

# SELECTIVE SEARCH

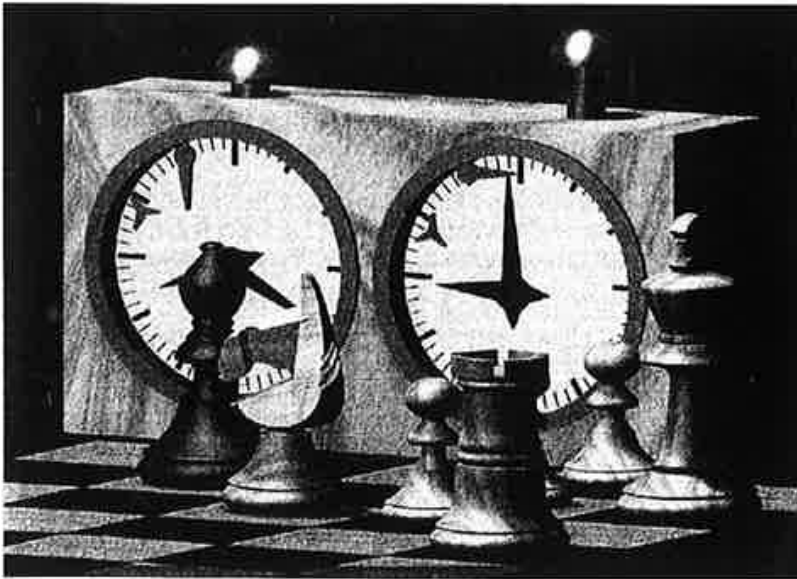
## The Computer Chess Magazine

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- **PUBLICATION DATES:** Early Feb, Apr, Jun, Aug, Oct and late Nov (incl. annual **BEST BUY** Guide).
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are **welcome**.

■ **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**.  
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# Computer & PC BEST BUY Ideas!

**RATINGS** for these computers and programs can be found on the SS back pages. Not all available machines are shown here - these are what *I* consider are current **BEST BUYS** bearing in mind price points, playing strength, features + quality.

Further info/photos can be found in **Countrywide's FREE CATALOGUE** - see their address/phone on the front page if you want one. Always ring to check if there's any extra cost for a mains transformer if applicable, but 48 hour insured post and packing are included free in the UK.

## ■ PORTABLE COMPUTERS ■ [por]

*Kasparov*

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## ■ TABLE-TOP PRESS SENSORY ■ [ps]

*Kasparov*

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*Novag*

**TURQUOISE £149** - the Amber/Emerald Classic Plus program in modern style board

**EMERALD CLASSIC PLUS £179** - beautiful wood-look board, wood pieces. Display etc.

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*Mephisto*

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Engines: **HIARCS6 £45**, or **JUNIOR4.6 £45**.

**JUNIOR5** - *EARLY-OCT!* Probably **£69/£79**

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With CHESSBASE 6.0 you can **UPGRADE** to **CHESSBASE 7.0 for £87.50!**

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Fidelity ELITE MACH4 2325 [as] £499

Mephisto Exclusive RISC1 1MB [as] £525

Mephisto Exclusive LONDON 68020[as] £795

# NEW PRODUCT: Calendar

**First:** Pride of place in terms of coverage in this Issue goes, of necessity, to the exciting **REBEL-10 v Vishy ANAND** match.

I view this as the most important COMPUTER-v-HUMAN encounter so far - yes, greater even than DEEP BLUE1/2-v-KASPAROV - because we are talking about commercially available software. And running on PC hardware which, whilst top price at present, will in time become commonplace, as it will be easily surpassed in the new Millenium. WE can buy THIS!

## NEW PRODUCT

**REBEL-10:** Having said 'commercially available', **REBEL-10** wont actually be out for another couple of weeks yet! It is scheduled for **mid-October**, and will sell **BIG!**

**HIARCS7:** What my good friend and colleague Mark UNIACKE will make of all the coverage of REBEL in this Issue, I hardly dare imagine!

But, whilst 'the big match', followed by hour-upon-hour of after-match analysis, study, and article preparation has been taking place, work has also continued towards **HIARCS7!**

My new, tuned, GM-theory up-to-date 484,000 position Opening Book is as good as finished, and Mark is completing final adjustments to the updated HIARCS7 engine, which our tests show as between 40 and 50 Elo stronger than Hiarcs6, in matches against a variety of opponents.

New features include an idea to help users with their study of, and decision making, in the openings. The middlegame is cleverer and harder to cope with in play than ever. Buy this and Rebel, if you can! - it should be ready by **late-October**.

**GENIUS6:** A new 32-bit **GENIUS6** is scheduled 'for Autumn' according to the Genius web pages run by Ossi Weiner. I haven't heard anything newer from Richard Lang himself so far, but Ossi is his business partner, so I'd expect full details any time.

**JUNIOR5:** A 32-bit **JUNIOR5** beta version - running as a text program - is getting some favourable Internet reviews, based on strength improvements. Joining the current penchant for Computer-v-Human matches, it has recently played a 2 game G/60 match

against Israel's **Dov Zifroni**, and a 6 game match, split four at G/30 and two at 40/2, against GM **Leonid Yudasin**. A further six 'unofficial' Blitz games were also played.

There is a report within THIS Issue of **SS**, with the games and some notes.

**JUNIOR4.6** only ran within the 16-bit **FRITZ5**, but as a 32-bit engine **JUNIOR5** will have a new Fritz user-interface of its own on the CD, and should be available in early October. The CD will include a version of **Crafty**. Price **£79** I think.

**DEDICATED COMPUTERS:** Hurray! Yes, we're still interested in these. As much as ever, in fact. The **ONLY** reason news from the dedicated front seems thin on the ground is lack of input - but not all the strong players have moved over to the PC!

However the programmers want to be represented by their latest versions running on the fastest hardware possible when in any Tournament, so that means more 300, 400, 450MHz Super-duper-PC Tournament games become available than anything else.

Gladly **SAITEK** are bringing out a new range of dedicated models under the **KASPAROV** badging in good time for Christmas - a very welcome piece of news - in fact some are already in stock at Country-wide. An early summary of the new models is within the **SS** pages this time. There'll be more info in **SS/79** which will include my **BEST BUY GUIDE** and **1999 ANNUAL**.

## Dedicated CHESS COMPUTERS

**SS** will contain information and games involving **DEDICATED CHESS COMPUTERS** whenever possible. I know that this is all that interests some readers, whilst those who have moved completely over to PC's would like the magazine to do the same!

Finding the right balance isn't easy, but that's what I want to do. From a purely personal/financial point of view, the dedicated market holds much more value for me! So you folks out there with Diamonds, Sapphires and Ambers, Atlantas, Milano Pros, Londons and RISCs, Travel Champions, Presidents and R30's... send me your games (you, a club opponent or friend v the computer, or computer v computer) - with light notes if you can, without if you can't, and they'll get some preferential treatment!

# The MATCH! REBEL10



# v Vishy ANAND

**THE MATCH**, which we announced in *SS/77*, took place as planned, in Italy, on the island of Ischia - the same venue as **Rebel9-Yusupov**. "A great place to be - Ischia is a nice island for a chess holiday! There was a **FIDE** chess tournament running at the same time, with 150-200 people, as an extra to the Rebel-Anand match", says Rebel programmer **Ed Schroder**.



**THE REBEL-10 HARDWARE** was formidable! It used an overclocked AMD 450MHz machine supplied by Kryotech, with 64MB EDO RAM and a 512KB second level cache.

**THE REBEL-10 SOFTWARE** is considered, within Rebel headquarters, to be 30 Elo stronger than Rebel-9 by virtue of a new search algorithm, less selective with better tactics, and using a heavily promoted, experimental ANTI-GM algorithm.

Ed Schroder reports: "The evening before the match we had a meeting with Anand and his staff of 4 people, to introduce each other, and to discuss outstanding details".

"It was funny to hear that the staff people of Anand had translated Rebel's 'Anti-GM' into 'Anti-Anand'!"

"I explained that it was a general piece of software that should work against all strong players, and that this new development was to be tried on him first!"

Ed continues: "We also discussed the four Blitz games (Game in 5 mins). Anand wanted to play with a 5 sec Fischer bonus for each move. We felt this would give Rebel less chances, but we didn't want to say 'no' to Anand, so we accepted this".

**THE FINAL SCHEDULE** was:  
July 21: 4 Blitz games, Game in 5 mins plus 5 secs per move, and 2 Semi-Blitz games, Game in 15 mins.

July 22: 1 Tournament game, 40/2.

July 23: 1 Tournament game, 40/2.

**FORECASTS:** The REBEL web pages invited forecasts for the MATCH score. In my own view the Blitz results should be kept separate, as should those at Semi-Blitz and especially those at Tournament time controls.

Even though ANAND is considered one of, if not the world's strongest Blitz player - actually a reputation gained more from the fact that he always plays quickly at any time control, than from actual Blitz results! - most people believed that his best scores against REBEL would come at 40/2.

If a Match was based on an equal number of games at Blitz and Tournament, then a combined score would make for an interesting, fairer Challenge. So I was surprised at both Yusupov and Anand for agreeing to challenges where the 'BLITZ ODDS' were somewhat against them - especially Anand, after seeing what happened to Yusupov!

However, the Match was thus promoted by all concerned - and if Anand was happy, who am I to question it!?

So to the Forecasts! I thought REBEL might just be able to edge the Blitz and Semi-Blitz, say 3½-2½, but that ANAND would either equalise (or even maybe win overall) by scoring 1½ or 2 in the two Tournament games.

I was not on my own - only 22% of those who submitted their forecasts actually expected an overall REBEL win, despite the 'Blitz factor', whereas over 60% thought Anand would win, and nearly 50% went for 5-3 or better in his favour!

## THE GAMES

**In the following notes:**

JN refers to Jeroen Noomens, Rebel's opening book programmer, who put some comments to the games on Rebel's web pages. F5 is Fritz5 on my little P/133.



Ed Schroder

**H7exp** is Hiarcs659, an experimental version preparing for Hiarcs7. We are looking over an alpha version H674 at present, which has some pawn storm improvements. **Nearly everything else will be me.**

Game 1 began at 11.30a.m on Tuesday, July 21st... and was soon over!

### Rebel-10 - Anand, V (2795)

Game-1. G/5+5secs.

[E61] [Grunfeld, Main line Botvinnik]

1.d4 ♖f6 2.c4 g6 3.♗c3 d5 4.cxd5 ♗xd5  
5.e4 ♗xc3 6.bxc3 ♖g7 7.♗c4 0-0 8.♗e2 c5  
9.0-0 ♗c6 10.♗e3 ♖g4 11.f3 ♗d7!? 12.♖b1  
♗c7

Puts R10 out of book – it is programmed for 12...♗a5 according to JN

12...♖c8 is main-line theory: 13.♗d3  
(13.dxc5 ♗a5 14.♗d5 ♗c7 15.a3 ♖fd8  
16.♗c1 e6 17.♗a2 ♖f8 18.♗h1) 13...♗a5  
(13...e5 14.d5 ♗a5 15.♗d2 ♗e7 16.f4 exf4  
17.♗xf4 ♗e5 18.♗h1) 14.♗d2 cxd4 15.cxd4  
b5 16.♖fc1 ♗b6 17.d5 ♗a6 18.♗b4  
13.♗f4?!

Theory here is:

a. 13.dxc5 ♗a5 14.♗b5 ♖fd8 15.♗a4 e5  
16.♗xd7 ♖xd7 17.♖fd1 ♖ad8 18.♖xd7  
♖xd7;  
b. 13.♗d2 ♖ad8 14.♖fc1 ♗c8 15.♗b2 ♗a5  
16.♗d3 b6 17.♖d1 ♗e6 18.dxc5 bxc5;  
c. 13.♗f4 ♗c8 14.d5 ♗a5 15.♗d3 e5  
16.♗e3 f5 17.exf5 gxf5 18.c4 b6  
13...e6 14.♗e2 ♗e7 15.♗b3 b6?! 16.dxc5  
bxc5



17.♗a3!

This is very strong, and gives Anand serious problems

17...♗e5?!

Trying to counter-attack is probably best. However holes appear in Anand's position once the fianchetto ♗ has left its normal square.

18.g3 ♗d6 19.♖fd1!



Clever! All these multiple pins makes it well worth another diagram! Note that 19.e5?! ♗xe5 20.♗xc5 ♗xf4 21.gxf4 would have proved ineffective after 21...♗d5 22.♗xf8 ♖xf8 and the d5-♗ threatens both c3 and f4, together with unpleasant forks. 19...♖fb8!?

19...e5 is probably no better: 20.♖xd6 ♗xd6 21.♗xc5 leaves Black in trouble. 20.♖xb8+ ♖xb8 21.♖xd6 ♗xd6 22.♗xc5 ♗d2 23.♗xe7 ♖b7?

Although R10 has an apparently winning material advantage, I think Anand still had chances of saving the game up to here. 23...♖b1+ 24.♗g2 ♖e1 surely offers more hope, though 25.♗xa7 ♖xe2+ 26.♗xe2 ♗xe2+ 27.♗h3 and ♗f1+ is the final check after 28.♗h4. Okay, R10's two pawn advantage should be enough to win, but the presence of opposite-coloured ♗'s can still make things awkward 24.♗a5 ♗e8 25.♗b4 ♗e3+ 26.♗g2



and White's material advantage is too much for Anand. If 26...♗b6 to stop ♗d8, then 27.♗g5 a5 – it looks strange, but is actually best, e.g 27...♖b8?? 28.♗h5! – 28.♗xa5+– 1-0

As JN says - "An unbelievable start, I just

couldn't believe we beat the world no.2 within 30 moves!"

Anand is said to have been visibly nervous as game 2 got under way. What of the slightly unusual opening? - was it part of Anand's original preparation, or did the game 1 'crush' affect his choice?

### Anand, V (2795) - Rebel-10

Game-2. G/5+5secs

[D02] [Queens Pawn opening]

1.d4 d5 2.♁f3 ♁f6 3.g3 g6 4.♁g2 ♁g7 5.0-0 0-0 6.b3?!

New?! Either a. 6.c4 c6 (6...c5 7.cxd5)

7.cxd5 cxd5 8.♁c3; or

b. 6.♁bd2 c6 (6...c5 7.dxc5) 7.b3 a5

8.♁b2 a4 9.c4 are usual

6...c5 7.♁b2?!

In most variations where Black has gone c5 at this point, White plays dxc5 immediately. Equally the double-fianchetto is not typical Anand - somewhere along the way in the war of nerves, in Deep Blue2 over Kasparov and now in Rebel over Anand, the computers are winning with the GM's leaving their normal lines and methods of play

7...♁e4

7...cxd4! 8.♁xd4 ♁c6 9.♁b2 ♖c7 10.♁c3 ♜d8 11.♁b5 ♖b6 12.♁bd4 ♁a5 is in F5 book! Nevertheless the move chosen by Rebel looks equally strong to me.

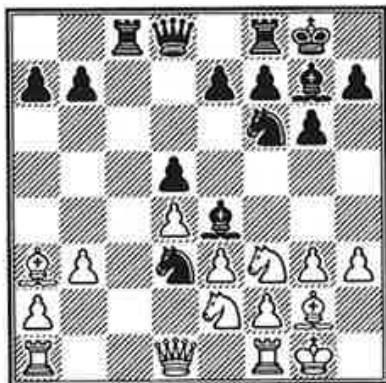
8.c3

With this move Anand confirms he intends to play quietly, hoping for Rebel to create positional weaknesses as targets.

8...♁c6 9.e3 ♁g4 10.h3 cxd4 11.cxd4 ♁f5 12.♁fd2 ♁f6 13.♁c3 ♁b4 14.♁f3 ♁d3

This ♁-invasion, called an octopus in Holland according to JN, poses a real threat to Anand

15.♁a3 ♜c8 16.♁e2 ♁e4



Anand appears to have achieved equality with (or despite!?) his passive play. Now seems the time to advance  
17.♁h2?!

As with the two Computer-program recommendations which I show below, Anand is also trying to prepare the freeing f3, which could very likely give Rebel real difficulties. But is his choice the best way of doing this?

a. 17.♁h4 is the F5 choice. 17...♖a5 18.♁xe7 ♜fe8 19.♁xf6 ♁xf6 20.♁xe4 dxe4 21.♁g2: eval 0.38, or

b. 17.♁g5 H7exp. 17...♁xg2 18.♁xg2 ♁e4 19.f4 h6 20.♁f3: eval 0.34

Anyway, R10 certainly finds a neat solution to the move played!

17...♁h6! 18.♖d2 ♜e8

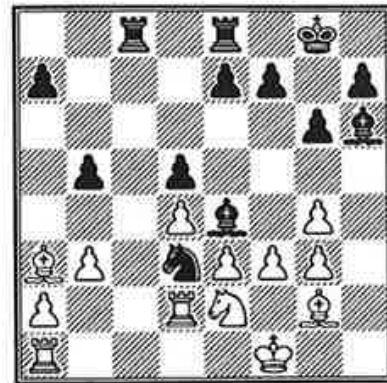
F5 and H7exp both show Black ahead by around +35 now

19.♁g4?!

F5 dislikes this, and much prefers 19.♁f3 ♖d7 20.♁c3 eval -0.13.

However best is 19.f3! which would go 19...♜c2 20.♖xc2 ♁xe3+. Initially this was believed to win material and the game! But after 21.♜f2 F5 disagrees and indicates a draw, and JN makes a similar comment in his report!

19...♁xg4 20.hxg4 ♖c7 21.♜fd1 ♖c2! 22.♔f1 ♖xd2 23.♜xd2 b5 24.f3



Interestingly F5 has it almost equal here. H7exp shows Black at +49.

24...♁xe3 25.♜dd1 f5!

A fine move, though a real nerve-tingler for R10's operator! Computers are much less reluctant when it comes to sacrificing their lovely pieces nowadays!

26.fxe4 fxe4

With the dreadful threat of ♜f8+

27.♜xd3?

Grabbing the irksome ♁, though 27.♁f4 was best according to F5 and H7exp. The latter still shows Black at +127, whilst F5

is coming round to that way of thinking after 27...♞c2 28.♟xd3 exd3, with +0.50  
27...exd3 28.♟f4 ♞c2 29.♚xd5+  
29.♟xd3 ♞f8+!

29...e6

+619 on the H7exp display, and +344 with F5. After 30.♚xc6+ (30.♚f3? ♞f2+ 31.♟e1 d2+ 32.♟d1 ♞xf3) 30...♞xe6 31.♟xd3 (31.♟xe6?? ♞f2+ 32.♟g1 ♟e1 allows mate in 2 32...♞xa2+ 33.♟f1 ♞xa1+) 31...♞h2! 32.♞d1 to save the ♞ 32...♞h1+ 33.♟e2 ♚xd4+ 34.♟d2 ♚e3+ 35.♟c2 ♞c6+ 36.♚c5 ♞xd1 37.♟xd1 ♚xc5 White is clearly lost. 0-1. A great win by Rebel. Of the first day games, Ed Schroder says he was especially proud of this one.

With Rebel-10 leading by an unexpected 2-0, we move on to game 3, and see Rebel block its k-side when it should open it. Anand is in with a chance to pull one back.

### Rebel-10 - Anand, V (2795)

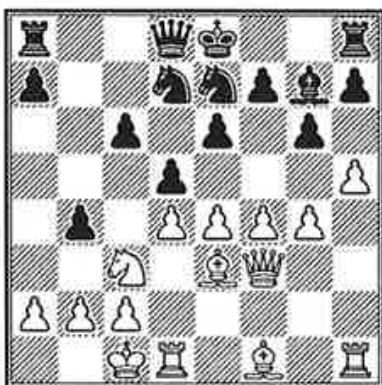
Game-3. G/5+5secs

[A41] [Modern Defence]

1.d4 d6 2.e4 g6 3.♟c3 ♚g7 4.f4 c6 5.♟f3 ♚g4 6.♚e3 ♟d7?!  
6...♞b6 7.♞d2 (or 7.♞d3 ♟f6 8.0-0-0 d5)  
7...♚xf3 8.gxf3 ♟d7

7.h3 ♚xf3 8.♞xf3 e6 9.0-0-0 d5 10.g4  
Better than 10.e5, which by blocking the centre often doesn't suit computer programs

10...♟e7 11.h4 b5 12.h5 b4



13.h6?

Although Rebel may have been ahead until this, I believe all computers tend to overestimate the value of these restrictive pawn operations, apparently stopping Black from 0-0. As we see, Anand castles short anyway! The main fault from R10's side is that the overpush results in a blocked ♟-side, whereas the position

requires it opening for the heavy artillery.  
13...♚f8 14.♟e2 dxe4 15.♞xe4 ♟d5 16.♚g2 ♚e7 17.♚d2 0-0 18.♞d3 ♟f6 19.g5 ♟e8 20.♟g3 a5!



Anand begins his ♞-side counter-attack, and the game is very nicely poised.  
21.♞de1 ♟d6 22.♞e2 ♞e8 23.♞hf1 ♚f8!?

Not best in my opinion, but it persuades R10 into an inferior reply. I prefer 23...a4! which looks really strong to me!

24.♟e4?

The knight was needed on g3, to stop Black's next. Therefore 24.♞f3 is preferred 24...♟f5!

The chance to attack d4 and open the f8-a3 diagonal puts Anand in charge of this game with a definite initiative

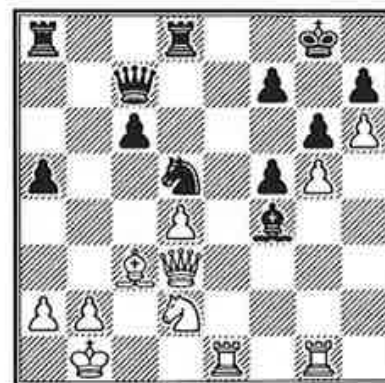
25.♞d3 ♞b6 26.c3 bxc3 27.♚xc3 ♞ed8 28.♚h3 ♚e7 29.♚xf5 exf5

29...gxf5?? would be sadly wrong - R10's pawns would be freed for action! E.g after 30.♟f6+ ♚xf6 31.gxf6 ♟h8 (31...♟xf6? 32.♞g3+) 32.♞g1 the position is tricky and quite unclear!

30.♟d2 ♞c7!?

30...♚d6! immediately could have put R10 in big trouble.

31.♞g1?! ♚d6 32.♟b1 ♚xf4



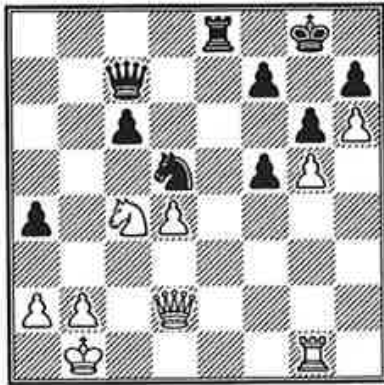
After losing the pawn-chain base JN says R10 showed -70 and was "clearly

lost"; F5 has -140!

33. ♖c4!

Rebel's only chance is to find counterplay against Black's weak a4 + c6 pawns  
33... a4 34. ♕d2 ♖e8 35. ♗xe8+

An interesting choice! Most programs will try to avoid this exchange, being a pawn down. Is R10 right... or wrong?  
35... ♗xe8 36. ♖c2 ♕xd2 37. ♖xd2



37... ♗e4

37... ♖f4?! is not as good: 38. ♖xf4 ♗xf4  
39. ♗e5

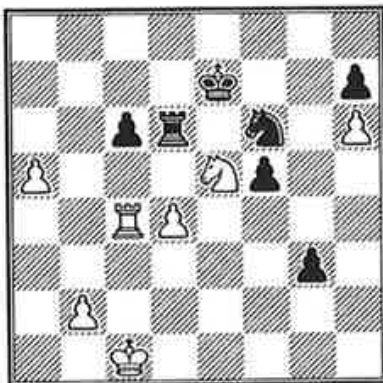
38. ♗c1 ♗e7 39. ♖c3! ♗d5 40. ♖d2

I can't imagine Anand would accept a draw by repetition in this position, but it's worth a try. Anyway it makes him spend time looking for another route to his 'win'  
40... ♗e6 41. ♗e5 ♖b6 42. ♗c4 ♖b5 43. ♗c5 ♖f1+ 44. ♖c1 ♖xc1+ 45. ♕xc1 f6 46. gxf6 ♗xf6 47. ♗a5!

Well played, Rebel. More than a 'cheap' back-rank threat, this is a better way of equalising the material than 47. ♗xc6 ♗e4!  
48. ♗c4 g5 49. ♗e5 ♗xh6 in my view.

47... ♕f8 48. ♗a8+ 48... ♕e7 49. ♗xa4 ♗d6  
50. ♗c4 g5 51. a4!

51. ♗xc6+ ♕e6 52. ♕c2= also looks good, but as played the a-pawn will become a very strong passer  
51... g4 52. a5! g3



53. ♗c3?!

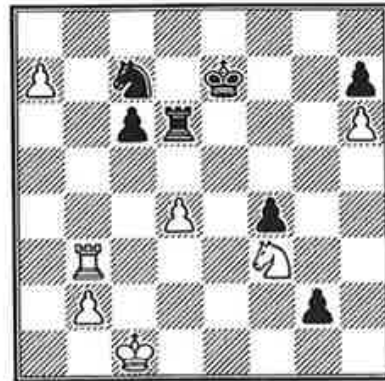
Could it have pushed the pawn again?  
53. a6 g2 54. ♗f3 seems equal, whereas now Anand still has a chance of winning  
53... f4??

After all Anand's hard work, his potential win is turned into a probable defeat.

The move he misses is 53... ♗e4! which I think still gets the win, or at least comes very close to it! 54. ♗c2 (54. ♗xc6? ♗xc6+ 55. ♗xc6+ ♕f6 and the g-pawn secures the game) 54... ♗xh6 55. ♗e2 ♗h2 (55... ♗h1+?! 56. ♕c2 ♗h2 57. ♕d1 ♗xe2 58. ♕xe2 g2 59. ♗f3 probably draws) 56. ♗e1 g2. Maybe with 57. ♗f3 Rebel would still have drawing chances, or is it a win for Black?

54. a6! g2 55. ♗f3!

Perfect! Stops both pawns in their tracks! R10 is definitely winning now!  
55... ♗d5 56. a7 ♗c7 57. ♗b3!



57... ♗d8

If 57... ♗g6 58. ♗b7! wins

58. ♗b8 ♕d7

Here I found 58... c5! which looks very tricky! 59. ♕c2 (59. dxc5? ♗d3! 60. ♗b7 ♗xf3 61. ♗xc7+ ♕e6=) 59... cxd4 60. b4! ♕d7 (60... ♗d6? 61. ♗c8+ -) 61. b5 ♗a8 62. b6 ♗c8+ 63. ♕d2 (63. ♕d3?? ♗c3+) 63... ♗xb6 64. ♗xb6 ♕c7 65. ♗f6 ♕b7 66. ♗f7+ ♕a8 67. ♗xh7. Mmm. White might still win, if everything went right!

59. ♕d1 ♗a8 60. ♕e2 ♕c7 61. ♗xd8 ♕xd8  
62. ♕f2

After 62... ♕c7 63. ♗g5 f3 64. ♗xh7 the h-pawn queens to win the game. 1-0

**Anand, V (2795) - Rebel-10**

Game-4. G/5+5secs

[A12] [Reti - New York System]

1. c4 c6 2. ♗f3 d5 3. b3 ♕g4 4. ♕b2 ♗d7 5. e3 ♗g6

5... e6 6. ♕e2 ♗gf6 7. h3 ♕h5 8. 0-0 ♕d6



9.  $\text{c3}$  0-0 is just one of many other similar lines available to both sides.

6.  $\text{h3}$   $\text{xf3}$  7.  $\text{xf3}$   $\text{e6}$  8.  $\text{c3}$

8.  $\text{d1?!}$   $\text{d6}$  9.  $\text{e2}$  0-0

8...  $\text{dxc4}$  9.  $\text{bxc4}$   $\text{e5}$  10.  $\text{e2}$   $\text{b4}$  11.  $\text{f4!?$

Most computer programs view this as a mistake, and prefer  $\text{d4}$  or  $\text{a3}$

11...  $\text{cxc3}$  12.  $\text{cxc3}$   $\text{e4}$  13. 0-0-0!?

Again the computer programs can hardly believe this is possible, in view of White's damaged  $\text{f}$ -side pawn structure. However as the search goes deeper their optimistic +100 figures start dropping back towards =.

13...  $\text{g3?!}$

13...  $\text{cxc3}$  14.  $\text{dxc3}$   $\text{d7}$  was the H7exp recommend, and I think it is a little better than the text. JN showed the same line in his notes, and says "it is good for Black". After Rebel's inferior move, Anand gets two very lively  $\text{e}$ 's

14.  $\text{e1}$   $\text{hxh1}$  15.  $\text{xe5}$

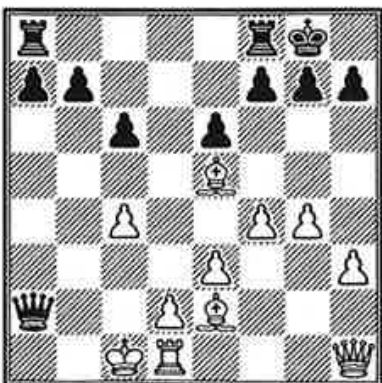


I reckon that Anand is already winning positionally, much as in the previous game... but can he turn it into the full point this time?

15...  $\text{a5}$  16.  $\text{e2}$   $\text{xa2}$

Rebel has obtained its compensation – the passed  $\text{a}$ -pawn!

17.  $\text{hxh1}$  0-0 18.  $\text{g4}$



18...  $\text{a5!?$

18...  $\text{a3+!}$  would have been a better idea, preparing to withdraw the queen to a more central position if necessary. Then if 19.  $\text{b2}$ ,  $\text{d6}$  is best

19.  $\text{e4}$   $\text{a4}$

19...  $\text{a3+}$  was again right, in fact necessary now, because Anand's last move was preparing to force the queen exchange

20.  $\text{c2!}$

20.  $\text{b2}$   $\text{a3}$  21.  $\text{c3}$  is the way most computer programs would have dealt with it, but Anand's takes the aggressive Black queen off the board, simplifies the issue to a matter of technique, and controls the advance of the threatening  $\text{a}$ -pawn, all at the same time

20...  $\text{xc2+}$  21.  $\text{cxc2}$   $\text{fc8}$

If 21...  $\text{a3}$  22.  $\text{b3}$   $\text{a6}$  23.  $\text{a1}$   $\text{fa8}$  24.  $\text{c5}$   $\text{b5}$  25.  $\text{a2}$  intending  $\text{e5-c3-b4}$ , which should win

22.  $\text{b2}$   $\text{a3+}$  23.  $\text{a2}$   $\text{f6}$

Unfortunately this sends the bishop where it wants to go but, in truth, Rebel is very short of non-losing moves. E.g 23...  $\text{d8}$  and 24.  $\text{c3!}$  protects  $\text{d2}$  and threatens  $\text{b4}$

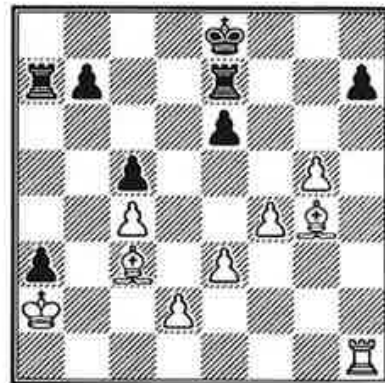
24.  $\text{c3}$   $\text{a7}$  25.  $\text{b1}$   $\text{f8}$  26.  $\text{h4}$   $\text{e8}$  27.  $\text{g5}$   $\text{e7}$  28.  $\text{g1}$   $\text{fxg5}$  29.  $\text{hgx5}$   $\text{c5?!}$

Possibly not best, but Black is unable to cover everything anyway. E.g 29...  $\text{f7}$

30.  $\text{h1}$   $\text{h8}$  31.  $\text{d4}$   $\text{a6}$  32.  $\text{b1}$  wins

30.  $\text{xg7}$   $\text{f7}$  31.  $\text{c3}$   $\text{c7}$  32.  $\text{h1}$   $\text{e8}$

33.  $\text{g4}$   $\text{e7}$



The end might have been 34.  $\text{f6}$   $\text{d7}$  35.  $\text{d4}$   $\text{cxd4}$  36.  $\text{xe6}$   $\text{d6}$  37.  $\text{f5}$   $\text{dxe3}$  38.  $\text{hxh7}$  m/6. 1-0

Anand got a well-deserved round of applause from the audience for this win, and so lunch was taken, with Rebel 3-1 ahead.

After lunch came the first 15 minute Semi-Blitz game, but nobody could find the

person who had been operating the digital timer!

Amazingly no-one else seemed to know how to set it, so the referee decided to play with an ordinary clock, a decision which resulted in a disappointing and controversial ending to the tussle.

### Rebel-10 - Anand, V (2795)

Game-5. All in 15

[B18] [Caro Kann, main line]

1.e4 c6 2.d4 d5 3.♗c3 dxe4 4.♗xe4 ♕f5

5.♗g3 ♖g6 6.h4 h6 7.h5 ♕h7 8.♗f3 ♗f6

9.♕d3 ♕xd3 10.♗xd3 e6 11.♕d2 ♕e7

11...♗bd7 is considered best, then

12.0-0-0 ♗c7 13.♗e4 0-0-0

12.0-0-0

12.♗e2 is also possible 12...0-0 13.c4

b5 14.cxb5 ♗d5 15.a4 cxb5 16.♗xb5 ♗bd7

12...0-0 13.♗e5

A new move (to me, anyway) which just yields a small advantage to Anand.

My books have:

a. 13.♖b1 ♗bd7 14.♗e2 c5 15.dxc5 ♕xc5  
16.♗e4 ♗c7 17.g4 ♗xe4 18.♗xe4 ♗f6  
19.♗e2;

b. 13.♗e2;

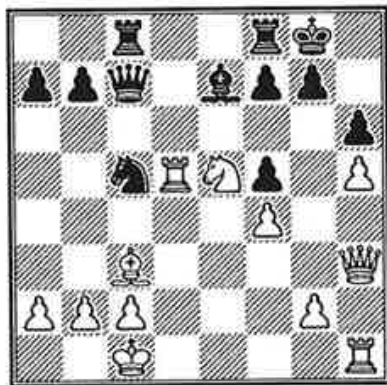
c. 13.♗e4 ♗bd7 14.♗xf6+ ♗xf6 15.♖b1  
c5 16.g4 ♗xg4 17.♗hg1 f5 18.♗de1 ♗d5  
19.c4

13...♗bd7 14.f4 c5 15.♕c3 ♗d5 16.dxc5

♗xc5 17.♗f3 ♗c8?!

I think 17...♗c7 looks better, perhaps keeping Anand that bit ahead. Now R10 finds a really strong reply and the game becomes very tense, with Anand using up quite a bit of his clock time.

18.♗f5! exf5 19.♗xd5 ♗c7 20.♗h3



20...♗e4!

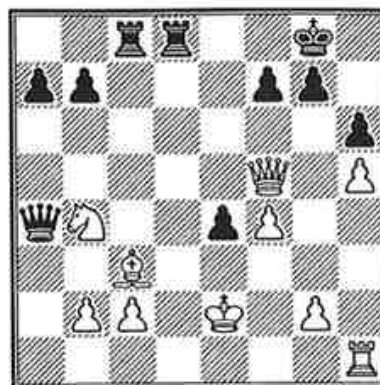
Excellent! Just as the game appears to be favouring Rebel, Anand initiates a fine temporary piece sacrifice which completely wrests the initiative back from his

opponent!

21.♗d7 ♗c5 22.♗d3 ♗c4 23.♗xe7 ♗xa2

24.♗xe4 fxe4 25.♗b4 ♗a1+ 26.♕d2 ♗fd8+

27.♕e2 ♗a4 28.♗f5



As the position shows, Anand is now ahead... but as JN reports, something strange then happened.

"Anand thought here for a few minutes, reducing his remaining time to about 1 minute. Then he looked up and didn't watch the board anymore, after which his flag fell. In the final position Rebel gave a clear plus score to the Black position".

1-0

Perhaps a 0-1, or ½-½ result would have made a difference to Anand's attitude and determination as he came to game 6, as the game 5 time win made it 4-1 for Rebel, so with 3 games to play it couldn't lose!

Rather belatedly Anand insisted that they revert to the digital clock, so that he could see the remaining time, and fortunately its operator had by now returned from his extended lunch break!

### Anand, V (2795) - Rebel-10

Game-6. All in 15mins

[A07] [Barcza System]

1.♗f3 d5 2.g3 ♖g4 3.♖g2 ♗f6 4.0-0 ♗c6!?

Surely the ♗ should not be blocking the c-pawn. The following are both better:

a. 4...c6 5.d3 (or 5.c4; 5.b3; 5.d4);

b. 4...e6 5.b3 ♗bd7]

5.d3 e5 6.h3 ♕e6

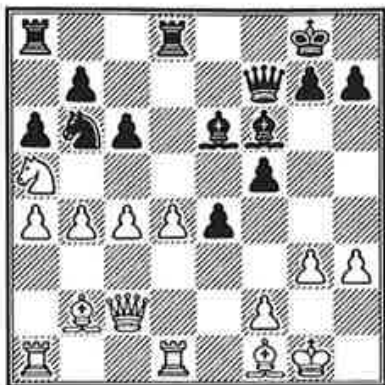
Not 6...♕f5?! 7.♗c3 ♗d7 8.♖h2 h6 9.e4 ♕e6 10.exd5 ♗xd5 11.♗e1

7.a3 ♕e7 8.b4 a6 9.♖b2 ♗d7 10.♗bd2 0-0

11.e3 f5 12.c4 dxc4 13.dxc4 ♕f6 14.♗c2 e4

15.♗d4 ♗xd4 16.exd4 c6 17.♗fd1 ♗b6

18.♕f1 ♗c7 19.♗b3 ♗f7 20.♗a5 ♗fd8 21.a4



It's worth seeing Anand's pawn line-up!  
 21...♖d7 22.b5 axb5 23.axb5 ♖c7 24.c5  
 cxb5?!

The alternative 24...♗c8 gets my vote,  
 but there's little to choose between them  
 25.♗xb5 ♖cc8 26.♗e2 ♗d5 27.♗c4 ♗e7  
 28.♗e5 ♗f6 29.♗c4 ♗h6



The nature of the game has changed,  
 with both sides gearing themselves up for  
 potential assaults on enemy headquarters  
 30.h4 ♗h8 31.♗c1!

A fine move! Rebel dropped to -80,  
 and is faced with some difficult choices  
 31...♖xa1!

Best: if 31...g5 32.♖xa8 ♖xa8 33.♗b2+-  
 32.♗xb6 ♗c3



### 33.♖xa1

Missing the zwischenzug 33.♗xg7+!  
 ♗xg7 34.♖xa1 ♗xe2+ 35.♗xe2± which  
 would certainly give Anand his best  
 chance, though I am not sure he quite had  
 enough to win. Rebel now defends well.  
 33...♗xe2+ 34.♗xe2 gxh6 35.♖a7 ♗f6  
 36.♖xb7 ♗xe5 37.dxe5 ♖xc5 38.♖e7 ♗d5  
 39.♖d7 ♗g8!

A good find by Rebel, virtually ensur-  
 ing a draw by repetition.  
 40.♖e7 ♗d5 41.♖d7 ♗g8 42.♖e7 ♗d5 ½-½

So, the Match had been decided on day 1 -  
 Rebel-10's lead was already 4½-1½. "We  
 simply couldn't believe this", says JN. "Of  
 course I realised that the *real* games, the  
 tournament games, could tell a completely  
 different story".

The underlining of 'real' above is mine -  
 I think it's an important, honest and objec-  
 tive remark which Noomen's makes. Nor do  
 I wish to labour the point but, going back to  
 the misfortune with the digital clock in  
 game 5, IF the score before the two 40/2  
 games had been either 3½-2½ or 4-2,  
 Anand's aspirations going into the final  
 rounds might have been different!?

Please don't misunderstand my motives - I  
 am absolutely NOT criticising Rebel, and  
 wouldn't diminish the great credit which is  
 due to it... but despite the SCORELINES, I  
 STILL believe that Kasparov is better at  
 chess than Deep Blue2, and that Anand is  
 better than Rebel - or Hiarc, or Fritz, or  
 Genius, Nimzo, MCPro etc.

Even if the circumstances as described  
 affected the Anand cause, you've GOT to  
 play really GOOD chess to be beating the  
 World no.2, indeed it needs more than  
 good, solid chess... it needs an active pro-  
 gram that poses PROBLEMS for a Su-  
 perGM who is known for his ultra-fast  
 thinking and strong tactical ability.

REBEL did that!

On DAY 2 the Anand staff came with some  
 organisational demands. They wanted a  
 better place for the games, with more space  
 so that GM could walk about and have the  
 computer at a bit more than arms length.

So they moved to an area nearer to the  
 main FIDE Ischia tournament. For a few  
 minutes, as the game got under way, this  
 proved embarrassingly noisy, but it soon  
 quietened down to everyone's relief and sat-  
 isfaction.



### Vishy Anand (2780) - Rebel-10

Game-7. 40/2hours

[D07] [Queens Gambit, Tchigorin def]

1.d4 d5 2.c4 ♖c6!?

A move 'promoted' in the R10 book by JN in case Anand played d4 + c4 – partly for surprise value and also because of Anand's immense theoretical knowledge of standard Q/Gambit, Q/Indian lines

3.e3 e5 4.♗f3

Not in F5 which has 4.cxd5 ♜xd5 5.♗c3

4...♙g4 5.♗c3

This put R10 out of its book, but JN was content that Rebel would have the chance, with good play, to achieve an unbalanced position with no weaknesses

5...exd4 6.♗xd5 ♗f6 7.♜b3 ♕xf3 8.gxf3

♞b8 9.♕d2 ♕d6 10.0-0-0 0-0 11.♖b1 ♗xd5

12.cxd5 ♗e5 13.♕e2 ♞e8 14.h4 c5 15.f4

♗d7 16.♕f3 b5 17.♜d3 ♜f6 18.♕c1 dxe3

18...h6 19.♞hg1!? looks interesting

(19.exd4? is not recommended: 19...c4!

20.♜c2 ♕xf4) 19...♜xh4 20.e4 (20.♞g2?!

♜f6 21.♞dg1?) 20...♜xf2 21.♕h5=

19.fxe3 c4 20.♜c2 ♗c5 21.h5 ♗d3

For the second time in the match R10 invades energetically with a ♗ octopus! This time Anand removes it immediately by saccing the exchange



22.♞xd3

What a bold decision by Anand!

a. Not 22.h6? when 22...g6 blocks progress... and worse: 23.♞hg1 ♕xf4! 24.exf4 ♗b4 and Black has the attack;

b. 22.♞hg1 ♗xc1 23.♜xc1 might be best, but Anand is playing for a win and, after 23...b4 Rebel's chances still look better.

Thus the risky ♞xd3 which obtains two strong bishops for White. R10's evaluation went up to +60, but it must keep those ♕'s in check and stop the White pawns from marching freely up the board!

22...cxd3 23.♜xd3



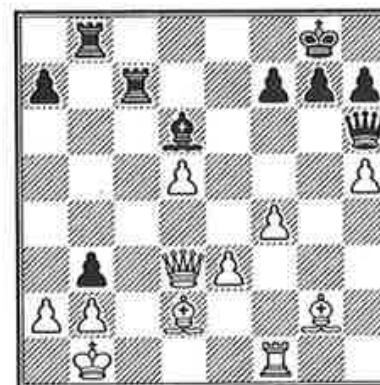
23...♞ec8

Obviously strong, though you could argue for playing b4 straight away

24.♕d2 b4 25.♕e4 ♜h6

This move keeps the Anand pawns under surveyance and Black still holds the advantage. JN admits he wanted R10 to play 25...h6 here, but realised after it is bad! 26.♕f5! ♞c7 27.e4 and the White pawns have already started to roll!

26.♕g2 ♞c7 27.♞f1 b3!



As Ed Schroder commented: "With his sacrifice at move 23, Anand hoped to launch an attack on Rebel's king. But it doesn't get that far, and Rebel attacks him first!"

There's no doubt: Rebel has obtained real winning chances, and Anand actually looked quite worried at this point!

28.e4!?

28.a3 blocking the position looked a decent possibility. The suggestion 28.axb3?! came from H7exp, but I think that 28...♞cb7 looks quite strong against this

28...bxa2+ 29.♔a1

Hiding the king. Of course the computers would mostly expect ♔xa2

29...♞cb7 30.♕c1 ♕c5!

Described as "crushing" by JN, and it is hard to disagree. If Black now manages ♖b6 and ♕d4, the game is won on b2.

30...♗xh5! would seem a risky choice, though it was recommended by H7exp. But after 31.e5! ♞b3 32.♗c2 ♕e7 33.♞h1 ♕h4! I think Black is still okay, and ahead 31.e5 ♞b3 32.♗c2 ♕d4



Rebel's attack looks sure to win, the only (big!) doubt being over how strong Anand's passed d-♙ might be!

33.d6 ♕xb2+?

After the game the immensely strong 33...♗e6! was shown to the Rebel team, and Ed Schroder reports that R10 itself then proposed the excellent continuation 34.♕c6 ♞c3! 35.bxc3 ♗c4! when, indeed, there is no defence! "Another ply would have got it, showing +300", says Ed!

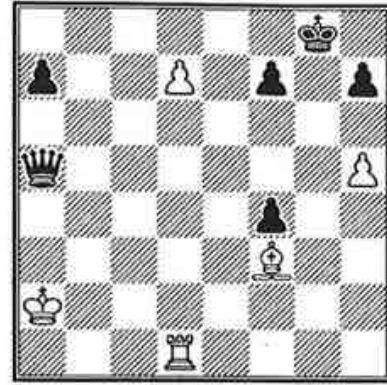
34.♕xb2 ♞xb2 35.♗xb2 ♞xb2 36.♔xb2 g5?!

Removing worries over back-rank mate! But what about 36...♗xh5!? Why not? What did Rebel see? 37.♞c1 ♗g4 looks good to me, but JN says that a win could not be found!

37.♕f3! gxf4 38.♞d1 ♗e6 39.d7 ♗xe5+

Although R10 still has the advantage, it can easily lose! Oh the beauties of chess! This check saves Rebel here, as it enables the ♗ to reach a5 and cover d8!

40.♔xa2 ♗a5+



Now after 41.♔b3, R10 must put his ♗ into jail with 41...♗d8 to stop the pawn.

Could Rebel still have won? Suppose Anand defends d7 with his ♕ and then gets his ♞ to the 8th!?

Certainly Anand himself – the first time for ages – was looking relaxed, so the draw was offered to him, and quickly accepted. Various spectators offered the opinion that the Rebel team should have played on a little longer, but the win would now have required Anand to make a mistake. Indeed people analysed for hours after the game, but "there is no win". ½-½

Of all the games, and Rebel played extremely well in many of them, I think game 7 was its best performance. JN also says, *I liked this game a lot*".

Ed Schroder was understandably overjoyed: "I am very proud of this game. Rebel managed to get the World no.2 in a lost position at tournament level on a fast, but normal PC".

Jeroen Noomens admits that preparations for the final game began the day before. The difficult choice is in "What to play?"

Of course he can adjust the preferences in his R-10 opening book! "Simply play 1.e4 and strive for an open position! What would Vishy do - Sicilian, Caro Kann, Ruy Lopez... maybe a Modern Defence? Ah, because it's so obvious for a chess computer, let's go 1.d4!

Naturally I prepared for all openings Anand plays: Grunfeld, QGA, Slav... and then he plays a Queen's Indian! That was not expected. My pre-prepared book had Petrosian's 4.a3 against this, but as soon as the game was going, I was a bit angry with myself for not choosing 4.g3 instead".

**Rebel-10 - Anand, V (2795)**

Game-8. 40/2

[E12] [*Queens Indian (Petrosian System)*]

1.d4 ♘f6 2.c4 e6 3.♗f3 b6 4.a3 ♘b7 5.♗c3  
d5 6.cxd5 ♗xd5 7.♖c2 ♗xc3 8.bxc3 ♗d7  
9.e4 c5 10.♘f4 ♖c8

This isn't actually quite new, but it puts Rebel out of book, in an interesting – and satisfactory – position. My books have 10...cxd4 and 10...♘e7

11.♘b5

11.d5!? is reported to have a 3–0 score to its credit, and some felt Rebel should have this in its book as a result of those games (the Books will play from beginning to end soon, if everything goes in!).

After 11.d5 there would be exd5

12.exd5 ♘xd5 13.♖d1. Whatever, Anand's own after-game view was that Rebel's ♘b5 was "just as strong!"

11...a6 12.♘d7+ ♖xd7 13.♗e5 ♖c8 14.♖d3 b5

To stop the probable ♗c4

15.♖f3



15...♘d6!?

After 20 mins thought! The computers, of course, give this positional sacrifice a resounding '?' – they think Anand has blundered tactically. Their choices:

a. 15...♖g8 F5 16.0–0 f6 17.♗g4 ♖c6=;

b. 15...cxd4 H7exp 16.cxd4 ♖c2 17.♘e3 ♖c3+ 18.♗e2 ♖c2+ 19.♗f1 f5∞

Note c. however – an attempt to prepare for castling with 15...♘e7? meets 16.♘g5!

16.♗xf7!

Looks brilliant at first sight, but Anand must surely have expected and analysed it.

16...♘xf4!

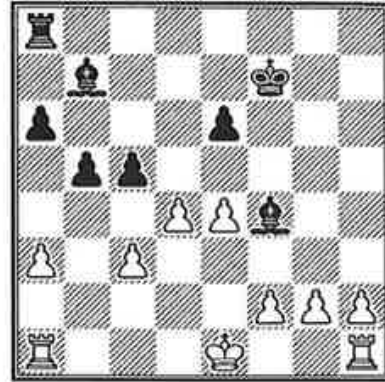
16...♗xf7?! would be played by many computers, but 17.♘d6+ ♗g8 18.♘xc5 leaves White with a lasting advantage

17.♗xh8 ♖c7 18.♖h5+

Rebel decides to get what it can for the

♗. The alternative was 18.g3 ♘h6 19.0–0 (19.d5 is preferred by H7exp) 19...0–0–0 20.a4 ♖xh8 (20...b4!?) 21.axb5 axb5 22.♖fb1∞

18...g6 19.♗xg6 hxg6 20.♖xg6+ ♖f7 21.♖xf7+ ♗xf7



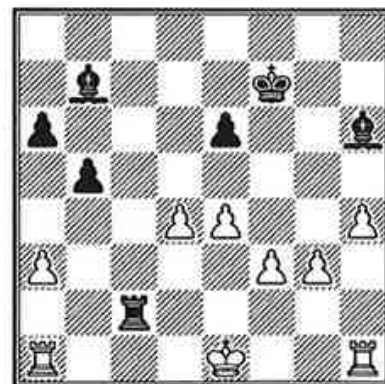
Well, the dust has settled and we have a rather interesting endgame! Anand has an extra piece (2 x ♘ for a ♖), but Rebel has a three pawn advantage. The trouble is that it isn't easy to get those ♗-side pawns moving, so Anand's extra piece could enable him to strike first (...cxd cxd gives Black the distant pawn majority)! Which side of the board would SS readers prefer to be sat?!

22.g3 ♘h6 23.f3 cxd4 24.cxd4 ♖c8 25.h4?

A surprise, unlike Rebel! "The decisive mistake", Anand told JN after the game.

He had expected 25.♗e2! which is also recommended by both F5 and H7exp this time. White had to get the ♗ active and involved, before Anand cuts it down to the first rank... which he now does

25...♖c2!



Anand's position is now better in my view, as the White pawns will get picked off one at a time, being deprived of vital ♗ support. JN admits "Rebel was struggling to find a plan and, when the Black ♖ came

to c2, I began to feel very pessimistic about our chances. We are paralysed".

26.g4 ♕e3 27.h5 ♖g7

Seeing Anand's easy transference of his king to block the flank advance, R10 decides to try and make something of the almost passed d-pawn.

28.♞d1 a5 29.d5

29.♞d3 is proposed by H7exp. Then perhaps 29...♕f4 is best (29...♞c1+ 30.♖e2!? ♞xh1 31.♖xe3)

29...exd5 30.♞h3?!

The ?! comes from JN - "I thought about resigning already. I'd assumed when R10 played 29.d5 that it would now play exd5". What was the problem?

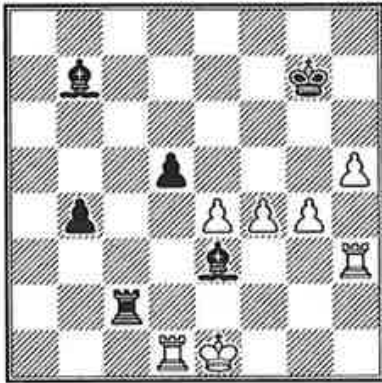
30.exd5!? ♕f2+! 31.♖f1 ♕c5 32.♞d3 b4

Black +88 says F5

30...b4

30...d4! also looks to be winning

31.axb4 axb4 32.f4



The White pawns look much better than they really are, but at least getting the ♞ to h3 means it's doing something!

32...♕f2+ 33.♖f1 ♕c5 34.♖e1 d4!

Anand finally makes the decisive push

35.e5

Some computer evaluations get over-excited again playing this - after all, it is quite rare to have four connected passed pawns and still be about to lose! Anand's reply ends the optimism in most cases

35...♞c3! 36.♞h2 b3 37.h6+

Even in ply 10 F5 still thinks it's only -19, which is miles out!?!? At least H7exp had -215 in ply 7, and Rebel also knew and was similarly pessimistic. So the resignation after Anand's reply was perfectly reasonable, although some observers thought they should have let R-10 play on just little longer.

37...♖h7

"It would have been wrong to play on", says Ed Schroder: "You sit across the

board against the 2nd. best chess player in the world, you have a lost position with no direct counter chances - no need to wait for a -500, you simply resign!"

A possible conclusion is 38.g5 ♞c2 (38...♞e3+ is equally strong 39.♖f1 ♞f3+ 40.♞f2 ♞h3) 39.♞xc2 bxc2 40.♞a1 (40.♞c1? d3! wins) 40...♖b4+ 41.♖e2 ♖a6+-+. 0-1

## CLOSING REMARKS

**Ed Schroder:** "I am very glad with the 5-3 result in favour of Rebel. What has given me most pleasure is that Rebel was able to take the initiative in most of the games - even in the 2 tournament games".

**Jeroen Noomens:** "For me the most important part was that Rebel played very interesting chess; all the games were full of tense moments, and I think a lot of positions deserve more analysing to come to a final conclusion".

**Eric Hallsworth:** "I guess I would prefer to see the final 5-3 total score shown as:

	Blitz	Semi-Bl	Tourn
<b>Rebel-10</b>	3	1½	½
<b>Vishy Anand</b>	1	½	1½

This is 100% to the credit of REBEL - it's a great result. But honestly, we have not seen what the score would be in an 8 game Match, all at Tournament time controls.

Personally, I don't think any PC program would beat Anand 5-3 then... but I suppose you could rightly say I didn't think Rebel would win this Match either!

Anyway I believe Rebel would definitely be with those at the front of the very small queue with a chance of succeeding @ 40/2.

## REBEL-10 will be out in mid-October.

In addition to the information shown in SS/77, I have more detail on the Encyclopedia of Chess (EOC). It is a **chess tree** that shows massive information on any position from the 300,000 games on the Rebel-CD (or the 1 million+ games on an extra CD).

**Rebel-10** can also use EOC as a normal opening book! Consulting it at lightning speed, it adjusts its play to use the good (and avoid the bad!) moves in the chess tree, according to game results. More info next time, perhaps... but I think R-10 has probably had a full share of space in SS/78!

# New Range from SAITEK

SAITEK has recently announced a NEW series of models with their **KASPAROV badging**. Some are replacements or upgrades to the current range, whilst others are new models.

It may take a little getting used to, certainly from the retailer's point of view, as the company has resisted the temptation to name the TC2100 replacement the 'TC2125', or the GK2100 the 'GK2150' etc.

Instead the models in the new range are each placed into one of **3 categories**:

'A' = **Alpha/Beginner** models, such as Aria, Avalon etc;

'B' = **Benchmark/Intermediate** models, such as Bullet, Blade etc;

'C' = **Connoisseur/Top of the range** models, such as Cosmos, Cougar etc.

As there are one or two completely new designs, our TABLE of the complete range also shows the name of the earlier version where the new model is intended as a more-or-less direct replacement for it.

Old name	New name	Price	Type
TravelMate	Aria	£20	pld
Chessman	Avalon	£20	pld
	Aurora	£29	plv
	Atlas	£25	psd
Chess Partner2	Alchemist	£35	psd
	Aragon	£39	psdv
Portable Talking Coach	Bullet	£49	plv
Coach Partner	Blade	£49	psv
Executive	Barracuda	£99	psd
TC2100	Cosmos	£99	pld
GK2000	Centurion	£99	psd
GK2100	Cougar	£129	psd
	Chess Academy	£149	psdv
Virtuoso	Capella	£99	psw

Key to Types:

[pl]=portable plug-in press sensory

[pps]=portable magnetised press sensory  
[cal]=portable calculator plus magnetic board

[ps]=table-top press sensory

[as]=wood auto sensory

Also additional letters denote the following:

[w]=wood surround or pieces

[v]=voice move announcement and helps

[d]=model has an information display

We are expecting that current prices will be maintained, in spite of improvements.

In addition to the above, the programs used in the **Milano Pro** and **Atlanta** are to be available as MODULES, for use in Mephisto's EXCLUSIVE boards. These are also expected to arrive in good time for Christmas.

They are to be known as:

1. the **Senator** (module and display £299, or complete in Exclusive board £649), and
2. the **Magellan** (module and display £399, complete in Exclusive board £749).

## Assessing the CHANGES!?

Until the first models reach us in late September, and then through October, I won't know the full details, especially where strength is concerned. As usual, I prefer to test these areas myself rather than rely on a Manufacturer's expectations. In May *Richard Cheong* of Saitek indicated that the Cosmos/Cougar program was to be based on a new version they called SX42, but when we received *beta versions* in July, the cabinets were new, but the programs the same as their pre-decessors?! This may mean nothing - they had told us that work on 'SX42' was still ongoing - on the other hand....

Other information received is that there are extended levels and time controls in nearly all models, with the extra 'level setting combinations' appearing to be for hobby players or TRAINING purposes.

Of the 'C' series machines all but the Capella have extended 'Guardian Angel' Coach protection (who on earth makes up these names?!?) to warn users against



tactical blunders, plus selectable computer Playing Styles, and added, Bronstein Clock time controls (which is similar to the popular 'Fischer clock' method).

The manufacturer's Capella write-up is a bit of a mystery to me. In the current machines the VIRTUOSO is an Advanced Trainer program, and therefore a little weaker than the EXECUTIVE which has the original Travel Champion/GK2000 program.

But in the new series the Executive carries a [B] badge - the BARRACUDA - implying that it is weaker than the [C]-badged CAPELLA. Again we shall have to wait and see!

All of the [B] and [C] models, and some of the [A] variety, will be reviewed with best post-testing Elo estimates in the next Issue of *SELECTIVE SEARCH*, which will incorporate our Annual *BEST BUY GUIDE*.

## The CHESS ACADEMY

The most exciting NEWCOMER must be the CHESS ACADEMY, which boasts a whole range of Teaching and Training Features, with a standard GK2100 type Information-rich Display PLUS 100 interactive VOICE Lessons, Teaching and Commentaries.

The List of 10 TEACHING TOPICS alone is a good appetiser for prospective purchasers:

- Rules of Chess - everything from chess notation to how the pieces move.
- Simple Endgames - learn how to mate in simple endgames.
- Simple Openings - use of centre pawns, control of centre, knight then bishop, command of the centre, and opening traps.
- Opening Theory - teaches classic openings, such as Italian, Spanish, Russian, Scottish, Sicilian and more.
- Classic Openings - introduces more advanced openings, such as Queen's Gambit, King's Indian, Grunfeld Indian, English and more.
- Tactics in Chess - learn all about sacrifices, pins, forks, skewers, double-checks.
- Pawn Structures - why are pawns so important, pawn structure, centre pawns, double pawns and more.
- Mating Nets - teaches vital lessons from very important mates in history, such as Anastasia



- mate, Greek mate, Morphy's mate and more.
- Famous Chess Games - studies of famous games with practice and, of course, commentary.
- Worlds Masters - studies of famous games from GM's with practice and commentary on the lessons learned.

The *beta* I used was really so that we at Countrywide could test out all its voice options, and the very interesting teaching range and method. These include user-variable vocal help and move warning etc during games, which adds to its value for learners, hobby players etc practising.

I think it's going to be very suitable for teaching and training youngsters - a popular Christmas or birthday present! - but the voice options can also be reduced to the standard beep, so you can play it like a normal table-top if you want to!

Of course I couldn't resist playing a few games against it, and also ran it against the Novag Emerald Classic Plus. I reckon the *beta version* is around 150 or 160 BCF.

It's somewhat embarrassing if you make a mistake - everyone in the room knows about it if you've got maximum voice options and volume on. Naturally I explained that I had blundered on purpose, to see what it would say.... "*a vital part of the test procedure, you understand!*"

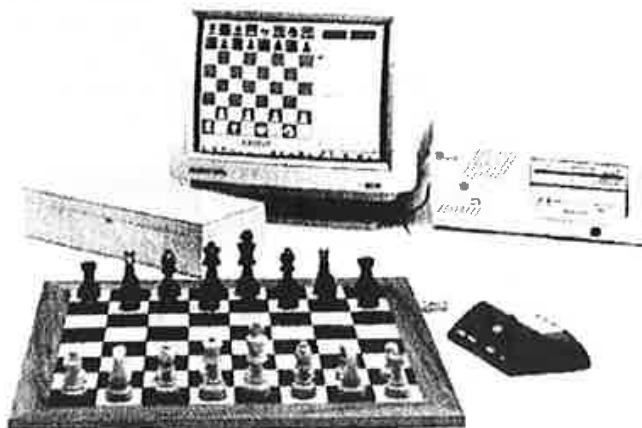
Anyway, it also gives words of encouragement at other times, so it doesn't take you long to decide to stop messing about and start playing properly!

Finally, on the playing strength issue, Saitek are listing it in their brochures as one of the [C] models, therefore equating it to the replacements for the TC+GK2100, so I believe the intention must be to have a stronger (circa. 175-180 BCF) program in the final version.

# The FRITZ DGT Board

A first, small consignment of the long-awaited **FRITZ DGT Board** finally arrived in September (it was first advertised in some Christmas 1997 catalogues!).

It sold out in Britain almost as soon as it arrived, on the basis of advance orders, but one appeared on a stand at the recent British Championships, so we know a bit about it. Actually it was quite interesting watching it there, because it appeared to cause some confusion!



## The ~~LEG~~ oops, LED-LESS BOARD!

Possibly my photo-scan won't come out well enough to show it, but there are none of the taken-for-granted LEDs on the new FRITZ Board. So how do you know your move has been accepted? How do you know what the Computer's move is?

That's where the fun came in, because you need to either switch the FRITZ VOICE on, so that all moves are announced, or - if you don't want the voice throughout the game - refer to the PC screen, board or move list.

Only when you start playing on a led-less board, do you realise how much security there is in seeing the LEDs come on when you pick a piece up, then go out with the accompaniment of a welcome little BEEP, when you put it down where it belongs. Things that tell you everything's all right.

Usually there will be a corner LED flashing on and off, or a display with the clock running, so you know your move has registered and the computer IS thinking. And if you do make a mistake, there's a gruff BRRR to make you instantly aware that you've done something wrong.

I guess I've got used to that and, though most users probably hardly ever go wrong when they're playing, I've decided it's still nice to see the LEDs at work, and hear that gentle BEEP that says "All's well".

So, there was a bit of banging and grumbling on the stand at the British - certainly while the Country-wide team was taking notice - and it just makes me a little unsure as to how well this board will be received and enjoyed. I think folk will get used to it, but personally I would rather have beeps than a

constant 'knight from g8 to f6' voice at every move, and if I'm playing on a board, I'd rather have its LEDs than the necessity of constant referral to the PC screen (which playing on a board was supposed to avoid!).

As they're in such short supply, I must admit I haven't had chance to link one to my own laptop, and see how I get on for a day or two myself. Maybe I will soon change my mind - wouldn't be the first time!

## A SECOND OPINION

I was visiting Bert Seifriz's excellent web pages earlier this week, and was interested to see that he also has reservations: "*Many customers want more information about the DGT board. At the moment it is next to sold out, because hundreds will go to the Chess Olympiad in Kalmykia on Sept. 26th. We think this is a good opportunity to see if the board works well. A second point is that some boards had scratches on the surface, so we did not want to sell these... the board works only with the Fritz5 chess program, and Fritz5 engines, and we think that customers should not hurry to buy, and wait a bit for further developments*".

I hope that doesn't suggest there will be more scratched boards reaching distributors after the Olympiad.

DGT is the name of the manufacturing company. The board does look superb, and measures 55mm square. Costing £249 it is advertised as "*the only board with Fritz5 compatibility*". Or, put differently: "*the board is only compatible with Fritz5*". Depends where you're coming from!

# CHESS MENTOR reviewed

## Chess Mentor

### Discovery Learning Software with Natural Intelligence and Learning Engine Systems

**Chess Mentor** is unlike any other chess product available on the market. **Chess Mentor** specialises in teaching you chess.

**Chess Mentor** enables all levels of chess players to rapidly improve their chess skills in an efficient, effective, & enjoyable manner. It ISN'T a chess engine: rather it IS a highly interactive software product which utilises the modern computer to give expert teaching, developed by chess Masters.

The result is an amazingly effective learning method, akin to actually training with a Master. Users learn through active participation, and discovery, with materials authored by Masters, including IM Jeremy Silman, IM John Grefe, IM Eric Tangborn, FM Craig Mar, FM Thomas Wolski, GM Jonathan Tisdall & other IMs and GMs.

When solving Chess Mentor's challenges, you can use as many advice and hint tools as you need, and your performance is tracked accordingly. Your good moves and your bad moves all receive comments.

You learn at the pace that suits you, for periods as long or as short as you want. Chess Mentor adjusts to your individual speed of learning and progress, it remembers what you have already mastered, and where you need more review.

A PC program, Chess Mentor runs in Windows 3.x and Windows 95.

### The main *Chess Mentor* packages consist of:

[1] **The COMPREHENSIVE COURSE**  
£59.95.

[2] **Chess Mentor for ADVANCED PLAYERS**, £59.95.

Also available are **SUPPLEMENTARY Courses** (described below) at £21.95 each

[3] **Chess Mentor DELUXE**: The Complete PACKAGE, comprising ALL

available material to June 1998.

The Comprehensive + All Supplementary Courses in one easy install is £225.

There is also an absolute beginners entry course "**Exploring & Appreciating Chess**" (£19.95), and a "**Basic Chess Course**" (£39.95) for beginners/novices.



### Aficionado describe the merits of their *Chess Mentor* package

By far the easiest and most enjoyable way to learn and improve at chess, in a fraction of the time it takes by other approaches.

### Learn how to really play chess.

How is such rapid learning possible? Isn't chess supposed to be really difficult and hard to learn? Well it was, until Chess Mentor came along.

The interactive discovery process enabled by our underlying patented Learning Engine® allows you to freely experiment without fear of mistakes or embarrassment. In fact, the more mistakes you make, the faster and more you may learn.

### Move the pieces and learn

Chess situations developed by master chess teachers are presented to you to solve. You have access to a multitude of graphical hints and textual advice, to use at your discretion. Every legal move you try receives a hand-crafted comment, as does every wrong move, every almost-correct move, every correct move or equally correct move. You learn by working out the logic of chess situations, by actually moving the pieces, and by getting feedback about the moves you make. Why your move was incorrect; why it was pretty good but not the best; why your move was the best or equally good in this situation. Situations that give you lots of trouble are automatically presented to you at a later time, mingled in with new situations you haven't seen yet.

**Chess Mentor** is the closest thing to having your own private master chess coach at

your side, whenever you want him. You will finally understand why certain moves should be made in certain situations, and why certain moves are wrong. You learn naturally, by trying and solving.

### An unbelievable wealth of feedback

The Comprehensive Course alone contains over 50,000 hints, advice comments, and move feedback comments for all the possible chess decisions you can make as you solve the situations presented to you. This method of active discovery combined with immediate feedback is coupled with an elegant graphical user interface. The result is a rapid and pleasurable learning experience with maximum retention.

With **Chess Mentor Courses**, your chess vision improves dramatically. Combinations that were previously hard to see literally jump off the board at you, because you have been drilled visually, and have received immediate feedback. You will develop a sound foundation in tactics, checkmates, endgame technique, positional concepts, and general opening concepts. In effect, you will learn to play the game of chess effectively!!

### **The Chess Mentor courses**

#### ■ [1] COMPREHENSIVE Chess Course

Using **Chess Mentor - Comprehensive Chess Course**, an absolute beginner with no previous exposure to chess will very quickly learn, understand, and retain the rules and basic concepts. You will be pleasantly surprised: instead of hard work or drudgery, learning chess can be fun!

The Comprehensive Chess Course contains **867 chess challenges** and is designed for those who not only want to learn chess, but also to become reasonably proficient at chess. This course contains sufficient material to bring any beginner or less experienced player up to the level of the average tournament chess player. Some users will even be able to reach Elo 1600-1800+ rating with this course. Your rate of improvement depends on how often you use Chess Mentor, and how much practice you get playing chess against opponents slightly above your current level at any time.

**Chess Mentor - Comprehensive Chess Course** contains all the material required to bring any beginner or less experienced player up to the level of the average tournament chess player.



You should develop a sound foundation in tactics, learn checkmate patterns, basic endgame technique, basic strategic positional concepts, and general opening concepts.

To advance beyond the Comprehensive Chess Course, then Chess Mentor for Advanced Players, as-well-as a growing library of specialized higher level Chess Mentor Supplementary Courses are available, as detailed below.

#### ■ [2] Chess Mentor: ADVANCED Course

**Chess Mentor for Advanced Players** is the new product offering designed for very experienced players who want advanced chess challenges. The Advanced Course (*best for most SS readers - Eric*) contains the same Learning Engine features and functions as the Comprehensive Course, but the challenges come exclusively from advanced course material.

**Chess Mentor for Advanced Players** is designed for experienced players, or those lovers of the game who want some serious chess or advanced challenges. The Advanced Course contains the same Learning Engine features and functions as any Chess Mentor product, but the challenges are tougher and more challenging. Any or all current or future Supplementary Chess Course may be added as desired to your Chess Mentor modular learning system.

**Chess Mentor for Advanced Players** includes all the material from three advanced Supplementary Chess Courses:

- **1. Silman's Lessons in Strategy (1)**, by IM Jeremy Silman.
- **2. Master Your Technique**, by FM Thomas Wolski.
- **3. World Champions at their Best (2) -The Lasker Years**, by IM Jeremy Silman.

Other Supplementary Chess Courses can be added, as desired.

### ■ SUPPLEMENTARY Courses

When you wish to advance beyond your Chess Mentor Course - Comprehensive or Advanced - Aficionado has a growing list of **Supplementary Chess Courses** available to add to the modular learning system.

The **FIRST THREE COURSES** listed are those which come **AUTOMATICALLY** with the **Advanced Course**.

#### ■ **1. Lessons in Strategy: Volume 1 ... by IM Jeremy Silman.**

This course contains very instructive positional challenges. Some are very long (exceeding 20 moves and one lasts 40 moves), and experts and masters (Elo ratings above 1800) will not find many of these to be that easy. A novice or intermediate level player (Elo ratings below 1800) will find the challenges quite difficult, but they will learn a bit more with each attempt, all the way until they reach master or higher.

#### ■ **2. Master Your Technique ... by FM Thomas Wolski.**

This module contains 50 rich and thoroughly analyzed challenges. The majority of these challenges focus on complex middlegame positions, the art of transition from the middlegame to the ending, and on endings themselves. This module is aimed at all players from the intermediate level (about 1400) to strong masters. Experts and Masters (FIDE Ratings over 1800) will not find the challenges too easy. Many of them will be hard for the intermediate player, but they will learn a bit more with each attempt until they become a master of technique. The challenges feature an average length of 10 moves.

#### ■ **3. World Champions at Their Best: Volume 2 ... by IM Jeremy Silman.**

Jeremy continues his historical trek, moving on to the games of the man whose reign as World Champion lasted longer than any other - an amazing 27 years. Emanuel Lasker was a polymath: in addition to his chess, he was an accomplished mathematician and philosopher who was also a personal friend of Albert Einstein. Lasker believed that chess was a struggle, and was probably the first champion to take a psychological approach to chess. His games reflect this attitude, as he was willing to take tremendous risks, and even intentionally make inferior moves, in order to create uncomfortable

positions for his opponents. Challenges include historical background of each player and match.

### The REMAINING COURSES

#### ■ **A Kaleidoscope of Openings ... by IM John Grefe.**

Former US Champion Grefe takes the novice and early intermediate level players (Elo ratings between 1000 and 1500) on a guided tour of many popular openings. Fundamental opening principles such as rapid development, mobility, struggle for control of the center and sound pawn structures are illustrated through practical examples. Grefe also gives numerous examples of tactical possibilities and traps in various innocent looking positions.

#### ■ **Chess Potpourri ... by FM Craig Mar.**

This course contains challenges that have something for everyone. Mar includes some

## **New! ... A FREE GIFT**

courtesy **Eric Hallsworth, Ed Schroder,**  
and the **Rebel team**  
when you **RENEW YOUR**  
**SELECTIVE SEARCH SUBSCRIPTION!**



Thanks to the generosity of Ed Schroder, I have enough **REBEL DECADE 2.0** CD's to give one **FREE** to **EVERY** current **SUBSCRIBER**. It will be posted out when you renew your Selective Search subscription next time!

**Haven't got a PC?** Use it as a fine present for someone who has! It's easy to install, easy to use, and perfect for the chess newcomer and strong player alike!

**Current Subscribers** who don't want to wait, may renew their Subscription **NOW**. Send your £20/£25 payment, as appropriate, cheque or credit card details, and I will add 6 Issues to your current Expiry Issue no. and mail **REBEL DECADE 2.0** out to you straight away!



- *Rebel Decade 2.0 is a FULL chess playing program. Est. rating on a PPro or MMX/200 is 2350-2400 Elo!*
- *Runs on a 386 or higher, requires 4MB RAM and 3MB Hard Disk space.*
- *DOS5+, Win3x & 95/98*
- *Includes large game database*
- *Uses Rebel6 opening book + 2 others for comparison*
- *Includes many Rebel8/9 features, incl. On-line manual and Help system, PGN access and Hot buttons.*

opening traps, endgames, combinations, and positional challenges. Many of the challenges are at the intermediate level (Elo ratings between 1200 and 2000) and many are at the expert and master (above 2000 Elo) level. Mar chooses positions from many sources including his own games as well as GM's, IM's, and also amateurs.

■ **Silman Teaches Tactics ... by IM Jeremy Silman.**

The challenges in this course contain combinations and tactical material for intermediate and expert level players (Elo ratings between 1400 and 2000+). Some challenges here are difficult even for masters and above. However, players of all levels can enjoy and learn from these examples. Less experienced players will go over these challenges many times and continue to learn more each time as they progress in their chess knowledge and experience.

■ **Pawn Endings from Beginner to Expert ... by IM Eric Tangborn.**

With the challenges in this course, Tangborn covers king and pawn endings thoroughly. Basic concepts (square of the pawn, king and 1 pawn vs. king, basic wins and draws, opposition, triangulation, etc.) are covered. Then the challenges get progressively harder until the final ones cause masters to scratch their heads. King and pawn endings are the basic building blocks for any player's sound endgame technique and this course is suitable for novices (Elo ratings below 1000) all the way up to those approaching expert level (Elo ratings approaching 2000).

■ **Lessons in Strategy: Volume 2 ... by IM Jeremy Silman.**

This course continues with strategic positional challenges similar in difficulty to those contained in Silman's Lessons in Chess Strategy vol. 1. Some are very long, and experts and masters (Elo ratings around 2000) will not find many of these to be easy. Novice or intermediate level players (Elo ratings below 2000) will find these challenges quite difficult, but will learn a bit more with each attempt, all the way until reaching master or higher.

■ **World Champions at Their Best: Volume 1 ... by IM Jeremy Silman.**

This course is the first in a series that represent Silman's finest efforts and which have the earmarks of becoming classics. This first volume will cover the period from the first World Championship match in 1834 between La Bourdonnais and MacDonnell up to the Steinitz era in

the 1880's. Compared to the modern eras, there is a dearth of literature and analysis regarding pre-twentieth century championship chess. Silman breaks new ground with much original analysis and includes a wealth of historical facts. Utilizing Chess Mentor's features to their limits, Silman has produced this course with learning utility for less experienced players as well as International Masters. Chess Mentor owners will not want to miss this series.

■ **Build Your Technique ... by FM Thomas Wolski.**

Wolski follows his popular "Master Your Technique" with this new course which contains less difficult material. "Build Your Technique" is aimed at players Elo ratings between 1200 and 1600, although some of the later challenges will not be too easy, even for 1800 to 2000 rated players. The 110 challenges include some openings, middlegames, endgames, and a lot of tactics! This course is designed to enhance the overall understanding of chess for an intermediate player and to prepare that player for more advanced courses.

■ **Kasparov - IBM Deep Blue Matches ... by Aficionado's Staff.**

These 24 challenges come from the historic 1996 match and 1997 rematch between World Champion Garry Kasparov and IBM's Deep Blue super-computer. They are the same challenges that were uploaded to Aficionado's special website daily as the games were played during the 1997 rematch. These challenges are richly annotated with extensive natural language to allow beginners and novices to follow world class chess with understanding provided by the Mentor method. Experienced players will want this collector's item for their Mentor library.

Future Supplementary Courses, as they become available, can always be added to your Chess Mentor collection.

■ **[3] Chess Mentor DE LUXE: the TOTAL package can save you money!**

**Chess Mentor DE LUXE** is for the chess addict who desires all currently available Chess Mentor courses in one convenient, easy to install package. This complete package includes **Chess Mentor - COMPREHENSIVE Chess Course** (value £59.95) and **ALL eleven available SUPPLEMENTARY Chess Courses**, as described above (value £21.95 each = £241.45). **TOTAL VALUE £300. All-in Price: £225.**

# RESULTS Section + Games

Frank Holt's latest tests involved JUNIOR4.6 for the first time, and then produced another good win for NIMZO98. In all matches Frank uses two MMX/200 computers.

Hiarcs6 normal	9-3	Junior4.6 default
Hiarcs6 aggres	5½-6½	Junior4.6 default
Hiarcs6 solid	3½-8½	Junior4.6 default

As always only the default results go into the Rating List - in this case the top one above. This is especially important with programs like Fritz5, Junior and Nimzo98 which can only be played on their top 'default' setting, so the 2nd. and 3rd. sets of games are much to their advantage!

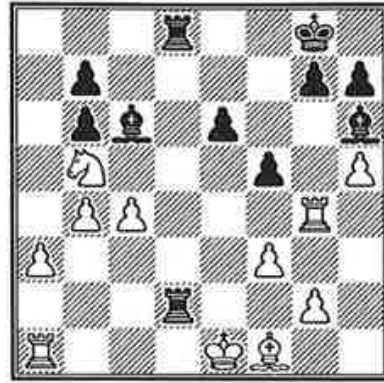
## Junior4.6 – Hiarcs6 [B04 Alekhines. G/90

1.e4 ♟f6 2.e5 ♟d5 3.d4 d6 4.♟f3 ♟c6 5.c4 ♟b6 6.♟c3 ♟g4 This move is given a 'no' in the big F5 book, though it doesn't offer an alternative 7.exd6 ♟xf3 7...cxd6 8.♟e3 e6 is the line shown in F5 8.dxc7 ♟xd1 9.cxd8 ♟+ ♟xd8 10.d5 ♟a4 11.dxc6 ♟xc6 12.♟e3 e6 13.♟xb6 13.c5 Frank notes that this was the H6 hint move – and what H7exp would choose, certainly at fast speeds – but he prefers the J4.6 choice, doubling the Black pawns 13...axb6

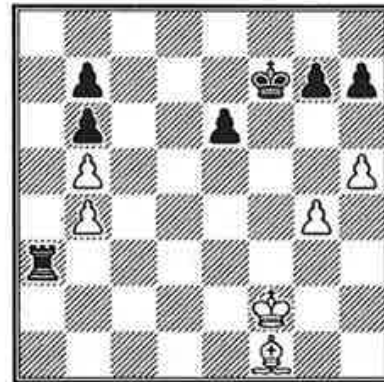


14.h4!? Junior wants to attack, which may be a little premature. 14.♟d1 was the H6 hint, whilst Frank's notes appear to suggest 14.♟e2 to which he gives an ! so that White can 0-0. However 14...♟xg2 stops that in its tracks, forcing 15.♟g1 and simply 15...♟c6 leaves Hiarcs6 well ahead 14...♟b4 15.♟h3!? 0-0 16.a3 ♟e7 17.h5 ♟g5 18.♟b5?! H6 was still proposing

18.♟d1 ♟xd1+ 19.♟xd1 which I think would have been right. H6 now shows us why! 18...♟d2! 19.♟g3 Frank says that J46 was only showing -13 here, but H6 had +140, which is a very big difference 19...♟f4 20.♟g4 ♟h6 21.b4 ♟fd8 22.f3 f5



J4.6 now has serious problems – and knows it, showing -173 23.♟g3 ♟f4 24.♟h3 ♟b2! 25.♟d1 ♟d2+ 26.♟xd2 ♟dxd2 27.♟h4 ♟dc2! 28.♟d4 It's actually taken J4.6 a total of 7 moves to finally develop this rook 28...♟xb5 29.cxb5 ♟c1+ 30.♟d1 ♟xd1+ 31.♟xd1 ♟b1+ 32.♟e2 ♟a1 33.♟f2 ♟xa3 34.g4 fxg4 35.fxg4 ♟f7



Accurate endgame play from Hiarcs as always (though I don't quite understand its next move). It showed +684 here, says Frank, while J4.6 had -341 36.g5 ♟c3?! 37.♟e2 ♟b3 38.♟f1 ♟xb4 39.♟g3 e5 40.♟e2 ♟e6 41.♟g4+ ♟d5 42.♟d7 h6 43.g6 ♟d4 44.♟e8 e4 Frank says J4.6 was still only -481 here, compared with H6 on +1237!? We'll just play a few more moves, through to the mate announcement 45.♟d7 e3 46.♟g4 ♟d3 47.♟f3 ♟xb5 48.♟h4 e2 49.♟xe2+ ♟xe2 and both programs show mate announcement for Black!

Hiarcs6 showed some powerful, knowledgeable chess in this game while, as Frank says, J4.6 seemed "miles away"! 0-1

Here is Frank's next set of results:

Nimzo98 default	7½-4½	MChess Pro6 normal
Nimzo98 default	8½-3½	MChess Pro6 aggres
Nimzo98 default	10-2	MChess Pro6 central

"Is there no stopping Nimzo98?" asks Frank. He's just started Nimzo98 v Junior4.6 but, in the meantime we're including a game from the MCP6 match.

### Nimzo98 – MCP6

[B33] Sicilian Lasker/Sveshnikov. G/60

1.e4 c5 2.♗f3 e6 3.d4 cxd4 4.♗xd4 ♗f6  
5.♗c3 ♗c6 6.♗db5 d6 7.♗f4 e5 8.♗g5 a6  
9.♗a3 b5 10.♗xf6 gxf6 11.♗d5 f5 12.♗d3  
♗e6 13.0-0 ♗g7 14.♖h5 f4 15.c4 b4 16.♗c2  
♖b8 17.♖fd1 0-0 17...h6 18.♗e2 0-0 19.c5  
dxc5 20.♗xf4 ♗d7 21.♗d5 a5 is F5 book  
18.b3 a5 19.♗e2 f5



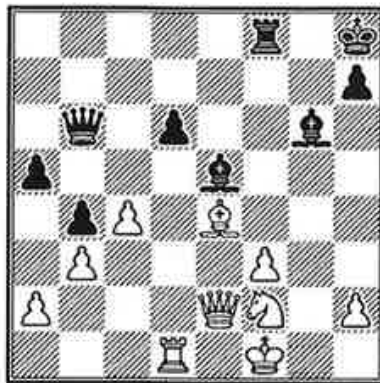
The Nimzo and MCP books ended here. Both think White has a small advantage, but the position is very unbalanced – thus the diagram. 20.♗f3 ♗e7 21.exf5 ♗xf5  
22.♖ac1 ♗h8 23.♗xe7 ♖xe7 24.♗g4 ♗e4  
25.♗e1 ♗g6 26.♖h3 e4 27.♖c2



27...f3! MCP has a threatening attack here, and the Nimzo evaluation now gives Black the edge though, strangely, MCP is not sure and still has -33 28.gxf3 e3? Nimzo jumped to +68 after this had been played. The alternative 28...exf3 29.♖cd2 (29.♗xf3 ♗xc2 30.♗xc2 ♖f6) 29...♗c3 looks much better, and earns MCP6 the advantage his aggressive k-side pawn rush deserves 29.♖e2 exf2+ 30.♗xf2 ♖a7+ 31.♗f1 ♖f6  
32.♗e6 ♖e7 33.♗d5 ♖a7 34.♖h4 ♖bf8  
35.♗d3 ♖f5 36.♖e7 ♖a6 37.♗b7 ♖b6 38.♖e1  
♗d4



MCP has fought back to equality 39.♖e2  
♖g5 40.♗f2 ♖e5 41.♖xe5 ♗xe5 42.♗e4!



42...♗xh2? This will cost MCP its ♗, though it may not be clear just yet. Therefore better was 42...♗h5 43.♗g2 ♖d8 though after 44.♗g4 White still has a definite advantage, equal to more than its plus pawn 43.♗xg6 hxg6 44.♖e7 ♗g8 45.♗g2 Do you see it? 45...♖c6 If 45...♗f4?? or anywhere else 46.♖h1!! 46.♗e4 MCP has dropped to -270 46...♖f7 47.♖e6 ♗e5 48.♗g5 ♖d7  
49.♖xf7+ Transposing into a completely won endgame, rather than maintaining tension with ♖d5. Both ways win 49...♖xf7  
50.♗xf7 ♗xf7 51.♖d5 ♗f6 52.♖xa5 ♗f4  
53.a4 bxa3 54.♖xa3 ♗e5 55.b4 Those readers wondering why we are playing on



in this totally won position, please bear with us a few more moves 55...♔d4 56.b5 ♕c5 57.♖a6 ♕b4 58.b6 d5 59.b7 dxc4 60.♖xg6 ♕c5 61.♖g8 ♕d5 62.b8♖ ♕xb8 63.♖xb8 ♕d4 64.f4 ♕e4 65.♕g3 ♕f5 MCP resigned here 66.♖c8 c3 67.♖xc3 ♕e6 68.♖e3+ And Franks asks if he can call a National Holiday, as Nimzo98 announces mate in 31! I'm not sure how accurate that is as, a couple of moves later, MCP announces -m/8, but whatever, it was another impressive win for the Chrilly Donninger program 1-0

**Colin NEWBY** sent me a set of results after purchasing the s/h Fidelity DESIGNER 2265 advertised in SS77.

These were interesting as they advanced our comparison of Novag's mid-price program in the AMBER, TURQUOISE and EMERALD CLASSIC boards, with their direct competitors from the Saitek camp of the TRAVEL CHAMPION 2100, GK2100 and PRESIDENT.

Readers will remember that our Match Series at Countrywide was tied at 6-6 - we had been unable to separate them strength-wise. Colin's results came out exactly the same but, when he played each of them against his DESIGNER 2265, there was quite a difference!

Amber	3-3	TC 2100 (G/15)
Amber	5-5	TC 2100 (G/60)
Amber	1-5	Mach3/Des2265
TC2100	9½-6½	Mach3/Des2265

In a final Match, tried at 30 secs per move, the TC2100 won 4-0. But Colin comments that "TC2100 always took longer over its moves when given secs. per move".

It's good to be reminded of this!

Quite a few programs take too long over their moves at x secs per move time controls - the Saitek Morsch programs do so. On the other hand there are one or two computers which move much too fast when on x secs per move - all Kittiger's Novags come into this category.

The only way to ensure fairness is use 'Game in X' or *Tournament*. E.g. G/30 or, for the Rating List, G/60, G/90, G/120, or 60/60, 40/60, 60/120, 40/120.

Colin's final scores were:

Mephisto Polgar	2-4	TC2100 (60secs per move)
Mephisto Polgar	4½-2½	TC2100 (G/30)

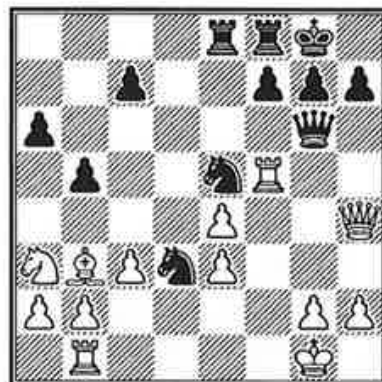
Same effect of x secs per move again!

**Thorsten CZUB** is currently conducting his ANNUAL SUMMER TOURNAMENT - an admirable, indeed monumental solo effort. With 24 Entries, all Games are played at 40/2. There are two PC's in use: both are K6 MMX/200 computers with 64MB RAM for hash!

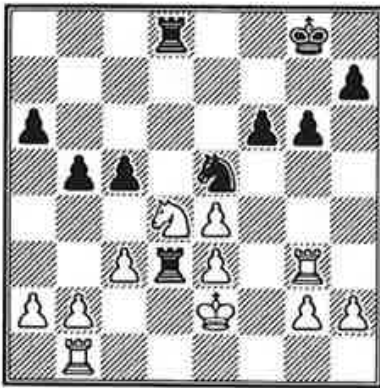
The most amazing thing so far is that, there in the midst of a whole load of elite PC programs and a few Shareware versions, is a single, 'poor' dedicated computer, the Novag DIAMOND2. Actually not-so-poor thus far! Here is its most recent game, from round 7.

**SocratesX 200MMX - Nov Diamond2**  
[C45 Scotch] Czub 40/2

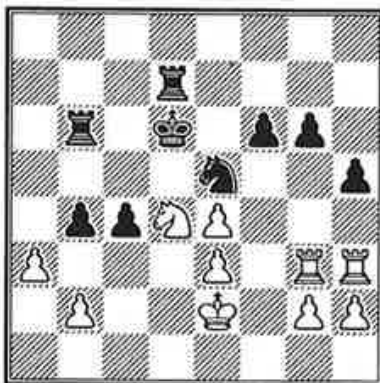
1.e4 e5 2.♖f3 ♖c6 3.d4 exd4 4.♗xd4 ♕c5  
5.♕e3 ♗f6 6.c3 ♗ge7 7.♕c4 0-0 8.0-0 ♕b6  
9.♗a3 d6 10.♗db5 a6 11.♗xd6 ♕xe3  
12.♗xc8 ♖axc8 12...♕c5 is the move in F5, though we've gone down one of its 'no' lines since 9...d6 13.fxe3 ♗g6 14.♗f3 b5 15.♕b3 ♗e5 16.♗f4 ♗d3 17.♗h4 ♗c6 18.♖ab1 ♖ce8 19.♖f5 ♗ce5



Black's pair of knights create a real problem for Socrates over the next few moves, as it struggles to find useful and safe places for its major pieces 20.♗g5 ♗xg5 21.♖xg5 g6 22.♕c2 f6 23.♖g3 ♖d8 24.♗f1 c5 25.♗e2 ♖d7 26.♕xd3 Finally getting one of the troublesome knights off, only to find itself invaded down the d-file instead. Maybe better was 26.b3 ♖fd8 27.♖d1 26...♖xd3 27.♗c2 ♖fd8 28.♗d4!



Clever! 28...♔f7! Very well found by Novag's Diamond2! Not 28...cxd4?? 29.cxd4 and the knight can't move as it allows ♔xd3, losing the rook. Therefore 29...♔g7! but 30.♖c1! threatening ♖c5! and now Black is in trouble! 29.♗b3 c4 30.♗d4 h5 31.♖f1 ♗d6 32.♖h3 ♕e7 33.♖h4 ♗g4 34.♖f3 a5 35.a3 ♖b6 36.♖g3 ♗e5 37.♗c2?! It was probably wrong to release the Black ♖ in this way, especially as at least one of his own pair is lacking in scope and value 37...♗d7! 38.♖hh3 ♕d6 39.♗d4 b4 40.cxb4 axb4



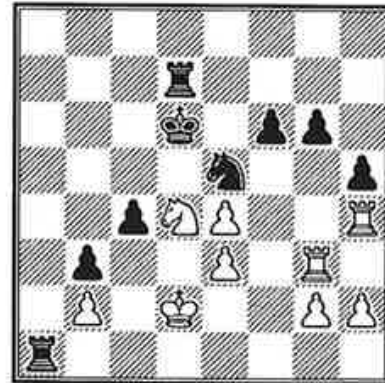
Quite a few readers, when writing, or phoning me at Countrywide, have been kind enough to ask about our latest rescue dog, SKY.

As you can see from the photo of her with my wife CHRIS, she's doing very well indeed!

Thanks to all who've asked.



41.a4 It was disappointing for Socrates that it had to virtually isolate the pawn in this way. But an alternative such as 41.♕d2 runs into 41...bxa3 42.bxa3 ♖b2+ 43.♕c3 ♖db7 and the Novag would be very hard to stop from here 41...b3 42.a5 ♖a6 43.♖h4 ♖xa5 44.♕d2 ♖a1!



45.♖f4 "I wouldn't mind rejoining the game, if that's okay!" The trouble is that it's too late, as Black can't get both rooks onto a single file – which it virtually needs to do, because somehow its got to challenge Black's now tremendous rook on a1. The only other possibility looks to be ♕e2 and then ♖f1 45...♕e7 46.♖gf3 46.♖f2 ♖b1+; 46.♕e2 unfortunately runs into 46...c3! which is even worse for White! 46...♗xf3+ 47.♖xf3 ♖b1 48.♖f4 48.♕c3 was best, though I doubt the Diamond2 could be stopped now anyway 48...♖xb2+ 49.♕c3 ♖xg2 50.♖f1 ♖xd4! I love moves like this – the program says "I know what I'm doing!" 51.♕xd4 ♖c2 52.♖a1 b2 53.♖a7+ ♕d6 54.♖b7 c3 55.♖b6+ ♕c7 56.♖b4 ♖c1 57.♕d3 b1♙+ 0-1

A fine game by the DIAMOND2 - and not its first as, surrounded by all these Programs in super-powered 200MHz PC's, it currently stands proudly with 3½/7!

The TOURNAMENT includes some beta versions, so the LEADER BOARD after 7 rounds has a slightly unusual look to it:

- 5½ Crafty15.18, CS\_Tal Win95
- 5 Junior5 beta
- 4½ Hiarc6, ChessTiger11.2, Nimzo98
- 4 Genius5, MCP7, Zarkov4.2, Comet A95
- 3½ Novag Diamond2, Chess Tiger 11.5, Chessmaster 5000, Rebel9
- 3 WChess, Phalanx, Eugen
- 2½ Chessmaster 5555, Diep, SocratesX
- 2 Fritz5, Virtua (both 1 to play) and 2 others

# JUNIOR5 beta: games

It is nearly a year since JUNIOR4.6 became the WORLD MICRO COMPUTER CHAMPION, a title it won playing in its full 32-bit version. It has suffered slightly since, in that its release for running within the FRITZ5 environment meant a reduction to 16-bit coding, depriving Junior of part of its speed entitlement.

However an upgraded JUNIOR5, back to its full 32-bit glory, is currently playing 'test' matches against strongish human players.

The following reports cover two of these matches, and are both by **Shay Bushinsky** and **Amir Ban**, programming partners in the JUNIOR PC program.

## MATCH 1, versus GM YUDASIN

Aug 26-28, 1998

Here's the report for the match that took place 26-28 August between **GM Leonid Yudasin** and **Junior5 beta**.

The first two games were played at tournament time controls (120/40 + Game/60), followed by four games played at active (Game/30). To conclude there was an unofficial blitz contest.

The match was played in the Dead Sea Hyatt Regency Hotel at Ein Bokek, Israel, and was sponsored by ChessBase GMBH and the Hyatt hotel.

We have nothing but appreciation to **grandmaster Yudasin** for taking the challenge and playing great chess against Junior. Yudasin, is not only an all round first class positional expert and tactician, but is a very spiritual person as well. He had taken the challenge beyond just another chess match to really try and investigate the differences between the human thought process in chess and the way computers play the game.

During the match, Yudasin seemed to change his mind in his effort to classify Junior's place as a chess playing entity. Indeed he reckoned that Junior 5 is of above 2500 playing strength.

During the standard time control part, Yudasin felt that Junior is an improved tactical "brother" of his predecessor. It was after game 3 of the rapid match, Yudasin recognized Junior's positional strengths as well.



Amir Ban

In his summation of the match, Yudasin felt that the result was justified. He believed that he is still slightly superior in the slower time controls.

Yudasin tried to explain the difference in what he termed human's "second order of chess understanding" - the ability to appreciate when positional features are good and when the same features are bad - giving the example of Junior's central pawns in game 1 which were a disadvantage due to their relative weaknesses.

Yudasin also thought that if computers would be given a "relative sense" e.g. an ability to adopt their game to the opponents', or to "bluff" sometimes, they would become extremely strong.

All of the games were transmitted live over the ICC (Internet Chess Club). The winning internet comment was from one of the observers who disagreed with us when we claimed that the dead sea is the lowest point on earth. He insisted that it is rather Washington D.C!

From our point of view, as programmers, we felt that the match was very valuable. It exposed some obvious problems such as: ♖b8, ♙h8 and ♙b7 in STC (standard time control) game 2 etc. but we felt that still the games were of high quality. Personally I liked game 3 of the rapid part where Yudasin tried a "sit and wait policy" and was positionally punished by Junior. I also can't stop admiring how Yudasin handled rapid game 4 where I'm sure that not many humans would have escaped Junior alive.

Technical detail: Junior 5.0, soon to be released by Chessbase GMBH, ran on a Pentium 333Mhz utilizing 80MB of RAM.

Tournament games**Junior5 beta - GM Yudasin**

ICC: Round 1 40/2. Game 1  
ECO A47. Queen's Indian defense

1.d4 ♘f6 2.♘f3 b6 3.e3 ♘b7 4.c4 e6  
5.♙d3 d5 6.b3 ♘b4+ 7.♙d2 dxc4 8.bxc4  
♙xd2+ 9.♘bxd2 c5 10.♘b3 cxd4 11.exd4  
O-O 12.O-O ♘c6 13.♙e1 a5 14.a4 ♘b4  
15.♘e5 ♘xd3 16.♙xd3 ♘d7 17.♘d2  
♘xe5 18.♙xe5 ♙c7 19.♙h5 g6 20.♙h4  
♙fd8 21.♙b1 ♙c6 22.♘e4 ♙xe4 23.♙xe4  
♙c6 24.♙c2 ♙ac8 25.♙c1 f5 26.♙h4 g5  
27.♙h5 ♙xd4 28.♙xg5+ ♘f8 29.♙e1 ♙xc4  
30.♙b2 ♙c3 31.g4 ♙xa4 32.♙xb6 ♙f4  
33.h4 ♙g3+ 34.fxg3 ♙xg3+ 35.♘f1 ♙h3+  
36.♘g1 ♙g3+ {Game drawn by mutual  
agreement} 1/2-1/2

**GM Yudasin - Junior5 beta**

ICC: Round 1 40/2. Game 2  
ECO B30. Sicilian: Nimzovich-Rossolimo  
attack (without ...d6)

1.e4 c5 2.♘f3 ♘c6 3.♙b5 e6 4.O-O ♘ge7  
5.♙e1 a6 6.♙xc6 ♘xc6 7.♘c3 ♙c7 8.d4  
cxd4 9.♘xd4 ♙d6 10.♘xc6 bxc6 11.♙h5  
♙e5 12.♙e3 ♙b8 13.b3 g6 14.♙h4 d6  
15.♙f3 ♙a5 16.♙d2 ♙a3 17.♙b1 h6  
18.♙d3 a5 19.♙g4 h5 20.♙g5 h4 21.h3  
♙a6 22.♙f3 ♙h5 23.♙e3 ♙b7 24.♙e1 d5  
25.♙f4 ♙h8 26.e5 ♙b4 27.♘a4 ♙b5  
28.c3 ♙e7 29.♘b2 c5 30.c4 ♙c6 31.♙e3  
d4 32.♙e2 ♙a7 33.♘d3 ♙a8 34.f3 ♙g7  
35.a3 ♙f8 36.♘h1 ♙b7 37.♘h2 ♙a6  
38.♙c2 ♙c8 39.♘h1 ♙c7 40.♙f2 ♙b8  
41.♙cb2 ♙b7 42.b4 cxb4 43.axb4 ♙xc4  
44.bxa5 ♙xd3 45.♙xb7 ♙xb7 46.♙xb7  
♙e7 47.♙b8+ ♙d8 48.♙b2 ♙f1+ 49.♘h2  
♙a6 50.♙d2 {Black resigns} 1-0

Rapid games**Junior5 beta - GM Yudasin**

ICC: Round 2 G/30. Game 1  
ECO B42. Sicilian: Kan, Polugaievsky  
variation

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6  
5.♙d3 ♙c5 6.♘b3 ♙e7 7.♙g4 ♙f6 8.O-O  
d6 9.♘c3 ♘c6 10.♙g3 ♘ge7 11.♙e2 O-O  
12.♙f4 ♙xc3 13.♙xc3 e5 14.♙g5 h6  
15.♙h4 ♙c7 16.♙ad1 ♙e6 17.♙fe1 ♙ac8  
18.♙d2 ♘g6 19.♙g3 ♙fd8 20.c4 a5  
21.♙f1 a4 22.♘c1 ♙b6 23.♙e3 ♘d4  
24.♙c3 ♙d7 25.♘e2 ♙g4 26.♘h1 ♙b4  
27.f3 ♘xe2 28.♙xe2 ♙e6 29.♙a3 ♙xd2

30.♙xd2 ♙xc4 31.♙c3 ♙dc7 32.♙dc2 b5  
33.b3 axb3 34.axb3 ♙xe2 35.♙xc7 ♙xc7  
36.♙xc7 ♙d1 37.b4 f6 38.♙c6 ♙e2  
39.♙xd6 ♘f7 40.♙d7+ ♘e7 41.♙f2 {Black  
resigns} 1-0

**GM Yudasin - Junior5 beta**

ICC: Round 2 G/30. Game 2  
ECO C55. Two knights defense (Modern  
bishop's opening)

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♘f6 4.d3 ♙e7  
5.O-O O-O 6.♙e1 d6 7.♙b3 a5 8.c3 ♙g4  
9.♘bd2 ♙b8 10.a4 ♙a7 11.h3 ♙c8  
12.♘f1 b6 13.♘g3 ♘h8 14.d4 ♙b7  
15.♙g5 exd4 16.cxd4 h6 17.♙xf6 ♙xf6  
18.♙d5 ♙d7 19.♙c1 b5 20.♙c2 ♙a6  
21.axb5 ♙xb5 22.♙c4 ♙b7 23.♙xa6  
♙xa6 24.e5 ♙d8 25.♙e2 ♙xe2 26.♙xe2  
d5 27.♙ec2 ♘b4 28.♙d2 c6 29.♘e2 ♙f5  
30.♘e1 ♙g5 31.f4 ♙d8 32.g4 ♙h7  
33.♘h2 ♙e8 34.♘g3 ♙c7 35.h4 ♘g8  
36.h5 ♘f8 37.♘c3 ♙b8 38.♘a4 ♘e7  
39.♘c5 ♘a2 40.♙a1 ♘b4 41.f5 ♙b5  
42.♘f4 ♙b6 43.♘a4 ♙d8 44.♘f3 ♙g8  
45.♙g1 ♘f8 46.g5 hxg5+ 47.♘xg5 ♙e7  
48.♘f3 ♙h7 49.♘g5 ♙g8 50.♙g3 ♘a6  
51.♘f3 ♙b3 52.♙dg2 ♘b4 53.♘e1 ♙xg3  
54.♙xg3 ♙h4 55.♘c5 ♙xg3+ 56.♘xg3  
♘a2 57.♘ed3 ♙h7 58.♘f4 ♘e7 59.♘b7  
♘b4 60.♘xb4 axb4 61.♘c5 ♙g8 62.♘a6  
b3 63.♘c5 ♙h7 64.♘xb3 f6 65.e6 ♙g8  
66.♘c5 ♙h7 67.♘d3 ♘d6 68.♘f2 ♙g8  
69.♘g4 ♘e7 70.♘e3 ♘e8 {Black resigns}  
1-0

**Junior5 beta - GM Yudasin**

ICC: Round 2 G/30. Game 3  
ECO A00. Polish (Sokolsky) opening

1.b4 ♘f6 2.♙b2 e6 3.♙c3 ♘d5 4.b5 ♘xc3  
5.♘xc3 a6 6.a4 ♙e7 7.e4 O-O 8.♙d3 d5  
9.♘f3 c5 10.bxc6 ♘xc6 11.exd5 exd5  
12.O-O ♙f6 13.♙b1 ♙b8 14.♙e1 ♙e6  
15.h3 g6 16.♙b2 ♙c7 17.♙a3 ♘a5  
18.♙b4 ♘c6 19.♙a3 ♙fd8 20.♙ab1 ♙d6  
21.♙xd6 ♙xd6 22.♘e2 ♙d7 23.c3 ♘d8  
24.♙c2 ♘e6 25.d4 ♘d8 26.♙b3 ♙c8  
27.♘e5 ♙e6 28.♙a2 ♙c7 29.♙b2 ♘g7  
30.♘d3 b6 31.♘b4 a5 32.♘d3 h5 33.♘e5  
h4 34.♙b5 ♙e7 35.♙eb1 f6 36.♘g4 ♙f5  
37.♙1b2 ♙d3 38.♙xd5 ♙xd5 39.♙xd5  
♙a3 40.♙b3 ♙xe2 41.♙xa3 ♘f7 42.♘e3  
f5 43.♙b3 f4 44.♘g4 ♙xg4 45.hxg4 ♘g5  
46.♘f1 ♙d7 47.♙c6 ♙d6 48.♙xb6 ♘h6  
49.♙a6 ♘e4 50.d5 ♘xc3 51.♙xa5 ♘e4  
52.f3 ♘d2+ 53.♘f2 ♘b3 54.♙b5 ♘d4  
55.♙b6 ♙f6 56.a5 ♙f7 57.♙e8 ♙e7

58. ♖xg6 ♜e2+ 59. ♕f1 ♜a2 {Black resigns} 1-0

### GM Yudasin - Junior5 beta

ICC: Round 2 G/30.Game 4

ECO B01. Scandinavian (center counter) defense

1.e4 d5 2.exd5 ♖xg6 3. ♖c3 ♖a5 4.d4 ♖f6  
5. ♖c4 ♖f5 6. ♖f3 e6 7.O-O c6 8. ♖d2 ♖b6  
9.a4 ♖d6 10.a5 ♖c7 11. ♜e1 O-O 12.h3  
♜d8 13. ♖h4 ♖h2+ 14. ♕h1 ♜xg4 15. ♖xf5  
exf5 16. ♖e2 ♖bd7 17. ♖e3 ♜h4 18. ♖g5  
♜d4 19.a6 ♖e5 20.axb7 ♖xb7 21. ♖b3 h6  
22. ♖e3 ♖b4 23. ♖f3 c5 24. ♖d5 ♖xb3  
25. ♖xf6+ ♖xf6 26.cxb3 ♖xf3 27.gxf3 ♖e5  
28.f4 ♖d3 29. ♜e2 ♖b8 30. ♜d2 ♖xb3  
31. ♜a3 ♖xa3 32.bxa3 c4 33. ♖xa7 ♖xf4  
34. ♜d7 ♖xh3 35. ♜c7 c3 36.a4 ♖f4 37.a5  
♕h7 38. ♜c4 ♖d5 39.a6 f4 40. ♖d4 ♖xd4  
41. ♖xd4 ♖b6 42. ♜d6 ♖a8 43. ♜c6 {Black  
resigns} 1-0

#### RESULT SUMMARY:

	40/2	6/30	6/5
Junior5 beta	1/2	2	4 1/2
GM Yudasin	1 1/2	2	1 1/2

### MATCH 2 versus ZIFRONI

Sept 8, 1998

**Junior5 beta** now played in a two game exhibition match against Israel's **Dov Zifroni**.

The match took place in the Sharon Hotel, located in the city of Herzelia (near Tel-Aviv) and was part of the Herzelia International Chess Festival.

The opponent, International Master **Dov Zifroni** (FIDE 2505), is considered to be one of Israel's emerging chess talents. Dov, who is now a full time Economics and Law student at the Tel-Aviv university, had recently won the Czerniak Memorial International tournament (FIDE Cat. 10) earning a second grandmaster norm.

He had also been the best performing player in the last European team championship (held in Belgium) scoring 100%.

The match was over two games and the time control was one hour per player per game.

Technical detail: **Junior5 beta** was a slightly modified version of the one that

recently played grandmaster Yudasin. It was running this time on a PII/333Mhz using 40MB for hash. Following are some first hand comments from the games. You can find the complete game scores appended.

#### Game 1

In game one, Junior had the white pieces and played the English opening. At move 9, Junior gave itself a hard time, preferring d5 over dxe5 unconventionally closing the position. This decision had turned out to be in favor of black: while white made some lifeless pawn moves on the queen side, Zifroni mounted his pieces against the castled white king playing ♖g6, ♖h3 and ♖g4.

After black had exchanged white's fianchettoed bishop followed by ♖h5 (threatening f5) it looked as if black has a dangerous attack against white's king. Yet Junior found 18. ♖e2 and after the foreseen 18...f5 Junior answered 19.h3! forcing the liquidation of



#### WOULD YOU LIKE TO HELP?

I am finding it increasingly difficult to buy every single piece of emerging SOFTWARE, with so many NEW PROGRAMS coming out. Also my hardware has become a bit dated, so I can't always manage to run all of the new stuff.

As an example, I haven't upgraded to CHESSBASE7, nor have I seen version 3 of CHESS ASSISTANT, and one or two other programs.

If YOU have a DEDICATED Chess Computer, or a piece of PC SOFTWARE which you haven't seen mentioned in the pages of *Selective Search*, or you think it could have been given more coverage than it has - WOULD YOU like to do a review, or a brief report, maybe send some games or example positions? Would any of my programmer-readers like to volunteer something?!

I can't offer much, other than the pleasure of seeing YOUR NAME in print - and if I use YOUR article, I'll extend your sub. by an Issue or two! You'll be making the Magazine more complete and valuable for others.

black's attacking pieces. Interesting to see that if black would have replied with 19.fxe4 the forced line: 20.hxg4 exd3 21.gxh5 dxe2 22.♖fe1 ♗xe3 23.fxe3 ♘e7 24.♗xe2 would have ended in a similar "drawish" position.

**Junior5 beta - D. Zifroni**  
International Chess Festival  
Herzelia, Israel. Round 1

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 ♗c5  
5.♗g2 d6 6.O-O O-O 7.e3 a6 8.d4 ♗a7  
9.d5 ♘e7 10.♗d3 h6 11.a3 ♗d7 12.b3  
♗c8 13.a4 ♘g6 14.e4 ♗h3 15.♗h1 ♗g4  
16.♗e3 ♗xg2 17.♗xg2 ♘h5 18.♘e2 f5  
19.h3 ♗xe4 20.♗xe4 fxe4 21.♘d2 ♗xe3  
22.fxe3 ♗xf1 23.♗xf1 ♘f6 24.a5 c6  
25.♘c3 cxd5 26.♘xd5 ♘xd5 27.cxd5 ♘e7  
28.♗d1 ♘f5 29.♗e1 1/2-1/2

**Game 2**

Game two was well known theory until about move 18 when Junior chose to exchange rooks rather than to play ♗d8 to exert more pressure on the isolated center pawn.

Just when the game looked like it is heading to another draw, Zifroni tried to "push things a bit" with 26.♗e4! permitting the strong reply 26...b4! taking the advantage. By move 28 white had tactical problems trying to defend the pawns on d4 and on b2. White erred playing 28.♗c2?



Junior expected either:

[a] 28.♗e2 ♗xd4 29.♗a6! (threatening ♗a8+) g6 30.♗a8+ ♗g7 31.♗e8 ♘d5 and white is not worse or:

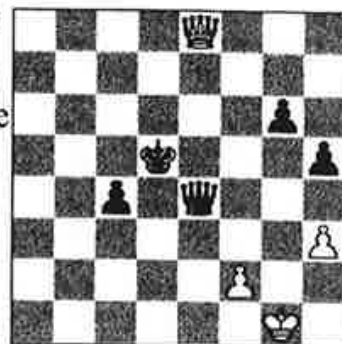
[b] 28.♗d3 (same idea) g6 29.♗a6 and if: [b1] ♗xb2 30.♗xa4 ♗c3 31.♗b3 with an equal evaluation, or if: [b2] 29...♗g7 30.♗a8 ♘f5 31.♗e8 and black is slightly better another option for white is: 29.♗a3 ♗xa3 30.bxa3 ♘d5 and black is better.

Zifroni later overlooked Junior's powerful 33...♘f5! threatening ♘d6 forcing the push of the extra c pawn, and thus felt obligated to walk into a queens endgame striving to

stop the passing extra c pawn But Junior showed good technique using white's king checks to bring its king to the aid of the C pawn thus deciding the game.

Nevertheless, some quick Junior home analysis shows that white may still have missed a draw. Instead of 47.♗b5+? better must be:

47.♗d8+! and if 47...♗c5 48.♗a5+ ♗d4 49.♗a1+ c3 50.♗a4+ and now if ♗d3 51.♗d1+ draws. If instead 47...♗e5 then 48.♗h8+ and the pawn becomes beyond the black king's reach.



Zifroni's comments after the match were extremely positive: "I enjoyed playing Junior - it was my first experience playing it and I found it interesting - I will be looking for more opportunities to do so in the future!"

Amir felt that the games were "clean" and that Junior performed well.

**D.Zifroni - Junior5 beta**  
International Chess Festival  
Herzelia, Israel. Round 2

1.♘f3 d5 2.d4 ♘f6 3.c4 e6 4.♘c3 ♗e7  
5.♗g5 h6 6.♗xf6 ♗xf6 7.e3 O-O 8.♗c1 c6  
9.♗d3 ♘d7 10.O-O dxc4 11.♗xc4 e5  
12.h3 exd4 13.exd4 ♘b6 14.♗b3 ♗e8  
15.♗e1 ♗f5 16.♗d2 ♗d6 17.♗xe8 ♗xe8  
18.♗e1 ♗xe1 19.♗xe1 ♗f8 20.♘e4 ♗xe4  
21.♗xe4 a5 22.a3 a4 23.♗a2 ♘d5 24.♗c2  
b5 25.g3 ♘e7 26.♗e4 b4 27.axb4 ♗xb4  
28.♗c2 ♗xd4 29.♘xd4 ♗xd4 30.♗g2 g6  
31.♗c4 ♗g7 32.♗xa4 ♗xb2 33.♗d1 ♘f5  
34.♗f3 c5 35.♗xf7 ♗xf7 36.g4 ♗f6  
37.gxf5 ♗g5 38.♗f1 ♗xf5 39.♗b7 ♗f6  
40.♗g2 h5 41.♗c6 ♗g5 42.♗d6 ♗e4  
43.♗g1 c4 44.♗d8 ♗f5 45.♗f8 ♗e6  
46.♗e8 ♗d5 47.♗b5 ♗d4 48.♗b6 ♗c3  
49.♗a5 ♗d3 50.♗a6 ♗d2 51.♗d6 ♗d3  
52.♗f4 ♗d1 53.♗b8 c3 54.♗b3 ♗e2  
55.♗e6 ♗d2 56.♗a2 c2 57.h4 ♗e2  
58.♗e6 ♗d1 0-1

In closing remarks Bushinsky and Ban thank both Yudasin and Zifroni for playing, and providing such interesting games, with their helpful after-Match comments.

## RATING LISTS and NOTES

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

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

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

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

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

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

### A guide to PC Gradings:

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

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

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

**PPro-PC** represents a program on a Pentium Pro/200-233, or a Pentium MMX/200-233.

**Users** will get slightly more (or less!) if the speed of their PC is significantly different. A doubling or halving in MHz speed = approx. 50 Elo; a doubling or halving in MB RAM = approx. 5 Elo.

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

Pentium Pro/233	+80	PentMMX/233	+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

RATING LIST (c) Eric Hallsworth. PC PROGS		SS78	Oct 1998		Human/Games
Elo	+/-	Games	Pos		
BCF Computer					
250 FRITZ5 PPRO-PC	2603	14	1045	1	2443 6
248 NIMZ098 PPRO-PC	2589	15	903	2	2405 10
248 HIARCS6 PPRO-PC	2585	16	844	3	2503 18
245 REBEL9 PPRO-PC	2566	16	832	4	2619 6
245 REBEL8 PPRO-PC	2560	23	390	5	
244 M CHESS PRO7 PPRO-PC	2559	16	817	6	2530 1
243 M CHESS PRO6 PPRO-PC	2549	18	643	7	2474 12
243 CHESS GENIUS5 PPRO-PC	2545	16	837	8	2389 6
241 SHREDDER2 PPRO-PC	2530	18	657	9	2148 6
239 GANDALF3 PPRO-PC	2513	27	276	10	
237 HIARCS6 PENT-PC	2500	12	1480	11	2540 2
237 FRITZ5 PENT-PC	2499	37	150	12	
235 HIARCS5 PENT-PC	2486	19	565	13	
235 REBEL9 PENT-PC	2485	18	619	14	
235 REBEL8 PENT-PC	2481	10	1956	15	
234 JUNIOR4.6 PPRO-PC	2476	61	57	16	
232 CHESS GENIUS5 PENT-PC	2463	13	1276	17	
232 CHESS GENIUS3 PENT-PC	2457	14	982	18	2658 10
232 M CHESS PRO6 PENT-PC	2456	12	1437	19	2316 4
231 CHESS GENIUS4 PENT-PC	2453	13	1168	20	2387 16
231 HIARCS4 PENT-PC	2449	14	1008	21	2348 6
231 KALLISTO2 PPRO-PC	2448	65	51	22	
230 REBEL7 PENT-PC	2446	14	1072	23	2242 11
230 REBEL6 PENT-PC	2444	19	594	24	2403 6
229 M CHESS PRO5 PENT-PC	2439	15	911	25	2423 19
229 CHESSMASTER 5000+5500 PENT-PC	2434	26	314	26	2372 6
228 JUNIOR4.0 PENT-PC	2431	17	705	27	
228 NIMZ03.5 PENT-PC	2430	16	795	28	2426 6
228 NIMZ03.0 PENT-PC	2424	16	843	29	
227 HIARCS3 PENT-PC	2422	18	628	30	2631 6
227 CSTAL PPRO-PC	2421	39	141	31	2177 6
227 SHREDDER1 PENT-PC	2416	37	151	32	2068 6
226 CHESSMASTER 4000 PENT-PC	2411	45	104	33	2394 12
225 CHESS GENIUS4 486-PC	2407	15	899	34	
225 M CHESS PRO4 PENT-PC	2402	19	597	35	2497 13
224 CHESS GENIUS3 486-PC	2398	12	1382	36	2499 7
224 FRITZ4 PENT-PC	2397	18	628	37	2318 25
223 FRITZ3 PENT-PC	2384	13	1187	38	2382 30
222 MEPH GENIUS2 486-PC	2381	11	1626	39	2391 21
221 REBEL7 486-PC	2374	16	789	40	
221 W CHESS PENT-PC	2370	15	874	41	2321 31
220 M CHESS PRO5 486-PC	2367	16	786	42	2145 2
220 KALLISTO1.98 PENT-PC	2361	15	961	43	2345 6
219 HIARCS3 486-PC	2353	12	1349	44	2187 8
218 CMACHINE GIDEON3.1/30-PC	2349	17	712	45	
218 CMACHINE THE KING2/30-PC	2347	12	1438	46	2309 23
218 M CHESS PRO4 486-PC	2346	13	1123	47	2376 7
217 REBEL6 486-PC	2343	14	1053	48	2277 9
216 W CHESS 486-PC	2334	16	758	49	2432 3
215 CHESS GENIUS1 486-PC	2321	10	2120	50	2314 44

## SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth. 5578 Oct 1998

BCF Computer	Elo	+/-	Games	Pos	Human/Games
224 TASC R30-1995	2394	17	678	1	2276
220 MEPH LONDON 68030	2363	35	175	2	2272
217 TASC R30-1993	2343	12	1344	3	2336
217 MEPH GENIUS2 68030	2342	18	624	4	2308
216 MEPH LONDON PRO 68020/24	2334	67	47	5	2227
214 MEPH RISC2 1MB	2312	24	350	6	2392
213 MEPH LYON 68030	2304	15	889	7	2340
211 MEPH PORTROSE 68030	2291	20	525	8	2217
210 MEPH BERLIN PRO 68020/24	2287	13	1219	9	2232
210 KASP RISC 2500-512K	2281	25	338	10	2384
209 MEPH LYON-VANC 68030	2280	17	676	11	2347
209 MEPH LYON-VANC 68020/20	2276	27	286	12	2327
208 MEPH RISC1 1MB	2267	9	2525	13	2232
207 KASPAROV SPARC/20	2263	14	1026	14	2251
205 MEPH LONDON 68020/12	2244	77	36	15	2040
205 MEPH MONTREUX	2241	17	743	16	2288
204 KASP RISC 2500-128K	2236	9	2602	17	2270
204 MEPH LONDON 68000	2213	80	33	18	2215
201 FID ELITE 68040-V10	2209	53	75	19	2288
201 MEPH ATLANTA	2208	41	123	20	2121
200 MEPH VANCUEVER 68020/12	2203	8	2355	21	2250
199 MEPH LYON 68020/12	2197	9	363	22	2240
196 NOV SAPPHIRE2-DIAMOND2	2175	21	462	23	2221
196 MEPH PORTROSE 68020	2172	10	1845	24	2221
195 MEPH BERLIN 68000	2165	12	1305	25	2169
195 FID ELITE 68030-V9	2165	15	919	26	2126
194 MEPH LYON 68000	2153	11	1722	27	2083
194 MEPH VANCUEVER 68000	2153	12	1358	28	2172
193 MEPH ALMERIA 68020	2148	14	1036	29	2169
192 MEPH MILANO PRO	2140	21	454	30	2152
191 NOV SAPPHIRE1-DIAMOND1	2135	12	1353	31	2111
190 MEPH PORTROSE 68000	2121	11	1711	32	2179
189 FID MACH4-DES2325 68020-V7	2115	9	2238	33	1898
186 FID ELITE 2*68000-V5	2093	25	332	34	2080
184 MEPH POLGAR/10	2076	17	668	35	2041
184 MEPH ROMA 68020	2075	14	1083	36	2182
184 KASPAROV BRUTE FORCE	2073	14	1072	37	2069
183 MEPH DALLAS 68020	2066	14	992	38	2093
182 MEPH ALMERIA 68000	2060	14	1002	39	2132
181 NOVAG6 SCORPIO-DIABLO	2053	10	2092	40	2072
179 KASP PRESIDENT-TC+GR2100	2033	16	825	41	2136
178 MEPH NIGEL SHORT	2030	25	323	42	2105
177 FID MACH3-DES2265 68000-V2	2023	6	5726	43	1988
177 MEPH DALLAS 68000	2017	11	1555	44	1902
176 MEPH HNS/5	2012	11	1780	45	2076
176 MEPH POLGAR/5	2011	8	2833	46	2063
176 MEPH MILANO	2009	13	1163	47	2000
176 NOV SUPER FORTE-EXP C/6	2008	8	2990	48	2000
175 NOV EHERALDCLASS-AHBER	2005	64	52	49	2000

175 MEPH MONDIAL 68000XL	2001	15	873	50	2049
174 NOVAG JADE2-ZIRCON2	1995	41	128	51	2032
174 MEPH MONTREAL-ROMA 68000	1995	9	2606	52	1968
173 MEPH ACADEMY/5	1985	9	2402	53	2023
172 MEPH AMSTERDAM	1981	9	2365	54	2054
171 NOV SUPER FORTE-EXP B/6	1969	12	1464	55	2017
170 MEPH HEGAA/5	1966	8	2715	56	2029
170 KASPAROV MAESTRO D/10	1965	12	1315	57	2029
170 FID MACH2C	1962	8	2713	58	1956
170 FID MACH2B	1960	26	306	59	2059
169 KASP 6K2000-EXECUTIVE	1959	14	992	60	1960
168 MEPH MODENA	1951	16	793	61	1862
168 MEPH HMA/5	1946	8	2906	62	2006
168 FID TRAVEL MASTER	1944	18	648	63	1917
167 NOVAG RUBY-EMERALD	1936	17	743	64	1981
166 MEPH SUPERMOND2-COLLEGE-MCARLO4	1933	27	288	65	2074
166 KASP TRAVEL CHAMPION	1930	29	257	66	1862
166 NOV SUPER FORTE-EXP A/6	1930	12	1461	67	2021
165 KASPAROV MAESTRO C/8	1926	26	297	68	1999
164 MEPH MONTE CARLO	1918	28	260	69	2046
164 CONCH PLY-VICTORIA/5.5	1913	16	814	70	2046
164 CEG SPHINX/4	1913	9	2466	71	1870
163 KASP TURBOKING2	1911	14	1047	72	1943
163 FID MACH2A	1910	25	338	73	1912
162 NOV EXPERT/6	1897	32	210	74	2026
160 NOV SUPER FORTE-EXP A/5	1883	11	1564	75	2026
160 FID CLUB B	1882	12	1438	76	1825
160 NOV EXPERT/5	1880	26	316	77	1827
159 FID PAR E-ELITE+DES2100	1873	9	2621	78	2012
158 NOV FORTE B	1871	10	1890	79	1916
158 MEPH REBELL	1870	9	2325	80	1965
158 FID AVANT GARDE/5	1869	11	1724	81	208
157 KASP STRATOS-CORONA	1862	9	2184	82	1852
157 MEPH SUPERMONDIAL1	1861	9	2251	83	80
156 FID CLUB A	1856	11	1647	84	1921
156 KASPAROV MAESTRO A/6	1854	30	234	85	134
156 CONCH PLYMATE/5.5	1852	14	1003	86	1990
155 KASP TURBOKING1	1850	9	2337	87	1767
155 KASP SIMULTANO	1847	24	362	88	1864
155 CONCHES/6	1845	13	1159	89	1923
154 FID EXCELLENCE/4	1844	45	104	90	1900
154 NOV EXPERT/4	1836	11	1738	91	61
153 CONCH PLYMATE/4	1835	14	1055	92	2017
153 SCI TURBO KASP/4	1827	24	372	93	8
152 FID ELEGANCE	1826	20	524	94	1960
151 FID ELEGANCE	1821	34	181	95	1933
150 SCI TURBOSTAR 432	1813	17	701	96	1869
150 HEPHISTO HM2	1805	12	1407	97	1822
150 FID EXCELLENCE-DES2000	1804	16	778	98	40
148 CONCHES/4	1800	11	1650	99	8
	1784	20	515	100	1776
					1852
					52
					28