SELECTIVE SEARCH 96
THE COMPUTER CHESS MAGAZINE
Est. 1985. Editor: Eric Hallsworth
Oct-Nov 2001. £3.75

COMPUTER WORLD CHAMPIONSHIP!
36 page Issue!
The PRESSURE is ON!
Top: Stefan Meyer-Kahlen watches his SHREDDER analysing a critical moment in its game against...
Centre: DEEP JUNIOR, whose co-programmer Amir Ban does the same
Bottom: Earlier, in the Opening, and still all smiles!

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COMPUGRAPHICS... the BEST BUYS!

RATINGS for all these computers and programs are on pages 31-32. This is not a complete product listing - they are what I consider to be current BEST BUYS bearing in mind price, playing strength, features + quality.

Further info/photos can be seen in Countrywide's CATALOGUE - if you want one, ring or write to the address/phone no. on the front page.

Note the software prices! - some retailer prices seem cheaper, but there's no post & packing charge at the end.... our insured delivery p&p is FREE. Adaptors are £9 extra. Subscribers' offers: You can deduct 10% off dedicated computer prices shown here if you buy from Countrywide... just mention "SS" when you order.

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BULLET £49 - plays - coaches - talks + travels!

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Novag

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Table Top Press Sensory

Kasparov

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Novag

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Mephisto

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with SENATOR - Milano Pro program £649

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Fritz 6 £39 - by Franz Morsch. Extra chess knowledge for top strength - a beautiful program! Plus superb new interface, terrific graphics, and also has excellent hobby levels and teaching features.

Deep Fritz 7.4 - updated Fritz 6 - intended for dual & quad processors, but gives a little extra strength on top Pentium machines as well.
NEWS & RESULTS - keeping you right up-to-date in the COMPUTER CHESS world!

I can remember a time when the summer was a period of peace, quiet and rest in the computer chess (and chess) world. One's mind wandered off to the seaside, barbecues in the garden, siestas.

In Britain we'd aim to hit the motorways during August for the annual fortnight of the British Championships - always played in a seaside resort, so wives and children could play on the beach (unless it rained), whilst their chess-playing partners slugged it out over a chessboard in the sweltering heat (unless it rained!).

But other than 'the British' it was a time to catch up with database maintenance, go through games I'd not had chance to look at properly, get a bit of filing done (i.e. throw away some of the gathered rubbish in paper form that PC's are supposed to save you from storing anyway), get my tax sorted out... and even have a few days holiday!

No longer it seems!

Whilst we're waiting for the Deep Fritz and Kramnik 'big one', due to start in Bahrain in October, the summer has seen in particular Chess Tiger14's major Tournament success in Argentina and the World Micro-Computer Championships! (accompanied by the usual controversy!).

Not to mention Deep Fritz v Robert Hubner (a bit of a damp squib to be honest. Plus excellent articles and news have reached me from Frank Holt, Rob van Son and others).

It means another 36 page Issue, but I must warn readers not to expect this every time. For me 36 pages boils down to more work and an increased printing bill - subsequently a lower net profit from a magazine that already brings in a disproportionately small income for the massive hours spent on it!

Before we get into the individual articles, here's a resume of other NEWS and RESULTS which I've gathered or have been sent to me during the past couple of months.

ChessFun Tournaments
ChessFun have some interesting Tournament results on their web site:


Three have been played in the current year, and here are the results from them:

Valentine's Tournament
G/30+3 on P3/945MHz

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/100</th>
</tr>
</thead>
<tbody>
<tr>
<td>1=</td>
<td>Deep Fritz</td>
<td>58½</td>
</tr>
<tr>
<td></td>
<td>Chess Tiger13.0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Gambit Tiger1.0</td>
<td>54</td>
</tr>
<tr>
<td>4</td>
<td>Junior6a</td>
<td>45</td>
</tr>
<tr>
<td>5</td>
<td>Fritz6</td>
<td>44</td>
</tr>
<tr>
<td>6</td>
<td>ShredderS</td>
<td>40</td>
</tr>
</tbody>
</table>

The Tournament was an all-play-all, each pairing playing 20 games.

Deep Fritz looked likely to win after beating Gambit1.0 by 12-8, whilst Tiger13.0 lost 8-12. But Tiger13.0 caught up with a 15-5 crushing of Shredder, while DF only won 11-9. Obviously it was that loss to Tiger13.0 which also consigned Shredder to bottom place.

Summer Tournament
G/60+3 on P3/945MHZ

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>Score/70</th>
</tr>
</thead>
<tbody>
<tr>
<td>1=</td>
<td>Deep Fritz</td>
<td>42</td>
</tr>
<tr>
<td></td>
<td>Gambit Tiger2.0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Chess Tiger14.0</td>
<td>40</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs32</td>
<td>33½</td>
</tr>
<tr>
<td>5</td>
<td>Junior6a</td>
<td>33</td>
</tr>
<tr>
<td>6</td>
<td>Deep Junior6.0</td>
<td>32½</td>
</tr>
<tr>
<td>7</td>
<td>Fritz6</td>
<td>30</td>
</tr>
<tr>
<td>8</td>
<td>Nimzo8</td>
<td>27</td>
</tr>
</tbody>
</table>

This time the all-play-all pairings met each other over 10 games, and again the top 3 are a long way ahead of the rest. Also Deep
Fritz once more seemed likely to win until Tiger2.0 got a big win, this time 8-2 over bottom marker, Nimzo.

Finally we have their Young Talents Tourney, pitting the various programs on the ChessBase Young Talents CD in a 40/2 double round all-play-all. Three other well known programs were included to produce a useful comparison: Crafty, Comet and Nimzo2000. This enables us to estimate ratings for the various entrants:

### Young Talents Tournament

**40/2 on Celeron/433**

<table>
<thead>
<tr>
<th>Pos</th>
<th>Program</th>
<th>SS rating</th>
<th>Score/20</th>
<th>Elo Perf</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SOS</td>
<td>2534</td>
<td>13½</td>
<td>2562</td>
</tr>
<tr>
<td>2</td>
<td>Crafty 17.11</td>
<td>2500</td>
<td>12½</td>
<td>2522</td>
</tr>
<tr>
<td>3</td>
<td>Comet B23</td>
<td>12</td>
<td></td>
<td>2502</td>
</tr>
<tr>
<td>4</td>
<td>Ikarus v0.18</td>
<td>11</td>
<td>10</td>
<td>2462</td>
</tr>
<tr>
<td></td>
<td>Goliath Light</td>
<td>2514</td>
<td>9</td>
<td>11</td>
</tr>
<tr>
<td>6</td>
<td>Phalanx XXII</td>
<td>10</td>
<td></td>
<td>2422</td>
</tr>
<tr>
<td>7</td>
<td>Patzer 3.11a</td>
<td>8½</td>
<td>9</td>
<td>2382</td>
</tr>
<tr>
<td>8</td>
<td>wbNimzo2000b</td>
<td>8½</td>
<td>8½</td>
<td>2362</td>
</tr>
<tr>
<td></td>
<td>Gromit 3.1</td>
<td>8½</td>
<td>8½</td>
<td>2362</td>
</tr>
<tr>
<td>10</td>
<td>AnMon 5.07</td>
<td>7½</td>
<td>8½</td>
<td>2322</td>
</tr>
<tr>
<td>11</td>
<td>Yace</td>
<td>6½</td>
<td>6½</td>
<td>2282</td>
</tr>
</tbody>
</table>

It is nice to be able to put an Elo figure on a reasonably recent version of the Crafty program, though Crafty 18.08 was the latest version I got from the ChessBase site a while ago, and is no doubt even better still.

Also the Gromit result is interesting in view of its performance in the WMCC, which readers will see elsewhere - clearly it must have improved considerably since the launch of the Young Talents CD!

### Alvaro Benloch's results

Quite a few people still enjoy matching-up their collection of dedicated computers!

Obviously we've covered some of Rob van Son's involvements recently - and this issue - and Alvaro Benloch is another Selective Search man who likes to do the same sort of thing.

I know (and understand why) some readers would like to see the magazine concentrate solely on the big Elo raters of the PC world, but I also have a considerable number of readers who much preferred the days of the dedicated computer (when we had a chance of beating them - always good for our Ego (I) ratings), and still use them regularly!

So I hope we can all bear with each other - and me! - whilst I try to include something for everyone's enjoyment within these pages.

Alvaro has been mainly testing his Mephisto Magellan against a range of the top dedicated machines. Clearly the Magellan (a Franz Morsch program) does very well at the really fast time controls:

#### G/15

<table>
<thead>
<tr>
<th></th>
<th>Portorose 68020 (Lang)</th>
<th>7½</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magellan</td>
<td>Almeria 68020 (Lang)</td>
<td>5½</td>
</tr>
</tbody>
</table>

But a slight lengthening of the time clearly makes a big difference, Magellan collapses:

#### G/30

<table>
<thead>
<tr>
<th></th>
<th>RISCI (Schroeder)</th>
<th>6½</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magellan</td>
<td>Vancouver 68000 (Lang)</td>
<td>2½-7½</td>
</tr>
</tbody>
</table>

Finally we find a further lengthening to true tournament time control, and the Magellan recovers! Strange indeed:

#### 40/2

<table>
<thead>
<tr>
<th></th>
<th>Fidelity Mach4 (Spracklen)</th>
<th>4½</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magellan</td>
<td>Risc2 (Schroeder)</td>
<td>6½</td>
</tr>
<tr>
<td>Magellan</td>
<td>Elite v9 68030 (Spracklen)</td>
<td>4½-1½</td>
</tr>
</tbody>
</table>

Only the results from the last Table have gone into the Selective Search ratings.

Note the small pecularity - having 'only' drawn 4-4 with the Elite 68020, you'd expect it to get easily beaten by the Elite 68030, which is about 3 times as fast. Instead the Magellan now wins! However Alvaro tells me that the Mach4 68020 saved some 'lost' endgames and, he felt, got a better result than it deserved.

Next up for the Magellan is the Mephisto London Pro and then, for the nostalgic amongst us, Alvaro will run a 'Dedicated circa 1800 Elo' tournament!
Harald Faber - update on TIGER scores

Harald is continuing a major test on the Tiger versions on the ChessBase Tiger14.0 CD, so here are his comparative scores after 3 complete cycles:

### 40/2 Tiger version Test results

<table>
<thead>
<tr>
<th></th>
<th>CTig14.0</th>
<th>GambT2</th>
<th>Gt2 aggr</th>
<th>Total/30</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shredder4</td>
<td>3½-6½</td>
<td>3½</td>
<td>3½-4½</td>
<td>10</td>
</tr>
<tr>
<td>Shredder5</td>
<td>3½-6½</td>
<td>4½</td>
<td>3½-4½</td>
<td>10</td>
</tr>
<tr>
<td>Shredder532</td>
<td>4½-5½</td>
<td>4½</td>
<td>3½-4½</td>
<td>12</td>
</tr>
<tr>
<td>Hiarc732</td>
<td>4½-5½</td>
<td>4½</td>
<td>3½-4½</td>
<td>12</td>
</tr>
<tr>
<td>Nimzo8</td>
<td>4½-5½</td>
<td>4½</td>
<td>3½-4½</td>
<td>11½</td>
</tr>
<tr>
<td>ChessAcademy</td>
<td>1½</td>
<td>0½</td>
<td>1½</td>
<td>1½</td>
</tr>
<tr>
<td>Junior6a</td>
<td>5½-4½</td>
<td>4½-5½</td>
<td>2½-5½</td>
<td>12½</td>
</tr>
<tr>
<td>Junior7</td>
<td>3½-5½</td>
<td>4½-5½</td>
<td>5½-4½</td>
<td>13</td>
</tr>
<tr>
<td>Fritz66</td>
<td>4½-5½</td>
<td>5½-4½</td>
<td>4½-5½</td>
<td>14½</td>
</tr>
<tr>
<td>Deep Fritz</td>
<td>5½</td>
<td>5½</td>
<td>3½-6½</td>
<td>13½</td>
</tr>
<tr>
<td>Total/100</td>
<td>61½</td>
<td>59</td>
<td>65½</td>
<td></td>
</tr>
</tbody>
</table>

- There's a rider (an English expression meaning all is not 100% as it seems!): the Tiger versions played on an Athlon/600 whilst the opposition always used an Athlon/500. Not a major difference, and the results remain very interesting but cannot be used for rating purposes.
- The ChessAcademy engine comes with Wit Braslawski's database program of the same name... and is obviously a long way behind all the market leaders.
- Final totals are affected rather by the unexpected Shredder score against Gambit2.
- That said, Gambit aggressive appears here to perform stronger than the standard Gambit version - a tip Claudio Bollini (who met Christophe Theron during the 'Tiger' tournament in Argentina) gave me, which Harald Faber obviously also picked up on!
- The 'standard' configuration of Tiger14 comes second... I use this more than other Tiger versions or settings, because I think it gives steadier analytical help.
- Of the programs playing against 'the Three Musketeers', Shredder532 obviously does best, helped by that single big win. The Fritz versions do well, and Junior7 appears only nominally better than Junior6 (maybe its more aggressive style works out better on the very fastest of processors, or in dual/quad format).

Harald will next play the same match-ups using GambitTiger2 on agg/rel=8 setting! I'll update the Table in our next issue.

### Frank HOLT's Tiger scores

<table>
<thead>
<tr>
<th></th>
<th>Fritz6</th>
<th>Hiarc732</th>
<th>Junior6</th>
<th>Total/36</th>
</tr>
</thead>
<tbody>
<tr>
<td>GamTiger2</td>
<td>9½</td>
<td>6½</td>
<td>7½</td>
<td>22</td>
</tr>
<tr>
<td>ChTiger14</td>
<td>4½-7½</td>
<td>8½</td>
<td>6½-5½</td>
<td>19</td>
</tr>
<tr>
<td>Total/24</td>
<td>10½</td>
<td>10</td>
<td>10½</td>
<td></td>
</tr>
</tbody>
</table>

In the match between the two Tiger versions the score was:
- GambitTiger2 - ChessTiger14 6-6 (!)

### Late News from Claudio Bollini

Claudio has just sent me the following from an all-play-all, 20 games between each pairing, involving 4 top-rated new programs.

The time control was G/30+2 on P3/550MHz machines. Claudio used 10 Nunn positions to play the games, so it's an engine test and not a book test, which is what some matches can be!

<table>
<thead>
<tr>
<th></th>
<th>CT14</th>
<th>J7</th>
<th>DF</th>
<th>SS532</th>
<th>60</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 ChessTiger14</td>
<td>x</td>
<td>9½</td>
<td>10</td>
<td>13</td>
<td>32½</td>
</tr>
<tr>
<td>2 Junior7</td>
<td>10½</td>
<td>x</td>
<td>10½</td>
<td>11</td>
<td>32</td>
</tr>
<tr>
<td>3 DeepFritz</td>
<td>10</td>
<td>9½</td>
<td>x</td>
<td>10</td>
<td>29½</td>
</tr>
<tr>
<td>4 Shredder532</td>
<td>7</td>
<td>9</td>
<td>10</td>
<td>x</td>
<td>26</td>
</tr>
</tbody>
</table>

### Let's Finish with some CHESS!

Bill Reid prepares a 'tricky for computers' position for us each month. Readers are invited to send in both their own and their computer's best efforts - some of the latter have not been too good so far (which is the idea!), so let's see how we've got in with the SS/95 position!

**Preamble:** In the diagram which follows, there's no way White (to move) can stop the Black a-pawn from queening, and the c5-bishop is covering the advance of White's own passed e5-pawn. So is resignation the best idea? In the event that White
determines to fight on, what move gives the best chance for creating some counter-chances?

Bill Reid- 3. SS95. White to move

Bill Reid: With all those pawns lining up to queen, it's hard for programs to analyse this position out. So they follow their algorithm (probably around Black350) and go 1.£d5.

To our eye this is no better than resigning anyway: 1...a3 2.£xh4 h6 Not 2...a2? as 3.£g6+ hxg6 4.£xg6 is m/8. 3.£g6+ 3.e6 a2 4.e7 £xe7 5.£g6+ £h7 6.£xe7 transposes to main line 3...£h7 4.e6 a2 5.e7 £xe7 5...£a1?? 6.e8£ and White mates!

6.£xe7 £a1 7.£g6 Threatening perpetual check with Ng8–g6–f8 etc. It's at this point the programs begin to realise the position is drawn. 7...£a3 The computers' move!

Our readers probably recognised the draw, if not from the start, certainly after Ng6+, so they'd likely allow the quickest possible finish here with 7...£xc3 8.£f8+ 8.f4 8...a5 9.f5 and a draw!

Roy Neil: Rebel Decade failed on this. Fritz6 chose the right move but with a -4 eval. It immediately showed the position after 8.f4 as 0.00. CSTal chose 1.Kf7 soonest of the programs he tested, but it changed to f4 after 13ply. After 10 mins none of them had the correct analysis.

Eric: Hiarc8 failed on 1.Kf7, but showed <B100 within 10 secs after 1...a3, which was quite good.

Of the other programs I tested 3 did very well! Shredder532 produced Kf7 after 21secs, though it still had B430 at 1m26. GambitTiger2 found Kf7 at 1m13 and with a decent evaluation. Best of all was Junior7 which got Kf7 instantly and showed = after only 37 secs, which was pretty remarkable.

Bill Reid- 4. White to move

After a few positions which gave the computer programs some (!) problems, it's time they had a chance to shine on the tactical ground which should be their strong suit - not a static in sight!

In the diagram White, a rook down, can take the easy way out with 1.£h5+ £g7 2.£g5+, and the game is drawn. But is there something better?

This time the programs should have 5 minutes to think, and the humans ten! Please send your findings to Eric - if they reach him by the end of October, they can be included within the solution in the next Issue.

The main news in SS/97 will, of course, be of the BrainGames Deep Fritz7 - Vladimir Kramnik match, running in Bahrain from 12/Oct-1/Nov. Play takes place every other day during the 8 game Match! A forecast!? Kramnik by 3-0 or 3-1, the rest draws.
MATCH REPORT: **Fritz6-Chris Beaumont**

MATCH organiser and our Selective Search reader Carl Bicknell has sent me his views of the Fritz6 - Chris Beaumont match.

All the games were covered in issues 94 + 95 and, without wishing to rub it in, I quietly remind readers that FRITZ6 won comprehensively by 9-1!

I commented in SS/95 on F6's grading from the match, and Carl makes the same point: "...it gives it a grade of 211 + 40 = 251 BCF (2608 Elo). Allowing for the breakdown of the Elo/BCF system where there is a >40 BCF (320 Elo) difference between 2 players, this seems to account for the Fritz6 'real' grade of 261, which it could only have achieved by winning every single game!"

The quality of F6's win was underlined as Chris recently won the Clevedon Open! "It's made me more tactically aware".

Carl goes on to say: "On the P3/933, Fritz was hitting about 750 kN/s on average... the same as IBM's original Deep Thought was doing in 1988. However it is clear that Fritz is applying more knowledge to each position, so the 1988 Deep Thought was not actually as fast!"

**Some GOOD points:**

1. Great at handling the clock; a major improvement over Fritz5, F6 uses its time sensibly without ever getting into time trouble.
2. Generally speaking a good challenging style of play.
3. Tactically very strong compared with other programs in positions where the tactics are multi-branched and not too long.
4. A great openings book learning feature. You only have to look at the Deep Fritz - Deep Junior match to see this. Beaumont got an easy draw in game 1, but we never saw the Slave again! I'm sure other programs do something similar as well, but it really gave the impression that Fritz was learning from the games, and it worried Beaumont.
5. No weaknesses that we could see... one thing which really caused Chris to show some respect to the machine (he still praises it) was the fact that it didn't play one stupid 'computer' move in the whole match.

Finally an 'amusing' note for readers to look at! Chris earned praise for managing to get a super 'Fort Knox' setup in the Centre Counter... but he now believes he has found a serious tactical flaw in it which has been missed by numerous GM's and also by Fritz!

**BEAUMONT opening**

1.e4 d5 2.exd5 wxd5 3.dxc3 wxd8 4.d4 cd6 5.cd4 c6 6.cf3 cf5 7.ed5 ed6 8.e4 eg6 9.h4

Let's stop here for a moment.

I went to the Opening Report feature in ChessBase, and there found only 2 practised theory moves. One is 9...xb4, which has a mere 25% record for Black! Uuugh.

[a] 10.xh3 xbd7 11.xe2 ended 1-0.
[b] 10.cf1 xc3 11.bxc3 ended 0-1.
[c] 10.f3 xc2 11.wxc2 wxd4 ended 1-0.
[d] 10.h5 xc4 11.0-0 ended 1-0.

The other is the move Chris has played:

9...bd7!?

Now what? I visited the Opening Report again!

10.xd7 is the top theory move, also what Fritz plays. There are 6 games in the ChessBase database, and White scores just 58% with 10...xd7 11.h5 following - so is it best? Black certainly has good chances.

The only other move (played once) is 10.xe2, but Black won after b4 11.xh3! xh3.

However Chris has now found something else for White! Carl and I have looked it over, and we think he's right... White wins! Can you or your computer find what I've just put into the Hiarcs8 opening book!
CHESS on the 'NET!

It's been the best part of 2 years since the remarkable Garry Kasparov v The World chess game on the Internet - and surprising that there's been no major follow-up considering the success of that event.

Readers may remember the young American superstar Irina Krush who ran a massive analytical effort and posted her team's recommendations on an every-other-day basis. Her early sacrificial innovation in the opening caught everyone's imagination. For much of the game, the then World Champion was under enormous pressure, and only managed to win after some major confusion over move 51, when Krush's recommendation (which would have drawn) failed to appear on the web site, and the 'net was swamped with votes for a losing move!

In the absence, at least for the moment, of a Kramnik or Anand or Kasparov v The World re-match, the Internet chess family has opted for 'one day a move' challenges against some of the top software programs.

As a result of this Tiger14 became the first program to beat 'The World', closely followed by Century3. After that came a drawn game involving Gambit Tiger2. And so we come to the turn of last year's World Computer Champion, Shredder5.

Deep SHREDDER - INTERNET

[B25. Closed Sicilian]

I'm showing the opening moves without comment, as it's the arrival of the late middle-game which is of greatest interest.

1.e4 c5 2.\!c3 d6 3.g3 g6 4.\!g2 \!g7
5.d3 d6 6.f4 e6 7.\!f3 \!ge7 8.0-0 0-0
9.\!e3 \!d4 10.\!f2 \!e6 11.\!xd4 \!xd4
12.e5 dxe5 13.\!xe5 \!xe5 14.\!e4 f5
15.\!xe5 \!c7 16.\!b4 \!g7 17.e3 \!b5
18.\!c1 \!xc3 19.\!xd2 \!e5 20.\!f1 \!xf6
21.\!xb7 \!xb7 22.\!xb7 \!ad8 23.\!g2 \!f7
24.\!d4 \!b5 25.d5 \!fd7 26.\!c6 \!d4 27.\!c5
28.\!c1 e4 29.\!c4 \!f3+ 30.\!xf3 \!exf3
31.a3 \!f7 32.\!a5 g5 33.\!c2

The position we've reached appears to offer both sides chances — the Shredder passed pawns certainly looked poised to cause some stress. But the Internet gang have their eyes on the White king, which is unpleasantly boxed-in

33...g4! 34.a4 \!h5 35.\!c4 \!h1! 36.\!f1
\!xf1+ 37.\!xf1 \!c3 38.\!b1 \!b8 39.\!xa7
40.\!xa7 any better? I'm not sure after 39...\!xb4 40.\!xb4 \!xb4 41.\!b5
\!xa7 42.\!xb4 \!f7+
39...\!xd5 40.\!e1 \!xe1 41.\!xe1

41.\!d2!
The crunch move. I'm not sure that White has a defence after this!

42.\!ae7

If 42.\!e7, trying to get either some sort of perpetual, or keep Black's king pinned on the 8th rank, then 42...\!xh2
43.\!g1! (best) 43...\!h3 44.\!f2 \!d8
45.\!g7+ \!h8 46.\!ad7 \!xd7 47.\!xd7, and now would come 47...f4! 48.gxf4
\!h2+ 49.\!g3 \!g2+ 50.\!h4 \!f2 wins
42...\!xh2 43.\!e8+ \!xe8 44.\!xe8+ \!f7

Everybody's tablebases went to work
overnight and, by the next morning, Shredder was showing Re5 expecting Kf6 with a big minus evaluation (>800). Everyone else saw pretty much the same from their own Tiger-Fritz-Junior etc. table-bases, so they pulled Shredder's plug! 0-1

The next game was played in the same vein, but here against a collection of the top PC programs: Fritz, Shredder, Junior, Tiger, Century and Hiarc... the Computers' majority vote vs the Internet majority vote!

The game is very interesting because of a total and sudden collapse in the computer position... and not one of them saw it coming, though thinking for 12 hours per move! Generally we call the programs 'Masters of Tactics', but it's clear that they are still blind to some forms of attack until it's too late!

INTERNET - Global COMPUTERS
1.e4 c5 2.d3 f3 e6 3.d4 cxd4 4.¢xd4 a6
5.¢c3 ©c6 6.¢e2 ©c7 7.¢xc6

This was new to my database, though interestingly it's the sort of move Hiarc6 often wanted to make, even when it was Bxc6 rather than the game's Nxc6. It evaluated the weakness of the subsequent isolated a-pawn as greater than the loss of bishop for knight. Another quirk it had was, given a choice of re-capturing with the b7 or d7 pawns, it liked to do it with the d7 pawn! This meant (to Hiarc6) a pawn group on the a-b-c files, and another on the e-f-g-h files, which it preferred to having an isolated a-pawn, even though [i] capturing towards the centre is the general rule-of-thumb, and [ii] an isolated a-pawn is not as bad as a centrally isolated pawn... in fact arguments are still current on whether and when that is good or bad anyway! Mark Unicacke spent ages re-evaluating these pawn structures to stop it happening so often, but now the human contingent 'discover' it against the PC programs!

Usual are: a. 7.0-0 0f6 8.e3 or Kh1;
     b. 7.e3 0f6 or b5;
     c. 7.f4 b5 (7...¢xd4 8.¢xd4 b5) 8.¢xc6

7...bxc6 8.d4 ©b8 9.0-0 0d6 10.¢xg7
     ©xh2+ 11.¢h1 ©e5 12.¢g5 d5 13.f4 0f6
     14.¢g3 ©e7 15.¢d3 ©g8 16.e5 ©g7 17.b3

22.¢c3

Tempting the computers to play Bxa4, to get an evaluation 'bonus' for White's doubled pawns and have a chance of a subsequent pawn grab. The idea is to get the bishop away from protecting e6+f5. The attack will finally hit f7, but the computers are unaware of this!

If the White team had played their devastating 23rd move here, the outcome is much less certain!: 22.f5 exf5 23.¢xe7 (23.¢h5 0g6) 23...¢xe7 24.¢xf5 0xf5 25.¢xf5. Both lines seem close to equal

22...¢xa4

A unanimous vote from the PC programs, all of which also expected the 'automatic' recapture 23.bxa4. Now comes the bigger shock.

Probably 22...¢f5 was better, but after 23.¢b4 0c7 24.g4! dislodges the knight, and Black is still in trouble

23.f5!!

Superb... though I heard that Gambit Tiger2 was one source for this move!

23...¢xf5

If 23...¢xf5 24.bxa4; or 23...¢d7 24.f6!

24.¢h5

An overnight think by the programs persuaded them that matters would only get worse and there was no answer to the various threats, especially the further potential sac on f5, so the game was resigned on their behalf. Programmers will want to study the game from around move 18, to help their engines recognise this type of deadly and hidden attack. 1-0
World [micro!?] Computer Champs - Maastricht, Aug 2001

This VITAL EVENT seemed to sneak right up on me - perhaps because neither Mark Uniake nor I could get time off to take Hiarc8, I'd half forgotten when it was!

One or two other programs were also missing and, as you'd expect, there was the usual controversy just before the Event!

Initially the Tournament was limited to single processor PC's only, in an attempt to keep all the hardware at least reasonably similar. Otherwise you end up with something like Lennox Louis fighting Barry McGuigan!

But 'somebody' didn't like that (I'll leave you to guess who!) and put pressure on the ICCA and David Levy to allow dual and quad processor machines as well. The argument is that they're 'readily available', but still not that many folks have them, many programs are single processor versions only, and they definitely stretch the expression 'Micro' Computer!

However at the last minute David Levy relented and changed the rules, but insisted that there would be split titles: one for programs on multi-processors, and one for programs on singles. Furthermore no program could enter for both titles!

Other Tournament conditions

The event was to be over 9 rounds using a 60/2 hours +G/30 finish time control, and an accelerated Swiss pairing kept the main contenders apart for round 1.

The Seedings

Here's the seedings list, topped by Shredder as the defending Champion, and not altered after the decision to allow multi units was made. I've tried to make a clear distinguishing between the single and multi processor entries.

<table>
<thead>
<tr>
<th>Program</th>
<th>Processor/s</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shredder</td>
<td>M-Kehlen AMD 1400</td>
</tr>
<tr>
<td>FERRET</td>
<td>Moreland Dual Athlon 1200</td>
</tr>
<tr>
<td>QUEST</td>
<td>Marsch Dual P3 1000</td>
</tr>
<tr>
<td>JUNIOR</td>
<td>Ban-Bush Dual P3 1000</td>
</tr>
<tr>
<td>Rebel</td>
<td>Schroder Athlon 1400</td>
</tr>
<tr>
<td>Chess Tiger</td>
<td>Theron Athlon 1300</td>
</tr>
<tr>
<td>Gandalf</td>
<td>Suurballe Athlon 1300</td>
</tr>
<tr>
<td>CRAFTY</td>
<td>Hyatt Dual Athlon 1400</td>
</tr>
<tr>
<td>Ruy-Lopez</td>
<td>Begu-Mor Athlon 1300</td>
</tr>
<tr>
<td>DIEP</td>
<td>Diepeveen Dual 1200</td>
</tr>
<tr>
<td>siChess</td>
<td>Isenberg Athlon 1300</td>
</tr>
<tr>
<td>Pharaoh</td>
<td>Zibi Athlon 1300</td>
</tr>
<tr>
<td>Foo</td>
<td>Hamstra P3 700</td>
</tr>
<tr>
<td>PARSO</td>
<td>Huber Dual P3 1000</td>
</tr>
<tr>
<td>Gromit</td>
<td>Skibbe Athlon 1400</td>
</tr>
<tr>
<td>Kivix</td>
<td>Weren P3/866</td>
</tr>
<tr>
<td>Goliath</td>
<td>Borgstadt Athlon 1400</td>
</tr>
<tr>
<td>Spider Girl</td>
<td>Giepmans AMD 1200</td>
</tr>
</tbody>
</table>

- Quest is always Franz Morsch's name for a Fritz version he's 'working on' - he has stated categorically that it is not the Deep Fritz version due to meet Kramnik, but is tuned for play against computers.
- Pharaoh is the new name for ZChess.

In ROUND 1 all but one of the results went in favour of the top 9 seeds. The odd one out was Shredder which only drew with Diep.

ROUND 2 saw 2 fairly remarkable games in a Tournament which was marked for:

- Recoveries to win from apparently lost positions
- The power of the pawn! Some programs seemed markedly better than others at getting and using energetic pawns!

Here's one!

Chess Tiger - DualQuest

1.d4 Qf6 2.e4 e6 3.Qf3 b6 4.g3 Qa6 5.b3 Qb4+ 6.Qd2 Qe7 7.g2 c6 8.Qc3 d5 9.Qe5 Qf7 10.Qxd7 Qxd7 11.Qd2 0-0 12.0-0 Qc8 13.e4 b5 14.Qe1 dxe4 15.bxe4 bxc4 16.Qc2 Qc7 17.Qf1

Shredder v Junior in 1998 reached this position! Junior tried Nb6 and won the game!
17...\textbf{f6} 18.\textbf{bxc1} c5! 19.e5 \textbf{\textit{g5}} 20.f4 \textbf{\textit{e7}} 21.\textbf{\textit{x}}c4

The series of exchanges is good for Black, but Tiger had little choice
21...\textbf{\textit{x}}c4 22.\textbf{\textit{x}}c4 \textbf{\textit{x}}xd4
23.\textbf{\textit{b2}}

The pawn cannot be taken, as if 23.\textbf{\textit{x}}xd4? \textbf{\textit{a3}} wins rook for bishop
23...\textbf{\textit{b6}} 24.\textbf{\textit{d3}} \textbf{\textit{x}}c2
25.\textbf{\textit{x}}c2 \textbf{\textit{x}}c2 26.\textbf{\textit{x}}c2

So Black comes out a (weak) pawn ahead
26...\textbf{\textit{d8}} 27.\textbf{\textit{d1}} \textbf{\textit{e5}} 28.\textbf{\textit{d3}} f6

Seeking exchanges – but the usual rule is, when a pawn ahead exchange pieces. This is un-Fritz-like and only breaks up his own pawn structure more, giving White some targets
29.exf6 gxf6 30.\textbf{\textit{e1}} \textbf{\textit{a4}}
31.\textbf{\textit{a1}} c5 32.\textbf{\textit{g2}}

Of course White could not exchange this time, as it would leave Quest with connected passed pawns
32...\textbf{\textit{b6}} 33.\textbf{\textit{xe5}}

My mistake!
33...\textbf{\textit{xe5}} 34.\textbf{\textit{e1}} \textbf{\textit{c7}} 35.\textbf{\textit{e1}} \textbf{\textit{d6}}

Surely Black must win or draw from here?!
36.\textbf{\textit{f5}} \textbf{\textit{b8}} 37.\textbf{\textit{c6}} \textbf{\textit{b6}}
38.\textbf{\textit{xe6}} \textbf{\textit{xb6}} 39.\textbf{\textit{f3}} \textbf{\textit{g7}} 40.\textbf{\textit{g4}} h6 41.\textbf{\textit{b2}}

Re-activating the bishop at last, but surely White's only hope is still to try and draw
41...\textbf{\textit{e7}}?! 42.\textbf{\textit{c2}} \textbf{\textit{c4}} 43.\textbf{\textit{c1}} \textbf{\textit{g5}}

This looks like a reasonable idea, but watch the bishop get trapped here by its own king
44.\textbf{\textit{d3}} \textbf{\textit{b6}}
Not 44...\textbf{\textit{xc1}}? 45.\textbf{\textit{xc4}} and the opposite coloured bishops make the draw very likely
45.\textbf{\textit{a3}} \textbf{\textit{d4}} 46.\textbf{\textit{b4}} \textbf{\textit{b2}}
47.\textbf{\textit{c2}} \textbf{\textit{c4}} 48.\textbf{\textit{h3}} \textbf{\textit{f6}}

See note to move 43
49.\textbf{\textit{e4}} \textbf{\textit{d2}}+ 50.\textbf{\textit{d5}}!?
50.\textbf{\textit{xd2}} \textbf{\textit{xd2}} would be opposite coloured bishops again, and very drawish, so credit to Tiger for producing the aggressive and visionary \textit{Kd5} when a pawn down!
50...\textbf{\textit{f3}} 51.a4! \textbf{\textit{g1}} 52.\textbf{\textit{c5}}

Now we can see that the issue is the two pawns on the a-file!
52...\textbf{\textit{a5}}?!
Perhaps 52...\textbf{\textit{xh3}}?!
53.\textbf{\textit{xa7}} by capturing the pawn on a7 White appears to get an easier finish!
53...\textbf{\textit{f2}} (53...\textbf{\textit{d2}}! might save it in this line as well as our next) 54.a5! and how is the pawn to be stopped?
54...\textbf{\textit{xd4}} 55.\textbf{\textit{a6}} \textbf{\textit{e3+}}
56.\textbf{\textit{e4}} \textbf{\textit{x}}c2 57.\textbf{\textit{c5}} and White wins;
52...\textbf{\textit{a6}} was the other way to defend the pawn for as long as possible, but
53.\textbf{\textit{d3}} \textbf{\textit{h3}} 54.\textbf{\textit{xa6}} \textbf{\textit{f2}} 55.a5. This seems to be working out the same as in our note to 52...\textbf{\textit{Nhxh3}}, but
55...\textbf{\textit{d2}}! 56.\textbf{\textit{b6}} \textbf{\textit{c3}}
57.\textbf{\textit{c4}} \textbf{\textit{xa5}} 58.\textbf{\textit{xa5}}
\textbf{\textit{f4}} How do we classify this? Equal! Uncertain!!!
53.\textbf{\textit{b6}} \textbf{\textit{h3}}
53...\textbf{\textit{d2}} might have saved the game, though 54.\textbf{\textit{h4}}
would still leave me a little worried
54.\textbf{\textit{xa5}} \textbf{\textit{f2}} 55.\textbf{\textit{d8++}}!!
Aaah!
55...\textbf{\textit{g7}} 56.\textbf{\textit{xa5}} h\textbf{\textit{xg5}}
57.a5 d3 58.\textbf{\textit{a4}}! e4
58...e4 59.\textbf{\textit{d4}}\textbf{\textit{w}} 1-0

And here's the other! A tactical blockbuster from Ferret.

\textbf{Dual Ferret - Gandalf}
1.e4 e5 2.\textbf{\textit{d}}f3 \textbf{\textit{c6}} 3.\textbf{\textit{b5}} a6
4.\textbf{\textit{d}}a4 \textbf{\textit{f6}} 5.0-0 \textbf{\textit{e7}} 6.\textbf{\textit{e1}}
b5 7.\textbf{\textit{b3}} d6 8.c3 0-0 9.h3
\textbf{\textit{b7}} 10.d4 \textbf{\textit{e8}} 11.\textbf{\textit{d}}b2
\textbf{\textit{f8}} 12.a4 h6 13.\textbf{\textit{c2}} exd4
14.cxd4 \textbf{\textit{b4}} 15.\textbf{\textit{b1}} g6
16.\textbf{\textit{a3}} \textbf{\textit{g7}} 17.\textbf{\textit{h2}}
17.e5 dxe5 18.dxe5 \textbf{\textit{h5}}
0-1 in 32. Anand–Kamsky 1995
17...\textbf{\textit{c5}} 18.d5 \textbf{\textit{d7}} 19.\textbf{\textit{df3}}
19.\textbf{\textit{df1}} bxa4 20.\textbf{\textit{g4}}
\textbf{\textit{h7}} 21.\textbf{\textit{xa4}} \textbf{\textit{e7}} 1/2-1/2 in
23. Peredy–Arnold 1995
19...h5N
Although new, I think this move is fine—my impression is that the opening does slightly favour Black as long as he can make full use of the queenside dangerous-looking pawn majority. 19...b6 20.axb5 axb5 1-0 in 43. Khalifman—Gavrilov 1994
20.\(\text{\texttt{d}}f1\) bxa4 21.\(\text{\texttt{x}}\text{a}4\) a5
22.\(\text{\texttt{e}}c3\) \(\text{\texttt{a}}6\) 23.\(\text{\texttt{d}}\text{d}1\) c4
24.\(\text{\texttt{d}}\text{d}2\) \(\text{\texttt{e}}e5\) 25.\(\text{\texttt{f}}\text{f}1\) \(\text{\texttt{x}}\text{b}6\)
26.\(\text{\texttt{h}}\text{h}2\) c3 27.\(\text{\texttt{x}}\text{c}3\) \(\text{\texttt{x}}\text{f}1\)
28.\(\text{\texttt{x}}\text{f}1\) \(\text{\texttt{a}}6\) 29.\(\text{\texttt{b}}\text{b}3\)!!
29.\(\text{\texttt{c}}\text{c}2\) is probably better, but 29...\(\text{\texttt{c}}\text{c}5\) 30.\(\text{\texttt{b}}\text{b}3\) \(\text{\texttt{x}}\text{b}3\)
31.\(\text{\texttt{x}}\text{b}3\) \(\text{\texttt{e}}\text{c}8\) leaves Black with an initiative
29...\(\text{\texttt{c}}\text{c}7\) 30.\(\text{\texttt{c}}\text{c}4\) \(\text{\texttt{b}}\text{b}4\) 31.\(\text{\texttt{d}}\text{d}1\)
\(\text{\texttt{d}}\text{d}7\)!! 32.\(\text{\texttt{f}}\text{f}1\) \(\text{\texttt{e}}\text{c}5\) 33.\(\text{\texttt{f}}\text{f}3\)
a4 34.\(\text{\texttt{g}}\text{g}1\) \(\text{\texttt{e}}\text{b}8\) 35.\(\text{\texttt{g}}\text{g}3\) \(\text{\texttt{e}}\text{e}7\)
36.\(\text{\texttt{a}}\text{a}3\)

Although the dangerous pawn has been blocked, White's pieces lack coordination, and it seems mainly to be a question of what Gandalf can do to bring in the win. The steady improvement in his position move—by move—has so far been excellent
36...\(\text{\texttt{e}}\text{e}5\) 37.\(\text{\texttt{e}}\text{e}3\) \(\text{\texttt{f}}\text{f}4\) 38.\(\text{\texttt{f}}\text{f}3\)
\(\text{\texttt{e}}\text{e}5\) 39.\(\text{\texttt{h}}\text{h}4\) \(\text{\texttt{h}}\text{h}6\) 40.\(\text{\texttt{e}}\text{e}3\) \(\text{\texttt{h}}\text{h}3\)
41.\(\text{\texttt{d}}\text{f}1\) \(\text{\texttt{x}}\text{e}3\) 42.\(\text{\texttt{x}}\text{e}3\) \(\text{\texttt{a}}\text{a}1\)

Of course we see that the queen and these c–d–e pawns are very strong, but Black has so much material, surely he can still win!? Only if he's given chance to use it!
50...\(\text{\texttt{c}}\text{c}8\)??
This gives Ferret too much counterplay. Hiarcs8's 'saving' move would have been: 50...\(\text{\texttt{b}}\text{b}7\) and now 51.e6 \(\text{\texttt{g}}\text{g}7\) 52.e7+ \(\text{\texttt{xe}}\text{e}7\)

We need this diagram, as it is probably the key moment of the game. Certainly it was White's 44th move—the exchange sacrifice in a probably losing position—which attracted the attention (and the Brilliant Prize!), but programmer Bruce Moreland believes that the next move is the real key. Pretty well all the programs evaluate Black at +200 or more at this position
43.\(\text{\texttt{e}}\text{e}5\)!

The expected move was 43.\(\text{\texttt{b}}\text{xb}4\) and then it would probably go 43...\(\text{\texttt{d}}\text{d}4\)!
44.\(\text{\texttt{e}}\text{e}1\) (allowing \(\text{\texttt{x}}\text{xb}4\) would have been terminal)
44...\(\text{\texttt{b}}\text{b}2\)! 45.\(\text{\texttt{x}}\text{d}6\) \(\text{\texttt{x}}\text{b}1\)
46.\(\text{\texttt{x}}\text{xb}1\) \(\text{\texttt{x}}\text{b}1\)+ 47.\(\text{\texttt{h}}\text{h}2\) a3! 48.\(\text{\texttt{x}}\text{a}3\) (no choice!)
48...\(\text{\texttt{x}}\text{f}3\)+ 49.\(\text{\texttt{g}}\text{f}3\) \(\text{\texttt{x}}\text{a}3\)
and Black should be able to grab the White pawns one at a time and win easily!
43...\(\text{\texttt{a}}\text{a}3\)

As things turn out maybe 43...\(\text{\texttt{d}}\text{d}4\) would have been better, but you certainly can't blame Gandalf at all for the move it played
44.\(\text{\texttt{f}}\text{f}7\)!! \(\text{\texttt{f}}\text{f}7\)!!

Though the evaluation will have been dropping throughout this search, it won't have gone below around B300 I shouldn't think and, once more you can't blame Gandalf for going with this.

Here, though, are 2 possible alternatives:
44...\(\text{\texttt{d}}\text{d}5\)?? 45.\(\text{\texttt{x}}\text{g}6\) \(\text{\texttt{a}}\text{a}7\)
(appears to be best, though it won't save the day!)
46.\(\text{\texttt{x}}\text{h}5\) \(\text{\texttt{a}}\text{a}1\)+ \(\text{\texttt{f}}\text{f}7\) (also m/8) 47.\(\text{\texttt{h}}\text{h}2\)
\(\text{\texttt{f}}\text{f}7\) m/7;
44...\(\text{\texttt{c}}\text{c}1\)! Forcing a queen exchange which blunts White's planned attack
45.\(\text{\texttt{f}}\text{f}1\) (45.\(\text{\texttt{f}}\text{f}6\) is worse:
45...\(\text{\texttt{d}}\text{d}1\)+ 46.\(\text{\texttt{d}}\text{d}1\) \(\text{\texttt{x}}\text{e}5\)
47.\(\text{\texttt{x}}\text{g}6\)+ \(\text{\texttt{f}}\text{f}7\) wins easily)
45...\(\text{\texttt{f}}\text{f}1\) 46.\(\text{\texttt{x}}\text{g}6\) \(\text{\texttt{e}}\text{e}2\)+
47.\(\text{\texttt{h}}\text{h}2\) \(\text{\texttt{f}}\text{f}8\) 48.\(\text{\texttt{f}}\text{f}7\) \(\text{\texttt{a}}\text{a}3\)
looks more than enough to win
45.\(\text{\texttt{b}}\text{b}3\)+ \(\text{\texttt{g}}\text{g}8\) 46.\(\text{\texttt{f}}\text{f}6\) \(\text{\texttt{a}}\text{a}1\)
47.\(\text{\texttt{e}}\text{e}6\)+ \(\text{\texttt{f}}\text{f}8\) 48.\(\text{\texttt{x}}\text{d}6+\)
\(\text{\texttt{e}}\text{e}8\) 49.\(\text{\texttt{x}}\text{g}6\)+ \(\text{\texttt{d}}\text{d}8\) 50.\(\text{\texttt{d}}\text{d}6\)!
33. $dxe7+ $xe7 54. $b6+ $e8 and here 55. $c3 or $bg6+ may well lead to a draw;
Tiger would choose
50... $xe5 and now 51. $f3 $a7 52. $g5+ $e7
53. $g6+ which looks even more like a draw
51. $f7
Mate threat: Qc7
51... $xb1+ 52. $h2 $a6
53. $e6
Mate threat: Qd7. Ferret would be showing around W100 by now (Tiger, for example, shows W138)
53... $bc5 54. e7 $e4 55. d7+ $xd7
Not 55... $xd7 56. e8# discovered attack and m/3;
55... $c7 comes out much the same as the game:
56. $d6+ $b6 57. $e8+ $b7 58. $xe4 $xe4 and Black appears to have drawing chances!
56. $e8+ $xe8 57. $xe6+ $c7 58. $d5+ $c8 59. $e6+ $c5 60. $xd7 a3?!
Hello! Unfortunately for Black a clever series of Queen checks will win the pawn. If 60... $xc4 61. $f7!
61. $f5 $xc4 62. $e3+ $c3
63. $c2+ $b4 64. $c4+ $a5
65. $c3+ $b5
If 65... $a4 66. $c2!
66. $b3+ $c6 67. $a4+ $b6
68. $xa3 $h8 69. $d6+ $b5
70. $e5+ $c5 71. $b2+$c6
72. $f6+ $b5 73. $d5 $c8
74. $b2+ $c6 75. $e7+
75... $d6 76. $xc8+ $xc8
77. $f4 wins 1-0

Also in round 2:
DJR - Ruy-Lopez 1-0
Shredder - Pharaoh 1-0
Crafty - Rebel 1-0

There were no especially interesting games in ROUND 4 there were more key match-ups, including Junior v Tiger which is shown in a moment. Other main results were:
DFF - DCrafty draw
DQuest - Gandalf 1-0
Goliath - Rebel 0-1
Spider Girl - Shredder 0-1

So DeepQuest and Rebel get up to 3/4, but the Tournament leader would be the winner of the next game!

Dual Junior - Chess Tiger
1.e4 e5 2.$f3 $c6 3.$b5 a6
4.$a4 $f6 5.0-0 b5 6.$b3 $b7 7.c3 $xe4 8.d4 $a5
9.$c2 exd4 10.$xe4 $xe4
11.$e1 d5 12.$xd4 c5
13.$f5 g6
13... $d7 has the better reputation, but in fact this line is generally considered to be quite favourable to
White in most variations
14.$e3 $e7 15.f3 d4
16.$xd4
Probably the end of the programs' books
16... $xd4
New, 16... $xb1 has been played before at GM level
17.$g4

It looks pretty equal now
17... $f5 18.$h6 $xb1
19.$xb1 $d3 20.$g5 $d4+
21.$h1
The eval starts to turn
White's way with this
21... $c6 22.$c1 $e5 23.$e3
$wd5
23... $xb2 24.$f4=
24.$f4 $c6

25.$xc6!
A winning exchange sac'
25... $xc6 26.$xd3 $d8
27.$e3 $d7 28.$g5 $c7
29.$e6 $f8 30.$g8 $c4
31.$f6+
Recovering the material and more
31... $xf6 32.$xf6 $fl+ 33.$xf1 $xf6 34.$xf6 $f7
35.$g5 $d4 36.$xh1 $e6
37.$b3 a5 38.$h3 a4 39.$e7
$dl1+ 40.$h2 $a1 41.$xa4
$xa4 42.$h7 $xa2 43.$g7
$4 44.$h4 $f5 45.$h5+$e5 1-0
So as we come to **ROUND 5**

**DeepJunior** has taken sole overall lead. However a draw against **DQuest** allowed others the chance to close the gap a little:

**DQuest - DJunior draw**

**Shredder - DFiret 1-0**

**Crafty - DDiep draw**

**Gandalf - Goliath 0-1**

Here's my choice of the best game from this round. It's between the 2 programs from the 'Rebel stable'!

**Rebel - Chess Tiger**

1.e4 c5 2.d3 d6 3.d4 exd4
4...xd4 5.e6 5.c3 a6 6.f4
e5 7.d6 8.d7 8.d4 7.e7
9.d3 0-0 10.d5 9.d5
11.d1 exf3 12.xf4 8.g4
d3 14.a5
13.c5 c8

**Book ends around here**

14.b5 15.b4 d6
16.d6 c7 17.d5 d8
18.d5 d5 19.exd5 c5
20.xc5 xc5 21.b4 c7
22.c4 g6 23.xe1 hg4
24.d1 f6 25.h3 h5
26.e3 h6

27.e1?

**Rebel could have maintained a slight advantage with**

27...h6 h6
27...d4 28.f1 h5 29.c1

Ed Schroeder and his Rebel-Tiger Goliath opening book programmer Jeroen Noomen 'enjoy' watching 2 of their programs meet!

38.Eb3 b6 39.axb6 Eaxb6+
40.Ec1 c2 8.Ea1 8.a8
42.Ea3 Eaxb8 43.Exa6 Ee3
44.d5 Ee5 45.d2 Ee3
46.Ed1 Ebe8 47.Ea8 Eaxa8
48.Exa8 8.c7 49.Ee2 Ewc3
50.Ea1 Ewc2 51.Ea2 Ec3
52.Ea1 Ewc3 53.Exd2 Ee4
54.Ec1 Er8 55.Ed1 Ee2
56.Ed3 Exd3 57.Exe3 Exe3

58.Ee1?

**If Rebel was losing, this ensures its defeat. Here's my quite interesting alternative, which would lead to a tense finish I think:**

58.Exd3 Ee1+ 59.Eh2 Ef2 Ee4
60.Ed3 Ec2 63.h4

58...Ee4 59.Ee1 Eee6
60.Ed1 Ee4 61.Eb3 Sh7
62.Ec1 f6 63.Ed2 Ee2
64.Ee4 Ec5 65.Ed1 g5
66.Eh2 Ee6 67.Ee1 Ff5
68.Ee1 Ee4 69.Ea5 Ee4
70.Ed1 Ee4 71.Ed1 + Ee4

72.Eh2 f5 73.Eh1 Ee4
74.Ed1+ Ee3 75.Eb7 Ee4
76.Ed4 Ee4 77.Eh2 Ee2
78.Ea1 d5 79.Ed7 Ee3
80.Ed1 0-1

**Leaders after 5 rounds:**

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<tr>
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<tr>
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<tr>
<td>2</td>
<td>ChessTiger</td>
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</tr>
<tr>
<td>5</td>
<td><strong>Crafty, Rebel, Goliath</strong></td>
<td>3</td>
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</tbody>
</table>

DeepJunior was scheduled to meet Shredder in **ROUND 6**, and is my game of the round involving another amazing turnaround in a game which Shredder was winning all the way. Other key results were:

**Chess Tiger - **

**Rebel - DQuest draw**

**Goliath - Gromit draw**

**DFiret - DDiep 1-0**

**Dual Junior - Shredder**

1.e4 c5 2.d3 d6 3.d4 exd4
4...xd4 5.e6 5.c3 a6 6.d6
e6 7.d2 d7 8.f4 b5 9.a3
10.Ed1 11.Ed1 Ee4
12...Ee5 12...Eg3 Ee h5 is the main Book line
13.Ee3 Ee3

13.Ed4 was worth considering here and at the next move, to at least delay Black's forthcoming, and annoying, Nc7-b6-c4 manouvare

13...0-0 14.Ed4 Ee6 15.Ed3

This exchange doesn't look right, and is the start of White's long-term struggles. Most other programs increase the eval. of Black's advantage from around +50 to around +100 after this, but J7 still shows =
19...\textit{\texttt{xf6}} 20.\textit{\texttt{g4 \texttt{e7}}} \\
21.\textit{\texttt{h3 \texttt{ce8}}} 22.\textit{\texttt{a4}} \\
\textit{Hello! I thought we were pursuing k-side operations} \\
22.bxa4 23.\textit{\texttt{h5}} \\
\textit{Oh, we are!} \\
23.\textit{\texttt{f8}} 24.\textit{\texttt{g4 \texttt{c8}}} \\
25.\textit{\texttt{xa4}} \\

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25...\textit{\texttt{Ee8?!}} \\
25...\textit{\texttt{Ee5!}} looks better – I can’t find a really decent response that doesn’t leave me feeling Black is well on its way towards a win! \\
26.\textit{\texttt{a1 g6}} 27.\textit{\texttt{g3 \texttt{b6}}} \\
\textit{J7 itself has this at B100} \\
28.\textit{\texttt{h3 \texttt{xb4}}} 29.\textit{\texttt{d3 \texttt{g7}}} \\
30.\textit{\texttt{fb1 \texttt{c5}}} \\
\textit{The queen needs to protect the c4/N!} \\
31.\textit{\texttt{a4 \texttt{c7}}} 32.\textit{\texttt{c3 \texttt{f6}}} \\
\textit{Shredder remains over-cautious in its good position. Why not 32...\texttt{f2} Even J7 has B131 with this!} \\
33.\textit{\texttt{d4 \texttt{ef8}}} 34.\textit{\texttt{f3 \texttt{f4}}} \\
35.\textit{\texttt{d4 \texttt{e8?!}}} \\
\textit{Black's position was obviously stronger with the rooks doubled on the f-file, so the last few moves have been below standard. Even here the retreat R4f6 would have been better} \\
36.\textit{\texttt{f1?! \texttt{xf1+}}} 37.\textit{\texttt{x f1 \texttt{d7}}} \\
38.\textit{\texttt{a1 \texttt{h8}}} 39.\textit{\texttt{f1 \texttt{g5}}} \\
40.\textit{\texttt{d1 \texttt{e5}}} \\
\textit{Black's position at move 24 was so good that it's still ahead despite my criticisms! Surely 40...g4! here left it well on top: 41.\textit{\texttt{xg4}}} \\

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\includegraphics[width=0.5\textwidth]{figure.png}
\end{figure}

21...\textit{\texttt{g3 \texttt{g4}}} \\
\textit{Too late... but even so Black is still ahead. E.g. B190 says Tiger14!} \\
42.\textit{\texttt{g2 \texttt{a5}}} 43.\textit{\texttt{c2 \texttt{b8}}} \\
44.\textit{\texttt{c1 \texttt{c4}}} 45.\textit{\texttt{e1 \texttt{h6}}} \\

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(41.\textit{\texttt{g4?! \texttt{e3 wins}}} \\
41...\textit{\texttt{xd4}} 42.\textit{\texttt{cxd4 \texttt{xa4}}} \\
43.\textit{\texttt{f4}} (\textit{White can’t recapture with 43.\texttt{axd4 as there is no saving answer to}} \\
43...\textit{\texttt{e3!! threatening \texttt{c1}}} 43.\textit{\texttt{f3 \texttt{b5 is much the same as the game}}) \\
43...\textit{\texttt{b5 wins I believe}} \\
41.\textit{\texttt{g3 \texttt{g4}}} \\
\textit{And look at those kingside pawns now! They are the source if DJ gets a shock win here when it's really been behind the whole game – and probably still is as long as Shredder plays actively enough!} \\
49.\textit{\texttt{c2?!}} \\
49...\textit{\texttt{g8} to do some policing on the pawns was safer. J7 would have played} \\
50.\textit{\texttt{f3} and now 50...\texttt{c2}} \\
51.\textit{\texttt{d1 \texttt{xa1}}} 52.\textit{\texttt{d5 \texttt{c2}}} \\
53.\textit{\texttt{xc2}} (53.\textit{\texttt{xg8 \texttt{f3}}} \\
54.\textit{\texttt{f3 \texttt{xe8} leaves Black even further ahead})} \\
53...\textit{\texttt{xg4} and J7 has B265!} \\
50.\textit{\texttt{d1 \texttt{xa1}}} 51.\textit{\texttt{xa1}} \\

\begin{figure}[h]
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\end{figure}

\textit{Look at White's kingside pawns here! They will be the key to a White win!} \\
46.\textit{\texttt{h3 \texttt{e3}}} 47.\textit{\texttt{hxg4 e5}?!} \\
\textit{This gives Junior the chance to create a dynamic in his position which – if he gets the opportunity – could finally give him some} \\

\begin{figure}[h]
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\includegraphics[width=0.5\textwidth]{figure.png}
\end{figure}

Now Black has won the exchange the victory should still be his! \\
51...\textit{\texttt{e4}} 52.\textit{\texttt{d1 \texttt{e3}}} \\
\textit{Computer assessments of this type of position will be interesting. Tiger for example has B374, but J7 just}
shows B176! Black's material advantage of R for N would account for +200, so Tiger thinks this makes the Black pawns even stronger, whilst J7 sees more potential in the White pawns!

53...f3 g7 54...g2 e8

55...h3

Signs that J7 sees the dynamic potential of his kingside pawns, and is willing to gamble all on them - I say gamble, because one could well think the king should be kept where it can keep an eye on Black's e-pawn. The next critical step will be getting his a4-N into the action.

55...c4 56...e2 c6 57...e5 B482 58...b2!

J7 on my P3/700 took 7m42 to find this

58...d5?! 58...xg3 59...d1 c5 had more potential; But 58...g8 was mentioned earlier as a deterrent against the now growing threat from the kingside pawns. Here it was definitely advisable, I think

59...d3 xg3 60...f4 d4

61...h4

B468 here, but J7 shows B126

62...b8

If 62...a3 63...b3 at least copes for White

63...f3 b5

Heading the wrong way? Again it's a question of attack or defence! 63...e8 64...d5 and J7 has B40

64...g6

My J7 now has B37 expecting d3

64...d8?

There is no time for this - anyway it was better where it was! 64...d3 W15! 65...g7+ J7 W20

65...g7+

J7 says W220

65...g8 66...c2 d6

67...a2+ b3 68...d5+

68...d5 69...d5 70...g2 d3

Crunch time!

61...a4

This to attack! but 61...h6 to defend was just better (or wiser!) I think

62...f6

Fascinating. Tiger has

Leaders after 6 rounds:

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<tr>
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<tr>
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<td>DQuest</td>
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<tr>
<td>4</td>
<td>DCrafty, Shredder, Rebel, Goliath, D Ferret, Gromit</td>
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</table>

As we come to ROUND 7 it is very clear that someone is going to have to beat Deep Junior, and quickly! The lot, as they say in the record of Jonah, fell on Gromit, which was well on it's way to winning the third title available: World Amateur Champion!

We're joining the game after 36 moves:

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<tbody>
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<td>37...c1</td>
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</table>

Aiming for the 7th

37...e6! 38...e4 g5

39...e1 f4 40...b4

A plan for protecting the pawn on e5 which gets the support of other programs. However it will greatly restrict the bishop's future involvement, and simply Bc3 may have been better

40...f5 41...d6 h5!

Superb build-up by J7, and his pressure is beginning to look more and more dangerous for Gromit.

However the evaluations of both sides were close to even. J7 seems to have an
ability to find dynamic moves and apply pressure (incl. good use of pawns) but without a false over-estimate of their potential 42.g3?!  

It was probably time to try a counter-attack with 42.a4  

42...f3 

Black’s knight is now much stronger than White’s bishop. DJ showed B76  

43.♗f2 ♗g5 44.♗f4 ♗e6  

45.♗e3 ♗e8! 46.♗d4 ♗h7  

47.a4 ♗c2 48.♗d3 ♗a2  

DJ now had B167  

49.♖b8 ♘a3+ 50.♖d2 ♗g5  

51.♗f6+ ♘d7 52.♗f4 ♗f2! 

And now the rook has no-where to go! Leaving White with only two choices... the move it played, or resign!  

63.♗xf2 ♗xf2+ 64.♕c4 ♗e4+ 65.♖b3 ♖d3 66.♗xb6 ♖d6 67.♗c3 ♖e5 68.a5 ♖a4+ 69.♖d3 ♖b4 70.♗f2 ♖xb5 71.♖e1 ♖e5 72.♖d2 ♖e5+ 0-1 

The other key results were:  

Chess Tiger - Goliath draw  

DQuest - D Ferret 1-0  

Shredder - Rebel draw  

Both Crafty and Gandalf beat low ranking opponents. 

Leaders after 7 rounds  

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<td>4½</td>
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<td>4</td>
<td>Reb</td>
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The 'last hope' was Rebel in ROUND 8, but first let’s look at another game:  

Shredder - Chess Tiger  

1.d4 d5 2.♗f3 ♗f6 3.e3 ♕f5 4.♗d3?!  

Goodness.... where’s this come from?! 4.e4 and 4.Be2 are the popular moves  

4...♕xd3 5.♖xd3 ♗bd7  

6.0-0 e6 7.♗c3 e5 8.e4 cxd4  

9.♖xd4 ♖xe4 10.♖xe4 ♖e7  

11.♖e3 0-0 12.♗a4 ♖a5  

13.♗xf6+ ♖xf6 14.♗b3  

15.♗d5 16.♗xb7 ♖ab8 16.♗d7 ♖fd8 17.♖c6 ♖xd7 18.♖xa5 ♖xb2 19.c4 ♖f6 20.♖c6 ♖f8 21.♖xd7 ♖xd7 22.♗a1 ♖c5 23.♖xa7 ♖xe3 24.♖xe3 ♖e5 25.a4!  

The danger pawn – yes, the subject is pawns again!  

25...♖h5  

If 25...♕xc4?! 26.a5! and already the a-pawn may be difficult to stop  

26.a5 h4 27.h3 ♕xc4?!  

Well now we shall see!  

28.a6 ♗b6  

28...♕xe3 29.♕c8!  

29.♕c6 ♗h7 30.a7 ♗a8  

31.♗d8 ♖g6 32.♖a4 e5?!  

32...♖d2 seems better  

33.♖xh4 ♖a2 34.♖c6 ♖a6  

35.♖xe3+ ♖g5 36.♖g4+ ♗f6  

37.♕d7+ ♗e7 38.♖b8 ♗a1+  

38...♖xa7?? 39.♖c6+  

39.♖h2 ♖d6 40.♖d4+ ♖c7  

41.♖d7+ ♗b6 42.♖xf7 ♖xa7  

43.♖d7+ ♖c6 44.♖c5+ ♖b6  

45.♖c4+! ♖a6 46.♖xa7+  

47.♖h4 ♖b8  

47...♖c7 getting the knight into action was the last (very slim) hope  

48.♖d6 ♖g6 49.♖f7 1-0  

So now to the round’s big one. Apparently Rebel was in book to move 31 - no doubt a specialist piece of preparation by Jeroen Noomen. Let’s see if it helps Rebel’s cause!  

Dual Junior - Rebel  

1.d4 ♖f6 2.♗f3 e6 3.c4 h6  

4.a3 ♗a6 5.♘c3 ♖b7 6.♗c3  

c5 7.e4 cxd4 8.♖xd4 ♖c6  

9.♖xc6 ♖xc6 10.♗f4 ♕c5  

11.♗e2 0-0  

The theory move. Most
programs left to themselves (i.e. not forced to castle by an opening book!) tend to prefer Bd4, but the only game it was tried on my database, White won 12.Ed1 a5 13.&g3!
Some prefer this to the other theory move which is 13.0-0
13...c8 14.e5 &e8
My Junior7 book ends here
15.&e4 &xe4 16.&xe4 f5
17.&f4!
17.exf6 was seen in a GM game which ended drawn
17...h6 18.h4 c7 19.0-0
&d8 20.&h5 d6!
Aiming to solve both backward pawn problems. The d and b—pawns are both kept backward by c4 in the main, but also by e5. Now e5 is bypassed, and c4 exchanged!
21.&d2 d5 22.cxd5 &xd5
23.&f4 &c7 24.&xd5 exd5
25.&g6 &c7

26.h5
White can't take on f5 with 26.&xf5? because of 26...&f7! (note that attacking the pinned bishop with 26...g6?? is no good because of 27.&g4 and the pin-taker is pinned!) 27.e6 &xe6 28.&xe6 &xe6
26...&e6 27.&f3 f4 28.&h2
&h8 29.b4 axb4 30.axb4 &xb4 31.&xd5 f3
We reach the position in which, according to reports,

Rebel was actually IN BOOK. It's a slight surprise to see Black exiting book in a prepared opening with little or no advantage at all, other than on the clock
32.&xf3
J7 had passed pawns — that theme again! — which were in part doubled against Shredder in an earlier round. Perhaps it knows more or evaluates them differently to other programs?!
32...&g5+ 33.&g3 &c5
34.&h1 &f4 35.&e4 b5

51.&e4!
Very strong, this threatens Bh4!
51...&h5+
51...&f5 52.&xf5 &xf5
53.&xg5 &xg5 54.&xg5 and now he can't stop the e—pawn without losing material! 54...&f6 seems the best idea, but 55.&f7 &xf5 56.e7 &xe7 57.&xe7 and here Black's b—pawn would be a threat if only he could get his rook behind it... and he can't! 57...b3 38.&b7 b2
59.&g2 &g2+ 60.&h3. It's all typically intricate end—game stuff, but I think White wins!
52.&g2 &f5 53.&e4
As you'll guess from my analysis above, I'd have exchanged queens
53...b3
If instead 53...&a8 to keep the b3 'last chance' pawn, but then 54.&c7! &a5
55.&xe7! &xe7 56.&c8+
\[ \text{g7 57. g8+ f6} \]
\[ 58. \text{h4+ wins some heavy artillery} \]
\[ 54. \text{xb3} \]

54. \text{Ee7 might have been good in this variation, as in the note above}.

54...\text{h7 55. h4 \text{Wh4} \text{f4}}
\[ 56. \text{h5 \text{Wh5} 57. \text{g6 \text{Bg5}} \text{f4}} \]
\[ 58. \text{h5 59. \text{h7 \text{e2}}} \]
\[ 60. \text{e8+ g8 61. \text{xf6 \text{xf6}}} \]
\[ 62. \text{xf2 \text{g4}+ 63. \text{e1 \text{xf6}}} \]
\[ 64. \text{b3 \text{h8} 65. \text{e7 \text{e8}}}
\[ 66. \text{e6 \text{a6}+ 67. \text{e1 \text{e7}}} \]
\[ 68. \text{b4 \text{g6} 69. \text{h8} \text{h7}?!} \]

Against a human you'd surely want the program to seek a perpetual (or even a win by opponent's blunder), and tactics can bring that about if White doesn't take great care against a mauling queen and knight.

So: 69...\text{g1}+ and here's a quickly-done line that probably sees White to safety, but readers may like to check it properly for themselves: 70. \text{d2 \text{f2}+ 71. \text{d1 \text{e3}+ 72. \text{c1 \text{f1}+ 73. \text{b2 \text{e2}+}}}
\[ 74. \text{c3 \text{e1}+ 75. \text{d3 \text{f1}+ 76. \text{e4 \text{g2}+}}}
\[ 77. \text{e5. I think that's got White home for the full point. If my analysis is reasonable, then this would be a better chance against a computer and a human}.
\[ 70. \text{c4 \text{g7} 71. \text{c5 \text{f5}}}
\[ 72. \text{d2 \text{h8} 73. \text{a4 \text{g6}}}
\[ 74. \text{c1 \text{h7} 75. \text{d7 \text{f7}}}
\[ 76. \text{d3+ \text{g8} 77. \text{e4 h5}}
\[ 78. \text{f2! h4?!} \]

Rebel has put up a pretty good rearguard action, but this slightly strange move brings it to an end.

79. \text{h4}+ \text{h5} \]

White would probably play \text{Bf6}, and Black only has a few delaying checks, so Ed Schroder resigned for his program 1-0.

The overall Tournament is over, with DeepJunior a long way clear. But there's still the battle for the single processor title to be decided.

### Leaders after 8 rounds

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<td>DQuest</td>
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<tr>
<td>6</td>
<td>Goliath, Gromit, Gandolf</td>
<td>4/4</td>
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In the final ROUND 9 Shredder had Black v Ruy-Lopez, and Tiger White v Parsos. You'd expect both to win!

But before that, let's take a look at DeepCrafty v Gromit.

Crafty has been doing well - 'we' tend to rate it around 100 Elo below the top, but maybe not! Gromit is doing much better than you'd expect compared with the quite moderate version on the Young Talents CD, and is chasing the Amateur title.

### Gromit - Dual Crafty

1.d4 d5 2.c4 e6 3.d3 dxc4
4.e3 b6 5.a4 c6 6.axb5 exb5
7.b3 \text{h4}+ 8.\text{d2 \text{xd2}+}
9.\text{bxd2 a5} 10.bxc4 b4
11.\text{e5 \text{f6} 12.\text{a4+ \text{d7}}}
13.\text{xd7 \text{bxd7}}

25...\text{e8?!} \]

Crafty is fiddling with the rook far too much. Surely he's got to get 25...\text{a4} in fairly soon... the 2 queen-side pawns are his winning chance.

26.\text{xg6! \text{hxg6} 27.\text{hxg6 \text{f7}?}}

27...\text{e8} 28.\text{h6+ \text{h7}}
29.\text{xe6 \text{g4} 30.\text{xe4 \text{a6 should guarantee an exciting finish with the better chance still Black's}}}

28.\text{h4+!}

After this I reckon White has at least the draw.

28...\text{h7 29.\text{g5 \text{h4}}}
30.\text{f7+ \text{xf7} 31.\text{xf7 \text{h7}?}}

Mis-use of the rooks again! 31...\text{f8} 32.\text{xd7 \text{e2}+ 33.\text{h1 \text{g3}+ is a perpetual check draw}}
32.\text{xe6 \text{f8} 33.\text{c6 \text{h7}}}
34.f4 \text{g8} 35.\text{c5 \text{a6} 36.f5}
\text{d7 37.\text{e7 \text{f6}} 38.\text{g4! \text{e8}}}
39.\text{b7 \text{e8} 40.g5 \text{e4}}
41.f6

Probably the end of the opening books. White's excellent and threatening central pawn structure may not be as dangerous as Blacks a+b pawns.

14.\text{e2 0-0 15.0-0 \text{a7}?!}
16.\text{f1 \text{b5} 17.\text{f3 \text{a8}}}
18.\text{dxe5 \text{e4} 19.\text{d3 \text{a7}?!}}
20.\text{d4 \text{c3} 21.\text{e2 \text{e7}}}
22.\text{d3 \text{g6} 23.e6 \text{fxe6}}
24.\text{g4 \text{h8} 25.\text{f1}}
41...\texttt{6a7} 42.\texttt{wc6} \texttt{d7} 42...\texttt{xg5}?! 43.h4 \texttt{h7} 44.f7+ wins very quickly 43.g6+ \texttt{exg6} 44.f7+ \texttt{g7} 45.\texttt{exg6} \texttt{exe8} 46.\texttt{exe8} \texttt{exe8} 47.\texttt{e5} \texttt{b6} 48.\texttt{h4} \texttt{d4} 49.\texttt{f4} \texttt{h6} 50.\texttt{exe4} \texttt{exe4} 51.\texttt{f4}+ \texttt{h5} 1-0

Okay - now the game that decided the single processor Title!

**Chess Tiger - Dual ParSOS**

1.e4 e5 2.\texttt{d3} \texttt{ce6} 3.\texttt{b5} a6 4.\texttt{ab4} \texttt{ab6} 5.0-0 \texttt{ce7} 6.\texttt{e1} b5 7.\texttt{b3} d6 8.c3 0-0 9.h3 \texttt{a5} 10.\texttt{c2} \texttt{b7} 10...c5 and 10...c6 are in my Book

11.b4 \texttt{c4} 12.a4 d5 13.exd5 e4 14.\texttt{g5} \texttt{xd5} 15.\texttt{xe4} \texttt{d6} 16.\texttt{f3}

16.d3 looks more natural

16...\texttt{fxe4} 17.\texttt{fxe4} \texttt{g5} 18.d3 \texttt{g6} 19.\texttt{d2} f5!

---

I'm not at all keen on this manoeuvre by the bishop and the subsequent exchanges. 20.axb5 \texttt{fxe4} 21.\texttt{xe2} looks a much more attractive approach, and the game would be nicely balanced and only slightly favouring Black

20...\texttt{h8} 21.\texttt{d5} \texttt{h4}!

22.\texttt{xe7} \texttt{xe1}

An interesting choice. More obvious would be

22.\texttt{xe6}+ 23.\texttt{exe6} \texttt{d6} 24.\texttt{d4} \texttt{dxe1} 25.\texttt{exe1} \texttt{fxe4} 26.\texttt{exe4} \texttt{b5} which, with \texttt{R} for B+P, also gives Black good chances

23.\texttt{exe1} \texttt{dxb7} 24.axb5 \texttt{axe5} 25.\texttt{a7} \texttt{xex5} 26.axb5 \texttt{dxe5} 27.\texttt{f5}

The outcome is materially the same as in our above note

26.\texttt{d2}?! A clear case of ungentlemanly conduct, smothering your own bishop like this! \texttt{Na3} had to be better

26...\texttt{d6} 27.\texttt{f5}

27.d4 might have been worth trying

27.\texttt{xex5} 28.\texttt{exe5} \texttt{d6} 29.\texttt{f6} \texttt{g8} 30.\texttt{xe5} \texttt{e5} 31.\texttt{fxe5} \texttt{xf5} 32.\texttt{dxe4} \texttt{e8} 33.\texttt{e3}

The ensuing rook v bishop ending must surely favour Black. If 33.\texttt{e5} \texttt{xf6} 34.\texttt{xf4} \texttt{xe5} 35.\texttt{exe5} \texttt{dxe5} 33.\texttt{xg3} 34.\texttt{xg3} \texttt{xe2} 35.\texttt{f4}

35.\texttt{fxg6}?? \texttt{d2}+

35...\texttt{gxf6} 36.\texttt{xe7} \texttt{g6}+ 37.\texttt{f2}?

Hasn't the king gone the wrong way? \texttt{Kf4} has to be right

37...\texttt{xe3} 38.\texttt{d6} \texttt{f7} 39.\texttt{c5} \texttt{e6}

Black's king quickly emphasises the difference between the respective monarchs' abilities

40.\texttt{d8} \texttt{f5} 41.\texttt{e2} \texttt{f4} 42.\texttt{d8} \texttt{f5} 43.\texttt{g7} \texttt{b3} 44.\texttt{f8} \texttt{e4} 45.\texttt{d6} \texttt{d5}

It is interesting to see this lesser-known program showing sophisticated endgame knowledge, here allowing White to take on \texttt{f4} if he wants

46.\texttt{f8}

Or 46.\texttt{xf4} \texttt{exe6} 47.\texttt{d2} (47.\texttt{g3} \texttt{xf4} 48.\texttt{xf4} \texttt{xg4} and wins) 47...\texttt{b2}! 46...\texttt{c4} 47.\texttt{d6} \texttt{bxb4} 0-1

An unexpected end to Tiger's tournament. Other results didn't really affect anything (other than programmers' pride!), leaving:

- **Deep Junior - World multi-processor Champion**
- **Shredder - World single-processor Champion**
- **Gromit - World Amateur Champion**

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**Final Table: 9 rounds**

| 1 | D-JUNIOR | 8 |
| 2= | D-QUEST, Shredder | 6 |
| 4 | Gromit | 5½ |
| 5 | ChessTiger, Rebel, D-CRAFTY, Goliath, D-FERRET, Gandalf, D-PARSOS | 5 |
| 12= | D-DIEP, Too | 4 |
| 14 | Isichess | 3½ |
| 15= | Ruy-Lopez, Pharaoh | 3 |
| 17 | SpiderGirl | 2½ |
| 18 | XiniX | ½ |

Equal placings listed in Bucholz order.
Tiger runs WILD in ARGENTINA!

We just squeezed the bare-bones of Chess Tiger's remarkable result in at the end of SS/95. Here as promised are some of its best games.

The Tournament time control was the unusual 40/75 mins plus a finish of G/15 mins + 30secs per move. The Tiger was on a P3/866, so not all that over-special.

A 1st round draw against Sli- pak (2448) gave no warning of what was to come.

Here's rounds 2 and 3:

**Tiger - Dorin,M (2410)**

A32: Symmetrical English: 2
Nf3 Nf6 3 d4 cxd4 4 Nxd4 e6
1.d4 e6 2.g3 c5 3.Qf3 d6
4.c4 dxc4 5.Qxd4 a6 6.Qe3
Qc7 7.Qg5 b4 8.Qxf6
Qxe3+ 9.bxc6 Qxf6 10.Qg2
Qc6 11.e4 d6 12.Qe3 Qd7
13.Qe2 which is very different to the fianchettoed bishop 10...d6
11.0-0 Qd7 12.Qd2 This line only appears once in my database, between Gelfand and Tolnai, 1996. Black played 12...0-0 and lost quite quickly after 13.Qh6 12...h5
Pawn grabbing with 12...Qxc4 could soon run into trouble after 13.Qh6
Qxc3 14.Qfd1! 15.Qab1
Qe5 14.Bb4 White has a strong initiative against the backward b-pawn, because

it's pinned by the g2/B
14...Qb8 Not 14...Qxc4?!
15.Qf4! 15.Qb1 h4 16.Qf4
hxg3 17.fxg3 f5 18.Qg5!!

Black might save this?! The main issue to note is that Tiger obtained complications, and these are needed to beat IMs and GMs, as they can go wrong. In this case, as we've showed, Dorin could have simplified and tried out his and Tiger's respective endgame skills! 22.Qd1! Very strong and Tiger's eva! +430

Excellent – this threatens to trap the Black king's escape routes in both directions!
18...Qe7 19.Qg7 Qf8? Correct was 19...Qf8 20.Qxf8+
(20.Qg5?!) 20...Qxf8
21.Qc6 Qxc6 22.Qxc6 Qg8
and White's advantage is not quite enough yet to be sure of winning 20.Qc6+!! Interesting – on my laptop both CT14 and GT2 wanted to play 20.Qc6! after quite a long think. Maybe nearer 10 minutes on a P3/866 produced the Bc6 selection 20...Qd8 20...Qxc6?
21.Qxc6 and White has more double–attacks and pins than Dorin could hope to cope with! 21.e5 Qc5??
Could Black have survived with the expected 21...f6
22.Qxe7+ Qxe7 23.Qxd6+ Qxd6 24.Qxb7 Qxb7 25.Qxb7 Qd7
26.Qa7 Qc5 (27...Qb8 is an alternative, but 28.Qa8!
looks strong, and the best reply 28...Qc8 probably leaves White with decent winning chances) 28.Qb3
Qe8 29.Qxc5 Qxc5
30.Qaxa6+ Qe5 31.Qa3 f4.
Well, that's as far as I go!...

Matsuura,E (2467) - Tiger

B28: Sicilian: 2 Nf3 a6
(O'Kelly Variation)
1.e4 c5 2.Qf3 e6 3.Qc4 a6
4.Qe3 Qe7 5.g3 Qc6 6.Qg2
b5 7.d3 b4 8.Qe2 Qe7 9.0-0
Qb8 10.Qf4N 10.d4 is the
theory move here, and is
classified as about equal
10...d6 11.h3 Phantom fears
(so far!) make White over-
cautious 11...f5 12.exf5 e5
13...e3 exf5 14.g4 &e8
15...g3 &f6 16.g5 &d7
17...h4 g6 18.f4 exf4
19...xf4?! White could also
have retaken with the bishop.
Now the open files become
dangerous – just the sort of
position a computer would
like, though Tiger’s king is
the more exposed! 19...xg5
20.xc6 xc6 21.e4+
xg4 22.xe4 xxe3+
23.g2 0-0

The exchanges bring us to a
new phase of the game which
is difficult to evaluate, due to
the peculiar material differ-
ences 24...e2 xd4 25...f3
Alternatively 25...xd6! f2+26
xf2 xf2 27...xf2
would tidy-up the material
imbalance and leave a
probably drawn position!
25...b7 26...xd4 exd4
27...f1 e5 28...xf8+ xf8
29.g1?! 29...f2 would be
better, then f3 30...xd6
e3 31...f2 &c6 and Black’s
plus is small 29...f3
30...xd6 e3 31...c2 &c6
32.b3? I believe that it
requires special concen-
tration to defend against these 3
pieces which move so differ-
ently – you’re watching for
forks, diagonal plus rank and
file pins, and various checks,
and get castled. Two alter-
natives were: 14...d2? d5
15.exd5 cxd5 16...xd5
17...xd5 =, or 14...xd6 d4!
15.xd4 exd4 16...xd4 c7
17...d5! 15...d1 dx4
16.xe4 xf5 17...e4
Gives Tiger the chance to
make castling more difficult
for White, which he quickly
grabs! So 17...xf4 was better
18...b5 18...d3 f5
18...b6 19...g3 f5 also
looks unpleasant for White
19.xe6 bxe6 20.b4 b6!
Forces the queen away from
the defence and tightens the
quarter on White’s king
21...b5 c4 22...xf8 xf8
23...e5 We4!

Rodezno, A (2500) - Tiger
B54: Sicilian: 2...d6 3 d4
cxd4 4 Nxd4, Unusual Lines
1.e4 c5 2...f3 d6 3.d4 cxd4
4...xd4 &f6 5.f3 &e6 6...e3
e5 7.b3 &e7 8...e3 0-0
9...d2 a5 10...d1?! 10...b5
is the known theory move,
and probably 10...a4 would
be decent enough 10...a4! Im-
mediately taking the chance
and grabbing the initiative 11...c1
a5 12.a3 &e6 13...f2 &d8
I doubt that White could
cope with all of the looming
threats now 24...e4 &f7
25...c3 There is certainly no
time for 25...xf5? E.g.
25...exf5 26...d2 fxg2
27...xg2 &g6 25...b5
26...d4 c5 27...d2 &a5
28...e3 &e8! Beautiful... it’s
all over 29...e2 f4! 30...xf4
e3 If 31.c3 exd2+ 32...xd2
&c4++ 0-1

Straight on to round 8:

Tiger - Ricardi, P (2554)
A44: Semi-Benoni
1.d4 c5 2.d5 e5 3.e4 d6
4...c3 &c7 5.f4 &f6 6...f3
&g4 7...b5+ &d7 8...xe5N
8. f5 is more usual, but could block the position and Tiger doesn't want that! In fact in a few moments the line played will give him a passed d-pawn which can easily become decisive later in the game 8...\textit{\&}xe5 9.\textit{\&}xd7+ \textit{\&}xd7 10.\textit{\&}xe5 dxe5

32. \textit{\&}d6 should win for White; or 28...\textit{\&}xf5 29.\textit{\&}xf5 g6 30.\textit{\&}f1 \textit{\&}b7 31.\textit{\&}e6+ 29.\textit{\&}b6 \textit{\&}c6!

30.\textit{\&}xc6!! I wonder if Rricardi saw this, or if it came as a big shock. It's possible he thought he'd caught Tiger out — that the queen would retreat leaving him ahead! Or he may have expected 30. \textit{\&}xd8 when 30...\textit{\&}xd6 31. \textit{\&}xd6 \textit{\&}e3+ seems to keep Black in the game. However White has a clever resource, which Tiger would certainly find: 32.\textit{\&}df2 \textit{\&}a7 33.\textit{\&}b7! \textit{\&}xb7 34.\textit{\&}d1

30...\textit{\&}xc6 31.\textit{\&}xd8 \textit{\&}xf5 32.\textit{\&}xf5 \textit{\&}c5+ 32...\textit{\&}e4 delayed the end 33.\textit{\&}a5 \textit{\&}xf5 34.\textit{\&}d1 (34.\textit{\&}d8\textit{\&}? loses an unnecessary pawn 34...\textit{\&}b1+ 35.\textit{\&}d1 \textit{\&}xa2) 34...\textit{\&}xc2 35.\textit{\&}d8\textit{\&}xb2 the pawn still goes, but 36.\textit{\&}d2! virtually forcing a queen exchange which leaves White with an easy win 33.\textit{\&}f2 After 33...\textit{\&}h6 34.\textit{\&}h6 \textit{\&}xb6 35.d8\textit{\&} + \textit{\&}xd8 36.\textit{\&}xd8+ \textit{\&}h7 37.\textit{\&}e8 1-0

Tiger was becoming unstoppable, and next beat Andres (2382) in a mere 25 moves in round 9.

Which brings us to its game in round 10 against a player readers will have certainly heard of - Oscar

Panno, the World under-20 Champion in 1953 and once of the World's elite 'Top 10'.

Tiger - Panno, 0 (2471)

B43: Sicilian: Kan Variation

1.e4 c5 2.\textit{\&}f3 e6 3.\textit{\&}c3 a6

4.d4 exd4 5.\textit{\&}xd4 b5 6.\textit{\&}d3 \textit{\&}b6 7.\textit{\&}d5 \textit{\&}b7 8.a4?! This is unusual and only appears once in my database (see ref. below). 8.\textit{\&}e3 is best known 8...b4 9.a5 \textit{\&}c7 10.\textit{\&}a4 \textit{\&}f6

11.\textit{\&}b6\textit{\&}? 11.\textit{\&}e2 d5 and now 12.\textit{\&}b6 was played in Nisipeanu-Krause 1997, 1-0 in 19 moves 11...\textit{\&}xe4? The obvious move is the steady 11...\textit{\&}a7!? then 12.\textit{\&}e2 d5 13.exd5 \textit{\&}xd5 14.\textit{\&}xd5 \textit{\&}xd5 15.\textit{\&}e3 and White has a lead in development, but it's not worth much as yet 12.\textit{\&}xa8 \textit{\&}xa8 The material imbalance surely favours Tiger 13.\textit{\&}e3 \textit{\&}f6 14.0-0 \textit{\&}d6 15.g3 h5! Threatening h4! 16.\textit{\&}b6 \textit{\&}c6 Of course the mate threat \textit{\&}g2 is easily met, but White's kingside is looking a bit loose 17.\textit{\&}f3 \textit{\&}c7 Why didn't Panno continue with the logical 17...h4 when Tiger would play 18.g4 and have weaknesses that might benefit Panno later on 18.\textit{\&}d2 \textit{\&}xb6+ 19.axb6 \textit{\&}xb6+ 20.\textit{\&}f2 \textit{\&}xf2+

21.\textit{\&}xf2 \textit{\&}e7 22.\textit{\&}f1 \textit{\&}c8 23.\textit{\&}d4 \textit{\&}b6 24.\textit{\&}a4! Good! Tiger continues to probe and
unsettle Black's position, rather than taking the pawn at first opportunity 24...\(\texttt{d5}\) 25.\(\texttt{e}xa6\) \(\texttt{e}xa6\) 26.\(\texttt{e}xa6\) \(\texttt{b}7\) 27.\(\texttt{e}a7\) \(\texttt{b}8\) 28.\(\texttt{c}4\) bxc3 29.bxc3 \(\texttt{e}a8\) 29...\(\texttt{d}xc3\)? would have been a mistake due to 30.\(\texttt{c}e1\) \(\texttt{e}c8\) (30...\(\texttt{d}d5?\) 31.\(\texttt{b}b1\) and the pin seems outright) 31.\(\texttt{b}xb7\) \(\texttt{e}e4+\) 32.\(\texttt{f}xe4\) \(\texttt{e}xc1\) 33.\(\texttt{e}e3\) 30.c4 \(\texttt{b}b4\) 31.\(\texttt{d}e1\) \(\texttt{c}e6\) 32.\(\texttt{f}f1?!\) \(\texttt{e}c8\)

33.\(\texttt{b}b1\) Not 33.\(\texttt{d}xc6+?!\) \(\texttt{d}xc6\) 34.\(\texttt{b}a8\) \(\texttt{e}xa8\) 35.\(\texttt{e}xa8\) when 35...\(\texttt{e}e5\) wins one of the pawns and is close to equalising 33...\(\texttt{d}d3??\) An oversight, missing the pin on d7 and the knight fork combination. What were Black's chances of saving this without the blunder? 33...\(\texttt{e}e5\) is best, then 34.\(\texttt{b}xb4\) exd4 35.\(\texttt{e}e2\) h4! It isn't clear that White has an easy win from here. His choices seem to be: 36.\(\texttt{d}d3\) \(\texttt{e}xf3\) 37.\(\texttt{e}d4\) \(\texttt{h}xg3\) 38.\(\texttt{h}xg3\) \(\texttt{e}c6\); or 36.\(\texttt{f}4\) \(\texttt{h}xg3\) 37.\(\texttt{h}xg3\) \(\texttt{e}e4!\); or 36.\(\texttt{b}b3\) \(\texttt{f}5\) 37.\(\texttt{d}d3\) \(\texttt{b}b8\) 34.\(\texttt{b}b8!!\) and Panno resigned immediately. After 34...\(\texttt{b}xb4\) 35.\(\texttt{d}e3+\) \(\texttt{b}d6\) 36.\(\texttt{b}xb8++\) 1-0

The Tournament was already over, Tiger had 8½/10 and was now 2 points clear!

Here's its last game against a player in 2= with 6½:

Hoffman, A (2453) - Tiger
D36: Queen's Gambit Declined, Exchange Variation 1.e4 \(\texttt{e}5\) 2.d4 exd4 3.exd4 \(\texttt{d}f6\) 4.\(\texttt{d}c3\) \(\texttt{d}c5\) 5.\(\texttt{g}g5\) \(\texttt{c}6\) 6.e3 \(\texttt{d}bd7\) 7.\(\texttt{d}d3\) \(\texttt{d}d7\) 8.\(\texttt{f}c2\) \(\texttt{d}f8\)
9.\(\texttt{g}ge2\) \(\texttt{e}e6\) 10.\(\texttt{h}h4\) \(\texttt{g}6\) 11.0-0 0-0 12.\(\texttt{f}xf6\) This exchange of bishop for knight seems to give Black a small advantage. The other Book is 12.\(\texttt{d}ab1\) which I prefer. Onischuk–Rogers 1995 continued 12...\(\texttt{g}7\) 13.\(\texttt{b}b4\) and the game was drawn quite quickly.

12...\(\texttt{g}7\) 13.\(\texttt{b}a4\) \(\texttt{d}d6\)
14.\(\texttt{b}ab1\) a5 15.\(\texttt{b}xa5\) \(\texttt{a}xa5\) 16.\(\texttt{a}4\) \(\texttt{a}b8\) 17.\(\texttt{b}d1\) \(\texttt{c}7\)
18.\(\texttt{g}3\) \(\texttt{a}7\) 19.\(\texttt{e}2\) \(\texttt{w}e7\)
20.\(\texttt{d}f1\) \(\texttt{g}7\) 21.\(\texttt{b}b2\) \(\texttt{e}6\)
22.\(\texttt{a}ab1\) \(\texttt{e}a8\) 23.\(\texttt{g}3??\) I'm not sure what this was intended to achieve 23...\(\texttt{c}8\)
24.\(\texttt{d}d3\) f6 25.\(\texttt{a}a2\) \(\texttt{a}a5\) The battle to win the a-pawn starts in earnest 26.\(\texttt{e}e2\)
27.\(\texttt{b}b4\) \(\texttt{w}b3\) \(\texttt{d}6\) 28.\(\texttt{e}c3\)
29.\(\texttt{c}d8\) \(\texttt{c}d4\) 20.\(\texttt{e}e2\)
31.\(\texttt{d}c3\) \(\texttt{d}h3\) 32.\(\texttt{b}a1\)
33.\(\texttt{a}b4\) \(\texttt{c}3\) \(\texttt{a}d7\) 34.\(\texttt{d}d4\)
35.\(\texttt{d}xe6+\) \(\texttt{d}xe6\) 36.\(\texttt{h}h4\)
57.\(\texttt{d}h5\) \(\texttt{d}h5\) 58.\(\texttt{e}e2\) \(\texttt{e}e1\) 0-1

45.\(\texttt{w}xg3\)+ Quickly announcing mate in 10!
46.\(\texttt{h}h1\) \(\texttt{xf2}\) Here it is: 47.\(\texttt{w}g7+\) \(\texttt{d}g7\) 48.\(\texttt{e}e7+\)
49.\(\texttt{d}g8\) 50.\(\texttt{e}g8\) \(\texttt{f}xh3\) 51.\(\texttt{e}h5\) \(\texttt{g}xh5\) 52.\(\texttt{d}d3+\) \(\texttt{d}xh3\)
53.\(\texttt{g}2\) \(\texttt{xd}2\) 54.\(\texttt{g}2\)
55.\(\texttt{e}xh4+\) 55.\(\texttt{e}g1\) \(\texttt{a}a1#\)

An amazing 9½/11 score earned Chess Tiger a 2759 Elo rating on a P3/866! What more do I need to say?!

NOVAG news!...

NOVAG news!...

NOVAG news!

It's what MANY of us have been waiting for! I don't have price details yet, but Novag have confirmed that the Star Sapphire and the Star Diamond should both be ready sometime in Nov/Dec!

The Star Sapphire will - as we hoped - have an LCD screen with pen input! The processor will be a real RISC running at 16MHz, so will be both faster than the Sapphire2 and an improved program. The opening book will be over 200,000 moves.

The Star Diamond will look much like the Diamond2, but will have the new program, and running on an even faster 20MHz RISC processor!
As promised in our last Issue we now have the results and games in from this big and, if possible, ANNUAL TOURNAMENT run by a group of dedicated chess computer enthusiasts.

Pre-Tournament Rankings

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<thead>
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<th>Rank</th>
<th>Computer</th>
<th>SS95 rating</th>
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</thead>
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<tr>
<td>1</td>
<td>Tasc R30-1995</td>
<td>2368</td>
</tr>
<tr>
<td>2</td>
<td>Meph BERLIN PRO 68020 rvs</td>
<td>2262</td>
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<td>Meph MONTREUX</td>
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<td>Meph LYON 68020</td>
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<td>Meph SENATOR</td>
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<td>9</td>
<td>Kaspr COUGAR</td>
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<td>12</td>
<td>Nov SUP EXPERT C</td>
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<tr>
<td>13</td>
<td>Meph MILANO</td>
<td>1987</td>
</tr>
<tr>
<td>14</td>
<td>Kaspr BARRACUDA</td>
<td>1932</td>
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</table>

So, there were two Berlin Pro machines - one belonged to our correspondent, Rob himself, and is marked rvs. He will have been disappointed in round 1 when it only managed a draw with the Cougar. Other scores went as you'd expect.

In round 2 it was the other Berlin Pro's turn to have a major disappointment, as it lost to the Montreux. The Cougar beat stabledmate Barracuda to go to 1½/2, and the Atlanta 'beat itself' in that its stablemate program, the Magellan, was actually the Atlanta program in module form to go in the Mephisto wood boards!

A major game was between the Lyon 68020 and Tasc R30, and the Tasc as Black won in 62 moves. I mention it here as the game opened 1.e4 e5 2.d3 f5?! I must check my own R30 and see if that f5 is actually a Tournament Book move! If so, it's a bit rare! Okay - the R30 won, and repeated the line in a later, shorter game against the Magellan - we'll look at that later!

In round 3 the Montreux won again, this time against the Atlanta. But before we see how the scores were shaping up after 3 rounds, have a look at this!

Saitek Cougar - Mephisto Lyon 68020
D29: QGA, Classical Main line 7.Qe2
1.d4 d5 2.c3 f6 3.c4 dxc4 4.e3 e5 5.exd5 0-0 6.b3 b5 7.b3 b5 8.d3 c6 9.e4 cxd5 10.cxd5 e5 11.axb5 axb5 12.a3 a6 13.a3 Out of Book now, the opening leaves them equal 13...c6
14.gxf6 gxf6 15.b5 0-0 16.e4 exd4 17.e5 c5 18.d5 b7 19.d5 b7 20.dxe5 dxe5 21.d5 e4 22.d5 c6 23.d5 b5 24.d5 c6 25.e5 b5 26.d5 g3

26...dxe8? 26...d5 followed by Nxd5 looks much better. The move played is very negative and puts the knight out of the game 27.d5 b8 28.e7 b1+ 29.d5 c1 30.d3 g6 31.e4 d7 32.f4 b6

In play at Gebruikers
33. \( \text{d}3 \) \( \text{c}5 \) 34. \( \text{d}2 \) \( \text{f}5 \) 35. \( \text{xf}5 \) \( \text{exf}5 \)
36. \( \text{h}4 \) \( \text{e}8 \) 37. \( \text{xd}6 \) \( \text{xd}6 \) 38. \( \text{xd}6 \) \( \text{c}5 \)
39. \( \text{d}7 \) \( \text{f}8 \) 40. \( \text{f}6 \) \( \text{h}5 \) 41. \( \text{h}3 \) \( \text{b}8 \)

Now note how the Cougar gets its king into the action. 42. \( \text{g}3 \) \( \text{c}5 \) 43. \( \text{f}3 \) \( \text{b}3 \)? A wasted move. 43... \( \text{f}8 \) was better. 44. \( \text{h}4! \) \( \text{f}8 \)? That's better, but the last tempo at move 43 can never be recovered. 45. \( \text{g}5 \) \( \text{e}8 \) 46. \( \text{c}7 \) \( \text{h}5 \)? That probably does it, the rook is badly misplaced here. It was easy enough to move the bishop, in fact 46... \( \text{f}8 \) slows the White king's advance so is definitely better. 47. \( \text{h}6! \) \( \text{f}8+ \) Too late again! 48. \( \text{h}7 \) \( \text{b}8 \) 49. \( \text{a}7 \) ! 49. \( \text{g}8 \) and Black could resign. 49... \( \text{c}8 \) Black's mistake at 49 gave the Lyon a slight chance to save the game, but he needs to find 49... \( \text{c}5 \) 50. \( \text{c}7 \) \( \text{b}6 \) 51. \( \text{e}7 \) + \( \text{f}8 \)
50. \( \text{g}8 \) \( \text{c}5 \) 51. \( \text{xf}7 \) \( \text{b}4 \) 52. \( \text{e}6 \) \( \text{c}5 \)
53. \( \text{g}7 \) \( \text{e}6 \) 54. \( \text{d}7 \) \( \text{e}8 \) 1-0

In round 4 the Cougar's run of good scores came to an end against the Montreux (now on 4/4), and the 'r\( \text{v} \)' Berlin Pro beat the Tasc R30 (so the 14MHz de Koning program went further ahead of the 30MHz R30!). Meanwhile Rob's Berlin Pro lost to the Atlanta - obviously an excellent result for the latter, but I don't print the game or Rob might not send me any more articles!

The Tasc R30 sorted out its relationship with the Montreux in round 5, with a 64 move win. That gave others a chance of getting back into it, but the 'r\( \text{v} \)' Berlin Pro and Atlanta drew, so neither made enough progress to quite catch up. The Cougar did well to draw with its bigger brother the Senator, which has the same program but with a bigger book and on faster hardware. The even faster version Magellan, after a poor start, was catching up after a good win over the disappointing Lyon 68020.

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<td>1989</td>
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Rob van Son with his Berlin Pro playing against the Tasc R30, which is operated by Coq de Gorter whilst its programmer Johan de Koning looks on intently!
The 'rvl' BPro beat the Cougar (as it should) in a quick 34 moves in round 6. De Koning's Tasc R30 ended the Atlanta's chances, winning with mate at move 42. And the Magellan - 'coming back into it' as we said in round 5, beat the Montreux, this in 43 moves.

Rob's Berlin Pro got a good win over the Senator - here it is:

**Mephisto Senator - Meph Berlin 68020 (rws)**

C24: Bishop's Opening: 2...Nf6

1.e4 e5 2...c4 d6 3.d4?! It's dangerous leaving a move like this set as playable in the opening book! It might be okay against a weaker opponent, but not against one that outrates you by around 150 Elo. 3...exd4 4.f3 dxe4 5.dxe4 Qf6 6.g5 Qe7 7.e3 c6 8.0-0 d5 9.b3 e6 10.d4 Bbd7 11.f3 c5 11.Qc4 is often played here, but the dedicated machines are out of their books 11...Qc5

**Leaders with 1 round to go**

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<td>6=</td>
<td>Meph ATLANTA 2229 3.5</td>
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</table>

So we have joint leaders with 3 'in waiting' in case either slips up!

The Montreux was a shade lucky - it was drawn with White to play the Milano, and duly won. The Berlin Pro's were distinctly unlucky - they were drawn to play each other! Of course this gave Rob a chance of a top 2 placing, as his was only a 1/2 point behind the 'rvl' machine. Much to his delight, 'rws' overtook 'rvl' by winning in 102 moves!

The other critical game was that between the Magellan, another in 3= position after 3 straight wins, against the joint leader Tasc R30. Here's that game:

**Mephisto Magellan - Tasc R30**

C40: Latvian and Elephant Gambits

1.e4 e5 2...f3 f5?! What settings were the opening books on for this tournament?! 3...e5 f6 4...e4 fxe4 5.c3 f7 6.d4 Qc4 7.e2 d6 A new idea as far as I know, and quite a good one. 7...d6 8.0-0 d5 was played by Quest against John Nunn in the Aegon Tournament in 1994, but Nunn won 8.0-0 Qxe3 9.bxc3 d6 10.Qb3 The white knight finds a safe square in front of e4 10...0-0 11.a3 e8 12.c4 Qc6 13.c5 White gains space and only temporarily blocks the centre 13...d5 14.c4 Qe6 15.cxd5 Qxd5 The position seems about equal now, but there's plenty of tension and both sides have chances 16.h5 g6 17.g4 Qad8 18.e5 Qxe5 19.h2 Qd4 20.h1 c6 21.cxb6 Qe8 22.h4 Qf6 23.h6 Qf7 24.b3 Qc6 would have won the point even more quickly: 19...Qg1 Qd3+ (or 19...Qd6 20.Qd2 Qad8) 20.axb3 Qdxd4 21.Qg2 Qf8 22.Qxd5 cxd5 23.Wxd5 Qf6 21.Wf5 Qac8 22.h3 Qfe8 23.g4 Qc5 24.Wf3 Qc6
25...c4? Visually this looks dangerous for White, but doesn’t contain much threat in reality. Knights protecting each other are often suspect because the responsibility immobilizes each of them, and we can see that here. Certainly 25...b7 was better

26.b3 b8 27.b2! And the knights are in trouble! 27...c7?? A poor move from the Tasc. 27...c7 is a little better: A)

28.b6 can now be met by 28...b7 (28...f6) 29.a6 29.Qd6 isn’t available to White as it is in the game note to move 28 29.a7; B) 28.a3! 28...d8 29.xd8 bxd8 30.g4 c7 31.f6+ g7 32.xe4 and White wins a key pawn, though Black’s 32...c2 will need some sorting out for White to keep full advantage. However better still with 27...b8 the R30 could have freed both knights!: 28.fd1 c6 29.a5 xd2 30.xd2 f4 and now 31.xc2 c7 32.a7 favours White, but not so much. Perhaps this line was hard to find for the R30, but even so the poor move chosen is a surprise

28.b6xa2

28...b7 Rf6 is no longer possible at all, of course 29.d6! 29.g4 c4 30.f6d1 c3 31.xe3 c7 32.xc7 bxc7

Material is actually still equal (except it’s B for N) but the Black

knights remain rooted, and White must win

33.f4 c3 The R30 has never like a lack of freedom, so decides to bring the knight captivity to an end. 33...c7 was an alternative 34.xc3 xc3 35.b5 c3 36.xc3 xd2 37.xd2 b4 38.xe2 The material gap is too great and the rest is now straightforward enough 38.c7 39.h3 e8 40.h2 e4 41.g3 f6 42.g2 e7 43 xe6 e6 44.xe6+ xe6 45.b3 d5 46.c1 h5 47.g4 d4 48.g5 d5 49.e3 d6 50.e4 e7 51.f5 exf5+ 52.xf5 1-0. An amazing effort in the game and the Tournament by the Magellan, which won it’s last 4 games to tie 1-1

<table>
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<td>Nov SUP EXPERT C</td>
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</tbody>
</table>

A 3-way tie for 1st place means that Rob gets his hands on a Trophy!

Jan Louwman has been actively involved in Computer Chess since its beginnings. He was at Gebruikers and is here photographed operating for the Rebel team in the recent WMCC
Frank Holt: The Benoni and PC Programs, + Tiger Impressions

In the early 1990's our regular contributor Frank Holt was having quite a lot of success with a personal variation of the Modern Benoni. Frank was very interested to see how the latest crop of top PC PROGRAMS got on playing this, so recently ran a Tournament in which the games began after White's 14th move and each program played both the White and Black sides of the position.

But before that we'll have a look at one of Frank's own games, that started in 1992 and made it to the Summer 1994 issue of the Correspondence Magazine.

S.C. Pride - F. Holt
A61: Benoni Opening, Nf3 without early e4

Some notes from ELH and computer analysis, and others from Martin W. Wood as they accompanied the game in the Correspondence Chess magazine at the time.

1.d4 Qf6 2.c4 c5 3.d5 e6 4.Qe3 exd5
5.exd5 d6 6.Qf3 g6 7.f4 Qg7 8.Qa4+
Qd7 9.Qxe3

9...Qc8 10.e4 0-0 11.Qd3N
11.Qe2 a6 (11...Qa6 12.Qfd2 Qc7
13.0-0 Sutherland-Rei 1980 1-0) 12.a4
Qe7 (12...Qe8 13.Qd2 ½-½ Rothacher-
Herlemann 1993) 13.Qd2 Qbd7 14.0-0
Nestorovic-Nenadovic 1988 1-0

11...a6 12.a4 Qe8 13.0-0 b6 14.h3 Qb7

Black is having trouble developing his queenside pieces, but though this move appears to offer the bishop very little scope, when it finally gets its release along the long diagonal, it will be free indeed!

14...Qh5 15.Qh2 Qa7 doesn't look any better.

However another possibility referred to by Martin Wood ("some will prefer this") was 14...Qa7 intending Rae7, but Frank says that, of the programs, only Hiarcs actually chose this, and none at all opted for his Bb7 move!
15.Qf1 Qh5 16.Qh2

16...Qc7

This doesn't seem to do all that much to unravel his pieces, so some might prefer 16...Qh6 17.e5 Qf4 (or 17...dxe5
18.Qxe5±) 18.Qc2 Qd7

17.Qad1?!

Not a particularly bad move, but missing a chance:

If 17.e5! not 17...dxe5? 18.g4 c4 (if
18...Qf6? 19.Qxe5± 19.Qxc4 Qc8
20.Qxe5± but 17...Qxe5 is correct
18.Qxe5 dxe5 19.Qc4 and 19...Qg7
holds, though Black's position is not enviable.

Best is 17.g4! Qf6 (17...Qxc3 18.bxc3
Qf6 19.Qd2 Qbd7 20.Qc4±) 18.e5
Qfd7 19.e6 looks very good for White!

17...Qd7!

With this Black secures his position and has probably equalised.

18.Qd2 Qe5 19.g3?!

Obviously designed to stop Nf4, but this weakens his king's security which can easily count against White later) and visibly damages the h2/bishop's role in the game! Martin Wood also pointed to this as a mistake, and pointed to the long diagonal which now allowed the h7-bishop to view both g2 and h1

19...Qg7 20.f4 Qd4+ 21.Qh1 f5!

The attack starts in earnest, and Frank's b7-bishop suddenly looks twice as
strong!

22.e5

Though White is now on the defensive, the game is by no means over. However this doesn't help at all! There seems to be a choice of 2 or 3 better-looking moves: 22.\(\text{Q}f3\) Hiarc8, also challenges the same bishop!; 22.\(\text{Q}e4\) Gambit2 overprotects the d5 pawn which heads the wedge into Black’s position;

22.exf5 Martin Wood, but accompanied by concern that a pawn could get blocked on f4 and shut-in the h2/bishop

22...dxe5 23.\(\text{Q}f3\) d6

23...exf4 24.\(\text{Qxe}8+\) \(\text{Q}xe8\) 25.\(\text{Q}e2\) d6

is also strong

24.\(\text{Qxe}5\) \(\text{Qxe}5\) 26.\(\text{Qf}1\)

24...\(\text{Qxe}5\) turns out quite differently, though still in Black’s favour: 25.g4 fxg4 (the temptation to play 25...f4?!) and get a passed pawn is great, but 26.\(\text{Qe}4!\) \(\text{Qxd}5\) 27.\(\text{Qxd}5+\) \(\text{Qxd}5\) 28.\(\text{Qf}6+\) \(\text{Qf}7\) 29.\(\text{Qxd}5\) \(\text{Qxf}3\) 30.\(\text{Qxe}8\) \(\text{Qxe}8\) 31.\(\text{Qxf}4\) and now

31...e6 to stop White playing \(\text{Nc}7\), and the game is almost equal), 26.\(\text{Qxe}5\) \(\text{Qxe}5\) 27.\(\text{Qxe}5\) \(\text{Qxe}5\) 28.\(\text{Qxe}8\) \(\text{Qae}8\) and despite the most annoying pin on the e5-rook, Black’s material advantage may be enough to win

25.\(\text{Qxe}5\) \(\text{Qxe}5\) 26.\(\text{Qf}1\)

26.g4?! \(\text{Qxe}1+\) 27.\(\text{Qxe}1\) \(\text{Qf}6\) 28.gxf5 \(\text{Qxf}5\)

26...\(\text{Qxe}1\) 27.\(\text{Qxe}1\) \(\text{Qe}6\)!

Black has NOT put the knight en pris — if you were to think now of 28.Rxe6, it would be a big mistake! The queen can retake, as 29.dxe6 is illegal with the pawn

pinned against the king on h1

28.\(\text{Qg}2\) \(\text{Qd}4!\)

The d5 pawn can be viewed as lost after this move

29.\(\text{Qa}2\) \(\text{Qh}8\) 30.\(\text{Qb}1\)

Shredder thought the manœuvre 30.\(\text{Qc}4\) \(\text{Qe}5\) and then 31.\(\text{Qf}1\) was better, but

31...g5 32.\(\text{Qf}4\) \(\text{f}4\) still favours Black

30...\(\text{Qf}6\) 31.\(\text{Qg}4\) \(\text{f}4\) 32.\(\text{Qg}1\)!

All of the programs I’ve tested want to play 32.g5!? here. Then 32...\(\text{Qxd}5\)

33.\(\text{Qe}4\) \(\text{Qd}8\) Now we have some exchanges: 34.\(\text{Qxd}5\) \(\text{Qxd}5\) 35.\(\text{Qxd}5\) \(\text{Qxd}5\) 36.\(\text{Qxd}5\) \(\text{Qxd}5\) 37.\(\text{Qxf}4\) Black is still a pawn up, but has he got enough to win? Gambit2 <100 says ‘no’. Hiarc8 and

Shredder532 between 125-150 appear to say ‘quite possibly’!

32...g5! 33.\(\text{Qxb}3\)!

![Chess Diagram]

The d5-pawn is now under-protected, but 33...\(\text{Qxd}5\)? is no good... can you see why?

34.\(\text{Qxd}5\) \(\text{Qxd}5\) 35.\(\text{Qxd}5\) \(\text{Qxd}5\) 36.\(\text{Qe}7\) threatening \(\text{Qxh}7\) mate. It will cost Black to stop this, e.g. 36...\(\text{Qf}3\) 37.\(\text{Qxf}5\) \(\text{Qxf}5\)

38.gxf5 \(\text{Qf}8\) 39.\(\text{Qe}6\) \(\text{Qxf}5\) 40.\(\text{Qxb}6\) and there’s going to be a pawn up — and running along the a-file for White any moment!

33...\(\text{Qd}8\) 34.\(\text{Qf}1\) \(\text{Qxd}5\) 35.\(\text{Qe}4\) \(\text{Qe}5\)

36.\(\text{Qg}1\)!

The fault with this move is that it releases the \(\text{f4}\)-pawn from the pin against its queen. Better was 36...\(\text{Qh}1\) when

36...\(\text{Ne}3+\) becomes impossible due to

37.\(\text{Rxe}3\)! and if \(\text{fxe}3??\) 38.\(\text{Bxe}5\)! and wins

36...\(\text{Ne}3+!\)

The patient bishop on \(\text{b}7\) finally comes into its own!

37.\(\text{Qxe}3\) \(\text{fxe}3\) 38.\(\text{Qg}1\) \(\text{Qxe}4\) 39.\(\text{Qxe}4\)
As most readers probably know, in Correspondence Chess players often send a series of 'conditional' moves, to save time and postage. This is usually done when there is a series of fairly obvious replies or exchanges. E.g. my move is QxQ and if you play NxQ my next is Bf4. If the opponent accepts, that's saved them a couple of first class stamps and a few days waiting to swap obvious moves!

White 'amused' Frank here by offering him a series of moves which would leave the outcome in doubt:

39...\textbf{ex}e4 40.\textbf{xe}x4+ \textbf{xb}3 41.\textbf{xe}3

Frank declined, and suggested instead:

39...\textbf{e}e2+! 40.\textbf{xe}x2 \textbf{ed}1+ 41.\textbf{f}f1 \textbf{ex}e4

42.\textbf{f}f3 \textbf{e}e3+ 43.\textbf{g}g2 \textbf{ed}2+ 44.\textbf{h}h1

Frank was hoping that at least one of the programs would try his 14...Bb7, but none did. Hiarcs played 14.Ra7, however, so although it failed to work out (Hiarcs drew 2 and lost 3 as Black) we'll finish with one of its games.

In fact White scored no less than 75% in these games, with only Junior6 (against Fritz6), Nimzo732 (against SOS), Fritz6 (against Fritz5), and SOS (also against Fritz5) winning games with Black.

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28...\textbf{ex}xg3! 29.f\textbf{x}xg3 \textbf{e}e3 30.\textbf{d}d2

Best. 30.\textbf{d}d3?! \textbf{f}f2+!? 31.\textbf{h}h1 c4!

32.\textbf{d}d2 \textbf{e}e3 and now White has the
choice of \(33.\triangle x a 5\) \(\triangle x d 2\), \(33.\triangle x c 4\) \(\triangle x b 3\). I think both are equal but offering chances to both sides

\[30...\triangle f 2 + 31.\triangle h 1\] \(\triangle h 8\) \(32.\triangle c 4\) \(\triangle x h 3\)

\[32...\triangle x g 3\] expected by \(F 6\) and would be played by \(H 8\) \(33.\triangle d 2\) \(\triangle x h 3\) \(34.\triangle x h 3\) \(\triangle x h 3\) \(+ 35.\triangle h 2\) \(\triangle g 4\) but actually has just transposed to the game

\[33.\triangle d 2\) \(\triangle x g 3\) \(34.\triangle x h 3\) \(\triangle x h 3\) \(+ 35.\triangle h 2\) \(\triangle g 4\)

\[36.\triangle d 2\) \(\triangle f 2\) \(37.\triangle f 1\) \(a 4\)

Hiarc8's would play 37...\(\triangle d 7\), here, then \(38.\triangle c 3\) \(\triangle f 4\) and White's advantage is small

\[38.\triangle c 3\) \(\triangle b 7\)

A great shame. Thanks to its excellent 28...\(N x g 3\) Hiarc had almost clawed its way back to equality.

The new \(H 8\) chooses 38...\(\triangle f 3\) and now

\[39.\triangle f x f 2\) \(\triangle x g 3\) \(W 46;\]

Shredder's 38...\(\triangle b 4\) is another improvement: after 39.\(\triangle x f 2\) \(\triangle x f 2\) \(40.\triangle x f 2\)

\(\triangle d 7\) White's advantage is at a minimum

\[39.\triangle x e 5\) \(a 3\) \(40.\triangle x a 3\) \(\triangle g 5\) \(41.\triangle c h 1\) \(h 5\)

\[42.\triangle f 3\) \(\triangle f 4\) \(43.\triangle e 3\) \(\triangle f 6\) \(44.\triangle g 3\) \(h 4\)

\[45.\triangle h 3\) \(\triangle b 6\) \(46.\triangle c 4\) \(\triangle f 6\) \(47.\triangle c 3\) \(\triangle g 7\)

\[48.d 6\) \(\triangle g 5\) \(49.\triangle g 2\) \(\triangle h 5\) \(50.\triangle h 2\) \(\triangle d 7\)

\[51.\triangle x f 2\) \(\triangle f 3\) \(52.\triangle d 2\) \(\triangle d 3\) \(53.\triangle x f 8\) \(\triangle x f 8\)

\[54.\triangle c 4\) \(\triangle d 7\) \(55.\triangle x f 2\) \(\triangle g 3\) \(56.\triangle e 2\) \(\triangle d 3\)

\[57.\triangle g 2\) \(\triangle d 1\) \(+ 58.\triangle h 2\) \(\triangle f 6\)

\[59.\triangle x f 6!\]

The new tactical code in \(H 8\) would have expected (and play) this excellent sacrifice of the exchange from \(F 6\). \(H 732\) expected the mundane 59.\(\triangle f 1\) when \(59.\triangle g 4\) \(+ 60.\triangle h 1\) \(h 3\) \(W 77\) and Black has definite chances of saving this tense position

\[59...\triangle x f 6\) \(60.\triangle c 3\) \(\triangle d 3\) \(61.\triangle d 5\) \(+ 62.\triangle g 7\)

\[62.b 4!\]

It looked as if 62.d7?! which \(H 7\) expected (but \(H 8\) quickly finds b4!), can be

met by \(62...\triangle g 3\) \(63.\triangle f 1\) \(\triangle f 3\)!

However then I discovered \(64.\triangle f 6\) \(\triangle x f 6\) \(65.\triangle x f 6\) \(\triangle x f 6\) \(66.d 8\) \(+\), which still wins eventually. But the continuation in the game is clearly stronger than \(d 7\).

\[62...h 3\)

\[63.\triangle b 2.\triangle f 3?\]

The game was lost, but this is a poor move which allows \(F 6\) to finish the game with the greatest of ease.

\[63...\triangle d 4\] offers more resistance: \(64.d 7\) \(\triangle g 5\) \(65.d 8\) \(\triangle x d 8\) \(66.\triangle x e 5\) \(\triangle x d 5\)

\[67.\triangle c 6\) \(+\) \(68.\triangle f 6\) \(68.\triangle x f 6\) \(\triangle x f 6\) \(69.\triangle x d 5\)

\(\triangle f 7\) \(70.\triangle x h 3\) and wins;

Shredder's \(63...\triangle x h 4\) is also better, though White's continuation is easy to find: \(64.\triangle x e 5\) \(\triangle f 7\) \(65.\triangle e 7\) \(\triangle x e 7\) \(66.\triangle x e 7\) \(\triangle x e 7\) \(66.\triangle x e 6\) \(\triangle h 6\) \(69.\triangle x h 3\)

\[64.\triangle x e 5\) \(\triangle h 7\) \(65.\triangle e 7\) \(\triangle h 6\) \(66.\triangle h 4\) \(\triangle g 7\) \(67.\triangle f 4\)

and Black, reading -1598, resigned! 1-0

Frank now has a new P3/800 (nice!), so next played an engine v engine tournament at G/1hr. Here's the result of that:

<table>
<thead>
<tr>
<th>P3/800 Tournament at G/1hr</th>
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<tbody>
<tr>
<td>Pos</td>
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<td>8</td>
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</tbody>
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Strangely in this Tourny, White scored only 20%, Black 40%, and draws 40%!

Quite some time ago (1998), Frank wrote in one of his letters to me: 'We want a new type of program, instead of the same old programs with bits of updates. The programmers are sitting on their laurels and past achievements!'

Frank now writes: 'I am pleased to say that the TIGERS are definitely playing differently... and it's a pleasure to watch. They will be the subjects of my next set of results!' .......(see NEWS section for these! Eric)
Deep FRITZ v Robert HUEBNER

If this was intended as a pre-Kramnik match warm-up for Deep Fritz, then it is likely to have disappointed both the programmers and the organisers. Not that it seems to have quietened the latter down all that much!

I'd like to let readers play over the games and decide for themselves, so I've only made a few light notes. But my view is that, if Huebner (2612 Elo) can hold DF so comfortably using simple, solid, quiet chess, what hope does the computer program have against Kramnik?!

Deep Fritz - Huebner, R

Game 1
1.e4 e6 2.d4 c4!? e5?! 3.Qf3 Qe6 4.Qc3 In this rare line d4 is played almost exclusively here 4...Qf6 d6 has been played before, but not this that I know of.

Huebner probably wanted to make sure he got DF out of book now, rather than risk facing too much preparation in this already unusual line 5.d4 Qb4 6.d5 The only move Fritz will look at, but it's the first and not the last instance of it allowing a blocked pawn centre in the match 6...Qe7 7.Qxe5 Qxc3+ 8.Qxc3 d6 9.Qf3 Qe4 10.Qd3 Qc5 11.Qh1 Qf5 12.0-0 0-0 13.Qe1 Qxb1 14.Qxb1 Qe8 15.Qa3 b6 16.Qxc5 dxc5 17.Qb2 Qg6 18.Qxe8+ Qxe8 19.Qe2 Qd7 20.Qe5 Qxe5 21.Qxe5 Qe8 22.Qf4 Qf6 23.Qe2 Qf8 24.g3 ½-½

Huebner - Deep Fritz

Game 2
In game 2, after 45.gxf4 we reached the following position:

Black's knights are beginning to look quite sinister! 18.Qd3 Qf8
19.Qg5 Qxe2 20.Qxh7+ Qf8 34...Qf7?! I (think) I like the
look of 34...\textnx{c}4 35.\textnx{xf}5 \textnx{xd}7 36.\textnx{d}5+ \textnx{c}7 37.\textnx{e}4 \textnx{f}7+ Vital move order, forcing the king to retreat. If \textnx{Nxa}3 is played first, the king could advance! 38.\textnx{g}3 \textnx{xa}3 This looks tense! I think Black is winning, but I'd still be nervous about White's central pawns. 35.\textnx{d}5+ \textnx{e}7 36.\textnx{xf}7+! \textnx{xf}7 37.\textnx{xf}5 \textnx{c}4 38.\textnx{e}4 \textnx{xa}3 The other way would be 38...\textnx{d}6+ 39.\textnx{e}5 \textnx{xb}5 40.\textnx{a}4 \textnx{c}3 41.\textnx{d}4 \textnx{xa}4 I'm not sure which is better! 39.\textnx{g}4 \textnx{xb}5 40.e5 \textnx{c}7?? 40...\textnx{c}3? A) 41.e6+ H8! B) 41...\textnx{e}7 42.\textnx{e}5 (There isn't time for 42.\textnx{g}6?? \textnx{xd}5 43.\textnx{hx}6 because 43...b5 now wins easily) 42...b5 43.h4 a draw says H8! 41.d6 41...b5 42.h4 (42.e6+ \textnx{e}8 43.e7 \textnx{h}7 44.\textnx{e}5 b4 and Black is looking good. In many of the variations White would like to advance his king, but the c3-knight can often jump in at d5 or e4 and give check to stop such progress and sometimes win the central pawns. The knight is much more effective on c3 than it is in the game.) 42...b4 43.g5 b3 appears to win for Black! 41.d6 \textnx{e}6 42.h4 b5 43.g5

43...\textnx{g}7+ Somewhat amusing in an annoying sort of way for Huebner! Here the knight drives White's king towards a square it could not go to if the knight were on the preferred c3. From e4 the king will quickly cut-off a queenside pawn advance 44.\textnx{ed}4 \textnx{hx}5 45.\textnx{hx}5 b4 46.\textnx{d}3! \textnx{g}6 DF has got back to 0! 47.\textnx{e}4 \textnx{g}5 48.\textnx{xb}4 \textnx{d}2 49.\textnx{e}5 \textnx{xe}5 50.\textnx{b}6 \textnx{d}x6 ½-½

Huebner, R - Deep Fritz

Game 4
1.e4 e5 2.\textnx{f}3 \textnx{c}6 3.\textnx{b}5 a6 4.\textnx{a}4 \textnx{f}6 5.0-0 \textnx{c}7 6.\textnx{e}1 b5 7.\textnx{b}3 d6 8.c3 0-0 9.h3 \textnx{a}5 10.\textnx{e}2 c5 11.d4 \textnx{xd}4?! Doubtless a book move, but it's not the most popular one, and releasing tension in the pawn structure and giving Huebner a chance to block the centre (which he takes) is unwise if Fritz wants to win games against GMs. 11...\textnx{c}7 or \textnx{b}7 were better, as was \textnx{b}8 12.\textnx{cxd}4 \textnx{xb}7 13.d5! Of course 13...\textnx{e}4 14.b3 \textnx{b}6 15.a4 \textnx{xa}4 16.\textnx{b}xa4 \textnx{c}7 17.\textnx{a}3 \textnx{b}7 18.\textnx{d}2 \textnx{ab}8 19.\textnx{de}4 \textnx{c}5 20.\textnx{b}1 \textnx{a}8 21.\textnx{xb}8 and the game has petered out into a tame draw ½-½

Deep Fritz - Huebner, R

Game 5
1.d4 d5 2.c4 e6 3.\textnx{f}3 \textnx{f}6 4.\textnx{e}3 \textnx{dx}c4 5.a4 \textnx{f}5 6.\textnx{e}5 \textnx{bd}7 7.\textnx{xc}4 \textnx{b}6 8.\textnx{e}5 e6 9.\textnx{f}3 \textnx{fd}7 10.a5 \textnx{xe}5 11.\textnx{ax}b6 \textnx{d}7 12.e4 \textnx{g}6 13.\textnx{b}xa7 \textnx{g}b6

14.f4 This is more like it - a bit risky, but DF needs to be positive if it's to win it's last game with White. 14...\textnx{e}2 \textnx{xa}7 15.\textnx{xa}7 16.\textnx{e}3 is theory, and headed for a draw 14...\textnx{b}4 15.\textnx{d}3 0-0 16.\textnx{e}2 \textnx{d}6 17.f5? Appears to be rushing it and allows Huebner to easily quieten the position. I prefer 17.0-0 17...\textnx{xf}5 18.\textnx{xf}5 \textnx{h}5 19.\textnx{d}h5 20.0-0 \textnx{xa}7 21.\textnx{a}7 \textnx{xa}7 Black now has the better pawn structure, but it's already completely drawn in reality 22.\textnx{g}5 \textnx{e}8 23.g4 \textnx{hx}c3 24.\textnx{bxc}3 \textnx{f}6 25.\textnx{xf}6 \textnx{gxf}6 26.\textnx{g}3 \textnx{h}6 27.\textnx{e}1 \textnx{xe}1+ 28.\textnx{xe}1 \textnx{w}2 29.h3 ½-½

Huebner, R - Deep Fritz

Game 6
1.e4 c6 2.d4 d5 3.\textnx{d}2 \textnx{dx}e4 4.\textnx{xe}4 \textnx{d}7 5.\textnx{f}3 \textnx{g}6 6.\textnx{xf}6+ \textnx{xf}6 7.\textnx{e}5 \textnx{d}7 8.\textnx{e}3 \textnx{f}6 9.\textnx{e}5 \textnx{d}7 There's not much to say, agreeing a draw here. There's nearly 100 games in my database with a wide variety of choices for White: \textnx{d}3, \textnx{f}4, \textnx{f}3, \textnx{d}7 and \textnx{c}4 which hasn't been played so much but has been quite successful ½-½

A 3-3 result against Huebner does not, in my view, bode well for the Kramnik match. Even though DFritz will be on 8 x 1000MHz processors, it's once more not the speed but the long-term strategy and 'computer blindness' issues which are likely to determine any results against the highest calibre players.
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 with its results with 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 Grading:

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

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

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

PPro-PC represents a program on a Pentium Pro, MMX or K6 at 300MHz, with 32-64MB RAM.

Users will get slightly more (or less!) if their PC speed is significantly different. A doubling in MHz speed = approx. 40 Elo; a doubling in MB RAM = approx. 3-4 Elo.

Comp-v-Comp guide, if PentiumPro2/300 = 0

| Quad PentI/3500 | 100 Dual PentI/3500 | 60 | Pentium3K7/750 | 50 | Pentium3K7/500/300 | 30 | Pent K6-Pro2/400/300 | 0 | Pent Pro2/MMX-K6/733 | -20 | Pent/150 | -60 | Pent/100 | -100 | 486D/4/100 | -140 | PentDX2/66 | -160 | 486SX/33 | -240 | 386SX/33 | -300 |

SELECTIVE SEARCH

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