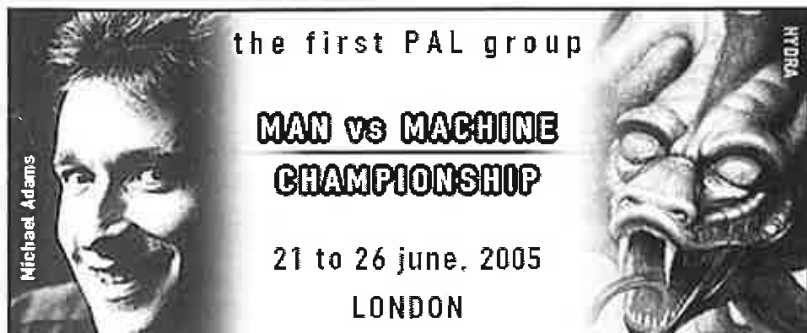# SELECTIVE SEARCH 118
THE COMPUTER CHESS MAGAZINE

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21 to 26 june. 2005

LONDON

Michael Adams

HYDRA

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

Welcome to another new issue of *Selective Search*... 118! 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, so your money wont be wasted!

Occasionally readers ask me to let them know when their sub. Is due for renewal. In fact the label on your envelope always shows the number of the last issue you will receive for your current subscription, so it's easy to keep a check on it and also make sure I've updated you correctly after a payment has been made!

Kasparov retires!

was the first heading for our last issue. It was nearly...

Hallsworth retires! this time!

There are times when I hate computers. I know that they make the quality of our finished output so much better than we ever used to be able to achieve, that they store incredible amounts of data for almost instant retrieval, and make editing of work infinitely easier than it was in the days of the Tippex whitener or a complete re-type.

We can produce magazines, spreadsheets, financial reports, advertising, photographs, music and goodness knows what else.... oh. nearly forgot, strong chess playing engines.... of a far higher standard than could have been imagined 10 or 15 years ago.

But when they go wrong! Aaaaaagh!

I managed to wipe out my hard drive at the end of April, and honestly felt as if I'd lost a year or two of my life. The things that I keep on a computer that I value and/or need for my business, my magazine, my Church involvements and general family and every day life is frightening, all that on one little portable machine... and then when you lose it all!

Wasn't life simple when we wrote everything down by hand, kept important things in print and in files, read newspapers and books, worked out our opening repertoires using a board and pieces and wrote our ideas down in little notebooks for future reference, leaving spaces for corrections and changes of mind, got a human being to talk to on the other end of the phone line when we rang folk up:

"if you want abc press '1', if you want xyz press '2', if you want to speak to a real person press '3' - so we press '3' - 'we are sorry, but all of our lines are engaged at the moment, please hold on and we will connect you as soon as possible, in the meantime here is some music from the Planet Suite - Mars, the bringer of war!"

Of course I love my laptop when it's behaving fine - perhaps the problem is that most of the PC's I've used, since my introduction to them many moons ago, have always behaved pretty well. Printers can be a pain, and the Internet does a few strange things and can be occasionally worrying, but most of the time my laptop is a truly prized, useful and favourite possession.

I've had a couple of minor scares on previous machines - noisy hard drive, screen beginning to flicker, even a virus - and have done quick back-ups... after which of course the PC recovers all by itself, except for the virus which I managed to kill! And then when you KNOW you're going to treat yourself to a new machine, lots of files are copied onto CD in readiness for installing on the new computer. The bigger our hard drives grow the longer this takes, but it's all worthwhile for the joy of the new machine, bigger screen, better colours, improved stereo sound quality, and Hiarcs running twice as fast as it did before! Though it doesn't need to, to beat me!

What happened was that I decided to install Junior9 on my backup P4/1800 laptop. Whilst my new machine has (had) everything on it - Junior, Fritz, Hiarcs, Shredder, Tiger and many of the best and latest UCI engines, my P4 just has my two favourites, which are Hiarcs and Shredder as, chesswise, I tend to use it more for playing quickly through games to determine what might and might not be *SelSearch* material, and doing opening book work. Otherwise the machine is used for organising my music - personal songs, guitar

parts, church hymns/choruses - Bible for PC (lots of versions/translations and commentaries with studies on the original Hebrew, Aramaic and Greek), and much of my own sermon collection. Also it is my main Internet connection.

The other reason I don't use it as much as the Centrino for chess (apart from the fact that the Centrino runs twice as fast!) is that the P4 is CD only rather than CD+DVD, so Chess-Base9 wont install on it. And I reckon that CB9 is a definitely worthwhile upgrade, so inevitably the Centrino with CBase9 and various engines gets used for most serious work.

But I'd installed Fritz8 Championship onto the P4 as it seemed a quite a worthwhile upgrade in the end, so decided I'd the job properly and put Junior9 on as well. And that, I think, is where it all started.

J9 went on okay, but the following day I wanted to check a crazy opening. Nakamura had played 1.e4 e5 2.Qh5??! Nc6 3.Bc4 in an important tournament game, and I just wanted to make sure that there was something in the Hiarcs book in case someone tried it against us! I know Hiarcs wouldn't fall for anything stupid, but I never like it to lose too much time working the correct responses out itself when the best moves for 2 or 3 ply can be put in for it.

Anyway when I booted up and played a few moves the screen move list was in a form of hieroglyphics (gobbledegook is probably easier to spell). So I right-clicked to put the font right and, lo and behold... no sign of the ChessBase fonts apart from the rather rudimentary FigCrr ones! So I switched to that which at least enabled me to carry on.

In the end I played through a bit more of the game as there's some advantage (not a lot!) in getting Black to play g6 and Bg7, so the game was certainly interesting. When I'd finished I made a couple of notes within the game record, but of course could only prnt it out in the FigCrr.

This meant a trip to the Control Panel and Fonts! The ChessBase font files were still there, but greyed out. And this is where, I think, I made my first mistake.

Instead of re-installing either Junior9 (or Fritz8Champ) again, I decided to copy the Fonts from off my Centrino onto a CD and re-install them from the CD. Except that my Centrino was quite reluctant to let me do this! It appeared to want to copy the whole Fonts folder and then, when I'd okayed this, the Font folder wouldn't copy onto the CD. At the 4th. attempt we made it, and I put the CD into the P4 and re-installed the fonts to their former glory. They immediately worked fine, and still do.

Nor was there any obvious problem with the Centrino. I worked with it on the Wednesday, Thursday and Friday analysing various games, improving the quality of one or two photos which I'd selected for this issue of the magazine, finished an article I was writing on using *ChessBase9* to find and check potential theoretical novelties (TN's as they are known), and started a new article on Hydra. No problems.

On Fridays I always run WinCleaner to tidy up the Recycle Bin and check everything else is running smoothly, and this time it found a couple of Font folders in the Recycle Bin and didn't want to delete them. Apparently when they had failed to copy to the CD they'd popped over to the Recycle Bin instead. They seemed determined to stay there, so to be on the safe side (ha! ha! I hear you say) I instructed the Recycle Bin to Restore them to their original place. I assumed this would be back to the *'Waiting to Copy to CD'* list, but after Restoring them they weren't there, or anywhere else for that matter, to be found.

It was time to go home, Bank Holiday weekend, Monday off (another ha! ha! can be inserted here), so I switched the PC off. I usually 'Hibernate' the machine, which is why I can't be sure on which day I unwittingly deleted something I shouldn't, but having promised my wife and Sky (the dog) that I would take the whole week-end off and we could perhaps go out somewhere, I just switched off properly. I was immediately aware that it was taking MUCH longer than usual in the *'Saving your Settings'* section, but finally it closed down.

When I got home I'd been so concerned by the

time it took switching off that I decided to switch it back on, just to make sure, for peace of mind.

Only it wouldn't. You'd guessed that, because I haven't written this in the form of a detective short story *'Who dun'it?'*, but more in the style of one of Shakespeare's tragedies, but without the rhyming bits.

Almost as soon as it started to boot-up the screen showed that it couldn't proceed because a <u>font</u> was missing. I guess it would have to be a screen font to stop the boot-up, but it definitely wasn't one of the ChessBase fonts, nor in fact any other font name I knew.

I wasn't too worried, as <u>the screen message told me exactly how to overcome this</u>:

- *Font xyz is missing. To Recover this file, switch off the computer and insert your Recovery CD. When you come to the first Screen Instructions, ignore them and press the 'r' button to recover your lost or damaged file. The Recovery CD will do this for you and Restart the computer when it has finished.*

Phew! So I did.

When the said first screen arrived there were 3 options:

- *Press 1. Recovery will be completed by wiping your Hard Drive and re-installing WinXP Professional*
- *Press 2. Here there were some complicated instructions about how to Partition my Hard Drive and, as it said 'for Experts only' that was not my Option!*
- *Press 3. Exit.*

I wasn't altogether happy about this, even though I had been clearly told just to ignore these instructions and *'press 'r' to Recover'*, so I pressed 3 and exited. But nothing I could do in any other way got me to anything but the *'To Recover this file'* screen. So in the end I went back to <u>the Recovery CD</u>, and <u>pressed 'r'</u>.... to Recover. Instead it erased my Hard Drive, and re-installed WinXP.

Well, at least the flipping machine is working again - empty but working - and I've still got all of my programs on CD which I can re-install. Also I still have the CDs I made 9 months ago when I copied my important files from the *'old'* P4 to the then new Centrino. But my last 9 months work I've lost, which truly represents hundreds of hours of personal effort. And, you know, <u>I just didn't feel like doing it all</u> just to catch myself up, and then when/if I catch up, beginning a new effort to go forwards again. I might not even catch it all up before it's time to retire at 65 anyway!

<u>Despite all of this</u>, you hold *Selective Search 118* in your hands! The next few issues may not come out exactly on the appointed dates, and I've decided to forget the intended *'20th. Anniversary Special'* which would demand extra work at a time when it just isn't going to be possible. But I've mainly kept calm, avoided a nervous breakdown, said *'Praise the Lord'* a few times and managed to mean it, well after the first 24 hours anyway! In fact I am slowly getting things back together.

I hope you manage to enjoy this issue, which is, at least in part, cobbled together with remnants of lost ideas, articles and bits which I've managed to recover from various places. Normal service should be resumed as soon as possible.

Results

Chris Goulden

I always enjoy getting e-mails from **Chris** with his Winboard and UCI engine results - mostly because of the amusement caused by the incredible names of some of the engines!

Strong, free engines have been around for some time now, with Ruffian1, Pro Deo and Crafty probably the best known, but others like Aristarch and List are also well rated.

Ruffian went commercial with version 2 (and the programmer then disappeared somewhere or another!?!), but others are still amongst the amateur ranks, with new version numbers appearing quite frequently to show that the programmers are still trying to improve them!

In our last issue **Smarthink1.7a** had just tied 1= with **Pro Deo1.0** in Chris' **division 1**, with Aristarch not far behind. But the surprise 'upstart' of the 2003 World Championship, Jonny, came last and got itself relegated to division 2 where, rather surprisingly, the

current version of Crafty also resides!!

Here are the latest scores from divisions 1, 2 and 3.

Division 1

Pos	PC Program	Score/14
1	Aristarch 4.5	9½
2=	Smarthink 17a Thinker 4.7a	8½
4	Pro Deo 1.0	8
5	GLC (Green Light Chess) 3.01.2.2	7
6	Delfi 4.5	6½
7	Wildcat 4	4½
8	Gothmog 1.0b10	3½

List and El Chinito are currently banned, for copying Crafty code without due acknowledgement so, with Ruffian and Ktulu also missing, **Aristarch** finally managed to win the Championship!

There is a new 1.1 version of **Pro Deo** out but, although it is considered to be an improvement on version 1.0, users have been getting some strangely varying results depending on how the protocol is set up. Chris has promised to work out and disclose the best set-up for our next issue, and include it in division 1!

Wildcat and Gothmog are relegated.

Division 2

Pos	PC Program	Score/14
1	Spike 0.9	9½
2	Jonny 2.75	9
3=	Slowchess Blitz WV Crafty 19.19	7½
5	Tao 5.6	6½
6	The Baron 1.6	6
7=	Little Goliath 3.9 po Quark 2.35 Paderborn	5

Spike is almost a completely new program, Chris had just found time to test version 0.8 and when it topped a newcomer division given in our last issue, he put it into division 2. Even so its great result here was not expected - and it still hadn't even appeared on the **Ridderkerk List** the last time I checked!

The latest version of **Jonny**, by coming

2nd. gets promoted straight back into division 1, though it might become a yo-yo performer (for our foreign readers, a yo-yo is a children's game in which the yo-yo goes up and down a piece of string).

As Chris says, the strength in division 2 is seen in Crafty not being able to get out, and old favourites Quark and Little Goliath being relegated! Another interesting new program **Slowchess Blitz** did quite well.

Division 3

Pos	PC Program	Score/14
1=	Fruit 2.0 UCI Toga II 0.93 UCI	10½
3	Pharaon 3.2	8
4=	Yace Paderborn Anmon 5.51	6½
6	Naum 1.7	5½
7	Pepito 1.59	5
8	Nejmet 3.07	3½

I had mentioned **Fruit 2** some time ago as a possibly strong newcomer, but Chris pointed out that, to some degree, its main successes had been against fairly weak opposition, and it hadn't yet proved itself against strong opponents. Indeed he was right, and it didn't do very well in his newcomers division last _SelSearch_ issue. But at least it shows some of its worth this time by escaping from division 3! How will it do in the tough 2nd section!

I have been told by another source that **Toga** is itself a newly named version of the next stage of Fruit, but Chris didn't mention it in his report, and he knows a lot more about some of these than I do, so I may be wrong.

There is a 4th. section - the **Qualifiers**! As Pepito and Nejmet drop down into that, we will see SOS 5 and Zappa 1.0 emerging from there into next time's division 3.

Great stuff as always, Chris - many thanks!

Pete Blandford

Pete continues to run 2 major Tournaments - the one he keeps continually updated is the G/1hr. Tourny, but he aslo runs a 40/2 Tourny which will be up-to-date one of these days if new programs stop coming out!

Pete Blandford - G/1hour

Pos	PC Program	Score/80
1	Junior 8	49½
2	Shredder 7.04 active	48½
3	Junior 9	47
4	Fritz 8	45½
5	Shredder 7.04	45
6	Hiarcs 8 Bareev	43½
7=	Hiarcs 9 Shredder 8 active	43
9	Junior 7	41½
10	Deep Fritz 8	41
11=	Fritz 7 Chess Tiger 14	40
13	Shredder 8	39½
14	Gambit Tiger 2	38½
15	Chess Tiger 15 normal	37½
16	Shredder 7	37
17	Hiarcs 732	35
18	Chess Tiger 15 gambit	33
19	Hiarcs 8	32½
20	Fritz 532	30
21	Fritz 6	29½

Pete Blandford - 40/2

Pos	PC Program	Score
1	Junior 8	11/15
2	Shredder 8 normal	10½/15
3	Shredder 8 active	9½/15
4	Hiarcs 9	9½/16
5=	Junior 7 Chess Tiger 15	9½/17
7=	Fritz 8 Bilbao Fritz 7	9/15
9	Fritz 8	9/19
10	Hiarcs 8	8½/16
11=	Shredder 7 Fritz 6	8½/17
13	Deep Fritz 8	8½/18
14	Gambit Tiger 2	7½/18
15	Shredder 7.04 normal	7/15
16=	Hiarcs 8 Bareev Firtz 532	7/18
18	Junior 9	6½/15
19	Hiarcs 732	5½/18
20	Chess Tiger 14	5/18

Frank Holt

Frank continues to run a range of interesting tournaments for us - usually a new one for each issue!

Although his latest didn't include any of the very newest programs (Shredder9 and Junior9) he did have other top engines, and matched them with one or two of the top 'amateur' or free versions.

Frank anticipated that readers would wonder how Pharaon managed to get into the list! But he'd tried it at some quick G/10 games and it beat Pro Deo 1½-½, drew 1-1 with Ruffian, and 2-2 with Shredder8!

Frank says *'I felt these results justified a test in the Main tournament'*, and you couldn't really disagree could you. Unfortunately....

Frank Holt - G/30 Tournament

Pos	PC Program	/28
1	Hiarcs 9	18½
2	Shredder 8	17
3	Shredder 7.04	15½
4	Junior 8	15
5	Fritz 8	14
6	Ruffian 1.0.1	12
7	Pro Deo 1.01	11
8	Pharaon 2.62	9

Pharaon's best result was a 2½-1½ against Pro Deo and, in turn, Pro Deo's best scores were 2-2 draws with Shredder8 and Fritz8 (not Bilbao version). Hiarcs9 meanwhile had 3-1 scores against Pro Deo, Shredder7.04 and Pharaon, and 3½-½ against Junior8!

Frank apparently had a similar crash to my own - when he installed Shredder9 it proceeded to change all the fonts in his database to a smaller size! There were also other faults in the display during the playing of games, so he uninstalled it.

The uninstall also removed some original Fritz8 files, so Fritz8 wouldn't work after this either! Finally Frank uninstalled and then re-installed Fritz8, and then did a 'Custom' re-install of Shredder9, accepting just the engine files and its Opening Book.

'Everything is now back to normal!' he says, and then goes on: *'After all of that the first games with Shredder9 against Fritz8*

were wonderful. Shredder was in difficulties in both games but fought back when the endgame knowledge kicked in and won 2-0!'

Clive Munro

Clive's series of matches, with different engines in his **Palm Zire21 126MHz** unit against various strong dedicated computers, is building into a very useful and interesting crosstable of results. The average strength of the 5 dedicated machines is 2292 Elo, which enables us to closely grade the Palm programs when on the Zire 21, now they have all played 40-50 games each!

For readers thinking of getting a Palm unit, the Zire21 b/w and Zire31 colour (both under £150) are on 126MHz processors. The faster, stronger (and more expensive) Zire Tungsten machines such as the T3 run at 400MHz, and on these the ARM-tuned Hiarcs and Genius probably grade at 100-120 Elo higher, but the Tiger maybe only 50 higher.

Here is the **TABLE** of the **latest scores**, all games at **G/60**.

	Elo	PTiger	PGeniu	PHiarcs
TascR30-1995	2354	8½-1½	6½-3½	3½-6½
Meph Genius 68030	2299	6½-3½	2½-7½	1-9
Meph London Pro	2277	7½-2½	5-5	½-9½
Meph London 68030	2309	8-2	2½-7½	½-9½
Meph Atlanta	2222	3½-6½	4½-5½	2-8

The results v the **Atlanta** have changed things a little as it did extremely well against Palm Genius, and also got a pretty reasonable score against Palm Hiarcs considering how the three Richard Lang programs (Genius and London versions) struggled. Clive also says the Atlanta-PHiarcs games looked closer.

So Clive and I concluded it should do well against Palm Tiger (the others <u>all</u> had). However it rather spoiled its earlier perform-ances by losing! Clive says that the clash of active styles made the games very exciting and tense, so I'm looking forward to getting those in due course.

On the Palm Zire21/126MHz:
- **Hiarcs** scored   **42½/50** for 2572 Elo
- **Genius** scored   **29/50** for 2356 Elo
- **Tiger** scored   **16/50** for 2148 Elo

So our estimates for the Palm engines have all gone up a little, with Tiger gaining most, Genius only a little, and Hiarcs going from an already exalted 2540 to 2572!

Bearing in mind our report in *SelSearch 117* of the mini-match against GM Gustafsson (2616 Elo), where we saw Palm Hiarcs on a 520MHz Palm win 3-1 (a 2816 performance!!), you could well argue that these figures are right!

However, though I'm involved in the Hiarcs programming, I have a Zire21 myself and just don't think it's quite 2572 on that. To be 'safe' I'd probably knock 50 Elo off all these figures - so, on the Zire21 you'd have Tiger at 2100, Genius at 2300 and Hiarcs at 2520. On a 400MHz unit perhaps Tiger 2160, Genius 2420 and Hiarcs 2640.

The Dedicated Computer scores are:
- **Tasc R30-1995**   18½/30
- **London Pro**   13/30
- **London 68030**   11/30
- **Genius 68030**   10/30
- **Atlanta**   9/30

Bernburg 2005

I hadn't heard of this Tournament before, though it appears it has possibly been running for a year or so. I showed the scores in the last issue, but this time am able to include details of the hardware as well - which makes a difference!

Pos	PC Program	Hardware	Score/9
1	Shredder 9	AMD 3200+	7
2=	Deep Fritz 8 Hiarcs 9	Quad 4xOpteron 2400 AMD/64 3500	6
4=	Ruffian 2 Chessmaster 10000 Pro Deo 1.1	AMD 2600+ AMD64/4000 AMD 2400+	5
7=	Junior 9 Deep Shredder 9	P4-3400 AMD dual 2x2800	4½
9=	Gambit Tiger 2 Fritz 8 Aristarch+Sjeng	AMD 2400+ AMD 2700+ Dual 2x2400+	4
12	Gandalf 6	P4-3000	3
13=	Toga II 0.92 Deep Sjeng 1.6	AMD 3100+ AMD/64 3400+	2½

The vast differences in the hardware usually tends to determine the final results as much as or more than the actual engines.

This time <u>Deep</u> Shredder on a dual did <u>much</u> worse than the single processor entry, and you'd really have to expect Deep Fritz on <u>quad</u> processors to win the event, though at least it made 2=.

Ruffian and Pro Deo1.1 both did well considering they were on just about the weakest hardware of all.

Time for Adjudication III - by Bill Reid

The position and analysis from our last issue is the subject of its own article, elsewhere in the magazine, as the possibilities seemed worthy of even more work than usual.

But in the meantime Bill has already sent me a 3rd. (and final) instalment, so here it is...
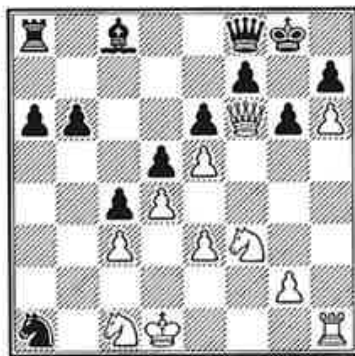
White to play

As usual in this series, adjudication will not just decide the result of a game, but of a match! So both sides are claiming wins!

What do the programs make of this one?!

Frank Holt - The TRICK!

It's a nice change to have 2 problem positions for readers in the one magazine issue.

Frank's, however, is very different.

Introduction by Frank Holt:
When I first clapped eyes on this Chess Problem, I began immediately to wonder if the publisher had printed it upside down, as all the Black pieces are at the bottom, and all the White pieces are at the top! I wanted to make quite sure that this was indeed correct, because it was a mate in 10. Considering this amounts to 19 ply of analysis I did <u>not</u> want to waste time analysing the wrong position!
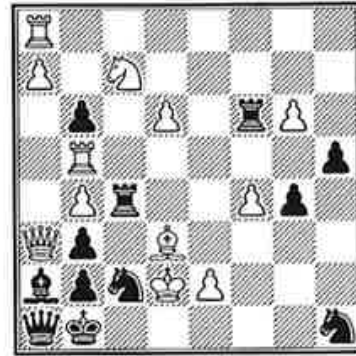
Also there are 12 White pieces and 12 Black, and White (to move) has a choice of 35 moves straight away!

My initial thoughts were that the pawns on e6 and g6 were potential promoters, so that was a likely solution - but what if that's right and it is one of those dreaded underpromotions, that could take ages more to consider.

Then, I thought, here's another choice: surely ♖a8-e8 not only brings the rook into the centre but also releases the a-pawn for promotion! That's got to be strong.

On closer inspection I noticed the Black major pieces are all cramped into the bottom left corner - if I can keep the situation tight then Black will never have many moves at his disposal. There are of course the two central rooks to be concerned about, a pair of beauties which control a large area.

Of course if I could get a rook onto h1, it would be game over... except for one <u>major</u> stumbling block.... the knight now on h1. It only has to move to either f2 or g3 to protect the h1 square every time from any attempt I try to make to get either rook or the queen to complete a mate from this square.

Well, let me warn you: even your fastest PC engine might not give you the help you need to get a start on this position. Remember you are looking for a mate in 10, and your computer will probably settle fairly quickly on 1.♖e8. This will win, but it's not mate/10.

I'll give you a hint! If this problem had been released at Easter time, then I think I'd have found the solution a lot more quickly. Easter, I recalled, is all about Jesus offering the ultimate sacrifice on the cross. I'm saying no more, but that might get you started - have fun, be amazed.... solution next time!

Using *CHESSBASE* to surprise your opponents!

It will be of no surprise to *Selective Search* readers to be told that the today's ChessBase engines can, on any of the latest hardware - P4/2800, AMD/2400+, Centrino 1800, or faster! or on a Dual/Quad processor PC - produce for their users some incredible (new) ideas and analysis.

In the Opening these can be particularly unpleasant for their unsuspecting opponents, of course! We have mentioned before that the programmers of Hydra have even <u>reduced their Book</u> to give Hydra the chance to select the best or even new lines, instead of choosing more-or-less randomly from a range of choices often given to it by human programmers who know, dare we say, less than the computer!

The Theoretical Novelty [TN] has always been a major weapon in any player's armoury. But for ordinary players such as myself (150 BCF'ish, though it's years since I played against anything but computers and computer programs, they take your life over if you're not careful, especially when it's your livelihood as well as your hobby), the hardest part is finding something 'New' which actually might help and not damage one's position!

Until recently most <u>decent</u> TNs have come almost entirely from the GMs!

But now <u>the PC engine can do it</u> - and its likely value can be determined even more effectively if the work is done using *ChessBase9* and a couple of extra programs.

- To start with I want to say that *ChessBase9* with its 2.6 million games database seems to me to be quite a bit more useful than its predecessor. This is partly just because its Big Database searches are done very much more quickly . This means search features can even be running move by move as you investigate an opening, so valuable information is quickly available every time a new move is played. But you can do quite a few of the things mentioned in this article with *ChessBase8,* or even 'just' an engine, as well.

I will show you a couple of these ideas as we take a practical lesson in a few moments.

- We need an Engine such as Fritz, Hiarcs, Junior and Shredder. I've used alphabetical order, they are all plenty strong and resourceful enough for this job, though I'd maybe class Junior as a little optimistic at times! On the other hand, perhaps that's partly what TNs are supposed to be!? The point is that on any decently fast 2000MHz+ hardware they're all creeping upwards of 2700 Elo and towards the highest of the human ranked players, especially now Kasparov has gone. Some old die-hards like to dispute that they are this strong, but when Kasparov, Kramnik, Bareev and, more recently, Topalov have tried to refute the suggestion over-the-board, they have very noticeably failed to do so! So while you are checking with CB9 what's been played by GMs in a position before, your Engine looks to see if there's anything else worthy of consideration! Again, if you think that's being a little optimistic, think again! I'm going to show you how both Kasparov and Pons came out with computer inspired TNs at the recent Linares tournament, and both got (fairly easy) wins as a result!

In a few moments we'll look at how Kasparov and Pons 'found' their Novelties.

- A decent Opening Book comes with your Engine. And the Search-as-you-work idea I use within *ChessBase9* also produces enormous opening information on screen. However the really keen user might well consider getting the PowerBooks 2005 DVD as an additional source of help and information. This DVD contains 20 million Opening positions and 1 million top Tournament games. Using this you can find Novelties that have been tried, and maybe only tried once or twice because they've failed. But your Engine might be able to produce an improvement that brings the idea back to life. And if you (or your Engine!) find a Novelty that isn't in the PowerBooks, then <u>it's a Novelty</u>!

The big thing with a TN is its surprise value - but before it's used in a tournament it <u>must</u> be checked out for all likely replies. Failure to do this properly can result in the user missing a good reply which his opponent makes, and then he makes a mistake and loses. It may not be the TN that's at fault! It may be the research or an over-the-board failure.

So as part of the article we'll look at how

Kasparov and Pons might have tested their Novelties and built up an awareness of the most likely replies, difficulties and immediate direction of the game.

Okay, I've booted-up into my *ChessBase9* and played through the first few moves of **Vallejo Pons** v **Rustam Kasimdzhanov**!

I'm not sure what you'll be able to see from the above screenshot, but I'm hopeful you'll be able to tell which *ChessBase* screens I have on my display to do the things I'm going to show you.

I have the main **Board** on top left, and underneath that is my **Engine**. In this case I've got **Fritz8** running as Pons has freely admitted that it was Fritz8 which found this novelty for him! In the current position, after 6 moves, Fritz likes 7.e3 best.

In the centre I have the **Reference Search** results: at the top is the list of the **Moves** which my BigDatabase has found to have been played in this position. 7.e3 is the most popular. It also shows us that this has been played by Kasparov, Karpov and Ivanchuk amongst others!

In the game we are about to look at, 7.Qc2 was played next. Here we can see the Search has found 31 games with that move, and White has scored 55%. It also shows that Anand has played this line, and this information indicates why Pons might have become interested in it! Under the List of Moves Played is a list of the actual games, and any of these can also be clicked-on, played through and researched if wanted.

Finally on the right is the results for the Opening as shown by the **Fritz8 Book**. Here again 7.e3 is top, and ALL the other moves get a '?'. 7.Qc2? is quite near the bottom - there were only 2 games for it in the database on which the F8 Opening Book was based - that's why you need the Big Database and Reference Search, it found 31! Finally bottom right is the **Move List** from the Pons-Kasimdzhanov game, which we are following!

We are trying to imagine that Pons had this very screen on his PC, except for the bottom right moves listing of the game, which hadn't yet been played! Although 7.Qc2 hasn't been played too often, it has a decent record and, if Anand has played it, it can't be all bad!

Here are the moves, taken from my saved work so far. Note that I've added a comment after move 10, as in the game Pons here plays

a move which has only been played once before - it got a draw. But the more popular, and still rare 10.♘e4 has a poor record.

1.♘f3 d5 2.d4 e6 3.c4 ♘f6 4.♘c3 ♗e7 5.♗g5 h6 6.♗xf6 ♗xf6 7.♕c2 0-0 8.0-0-0 c5 9.dxc5 d4 10.♘xd4

Here 10.♘e4 has the most games on the Big Database (but only 4 at that!). However its record isn't very good after 10...e5 11.e3 ♘c6, and we find that Black leads by 2-1 from actual games played
10...♗xd4

This is the important moment at which we want to join the game properly.

First let's check the Reference Search and the Fritz8 Book at this very point....

First the Fritz8 Book....

	N	%	Av	Perf
Fritz8.ctg	1	50	2570	2570
11.e3	1	50	2570	2570

which we see only knows about 11.e3 and from just 1 game played.

Vallejo Pons

Now the Big Database....

			Games found = 1		
Moves	Games	Score	Last played	Best Elo	Best players
11.e2-e3	1	60%	1996	2570	Goldin

which also now only has 1 game, the same game as the F8 Book. It involved two 2570 rated players and ended in a draw. We could play through that game if we wanted from the Ref. Search section - and no doubt Pons did.

But what Pons also saw was **the Fritz8 Engine recommendation....**

Fritz 8	11.♕e4 (1/34)	Stop	+	−
◉	± (1.09)	depth=19/19	1226kN/s	

11.♕e4 ♘c6 12.e3
± (0.77) Depth: 14/46 00:00:13 15647kN
11.♕e4!
± (1.05) Depth: 15/39 00:00:29 35174kN
11.♕e4 ♘c6 12.e3 f5 13.♕f3 ♕g5 14.h4 ♕f6 15.exd4
± (0.88) Depth: 16/42 00:00:35 42091kN
11.♕e4 e5 12.e3 f5 13.♕f3 e4 14.♕e2 ♗xe3+ 15.♕x
± (1.13) Depth: 17/44 00:02:28 180240kN
11.♕e4 e5 12.e3 f5 13.♕f3 e4 14.♕e2 ♗xe3+ 15.♕x
± (1.09) Depth: 18/48 00:04:11 308086kN

which shows that the program quickly found a new idea, Qe4, and even after a fairly deep search it was still preferring this new move and with a very strong +1.09 evaluation.

The next thing Pons would want to do is consider his opponent's possible and most likely replies to this idea. Obviously as a GM he would be well able to draw up his own ideas, but if he wanted to use Fritz8 to help - and why not? it's the program that has produced the idea! - then there are two ways of doing this: the short way (a search which takes from, say, 10-15 minutes), and the long way (where the time it takes will depend on how complex the engine finds the idea).
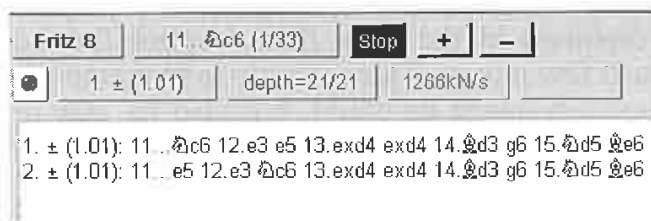
Method 1
This can be done from within *ChessBase9* itself. **Fritz8** is already at work from move to move, as we can see from the screenshot above. But now we want to make a small change and get it to produce either the 'top 2' or 'top 3' moves and analysis, rather than just the 'best move' line we've used so far.

You can see the '+' and '-' symbols in the **Fritz8** 'Best Move' screenshot on the previous page, where it showed 11.Qe4 +1.09. Each time you press the '+' symbol you increase the number of 'top moves' Fritz will search for, and when you press the '-' you reduce it back down again.

So I'm going back into CB9 to press the '+' once so that Fritz will just search out the two most likely responses that Black is likely to meet our TN with! In some positions you'd want it to look for the 3 or even 4 best moves, and you'd need to leave it analysing and sorting these for a little longer.

I'll leave Fritz8 to work on the 'top 2' for around 10 minutes, and then press my laptop's [PrtSc] so you can see what it showed.
Of course we'd all soon tire of this method if we had to [PrtSc] to 'print the screen to the clipboard', and then use our PaintShop program to cut and paste every bit of such analysis into a document like this!

Fritz 8	11...♘c6 (1/33)	Stop	+	–
●	1. ± (1.01)	depth=21/21	1266kN/s	

```
1. ± (1.01): 11...♘c6 12.e3 e5 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 ·
2. ± (1.01): 11...e5 12.e3 ♘c6 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 ·
```

Fortunately there's a simple little procedure! If you right-click in the part of the CB9 screen showing the analysis, then you'll be presented with a useful little [Menu] list showing what can be done with the analysis. One of the items is [Copy all to notation], so if you just click on that the Fritz (or Hiarcs/Shredder/Junior) analysis will all be copied over to the game and move list for saving within the game.

Here then is what my game looks like now....

1.♘f3 d5 2.d4 e6 3.c4 ♘f6 4.♘c3 ♗e7 5.♗g5 h6 6.♗xf6 ♗xf6 7.♕c2 0-0 8.0-0-0 c5 9.dxc5 d4 10.♘xd4
10.♘e4 now has the most games on the Big Database (but only 4 at that!). However its record isn't very good after 10...e5 11.e3 ♘c6 and we find that Black leads by 2-1 in actual games played
10...♗xd4 11.♕e4
Fritz 8: 1) 11...♘c6 12.e3 e5 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 16.♔b1 ♕a5 17.h4 ♕xc5 18.♘c7 ♗xc4 19.♘xa8 1.01/19

Fritz 8: 2) 11...e5 12.e3 ♘c6 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 16.♔b1 ♕a5 17.h4 ♕xc5 18.♘c7 ♗xc4 19.♘xa8 1.01/19

From this we'd expect Black to play 11...Nc6 or 11...e5, after which we'd probably continue with 12.e3, the move normally played as 11.e3. Either way F8 thinks White still has a good advantage.

Method 2
I mentioned there's a second way to do the analysis for Black's potential replies.
If there's a fault with [Method 1] it is that the forward analysis could lose reliability after the first move or two, certainly at GM level. Of course you can get round this by following the same 'top 2 moves, 10 minutes, right-click, add variation to analysis' procedure every move, or 2 moves, or whatever you think you need to do - which I often do if I'm taking my study seriously, or analysing a particularly critical and tricky part of a game.
But it would be good to see what other alternatives either side might have and what the evaluations are at the ends of those lines rather than at the beginnng, as it is right now.

So here is the 'long' way, and to do it we need to boot-up into Fritz8 itself. I'm actually using the newer Bilbao version whereas Pons probably did his work with the original Fritz8, but there wont be much difference for what we're doing here.

In Fritz8, from your **Fritz screen** click on the following [Menu] items displayed across the top of your screen: **Tools**, and in the [Menu] that drops down **Analysis**, and in the [Menu] now produced **Deep Position Analysis**.
Here you have loads of options! Time Controls, How many Branches to search at the initial and subsequent variation plies (that's like 'top move', 'top 2 moves' etc), how much evaluation variation to allow, how deep the variations should go, and other things!

I decided to go for a 60 sec. search of each move, but with a 60 sec. 'extra' for the choices of the first Black reply move, to try and make sure it found the most important replies to work on. I didn't want it to look at too many variations so reduced the initial nos. from 5-3-3-2 down to 3-2-2-1. Nor did I

want it to worry about any moves that were more than an evaluation of 0.50 from the best move. This might sometimes mean it wont <u>show</u> as many variations as I've asked for - it will find them but, if they are more than 0.50 away from the top move at any given moment, it will discard them and save some time.

Here's what my set-up screen for the Deep Position Analysis looked like....
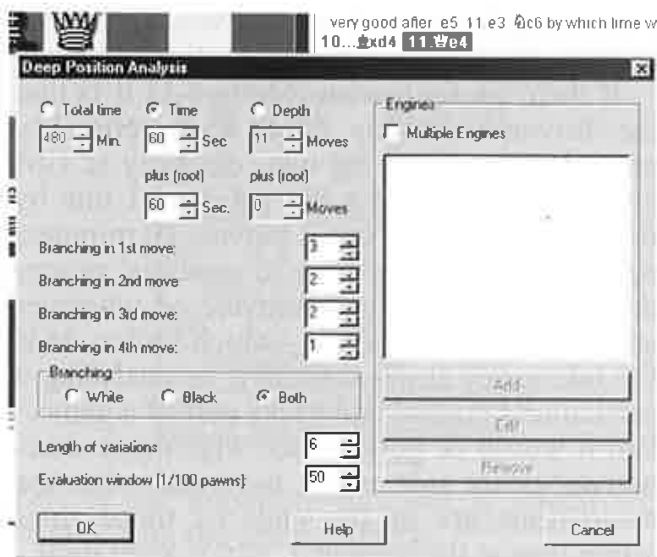
And here's the analysis it produced, with it's top line for both sides shown in **bold** throughout. Also I've added a few comments to explain what it found for those who've not tried this before!

11...♘c6
So here 12...Nc6 comes out on top, and the final evaluation, based on best moves for both sides, is seen right at the end... 1.00/16 (that's depth 16).
Second best was 11...e5 12.e3 f5
if 12...♘d7?! 13.exd4 exd4 14.♖xd4 ♖e8± 1.22/14
13.♕f3 e4 14.♕e2 ♗xe3+± 1.03/15 ;

Third best was 11...♕g5+ 12.f4 ♕xc5 13.♕xd4 ♕a5 14.e4 ♗d7± 1.29/13

12.e3 f5
Note that it looked at 12...♗xe3+ 13.♕xe3 ♕a5 14.g4 e5± 1.40/13. The difference in evaluation between 1.06 and 1.40 is within our limit of 0.50, but you'd probably not really expect 12...Bxe3+ to get played
13.♕f3 ♕g5 14.h4 ♗xe3+± 1.00/16

This took about 40 minutes - I was supposed

to be timing it exactly but got distracted by a 'phone call from Mark Uniacke to tell me he had a new Hiarcs version ready to test! - so I forgot! But 40 +/- 5 minutes gives you a good idea of what to expect. Remember that if you ask for <u>more</u> variations than I did then the time taken could go up quite significantly!

I notice that between Method 1 + 2 there is variation between what Black might play at move 12. [1] thought in the 11...e5 12.e3 line that 12...Nc6 was best, whereas the more thorough method [2] went for 12...f5 as top move, and 12...Nd7 as second best.

Also in the 11...Nc6 line, after 12.e3 the first method opted for 12...e5, whereas using the second method we find that 12...f5 is top and 12...Bxe3+ second.

Unless Pons had strong opinions about what he could safely discard of these moves, or any others he might have additionally asked Fritz to check out, he would quite possibly do some work with each of them, and prepare responses to the most likely replies for the next few moves. This is firstly to maintain the best advantage he could, but also to 'stay in (his own) book' for as long as possible, to gain time on the clock in an actual game.

Well, finally we come to show the full game, so readers can see what actually happened. I've added one or two diagrams at critical moments, and also done my [Method 1] trick once or twice where Kasimdzhanov appeared to vary significantly with what Fritz8 would have considered his best move.

**Vallejo Pons, F (2686) - Kasimdzhanov, R (2678)** - [RK! in notes]

1.♘f3 d5 2.d4 e6 3.c4 ♘f6 4.♘c3 ♗e7 5.♗g5 h6 6.♗xf6 ♗xf6 7.♕c2 0-0 8.0-0-0 c5 9.dxc5 d4 10.♘xd4
10.♘e4 now has the most games on the Big Database (but only 4 at that!). However its record isn't very good after 10...e5 11.e3 ♘c6 and we find that Black leads by 2-1 in actual games played
10...♗xd4 11.♕e4 ♘c6
Fritz 8: 1) 11...♘c6 12.e3 e5 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 16.♔b1 ♕a5 17.h4 ♕xc5 18.♘c7 ♗xc4 19.♘xa8 1.01/19
Fritz 8: 2) 11...e5 12.e3 ♘c6 13.exd4

exd4 14.♗d3 g6 15.♘d5 ♗e6 16.♔b1 ♕a5 17.h4 ♕xc5 18.♘c7 ♗xc4 19.♘xa8 1.01/19

12.e3
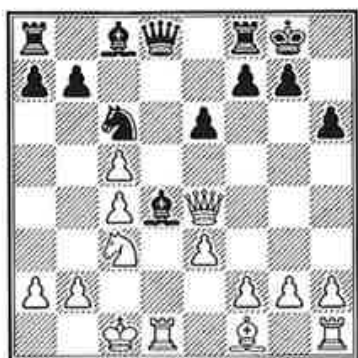
12...f5

So the move from the 'thorough analysis' Method 2 is played. But at this point Fritz8 reckons that e5 is actually slightly better
Fritz 8: 1) 12...e5 13.exd4 exd4 14.♗d3 g6 15.♘d5 ♗e6 16.♘f4 ♗f5 17.♕e1 ♗xd3 18.♘xd3 b6 19.♕d2 ♔g7 20.♖he1 0.96/18
Fritz 8: 2) 12...f5 13.♕f3 ♕g5 14.h4 ♗xe3+ 15.♕xe3 ♕xe3+ 16.fxe3 ♘e5 17.♗e2 ♗d7 18.♖d6 ♔f7 19.e4 f4 20.♖hd1 ♗c6 1.14/18

13.♕f3 ♕g5 14.h4 ♗xe3+ 15.♕xe3 ♕xe3+ 16.fxe3 ♘e5 17.♗e2 ♗d7 18.♖d6 ♔f7

It is well worth noticing that the line of analysis given by Fritz8 at move 12 has been followed exactly to here! Only now does it vary although, in fairness, it should be said that given this position now, F8 changes immediately to the move played by Pons, with a 1.04 evaluation!

19.♗f3 ♖ac8 20.♖hd1 ♖c7 21.b4 ♔e7 22.♘b5 ♗xb5 23.cxb5 b6?!

Here F8 does not place the move played by RK in its 'top 2'
Fritz 8: 1) 23...f4 24.♖1d4 b6 25.♔d1 bxc5 26.bxc5 ♖xc5 27.♖a6 ♖c7 28.exf4 ♘xf3 29.gxf3 ♖f5 30.♖c6 ♖b7 0.88/15
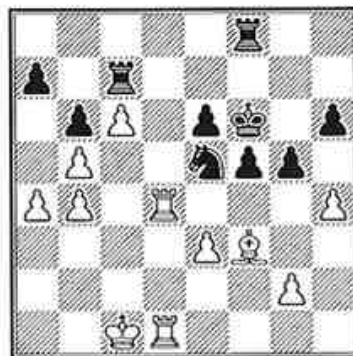*Fritz 8: 2) 23...g5 24.hxg5 hxg5 25.a4 ♘c4 26.♖6d3 ♘e5 27.♖d4 ♘xf3 28.gxf3 ♖h8 29.a5 1.04/15*

24.c6! g5 25.♖6d4 ♔f6?!

Fritz 8: 1) 25...a6 26.hxg5 hxg5 27.bxa6 g4 28.b5 gxf3 29.gxf3 ♔f6 30.f4 ♘g4 31.♖1d3 ♖fc8 1.14/16
Fritz 8: 2) 25...g4 26.♗e2 a6 27.♖1d2 axb5 28.♗xb5 ♖fc8 29.♖c2 ♖d8 30.♖xd8 ♔xd8 31.a4 ♖c8 32.a5 1.45/16

26.a4!

26...♘g6?

Now RK has to be in trouble. He misses the best moves again and, indeed, the F8 eval jumps to +2.00 after this
Fritz 8: 1) 26...♖fc8 27.hxg5+ hxg5 28.♖h1 ♘xf3 29.gxf3 ♖g7 30.♖h6+ ♔e5 31.♖h5 a6 32.♖xg5 ♖xg5 1.49/15
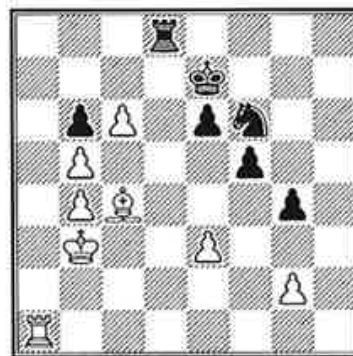*Fritz 8: 2) 26...♖g8 1.70/15*

27.hxg5+! hxg5 28.♖d7! ♖fc8

Best. If 28...♖xd7? 29.♖xd7! is already well on the way to the full point

29.♖1d6?!

29.♗e2 was better

29...g4 30.♗d1 ♘f8 31.♖xc7 ♖xc7 32.♗b3 ♔e7 33.♖d1 ♘h7 34.♖h1 ♘f6 35.♖h6 ♖c8 36.♔c2 ♔f7 37.♗c4 ♖d8 38.♖h1 ♔e7 39.a5! ♖b8 40.♔b3 ♖d8 41.axb6 axb6 42.♖a1

42...♘e4?!

Fritz 8: 1) 42...♔d6 43.♖a7 ♘d5 44.♗xd5 exd5 45.♖f7 ♖e8 46.♖d7+ ♔e5 47.♔c3 ♖f8 1.70/15
Fritz 8: 2) 42...♘e4 43.♖a7+ ♔f6 44.♖d7 ♖a8 45.♗e2 ♔e5 46.♖b7 ♘d2+ 47.♔b2 ♔e4 48.♖xb6 ♔xe3 49.♖a6 2.25/16

43.♖a7+ ♔f6 44.♖d7! ♖h8 45.♗d3 ♘f2 46.♗c2 g3 47.♖b7 ♘g4 48.♖xb6

48...Rc8?

Fritz 8: 1) 48...Nxe3 49.c7 Rc8 50.Rc6 Nd5 51.Bd3 Ne7 52.b6 3.57/0

Fritz 8: 2) 48...Rc8 49.Rb8 Rxb8 4.49/16

49.Ra6! Nxe3 50.b6 Nxc2

Fritz 8: 1) 50...Rxc6 51.b7 Rxa6 52.b8Q Nd5 53.Qf8+ Kg5 54.Qg7+ Kf4 55.Qh6+ Ke5 56.Qh8+ Kf4 57.Qh4+ Ke5 58.Qxg3+ Kf6 59.Qh4+ Kg7 60.Qg5+ 5.93/17

Fritz 8: 2) 50...Nxc2 51.b7 Nd4+ 52.Kc4 Rxc6+ 53.Kxd4 Rxa6 54.b8Q Ra2 55.Qe5+ Kf7 56.Qxg3 Rd2+ 57.Kc3 Rd1 58.Qb8 Rc1+ 59.Kd2 Rb1 60.Kc2 7.57/17

51.b7! Rxc6 52.b5! Rc5 53.Rb6?!

Actually 53.Ka4! was the clear best move here, but White wins anyway

53...Nd4+ 54.Kb4 Rxb5+ 55.Rxb5 Nc6+ 56.Kc3 f4 57.Rc5 f3 58.Rxc6 fxg2 59.b8Q g1Q 60.Qf4+ 1-0

Well, I hope readers have found that interesting, especially if you haven't seen or used some of the ChessBase9 features before!

Our second example of a Theoretical Novelty being found by a computer is dealt with in much less detail, but is of particular interest because it was played over the board by none less than Kasparov!

Example 2:

Here are the opening moves from the round 9 game between **Kasimdzhanov** and **Kasparov**. Yes, it's Kasimdzanov [RK for short] who was unlucky to be on the end of a TN again!

R. Kasimdzhanov v G.Kasparov

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.e3 e6 5.Nf3 Nbd7 6.Bd3 dxc4 7.Bxc4 b5 8.Bd3 Bb7 9.0-0 a6 10.e4 c5 11.d5 Qc7 12.dxe6 fxe6 13.Bc2 c4 14.Nd4 Nc5 15.Be3 e5 16.Nf3 Be7 17.Ng5

At this point Kasparov came up with...

17...0-0!?

According to *CHESS Monthly*: "A strong novelty prepared by the Kasparov team".

In *BCM*: "This is Kasparov's sensational new idea, sacrificing an exchange for purely positional compensation. Kasparov admitted to being impressed that the sacrifice had been suggested by the computer program Junior - positional sacrifices are supposed to be the domain of humans, not computers. In the past Black has tried both 17...Qc6 and 17...h6, but failed to equalise".

In fact Kasparov came across this idea when he was preparing some ideas for White for his match against Deep Junior7, a couple of years ago.

He was indeed *'surprised'* when he found that Junior was willing to go for this exchange sac', and immediately seized on the Semi-Slav line as something he could play as White against the computer. Here is the Junior9 *'2 line analysis'*:

Junior 9: 1) 17...0-0 18.Bxc5 Bxc5 19.Ne6 Qc6 20.Nxf8 Rxf8 0.23/17

Junior 9: 2) 17...h6 18.Bxc5 hxg5 19.Bxe7 Qxe7 20.a3 0-0 21.Qc1 g4 22.Qg5 Rad8 23.Rad1 Qc5 24.Rxd8 Rxd8 0.23/16

However the more he looked at it the more he saw that Junior might well be able to obtain,

not just an initiative, but ways of creating some unpleasant pressure. Kasparov has always been known for preferring to be on the active side in such positions, so scrapped his Semi Slav plans... and <u>waited for a chance to use the idea as Black</u>. Enter the unfortunate Kasimdzhanov, who has to meet this dangerous exchange sac' over the board against a Junior-prepared Kasparov! Not something to be recommended!

Here is the rest of the game, with a few pieces of Junior9 analysis included here and there!

18.♗xc5 ♗xc5 19.♘e6 ♕b6!

In its line of analysis above J9 had suggested ♕c6 here. But it now shows the ♕b6 as played by Kasparov, a definite improvement with the attack on f2, that makes the sac' much more dangerous

20.♘xf8 ♖xf8 21.♘d5?

It is interesting here that J9 shows a line, which it believes holds the position for White, by playing 21.♕e2!?

Junior 9: 1) 21.♕e2 ♕e6 22.a4 ♘g4 23.♘d1 h6 24.h3 ♘f6 25.axb5 axb5 26.♘c3 b4 27.♘b5 b3 28.♗b1 ♕f7 0.03/19

Junior 9: 2)
21.♔h1 ♗d4
22.f3 ♖d8
23.♕e2 ♕d6
24.a4 ♕b4
25.axb5 axb5
26.♖a2 −0.27/18

21...♗xd5
22.exd5 ♗xf2+
23.♔h1 e4
24.♕e2 e3

25.♖fd1?

Junior 9: 1) 25.♖ad1 ♕d6 26.♗f5 ♔h8 −0.44/18

Junior 9: 2) 25.♗f5 ♔h8 26.♖ad1 ♕c5 27.♗e6 −0.49/18

25...♕d6 26.a4 g6 27.axb5 axb5 28.g3?!

Trying to trap the bishop, but the J9 evaluations show that White is now in quite a lot of trouble.

Junior 9: 1) 28.♖d4 ♕e5 29.♖ad1 ♘h5 30.d6 ♘f4 31.♖xf4 ♕xf4 32.g3 ♕f6 33.♗e4 ♔g7 34.d7 ♔h8 −1.58/17

Junior 9: 2) 28.g3 ♘h5 −1.93/17

28...♘h5!

29.♕g4 ♗xg3! 30.hxg3 ♘xg3+ 31.♔g2?

The wrong square, this hastens the end.

Junior 9: 1) 31.♔g1 e2 32.♕e6+ ♕xe6 33.dxe6 exd1♕+ 34.♗xd1 ♔g7 35.♗g4 ♔f6 36.♔f2 ♘f5 37.♗xf5 gxf5 38.♖a7 ♔xe6 39.♖xh7 −2.42/16

Junior 9: 2) 31.♔g2 ♖f2+ 32.♔h3 ♘f5 33.♖h1 h5 34.♕xg6+ ♕xg6 35.♖hg1 ♔h7 36.♖a7+ ♔h6 37.♖xg6+ ♔xg6 38.♗xf5+ ♔xf5 39.♖e7 ♖xb2 40.♖xe3 −4.39/16

31...♖f2+ 32.♔h3 ♘f5 33.♖h1 h5 34.♕xg6+ ♕xg6 35.♖hg1 ♕xg1 36.♖xg1+ ♔f7

Two pawns up, the endgame is a simple win for Kasparov **0-1**

Who fancies analysing 21.♕e2 for us?!

TWO WINS тнат GOT AWAY!

One from **John Bennett**'s G/60 match **Star Diamond** vs **TC2100**, won 4-2 eventually by StarD. The other from Clive Munro's G/60 match between **Palm Hiarcs** and the **Atlanta**

Star Diamond - Travel Champion 2100

1.e4 e6 2.d4 d5 3.♘d2 ♘f6 4.e5 ♘fd7 5.♗d3 c5 6.c3 ♘c6 7.♘e2 cxd4 8.cxd4 ♕b6 9.♘f3 f6 10.exf6 ♘xf6 11.0-0 ♗d6 12.♘c3 0-0 13.♘b5 ♗e7 14.♗f4 ♘e8 15.♕d2 a6 16.♘c3 ♗f6 17.♘e2 ♔h8 18.♗b1 ♗d7 19.♖c1 ♖c8

20.♕d3?! *An idle threat, easily met. Better was 20.♖c3 ♔g8 21.♖b3 ♕a7 22.a3* **20...g6 21.♕a3 ♖f7 22.♗e3?** *Adding a third protection to ♘/d4 – but Black takes it anyway! 22.♗d3 would protect ♘/e2 – you'll see why that matters in a moment* **22...♘xd4! 23.♖xc8?!** *23.♘exd4!? ♖xc1+ 24.♗xc1 ♗xd4 25.♗e3 ♗xe3 26.fxe3∓* **23...♘xe2+! 24.♔f1 ♕xb2 25.♕xb2 ♗xb2 26.♖b8 ♗xa1 27.♔xe2 e5** *Black emerges from the exchanges 2 pawns ahead* **28.♖d8 ♗c6 29.a4 ♔g7 30.♗b6 ♗xa4 31.♖xd5 ♗c6 32.♖d8 ♗xf3+ 33.gxf3 ♘f6 34.♗c5 ♘h5 35.♔d2 b5 36.♗a2 ♖xf3 37.♗d5 ♖f5 38.♖g8+ ♔h6 39.♗e6 ♘f6 40.♗e3+ ♔h5**


41.♖a8? *This mistake should really have cost Star–D the game. Correct was 41.♖g7 then 41...♖f3 42.♔e2 e4 43.h3 ♔h4 44.♗g4! and SD still has a fighting chance 41...♘e4+ 42.♔e1 ♖f6 43.♖xa6 ♗d4 44.♔e2 ♘xf2 45.♗d2 ♘e4 46.♗e1 ♔g5 47.h4+ ♔h5 48.♖c6 g5?!* *48...♗f2! winning a 4th. pawn would surely guarantee 0–1* **49.♗d5 ♖f4 50.hxg5 ♔xg5 51.♖c8 h5 52.♗c6 ♘d6 53.♖d8 ♖f6 54.♗b4 ♘f5 55.♗xb5 ♔f4 56.♗d7**
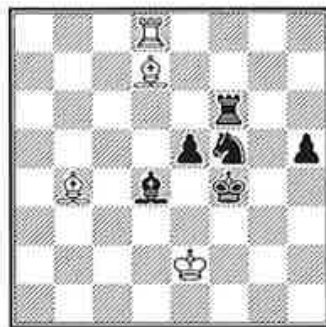
TC2100 can still win here, with the correct ♘ check **56...♘e3?** *56...♘g3+! 57.♔d1 ♔f3 58.♗e7 ♖f7 59.♗c6+ e4 60.♗h4 ♘f5 should win okay, though it's a bit of a struggle* **57.♖h8! ♘d5 58.♗d2+ ♔e4 59.♖xh5 ♘f4+ 60.♗xf4 exf4 61.♗g4 f3+ 62.♗xf3+ ♖xf3 63.♖h4+ ♖f4 64.♖xf4+ ♔xf4 ½-½**
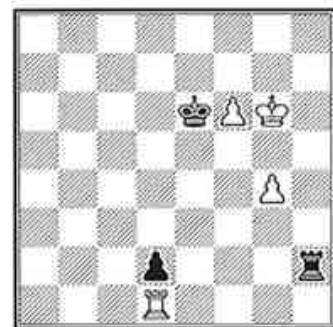
Atlanta - PHiarcs 9.46

We join the game after 55.♖e1!
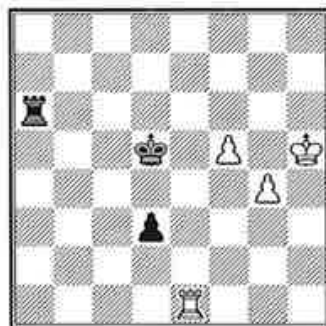
White's gain of the e–file cuts off Black's king, and he could be in trouble! **55...♖a2?** *55...♖d6 is*

correct, then the best I can find for White is 56.g5 d2 57.♖d1 ♔e5 58.f6, when 58...♔e6 should just hold the draw **56.♖d1! ♖h2+** *Best. If 56...♔e4 57.f6 ♖a8 58.f7 ♖f8 59.♔g6 wins; or 56...♔e5 57.♖xd3 ♔f6 58.g5+ ♔f7 59.♖d7+ and again White wins* **57.♔g6 d2 58.f6 ♔e6**

59.f7?? *Missing his BIG chance! It's the only way to do it, but 59.g5! surely wins. Black's best try is 59...♖g2 but 60.♖f1! does the job. The continuation should be 60...♖f2 61.♖xf2 d1♕ 62.f7 ♕b1+ 63.♔g7 ♕b7 64.♔g8 and the pawn can no longer be stopped* **59...♔e7 60.♔g7 ♖f2 61.f8♕+ ♖xf8 62.♖xd2**
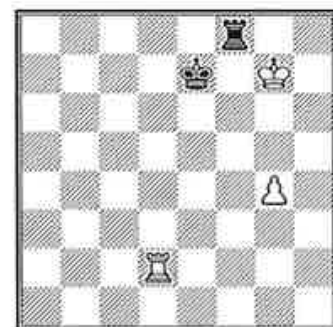
The position is a known draw if Black finds the right moves, and PalmH does even without tablebases! **62...♖f7+ 63.♔g6 ♖f6+ 64.♔h5 ♔f7 65.g5 ♖a6 66.♖d7+ ♔g8 67.♖b7 ♖c6 68.♖e7 ♖d6 69.♖c7 ♖b6 70.g6 ♖b1 71.♔g4 ♖g1+ 72.♔f5 ♖f1+ 73.♔e6 ♖e1+ 74.♔f6 ♖f1+ 75.♔e5 ♖e1+ 76.♔f4 ♖f1+ 77.♔e4 ♖g1 78.♖c6 ♔g7 79.♔f5 ♖f1+ 80.♔g5 ♖g1+ 81.♔h5 ♖h1+ ½-½**

HYDRA ᴛᴏ ᴘʟᴀʏ GM Mɪᴄʜᴀᴇʟ ADAMS

At the end of the **News + Results** section of our last issue, I included amongst the list of intended future articles the suggestion that the *'Latest on the growth of HYDRA'* would be one of them!

That was because Hydra-fan, **Carl Bicknell**, had e-mailed me *'The Hydra team have made MAJOR upgrades to both their website and supercomputer'*.

Of course such information necessitated a visit to the website, and Carl was right.

However the pages for *SelSearch 117* were already finished and at the pasting-up stage, so I just made do by squeezing in the comment at the end of the News Section.

Little did I know then that reference in this issue to **Hydra** would be obligatory, because since then a match with British GM **Mickey Adams** has been scheduled for June!

More of that later if I can get some fuller details.

HYDRA goes 32-bit!

The news that first greeted my arrival at the HYDRA site (www.hydrachess.com) was the PAL Group's announcement that **Chrilly Donninger**'s HYDRA program is now running in a 32-bit version.

I know I've said it before, but repeating the comment now should save me the usual *'do you know where I can buy it'* crop of letters!

Somewhat like **Deep Blue** this is a combined hardware/software project, except that whereas DBlue1/2 was USA based, HYDRA is managed by an Abu Dhabi based group of companies. Their vision is to produce a unit - with the help of highly specialised hardware - that will play the strongest chess on the planet! But it is not intended ever to produce it in any sort of commercial format.

Having already progressed from 4 to 8 processors, the previous version of HYDRA ran on 16 FPGA cards, programmed only to play chess. This version was discussed at some length, and with photographs, in *SelSearch 115* where it's match with
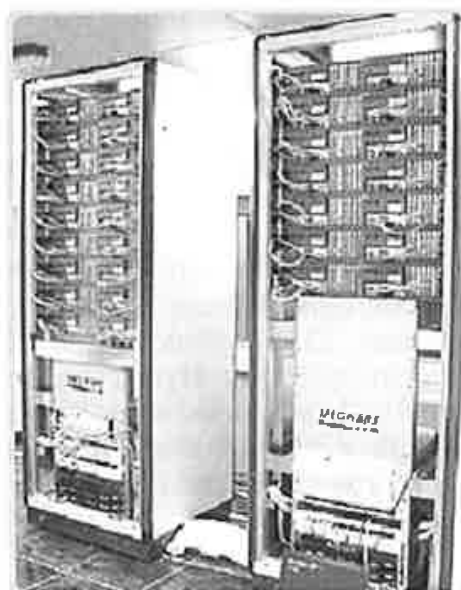
Shredder8 was covered in depth.

But the new 32-by system uses even more advanced cards, with the very latest hardware, and HYDRA now runs 5 times as fast as the 16-bit version did!!

The HORIZON? The SKY is the LIMIT

I quote from the website: *"The developers expect to break the 3000 Elo barrier before the end of this year!"*

Carl says that HYDRA is now searching 200 million nodes per second! This is the same as Deep Blue did, but Hydra has had 8 more years of software and chess programming improvements. Carl himself expects that the new 32-bit beast might well be *'200 Elo above any human or machine, including the closet monster Deep Blue'*.

"Adams hasn't got a chance!" Carl concluded.

A Bit of BRUTUS/HYDRA history

When it went under the name **Brutus** the Donninger/Abu Dhabi project often flattered to deceive, even though it was already being claimed that it was scoring 70% or 80% in private matches against the top software.

But whenever it made a public appearance in a Computer Tournament, it seemed to play some very strong tactical chess, mixed with

occasional poor errors, and usually ended up 2nd. or 3rd., but never top. The 2001-2003 versions of Fritz, Shredder and Junior each came above it at one time or another.

Late last year saw the 16-bit version at last begin to indicate that it really had arrived, although in the **early-2004 CSVN** it was again beaten into 2nd. place by **Shredder8** (8/9) with Hydra on (6½/9).

However later in the year it was involved in the **Man-Machine Bilbao** match, against Topalov (then 2757), Ponomariov (2710) and Karjakin (2576). **Hydra** scored an impressive 3½/4 and played some very strong chess, though it should also be noted that **Fritz** also scored 3½/4, and it was on a small Centrino 188MHz laptop, similar to my own!

But **Hydra**'s other mid-2004 Event was a head-to-head match with **Shredder8**, and in this Hydra won very convincingly by 5½-2½.
  This and its Man-Machine result would certainly go quite some way to supporting Carl's expectations, as the 5½-2½ v Shredder already suggests a 150 gap between them - though allowances should be made for the fact it's a small sample, and we should never grade anyone or anything on only their best results!

14th. IPCCC - Paderborn 2005

Hydra (in 16-bit mode) has actually been involved since 2004, along with some PC Engines, in a long-running Internet Match with Correspondence Chess GM **Arno Nickel**.
  The time control is 40 days per 10 moves, so it hasn't all finished yet. But we'll come back to this later!

It's first 2005-specific event has been **Paderborn 2005**!
  In this **Hydra** started off with 3 straight wins, including the following game in round 3 against old rival **Shredder**!

Shredder - Hydra
14th Paderborn. Round 3

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6 5.♗d3 ♘f6 6.0-0 ♕c7 7.♕e2 d6 8.c4 g6 9.♘c3 ♗g7 10.♖d1 0-0 11.♘f3 ♘c6 12.h3

♘d7 13.♗e3 ♘de5 14.♖ac1

14...♘xf3+
  This has been played before, but 14...♗d7 is usual, and Anand won with it against Almasi in a 1997 game in which the next few moves were 15.♘xe5 dxe5 16.f3 ♘d4 17.♕f2 ♖fd8 18.♘e2 ♗c6 19.♘xd4?! (19.♕h4!?) 19...exd4 20.♗d2 e5
15.♕xf3 ♖b8!
  New. 15...♘e5 16.♕e2 b6 had been tried previously, but the record 1-0=1 favours White
16.♗f1 f5 17.♕g3 ♗e5 18.♗f4 ♗xf4 19.♕xf4 e5 20.♕d2 ♖d8 21.♕g5 ♔g7
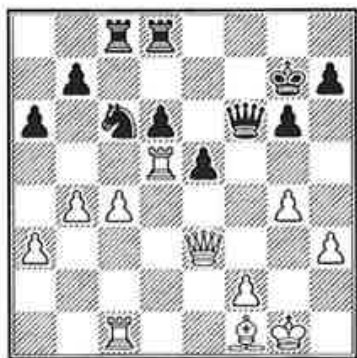

22.exf5?!
  Shredder seems to get excited by the sight of Black's ♔ only two squares from his ♕, and starts to open up the position. But I'd probably prefer 22.♗e2 or 22.♘d5, even though they enable Black to improve his defence with ♕f7
22...♗xf5 23.♕e3 ♖bc8 24.a3?! ♕f7 25.g4 ♗e6 26.b4
  Shredder's play is very inconsistent
26...♕e7 27.♘d5 ♗xd5 28.♖xd5 ♕f6

29.g5 ♕e6 30.♗g2 ♘e7 31.♖d3 ♘f5 32.♕e4 ♕e7

Well, come on − would you take on b7 against Hydra?

33.♕xb7!?

33.♖cd1!?

33...♖c7 34.♕b6

34.♕xa6 ♕xg5 35.♖cd1 ♖dc8 (35...e4!?) 36.♖c3 is similar; but 34.♕e4!? would re−centralise the queen, so I prefer this

34...♖dc8 35.♖dc3 ♕xg5 36.♔h1 ♖d7 37.♕xa6 ♖f8 38.♕c6

Taking the opportunity to get his ♕ to a square so she can move to the kingside, where Black has a serious artillery majority

38...♖df7!

39.♖d1?!

I believe 39.♖f1 was better, but even then Black looks to be getting on top after

39...♘h4! 40.♖g3! ♕d2

39...♘e7

39...♘d4!? looks even stronger to me, especially after 40.♕xd6 ♖d8! although Junior9 just found the complicated 41.f4!? If 41...exf4 42.♕c5 is strong, at least equal− ising a game that White is otherwise now losing, so it would have to be 41...♖xf4 42.♕c7+ ♖f7 43.♕c5 and now 43...♖f2! 44.♖g1 ♖df8−+

40.♕b7

Why not 40.♕xd6? Because 40...♖xf2 41.♖g1 (forced) 41...♖xg2! 42.♖xg2 ♖f1+ 43.♔h2 ♕f4+ 44.♖cg3 ♘f5! forking ♕ and ♖. White can get the queen safe with 45.♕d7+ ♔h6 46.♕d2 but 46...♘xg3 47.♕xf4+ virtually forced 47...exf4 and Black, with piece for pawn, wins

40...♖xf2 41.c5?

I don't like this at all, as Black's fairly obvious reply blocks the White ♕ out of the game again. 41.♔h2 was preferable, and if 41...♖8f7 42.♕e4 and still some thin chance of hanging on!

41...d5 42.♖g1 ♖8f7! 43.b5 ♕d2 44.♖f3 ♖2xf3 45.♗xf3 ♕e3 46.♗g2 ♘f5 47.♕xd5

Trying again to get back into the game, but this time it's too late

47...♘g3+! 48.♔h2 ♕f4 49.♕xf7+

Virtually resignation, but nothing works. E.g. 49.♗f3 ♘f1+ 50.♔g2 ♕g3+ 51.♔xf1 ♖xf3+ 52.♕xf3 ♕xf3+ 53.♔e1 e4 0-1

49...♔xf7 0-1

Hydra won again in round 4, so in this 9 Round event, the scores already looked very ominous for everyone else!

- 4/4 Hydra
- 3½
- 3   Shredder, Gandalf
- 2½ Nexus, SOS
- 2   Spike, The Baron, Diep, Anaconda, Jonny,   Patzer

However Gandalf and then Jonny (!) held Hydra to draws in round 5 and 6, so after 6 rounds it wasn't quite as clear after all.

- 5/6 Hydra, Shredder
- 4½
- 4   Gandalf
- 3½ Spike, Anaconda, Jonny, SOS
- 3   Ikarus, The Baron, Diep, Patzer

In round 7 **Hydra** beat Spike - you should already have read a little about the astonishing emergence of **Spike** in the **Chris Goulden** section of our News + Results - in an earlier round it had beaten Nexus in only 28 moves (earlier **Gandalf** had beaten Nexus in only 20, yet Nexus ended up in mid-table!?). **Shredder** beat Anaconda.

Round 8 decided it! **Hydra** won against The Baron, while Shredder was held to a brief 35 move draw by the otherwise disappointing Diep.

Spurred by its draw with Shredder, **Diep** now won in only 21 moves against Matador! **Hydra** beat Anaconda in 43 moves to secure top spot, and **Shredder** beat Quark in a 30 mover. **Spike** concluded the tournament in style with a win against Gandalf!!

14th. IPCCC, Paderborn 2005

Pos	Program Engine	Score/9
1	Hydra	8
2	Shredder	7½
3=	Gandalf Spike	5½
5=	Ikarus The Baron Diep	5
8=	Jonny Nexus Anaconda SOS	4½
12=	Patzer Neurologic	3
14=	IsiChess Quark	2½
16	Matador	1½

Gandalf - Nexus
Paderborn 2005. Round 4
1.d4 ♘f6 2.♘f3 d5 3.c4 e6 4.♗g5 dxc4 5.e4 ♘c6 6.♗xc4 h6 7.♗xf6 ♕xf6 8.♘c3 ♗d7 9.0-0 0-0-0 10.♖c1 g5 11.♗b5 ♕f4 12.♕a4 a6 13.♗xa6 g4 14.♘h4 ♕d2 15.♗b5 ♕xd4 16.♕a8+ ♘b8 17.♖fd1 ♕e5 18.♘f5 c6 19.♘e3 ♗c5 20.♘c4 1-0

Hydra - SOS
Paderborn 2005. Round 4
1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e6

5.♘c3 ♕c7 6.♗e3 a6 7.♕d2 ♘f6 8.0-0-0 ♗b4 9.f3 ♘a5 10.♔b1 ♗xc3 11.bxc3 d5 12.♘b3 0-0 13.♗g5 dxe4 14.♗xf6 gxf6 15.fxe4 ♗g7 16.♕f2 ♘xb3 17.axb3 ♕xc3 18.♖d3 ♕e5 19.♖h3 ♖g8 20.♗e2 h6 21.♖d1 ♔h7 22.♖h5 ♖g5 23.♖xh6+ ♔xh6 24.♖d8 ♖g3 25.hxg3 b5 26.♖g8 ♔h7 27.♖g4 f5 28.exf5 exf5 29.♕e1 fxg4 30.♗d3+ ♕f5 31.♕e8 ♖a7 1-0

Nexus - Spike
Paderborn 2005. Round 6
1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.exd5 exd5 5.♘f3 ♘e7 6.♗d3 ♗g4 7.h3 ♗h5 8.0-0 ♘bc6 9.♗e3 a6 10.♘a4 ♗d6 11.♘c5 ♕c8 12.c3 b6 13.♘b3 f6 14.♖e1 0-0 15.♗d2 a5 16.♖c1 ♘g6 17.♕c2 ♗xf3 18.♗f5 ♕b7 19.gxf3 ♘ce7 20.♗e6+ ♔h8 21.♕d3 c5 22.♘b5 ♕c7 23.♕e2 c4 24.♘a1 ♖ae8 25.♖b1 ♗h2+ 26.♔h1 ♗f4 27.♖bd1 ♘c6 28.♕f1 ♗xd2 0-1

Diep - Matador
Paderborn 2005. Round 9
1.d4 ♘f6 2.♘c3 d5 3.f3 e6 4.e4 dxe4 5.fxe4 ♗b4 6.a3 ♗xc3+ 7.bxc3 ♘xe4 8.♕g4 ♘xc3 9.♗d3 g6 10.♘f3 e5 11.♕g3 exd4 12.0-0 0-0 13.♗h6 ♖e8 14.♘g5 ♖e7 15.♘xh7 ♖e6 16.♘g5 ♖f6 17.♘xf7 ♕e7 18.♗g5 ♘d5 19.♗c4 ♕xf7 20.♗xf6 ♗e6 21.♗xd4 1-0

Quark - Shredder
Paderborn 2005. Round 9
1.c4 e5 2.g3 ♘f6 3.♘c3 ♗b4 4.♗g2 0-0 5.♕b3 ♘c6 6.♗xc6 ♗xc3 7.♗g2 ♗a5 8.♘f3 ♖e8 9.0-0 e4 10.♘d4 d6 11.d3 c5 12.♘b5 ♗g4 13.f3 exf3 14.exf3 ♗e6 15.f4 ♗f5 16.h3 h5 17.♘c3 ♗xc3 18.♕xc3 ♕d7 19.h4 d5 20.cxd5 ♗h3 21.♕c2 ♘xd5 22.a3 ♗xg2 23.♕xg2 ♘f6 24.♕f3 ♘g4 25.♖b1 ♖e7 26.♗d2 ♖ae8 27.♖fe1 c4 28.♖xe7 ♖xe7 29.♔h1 cxd3 30.♖e1 0-1

Spike - Gandalf
Paderborn 2005. Round 9
1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 0-0 9.h3 ♘a5 10.♗c2 c5 11.d4 cxd4 12.cxd4 ♕c7 13.♘bd2 ♗b7 14.d5 ♖ac8 15.♗d3 ♘d7 16.♘f1 f5 17.♘g3 f4 18.♘f5 ♖xf5 19.exf5 ♘f6 20.b3 ♗xd5 21.♗d2 ♘b7 22.♖c1 ♘c5 23.b4 ♘xd3 24.♖xc7 ♖xc7 25.♖e2 ♗xa2 26.♗xf4 ♗c4 27.♗d2 ♘d5 28.♕a1 ♘3xb4 29.♖e4 ♖c5 30.♕a3 ♘c6 31.♕xa6 ♘d8 32.♕a3 ♘f7 33.♖e1 ♖c8 34.g4 ♖b8 35.g5

♖f8 36.♖c4 ♚h8 37.g6 ♘h6 38.♗xh6 gxh6
39.♘h4 ♚g7 40.gxh7 ♚xh7 41.♘g6 ♖xf5
42.♘xe7 ♘xe7 43.♕xd6 ♖g5+ 44.♚h2 ♘f5
45.♕c7+ ♘g7 46.♖xe5 ♖xe5 47.♕xe5 ♚g8
48.f4 ♚f7 49.f5 ♘e8 50.♕g3 ♚e7 51.♕e3+
♚d7 52.♕xh6 ♘d6 53.♕g7+ ♚c6 54.♕e5
b4 55.h4 ♗d5 56.h5 ♘f7 57.♕e8+ 1-0

Hydra v Mickey Adams!

You'll recall that Carl's view is that *"Adams hasn't got a chance!"* Is that right?

There are a few really strong 'super' Grandmasters - Kasparov, Kramnik, Anand, Leko and Topalov would be my nominations. Others like Shirov and Ivanchuk can produce mind-boggling chess on their day, but aren't consistent.

But **Michael Adams** is a very interesting player. He's been hovering just inside the top 10 for a few years now, and was recently one game away from meeting Kasparov in a play-off to form part of the hoped-for World Championship reunification process.

In fact Adams should really have won his match against Kasimdzhanov, but lost 2 'won' games due to oversights you don't normally see in Mickey's game. Undoubtedly tiredness at the end of an extremely long and tense knockout tournament.

As an aside, I believe if Adams had qualified to meet Kasparov, then money and high-power publicity would have been forthcoming for a match in London, and maybe Kasparov wouldn't have retired!

But that's another story!

Michael Adams has a great natural 'feel' for the game - he has a remarkable ability for finding strong, solid but subtle moves, which require opponent's to play with great care and not over-estimate their position. He plays in a slightly defensive and positional style, but his moves often contain great latent (and often hidden) potential.

If he can play at his best level, and avoid time control pressure, then I think he has the right sort of game to trouble even a top number cruncher!

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But my greatest optimism for Michael's chances comes more from **Hydra**'s performance in the **Correspodence Matche** against GM **Arno Nickel**, which I mentioned earlier!

This is the most amazing set-up for a **Man-Machine** match I have heard of.

Nickel is playing these games at a Correspondence time control of 10 moves in 40 days, over the Internet, and as a Simultaneous. In each game he (and the computer) must make 10 moves every 40 days. His own Correspondence rating is 2586 Elo, but of course he can and may be using a PC and playing engine/s of his own to help in the games.

One thing he didn't know at the start, in October 2003, was which engine is which... they all went under the name of planets. But we can show them now in *SelSearch* as the play stopped in April (2005) and outstanding games are getting the Bill Reid **Adjudication** treatment!

This was the official state-of-play when the games were stopped....

Arno Nickel	Junior 8 + 9	½-½
Hiarcs 9	Arno Nickel	1-0
Arno Nickel	Deep Shredder 7	unfinished
Deep Fritz 8	Arno Nickel	1-0
Arno Nickel	The King 3.23	½-½
Chess Tiger 15	Arno Nickel	½-½
Chess Tiger 15	Arno Nickel	0-1
Arno Nickel	Junior 9	unfinished
Hydra	Arno Nickel	unfinished
Arno Nickel I	Hydra	unfinished

At this point, with 4 games requiring adjudication, **Nickel**'s score is 1-2=3. **Hiarcs9** and **DeepFritz8** have both beaten him.

It's relevant to see what the adjudication

games DeepShredder and Junior9 look like, and then we'll have a quick play through the Hydra games, through to the adjudications.

Nickel v Deep Shredder7

Analysis by Fritz 8:
54...Rc4 55.Qd3 Qc7 56.Kg2 Qa7 57.Kxh2
+- (2.67) Depth: 16/68 00:10:38

So that's a likely point for Nickel.

Nickel v Junior9

Analysis by Fritz 8:
30.Qa3 Qxa3 31.Rxa3 Ra8 32.Rxa8 Rxa8
33.Re2 Ra3 34.Rb2 Be8 35.Rb8 Kf8 36.Rc8
Rxc3
+- (0.66) Depth: 19/52 00:06:26

And that's a likely draw! So probably we're looking at 2-2=4, with the **Hydra** games to consider.

Hydra - Nickel, Arno
French Defence.
1.e4 e6 2.d4 d5 3.♘d2 c5 4.exd5 ♕xd5
5.♘gf3 cxd4 6.♗c4 ♕d6 7.0-0 ♘f6 8.♘b3
♘c6 9.♘bxd4 ♘xd4 10.♘xd4 a6 11.♖e1
♕c7 12.♕e2 ♗c5 13.c3 h6 14.♗d3 ♗d7
15.♗e3 ♗d6 16.g3 0-0 17.♕d2 ♘g4
18.♖ad1 ♖fe8 19.♘b3 ♘xe3 20.♕xe3 ♖ad8

21.♕e4 g6 22.♗f1 ♗c6 23.♕e3 ♔h7 24.♗g2
e5 25.♗xc6 ♕xc6 26.♕e4 ♕xe4 27.♖xe4
♗c7 28.♖ee1 b6 29.♘a1 ♔g7 30.♘c2 ♖xd1
31.♖xd1 ♖d8 32.♖xd8 ♗xd8 33.♘b4 a5
34.♘d5 f5 35.c4 ♔f7
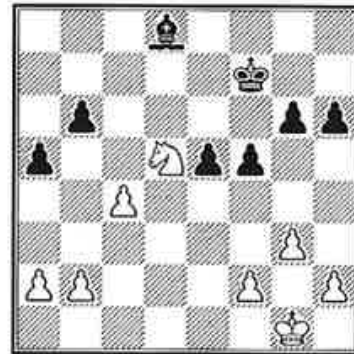
36.a4?! *Although this renders Black's ♙/b6 backward, it does the same to his own ♙/b2, and leaves holes for either king to enter through. As the Black ♔ nearer than White's to this action, it is a dangerous thing to do, the first ♔ there can win the game 36...♔e6 37.b3 g5 38.h3 h5 39.♔f1 g4 40.h4 f4 41.♔e2 41.gxf4!? 41...♔f5 42.♔f1? ♔e4*
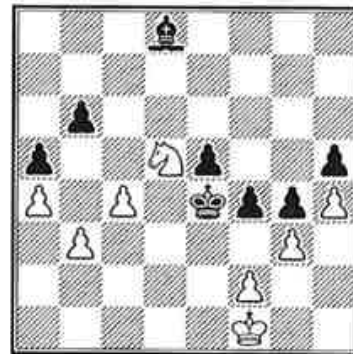
We can clearly see that Black's ♔ is now much better! **43.♔e2 fxg3 44.fxg3 ♔d4! 45.♔d2 e4 46.♔e2 e3 47.♔e1 ♔d3! 48.♔d1 e2+ 49.♔e1 ♔c2 50.♔xe2 ♔xb3 51.♔d3 ♔xa4 52.♔c2 ♗xh4! 53.gxh4 g3**
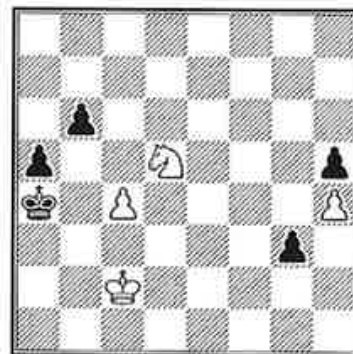
54.♘f4? *Very strange. With 54.♘e3 Hydra could have at least tried to hang on to the c4 pawn as well as protect the g2 square from a further advance of the g/pawn. In the June match Adams should clearly aim for endgames with pawns on both sides of the board, as he'll know more about pawn structures and distant majorities etc.*
54...♔b4

This is where the game is left for adjourn-ment. There can't be much doubt that Nickel has an easy win! Here's the best 3 tries for White, but they all lose fairly quickly:
    55.♘g2 ♔xc4 56.♘e3+ (56.♘f4 b5!) 56...♔b4 57.♔b2 b5 0-1
    55.♔d3 ♔b3! 0-1
    55.c5 ♔xc5 56.♔c3 b5! 0-1

Okay let's have a look at the 2nd. Hydra adjudication game.

Nickel, Arno - Hydra
Sicilian.
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 ♕c7 6.♗e3 a6 7.♕d2 ♘f6 8.0-0-0 ♗b4 9.f3 ♘e5 10.♘b3 b5 11.♕e1 ♗e7 12.f4 ♘c4 13.e5 ♘g4 14.♗d4 0-0 15.♗d3 ♗b7 16.♕e2 ♘h6 17.♘d2 d5 18.g4 ♖ac8 19.♖hg1 b4 20.♘cb1 a5 21.♘f3 a4 22.f5


Hydra has built-up a pretty impressive

attack, and Nickel is definitely under some pressure. But with 22.f5 he's clearly got an attack of his own! Great stuff! How best to continue? 22...♔h8 gets the ♔ off the g–file in anticipation of g4-g5 and now 23.f6 gxf6. Or 22...a3 aims to pursue his own attack, and White can reply with either 23.b3 or 23.bxa3 **22...♗c5!?** **23.♕f2** *I'm sure Nickel must have been tempted by 23.fxe6 fxe6 24.♗xh7+!? but it probably doesn't quite work after 24...♔xh7 25.♕d3+ ♔g8 26.♘g5 threatening ♕h7 mate, but 26...♖f5! looks to save Black who will maintain a material advantage 27.♘xe6 ♗xd4 28.♕xd4 ♕c6 though there are still some delicious complications!* **23...a3! 24.bxa3 ♗xd4 25.♕xd4 bxa3 26.f6 ♗a6 27.♗xc4 ♕xc4** *If 27...♗xc4 28.♕e3 appears to favour White* **28.♕xc4 ♗xc4**
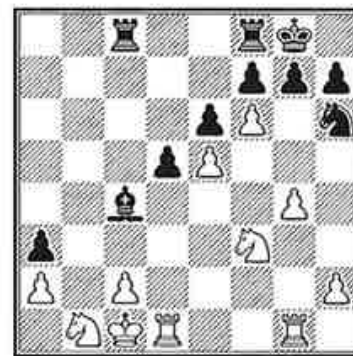
29.♘d4 *Note that White can't play 29.♘xa3 yet because of 29...♗e2!* **29...♖a8 30.♖g3 ♗xa2 31.♘xa3 ♖fb8 32.h3 ♖b7?!** *32...gxf6 33.exf6 ♖a4! is about equal* **33.♖dd3 gxf6 34.exf6 ♖b6?** *This, with 32...♖b7, is a poor waste of time. Something like 34...♔h8 would make sense and Black would still be just about equal* **35.♖c3 ♔h8 36.♖c6!?**
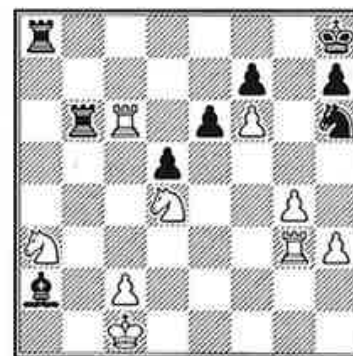
36...♖b4? *Surely Hydra can't have missed White's next move which will seriously*

curtail this rook's activities. 36...♖ab8 was correct, and now White can exchange on b6, or hit the 7th. rank with ♖c7. Neither of these is good news for Hydra. But the move Nickel can now play gains him with an even bigger advantage! **37.♘ab5! e5** *Probably expecting 38.g5, which would be strong anyway* **38.♘d6!** *Sacrificing the ♘/d4, but gaining a powerful attack* **38...exd4 39.♖a3!** *Again 39.g5 would have been very strong, but Nickel keeps coming up with some really clever and subtle ideas* **39...♖b1+?!** *It seems to me 39...♖bb8 was Hydra's only hope, then I'd expect 40.♖b6! (this rook can't be taken because of 41.♖xa8+ ♘g8 42.♘xf7 mate!) 40...♖f8 41.♖xa8 ♖xa8 42.g5! which wins the knight as, again, 42...♘g8 43.♘xf7 mate. So 42...♗c4 43.gxh6, but though the material is back to level White's advanced f6 and h6 pawns give him a clear advantage* **40.♔d2 ♖ab8 41.♖xa2 ♖f1 42.♖b6 ♖g8**
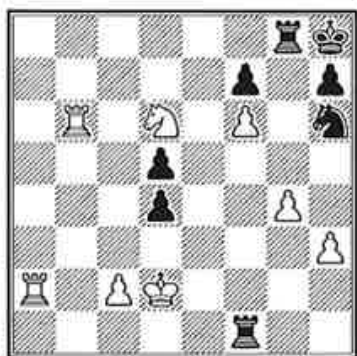
This is the position for adjudication, but again we have to say that surely Nickle must win! He'd be certain to play 43.g5! and, as above, if the ♘ moves then ♘xf7 is mate. So the best try is possibly 43...♖g1 but now 44.h4! must end it **1-0**

So you could almost say that **Hydra** has let the Computer team down! If the other adjudications go as I've suggested, then it was 4-4 before the Hydra games, and they are 2-0 to **Nickel**, leaving him a 6-4 winner.

I know I've said it before - it's a hobbyhorse of mine! - but I still do believe that all the extra speed <u>needs</u> lots of good chess knowledge to make a meaningful difference v GMs.

In games or a match v Computers, the extra speed enables deep tactics to be seen that the other program doesn't find, and opportunities for this crop up somewhere along the way in many games.

But against humans, whilst tactics certainly play a part, they are quite often 'short range' mistakes or oversights - which the standard PC program picks up on. The thing that makes a difference against GMs is positional sense, understanding an advantage that is long term, knowing how to direct the game (strategy) towards the place where the advantage becomes the crucial issue in the game.

This, I believe, is where the top players still have the advantage. The important thing for a computer against humans is, whilst searching for and creating opportunities for tactics, combinations and complications, <u>not</u> to create and leave positional weaknesses - the GM is able to recognise these immediately and knows the strategies required to move the game in the right direction. The computer sees a doubled pawn, or backward pawn, or misplaced king that might affect an endgame, and gives the disadvantaged side a -0.30 or whatever negative evaluation... but it still has to work it all out as it goes along. The GM <u>knows</u> what to do, how to proceed!

So I still believe the best long-term aim should be plenty of quality chess knowledge put with the fastest possible processor, and this is what will beat both computers and humans. The Hydra team often write about how they are putting more, more and more knowledge into their program, and how it doesn't affect Hydra's speed so suggesting that <u>it</u> is already the program+hardware combination which represents the best of both worlds. But I think there are one or two things in the games we've just looked at which suggest that a few of the PC programs still know more about chess than Hydra does.

Hydra vs Adams

Well, that's my view - okay, I'm trying my best to be optimistic for the human race! Let's see if **Adams** can prove me right! There will be **6 games**, played during 21-26 June 2005. The exact venue is not known, but the website says **'London'**. I'd imagine that's where Adams will be, and a Hydra representative or two with a laptop with 'net or 'phone connection to Hydra itself, sat in Abu Dhabi! The prize money will be $25,000 for each game won, $20,000 shared for a draw.

Bill REID - Time for ADJUDICATION 2

Bill's *'Time for Adjudication'* contribution in our last issue seems more complicated than you'd at first think.

Here's his introduction to the puzzle, but this time I've converted the long Descriptive Notation - which was used in previous centuries for Adjournments! - into modern algebraic, so we can hopefully compare conclusions more easily!

Bill: My next position is one that computers 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 (see *SelSearch 114/5*). White wants a win and Black, rather optimistically but it's what his team needs in the match, has also claimed one. Our adjudicator soon disposes of that possibility:

"Well I can see right away that 1.♗xc6 ♗xc6 2.♘xe6 is a draw. The pawn capture 2...fxe6 is forced, and then White goes 3.♕xg6+ etc.
    And 1...bxc6 is no good at all, because then 2.♕e7, Bishop moves, say 2...♗e8 3.♕xc7, and it's all over.

"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. It's no good trying to manoeuvrer the queen because, as soon as she leaves the f6 square Black can go Kg7.

"Therefore the only tactic is to go 1.♗c2 with the big threat of ♗xg6. But then Black can defend with 1...♗e8!

"So now we need a careful look to see if a sacrifice works:
    2.♗xg6 fxg6 3.♕xe6+ ♗f7 4.♕f6 and Black looks to be completely solid after 4...♘d8
    Well what about the knight? 2.♘xe6 fxe6 3.♕xe6+ and after ♔g7 Black stands better.
    2.♘xf7 is an improvement, but 2...♗xf7 seems good enough to hold the draw (and 2...♖xf7 could even put Black on top)

So White had better go with 1.♗xc6 and take the more 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?

Of course I always have a go at these myself - with Fritz, Hiarcs & co! - and had found something rather unexpected. But before we consider that, let's have a look at the solution which **Bill** sent me a couple of weeks ago. As it came in printed form and not as a Chess-Base file by e-mail, my PC hasn't lost it!!

Bill Reid-2: The Solution

After
1.♗c2 ♗e8
the human eye wont miss out on sacrifi−cial moves like 2.♘xe6 or ♘xf7, but somehow the idea of sticking a piece on an empty square, where it can be captured, is often easily missed. And that's what does the trick for White here!
2.♘h7!
Easy enough for the programs to spot that this gives White a small advantage, but how long do they take to see that it's a clear win? There are quite a few lines to check out. Black's best reply is
2...♔xh7
*The other try is 2...e5, but it fails to 3.♗xg6! fxg6
    (if 3...exd4 4.♗c2 (4.♗f5! is also winning with a mate in sight) 4...dxc3+ 5.♔d1 and if 5...♗d4 6.♕g5+ is m/5)
    4.♘xf8 ♗f7 to stop 5.♘e6 and ♕g7 mate*

5.♘xg6 ♗xg6 6.♕xg6+ 1-0

After 2...Kxh7 White's winning line is
3.♗xg6+ fxg6
Or 3...♔g8 4.♗d3 ♘e7 5.♕xe7 f5
6.♕xe6+ ♗f7 7.♕h6 1-0
4.♕xf8 e5 5.dxe5 ♘xe5 6.♕xe8 ♘c4+
7.♔d3 ♗b6 8.♕f7+ ♔h8 9.♕f8+ ♔h7
10.g5! 1-0

Okay, let me tell you what happened when I had a look at this, and before I received Bill's Solution.

I managed to find 2.Nh7! in the line beginning 1.Bc2, and worked through a few more moves to conclude this was the winning solution, though I didn't find all the alternatives which Bill shows.

Then I fired up Junior9 from within Chess-Base, and asked it to do 'top 2 moves' analysis. Lo and behond, within barely a minute, it reckoned both 1.Bc2 and 1.Bxc6 were definitely winning.

So I tried Hiarcs, then Fritz, and finally Shredder.... and they all agreed.

Of course because of my PC crash I've lost all of the work I did on it at the time, but I have redone the 'top 2 moves' search, and used 'Copy all to notation' as described in my 'Using CHESSBASE' article. I let each program have 4-5 minutes, and here's the results....

Junior 9: 1) 1.♗xc6 2.97/20
Junior 9: 2) 1.♗c2 ♗e8 2.♘h7 ♔xh7
3.♗xg6+ ♔g8 4.♗c2 ♘e7 5.♕xe7 f5
6.♕xe6+ ♗f7 7.♕f6 f4 8.gxf4 ♗h5 1.99/18

Fritz 8: 1) 1.♗xc6 ♗xc6 2.♘xe6 fxe6
3.♕xg6+ ♔h8 4.g5 ♗b6 5.♕h6+ ♔g8
6.♕xe6+ ♔g7 7.♕h6+ ♔f7 8.g6+ ♔e7
9.♕h7+ ♔d6 10.g7 ♖a8 3.11/18
Fritz 8: 2) 1.♗c2 ♗e8 2.♘h7 ♔xh7 3.♗xg6+
fxg6 4.♕xf8 e5 5.dxe5 ♗f2 6.♕xe8 ♗xg3

7.e6 ♗f4+ 8.♔c2 ♗d6 2.77/18

Hiarcs 9.0498: 1) 1.♗xc6 ♗xc6 2.♘xe6 fxe6
3.♕xg6+ ♔h8 4.g5 ♗b6 5.♕h6+ ♔g8 6.g6
♖f2+ 7.♔e3 ♖f7 8.gxf7+ ♔xf7 9.♕h7+ ♔e8
10.g4 2.35/15
Hiarcs 9.0498: 2) 1.♗c2 ♗e8 2.♘h7 ♘xd4
3.♗xg6 ♘b3+ 4.♔d1 fxg6 5.♕xf8+ ♔xh7
6.♕e7+ ♔h6 7.♕xe8 ♔g5 8.♕a4 ♘d4
9.cxd4 ♔xg4 10.♕e8 2.34/15

Shredder 9: 1) 1.♗c2 ♗e8 2.♘h7 ♘xd4
3.♕e7 ♔xh7 4.♕xf8 ♘xc2 3.10/17
Shredder 9: 2) 1.♗xc6 bxc6 2.♕e7 c5 3.♘h7
♖a8 4.♘f6+ ♔g7 5.♘xd7 cxd4 6.♕f6+ ♔g8
7.cxd4 ♗b6 8.♔d3 a5 9.♘e5 ♖f8 10.♕e7 a4
11.g5 c5 2.88/17

In the 1.Bc2 variation Fritz follows Bill's line through to Black's 5th. move. Shredder and Hiarcs want to try 2...Nxd4, but their evaluations don't hold out any hope for this. Junior tries 3...Kg8, but Bill's note to 3...fxg6 has already shown this fails.

I don't think there's any argument that 1.Bc2! wins.

Now turning to 1.Bxc6, Junior9 lets us down by not showing any analysis at all, but the other 3 all do. Fritz and Hiarcs agree on...

1.♗xc6 ♗xc6 2.♘xe6 fxe6 3.♕xg6+ ♔h8
4.g5 ♗b6 5.♕h6+ ♔g8
but then vary between 6.♕xe6+ (Fritz),
and 6.g6 (Hiarcs)

Shredder makes an unexpectedly early change with *2.♕e7*

I'm going to go with Fritz and Hiarcs but, to do the job properly, we will need:
[1] to check more closely the position after 3.♕xg6+. Bill put a dreaded 'etc' here, but is it a win for White as the engines think, or can Black escape to a draw?
Then [2] if they still think White has a win we should jump to move 6 and see what lines of analysis they produce there,
And then [3] we should probably also check to see if, after *1.♗xc6 ♗xc6 2.♘xe6*, Shredder has found a drawing line for Black to explain its choice of *2.♕e7*. Probably Shredder is the first engine to use in [1].

We'll do that in a moment, but first let's see what someone else has to say!

On 29/April I got an amusing e-mail from **Peter Grayson** which read:

"I made the mistake of having a 'quick' half hour on Bill Reid's adjudication position before I went to bed! As you can see from the time of this e-mail (01:25:03) the position became a bit too absorbing. But I think there are at least two forced winning lines with 1.Bxc6 and the 'overlooked' sacrifice in the 1.Bc2 variation. A glance at the position reveals White's spatial advantage and the lack of Black's mobility, which White seems to be able to capitalise on very quickly in the 2 lines below. All the programs liked 1.Bxc6, but I preferred 1.Bc2, so I'll start with that!

1.♗c2 ♗e8
The initial moves in this line are forced and now the rook has nowhere to go, so
2.♘h7!
The overlooked sacrifice!
2...♔xh7 3.♗xg6+ fxg6 4.♕xf8
The bishop also drops
4...e5
Here 5.g5 looks premature
*But 5.♕xe8! exd4 6.♕f7+ ♔h8
(6...♔h6? 7.g5+ ♔h5 8.♕f3+ ♔xg5
9.♕f4+ ♔h5 10.♕h4#) 7.♕xc7! dxc3+
8.♔d1. The b7 pawn drops and Black's game has gone*
And finally....
5.dxe5!
And I'm struggling to find anything for Black, so **1−0**

Since his first e-mail Peter has sent me some analysis on 5.dxe5

He suggests for Black 5...Bf2 (also the Fritz choice in our earlier 'top 2' analysis, whereas Bill's line went 5...Nxe5 6.Qxe8 Nc4+ 7.Kd3 Bb6)). Now White has a choice of which bishop to take!

(a) 6.Qxf2 (Peter's choice) Nxe5 7.Qf8 Nc4+ 8.Kd3 Nd6 9.Qe7+ Kg8 10.Qxc7. This

seems correct to me, says Peter!
(b) 6.Qxe8 (Fritz's choice) Bxg3 7.Qf7+ Kh6 8.Qxc7

"Here's my analysis on 1.Bxc6....
1.♗xc6 ♗xc6 2.♘xe6 fxe6 3.♕xg6+ ♔h8 4.g5!

4...♗e8 5.♕h6+ ♔g8 6.g6 ♗xg6 7.♕xg6+ ♔h8 8.♕h6+ ♔g8 9.♕xe6+
If the king moves then the c7 pawn drops, the bishop is also at risk and Black is probably already lost. So....
9...♖f7 10.♕c8+ ♔g7 11.♕xb7 ♗b6
and Black's cause again seems lost after
12.♕xd5
or indeed 12.g4.
1-0

Peter had the same as Fritz and Hiarcs to move 4.g5! I think this is the move which makes the difference in this line, and makes 1.Bxc6 work.

To tidy up, here are the promised extra lines of analysis for points raised within the article. We'll start with [3] to see why Shredder, after 1.Bxc6 Bxc6, chose 2.Qe7 in its forward analysis. Had it found a draw in the line 2.Nxe6 that the others chose?!

[Shredder 9: 1] 2.♘xe6 fxe6 3.♕xg6+ ♔h8

4.g5 ♗e8 5.♕h6+ ♚g8 6.g6 ♗xg6 7.♕xg6+ ♚h8 8.♕h6+ ♚g8 9.♕xe6+ ♖f7 3.02/20
Shredder 9: 2) 2.♘e3 a5 0.03/20

Isn't that interesting (strange, actually!). There's no sign of 2.Qe7, and that's not because the proposed 2nd. best move is any good in its place, as it's shown only as 0.03.

There have often been suggestions that Shredder's forward analysis in versions 7 and 8 were 'dodgy', but after using it for a few weeks I'd decided Stefan Meyer-Kahlen must have corrected the problem. Now I'm not so sure! If the forward analysis produced by a program is doubtful so soon in the variation - and this was after a 10 minutes search - it makes it difficult to use an engine with confidence for analytical work.

Anyway, the main thing with regard to the game we're working on is that Shredder has now decided clearly in favour of 2.Nxe6, the move chosen by all the other programs, and its evaluation of this is +3.02!!

Our no. [1] question was what the programs thought of the position after 1.Bxc6 Bxc6 2.Nxe6! fxe6 3.Qxg6, where Bill put an etc. and named it a draw.

Obviously Black has only one immediate move, 3...Kh8, so let's see what Fritz8 and Junior9 think of it now, for White. How does he win? So far 4.g5 is the main suggestion.

I set Fritz8 analysing, and after 10 mins, instead of 'Copy all to notation', chose 'Clip analysis' and Pasted it straight into this document. This is what I got:

Analysis by Fritz 8:
1. +- (3.43): 4.g5 Rf2+
2. = (0.00): 4.Qh6+ Kg8 5.Qg6+

As you can see it Copy+Paste like this doesn't

show the depth of search reached, which was actually 17.

However it does show that 4.Qh6+ is =, and I'd guess this perpetual check routine was what Bill had expected.

But of course it also has a big evaluation for the (winning) 4.g5!

Let's do the same with Junior9.

Analysis by Junior 9:
1. +- (3.60): 4.g5 Be8 5.Qh6+ Kg8 6.g6 Bxg6 7.Qxg6+ Kh8 8.Qh6+ Kg8 9.Qxe6+ Rf7 10.Qc8+ Kg7 11.Qxb7 c5 12.Qxd5 cxd4 13.cxd4
2. = (0.00): 4.Qh6+ Kg8

That's good, the same conclusion! And a nice long line of analysis from Junior on the winning move. Can anyone find a way for Black to save the game after 4.g5?!

Finally our question [2] was, after 1.Bxc6 Bxc6 2.Nxe6 fxe6 3.Qxg6+ Kh8 4.g5! Bb6 5.Qh6+ Kh8, could we determine between Fritz's choice of 6.Qxe6+ and Hiarcs' 6.g6
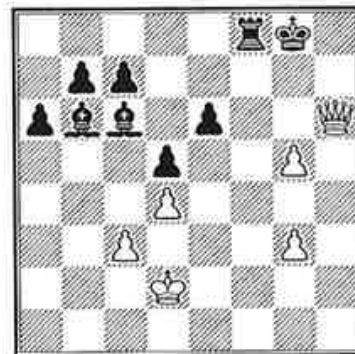
Analysis by Fritz 8:
1. +- (4.65): 6.g6 Rf7 7.gxf7+ Kxf7 8.g4 Be8 9.g5 Ke7 10.g6 Bxg6 11.Qxg6 a5 12.Qg7+ Ke8 13.Kc2 a4
2. +- (4.13): 6.Qxe6+ Kg7 7.Qh6+ Kf7 8.g6+ Ke7 9.Qg7+ Ke8 10.Qe5+ Kd7 11.g7 Re8 12.Qxe8+ Kxe8 13.g8Q+ Ke7 14.g4 a5 15.Qg7+
Analysis by Hiarcs 9.0498:
1. +- (4.01): 6.g6 Rf2+ 7.Ke3 Rf7 8.gxf7+ Kxf7 9.g4 Be8 10.g5 Ke7 11.g6 Bxg6 12.Qxg6 Kd7 13.Qg8 Ba5
2. +- (2.28): 6.Qxe6+ Kg7 7.Qh6+ Kf7 8.g6+ Ke7 9.Qh7+ Kf6 10.g7 Re8 11.g8Q Rxg8 12.Qxg8
Both decided that the Hiarcs move is best!

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 *SELECTIVESEARCH* 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. **1200**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	Engine	Elo	+/-	Games	Pos	vHumans/Games
267	Shredder 8	2739	14	997	1	2619/21
267	Shredder 9	2737	19	567	2	
264	Shredder 7.04	2716	11	1626	3	2703/20
263	Junior 9	2705	14	1085	4	
261	Junior 8	2694	12	1469	5	2401/4
261	Fritz 8	2688	9	2330	6	2769/14
260	Fritz 7	2687	11	1575	7	
260	Hiarcs 9	2682	12	1365	8	
257	Chess Tiger 15	2658	13	1258	9	
257	Gambit Tiger 2	2656	11	1712	10	2542/2
256	Chess Tiger 14	2655	12	1305	11	2705/13
255	Gandalf 6	2643	17	691	12	
255	Shredder 6	2642	12	1316	13	2478/7
254	Hiarcs 8	2638	11	1642	14	2651/14
254	Fritz 6	2636	10	2081	15	2616/53
254	Junior 7	2632	12	1372	16	2701/12
252	Gambit Tiger 1	2623	22	430	17	
251	Rebel Tiger 12	2615	15	872	18	
251	Junior 6	2612	10	1891	19	2621/22
251	Rebel Century 4	2610	21	480	20	2674/4
249	Hiarcs 7-DOS	2599	12	1397	21	
249	Hiarcs 732	2599	9	2347	22	2467/19
248	Shredder 5	2585	14	1018	23	2542/15
247	Shredder 4	2580	16	760	24	2600/15
247	Fritz 516	2580	12	1375	25	2513/6
247	Fritz 532	2579	12	1480	26	
247	Chessmaster 6000/7000	2577	24	353	27	2594/22
246	Nimzo 7	2574	13	1208	28	
246	Nimzo 8	2573	12	1326	29	
246	Rebel Century 3	2572	25	340	30	2655/6
246	Nimzo 98	2570	12	1308	31	2475/10
245	Gandalf 5	2560	20	513	32	
245	Junior 5	2560	11	1537	33	
244	Gandalf 4	2557	13	1147	34	
244	Hiarcs 6	2554	13	1207	35	2592/24
242	Nimzo 99	2543	14	1051	36	
242	Rebel 10	2542	25	333	37	2598/17
242	Rebel Century 1.2	2541	21	460	38	2592/43
242	SOS 4	2541	14	974	39	
242	Rebel 9	2541	14	1063	40	2677/14
242	Rebel 8	2540	19	549	41	
242	Goliath Light	2538	15	846	42	
241	M Chess Pro 6	2535	17	712	43	2504/12
241	M Chess Pro 7	2528	14	1068	44	2600/2
240	Chess Genius 5	2527	13	1207	45	2459/6
240	Shredder 3	2521	33	193	46	2711/2
239	Shredder 2	2516	15	878	47	2218/6
239	M Chess Pro 8	2516	14	1031	48	

Comp-v-Comp GUIDE, if Pentium4/1200 = 0

Deep prog on 8xP4/2000	80	Deep prog on 4xP4/2000	60
P4-Ath/2400 Centrino/2000	40	Deep prog on 2xP4/2000	30
P4/1200	0	P3-K7/500	-60
PPro2-K6/300	-100	PPro2-K6/233	-120
Pent/200	-140	486DX4/100	-200
486/66	-240	386/33	-320

Dedicated CHESS COMPUTER Ratings

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2354	Mephisto Milano	1958	Novag Jade1+Zircon1	1760
Mephisto London 68030	2315	Novag Jade2+Zircon2	1954	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephsto Montreal+Roma68000	1954	Mephisto MM2	1759
Mephisto Genius2 68030	2300	Mephisto Amsterdam	1949	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2276	Mephisto Academy/5	1940	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2270	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2253	Kasparov Meastro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2247	Fidelity 68000 Mach2C	1918	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2246	Kasaprov Explorer	1911	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2244	Kasparov Barracuda+Centurion	1911	Fidelity Prestige+Elite A	1688
Meph RISC1	2233	Kasparov GK2000+Executive	1911	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2221	Kasparov AdvTravel+Bravo	1911	Fidelity Sensory 12	1682
Kasparov SPARC/20	2219	Mephisto MM4	1904	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2194	Kasparov Meastro C/8 module	1894	Conchess/2	1660
Fidelity Elite 68040v10	2183	Novag Ruby+Emerald	1891	Novag Quattro	1652
Novag Star Diamond/Sapphire	2183	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1887	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2143	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2140	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2159	Kasparov Travel Champion	1873	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2131	Mephisto Monte Carlo	1873	Novag Constellation/2	1594
Mephisto Berlin 68000	2126	Conchess Plymate Victoria/5.5	1870	CXG Super Enterprise	1589
Mephisto Vancouver 68000	2118	CXG Sphinx Galaxy	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1860	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1859	Kasparov Maestro	1560
Mephisto Master+Senator	2101	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2101	Conchess Plymate Roma/6	1848	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2091	Fidelity Par Excellence/8	1846	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2090	Fidelity 68000 Club B	1845	Kasparov Cavalier	1566
Mephisto Portorose 68000	2087	Novag Expert/5	1845	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2076	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2057	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2045	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2042	Novag Forte B	1832	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2010	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1994	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1994	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Kasparov Cosmos+Expert	1994	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1994	Conchess/6	1805	CKing Philidor+Counter Gambit	1400
Mephisto Nigel Short	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1340
Fid Mach3+Des2265+68000v2	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1300
Meph Dallas 68000	1981	Novag Expert/4	1792	CXG Enterprise+Star Chess	1280
Mephisto MM5	1969	Kasparov Simultano	1792	Fidelity Sensory Voice	1260
Mephisto Polgar/5	1969	Fidelity Excellence/4	1784	Chess King Master	1220
Mephisto Mondial 68000XL	1965	Excalibur Grandmaster	1780	Boris Diplomat	1160
Nov Super Forte+Expert C/6	1964	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1160
Novag Obsidian+StarRuby	1960	Fidelity Elite C	1778	Novag Savant	1120
Novag Emerald Classic+Amber	1960	Fidelity Elegance	1764	Boris2.5	1080