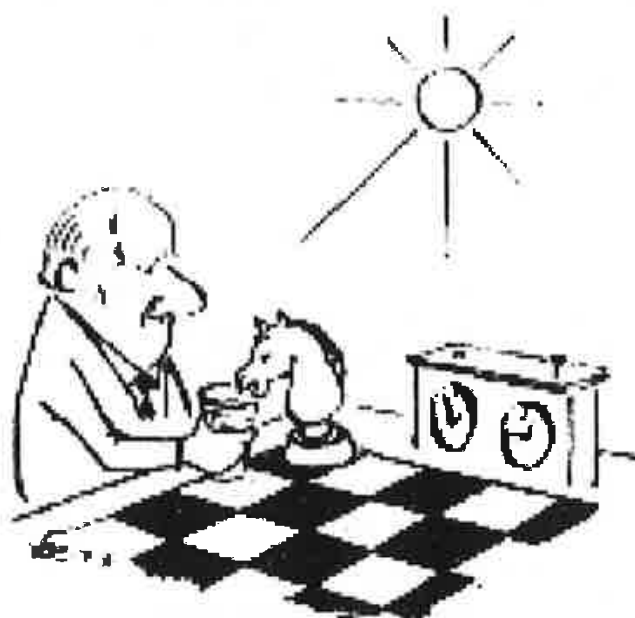


# **SELECTIVE SEARCH**

## **The COMPUTER CHESS Magazine**

**Est. 1985**  
**Issue 72**

**Editor: Eric Hallsworth**  
**Oct-Nov 1997**      **£3.50**



*"Sometimes it feels as if the pieces themselves are alive..."*

This Issue is being completed as I fondly remember our lovely dog **KIMBO**, who died 31/8/1997, just a day short of her 12th birthday.



- **SUBSCRIBE NOW** to get your **REGULAR COPY** of the **LATEST ISSUE** and **RATING LIST**. Simply **WRITE** or **RING**: the address and phone no. details are shown below.
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- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

## **CONTENTS, Issue 72**

**2 Latest NEWS** & some major **RESULTS**; also **DEEP BLUE2**, **FIDE**, + **NEW** products etc!

**6 REVIEWS**: Novag **SAPPHIRE2/DIAMOND2** and **AMBER**; Mephisto **ATLANTA**

**12 MChessPRO6 v (GM) Igor EFIMOV**: **REPORT** and **KEY GAMES**.

**16 HUMOUR** in **CHESS?** - a few light moments! **18 Rafael VASQUEZ**, Computer Destroyer!

**20 RISC2** faces a **CLUB Challenge!** **22 TEST YOUR COMPUTER:2**

**24 More 3-HIRN games** (incl. **DEEP THOUGHT!**) **27-8 COMPUTER RATING LISTS**.

• **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**.

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• All **COMPUTER CHESS PRODUCTS** are available from **COUNTRYWIDE COMPUTERS**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB.

☎ **01353 740323**. **FREE CATALOGUE** on request.

• **ERIC** is at **COUNTRYWIDE**, Mon-Fri, 1.00-5.00.  
Readers are welcome to ring.



# Computer BEST BUYS - Editor's Choice

The RATINGS for the computers and programs which follow can be found on pages 27 and 28. I have not tried to include all available machines - this is my 'short list' of what I consider to be the current 'BEST BUYS' at various price points and playing strengths, also bearing in mind features and quality etc.

## PORTABLE COMPUTERS

*Kasparov (price reductions underlined!)*  
**TRAVEL CHAMPION £89!** - with display  
**TRAVEL CHAMP 2100 now £99!** - great value, 4½"x4½" plug-in board + display  
*Novag*

**AMBER £129** - excellent plug-in, strong as TC2100 and well-featured with display.  
**SAPPHIRE2 £224** - strong calculator style

## TABLE-TOP PRESS-SENSORIES

*Fidelity*

**CHESSTER £169** - voice model, 160 BCF  
*Kasparov*

**EXECUTIVE £99** - GK-2000 Morsch prog. Display etc, plus lid cover. Terrific value!  
**GK-2100 now £129!** - top quality Morsch program, clever display, recommended.

*Novag*

**DIAMOND2 £249** - **NEW!** strong, good features, big opening book and A1 value!

*Mephisto*

**DALLAS 68000XL £165** - on special offer  
**NIGEL SHORT £199** - laptop lid, Staunton + disc pieces, graphic display - great!

**MILANO PRO now £249!** - TOP SELLER!

**ATLANTA £379** - **NEW!** fast hash-table version of Milano Pro for great strength.

## WOOD AUTO-SENSORIES

*Kasparov*

**PRESIDENT £299** - top value wood board... ever! - good display + features.

*Mephisto*

**EXCLUSIVE MM6 £449** - new Morsch module - high class, strong & quality!

**EXCLUSIVE BOSTON (£599?)** and **NEW YORK (£699?)** - wood board versions of Milano Pro and Atlanta, **DUE SOON!**

*Tasc*

**R30-1995 £1249** - beautiful, piece recognition board, very strong, dynamic play.

Further info. is given in **Catalogues** available from **COUNTRYWIDE** - see their address on the front page. It is always worth ringing to check any extra cost for a mains transformer where applicable, but 48 hour insured post and packing are included free to SS readers. This list is brought up-to-date for each Issue of my Magazine.

## PC PROGRAMS

**HIARCS6 £89** - **NEW CD** for PC and MAC! - excellent 'human-like' playing style, very strong (top!), great analysis features; 2 books: 140,000 tourny, 300,000 practice!

**GENIUS5 (CD ROM) £89** - excellent graphics/strength/quality; 220,000 book.

**FRITZ5 (CD ROM) £89** - improved knowledge, superb features & graphics.

**REBEL9 £89** - due out NOW!

*CLASSIC GAMES COLLECTION for PC!*  
**20+ Games, inc. SAGE 4000 Draughts** (very strong program!), **Othello! £49**

## PC DATABASES

**ChessBASE for Windows 6.0 (CD) NEW** "The" games and work DATABASE, now **Multi-media** and with Player 'cyclopaedia.

'Basic' package 260,000 games **£225**

'Prof' package 340,000 games+ **£325**

'Mega' package 550,000 games+ **£449**

**Analysis module, to use within CBase (or Fritz5): HIARCS6 £45** - indispensable!

**BOOKUP for Windows £159** - very useful tool, now incl. Zarkov analysis module.

## SECOND-HAND & EX DEMO

All with 9 month guarantee & adaptor!  
*Wood, auto sensory*

**Mephisto ACADEMY £225**

**Mephisto MONTREAL £275**

*Press sensory*

**Saitek STRATOS £75**

**Fidelity MACH2 68000 £125**

**Mephisto MILANO £129**

**Fidelity MACH3 68000 £149**

**Fidelity DESIGNER MACH3 £169**

*Portables (no adaptors with these!)*

**TRAVEL CHAMPION £45**

**Novag SUPER VIP £35**

**Novag SAPPHIRE £120**

# NEWS and RESULTS

## Computer Chess: CURRENT AFFAIRS!

### More RESULTS from Frank HOLT

Frank is a valued contributor to *'Selective Search'* as he continues his series of matches, mostly using the Auto232 player to connect his two Pentium/100 machines.

There is something from Frank in almost every Issue of the magazine, **Rebel8** being his favourite program and the 'benchmark' used in most of the matches he plays.

In SS/69 he reported on its 34-26 victory over Hiarcs4, 37½-22½ over Rebel7 and 31-29 over Genius5. But also that it had finally gone down in a match, by 27½-32½ to MChess Pro6 (with 14 games being 'suspect' in that they were quite possibly won by the specialised MCP book).

In SS/70 Rebel8 returned to its normally winning ways with a 33½-26½ success over Fritz4.

In SS/71 we learned of Rebel8's second match defeat, this time by 33-27 at the hands of Hiarcs6.

If you think that list is substantial, I can tell you we have no less than 3 match results this time! The first two involve Hiarcs6. Though I know Frank still prefers to use Rebel8 for his own pleasure, he says that, in his opinion, "*Hiarcs is now the best program for strength.... and it is nice to see a program where it's trying to win all of the time; not waiting for an opponent's mistake or just playing for draws*".

#### **Hiarcs6 P/100-Genius3 P/100**

Hiarcs6 normal 8½-3½ Genius3 active  
Hiarcs6 aggress 4-8 Genius3 risky  
Hiarcs6 solid 6½-5½ Genius3 solid

#### **Hiarcs6 P/100-MChess Pro6 P/100**

Hiarcs6 normal 7-5 MCPro6 normal  
Hiarcs6 aggress 8-4 MCPro6 aggress  
Hiarcs6 solid 10-2 MCPro6 central

*"So MChess Pro6 lost dismally, but Genius3 gave it a good run for its money, losing only marginally"*, comments Frank, who was unable to keep away from Rebel8 for long and has now sent this result:

#### **Rebel8 P/100-Genius3 P/100**

Rebel8 normal 4-8 Genius3 active

Rebel8 active 8½-3½ Genius3 active  
Rebel8 defens 9½-2½ Genius3 active  
Rebel8 solid 6-6 Genius3 solid (6 draws!)  
Rebel8 aggress 6-6 Genius3 risky

The total of 34-26 against Genius3 compares with the 31-29 result against Genius5, which I referred to earlier. Frank sent me a good selection of the best games but, as we have 'an overdose of chess' (?) in this Issue, I'm saving them in case we're short when it comes to Issue 73!

To conclude his letter Frank says: "*I have tried the Web EPD2DIAG - as you so rightly say in SS/71, it works a treat in a Word Processor. I am just finishing Rebel8 vs MChess Pro5, but my next real test is Rebel8 vs Hiarcs6 on Aggressive. I have tried just a few games so far, and they are TREMENDOUS... a true winner! I will send you the result, and some games with EPD2DIAGs as soon as it's finished!*"

### Major NEW Computer TEST SUITE!

Many readers will be DELIGHTED to know that the creation of a new, *very* tough 27 position Test Suite has just been completed. It is called the **BS2830 Test**.

As I had already printed a set of my own 'TEST your COMPUTER: 2' positions, I didn't want to overdo the theme by including them this time.

Also there was still a little corrective work needed on some of the positions when I first saw them and, though 4 have now been updated, I thought it best to hang on in case any others need changing. Once I know the positions are definitely finalised, I'll prepare all the diagrams and key moves info for inclusion in SS/73.

The style of the Test is the same as that used in the BT2450 and BT2630 Tests: the Computer/Program is given 15 mins. on each position and results are totalled to create an estimated Elo rating. The calculation method is, in my opinion, *VERY* suspect.... but the extremely difficult positions are a LOT of 'fun'!

Incidentally the 'BT' has changed to

'BS' as **Hubert BEDNORZ** has a new collaborator for this suite, namely **Heinz-Josef SCHUMACHER**.

## DEEP BLUE2 - still in the NEWS!

### [1] \$100,000 FREDKIN PRIZE

Dr. Feng Hsuing Hsu, who designed DB's chess processing chip, Dr. Murray Campbell, who programmed DB, and Dr. Joseph Hoane, an expert in parallelism who worked on the system's performance, received the \$100,000 prize in July.

The prize, originally offered in 1980, consisted of three separate Awards: [1] \$5,000 for the first team to develop a machine achieving Master status; [2] \$10,000 for the first to achieve I.M. status; and [3] \$100,000 for the first to develop a computer capable of beating the World Champion.

Hsu and Campbell had already participated in the 1985 **Deep Thought** team of 5 which won part [2] of the Award in 1985!

But will we ever see **DEEP BLUE** again?

The chances of its appearing in a **World Computer Championship** again seem to be as close to ZERO as you can get. The 1995 disaster, which cost them a tremendous image loss at the time - especially 'that loss' to FRITZ - is still remembered at IBM.

But this failure has now been forgotten by most (apart from a few of the top PC programmers!) thanks to DB2's victory over Kasparov, and IBM want to keep it that way. Playing PC programs again has become virtually a 'no win' situation.

So, unless KASPAROV or some other or future World Champion can offer enough to tempt DB out for another big day, I think it could be all over!

Amusingly, perhaps, the German Bundesliga club **Turm** (which means 'Rook') **Duisberg** attempted to enlist DB2 as its Board 1 player for the upcoming season!

But the league's own officials refused the proposal before it even reached IBM: DB has no player's licence and no official date of birth!

Incidentally, if we **Chess** folk feel downgraded by DB2's victory over 'our' World Champ, how must **Othello** fans feel?! Their World Champion (Takeshi Murakani) has just lost 6-0 to **Logistello** on a P/233!

## [2] COMPUTERS: CHESS and KASPAROV, MUSIC and MOZART!

Whilst the fact of **Deep Blue2's** victory over Kasparov has resulted in (for chess) quite considerable media coverage, and within chess circles the whole question of the future of **computers in chess** is more and more frequently aired, the prowess of computers in the field of **music** is causing great alarm amongst classical aficionados!

After a performance of **Mozart's 42nd Symphony** in Santa Cruz recently, the considered view was that no expert in the world could say with any certainty that the composer was anyone other than the 18th. century genius. But any knowledgeable classical music fans amongst the *SS* readership will have already spotted the problem! - Mozart 'only' wrote 41 Symphonies!

The 42nd., which features all the glorious harmonies and elegant flourishes one would expect from a major Mozart composition was, in fact, produced over 200 years after his death by a computer program called 'EMI', created by one **David Cope**.

EMI (Experiments in Musical Intelligence) has analysed many works by Bach, Beethoven, Chopin, Mozart and others, plus the rag-time composer Scott Joplin, and is able to produce new works in each of their appropriate styles. The Mozart is considered its best yet!

EMI is already receiving job offers for film work etc. from the commercial music industry, but purists consider it a highly provocative issue and insist that they can *'definitely tell the difference... its output still falls short of the real thing!'*

Apparently there is 'a real thing' in music, just as there is in chess!

## FIDE "Destroying Chess"?!

That was the opinion expressed by **Hans BOEDLANDER** of Holland's Utrecht University when he saw FIDE's latest proposal.

The news first appeared on the **Compuserve Internet Chess Forum** under the subject heading:

*'FIDE claims copyright'*

Yes, you've read that correctly! I haven't



seen it, but apparently the new **FIDE Handbook** published after the Cairo Executive Council Meeting contains the regulations for the new **knock-out World Championship** which take place later this year in Groningen, Elista and Lausanne.

It seems likely they will produce a third "World Champion" as neither Kasparov nor Karpov are willing to play in a kamikaze knock-out Event. As FIDE's other draconian move is to make the player's sign a contract precluding them from playing "*in any rival championship*", it is not surprising perhaps that Anand and Kramnik have also failed to enter as yet.

So the Title isn't going to mean much, but of course FIDE have to do something as chances for the proposed unification Match between the two K's still hover between 'hopeful' and 'will never happen'.

But I digress - back to the **copyright** matter! Under regulation 10 - Playing Conditions - appears this 'interesting' statement: "*The players' score sheets are the property of the players and FIDE, and FIDE has exclusive rights to publication*". (Underlining mine, ELH).

FIDE's idea is to generate additional money as the players, journalists, newspapers, chess magazines, chess databases, the Internet and all other media forms will have to pay if they wish to publish the games!

FIDE expects this to be a pretty remunerative idea, but if newspapers etc. have to pay to publish the games, then fewer will of course, and **chess just becomes even more invisible**. Three cheers for FIDE.

I underlined PLAYERS because it seems, though the games were theirs, they too will have to pay FIDE each time they wish to reproduce them in books (Games Collections, Opening Studies etc!!).

### The LEGAL question

Can chess games be copyrighted? How will FIDE cope with the varying copyright Laws in different nations?

**Willi Iclicki** made FIDE's position and approach more clear when he said: "*FIDE will first copyright the Tournaments which they organise, like World Championships and Olympiads, and then possibly move to extend this to private Tournaments*".

Is this a bluff? Can players, tournament organisers or, indeed, anyone just sign away the rights to the games? Can FIDE just take them and stop anyone else printing them? **Iclicki**, when commenting on how far this plan might extend into what he called 'private' Tournaments, stated: "*... it depends on the wish of the organisers and players, and the success of legal cases. For sure in England FIDE will have an easy task...*" (Underlining again mine, ELH).

Are not chess gamescores simply a mechanical record of an event (a game, indeed)? 100 years of reporting chess history says it can't be done... am I right? What about an opening novelty? If its played by Anand in a FIDE event, can he play it again, never mind anyone else?!

Might FIDE think it worth suing SS (e.g if Kasparov vs Deep Blue3 ever took place!?)... well, not if they saw my bank balance, they wouldn't!

### ChessBase MAGAZINE on CD!

Including a 33 page booklet, over 1,000 recent games (many annotated), and huge amounts of material including **audio and video sequences** in multimedia format, these bi-monthly disks at **£19.95** incl. p/p are remarkable value.

The CD includes **ChessBase LIGHT** so users DON'T need ChessBase to run it, thus it is a completely stand-alone product! You will need a CD ROM drive, Win3.1/95 and multimedia audio/video installed.

**Issue 58** is especially recommended - it includes the **Kasparov-Deep Blue2** games, analysis and many video clips! Also the Aeogon 1997 games and Hiarc6 vs Hergott. Great value and hours of chess pleasure!

### FRITZ5 and other Upgrades!

**FRITZ5** came out as SS went to the printers. It is claimed to be a big feature and strength upgrade! **Review** and details in our next Issue.

**HIARCS6** for PC and MAC, both versions on the one CD! is out and includes a 50,000 games database and free copy of **Sadler's** booklet on Hiarc6-Hergott. **REBEL9** is due late September (also to be reviewed in SS/73). **MCHES PRO7**, **HIARCS7**, **CS-TAL** ('soon' for the last 18 months), and **ZARKOV4** all expected pre-Christmas.

# REVIEWS: the NEW Computers

## Novag SAPPHIRE2/DIAMOND2, AMBER Mephisto ATLANTA

### TESTING the NEW Computers: Early SCORE SUMMARIES and REMARKS.

It is too early to include gradings for these Computers in our RATING LIST, but my early *guesses* will be shown after the Comments for each machine.

#### [1] Novag SAPPHIRE2/DIAMOND2

##### Early scores:

½-1½ vs London Pro  
3½-½ vs Milano Pro  
5-7 vs Atlanta  
0-2 vs Hiarc6 P/90  
0-1 vs Rebel8 P/90  
0-2 vs R30-1995



##### Comments:

The boards and features of the new machines are pretty much the same as their pre-decessors, but there is a very worthwhile improvement in the playing strength, in my view.

Partly this is because of the increased speed (26MHz->32MHz) and greatly enlarged opening book (now 120,000 positions).

I also think that programmer Dave Kittinger has improved aspects of the endgame play, though perhaps not so much king, minor piece and pawns only. In fact I still think Novag programs slightly undervalue the pawn, which contributes towards their double-edged and tricky/trappy (i.e thought provoking) playing style in the middle-game. All round I find that the program plays a challenging and interesting game.

Sapphire2 £224.95

Diamond2 £249.95... both excellent value.

##### Estimated Rating:

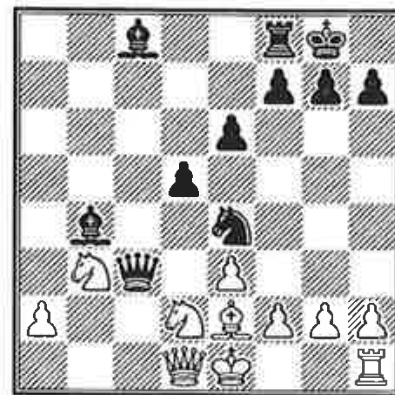
Novag claims 2420 USCF @ G/30  
Selective Search list, I expect 2180-2200

##### Games Selection:

#### Milano Pro – Diamond2/Sapphire2

D02 Queen's Pawn Opening. G/30 game 3.  
1.d4 ♖f6 2.♗f3 d5 3.♗f4 c5 Puts MP out of

book. 4.dxc5 e6 5.b4 a5 6.c3 axb4 7.cxb4 b6 8.♗xb8 ♖xb8 The S2/D2 are well-prepared in this line, and are still in book, expecting the doubtful ♗a4+. After a long think MP rejects that and ends Black's book preparation. 9.♗e5 9.♗a4+?! ♗d7+; 9.♗d4 may be best. 9...♗c7! 10.♗d3 bxc5 11.♗xc5 ♖xb4 12.♗d3 ♖c4 13.♗d2 ♖c2 14.♖c1 ♖xc1 15.♗xc1 ♗b4 16.e3 ♗e4 17.♗cb3 ♗c3 18.♗e2 0-0



19.♗f3? Loses, though actually I think that's tricky to see from here. 19.f3 was best, then 19...♗xd2 20.♗xd2 ♗xd2+ 21.♗xd2 though 21...♗d7 is still looking good for Black. 19...♗xd2 20.♗xd2 ♗d7 21.0-0 In fact White cannot save the knight! If 21.g3 ♖a8! threatening ♖xa2 then ♗xd2 or ♖a1 depending on White's reply. Whichever, Black has won! 21...♗xd2 22.e4 d4 23.♗b3 ♖c8 24.a3 ♗b5 25.♗xb4 ♗xb4 26.axb4 ♗xf1 27.♗xf1 ♖c2! 28.♗e1 d3! And, effectively, that was that though the game lasted another 25 moves as MP put up a courageous rearguard action. We'll just look at a few more moves... 29.e5 ♖b2 30.b5 f5 31.exf6 gxf6 32.b6 ♖xb6 33.♗d2 ♖b2+ 34.♗xd3 ♖xf2 0-1

#### Atlanta – Diamond2

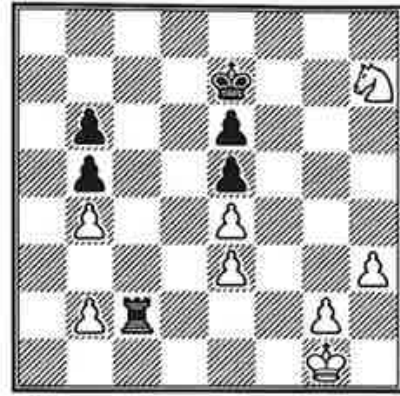
C50 Giuoco Piano. G/30 game 1.  
1.e4 e5 2.♗f3 ♗c6 3.♗c4 ♗c5 4.d3 ♗f6 5.♗c3 5.c3 is seen more often. 5...d6 6.♗e3 ♗b6 7.h3 I've not seen this move before (designed to stop ♗g4). More usual are 7.0-0 or 7.♗d2. 7...♗xe3 This is not consistent with D2's previous move. 0-0 would have been more accurate. 8.fxe3 ♗a5 9.♗d5 c6 10.♗b3 ♗xb3 11.axb3 ♗b6



White's pair of doubled pawns make inviting targets, and D2 attacks them at the first opportunity. However the Atlanta has potentially valuable open files for its rooks, so the position is more equal than might at first seem the case. 12. ♖e2 ♕e6 13. d4 ♖c7?! 14. 0-0 0-0 15. ♗g5 ♜fe8 16. ♗xe6 fxe6!? There's nothing actually wrong with this, but it seemed a strange choice as I'd assumed that the previous move was so that ♜xe6 could be played! 17. dxe5?! Attacking the ♕-side now with 17. g4! h6! 18. dxe5 (18. h4!?) 18... dxe5 19. ♖g2 would have been in keeping with the position. 17... dxe5 18. ♖c4 18... ♖b6 19. ♜f3 ♜ad8 20. ♗a4 ♖a5 21. b4 ♖b5 22. ♖xb5 cxb5 23. ♗c5 ♜d2



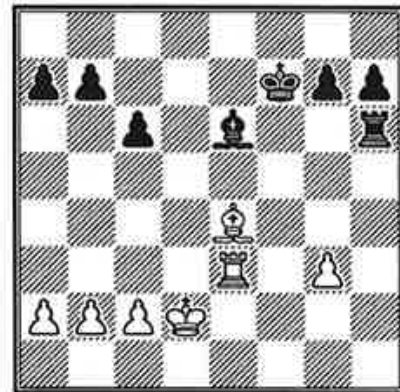
The game has reached its critical moments! 24. ♜xa7 This seems all right, but I would have preferred to deal with Black's rook on my second rank. Therefore 24. ♜f2 ♜xf2 25. ♕xf2 b6 26. ♗d3± was best. 24... b6 25. ♜xf6? What is this? What danger or opportunity did the Atlanta think it had seen? The simple enough 25. ♗d3 seems to offer an advantage! E.g: 25... ♜xc2 26. ♗xe5 (26. ♕h2 h6 27. ♜b7 with a small plus for White) 26... ♜xb2 27. ♜g3 g6 28. ♗xg6! ♗xe4 29. ♜g4± 25... gxf6 26. ♗d7 ♜e7 27. ♗xf6+ ♕f7 28. ♜xe7+ ♕xe7 29. ♗xh7 ♜xc2



Black has a completely won position, the game lasts only a few more moves. 30. h4 ♜xb2 31. ♗g5 ♜xb4 32. ♕f2 ♜b2+ 33. ♕f3 b4 34. h5 b3 35. h6 ♜c2 36. h7 ♜c8 0-1

Before we move on, for a look at the AMBER, there was a strange moment in game1 of two I played between Diamond2 and Hiarc6.

#### Diamond2 – Hiarc6 P/90 After White's 32. ♕e4



H6 has a potential win, and now persuades the Diamond2 to exchange rooks – fine! 32... ♜h2+ 33. ♜e2 33. ♕c3 was probably better. 33... ♜xe2+ 34. ♕xe2 Here, to my surprise, I saw H6 looking at the poisoned pawn on a2, but it changed its 'mind' just before moving! 34... ♕f6 35. ♕e3 ♕xa2?! Oh! 36. b3! h5! The H6 eval has dropped from >300 to just over 100. But this move is an important find in the new circumstances – speed towards a promotion and the pressure accompanying that threat is of the essence. 37. ♕d4 g5 38. ♕c3 ♕e5 39. ♕g2 ♕f5 40. ♕h3+ ♕e4 41. ♕c8 Best. 41. ♕b2 ♕xb3 42. cxb3 g4 43. ♕g2+ ♕e3 followed by ♕f2 wins easily for Black. 41... b6 42. ♕b2 ♕xb3 43. ♕xb3 ♕f3 44. ♕b4 44. ♕d7 was possibly better. But if this was the Novag's



only minor blemish in its response to H6's amazing pawn grab, I think we can show that Black would have won anyway... consider 44...♙xg3 45.♚e8 (45.♚xc6 ♖f2 46.♗c4 g4!) 45...h4 46.♚xc6 h3 47.c4 ♖f2+ 44...♙xg3 45.♚b7 g4 46.♚xc6 ♗h2 47.c4 a6 48.c5 bxc5+ 49.♗xc5 g3 0-1.

When I get the time I'd like to try the position from Bxa2, Genius vs Hiarcs and Rebel vs Hiarcs. I think that Black still wins, but it still seemed an amazing risk to take!

## [2] Novag AMBER

Early scores:

Amber 4-4 Travel Champ 2100

Comments:

My views here - and I quite like the Amber - are tempered by the fact that respected SS reader, **Alastair Scott**, posted a

"disgruntled" report of it on the Internet.

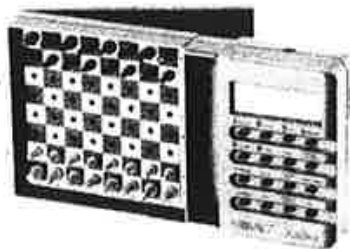
Alastair considered the Amber to be of "poor design and build quality... lacking in playing strength... as a 1900 player I am disappointed... etc" and sent some games to support his view of the playing strength.

Also on the Internet **Alan Tomalty** said: "It isn't strong, but seems to be a well-made unit... strong tournament players who want a peg sensory should stick to the Kasparov Travel Champion 2100".

I had read both of the above before Countrywide received its stocks so, expecting "the worst", was pleasantly surprised in a comparative sense!

If there is a drawback, then I would mention the lack of board LEDs - all information is transmitted through the display only, so constant reference to the LCD screen is required to check when a move has been made. Really I want to be studying the board whilst I'm playing a game and, though there is a tiny beep, with board LEDs it's immediately obvious when the computer has made its move selection.

I also think it's a shame that Novag couldn't squeeze a bigger book than 8,900 into the Amber: 1.d4 Nf6 2.Nf3 puts it out of book, for example. However the playing area is a little bit bigger than the Jade1/2, which I appreciated, and I have to say I found it easy and pleasant enough to use.



All that said, and acknowledging Alastair's views, which I respect (don't want to lose a subscriber!), the fact is that this is a later program version than Novag's Jade2 (SS rating 180BCF/2040Elo), and has had its processor speeded-up from 20->26MHz, so surely the strength shouldn't be that bad?!

Based on the fact that Novag's Jade2 and its main market rival, the Kasparov Travel Champion 2100, are rated almost side-by-side, the Amber should theoretically just edge both of them. So, the obvious thing to do was to play a few games at the popular G/30 against the Travel Champion 2100, which sells at £99.95. As this was a very close contest, it doesn't look as if there is going to be much between them!

**Amber £129.95**

Estimated Rating:

Novag claims 2294 USCF @ G/30  
Selective Search list, expect 2060-2070.

Games Selection:

First we should look at one of **Alastair Scott's** games, which will perhaps show why he has his 'reservations'.

**Amber - Alastair Scott (1900)**

[D11 OGambit - Slav Defence] G/30.

1.d4 ♘f6 2.c4 c6 3.e3 d5 4.♘f3 ♙g4 5.♗b3 ♗b6 6.♗xb6 axb6 7.♗e5 ♙f5 8.♗d2 Out of book the Amber plays this opening just a little passively. 8...e6 9.♚e2 ♗bd7 10.♗xd7 ♗xd7 11.0-0?! ♚d6 12.b3 ♗e4 13.♗xe4 ♚xe4 14.f3 ♙g6 15.♚d2 ♚a3?! A slightly strange move by Alastair in circumstances other than trying out a new computer!



16.♚c1? Falling for it. It was important not to exchange this bishop here, especially noting that it allows Black to double rooks on the a-file. Needed was 16.♚c3 which would have made Black's 16th. seem



something of a waste of time. 16...♙xc1  
17.♞fxc1 ♞a3!

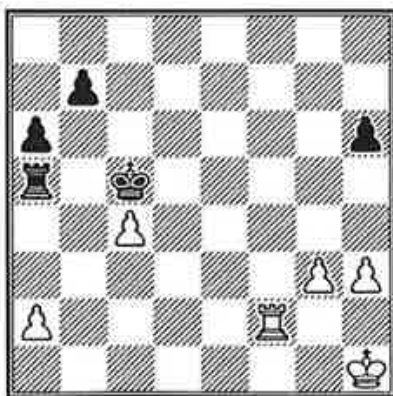


**18.cxd5** A very difficult moment for the Amber. This is possibly best, but the alternative I prefer was 18.♞d1. A) 18...dxc4 19.bxc4 (19.♙xc4?! b5 20.♙f1 ♞ha8) 19...♞xe3 20.♞d2 ♞a8; B) 18...♞ha8! 19.♞d2 ♞xb3 20.axb3 ♞xa1+ 21.♙f2 ♞b1. 18...exd5 19.♙f2? Something was needed to protect the bishop on e2 and pawn on e3. Therefore 19.♞e1! ♞ha8 20.e4! with a touch of counterplay, though admittedly 20...♞xa2 21.♞xa2 ♞xa2 22.exd5 ♞d2 (22...cxd5 23.♙b5+ ♙d6 24.♞e8! with good drawing chances.) 23.dxc6+ bxc6 favours Black. 19...♞ha8 20.e4? This was playable with the rook on e1, as in the previous notes, but not now. 20...dxe4 21.b4?! ♞xa2 Alastair could also have played 21...e3+ 22.♙e1 ♞8a4 here. 22.♞xa2 ♞xa2 23.♞c3 exf3 24.gxf3 ♞b2 0-1

From the match Amber vs TC2100, I'm including a win by each machine. First here's an opportunity the TC2100 had in game 1:

### TC2100 - Amber

G/30, game1. After 41... ♙c5

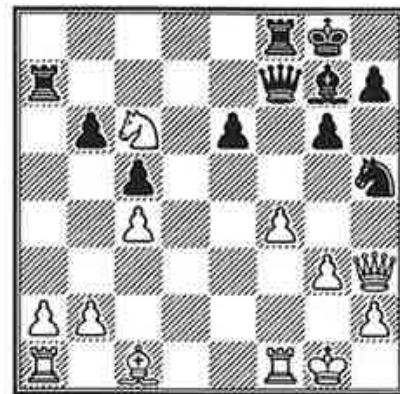


Now TC played 42.♞f6. Packed with quality endgame knowledge Hiarc6 quickly

found a win here, but it's never going to be easy without specialised coding, and smaller-sized programs will inevitably miss such opportunities sometimes. The win is 42.♞f5+!! ♙b4 43.♞xa5 ♙xa5 44.g4 ♙b4 45.h4 ♙xc4 46.g5 hxg5 47.h5! and 1-0. The game itself ended: 42...♞a3 43.♞xb6 ♞xg3 44.♞h7 b6 45.h4 ♙xc4 ½-½.

### Amber - TC2100

[E76 KIndian, Four Pawns] G/30 game2.  
1.d4 ♙f6 2.c4 g6 3.♙c3 ♙g7 4.e4 d6 5.f4 c5  
6.d5 Put TC out of book, though it came back in at move 7 briefly. 6...0-0 7.♙f3 e6  
8.dxe6 fxe6 9.♙e2 b6 10.0-0 ♙b7 11.e5  
dxe5 12.♙xe5 ♞e7?! 12...♙bd7 13.♙f3 ♙xf3  
14.♙xf3 (14.♞xf3? ♙xe5 15.fxe5 ♞d4+-+) 14...♙h5= 13.♙f3 ♙xf3 14.♞xf3 ♙bd7  
15.♙c6! ♞f7 16.♙b5 ♙h6 17.♞h3 ♙h5 18.g3  
♙b8 19.♙bxa7?! Loses some of the advantage. 19.♙e5 ♞e7 20.♞d1 was best. 19...♙g7  
20.♙xb8 ♞xa7 21.♙c6



21...♞d7 Tempted by the open file for its rook, TC starts to spoil its comeback! If 21...♞a4! 22.g4 ♞d7 and the outcome is unclear! 22.g4 ♞d6? The losing move as the rook and knight will now both be en pris at move 26. 22...♞c7 was clearly better. Then 23.♙e5 ♙xe5 24.fxe5 ♞xf1+ 25.♞xf1 ♞xf1+ 26.♙xf1 ♙f4 and White's plus is still nominal. 23.♙e5! ♙xe5 24.fxe5 ♞xf1+ 25.♞xf1 ♞xf1+ 26.♙xf1 ♞d1+ 27.♙e2 ♞h1 28.gxh5 The rest needs no comment. Although TC is able to recover 2 pawns the material deficit remains too great and the Amber wins with ease. 28...♞xh2+ 29.♙f3 gxh5 30.b3 ♞h1 31.♙b2 ♞h2 32.♞g1+ ♙f7 33.♞g2 ♞xg2 34.♙xg2 ♙g6 35.♙h3 ♙g5 36.a3 ♙g6 37.♙h4 ♙f5 38.b4 ♙e4 39.bxc5 bxc5 40.a4 1-0

So, the Amber drew first blood in game 2, but TC equalised straight away in the 3rd. After a couple of draws the Amber went



Compared with the earlier look-alike Milano Pro (2153 Elo), the Atlanta has a hash system - which seems to work very well, especially carrying over moves to think in opponent's time, making it very sharp and fast at getting to good depths quickly.

The box states that an endgame database has been built-in, though I have no details of what precisely this covers, and it is claimed there are other program improvements. Whilst on the positions I tested with Milano Pro and Atlanta side-by-side, move selection was the same, the increasingly greater speed with which Atlanta got through the plies the deeper it searched was very noticeable.

These improvements certainly affected its result against the Diamond2, which is significantly better than the Milano Pro's rather disappointing scoreline.

In short matches against Tasc's R30 (1995), whilst the Diamond2 was easily beaten in 2 games, the Atlanta noticeably has played much more convincingly.

Feature-wise, the Atlanta has LEDs on every square, easy to see for speedy and mistake-free play; and the clip-on lid for protection and portability completes what is certainly a high quality product. Comparing it with the Diamond2, I think, in terms of quality and strength, you get quite a lot for a price gap of £130 and, though the Novag just wins on features, the Atlanta is the best new product to hit the market for ages!

**Atlanta £379.95** (they're 'on the sea' now, and availability date is mid-October 1997).

#### Estimated Rating:

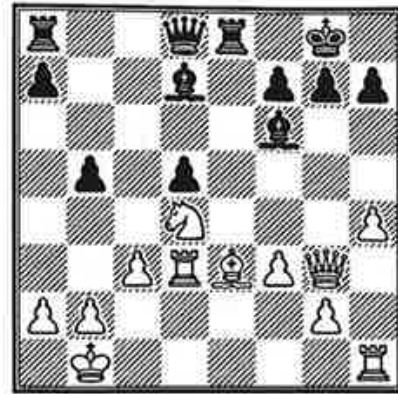
Saitek claim 2300 Sweden (=2380 for us?)  
Aegon result 2288 from 6 games  
Selective Search list, I expect 2250-2260

#### Games Selection:

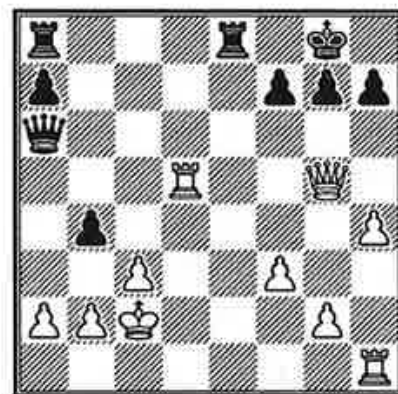
#### Diamond2 - Atlanta

[B63] G/30 game4.

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6  
5.♗c3 ♗c6 6.♗g5 e6 7.♗d2 ♗e7 8.0-0-0 0-0  
9.♗b3 ♗b6 10.f3 ♗d8 11.♗e3 All theory to  
here, but this puts the Atlanta out of book.  
11...♗c7 12.♗f2 d5 This is okay - the At-  
lanta has found correct book moves. D2  
drops out now, as its book line for Black  
was ♗d7. 13.exd5 ♗xd5 14.♗xd5 exd5  
15.♗d4 ♗e8 16.♗b1 ♗f6 17.♗d3 ♗d7 18.c3  
♗e5 19.♗g3 ♗d8 20.h4 ♗xd3 21.♗xd3 b5



*It is good to see both programs thematically launching pawn strikes at the enemy ♗ after opposite side castling. The game is also very nicely balanced. 22.♗g5 ♗b6 23.♗c2! b4 24.♗xf6 ♗xf6 25.♗xd5 ♗f5! 26.♗g5 26.♗c5 ♗ac8! 26...♗xc2+ 27.♗xc2 ♗a6!*



*28.♗b1?! 28.♗a1! is probably best, and though White is still struggling after 28...bxc3 29.bxc3 h6! 30.♗f4 (other queen moves fail heavily to ♗e2+) 30...♗g6+ 31.♗f5 ♗e2+, the win isn't as easy to clinch at G/30; 28.♗a5 is also slightly better, but 28...♗e2+ 29.♗b3 ♗d3 apparently gives Black plenty of pressure, and after 30.♗c1 bxc3 31.♗xc3 ♗b8+ 32.♗a3 ♗d6+ 33.♗cc5 ♗exb2 probably the win as well. 28...bxc3 29.bxc3 h6! This is the move which had to be found, both here and in one of the variations at move 28. 30.♗f5? Loses immediately. Necessary was 30.♗d2 ♗e2 31.♗d8+ ♗xd8 32.♗xd8+ ♗h7 33.♗d5 ♗b6+ 34.♗b3 ♗g6+ 35.♗a1 ♗xg2 36.♗b1+ making Black work all the way for his win! 30...♗ab8+! Superb! Suddenly Black has too many threats for White to cope with! 31.♗a1 ♗e2 32.♗a5 ♗c4 33.♗c5 ♗xa2+ 34.♗xa2 ♗xc5 and D2 resigned in view of 34...♗xc5 35.♗c1 (35.♗b1 ♗xc3+ m/5) 35...♗b3 36.♗a4 ♗e3! 0-1.*



# MChess Pro6 vs GM Igor EFIMOV

SS/71 reported on the score of this important **6 game Match**, which took place in June. It was organised so that two G/90 games were played each day over 3 days.

**MChess Pro6** was running on a Pentium MMX 200MHz PC. It had previously beaten I.M **Mario Lanzani** 3½-½ at G/60 on the same equipment!

**Igor EFIMOV**, of Georgian origin, is now an Italian G.M and captains their Olympiad team.

Here is the promised games selection.

## Day 1, games 1-2

### **Efimov,I (2530) – M Chess 6** [A08 King's Indian Attack] Game 1

1.♠f3 c5 2.g3 d5 3.♗g2 ♘c6 4.0-0 e6 5.d3  
The King's Indian Attack, often used by Fisher, has many positional motifs. The computer really likes Black's big centre, so it's an interesting choice by the GM.  
5...♠f6 6.♘bd2 ♗e7 7.e4 0-0 8.e5 ♘d7  
9.♞e1 b5 10.h4

Finally putting MCP6 out of book.

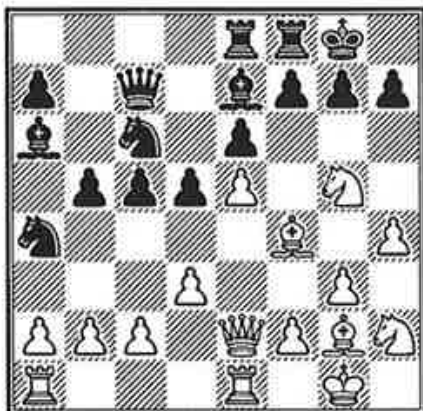
10...♝c7 11.♞e2 ♘a6?!

This was criticised after the game as, though the ♘ is fine on a6, the pawn push a5 should be made first. I was impressed that Hiarc6 found this idea as I don't think the fact that the bishop can now get stuck on a6 is too obvious!

12.♠f1 ♞ae8?

This is more clearly a positional error. Firstly Black's counterplay must be on queenside and/or through the centre. But more notably, this move traps Black's other ♞ and furthermore hems in his own ♗!

13.♗f4 ♘b6 14.♘h2! ♘a4 15.♘g5



A provocative move, and Black must

tread warily!

15...h6?!

The rule for Black in the KIA is NOT to move the castled pawns, owing to the known possibilities of piece sacrifices for White. The alternatives are interesting – what do readers think of these, and how would they turn out?: [1] 15...♗xg5 16.hxg5 ♘d4 17.♞h5 ♗xc2 18.♘g4 is supposed to be winning for White according to analysis provided by the organisers. But how does he proceed after 18...♗h8; [2] 15...♘d4 16.♞h5; [3] 15...♘xb2 16.♞h5. 16.♞h5!

An apparently brave sacrifice, but based on the GM's certainty that these typical tactics "have to work". We've seen the idea before against computers, but usually White hasn't castled so that hxg5 released the ♜ still on h1 to devastating effect. The programs always used to fall for it!

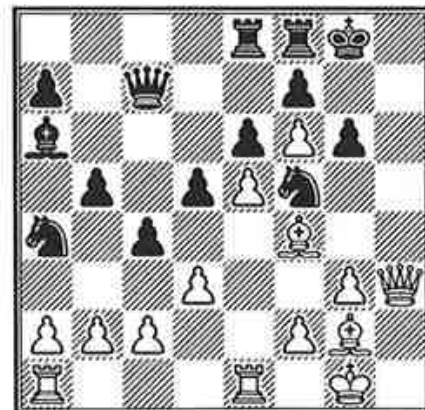
16...hxg5 17.hxg5 g6 18.♞h6 ♘d4

MCP6 was still very confident here. In fact it showed +320 and, I believe, most programs will be +200 or more.

19.♘g4 ♠f5 20.♞h3 c4

20...♗g7?? would have allowed the dramatic 21.♠f6 ♞h8 22.♞h7+! ♞xh7 23.♘xe8+ which would have delighted Efimov, but MCP6 saw that of course;

21.♠f6+ ♗xf6 22.gxf6!



This is better than exf6 which could allow the ♜, still on that awful e8 square, as discussed at move 12, to enter the game.

22...cxd3 23.g4 ♘c5

MCP6 finally recognised it was losing at this point, and showed -235. Note that 23...♞c4 is dealt with easily by 24.♗h6!

24.gxf5 exf5 25.♞h6 ♘e6 26.♞e3 dxc2

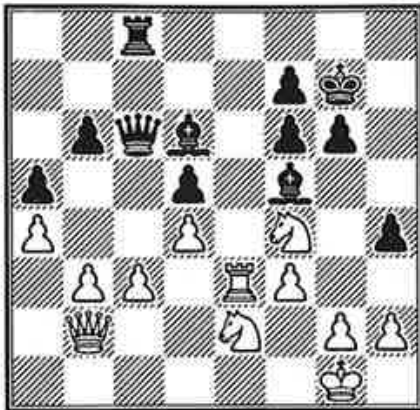
Played with a mate in 5 announcement against itself, so the operator resigned. A

worrying, even traumatic start for the computer! 1-0

Game 2 was drawn, but there was a very interesting period in the middle game:

### M Chess 6 – Efimov, I (Game 2)

After 32... h4



Black has a small advantage because of the two bishops, and starts to put pressure on MCP6, which falls to a small minus (-15) for the first time.

33. ♖d2?!

MCP6 falters! 33. g3 ♜d8 34. ♕g2 would have been slightly better.

33... b5! 34. axb5 ♜xb5 35. ♖a2 ♜b8 36. g4

Now MCP6 recognised it was in trouble, attacked on both wings and showing -84.

36... hxg3 37. hxg3 ♜xb3 38. ♖xb3 ♜xb3

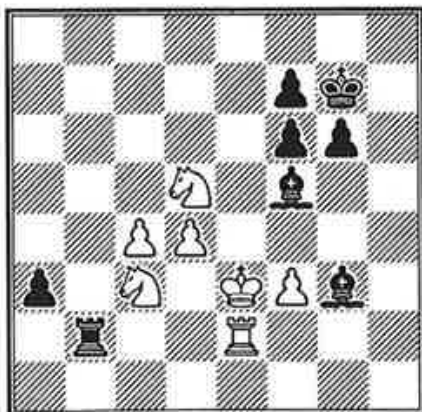
39. ♗xd5 a4! 40. c4!

Good... the best counter-chance.

40... a3 41. ♗ec3 ♜b1+

A slightly unnecessary embellishment, though Efimov is still winning. However, simply 41... ♗xg3 was fine.

42. ♕f2 ♜b2+ 43. ♜e2 ♗xg3+ 44. ♕e3



44... ♗xe2+?

Now Efimov falters! 44... ♗b3! (expected

by MCP6 and threatening ♗e6), looks particularly strong. After 45. ♕d2 a2 46. ♗xa2 ♜d3+ followed by ♜xd4 was winning.

45. ♕xe2 ♕f8?!

45... ♗e6 was still best here, but Efimov's chance is slipping away.

46. ♗xf6 ♕f4 47. ♗fd5 ♕c1 48. ♗b4!

Black's advantage had all but gone, and the draw was agreed at move 69! ½-½

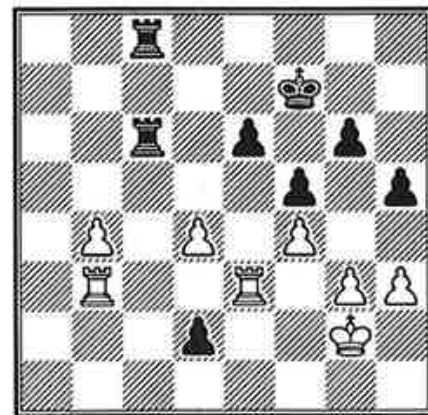
### Day 2, games 3-4.

Game 3 was very even throughout, a Semi-Tarrasch in which Efimov got, perhaps, a slight advantage, but never enough. It was drawn by repetition at move 50.

So we move on to Game 4, and join it as the G.M is about to double rooks on the 7th. rank, after which he appears to have the win in his grasp. There was just one problem – he was very short of time!

### M Chess 6 – Efimov, I (Game 4)

After 86... cxd2, with White coming under enormous pressure.



87. ♜ed3 ♜c2 88. ♕f1 ♜a8 89. ♕e2 ♜aa2!  
90. ♜a3 d1 ♖+ 91. ♕xd1 ♜ab2 92. ♜ab3 ♜a2  
93. ♜a3 ♜ab2 94. ♜a7+ ♕f6 95. ♜a4 ♜h2  
96. ♕c1

Here Efimov asked for the draw – his flag especially was close to dropping, but MCP6 had no winning chances, so agreement was quickly reached.

The continuation of 96... ♜bc2+ 97. ♕d1 ♜cf2 (threatening ♜f1 mate), 98. ♜e3 (98. ♕c1 ♜h1+ 99. ♜d1 ♜xh3-+) 98... h4 would cause White extreme problems. If 99. gxh4 ♜f1+ 100. ♜e1 ♜xf4 and more pawns are going fall.

MCP's operator was more than happy to get

½–½ and felt that, after day 2, the Computer was fortunate to be only 1 down!

### Day 3, games 5-6.

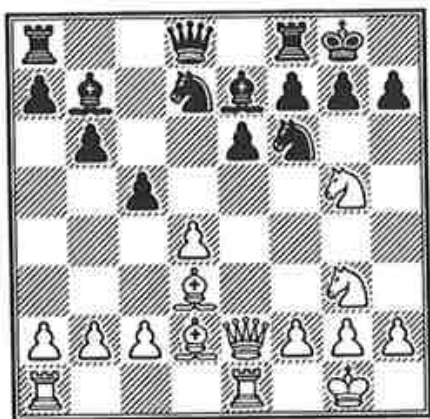
Both games were decisive on the final day, so we give them in full again.

### Efimov, I (2530) – M Chess 6 [B17 Caro Kann Defence] Game 5

1.e4 c6 2.d4 d5 3.♖d2 dxe4 4.♗xe4 ♖d7  
5.♗e2 ♗gf6 6.♗2g3 e6 7.♕d3!?

Aiming, successfully, to take the program out of its book. The operator uses some personal (secret) settings on MCP6, and says they achieve better-than-average results for the program. Especially, he says, it has a 100% record as Black against other programs in this opening... but Efimov could be a very different story.

7...♙e7 8.0-0 0-0 9.♞e1 b6 10.♚e2 ♗b7  
11.♕d2 c5 12.♗g5



Another provocative move by the GM, similar to the ♗g5 in game 1.

12...♚c7

There were various winning sacs available to White if Black had missed finding this (only!?) defence. E.g 12...cxd4?

13.♗xe6 fxe6 14.♚xe6+.

13.♕c3 h6

This is reasonable in this game, and best played whilst he still has his ♗ on f6 to protect him from ♚h5!

14.♗f3

14.♗xe6?! looks positively tempting, but 14...fxe6 15.♚xe6+ ♗h8! 16.♗f5 ♗g4 seems to force 17.♗g3=.

14...♗d5 15.♕d2 cxd4 16.♗xd4 ♗c5

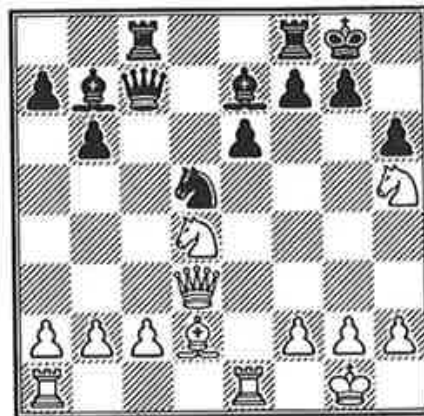
17.♗h5!?

Allowing the ♗-♕ exchange was a slightly surprising decision. 17.♕c4 was the alternative.

17...♗xd3

MCP6 showed +49 playing this, and the operator says he was genuinely beginning to feel optimistic about the game.

18.♚xd3 ♞ac8



19.♙xh6?

This just isn't going to work. MCP6 expected 19.♗xg7?! ♗xg7 20.♞xe6! but I think I'd still rather be Black after 20...♙f6!

Another idea, which I saw Hiarcs6 come up with for White, was 19.♚h3! The more I look at it, the more I think the position is actually almost equal after this!

19...gxf6 20.♞xe6?

Efimov completely misses the fact that Black has a strong yet simple reply to his dual threats against e7 and h6.

20.♗xe6 had to be tried, though

20...♚xc2 21.♚g3+ (21.♚d4? ♚g6 22.♗xf8 ♚xh5!-+) 21...♚g6 22.♗xf8 ♗xf8 leaves Black ahead.

20...♙g5! 21.♞e2 ♞fd8! 22.c3 ♗f4

MCP6 correctly forces exchanges.

23.♗xf4 ♚xf4 24.♞d1 ♙f6 25.♚e3

25.♞e1 is better, if only to avoid the ♚-exchange.

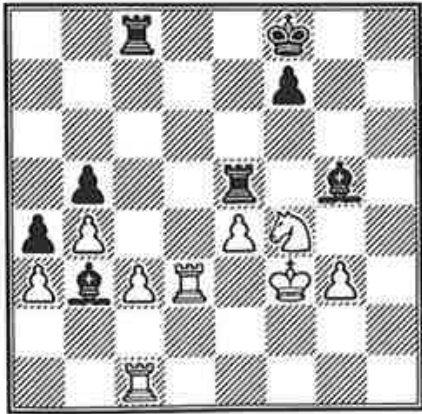
25...♚xe3 26.fxe3 ♙g5

Of course the game is theoretically over now. That is not to make light of the rest of the MCP6 play, as if it's 'easy' – the GM isn't going to lie down peacefully, and the game still requires technical care to finish with the full point.

27.♗f2 a6 28.♞ed2 ♞e8 29.♞e1 ♙e4 30.g3 h5 31.♗e2 h4 32.♗f4 ♙c6 33.♞d6 hxf3+ 34.hxf3 ♞e5 35.♞ed1 b5 36.a3 ♙e7 37.♞d3 ♞e8 38.♗d5 ♙g5 39.♗f4 a5 40.♞d6 ♙e4 41.b4 a4 42.♞d4 ♙c2 43.♞e1 ♞c8 44.♞c1 ♙b3 45.♗f3 ♞ce8 46.e4 ♞c8 47.♞d3 ♗f8

It's been a long haul and, at this point, it seems MCP6 still has some way to go to break through for the point. But....





**48. ♖h1?!**

48. ♖d7 was probably better – or ♖d6 – either way trying to activate a rook behind/amongst the Black pawns.

**48... ♖c4! 49. ♗e3 ♖c2! 50. ♗he1 ♖e8**

White is helpless – what can he do? – most moves lose outright except perhaps 51. ♗d3 but 51... ♖xd3 52. ♖xd3 f5! 53. ♖g2 ♖xe4 54. ♖ed1 ♖e2+ 55. ♖h3 ♖f2 wins. **0–1**

### **M Chess 6 – Efimov, I (2530)**

[C60 Ruy Lopez] Game 6

**1.e4 e5 2. ♖f3 ♗c6 3. ♖b5 ♖e7?!**

A strange, though not unknown choice in the Ruy Lopez. Again Efimov is looking to put MCP6 out of its book (though this fails to do that, in fact) so that he can try to take advantage of superior strategy and experience, without giving too much away with this infrequently seen move.

**4.0–0 ♗d8 5.c3 c6 6. ♖a4 d6 7.h3 g5 8.d4 f6!?**

Amazingly MCP6 has played from its book to here, and only goes out now!

**9.dxe5**

In the operator's notes to the game, he says that MCP6 showed +189 here!?! Am I missing something? At present there really doesn't seem to be much in it.

**9... dxe5 10. ♖e3 ♗e6?!**

10... g4 11. hxg4 ♖xg4 12. ♗bd2 and now 12... ♗e6=.

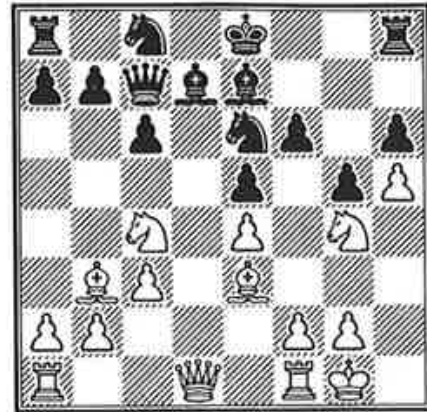
**11.h4 h6 12. ♗bd2**

MCP6 showed +221 here, and I confess I still don't get it.

**12... ♖c7 13. ♖b3 ♗e7 14.h5 ♖d7 15. ♗c4 ♗c8 16. ♗h2 ♖e7 17. ♗g4**

MCP6 still has an optimistic +178. Hiarc6 had +76 if 17. ♖f3 had been played, but shows –49 for Black with its preference of 17... ♗f4 now, and I'd have liked to see a continuation from there, as I still don't

think White had as much as it thought... until Efimov's next!



**17... ♖f7??**

17... ♗d6 was supposed to have been Efimov's suggestion after the game, when he agreed that ♖f7 had been his undoing! But surely 18. ♗xf6+ ♖xf6 19. ♖xd6 also has Black in all sorts of trouble, so I think the report may have been a little mixed up here.

17... ♗f4! is the move that holds it all together, and after 18. ♖f3 (18. ♖xf4 gxf4 is very double-edged and may even favour Black!) 18... b5 seems close to equal! Is that right?

**18. ♖f3!**

Threatening ♗cxe5+.

**18... ♖g7 19. ♗fd1**

19. ♗cxe5! also still works very well here as, if 19... fxe5 20. ♖f5 forces 20... ♖e8 (20... ♗d6?? 21. ♖xe5+ ♖f7 22. f4!) 21. ♖xe6+.

**19... b5?**

Efimov spent 30 minutes on this – he reported that he well understood the danger of the c4 knight, but he half-felt that maybe the computer didn't as it hadn't played it the previous move! However, he was wrong!

Objectively, then, 19... ♗f4 was better, to stop the move we've been discussing.

**20. ♗cxe5!**

The evaluation here was +516, and this time I agree!

**20... fxe5 21. ♖f5 ♗d6 22. ♖g6+**

22. ♖xe5+ ♖f7 23. ♖c5 is even sharper – but no complaints as MCP6 has handled the game with great assurance.

**22... ♖f8 23. ♗xe5 ♗f4 24. ♗xd7+ ♖xd7**

**25. ♖xf4 gxf4 26. ♖xd6**

26... ♖xd6 27. ♖f6+ ♖e8 28. ♖xh8+ and Black has no hope. **1–0** in this game, and **3½–2½** to **MChess Pro6** for the Match!

# HUMOUR IN CHESS?!

It's a little late for some light 'summer holiday' reading, but I hope readers will enjoy a touch of humour anyway, just for a change.

## [1] A POEM:

### "The Perils of a PC!"

If a packet hits a pocket on a socket on a port,  
And the bus is interrupted as a very last resort.

And the address of the memory makes your floppy disk abort,  
Then the socket packet pocket has an error to report!

If your cursor finds a menu item followed by a dash,  
And the double-clicking icon puts your window in the trash,  
And your data is corrupted 'cause the index doesn't hash.

Then your situation's hopeless and your system's gonna crash!

If the label on the cable on the table at your house,  
Says the network is connected to the button on the mouse,  
But your packets want to tunnel on another protocol,  
That's repeatedly rejected by the printer down the hall;

And your screen is all distorted by the side affects of Gauss,

So your icons in the windows are as wavy as a souse,

Then you may as well reboot, and go out with a bang,

'Cause as sure as I'm a poet, the sucker's gonna hang!

When the copy of your floppy's getting sloppy on the disk,

And the microcode instructions cause unnecessary RISC,

Then you have to flash your memory and you'll want to RAM your ROM.

Quickly turn off the computer and be sure to tell your mom!

*Submitted by Chris Carson on the Internet, original author unknown.*

## [2] A WARNING:

### "The Perils of Upgrading!"

Last year a friend of mine upgraded GIRLFRIEND1.0 to WIFE1.0 and found that it's a memory hog, leaving very little in the way of system resources for other applications.

He is only now noticing that WIFE1.0 also is spawning Child-Processes which are further consuming valuable resources.

No mention of these particular phenomena was included in the product brochure or documentation, though other users have since informed him that this is to be expected due to the nature of the application.

Not only that, but WIFE1.0 installs itself in such a way that it is always launched at system initialisation where it can monitor all other system activity!

So he's finding that some normal functions such as PokerNight10.3, BeerBash2.5 and PubNight7.0 are no longer able to run in the system at all, crashing everything when selected (even though they always worked fine before).

Equally, at installation, WIFE1.0 provides no option as to the non-installation of certain normally undesired plug-ins such as MotherInLaw1.0 and the BrotherInLaw beta release. As a result, system performance seems to diminish with each passing day.

My friend says there are some features he'd like to see in the proposed WIFE2.0.

- ◆ A "don't remind me again" button.
- ◆ A minimize button.
- ◆ An install feature shield that allows WIFE2.0 to be installed with a much easier uninstall option allowing use at anytime and without the loss of cache and other system resources.
- ◆ An option to run the network driver in a non-discriminate mode which would allow the systems hardware probe feature to be much more useful.

Another acquaintance of mine decided to avoid all of the headaches associated with

WIFE1.0 by sticking with GIRLFRIEND2.0. Even here, however, there are many problems as, apparently, you cannot install GIRLFRIEND2.0 on top of GIRLFRIEND1.0. You must uninstall GIRLFRIEND1.0 first.

Other users report that this is a long-standing bug which he should have been aware of as, apparently, it is a well documented fact that all the versions of GIRLFRIEND have conflicts over shared use of the I/O port.

You would think they could have fixed such a stupid and obvious bug by now!

To make matters worse, the uninstall program for GIRLFRIEND1.0 doesn't work properly, leaving undesirable traces of the application still in the system.

For myself, I have always been pretty happy with WIFE1.0, despite some of the drawbacks mentioned above.

However I must admit I always found most annoying the messages in GIRLFRIEND1.0 which were forever popping-up: for example its frequent 'unauthorised user' warnings after only a comparatively limited user-approval period, and the constant pushing of claimed advantages in upgrading to WIFE1.0.

#### \*\*\*\*BUG WARNING\*\*\*\*

WIFE1.0 has an undocumented bug.

If you try to install MISTRESS1.1 before uninstalling WIFE1.0, WIFE1.0 will delete all MSMONEY files before doing the uninstall itself!

MISTRESS1.1 will then refuse to install, claiming insufficient resources.

#### \*\*\*\*BUG WORK-AROUNDS\*\*\*\*

To avoid the above bug, and other incompatibilities between the WIFE and MISTRESS programs (as a result of which they refuse all forms of sharing), try installing MISTRESS1.1 on a different system, but make sure to never run any file transfer applications such as LAPLINK6.0.

Another solution could be to run MISTRESS1.1 via a UseNet provider under an anonymous name.

The only thing here is that the user needs to exercise caution because of viruses

which can be accidentally downloaded from the UseNet.

■■■■■■■■■■

All-in-all, it's pretty disconcerting. "But what", you say, "has this to do with chess?!"

Probably my best defence must rest in Purdy, who said: "Chess is as much a mystery as women".



Other notable quotes, some slightly connected to our theme and others not, are:

Nimzowitsch: "Thou shalt not shilly-shally"

Assiac: "I am hopelessly in love with... the game".

Chang Chao: "If there were no flowers and moon and beautiful women, no pen and ink, and chess and wine, I would not want to be born into the world".

Proverbs 18'22: "He who finds a wife finds what is good and receives favour from the LORD".

Prins: "Fortune favours the bold, especially when they are Alekhine".

Fine: "The real lives of dazzlingly brilliant chess geniuses are sometimes hopelessly dull".

Gerald Abrahams: "Whereas the tactician knows what to do when there is something to do, it requires a strategian to know what to do when there is nothing to do".

Don Marquis: "There is always a comforting thought in time of trouble when it is not our trouble!"



# Rafael VASQUEZ

## Computer DESTROYER extraordinaire!

Rafael has, over the past year or so, sent me quite a few (like 50+!) of his games, in which he demonstrates his, to many of us, remarkable ability in the art of computer destruction! He'd like me to print some of them in *SELECTIVE SEARCH*.

Of course, as my already sparse-enough livelihood is derived largely from trying to SELL these programs, commercial sanity usually reigns, and I just play through a few of the games myself. There's a handful against early Hiarc versions, a few (mostly lengthy) ones against Rebel8, some against Fritz4 and a whole host against M Chess Pro5, mostly at G/5 or G/10, Sicilians, French, Caro's... you name it... as White and Black, and most no more than 25 or 30 moves! It's an amazing collection.

A couple of weeks ago he tried a new ploy – he sent me instead a game by a friend of his, and challenged me to ignore it. Okay, Rafael, I give in!

**Chessica P/100 – S Morales (2100 Elo)**  
[A30] G/10.

1.c4 c5 2.b3 ♖c6 3.e4

*A fairly unusual opening from Chessica. One occasionally sees c4 and e4 played together early, but I can't recall seeing them alongside b3 before.*

3...e5 4.♖b2 d6 5.♗c3 f5 6.d3 ♗f6 7.g3

*I am not so keen on the fianchetto idea, bearing in mind Black's early potential against the ♖-side. I'd have preferred development by ♗f3 and ♗e2.*

7...♗e7 8.♗g2 0-0 9.♗ge2 ♗g4 10.0-0 f4



*Black's attack is already looking dangerous to the human eye – though the computer programs have it as pretty equal.*

11.♗h1?!

*11.gxf4!? exf4 12.h3 suggested by Hiarc, is not that much better after 12...f3! 13.hxg4 ♗xg4*

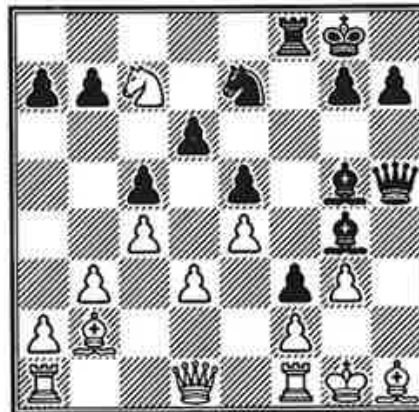
11...♗g5 12.♗d5 ♖e8!

*Making clear Black's aims towards the h-file. 12...fxg3 also looks okay here, even though it reduces Black's approach towards the h-file. But it will not do on Black's next – see note.*

13.h3 f3!

*Most computer programs actually expect, and would play 13...fxg3 14.♗xg3 here, leaving White in charge with Black on the retreat and all earlier key h-file entry points covered!*

14.♗ec3 ♖h5 15.hxg4 ♗xg4 16.♗b5 ♖ae8  
17.♗bc7 ♖e7 18.♗xe7+ ♗xe7



*If you're not already playing through this game on a computer, now is a good time to set your program to the position, and see how long it takes it to recognise that White is lost! Can any program find a real improvement for White at 15, 16 or 17 that might affect the outcome at all?*

19.b4

*19.♗c1 ♗xc1 20.♖xc1 ♖f6 and White is still lost;*

*19.♗b5? ♖f6 with mate announcement;*

*19.♖e1 ♖f6+;*

*19.♗d5 ♗xd5 20.exd5 (20.♖e1 ♖f6! again) 20...♖f6 with mate announcement.*

19...♖f6!

*Obvious, but still deserving of an exclamation mark.*

20.♖a4

Anything else allows an even quicker mate.

20...♗c6 21.♖xc6 bxc6 22.♖fb1 ♖h6 23.♕g2 fxg2 24.f4 ♗h2+ 25.♔f2 g1♖# 0-1

### Attacking the poor, innocent King!

As readers can see, the theme is an old one – building up a 'veiled' attack against the unsuspecting enemy king. If any programmers thought this method had gone away, we can see they are WRONG... it's simply become much more sophisticated!

### The Programmers' response.

What can the programmers do about it? Whilst some are certainly worse than others, most of them struggle against these veiled attacks against the king!

1. It might help a little to change the values for king safety, and in general increase evaluations for moves which aim towards the enemy king (even where there are intervening pieces – but are they blocked long-term or short-term?).
2. There is a need for programs to recognise attacking set-ups and specific square weaknesses, to know whether they should be defending or attacking in a particular position. A strong human (or anti-computer specialist!) can look at any of our diagrammed positions in this article, and KNOW what's going on. But such things are not easily programmed for evaluation, and there are too many variations of the theme to put them into a database system like the opening book, or some endgame databases.
3. Finally, any overbalance which disregards manouvres on the 'other' side of the board, will just result in lost endgames instead of the middle game disasters against the arsenal of the tactically aware anti-computer expert! So it's tricky!

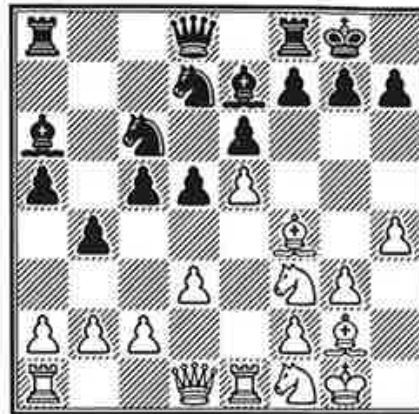
Well, here's one of RAFAEL's own efforts with similar ideas, which seems only fair!

**R Vasquez (1900 Elo) – MChess Pro5 P/100.** [A08] G/5. French Defence.

1.e4 e6 2.d3 c5 3.♗d2 ♗c6 4.♗gf3 ♗f6 5.g3 d5 6.♕g2 ♕e7 7.0-0 0-0 8.♖e1 b5

*Black commences major ♗-side operations, whilst White concentrates on*

*preparing his attack against the enemy ♔.*  
9.e5 ♗d7 10.♗f1 a5 11.h4 b4 12.♕f4 ♕a6

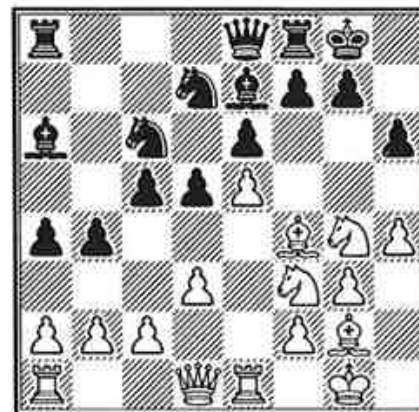


*A diagram here seems appropriate to show the total conflict of emphasis the two players have shown towards the different sides of the board.*

13.♗1h2 a4 14.♗g5 ♗e8?!

*A strange move in view of the change of direction at 16.*

15.♗g4 h6 16.♗f3



16...♗b8?!

*16...♕b7 17.♗d2 a3 18.b3 h5 is Hiarcs suggestion, and seems to make more sense.*

17.♗d2 ♗b6

*17...h5 18.♗f6+ gxf6 19.exf6 ♗e8 20.fxe7 ♗xe7 holds out for rather longer, unless I'm missing a Rafael Vasquez blockbuster special!*

18.♕xh6

*Fairly obvious, but I was pleased to find that one or two programs (including Hiarcs) have not only become concerned about Black's position but also find this soon enough.*

18...gxf6 19.♗xh6 ♗d8 20.♗g5 ♕xg5

21.hxg5 ♗e7 22.♗f6+ ♗xf6 23.gxf6 ♗f5

24.♗g5+ ... and Black resigned. If 24.♗g5+ ♗h7 (24...♗h8?? 25.g4!) 25.♕h3 wins easily. 1-0

**One-game CLUB CHALLENGE:****CLUB player [BCF165] vs Mephisto RISC2**

Long-time reader **Clive Munro** and I were talking recently, and agreeing that one type of article *SS* could do with more of is of the *Club Standard Player v Computer* variety.

**The CHALLENGE!**

So Clive popped down to his local Club and offered the princely sum of £10 to any member who could beat his prized **Mephisto RISC2** at the local Club time control (35 moves in 1hr 15, G/15 finish).

There was a taker - a Berlin Pro owner it transpired, but by then it was too late!

As it happens the RISC2 did itself proud, and Clive only got permission to send me the game - and retain his opponent's friendship - after he'd bought him a couple of pints and on the condition that ~~John~~ he remained anonymous!

**Club 165BCF (1920) – Meph RISC2 (2320)**

[D30, Slav Defence]

Time: 35/75 and G/15.

Notes: Clive & Eric.

**1.d4 d5 2.c4 c6 3.e3**

3.♖f3 (or sometimes ♖c3) are common, but some players prefer 3.e3 in order to remove the force of Black's dxc.

Surprisingly e3 puts the RISC2 out of Book. The program is apparently not well prepared for the Slav which, whilst it might appear a 'quiet' opening, has some important transpositions which need to be known to obtain the type of variation you want!

**3...♗f6 4.♗f3**

Puts the RISC2 back in Book.

**4...e6 5.♕d3!?**

Known, but a little unusual, and now it goes out again, this time for good!

**5...c5?!**

This move - appearing as c7-c5 - would be appropriate in a Tarrasch/semi-Tarrasch. But here it loses a tempo and correct would have been ♗bd7, or dxc.

**6.0-0**

The previous move by Black means that he has fallen behind in development. Therefore something like 6.♗c3 was more accurate, to emphasise this point.

**6...cxd4 7.exd4 dxc4 8.♕xc4 ♕d6 9.♗c3 0-0 10.♗e1 ♜c7**

Clive reports that the RISC2 showed -27 here.

**11.♕f1!?**

White told Clive that his idea here was to block the attack on his h-pawn by pushing g2-g3 and fianchettoing the bishop.

However it is a little slow, and I would prefer a more positive approach, e.g 11.♗e5

**11...♗g4 12.g3 ♕d7 13.♗e4! ♕c6 14.♕g2?!**

Whilst it seems right to complete the idea behind 11.♕f1, thanks to White's 13.♗e4 Black's knight looks slightly misplaced on g4, and there was a chance here to take advantage of this with 14.♗fd2! ♗h6 15.♗xd6 ♜xd6 16.♗e4 ♕xe4 17.♗xe4±.

**14...♕xe4! 15.♗xe4 ♗f6**

The exchange has enabled the knight to obtain a much better square than in our variation at move 14.

**16.♗h4**

Clive says, "I took this to be the start of an anti-computer ♖-side attack. However White must be careful not to get his rook trapped".

**16...♗bd7 17.♜d3**

"At this point," adds Clive (looking nervously at h7), "I thought White was



looking quite dangerous. But my RISC2 seemed unfazed and played its next showing +22".

17...♖ac8 18.♗e1?

Too passive. Better was 18.♗d2 or ♗e3, to get the a1-rook into the action.

18...♗b6 19.♗e3?!

With this the Club player deliberately invites Black's next.

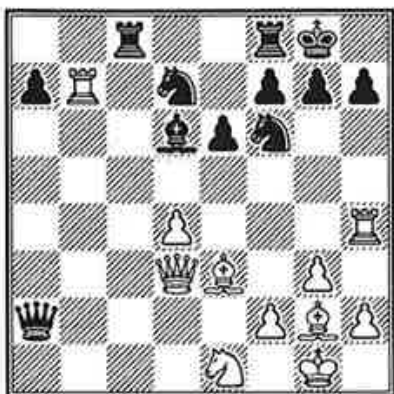
It is typical 150–175 BCF style play. At move 18, with a promising attack developing quite nicely, White played an over-passive move. As if to compensate he now plays an over-aggressive one.

But I think it's dangerous, and it demands of White that he makes his 'attack' work. Is it going to be good enough?!

19...♗xb2

RISC2 shows +86, which is about what you'd expect.

20.♖b1 ♗xa2 21.♖xb7



21...♖c7!

I don't think this is an easily found defence!... indeed "White missed this move", says Clive.

21...♖fd8 is less subtle, but also probably good for Black.

However RISC2 did well to avoid the inviting 21...♗b6? which aims to block the rook onto b7: but then would come 22.♗g5! and now we remember that the f6-knight was key to protecting h7, and the d7-knight was key to protecting f6!

22.♗c6??

The surprise causes an immediate blunder which decides the game.

It would have been better for White to exchange rooks, though the analysis certainly favours the computer: 22.♖xc7 ♗xc7

23.♗c6 ♗a1 24.♗d2 (24.♗f1 ♖d8 25.♗e2 ♗a5-+) 24...♗a5 25.♗xa5 ♗xa5 26.♗f3 h6.

22...♖xc6 23.♖xd7 ♗b4

The RISC2 is in its element now, and Clive says it was showing +261.

24.♗f3 ♖c3 25.♗f1

White is bravely playing on, perhaps hoping that from here the queen can get to h3 and recreate serious threats. Against a human it would be worth hoping for a slip. But Black is a strong and nerveless computer and has all the play.

Therefore in this game better resistance would have come from 25.♗b5 ♗xd7 26.♗xd7, though 26...a5 would still emphasise that White has serious problems!

25...♗xd7 26.♗h3 ♖fc8 27.♖xb7 ♗b1+ ... and White resigned. 0–1

## Conclusion and Comments

I'd like to comment on opening preparation here, even though RISC2 actually overcame its lack of theory in this particular line.

I've based some of my comments over the first few moves on notes in **Matthew Sadler's** recently published book on 'The Slav'. It's the sort of book I like, as it has a nice balance between discussion on strategic aims, thematic matters and actual analysis.

The latter (i.e the analysis/move lists) are very helpful to me for putting book moves in Hiarcs, but I still want to know what's supposed to be going on in the opening, so that I can check Hiarcs at the end of the various lines to see if it has some sort of an understanding of what it should be doing next! These become the openings we encourage Hiarcs to play!

So I've enjoyed reading Matthew's book, as well as making use of it! His 10th. chapter on **Move-Order and Transpositions** was especially good, and I picked up some interesting 'new to me' ideas for the Black side of the Hiarcs7 book!



# TEST your COMPUTER: 2

## A SET of TRICKY MIDDLE-END GAME POSITIONS!

### INTRODUCTION

The 'standard' type of test seems to follow the idea of using positions in which there is only one correct move (i.e it wins when all else draws, or it draws when all else loses). The test is thus "How soon can your program find it?"

These positions are **different!** Usually there are various possibilities which are matters of judgement, initiative, or perhaps a question of positional understanding or correct move order.

Thus scoring is applied according to whether the move which would be chosen by a Computer in a game is considered to be good, bad or just plain ugly!

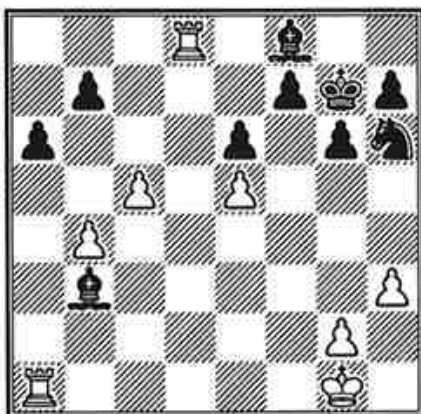
### A NEW SET of 7!

This time our set contains a series of *late middlegame/early endgame* positions.

Most of them concern finding the best way to create, or take advantage of, a passed pawn and win. In some of them it is not too clear who is even winning! See what your Computer or Program thinks, and let me know!

I recommend a maximum of **10 minutes** be allowed on each of these position - sufficient to judge what is the very best your Computer would be likely to play under typical Tournament conditions.

#### Position 1: White to play



Fritz 4  
R07 (5)

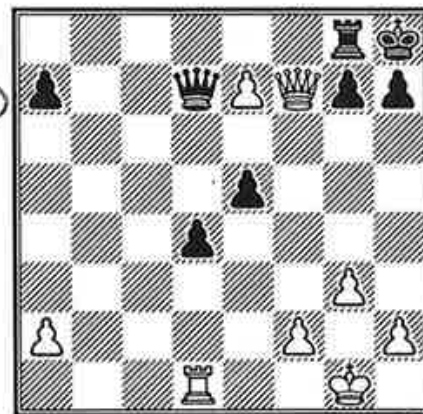
GK2000 - G4 (5)

GK2100 - K-fa (0)  
Risc 11 - G4 (5)

♞xa6=10. ♞b8=8. g4=5. ♞d7=5. Others=0.

A tricky one to start with, and a fascinating position in which it is possible that not everyone will agree that the top rated move is really winning. Analysis will be provided in the 'Results' issue!

#### Position 2: White to play



Fritz 4  
R-c1 (3)

Risc 11 - RE1 (7)

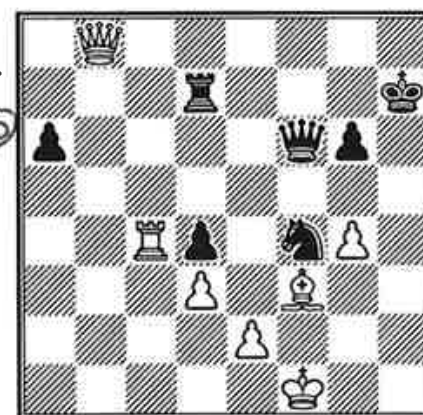
♞d3=10. ♞e1=7. f4=5. ♞b1=3. ♞c1=3. Others=0.

GK2000 - RE1 (7)

GK2100 - RE1 (7)

It's an interesting choice about the best way to either [1] exploit White's strong passed pawn, or [2] stop Black's!

#### Position 3: Black to play



Fritz 4  
R-f7 (10)

Risc 11 - Qa6 (7)

♞f7=10. ♞e7=9. ♞d6=7. ♞d5=5. a5=3. ♞h6=3. ♞e6=3. ♞xc2=1. ♞xd3=1. Others=0.

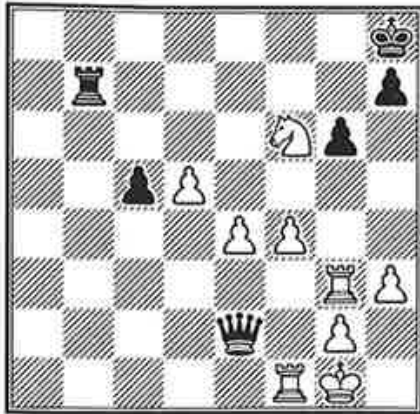
GK2000 - AS (3)

GK2100 - N05 (5)

The number of choices correctly suggests this is a difficult one - it is also another on which opinions may differ about who is winning!

Position 4: White to play

Fritz 4  
FS (5)

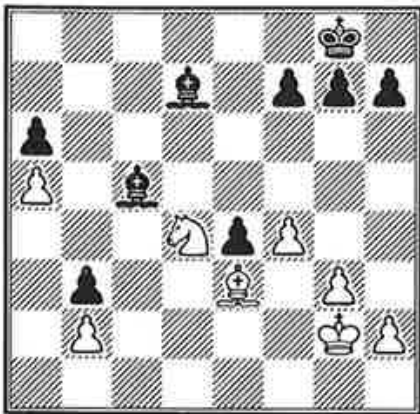


Risc 11 - ES (3)

d6=10, e5=8, f5=5, ♖a1=4. Others=0.  
GK2000-06 (10) GK2100-RA1 (4)  
Everyone will probably agree that White is winning this one, but care is needed in working out which pawn to push, and at the right time.

Position 5: Black to play

Fritz 4  
BEG (9)



Risc 11 - BA4 (8)

♙g4=10, ♙e6=9, ♙a4=8, ♙a3=5, ♙g6=1.  
♙xd4=1. Others=0.  
GK2000-364 (10) GK2100-BA4 (8)  
A very difficult position and there might be disagreements, even when you've seen the analysis indicating that Black wins!

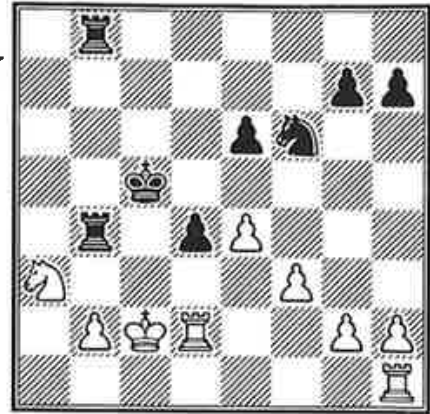
The point for Bxd4 is a very generous one for Computers which don't know about opposite coloured bishop endings!

Position 6: White to play

By contrast with all the others the next one is probably too easy. But you never know, and it might be interesting to see if portables like the Kasparov Travel Champion and Novag Amber can do it.

GK2000-55 Risc 11 - 52  
GK2100-41 Fritz 4 - 51

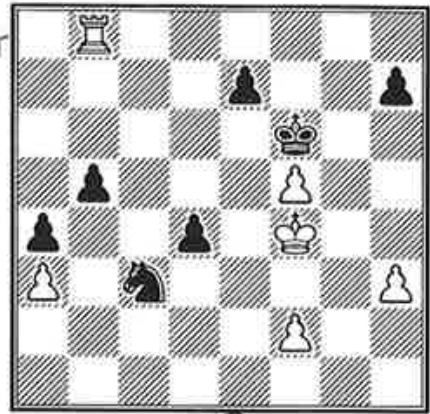
Fritz 4  
R-C1  
(10)



Risc 11 - RCI (10)

♖c1=10, ♙d3=7, ♖b1=3, ♙c1=3, ♙b1=3.  
Others=0.  
GK2000-RC1 (10) GK2100-RC1 (10)  
Position 7: White to play

Fritz 4  
RB6 (9)



Risc 11 - H4 (7)

♙f8+=10, ♙b6+=9, h4=7, ♙b7=6, ♙d8=6.  
f3=2, ♙a8=2, ♙c8=2, ♙h8=2. Others=0.  
GK2000-RF8 (10) GK2100-H4 (7)  
I think the computers will probably go for one of the checks, and it's unlikely any of the '=2' scores will be picked.

In the game 46.h4 was played and White won after 46...h5. So h4=10. But then someone's analysis made 46.h4?! because (they said) of ...e5+!? Who would have been winning then? Should therefore h4 be =10, =7 or <7?

There was a good response to this test format when I did it in SS/69, so do, please, send me the choices of your program/s again. If you want to add a note of the computer's evaluation, a bit of 'forward analysis', or some comments of your own... all the better.

But just the basic 'moves chosen' will enable me to create a **Table of Top Scores**, which I'll print in SS/73/74, depending on when I have enough responses in.



# More 3-HIRN games

**A NEW and TIMELY SELECTION from Ingo Althoefer**

In SS/69 we had a look at Ingo Althoefer's interesting idea in which he enters Tournaments or plays Matches as a MAN+MA-CHINE combination: 2 different chess computers/programs with one human chess player as the co-ordinator. The resulting team is thus called 3-HIRN.

It works like this: when it is 3-Hirn's turn to move, the co-ordinator (Althoefer) keeps a close eye on the analysis shown by both machines.

He can play his side's move whenever he wants – so Althoefer controls the clock – but if both computers show the same move at the chosen moment, that is the move he must make. If they are showing different moves, Althoefer can choose between them.

So, as soon as he likes the response one or both are showing, he makes the move. And if he likes neither, he can keep waiting for as long as he wishes... in hope!

## A Chance to play Deep Thought

In April 1993 Althoefer had the opportunity to play a 2 game 'sparring' Match at G/120 against DEEP THOUGHT, the Deep Blue pre-decessor!

G/120 was being used as that was the time control for the big AEGON Tournament in May that year, and 3-Hirn was invited to play in that also.

The 3-Hirn team was:

1. Mephisto Lyon 68030
2. The King/14MHz
3. Controller: Ingo Althoefer

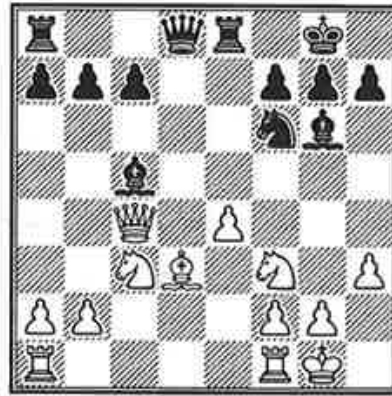
Here is game 1:

### 3-Hirn – Deep Thought1 [D25]. G/120.

1.d4 d5 2.♗f3 ♗f6 3.c4 dxc4 4.e3 ♕g4  
5.♕xc4 e6 6.h3 ♕h5 7.0-0 ♗bd7 8.♗c3 ♕d6  
9.e4?!

Though this is a Book move, Ingo had hoped one of the programs might know 9.♕e2, keeping the position closed to stifle some of Deep Thought's much greater calculating speed.

9...e5 10.♕e2?! 0-0 11.♕e3 exd4 12.♗xd4  
♗e8 13.♗a4 ♕g6 14.♕d3 ♗c5 15.♕xc5 ♕xc5  
16.♗c4?!



Ingo says he felt sure 'he' would lose the game when playing this. The computers were playing "one move at a time", and giving him no opportunities to close the position (which they had opened with their joint 'agreement' of 9.e4). He says, "I knew DT was now likely to profit from its superior speed and therefore tactical powers in the middle game in this position".

In 1997 we find, for example, that Hiarc6 would play 16.♗ad1 which is much better, and needs to be answered by 16...c6 I reckon, and the game remains very even.

16...♗d6 17.♗ad1 ♗c6 18.♗fe1 ♗ad8

18...a5 could also have been played now, with a small advantage.

19.b4 ♕f8 20.♗xc6 bxc6 21.a3 a5

"Very nice", says Ingo, "ripping open the ♗-wing".

22.bxa5 ♕xa3 23.♕c4?

23.e5! ♗xd3 24.♗xd3 ♕xd3 25.exf6 is analysis by Hiarc6, and comes out close to equal!

23...♕b4! 24.♗xd8 ♗xd8 25.♗c1

25.♗d1 would have been fractionally worse, due to the extra ♗ exchange with 25...♗xd1+ 26.♗xd1 ♕xa5 27.e5 eval -103.

25...♕xa5 26.e5 26...♗d5 27.♗e2 ♕b6

28.♗d1 ♗e8 29.♗g3 ♗f4 30.♗d7 ♗e6

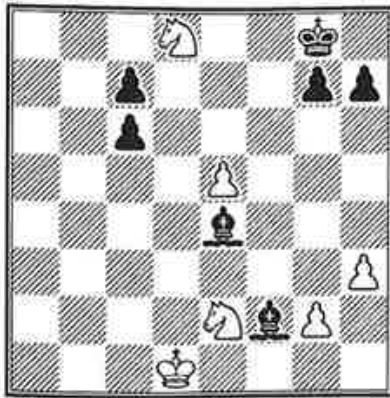
31.♕xe6 fxe6 32.♗f1 ♗a8 33.♗g5 ♗a1+

34.♗e2 ♗a2+ 35.♗d1!

Correct! 35.♗f3? ♗xf2+ 36.♗g4 h5+ 37.♗xh5 ♗xg2+ is -

35...♗xf2 36.♗d8+ ♗f8 37.♗xe6 ♗xd8+

38.♗xd8 ♕f2 39.♗e2 ♕e4



Good use of the ♕ pair by DT is clearly leading Black safely towards the full point. 40.g4 ♕e3 41.♗e6 ♖f7 42.♗2d4 c5 43.♗xc5 43.♗d8+ ♗e8 44.♗4e6 ♗e7 45.♗e2 is no better as far as the practical chances of saving the game go.

43...♗g2 44.♗de6 ♗xh3 45.♗e2 ♗xg4+ 46.♗xe3 ♗xe6 47.♗a6 c6 48.♗f4 h6 49.♗c5 g5+ 50.♗e4 h5 51.♗b7 ♗d5+

51...♗g6 first was better, to finish the game with greater accuracy.

52.♗f5 h4 53.♗g4 ♗e6 54.♗c5+ ♗xe5 55.♗xg5?

It doesn't matter, I suppose, as it's clearly 0-1, but 55.♗d3+ ♗e4 56.♗f2+ would extend the game slightly.

55...♗d4 0-1

Game 2 was drawn, so **Deep Thought** won 1½-½. At Aegon 3-Hirn (pairing the same **Lyon 68030** but with a **Tasc R30** for extra speed) scored 4/6 for a 2400 grading.

## The Next Challenge: a G.M!

3-Hirn's next appearance was in 1995 when it played an 8 game Match against GM **Christopher Lutz**. This was **Ingo's** first time using PC PROGRAMS instead of dedicated machines: "much harder work transporting the bulky PC equipment around", was Ingo's immediate reaction!

The 3-Hirn team was:

1. **Genius3** on a Pentium/120
2. **Fritz3** on a Pentium/120
3. Controller: **Ingo Althoefer**

The PCs used were the fastest around then!

### 3-Hirn - Christopher Lutz (2570)

[B22]. 40/120.

1.e4 c5 2.c3

Well, the Sicilian Alapin is considered

a useful line for Computers v (strong) Humans, and was used by DB1 to beat Kasparov, so its a good choice!

2...d5 3.exd5 ♗xd5 4.d4 ♗f6 5.♗f3 ♗g4 6.♗a4+ ♗d7 7.♗b3 cxd4 8.♗c4 ♗e4+ 9.♗f1 e6 10.cxd4?!

10.♗xd4 ♗c6 11.♗d2 is Book.

10...♗d6 11.♗c3 ♗c6 12.♗g5 ♗b6 13.♗xb6

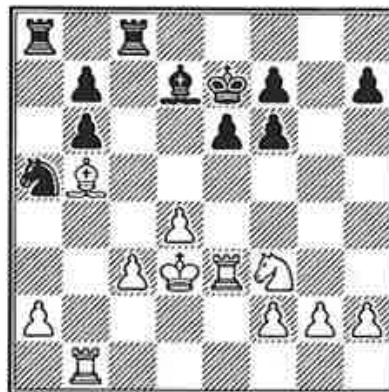
"Both programs insisted on ♗xb6, so I had to execute the move although I did not like it", says Ingo.

An alternative was 13.d5 ♗xb3 14.♗xb3 ♗xd5 15.♗xd5 ♗b5+ 16.♗g1 exd5 17.♗d1± 13...axb6 14.♗xf6 gxf6 15.♗e1 ♗b4 16.♗e3!?

Ingo says that this strange-looking ♗ move was proposed by Fritz. The alternative he had was the Genius proposal of ♗g1, imprisoning the other ♗ on h1.

"Instead ♗e3 encourages a future ♗e2 which enables the development of the h1-♗, and that decided me!"

16...♗xc3 17.bxc3 ♗e7 18.♗e2! ♗c8 19.♗d3! ♗c6 20.♗b1 ♗a5 21.♗b5



At this point Lutz was aware that he had not managed to get any advantage. But, having in mind that his opponent was a Computer, he decided to try for a win. 21...♗c7?!

Instead the correct 21...♗xb5+ 22.♗xb5 ♗c4 23.♗e2 ♗a3 would be heading for a draw.

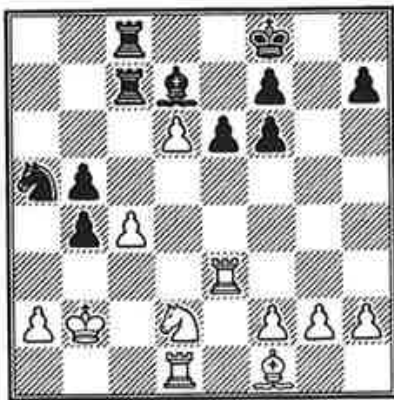
22.♗d2 ♗ac8 23.♗c2 ♗c6 24.♗b2

The whole ♗-march f1-e2-d3-c2-b2 looks a bit strange, but Black did not find a refutation. Perhaps it could also have gone to d1 at the end?!

24...♗a5 25.♗f1 b5 26.d5!

Ingo comments that he felt Lutz was disappointed with the way his game had turned out, and was therefore pleased to be able to play an aggressive ('dynamic') move here.

26...b4 27.c4! b5 28.♗d1 ♗f8 29.d6



29...dxc4+

Giving up the exchange sacrifice is Black's best choice. If 29...Rc6 then 30.e4 puts Black in big trouble.

30.Qxc4 Rxc4 31.dxc4 bxc4

The Computer programs both showed a clear plus now for White, but Ingo remained concerned about the pair of free pawns despite the little guard on a2.

32.Rh3 Qg7 33.Rc1 e5 34.Rg3+ Qf8 35.a3!

"The exclamation mark", says Ingo, "is at Lutz's request. He wrote the game off at this moment and I, too, was delighted to be able to alter the state of his pawn force".

35...b3 36.Rd1 Qe6 37.Qc3 f5 38.Rc3 e4?!

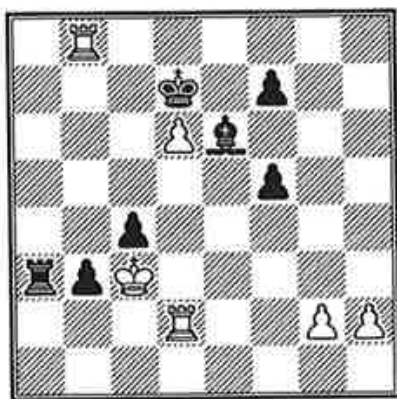
38...f6 was probably better.

39.f3! Rb8 40.Rd2 exf3 41.Rxf3 Qe8

42.Rh3 Ra8! 43.Rxh7

Probably exactly what Lutz expected, though today some programs might play the more sophisticated 43.Qb2 Rc8 44.Qc3.

43...Rxa3 44.Rh8+ Qd7 45.Rb8



3-Hirn seemed to have found the best continuation, expecting 45...Qc6 46.h4. But the GM comes up with a shock!

45...b2+!

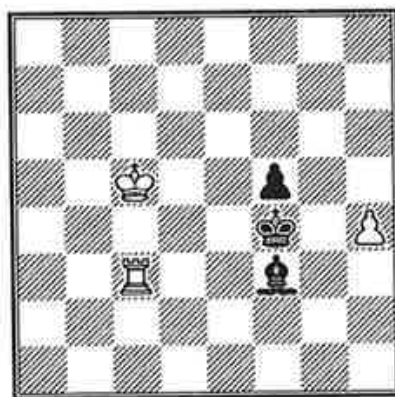
"Lutz told me after the game that at this point he already had in mind a final DRAWING position with Q+R for White versus Q and B on f2 for Black. It was

unbelievable for me! This is the difference between a GM and a strong club player, and perhaps even yet a top computer: could the current Deep Blue2 look this deep and accurately along the line?"

46.Qxb2 c3+ 47.Qxa3 cxd2 48.Rb1 Qxd6 49.Rd1 Qe5 50.Rxd2

Ingo and the programs were dreaming of an easy win – though the rising confidence of Lutz was "somewhat perplexing!"

50...f4 51.Rc2+?!  
The choice of Genius and Fritz, also Hiarc6 I noted. However Lutz said that 51.Qb4 was the only way to go for the win. 51...Qd4 52.Qb4 Qg4 53.Rc2 Qe3 54.h4 f5 55.Qc5 f3 56.Rc3+ Qf4 57.gxf3 Qxf3



"At this point I began to see this might be a draw. I remembered an exhibition game between David Levy and Chess4.7 many years ago when, on that occasion, the computer had saved a similar position. Both Genius and Fritz wanted to play Rxf3 here, with very high evaluations! I waited for 20 mins hoping one of them would choose Qd6, which I believed could still win, but they refused to change".

58.Rxf3+

"On my suggestion of 58.Qd6 the GM showed me 58...Qe4 59.h5 Qg5 60.Rh3 Qh6 which would also be a draw".

58.Qd4 is the H6 suggestion, but then 58...Qh5 should draw. But not 58...Qe4?? 59.Rh3 Qc2 (59...Qg4 60.h5!) 60.h5 Qg5 61.h6 f4 62.h7 Qxh7 63.Rxh7 Qg4 64.Qe4 and White wins.

58...Qxf3

Reading an immediate 0 under Hiarc6!  
59.h5 f4 60.h6 Qg2 61.h7 f3 62.h8 Rf2

"Even now", says Ingo, "both Genius3 and Fritz3 still gave evaluations around +8.00. But at least I had found reality and had a good laugh with Christopher Lutz about the foolishness of the silicon chips". 1/2-1/2. (Final Score: 3 1/2-4 1/2 to Lutz).



# RATING LISTS and NOTES

A brief guide to the purpose of each of the HEADINGS should prove helpful for everybody.

**BCF.** These are British Chess Federation ratings. They can be calculated from Elo figures by  $(Elo - 600) / 8$ , or from USCF figures by  $(USCF - 720) / 8$ .

**Elo.** This is the Rating figure which is in popular use Worldwide. The BCF and Elo figures shown in SELECTIVE SEARCH are calculated by combining each Computer's results v computers with its results v humans. This determines the ranking level and order and, I believe, makes this Rating List the most accurate available anywhere for computers and programs.

**+/-.** The maximum likely future rating movement, up or down, for that particular machine. The figure is determined from the number of games played and calculated on precise 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 the total no. of Games in Tournament play vs. rated humans.

### A guide to PC Program Gradings:

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

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

**Pent-PC** represents a program on a Pentium at ap-

prox. 100-133MHz, with 8-16MB RAM.

**PPro-PC** represents a program on a Pentium Pro/200, or a Pentium/200 MMX.

**Users** will get slightly more (or less!) in each case, if the speed of their PC is significantly different. A doubling or halving in MHz speed = approx. **60** Elo; a doubling or halving in MB RAM = approx. **5-10** Elo.

### Approx. guide if Pentium/100 = 0

Pentium Pro/200	+80	PentMMX/200	+80
Pentium/166	+40	Pentium/133	+20
Pentium/100	0	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-140	386DX/33	-200

## SELECTIVE SEARCH

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

BCF Computer	Elo	PROGS	SS_72	+/-	Games	Oct 1997	Pos	Human/Games
250 HIARCS6 PPRO-PC	2604	26	297	1	2453	12		2453 12
247 M CHESS PRO6 PPRO-PC	2577	34	177	2	2474	12		2474 12
246 REBEL8 PPRO-PC	2573	33	192	3	2389	6		2389 6
242 CHESS GENIUS5 PPRO-PC	2539	32	205	4	2540	2		2540 2
241 HIARCS6 PENT-PC	2529	14	1001	5				
237 HIARCS5 PENT-PC	2501	19	587	6				
237 REBEL8 PENT-PC	2500	11	1580	7	2316	4		2316 4
235 M CHESS PRO6 PENT-PC	2482	14	1061	8				
234 CHESS GENIUS5 PENT-PC	2476	15	884	9	2658	10		2658 10
234 CHESS GENIUS3 PENT-PC	2466	14	967	10	2387	16		2387 16
233 CHESS GENIUS4 PENT-PC	2466	14	990	11	2348	6		2348 6
232 HIARCS4 PENT-PC	2463	14	988	12	2403	6		2403 6
231 REBEL6 PENT-PC	2455	19	574	13	2242	11		2242 11
231 REBEL7 PENT-PC	2453	14	1049	14	2423	19		2423 19
231 M CHESS PRO5 PENT-PC	2450	15	879	15	2423	19		2423 19
231 CHESSMASTER 5000 PENT-PC	2448	29	256	16	2372	6		2372 6
230 NINZ03.5 PENT-PC	2440	18	613	17	2492	12		2492 12
229 NINZ03.0 PENT-PC	2439	16	831	18				
228 HIARCS3 PENT-PC	2431	18	608	19	2631	6		2631 6
228 CHESS GENIUS4 486-PC	2428	17	731	20				
228 JUNIOR3.5 PENT-PC	2427	22	436	21				
227 CHESSMASTER 4000 PENT-PC	2417	45	104	22	2394	12		2394 12
226 M CHESS PRO4 PENT-PC	2409	19	577	23	2497	13		2497 13
226 FRITZ4 PENT-PC	2408	19	574	24	2318	25		2318 25
225 CHESS GENIUS3 486-PC	2407	12	1362	25	2499	7		2499 7
224 FRITZ3 PENT-PC	2398	14	966	26	2382	30		2382 30
223 MEPH GENIUS2 486-PC	2387	11	1606	27	2391	21		2391 21
223 REBEL7 486-PC	2384	17	729	28				
222 M CHESS PRO5 486-PC	2381	17	723	29	2145	2		2145 2
222 M CHESS PENT-PC	2378	16	785	30	2321	31		2321 31
222 KALLIST01.98 PENT-PC	2376	17	717	31	2345	6		2345 6
220 HIARCS3 486-PC	2362	12	1340	32	2187	8		2187 8
219 CMACHINE GIDEON3.1/30-PC	2355	17	712	33	2309	23		2309 23
219 CMACHINE THE KING2/30-PC	2353	12	1438	34	2277	9		2277 9
219 REBEL6 486-PC	2353	14	1033	35	2277	9		2277 9
218 M CHESS PRO4 486-PC	2350	14	1103	36	2376	7		2376 7
217 M CHESS 486-PC	2342	17	738	37	2432	3		2432 3
216 CHESS GENIUS1 486-PC	2328	10	2120	38	2314	44		2314 44
215 FRITZ3 486-PC	2323	12	1440	39	2478	3		2478 3
214 CHESSMASTER 4000 486-PC	2318	17	728	40	2193	13		2193 13
214 M CHESS PRO3.5 486-PC	2317	13	1157	41	2267	12		2267 12
213 MEPH GIDEON PRO 486-PC	2311	20	537	42	2392	7		2392 7
213 CMACHINE GIDEON3.0/30-PC	2305	25	326	43	2295	6		2295 6
212 M CHESS PRO3.1 486-PC	2302	12	1332	44	2199	20		2199 20
210 HIARCS2.1 486-PC	2285	18	650	45	2215	6		2215 6
209 CHESS GENIUS1 386-PC	2272	25	322	46				
208 COMET32 PENT-PC	2271	19	550	47	2246	12		2246 12
207 KALLIST01.8 486-PC	2257	13	1160	48	2184	18		2184 18

RATING LIST (c) Eric Hallsworth. ss\_72 Oct 1997

BCF Computer	Elo	+/-	Games	Pos	Human/Games
225 TASC R30-1995	2402	18	638	1	2276
221 MEPH LONDON 68030	2375	39	140	2	2272
218 TASC R30-1993	2348	12	1346	3	2336
218 MEPH GENIUS2 68030	2348	18	624	4	2308
217 MEPH LONDON PRO 68020/24	2320	25	47	5	2237
215 MEPH RISC2 1MB	2310	15	327	6	2292
213 MEPH LYON 68030	2293	20	880	7	2340
211 MEPH PORTOROSE 68030	2292	13	535	8	2217
211 MEPH BERLIN PRO 68020/24	2292	13	1187	9	2217
211 KASP RISC 2500-512K	2288	25	328	10	2384
210 MEPH VANCOUVER 68030	2283	17	676	11	2247
210 MEPH LYON-VANC 68020/20	2282	27	286	12	2327
208 MEPH RISC1 1MB	2271	9	2507	13	2232
207 KASPAROV SPARC/20	2262	15	953	14	2251
206 MEPH LONDON 68020/12	2248	77	36	15	2040
205 MEPH MONTREUX	2242	17	721	16	2288
205 KASP RISC 2500-128K	2240	9	2509	17	2270
202 MEPH LONDON 68000	2216	80	33	18	2215
201 FID ELITE 68040-V10	2212	53	75	19	2121
200 MEPH VANCOUVER 68020/12	2206	9	2344	20	2121
200 MEPH LYON 68020/12	2201	8	3343	21	2250
196 MEPH PORTOROSE 68020	2175	10	1855	22	2240
196 FID ELITE 68030-V9	2169	15	898	23	2169
196 MEPH BERLIN 68000	2169	12	1297	24	2221
194 MEPH LYON 68000	2157	11	1682	25	2083
194 MEPH VANCOUVER 68000	2156	12	1338	26	2126
193 NOV SAPPHIRE2-DIAMOND2	2150	48	91	27	2172
193 MEPH ALMERIA 68020	2150	14	1053	28	2152
192 NOV SAPHIRE1-DIAMOND1	2138	13	1266	29	2152
191 MEPH MILANO PRO	2130	25	332	30	2169
190 MEPH PORTOROSE 68000	2124	11	1683	31	2111
189 FID MACH4-DES2225 68020-V7	2118	10	2160	32	2179
186 FID ELITE 2x68000-V5	2091	27	290	33	1888
184 MEPH POLGAR/10	2079	17	698	34	2080
184 KASPAROV BRUTE FORCE	2078	14	1074	35	2182
184 MEPH ROMA 68020	2077	14	1083	36	2041
183 MEPH DALLAS 68020	2068	14	996	37	2069
182 MEPH ALMERIA 68000	2063	14	1025	38	2093
182 NOVAG SCORPIO-DIABLO	2056	10	2082	39	2132
180 NOVAG JADE2-ZIRCON2	2040	45	104	40	2032
179 KASP PRESIDENT-TC&K2100	2036	17	717	41	2072
178 MEPH NIGEL SHORT	2031	27	282	42	2136
178 FID MACH3-DES2265 68000-V2	2027	6	5742	43	2105
177 MEPH DALLAS 68000	2018	11	1593	44	1988
177 MEPH MMS/5	2017	11	1741	45	1902
176 MEPH POLGAR/5	2014	8	2803	46	2076
176 MEPH MILANO	2013	13	1158	47	2063
176 NOV SUPER FORTE-EXP C/6	2011	8	2969	48	2000
175 MEPH HONDIAL 68000XL	2004	15	873	49	2049

174 MEPH MONTREAL-ROMA 68000	1997	9	2625	50	1968
173 MEPH ACADEMY/5	1988	9	2383	51	2023
172 MEPH AMSTERDAM	1983	9	2373	52	2054
171 NOV SUPER FORTE-EXP B/6	1972	12	1464	53	2017
171 MEPH MEGA4/5	1969	8	2711	54	2029
170 FID MACH2C	1967	12	1319	55	1956
170 KASPAROV MAESTRO D/10	1964	8	2708	56	2059
170 FID MACH2B	1964	8	302	57	1960
170 KASP 6K2000-EXECUTIVE	1962	14	992	58	1862
169 MEPH MODENA	1953	16	773	59	2006
168 MEPH MMA/5	1949	8	2928	60	1917
168 FID TRAVELMASTER	1947	18	648	61	1981
167 NOVAG RUBI-EMERALD	1939	16	752	62	1981
167 MEPH SUPERMOND2-COLLEGE-MCARLO4	1936	27	288	63	2074
166 NOV SUPER FORTE-EXP A/6	1933	12	1473	64	2021
166 KASP TRAVEL CHAMPION	1933	29	257	65	1862
165 KASPAROV MAESTRO C/8	1925	26	313	66	1999
165 MEPH MONIE CARLO	1921	28	262	67	2046
164 CONCH PLY-VICTORIA/5.5	1916	16	814	68	1870
164 CXG SPHINX/4	1916	9	2446	69	1943
164 KASP TURBOKING2	1913	14	1055	70	1912
164 FID MACH2A	1912	25	338	71	35
162 NOV EXPERT/6	1897	31	222	72	2026
160 NOV SUPER FORTE-EXP A/5	1886	11	1548	73	22
160 FID CLUB B	1885	12	1459	74	1825
160 NOV EXPERT/5	1882	26	316	75	29
159 FID PAR E-ELITE+DES2100	1875	9	2645	76	
159 NOV FORTE B	1873	10	1917	77	
159 MEPH REBELL	1872	9	2344	78	
158 FID AVANTI GARDE/5	1871	11	1738	79	
158 KASP STRATOS-CORONA	1864	9	2186	80	
157 NOV FORTE A	1863	9	2251	81	
157 MEPH SUPERMONDIAL1	1858	11	1631	82	
156 FID CLUB A	1855	29	242	83	
156 KASPAROV MAESTRO A/6	1853	14	1023	84	
156 CONCH PLYMATE/5.5	1852	9	2353	85	
156 KASP SIMULTANO	1851	13	1149	86	
155 KASP TURBOKING1	1850	24	364	87	
155 CONCHESS/6	1845	45	104	88	
154 FID EXCELLENCE/4	1837	11	1756	89	
154 NOV EXPERT/4	1836	14	1059	90	
154 NOVAG JADE1-ZIRCON1	1835	106	19	91	
153 CONCH PLYMATE/4	1829	24	372	92	
153 SCI TURBO KASP/4	1827	20	524	93	
152 FID ELITE/5	1822	34	181	94	
151 FID ELEGANCE	1814	17	701	95	
151 MEPHISTO HM2	1808	16	791	96	
150 SCI TURBOSTAR 432	1807	12	1407	97	
150 FID EXCELLENCE-DES2000	1803	11	1664	98	
148 CONCHESS/4	1785	20	515	99	
147 KASP PRISMA-BLITZ	1782	24	358	100	

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