

# 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 it's 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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# COMPUTER & PC PROGRAMS... 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 a post & packing charge at the end!... **our insured delivery p&p is FREE.** Adaptors are £9 extra. **Subscribers Offer:** You can deduct **10% off** dedicated computer prices shown here if you buy from **Countrywide**.... just mention **'SS'** when you order.

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*Novag*

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## ■ TABLE-TOP PRESS SENSORY ■ [ps]

*Kasparov*

**BLADE £49** - includes Talking coach system

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**CENTURION £79** - Barracuda '2000' program in slightly larger board, and value-for-money buy

**COUGAR £99!** - the Cosmos '2100' program + features in 16"x11" board; good info display.

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*Mephisto*

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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 £74** - updated Fritz6 - intended for dual & quad processors, but gives a little extra strength on top Pentium machines as well

**TIGER14 £39** - by Christophe Theron. Features for play, analysis, printing etc. as Fritz6 - latest Interface. **Tiger14.0** is very strong and reliable in all aspects of the game, while **Gambit2.0** plays some amazing, attacking chess - possibly the new no.1! A great chess CD!

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**REBEL 11 £46.** New CD contains not only **Century3.0** (DOS & Win) by Ed Schroder, but also Christophe Theron's new **Tiger13.0** and his strong, aggressive **Gambit1.0** engine (both Win). **Wonderful chess** - Century3 is crammed with chess knowledge and about as human-like as you can get - and the CD is packed with analytical features, openings books & encyclopedia, plus big games database, EOC for opening study, and other goodies!

**HIARCS7** - for PC and MAC! - **£49**

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

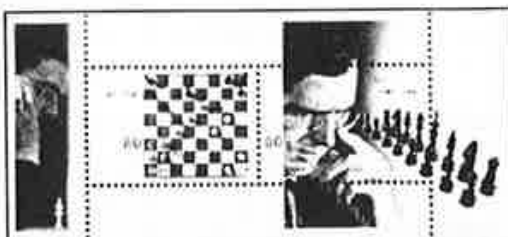
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# NEWS & RESULTS - *keeping you right up-to-date in the COMPUTER CHESS world!*

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:

■ [http://www.geocities.com/chessfun\\_1999](http://www.geocities.com/chessfun_1999)

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

### Valentine's Tournament

G/30+3 on P3/945MHz

| Pos | Program                                     | Score/100 |
|-----|---|-----------|
| 1=  | <b>Deep Fritz</b><br><b>Chess Tiger13.0</b> | 58½       |
| 3   | <b>Gambit Tiger1.0</b>                      | 54        |
| 4   | <b>Junior6a</b>                             | 45        |
| 5   | <b>Fritz6</b>                               | 44        |
| 6   | <b>Shredder5</b>                            | 40        |

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

| Pos | Program                                     | Score/70 |
|-----|---|----------|
| 1=  | <b>Deep Fritz</b><br><b>Gambit Tiger2.0</b> | 42       |
| 3   | <b>Chess Tiger14.0</b>                      | 40       |
| 4   | <b>Hiarcs732</b>                            | 33½      |
| 5   | <b>Junior6a</b>                             | 33       |
| 6   | <b>Deep Junior6.0</b>                       | 32½      |
| 7   | <b>Fritz6</b>                               | 30       |
| 8   | <b>Nimzo8</b>                               | 27       |

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

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

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 Benlloch'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 Benlloch** 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 (!) 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

|          |                        |     |
|----------|------------------------|-----|
| Magellan | Portorose 68020 (Lang) | 7-1 |
| Magellan | Almeria 68020 (Lang)   | 5-1 |

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

### G/30

|          |                        |       |
|----------|------------------------|-------|
| Magellan | RISC2 (Schroder)       | 3-7   |
| Magellan | Vancouver 68000 (Lang) | 2½-7½ |

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

### 40/2

|          |                            |       |
|----------|----------------------------|-------|
| Magellan | Fidelity Mach4 (Spracklen) | 4-4   |
| Magellan | RISC2 (Schroder)           | 6-6   |
| Magellan | Elite v9 68030 (Spracklen) | 4½-1½ |

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

Note the small peculiarity - 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

|              | CTig14.0 | GambT2 | GT2 aggr | Total/30 |
|--------------|----------|--------|----------|----------|
| Shredder4    | 3½-6½    | 3-7    | 3½-6½    | 10       |
| Shredder5    | 3½-6½    | 4-6    | 2½-7½    | 10       |
| Shredder532  | 4-6      | 7½-2½  | 4-6      | 15½      |
| Hiarc732     | 4½-5½    | 4-6    | 3½-6½    | 12       |
| Nimzo8       | 4-6      | 3-7    | 4½-5½    | 11½      |
| ChessAcademy | 1-9      | 0-10   | ½-9½     | 1½       |
| Junior6a     | 5½-4½    | 4½-5½  | 2½-7½    | 12½      |
| Junior7      | 3-7      | 4½-5½  | 5½-4½    | 13       |
| Fritz6e      | 4½-5½    | 5½-4½  | 4½-5½    | 14½      |
| Deep Fritz   | 5-5      | 5-5    | 3½-6½    | 13½      |
| Total/100    | 61½      | 59     | 65½      |          |

- 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 aggr/sel=8 setting!? I'll update the Table in our next issue.

## Frank HOLT's Tiger scores

|            | Fritz6 | Hiarc732 | Junior6 | Total/36 |
|------------|--------|----------|---------|----------|
| GambTiger2 | 9-3    | 6-6      | 7-5     | 22       |
| ChTiger14  | 4½-7½  | 8-4      | 6½-5½   | 19       |
| Total/24   | 10½    | 10       | 10½     |          |

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!

|   |              | CT14 | J7 | DF  | S532 | /60 |
|---|--------------|------|----|-----|------|-----|
| 1 | ChessTiger14 | x    | 9½ | 10  | 13   | 32½ |
| 2 | Junior7      | 10½  | x  | 10½ | 11   | 32  |
| 3 | DeepFritz    | 10   | 9½ | x   | 10   | 29½ |
| 4 | Shredder532  | 7    | 9  | 10  | x    | 26  |

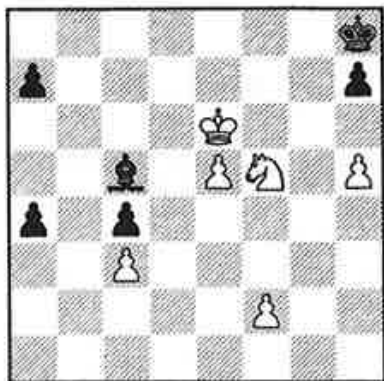
## Let's Finish with some CHESS!

**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.♔xc5 (2.e6 a2 3.♔xc5 ♕g8 transposes) 2...a2 3.e6 ♕g8 4.♔e7+ ♕f8 and Black queens next move to win easily.

Whereas 1.♕f7 is worth at least a shot! It makes no attempt to interfere with the queening of Black's a-pawn, but it does hold out the promise of causing problems for Black's king, which is looking a bit isolated in the corner!

In fact the White player who goes in for this line will, unlikely as it may seem, save the half point!

1...a3 2.♔h4 h6 Not 2...a2? as 3.♔g6+ hxg6 4.hxg6 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 Nf8-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 ♖xd5 3.♘c3 ♜d8 4.d4 ♘f6 5.♙c4 c6 6.♘f3 ♙f5 7.♘e5 e6 8.g4 ♙g6 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...♙b4, which has a mere 25% record for Black! Uuugh.

- [a] 10.♙h3 ♘bd7 11.♜e2 ended 1-0.
- [b] 10.♙f1 ♙xc3 11.bxc3 ended 0-1.
- [c] 10.f3 ♙xc2 11.♜xc2 ♜xd4 ended 1-0.
- [d] 10.h5 ♙e4 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.♘d7 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.♜e2, but Black won after ♙b4 11.♙h3?! ♜c7.

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 ♘c6 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 ♘ec6 11.♘xd4 ♘xd4  
12.e5 dxe5 13.fxe5 ♙xe5 14.♘e4 f5  
15.♘xc5 ♙c7 16.b4 ♙g7 17.c3 ♘b5  
18.♙c1 ♘xc3 19.♙d2 ♙e5 20.♙fe1 ♙f6  
21.♘xb7 ♙xb7 22.♙xb7 ♙ad8 23.♙g2 ♙f7  
24.d4 ♘b5 25.d5 ♙fd7 26.♙c6 ♘d4 27.♙c5  
e5 28.♙c1 e4 29.♙c4 ♘f3+ 30.♙xf3 exf3  
31.a3 ♙f7 32.♙a5 g5 33.♙c2



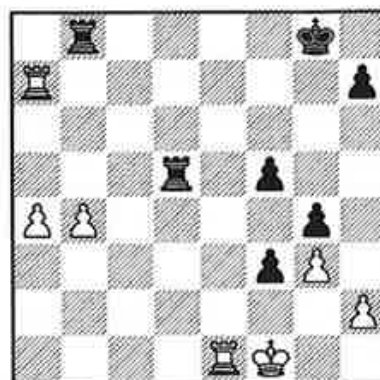
*The position we've reached appears to offer both sides chances – the Shredder passed pawns certainly looked poised to cause some stress. But the Internet gang have their eyes on the White king, which is unpleasantly boxed-in*

33...g4! 34.a4 ♙h5 35.♙c4 ♙h3! 36.♙f1  
♙xf1+ 37.♘xf1 ♙c3 38.♙b1 ♙b8 39.♙xa7

*Is 39.♙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.♙ee7, 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 Hiarc6... the Computers' majority vote v 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.♘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 Uniacke 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 ♘f6 8.♙e3 or Kh1;

b. 7.♙e3 ♘f6 or b5;

c. 7.f4 b5 (7... ♘xd4 8.♖xd4 b5) 8.♘xc6 ♖xc6

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

c5 18.♙a3 ♖a5 19.♘a4 c4 20.♖h3 ♙d7 21.♙d6!

An awesome square for the bishop with Black's king stuck in the centre.

21...♙c8



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 ♘g6) 23...♔xe7 24.♖xf5 ♙xf5 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 ♖c7 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...exf5 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 Uniacke nor I could get time off to take Hiarcs8, 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 folk 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 **60/2hours +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.

|    | Program            |           | Processor/s      |
|----|--------------------|-----------|------------------|
| 1  | <b>Shredder</b>    | M-Kahlen  | AMD 1400         |
| 2  | <b>FERRET</b>      | Moreland  | Dual Athlon 1200 |
| 3  | <b>QUEST</b>       | Morsch    | Dual P3 1000     |
| 4  | <b>JUNIOR</b>      | Ban-Bush  | Dual P3 1000     |
| 5  | <b>Rebel</b>       | Schroder  | Athlon 1400      |
| 6  | <b>Chess Tiger</b> | Theron    | Athlon 1300      |
| 7  | <b>Gandalf</b>     | Suurballe | Athlon 1300      |
| 8  | <b>CRAFTY</b>      | Hyatt     | Dual Athlon 1400 |
| 9  | <b>Ruy-Lopez</b>   | Begu-Mor  | Athlon 1300      |
| 10 | <b>DIEP</b>        | Diepeveen | Dual 1200        |
| 11 | <b>IsiChess</b>    | Isenberg  | Athlon 1330      |
| 12 | <b>Pharaon</b>     | Zibi      | Athlon 1300      |
| 13 | <b>Tao</b>         | Hamstra   | P3 700           |
| 14 | <b>PARSOS</b>      | Huber     | Dual P3 1000     |
| 15 | <b>Gromit</b>      | Skibbe    | Athlon 1400      |
| 16 | <b>Xinix</b>       | Werten    | P3/866           |
| 17 | <b>Goliath</b>     | Borgstadt | Athlon 1400      |
| 18 | <b>Spider Girl</b> | Giepmans  | AMD 1200         |

- **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.
- **Pharaon** is the new name for ZChess.



In **ROUND 1** all but one of the results went in the 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 ♘f6 2.c4 e6 3.♘f3 b6  
4.g3 ♙a6 5.b3 ♙b4+ 6.♙d2  
♙e7 7.♙g2 c6 8.♙c3 d5  
9.♘e5 ♘fd7 10.♘xd7 ♘xd7  
11.♘d2 0-0 12.0-0 ♖c8 13.e4  
b5 14.♗e1 dxc4 15.bxc4  
bxc4 16.♖c2 ♖c7 17.♙f1



*Shredder v Junior in 1998 reached this position! Junior tried Nb6 and won the game!*

17...♙f6 18.♖ac1 c5! 19.e5  
♙g5 20.f4 ♙e7 21.♖xc4

The series of exchanges is good for Black, but Tiger had little choice

21...♙xc4 22.♙xc4 cxd4  
23.♙b2

The pawn cannot be taken, as if 23.♙xd4? ♙a3 wins rook for bishop

23...♖b6 24.♙d3 ♖xc2  
25.♖xc2 ♖xc2 26.♙xc2

So Black comes out a (weak) pawn ahead

26...♖d8 27.♖d1 ♙c5 28.♙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.♖c1 ♖a4  
31.♙a1 e5 32.♙g2

Of course White could not exchange this time, as it would leave Quest with connected passed pawns

32...♙b6 33.fxe5

My mistake!

33...fxe5 34.♖e1 ♙c7 35.♖c1  
♙d6



Surely Black must win or draw from here?!

36.♙f5 ♖b8 37.♖c6 ♖b6  
38.♖xb6 ♖xb6 39.♙f3 ♙g7  
40.g4 h6 41.♙b2

Re-activating the bishop at last, but surely White's only hope is still to try and draw

41...♙e7?! 42.♙c2 ♖c4  
43.♙c1 ♙g5



This looks like a reasonable idea, but watch the bishop get trapped here by its own king

44.♙d3 ♖b6

Not 44...♙xc1? 45.♙xc4 and the opposite coloured bishops make the draw very likely

45.♙a3 ♖a4 46.♙b4 ♖b2

47.♙c2 ♖c4 48.h3 ♙f6

See note to move 43

49.♙e4 ♖d2+ 50.♙d5!?

50.♙xd2 ♙xd2 would be opposite coloured bishops again, and very drawish, so credit to Tiger for producing the aggressive and visionary Kd5 when a pawn down!

50...♖f3 51.a4! ♖g1 52.♙c5



Now we can see that the issue is the two pawns on the a-file!

52...a5?!

Perhaps 52...♖xh3?!

53.♙xa7 by capturing the

pawn on a7 White appears to get an easier finish!

53...♖f2 (53...♙d2! might save it in this line as well as our next) 54.a5! and how is the pawn to be stopped?

54...♖xg4 55.a6 ♖e3+  
56.♙e4 ♖xc2 57.♙c5 and White wins;

52...a6! was the other way to defend the pawn for as long as possible, but

53.♙d3 ♖xh3 54.♙xa6 ♖f2  
55.a5. This seems to be working out the same as in our note to 52...Nxh3, but 55...♙d2! 56.♙b6 ♙c3 57.♙c4 ♙xa5 58.♙xa5 ♖xg4 How do we classify this? Equal! Uncertain!!!

53.♙b6 ♖xh3

53...♙d2 might have saved the game, though 54.h4 would still leave me a little worried

54.♙xa5 ♖f2 55.♙d8+!!

Aaaah!

55...♙g7 56.♙xg5 hxg5

57.a5 d3 58.♙a4! e4

58...e4 59.♙d4 wins. 1-0

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

### Dual Ferret - Gandalf

1.e4 e5 2.♖f3 ♖c6 3.♙b5 a6

4.♙a4 ♖f6 5.0-0 ♙e7 6.♖e1

b5 7.♙b3 d6 8.c3 0-0 9.h3

♙b7 10.d4 ♖e8 11.♖bd2

♙f8 12.a4 h6 13.♙c2 exd4

14.cxd4 ♖b4 15.♙b1 g6

16.♖a3 ♙g7 17.♖h2

17.e5 dxe5 18.dxe5 ♖h5

0-1 in 32. Anand-Kamsky 1995

17...c5 18.d5 ♖d7 19.♖df3

19.♖df1 bxa4 20.♖g4

♖h7 21.♖xa4 ♖e7 ½-½ 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. ♖f1 bxa4 21. ♖xa4 a5  
22. ♖e3 ♖a6 23. ♖d1 c4  
24. ♖d2 ♖e5 25. ♖f1 ♖b6  
26. ♖h2 c3 27. bxc3 ♖xf1  
28. ♖xf1 ♖a6 29. ♖b3?!

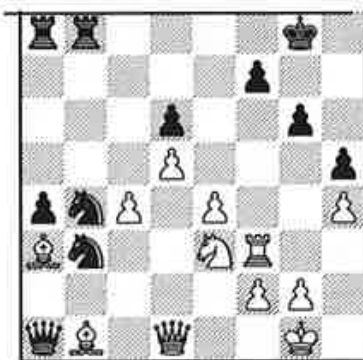
29. ♖c2 is probably better, but 29... ♖c5 30. ♖b3 ♖xb3 31. ♖xb3 ♖ec8 leaves Black with an initiative  
29... ♖c7 30. c4 ♖b4 31. ♖d1 ♖d7! 32. ♖ef1 ♖c5 33. ♖f3 a4 34. ♖g1 ♖eb8 35. ♖g3 ♖e7 36. ♖a3



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... ♖e5 37. ♖e3 ♖f4 38. ♖f3 ♖e5 39. h4 ♖h6 40. ♖e3 ♖b3 41. ♖df1 ♖xe3 42. ♖xe3 ♖a1



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 Brilliancy 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. e5!?

The expected move was 43. ♖xb4 and then it would probably go 43... ♖d4! 44. ♖e1 (allowing Rxb4 would have been terminal) 44... ♖b2! 45. ♖xd6 ♖xb1 46. ♖xb1 ♖xb1+ 47. ♖h2 a3! 48. ♖xa3 (no choice!) 48... ♖xf3+ 49. gxf3 ♖xa3 and Black should be able to grab the White pawns one at a time and win easily]

43... ♖xa3

As things turn out maybe 43... ♖d4 would have been better, but you certainly can't blame Gandalf at all for the move it played 44. ♖xf7!? ♖xf7!?

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... dxe5?? 45. ♖xg6 ♖a7 (appears to be best, though it won't save the day!) 46. ♖xh5! ♖a1+ (46... ♖xf7 47. ♖xf7+ also m/8) 47. ♖h2 ♖xf7 m/7;

44... ♖c1! Forcing a queen exchange which blunts White's planned attack 45. ♖xc1 (45. ♖f6? is worse: 45... ♖xd1+ 46. ♖xd1 dxe5 47. ♖xg6+ ♖f7 wins easily) 45... ♖xc1 46. ♖xg6 ♖e2+ 47. ♖h2 ♖f8 48. ♖b7 a3 looks more than enough to win

45. ♖f3+ ♖g8 46. ♖f6 ♖a1 47. ♖e6+ ♖f8 48. ♖xd6+ ♖e8 49. ♖xg6+ ♖d8 50. d6!



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... ♖c8??

This gives Ferret too much counterplay. Hiarc8's 'saving' move would have been: 50... ♖b7 and now 51. e6 ♖g7 52. e7+ ♖xe7

53.dxe7+ ♖xe7 54.♖b6+ ♕e8 and here 55.c5 or Bg6+ may well lead to a draw;

*Tiger would choose 50... ♖xe5 and now 51.♗f5 ♖a7 52.♖g5+ ♖e7 53.♖g8+ 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.d8♖+ ♖xd8 57.e8♖+ ♕c8 58.♖xe4 ♖xe4 and Black appears to have drawing chances!*

56.e8♖+ ♖xe8 57.♖xe8+ ♕c7 58.♖d5+ ♕c6 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 ♖hc8 74.♖b2+ ♕c6 75.♖e7+*

*75... ♕d6 76.♖xc8+ ♖xc8 77.f4 wins 1-0*

Also in round 2:

DJunior - Ruy-Lopez 1-0  
Shredder - Pharaon 1-0  
Crafty - Rebel 1-0 !

There were no especially interesting games in **ROUND**

3, despite the fact that the top programs were starting to meet each other:

Chess Tiger - DFerret 1-0  
DCrafty - DJunior 0-1  
Shredder - DQuest 0-1  
Rebel - DDiep 1-0

#### Leaders after 3 rounds:

|    |   |    |
|----|---|----|
| 1= | ChessTiger, DJunior                               | 3  |
|    |   | 2½ |
| 3= | DCrafty, DFerret, DQuest, Rebel, Gandalf, Goliath | 2  |

In **ROUND 4** there were more key match-ups, including Junior v Tiger which is shown in a moment. Other main results were:

DFerret - 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  
14.♖e3 ♗e7 15.f3 d4  
16.cxd4

*Probably the end of the programs' Books*  
16...cxd4

*New. 16... ♗xb1 has been played before at GM level*  
17.♖g4

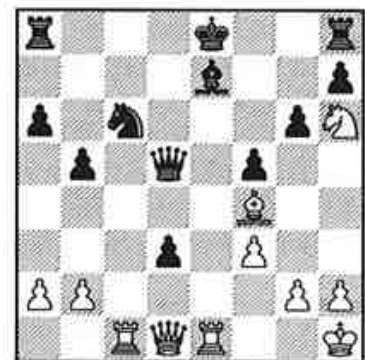


Deep Junior's co-programmer Shay Bushinsky sees the funny side when his program demands a CD-refresh before the game!

*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  
♖d5

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 ♖f1+  
33.♖xf1 ♗xf6 34.♗xf6 ♕f7  
35.♗g5 ♖d4 36.♖c1 ♕e6  
37.b3 a5 38.h3 a4 39.♖c7  
♖d1+ 40.♕h2 ♖a1 41.bxa4  
bxa4 42.♖xh7 ♖xa2 43.♗g7  
f4 44.h4 ♕f5 45.♖f7+ ♕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 - DFerret 1-0  
Crafty - DDiep draw  
Gandalf - Goliath 0-1

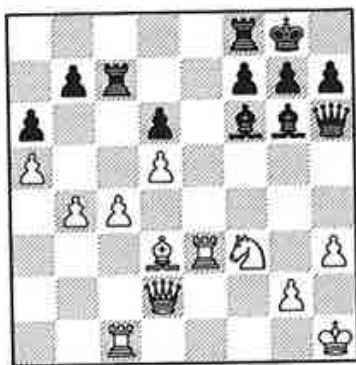
Here's my choice of the best game from this round. It's between the 2 programs from the 'Rebel stable':

### Rebel - Chess Tiger

1.e4 c5 2.♘f3 d6 3.d4 cxd4  
4.♘xd4 ♘f6 5.♘c3 a6 6.f4  
e5 7.♘f3 ♘bd7 8.a4 ♙e7  
9.♙d3 0-0 10.0-0 ♘c5  
11.♙h1 exf4 12.♙xf4 ♙g4  
13.♙e3 ♙c8 14.a5

*Book ends around here*

14...♙h5 15.♙d4 ♘e6  
16.♙b6 ♙d7 17.♙d2 ♙d8  
18.♘d5 ♘xd5 19.exd5 ♘c5  
20.♙xc5 ♙xc5 21.b4 ♙c7  
22.c4 ♙g6 23.♙ac1 ♙g4  
24.♙fe1 ♙f6 25.h3 ♙h5  
26.♙e3 ♙h6



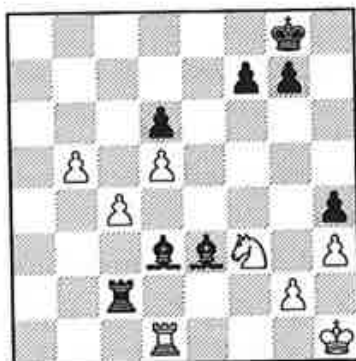
27.♙ce1?!

*Rebel could have maintained a slight advantage with 27. ♙xg6 ♙xg6±*  
27...♙f4! 28.♙f1 h5 29.♙d1  
♙cc8 30.♙e2 h4 31.♙g1 ♙f5  
32.♙d2 ♙h7 33.♙a2 ♙d8  
34.♙a4 ♙f5 35.♙h1 ♙f6  
36.♙a2 ♙g6 37.♙g1 ♙d8



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

38.♙b3 b6 39.axb6 ♙xb6+  
40.♙h1 ♙fe8 41.♙a1 ♙a8  
42.♙a3 ♙ab8 43.♙xa6 ♙e3  
44.b5 ♙c5 45.♙d2 ♙e3  
46.♙d1 ♙be8 47.♙a8 ♙xa8  
48.♙xa8+ ♙h7 49.♙e2 ♙g3  
50.♙a1 ♙f2 51.♙a2 ♙c3  
52.♙a1 ♙e3 53.♙d2 ♙e4  
54.♙e1 ♙g8 55.♙d1 ♙c2  
56.♙d3 ♙xd3 57.♙xe3 ♙xe3



58.♘e1?

*If Rebel was losing, this ensures its defeat. Here's my quite interesting alternative, which would lead to a tense finish I think: 58. ♙xd3*

♙c1+ 59.♙h2 ♙f2 60.g3  
hgx3+ 61.♙g2 ♙xc4  
62.♙b3 ♙c2 63.h4±

58...♙xc4 59.♙xd3 ♙b6  
60.♙d1 ♙b4 61.♘f3 ♙h7  
62.♙c1 f6 63.♘d2 ♙xb5  
64.♘c4 ♙c5 65.♙d1 g5  
66.♙h2 ♙g6 67.♙h1 ♙f5  
68.♙e1 ♙b4 69.♘a5 ♙e4  
70.♙d1 ♙d4 71.♙f1+ ♙e4

72.♙h2 f5 73.♙h1 ♙xd5  
74.♙e1+ ♙e3 75.♘b7 g4  
76.hxg4 fxg4 77.♙h2 ♙d2  
78.♘a5 d5 79.♘b7 ♙d3  
80.♙b1 0-1

### Leaders after 5 rounds:

|    |                         |    |
|----|-------------------------|----|
| 1  | DJunior                 | 4½ |
| 2  | ChessTiger              | 4  |
| 3= | DQuest, Shredder        | 3½ |
| 5= | DCrafty, Rebel, Goliath | 3  |

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 - DCrafty draw  
Rebel - DQuest draw  
Goliath - Gromit draw  
DFerret - DDiep 1-0

### Dual Junior - Shredder

1.e4 c5 2.♘f3 d6 3.d4 cxd4  
4.♘xd4 ♘f6 5.♘c3 a6 6.♙e3  
e6 7.♙e2 ♙c7 8.f4 b5 9.a3  
♙b7 10.♙f3 ♘bd7 11.♘de2  
♙c8

*11...♘c5 12.♘g3 h5 is the main Book line*

12.0-0 ♙e7 13.♙h1

*13. ♙d4 was worth considering here and at the next move, to at least delay Black's forthcoming, and annoying, Nd7-b6-c4 manoeuvre*

13...0-0 14.b4 ♘b6! 15.♙d3  
♙fd8 16.f5!? ♘c4 17.fxe6  
fxe6 18.♙d4 ♙d7 19.♙xf6

*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...♙xf6 20.♙g4 ♜e7  
21.♞h3 ♜ce8 22.a4

*Hello! I thought we were pursuing k-side operations*

22...bxa4 23.♙h5

*Oh, we are!*

23...♞f8 24.♙g4 ♙c8

25.♞xa4



25...♞ee8?!

*25...♙e5! 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.♞aa1 g6 27.♞g3 ♞b6

*J7 itself has this at B100*

28.♙h3 ♞xb4 29.♞d3 ♙g7

30.♞fb1 ♞c5

*The queen needs to protect the c4/N!*

31.♙a4 ♞c7 32.c3 ♞f6

*Shredder remains over-cautious in its good position. Why not 32...♞f2 Even J7 has B131 with this!*

33.♙d4 ♞ef8 34.♙f3 ♞f4

35.♙d4 ♞e8?

*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.♞f1?! ♞xf1+ 37.♞xf1 ♙d7

38.♞a1 ♙h8 39.♞f1 g5

40.♞d1 ♙e5

*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.♞xg4*



Amir Ban and Shay Bushinsky worry as their Junior struggles against Shredder!

(41.♙xg4? ♙e3 wins)

41...♙xd4 42.cxd4 ♙xa4

43.♞f4 (White can't recapture with 43.♞xa4 as there is no saving answer to

43...♙e3!! threatening

♞c1; 43.♞f3 ♙b5 is much the same as the game)

43...♙b5 wins I believe

41.g3 g4

*Too late... but even so Black is still ahead. E.g. B190 says Tiger14!*

42.♙g2 a5 43.♞c2 ♞b8

44.♞c1 ♙c4 45.♞e1 ♙h6



*Look at White's kingside pawns here! They will be the key to a White win! 46.h3 ♙e3 47.hxg4 e5?*

*This gives Junior the chance to create a dynamic in his position which – if he gets the opportunity – could finally give him some*

*chances 47...♞c4 was better 48.♙f5 ♙xf5 49.exf5*



*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...♙c2?!

*49...♞g8 to do some policing on the pawns was safer. J7 would have played*

50.♙f3 and now 50...♙c2

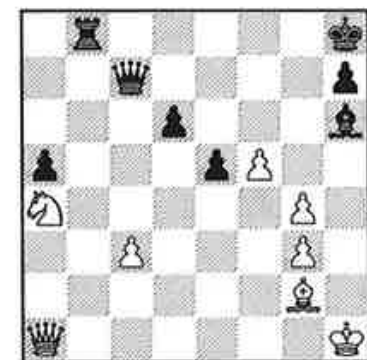
51.♞d1 ♙xa1 52.♙d5 ♙c2

53.♞xc2 (53.♙xg8 ♙e3

54.♞f3 ♙xg8 leaves Black even further ahead)

53...♙xg4 and J7 has B265!

50.♞d1 ♙xa1 51.♞xa1



*Now Black has won the exchange the victory should still be his!*

51...e4 52.♞d1 e3

*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 king-side 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.g5  
♙e5 B482 58.♙b2!

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

58...d5?!

58...♙xc3 59.♖c1 ♖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 ♙xc3 60.♙f4 d4 61.♙h4



Crunch time!

61...a4

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

62.f6

Fascinating. Tiger has

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?

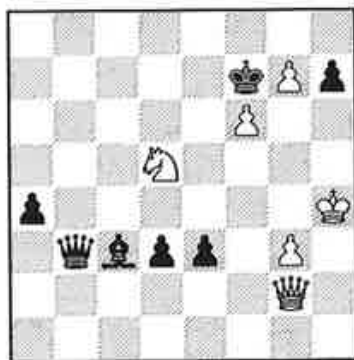
There is no time for this – anyway it was better where it was! 64...d3 W15! 65.g7+ J7 W20

65.g7+

J7 says W220

65...♙g8 66.♖c2 ♙d6

67.♖a2+ ♖b3 68.♙d5+ ♙xd5 69.♙xd5 ♙f7 70.♖g2 d3



This makes for a visually exciting finish, but White is home and dry. W663 according to J7

71.♖f3 ♖b8 72.♖h5+ ♙e6 73.♙xc3 e2 74.♖g4+ ♙f7 75.♙g5 h6+ 76.♙xh6 e1 77.♖g6+ ♙e6 78.f7+ ♙d7 79.♖xd3+ ♙c7 80.♖c4+ ♙b6

The finish would be 81.♖b5+ ♙a7 82.♖xb8+ ♙xb8 83.f8♖+ 1-0

## Leaders after 6 rounds:

|    |  |    |
|----|--|----|
| 1  | DJunior  | 5½ |
|    |  | 5  |
| 2  | ChessTiger   | 4½ |
| 3  | DQuest   | 4  |
| 4= | DCrafty, Shredder, Rebel, Goliath, DFerret, Gromit | 3½ |

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:



## Gromit - Dual Junior

37.♖c1

Aiming for the 7th

37...♙e6! 38.♖c4 ♙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 ♖c8! 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!



It can't be taken because of the knight fork on e4 53.♕e2 ♖a2+ 54.♕f1 ♖h3 55.♖f7+ ♕e8 56.e6

White looks to have a threat, but it's an illusion which quickly vanishes 56...♖a1+ 57.♕e2 ♖e1+ 58.♕d3 ♖xe6 59.♖f5 ♕d7 60.♖xa7 ♖e5 61.♖f7+ ♕e6 62.♖f8 ♕e7!



And now the rook has nowhere 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 ♖c5 68.a5 ♖a4+ 69.♕d3 ♖b4 70.♖f2 ♖xb5 71.♖e1 ♖e5 72.♖d2 ♖c5+ 0-1

The other key results were:

Chess Tiger - Goliath draw

DQuest - DFerret 1-0

Shredder - Rebel draw

Both Crafty and Gandalf beat low ranking opponents.

#### Leaders after 7 rounds

|    |                          |      |
|----|--------------------------|------|
| 1  | DJunior                  | 6½!  |
|    |                          | 5½-6 |
| 2= | DQuest, ChessTiger       | 5    |
| 4  | DCrafty                  | 4½   |
| 5= | Rebel, Shredder, Goliath | 4    |

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.c4 and 4.Be2 are the popular moves

4...♖xd3 5.♖xd3 ♖bd7 6.0-0 e6 7.♖c3 c5 8.e4 cxd4 9.♖xd4 dxe4 10.♖xe4 ♖e7 11.♖e3 0-0 12.♖ad1 ♖a5 13.♖xf6+ ♖xf6 14.♖b3 ♖d5 15.♖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.fxex3 ♖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.♖xe5+ ♖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.♖e5+ ♖b6

45.♖c4+! ♖a6 46.♖xa7+

♖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 b6 4.a3 ♖a6 5.♖c2 ♖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.♖d1 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 ♗e7 24.♖xd5 exd5

25.♙g6 ♘c7

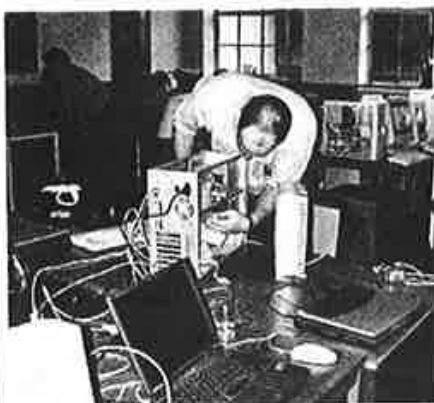


26.h5

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,



Junior crashes just before its vital game against Rebel, keeping Shay Bushinsky busy again!

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.gxf3

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



It looks close to even, you'd only favour White very slightly I think

36.e6 ♙e7

If 36...b4? 37.♙f7! (blocks off the rooks protection for the f4-knight) 37...♘h5 38.♙h4!

37.♙f7 ♘h5 38.♙h2

Compared with my previous note, 38.♙h4 doesn't

work now: 38...♗xh4+ 39.♗xh4 ♙xh4 40.♙xh5 b4 and Black's chances are better

38...♘f6 39.♗b7 ♗c5

40.♙g3 b4 41.♖a1 ♖d8

42.♙g6 ♗c3 43.♖b1 ♘g8

44.♘g2 ♗f6 45.♙f7 ♙c5

46.♗b5 ♖c8?!

46...♗g5 may have been more restricting and troublesome for White

47.♖d1 ♘e7 48.♖d7 ♗g5!

49.♗b7 ♖f8 50.♘h2 g6



51.♗e4!

Very strong, this threatens Bh4!

51...♗h5+

51...♗f5 52.♗xf5 ♘xf5 53.♙xg6 ♘xg3 54.fxg3 and now he can't stop the e-pawn without losing material! 54...♖f6 seems the best idea, but 55.♙f7 ♖xf3 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 58.♖b7 b2 59.♙a2 ♖f2+ 60.♘h3. It's all typically intricate end-game stuff, but I think White wins!

52.♘g2 ♗f5 53.♗c4

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+



♔g7 57. ♖g8+ ♕f6  
58. ♕h4+ wins some heavy  
artillery  
54. ♖xb3

54. ♖c7 might have been  
good in this variation, as in  
the note above

54... ♕h7 55. ♕h4 ♖f4  
56. ♖b5 ♕f5 57. ♕g3 ♖g5  
58. f4 ♖h5 59. ♖b7 ♖e2  
60. ♕e8+ ♕g8 61. ♕xg6 ♕xf2  
62. ♕xf2 ♖g4+ 63. ♕f1 ♖xg6  
64. ♖b3 ♕h8 65. e7 ♖e8  
66. ♕c5 ♖a6+ 67. ♕e1 ♕g7  
68. ♕b4 ♖g6 69. ♖d8 ♕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 ma-  
rauding queen and knight.

So: 69... ♖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. ♕d2 ♖f2+  
71. ♕d1 ♕e3+ 72. ♕c1  
♖f1+ 73. ♕b2 ♖e2+  
74. ♕c3 ♖e1+ 75. ♕d3  
♖f1+ 76. ♕e4 ♖g2+  
77. ♕e5. I think that's got  
White home for the full  
point. If my analysis is rea-  
sonable, then this would be  
a better chance against a  
computer and a human  
70. ♖c4 ♕g7 71. ♕c5 ♖f5  
72. ♕d2 ♕h8 73. ♖a4 ♖g6  
74. ♕c1 ♕h7 75. ♖d7 ♖f7  
76. ♖d3+ ♕g8 77. ♖e4 h5  
78. ♕f2! h4?!

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

79. ♕xh4 ♖h5

White would probably play  
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

|    |                                   |     |
|----|-----------------------------------|-----|
| 1  | DJunior                           | 7½! |
|    |                                   | 6-7 |
| 2  | DQuest                            | 5½  |
| 3= | Chess Tiger, Shredder,<br>DCrafty | 5   |
| 6= | Goliath, Gromit, Gandalf          | 4½  |

In the final **ROUND 9** Shred-  
der 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. ♕f3 dxc4  
4. e3 b5 5. a4 c6 6. axb5 cxb5  
7. b3 ♕b4+ 8. ♕d2 ♕xd2+  
9. ♕bxd2 a5 10. bxc4 b4  
11. ♕e5 ♕f6 12. ♖a4+ ♕d7  
13. ♕xd7 ♕bxd7



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. ♕e2 0-0 15. 0-0 ♖a7?!  
16. ♖fb1 e5 17. ♕f3 ♖a8  
18. dxe5 ♕e4 19. ♖d1 ♖a7?!  
20. ♖d4 ♕c3 21. ♖c2 ♖e7  
22. ♕d3 g6 23. e6 fxe6  
24. ♖g4 ♕h8 25. ♖f1



25... ♖aa8?!

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

26. ♕xg6! hxg6 27. ♖xg6  
♖f7?

27... ♖g8 28. ♖h6+ ♖h7  
29. ♖xe6 ♖g4 30. ♖xg4  
♖a6 should guarantee an  
exciting finish with the bet-  
ter chance still Black's  
28. ♖h4+!

After this I reckon White  
has at least the draw  
28... ♖h7 29. ♕g5 ♖xh4  
30. ♕f7+ ♖xf7 31. ♖xf7  
♖h7?

Mis-use of the rooks  
again! 31... ♖f8 32. ♖xd7  
♕e2+ 33. ♕h1 ♕g3+ is a  
perpetual check draw  
32. ♖xe6 ♕f8 33. ♖c6 ♖ha7  
34. f4 ♕g8 35. ♖c5 ♖a6 36. f5  
♕d7 37. ♖e7 ♕f6 38. g4! ♖e8  
39. ♖b7 ♖ea8 40. g5 ♕fe4  
41. f6

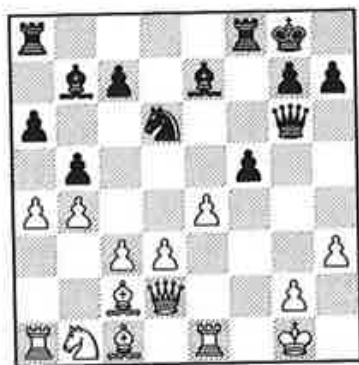


41...R6a7 42. Bc6 Qf7  
 42...Qxg5?! 43. h4 Qh7  
 44. f7+ wins very quickly  
 43. g6+ Qxg6 44. f7+ Qg7  
 45. Bxe8 Bxe8 46. fxe8 Bxf6  
 47. Bxe5 Ba6 48. h4 Qce4  
 49. Rf4 Qh6 50. Bxe4 Qxe4  
 51. Bf4+ Qh5 1-0

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

### Chess Tiger - Dual ParSOS

1. e4 e5 2. Qf3 Qc6 3. Bb5 a6  
 4. Bxa4 Qf6 5. 0-0 Qe7 6. Re1  
 b5 7. Bb3 d6 8. c3 0-0 9. h3  
 Qa5 10. Bc2 Bb7  
 10...c5 and 10...c6 are in  
 my Book  
 11. b4 Qc4 12. a4 d5 13. exd5  
 e4 14. Qg5 Bxd5 15. Qxe4  
 Qd6 16. f3  
 16. d3 looks more natural  
 16...Qxe4 17. fxe4 Bg5  
 18. d3 Bg6 19. Bd2 f5!



Aggressive and strong... a  
 bit 'Tiger-style' really!  
 20. Bb3+

*I'm not at all keen on this  
 manoeuvre by the bishop and  
 the subsequent exchanges.  
 20. axb5 fxe4 21. Bxe2 looks  
 a much more attractive ap-  
 proach, and the game would  
 be nicely balanced and only  
 slightly favouring Black  
 20...Qh8 21. Qd5 Qh4!  
 22. Bxb7 Qxe1*

*An interesting choice.  
 More obvious would be  
 22...Qxb7 23. axb5 Bb6+  
 24. d4 Qxe1 25. Bxe1 fxe4  
 26. Bxe4 Bxb5 which, with  
 R for B+P, also gives Black  
 good chances  
 23. Bxe1 Qxb7 24. axb5  
 axb5 25. Bxa8 Bxa8*

*The outcome is materially  
 the same as in our above  
 note  
 26. Qd2?!*

*A clear case of ungentle-  
 manly conduct, smothering  
 your own bishop like this!  
 Na3 had to be better  
 26...Bd6! 27. exf5*

*27. d4 might have been  
 worth trying  
 27...Bxd3 28. Bxe5 Qd6 29. f6  
 Qg8 30. Qh2 Bf5 31. Bxf5  
 Qxf5 32. Qe4 Be8 33. Qg3*

*The ensuing rook v bishop  
 ending must surely favour  
 Black. If 33. Qc5 gxf6  
 34. Qf4 Qe2 35. Qxc7 Qe3  
 33...Qxg3 34. Qxg3 Be2  
 35. Qf4*

*35. fxg7? Bc2  
 35...gxf6 36. Qxc7 Be3+  
 37. Qf2?*

*Hasn't the king gone the  
 wrong way! Kf4 has to be  
 right*

*37...Bxc3 38. Bb6 Qf7  
 39. Qc5 Qe6*

*Black's king quickly em-  
 phasises the difference be-  
 tween the respective  
 monarchs' abilities  
 40. Qf8 f5 41. Qe2 f4 42. Qf2  
 Qf5 43. Qg7 Bb3 44. Qf8  
 Qe4 45. Qd6 Qd5*

*It is interesting to see this  
 lesser-known program  
 showing sophisticated end-  
 game knowledge, here al-  
 lowing White to take on f4 if  
 he wants*

*46. Qf8*

*Or 46. Qxf4 Bxb4 47. Qd2  
 (47. Qg3 Bxf4! 48. Qxf4  
 Qd4 and wins) 47...Bb2!  
 46...Qc4 47. Qd6 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

### Final Table: 9 rounds

|     |  |    |
|-----|--|----|
| 1   | <b>D-JUNIOR</b>  | 8  |
|     |  | 7½ |
|     |  | 7  |
|     |  | 6½ |
| 2=  | <b>D-QUEST, Shredder</b>   | 6  |
| 4   | <b>Gromit</b>  | 5½ |
| 5=  | <b>ChessTiger, Rebel,<br/>D-CRAFTY, Goliath,<br/>D-FERRET, Gandalf,<br/>D-PARSOS</b> | 5  |
|     |  | 4½ |
| 12= | <b>D-DIEP, Tao</b>   | 4  |
| 14  | <b>Isichess</b>  | 3½ |
| 15= | <b>Ruy-Lopez, Pharaon</b>  | 3  |
| 17  | <b>SpiderGirl</b>  | 2½ |
|     |  | 2  |
|     |  | 1½ |
|     |  | 1  |
| 18  | <b>XiniX</b>   | ½  |

- Equal placings listed in Buchholz 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.♘f3 ♘f6 4.c4 cxd4 5.♘xd4 a6 6.♘c3 ♗c7 7.♙g5 ♙b4 8.♙xf6 ♙xc3+ 9.bxc3 gxf6 10.♙g2 Or 10.e4 ♘c6 11.♘c2 d6 12.♘e3 ♙d7 13.♙e2 which is very different to the fianchettoed bishop 10...d6 11.0-0 ♘d7 12.♗d2 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...♗xc4 could soon run into trouble after 13.♗h6 ♗xc3 14.♙fd1! 13.♙ab1 ♘e5 14.♙b4 White has a strong initiative against the backward b-pawn, because



it's pinned by the g2/B

14...♙b8 Not 14...♘xc4?!

15.♗f4! 15.♙fb1 h4 16.♗f4 hxg3 17.fxg3 f5 18.♗g5!



Excellent – this threatens to trap the Black king's escape routes in both directions!

18...♗e7 19.♗g7 ♙f8? Correct was 19...♗f8 20.♗xf8+ (20.♗g5!?) 20...♘xf8

21.♘c6 ♘xc6 22.♙xc6 ♙g8 and White's advantage is not quite enough yet to be sure of winning 20.♙c6+! Interesting – on my laptop both CT14 and GT2 wanted to

play 20.♘c6!? after quite a long think. Maybe nearer 10 minutes on a P3/866 produced the Bc6 selection

20...♘d8 20...♘xc6?

21.♘xc6 and White has more double-attacks and pins than Dorin could hope to cope with! 21.c5 ♘c7??

Could Black have survived with the expected 21...f6

22.♗xe7+ ♘xe7 23.cxd6+ ♘xd6 24.♙xb7 ♙xb7

25.♙xb7 ♙xb7 26.♙xb7 ♘d7 27.♙a7 ♘c5 (27...♘b8 is an

alternative, but 28.♙a8! looks strong, and the best

reply 28...♙c8 probably leaves White with decent

winning chances) 28.♘b3 ♙c8 29.♘xc5 ♙xc5

30.♙xa6+ ♘e5 31.♙a3 f4. Well, that's as far as I go!...

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 end-game skills! 22.♙d1! Very strong and **Tiger's** eval +430



22...♘g6 Trying to contest

the d-file with 22...♙d8

would lead to 23.cxd6+

♗xd6 24.♘b5+ axb5

25.♙xd6 ♙xd6 26.♙xb5

winning easily enough

23.♘xf5! Wonderful stuff

from **Tiger**! 23...♗g5

23...exf5 24.cxd6+!

24.cxd6+ ♘xc6 25.♘e7+!

Another beautiful move –

easy enough now for all

programs, of course, but the

whole combination is a de-

light to play through

25...♘d7 26.♘xg6 ♗e3+

27.♘f1 ♘c6 28.♘e5+ After

28...♗xe5 29.♗xe5 b5 30.d7

mate isn't too far away 1-0

## Matsuura, E (2467) - Tiger

B28: Sicilian: 2 Nf3 a6

(O'Kelly Variation)

1.e4 c5 2.♘f3 e6 3.c4 a6

4.♘c3 ♗c7 5.g3 ♘c6 6.♙g2

b5 7.d3 b4 8.♘e2 ♙e7 9.0-0

♙b8 10.♙f4N 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 ♙xf5 14.g4 ♙c8 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+ ♙xe4 22.♘xe4 ♙xe3+ 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 differences 24.♙e2 ♙d4 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 cxd4 27.♙f1 ♘e5 28.♙xf8+ ♙xf8 29.♙g1?! 29.♙h2! was 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 concentration to defend against these 3 pieces which move so differently – you're watching for forks, diagonal plus rank and file pins, and various checks,

trying to keep both king and queen safe through it all! Thus this mistake which allows Tiger to finish the game swiftly. 32.c5 was best, and then 32...♙xh3 33.♙b3+ ♙g7 34.♙f1 and still some drawing chances for White 32...♙xd3! 33.♙xb4 ♙d1+ 34.♙h2 ♙h1+ 35.♙g3 ♙g1+ If 36.♙f2 ♘d3+ 37.♙xg1 ♘xb4 and Black goes a piece up and wins 0-1

**Tiger**, with 2½/3, was top already, and stayed there despite draws with **Valerga** (2468) and **Limp** (2465) in rounds 4-5.

It returned to winning ways in round 6 against **Scarella** (2361), and then came this in round 7:

### Rodriguez,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 ♘c6 6.♘c3 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! Immediately taking the chance to grab the initiative 11.♘c1 ♙a5 12.a3 ♙e6 13.♙f2 ♙d8



The position is already getting quite complicated! 14.♙d3 White wants to try

and get castled. Two alternatives were: 14.♙d2!? d5 15.exd5 ♘xd5 16.♘xd5 ♙xd5=; or 14.♙xd6 ♘d4! 15.♙xd4 exd4 16.♙xd4 ♙c7 14...d5! 15.♙d2! dxe4 16.♘xe4 ♘xe4 17.♙xe4 Gives Tiger the chance to make castling more difficult for White, which he quickly grabs! So 17.fxe4 was better 17...♙b5 18.♘d3 f5 18...♙b6 19.♙g3 f5 also looks unpleasant for White 19.♙xc6 bxc6 20.♙b4 ♙b6! Forces the queen away from the defence and tightens the guard on White's king 21.♙g3 e4 22.♙xf8 ♙xf8 23.♙e5 ♙c4!



I doubt that White could cope with all of the looming threats now 24.♘f4 ♙f7 25.♙c3 There is certainly no time for 25.♙xf5? E.g. 25...exf3 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 ♙e7 5.f4 ♙f6 6.♘f3 ♙g4 7.♙b5+ ♘d7 8.fxe5N



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...♙xe5 9.♙xd7+ ♜xd7 10.♙xe5 dxe5



11.♜d2 f6 12.♜f2 ♙e7  
13.♜xc5 0-0 14.♙e3 ♜fc8  
15.♜b4 ♙h5 16.♜b3 ♙h8  
17.0-0 b6 18.♙ae1 ♙ab8  
19.♙e2 ♙g6 20.♙g3 b5  
21.♙d1 White is preparing  
d6 of course 21...♜c4  
22.♜d3 ♙bc8 23.♙d2 a6  
24.c3 h5 25.d6 ♙g8 26.♙f5



26...♜c6? It isn't ideal for a queen to be blocking the pawn, but it's better to have the queen doing it than nobody at all! Either 26...♜c6; or 26...♙f7 would be better 27.d7! ♙d8 28.♜d6! Very neat! 28...♜xe4 Other tries are: 28...♜b7 but 29.♙e7 ♙f7 30.♙xg8 ♙xg8 31.♜e7 ♜c7

32.♙d6 should win for White; or 28...♙xf5 29.♜xf5 g6 30.♜f1 ♜b7 31.♜e6+- 29.♙b6 ♜c6!



30.♜xc6!! I wonder if Riccardi 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.♙xd8 when 30...♜xd6 31.♙xd6 ♜e3+ seems to keep Black in the game. However White has a clever resource, which Tiger would certainly find: 32.♜df2 ♜a7 33.♙b7! ♜xb7 34.♙d1 30...♜xc6 31.♙xd8 ♙xf5 32.♜xf5 ♜c5+ 32...♜e4 delayed the end 33.♙a5 ♜xf5 34.♙d1 (34.d8? loses an unnecessary pawn 34...♜b1+ 35.♙d1 ♜xa2) 34...♜c2 35.d8 ♜ ♜xb2 the pawn still goes, but 36.♜d2! virtually forcing a queen exchange which leaves White with an easy win 33.♜ff2 After 33...♙h6 34.♙b6 ♜xb6 35.d8 ♜+ ♜xd8 36.♙xd8+ ♙h7 37.♙a8 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.♙f3 e6 3.♙c3 a6 4.d4 cxd4 5.♙xd4 b5 6.♙d3 ♜b6 7.♙b3 ♙b7 8.a4!? This is unusual and only appears once in my database (see ref. below). 8.♙e3 is best known 8...b4 9.a5 ♜c7 10.♙a4 ♙f6



11.♙b6N 11.♜e2 d5 and now 12.♙b6 was played in Nisipeanu-Krause 1997, 1-0 in 19 moves 11...♙xe4? The obvious move is the steady 11...♙a7!? then 12.♜e2 d5 13.exd5 ♙xd5 14.♙xd5 ♙xd5 15.♙e3 and White has a lead in development, but it's not worth much as yet 12.♙xa8 ♙xa8 The material imbalance surely favours Tiger 13.♙e3 ♙f6 14.0-0 ♙d6 15.g3 h5! Threatening h4! 16.♙b6 ♜c6 Of course the mate threat ♜g2 is easily met, but White's kingside is looking a bit loose 17.f3 ♙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.♜d2 ♙xb6+ 19.axb6 ♜xb6+ 20.♜f2 ♜xf2+ 21.♙xf2 ♙e7 22.♜fe1 ♜c8 23.♙d4 g6 24.♙a4! Good! Tiger continues to probe and



unsettle Black's position, rather than taking the pawn at first opportunity 24...♖d5 25.♙xa6 ♖xa6 26.♙xa6 ♙b7 27.♙a7 ♙b8 28.c4 bxc3 29.bxc3 ♙a8 29...♖xc3? would have been a mistake due to 30.♙c1! ♙c8 (30...♖d5? 31.♙b1 and the pin wins outright) 31.♙xb7 ♖e4+ 32.fxe4 ♙xc1 33.e5 30.c4 ♖b4 31.♙ea1 ♙c6 32.♖f1?! ♙c8



33.♙b1 Not 33.♖xc6+?! ♖xc6 34.♙a8 ♙xa8 35.♙xa8 when 35...♖e5 wins one of the pawns and is close to equalising 33...♖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...e5 is best, then 34.♙xb4 exd4 35.♖e2 h4! It isn't clear that White has an easy win from here. His choices seem to be: 36.♖d3 ♙xf3 37.♖xd4 hxg3 38.hxg3 ♙c6; or 36.f4 hxg3 37.hxg3 ♙e4!; or 36.♙b3 f5 37.♙d3 ♙b8! 34.♙b8!! and Panno resigned immediately. After 34...♙xb8 35.♖xc6+ ♖d6 36.♖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.c3 e5 2.d4 exd4 3.cxd4 ♖f6 4.♖c3 d5 5.♙g5 c6 6.e3 ♖bd7 7.♙d3 ♙e7 8.♙c2 ♖f8 9.♖ge2 ♖e6 10.♙h4 g6 11.0-0 0-0 12.♙xf6 This exchange of bishop for knight seems to give Black a small advantage. The other Book move is 12.♙ab1 which I prefer. Onischuk-Rogers 1995 continued 12...♖g7 13.b4 and the game was drawn quite quickly. 12...♙xf6 13.b4 ♙d6 14.♙ab1 a5 15.bxa5 ♙xa5 16.a4 ♙d8 17.♙fd1 ♙c7 18.♖g3 ♙a7 19.♙e2 ♙e7 20.♖f1 ♖g7 21.♙b2 ♙e6 22.♙db1 ♙fa8 23.g3?! I'm not sure what this was intended to achieve 23...♙c8 24.♙d3 f6 25.♙a2 ♙a5 The battle to win the a-pawn starts in earnest 26.♖e2 ♙b4 27.♙b3 ♙d6 28.♖c3 ♖f8 29.♙c2 ♙b4 30.♖e2 ♙a3 31.♖c3 ♙h3 32.♙ba1 ♙b4 33.♖e2 ♙d7 34.♖f4 ♖e6 35.♖xe6+ ♙xe6 36.h4 c5 37.dxc5 ♙xc5 38.♙b2 d4 39.♙b5 b6 40.exd4 ♙xd4 41.♙e1 ♙xa4 Got it! 42.♙c1 ♙a2 43.♙h6+ ♖g8 44.♖d2? White falls apart after containing his long-time disadvantage to just the loss of the pawn. With 44.♖e3 he would still have had some chance of drawing 44...♙d6 45.♙xe6 Total collapse! O.k. 45.♖h1 survived only for a while longer: 45...♙xf2 46.♙xg6 ♙xe1 47.♙xh7+ ♖f7 48.♙g6+ ♖e7 49.♙g7+ ♖d8 50.♙xf6+ ♖c7. Now White has nothing better than 51.♖e4, but 51...♙f8 52.♖xd6 ♙xf6 53.♖e8+ ♖c6 54.♖xf6 ♖xb5 55.♖e4 and then 55...♙d5 wins

45...♙xg3+ Quickly announcing mate in 10!  
46.♖h1 ♙xf2 Here it is:  
47.♙g7+ ♖xg7 48.♙e7+ ♖g8 49.♙c4+ ♖h8  
50.♙xh7+ ♖xh7 51.♙h5+ gxh5 52.♙d3+ ♙xd3  
53.♖g2 ♙xd2 54.♖h2 ♙xh4+ 55.♖g1 ♙a1# 0-1

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 just 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!



# THE FIRST CSVN TOURNAMENT

By **ROB VAN SON** AND **ERIC HALLSWORTH**

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

| Rank | Computer                  | SS95 ratng |
|------|---------------------------|------------|
| 1    | Tasc R30-1995             | 2368       |
| 2=   | Meph BERLIN PRO 68020 rvs | 2262       |
|      | Meph BERLIN PRO 68020 rvl | 2262       |
| 4=   | Meph MAGELLAN             | 2229       |
|      | Meph ATLANTA              | 2229       |
|      | Meph MONTREUX             | 2229       |
| 7    | Meph LYON 68020           | 2176       |
| 8    | Meph SENATOR              | 2113       |
|      | Kasp COUGAR               | 2018       |
| 10=  | Meph POLGAR               | 1991       |
|      | Meph MM5                  | 1991       |
| 12   | Nov SUP EXPERT C          | 1989       |
| 13   | Meph MILANO               | 1987       |
| 14   | Kasp BARRACUDA            | 1932       |

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 stalemate **Barracuda** to go to 1½/2, and the **Atlanta** 'beat itself' in that its stalemate 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.♘f3 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.♘f3 ♘f6 3.c4 dxc4 4.e3 e6  
5.♙xc4 c5 6.0-0 a6 7.♖e2 b5 8.♙b3 ♙b7  
9.♗d1 ♗bd7 10.a4 ♙e7 11.axb5 axb5  
12.♗xa8 ♖xa8 13.♗a3 *Out of Book now, the opening leaves them equal* 13...♙xf3  
14.gxf3 b4 15.♗b5 0-0 16.e4 cxd4  
17.♗xd4 ♗c5 18.♙c2 ♖b7 19.♗b3 ♖c7  
20.♗xc5 ♖xc5 21.♙e3 ♖h5 22.♙f4 ♗a8  
23.♙b3 ♙c5 24.♙c4 ♗c8 25.e5 ♖f5 26.♙g3

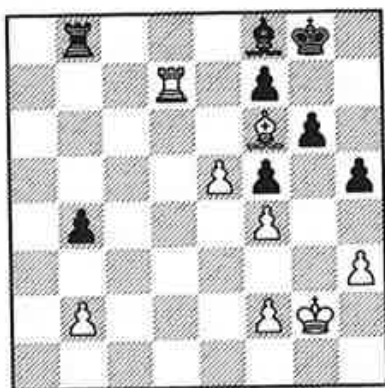


26...♗e8? 26...♗h5 followed by Nxc3 looks much better. The move played is very negative and puts the knight out of the game 27.♙a6 ♗b8 28.♗d7 ♖b1+ 29.♗g2 ♖c1 30.♙d3 g6 31.♙e4 ♗g7 32.f4 ♙b6



In play at Gebruikers

33.♖d3 ♖c5 34.♖d2 ♜f5 35.♙xf5 exf5  
36.♙h4 ♜c8 37.♖d6 ♖xd6 38.♜xd6 ♙c5  
39.♜d7 ♙f8 40.♙f6 h5 41.h3 ♜b8



Now note how the Cougar gets its king into the action 42.♙g3 ♙c5 43.f3 b3? A wasted move. 43...Kf8 was better 44.♙h4! ♙f8! That's better, but the lost tempo at move 43 can never be recovered 45.♙g5 ♙e8 46.♜c7 ♜b5? That probably does it, the rook is badly misplaced here. It was easy enough to move the bishop, in fact 46...♙f8 slows the White king's advance so is definitely better 47.♙h6! ♙f8+ Too late again! 48.♙h7 ♜b8 49.♜a7?! 49.♙g8! and Black could resign 49...♜c8 Black's mistake at 49 gave the Lyon a slight chance to save the game, but he need to find 49...♙c5! 50.♜c7 ♙b6 51.♜e7+ ♙f8 50.♙g8 ♙c5 51.♜xf7 ♙b4 52.e6 ♙c5 53.♙g7 ♜c6 54.♜d7 ♜c8 1-0

### Score Progress, rounds 1-3

|    |                           | Rating | 1   | 2   | 3   |
|----|---------------------------|--------|-----|-----|-----|
| 1  | Meph MONTREUX             | 2229   | 1   | 2   | 3   |
| 2= | Tasc R30-1995             | 2368   | 1   | 2   | 2.5 |
|    | Kasp COUGAR               | 2018   | 0.5 | 1.5 | 2.5 |
| 4= | Meph BERLIN PRO 68020 rvs | 2262   | 0.5 | 1.5 | 2   |
|    | Meph ATLANTA              | 2229   | 1   | 2   | 2   |
|    | Meph BERLIN PRO 68020 rvl | 2262   | 1   | 1   | 2   |
| 7  | Meph SENATOR              | 2113   | 0   | 0.5 | 1.5 |
| 8= | Meph MAGELLAN             | 2229   | 1   | 1   | 1   |
|    | Meph LYON 68020           | 2176   | 1   | 1   | 1   |
|    | Meph MILANO               | 1987   | 0   | 0.5 | 1   |
|    | Kasp BARRACUDA            | 1932   | 0   | 0   | 1   |
|    | Meph MMS                  | 1991   | 0   | 0.5 | 1   |
| 13 | Meph POLGAR               | 1991   | 0   | 0.5 | 0.5 |
| 14 | Nov SUP EXPERT C          | 1989   | 0   | 0   | 0   |

In round 4 the Cougar's run of good scores came to an end against the Montreux (now

on 4/4), and the 'rvl' 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 daren'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 'rvl' 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.

### Score Progress, rounds 4-5

|    |                           | Rating | 4   | 5   |
|----|---------------------------|--------|-----|-----|
| 1  | Meph MONTREUX             | 2229   | 4   | 4   |
| 2= | Meph ATLANTA              | 2229   | 3   | 3.5 |
|    | Tasc R30-1995             | 2368   | 2.5 | 3.5 |
|    | Meph BERLIN PRO 68020 rvl | 2262   | 3   | 3.5 |
| 5= | Meph MAGELLAN             | 2229   | 2   | 3   |
|    | Meph BERLIN PRO 68020 rvs | 2262   | 2   | 3   |
|    | Kasp COUGAR               | 2018   | 2.5 | 3   |
| 8  | Meph SENATOR              | 2113   | 2   | 2.5 |
| 9= | Meph LYON 68020           | 2176   | 2   | 2   |
|    | Meph POLGAR               | 1991   | 1   | 2   |
|    | Meph MILANO               | 1987   | 1   | 2   |
| 12 | Kasp BARRACUDA            | 1932   | 1.5 | 1.5 |
| 13 | Meph MMS                  | 1991   | 1   | 1   |
| 14 | Nov SUP EXPERT C          | 1989   | 0.5 | 0.5 |



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 (rvs)

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

1.e4 e5 2.♗c4 ♘f6 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 ♘xe4 5.♗xd4 ♘f6 6.♗g5 ♗e7 7.♘c3 c6 8.0-0-0 d5 9.♗he1 ♗e6 10.♗h4 ♘bd7 11.♗d3 11.♘d4 *is often played here, but the dedicated machines are out of their books* 11...♘c5



12.♗c4? Again 12.♘d4!? is usually played in this old line, and then play might continue 12...♘f7 13.f4 ♗xg5 14.fxg5 ♘xd3+ 15.♗xd3 12...0-0 13.♘d4 Too late, I'm afraid! 13...h6! 14.♗xf6 This was worth trying as it contains a trap! 14.♘xe6 wouldn't have helped much: 14...♘xe6 15.♗xf6 ♗xf6 16.♗g3 ♗h4 17.♗f3 ♗g5+ and Black has his pawn and the beginnings of an attack 14...♗xf6 Not 14...dxc4?? taking the bishop - it would lose the game: 15.♗xe7 ♗a5 16.♗xf8 ♗xf8 17.♘xe6 ♘xe6 18.♗d7+- 15.♗h5 ♗xd4 16.♗xd4 ♗b6 17.♗xd5 ♗xd5 18.♗ed1 If 18.♘xd5 cxd5 19.♗xd5 ♘a4 forces 20.♗b5 ♗xf2 21.♗e2 ♗f4+ 22.♗b1 ♗fe8! 18...♘d7 18...♗xg2! would have won the point even more quickly: 19.♗g1 ♘b3+ (or 19...♘e6 20.♗d2 ♗ad8) 20.axb3 ♗xd4 21.♗xg2 ♗fe8 19.♘xd5 cxd5 20.♗xd5 ♘f6 21.♗f5 ♗ac8 22.h3 ♗fe8 23.g4 ♗c5 24.♗f3 ♗c6

25.♗d2 ♗b4 26.g5 hxg5 27.♗d4 ♗b5 28.♗d3 ♗xd3 29.♗4xd3 ♗e2 After 30.♗1d2 ♗ce6+ and a pleasing and quick win for Rob's machine 0-1

### Leaders with 1 round to go

|    |                           | Rating | 6   |
|----|---------------------------|--------|-----|
| 1= | Tasc R30-1995             | 2368   | 4.5 |
|    | Meph BERLIN PRO 68020 rvl | 2262   | 4.5 |
| 3= | Meph MAGELLAN             | 2229   | 4   |
|    | Meph BERLIN PRO 68020 rvs | 2262   | 4   |
|    | Meph MONTREUX             | 2229   | 4   |
| 7  | Meph ATLANTA              | 2229   | 3.5 |

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 ½ point behind the 'rvl' machine. Much to his delight, 'rvs' 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:

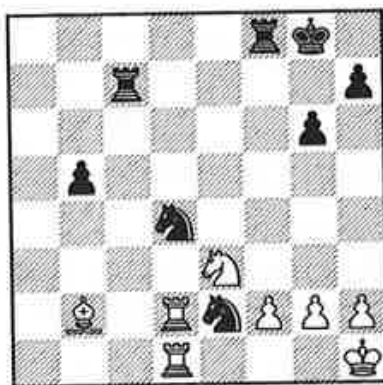
### Mephisto Magellan - Tasc R30

C40: Latvian and Elephant Gambits

1.e4 e5 2.♘f3 f5?! *What settings were the opening books on for this tournament?!* 3.♘xe5 ♗f6 4.♘c4 fxe4 5.♘c3 ♗f7 6.d4 ♗b4 7.♗e2 d6 *A new idea as far as I know, and quite a good one.* 7...♘f6 8.0-0 d5 was played by Quest against John Nunn in the Aegon Tournament in 1994, but Nunn won 8.0-0 ♗xc3 9.bxc3 ♘f6 10.♘e3 The white knight finds a safe square in front of e4 10...0-0 11.♗a3 ♗e8 12.c4 ♘c6 13.c5 White gains space and only temporarily blocks the centre 13...d5 14.c4 ♗e6 15.cxd5 ♘xd5 The position seems about equal now, but there's plenty of tension and both sides have chances 16.♗h5 g6 17.♗g4 ♗ad8! 18.♗xe6 ♗xe6 19.♗b2 ♘f4 20.♗h1 b6 21.cxb6 cxb6?! Surely 21...axb6 was better!? 22.♗a4 b5 23.♗a6 23.♗xb5 ♗b8 24.♗c4 ♗xb2 25.d5! looks okay for White, though no better than equal 23...♘xd4 24.♗xa7 ♗d7 25.♗a5



25...Qfe2? Visually this looks dangerous for White, but doesn't contain much threat in reality. Knights protecting each other are often suspect because the responsibility immobilises each of them, and we can see that here. Certainly 25...Bb8= was better 26.Bad1 Bf8 27.Bd2! And the knights are in trouble! 27...Bf7?? A poor move from the Tasc. 27...Bb7 is a little better: A) 28.Bb6 can now be met by 28...Bb7 (28...Bf6) 29.Ba6 29.Qd6 isn't available to White as it is in the game note to move 28 29...Ba7; B) 28.Ba3! 28...Bd8 29.Bxd8 Bfxd8 30.Qg4 Bc7 31.Qf6+ Kg7 32.Qxe4 and White wins a key pawn, though Black's 32...Bc2 will need some sorting out for White to keep full advantage. However better still with 27...Bb8 the R30 could have freed both knights!: 28.Bfd1 Qc6 29.Ba6 Bxd2 30.Bxd2 Qf4 and now 31.Bc2 Qe7 32.Ba7 favours White, but not by so much. Perhaps this line was hard to find for the R30, but even so the poor move chosen is a surprise 28.Bb6 Bxa2 28...Bb7 Rf6 is no longer possible at all, of course 29.Bd6! 29.Qg4 Bc4 30.Bfd1 e3 31.Qxe3 Bc7 32.Bxc7 Bxc7



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

knights remain rooted, and White must win 33.f4 Qc3 The R30 has never like a lack of freedom, so decides to bring the knight captivity to an end. 33...Bcf7 was an alternative 34.Qxc3 Bxc3 35.Qd5 Qb3 36.Qxc3 Qxd2 37.Bxd2 b4 38.Qe2 The material gap is too great and the rest is now straightforward enough 38...Qf7 39.h3 Bf8 40.Qh2 Bf4 41.g3 Qf6 42.Qg2 Bf7 43.Bd6+ Bf6 44.Bxe6+ Qxe6 45.Qf3 Qd5 46.Qc1 h5 47.g4 Qd4 48.g5 Qd5 49.Qe3 Qd6 50.Qe4 Qe7 51.f5 gxf5+ 52.Qxf5 1-0. An amazing effort in the game and the Tournament by the Magellan, which won it's last 4 games to tie 1=!

### Score Progress, rounds 6-7

|     |                           | Rating | 6   | 7   |
|-----|---------------------------|--------|-----|-----|
| 1=  | Meph MAGELLAN             | 2229   | 4   | 5   |
|     | Meph BERLIN PRO 68020 rvs | 2262   | 4   | 5   |
|     | Meph MONTREUX             | 2229   | 4   | 5   |
| 4=  | Meph ATLANTA              | 2229   | 3.5 | 4.5 |
|     | Tasc R30-1995             | 2368   | 4.5 | 4.5 |
|     | Meph BERLIN PRO 68020 rvl | 2262   | 4.5 | 4.5 |
| 7   | Meph SENATOR              | 2113   | 2.5 | 3.5 |
| 8=  | Meph LYON 68020           | 2176   | 2.5 | 3   |
|     | Kasp COUGAR               | 2018   | 3   | 3   |
|     | Meph MILANO               | 1987   | 3   | 3   |
| 11= | Kasp BARRACUDA            | 1932   | 1.5 | 2.5 |
|     | Meph POLGAR               | 1991   | 2.5 | 2.5 |
| 13  | Meph MM5                  | 1991   | 1.5 | 2   |
| 14  | Nov SUP EXPERT C          | 1989   | 1   | 1   |



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



Jan Louwmans 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  
Correspondence Game 1992-4

*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 ♖f6 2.c4 c5 3.d5 e6 4.♗c3 exd5  
5.cxd5 d6 6.♗f3 g6 7.♙f4 ♙g7 8.♖a4+  
♙d7 9.♖b3

9.♖c2 0-0 10.e4 ♖e7 11.♙e2 1-0 Garcia Gonzales-Danner 1984

9...♙c8 10.e4 0-0 11.♙d3N

11.♙e2 a6 (11...♗a6 12.♗d2 ♗c7 13.0-0 Sutherland-Rej 1980 1-0) 12.a4 ♖e7 (12...♙e8 13.♗d2 ½-½ Rothacher-Herlemann 1993) 13.♗d2 ♗bd7 14.0-0 Nestorovic-Nenadovic 1988 1-0

11...a6 12.a4 ♙e8 13.0-0 b6 14.h3 ♙b7

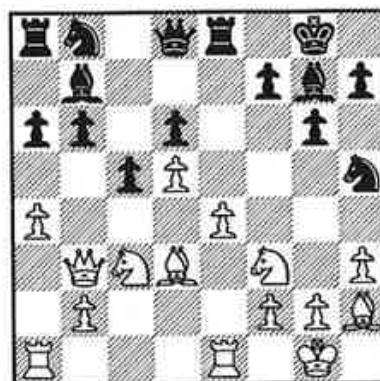
Black is having trouble developing his queenside pieces, but though this move appears to offer the bishop very little scope, when it finally gets its release along the long diagonal, it will be free indeed!

14...♗h5 15.♙h2 ♙a7 doesn't look any better

However another possibility referred to by Martin Wood ("some will prefer this") was 14...♙a7 intending Rae7, but Frank

says that, of the programs, only Hiarc actually chose this, and none at all opted for his Bb7 move!

15.♙fe1 ♗h5 16.♙h2



16...♙c7

*This doesn't seem to do all that much to unravel his pieces, so some might prefer*  
16...♙h6 17.e5 ♗f4 (or 17...dxe5

18.♗xe5±) 18.♙c2 ♗d7

17.♙ad1?!

*Not a particularly bad move, but missing a chance:*

*If 17.e5!? not 17...dxe5? 18.g4 c4 (if 18...♗f6? 19.♗xe5±) 19.♙xc4 ♙c8 20.♗xe5±; but 17...♙xe5 is correct 18.♗xe5 dxe5 19.♙c4 and 19...♙g7 holds, though Black's position is not enviable.*

*Best is 17.g4! ♗f6 (17...♙xc3 18.bxc3 ♗f6 19.♗d2 ♗bd7 20.♗c4±) 18.e5 ♗fd7 19.e6 looks very good for White!*

17...♗d7!

*With this Black secures his position and has probably equalised*

18.♗d2 ♙e5 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 b7-bishop to view both g2 and h1*

19...♗g7 20.f4 ♙d4+ 21.♗h1 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.♔g1 Shredder532, a neat idea suggesting that the check on d4 moving the king to h1 might have actually freed and recovered his trapped bishop for him;

22.♕f3 Hiarcs8, also challenges the same bishop!; 22.♙c4 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.♕f3 ♖d6

23...exf4 24.♙xe8+ ♕xe8 25.♙e2 ♖d6 is also strong

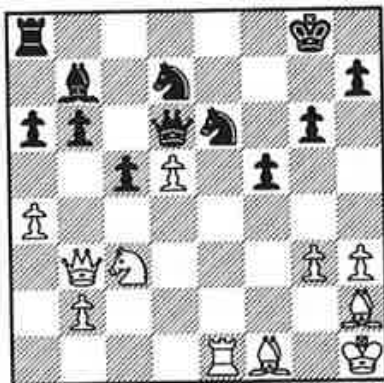
24.fxe5 ♙xe5

24...♕xe5 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.♕e4! ♙xd5 27.♖xd5+ ♖xd5 28.♕f6+ ♔f7 29.♕xd5 ♕xf3 30.♙xe8 ♙xe8 31.♙xf4 and now 31...♕e6 to stop White playing Nc7, and the game is almost equal), 26.♕xe5 ♙xe5 27.♙xe5 ♙xe5 28.hxg4 ♙ae8 and despite the most annoying pin on the e5-rook, Black's material advantage may be enough to win

25.♕xe5 ♙xe5 26.♙f1

26.g4!? ♙xe1+ 27.♙xe1 ♖f6 28.gxf5 ♕xf5+

26...♙xe1 27.♙xe1 ♕e6!



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.♙g2 ♕d4!

The d5 pawn can be viewed as lost after this move

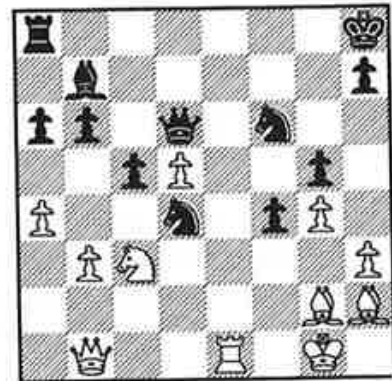
29.♖a2 ♔h8 30.♖b1

Shredder thought the manoeuvre 30.♖c4 ♕e5 and then 31.♖f1 was better, but 31...g5 32.g4 f4 still favours Black

30...♕f6 31.g4 f4 32.♔g1?!

All of the programs I've tested want to play 32.g5!? here. Then 32...♕xd5 33.♖e4 ♕d8 Now we have some exchanges: 34.♕xd5 ♙xd5 35.♖xd5 ♖xd5 36.♙xd5 ♙xd5 37.♙xf4 Black is still a pawn up, but has he got enough to win? Gambit2 <100 says 'no'. Hiarcs8 and Shredder532 between 125-150 appear to say 'quite possibly'!

32...g5! 33.b3?!



The d5-pawn is now under-protected, but 33...♕xd5? is no good... can you see why?

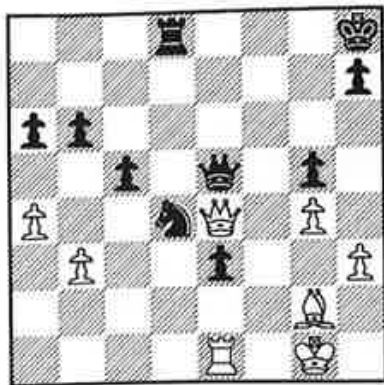
34.♕xd5 ♙xd5 35.♙xd5 ♖xd5 36.♙e7 threatening Qxh7 mate. It will cost Black to stop this, e.g. 36...♕f5 37.♖xf5 ♖xf5 38.gxf5 ♙f8 39.♙e6 ♙xf5 40.♙xb6 and there's going to be a pawn up-and-running along the a-file for White any moment!

33...♙d8 34.♔f1 ♕xd5 35.♕e4 ♖e5 36.♙g1?

The fault with this move is that it releases the f4-pawn from the pin against its queen. Better was 36.♙h1 when 36...Ne3+ becomes impossible due to 37.Rxe3! and if fxe3?? 38.Bxe5! and wins 36...♕e3+!

The patient bishop on b7 finally comes into its own!

37.♙xe3 fxe3 38.♔g1 ♙xe4 39.♖xe4



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's 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...♟xe4 40.♞xe4+ ♞xb3 41.♞xe3

Frank declined, and suggested instead:

39...♞e2+! 40.♞xe2 ♞d1+ 41.♞f1 ♟xe4 42.♞xe3 ♟xe3+ 43.♞g2 ♞d2+ 44.♞h1 ♟f3+ 45.♞g1 ♟f2+ 46.♞h1 ♟xf1#, so 0-1

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.

Benoni PC Table

| Pos | Program   | Score/10 |
|-----|-----------|----------|
| 1   | Junior6   | 6½       |
| 2   | Fritz6a   | 5½       |
| 3=  | HiarcS732 | 5        |
|     | Nimzo732  | 5        |
|     | SOS       | 5        |
| 6   | Fritz532  | 3        |

## FRITZ6 - HIARCS732

Input Opening: 1.d4 ♞f6 2.c4 c5 3.d5 e6 4.♞c3 exd5 5.cxd5 d6 6.♞f3 g6 7.♞f4 ♞g7 8.♟a4+ ♞d7 9.♟b3 ♞c8 10.e4 0-0 11.♞d3 a6 12.a4 ♞e8 13.0-0 b6 14.h3

Play now continued at 40/2 on P2/433



14...♞a7!

So HiarcS finds Frank's second best move – well done! However White is comfortably ahead by move 24, so one would have to say there may be one or two more '2nd best' moves played by HiarcS between now and then!

15.♞h2 ♞h5 16.♞d2 ♞e5 17.♞xe5 dxe5 18.♞fd1 ♞f4 19.♞f1 ♞b7

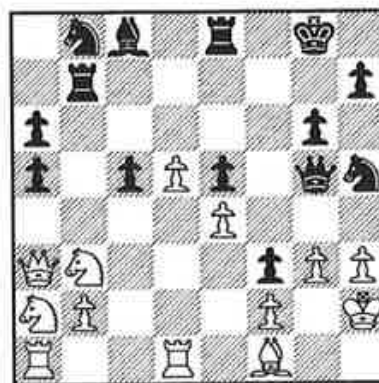
19...♟g5 20.♞h2 ♞d7 is suggested by Shredder, but 21.g3 ♞h5 22.♞c4 looks good for White to me

20.♞e2! ♞h5 21.♟e3 f5?!

Active? Optimistic? Challenging? For example Shredder would again prefer developing the knight with 21...♞d7

22.a5! f4 23.♟a3 bxa5 24.♞c3 ♞b4

25.♞a2 ♞b7 26.♞b3 f3 27.g3 ♟g5 28.♞h2



28...♞xg3! 29.fxg3 ♟e3 30.♞d2

Best. 30.♞d3?! ♟f2+!? 31.♞h1 c4! 32.♞d2 ♟e3 and now White has the

choice of 33. ♖xa5 ♜xd2, 33. ♙xc4 ♜xb3. I think both are equal but offering chances to both sides

30... ♜f2+ 31. ♖h1 ♜f8 32. ♙c4 ♙xh3

32... ♜xg3 expected by F6 and would be played by H8 33. ♙d2 ♙xh3 34. ♙xh3 ♜xh3+ 35. ♜h2 ♜g4 but actually has just transposed to the game

33. ♙d2 ♜xg3 34. ♙xh3 ♜xh3+ 35. ♜h2 ♜g4 36. ♙d2 f2 37. ♜f1 a4

Hiarcs8 would play 37... ♙d7, here, then 38. ♙c3 ♜f4 and White's advantage is small

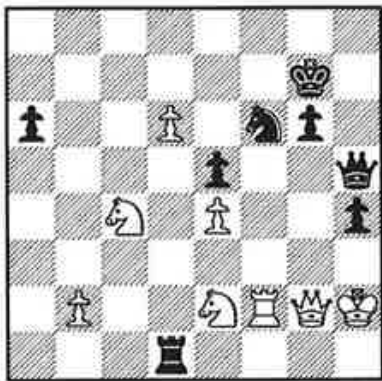
38. ♙c3 ♜bf7?

A great shame. Thanks to its excellent 28... Nxc3 Hiarcs had almost clawed its way back to equality.

The new H8 chooses 38... ♜f3 and now 39. ♜xf2 ♜g3 W46;

Shredder's 38... ♜b4 is another improvement: after 39. ♜xf2 ♜xf2 40. ♜xf2 ♙d7 White's advantage is at a minimum

39. ♜xc5 a3 40. ♜xa3 ♜g5 41. ♙cb1 h5 42. ♜h3 ♜f4 43. ♜e3 ♜f6 44. ♜g3 h4 45. ♜h3 ♜b6 46. ♙c4 ♜f6 47. ♙c3 ♙g7 48. d6 ♜g5 49. ♜g2 ♜h5 50. ♜h2 ♙d7 51. ♜gxf2 ♜f3 52. ♙d2 ♙d3 53. ♜xf8 ♙xf8 54. ♙c4 ♙d7 55. ♜f2 ♜g3 56. ♙e2 ♙d3 57. ♜g2 ♙d1+ 58. ♙h2 ♙f6



59. ♜xf6!

The new tactical code in H8 would have expected (and play) this excellent sacrifice of the exchange from F6. H732 expected the mundane 59. ♜f1 when 59... ♙g4+ 60. ♖h1 h3 W77 and Black has definite chances of saving this tense position

59... ♙xf6 60. ♙c3 ♙d3 61. ♙d5+! ♙g7 62. b4!

It looked as if 62. d7!? which H7 expected (but H8 quickly finds b4!), can be

met by 62... ♜g3 63. ♜f1 ♜f3! However then I discovered 64. ♙f6! ♜xf6 65. ♜xf6+ ♙xf6 66. d8 ♜+, which still wins eventually. But the continuation in the game is clearly stronger than d7.

62... h3 63. ♜b2! ♜f3?

The game was lost, but this is a poor move which allows F6 to finish the game with the greatest of ease.

63... ♙d4 offers more resistance: 64. d7 ♜g5 65. d8 ♜ ♜xd8 66. ♙xe5 ♜xd5 67. ♙c6+! ♜f6 68. ♜xf6+ ♙xf6 69. exd5 ♙f7 70. ♙xh3 and wins;

Shredder's 63... ♜h4 is also better, though White's continuation is easy to find: 64. ♜xe5+ ♙f7 65. ♜e7+ ♜xe7 66. dxe7 ♜xd5 67. exd5 ♙xe7 68. d6+ ♙e6 69. ♙xh3]

64. ♜xe5+ ♙h7 65. ♜e7+ ♙h6 66. ♜h4+ ♙g7 67. ♙f4

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/1hour. Here's the result of that:

### P3/800 Tournament at G/1hr

| Pos | Program      | Score/14 |
|-----|--------------|----------|
| 1   | Junior6a     | 11       |
| 2   | Fritz6a      | 10½      |
| 3=  | Hiarcs732    | 8        |
|     | Fritz532     | 8        |
| 5   | Nimzo732     | 5½       |
| 6   | Hiarcs6      | 5        |
| 7   | SOS          | 4½       |
| 8   | Crafty 18.01 | 3½       |

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.c4?! e5?! 3.♘f3 ♘c6 4.♘c3 In this rare line d4 is played almost exclusively here 4...♘f6 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 ♘b4 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...♘e7 7.♘xe5 ♘xc3+ 8.bxc3 d6 9.♘f3 ♘xe4 10.♘d3 ♘c5 11.♘b1 ♘f5 12.0-0 0-0 13.♙e1 ♘xb1 14.♙xb1 ♙e8 15.♘a3 b6 16.♘xc5 dxc5 17.♙b2 ♘g6 18.♙xe8+ ♙xe8 19.♙e2 ♙d7 20.♘e5 ♘xe5 21.♙xe5 ♙e8 22.f4 f6 23.♙e2 ♘f8 24.g3 1/2-1/2

## Huebner - Deep Fritz

Game 2

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



The game is about drawn anyway, but Black's next – winning the f4-pawn but leaving opposite coloured bishops – guarantees it. I thought most programs now knew this... it's not as if other moves all lose, e.g. Bc7 or Bb8 don't leave Black worse! 45...♙xd3 1/2-1/2

Now we come to the most interesting game they played:

## Deep Fritz - Huebner, R

Game 3

1.e4 e6 2.d4 d5 3.exd5 exd5 4.♘f3 ♘f6 5.c4 ♘b4+ 6.♘c3 0-0 7.♙e2 dxc4 8.♙xc4 ♙g4 9.0-0 ♘c6 10.♙e3 ♙d7 11.a3 ♙a5 12.♙c1 ♙ad8 13.♘a4 ♙b6 14.♘xb6 axb6 15.b4 ♙d6 16.b5 ♘a5 17.♙e2 ♘d5



Black's knights are beginning to look quite sinister! 18.♙d3 ♙fe8 19.♘g5 ♙xe2 20.♙xh7+ ♘f8

21.♙fe1 ♘xe3! 22.♙xe2 ♙h6 23.fxe3 ♙xg5 24.♙xc7



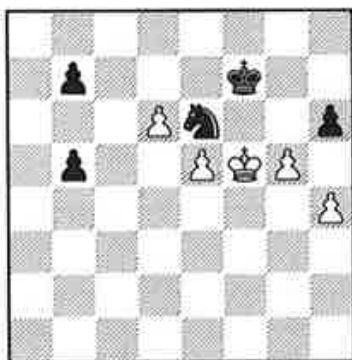
Black with knight for 2 pawns, has clear winning hopes 24...♙h6 With his material advantage Black tries to exchange all the major pieces – theoretically the right approach, but his doubled b-pawns probably require at least a rook presence to secure them, so he was torn between options I should think 25.♙xh6 gxf6 26.♘f2 ♙c8 26...f5 followed by Re7 so he can advance his king was another choice. It might still mean an exchange of one pair of rooks, but the planting of a pawn on f5 followed by the Kf8–f7–f6 might have worked 27.♙ec2 ♙xc7 28.♙xc7 ♙e7 29.♙c8+ ♙e8 29...♘g7!? 30.♙c7 f5 31.♘f3 ♙e7 32.♙c8+ ♘f7 33.♘f4 ♘e6 33...♙e8 34.♙c7+ ♘e6 34.♙f8



34...♙f7?! I (think) I like the



look of 34... ♖c4 35. ♖xf5 ♗d7 36. ♖d5+ ♗c7 37. e4 ♖f7+ Vital move order, forcing the king to retreat. If Nxa3 is played first, the king could advance! 38. ♖g3 ♗xa3 This looks tense! I think Black is winning, but I'd still be nervous about White's central pawns 35. d5+ ♗e7 36. ♖xf7+! ♗xf7 37. ♗xf5 ♗c4 38. e4 ♗xa3 The other way would be 38... ♗d6+ 39. ♗e5 ♗xb5 40. a4 ♗c3 41. ♗d4 ♗xa4 I'm not sure which is better! 39. g4 ♗xb5 40. e5 ♗c7!? 40... ♗c3!? A) 41. e6+ H8! 41... ♗e7 42. ♗e5 (There isn't time for 42. ♗g6?? ♗xd5 43. ♗xh6 because 43... b5 now wins easily) 42... ♗b5 43. h4 a draw says H8!; B) 41. d6 41... b5 42. h4 (42. e6+ ♗e8 43. e7 ♗d7 44. ♗e5 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 ♗e6 42. h4 b5 43. g5



43... ♗g7+ 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. ♗e4 hxc5 45. hxc5 b4 46. ♗d3! ♗g6 DF has got back to 0! 47. ♗c4 ♗xg5 48. ♗xb4 ♗f5 49. ♗c5 ♗xe5 50. ♗b6 ♗xd6 ½-½

### Huebner, R - Deep Fritz

#### Game 4

1. e4 e5 2. ♗f3 ♗c6 3. ♗b5 a6 4. ♗a4 ♗f6 5. 0-0 ♗e7 6. ♖e1 b5 7. ♗b3 d6 8. c3 0-0 9. h3 ♗a5 10. ♗c2 c5 11. d4 cxd4?! 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... ♗c7 or ♗b7 were better, as was ♖b8 12. cxd4 ♗b7 13. d5! Of course 13... ♗c4 14. b3 ♗b6 15. a4 bxa4 16. bxa4 ♗c7 17. ♗a3 ♗bd7 18. ♗d2 ♖ab8 19. ♗dc4 ♗c5 20. ♖b1 ♗a8 21. ♖xb8 and the game has petered out into a tame draw ½-½

### Deep Fritz - Huebner, R

#### Game 5

1. d4 d5 2. c4 c6 3. ♗f3 ♗f6 4. ♗c3 dxc4 5. a4 ♗f5 6. ♗e5 ♗bd7 7. ♗xc4 ♗b6 8. ♗e5 e6 9. f3 ♗fd7 10. a5 ♗xe5 11. axb6 ♗d7 12. e4 ♗g6 13. bxa7 ♗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. ♗e2 ♖xa7 15. ♖xa7 ♗xa7 16. ♗e3 is theory, and headed for a draw 14... ♗b4 15. ♗d3 0-0 16. ♗e2 ♗f6 17. f5?! Appears to be rushing it and allows Huebner to easily quieten the position. I prefer 17. 0-0 17... exf5 18. exf5 ♗h5 19. ♗xh5 ♗xh5 20. 0-0 ♖xa7 21. ♖xa7 ♗xa7 Black now has the better pawn structure, but it's already completely drawn in reality 22. ♗g5 ♖e8 23. g4 ♗xc3 24. bxc3 ♗f6 25. ♗xf6 gxf6 26. ♗g3 h6 27. ♖e1 ♖xe1+ 28. ♗xe1 ♗a2 29. h3 ½-½

### Huebner, R - Deep Fritz

#### Game 6

1. e4 c6 2. d4 d5 3. ♗d2 dxe4 4. ♗xe4 ♗d7 5. ♗f3 ♗g6 6. ♗xf6+ ♗xf6 7. ♗e5 ♗d7 8. ♗f3 ♗f6 9. ♗e5 ♗d7 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: ♗d3, ♗f4, ♗f3, ♗xd7 and ♗c4 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 v computers with its results v humans. I believe this makes the SS Rating List the most accurate available for Computers and Programs anywhere in the world.

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

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

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

■■■■■■■■

## A guide to PC Gradings:

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

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

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

**PPro-PC** represents a program on a Pentium Pro, 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 Pent3/500         | 100  | Dual Pent3/500       | 60   |
| Pentium3-K7/750        | 50   | Pentium3-K7/500      | 30   |
| Pent K6-Pro2-Celrn/300 | 0    | Pent Pro2-MMX-K6/233 | -20  |
| Pent/150               | -60  | Pent/100             | -100 |
| 486DX4/100             | -140 | PentDX2/66           | -160 |
| 486DX-SX/33            | -240 | 386DX/33             | -300 |

| RATING LIST (c) Eric Hallsworth. PC PROGS |      | SelSearch96 |       | Oct 2001 |             |
|---|------|-------------|-------|----------|-------------|
| BCF Computer                              | Elo  | +/-         | Games | Pos      | Human/Games |
| 257 GAMBIT TIGER2.0 PPRO-PC               | 2659 | 16          | 772   | 1        |             |
| 256 DEEP FRITZ PPRO-PC                    | 2653 | 15          | 927   | 2        | 2588 16     |
| 256 CHESS TIGER14 PPRO-PC                 | 2651 | 19          | 592   | 3        | 2680 11     |
| 253 GAMBIT TIGER1.0 PPRO-PC               | 2626 | 21          | 466   | 4        |             |
| 252 SHREDDER5/532 PPRO-PC                 | 2622 | 22          | 437   | 5        | 2623 11     |
| 252 FRITZ6A PPRO-PC                       | 2618 | 10          | 1973  | 6        | 2537 35     |
| 252 JUNIOR7 PPRO-PC                       | 2618 | 39          | 138   | 7        |             |
| 249 REBEL TIGER12 PPRO-PC                 | 2599 | 15          | 912   | 8        |             |
| 249 JUNIOR6A PPRO-PC                      | 2597 | 10          | 1856  | 9        | 2551 22     |
| 247 HIARCS732 PPRO-PC                     | 2580 | 10          | 2042  | 10       | 2397 19     |
| 246 NIMZ08 PPRO-PC                        | 2572 | 15          | 870   | 11       |             |
| 246 HIARCS7.1 PPRO-PC                     | 2568 | 12          | 1442  | 12       |             |
| 245 SHREDDER4 PPRO-PC                     | 2565 | 17          | 737   | 13       | 2530 15     |
| 245 NIMZ0732 PPRO-PC                      | 2560 | 13          | 1166  | 14       |             |
| 244 GANDALF432 PPRO-PC                    | 2556 | 15          | 883   | 15       |             |
| 244 FRITZ532 PPRO-PC                      | 2555 | 12          | 1463  | 16       |             |
| 243 CHESSMASTER 6/7000 PPRO-PC            | 2548 | 24          | 348   | 17       | 2524 22     |
| 243 FRITZ516 PPRO-PC                      | 2548 | 12          | 1281  | 18       | 2443 6      |
| 243 REBEL CENTURY3.0 PPRO-PC              | 2545 | 24          | 364   | 19       | 2585 6      |
| 242 NIMZ098 PPRO-PC                       | 2541 | 12          | 1307  | 20       | 2405 10     |
| 242 JUNIOR5 PPRO-PC                       | 2536 | 11          | 1513  | 21       |             |
| 241 SOS PPRO-PC                           | 2533 | 16          | 787   | 22       |             |
| 240 HIARCS6 PPRO-PC                       | 2522 | 13          | 1183  | 23       | 2522 24     |
| 240 NIMZ099A PPRO-PC                      | 2520 | 14          | 1050  | 24       |             |
| 240 REBEL CENTURY1.2 PPRO-PC              | 2520 | 21          | 458   | 25       | 2522 43     |
| 239 GOLIATH LIGHT PPRO-PC                 | 2514 | 18          | 664   | 26       |             |
| 239 REBEL-10 PPRO-PC                      | 2513 | 25          | 329   | 27       | 2528 17     |
| 239 REBEL9 PPRO-PC                        | 2513 | 14          | 1059  | 28       | 2607 14     |
| 238 REBEL8 PPRO-PC                        | 2508 | 20          | 538   | 29       |             |
| 237 MCHES5 PRO7 PPRO-PC                   | 2502 | 14          | 1066  | 30       | 2530 1      |
| 237 MCHES5 PRO6 PPRO-PC                   | 2502 | 17          | 699   | 31       | 2474 12     |
| 237 CHESS GENIUS5 PPRO-PC                 | 2499 | 13          | 1192  | 32       | 2389 6      |
| 236 MCHES5 PRO8 PPRO-PC                   | 2493 | 14          | 1016  | 33       |             |
| 236 SHREDDER3 PPRO-PC                     | 2493 | 34          | 177   | 34       | 2641 2      |
| 236 SHREDDER2 PPRO-PC                     | 2489 | 15          | 875   | 35       | 2148 6      |
| 233 GANDALF3 PPRO-PC                      | 2468 | 27          | 278   | 36       |             |
| 231 HIARCS6 PENT-PC                       | 2450 | 11          | 1680  | 37       | 2540 2      |
| 231 JUNIOR4.6 PPRO-PC                     | 2448 | 43          | 115   | 38       |             |
| 231 FRITZ5.16 PENT-PC                     | 2448 | 35          | 170   | 39       |             |
| 230 HIARCS5 PENT-PC                       | 2447 | 19          | 585   | 40       |             |
| 230 KALLISTO2 PPRO-PC                     | 2442 | 22          | 412   | 41       |             |
| 230 REBEL8 PENT-PC                        | 2440 | 10          | 2106  | 42       |             |
| 229 REBEL9 PENT-PC                        | 2434 | 16          | 805   | 43       |             |
| 228 CHESS GENIUS5 PENT-PC                 | 2425 | 11          | 1567  | 44       |             |
| 227 CHESS GENIUS3 PENT-PC                 | 2423 | 14          | 1028  | 45       | 2658 10     |
| 227 CHESS GENIUS4 PENT-PC                 | 2420 | 13          | 1199  | 46       | 2387 16     |
| 226 REBEL7 PENT-PC                        | 2415 | 14          | 1082  | 47       | 2242 11     |
| 226 HIARCS4 PENT-PC                       | 2414 | 14          | 1008  | 48       | 2348 6      |
| 226 REBEL6 PENT-PC                        | 2412 | 19          | 594   | 49       | 2403 6      |
| 226 MCHES5 PRO6 PENT-PC                   | 2411 | 11          | 1721  | 50       | 2316 4      |

## SELECTIVE SEARCH

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

