# Selective Search 117
## THE COMPUTER CHESS MAGAZINE

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**Garry Kasparov retires from Professional Chess!**

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# CHESS COMPUTERS and PC PROGRAMS... the BEST BUYS!

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

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*Note the software prices!* - some retailer prices seem cheaper, but there's a heavy post & packing charge at the end!... *our insured delivery p&p is £1.50.*

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## ■ PORTABLE COMPUTERS [por]

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**ADVANCED TRAVEL** (was BRAVO) **£34.95** - plug-in set with Centurion program! 160 BCF, Scrolling display. Amazing value!

**MAESTRO touch screen travel** - new version of the Cosmic/Touch Screen, great product **£39.95**, incl. leatherette cover. Decent chess, est'd 130 BCF

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### Novag

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## ■ TABLE-TOP PRESS SENSORY [ps]

**EXPLORER £49** - excellent batteries only table-top with display etc. and 160 BCF program.

### Kasparov - price for next 3 incl. adaptor!

**CHALLENGER £69** - Morsch '2100' program in newly designed board, a v.good value-for-money buy

**TALKING CHESS ACADEMY £99** - good 160 BCF program, and packed with features incl. display and voice option!

**MASTER £139!** - the Milano Pro 187 BCF program + features, in attractive 13"x10" board. Strong, with info display. No laptop lid, but has plastic carry case.

### Novag

**OBSIDIAN £125** - with nice carry case! Good board, wood pieces, excellent features. 167 BCF

**STAR DIAMOND £199** - long awaited, brilliant, strong new 200 BCF model. Hash-table version + big Opening Book. Includes nice carry case

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## ■ AUTO SENSORY [as]

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## ■ PC PROGRAMS from CHESSBASE on CD

*All run INDEPENDENTLY + will also analyse within ChessBase8/9. Great graphics, big databases + opening books, analysis, printing, max features.*

**new - FRITZ 8 CHAMPION £39.95** - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. Excellent in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features and includes Chess Media video training excerpts!

**DEEP FRITZ 8 £79** - probably the top program for single, dual & quad processors, giving clear GM strength on multi-processor machines. The same engine which drew 4-4 with *Kramnik*!

**JUNIOR 9 £39.95** - an updated version of the engine which drew 3-3 with *Kasparov*. Is very potent and aggressive, also highly suited to computer v computer chess.

**DEEP JUNIOR 9 £79** for dual & single PCs!

**HIARCS 9 £39.95** - by Mark Uniacke. Simply outstanding: knowledge packed yet running faster+stronger than ever! All the latest superb *ChessBase* features + Opening Book by Eric Hallsworth.

**SHREDDER 9 £39.95** - Meyer-Kahlen's latest in the great ChessBase Interface. Feature-packed & excellent, knowledge-based stylish chess. Plus the usual big Opening Books and up-to-date Database

**CHESS TIGER 15 £39.95** - the *ChessBase* version gives compatability with other *ChessBase* products, which the Lokasoft version doesn't. Same strong Tiger program, playing style settings include Gambit etc. Jeroen Noomens quality opening book, and CD also includes main 4 piece Tablebases

**POWERBOOKS 2005 DVD £39** - turn your *ChessBase* playing engine into an **openings expert!** 7.6 million opening positions + 750,000 games!!

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

Welcome to another new issue of **Selective Search**... 117! If you're due for renewal at this time, can I encourage you to please do so! There will still be at least 6 more issues of the magazine, and hopefully a Special **20th. Anniversary** edition towards the end of the year.

Occasionally readers ask me to let them know when their sub is due for renewal. The label on your envelope enclosing each issue always shows the number of the last issue covered by your current sub. so it's easy for you to keep a check on it, and make sure I've updated you correctly after a payment has been made.

## Kasparov retires!

I suppose there is no more important news at this present time than the stunning and unexpected headlines that greeted Internet users visiting the *ChessBase* or *rgcc* chess sites early in March: "**Garry Kasparov retires from professional chess**'.

It is, of course, only a few weeks since he announced his withdrawal from the FIDE so-called World Championship Cycle, a 'cycle' which appears to have got stuck after a quarter of a revolution. Kasparov had tired of missing major tournaments at the request of FIDE *'to keep himself available for the next round of their knock-out qualifications'*, so far a non-event that means it is 5 years since Kasparov lost narrowly to Kramnik - a mini- disaster for chess as it is turning out.

Kasparov has never been granted a rematch, whilst nowadays Kramnik carefully avoids most top tournaments, especially if Kasparov is playing... and if he does play in one he often fares quite poorly. Meanwhile Leko, another semi-final qualifier, has drawn just about every game he's played in the last 12 months, including *all 12* at the recent Linares event, won by - you guessed it - Kasparov!

Perhaps Kasparov had hoped that his withdrawal from the FIDE circus would make someone, somewhere take action to get things back on track. But barely a stifled yawn has been heard from headquarters, so Gazza decided Linares would be his final chess event, went out, won it, and retired!

Very sad.

When the question is asked *'Who is the greatest ever?'* there will, understandably, always be a lobby for Lasker, Capablanca, Alekhine, Botvinnik perhaps, Tal for his brilliance and, of course, the great Bobby Fischer. But while each of them will gather a few votes, Kasparov will get the most.

World Champion for 15 years he topped the Rating List (when FIDE included him!) for no less than 20 years. His chess was always remarkably strong and deep, and often brilliant. Perhaps his chess has been more thoughtful during the last 2/3 years and, in 2004, we even saw some previously unheard of mistakes creeping in.... until he recovered to win the 2004 Russian Championship (with ease) and then Linares this March.

His books are magnificent especially, in my view, those on his own career (rather like Tal's books on his own games) and the very recent books covering the World Champions before him.

I don't think he ever really recovered from his defeat to Deep Blue2. He could not believe the computer (alone) had beaten him, but was convinced that strong GMs were occasionally choosing moves for Deep Blue - computers always play the board, but humans can play their opponents, and it was such interventions that Kasparov accused the DB2 team of making. By game 6 he was rattled and very tired, and made his own opening blunder to lose sensationally.

It is a great shame that this is one of things he will be remembered for - and for being the actual instigator, along with Britain's Nigel Short, of the very mess the World Championship is now in, by forming the initial breakaway alternative World Championship.

The Chess World Championship mess reminds one of the situation in Boxing, especially in the heavyweight division which seems to have made room for goodness knows how many 'World Champions'. And as old boxing champions are renowned for making comebacks, maybe chess will have one as well. I hope so!

# New SOFTWARE releases

## *Junior 9 (ChessBase)*

I gave you the **WM-100 position test** results last time - the WM test being, in my view, the most reliable initial guide to whether a program is improving or not. For the test **Junior9** was allowed 20mins per position, though I often test new Hiarcs versions, as I get them from Mark Uniacke, at 1min per position and then if I get a promising result, re-test at a slower time control.

- Junior 7    59/100
- Junior 8    61 (positional improvements)
- Junior 9    69 (better king attack, positional and endgame)

However the match results available for our last issue were producing a rating no better than that for Junior8. Gladly more recent scores have been better, so Junior9 has created a bit of clear space now between itself and its predecessor.

Here are some of the latest results in for Junior, these from **Harald Faber**'s website.

- Junior9-Tiger15        14½-5½ ?!
- Junior9-Hiarcs9        12½-7½
- Junior9-Shredder8      7-13
- Junior9-Gandalf6       13½-6½
- Junior9-Fritz8Champ    5½-14½ ?!

The results marked '?!' are both surprises in that the scores are certainly on the 'extreme' side. Perhaps Harald has taken on board the remarks we have made from time to time about engine-engine testing - and particularly those in our last issue with Ed Schroder's contribution. Anyway he decided to <u>replay</u> the marked 2 matches, and here were the results of his second set in each case...

- Junior9-Tiger15        12-8
- Junior9-Fritz8Champ    10-10

A big swing in both matches, make of it what you will. Of course in the engine-engine matches we discussed in *SelSearch-116* the <u>openings</u> were fixed so result variations could only be down to the engine play. In Harald's matches he lets each engine use its own Opening Book, so variations can be down to

[1] different openings being used, [2] opening learning, as well as [3] engine play.

## *Gandalf 6 (Lokasoft)*

The results for **Gandalf6** have dropped off a little since our last issue... nothing too drastic and of course it still proving to be much stronger than its predecesssor Gandalf5.

Here are some of the latest results in for Gandalf, these again from the hard working **Harald Faber**'s website.

- Gandalf6-Hiarcs9       10-10
- Gandalf6-Shredder8     6½-13½
- Gandalf6-Junior8       8½-11½
- Gandalf6-Junior9       6½-13½
- Gandalf6-Fritz8        10½-9½
- Gandalf6-Tiger15       10½-9½

## *Shredder9 (two versions: ChessBase and Stefan Meyer-Kahlen)*

The previous versions, **Shredder7/7.04** and **Shredder8** have, in turn, topped our Rating List for pretty much the last 2 years - and they've been at the top by quite a distance being over 20 Elo ahead of anything else!

Shredder8 had undergone some major changes in the search system so that, while its nodes per second count was much the same, it was often searching 2 ply deeper than its predecessor, even after only a few moments. Clearly Stefan has been happy with the results as **Shredder9** is also searching deeper than previous versions, though perhaps not quite as deep as Shredder8 all the time.

### Shredder9 UCI

If I firstly have a quick look at the **Shredder9 uci** version, but let me say straight away that you <u>cannot</u> buy that from me, nor indeed anywhere else other than over the Internet direct from Stefan Meyer-Kahlen himself. So here's his web address:

- http://www.shredderchess.com

If you buy from Stefan the choice is:

- **Shredder Classic**, 29.95EUR. An introduction program - strong, but NOT Shredder9
- **Shredder9 uci**, 49.95EUR. The single processor

version running in Stefan's own interface. But the engine can also be installed as a *UCI engine* in a current ChessBase engine version (Fritz8, Shredder8/9, Junior9, Hiarcs9), but it <u>wont</u> run in ChessBase8/9.

- **Deep Shredder9 uci**, 99.95EUR. The 'deep' multi-processor version, but it will also run on a single processor unit! Again the engine can also be installed as a *UCI engine* in a current ChessBase engine version, but it <u>wont</u> run in ChessBase8/9.

In one sense buying from Stefan gets you more for your money as you can choose whether to run Shredder in his interface or, after a fairly easy installation procedure, within a ChessBase engine setting where it will play, analyse, do engine-engine etc. etc. just like a normal ChessBase engine.

There are things you miss out on. If, like me, you do 95% of your PC chess work from within a ChessBase setting, you wont have a new Shredder opening book for that environment as his book only works under the Shredder interface. Also if you use ChessBase 8/9 and its database system a lot (which I do, vital for this magazine) Shredder uci wont run there at all - no UCI engine will.....

Which brings me to another thought:

It's really only comparatively recently that ChessBase has added the feature in the Engine program packages that enables various 'foreign' UCI engines to run.

Originally they would be mostly amateur programs and, as good as they were, I can imagine it gave ChessBase a certain level of satisfaction to have owners see how comfortably their commercial Fritz, Hiarcs, Junior and Shredder engines tonked the early List, Crafty, Aristarch, Pharaon, Yace, SmarThink, SOS and others.

Then along came Ruffian1 - getting closer (so it, too, went commercial, but as a competitor!). And the latest versions of engines such as List and Aristarch are also closing the gap a little, though they're still around 100 Elo below Shredder8 for example. But even more recently we've seen the arrival of Pro Deo, of which version1.0 still falls far enough below the top four programs to not be too much of a threat, but version1.1 has definitely closed the gap

somewhat in my view. And then a couple of months ago Gandalf6 became available <u>from someone</u> else but with a **Gandalf uci** built-in which can be installed and run under the ChessBase engines... and <u>now</u> you can buy **Shredder9**, again off someone else, but run it within Fritz & co!

It's interesting that they've never changed the ChessBase8/9 database package so that it will enable UCI engines to run, and the threat of seeing other people's engines challenging (or beating in Shredder's case) their own engines under the ChessBase engine interface, makes me wonder if future releases might see this feature withdrawn. If at some time they didn't have the top rated engine in their own stable to market, what else could they do? Otherwise you could buy one ChessBase engine and stock up on future Shredder uci, Gandalf uci, Pro Deo uci (free!), Ruffian uci, List uci (free) and others bound to emerge sometime, and never buy a ChessBase engine again! So buying a uci version of any program might have big drawbacks in the future, if you're a ChessBase fan and they make the change!

Well, that's enough on that subject! If you visit Stefan's website all the details are there and you can download for free a restricted feature trial version of Shredder Classic which will run for 30 days. If you want to keep using it and get all of the features, you have to pay up! If you choose the new single processor **Shredder9** it's 49.95 EUR.

## Shredder9 from ChessBase

The version which most folk will want is the official **ChessBase Shredder9** at the usual £39.95.

I've got both Stefan's and the ChessBase version, and they seem to run at exactly the same nodes per second speed etc. Again, unsurprisingly, it is clear that Shredder9 is very strong! Stefan himself thinks it is about 30 Elo stronger than Shredder8! That would take some doing, and I think he might be being a bit optimistic with that figure, but it is definitely hot!

I e-mailed him to ask what the main engine improvements were, and he said that his main work had been on...

- King attack and defence, to make it more threatening and aware of the ways the enemy king can be attacked - of course in reverse this means it also becomes aware of dangers to its own king sooner, and is better able to deal with those threats.
- Endgame issues to try and make sure it always wins 'winnable' games - he feels previous versions have been drawing quite a few endgames which they should have been winning at least some of the time. It is also better primed to find ways and opportunities for drawing in potentially lost positions.

As with all ChessBase engines you get a superb Interface, with excellent 2D and 3D boards available in all shapes, sizes, piece styles and colours. Extensive teaching and training features. 4-piece Endgame tablebases, enlarged and enhanced up-to-the-minute Opening Books. Big databases of historic and current top Tournament games and, as they like to say, lots more!

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Of course the **Rating List** on the inside back cover will have the very latest figures for all the commercial programs. But as I have mentioned the challenge of the UCI engines in the above discussion it seems the right time to update you on the latest **Ridderkerk** Rating List, which covers this very issue.

Shredder9 hasn't been added, but his list does include **Shredder7**, **Gandalf6** and one or two other known programs, which enables us to benchmark whereabouts the UCI engines are actually placed.

As has been mentioned before, the ratings on the Ridderkerk list are always higher than the *SelSearch* ratings, so I have taken the liberty this time of taking 50 off his figures so that readers can relate them better to our own Rating List on the inside back cover.

### Ridderkerk RatingList - March 2005

| Pos | Program | Elo |
|-----|---------|-----|
| 1 | **Shredder 7.04** | 2710 |
| 2 | **Gandalf 6** | 2688 |
| 3 | **The King 3.33** | 2683 |
| 4 | **DeepSjeng 1.6a** | 2640 |
| 5 | **List 512** | 2637 |
| 6 | **Ruffian 2.1** | 2632 |
| 7 | **Pro Deo 1.0** | 2622 |
| 8 | **Aristarch 4.50** | 2616 |
| 9 | **Crafty 19.13** | 2597 |
| 10 | **Maestro 1.08uci** | 2574 |
| 11 | **SmarThink 0.18a-r165** | 2566 |
| 12 | **WARP 0.65** | 2560 |
| 13= | **Pharaon 3.1-64** **Fruit X-12/11** | 2550 |
| 15 | **Tao 5.7b06** | 2528 |
| 16 | **Yace 0.99.87** | 2526 |
| 17 | **Thinker 4.7a** | 2525 |
| 18= | **Delfi 4.5** **Pepito 1.59** | 2519 |
| 20 | **Kaissa 1.8a** | 2516 |
| 21 | **LG Revival** | 2510 |
| 22 | **Quark 2.35 Paderborn** | 2508 |
| 23 | **SOS 4.0** | 2504 |
| 24 | **Green Light Chess 3.01.2.2** | 2499 |
| 25 | **Movei 0.08.295** | 2491 |
| 26 | **SlowChess Blitz** | 2485 |
| 27 | **Zarkov 4.67** | 2477 |
| 28 | **Ktulu 6.0** | 2471 |
| 29 | **WildCat 4.0** | 2461 |
| 30 | **Naum 1.45** | 2460 |

It's well worthwhile visiting the **Ridderkerk** site which has plenty of interesting information about programmers, test suites etc. and, not least, many of the programs available for download or links to the appropriate sites.

- http://wbec-ridderkerk.nl

## Hiarcs 9.6 MAC (Uniacke)

There are no new results for MAC Hiarcs since our last issue, but we did find another MAC interface that is available (free) and which seems to run the latest Hiarcs program very nicely. Here are some screenshots.

The (standard) **sigmachess** screen:



And the (free) **jose-chess** screen:



The **Hiarcs MAC** version itself can be purchased in the same way as **Palm Hiarcs** - i.e over the 'net direct from programmer **Mark Uniacke**. His web address is...

■ www.hiarcs.com

The addresses for the Interface with which Hiarcs is promoted, as its programmer Ole

Christensen helped Mark quite considerably in ironing out some tricky programming issues between the PC and MAC versions, is...

■ www.sigmachess.com

Finally there is the free Interface site...

■ http://jose-chess.sourceforge.net/main.html

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# General NEWS

## Latest Palm HIARCS scores

**Clive Munro** continues to test the 3 leading Palm programs on his little Zire21 126MHz. All games are played at **G/60**. Here is a Table showing results so far:

| | SelS Elo | PTiger | PGenius | PHiarcs |
|---|---|---|---|---|
| **Tasc R30-1995** | 2358 | 8½-1½ | 6½-3½ | 3½-6½ |
| **Meph Genius 68030** | 2303 | 6½-3½ | 2½-7½ | 1-9 |
| **Meph London Pro** | 2281 | 7½-2½ | 5-5 | ½-9½ |
| **Meph London 68030** | 2313 | 8-2 | 2½-7½ | ½-9½ |
| **Meph Atlanta** | 2226 | | 4½-4½ | |
| **Palm Zire21 126MHz** | est-> | 2040 | 2300 | 2540 |

So the London 68030 scored 1 more point than the Genius 68030, but less than the London Pro on its slightly slower processor!

The Atlanta is now joining the tournament! It rather disgraced itself in its first match against another dedicated machine - Clive has an excellent collection!:

■ Atlanta - Genius 68030          1½-8½

... but stands equal in its first Palm match, against Palm Genius with only 1 game to go!

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## Chris Goulden's Latest results

**Chris** reported in our last issue on a new crop of engines which had appeared. These included some astonishing names such as: **SmarThink1.7** and **Gothmog1.0b10** as well as the latest versions of **GreenLight Chess** and **Quark2.35 Paderborn** as well as the WCCC 2003 hero **Jonny**. We were also getting some good reports of a new program called **Fruit2.0**, and finally in the last few weeks another comparative newcomer

**SlowChess** has emerged and, from early results, is also getting a good reputation (also see the earlier Ridderkerk list!).

Here are Chris' latest result Tables, which include quite a few of the aforementioned:

| Pos | Program | /14 |
|-----|---------|-----|
| 1= | SmarThink17a <br> Pro Deo 1.0 | 9½ |
| 3 | Aristarch 4.50 | 8 |
| 4 | Ktulu 4.2 | 7 |
| 5= | Delfi 4.5 <br> Tinker 4.7a | 6 |
| 7= | Jonny 2.70 <br> Tao 5.6 | 5 |

SmarThink seems to be a serious new contender, sitting there alongside Pro Deo, and Aristarch also gets another decent result. But Jonny has disappointed, its decent result and game against Shredder in the WCCC 2003 a perhaps fortuitous high-spot.

Here was Chris' next Tournament with a quite a few newcomers involved:

| Pos | Program | /14 |
|-----|---------|-----|
| 1 | SlowChess Blitz | 11½ |
| 2 | Spike 0.8 | 8½ |
| 3 | Baron 1.50 | 8 |
| 4 | Yace Paderborn | 7½ |
| 5 | Anmon 5.51 | 6½ |
| 6 | Fruit 2.0uci | 6 |
| 7 | Glaurung 0.15uci | 4½ |
| 8 | Fafis 1.5 | 3½ |

What a strange name: SlowChess Blitz - but an impressive result which I imagine destines it for Chris' top division for his next Tourny. Should be interesting, that's a clear win leaving the respected Yace a good way behind.

Sadly Fruit didn't do very well - I think Chris mentioned to me that some of its early successes were against particularly weak opponents. It is nearly level with Yace on the Ridderkerk list where they are 14th. and 16th. respectively - I note that Jonny is 33rd. there, confirming the result from Chris' first Tourny listing. Readers can refer to the Ridderkerk list earlier in these notes, but I'll also mention

here that Table 1's top program SmarThink is 11th. and Table 2's top program ShowChess Blitz is 26th. in Ridderkerk's.

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## Frank Holt's Latest results

In our last issue we listed the (disappointing) Pro Deo1.0 results, noting that Frank uses 2 PC's in his testing which means, if I may say so again, that his results carry more weight than the engine-engine testing on one PC that most of us, self included, do!

I hope subscribers who have read some of my comments before don't mind my occasional repeats, or think that I'm just trying to beat a drum - but I still do get some new subscribers, and a couple of shops carry a few issues of the magazine, so important points are sometimes worth repeating so that as many readers as possible are aware of the issues.

Frank also made a good point to me that he uses quite long time controls as well as a 2 PC system. His minimum time control in all the results he has sent over the years has been G/30mins, and most of his Tournament tables are based on a range of time controls from G/30 fastest to G/90 slowest, as well as 60/30, 60/60 and 60/90!

So (just for this issue I suspect) he's done some Blitz testing for us, to see what happens. As readers will see, Hiarcs9 and Junior8 seem to do better than usual, whilst Fritz is a bit up-and-down.

**Table 1: G/10**

| Pos | Program | /32 |
|-----|---------|-----|
| 1 | Hiarcs 9 | 20½ |
| 2 | Junior 8 | 17 |
| 3 | Shredder 8 | 16 |
| 4= | Fritz 8 <br> Pro Deo | 14 |

**Table 2: G/10 + 5secs**

| Pos | Program | /36 |
|-----|---------|-----|
| 1 | Fritz 8 | 21½ |
| 2 | Hiarcs 9 | 20½ |
| 3 | Pro Deo | 15½ |
| 4 | Ruffian 1.0.1 | 14½ |

## Table 3: G/10

| Pos | Program | /28 |
|---|---|---|
| 1 | Hiarcs 9 | 21 |
| 2 | Junior 8 | 17½ |
| 3 | Shredder 8 | 16 |
| 4= | Fritz 8<br>Pro Deo 1.01 | 14 |
| 6 | List 5.04 | 12 |
| 7 | Ruffian 1.0.1 | 11½ |
| 8 | Yace Paderborn | 6 |

As usual Frank kindly put together some of the games for me to play through, and these included one of himself playing **Palm Hiarcs**! Now I've just got to find room for that somewhere!

## Bernburg 2005

A major **Computer Chess Tournament** is reported on **Harald Faber**'s website...

■ www.harald-faber.de

which involved I think ALL of the top programs in a 9 round Event.

**Shredder** appeared in 2 versions - a Deep version on Dual 2x2400, and a single version on an AMD/3200+. The Deep version didn't do too well?!

**Fritz** also had a double entry, again a multi-version but this time on a Quad 4x2400 (which did well), and on a single AMD/2700.

**ChessMaster 10** had the fastest single processor unit - an AMD64/4000 - I guess that must be the fastest anywhere at this time!

**DeepSjeng** program appeared in its own right (and probably wished it hadn't). It also entered as a *dual-brain* version running on dual PCs alongside **Aristarch** which enabled it to do better.

**Hiarcs9** - which you'd expect to be showing some signs of age by now - did extremely well. I checked through its list of opponents: Toga in round 1 for an easy start (but it only drew!), then in turn Junior9, GambitTiger, Triple-brain DeepSjeng, DeepFritz, Shredder9, Ruffian2, Fritz8, and Deep Shredder. Phew!

However the new **Junior9** was something of a disappointment, as was **Gandalf6**.

Here is the **Final Table** - I will try to get some more details if I can for our next issue. After each program I have shown the estimated Elo figure given to it by Harald Faber but these do not take into account the hardware each was on, which is why he only gives 1 Elo extra for multi processors!!

| Pos | Program | est'd Elo | /9 |
|---|---|---|---|
| 1 | Shredder 9 | 2805 | 7 |
| 2= | Hiarcs 9<br>Deep Fritz 8 | 2749<br>2792 | 6 |
| 4= | Ruffian 2<br>Chessmaster 10<br>Pro Deo 1.1 | 2675<br>2717<br>2650 | 5 |
| 7= | Junior 9<br>Deep Shredder 9 | 2772<br>2806 | 4½ |
| 9= | Gambit Tiger 2<br>Fritz 8<br>Aristrach/Deep Sjeng | 2721<br>2791<br>2630 | 4 |
| 12 | Gandalf 6 | 2739 | 3 |
| 13= | Toga 2<br>Deep Sjeng | 2640<br>2673 | 2½ |

## Winboard - a very useful site!

**Peter Stevens** has pointed out to me a very useful web site which will get you up and running with Winboard programs with the greatest of ease!

He recalled the Winboard articles we have had in the last year, but admitted he had only been partially successful using new engines.

The site is quite a well known one amongst Winboard and UCI folk...

■ http://www.aarontay.per.sg/Winboard

Once there, on the left-hand side you will see a series of links, headed...

[A] Introduction
[B] Setting Up
... etc

It is **[B] Setting Up** you should click on, which takes you to his Winboard2 page, and when you get there it will have a heading **Winboard and Chess engines, Section B - Setting up,** and half-way down this front pages you will see the following...

• [B1] How do I install Winboard.....
• [B2] How do install more Winboard engines
• [B3] How do I setup Crafty, Fritz etc

Click on **[B3]** - and when you get there scroll up just a few lines and you'll find a box entitled **Still Stuck?** This is what it says:

---

**Still Stuck?**

If you read all the way down here and still have problems, you can download the following Winboard package at

**http://www.cacsi.com/chess/Winboard_Package_Aug_4th.exe** from Jason Kent. Extract the whole package and a couple of engines Ruffian, Delfi, Crafty etc. are included in there. More importantly Jason has modified the winboard.ini file and the package is ready to use immediately.

---

So there you go!! Thanks for the tip, Peter!

---

## Time for Adjudication (again)
### by Bill Reid

First of all my belated congratulations to the great team of Shredder8 and Centrino/1800 for finding the correct verdict to my "Adjudication Position" which appeared in *SelSearch 114*. Probably, timewise, they would have shaded C.H.O'D Alexander on that one.

However other programs didn't do so well. So, to cheer them up, my next position is one in which they will do better than most human adjudicators.



White to play

We have to assume that this Adjudication went to someone who was a strong player but without that extra bit of flair which Alexander possessed. White wants a win and Black, rather over-optimistically, has also claimed one. Our adjudicator soon disposes of that possibility:

*"Well I can see right away that 1.BxKt BxB 2.NxKP is a draw. The pawn capture on*

*K6 is forced, and then White goes 3.QxKtPch etc. And 1...PxB is no good at all, because then 2.Q-K7, Bishop moves, 3.QxQBP and it's all over".*

It's strange to remember that we didn't have such things as c and e files in the 1950's, and every rank had two numbers according to who was looking at it!

*"But what about White? It's hard to see how to make progress on the King's side - which is what needs to be done - because Black has the edge in material and no particular weaknesses. No good trying to manoeuver with the Queen because as soon as she leaves the KB6 square Black can go K-Kt2. The only tactic is to play 1.B-B2 with the big threat of B captures Kt pawn. But then Black can defend with B-K1".*

*"Now we need a careful look to see if a sacrifice works. 2.BxKtP PxB 3.QxKP+ B-B2 4.Q-B6 and Black looks to be completely solid after 4... Kt-Q1. So what about the Knight? 2.KtxKP P recaptures 3.QxKP+ and after K-Kt7 Black stands better. 2.KtxBP is an improvement, but 2...BxR seems good enough to hold the draw, and 2...RxN could even put Black on top. So White had better go 1.BxKt and take the straightforward draw".*

He writes down *'Game Drawn'* on his paper and signs it. But what did he miss? How quickly can your favourite program find it? And how long does it take to see that it yields a clear win?

---

- G/60: Star Diamond v Montreux and Travel Champion 2100 from John Bennett
- G/60: Star Diamond v Atlanta and Berlin Pro from Jim Crompton
- G/60: Obsidian v Talking Chess Academy from Augusto Perez

Other intended **future articles** include:

- Michael Watson and another look at "Potential Breakthroughs in the Early Prediction of Chess Program playing strength".
- Steve Harding: "2900 Elo and the Year 2013!"
- Latest on the growth of HYDRA!

# 10TH. GEBRUIKERS

In our last issue I promised that I would include the terrific game played between **Rob van Son**'s **Mephisto Berlin Pro** and the **Tasc R30-1995** in this issue.

As readers play through this game it should also be remembered that, because of the Simultaneous (Wim Luberti v various Dedicated Computers) which we covered in issues 115 + 116, the Gebruikers computer games were played at G/20mins in order to get as many in as possible.

As a reminder, here were the final scores:

### 10th. Gebruikers - 2005

| Pos | Computer | Score/9 |
|---|---|---|
| 1 | Meph London 68030 | 7½ |
| 2 | Novag Star Diamond | 7 |
| 3 | Meph Berlin Pro | 6½ |
| 4 | Tasc R30-1995 | 5½ |
| 5 | Novag Sapphire I | 4½ |
| 6= | Meph Magellan Meph RISC 2 | 4 |
| 8= | Meph MM5 Meph Montreux | 2½ |
| 10 | Saitek Simultano | 1 |

### Mephisto Berlin Pro. - Tasc R30
Opening: Petroff Defence. C42

**1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♗d6 7.0-0 0-0 8.c4 c6 9.♘c3 ♘xc3 10.bxc3?!**

*So far both computers have played the top moves of a standard line of the Petroff, but here 10...♗g4 is often preferred*

**10...dxc4 11.♗xc4 ♗g4 12.♕d3 ♗h5**

*This and the slightly more popular 12...♘d7 13.♘g5 ♘f6 are indeed the usual moves, but neither has a particularly good record*

**13.♗g5 ♕a5**

*The first departure from theory! Usually 13...♕c7 is played, but after White grabs the e-file with 14.♖ae1! Black needs to put his ♘ on the unpromising d7 to connect rooks and challenge for the open file*
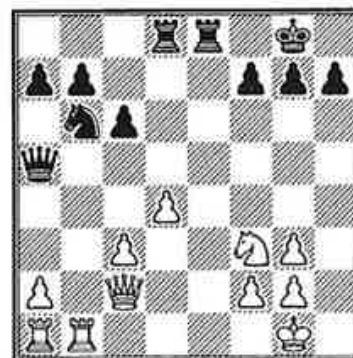
**14.♗h4 ♘d7 15.♗g3**



**15...♗g6**

*15...♗xg3?! 16.fxg3 ♖fe8 looks a better idea in that it doubles White's pawns and gets a rook onto the e-file. But as it has also half-opened the f-file in White's favour the game move is actually probably better!*

**16.♕d2 ♘b6 17.♗d3 ♗xg3 18.hxg3 ♗xd3 19.♕xd3 ♖fe8 20.♖fb1 ♖ad8 21.♕c2**



*So far the R30 has done nothing wrong at all. But here it was best I think to play ♖d7 or ♖e7, partly to protect his 2nd. rank pawns, and partly so that rooks can be*


Rob's Berlin Pro in play against the Tasc R30

doubled on the e-file. But the Tasc decides on...

### 21...♘d5?!
... and asks the question, 'Is the b7-pawn poisoned, or not?!'

### 22.♖xb7
The BPro says it can be taken!

### 22...♘xc3 23.♘e5!
And this is why! It is threatening ♘x♝c6 and would then fork ♕ and ♖, so Black has to find a solution!

### 23...♖e6?!
What were the alternatives?
[1] 23...c5 is clever! 24.♕f5!
(the fork 24.♘c6 is now met by 24...♕a6! 25.♕xc3 (not 25.♘xd8?? ♘e2+! and White must play 26.♕xe2 ♕xe2 losing ♕ for ♖, as moving the ♔ to f1 or h1 allows mate!) 25...♕xc6)
24...♖f8 25.♖xf7!? ♘e2+! 26.♔h2 ♘xd4=
[2] 23...♖xe5?! is not too bad, but after 24.dxe5 ♕xe5 25.♕b2! we find White has a useful initiative with moves such as ♔f1 and ♖b3! to follow
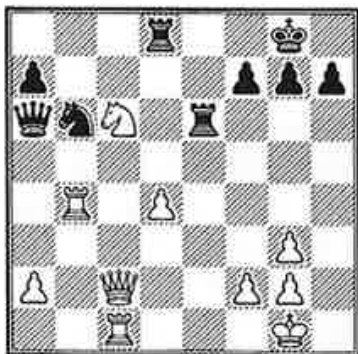
### 24.♖c1!
Well played Berlin Pro

### 24...♕a6!
Easily best.
[1] If 24...♘xa2? then 25.♖a1! wins
or [2] if 24...♘d5?? 25.♘xc6! forcing 25...♖xc6 26.♕xc6 and wins

### 25.♖b2 ♘a4 26.♖b4 ♘b6 27.♘xc6



Black seems to have escaped with only the loss of a pawn. But the Berlin Pro is on fire
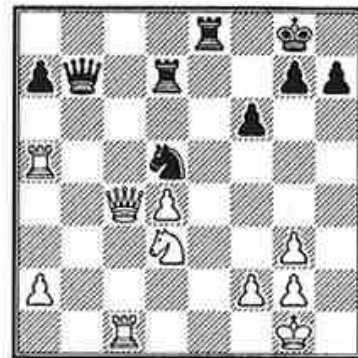


Rob receiving his (well, the Berlin Pro's!) prize

now, and plays quite beautifully

### 27...♖de8 28.♘e5! f6 29.♘d3 ♘d5 30.♖a4 ♕b7 31.♖a5!
Posing one problem after another

### 31...♖d6 32.♕c5 ♖d7 33.♕c4!



### 33...♖dd8?
33...♔h8 was vital, then I'd expect 34.♘c5 ♕c7 35.♖a6 ♖dd8 36.♖e6 still closing in on the win, but it isn't over yet

### 34.♘f4! ♖c8!
Neat idea! but BP has the perfect answer!

### 35.♖c5! ♖xc5 36.dxc5 ♖e5 37.c6
Black's queen must move and White will play ♘xd5. Now a knight and pawn ahead with the c6/pawn closing in on promotion the win is not far away and the Tasc resigned. A great game!! 1-0

I was pleased to learn from Rob that **Wim Luberti**, despite the hard time he had with the dedicated computers in the Simul., is planning to challenge them again later this year!

# Pocket FRITZ and Palm HIARCS
## take on GM Jan GUSTAFSSON (2616 Elo)

**2616** rated GM **Jan Gustaffson** recently took on the top 2 handheld chess programs in 4 game Matches. The games were played over the *ChessBase* 'Playchess' server using a time control of G/30 + 10secs per move.

Both **Fritz** (actually of course Pocket 'Fritz' is the **Shredder** program!) on a Pocket PC and **Hiarcs** on a Palm used the very latest 520MHz hardware available. In *SelSearch* we have suggested that these programs on 400MHz handheld units rate at 2550 and 2600 respectively, so this should be the perfect test as our GM is not that much higher rated than my proposed figures!

The games were played over 2 week-ends, with Palm Hiarcs playing the first 2 games - a slight disadvantage perhaps as it played a 'fit' Gustafsson, whilst Pocket Fritz got him later in the day!

### GM Jan Gustafsson [0] - Palm Hiarcs [0]

Game 1. ECO: E04

**1.♘f3 d5 2.d4 ♘f6 3.c4 e6 4.g3 dxc4 5.♗g2 ♘c6 6.♕a4** *Normal for Black is now either ♗b4+ or ♘d7, but PalmH's book has come to an end so it played the unusual but inter-esting...* **6...♕d5 7.♘c3 ♗b4 8.0-0 ♕a5 9.♕c2 0-0 10.♗d2 ♖d8 11.a3 ♗e7 12.e3 ♕h5 13.♕a4 e5 14.♕xc4 e4** *This is not too bad, though it pushes the pawn a little beyond friendly support. But possibly better was 14...♗g4 15.♘xe5 ♘xe5 16.dxe5 ♕xe5* **15.♘e1 ♗e6 16.♕a4 ♕h6 17.f4 ♗h3 18.♖f2 ♗xg2 19.♖xg2 ♕g6**



**20.♘c2** *20.g4!? looks good, and White is on at least level terms after 20...♗f8 21.♕b5* **20...a6 21.♕c4 ♖d7 22.b4 ♖ad8 23.♖c1 ♕g4 24.♘a1 ♘a7 25.♘b3 c6 26.♕e2 ♕h3 27.♘a5** *Again one could argue for 27.g4! then 27...♘b5 28.♖g3 ♘xc3 29.♗xc3 ♕h6 30.g5! ♕h5 31.♕xh5 ♘xh5 32.♖g2 and White's advanced kingside pawns give him an edge* **27...♘b5 28.♘c4 h6 29.♔h1 h5?! 30.♖a1 ♘xc3! 31.♗xc3 ♘d5 32.♗d2 ♖c7** *PalmH may still have a small advantage, but it starts to lose impetus around here, strug-gling to find a decent way forward. 32...♘f6 looks okay, but 33.♘e5! ♖d5 34.g4 hxg4 35.♖ag1 has probably equalised, and White now has the beginnings of a possibly dangerous kingside attack* **33.♖ag1** *33.g4! here (it gets played next move) would already signal the end of Black's progress* **33...♖cc8?! 34.♗e1 ♖e8 35.♗f2 ♘f6 36.♗e1**
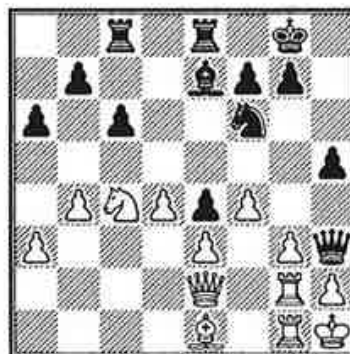


**36...♖cd8?!** *I'd have liked to see 36...♘g4! which puts White under some pressure. The game always looks like a draw from here on despite the fact that all the PC programs favour Black by around 0.50 for reasons which are not terribly obvious* **37.♗c3 ♘d5 38.♗b2 ♗d6 39.♗c1 ♗c7 40.♗d2 ♖e6 41.♘b2 ♖de8 42.♘d1 ♕g4 43.♕c4 ♗d6 44.♖f1 ♖g6 45.♘f2 ♕f3 46.♘d1 ♘b6 47.♕e2 ♕g4 48.♘b2 ♖d8 49.♖c1 ♗e7 50.♕xg4 hxg4 51.♘c4 ♘xc4 52.♖xc4 ♔h7 53.♗e1 ♖h6 54.♖gc2 ♔g6 55.a4 ♖h5 56.♖b2 ♔f6 57.♖c1 ♖dd5 58.♖cc2 ♔e6 59.♖b1 ♖h3 60.♗f2 ♖dh5 61.♗e1 g5**
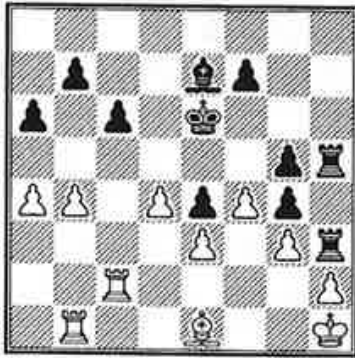
*A last try to open it up* **62.f5+ ♚xf5 63.b5!**
**cxb5 64.axb5 a5!** *A nice idea!* **65.b6!** *If*
*65.♗xa5? ♖xg3! 66.♖c7 ♖gh3 67.♖b2 ♗d6!*
*probably wins for Hiarcs* **65...a4 66.♚g1**
**♗d6 67.♖b5+ ♚e6 68.♖a5 a3 69.♖a7 f5**
**70.♖xb7 f4 71.d5+ ♚xd5 72.♖d7 a2**
**73.♖xa2 ♚c6 74.♖xd6+ ♚xd6 75.b7 ♖h8**
**76.♖a8 ♖xh2 77.b8♕+ ♖xb8 78.♖xb8 ♖e2**
**79.exf4 gxf4 80.gxf4 ♖xe1+ 81.♚f2 ♖h1**
**82.♖g8 ♖h3 ½-½**

## Palm Hiarcs [½] - GM Jan Gustafsson [½]

### Game 2. ECO: B13

**1.e4 c6 2.d4 d5 3.exd5 cxd5 4.♗d3 ♘c6**
**5.c3 ♘f6 6.♗g5** *Quite rare.* 6.♗f4! ♗g4
7.♕b3 *is the well–travelled path* **6...♘e4?!**
**7.♗f4 ♗f5 8.♘f3** *I think 8. ♘e2 is the theory*
*move here, but this isn't an oft–played line in*
*the Caro–Kann following White's 6th* **8...e6**
**9.♘e5 ♗e7 10.♘xc6 bxc6 11.0-0 0-0 12.♖e1**
**♗g5 13.♕c1 ♗xf4 14.♕xf4 ♕b8 15.♕xb8**
**♖fxb8 16.b3 a5 17.f3 ♘d6 18.♗xf5 ♘xf5**
**19.♘d2 ♚f8 20.f4 ♚e7 21.♚f2 h5 22.♖e5**
**♚d6 23.♖ae1 ♖c8 24.♘f3 c5 25.♘g5**



*Although the position is probably equal there*
*is sufficient imbalance for something to get*
*us a result* **25...♖a7** *If 25...cxd4 26.♘xf7+*
*♚d7 27.♘g5 ♘e3 (threatening the fork*
*♘g4+) 28.h3 and it's still equal but*

*uncertain!* **26.♘xe6 fxe6 27.♖xe6+ ♚c7**
**28.dxc5 ♚b8?** *This was already interesting,*
*with Hiarcs having 3 pawns for a knight, but*
*this is a mistake which PH takes quick*
*advantage of. 28...♘h6 29.h3 and now*
*29...♚b8 30.♖1e5 ♖xc5 31.♖e8+ ♚c8 was*
*correct* **29.♖1e5! ♖f7 30.♖xd5 g5 31.♖b6+**
**♚a7 32.♖b5 ♚a6 33.c6 ♘e7 34.♖xa5+**
*Hiarcs now has 5 pawns for the knight!*
**34...♚b6 35.♖xg5 ♖xf4+ 36.♚g3 ♖f1 37.c4**
*Why not just 37.♖xh5!?* **37...♘xc6**
**38.♖ab5+ ♚c7 39.♖g7+ ♚d6 40.♖g6+ ♚c7**
**41.♖xh5 ♖f7 42.♖c5 ♚b6 43.b4 ♖a7**
**44.♖b5+ ♚c7 45.♖g7+** *45.h4!?* **45...♚d6**
**46.♖xa7 ♘xa7 47.♖b6+ ♚e5 48.c5 ♘c6**
**49.a4 ♘d4 50.h4 ♖g8+ 51.♚h3 ♘e2 52.g4**
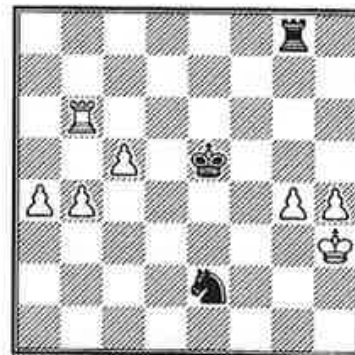


**52...♚e4?** *A mistake I think which he is*
*probably lucky to get away with. 52...♘f4+*
*seems correct, and after 53.♚g3 ♘e2+*
*54.♚g2 ♘c3 well, maybe Black can survive,*
*maybe not!* **53.g5?!** *53.b5! ♘f4+ 54.♚g3*
*♘e2+ 55.♚f2 ♘c3 56.♖a6 is more promis–*
*ing for White* **53...♚f3! 54.♖f6+ ♘f4+**
**55.♚h2** *An understandable choice by the*
*small memory slow processor no hashtable*
*Palm unit, but some of the fast PC versions*
*come up with 55.♖xf4+!? ♚xf4 56.b5 which*
*needs a lot of thinking about! Perhaps Black*
*would draw with best play, but I'm not sure*
*that I could tell you what very best play is*
*with any certainty! Maybe the next couple of*
*moves might be 56...♖a8! 57.c6 ♚f3*
**55...♖e8! 56.♖xf4+ ♚xf4** *And I believe it's*
*drawn at this point* **57.♚g2 ♖e2+ 58.♚f1**
**♚f3 59.b5 ♖h2 60.♚e1 ♚e3 61.♚f1 ♚f3**
**62.♚e1 ½-½**

So Palm Hiarcs and Gustafsson reach their
half-way point at 1-1. A bit of a disappoint-
ment for Mark and myself as, during the 2nd.
games we'd really thought we might be
heading for a win. Never mind, over to Fritz!

## GM Jan Gustafsson [0] - Pocket Fritz [0]

Game 1. ECO: A45. Trompovsky Attack

**1.d4 ♘f6 2.♗g5 ♘e4 3.♗f4 c5 4.f3 ♕a5+
5.c3 ♘f6 6.♘d2 cxd4 7.♘b3 ♕f5 8.♗xb8
♖xb8 9.♕xd4 b6 10.e4 ♕e6?!** *I'm not
personally too keen on this Shredder Book
move. 10...♕f4 11.♘h3 ♕h4+ is an alter-
native line* **11.0-0-0** *11.♘h3! ♕c6 12.♖d1
looks to give White an advantage in devel-
opment* **11...♗b7 12.♗c4 ♕d6?! 13.♕xd6
exd6 14.♘d4?!** *A mistake in my view which
loses most (all?) of Gustafsson's advantage
from the opening, as it allows PFritz a
freeing move. I'd say 14.♗d3 was better*
**14...d5! 15.exd5** *Black is a pawn down but
can create some pressure for his opponent*
**15...♖c8! 16.♗b3 ♗c5 17.♘h3 0-0 18.♖he1**



**18...♖fe8** *Note that 18...♘xd5? doesn't win a
pawn at all. After 19.♘f5! it's attacked twice
and can't receive further support. But if it
moves away with 19...♘f6, then 20.♘e7+
♗xe7 21.♖xe7 and you know what they say
about a ♖ on the 7th. Yes, White would be
winning!* **19.♘c2 ♖xe1 20.♖xe1 ♘xd5
21.♘g5 ♗e7 22.h4 ♗xg5+ 23.hxg5 ♔f8
24.♔d2 ♘f4 25.g3 ♘h5**



*At this point, and despite the equalising of
material at move 20 and Gustafsson's
doubled g-file pawns, the GM still has the*

*slightly better chances* **26.g4?!** *26.♖h1! was
best. Now Black needs to take the g-pawn
with 26...♘xg3 (26...♗xf3? 27.♖f1! and here
if PF moves the bishop 28.♖xf7+ should be
winning, so 27...♘xg3 28.♖xf3 ♘e4+
29.♔e2 ♘xg5 30.♖d3 and White has ♗ for
♙+♙+♙. But, as the 3 kingside pawns are all
still on their starting squares, White has the
winning chances) 27.♖xh7 and White may be
able to grind out a win, but it wont be so
easy* **26...♘f4 27.♘d4 ♘h3** *It would be
better if White could let the doubled g-pawn
go, but the f3 pawn is already under attack
from b7 so I expect he played his next reluc-
tantly, but knowing it was his best chance*
**28.f4!? ♘xf4 29.♖f1 ♘e6 30.♘xe6+ dxe6
31.♗xe6 ♖c7 32.♗b3 ♖d7+ 33.♔e3 ♗d5
34.♗xd5 ♖xd5**
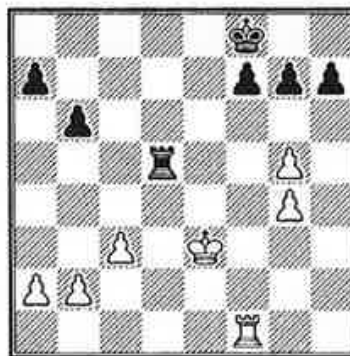


**35.♖f5?** *I am surprised at Gustafsson
wanting to exchange rooks – perhaps he felt
his opponent's was 'too active'?! 35.♔f4 was
best, Black will get a rook to the seventh with
35...♖d2 but, whilst 36.♖b1 means that the
GM is on the defensive, he should be able to
hold the position* **35...♖xf5 36.gxf5 ♔e7
37.c4?** *Another surprise to me, I think ♔
centralisation is the best aim here, so
37.♔e4 seems the best choice* **37...♔d6?!**
*Actually PF's best plan was to limit any
chance of White pushing with his queenside
pawn majority. So 37...a5! was better*
**38.♔d4 a5 39.b3 h5! 40.gxh6 gxh6 41.a3
h5**
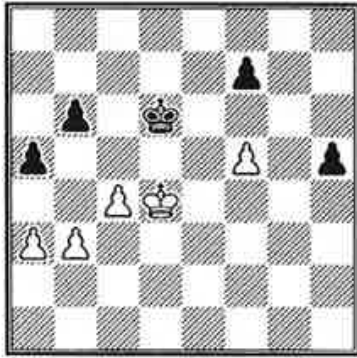
*Can White save this?* **42.b4** *42.♔e4 was the only possible alternative, and then 42...h4 43.♔f4 h3 44.♔g3 ♔e5 45.♔xh3 ♔xf5 46.b4 a4 47.♔g3 ♔e4, and it's over 0–1* **42...h4 43.♔e4 h3 44.♔f3 ♔e5! 45.♔g3 a4 46.♔xh3 ♔xf5 0–1**

## Pocket Fritz [1] – GM Jan Gustafsson [0]

Game 2. ECO: B12. Caro-Kann, Advance

**1.e4 c6 2.d4 d5 3.♘d2 a6?!** *Pretty much non–Book. Gustafsson hopes that White's 3.♘d2 will now give him congestion problems being out of Book so soon* **4.♗d3 g6 5.♘gf3 ♗g4 6.0-0 ♗g7 7.c3 ♘f6 8.h3 ♗xf3 9.♕xf3 0-0 10.e5!?** *Blocking the centre isn't supposed to be good for comput-ers, but Black's ♗/g7 is looking quite out of the game* **10...♘fd7 11.♕e2 e6 12.b4 b6** *An attempt to free the position with 12...f6!? was worth a try, though the GM might have already decided to play for a draw by trying to keep PF quiet* **13.♘f3 c5!?** *Aaah. I was wrong! Of course I could take my previous note out, but the truth is at that point, watching the game, I'd thought Gustafsson had already decided to try for a quiet draw* **14.♗g5 ♕c8 15.a4 ♘c6 16.♖ab1 c4?!**



*Now then, which of my 2 previous notes should I take out this time!* **17.♗c2 b5**

**18.♕d2 ♕c7 19.♗h6 ♖ae8 20.♖fe1 ♘b6 21.a5 ♘d7 22.♖e2 ♘e7 23.♖be1 ♔h8 24.♕g5 ♘g8 25.♗xg7+ ♔xg7 26.♕h4 ♕d8 27.♕f4 ♘e7 28.♘h4 ♘c6 29.♘f3?!** *Getting any of the rooks into the game with all pawns on the board (and most blocked) is a major problem for both sides. But with 29.♖e3 the computer could have tried to make his more useful* **29...♕e7 30.h4! h6 31.h5!** *Now this looks a bit more promising!* **31...g5 32.♕g3 ♘d8 33.♘h2 f5?** *To stop ♘g4, but it results in much worse. Perhaps he could have tried 33...♖g8 34.♘g4 ♖ef8 but with, say, 35.♖e3 you feel that White might still be slowly getting there* **34.exf6+ ♖xf6?!** *34...♘xf6 was surely best, then after 35.♗g6 ♘f7 Black is terribly cramped, but perhaps White can open him up with 36.♘g4!?* **35.♘g4! ♖f4 36.♘e3 ♘f6**
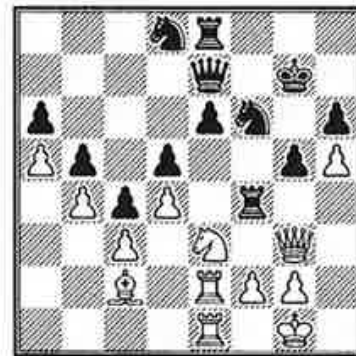


*One should always have a diagram before* **37.♕xf4!** *...a queen sac'!!* **37...gxf4 38.♘f5+** *Well, okay, it was temporary* **38...♔f8 39.♘xe7 ♔xe7 40.♗f5 ♔d6 41.♗g6 ♖e7 42.g3 fxg3 43.f4! ♖g7 44.♔g2 ♘d7 45.♖e3** *Gustafsson's position is no worse than it was a few moves ago, but he's got time troubles and, I think, just couldn't keep it going any longer. Computers don't get tired!* **1-0**

You wont need telling that Mark Uniacke and I were quite disappointed. Don't misunder-stand, we didn't begrudge PFritz its 2 wins, but we did feel Gustafsson didn't seem as sharp in these games, and we rued the fact we didn't get at least one win from 2 games where Hiarcs had worked hard to get decent positions.

So to the second week-end, Hiarcs to go first again.

## GM Jan Gustafsson [1] - Palm Hiarcs [1]

### Game 3. ECO: D45. Semi-Slav4

**1.d4 d5 2.c4 e6 3.♘f3 ♘f6 4.♘c3 c6 5.e3 ♘bd7 6.♕c2 ♗d6 7.b3** *7.♗e2 or ♗d3 are more usual. Gustafsson seems to like the fianchetto bishop, perhaps aware that Computer programs sometimes underesti‐ mate their strength* **7...0-0 8.♗b2 e5** *This is still in theory and has a good record – but for a computer I'm not so keen (yes, it's in MY book, I know!) as it gives White ways of unblocking the centre and increasing the otherwise limited scope of his fianchetto bishop. 8...♖e8 might be slightly better, or ♕e7* **9.♗e2** *PalmH is out of book now, but finds the best‐rated theory move okay* **9...exd4 10.♘xd4 dxc4 11.♗xc4 ♘e5 12.♗e2 ♖e8** *It was still theory to here, but at this point ♕e7 is usually played though (as in the note to move 8) there's probably nothing wrong with the PH move either* **13.h3 ♘g6 14.0-0-0 ♗d7** *Amazingly I found a 1997 game between the British GMs Turner v Wells, exactly the same to this point. But here Peter Wells played ♕e7 and lost in 62 moves* **15.♔b1 ♕a5!**
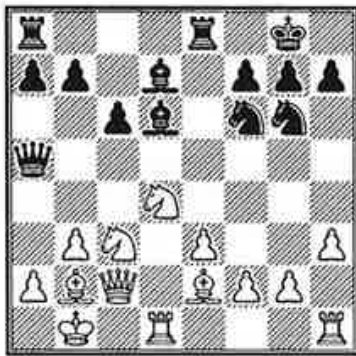
*A good reaction to the long‐castle!* **16.g4 ♖ad8 17.♖hg1 ♗h2 18.♖h1 ♗d6 19.♖hg1** *The GM shows he is ready for another draw with Hiarcs, but the program prefers its own piece placement and isn't interested* **19...♕c5 20.♖d2 a5?!** *The idea is absolutely right but White's defensive set‐up at this moment in time looks to be too secure for it to work. So the quieter 20...♗c7 might have been best* **21.♖gd1! ♗c8 22.♔a1?!** *The GM is very cautious! 22.♘f5! looks good and leads to exchanges which could give White an edge: 22...♗e7 23.♘xe7+ ♕xe7 24.♖xd8 ♖xd8 25.♖xd8+ ♕xd8 26.f4±* **22...♗f8 23.♖c1 ♗e7 24.♖cd1 ♗f8 25.♖c1 ♗e7**

**26.♕b1** *26.♖cd1 would have encouraged Hiarcs to go for a repetition, so it seems the GM now believed he had the better position* **26...♕b6 27.♖cd1 ♗b4 28.♗f3 ♘h4 29.♗h1**

**29...h5?!** *I am not sure why PH should want to open up the kingside pawns with his own king on g8* **30.a3?!** *And I'm equally unsure why Gustafsson chose to return the favour and loosen his queenside, especially as it also seems to lose a pawn by force. The immediate 30.gxh5 is best met by 30...♕c5 31.♘de2 ♗f5=. But 30.♘c2 ♗e7 31.♖xd8 ♖xd8, and now 32.gxh5. However 32...♖xd1 33.♕xd1 ♕d8 34.♕xd8+ ♗xd8 is also only equal, as Black will win either the h3 or h5 pawn. Still that's better than the opportunity the GM has just given Hiarcs* **30...♗xc3! 31.♗xc3 hxg4 32.hxg4 ♗xg4**

**33.f3?** *33.♘e2 had to be best. Now 33...♖xd2 34.♖xd2 ♖d8 35.♖xd8+ ♕xd8 36.♘g3 ♗e6 still favours 'a pawn up' Black of course, but White has reasonable drawing chances with the queens on* **33...♖xe3 34.♗b2** *When he played f3 the GM must have missed that after 34.fxg4 ♖xc3 would now be playable leaving Black 2 pawns ahead with others to follow* **34...♗c8 35.♖h2 ♘g6**
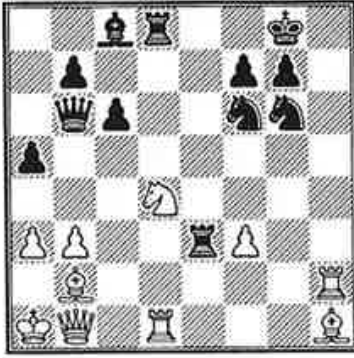
**36.f4?** *Just when White can't afford any more mistakes, he makes one. 36.♕c1 ♖de8 37.♖g2 ♘f4 38.♖g5 at least stops things going from bad to worse* **36...♗g4!** *Perhaps the GM had hoped for 36... ♘xf4!? when 37.♗f3! looks promising! However 37...c5! 38.♖dh1! ♘h3! keeps Black on top even in that variation* **37.♖d3?** *That does it, he now misses the pin. It was probably too late to even call 37.♖dd2 a last chance as, after 37...c5! 38.f5 cxd4 39.fxg6 fxg6, White needs PH to make a major mistake while the* ♕+♖+♖ *are still on the board* **37...♗f5! 38.♘xf5 ♖exd3 39.♗f3?** *White is crumbling. 39.♕c2 ♖xb3 40.♔a2 was best but still 0-1* **39...♖xf3 40.♕h1 ♕xb3 41.♘e7+ ♔f8 42.♘xg6+ fxg6 0-1**

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### Palm Hiarcs [2] - GM Jan Gustafsson [1]

Game 4. ECO: E32. Nimzo-Indian, Classical

**1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2 0-0 5.a3 ♗xc3+ 6.♕xc3 b6 7.♗g5 ♗b7 8.e3 d6 9.f3 ♘bd7 10.♘h3 c5 11.dxc5 bxc5 12.♗e2 a5 13.♖d1 ♕b6 14.0-0 ♗a6 15.♖d2 h6 16.♗h4 d5 17.♖fd1**



*Theory comes to an end − the combination of a decent−sized opening book and good chess knowledge has kept PalmH 'in theory' extremely well in this and, indeed, most of*

*the games. In Hansen−Engqvist, 1996, White had played 17.♗g3 and won. There is nothing wrong with the PH move here either, the game is very even and all−to−play−for* **17...♖fe8 18.♕c2 ♖a7 19.♗g3 ♖b7** *Gustafsson is after the backward b/♙ it seems* **20.♘f4 d4! 21.exd4** *After some thought. At first the computers think that the GM has made a mistake, and want to jump straight in with 21.b4. However when they see the implications of 21...e5! it soon quietens them down!]* **21...cxd4 22.♘d3** *Not 22.♖xd4? e5! of course* **22...♖c8!**
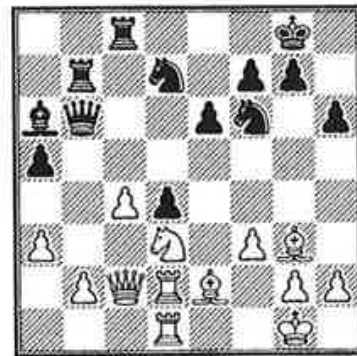


*The initiative for which the GM has fought has put him just on top, but Hiarcs finds a high quality reply* **23.c5! ♘xc5?!** *This seems the natural reply, but it runs into trouble. So what were the alternatives... [A] Best I think is 23...♗xd3 24.♕xd3 ♕xc5 25.♗f2 e5 26.f4=. Or maybe [B] 23...♕d8 24.♕a4 ♘d5! 25.c6 ♗b5 26.cxb7 (26.♕xd4?! ♖xc6 is level) 26...♗xa4 27.bxc8♕ ♕xc8 28.♖c1 ♕b7, and that is 2x♖+♗ v ♕♘+♙, so I'm not sure who's winning − White just perhaps, because of 29.♖c4* **24.b4!** *axb4* **25.axb4** *Note that the ♘/c5 is pinned due to ♕xc8* **25...♗xd3 26.♖xd3 ♕xb4!** *This appears to solve the main problem* **27.♖xd4 ♕b6 28.♖d6!**
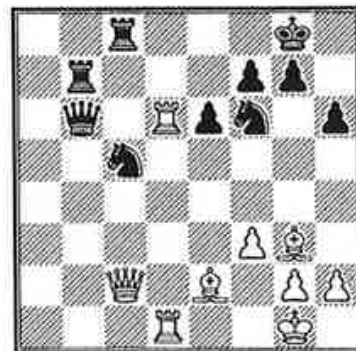
**28...♕a5?** *The tension of the last few moves finally tells! Gustafsson needed to find 28...♕c7! and now, though 29.♖xe6! is a beautiful move (revealing the threat of ♗xc7!) Black has a single saving reply which he must find: 29...♕a5! A great resource in an apparently lost position. Now 30.♖a6 ♕b4 31.♖c6! (the rook can't be taken because of ♖d8 mate) 31...♖e8, and I'm not totally sure that White can get the win, maybe, maybe not!* **29.♖a6 ♕b4** *29...♘xa6 wont do because of 30.♕xc8+ ♘e8 31.♕xb7 1-0. Maybe 29...♖b2 was best, but then 30.♕xb2 ♘xa6 31.♕b7 ♖d8 32.♖xd8+ ♕xd8 33.♕xa6 and PH, with ♗ for ♟, should finish the job easily enough in due course* **30.♖c6!** *and the GM resigned as the knight must fall. Again 30...♖xc6 can't be played because of ♖d8 mate next move* **1-0**

A great win for Palm Hiarcs in a very tense and exciting struggle. So PH wins its match by 3-1, which was very pleasing for Mark Uniacke and myself. The Gms can have the small consolation that whilst our programs don't get tired or nervous, their programmers definitely do!!

Back to Pocket Fritz/Shredder. There was never anything in their game 3 after a quiet opening and a double fianchetto from the GM!

## GM Jan Gustafsson [0]  - Pocket Fritz [2]

Game 3. ECO: A00

1.♘f3 ♘f6 2.c4 e6 3.g3 a6 4.♗g2 b5 5.b3 ♗b7 6.0-0 c5 7.♗b2 ♗e7 8.d3 ♕b6 9.♘bd2 0-0 10.♖b1 d6 11.e3 ♘bd7 12.♕e2 b4 13.e4 ♖ad8 14.♖bc1 ♘g4 15.d4 cxd4 16.♗xd4 ♕a5 17.♖c2 ♗f6 18.♖d1 ♕h5 19.♘f1 ♗e7 20.♘e1 ♕g6 21.♘d3 e5 22.♗b2 a5 23.f3 ♘h6 24.♘e3 f5 25.♘d5 ♗xd5 26.cxd5 fxe4 27.fxe4 ♘g4 28.♗f3 ♘gf6 29.♖f1 ♖de8 30.♖c6 ♘b8 31.♖c4 ♘bd7 32.♖c6 ♘b8 33.♖c4 ♘bd7 34.♖c6 ½-½

The final game is particularly interesting as you almost feel that **Jan Gustafsson** wants to challenge **Fritz** in another K+P endgame. No doubt he had checked their play in game 1 and knew he *'could have done better'*. In the old days we 'all' reckoned we could win

endgames against the computers, *'even a pawn down'*... but nowadays it's a much bigger challenge!

## Pocket Fritz [2½] - GM Jan Gustafsson [½]

Game 4. ECO: C65. Ruy Lopez, Berlin

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6** *The Berlin Defence, a recent favourite of Kramnik in World Championship matches* **4.♕e2?!** *4.0-0 is better known* **4...a6 5.♗xc6 dxc6 6.b3 ♘d7 7.0-0** *7.♗b2 ♗d6 8.d4 is usual, though a bit rare itself as the line from 6.b3 isn't that popular* **7...c5 8.a4 ♗d6 9.♘a3 ♘b8 10.♘c4 ♘c6 11.♗b2** *At last!* **11...♕e7 12.d3 0-0 13.♘fd2 ♗e6 14.f4 exf4 15.♕f2 f6 16.♘xd6 cxd6 17.♕xf4 b5 18.♕g3 ♘e5 19.c3 ♗d7 20.d4 ♘f7 21.axb5 axb5 22.♗a3 ♖fc8 23.♕e3 ♖ab8 24.b4 cxd4 25.cxd4 ♖c2 26.♖fc1 ♖bc8 27.♖xc2 ♖xc2 28.♕d3 ♖c8 29.♗b2 ♕e8 30.♖a7 ♖a8 31.♖c7 ♖b8**
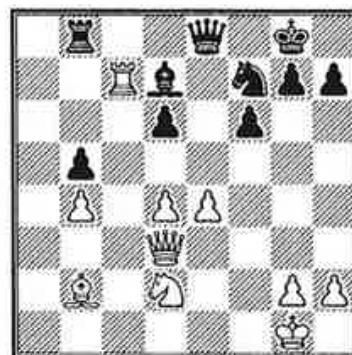


*Obviously there's little or nothing in it so far* **32.♕b3?!** *Maybe PF could have put some pressure on Gustafsson with 32.♕g3 which attacks g7, as does the ♗/b2 (with the ♕ on g3, the move d5 then threatens ♗xf6!* **32...♖c8! 33.♖a7 ♖a8 34.♖b7 ♖b8 35.♖xb8 ♕xb8 36.♕g3 ♕c7 37.♕b3 ♔f8 38.♘f3 ♕c6 39.♕d3 ♔g8 40.♗c3 ♕a8 41.e5 ♕d5 42.exf6 gxf6**

**43.♕e2?!** *The game seems to turn very slightly in Gustafsson's favour at this point, as his ♘ takes a more active role. For this reason I'd prefer 43.♘d2 ♘g5 44.h4 ♘e6 45.♘e4=* **43...♘g5! 44.♘d2** *The more active 44.♕e7 ♕e6 45.♕d8+ ♗e8 is better, and now 46.♘xg5 ♕e3+ 47.♔f1 fxg5 48.d5=* **44...♗c6!** *Now Black has an attack on the White g/△ – not so long ago it could have been the other way round!* **45.h4 ♘e6 46.♕f3?!** *Here 46.♘f1 ♘f4 47.♕g4+ ♔f7 48.♘e3 seems a little better, especially as it means Black MUST find the correct square for his queen and play 48...♕e4, and even now 49.♔f2 might well hold* **46...♕xf3! 47.♘xf3?!** *The alternative recapture is 47.gxf3!? and now I'd expect 47...♘f4 48.♔f2 ♘d5 49.♗b1 (forced as, if the bishop moves, the b/△ is lost) 49...♔g7 (not 49...♘xc3? 50.♗xc3 d5 – vital, otherwise White plays d5! – 51.♔e3 and here White is equal and may even be able to test the GM a little) 50.♗d2 and PFritz is hanging on, but may still lose* **47...♗xf3 48.gxf3**

**48...♘f4 49.♔f2?** *Apparently 49.♔f1 is better (say my PC programs!) but apart from the long-range change in the kng oppostion I've not managed to work out why, as the ♔'s options from f2 are greater: 49...♔f7 50.♗d2 ♘g6 51.h5, but I still believe Black can win with 51...♘e7 52.♔e2 ♔e6* **49...h5 50.♗e1??** *Here is the real blunder. It's probably going to be lost anyway, but there's a couple of better defence attempts: [A] 50.♔f1 is better than it first looks, 50...♔f7 51.♗d2 ♘g6 52.♗e1! ♔e6 53.♔e2 ♘f4+ 54.♔d2 ♔d5 55.♔c3 f5 56.♗f2 ♘h3 57.♗e1 ♘g1 58.f4 ♘e2+ and pawns must fall 0-1. [B] 50.♔e3 (probably best) 50...♘g2+ 51.♔e4 ♘xh4 52.d5 ♔g7 53.♔f4 ♘g2+ 54.♔f5 h4 55.♔g4! ♘e3+ 56.♔xh4 ♘xd5, and Black should win*

*though White's bishop v knight may help PF drag it out quite a bit yet. However as Black's ♔ starts to dominate after, say 57.♗e1 ♔f7 58.♔g4 ♔e6 he has a clear advantage. Finally [C] 50.♗d2 ♘g6 51.♔g3 ♔f7 52.d5 ♘e7 53.♗f4 ♔e8! (a clever manouvre as ♗xd6 is not possible due to the fork check ♘f5+) 54.♔f2 ♘d7 55.♔e2 ♘xd5 56.♗d2 ♔e6, and 0-1 should follow in due course. In game 2 it was Fritz which won a ♔+△ endgame. This time it has miscalculated the finish it seems and almost humanlike become fed up of the (very) annoying knight, so gone for a final piece exchange right into a lost endgame* **50...♘d3+! 51.♔e2 ♘xe1 52.♔xe1**
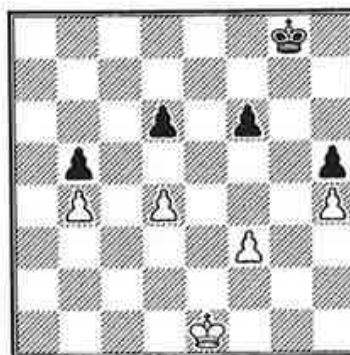
*Would you and I know this is lost for White from a glance at the diagram?* **52...♔f7 53.♔e2 ♔e6 54.♔d3** *54.♔e3 makes no difference except that Black must then find the ONLY correct reply: 54...♔f5! (54...♔d5?? 55.♔d3 draws) 55.f4 ♔g4 56.♔e4 ♔xh4 57.♔f5 ♔g3! 58.♔xf6 ♔xf4 0-1* **54...♔f5 55.♔e3 d5** *After 56.f4 ♔g4 57.f5 ♔g3 (gaining the opposition obtains the quickest mate!) 58.♔e2 ♔xh4 59.♔f3 ♔g5 60.♔g3 ♔xf5 etc* **0-1** Well done Jan!

Well, in the end the Hiarcs' fan clubs in Wilburton and Potters Bar had big smiles on their faces, and of course both handhelds did extremely well. If only someone would put one of these GM strengthvprograms into a dedicated board!! - we have asked!

# "Actually, Strength IS Everything"
## by Steve Harding

Some readers may remember my article **'Strength Isn't Everthing'** way back in *SelSearch* *103*. In it, we discussed how *new and improved program features* were actually more important to many of us than *pure playing strength*. We then had a vote on the features that we would most like to see in chess programs and dedicated machines in the future.

Well, this article puts the counter argument.

Two years on, rather than review the progress made to implement the new features we asked for, and which were listed in *SelSearch* (perhaps we'll do this in a later issue), let's take a look at our on-going fascination with program playing strength, particularly for the PC based programs.

We'll also look at the rate of progress made by some of the top PC programs over the last few years, try to predict how strong future releases might be, and have a guess at where some of these precious new ELO points might come from.

## Rating Lists

We all know that chess program playing strength can be numerically measured. Hoards of testers run their own tournaments, pitting one engine or machine off against the other to see which one is the strongest. Test results are accumulated and, from them, rating lists emerge - and we all love rating lists don't we ?

For instance, Eric has published his widely respected lists for as long as I can remember. Are there any of us readers who don't quickly flick to the back pages of *SelSearch* when the latest issue arrives, especially if we know there are new programs likely to be making their first appearance there!? And when we do, do our eyes not naturally stray up to the top of the page to see which program or machine currently holds the top slot. Is there anyone of us who is not quietly satisfied when the number one position is occupied by a program we own? On the flip side, do we not secretly feel that it must be time to upgrade when our own last purchase no longer troubles the programs in the top 10? No, our continued interest in the strength of play in our chess programs and dedicated boards is most definitely alive and well.

### High Expectations

Maybe we've just had it too good for too long, but nowadays, we all seem to take it for granted that a new version of a particular **PC program** will be a healthy 30 - 40 ELO points improvement over the previous year's version. Otherwise, we might ask, why would they even release a new version?

For **dedicated boards** too, we have all come to simply expect that new models will, amongst other improvements, offer more ELO points per pound spent. After all, why bring a new model out, if it shows no obvious improvement over the existing offering?

Well, time has passed and our expectations have now matured into demands.

Rightly or not, we no longer simply request, ask or quietly hope for better playing strength in our programs, we shout loudly for it, firm in a resolve that our cash will go nowhere unless we get what we want.

By the way, whilst we stand loftily on our high horses issuing these demands for better program strength, it seems that our own personal ELO rankings and rates of improvement are completely irrelevant. In fact, for some years we have silently buried the fact that we have to deliberately weaken the top programs to have any real chance against them!

Whilst clamouring for an extra 40 points from this years PC version, we now casually brush aside the notion that our own personal tally of ELO points has steadfastly refused to go up at all. Our own playing strength does not matter at all. Our demand for stronger and stronger PC programs and boards exists nonetheless.

For many of us, even the now 'obligatory' 40 extra ELO points are not enough to tip our demands into actual purchases. Confirmation that the new version is truly worth its salt (and our money) comes only when it makes its debut on the Rating List, solidly appearing amongst the top three *SelSearch* rating list - preferably of course at the very top.

It's quite simple. If the new version meets both our ELO points and Rating List criteria, we will buy it in numbers. If not, we probably won't.

Of course, the programmers, manufacturers and distributors know this too. They are just as intensely focused on program strength as we are - probably more so. For in the hard-fought commercial world they make their livelihoods in, they know that

'more ELO points = more sales = more income'.

## Engines And GUIs - [G]raphical [U]ser [I]nterface

What is more, our already avid fascination for program playing strength is set to become even more acute in the future.

Implementing concepts like Winboard and the UCI protocol, well established chess GUI programs now provide us with common playing environments and standard feature sets - just load up an engine (or engines) and play. In such standard game playing environments, engine strength is everything. For within a Chessbase, Arena or Shredder Classic GUI, where one chess engine actually 'appears' much like any other, only playing strength remains to help us distinguish one engine from another.

Alright. For those of you who have just exclaimed *'playing style is important tool!'*, you're right it is - but answer this. How many of those extra 40 ELO points would you be prepared to SACRIFICE in return for a more
pleasing playing style?

## Track Record

We keep talking about our 40 extra ELO points don't we ? It's as if we think we're entitled to them. Are we? And where did the figure '40' come from - why not be bold and say 60, or miserable and say or 10, instead?

To find out, let's use Eric's rating list (from *SelSearch*116) to measure the rate of progress

made by the top four programs over their last few major versions. Let's see whether our 40 ELO point expectations are indeed based on solid historical evidence or whether it's marketing spin, manufacturers'
claims or something entirely different that has instead seduced us.

Note:
- Elo=*SelSearch 116* rating for a P4/1000MHz
- iopv=Improvement Over Previous Version
- totimp=Total Improvement Over 4 versions
- avimp=Average Improvement Per Version

| Name | Elo | iopv | totimp | avimp |
|---|---|---|---|---|
| Shredder 8 | 2734 | 19 | 151 | **37.75** |
| Shredder 7.04 | 2715 | 71 | | |
| Shredder 6 | 2644 | 58 | | |
| Shredder 5 | 2586 | 3 | | |
| Shredder 4 | 2583 | | | |
| Junior 9 | 2695 | 0 | 132 | **33** |
| Junior 8 | 2695 | 62 | | |
| Junior 7 | 2633 | 18 | | |
| Junior 6 | 2615 | 52 | | |
| Junior 5 | 2563 | | | |
| Hiarcs 9 | 2681 | 40 | 123 | **41** |
| Hiarcs 8 | 2641 | 37 | | |
| Hiarcs 7 | 2604 | 46 | | |
| Hiarcs 6 | 2558 | | | |
| Fritz 8 | 2684 | -5 | 100 | **33.33** |
| Fritz 7 | 2689 | 50 | | |
| Fritz 6 | 2639 | 55 | | |
| Fritz 5 | 2584 | | | |

From Eric's Rating List, we can see that although an average, per-version increase of 40 points has not been fully achieved by all of the contenders, all are respectably close to it. In any case, the four top rated programs from *SelSearch*116 have set the standard - and our expectations simply follow this.

By the way, looking at the gaps between the most recent versions of each program, do we perhaps begin to discover hints of a possible slow down in future rates of overall improvement? Have the programs become so super-strong that finding further improvements in strength has become more and more difficult?

If so, then a 'slow down' does seem to be a

feasible possibility. After all, diminishing returns will set in one day and it does seem logical to think that improving say a 2800 rated program by 40 points would be more difficult a task than improving say a 2700 program by 40 points.

However, this might not necessarily be the case and my bet is that at least one program above will confirm the outstanding talents of its creator, come in with a further 40 points in a new version and totally refute this idea.

So what about the future? Well, just for fun, let's add the average ELO improvement for each program onto its latest version. We can then speculatively guess at what the playing strength of the next, as yet unreleased or still-to-be-rated version of each program will be, when playing on the same hardware. The figures are rounded down to the nearest whole.

| | |
|---|---|
| **Shredder 9** | **2771** |
| **Junior 10** | **2728** |
| **Hiarcs 10** | **2722** |
| **Fritz 9** | **2717** |

All this prediction is not very scientific and of course full of flaws, but interesting none the less. Shredder 9 was released in early February 2005 and by the time *SelSearch* 117 arrives we may well have a real rating to check our forecast with. Also, looking at the list above, Hiarcs 10 might be considered *'next in line'* for release. If this is the case, it shouldn't be too long either before we'll all be able to check whether Mark Uniacke has been able to sustain his rather respectable rate of progress.

### Hitting the ELO 'Wall'
Of course, if we had chosen four entirely different programs instead of the ones above, we may have noticed a different picture. Some programmers are able to deliver spectacular increases between versions. For example, Gandalf 5 to 6 shows a massive 109 points increase. Others appear to have hit an ELO *'wall'*, struggling even to find single figure ELO increases across several new versions.

### Searching For ELO Points
Anyway, whilst we have the luxury of shouting for and then simply awaiting 40 additional ELO points in the next version, it's the programmers and their teams that have the daunting job of finding them.

For fun, and to get an idea of the task they face, let's assume that one major version of each PC program gets released each year. If this is the case (it isn't always), and our 40 ELO point expectations are to be met, then the programming teams must find approximately one extra ELO point every nine calendar <u>days</u> to keep us happy. Quite frightening isn't it!

So where might the programming teams find these all-elusive, gold dust-like ELO points in the future? Well, only they really know and they would probably not tell us even if we asked - commercial secrets and all that. However, here are some possible, largely non-technical ideas and suggestions - for which I await to be shot down in flames!

• More collaboration and sharing of ideas between teams might yield more points, without necessarily compromising commercial concerns.
• The amateur chess programming community could be surveyed for their best ideas and resulting strength increases too. I'm sure some good people would be pleased to help out.
• Better tools could be developed to automatically test the most recent program changes. The quicker an idea or program modification can be accurately tested to see if it is viable the better. Again, the chess programming community might be able to help out here, either developing the new tools or using them to perform the tests themselves.
• Further implement access to larger endgame tablebases. Increase endgame knowledge and knowledge of the commonest types of endings E.g. Rook and Pawn endings.
• The further development of more intelligent opening books and opening modules. I have long thought this to be an area ripe for improvement and where some scope seems to exist for new kinds of development tools. Of course, all the top programs have large, highly specialised opening books, painstakingly put together by opening book experts and reflecting not just up to the minute theory, but also with specific lines tuned to the host program's specific playing style. However, in addition to the many lines of pre-programmed opening moves, how about additional programming such that at any point during the opening sequence the program understands the actual ideas behind the openings themselves (like a human master does). Then when an opening book line ends, the program naturally understands the concepts and themes in the position and how to continue rather than playing on *'on its own'*.
• Perhaps tools could also be developed to automatically test all opening lines against competing

products and with the host program to ensure no pre-programmed lines come to an end in a worse or losing position. Books could also 'self-tune' or adjust their move weightings depending on who was playing, such that a specific opening repertoire would be created when playing a specific opponent - human or otherwise. This would simulate to some extent what human players do when preparing to meet certain other human opponents.

• Opening software might be further developed such that so called 'anti-computer' openings are more fully pre-programmed to counter the humans that specifically play these more obscure lines against computers.

• Try running specific program routines in 'slow motion'. Though not a chess programmer I have had good results in spotting weaknesses in programs I have written when things are slowed right down. Each step in the program becomes visible and mistakes or opportunities for improvements can just jump right out.

• Encourage customers to try to find specific configurations or weightings to assign in the chess engine's parameter file that result in an overall improvement in strength at say specific playing levels. Reward those who come up with the best improvements simply by tweaking these settings. After all, that's ELO points for nothing - they were there all along.

• More actively seek feedback on positions that the engine did not handle well. If confirmed, add these positions to test suites and improve the engine accordingly. To help with this, construct software which is better able to explain 'why' a particular move was chosen by the program. Exactly what evaluation criteria was applied and how. If the move made turned out to be a bad move, exactly which weighting factors amongst the many were primarily responsible.

• It sounds odd but perhaps think about sharing some more of the programming work itself. Nowadays with standard GUI's, special opening book help, specialised endgame tablebases, most of the engine programming effort can be focused on delivering better strength. But could even some of this 'core' work be shared?

• Thousands of high quality master games have been analysed and annotated. Check the engines' decisions for the moves marked ?, ?!, !? and ??. Does your own engine play the same move. If so, why?

• During initialisation or when the engine is loading, check the characteristics of the computer it is running on. Run some kind of test suite on this specific hardware and as a result, tune the engine to make full use of available machine resources.

## Keep 'Em Coming

Never mind my ramblings, it's the programmers themselves who hide the largest stock of strength-improving ideas under their keyboards, just waiting to be tried. Continued commercial pressures will necessitate that these ideas are tried and as a result, some will yield more ELO. But 40 points worth? Well, roll on Hiarcs 10 and Eric's *SelSearch* rating for Shredder 9 and we'll soon see.

## Money No Object ?

Of course, if you simply can't wait and need the full 40 extra ELO points - right here, right now - and money is no object, you have always got the option of buying a newer, faster PC to run your existing versions on. After all, a doubling in processor speed is still reckoned to be worth about 40 points. If you double the memory too, you should even be able to squeeze a further 3 or 4 ELO points out of the programs you already own.

The rest of us can rest easy enough though. Our trusted rating lists have shown that with each new version, the top programmers are still finding around as many extra ELO points as would be gained by a doubling of hardware speed.

If you want to win both ways, then double your hardware speed, with double the memory AND buy the very latest software version. Then sit back and enjoy a mouth-wateringly pleasant 83 ELO points potential hike. Lovely!

## Sure Thing

One thing's for sure. No matter where the programmers find their extra points from and no matter what new speedier hardware platforms come along in the meantime, our collective purchasing decisions will continue to adhere to the magic formula :

**'+40 ELO Points' + 'Top 3 Rating List Position' = 'Buy it'.**

For customers, distributors and programmers alike, it seems that strength really is everything.

## Steve Harding

Your feedback and comments on this article are welcome. Feel free to email your contribution to

■ stevecharding@hotmail.com

# Novag STAR DIAMOND v Kasparov RISC 2500

It is good to be as "well off" as we are at present for **dedicated computer** news and games. As shown near the end of the **News** section of our last, and the current, issue we have quite a few matches in hand which will each be covered in turn over forthcoming issues of the magazine.

**Jim Crompton**'s one-sided 4-0 match between STAR DIAMOND (2200) and the Fidelity MACH4 (2079) was covered in our last issue, and this time we have his match between the STAR DIAMOND and the RISC 2500 (2201) - a much closer affair, as you'd expect.

Jim has also sent me the games from two more 4 game Matches between the STAR DIAMOND and the BERLIN PRO (2251) and then the ATLANTA (2226).

I also have the games from 2 Matches run by **John Bennett**, and I am conscious that these are still in my pending tray although they are equally appetising: a 6 game Match between the STAR DIAMOND v TRAVEL CHAMPION 2100 (1997), and then a 10 gamer between STAR DIAMOND v Mephisto MONTREUX (2222)! Sorry, John, that I've not got to those yet... but I will!!

So, for this issue it's **Novag Star Diamond** (2200 Elo) v **Kasparov RISC 2500** (2201). The ratings could hardly be closer! The time control is G/60mins and here's game 1.

### Star Diamond (0) - RISC 2500 (0)
Game 1. C42: Petroff Defence

**1.e4 e5 2.♘f3 ♘f6 3.♘xe5 3...d6 4.♘f3 ♘xe4 5.♕e2**
*5.d4 d5 6.♗d3 is seen much more often*
**5...♕e7 6.d3 ♘f6 7.♗g5 ♘bd7 8.♘c3 ♕xe2+ 9.♗xe2 ♗e7 10.0-0?!**
*10.0-0-0 is usual, then perhaps 10...♘b6 11.♖he1 is a reasonable continuation*
**10...0-0 11.♖fe1 ♘c5**
*New. 11...h6 12.♗f1! hxg5?! 13.♖xe7 looks good for White, but there may be an improvement instead of 12...hxg5?! I think*
**12.♘d4 ♘e6 13.♗e3 ♘xd4 14.♗xd4 ♗e6 15.♗f3 c5 16.♗xf6?!**
*Keeping the bishop pair with 16.♗e3*

*seems better to me*
**16...♗xf6 17.♖ab1 ♖ab8 18.♘d5 ♗e5 19.♖e2 ♖fe8 20.♖be1 ♖bc8 21.c3 b6 22.h3 ♖cd8 23.♗e4**



**23...f5?!**
*This works out okay for a while, but I reckon 23...g5!? would have been a better way to start expanding on the kingside, aiming for a later f5 to threaten the bishop*
**24.♗f3 ♗f7 25.♘e3**
*25.d4!*
**25...f4 26.♘d5 g5 27.♔h1 ♗g6 28.♘c7 ♖e7 29.♗d5+ ♗f7 30.♗xf7+ ♔xf7 31.♘d5 ♖ee8 32.h4!**



*Dare I say that's a suprisingly clever little idea by the Novag*
**32...gxh4?**
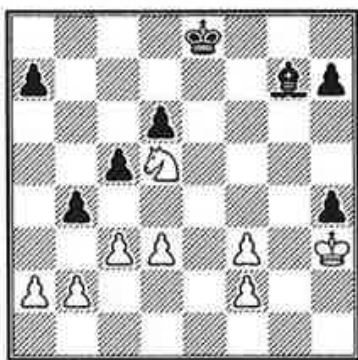*The wrong response! The quiet 32...h6 holds the game totally level*
**33.♖e4! f3!**
*Easily the best, almost only move!*
*33...h5?! 34.f3 ♖f8 (I think that's best even though it looks a bit odd) 35.d4! ♗h8 36.♖xf4+ ♔g6 37.♖e6+ ♔g5 38.♖fe4 (threatening f4+) 38...♗f6 39.♔h2! cxd4 40.cxd4 a6 41.♔h3! winning*
**34.gxf3 ♗g7 35.♖e7+ ♔f8!**
*35...♖xe7? loses a pawn to 36.♖xe7+ ♔g6 37.♖xa7*
**36.♔g2 b5 37.♔h3 b4 38.♖xe8+ ♖xe8**
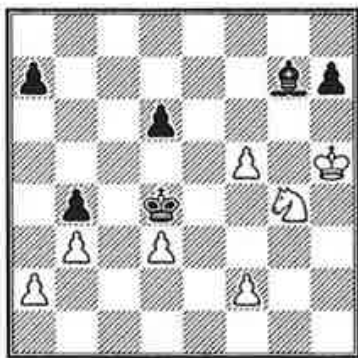
**39.♖xe8+ ♔xe8**



*The rook exchanges change the whole game and necessitate a diagram*
**40.♔xh4 ♔d7 41.cxb4 ♔c6 42.♘e3 cxb4 43.b3 ♔c5 44.f4 ♗f6+ 45.♔h5!**
*A fine decision, the win is beginning to look possible*
**45...♔d4 46.♘g4 ♗g7 47.f5!**



**47...♔d5?**
*The RISC has lost its nerve! 47...♔xd3 had to be tried, and the game might then go 48.f6! ♗f8 49.f7 d5 50.♘f6 d4 51.♘xh7 ♗e7 52.f8♕ ♗xf8 53.♘xf8 ♔c2 54.♘e6 d3 55.♘d4+ ♔b2 56.♘f3 ♔xa2 57.♘d2 ♔b2 58.f4 ♔c2 59.♘e4 a5 60.f5 a4 61.f6 axb3 62.f7 b2 63.f8♕ b1♕ draw – there, 2 games for the price of one!*
**48.f6?!**
*48.f4! was better, but White is still winning*
**48...♗f8 49.f4 ♔e6 50.♔g5! ♔f7 51.♔f5 h6 52.♘f2! a6 53.d4 a5 54.d5 h5 55.♘e4 h4 56.♘g5+ ♔g8 57.♔g6! ♔h8 58.f5 1-0**

Here is game 2...

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### RISC 2500 (0) - Star Diamond (1)

Game 2. D20: Queens Gambit Accepted

**1.d4 d5 2.c4 dxc4 3.e4 3...e5 4.♘f3 exd4 5.♗xc4 ♗b4+ 6.♘bd2 ♘c6 7.0-0 ♘f6 8.e5 ♘d5 9.♘b3 ♘b6 10.♗b5 ♕d5 11.♘bxd4**

**♗d7 12.♗xc6?!**
*12.♘xc6 ♕xb5 13.♘fd4 is usual*
**12...♗xc6?!**
*The teaching 'deduct 0.20 for doubled pawns' stops the Novag playing 12...bxc6 13.a3 ♗e7 which would have been better for him*
**13.♗d2 ♗a4?!**
*Looks clever, but 13...♗xd2 14.♕xd2 ♗d7 was better*
**14.b3! ♗c5 15.♗e3**
*15.♘f5! ♗b5 16.♘xg7+ ♔f8 17.♘h5 ♗xf1 18.♗h6+ ♔e7 19.♕xf1 and White is well on the way to the win already!*
**15...♗d7 16.♕c2 ♗xd4**



**17.♗xd4?**
*The standard of play in this game is already clearly inferior to that in game 1. Strange isn't it?! Here 17.♘xd4 was correct, threatening ♕xc7. Black can defend with ♖c8, or play 0-0 18.♕xc7 ♖fe8!*
**17...0-0-0?**
*Yet another poor move! 17...♗g4! equalises. If 18.♕xc7 ♗xf3 19.♗xb6 axb6 20.gxf3 ♕xf3=*
**18.♖ac1! ♗c6 19.♖fd1 ♕e4 20.♕xe4 ♗xe4 21.♘g5 ♗d5 22.f3 ♖d7 23.♖d3**
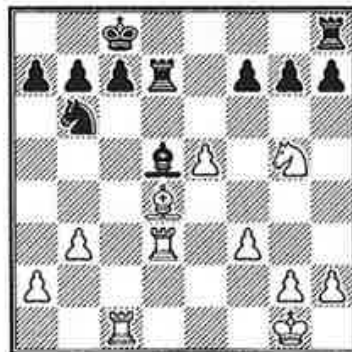


**23...♖hd8?**
*I don't get it, what is going on? There's clearly a good (simple) move here in 23...h6! which thoroughly discomforts the White knight which must go 24.♘h3, and now 24...♖hd8 is good, at least equal. But ♖hd8*

*played first gives White a nice chance...*
**24.♗xb6! axb6 25.♘xh7**
*Of course, a pawn up*
**25...c5 26.♖cd1?**
*Wrong again, but this time he gets away with it. 26.♘g5 maintains White's advan‐ tage 26...c4?*
*If 26...♗xb3! then 27.♖xd7 ♗xd1! 28.♖xd8+ ♔xd8 and a small advantage to Black*
**27.bxc4 ♗xc4 28.♖xd7 ♖xd7 29.♖c1 ♖d4 30.♘g5 ♔d7 31.♖a1 ♗d5**



**32.a3 f6?**
*Just when the Novag was nearly back in the game it throws another wobbly! 32...b5! 33.g3 ♖a4 leaves White still a pawn up but under some pressure on the queenside*
**33.exf6 gxf6 34.♘h3 ♔d6 35.♘f2 f5 36.♖d1 ♖a4 37.♖d3 ♔c5 38.♘d1**
*38.g4! was even better, but the move played is okay*
**38...♖h4?! 39.♘e3! ♗e6 40.g3 ♖h8 41.♔g2 b5 42.♘c2 ♖e8 43.♖c3+ ♗c4 44.h4!**



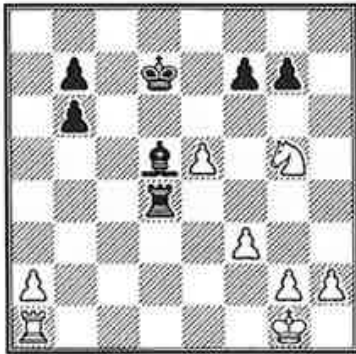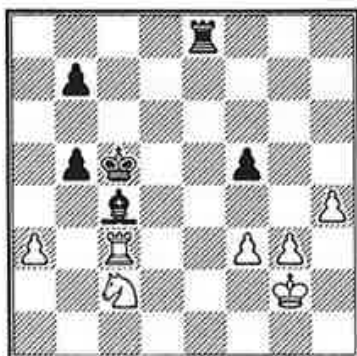*A few moves ago the queenside doubled pawns didn't seem to be hurting Black too much, but now the 3-1 kingside advantage for White begins to look too much. Black has a decent move, but can he find it?*
**44...♖h8?!**
*44...f4 was best. If White pushes 45.g4 his king can't get moving so easily. So he'd probably go with 45.gxf4 and now 45...♖g8+ 46.♔h3 ♖f8 and Black is making a nuisance*

*of himself. But now the game cannot be saved at all*
**45.♔h3! b6 46.g4 fxg4+ 47.fxg4 ♔d5 48.♖f3 ♔e4 49.♔g3 ♖d8 50.h5 ♖d6 51.♖e3+ ♔d5 52.g5! ♖d7 53.♔g4 ♖h7 54.g6 ♖g7 55.♔g5 ♖g8 56.h6 1-0**

I've looked in all my files for a reproducable photo of the RISC 2500, but can't find one anywhere. If anyone out there has a jpg tif or bmp RISC photo I'd be very grateful if you could e-mail it to me!

Game 3 was a draw, so would game 4 produce a decisive result? As there's only 1 Elo between them I guess a draw would be the most likely...

### RISC 2500 (1½) - Star Diamond (1½)
Game 3. D15: Slav Defence, Gambit lines

**1.♘f3 ♘f6 2.d4 d5 3.c4 c6 4.♘c3 dxc4 5.a4 ♗f5 6.e3 e6 7.♗xc4 ♗b4 8.0-0 ♘bd7 9.h3?!**
*This doesn't have the best of records in fact. Better is considered to be 9.♕e2 ♗g6 10.e4 0-0 11.♗d3]*
**9...h6 10.♕e2 ♗h7**
*The bishop usually goes to g6, but this is okay and we're now out of the Books*
**11.e4 ♗xc3 12.bxc3 ♘xe4 13.♗a3 ♘b6 14.♖fc1?!**
*It was probably better ot preserve the bishop with 14.♗b3*
**14...♘xc4 15.♕xc4 ♕c7 16.♘e5 0-0-0! 17.f3?!**
*White's gambit of a pawn hasn't brought him anything so far, and any initiative he had is disappearing fast. Here he has even invited Black to be a bit disruptive, and it would probably have been better to try something like 17.♖a2 to quietly increase the scope of both his rooks*
**17...♘d6 18.♗xd6 ♖xd6 19.♖e1 ♖hd8 20.♖ac1?!**
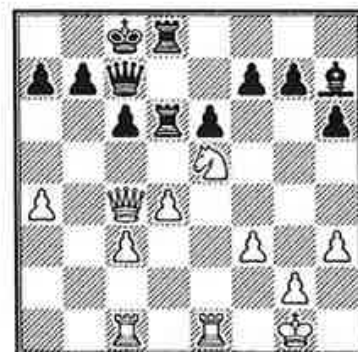
*This seems a bit pointless as well and the Novag now has chances to win the match with sensible play*

**20...f6! 21.♘g4 ♛a5 22.♛b3 ♛g5!? 23.♖a1 h5 24.♘e3 ♝d3 25.♖ad1 ♛g3!? 26.♘c4?!**

*I think it would be better to drive the queen away with 26.♘f1 and after 26...♛g6 27.♖d2 though the advantage is still with the Novag*

**26...♝xc4 27.♛xc4 e5! 28.♖e4 ♖d5 29.♖b1 g6 30.♛b4**
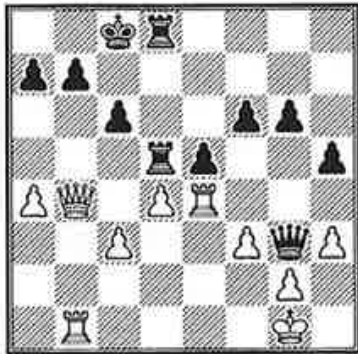


*A critical moment for the StarD*

**30...b6?**

*30...♖5d7 had to be played, and if 31.♛c5 exd4 32.cxd4 f5∓*

**31.♛e7!**

*The RISC takes its chance to get back in the game − by getting to e7 the queen probably even equalises the position!*

**31...exd4 32.♛xa7 ♛c7 33.♛xb6?**

*After getting back to a fairly equal position, this time it is the RISC which makes a mistake. Here are the alternatives:*

*33.♛a8+ and now 33...♚d7! 34.♛a6 dxc3 leaves Black still with some advantage being 2 pawns up, though the doubled one on c3 may not last for long*

*So how about 33.♛a6+! That's the move to keep it equal! Now 33...♛b7 34.♛d3! dxc3 35.♛xc3=*

**33...♛xb6 34.♖xb6 d3?!**

*34...♚c7 35.♖b3 d3! was certainly better, and Black would still have good winning chances. Now it isn't quite so certain that the game wont be a draw after all!*

**35.♖e7!**

*Best, getting a big piece back on the 7th!*

**35...♖8d6! 36.♖a6! ♚d8 37.♖g7?!**

*A small inaccuracy. 37.♖h7 gives him more space on the 7th and 8th to stay away from the king, so 37...♚e8 38.♖a8+ ♚d8 39.♖aa7 and White still has the embers of an attack*

**37...♚e8! 38.♖a8+ ♖d8**
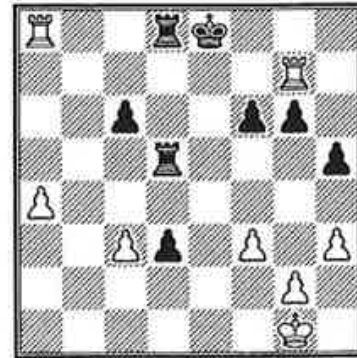


**39.♖g8+??**

*It deserves even more ?? than that, it's nothing other than a blunder, quite a suprise from the usually tactically strong RISC!*

*In this topsy−turvy but very entertaining game, the simple 39.♖aa7 holds the draw, in fact after 39...♚f8 40.♖af7+ ♚e8 41.♖e7+ ♚f8 they could already agree to a share of the points*

**39...♚f7**

*Now it really doesn't matter what captures the rooks make, the d3/pawn finally wins the game!*

**40.♖gxd8 d2! 41.♚f2**

*There is really nothing else, and no way to save the game. If 41.♖f8+ ♚e6 42.♖fe8+ and the king hides safely with 42...♚f5 0-1*

**41...d1♛ 42.♖a7+ ♚e6 43.♖e8+ ♚f5 44.♖e2 ♛b3 45.g4+ ♚g5 46.♖g7 hxg4 47.hxg4 ♛xa4 48.♖ge7 ♖d3 49.♖7e4 ♛b3 50.♖2e3 ♛xc3 51.♖xd3 ♛xd3 52.♖e3 ♛d4 53.♚e2 ♛b2+ 54.♚f1 ♚f4!**

*Nicely timed*

**55.♖e2 ♛c3 56.♖f2 ♚g3 57.♖g2+ ♚xf3 58.♖f2+ ♚xg4 0-1**

## RISC 2500 (1½) - Star Diamond (2½)

So the **Star Diamond** claims another scalp in the **Jim Crompton** household - and a very good win indeed. As I haven't got a photo of the RISC machine, we'll have to make do with one of the Star Diamond on its own!

# FRANK HOLT v PALM HIARCS

We have the **Palm HIARCS** and **Pocket FRITZ** mini-matches against GM **Gustafsson** elsewhere in the magazine. But just to show these little perishers can be beaten, here's our regular contributor Frank Holt in play against Palm HIARCS.

Frank's Palm unit is the little Zire21 126MHz machine (they used a 400+MHz Palm against Gustafsson!), and the time control was Blitz, G/10mins. Notes by Frank except where preceded by *Eric:*

### Holt, F (2500) - PalmHiarcs 9.41/126MHZ (2500)

C49. Four Knights. Blitz: G/10' Clanfield

**1.e4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.♗b5 ♗b4 5.d3 d6 6.♗d2**
*Usual theory is 0-0, but I chose to defend the c3/♘, a fairly rare choice which puts PH out of book*
**6...♗d7**
*6...0-0 7.0-0 ♗g4 has been played*
**7.0-0 0-0 8.♕e2 ♕e7 9.♗xc6 ♗xc6 10.♘d5 ♗xd5 11.♗xb4 ♗c6 12.♗d2 ♗d7 13.h3 ♘h5 14.♖ae1 ♕f6 15.c3 ♘f4 16.♗xf4 ♕xf4 17.d4 ♖ae8 18.dxe5 dxe5 19.♖d1!**
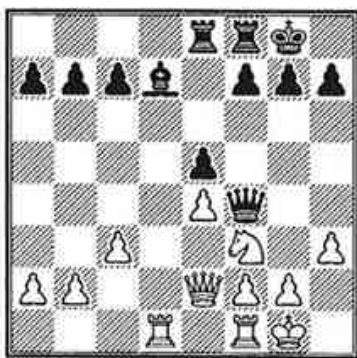


*This is an important move for me, as it plays a leading part in my plan to secure a hold on his 7th rank*
**19...♗c6 20.♖fe1 f5 21.b3**
*Eric: Frank is unimpressed by PH's bold f5. The Palm program no doubt showed itself the best part of a pawn ahead here*
**21...♗xe4?!**
*Eric: The ?! is because my version of the latest Hiarcs on PC would clearly prefer fxe4 to the move played*

**22.♕c4+ ♔h8 23.♖e3 c6 24.♖d7!**
*My plan starts to take effect as I hit the 7th. rank*
**24...b6 25.♖xa7 ♖d8 26.♕e2 c5 27.♖e7 ♖d5**
*Eric: if 27...♗xf3 28.♕xf3 is best, and after 28...♕xf3 29.gxf3 PH can get a rook to the 7th. But Frank was there first and wins a pawn with 29...♖d2 30.♖3xe5 ♖xa2 31.♖b7 and if 31...♖a6 32.♖xf5*
**28.a4**



**28...c4?**
*28...♖fd8! would have kept Hiarcs close to equal in spite of everything*
**29.bxc4!**
*I'm a pawn up!*
**29...♖c5 30.♖e6 ♖a5 31.♕f1**
*Eric: 31.♕d1 was also good*
**31...♗xf3**
*This is Hiarcs' only real chance, I can't find anything better offer any possibilities*
**32.♖xf3 ♕g5 33.♕b1! f4!? 34.♕b4 ♖fa8?!**
*Eric: I think ♔g8! or ♕f5!? would have left PH with a bit more freedom*
**35.♕xb6 ♖xa4**



**36.♕c5**
*Or 36.♕b5!?*
**36...♔g8?!**
*If the somewhat better 36...♖a1+ 37.♔h2 ♖e1 38.♕c6 pretty much forces 38...♖g8 and now 39.♖e8 is clearly strong*

**37.♖xe5**

*This is more like it, I'm definitely winning and even the Palm unit shows me at +2.41!*

**37...♕f6 38.g3 ♕d8**

*I was expecting 38...fxg3 but the little hand-held must have realised that 39.♖xf6 gxf6 40.♖e7 ♖a1+ 41.♔g2 is safe for me and, with queen and pawn for rook, I must soon win*

**39.♕d5+!**

*That's got to be good! The exchange of queens is unavoidable and must make my task easier*

**39...♕xd5**

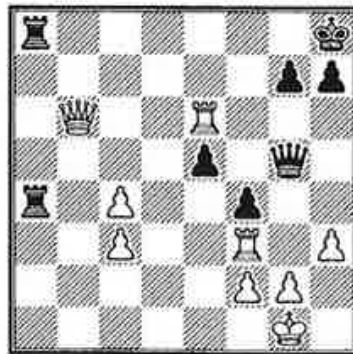*The only other try results in queens coming off anyway: 39...♔h8 40.♕xd8+ ♖xd8 41.♖xf4 ♔g8 42.♖e7! and I've got to win*

**40.cxd5 ♖c8**
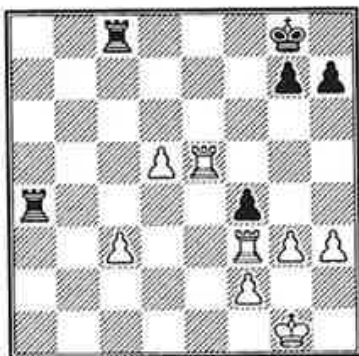


**41.gxf4!**

*I just felt this was right. Although it opens up my king I have control of that side of the board anyway*

**41...♖a1+ 42.♔g2 ♖c1 43.♖g3 ♖8xc3?**

*I felt this just lost the whole game, as I can force an exchange of rooks and then have complete control of the board. But what alternative was there? Well, if 43...♔f8 44.d6 ♖d1 45.♖e7 ♖xd6 46.♖exg7 ♖xc3 47.♖xh7 and I am 3 pawns ahead but, with 2 rooks each side and it is Blitz chess, the computer can hope I make a mistake... always possible!; 43...g6 was the other try to keep rooks on, and now if 44.♖e7! ♖d1! is a nuisance, but after 45.♖d7 ♖f8 46.c4! wins me the game*

**44.♖e7! ♖xg3+ 45.fxg3 ♖d1 46.♖d7 h5 47.f5 ♖d3!**

*PH resists as best it can — this is to stop my king moving up the board so quickly!*
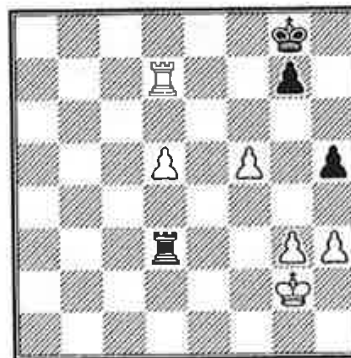


**48.d6 ♔f8 49.g4! h4 50.g5 g6?**

*Not best, ♔e8 was probably a better move Eric: 50...♖g3+!? looks best of all. If 50...♔e8 51.♖xg7 ♖xd6 and the king is free to go 52.♔f3!*

**51.fxg6 ♔g8 52.♔f2 ♖d5 53.♔e3 ♖xg5 54.♖e7 ♖xg6**

*Another pawn gone! It did cross my mind here, surely H9.41 is not going to retrieve this position?!*

**55.d7 ♖d6**

*Far too late, my mate is now on the cards*

**56.♖e8+ ♔g7 57.d8♕ ♖xd8**

*This is what I like about computers, they still play on and let you finish with a touch of pomp and circumstance!*

**58.♖xd8 ♔f6 59.♖d5 ♔e6 60.♖h5 ♔d6 61.♖xh4 ♔c5 62.♖d4 ♔c6**
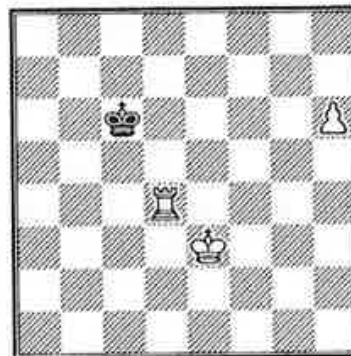


*I feel more comfortable promoting to a queen, though I suppose there might be a quicker mate in a ♖+♔ finish, so...*

**63.h4! ♔b6 64.h5 ♔b7 65.h6 ♔c6 66.h7 ♔c5 67.h8♕ ♔b6 68.♕c8 ♔b5 69.♖c4 ♔b6 70.♖c5 ♔a7 71.♖a5+**

*71.♕c7+ would have been m/2 – otherwise Frank's end to the game has been impeccable.... inlcuding the ♕ promotion which WAS the quickest finish available!*

**71...♔b6 72.♕c5+ ♔b7 73.♖b5+ ♔a8 74.♕a3#**

*A very satisfying end. I always feel that a human has to be in the mood! To play computers – a clear mind to start.* **1-0**

# RATING LISTS and NOTES

A brief guide to the meaning of the HEADINGS may help 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 our *SelSearch* Rating List the most accurate available for Computer Chess 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 no. of Games played in Tournaments v rated humans.

**A guide to PC Gradings:**
**386 & 486 based PC's** have now disappeared from our **top 50** listing. The GUIDE below will help readers calculate approximately what rating their program should play at when used on alternative hardware.

**Pent-PC** represents a program on a Pent/Pent2/MMX/K6 at approx. **200**MHz, with 16-32MB RAM.

**P4-PC** represents a program on a Pentium4/K7 at approx. **1000**MHz, with 256MB 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.

| BCF | Computer | Elo | +/- | Games | Pos | Human | Games |
|-----|----------|-----|-----|-------|-----|-------|-------|
| | RATING LIST (c) Eric Hallsworth. PCPROGS SelSearch 117 Apr 2005 | | | | | | |
| 267 | SHREDDER8 P4-PC | 2741 | 15 | 947 | 1 | 2619 | 21 |
| 267 | SHREDDER9 P4-PC | 2736 | 33 | 194 | 2 | | |
| 264 | SHREDDER7.04 P4-PC | 2716 | 11 | 1560 | 3 | 2703 | 20 |
| 263 | JUNIOR9 P4-PC | 2705 | 15 | 884 | 4 | | |
| 261 | JUNIOR8 P4-PC | 2694 | 12 | 1381 | 5 | 2401 | 4 |
| 260 | FRITZ7 P4-PC | 2687 | 11 | 1575 | 6 | | |
| 260 | FRITZ8 P4-PC | 2685 | 10 | 1892 | 7 | 2769 | 14 |
| 260 | HIARCS9 P4-PC | 2682 | 13 | 1197 | 8 | | |
| 257 | CHESS TIGER15 P4-PC | 2657 | 14 | 1068 | 9 | | |
| 257 | GAMBIT TIGER2 P4-PC | 2656 | 11 | 1712 | 10 | 2542 | 2 |
| 256 | CHESS TIGER14 P4-PC | 2655 | 12 | 1305 | 11 | 2705 | 13 |
| 255 | GANDALF6 P4-PC | 2644 | 19 | 577 | 12 | | |
| 255 | SHREDDER6 P4-PC | 2642 | 12 | 1316 | 13 | 2478 | 7 |
| 254 | HIARCS8 P4-PC | 2638 | 11 | 1642 | 14 | 2651 | 14 |
| 254 | FRITZ6 P4-PC | 2636 | 10 | 2081 | 15 | 2616 | 53 |
| 253 | JUNIOR7 P4-PC | 2631 | 12 | 1372 | 16 | 2701 | 12 |
| 252 | GAMBIT TIGER1 P4-PC | 2623 | 22 | 430 | 17 | | |
| 251 | REBEL TIGER12 P4-PC | 2615 | 15 | 872 | 18 | | |
| 251 | JUNIOR6 P4-PC | 2612 | 10 | 1891 | 19 | 2621 | 22 |
| 251 | REBEL CENTURY4 P4-PC | 2610 | 21 | 480 | 20 | 2674 | 4 |
| 250 | HIARCS7-DOS P4-PC | 2600 | 12 | 1397 | 21 | | |
| 249 | HIARCS732 P4-PC | 2599 | 9 | 2347 | 22 | 2467 | 19 |
| 248 | SHREDDER5 P4-PC | 2585 | 14 | 1018 | 23 | 2642 | 15 |
| 247 | SHREDDER4 P4-PC | 2580 | 16 | 760 | 24 | 2600 | 15 |
| 247 | FRITZ516 P4-PC | 2580 | 12 | 1375 | 25 | 2513 | 6 |
| 247 | FRITZ532 P4-PC | 2579 | 12 | 1480 | 26 | | |
| 247 | CHESSMASTER 6/7000 P4-PC | 2577 | 24 | 353 | 27 | 2594 | 22 |
| 246 | NIMZO7 P4-PC | 2574 | 13 | 1208 | 28 | | |
| 246 | NIMZO8 P4-PC | 2573 | 12 | 1326 | 29 | | |
| 246 | REBEL CENTURY3 P4-PC | 2572 | 25 | 340 | 30 | 2655 | 6 |
| 246 | NIMZO98 P4-PC | 2571 | 12 | 1308 | 31 | 2475 | 10 |
| 245 | GANDALF5 P4-PC | 2560 | 20 | 513 | 32 | | |
| 245 | JUNIOR5 P4-PC | 2560 | 11 | 1537 | 33 | | |
| 244 | GANDALF4 P4-PC | 2557 | 13 | 1147 | 34 | | |
| 244 | HIARCS6 P4-PC | 2554 | 13 | 1207 | 35 | 2592 | 24 |
| 242 | NIMZO99 P4-PC | 2543 | 14 | 1051 | 36 | | |
| 242 | REBEL-10 P4-PC | 2542 | 25 | 333 | 37 | 2598 | 17 |
| 242 | REBEL CENTURY1.2 P4-PC | 2542 | 21 | 460 | 38 | 2592 | 43 |
| 242 | REBEL9 P4-PC | 2541 | 14 | 1063 | 39 | 2677 | 14 |
| 242 | SOS P4-PC | 2541 | 14 | 974 | 40 | | |
| 242 | REBEL8 P4-PC | 2541 | 19 | 549 | 41 | | |
| 242 | GOLIATH LIGHT P4-PC | 2538 | 15 | 846 | 42 | | |
| 241 | MCHESS PRO6 P4-PC | 2535 | 17 | 712 | 43 | 2504 | 12 |
| 241 | MCHESS PRO7 P4-PC | 2528 | 14 | 1068 | 44 | 2600 | 2 |
| 240 | CHESS GENIUS5 P4-PC | 2527 | 13 | 1207 | 45 | 2459 | 6 |
| 240 | SHREDDER3 P4-PC | 2521 | 33 | 193 | 46 | 2711 | 2 |
| 239 | SHREDDER2 P4-PC | 2517 | 15 | 878 | 47 | 2218 | 6 |
| 239 | MCHESS PRO8 P4-PC | 2516 | 14 | 1031 | 48 | | |
| 236 | GANDALF3 P4-PC | 2494 | 27 | 282 | 49 | | |
| 233 | JUNIOR4.6 P4-PC | 2471 | 43 | 115 | 50 | | |

### Comp-v-Comp GUIDE, if Pentium4/1000 = 0

| | | | |
|---|---|---|---|
| Deep prog on 8xP4/1000 | 80 | Deep prog on 4xP4/1000 | 60 |
| P4-Athlon-Centrino/2000 | 40 | Deep prog on 2xP4/1000 | 30 |
| **P4/1000** | **0** | P3-K7/500 | -40 |
| PPro2-K6/300 | -80 | PPro2-K6/233 | -100 |
| Pent/200 | -120 | 486DX4/100 | -200 |
| 486/66 | -240 | 386/33 | -320 |

RATING LIST (c) Eric Hallsworth. Selsearch 117    Apr 2005

| BCF | Computer | Elo | +/- | Games | Pos | Human | Games |
|-----|----------|-----|-----|-------|-----|-------|-------|
| 219 | TASC R30-1995 | 2354 | 15 | 855 | 1 | 2276 | 18 |
| 219 | TASC R30-1993 | 2310 | 12 | 1357 | 2 | 2336 | 66 |
| 213 | MEPH GENIUS2 68030 | 2309 | 24 | 354 | 3 | 2272 | 6 |
| 213 | MEPH LONDON 68030 | 2299 | 17 | 676 | 4 | 2308 | 23 |
| 212 | MEPH GENIUS2 68030 | 2277 | 52 | 77 | 5 | 2392 | 51 |
| 209 | MEPH LONDON PRO 68020/24 | 2271 | 15 | 873 | 6 | 2340 | 82 |
| 208 | MEPH LYON 68030 | 2270 | 20 | 515 | 7 | 2316 | 9 |
| 208 | MEPH PORTOROSE 68030 | 2261 | 20 | 525 | 8 | 2347 | 54 |
| 208 | MEPH RISC2 1MB | 2253 | 17 | 698 | 10 | 2327 | 10 |
| 207 | MEPH RISC2 1MB | 2247 | 27 | 296 | 11 | 2217 | 29 |
| 207 | MEPH VANCOUVER 68030 | 2243 | 12 | 1292 | 12 | 2330 | 17 |
| 206 | MEPH LYON-VANC 68020/20 | 2232 | 25 | 338 | 13 | 2232 | 95 |
| 206 | MEPH BERLIN PRO 68020/24 | 2222 | 14 | 983 | 14 | 2357 | 24 |
| 205 | KASP RISC 2500-512K | 2219 | 13 | 1151 | 15 | 2251 | 13 |
| 205 | MEPH RISC1 1MB | 2218 | 15 | 877 | 16 | 2288 | 54 |
| 205 | MEPH MONTREUX | 2201 | 23 | 381 | 17 | 2270 | 67 |
| 204 | MEPH ATLANTA-MAGELLAN | 2197 | 9 | 2636 | 18 | 2040 | 4 |
| 204 | KASPAROV SPARC/20 | 2195 | 77 | 36 | 19 | 2215 | 21 |
| 202 | NOVAG STAR DIAMOND-SAPPHIRE | 2183 | 53 | 75 | 20 | 2121 | 33 |
| 202 | KASP RISC 2500-128K | 2167 | 9 | 2270 | 21 | 2246 | 92 |
| 202 | MEPH LONDON 68020/12 | 2162 | 8 | 3332 | 22 | 2238 | 199 |
| 200 | FID ELITE 68040-V10 | 2143 | 10 | 1846 | 23 | | |
| 199 | MEPH VANCOUVER 68020/10 | 2140 | 61 | 58 | 24 | 1800 | 1 |
| 199 | MEPH LYON 68020/12 | 2132 | 18 | 609 | 25 | 2221 | 25 |
| 197 | MEPH PORTOROSE 68020 | 2126 | 12 | 1311 | 26 | 2169 | 13 |
| 195 | MEPH LONDON 68020 | 2120 | 15 | 948 | 27 | 2126 | 23 |
| 195 | MEPH ALMERIA 68000 | 2118 | 12 | 1359 | 28 | 2083 | 33 |
| 195 | NOV SAPPHIRE2-DIAMOND2 | 2115 | 11 | 1642 | 29 | 2152 | 243 |
| 192 | MEPH BERLIN 68000 | 2114 | 14 | 1026 | 30 | 2169 | 10 |
| 192 | FID ELITE 68030-V9 | 2101 | 19 | 569 | 31 | 2139 | 83 |
| 191 | MEPH VANCOUVER 68000 | 2091 | 12 | 1485 | 32 | 2111 | 25 |
| 190 | MEPH LYON 68000 | 2087 | 11 | 1573 | 33 | 2179 | 130 |
| 190 | MACH4-DES2325 68020-V7 | 2076 | 9 | 2290 | 34 | | |
| 189 | FID ELITE 2*68000-V5 | 2057 | 26 | 312 | 35 | 1888 | 54 |
| 189 | MEPH POLGAR/10 | 2044 | 18 | 632 | 36 | 2080 | 8 |
| 189 | MEPH DALLAS 68020 | 2043 | 14 | 972 | 37 | 2069 | 199 |
| 187 | MEPH ROMA 68020 | 2040 | 14 | 1070 | 38 | 2033 | 73 |
| 186 | KASPAROV BRUTE FORCE | 2027 | 14 | 1060 | 39 | 2182 | 42 |
| 185 | MEPH ALMERIA 68000 | 2023 | 14 | 1037 | 40 | 2093 | 31 |
| 184 | NOVAG SCORPIO-DIABLO | 2010 | 10 | 2021 | 41 | 2126 | 140 |
| 182 | KASP MM6-CHALLENGER-EXPERT | 1994 | 15 | 902 | 42 | 2072 | 65 |
| 180 | MEPH NIGEL SHORT | 1987 | 25 | 330 | 43 | 2136 | 5 |
| 180 | FID MACH3-DES2265 68000-V2 | 1985 | 6 | 5465 | 44 | 2107 | 245 |
| 180 | MEPH DALLAS 68000 | 1981 | 11 | 1526 | 45 | 1959 | 65 |
| 180 | MEPH POLGAR/5 | 1969 | 8 | 2775 | 46 | 2076 | 17 |
| 178 | MEPH MM5/5 | 1965 | 15 | 852 | 48 | 1850 | 17 |
| 177 | MEPH MONDIAL 68000XL | 1964 | 8 | 2822 | 49 | 2000 | 24 |
| 169 | MEPH MILANO | 1958 | 13 | 1192 | 50 | 2087 | 14 |
| 169 | NOV OBSIDIAN-STARRUBY | 1954 | 42 | 122 | 51 | 2032 | 48 |
| 169 | NOVAG JADE2-ZIRCON2 | 1953 | 38 | 148 | 52 | 2054 | 56 |
| 168 | MEPH MONTREAL-ROMA 68000 | 1949 | 9 | 2259 | 54 | 1958 | 182 |
| 167 | MEPH AMSTERDAM | 1940 | 9 | 2365 | 55 | 2023 | 111 |
| 166 | MEPH ACADEMY/5 | 1931 | 26 | 298 | 56 | 1960 | 25 |
| 166 | FID MACH2B | 1928 | 12 | 1437 | 57 | 2005 | 93 |
| 165 | NOV SUPER FORTE-EXP B/6 | 1924 | 8 | 2693 | 58 | 2005 | 197 |
| 165 | MEPH MEGA4/5 | 1921 | 12 | 1323 | 59 | 1923 | 127 |
| 165 | KASPAROV MAESTRO D/10 | 1918 | 9 | 2649 | 60 | 2059 | 127 |
| 164 | FID MACH2C | 1911 | 15 | 948 | 61 | | |
| 163 | KASP EXPLORER-ADVTRAVEL-BRAVO | 1903 | 9 | 2664 | 62 | 1830 | 30 |
| 162 | MEPH MM4/5 | 1901 | 16 | 788 | 63 | 2006 | 97 |
| 162 | MEPH MODENA | 1894 | 27 | 295 | 64 | 1999 | 98 |
| 161 | KASPAROV MAESTRO C/8 | 1891 | 17 | 697 | 65 | 1981 | 48 |
| 161 | NOVAG RUBY-EMERALD | 1889 | 12 | 1388 | 66 | 2021 | 176 |
| 160 | MEPH SUPER FORTE-EXP A/6 | 1887 | 19 | 554 | 67 | 2005 | 90 |
| 160 | FID TRAVELMASTER | 1885 | 27 | 284 | 68 | 2074 | 8 |
| 160 | MEPH SUPERMOND2-COLLEGE-MCARLO4 | 1883 | 32 | 209 | 69 | 2012 | 68 |
| 159 | FID MACH2A | 1873 | 28 | 330 | 70 | 1862 | 22 |
| 159 | MEPH TRAVEL CHAMPION | 1873 | 25 | 209 | 70 | 1912 | 35 |
| 158 | MEPH MONTE CARLO | 1870 | 9 | 2375 | 71 | 2046 | 10 |
| 158 | CXG SPHINX GALAXY/4 | 1869 | 16 | 751 | 72 | 1947 | 157 |
| 157 | CONCH PLY-VICTORIA/5.5 | 1860 | 15 | 955 | 73 | 1861 | 22 |
| 157 | KASP TURBOKING2 | 1858 | 32 | 206 | 74 | | |
| 157 | NOV EXPERT/6 | 1845 | 12 | 1298 | 75 | 2026 | 22 |
| 155 | FID CLUB B | 1845 | 26 | 304 | 76 | 2027 | 16 |
| 155 | NOV EXPERT/5 | 1835 | 11 | 1530 | 77 | 2012 | 68 |
| 154 | NOV SUPER FORTE-EXP A/5 | 1833 | 9 | 2461 | 78 | 1800 | 38 |
| 154 | FID PAR E-ELITE+DES2100 | 1831 | 10 | 1829 | 79 | 1916 | 220 |
| 153 | NOV FORTE B | 1831 | 10 | 1829 | 80 | 1953 | 236 |
| 153 | FID AVANT GARDE/5 | 1827 | 11 | 1629 | 81 | 1852 | 80 |
| 153 | MEPH REBELL | 1824 | 9 | 2183 | 82 | 1940 | 69 |
| 152 | NOV FORTE A | 1820 | 10 | 2160 | 83 | 1908 | 143 |
| 151 | FID CLUB A | 1817 | 31 | 224 | 84 | 1767 | 5 |
| 151 | KASPAROV MAESTRO A/6 | 1812 | 15 | 926 | 85 | 1864 | 131 |
| 151 | KASP STRATOS-CORONA | 1811 | 10 | 2068 | 86 | 1890 | 48 |
| 150 | KASP TURBOKING1 | 1806 | 24 | 352 | 87 | 1900 | 61 |
| 150 | CONCHESS/6 | 1805 | 46 | 102 | 88 | 2017 | 8 |
| 150 | MEPH SUPERMONDIAL1 | 1802 | 11 | 1533 | 89 | 1990 | 92 |
| 149 | CONCH PLYMATE/5.5 | 1798 | 10 | 2159 | 90 | 1923 | 36 |
| 149 | SCI TURBO KASPAROV/4 | 1793 | 21 | 470 | 91 | 1933 | 64 |
| 149 | NOV EXPERT/4 | 1792 | 14 | 1020 | 92 | 1960 | 43 |
| 148 | KASP SIMULTANO | 1792 | 13 | 1119 | 93 | 1824 | 36 |
| 148 | FID EXCELLENCE/4 | 1784 | 11 | 1637 | 94 | | |
| 147 | CONCH PLYMATE/4 | 1779 | 24 | 362 | 95 | 2007 | 6 |
| 147 | FIDELITY ELITE C | 1778 | 35 | 174 | 96 | 1869 | 11 |
| 145 | MEPH ELEGANCE | 1764 | 16 | 662 | 97 | 1852 | 40 |
| 145 | SCI TURBOSTAR 432 | 1760 | 12 | 1321 | 98 | 1960 | 70 |
| 144 | MEPHISTO MM2 | 1759 | 17 | 744 | 99 | 1860 | 10 |
| 144 | FID EXCELLENCE-DES2000 | 1755 | 11 | 1607 | 100 | 1828 | 57 |