖b5 0-0 8.0-0 ♖cb8 9.c3 b6 10. ♖bd2

DJ is probably out of book here... ♖e1 has been played at GM level, but its own move seems fine

10... ♖a6 11.a4 c6 12. ♖xa6 ♖xa6 13. ♖e2 ♖c7 14.b3 c5 15. ♖e1 ♖b8 16. ♖a3 ♖c6 17. ♖d3 ♖c8 18.a5 ♖a8 19. ♖h1 ♖d7?!



Huebner offered the draw

with this move (Junior had expected cxd), but Matthias Wullenweber operating DJ noticed that its evaluation had gone up for the move it now planned, and rejected the offer. DJ apparently showed +160, a much higher evaluation than others produce!

20.dxc5

Amazingly, and much to the surprise of the audience, Huebner resigned after a few minutes thought. He explained afterwards that he believed he'd simply lost a pawn as, after 20... bxc5 21. ♖e4 (he'd missed this when playing ♖d7, a blind spot not seeing that dxe4?? was not possible because of ♖xd7!) the c5/♖ cannot be directly defended.

Even if so, resignation seemed premature! Let's have a look! 20.dxc5 bxc5 21. ♖e4! ♖fb8! (or 21... ♖xa5 22. ♖xc5 ♖xc5 23. ♖xc5 ♖xb3 24. ♖xf8 ♖xa1 25. ♖xg7 ♖xg7 26. ♖xa1=) 22. ♖fg5. White is threatening 23. ♖f6+ ♖xf6 24. ♖xh7+ ♖f8 25.exf6, so what are Black's choices?...

A. 22... ♖xg5 23. ♖xg5 g6 24. ♖e4 - back to 'its' square again! - with a useful advantage but not necessarily winning as yet;

B. Or maybe 22...g6 and if White takes 'his' pawn now with 23. ♖xc5 (23. ♖h3 might be better) then Black grabs it back with 23... ♖xe5=

1-0

Adams, M (2755) - Junior 6

C68: Ruy Lopez: Exchange Variation, sidelines. Round 3

1.e4 e5 2. ♖f3 ♖c6 3. ♖b5 a6 4. ♖xc6 dxc6 5.d4 exd4 6. ♖xd4 ♖xd4 7. ♖xd4

Mickey has queens off the board by move 6. He admitted later that he has played this line against Junior at home many times, and that he usually wins!

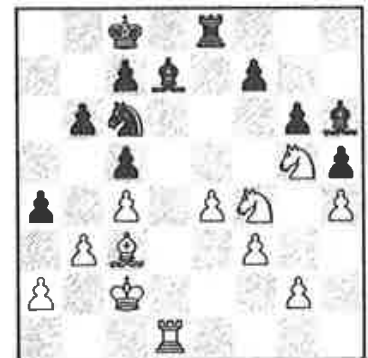
7...c5 8. ♖e2 ♖d7 9. ♖e3 ♖f6 10.f3 0-0-0 11. ♖d2 h6N

11... ♖e7 12.0-0-0 ♖c6 has been seen at GM level

12.0-0-0 g6 13.h4 b6 14. ♖f4 ♖g7 15. ♖f1 ♖he8

The Junior team's chess advisor, GM Boris Altman, was delighted with its positional play: 'It's doing everything right!'

16. ♖g3 a5 17. ♖d2 h5 18.c4 ♖a4 19.b3 ♖c6 20. ♖c2 ♖d7 21. ♖c3 ♖h6 22. ♖h3 a4 23. ♖he1 ♖e5 24. ♖xd8+ ♖xd8 25. ♖e2 ♖c8 26. ♖ef4 ♖d7 27. ♖d1 ♖c6 28. ♖g5



28...f5 29.e5

A clever move by Adams. If 29. ♖xg6 immediately 29...fxe4 30. ♖f4 (30. ♖xe4? ♖f5!) 30...exf3 31.gxf3 ♖f8 and Black has an advantage

29... ♖xe5 30. ♖xe5 ♖xe5 31. ♖xg6

So Adams ends up with the better pawn structure by far, but 2x♖ v 2x♖. Amir Ban tells us that the computer's evaluation was never anything other than close to equal

31... ♖e2+ 32. ♖d2 ♖e8 33. ♖f4 ♖g7 34. ♖e2 ♖xe2+

35. ♖xe2 axb3+ 36. axb3
 ♙e8 37. ♖d3 ♖d7 38. ♖h3
 ♙f6 39. g3 ♙e5 40. ♖hf4 ♙f7
 41. ♖e3 ♖d6 42. ♖d3 ♙f6
 ½-½

With a score of +1-0=2, DJ's next opponent was the recently crowned FIDE World Champion!

Junior 6-Khalifman, A (2667)

B08: Pirc Defence: Classical System. Round 4

1. e4 g6 2. d4 ♙g7 3. ♖c3 c6
 4. ♖f3 d6 5. ♙e3 ♖f6 6. ♖d2
 b5 7. ♙d3 ♙g4 8. e5 b4 9. ♖e4
 ♖xe4 10. ♙xe4 d5 11. ♙d3
 ♙xf3 12. gxf3 ♖b6

12...a5 was in the computer's book

13. h4 ♖d7N

England's Tony Kosten won a game with 13...e6
 14. h5 ♖d7 in 1998

14. h5 c5 15. dxc5 ♖xc5
 16. ♙e2



16...0-0

Two of Khalifman's moves are criticised by the PC programs in this game. This is the first, with Hiarcs preferring ♖d8 and Fritz e6. Both think that 0-0 is about eval 100 worse, but equally they are not especially keen on each other's choice! A question of personal preference and specific programming on the particular features which each is told

to aim for or avoid!

17. ♖xd5 ♖ac8 18. hxc6 hxc6
 19. ♖d4 g5?

This time Fritz and Hiarcs agree with 19... ♖fd8!
 20. ♖h4 ♙xe5 21. ♖h7+
 ♖f8 22. ♙h6+ ♖e8
 23. ♖g8+ ♖d7 24. 0-0-0+
 Fritz has this W+75, Hiarcs W+120

20. ♙xg5

Fritz now has W+216, Hiarcs W+263. Despite Khalifman's two 'blunders' the programs never find a compensating fault in Junior's play to show why it didn't win!

20... ♖e6 21. ♖xb6 axb6
 22. ♙xe7



Now White is, at least temporarily, 3 pawns ahead with queens off the board... you WOULD expect it to win. In fact nothing ever really happens

22... ♖fe8 23. ♙d6 ♖d4
 24. ♙d3 ♙xe5 25. 0-0-0 ♙xd6

One gone!

26. ♙h7+ ♖f8 27. ♖xd4 ♙c5
 28. ♖g4 ♖e7 29. ♖e1+ ♖d6
 30. ♖d1+ ♖c7 31. ♙d3 ♖cd8
 32. ♖f1 ♖d4 33. ♙e4 ♖e5
 34. ♖h1 ♖e7 35. ♖g5 ♖d6
 36. ♖g2 ♖ed7 37. ♙f5 ♖e7
 38. ♖f1 ♖e5 39. ♙e4 ♖e7
 40. ♖h2 ♖ed7 41. f4 ♖d4
 42. f3 ♙d6 43. ♖h4 ♙c5
 44. ♖hh1 ♖d2 45. ♖b1 ♖g2
 46. f5 ♙d4 47. ♖d1 ♙c5

48. ♙d3 ♖g3 49. ♖df1 ♖e7
 50. ♙e4 ♖d7 51. ♖a1 ♙d4
 52. ♙d3 ♖e7 53. ♙c4 f6
 54. ♖b1 ♖eg7 55. ♖h4 ♙c5
 56. ♖e4 ♖g1 57. ♖c1 ♖7g5
 58. ♙e2 ♖xc1+ 59. ♖xc1 ♖xf5
 Two gone!

60. ♖d2 ♖d5+ 61. ♙d3 ♙d4
 62. ♖c1 ♙c5 63. ♖e6 ♖d6
 64. ♖e2 ♖d7 65. ♖g2

With some disappointment Junior's operators accepted here that their program was getting nowhere, and offered the draw ½-½

The Internet pages of the *kasparovchess* site were showing games live and producing a brief daily report. With **Deep Junior** due to play **Kramnik** next, these were their comments:

"The most popular game each round is easy to forecast. Anand? Nope. Kramnik? Eh-eh. The large majority of the thousands of spectators come to see one man! Make that one machine!! Junior6, running on a massive Siemens Primergy Server, is playing seemingly without effort against the world's best.

In round 4 it built up a dominating position against FIDE champ Khalifman, but the resourceful Russian found some great defensive moves and Junior was unable to find a winning plan.

The biggest weakness of the machines is still the inability to form long-term plans in advantageous positions. But Junior's programmers aren't complaining. They have 3 draws and a win in a star-studded field".

Kramnik, V (2770)-Junior 6

D00: 1 d4 d5: Unusual lines.
 Round 5

1.d4 d5 2.e3!?

Kramnik says he tried various set-ups in preparation against Fritz. 'It always plays 2... $\text{\textcircled{d}}$ f6, and after 3. $\text{\textcircled{d}}$ d3 it goes e6 and I play 4.f4 and the computer does extremely badly!'

2... $\text{\textcircled{d}}$ f6 3. $\text{\textcircled{d}}$ d3 e6 4.f4

You'd not catch Kramnik playing a Stonewall pawn structure against anything but a computer! But it ensures that long range strategies should rule and computers may be baffled!

4... $\text{\textcircled{d}}$ e7

4...c5 5.c3 $\text{\textcircled{d}}$ c6 6. $\text{\textcircled{d}}$ f3 $\text{\textcircled{d}}$ d6 7.0-0 0-0 Fritz book

5. $\text{\textcircled{d}}$ f3 c5 6.c3 0-0 7. $\text{\textcircled{d}}$ bd2N

7.0-0 is usual, but see the note to Black's 15th

7... $\text{\textcircled{d}}$ g4 8. $\text{\textcircled{d}}$ e2 c4?!

Black helps to block the position with this and his next!

9. $\text{\textcircled{d}}$ c2 f5? 10. $\text{\textcircled{d}}$ g1 $\text{\textcircled{d}}$ c6 11.h3 $\text{\textcircled{d}}$ f6 12.g4 $\text{\textcircled{d}}$ e4 13. $\text{\textcircled{d}}$ g2

With the centre fixed Kramnik is already beginning to mobilise pieces towards a direct assault on Black's king!

13...g6

A firm '?' from Kramnik!

14. $\text{\textcircled{d}}$ h2 $\text{\textcircled{d}}$ h8 15.h4



A diagram here, before Black's next is worthwhile –



we can see that the e4/ $\text{\textcircled{d}}$ is Black's strongest piece, on a good outpost. Kramnik won't want to exchange on e4 because it can help free the centre and allow Junior to mobilise

15... $\text{\textcircled{d}}$ xd2?

'This is a very bad move', says Kramnik, 'but back-stage, after $\text{\textcircled{d}}$ e4, I told Piket I thought the computer would play it at some point, even though it is positionally awful!' Probably best was 15...fxg4 16. $\text{\textcircled{d}}$ xe4 gxf3 17. $\text{\textcircled{d}}$ g5 and now maybe 17...e5 18. $\text{\textcircled{d}}$ xf3 exf4

16. $\text{\textcircled{d}}$ xd2 fxg4 17. $\text{\textcircled{d}}$ g5!

Inviting the classic mistake 17...h6? and now he'd sac' the knight with 18.h5 $\text{\textcircled{d}}$ xg5 (18...hxcg5?? 19.hxcg6+ m/7) 19.fxcg5 $\text{\textcircled{d}}$ xg5 20.hxcg6 which is excellent for White

17... $\text{\textcircled{d}}$ e8

Neither this nor 17... $\text{\textcircled{d}}$ g7 really stop 18.h5 $\text{\textcircled{d}}$ h8 19. $\text{\textcircled{d}}$ xg4 e5 20. $\text{\textcircled{d}}$ g2±

18.h5! gxh5 19. $\text{\textcircled{d}}$ xg4

Already the pressure on the g+h files is enormous

19... $\text{\textcircled{d}}$ f6

19...hxcg4?? 20. $\text{\textcircled{d}}$ xh7#

20. $\text{\textcircled{d}}$ h4! $\text{\textcircled{d}}$ h6 21.0-0-0 a5?!

Not the most deadly of

counter attacks I've ever seen. Better was 21...e5!? but after 22. $\text{\textcircled{d}}$ h1! things are still very grim for Black 22. $\text{\textcircled{d}}$ h1 b5 23. $\text{\textcircled{d}}$ d1 $\text{\textcircled{d}}$ a7 24. $\text{\textcircled{d}}$ xh5



The h-file line-up means this has to be worth a diagram

24... $\text{\textcircled{d}}$ f8 25.e4

Black is obviously lost, but you've still got to take care... PC's don't suffer psychologically from a -130 evaluation (that was apparently DJ's rather hopeful figure at this stage) and crack, they cheerfully keep going, so every move must be accurate

25... $\text{\textcircled{d}}$ d8 26.f5

Specifically to activate the d2/ $\text{\textcircled{d}}$

26...b4 27. $\text{\textcircled{d}}$ g6

According to on-site reports DJ only showed

White+43 after this? On my P3/600 J6 had W+101 at 7secs but dropped to +89 at 36secs. This is surprisingly low and innocent... Hiarc8x has +127 which is a bit better, but it goes up considerably after 1min.

27...♖xh4 28.♗xh4 bxc3
29.bxc3 ♕f6 30.♗xh7+!

After this pawn-destroying ♗-sac nothing can save Black

30...♖xh7 31.♖xh7+ ♔g8
32.♕f7+ ♗xf7 33.♖xf7 1-0

After 33...♕xg5 34.♖c7+- etc.

A masterful performance by Kramnik, showing again that there are some positions which even the top programs do not understand at all!

Junior 6 - Akopian, V (2660)

B00: Queen's Fianchetto Defence, Nimzowitsch Defence. Round 6

1.e4 b6 2.d4 ♖b7 3.♕d3 ♘f6
4.♗e2 e6 5.♘f3 d5 6.e5
♘fd7 7.♘g5 ♖e7 8.♗g4 h5
9.♗g3 ♘f8 10.0-0N

10.h4 c5 11.♘f3 g6 has been played at tournament level

10...♕a6 11.♕xa6 ♘xa6
12.c3 c5 13.♖d1 c4

Akopian follows those before by locking the centre - in this game however DJ's opponent fails to provoke any opportunities for himself

14.♖e1 ♖c8 15.h4 ♘h7
16.♘f3 ♖g8 17.♕g5 ♘xg5
18.♘xg5 ♘b8 19.♘d2 ♘c6
20.b3 ♘a5

Trying to keep the queenside closed after White's ideas with 20.b3... so DJ tries on the other side!

21.♖e3



Strangely the computer program has come out with the kingside attack in this game. It aims the rook for f3 with f6 and f7 as targets, but it may not be enough

21...♕xg5 22.hxg5 g6 23.♖f3
♖c7 24.♖f6 ♗c8 25.♗f4 ♖f8
26.b4

A strange choice to now block the queenside again!

26...♘c6 27.♘f3 ♖e7
28.♘h4 ♖g8 29.a4 ♖g7

f7 has been secured by the rooks, so Black's king can move for safety to the queenside if necessary

30.♗c1 ♖c7 31.a5 b5

After this move, re-blocking the queenside, both sides' moves become somewhat laborious

32.♗e3 ♘d7 33.♔h1 a6
34.♖d1 ♗e8 35.♔h2 ♘e7
36.♖h1 ♘g8 37.♖f3 ♘e7
38.♖h3 ♘f5 39.♘xf5 exf5
40.♖e1 ♖c6 41.♗f3 ♗e6
42.♖h1 ♖c8 43.♗e3 ♗e7
44.♗f4 ♗e6 45.♖e1 ½-½

Anand, V (2762) - Junior 6

D05: Colle System with ...e6. Round 7

1.d4 d5 2.♘f3 ♘f6 3.e3

In imitation of Kramnik 2 rounds earlier

3...e6 4.♕d3 c5 5.c3 ♘c6
6.♘bd2 ♖e7 7.a3 ♗c7N

Avoiding c4, which would block the position and please Anand. 7...0-0 was the other possibility for DJ

8.♗e2 0-0 9.0-0 ♖d8

Many commentators were surprised that Junior didn't try to break open the position with 9...e5 here. It certainly looks correct

10.♖e1 a6 11.h3

Anand's play is very passive and unlikely to provoke an error from DJ

11...b5 12.dxc5 ♕xc5 13.e4
♘h5 14.♘b3 ♘g3 15.♗c2
dxe4 16.♘xc5 exd3
17.♘xd3 ♘f5 18.♕f4 ½-½

Disappointingly run-of-the-mill stuff. Clearly Anand was happy to draw and create some spare time for relaxing on this day

Junior 6 - Piket, J (2649)

B15: Caro-Kann: 3 Nc3:
3...g6 and 3...dxe4 4 Nxe4
Nf6 5 Nxf6+ exf6. Round 8

1.e4 g6 2.d4 ♖g7 3.♘c3 c6
4.♘f3 d5 5.h3 a6 6.♕f4
♘f6N

Luring Junior (probably out of book) into a blocked centre... surprise! surprise!

7.e5 ♘fd7 8.♗d2 e6 9.♕g5
♗b6 10.0-0-0?!

Is this sensible with White's queen on b6? I prefer 10.♘a4

10...h6 11.♕e3 ♗c7 12.h4 b5
13.♕f4 ♘b6 14.a3 ♘8d7
15.♔b1 a5 16.♘a2 ♗a7
17.g4 ♕f8 18.c3

Black's main thrust is already on the queenside, but both sides are playing very cautiously. For now Junior has stopped immediate further intrusion, e.g. by ...b4

18...♕a6 19.♗e1 ♘c4

20.♔d2 ♕e7



21.♖c1

White's position is so cramped, there's not a lot of choice. But removing one of the protectors of b4 was probably not Junior's best choice. I prefer 21.♔d3

21...♖db6 22.h5

White has to try something on the king side – the trouble is that it's so easily thwarted

22...g5! 23.♖a2 ♖d7

How much do the programs know about what's going on here? Not enough! One program – I'll save any embarrassment by not saying which! – even recommends 0-0-0 here, which would undo all of Black's careful preparation with one very bad move

24.♕c1 ♖hb8 25.♖a1

Interestingly this is the moment that the Fritz evaluation starts to show concern with -94. Both it and Hiarc's prefer 25.♖c2!? but I don't think it changes Black's next, which will be 25...b4 either way

25...b4! 26.♖d2

26.cxb4 is no better after 26...axb4 27.♖xb4 ♖xa3 28.bxa3 ♖xf1 29.♖xf1 ♖xb4 30.♖xb4 ♖c4!]

26...♖xd2 27.♖xd2 ♖xf1 28.♖xf1 ♖c4 29.♖b1 b3!

30.♖c1 ♖xa3! 31.♖d1?!

It may appear that taking the ♕ is needed, and might even hold the game; but actually it doesn't work either: 31.bxa3 ♖xa3! X33 32.♖b2 ♖c2+ 33.♖xc2 bxc2;

31.♖d3? is the Hiarc's suggestion, but that's no good at all either because of 31...♖e7!! which threatens a5-a4-a3 etc!

31...♖b6 32.bxa3 b2+ 33.♖a2 bxc1♖+! 34.♖xc1 ♖xb1+

The finish would be 35.♖xb1 ♖xb1 36.♖xb1 ♖xd2 37.♖b7+ ♖e8+ 0-1

Leko, P (2743) - Junior 6

C48: Four Knights: 4 Bb5, replies other than 4...Bb4. Round 9

During the event Leko was quoted in the press as being very critical of 'silly' computer play. He'd proved his point against Fritz in Dortmund. So far he hadn't lost any game here in Frankfurt. Deep Junior needed to win to get Ban and Bushinsky's goal of a 50% score.

1.e4 e5 2.♖f3 ♖c6 3.♖c3 ♖f6 4.♖b5 ♖d4 5.♖c4 ♖c5 6.d3 c6N

'Silly' move no.1? Perhaps... or maybe opening preparation as 6...d6 is in the Fritz book, so was surely included here for Junior. Other moves are 6...d5 7.♖xd5 ♖xd5; or 6...0-0 7.♖g5 c6; or 6...♖e7 7.0-0

7.♖xd4 ♖xd4 8.♖f3 h5

Perhaps the first computer type 'silly' move.. but it's the sort of thing Deep Blue did against Kasparov, to discourage him from 0-0

9.h3 d5 10.exd5 ♖xc3+ 11.bxc3 cxd5 12.♖b3 ♖c7 13.0-0 0-0 14.♖g3 a5 15.a4 ♖e6 16.♖h6 ♖e8 17.♖d2 f6 18.f4 exf4 19.♖xf4 ♖d6 20.♖ae1 ♖f7 21.♖d4 ♖c6 22.♖e7 ♖fe8



So far everything has been fairly quiet, but Leko (no doubt encouraged by his success against Fritz) now decides on sacrificing the exchange for an attack. Junior, having 'lurched between ingenious and clueless' (Malcolm Pein) proceeds to defend superbly

23.♖xf7 ♖xf7 24.♖xd5

Leko has some initiative and, his main benefit, the passed pawn on d3 supported by pawns on the c-file

24...♖d7 25.♖b1 ♖ad8 26.c4 ♖xa4 27.♖xb7

The d3/passed pawn has become part of a set of connected passed pawns. The PC programs believe now that White is winning!

27...♖d7 28.♖xd7 ♖xd7 29.♖xa5 ♖e2

It's major decision time for Leko! If he allows Junior to play ♖xc2, then his other c/♖ will also be endangered by the rook... one of the troubles associated with doubled pawns is that they are often difficult to keep moving and protected at the same time – and when you

lose one, the other often comes under threat



30.♙b6?!

In fact if 30.♖c3!? then 30...♖a4 still wins the pawn. But 31.d4! ♖xc2 32.♖e1 keeps an initiative

30...♖e8! 31.♙c7 ♖xc2 32.c5 ♙h8 33.♙g3 ♖d8 34.♙f2 ♖c1+ 35.♙h2 ♖b8+ 36.g3 ♙h6 37.♙g2 ♖c2



Leko has kept his position in good harmony, with everything carefully protected. But DJ is using its rook behind White's position with good skill

38.♙e4 h4!

Threatening to make ♙f6 passed after White plays gxh, or Black hxg

39.♖e3

39.g4?? is not possible as ♖g3+! wins outright

39...f5! 40.♙d5 hxg3 41.♖xg3 ♖b5 42.♖e3 ♖b4 43.d4 ♖b2 44.c6 ♙h7 45.♖f4 ♖a3



46.♙e4?!

What a very bold decision! Leko sees Black's knight is out of position on h6, so makes another sac' aiming to get one of his c+d pawns home.

46.♙f3!? would be heading for a draw

46...♖xf2+ 47.♙xf2 fxe4 48.c7 ♖a8

48...♖xh3?? would be fatal of course: 49.♖xe4+ g6 50.♖e7+ ♙h8 51.♖e8+ and the c/♙ queens

49.d5 ♖a7+

The first in a period of moves where Black keeps putting Leko in check. There is no real sign of anything yet other than a draw, but Leko MUST beware of the tactics at every move to keep it that way, as even a small slip against DJ6 is certain to be very costly in a position like this

50.♙g2 ♖a2+ 51.♖f2 ♖c4 52.d6



The pawns look deadly, but a draw is still the most likely result barring accidents

52...♖c6 53.♖f8?!

On the optimistic side, but Leko's pride drives him on in search of a win. I'd prefer 53.♙f1

53...e3+!

Now Black also has a dangerous pawn!

54.♖f3 ♖c2+ 55.♙f1 ♖c4+ 56.♙g2 ♖e6 57.♖c6??

Trying for something which isn't there Leko seriously worsens the situation.

His best chance was 57.♙f1. Can Black still win?: 57...♙f5 58.♖h5+ ♙g8 59.♖g4 ♙f7 60.♖f4 and he still has chances but mabe White might just draw

57...♖a2+! 58.♙h1 ♙f5!

Threatening ♙g3+ and ♖f2 mate

59.♖e4 ♖a1+ 60.♙h2

60.♙g2 lasts longer, but is not much help against a computer in this type of position: 60...♖b2+ 61.♙f3 ♖f2+ 62.♙g4 g6 63.♙g5 ♖g3+ 64.♙g4 ♖xg4+ 65.♙xg4 e2 66.c8 ♖e1 ♖. Black now threatens ♖g3 mate, so White has no choice but to play 67.♖d7+ ♙h6 68.♖xf5 ♖g1+ 69.♙f4 gxf5 70.♙xf5 ♖f1+ winning

60...♖b2+ 0-1

60...♖b2+ 61.♙h1 g6 and White can avoid mate only by 62.♖e7+ ♙xe7 63.dxe7 ♖b1+ 64.♙h2 ♖c2+ 65.♙g3 ♖xc7+ 66.♙f3 ♖xe7 finishes it.

A great finish for Deep JUNIOR, which thus scored 4½/9 and got its 50% target, and a tournament performance rating of 2702 Elo!

RATING LISTS AND NOTES

A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

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

Elo. This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results v computers with its results v humans. I believe this makes the SS Rating List the most accurate available for Computers and Programs anywhere in the world.

+/-. The maximum likely future rating movement, up or down, for that particular machine. The figure is determined by the number of games played and calculated on standard deviation principles.

Games. The total number of Games on which the computer's or program's rating is based.

Human/Games. The Rating obtained and total no. of Games in Tournament play v rated humans.

A guide to PC Gradings:

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

486-PC represents a program running on an 80486 at between 50-66MHz with 4-8MB RAM.

Pent-PC represents a program on a Pentium at approx. 100-133MHz, with 8-16MB RAM.

Pro-PC represents a program on a Pentium Pro/233, or a Pentium MMX/233, 32-64MB RAM.

Users will get slightly more (or less!) if the speed of their PC is significantly different. A doubling or halving in **MHz speed** = approx. 40 Elo; a doubling or halving in **MB RAM** = approx. 5 Elo.

Approx. guide if PentiumPro2/233 = 0

Pent3-K7/660	60	Pentium3-K6-Cel/450	40
Pent K6-Pro2/300	20	Pent Pro2-MMX/233	0
Pent/150	-40	Pent/100	-60
486DX4/100	-120	PentDX2/66	-140
486DX-SX/33	-200	386DX/33	-260

RATING LIST (c) Eric Hallsworth. PC PROGS		Sel		rch 90		Oct 2000	Human/Games
Elo	+/-	Games	Pos				
BCF Computer							
255 FRITZ6A PPRO-PC	2640	12	1348	1		2527	25
251 JUNIOR6A PPRO-PC	2615	15	879	2		2560	12
251 REBEL TIGER PPRO-PC	2615	16	764	3			
250 HIARCS732 PPRO-PC	2602	12	1336	4		2538	9
249 HIARCS7.1 PPRO-PC	2596	13	1228	5			
248 SHREDDER4 PPRO-PC	2589	17	668	6		2530	15
247 FRITZ532 PPRO-PC	2579	13	1268	7			
247 NIMZ0732 PPRO-PC	2578	15	858	8			
246 FRITZ516 PPRO-PC	2568	12	1281	9		2443	6
245 CHESSMASTER 6000 PPRO-PC	2566	24	348	10		2524	22
245 NIMZ098 PPRO-PC	2563	12	1307	11		2405	10
245 NIMZ099A PPRO-PC	2562	16	824	12			
244 JUNIOR5 PPRO-PC	2553	12	1345	13			
242 HIARCS6 PPRO-PC	2543	13	1167	14		2522	24
242 REBEL CENTURY PPRO-PC	2537	22	438	15		2522	43
241 REBEL-10 PPRO-PC	2535	25	329	16		2528	17
241 REBEL9 PPRO-PC	2534	14	1059	17		2607	14
241 REBEL8 PPRO-PC	2529	20	538	18			
240 MCHES PRO7 PPRO-PC	2523	14	1056	19		2530	1
240 MCHES PRO6 PPRO-PC	2522	17	699	20		2474	12
240 SHREDDER3 PPRO-PC	2520	35	169	21		2641	2
240 CHESS GENIUS5 PPRO-PC	2520	13	1192	22		2389	6
239 MCHES PRO8 PPRO-PC	2517	14	965	23			
238 SHREDDER2 PPRO-PC	2511	15	875	24		2148	6
236 GANDALF3 PPRO-PC	2488	27	277	25			
233 JUNIOR4.6 PPRO-PC	2470	43	115	26			
233 HIARCS6 PENT-PC	2469	11	1680	27		2540	2
233 FRITZ5.16 PENT-PC	2464	35	170	28			
233 HIARCS5 PENT-PC	2464	19	585	29			
232 KALLISTO2 PPRO-PC	2462	22	412	30			
232 REBEL8 PENT-PC	2458	10	2106	31			
231 REBEL9 PENT-PC	2455	16	805	32			
230 CHESS GENIUS5 PENT-PC	2444	11	1567	33			
229 CHESS GENIUS3 PENT-PC	2437	14	1028	34		2658	10
229 CHESS GENIUS4 PENT-PC	2435	13	1199	35		2387	16
228 MCHES PRO6 PENT-PC	2430	11	1721	36		2316	4
228 HIARCS4 PENT-PC	2429	14	1008	37		2348	6
228 REBEL7 PENT-PC	2428	14	1082	38		2242	11
228 REBEL6 PENT-PC	2426	19	594	39		2403	6
227 MCHES PRO5 PENT-PC	2423	15	925	40		2423	19
227 CHESSMASTER 5000+5500 PENT-PC	2416	24	347	41		2401	13
226 NIMZ03.5 PENT-PC	2414	15	961	42		2426	6
225 NIMZ03.0 PENT-PC	2405	16	843	43			
225 JUNIOR4.0 PENT-PC	2405	16	844	44			
225 HIARCS3 PENT-PC	2403	18	628	45		2631	6
224 CHESSMASTER 4000 PENT-PC	2397	45	104	46		2394	12
224 SHREDDER1 PENT-PC	2395	37	151	47		2068	6
223 CSTAL2 PPRO-PC	2387	27	285	48		2177	6
223 CHESS GENIUS4 486-PC	2385	15	919	49			
223 MCHES PRO4 PENT-PC	2384	19	597	50		2497	13

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth. SelsSearch 90 Oct 2000									
BCF Computer	Elo	+/-	Games	Pos	Human/Games				
222 TASC R30-1995	2378	16	764	1	2276	18			
218 MEPH LONDON 68030	2346	35	175	2	2272	6			
215 TASC R30-1993	2327	18	1346	3	2336	66			
215 MEPH GENIUS2 68030	2324	12	657	4	2308	23			
214 MEPH LONDON PRO 68020/24	2316	67	47	5					
211 MEPH LYON 68030	2291	15	869	6	2392	51			
211 MEPH RISC2 1M8	2291	21	466	7	2237	6			
210 MEPH PORTOROSE 68030	2281	20	505	8	2340	82			
208 MEPH BERLIN PRO 68020/24	2271	13	1221	9	2217	29			
208 MEPH VANCIVER 68030	2267	18	656	10	2347	54			
208 KASP RISC 2500-512K	2265	25	338	11	2384	10			
207 MEPH LYON-VANC 68020/20	2261	27	286	12	2327	10			
206 MEPH RISC1 1M8	2253	9	2542	13	2232	95			
205 KASPAROV SPARC/20	2247	14	1077	14	2251	24			
204 MEPH MONTREUX	2235	16	821	15	2288	54			
204 MEPH ATLANTA-MAGELLAN	2233	18	666	16	2288	5			
202 MEPH LONDON 68020/12	2220	77	36	17	2040	4			
202 KASP RISC 2500-128K	2220	9	2648	18	2270	67			
199 FID ELITE 68040-V10	2199	53	75	19	2215	21			
198 MEPH VANCIVER 68020/12	2189	9	2335	20	2121	33			
197 MEPH LYON 68020/12	2183	8	3349	21	2246	92			
195 MEPH LONDON 68000	2167	69	45	22					
195 MEPH PORTOROSE 68020	2161	10	1833	23	2237	198			
194 NOV SAPPHIRE2-DIAMOND2	2157	19	558	24					
193 FID ELITE 68030-V9	2151	15	899	25	2169	13			
193 MEPH BERLIN 68000	2150	12	1325	26	2221	25			
192 MEPH VANCIVER 68000	2139	12	1383	27	2126	23			
192 MEPH LYON 68000	2137	11	1678	28	2083	33			
191 MEPH ALMERIA 68020	2133	14	1006	29	2156	241			
190 NOV SAPPHIRE1-DIAMOND1	2121	12	1353	30	2152	77			
189 MEPH MILANO PRO-SENATOR	2119	20	506	31	2169	10			
188 MEPH PORTOROSE 68000	2108	11	1613	32	2111	25			
187 FID MACH4-DES2325 68020-V7	2102	9	2265	33	2179	130			
185 FID ELITE 2*68000-V5	2082	26	312	34	1888	2			
183 MEPH POLGAR/10	2066	18	632	35	2080	54			
182 MEPH ROMA 68020	2061	14	1075	36	2033	73			
182 MEPH DALLAS 68020	2059	14	971	37	2069	197			
182 KASPAROV BRUTE FORCE	2059	14	1070	38	2182	42			
180 MEPH ALMERIA 68000	2042	14	1017	39	2093	31			
179 NOVAG SCORPIO-DIABLO	2039	10	2073	40	2122	138			
178 KASP PRESIDENT-MH6-COUGAR	2024	16	824	41	2072	65			
177 MEPH NIGEL SHORT	2017	25	322	42	2136	5			
176 FID MACH3-DES2265 68000-V2	2010	6	5543	43	2105	230			
175 MEPH DALLAS 68000	2004	11	1526	44	1959	65			
174 MEPH MMS/5	1997	11	1764	45	1850	17			
174 NOV SUPER FORTE-EXP C/6	1996	8	2920	46	2000	24			
174 MEPH POLGAR/5	1996	8	2837	47	2076	17			
174 NOV EMERALDCLASS-AMBER	1995	64	52	48					
174 MEPH MILANO	1992	13	1163	49	2063	13			

173 MEPH MONDIAL 68000XL	1989	15	857	50	2049	77
173 NOVAG JADE2-2IRC0N2	1987	41	128	51	2032	48
172 MEPH MONTREAL-ROMA 68000	1981	9	2516	52	1968	56
171 MEPH AMSTERDAM	1972	9	2253	53	2054	182
171 MEPH ACADEMY/5	1971	9	2385	54	2023	111
169 FID MACH2B	1957	27	276	55	1960	25
169 NOV SUPER FORTE-EXP B/6	1957	12	1443	56	2005	93
169 MEPH MEGA4/5	1954	8	2709	57	2005	197
168 KASPAROV MAESTRO D/10	1949	12	1303	58	1923	127
168 FID MACH2C	1946	9	2617	59	2059	127
168 KASP GK2000-BARRACUDA	1944	14	972	60	1862	20
167 MEPH MODENA	1937	16	793	61		
166 MEPH MH4/5	1932	8	2723	62	2006	97
165 FID TRAVELMASTER	1925	19	561	63	1917	83
165 NOVAG RUBY-EMERALD	1924	17	723	64	1981	48
164 NOV SUPER FORTE-EXP A/6	1919	12	1406	65	2021	176
164 MEPH SUPERMOND2-COLLEGE-MCARLO4	1918	27	284	66	2074	8
164 KASPAROV MAESTRO C/8	1917	27	295	67	1999	98
163 FID MACH2A	1911	26	310	68	1912	35
163 KASP TRAVEL CHAMPION	1911	30	237	69	1862	22
163 MEPH MONTE CARLO	1904	28	260	70	2046	10
163 CONCH PLY-VICTORIA/5.5	1904	16	801	71	1861	22
162 CXG SPINIX/4	1903	9	2393	72	1943	155
161 KASP TURBOKING2	1895	14	982	73		
160 NOV EXPERT/6	1887	32	206	74	2026	22
159 FID CLUB B	1876	12	1309	75	1827	18
158 NOV EXPERT/5	1871	26	305	76	2012	68
158 NOV SUPER FORTE-EXP A/5	1869	11	1530	77	1800	38
158 FID PAR E-ELITE+DES2100	1864	9	2486	78	1916	220
157 NOV FORTE B	1861	10	1841	79	1953	236
157 MEPH REBEL	1859	9	2205	80	1940	69
157 FID AVANT GARDE/5	1859	11	1670	81	1852	80
156 NOV FORTE A	1850	9	2205	82	1908	143
156 FID CLUB A	1849	31	224	83	1767	6
155 KASP STRATOS-CORONA	1846	10	2093	84	1890	48
155 MEPH SUPERMONDIAL1	1842	11	1575	85	1990	6
155 KASPAROV MAESTRO A/6	1842	15	927	86	1864	131
154 KASP TURBOKING1	1837	24	355	87	1900	61
154 CONCH PLYMAIE/5.5	1836	9	2201	88	1923	55
154 KASP PLYMAIE/5.5	1835	45	104	89	2017	8
153 KASP SIMULTANO	1831	13	1139	90	1824	36
153 NOV EXPERT/4	1827	14	1025	91	1960	43
152 SCI TURBO KASPAROV/4	1823	21	478	92	1933	64
152 FID EXCELLENCE/4	1823	11	1671	93		
152 CONCH PLYMAIE/4	1817	24	372	94	2007	6
151 FIDELITY ELITE C	1808	35	176	95	1869	11
150 FID ELEGANCE	1802	17	700	96	1852	40
149 SCI TURBOSTAR 432	1796	12	1364	97	1872	67
149 MEPISTO MH2	1796	17	747	98	1776	8
148 FID EXCELLENCE-DES2000	1790	11	1595	99	1828	57
146 CONCHESS/4	1773	20	511	100	1875	28