

# SELECTIVE SEARCH 97

## THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth

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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 to SS folk.** Adaptors are £9 extra. **Subscribers Offer:** buy from **Countrywide** and deduct **5% off dedicated** computer prices shown here.... **mention 'SS'** when you order.

## ■ PORTABLE COMPUTERS ■ [por]

*Kasparov*

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

**COSMOS £99** - great value, 4½"x4½" plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system

*Novag*

**OPAL PLUS £54** - good hobby computer

## ■ TABLE-TOP PRESS SENSORY ■ [ps]

*Kasparov*

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

**BARRACUDA £79** - The Morsch '2000' prog. Compact board, display etc. This is great value!

**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.

*Novag*

**AGATE PLUS/QUARTZ £72** - Opal Plus program, good hobby computer + teaching

*Mephisto*

**MILANO PRO £249** - Morsch at RISC speed, big book, strong, good features and display

**ATLANTA £379** - the fast hash-table version of Milano Pro=even greater strength. 64 led board

## ■ WOOD AUTO SENSORY ■ [as]

*Mephisto*

**EXCLUSIVE** all wood board, felted pieces with **MM6** - Morsch's 2100 program **£449** with **SENATOR** - Milano Pro program **£649**

## ■ PC PROGRAMS from CHESSBASE on CD ■

All Win & run **INDEPENDENTLY** + analyse within C87/8. Great graphics, big databases+opening books, printing, max features.

**FRITZ 7 £39** - by Franz Morsch. Extra chess knowledge for top Strength - a beautiful program! Plus superb new Interface, terrific Graphics, excellent in both analysis and play, plus good hobby levels and teaching features.

**DEEP FRITZ 7 £76** - for dual & quad processors, giving GM strength on top multi-processor Pentium3/AMD machines

**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!

**SHREDDER 532 £39** - Stefan Meyer-Kahlen's program in latest ChessBase Interface + Feature-packed format - knowledge-based and plays stylish chess. Good for quality analysis.

**JUNIOR 7 £39** - top Features, latest Chess-Base Interface etc. Strong, good positional chess but aggressive with fast tactics!

**DEEP JUNIOR 7 £76** - the dual & quad processor version of Junior 7 & new World Champ!

**HIARCS 732** by Mark Uniacke. An outstanding program running faster+stronger than ever! **£39**

The **YOUNG TALENTS CD £46** has 6 new programs, of which **SOS** and **GOLIATH** are clearly pretty strong

**NIMZO 8 £39** - by Donneringer. Great tactics

## ■ Other PC PROGRAMS on CD ■

**REBEL CENTURY 4 with GANDALF 5 £46.** New CD contains not only **Century4.0** (DOS & Win) by Ed Schroder, but also Suurballe's latest **Gandalf** Win version. **Wonderful chess** - Century4 is crammed with chess knowledge, about as human-like as you can get, new king safety awareness, and running faster than ever. The CD is packed with some unique analytical features, openings books, big games database etc.

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

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

## ■ PC DATABASES on CD ■

**CHESSBASE 8.0 for Windows £99 !!**

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## ■ PC CHESS TUTOR PACKAGES ■

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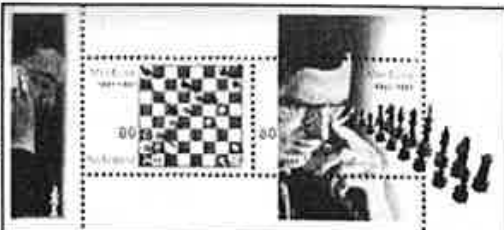
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## NEWS & RESULTS - *keeping you right up-to-date in the COMPUTER CHESS world!*

**Editor's Comment:** Just as the last issue (96) of *Selective Search* was heading for the printers, the world - and in particular America - was thrown into a state of great turmoil by a dreadful terrorist act.

Many lives have been lost to the Taliban's despicable deed, and there are numerous folk, in the USA particularly, still shocked, hurt and grieving. Indeed the repercussions continue to affect the way we all think: our peace of mind, the plans we make, the world markets, travel considerations, and our general confidence (or lack of it) as we look to the future.

However: my joining with the great and vast majority who have rightly spoken out against such terrorists and their acts, does not mean that I support a retaliation which, it seems, has also taken many innocent lives. President Bush and Prime Minister Blair, who have led the response, are both leaders of nations which like to call themselves 'Christian' - yet just as it has been made clear that the Taliban's actions do not follow the teaching of the Koran,

neither does the USA/British bombing follow the message of Jesus, which centres on salvation, life, love, joy and peace. As I write this the bombing appears to have been successful, so the voices in opposition have quietened somewhat - but success does not make a wrong right!

I can only hear **One** voice raised and saying "*Peace and goodwill to ALL men*", and that is the voice of God through the angels when announcing the birth of the Christ, from whom only those who really are should take the name *Christian*.

And as it is **Christmas-time** again, I would like to wish all my readers a **happy and peaceful Christmas** and a better New Year in 2002! Here endeth the lesson... *Eric*

### Fritz7 and Deep Fritz7

The events of September 11th. intrude into the chess world, in affecting the confidence of those who need to travel to tournaments by air. They also caused the postponement

When showing **Harald Faber's** latest **TIGER** results in *SelSearch96* page 5, I promised I would give you his final scores after the GambitTiger2 agg/sel=8 games had been played.

So here they are: but remember that the Tiger programs have a slight advantage, as they always play on an Athlon/600, and their opponents on an Athlon/500, and the final ordering is heavily affected by Shredder532's 'out of synch' 7½-2½ win over GambitT2 normal!

### 40/2 test: TIGER versions... Harald Faber's RESULTS

|               | Ch Tiger14 | Gambit Tig2<br>nor | Gambit Tig2<br>agg | Gambit Tig2<br>agg/sel=8 | Total/40 |
|---------------|------------|--------------------|--------------------|--------------------------|----------|
| Shredder532   | 4-6        | 7½-2½              | 4-6                | 3½-6½                    | 19       |
| Deep Fritz    | 5-5        | 5-5                | 3½-6½              | 5-5                      | 18½      |
| Junior7       | 3-7        | 4½-5½              | 5½-4½              | 5½-4½                    | 18½      |
| Junior6a      | 5½-4½      | 4½-5½              | 2½-7½              | 5-5                      | 17½      |
| Fritz6a       | 4½-5½      | 5½-4½              | 4½-5½              | 3-7                      | 17½      |
| Nimzo8        | 4-6        | 3-7                | 4½-5½              | 4½-5½                    | 16       |
| Hiarcs732     | 4½-5½      | 4-6                | 3½-6½              | 3½-6½                    | 15½      |
| Shredder4     | 3½-6½      | 3-7                | 3½-6½              | 5-5                      | 15       |
| Shredder5     | 3½-6½      | 4-6                | 2½-7½              | 4-6                      | 14       |
| Chess Academy | 1-9        | 0-10               | ½-9½               | 0-10                     | 1½       |
| Total/100     | 61½        | 59                 | 65½                | 61                       |          |

of the anticipated **Kramnik vs Deep Fritz** match. That was due to be held in October in Bahrain - a venue close enough to anti-terrorist operations that either it or the date needed to be changed. In the hope that things will have settled down by then, Bahrain in February 2002 seems now to be the preferred choice.

As a result of this it was quickly agreed that **Fritz7** could and should be brought out immediately, and would not have to wait until after the Kramnik match!

This means that **Franz Morsch** can recommence work on it, and that there may even be a further-improved version ready for Kramnik in 2002 - though no-one should get too attached to the idea that new ideas and progress are constantly and readily available to the various programmers! If only it was still that easy!

In the meantime Kramnik not only received a copy of Fritz7, but has also been testing it intensely for quite a while; he says:

*"Fritz has improved a lot, I could feel it. For instance, its understanding of the safety of its king has improved. Also general positional understanding enormously!"*

But Kramnik remains optimistic: *"I still believe that I will have chances in the forthcoming match in Bahrain"*.

## Readers' Results

Despite the meteoric rise of the latest **Tiger** programs to the top (both Gambit-T2 and Chess-T14 are performing at the very highest computer levels), occasionally there's a strange game mixed in when readers send me results.

**Terry Lane** sent me his G/25 scores:

GambitTiger2 vs Fritz6 2½-1½

GambitTiger2 vs Junior7 6-6

Of course Terry's scores also show **Junior7** to be strong! He sent me the games, which included this quick J7 win, showing a complete over-evaluation of the position by **Gambit Tiger**, when the books are exited, and then some delightful attacking play by Junior.

## Junior 7 - Gambit Tiger 2.0

G/25 from Terry Lane London (game 5),  
12.09.2001 on P3/1000 machines

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.♙g5 ♙e7 5.e5  
♜fd7 6.♙xe7 ♞xe7 7.f4 0-0 8.♜f3 c5  
9.♞d2 ♜c6 10.dxc5 ♜xc5 11.0-0-0

*White's last book move*

11...♙d7 12.♞e3 a6

*Black last book move*

13.a3 b5 14.h4 b4



*Black shows itself +130, which is wildly over-optimistic*

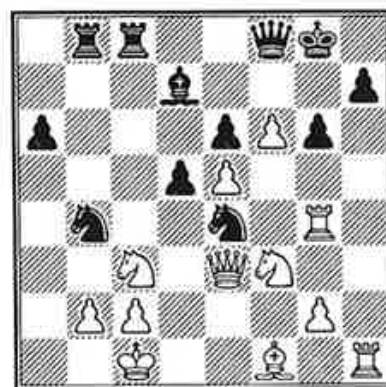
15.axb4 ♜xb4 16.♞d4 ♞ab8 17.f5! ♞fc8

*Junior apparently expected 17...exf5? but after 18.♞xb4! the rook can't be retaken because of the fork ♜c3-d5!*

18.f6 ♞f8

*Black has a massive +180 here in making this move at depth 12!*

19.♞g4! g6 20.h5 ♜e4 21.hxg6 fxg6



*Evaluation realisation... Black has -78!*

22.♞xh7!

*Ooops*

22...♜xh7 23.♞xe4! ♜g8

*Certainly not 23...dxe4?? 24.♜g5+ ♜g8 (or 24...♜h6 25.♞f4 m/6) 25.♞h3 m/7*

24.♞h4!



*The succession of strong moves has left Black helpless*

**24...d4**

*Alternatives soon run into a massive attack against the Black king: J7 expected 24...♖b7 and had 25.♘g5 ready; the other possibility was 24...♖xc3 25.bxc3 ♘a2+ 26.♘d2 and White threatens ♘g5 followed by ♖h3 which wins easily*

**25.♖e4!**

*Scorning for a moment the win of a pawn with ♖xd4*

**25...♙f7 26.♖h7+ ♙e8 27.♖xd4 ♖b7**

**28.♖h4 ♙d8 29.♖h8 ♖xh8**

*and resigned 1-0, because of 30.♖xh8+ ♙c7 31.♖xc8+ ♙xc8 32.f7! winning easily 1-0*

## Claudio BOLLINI tests Tiger

It is immediately worth comparing the scores my good friend and regular Internet correspondent **Claudio Bollin** has had with the GT2-J7 6-6 draw above.

### G/30 + 2secs

|              | GT2 nor | GT2 aggr | CTig14 | Tot/24 |
|--------------|---------|----------|--------|--------|
| Deep Fritz   | 4½-3½   | 4½-3½    | 3-5    | 12     |
| Hiarcs 732   | 4-4     | 3-5      | 2½-5½  | 9½     |
| Junior 6     | 2½-5½   | 2½-5½    | 3½-4½  | 8½     |
| Shredder 532 | 3-5     | 2-6      | 2½-5½  | 7½     |
| Totals/32    | 18      | 20       | 20½    |        |

The matches started from a Test Set made from 4 Closed Positions from the Nunn Opening Suite that Claudio particularly likes for their emphasis on positional issues. So the results exclude any opening book

preparation or selection, and are the engines playing both the White and Black side of each of the chosen lines.

The Table above indicates that Chess Tiger is the best 'positionally', which is what we'd expect, but all of the Tiger results are >50%!

Claudio also played the Tiger versions against each other from the same positions, though the Gambit nor v Gambit agg match wasn't possible, of course! Those results:

**ChessTiger14 vs GambitTiger2nor 5-3**

**ChessTiger14 vs GambitTiger2agg 5½-2½**

... confirming CT14 as the best positional version. It's the one I use most for analysis, as I find it still fast at tactics, but more reliable in its evaluations in most situations.

## Frank HOLT's scores

As we said in our last issue, Frank has also been busy testing **Tiger** - surely the most popular program recently apart from **Fritz**??!

In his usual **all-play-all** style, with 12 games against each opponent and at a range of time controls from G/30 to 40/1hr, Frank is now using P2/800 equipment. Here's his result:

| Pos | Program        | Score/48 |
|-----|----------------|----------|
| 1   | Gambit Tiger 2 | 30       |
| 2   | Chess Tiger 14 | 28½      |
| 3   | Nimzo 732      | 24       |
| 4   | Crafty 18.7    | 21       |
| 5   | SOS            | 16½      |

Frank was pretty much in awe of the **Tiger** results, especially considering that Gambit2 on aggressive appears to be scoring even higher in some tests! - he's going to try that soon, but only after he's added Shredder532 and Junior7 vs Tiger matches to the above Table! The Junior7 will be of interest, though Frank has told me that he isn't all that convinced by it.

Thanks for sending me some of the best games, Frank - I'm sorry they've got squeezed out!



## A Sel/Search reader gets his Correspondence I.M norm!

with a little help from his PC friend!

I'm not mentioning any names - just in case our contributor of this game should meet another SS reader (and his 'friend!') over the course of the next year or two.

But boot your PC up and get ready for some excellent endgame fun with the following.

Our correspondent is White. For completeness I've shown the full game, but put a diagram where the critical play starts.

### 'J.A' v 'C.S'

Lodge Memorial Correspondence game

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6  
5.♘c3 ♘c6 6.♘xc6 bxc6 7.e5 ♘d5 8.♘e4  
♙a5+

The immediate 8... ♙c7 is usual  
9.c3 ♙c7?!

Having avoided ♙c7 at move 8, it is  
usual to play 9... ♙a6 here... or even f5!?  
10.f4 ♙b6 11.♙d3 ♙e7 12.♙e2 0-0 13.c4 f5  
14.cxd5 fxe4 15.♙xe4 ♙b4+ 16.♙xb4  
♙xb4+ 17.♙d2 ♙xd2+ 18.♙xd2 cxd5  
19.g3 a5 20.♙ac1 g5 21.♙hf1 gxf4 22.♙xf4  
♙xf4 23.gxf4 ♙a6 24.♙g1+ ♙h8 25.♙c2  
♙b8 26.b3 ♙f8 27.♙g4 h6?!

27... ♙f1 28.♙h4 ♙f7 might have been  
better  
28.f5 exf5 29.♙g6 ♙b5 30.♙xh6+ ♙g7  
31.♙d6 ♙h8



This is the key move. White has a small advantage, but can the game be won? JA needs to win to get the I.M title but, after hours of analysis cannot find a way to do

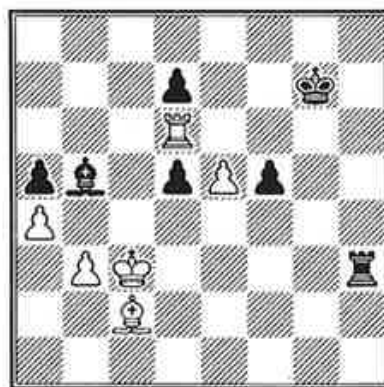
it. Even Fritz6 on an older PC couldn't help... until it got left on over the week-end by accident! After 2½ days it had come up with an idea which JA concluded really did give some good winning chances

32.a4!

Okay readers - any other programs find this? I'm not asking you to leave them on for 48 hours or more - try 15 minutes! I tried Shredder532 (usually excellent with pawns and endgames), Tiger14, Hiarc8beta and Junior7.

One had failed after 15mins. but the other 3 all produced a4!... one of them in 40secs, one in 2½ minutes, and one in just over 4!! These all on a P3/1000 laptop.

32... ♙xh2+ 33.♙c3 ♙h3+



JA didn't send me any more of his notes or game analysis, but I've put another diagram here because I wonder if this also is a critical moment. Let me know what you come up with, compared to my effort on some variations!

34.♙b2!

JA's choice, but none of the programs choose this (unless Fritz did after 2 days!)... so is it vital?

The plan they all come up with is 34.♙d4, but I'm not sure that it's quite so clear-cut: 34... ♙c6 35.e6 dxe6 36.♙xe6! (if 36.♙xc6 ♙f6 37.♙a6 then 37... ♙h4+ may draw!?)

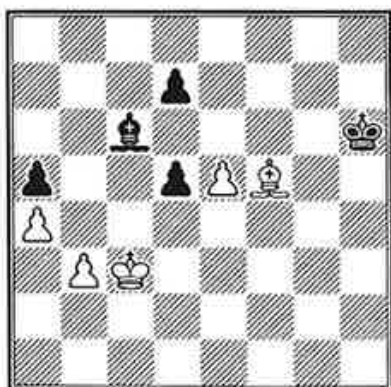
[i] 36... ♙h4+ 37.♙e5 ♙h6 38.♙xf5 ♙xe6+ 39.♙xe6 looks like 1-0

[ii] 36... ♙a8 I'm again not sure, but I think 37.♙a6 ♙h8 38.♙xf5 may just be winning;

[iii] 36... ♙h6 37.♙xh6 ♙xh6 38.♙xf5 seems to be 1-0

What do readers think?

34...♙c6 35.♙xf5 ♖h6 36.♖xh6 ♙xh6  
37.♙c3



37...♙g7

37...♙g5 38.♙d3 ♙b7 39.♙d4 wins  
38.b4! axb4+

38...d4+ 39.♙xd4 is an interesting idea, probably best in an over-the-board situation where White could still go wrong with every tempo vital! Now 39...axb4 is best (39...♙xa4 doesn't work at all: 40.bxa5 ♙b5 41.♙c5 ♙a6 42.♙xd7!) 40.a5 b3 41.♙c3 ♙f7 42.a6 ♙e7 43.♙xb3. Because Black controls the a8 square, you'd think he might be okay, but the problem is he's run into zugzwang! 43...♙d8 44.♙c4 ♙c7 45.♙c5 ♙f3 46.♙d3 ♙g2 47.♙c4, and it's 1-0 at last! A nice line, though

39.♙xb4 ♙f7 40.a5 ♙e8 41.♙c5 ♙d8  
42.♙h3!

42.e6 also wins 42...♙c7 (42...dxe6?  
43.♙xc6 exf5 44.a6 m/12) 43.e7 1-0  
42...♙e7

42...d4 43.♙xd4 ♙c7 44.♙c5 1-0  
43.a6 1-0

## The ODYSSEY 2001 Tournament

Thorsten Czub continues single-handedly to run this massive tournament, which has now reached **round 8** - our last report was in SS/93 at which time only 2 rounds had been played.

A peculiarity of a Czub tournament is that, because it takes so l-o-n-g, Thorsten allows program updates to step into their predecessors shoes as soon as they come out! E.g. the original Junior6 has been replaced by Junior7. It's an interesting idea, but it makes the final result of much less meaning - a

new program could end up with a poor score simply because its predecessor program made a rotten start to the tournament. Of course I can understand Thorsten's point of view - he doesn't want to be playing with Junior6, Fritz6, Tiger13 etc. for another 6 or 9 months when he's become the proud owner of newer, better versions!

Here's the Table as it stands:

## Czub-Odyssey 2001. 40/2hrs

| Pos | Program  | Score/8                         |
|-----|--|---------------------------------|
| 1   | Shredder 5   | 6½                              |
| 2=  | Rebel Century 3->Maastricht<br>GambitTiger 1->2  | 5½<br>5½                        |
| 4=  | Junior 6->7<br>Nimzo 8<br>ZChess 2.2<br>Chessmaster 8000   | 5<br>5<br>5<br>5                |
| 8=  | Deep Fritz 6<br>MChess 8<br>Yace 0.23->Leiden  | 4½<br>4½<br>4½                  |
| 11= | Patzer 311b<br>Crafty 18.3->18.10<br>Gromit 3.714->3.81<br>Gandalf 432-432h<br>Hiarcs 7.01<br>ChessTiger 13->14.6<br>Shredder 4 Chessbits settings | 4<br>4<br>4<br>4<br>4<br>4<br>4 |
| 18= | WChess 2000<br>Zarkov 4.5r->4.5t<br>Chess System Tal 2.03<br>Virtual Chess 2   | 3½<br>3½<br>3½<br>3½            |
| 22  | Chess Genius 6.5 Czub settings<br>Little Goliath 2000v3  | 3<br>3                          |
|     |  | 2½                              |
| 24  | Comet B27->B36   | 2                               |
| 25= | Eugen 7.92<br>Socrates X   | 1½<br>1½                        |

## Let's Finish with Some CHESS!

Bill Reid prepares a special 'tricky for computers' problem each Issue, and readers are invited to send in both their own and their computer's best efforts.

Bill regularly catches the computers out, showing areas of weakness which the programmers need to address. But the SS/96 position was more tactical giving them a chance to shine. 'Not a static in sight!'

### Bill Reid- 4. White to move

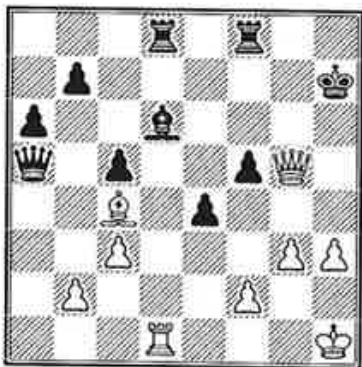


White, a rook down, can take the easy way out with 33. ♖h5+ ♔g7 34. ♖g5+, and the game is drawn. 'But is there something better?' Bill asked.

Frank Holt, Graham White, Harvey Williamson, Mark Podlesak, Peter Grayson (+ one other who's note I've mislaid, sorry), & some PCs found 33. ♖xd6. Well done.

Here's what Bill had to say about it:

*"I reached this position in a game I played exactly 50 years ago (in a simul. I hasten to add) – but with one difference: his king was on h1, not g2.*



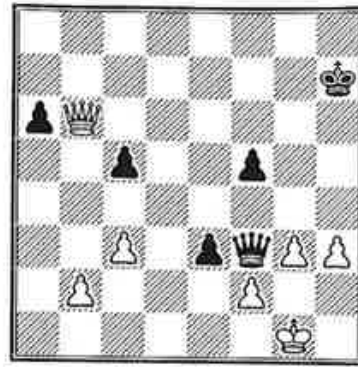
*I expected him to offer the draw with 33. ♖h5+ ♔g7 34. ♖g5+ and he duly obliged.*

*But when I set up the position and had another look at it, a nasty thought occurred: what if White had played 33. ♖xd6! Let's see...*

33. ♖xd6 ♖xd6 34. ♖e7+ ♔g6 35. ♖xd6+ ♖f6 36. ♖b8.

*Well, in this position, with the king on h1, there are good drawing chances after 36... ♖a1+ 37. ♔g2 ♖d1 38. ♖g8+ ♔h6 39. ♔f7 ♖xf7 40. ♖xf7 ♖f3+ 41. ♔g1 b6 42. ♖f6+ ♔h7 43. ♖xb6 e3*

*which looks like a draw – see diagram...*



But... if the White king *had* been on g2, as in the **Challenge** set to *SelSearch* readers, then there would have been no 36... ♖a1+, and no escape! (go back to 1st diagram).

33. ♖xd6 ♖xd6 34. ♖e7+ ♔g6 35. ♖xd6+ ♖f6 36. ♖b8 b5

*36... ♖c6 trying to create squares for the king runs into 37. ♖g8+ m/10;*

*And 36... f4 37. ♖g8+ ♔h6 38. h4 ♖b6*

*39. g4 ♖d6 40. ♔h3! is m/9*

37. ♔d5 ♖b6

*37... ♖f7 38. ♖g8+ ♖g7 39. ♖e6+ ♔h7*

*40. ♖xf5+ ♖g6 41. h4! 1-0*

38. ♖g8+ ♔h6 39. h4 ♖d6

*39... c4 40. f3! 1-0*

40. ♖h8+ ♔g6 41. h5+ ♔g5 42. ♖g7+ ♖g6

*42... ♔xh5 43. f4! 1-0*

43. hxg6 1-0

Well, did your computer shine, as Bill hoped? A few did! Try this one next!

### Bill Reid- 5 White to play



It's not complicated - many humans will see the winning move almost at a glance!

White is in check and can play only: 1. Kh2, or 1. Kg1 or 1. Nxd5. Which should it be? When you know the answer, try it on your computer and give them 10 minutes!



# NOVAG PRODUCT... *SOME DELAYED, SOME HERE!*

It was frustrating to hear - as I was sticking stamps on envelopes to mail out *Self-Search96* with its pleasing announcement "NOVAG news!..." - that the **Star Sapphire** and **Star Diamond** had just been delayed until 'sometime early in the New Year'.

It was in my April 2000 issue that I first heralded this forthcoming new product - and got my knuckles wrapped for being too quick with the news. I certainly was! This time I had been specifically encouraged that it was for general release and, indeed, Novag themselves circulated many leading distributors with the announcement.

As to the new delay, the explanation I have been given is that there is a chip shortage following the bombings of New York and Washington on September 11th. Mmmm?!

However, as a genuine encouragement that these products will appear in due time, I can tell readers that 3 other new products have reached us. Although they are not the tasty items we are really waiting for, at least this pulls the rug from under the prophets of doom, seen on the Internet, suggesting that Novag themselves are in trouble. Not so!

Two of the products are at the low-end strengthwise, but one is in the medium strength range and could interest a few readers. All of them are basically replacements for existing product, maybe slightly improved program and features, but definitely in upmarket style boards:

## Amethyst Plus -> the Granite

The **Amethyst** and the **Granite** both use Novag's 1750 USCF program - as indeed do the **Aquamarine** and **Beryl** which follow.



The Granite is definitely a better board - in fact it's the board they used for the now defunct £139 Amber - it's higher quality, looks better, and has a bigger playing area and pieces.

## Aquamarine Premier Plus -> the Beryl

As I've said above, these also contain the Novag 1750 USCF program, though I have them at 1400 Elo (100 BCF) in the Countrywide Catalogue.



Most people know that I am pretty miserable with my ratings! The *Selective Search* list is based on results under tournament conditions at times from G/60 - 40/2hrs, and it aims to show what a computer would get if it went to something like the British Championships Major Open, where it would be playing (very) serious players - folk who take a week or a fortnight's holiday to play in a big tournament!

I've seen there myself how hard sophisticated Richard Lang and Ed Schoeder *Mephisto* machines have to work to get into the 2000-2100 Elo performance range - and they can definitely play a bit!

So I believe 1400 Elo is about right. But all 4 machines have plenty of levels for beginners as well as hobby players, plus hints, take-back and training features.

## Agate Plus -> Quartz

These 2 are the Novag 1880 USCF program, which is definitely a step up! The program is much bigger, there's an 8,500 position opening book, and the chess is clearly better. I grade these and the Opal Plus portable at 1640 Elo (130 BCF).



Again there's plenty of levels plus hints, take-back and teaching modes, so the computers should suit a wide range of hobby players through to those aspiring, or starting, to play in a chess club.

# SEARCHING for Bobby FISCHER

Unless my readers have been in hiding during the past 3 or 4 months, you will all know that major rumours have been circulating that **Bobby Fischer** has been playing mountains of Blitz chess on the Internet, on the server of the *Internet Chess Club*.

The suggestion first saw the light of day over 6 months ago as someone, after introducing himself in an extremely secretive way, proceeded to beat all-comers - and I do mean all, GMs also were falling by the wayside to the weirdest of openings. E.g. 1.e4, 2.Ke2, 3.Ke3. Was this Fischer, playing a form of his Random chess from the standard line-up?!

The idea really gained credence when **Nigel Short**, Britain's GM and World Championship Challenger of yesteryear, told of his own experiences with 'Fischer' in an article for the *Sunday Telegraph* in September.

Short revealed that he has played nearly 50 games against the *ICC* Fischer, and was 99% sure that he really was playing against the chess legend.

I'll come back to that in a minute or two!

## Innocent Moves

I wonder how many of you have seen this great movie?! It was based on the book which is the title of this article - '*Searching for Bobby Fischer*'.

Both the book and the film are actually about the American **Josh Waitzkin** in his early chess years... as the US searched for a new Fischer, there was a time when the young Waitzkin seemed to be 'the one'.

The excellent *Innocent Moves* was on British TV about a year ago. Starring Ben Kingsley of *Gandhi* fame as Waitzkin's (real) chess teacher Bruce Pandolfini, Joe Montegna as Josh's dad, and Laurence Fishburne as a blitz-for-money player in a New York's Washington Square Park, there's plenty of chess.

A particularly memorable scene was when the eager parents, over-excitedly seeking to encourage their youngsters in an early tournament, all get kicked out for



making too much noise! Game progress and results were subsequently relayed to them in their separate room by runners, amidst much excitement and/or despondency!

After a meteoric rise to a top junior ranking, Waitzkin's game suddenly starts to falter - his park friend, Fishburne, encourages him into the excitement of wild, all-out king attacks, but his teacher wants him to learn caution and forbids him from playing in the park. Waitzkin is confused and suffers a serious loss of enthusiasm for the game.

Finally he recovers and is entered for a major tournament again, though he is no longer the favourite.

The game played at the end of the film is the most interesting, as Josh meets a rather cocky young kid (that's how he's portrayed, anyway) who has overtaken him as the 'number one'. It's the final round, and the result will decide the tournament champion (of course!).

The play is shown in good detail through the ending, though the cameras frequently switch to catch spectator reaction, especially that of Josh's dad, Pandolfini and his blitz friend, who's been allowed to come!

Pandolfini sees the win from a pawn queening race before Josh, of course, and is seen 'willing' Waitzkin to take his time and 'see it', whilst he tries to explain it to dad! It's good stuff, and a group of folk on the 'net recently reconstructed the final moves!

White: the Other Kid  
Black to play: Josh



Before we go any further, put this position into your computer and get it to analyse whilst we play through the moves!

1...gxf6 2.♙xf6

Check what your computer or program finds at this point! Many of them think they find the win right here... but are they right?

2...♙xf6

The move played by Josh is correct!

Did your program indicate that 2...♖c6+ was winning? Quite a few do!

They see 3.♙f5 ♖xf6+ (this actually needs a ??) 4.♙xf6 ♙xf6. What now? Those which saw 5.♙e2+!! early enough in the search will have turned to 3...♙xf6 as below, and get a draw. If they missed it at move 3 (and I've already found one top program that doesn't even find the winning 5.♙e2+ here), then after playing 5...♙d3 now, they'll show a fair minus for Black: 6.♙xf6 ♙xe2 7.h5 and 1-0.

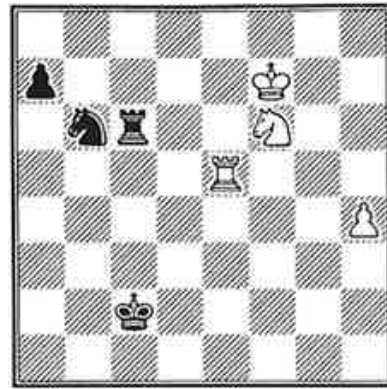
However 3...♙xf6 4.♙a5 (or 4.♙xf6 ♖xf6+ 5.♙xf6 ♙d7+ 6.♙e6 ♙xe5 7.h5=) 4...♙d8 5.♙xa7 ♙c4 at least draws, though I don't think there's a win!

Back to the game!

3.♙xf6 ♖c6+ 4.♙f7?!

4.♙e7! may actually give White a small advantage, though after 4...♖c7+ 5.♙d6 ♙c4+ 6.♙xc7 ♙xe5 7.♙d6, it seems it's still a draw

Can you see why Josh's move in the game continuation – 4...♖xf6?? – would not work at all against 4.♙e7! That's because White isn't in check and can play 5.♙e2+! ♙d3 6.♙xf6 ♙xe2 7.h5 and 1-0



This is the moment when Pandolfini sees the win... can you, or your program!?

Here's the key: if Josh sees the knight fork and exchanges, he loses the pawn chase, but wins because of the square he promotes on, as he gives check!

Kingsley plays the part dramatically, and it works fine here, but I am told Pandolfini is a much gentler character in real life than Kingsley portrays him to be in some of the earlier scenes when he is pretty hard, close to bullying the young Waitz-kin!

Back to the chess. Did you work it out?

4...♖xf6+!

Josh has seen it, and bangs the rook down.

5.♙xf6

The 'other Kid' hasn't, and bangs his king down even harder. This goes on for a couple more moves!

5...♙d7+ 6.♙e6 ♙xe5

Here Josh offers a draw... he knows he's got the win, but he's a bit of a soft touch and knows how upset the cocky one is going to be!

7.♙xe5??

The Kid glares and his king bangs down again... 'no draw!'

Now readers... was it definitely already a win? What about 7.h5! Would this draw?

Here's my effort: 7...♙g4 (7...a5 8.h6 a4 9.h7 ♙g6 10.♙f7 ♙h8+ 11.♙g7 a3 12.♙xh8 a2 13.♙g8 a1♙. Black promotes first, but there's no check, so 14.h8♙ and a draw) 8.♙f5 ♙h6+ 9.♙g6 etc. draws. Were Pandolfini and the film wrong? In fact I believe both 7.h5 and 7.♙f5 both draw!

7...a5

*For the remainder of the game Josh hammers his pieces onto the board. If he'd been a ChessBase program he'd have announced mate in 17 while he was at it, and instantly!*

**8.h5 a4 9.h6 a3 10.h7 a2**

*The 'other Kid' stops and looks rueful. He's seen it and, quietly close to tears, plays his next:*

**11.h8♖ a1♗+ 12.♔f5 ♖xh8 0-1**

I'll get back to Fischer in a moment, but whilst we're on the subject of films, did readers note that *'The Luzhin Defence'* starring John Turturo was on Sky Box Office during October.

It's really a romantic drama rather than a chess film, but the 'star' of the film is a championship chess player, so you do get some chess which was, if I remember the film credits correctly, overseen by Jon Speelman.

So the games and tournament hall setting are authentic stuff, but not as compelling by far (in my view) as that in *Innocent Moves*.

The main problem with *The Luzhin Defence* is that Turturo plays the part of what is so typical in the world's eyes... a 'slightly nutty' if not mad chess player. Most annoying!

The poor fellow departs this life right at the end of a game that will decide the World Championship (or course). His wife, who has shown little or no awareness of how the game is played, studies the adjourned and supposedly drawn position, and works out how to win it! So she challenges her dear departed's opponent to meet her at the tournament hall to play out the final moves, astonishing him with a remarkable line of play that neither he nor any of the other GMs of his day had spotted. Her beloved is vindicated, and would have been World Champion if only he were still alive.

## Fischer on the 'Net

Now, where were we? Oh yes!

Is it Fischer? Is it another (obviously very strong) GM? Or maybe it's someone using a Computer? No! can't be that... they'd never start with e4 Ke2 Ke3! Well, maybe it's a strong player WITH a Computer?

There are supporters with their arguments for all of these possibilities. But the general view is... it's Fischer!

And then, as reported on the *ChessBase* web site, a couple of weeks after Nigel Short's revelations in the *Sunday Telegraph*, there is another close encounter on ICC.

On the new Fritz7 Playchess server appears, according to his log-in, Bobby Fischer sporting a GM title. He's immediately playing 1.e4 2.Ke2 3.Ke3 and slaughtering all-comers at 3 minute Blitz. The games fitted Short's description exactly: *"From the deliberately unpromising positions he chose emerged moves of extraordinary power"*.

Adding to the general conviction that this really was Bobby Fischer was the speed with which the moves were played. The Fritz7 Playserver does not enable a player to have a ChessBase engine running on the computer that's logged on, so if an engine is in use, it has to be on a separate machine with the operator transferring moves all of the time. Not easy at 3 minute Blitz!

Enter one Erdogan Gunes, who is an excellent Blitz player in his own right - though not 2800 Elo strength - nor a match for Fischer... he was already losing heavily to him in these 3 minute games. In fact Fischer's rating had got close to 2900 Elo by now!

But Gunes has also operated in computer blitz championships, and decided on an experiment with his dual-processor machine with a strong engine running on one half! He logged on as Matrix instead of his usual Goliath handle, and eventually had his challenge accepted by Fischer.

Even with the dual processor, it is still a mammoth task - the only advantage is that Gunes could see both the engine's board and the Playserver's board on separate halves of the same PC screen. The moves still had to be entered by hand (or rather, by mouse!), and they started a series of 5 minute Blitz games.

Fischer was managing to move faster than Gunes... a clear point in favour of the 'this is Fischer' brigade, as it seemed impossible that anyone could use a computer engine

and move faster than Gunes was doing.

But against that was Gunes' score in this new series of games: 6½-6½!

And then in a single 30mins Speed Chess game they played, some watchers reported that their engines were '*forecasting most of the moves for both sides*'.

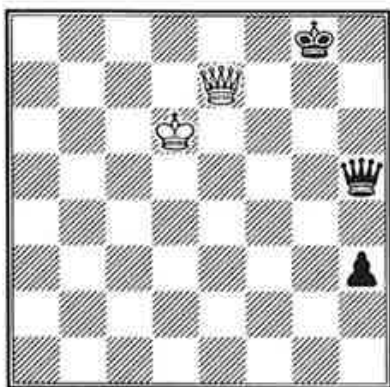
Note that you can 'watch' and have a PC engine running at the same time, but not 'play' and have your engine transferring moves direct. Indeed only with a dual or quad PC would it be possible to get an engine to run at all on the same PC, but even then there has to be manual move transferance, as has already been pointed out.

So, was it or was it not Bobby Fischer?

Here, perhaps, is evidence that decides the issue. What do you think?

### ICC Fischer - Matrix (E. Gunes)

G/5, 2001. White to play.



In the above position, after 73 moves at G/5, Fischer is clearly struggling to get a draw.

Knowing that it's a theoretical draw is one thing, but possibly only a computer with tablebases could play the Q+P v Q ending at lightning speed with any chance of total precision! Or am I being unfair?

I mean, look at the position above! How many folk know what move/s White has that can draw? How many know that, actually, there's only one, what it is, and that all the others will lose against perfect play?!

By all means put the position into your PC now, and see what your program reckons. If you don't have tablebases, or you have just the basic ones that come with Fritz & Co.,

then your program won't know either! It's very likely that it is showing a losing move, even after a few minutes. Try it, before reading on!

Matrix (Gunes) has a chess engine running using full 5-piece tablebases, so every move by Black here will be perfect. They show immediately that it is a theoretical draw:

|   |               |      |
|---|---------------|------|
| Deep Fritz  | 74.Qf6 (7/23) | Stop |
| 1. = (0.00)                                       | Depth=47/47   |      |
| 1. = (0.00): 74.Kc6 h2 75.Qe6+ Kh7 76.Qe7+ Kg6    |               |      |
| 2. -+ (-#46): 74.Qe6+ Kg7 75.Qd7+ Kh6 76.Qe6+ Qg6 |               |      |
| 3. -+ (-#46): 74.Qd8+ Kg7 75.Qd7+ Kh6 76.Qe6+ Qg6 |               |      |
| 4. -+ (-#38): 74.Qe4 h2                           |               |      |
| 5. -+ (-#36): 74.Qe1 h2 75.Qh1 Kf7                |               |      |
| 6. -+ (-#32): 74.Qb7 h2                           |               |      |

You can also see that one slip by White and the Matrix program will announce mate in 46 or less! With basic 130MB 'Fritz6' tablebases many programs still show 74.Qe6+ which would lose by force against perfect play... as you see above or (big plug!) if you have the 4CD £39 Turbo Endgame set!

Fischer played 74.♙c6. A genius or a computer? Matrix immediately plays the most demanding move possible again, 74...♚f3+ and Fischer's still on the spot!

|   |              |      |
|---|--------------|------|
| Deep Fritz  | 75.Kc5 (6/7) | Stop |
| 1. = (0.00)                                       | Depth=26/26  |      |
| 1. = (0.00): 75.Kb6 h2 76.Qd8+ Qf8 77.Qd5+ Kh7    |              |      |
| 2. -+ (-#83): 75.Kb5 Qd5+ 76.Kb4 h2 77.Qe8+ Kg7   |              |      |
| 3. -+ (-#12): 75.Kc7 Qf7 76.Qxf7+ Kxf7 77.Kd8     |              |      |
| 4. -+ (-#12): 75.Kd6 Qa3+ 76.Ke6 Qxe7+ 77.Kxe7 h2 |              |      |
| 5. -+ (-#12): 75.Kd7 Qb7+ 76.Ke8 Qxe7+ 77.Kxe7 h2 |              |      |
| 6. -+ (-#7): 75.Kc5 Qa3+ 76.Kd5 Qxe7 77.Kd4       |              |      |

Once more the Q+P v Q tablebases show that Fischer has only one move that avoids a guaranteed mate. Again he gets it right with 75.♙b6.

This series of perfect, precision moves went on for quite some time, and then the players agreed the **draw**!?! So - perhaps this may not be Fischer... equally it may not even be the same 'Fischer' that Nigel Short's been playing. Who knows?!



# NEW PROGRAMS from ED SCHRODER!

## Rebel CENTURY+GANDALF

The new **Rebel Century4** sounds rather tasty, and will also be available in 2 versions: coupled with Gandalf5, or on its own with full chess games database and Encyclopedia of Chess.

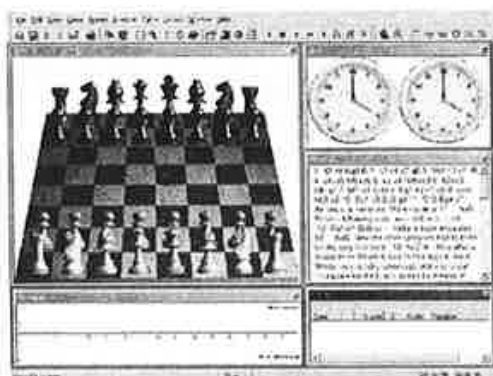
### Gandalf 5+Rebel Century 4

Suurballe's Gandalf432 is already a highly rated program, and not only because of its position on the rating lists, but more particularly due to its attractive and energetic playing style.

**GANDALF5**, like the Tiger program was with Rebel-11 (Century3), will be Windows and Winboard compatible, and is reported to be very clearly stronger than the '432' on our Rating List.



The Rebel Winboard interface includes their latest Engine Research Tool (ERT) which enables Winboard program engine vs engine matches - there's over 100 freely downloadable from various places on the Internet, plus Gandalf and Rebel's Tiger13/14 of course.



The CD will also have 500MB of tablebase

data (there's an install yes/no option) for all the 3 and 4 piece and the most important 5 piece endgames. In addition it can play automatically over the Internet on most chess servers, with pre-defined settings for the best-known ones, so one mouse click and you're connected and ready-to-go!

Here's a position which Gandalf5 is rather good at! The comparison timings I have done are:

Gandalf5 - 0:03secs  
 Hiarcs8beta - 0:35  
 Junior7 - 5:18  
 Tiger14 - 1:30  
 Shredder532 - 0:02  
 Fritz6 - 0:01

### BT2630 test: to find 1...Nd3



Here's the main solution, as given by Gandalf after 3secs. I've added one or two alternative lines the others proposed, which you should check through, but all lead to a Black win.

1...♞d3! 2.♞xd3  
 2.♞g2 ♞xg2 3.♞xd3 ♞h3 4.♞e3 ♞xf5!  
 0-1;  
 2.e5+ ♞xe5 3.♞h5 ♞b4 4.♞b7 g2  
 5.♞f2 ♞c4! 6.♞xf6 ♞d3+ 7.♞g1 ♞xf6  
 8.bxc4 a4 9.c5 ♞xc5 10.♞d5 ♞xf5  
 11.♞c4 a3 12.♞a2 ♞f4 13.♞xg2 ♞e3  
 m/18!  
 2...♞xd3 3.♞f3 ♞e5 4.♞xg3 ♞xe4 5.♞e6  
 ♞d5 6.♞xd5

If 6. ♖d7 ♗xb3 7. ♖g4 a4 8. ♗xa4 ♗xa4  
 9. ♖f3 ♗d4 is the quickest way to  
 mate(though of course 9... ♗xf5 also gets  
 there, but possibly a move or two slower!)  
 6... ♗xd5 7. ♖f4 ♗d4 8. ♖f3 ♗c3 9. ♗e3  
 ♗xb3 10. ♗d2 ♗b2 0-1

Ed Schroder's latest, **REBEL CENTURY4**, will be on the same CD. See notes below for more details!

The **GANDALF 5 + CENTURY 4 CD** price, as I write, seems likely to be **£46.95**.

## Rebel Century 4

All **Rebel Century** programs are known for both their completeness in terms of analytical and excellent screen-info features, and their playing strength based on strong positional understanding, which makes game-play and analysis highly reliable for serious use. For Century4 Ed has continued to work on the positional playing style, but new programming makes it stronger than ever in terms of various tactical matters, in particular its awareness, preparation and play of king attacks.

On average the program is 35% faster than Century3, so the overall effect is that this is a much stronger chess engine! Ed has (finally!?) implemented the null-move technique used in most of the other programs.

We will see how this works out when we have Century4 on test, but generally it is likely to cause the very occasional hiccup in an endgame, but give considerable improvement to tactical speed in sharp positions and forced continuations. I am able to test Hiarcs versions with and without null-move, and if it gives Century as many Elo points as it gives Hiarcs, it will provide a pretty useful playing strength boost!

Jeroen Noomen's always-excellent opening book has, as always, also been updated for the new version.

Finally remember that, although Rebel is basically a DOS program, it can be easily launched from the Windows desktop and gets maximum speed and hash-tables in the Windows environments, with good choice of board sizes, set-up etc.

So that is the **Rebel Century4** which comes on the **Gandalf/Rebel CD**.

The **CENTURY4** only CD will cost a little less (probably **£36.95**) - you don't get Gandalf, but there will be the usual massive chess games database and huge EOC (Encyclopedia of Chess).



Ed Schroder

To conclude this article, here are the positions from the **Rebel** web site, showing the new **Century4's** timings on some mainly king safety positions, as compared with those of Century3. I don't know what PC was used, but presume it would be something in the 700-1000MHz range. Which ever, the improvements are pretty impressive, and the new timings extremely fast in many cases!

I ran the positions through on a Hiarcs8beta I'd been testing, using a P3/800 128MB RAM, and have shown its figures for a further comparison.

Hiarcs8 is better than Hiarcs7 in these positions, but where a couple of the H8 timings were significantly slower than the new Century4, I nervously also tested Fritz6 in case Hiarcs was 'missing out'.

The F6 results showed that H8 is perfectly okay, it's just that Century4 was faster! Other than that, I've left it so that readers can run the positions against their own programs and see how they compare.

If anyone finds that Junior, Shredder, Nimzo or the new Fritz7 is faster than Century4 on a few of the positions, please let me have the details, and we'll include them next time. I guess that Gambit Tiger might be the most likely to challenge the Century4 timings?!

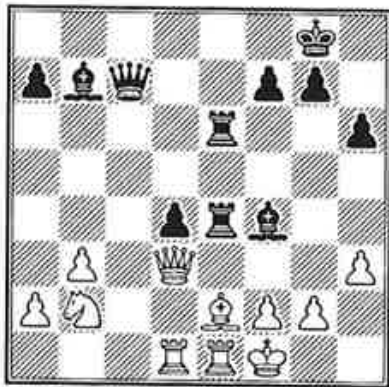
For now, enjoy the TEST - we usually include something like a **Christmas Quiz**, so perhaps you could do it while you're letting your Christmas dinner go down!

**RebTest1: White to move. 1.♘xg7 1-0**



Rebel Century 3 – not after 10:00  
 Rebel Century 4 – 0:21  
 Hiarc8beta – 0:16

**RebTest2: Black to move. 1...♗d2 0-1**



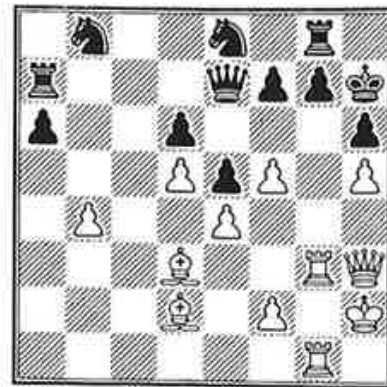
Rebel Century 3 – 0:12  
 Rebel Century 4 – 0:01  
 Hiarc8beta – 0:31

**RebTest3: White to move. 1.♗xe5+ 1-0**



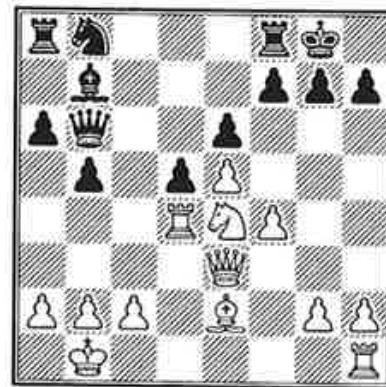
Rebel Century 3 – 0:35  
 Rebel Century 4 – 0:05  
 Hiarc8beta – 1:09  
 Fritz6 – not in 5:00

**RebTest4: White to move. 1.♗xh6 1-0**



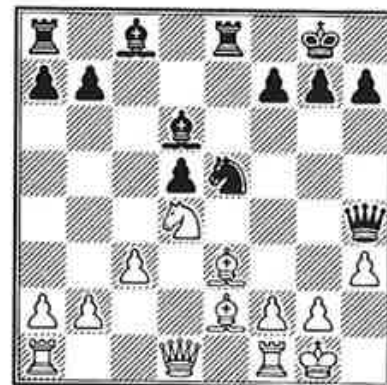
Rebel Century 3 – 0:10  
 Rebel Century 4 – 0:01  
 Hiarc8beta – 0:15

**RebTest5: White to move. 1.♗f6+ 1-0**



Rebel Century 3 – 0:18  
 Rebel Century 4 – 0:02  
 Hiarc8beta – 0:03

**RebTest6: Black to move. 1...♗xh3 0-1**



Rebel Century 3 – 1:07  
 Rebel Century 4 – 0:02  
 Hiarc8beta – 0:09

**RebTest7: Black to move. 1...♙xh3 0-1**



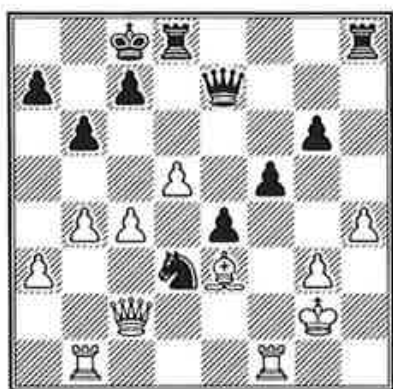
Rebel Century 3 – 0:47

Rebel Century 4 – 0:01

Hiarcs8beta – 3:22

Fritz6 – 5:51

**RebTest8: Black to move. 1...♖xh4 0-1**



Rebel Century 3 – not after 10:00

Rebel Century 4 – 0:24

Hiarcs8beta – not in 6:00

Fritz6 – not in 6:00

**RebTest9: White to move. 1.♖xb4**



Rebel Century 3 – 0:43

Rebel Century 4 – 0:01

Hiarcs8beta – not in 6:00

Fritz6 – 4:17

A test with 9 Positions seems a little strange, so I've added an extra one from a small but very interesting set of *'Tough Tactical Positions'* which **Carl Bicknell** sent me!

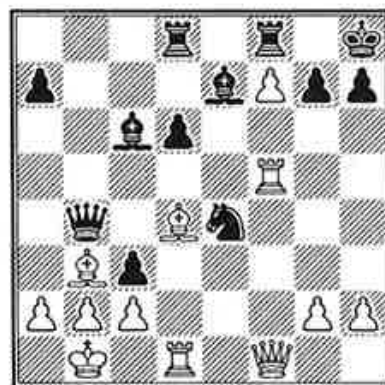
Carl has chosen them after much research because they are positions where a few programs find a solution after a minute or two, whilst others get nowhere in a couple of hours!... and then in another position you'll find the roles are reversed!

But because most of the positions can be solved by one or other of the programs, though only after 5, 10 or even 20 mins in some cases, Carl concludes that they are (nearly) all becoming possible for PC programs on fast hardware. He therefore believes we will be able to assess how much software+hardware is improving as solutions times get quicker. I'll try to include his full test in a future issue.

The one I'm using here is appropriate in view of our *'Searching for Bobby Fischer'* article in this issue - it's a Bobby Fisher game.

In fact it's a position from a game which appears in his own classic book. Under the heading *'A Flawed Masterpiece'*, it is number 58 in *My 60 Memorable Games*, and we are following Fisher's own analysis of a (supposedly) winning line he missed at move 20.

**RebTest10: White to move. 1.♙f4! and/or, perhaps, 1.♖h5... from Fisher-Geller, Skopje 1967**



Rebel Century 3 – Qf4 8m17  
 Rebel Century 4 – Qf4 7m 52  
 Hiarcs8beta – Rh5 9m42  
 Shredder532 – Rh5 3m02  
 Tiger14 – Qf4 23m10

In the game Fischer actually played **1.a3?!** and lost, but we are going to look at his analysis, produced a couple of hours after the game.

Can White save this position... or, as Fischer suggests, even win?

At the moment we are not suggesting that there is one definitely right move – even though Fischer says there is!

Of course we should admit that he didn't have the type of computer analysis which is now available to us, and which throws some doubt on his 1-0 claim. But we're looking for *SelSearch* readers' best efforts to decide if his suggested improvement does get a 1-0, or a ½-½, or if there is perhaps something else.

*Fischer says all moves lose except:*

### 1.♖f4!!

*He actually claims Qf4 (with the threat of Rh5) wins outright, but Carl says that Chessmaster 8000 hit on a defence Fischer hadn't considered.*

*Indeed Hiarcs8 and Shredder532 also found 'the defence' and instead preferred 1.♖h5 here (after around 9mins and 3mins respectively) suggesting it also would be likely to draw: 1...♗d2+ 2.♖xd2 cxd2 3.♖xh7+ ♔xh7 4.♖f5+ ♔h6 5.♖h3+ draw. Any improvements here for Black?*

*Is there anything else? Perhaps not, but this 1.Rh5 could be worth looking at, in addition to the Fischer analysis for 1.Qf4 which follows. In fact if Qf4 (only) draws and doesn't win, then Rh5 is probably as good!*

### 1...cxb2

*The third line analysed in Memorable Games. His other lines are:–*

*[i] 1...d5? 2.♖e5 ♗f6 3.♖xf6 ♗xf6 4.♖xf6! We agree 1-0;*

*[ii] 1...♗d2+ 2.♖xd2 cxd2 3.c3! ♖c5 (Memorable Games has 3...♖xb3? which looks clever, as it threatens d1=Q, but 4.♗xg7+ is m/4) 4.♖g4 should be winning, again we agree 1-0*

*So [iii] 1...cxb2 appears to be best, so we continue:*

### 2.♖h5!

*Threatening Bxg7+*

### 2...♗f6

*Chessmaster and Hiarcs find this – and quite probably others do as well, but I'm hoping readers will test some of them*

*Fischer shows the inferior 2...♗c3+ which does allow White to win with 3.♗xb2 ♗xd1+ 4.♗c1 ♖xf7 (I think 4...♖xd4 5.♖xd4 d5 6.♗xd1 ♖xf7 is better, though White is still winning) 5.♗xf7 which is 1-0 due to the threat of either Qh6, or Rxh7 and Qf5+ mating. 1-0*

*After their 2...Nf6, Chessmaster and Hiarcs suggest that White must take the draw, playing:*

### 3.♖f5 ♗e4 4.♖h5 etc.

*Anyway, Carl's conclusion was, Fischer's a3 does lose, and Qf4 is the only move to give chances (Carl didn't discuss Rh5, but he will use these older programs!... see below).*

*As he says, it's a very tough move to find given it's not a capture or a check... and Bobby didn't find it over the board! But is it a win or a draw, and is there anything else, such as the Hiarcs 1.Rh5?*

Come on readers - have a look at what Shredder5, Junior7, the Tigers, Rebel & co propose, and let me know if you find something different!

Carl's most up-to-date progs are Fritz6 and Chessmaster8000; his others are Hiarcs6 and an ancient MChess, so there must be hope that other programs (or their owners!) can improve on our efforts, and confirm what is THE best move with some more detailed analysis! Until then, we're saying ½-½.



# NEW FRITZ 7 - DUTCH OPEN

## The new FRITZ 7

I had hoped here to be able to include a 'first impressions' review of the eagerly awaited Fritz7 (£39.95) and Deep Fritz7 (£76.95), but I have just learned that the release date for the English version is 19th. November, so a copy won't reach me in time.



Considerable work has been done by programmer **Franz Morsch** to prepare the new Fritz playing engine for its match in 2002 with **Vladimir Kramnik**.

This is good news for all of us - if the program is maximised for play against the strongest human player/s, then it has to make it better for us!

Users must expect to see a drop in the nodes per second on screen, but this is because there is more and improved chess understanding.

It's still fast anyway! and the news from beta testers is that it is also getting excellent scores in their computer-v-computer tests... which makes the prospects for Fritz7 really good. That the emphasis is on improved chess knowledge rather than more and more number-crunching speed is definitely the right way to go, in my view.

Much has been made of the new 'Internet connection' feature, and I am sure that will be a very welcome feature for those who play on the 'net, plus those who have fancied doing so but been 'put off' by fear of how to do it etc.

Fritz7 does everything for you automatically, you just log on from within the program! A demo game (with Shredder running in the new interface) was played earlier in the month against Shirov (who won), and Internet beta testers claim 'it couldn't be easier'.



## The 2001 DUTCH Computer Open

This result just reached me in time and, a fuller report for Fritz7 not being possible, it makes a valuable space-filler.

Here is the final Table, and a few photos. Some games next issue, I hope!

### Dutch Open - Final Table

| Pos | Program                             | Score/11 |
|-----|-------------------------------------|----------|
| 1=  | Chess Tiger 14.6<br>Rebel Century 4 | 9        |
| 3   | Fritz                               | 8½       |
|     |                                     | 8        |
|     |                                     | 7½       |
| 4   | Isichess X                          | 7        |
| 5=  | Diep<br>The King<br>Spider Chess    | 6½       |
| 8   | Kallisto 2X                         | 6        |
| 9=  | ANT<br>Crafty 18.13                 | 5½       |
| 11= | Sjeng<br>Tao                        | 5        |
| 13  | Xinix                               | 4½       |
|     |                                     | 4        |
|     |                                     | 3½       |
|     |                                     | 3        |
| 14  | Morphy XP4                          | 2½       |
|     |                                     | 2        |
|     |                                     | 1½       |
| 15  | Gadget                              | 1        |
|     |                                     | ½        |
| 16  | EEC                                 | 0        |



Morsch+Feist



de Koning



de Gorter-Schroeder Ed Schreder



# The Big Adventure of the Super Enterprise! *by Rob van Son*

My first night of chess in club-context was on 7 March 1977 at the Amsterdam chess-club DOS - in Dutch this is short for "*Through Practice Stronger*".

I played my first game against Peter Schimmelpennink. I lost that game pretty fast for I was still a beginner and was still learning how to play chess from the very beginning. I barely knew how to move the pieces. Through a lot of practice I did indeed hope to get stronger.

A couple of months later Peter asked me to come by to his house to play chess, and this was the beginning of a long friendship that lasts until today.

One day in 1978 he had borrowed a chess-computer from his neighbour. It was the **Fidelity Chess Challenger 10** with a program of the American programmer of the very first days, Ron Nelson.

For a couple of weeks we played regularly against this surprising machine from the seventies. However, the machine was easily beaten and each move had to be typed in. For this veteran did not yet have sensor-fields.

But we did not care about that. We were anyhow very impressed by this electronic chess-player.

After a couple of weeks the Challenger 10 had to go back to the neighbour and two years went by before the chess-computer **Sargon 2.5** from Kathe and Dan Spracklen appeared on the market.

In 1981 Peter and I played a couple of test-matches against the Sargon at the Purveyor of toys to the Queen, Merkelbach, at the time situated at Kalverstraat 30 in Amsterdam.

The high price of the Sargon (1485 guilders) and the fact that I won the test-matches, withheld me from emptying my purse - which was not so heavy anyway - for this chess-computer.

## The SUPER ENTERPRISE

Years went by again until in 1989 I saw a very attractive chess-computer in a toy-shop on the Heiligeweg in Amsterdam, the "**Super Enterprise LCD CXG 210 C**".

This computer had then already been on the market for a couple of years and cost only 150 guilders. I found the large board (30 x 30 cm) with sensor-fields of this computer very handy.

The Super Enterprise moreover had nice big chess-pieces and an unprecedented number of feature possibilities. I read on the box of the computer for instance that it had as many as 44 different difficulty-levels and a book opening-library of over 6000 moves!

In addition it said that the Enterprise had four different styles of playing, from positional to very aggressive, could give advised moves, had an Elo-rating of 2100 points, but was also sporting enough to frankly announce its loss if it should happen to find itself in a losing position.

The latter of course seemed almost impossible, so that my decision was made quickly. I bought the machine and started playing with it passionately.

What else do we actually know about this Super Enterprise? The manufacturer is Newcrest Technology Ltd., also known as "*White and Allcock*", situated in Hong Kong. The factory was run by the American



Ken Cohen and his associate Eric White.

Newcrest had been specialising in the manufacture of cheap chess-computers using limited memory for many years.

The programs for their computers came from the software-house "Intelligent Software" that was situated in London. Intelligent Software was led by David Levy and Kevin O'Connell who employed several programmers.

### **Kaare Danielsen - new programming star of the 1980's**

The program for the '*whole new chess-computer*' that first came on the market in October 1984, the **Enterprise S CXG 208**, did not come from Intelligent Software. No, this program was from a 21-year old Danish student.

Every year Philips put up a "*young discoverers*" prize, and the Dutch chess-computer expert Jan Louwman was told in 1981 that a talented mathematics-student was going to win a prize in Brussels for his chess-program. He immediately went over there to meet this student, Kaare Danielsen from Copenhagen.

Jan had brought the chess-computer Sargon and used the opportunity to test this computer against the Danielsen program. He was fairly impressed by the results and Kaare asked him if he knew of any commercial opportunities.

During the last few years Jan Louwman already had made good contacts with the big computer-producers and at the time he was supervising the programmers Ed Schröder, Frans Morsch and Richard Lang. He agreed to find out if he could get Kaare a job with one of the big producers.

Kaare Danielsen then went, unknown to Jan Louwman, to SciSys (Scientific Systems, later Saitek) in Hong Kong. After SciSys had committed a breach of contract, he again came back to Jan Louwman.

Jan, who definitely did not underestimate Kaare's talent, then introduced him to the management of Newcrest Technologies. He was offered a contract and so it happened that Kaare was programming his chess-programs from his small student-room in Copenhagen, while Jan Louwman tested them at the factory in Hong Kong.

The Enterprise S was the remarkable result of Kaare's programming talent for chess-computers with limited memories of only 4 Kbyte ROM. His programs for instance were used in the chess-computers Hanimex and Computachess.

The program of the Enterprise was written in the machine-language Assembler and ran on an 8 bit 6301 Hitachi single-chip with a clock-speed of 2 MHz. The processor and the internal memory, consisting of the ROM (Read Only Memory) and the RAM (Random Access Memory), were both located in this single-chip. The advantage of this was that the computer could be produced more cheaply and caused less trouble, but the disadvantage was the limited RAM capacity (128 byte) at the expense of the possibilities for use.

A year and a half later two more models of the Enterprise came out. These computers were called **Super Enterprise CXG 210** and CXG 210 C. They were "*super*" because programmer Kaare Danielsen gave these two models no less than 2¼ Kbyte RAM, which made it possible to enormously increase the number of possibilities and features for use.

The ROM-memory of the Super Enterprise had been increased to 16 Kbyte and the computer could calculate approximately 500 positions per second using the A-strategy (brute-force method).

In addition, the Super Enterprise CXG 210 C also had LCD (Liquid Crystal Display) displays for the chess-clocks. This computer cost almost 600 guilders in 1986.

For the travelling chess-player there was the **Advanced Starchess CXG 211** computer, which had the same program and features as the Super Enterprise, but in a smaller travelling-size with plug-in sensor-contacts.

Worldwide 200,000 and 50,000, pieces respectively of the Enterprise S and the Super Enterprise were sold!

An advertising folder in 1989 from Wegam Trading in Amstelveen, who at the time imported the White and Allcock computers for the Netherlands, features the name "**Sphinx**".

Inevitably the front of the box was decorated with the picture of an old Egyptian sphinx and a pyramid. This name, thought up in the mid-eighties by the then German

importer Lorenz Siwek, apparently emphasised the strength and inscrutability of their computers. Likewise they carried the models Sphinx **Galaxy**, Sphinx **Dominator** and the very luxurious Sphinx **Commander** that had wood finishing.

Unfortunately, this chess-computer manufacturer vanished from the scene at the beginning of the nineties.

### How Good was/is the Super Enterprise?

The playing-strength mentioned on the box of my Super Enterprise LCD CXG 210 C in reality turned out to be somewhat lower!

The suggested Elo-rating of 2100 points in actual practice amounted to about 1600 points (■ see note below). Nonetheless the Super Enterprise proved to be an interesting machine adversary, which repeatedly got the better of me, especially in blitz chess-matches. Because of the many tactical tricks, playing chess against this electronical genius became a real adventure. Peter and I therefore nicknamed the Enterprise: *"The Master"*.

In the early nineties Peter came up with the idea to have the Super Enterprise participate in the internal competition of our chess-club DOS Amsterdam.

The committee did not object and so we let *'The Master'* participate, but we always set up an appointment in advance with one of the members who then played against the computer on the agreed date. The Super Enterprise played with varying success, sometimes very strong and sometimes as weak as a wet newspaper.

There were members that said to me: *"You have got a very nice computer, but you can leave out the 'super'"*.

One year later I bought the **Mephisto Milano** and finally the **Mephisto Berlin Professional** which both played much stronger than the Super Enterprise, and they too occasionally crossed swords with strong club-members.

■ **Note from Eric:** Because the *Selective Search* rating list only shows the top 100 dedicated machines, the **Super Enterprise** and **Advanced Starchess** no longer make an appearance. However, if I were to print down somewhat lower, they would be found at around 1620 Elo.



At my chessclub 'DOS Amsterdam' on a Monday evening in 1995. In front on the left is Peter Schimmelpenninck, with Rob van Son behind him. Playing against the Berlin Pro here is Juan de Roda Husman

### The Super Enterprise makes a Comeback!

Again a number of years went by in which I regularly had to blow off the dust from the now very old Super Enterprise. It looked as if in the end the computer's only destiny would be the museum. Not only Milano and Berlin, but also chess-programs like Rebel, Genius and Chessica were taking the wind out of the Super Enterprise's sails.

And yet, in 1999 there was a ray of hope again. By then the Aegon-tournament had been history for two years and the committee of the Computer Chess Association Netherlands (CSVN) thought it was time to organise something to re-establish contacts among members.

This resulted in the founding of the first **CSVN computer users-tournament** which took place on 30 and 31 October 1999 in the Leiden Brain-sports Centre on the Robijnstraat 4. At the same time, in the same playing-room, the *"Open Netherlands Championship Computer-chess"* was taking place so that, during intermissions, matches of the top-programs could be followed.

The Super Enterprise would once again be able to glitter in all its old glory! I immediately registered with the organiser of the tournament, Ries van Leeuwen, with the Super Enterprise, the Mephisto Milano and the Mephisto Berlin Professional.

Seven rounds were played, and the computers had one hour clock time for the full game. The Super Enterprise played... but



hardly glittered. He was only able to beat the Saitek Centurion, and that in six moves, but this was due to the wrong setting of the Centurion! He also played a draw against his brother, the Sphinx Dominator, which also did not 'dominate' the tournament and only got 2 points out of seven games. On top of that my Super Enterprise lost to the oldest participant and bottom ranked of this event, the SciSys Mark V which throughout the entire tournament never got any further than that single point.

The Super Enterprise scored 1½ points which took him to last place but one. The Milano I operated did not have an easy time either, but still managed to drag in 3 points.

The big winners of this tournament were the Mephisto Magellan and my Berlin Pro which won with 6 points each.

Many a time the Super Enterprise was simply not able to keep its electronic brain above water! This is best demonstrated in the game it had to play against its strongest adversary: the Fidelity Mach IV.

The MachIV did well, and ultimately was able to reach third place with a score of 5 points. The game was played in the first round and, with Rebel 10c and the Chessmaster 6000 watching, I analysed this game.

As you will see, it is just as well that computers do not know any emotions, except the Novag Robot of course!

## Fidelity MACH IV - Super ENTERPRISE

1st CSVN users-tournament, round 1

### 1. e4 d5

*Already this is where the trouble starts. The Enterprise wants to play Skandinavian, an opening which is immediately better for white. But oh well, the Enterprise is enterprising and likes to take the initiative in an early stage.*

2.exd5 2.f6 3.d4 2xd5 4.c4 2b6 5.2f3 2g4 6.2e2 2c6 7.c5 2d5 8.0-0 2d7

*Somewhat better is 8...e6*

9.h3 2f5 10.2b5

*See diagram at the top of next column*

10...a6??

*A terrible blunder. There certainly is no question of initiative any more. White can now begin its 'super enterprise'. 10...f6 should have been played here. A follow-up might be: 10...f6 11.Qa4 e6 12.Nc3 Nd5-e7 13.Nh4 0-0-0 or 10...f6 11.Nc3 0-0-0 12.Qa4 e5 13.Be3 Nxc3 14.bxc3*



*Be4 15.Nd2 Bg6.*

11.2e5 2e6?

*The queen is safer on c8.*

12.2a4 2d5-b4?

*Black is in worse position, but if he was to offer any resistance, then move*

*12...Rc8 would have been indicated. For example 12...Rc8 13.Bc4 f6 14.Nc3 fxe5*

*15.Bxd5 Qd7 16.dxe5 e6 17.Bxc6 Qxc6*

*18.Qxc6+ bxc6 or 12...Rc8 13.Bxc6+*

*bxc6 14.Bd2 f6 15.Nxc6 Bd3 16.Na7+*

*Qd7 17.Qxd7+ Kxd7 18.Nxc8 Bxf1*

*19.Kxf1 Kxc8.*

13.2c4 2c8?

*No, at this point the queen should have been played to f6. The game could continue as follows: 13...Qf6 14.Bxf7+ Kd8*

*15.Bb3 Kc8 16.Nf7 or 13...Qf6 14.Nxc6*

*Nxc6 15.d5 Qg6 16.dxc6 b5 17.cxb6ep*

*Bxb1 18.b7 Rd8 19.Bxf7+ Kxf7 20.Qb3+*

*e6 21.b8(Q) Rxb8 22.Qxb8.*

14.2xf7+ 2d8 15.2xc6+ 2xc6 16.d5



*The black horse cannot move because of Qe8 mate.*

16...b5?

*The game is over for black. The Enterprise might have been able to struggle on a little longer if he had played Qd7:*

*16...Qd7 17.dxc6 Qxc6 18.Qxc6 bxc6*

*19.Nc3 e6 or 16...Qd7 17.dxc6 Qxc6*

*18.Rd1+ Kc8 19.Qxc6 bxc6 20.Nc3 e5*

*21.Re1 e4 22.Nxe4 Bxe4 23.Rxe4 Bxc5.*

17.cxb6 cxb6 18.dxc6 e5 19.2d1+ 2c7

20.2e3 2b8 21.2c4 2e8 22.2c3 2c5

23.2d5+ 2b8 24.2xc5 b5 25.2xb5 2e6

26.2xa6 2xa6 27.2xa6 2xc6

*....and Black resigned.*



# JUNIOR7's AMIR BAN INTERVIEWED

**Junior7.0** and **Deep Junior7.0** became available a couple of months ago, and there are, interestingly, quite different opinions on exactly what the changes in the playing engine have achieved.

There is no disagreement on the fact that it is different... but does the difference improve J7's performance?

Within the *Selective Search* readership I have some users who think **J7** is the best program they've ever bought, whilst others have contacted me and believe that the changed 'feel' it now has in play hasn't actually made it any stronger than pre-decessor **Junior6**!

**Junior** is programmed by Israel's **Shay Bushinsky** and **Amir Ban**, and the latter was more than happy to be interviewed recently. Those still trying to make up their minds - either after buying and trying to decide just what the programmer's have done to make it so different in play, or before buying and trying to work out whether or not to buy the new World multi-processor Champion - may find his comments of particular interest.

## The Brain Games Qualifier

Many months before its release **Junior 7.0** stirred up a great deal of expectation, mainly fuelled by its remarkable performance in the *Brain Game* qualifier for the right to challenge BGN world champion **Vladimir Kramnik** in the *Man vs Machine* event that will (eventually, we hope) be held in Bahrain.

In the qualifier an earlier version of **Junior 7** had its main rival, **Fritz 7**, absolutely on the ropes, after winning all of the first five games in the 24-game match.

As there will be reference to the **Junior7 v Fritz7** match in different parts of the interview, I have shown the round-by-round

scores in the box along the bottom of this page.

In those first 5 games, it was not just its dominance over one of the world's strongest programs that stunned the experts, it was also the quality of the games, and the incredible attacking style of the new program. **Junior 7** was sacrificing material for what looked like purely speculative attacking chances - and was getting away with it against **Fritz**, probably the strongest tactical program around!

Of course the **Junior** programs are also considered to be amongst the most reliable tactical programs, but the new attacking style and apparent ability to "smell" aggressive resources in a position suggested that it was poised to take the chess world by storm.

## Shredder's non-participation

Readers of *SelSearch94* will recall that there was some considerable discussion (and controversy) regarding the non-participation of the then sole World Champion, **Shredder**.

In the interview, **Amir** made it clear that he was disappointed for **Junior's** sake that **Shredder** didn't play!

*"I would have liked to see Shredder play in Cadaques, among other reasons because I thought Junior's chances in a three-way contest were better than head-to-head with Fritz. In the end it was their decision not to show up. I found the argument that Shredder should get a free 'World Champion' ticket to play against Kramnik a bit contrived, and it's to Stefan Meyer-Kahlen's credit that he didn't argue this himself."*



|              | 1 | 2 | 3 | 4 | 5 | 6  | 7 | 8 | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18  | 19 | 20 | 21  | 22  | 23  | 24 | 25 | 26 |
|--------------|---|---|---|---|---|----|---|---|----|----|----|----|----|----|----|----|----|-----|----|----|-----|-----|-----|----|----|----|
| Deep Fritz7  | 0 | 0 | 0 | 0 | 0 | ½  | 1 | 2 | 2½ | 3  | 3½ | 3½ | 4  | 4½ | 5½ | 6½ | 7½ | 7½  | 8  | 9  | 9½  | 10½ | 11½ | 12 | 13 | 14 |
| Deep Junior7 | 1 | 2 | 3 | 4 | 5 | 5½ | 6 | 6 | 6½ | 7  | 7½ | 8½ | 9  | 9½ | 9½ | 9½ | 9½ | 10½ | 11 | 11 | 11½ | 11½ | 11½ | 12 | 12 | 12 |

## Junior and Fritz

Inevitably the line of questioning turned to the great 5-0 start by Junior against Fritz.

Had Amir Ban believed that things could change in the way they had? What happened? Was it something that can just occur statistically? Was it to do with book learning?... or something else?

*"5-0 was a very good way to start the match, even more so because Junior played very well and produced some gems like the 'down-stairs to heaven' manoeuvre of game three.*

*"I didn't think it was over then, but I did think it was over at 9½-4½. This explains why I did nothing to prevent what happened later.*

*"I thought the programs were about equal before the match, but when you lead 9½-4½, being even should be good enough to win from there! The programs were behaving as if they were led by some inevitable momentum. I have no explanation for that. The second game in the playoff looked like that. There was an easy draw near the end, maybe even a win with two passed pawns against a rook. Junior just blew it and lost as if it was depressed. I think if a human had played like that, everyone would explain it by stress and depression!*

*"I don't see book learning playing a part in this match. Junior's initial wins were not based on opening lines (except maybe game four). Neither were the losses. I expected something like game two to happen in the match, and after that game I expected there would another similar game, but there wasn't. Maybe it was bad luck, but not books.*

Here is **game 4**, and the opening line advantage Amir has referred to:

### Deep Junior - Deep Fritz

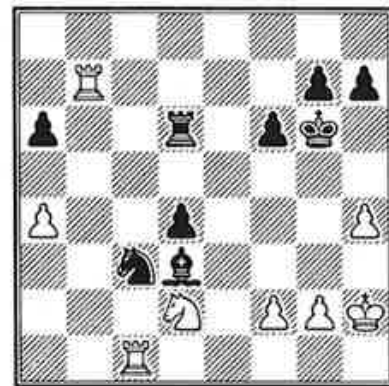
[C42]

1.e4 e5 2.♘f3 ♘f6 3.♗xe5 d6 4.♗f3 ♗xe4  
5.d4 d5 6.♗d3 ♗c6 7.0-0 ♗e7 8.c4 ♗b4  
9.♗e2 0-0 10.♗c3 ♗e6 11.♗e5 f6 12.♗f3  
c5 13.♗e3 ♗c8 14.dxc5 ♗xc5 15.♗xc5  
♗xc5 16.♗b3 ♗xc3 17.♗xc3 ♗c6 18.b4



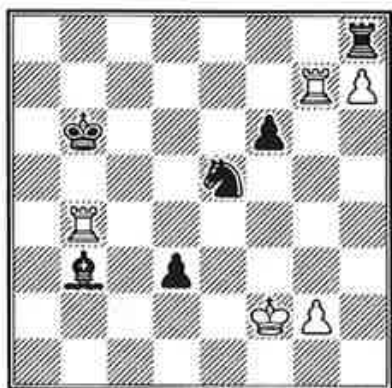
White's position is now very strong, and whilst Fritz manages to find a better move that was played in the original game earlier in the year, it isn't going to be good enough.

**18...d4** Lutz-Kutuzovic, 2000 went 18...♗xc4 19.♗xc4 dxc4 20.b5 ♗a5 21.♗e1 ♗xe1 22.♗fxe1 ♗d8 23.♗ac1 and White was well on his way to the win. 19.♗d2 ♗xc4 20.♗xc4 ♗xc4 21.♗fe1 ♗d5 22.a4 a6 23.♗f4 ♗d8 24.h4 ♗d6 25.♗xd6 ♗xd6 26.♗d2 ♗d3 27.♗e8+ ♗f7 28.♗c8 ♗g6 29.♗c7 ♗xb4 30.♗xb7 ♗d5 31.♗c1 ♗c3 32.♗h2



**32...♗e4?** The ♗ was best left where it was, as is soon to be seen as White takes a big advantage attacking up the now wide open c-file. Even so, it must be said that Black doesn't have a good choice of moves! Perhaps 32...♗d5 33.♗b3 ♗f5 was the best way to challenge White to find a win?! Then 34.♗xd4 ♗xd4 35.♗xc3 ♗xh4+ 36.♗g1 ♗xa4 is still in the game, though 37.♗cc7 and ♗xg7 next with winning chances. 33.♗b3 ♗xf2 34.♗cc7! ♗g4+ 35.♗g3 ♗e5 36.♗xg7+ ♗f5 37.♗xh7 ♗c2 38.♗d2 ♗xa4 39.h5 ♗d8 40.♗hg7 ♗c6 41.♗b1 a5 42.♗b3 ♗e4 43.♗xa5 ♗d5 44.h6 d3 45.♗f2 ♗d4 46.h7 ♗h8 47.♗b4+ ♗c5 48.♗h4 ♗b6

49.♖b3 ♕xb3 50.♗b4+



And we can leave it there, as White has the win in sight... however do refer back to SS94 when you have a moment, and read again the slightly foolish though hilarious tablebase ending at the conclusion of the game!

#### Back to Amir:

"Fritz is a really fine program. It's a steamroller, I think.

Frans was annoyed by his program once being labelled a shallow tactician, and over the past years has put in much effort to make it play a very decent positional game, and it shows."

"The contest between Fritz and Junior was very much about evaluation. In many games it was about who has the more realistic evaluation. It was clearly Junior in the first three games.

On the other hand Junior suffered from overvaluation in, e.g., game 23 and the first playoff game. I think the different styles lead to different impressions: when Fritz loses it is capable of appearing a bit stupid, but Junior looks more like someone who took a risk and lost - which leaves a better impression!"

In the BGN qualifier, as the round-by-round scores table shows, after game 21 and with only three games left to play, Junior was still 2 ahead... home and dry!

It really seemed that it was all over, but as we showed in game 22 on page 17 of *SelSearch94*, and readers may recall it: needing to win! - Fritz offered a draw! And Junior - for which a draw would be almost perfect - because it thought it had a tiny

advantage, turned it down!

John Henderson was amongst many commentators who wrote: "It looks as if the programmers will have to consider adding a new 'match situation knowledge' feature to their creations."

### Match Strategy

Inevitably in the interview, Amir was asked for his comments on that!

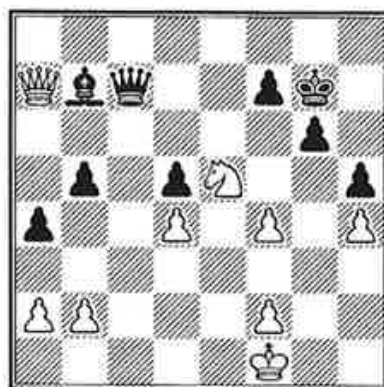
"Of course it's really quite simple to handle through a negative contempt factor - i.e. tell the program that a draw equals an advantage. Such considerations are new between programs, because it was the first time I can remember that two programs have played a winner-takes-all match, where any such match strategy applies.

"I became aware of this near the end of the match, and I think it would have been quite effective, but I did nothing because I didn't expect the worst, that this could happen."

This game 22 was covered fully in *SelSearch94*, but we should repeat the 'draw offer' moment for anyone who missed it.

### Deep Junior - Deep Fritz

Fritz has just played 30...♕c7



31.a3 ♕c8 32.♖e2 ♕c2+ 33.♖f3 ♕c8? By playing the queen back to c8, Fritz is (foolishly) offering a draw by repetition. However it probably evaluated 33...♕c7 34.♕c5 as too much in White's favour. All Junior needs to do now is play ♖e3 again! The draw would almost certainly be enough to guarantee DJ's qualification - 2 ahead

with 2 to play! 34.♖g2? f6 35.♜d3 ♖h6 etc

### Fritz vs Kramnik

And did Amir think either Fritz (or Junior) could beat Kramnik! Or will he just smash the program?!

*"I can't guess the chances of Fritz against Kramnik. I don't think it will be smashed, because Kramnik will try to play it safe.*

*"I personally believe Junior's playing style would have caused him more problems."*

### Junior's playing style

Finally Amir was let off the hook, and the questions turned to the new Junior7 playing engine, and the changes compared to Junior6.

*"Evaluation is the big, main change. It was the focus of my work on Junior 6, and again in Junior 7 I continued this and took it in very interesting directions.*

*"I have been thinking for a long time what we mean when we say the evaluation of a position is this or that, and what we mean when we say that one program evaluates better than another. Once I figured out some answers to that, I was able to build a model, and after the Dortmund Super-GM in 2000, Shay and I decided that we would give this model the running position and see where it took us!*

*"This produced the London version (i.e. the version used in the World Championships in London, late 2000), and now Junior 7. It has been a really exciting but sometimes confusing period! Some intermediate versions have played incredible games, but I had to scrap them on the grounds that they were too often quite insane!"*

*"Against Fritz in Cadaques Junior also showed brilliant chess, but also still some clear weaknesses... like 16.g4 in game 12. People may want us to fix this sort of thing, as long as there is the chance to do so without changing the whole playing style!"*

*"But bad moves are part of the deal of good moves. You can formulate an evaluation to play excellently in many positions,*



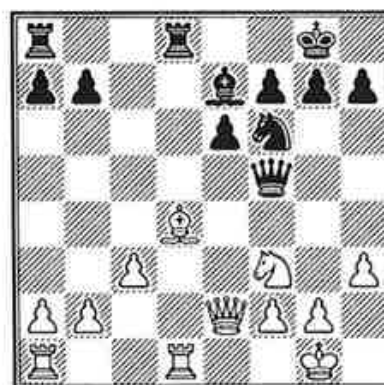
Amir Ban (left) with Shay Bushinsky at the World Computer Championships, where JUNIOR7 won the multi-processor title

*but in some positions it uses the same criteria and comes up with a miserable failure. Unfortunately you can't wave a finger in the middle of a game and say "Don't play that!". You need to understand why it failed, and see how to fix it without damaging overall play. This is not easy. Sometimes you just need to shrug and try to advance in other directions that are clearer."*

Here is what we wrote about game 12's 16.g4 in SelSearch94:

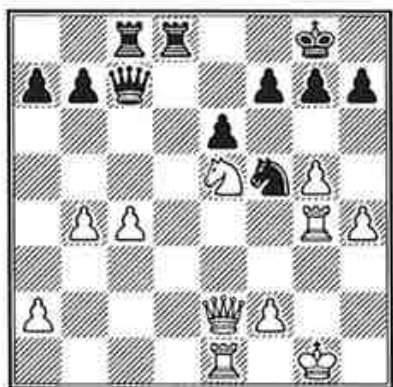
### Deep Junior - Deep Fritz

1.e4 c5 2.c3 d5 3.exd5 ♖xd5 4.d4 ♜f6 5.♜f3 ♙g4 6.♙e2 e6 7.h3 ♙h5 8.0-0 ♜c6 9.♙e3 cxd4 10.♜xd4 ♙xe2 11.♖xe2 ♙e7 12.♙d1 0-0 13.♜d2 ♜xd4 14.♙xd4 ♖fd8 15.♜f3 ♖f5



The programs have just exited their Books and are now on their own! 16.g4?! Whooo! I can't see this becoming recognised theory! Surely Black's position is much too solid for anything this wild to work – in fact if anything it puts his own king in some

jeopardy. A better pawn push would be 16.a4, starting to mobilise the queenside majority. 16...♟f4 17.♟g2 ♟c7 18.g5 ♟d5 19.♟e5 ♟c6 20.♟g1 ♟ac8 21.♟d4 ♟c5 22.♟g4?! Attacking like this on a closed file is unusual to say the least! Admitting the idea was a failure with 22.♟d2 would be okay. 22...♟e7 23.♟e1 ♟b6 24.c4 ♟a5 25.♟b1 ♟c7 26.b4 ♟xe5 27.♟xe5 ♟c7 28.h4 ♟f5 29.♟e1 At this point White has an advantage, but Fritz makes a small mistake with its next, and Junior's response completely changes the course of the game, as we discussed in issue 94 page 15.



29...a5?! Normally you should leave your opponent to energise his own pawn majority. 29...♟d4 was possible, but the best suggestion seems to be 29...♟d4 30.♟b2 ♟c6 31.♟xc6 ♟xc6 and Black has an advantage 30.h5!? This pawn sac' is a massive surprise. DF didn't understand it at all (does any program?!): its eval. jumps for the next couple of moves, so it thought it was just throwing a pawn. But DJ will gain 2-3 tempii to create target weaknesses in the Fritz king fortress, as well as activate its own pieces! 1-0 was the final result!

#### Amir again:

"There's a lot of room for improvement. I still see a lot of games where Junior gives away the advantage. It often manages to make a comeback, but this is risky.

"I don't worry too much about the playing style. I'm sure the stronger the program will be, the more it will be attractive."

The question of playing style continued now to dominate the interview. It was noted that the dynamic and risky style of Junior 7 leads to very strong kingside attacks, and

that the program will also sacrifice pawns to get counterplay against the opponent's weak squares.

There are examples from the Fritz-Junior match, like 27...Nb3 in game 11 which Junior 7 plays within a few seconds, but which Junior 6 won't consider in 30 minutes! . Or 30.h5 in game 12. Did the Junior team include some speculative routines in the Junior code? Should the latest version be called "Gambit Junior", rather like Christophe Theron's Gambit Tiger?

"Junior 7 evaluates quite differently from Junior 6. Many positional terms are now larger, and so it often sees compensation for a pawn.

"This is not meant as speculation - in fact quite the opposite: large positional terms are a sign of confidence in their correctness.

"When you have little confidence in your evaluation terms, you make sure they are small so they will not make your program throw away material and look stupid. Of course, just sacrificing pawns is not the proof that the evaluation is good. If you can get away successfully with doing that, then that is the proof."

"I know why the comparison with Gambit Tiger is made, but it's inappropriate.

"I'm not very familiar with Gambit Tiger, but I understand it is speculative, in the sense that Christophe Theron does not believe that the way it plays is actually best in a true chess sense (that would presumably be the basic Chess Tiger for Christophe), but he wants the aggressive playing style and enjoys the risk!"

"Junior 7 is not speculative in this sense, and I arrived at what it does from a very different direction. The program and I know no better, and it does not look to take risks when it has a "better" quieter move."

Finally we'll have a look at 2 of the positions Amir referred to:

### **Incidents in Play**

The 30.h5 move from game 12 was seen in



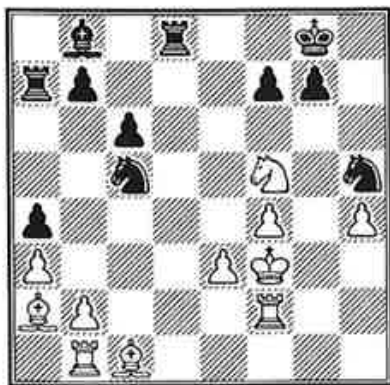
the game we started to look at on the previous page.

Incidentally my J7 doesn't choose h5 - at least it hasn't after 10mins on a P3/1000. But, given the move, it shows an evaluation exactly the same as the move mine wanted to play, so it could just be a move ordering thing. It reckons that Black's advantage is nothing at all, and that White has good compensation, whereas other programs think the move is just shedding a pawn!

Okay, now here is the position before 27...Nb3 in **game 11**:

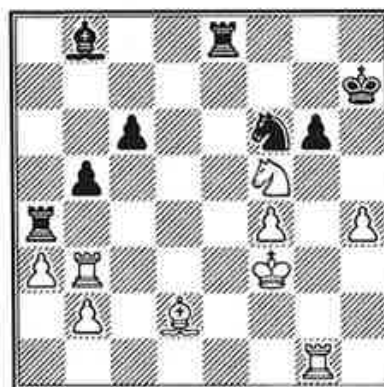
### Deep Fritz - Deep Junior

White has just played 27.♖f2



27...♘b3 This doesn't exactly do that much for Black's game in truth - we're not suggesting it's a winning move, or anything like that... like other programs J7 knows the resulting Black b3-pawn will fall. But as far as Junior is concerned there is sufficient compensation for the pawn - White's poor rook on b1 (though it's easily freed), certainly Black's bishop is a little better... or perhaps it views the weaknesses in White's subsequent pawn structure after the exchanges as making the extra pawn worthless. So I think we would say that Junior sees the position as equal, but that this move gives it the type of compensation which might give it chances later in the game. Some other programs just think White now wins a pawn! So it's an interesting example of (superior/different) evaluation. I haven't checked every program, but I did find both Tiger and Hiarcs8 also show the position as about equal! 28.♙xb3 axb3 29.♗d2 ♖e8 30.♗d3

♗a5 31.e4 ♗a4 32.e5 f6 33.♗xb3 Okay, the pawn has gone, so how do the programs evaluate the position now? Hiarcs8 W35, Tiger14 W20, Shredder532 W159 (!), Fritz6 W72, Junior7 exactly =! 33...b5 34.exf6 ♙xf6 35.♙d2 g6 36.♗g1 ♙h7



We'll leave this one here, with White's position a little freer, and we can also see its pair of isolated f + h pawns against Black's isolated g pawn. Note that Shredder532 now has W98, but Junior7 has B15. Totally different views! The game itself was agreed drawn by perpetual check some 30 moves later. 1/2-1/2

Finally you probably saw Amir Ban's obscure reference to a 'downstairis to heaven' manouvre in **game 3**. This game should really have been in my coverage of the event in issue 94, but I've only found time to play through the full set of 26 games recently, having initially confined myself to the ones I was told were best.

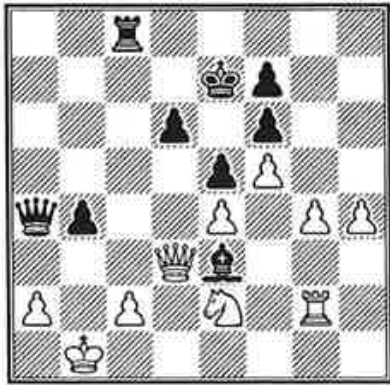
I have to say that I think a couple of Junior's moves in this were easily the highlight of the match... watch this!

### Deep Fritz - Deep Junior

I don't particularly expect you to play through the first 30 or so moves, but they're here for completeness. The 'fun' starts at move 39, so I've put a diagram there.

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♘c6 6.♙g5 e6 7.♗d2 a6 8.0-0-0 ♙d7 9.f4 b5 10.♙xf6 gxf6 11.♙b1 ♗b6 12.♘xc6 ♙xc6 13.♗e1 ♙e7 14.♙d3 h5 15.f5 ♗c5 16.♗f1 b4 17.♘e2 e5 18.♘c1 a5 19.♘b3 ♗b6 20.♙c4 a4 21.♘c1 ♖g8 22.♗e2 ♖g4 23.♙d5 ♗c8 24.♗fe1 ♙f8 25.h3 ♖g3 26.♙d3

h4 27. ♖xg3 hxg3 28. ♕xc6+ ♜xc6 29. ♜d3  
 ♕h6 30. ♜e2 ♜e7 31. ♜d1 ♜c5 32. ♜xg3 a3  
 33. ♜e2 axb2 34. ♜xb2 ♜c7 35. h4 ♜c8  
 36. g4 ♜c6 37. ♜g1 ♜e3 38. ♜g2 ♜a4  
 39. ♜b1



You really *have* to play through the game from here! At present it seems fairly even. Black obviously has an attack on White's king, but the defence looks good and there's no obvious way to break through. It needs patience and *ingenuity*!

39... ♜a8!

Quite a neat trap

40. ♜b3

Fritz doesn't fall for 40. ♜xe3? ♜xa2+ 41. ♜c1 ♜c8 42. ♜d3 b3! Also it thinks it's winning, around +100!

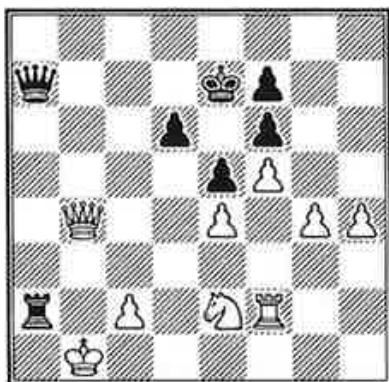
40... ♜a7 41. ♜g3 ♜f2 42. ♜h3 ♜c7 43. ♜h2 ♜a3 44. ♜d5 ♜a5 45. ♜d2 ♜a7!

Already 2 pawns down, J7 now plans another sac' of bishop for pawn

46. ♜xb4

Fritz is not expecting a further sac' but anticipates Ra4 from Junior. However it does now show an equal evaluation

46... ♜xa2! 47. ♜xf2



White is now ♜+♜ ahead, and will 'win' another pawn before the exchanges at

move 65. But Black already knows it's winning the game!

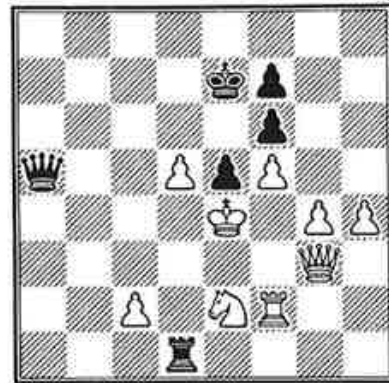
47... ♜a4! 48. ♜b3 ♜a1+ 49. ♜b2 ♜h1

50. ♜g3 ♜a1+ 51. ♜b3 ♜b1+ 52. ♜c4 d5+!

An exquisite, wonderful move!

53. exd5 ♜a6+ 54. ♜c3 ♜a5+ 55. ♜d3 ♜d1+

56. ♜e4

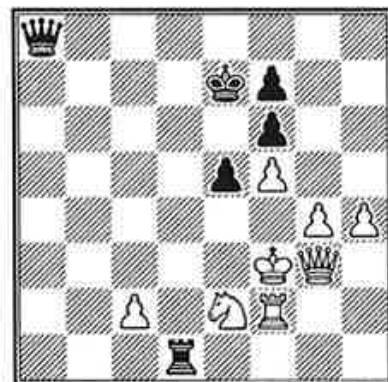


Now comes the 'stairway' manoeuvre... the aim is to win White's queen, unprotected on g3. To do this Black must get its queen to a3 (b3, c3 and d3 are protected). Furthermore the White king must be on e3 and not f3 when Black plays Qa3, otherwise the queen is protected! Black's ingenious idea is to step its own queen up to a8 with a series of checks holding White in a strait-jacket, and then play Qa3+! My clues should help you to envisage this, but the bigger question is 'how long ago did Junior see it?', because it's shed material cheerfully to get here, and has long known that it's winning!

56... ♜xd5+ 57. ♜e3 ♜c5+ 58. ♜f3 ♜c6+

59. ♜e3 ♜b6+ 60. ♜e4 ♜b7+ 61. ♜e3 ♜a7+

62. ♜f3 ♜a8+



63. ♜e3 ♜a3+ 64. ♜e4 ♜d4+ 65. ♜xd4 ♜xg3

66. ♜c6+ ♜d6 67. ♜xe5 fxe5 etc. 0-1

# 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, SelSearch97 Dec 2001 |      |     |       | Human/Games |         |
|---|------|-----|-------|-------------|---------|
| BCF Computer  | Elo  | +/- | Games | Pos         |         |
| 256 GAMBIT TIGER2.0 PPRO-PC                           | 2651 | 13  | 1143  | 1           |         |
| 256 CHESS TIGER14 PPRO-PC                             | 2649 | 16  | 802   | 2           | 2680 11 |
| 256 DEEP FRITZ6 PPRO-PC                               | 2648 | 13  | 1211  | 3           | 2588 16 |
| 252 GAMBIT TIGER1.0 PPRO-PC                           | 2622 | 21  | 466   | 4           |         |
| 252 JUNIOR7 PPRO-PC                                   | 2620 | 22  | 413   | 5           |         |
| 251 FRITZ6A PPRO-PC                                   | 2615 | 10  | 1983  | 6           | 2537 35 |
| 250 SHREDDER5/532 PPRO-PC                             | 2604 | 17  | 680   | 7           | 2623 11 |
| 249 REBEL TIGER12 PPRO-PC                             | 2596 | 15  | 912   | 8           |         |
| 249 JUNIOR6A PPRO-PC                                  | 2594 | 10  | 1912  | 9           | 2551 22 |
| 247 HIARCS732 PPRO-PC                                 | 2578 | 10  | 2062  | 10          | 2397 19 |
| 245 NIMZ08 PPRO-PC                                    | 2567 | 14  | 1077  | 11          |         |
| 245 HIARCS7.1 PPRO-PC                                 | 2564 | 12  | 1442  | 12          |         |
| 245 SHREDDER4 PPRO-PC                                 | 2561 | 16  | 751   | 13          | 2530 15 |
| 244 NIMZ0732 PPRO-PC                                  | 2557 | 13  | 1166  | 14          |         |
| 243 FRITZ532 PPRO-PC                                  | 2551 | 12  | 1467  | 15          |         |
| 243 GANDALF432 PPRO-PC                                | 2548 | 13  | 1117  | 16          |         |
| 243 CHESSMASTER 6/7000 PPRO-PC                        | 2545 | 24  | 348   | 17          | 2524 22 |
| 243 FRITZ516 PPRO-PC                                  | 2544 | 12  | 1281  | 18          | 2443 6  |
| 242 REBEL CENTURY3.0 PPRO-PC                          | 2542 | 24  | 364   | 19          | 2585 6  |
| 242 NIMZ098 PPRO-PC                                   | 2538 | 12  | 1307  | 20          | 2405 10 |
| 241 JUNIOR5 PPRO-PC                                   | 2533 | 11  | 1513  | 21          |         |
| 241 SOS PPRO-PC                                       | 2528 | 15  | 947   | 22          |         |
| 240 GOLIATH LIGHT PPRO-PC                             | 2521 | 16  | 824   | 23          |         |
| 239 HIARCS6 PPRO-PC                                   | 2519 | 13  | 1183  | 24          | 2522 24 |
| 239 NIMZ099A PPRO-PC                                  | 2517 | 14  | 1050  | 25          |         |
| 239 REBEL CENTURY1.2 PPRO-PC                          | 2517 | 21  | 458   | 26          | 2522 43 |
| 238 REBEL-10 PPRO-PC                                  | 2510 | 25  | 329   | 27          | 2528 17 |
| 238 REBEL9 PPRO-PC                                    | 2510 | 14  | 1059  | 28          | 2607 14 |
| 238 REBEL8 PPRO-PC                                    | 2505 | 20  | 538   | 29          |         |
| 237 MCHES PRO6 PPRO-PC                                | 2499 | 17  | 699   | 30          | 2474 12 |
| 237 MCHES PRO7 PPRO-PC                                | 2498 | 14  | 1066  | 31          | 2530 1  |
| 237 CHESS GENIUS5 PPRO-PC                             | 2496 | 13  | 1192  | 32          | 2389 6  |
| 236 MCHES PRO8 PPRO-PC                                | 2490 | 14  | 1016  | 33          |         |
| 236 SHREDDER3 PPRO-PC                                 | 2489 | 34  | 177   | 34          | 2641 2  |
| 235 SHREDDER2 PPRO-PC                                 | 2486 | 15  | 875   | 35          | 2148 6  |
| 233 GANDALF3 PPRO-PC                                  | 2464 | 27  | 278   | 36          |         |
| 230 HIARCS6 PENT-PC                                   | 2447 | 11  | 1680  | 37          | 2540 2  |
| 230 JUNIOR4.6 PPRO-PC                                 | 2445 | 43  | 115   | 38          |         |
| 230 HIARCS5 PENT-PC                                   | 2444 | 19  | 585   | 39          |         |
| 230 FRITZ5.16 PENT-PC                                 | 2443 | 35  | 170   | 40          |         |
| 229 KALLISTO2 PPRO-PC                                 | 2439 | 22  | 412   | 41          |         |
| 229 REBEL8 PENT-PC                                    | 2437 | 10  | 2106  | 42          |         |
| 228 REBEL9 PENT-PC                                    | 2431 | 16  | 805   | 43          |         |
| 227 CHESS GENIUS5 PENT-PC                             | 2422 | 11  | 1567  | 44          |         |
| 227 CHESS GENIUS3 PENT-PC                             | 2420 | 14  | 1028  | 45          | 2658 10 |
| 227 CHESS GENIUS4 PENT-PC                             | 2417 | 13  | 1199  | 46          | 2387 16 |
| 226 REBEL7 PENT-PC                                    | 2411 | 14  | 1082  | 47          | 2242 11 |
| 226 HIARCS4 PENT-PC                                   | 2411 | 14  | 1008  | 48          | 2348 6  |
| 226 REBEL6 PENT-PC                                    | 2409 | 19  | 594   | 49          | 2403 6  |
| 226 MCHES PRO6 PENT-PC                                | 2408 | 11  | 1721  | 50          | 2316 4  |

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[web pages]: [www.elhchess.demon.co.uk](http://www.elhchess.demon.co.uk)

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

# The (nearly) All-Time RATING LIST

|                             |      |                               |      |                               |      |
|-----------------------------|------|-------------------------------|------|-------------------------------|------|
| Deep Blue2                  | 2775 | Mephisto Milano               | 1984 | Fidelity Elite C              | 1801 |
| Deep Blue1                  | 2700 | Mephisto Mondial 68000XL      | 1982 | Fidelity Elegance             | 1794 |
| Tasc R30-1995               | 2364 | Novag Jade2+Zircon2           | 1982 | SciSys Turbostar 432          | 1788 |
| Mephisto London 68030       | 2341 | Mephisto Montreal+Roma68000   | 1972 | Mephisto MM2                  | 1787 |
| Tasc R30-1993               | 2315 | Mephisto Amsterdam            | 1965 | Fidelity Excellence/3+Des2000 | 1782 |
| Mephisto Genius2 68030      | 2314 | Mephisto Academy              | 1961 | Kasparov A/4 module           | 1766 |
| Mephisto London Pro 68020   | 2306 | Novag Super Forte+Expert B/6  | 1950 | Conchess/4                    | 1765 |
| Mephisto Lyon 68030         | 2279 | Fidelity 68000 Mach2B         | 1950 | Kasparov Renaissance basic    | 1763 |
| Mephisto RISC2              | 2277 | Mephisto Mega4                | 1945 | Kasparov Prisma+Blitz         | 1763 |
| Mephisto Portorose 68030    | 2273 | Kasparov D/10 module          | 1940 | Novag Super Constellation     | 1760 |
| Mephisto Berlin Pro 68020   | 2259 | Fidelity 68000 Mach2C         | 1938 | Novag Super Nova              | 1752 |
| Mephisto Vancouver 68030    | 2257 | Kasparov Barracuda+Centurion  | 1929 | Mephisto Blitz module         | 1747 |
| Kasparov RISC 2500-512      | 2253 | Kasparov GK2000+Executive     | 1929 | Fidelity Prestige+Elite A     | 1722 |
| Meph Lyon+Vanc 68020/20     | 2250 | Mephisto Modena               | 1926 | Novag Supremo+SuperVIP        | 1716 |
| Meph RISC1                  | 2241 | Mephisto MM4                  | 1924 | Fidelity Sensory 12           | 1711 |
| Kasparov SPARC/20           | 2233 | Fidelity Travelmaster+Tiger   | 1915 | Mephisto Exclusive S/12       | 1706 |
| Mephisto Atlanta+Magellan   | 2227 | Novag Ruby+Emerald            | 1913 | SciSys Superstar 36K          | 1698 |
| Mephisto Montreux           | 2226 | Novag Super Forte+Expert A/6  | 1910 | Meph Chess School+Europa      | 1693 |
| Mephisto London 68020/12    | 2211 | Meph Supermondial2+College    | 1909 | Conchess/2                    | 1689 |
| Kasparov RISC 2500-128      | 2208 | Mephisto Monte Carlo4         | 1909 | Novag Quattro                 | 1681 |
| Fidelity Elite 68040v10     | 2191 | Kasparov C/8 module           | 1908 | Novag Constellation/3.6       | 1680 |
| Mephisto Vancouver 68020/12 | 2178 | Fidelity 68000 Mach2A         | 1904 | Novag Primo+VIP               | 1677 |
| Mephisto Lyon 68020/12      | 2172 | Mephisto Monte Carlo          | 1896 | Fidelity Elite B              | 1672 |
| Mephisto London 68000       | 2158 | Kasparov Travel Champion      | 1895 | Mephisto Mondial2             | 1641 |
| Mephisto Portorose 68020    | 2152 | Conchess Plymate Victoria/5.5 | 1893 | Fidelity Elite original       | 1640 |
| Novag Sapphire2+Diamond2    | 2144 | CXG Sphinx Galaxy             | 1893 | Mephisto Mondial1             | 1630 |
| Fidelity Elite 68030v9      | 2139 | Kasparov TurboKing2           | 1885 | Novag Constellation/2         | 1626 |
| Mephisto Berlin             | 2138 | Kasparov Adv. Trainer/Capella | 1885 | CXG Super Enterprise          | 1618 |
| Mephisto Vancouver 68000    | 2130 | Kasparov Chess Academy        | 1885 | CXG Advanced Star Chess       | 1618 |
| Mephisto Lyon 68000         | 2126 | Novag Expert/6                | 1880 | Fidelity Sensory9             | 1557 |
| Mephisto Almeria 68020      | 2125 | Conchess Plymate Roma/6       | 1875 | Kasparov Astral+Conquistador  | 1556 |
| Novag Sapphire1+Diamond1    | 2109 | Fidelity Par Excellence/8     | 1874 | Kasparov Cavalier             | 1556 |
| Mephisto Milano Pro+Senator | 2108 | Fidelity 68000 Club B         | 1868 | Chess 2001                    | 1528 |
| Mephisto MM4/Turbo18        | 2103 | Novag Expert/5                | 1865 | Novag Mentor16+Amigo          | 1527 |
| Mephisto Portorose 68000    | 2098 | Novag Super Forte+Expert A/5  | 1860 | GGM+Steinitz module           | 1526 |
| Fid Mach4+Des2325+68020v7   | 2092 | Fidelity Par Excellence       | 1856 | Mephisto 3                    | 1509 |
| Fidelity Elite 2x68000v5    | 2071 | Fidelity Elite+Designer 2100  | 1856 | Kasparov Turbo 24K            | 1505 |
| Mephisto Mega4/Turbo18      | 2058 | Fidelity Chesster             | 1856 | SciSys Superstar original     | 1505 |
| Mephisto Polgar/10          | 2057 | Novag Forte B                 | 1854 | GGM+Morphy module             | 1503 |
| Mephisto Roma 68020         | 2053 | Mephisto Rebell               | 1850 | Kasparov Turbo 16K+Express    | 1502 |
| Mephisto Dallas 68020       | 2052 | Fidelity Avant Garde          | 1850 | Mephisto 2                    | 1500 |
| Kasparov Brute Force        | 2046 | Novag Forte A                 | 1842 | SciSys C/C Mark6              | 1457 |
| Mephisto Almeria 68000      | 2034 | Fidelity 68000 Club A         | 1841 | Conchess A0                   | 1456 |
| Novag Scorpio+Diablo        | 2028 | Kasparov Stratos+Corona       | 1838 | SciSys C/C Mark5              | 1450 |
| Mephisto MM6                | 2022 | Kasparov A/6 module           | 1834 | CKing Philidor+Counter Gambit | 1420 |
| Kasparov Cougar/Cosmos      | 2015 | Mephisto Supermondial1        | 1831 | Morphy Encore+Prodigy         | 1390 |
| Kasp President+GK+TC2100    | 2015 | Kasparov TurboKing1           | 1830 | Sargon Auto Response Board    | 1370 |
| Mephisto Nigel Short        | 2006 | Conchess/6                    | 1829 | Novag Solo                    | 1330 |
| Mephisto MM4/10             | 2005 | Conchess Plymate/5.5          | 1826 | CXG Enterprise+Star Chess     | 1310 |
| Fid Mach3+Des2265+68000v2   | 2002 | Kasparov Simultano            | 1821 | Fidelity Sensory Voice        | 1290 |
| Novag Emerald Classic+Amber | 1998 | Novag Expert/4                | 1819 | Chess King Master             | 1250 |
| Meph Dallas 68000           | 1995 | SciSys Turbo Kasparov/4       | 1816 | Boris Diplomat                | 1200 |
| Mephisto MM5                | 1986 | Fidelity Excellence/4         | 1814 | Fidelity Chess Champion 10    | 1200 |
| Mephisto Polgar/5           | 1986 | Novag Jade1+Zircon1           | 1809 | Novag Savant                  | 1160 |
| Nov Super Forte+Expert C/6  | 1985 | Conchess Plymate/4            | 1808 | Boris2.5                      | 1120 |