

SELECTIVE SEARCH

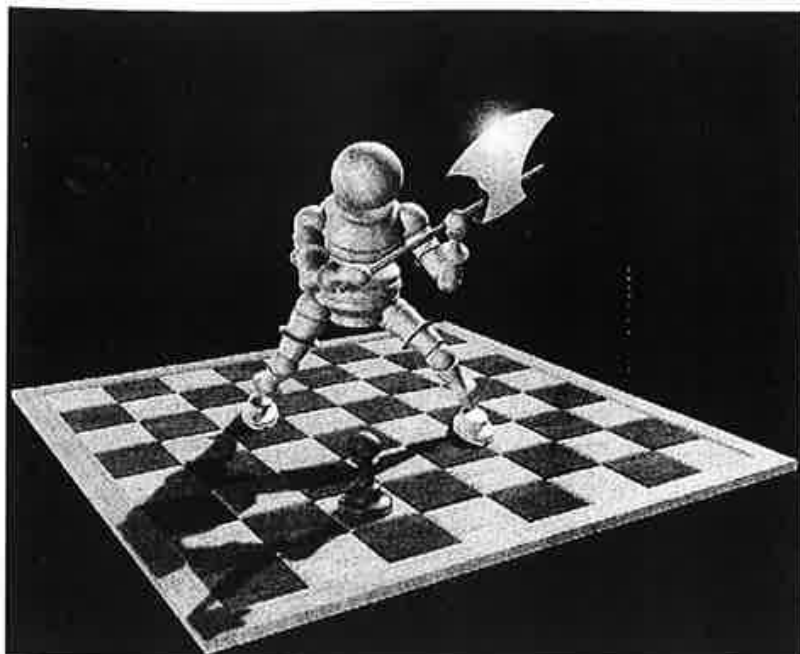
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CONTENTS: no. 79

2	PRICES: War or Suicide?
3	NEWS & RESULTS: ■ Hiarcs7, Junior5, MChess Pro8, Rebel-10, Fritz5, Nimzo98, and Francesca
6	FRITZ5 v G.M Kotronias Games Analysed
9	The MINORITY ATTACK by Dirk FRICKENSCHMIDT
10	CS_Tal reviewed by Ross WITHEY
13	McLane's SUMMER TOURNY Final STANDINGS
14	Reader's GAME of the Month Simon WAGENER v London PRO.
15	Computers: Still ROOM for IMPROVEMENT
16	STATICS and TACTICS by Bill REID
18	BEST BUY GUIDE for 1998/9 ■ DEDICATED computers ■ SOFTWARE : playing programs, rating info, key 1997-8 results, programmers ■ DATABASES , tutorials
32	All-Time RATING LIST

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Welcome to **Selective Search 79**, which includes my **Annual Best Buy Guide** pages. As such it doesn't need the usual 'BEST BUY IDEAS' page 2 section, but recent developments mean that I do need to address the matter of **PRICES!**

HARA-KIRI in the CHESS PC world

The prices quoted in this Issue are up-to-date and correct, for the U.K., as best as I can give them! For those who don't know what happened in early November, that will be a strange remark, so I must bring you up-to-date: *ChessBase*, thereabouts, announced what is virtually the equivalent of a halving of their PC Software playing program prices for the German market.

Good news for the consumer? Maybe.

A large company with sufficient resources can try this sort of thing, and the massive German market is the one worth expanding. The smaller, individual programming teams are, not surprisingly, somewhat depressed by the apparent necessity of halving their already small net profits to compete, or risking a massive drop in sales by keeping their normal prices. Either way, the isolated programmers may view it as more and more futile trying to continue commercially - unless software purchasers can be guaranteed to buy twice as many programs in 1999. I think not.

Others who will suffer - already are! - are the distributors. Even in Germany itself, people like Bert Seifriz and his big Gambit-Soft company have expressed great alarm about the effects, which may be damaging even in the short term. In the U.K the postage and import costs are not halved, neither are the VAT and costs of posting product out to the customers, so attempts to try matching the *ChessBase* German halving in Britain will result in big losses to net profit in this already slow market - in fact *dodgy market* would not overstate the case!

EasyJet v British Airways

An apparently similar type of situation is allegedly happening in the airways industry, where EasyJet have registered a complaint with the European Union in Brussels, claiming that British Airways have reduced their prices to the point where they are running at a loss. EasyJet must either lose money by competing on prices, or lose money by having no passengers!

Why? Well, a big company with the resources to do something like this - if, indeed the alleged complaint is true - could make serious long-term gains from it if the competition disappears from the scene. It's a type of activity banned by European Union regulations, thus the EuroJet complaint.

LIKELY PRICES

Back to the *CHESS* situation. The new pricing means that, in the UK, **FRITZ5** will be in the £44.95-£49.95 range. Those advertising the lower prices may sometimes add an extra for post and packing. The new **JUNIOR5** and **NIMZO99**, from the same *ChessBase* camp, are priced the same.

The first to react was Ed Schroder. Although **REBEL-10** had only been out for 2 weeks, and was selling well, he also decided to halve his price. Arrangements were made so that those who had already purchased Rebel-10 could be compensated - in the U.K - certainly at Countrywide - the £44.95 **ENCYCLOPAEDIA OF CHESS** CD will be sent free (when it comes out, late Nov/early Dec) to those who paid the original full price for Rebel-10.

I believe Ed has said that he believes he may only have 2 or 3 more years in the chess software business before he will have to find other ways of earning a living - that's how serious all this is! This is the team which beat the World no.2, Vishy Anand, with their program. If they can't keep going....!?

The price-halving will not apply across the board, though **MCHES PRO8** will be only £49 or £59. However, as at the moment (23/Nov), **GENIUS6** - in a new 32-bit environment which will allow other programmers to use the Genius interface - is staying at £89. Also **HIARCS7** will continue at £89 - the early test results indicate another big improvement for Hiarc, and the programmers expect it will be the clear no.1. Mark Uniacke and David Hatchett are not interested in having the world's top program and making little or no money from the many months of hard work. Of course, if it's not no.1.....!?! But I think it will be!

"for there is born to you this day, in the city of David, a Saviour, Who is Christ the Lord. You shall call His Name JESUS, for He will save His people from their sins."

I believe this, and in Jesus, and wish you a Happy CHRISTmas. Eric



NEWS & RESULTS

Frank HOLT has started testing JUNIOR4.6 - a bit reluctantly I fancy, as the Rating List has shown it's below the best. Nevertheless, we have his first results.

Rebel9 nor	4 -8	Junior4.6
Rebel9 agg	6½-5½	Junior4.6
Rebel9 sol	6 -6	Junior4.6

A disappointment for REBEL - Frank says he looks forward to REBEL-10: *"I have always liked playing with the Rebel programs, but it is very annoying when it so often locks out the keyboard, which appears to be the old 64MB RAM problem. I hope with your hype about the new version this has been fixed"*.

As neither of the next pair of opponents have alternatives to their playing styles, all games were played on optimum settings:-

Nimzo98 23½-12½ Junior4.6 (14-3=20)

A big win for NIMZO and possibly J4.6's last appearance, as Frank immediately ordered the upgrade JUNIOR5!

Frank comments: *"Yet again Nimzo98 is proving to be a true champion"*. Frank considers it the No.1, and on his results alone, it would be - remember it beat Fritz5 by 22-14 chez Frank!

As always there was a Best Games collection included, but these are squeezed out this time through lack of space. Sorry.

Enrique IRAZOQUI, until recently main editor of the USA's COMPUTER CHESS REPORTS, sent the CROSS-TABLE from his latest *All-Play-All Tournament*.

- ♦ 10 games were played between each pair.
- ♦ The machines: 2 x Pentium2/400MHz's
- ♦ The time control: 40/40:

	H7	J5	MC8	R10	F5	Tot
Hiarcs 7b	x	4	3½	7	8	22½
Junior 5	6	x	6	5	4½	21½
MCP8	6½	4	x	5½	5	21
Rebel 10	3	5	4½	x	5½	18
Fritz 5.16	2	5½	5	4½	x	17

Irazoqui's after-tournament comments to programmer Mark Uniacke included:

"Hiarcs 7b (b is for beta) defeated Rebel 10 in the endings, the middlegame was even.... Fritz 5 simply didn't have a chance and was outplayed by H7b in all phases of the game... Junior 5 was the tough cookie for H7b."

On **Hiarcs 7b** he says: *"In my opinion the weakest point for H7b is king safety, I know Mark is still working on it, so the final version of Hiarcs7 might be better in this regard. Endgames are the best I have seen in a micro. H7 seems more selective and quicker than H6, more solid and more knowledgeable. Overall quite a bit stronger than H6, already a great program, and in my opinion a very firm candidate for #1."*

The final positions in Irazoqui's table are virtually decided by the other programs' results against Hiarcs - their results against each other are very close! **Rebel 10** is losing heavily to **Hiarcs 7beta** in **Cuesta's** tests in Spain, and I am not too sure yet what to make of it. Maybe the 'anti-GM' mode detracts from R-10 slightly in computer v computer?

Junior 5 appears to be very strong to me - right up with the top 3 or 4 programs - and, having seen Irazoqui's 40/40 games alongside those I've played myself, I would expect a long match between it and Hiarcs to produce a close result, and some very exciting chess. (Yet even as I was writing this on 11/Nov, Irazoqui's G/5 result came through: **H7b 25-9 J5!**? Goodness!).

Fritz 5 is better than its performance here. My own Hiarcs7b v Fritz5.16 test games have Hiarcs definitely ahead, but it is not by an 80%-20% ratio!

So, the early signs for the HIARCS7 are very positive. In a later 20 game match by Irazoqui, H7 beat MCP8 by 13½-6½, reversing the first result! Mark Uniacke and his team are inevitably pretty excited by what seems to be another firm step forward.

Harald FABER has been playing a l-o-n-g match between **Nimzo98** and **MChessPro7** - Harald is a fan of MCP7 and is wanting to demonstrate that the higher-knowledge of MCP is able to cope with the fast-searching

of one of 1998's top 'newcomers'.

The score after 30 (!) games favours **Nimzo98** by 17½-12½, but don't add this to your rating lists, folks! So far Nimzo has had White in every game - now Harald is about to turn them around and give MCP7 30 White's!

Dirk FRICKENSCHMIDT meanwhile says he is very impressed with the new 32-bit **Junior5**.

"It has become very fast and very good in tactics and, what surprises me much more, most times also plays positionally sound attacking chess, even on Blitz level."

*I could hardly believe to see it score around 70% in some dozens of autoplayer Blitz games against top programs like **Genius5** (very good in Blitz) and **MChess Pro7** and others. **Hiarcs6** was the only program hitting back equally hard at times."*

Here's a couple from Dirk's G/10 matches, showing "some of Junior's well developed positional skills."

Junior5 – Genius5

D46 QGambit Semi-Slav. G/10

1.d4 d5 2.♟f3 ♟f6 3.c4 c6 4.♟c3 e6 5.e3 ♟bd7 6.♟d3 ♟d6 7.0-0 e5 7...0-0 is the better opening variation, keeping Black closer to equality. 8.cxd5 cxd5 9.e4 dxe4 10.♟xe4 ♟xe4 11.♟xe4 exd4 12.♟c2 0-0 13.♟d3 ♟f6 14.♟g5 ♟e8 15.♟xf6 ♟xf6 16.♟xh7+ ♟f8 17.♟ad1 ♟c5 *Junior reckoned G5 should have tried 17...♟h6 here. If so 18.♟xh6 gxh6 19.♟xd4 would give White a technical, but rather more boring win!* 18.♟h5 b6 19.♟g5



The threat is ♟h7+, so Black's reply is as good as forced. But his king is soon shown to be in serious trouble. 19...♟e7 20.♟h7

♟h6 21.♟e5+ ♟d8 22.♟d5+ ♟d6 23.g3 ♟b8 24.♟g5 ♟b7 25.♟xd4 ♟d7 26.♟xf7+ ♟xf7 27.♟xf7 ♟d7 28.♟fd1 ♟e6 29.♟f5 ♟e7 30.♟g8+ ♟c7 31.♟c4+ ♟c6 32.♟a6 ♟b7 33.♟xa7 ♟e5 34.♟c4+ ♟c5 35.♟xc5+ bxc5 36.♟e4 ♟e6 37.♟xb7+ ♟d8 38.♟xg7 ♟e8 39.♟h8+ ♟d7 40.♟h7+ ♟d8 41.♟f5 ♟e7 42.♟h4 1-0

Hiarcs6 – Junior5

C18 French Winawer. G/10

1.e4 e6 2.d4 d5 3.♟c3 ♟b4 4.e5 c5 5.a3 ♟xc3+ 6.bxc3 ♟c7 7.♟g4 ♟e7 8.♟d3?! *Not the best line. 8...cxd4! A much better opening choice for a computer program than 8...c4, blocking the centre. 9.♟e2 dxc3 10.♟xg7 ♟g8 11.♟h6? 11.♟xh7 is Book, though this is not a popular line as it usually leads to an early draw. Even so, it's better than the move played, which Junior5 punishes with no sympathy for the opening programmer's misjudgement. 11...♟bc6 12.f4 ♟xg2 13.♟f1 ♟g8 14.♟xc3 ♟d4 15.♟b5 ♟xb5 16.♟xb5+ ♟d7 17.♟d3 ♟a4 18.♟a2 A sad job for the rook to be saddled with! 18...♟f5 19.♟xh7 0-0-0 20.♟h5 d4 21.♟g1 ♟xg1+ 22.♟xg1 ♟g8+ 23.♟f2 ♟e3!*



A dramatic invasion, evaluated already at an unexpected but accurate +410 by Junior5. 24.♟xe3 dxe3+ 25.♟f3 25.♟xe3 ♟g2! 25...♟c6+ 26.♟xe3 ♟b6+ 27.♟d2 ♟g2+ 28.♟e2 ♟d4+ 29.♟c1 ♟e3+ 30.♟b2 ♟xe2 0-1

Although Holland must surely be the top 'computer chess programming' nation, Britain doesn't come too far behind.

As well as the 3 successful commercial programs (**Hiarcs**, **Genius** & **CS_Tal**), we also have my friends **Tom King** and **John Hamlen** with their respective amateur programs **FRANCESCA** and **WOODPUSHER**.

Tom shared an interesting article with us in SS/75, after a lowly placing in the 1997 World Micro-Championships. He concluded that his love affair with speed over knowledge would have to come to an end if Francesca was to make real progress and join the stars!

So, during the summer, he sent me a new FRANCESCA version to play a few games with, and this was already clearly showing the benefits from the change of emphasis, so Tom went to the **5th Spanish Computer Chess Championship** with reasonable hopes of a somewhat better placing.

He did better than that!

Pos	Program	Programmer	Score/6
1=	CHESS TIGER	Theron, France	5
	FRANCESCA	King, England	5
3	SOS	Huber, Germany	4½
4=	PATZER	Pfister, Germany	3½
	RUY LOPEZ	Begue/Moran, Spain	3½
	BETSABE	Benitez, Spain	3½
7	XXXX-2	Zetne, Germany	3
8=	EUGEN	Castillo, Spain	2½
	TOLEDO 2000	Castano, Spain	2½
10	GENESIS	Bollini, Argentina	1½
11	RABBIT	Waldteufe, France	1
12	KILLER	Carbonell, Spain	½

The game I show is slightly unfair. The operator in Spain only saved one of the games - a rather nice, but lengthy win over PATZER. The other game I have is from **Torsten Schoop's** new WINTER TOURNAMENT against a dedicated program, the elderly **Mephisto Exclusive REBEL**.

With FRANCESCA on a K6-2 266MHz PC, REBEL's nice play is too short of horse-power once tactics enter the equation.

Meph Rebel – Francesca K6/266 **C46 Four Knights Game**

1.e4 e5 2.♘f3 ♘c6 3.♘c3?! g6 Both programs are already out of Book! 4.♙b5 ♙g7 5.0-0 5.d3 ♗ge7 6.♙g5 is still theory. 5...♗ge7 6.d3 0-0 7.♙g5 d6 8.♘d5 h6 9.♙xc6 hxg5 10.♘xe7+ ♖xe7 11.♙d5 g4

12.♘d2 ♙h6 13.c3 ♖g5 14.♘b1 ♖h4 15.b4?! ♗g7!



You can see what's in Francesca's mind! 16.a4 ♗h8 17.g3 ♖h3 18.f4 exf4 19.♗f2 This rook gets embarrassed here. 19.♗a2 was a touch better. 19...c6 20.♙a2 fxc3 21.♗xf7+ ♗g8 22.♗f3+ d5 23.♙xd5+ cxd5 24.♗xg3 ♙e3+ Which is m/7! Superb, keep working on it Tom! 0-1

Torsten does a massive amount of testing, sometimes using a mixture of **commercial** and **top amateur** programs, on other occasions using a wide variety of **amateur** programs alongside one or two **dedicated** models! This is how his SUMMER 1998 TOURNAMENT finished recently:-

Pos	Program	Score/11	Buch tie-split
1=	Chess Tiger 11.5	8	73.5
	Crafty 15.18	8	70.5
	Comet A95	8	65.5
	Patzer	8	64
	The Crazy Bishop	8	62.5
6=	CMach Gideon 3.0 16MHz	7	68
	Gromit X	7	59
8	Fortress 1.4	6½	58
9=	Dr T (Schoop himself!)	5½	57.5
	Diogenes 4.71	5½	52
	Rabbit 32	5½	50
12=	ExChess 2.45	5	64.5
	Fidelity Mach3	5	55.5
14=	Inmichess 1.06	4	60
	Mephisto Rebel	4	55
16	Dabbaba 190898	2½	60
17	Cilian 3.8	1½	58.5
18	Nero 3	0	55

FRITZ5 plays GM Kotronias

I blame it all (well, nearly all) on Rebel-10 beating Anand! - a match that virtually demanded space, making me forget I'd promised in SS77 to analyse for inclusion in Issue 78 the games from **Kotronias-Fritz5**.

I might still not have noticed if I hadn't spotted them sat cheerfully in my Chess-Base collection when I went there to enter some other games.

Background Info

Lakis TRANTAS provided the initial result from the Match, which took place in Athens, Greece in June, and then managed to obtain the game scores from Kotronias, so that we could all have a look at them.

So let's get on with it, noting only that the Fisher-type time control of G/10 + 5 secs added for each move played means we're somewhere between Blitz and Active chess, which should suit Fritz5 just nicely!

Fritz5 P/233 - Kotronias, V (2585)

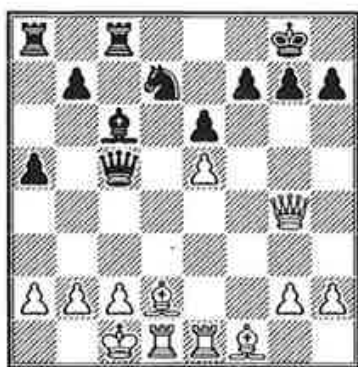
[B63 Sicilian Richter-Rauzer Attack]

Game 1

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 d6 6.♙g5 e6 7.♗d2 ♙e7 8.0-0-0 0-0 9.f4 ♗xd4 10.♗xd4 ♗a5 11.♙c4 ♗d7 12.e5 dxe5 13.fxe5 ♙c6 14.♗d2 ♗d7 15.♗d5 ♗d8 16.♗xe7+ ♗xe7 17.♖he1 ♖fc8 18.♙f1 a5

It is all theory up to here at least.

19.♗g4 ♗c5



White has more central space and the open f-file, but Black's attack looks the more threatening.

20.♙c3 ♗d5 21.♗b1 b5 22.♗d3 b4 23.♗d4 ♗e7 24.♙e3?!

24.♗h5 might be better, and maybe

White can hope to survive after 24...h6 25.♖f1 or perhaps ♖e3.

24...♗xe5 25.♗xh7+ ♗xh7 26.♗h5+ ♗g8

27.♗xe5 f6 28.♗d4?!

28.♗g3 ♗f7+

28...♖c4!

The c-file is Black's key.

29.♗b6 ♙e4 30.♖e2 ♖ac8 31.♖dd2 a4



32.♗d4 ♙f5 33.h3 e5 34.g4 ♙g6 35.♙f2 ♗h7 36.♗e3 ♗c7! 37.g5 ♖xc2 38.♖xc2 ♙xc2+ 39.♗a1 ♙d1 40.♗d3+ ♗h8 41.♖e1 ♗c1+ 42.♗b1 ♗xb1+?!

Unless I'm mistaken, if Kotronias had played the deadly 42...a3! 43.bxa3 bxa3 they'd have been able to switch F5 off a bit sooner!

43.♗xb1 ♙c2+ 44.♗c1 ♙g6+ 45.♗d1 ♙g8 46.gxf6 gxf6 47.♖e3



Fritz has fought its way back into the game - still a pawn down, but the spectre of opposite coloured bishops looms!

47...♗b1 48.♙e1 ♙xa2 49.♙xb4 ♙b3+ 50.♗e1 ♖c1+ 51.♗f2 ♖c2+ 52.♖e2 ♖c4 53.♙a3 ♗f7 54.♖d2 f5 55.♖d6 ♖c2+ 56.♗f3 ♙e6 57.h4 f4 58.♗e4 ♖e2+! 59.♗f3 ♖e3+ 60.♗g2 ♖h3 61.♖a6 ♖xh4 62.♖a7+ ♗g6 63.♖a5 e4 64.♖a6 ♗f5 65.♖a5+ ♗f6 66.♗d6 ♖g4+ 67.♗f2 ♙b3 68.♖a6 ♗f5 69.♖a5+ ♗e6

Black's big threat (e3!) comes ever nearer.

70.♙c7 ♗d7 71.♖a7 ♗c6 72.♙e5 e3+! 73.♗f3



73...♔d1+

73...♖g3+!? wins even more quickly:

74.♕xf4 e2 75.♖c7+ ♕b5 76.♖c1+–

74.♕e4 e2!

That's it, with the decisive threat f3.

75.♕c3 f3+ 76.♕e3 ♖g1! 77.♖f7 e1♖+

78.♕xe1 ♖xe1+

They played on to move 90? 0–1

Kotronias, V (2585) – Fritz5 P/233 [C00 French Defence] Game 2

1.e4 e6 2.d4 d5 3.♖d2 c5 4.♖gf3 a6 5.exd5
exd5 6.♕e2 c4 7.0–0 ♕d6 8.b3 cxb3 9.axb3
♗e7 10.♕a3

Book ends here. Being significantly behind in development, this doesn't look a particularly good line for Black. A long term feature against Black is also the isolated d–pawn.

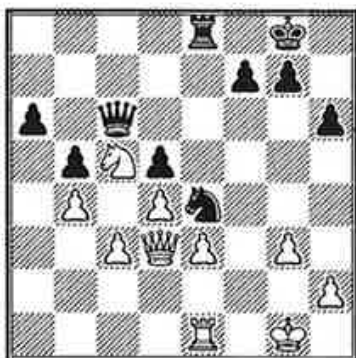
10...♕xa3 11.♖xa3 ♖bc6 12.c3 0–0 13.♖e1
♗g6 14.♕f1 ♕f5

Black has managed to virtually equalised the development, but the d–pawn problem remains.

15.g3 ♖d7 16.♕g2 ♖fe8 17.♖a1 ♕h3 18.♗f1
♕xg2 19.♗xg2 ♖ce7 20.♗e3 ♗f5 21.♖d3
♗xe3+ 22.♖xe3 ♖xe3 23.fxe3 b5 24.b4 ♖c6
25.♗d2

Heading for c5 – a beautiful square!

25...♗f8?! 26.♗b3 ♖e8 27.♗c5 ♗e6 28.♗g1
h6 29.♖f1 ♗g5 30.♖a1 ♗e4 31.♖e1



Kotronias has been manoeuvring quietly, waiting for an over-eager mistake. He gets his reward now!

31...a5?

Better are 31...♖f6 or 31...h5, or even maybe 31...f5!?

32.bxa5

The passed pawn on a5 quickly leads to threats, putting White in command.

32...♗xc5 33.dxc5 ♖xc5 34.♖d4 ♖a3

35.♖b4 ♖a4 36.♖xa4 bxa4 37.♖a1 ♖xe3

38.♖xa4

38.a6! immediately looks stronger:

38...♖e7 39.♖xa4+–

38...♖e7?

Missing the chance of 38...♖xc3 39.a6 ♖c8± 40.a7 ♖a8 41.♗f2 ♗f8 which probably offers a better chance. Now White's a6 – missed the previous move – is much more unpleasant.

39.a6 ♖a7 40.♗f2 ♗f8 41.♗e3 ♗e7 42.♗d4
♗d6 43.♖a5

Deciding to swap the passed a–pawn for the one on the c–file.

43...♗c6 44.♖c5+ ♗b6 45.♖xd5 ♗xa6

46.♖d6+ ♗a5 47.c4 ♗b4 48.♖b6+ ♗a5

49.♖b2 ♖d7+ 50.♗c5 ♖c7+ 51.♗d5 ♖d7+

52.♗c6

Again the Fritz team made Kotronias play on, this time to move 80 but, frankly, they should have stopped here. 1–0

So, we have a somewhat unexpected 2–0 lead to Kotronias.

However perhaps the 'refusing-to-resign strategy' – upsetting or wearing the GM down – has its effect in game 3!?

Fritz5/P233 – Kotronias, V (2585)

[E98 King's Indian Classical]

Game 3

1.d4 ♗f6 2.c4 g6 3.♗c3 ♕g7 4.e4 d6 5.♗f3
0–0 6.♕e2 e5 7.0–0 ♗c6 8.d5 ♗e7 9.♗e1
♗e8 10.♕e3 f5 11.f3 f4 12.♕f2 h5 13.c5 g5
14.a4 ♗g6 15.a5 ♗h6 16.♗b5 a6 17.♗a3
dxc5

The game finally exits Fritz's book, and it's a wild position. However it is one which most programs do consider to be fairly firmly in White's favour.

As it happens, that's how it stays, but don't go way whatever you do! – the uneven position brings some very exciting attacking play from the GM, necessitating desperate White defence – edge-of-the-seat stuff which all readers should enjoy!!

18. ♖c2 ♜h7 19. ♕xc5 ♜f7 20. ♘d3 g4



21. ♘c4 ♖g5

It's been a brave opening choice by the GM. Black's attack looks massive, but it has to succeed now, or the game is White's.

22. ♖c3 ♕g7 23. ♕d1 ♕d7

If 23...g3!? 24.h3! (not 24.hxg3? fxg3

25. ♜e1 ♖h4/♖)

24. ♕a4± gxf3

Threatening mate: ♖xg2

25. ♜xf3 ♕g4 26. ♜f2 ♜d8 27. ♖b4 ♕c8

28. ♕c2 ♕f6

28...h4 here might have been more interesting, and continued to test the Fritz defensive qualities!

29. ♖c3 ♕g7 30. ♜af1 h4 31. ♜h1 ♕e7

32. ♕xe7 ♜xe7 33. ♘dxe5!

F5 liquidates. Though the position evaluates more evenly after this (F5 had been around +100 before), it must have been something of a psychological blow to Kotronias to see the attack vanish so suddenly. 33. ♘c5!? would have maintained the tension.

33... ♘xe5 34. ♘xe5 ♖xe5 35. ♜xf4 ♖xc3

36. bxc3 ♜e5 37. ♜xh4+ ♜g7 38. ♜hf4 ♜d6

39. g4 ♜f6 40. ♜g2 ♜xf4 41. ♜xf4 ♘d6

42. ♕d3 b5 43. axb6

The best choice, greatly increasing the value of the connected and now passed d and e pawns.

43... cxb6



44. ♘f3 ♜e8 45. ♜e3 ♘f7 46. h4 ♘e5 47. g5 ♜f8?!

I think I'd have played 47...b5 to make use of the only obvious counter-chance.

48. ♜xf8! ♘xf8 49. ♕c2 a5 50. h5 ♕a6 51. ♘f4 ♕d3

If 51...♘d3+ 52. ♕xd3 ♕xd3 53. h6 or d6, either should win.

52. ♘xe5 ♕xc2 53. d6 ♕a4 54. ♘f6!

F5 reads over +500 here, on my slow P/133.

54... ♕c6 55. g6

And now over +900. The finish was:

55... a4 56. e5 a3 57. e6

Announcing mate in 6, though in the game it needed less!

57... a2 58. d7 a1 ♖ 59. e7+ ♜g8 60. e8 ♖# 1-0

Kotronias, V (2585) – Fritz5 P/233

[C06 French Defence, Main Variation]

G/10m+5s (Game 4)

1. e4 e6

Fritz plays the French again, though it learns from game 2, and varies with 3... ♘f6.

2. d4 d5 3. ♘d2 ♘f6 4. e5 ♘fd7 5. c3 c5 6. ♕d3

♘c6 7. ♘e2 cxd4 8. cxd4 f6 9. exf6 ♘xf6

10. ♘f3 ♖b6 11. 0-0 ♕d6 12. ♘c3 0-0 13. ♜e1

♕d7 14. ♕e3 ♜h8 15. a3 ♖d8 16. ♕g5 ♘e7

17. ♜c1

F5 goes out of book.

17... ♖b6 18. ♜c2 ♜ac8 19. ♘h4 ♘c6 20. ♕b5

♘g4 21. ♕g3 ♕xg3 22. hxg3 ♜c7 23. ♕xc6

♜xc6 24. ♘a4 ♖c7



Now White starts to take over the initiative, firstly by increasing the attack on the backward e-pawn.

25. ♜xc6 ♖xc6 26. ♘c5 ♜f6 27. ♘e5 ♘xe5

28. ♜xe5 b6 29. ♘d3 ♖c4 30. ♘f4 a6 31. ♖d2

♖c6 32. g4

Here we go.

32... ♖d6 33. g5 ♜f8?!

33... ♜f5 immediately was nominally better: 34. ♘d3 (34. ♜xf5 exf5=) 34... ♕b5=

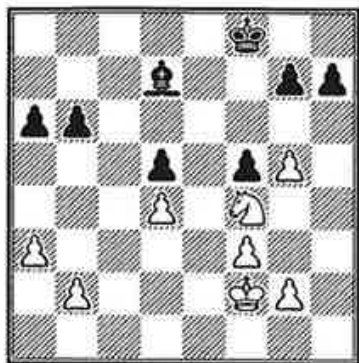
34.♖e3

Increases the pressure on the backward pawn, but the game is still almost equal.

34...♜f5 35.♜xf5 exf5 36.f3 ♜g8 37.♜f2 ♜f7 38.♠d3 ♜f8?! 39.♖f4

It's knowing when to go for such exchanges that makes the difference - Kotronias takes quick advantage of the Black king's simple loss of tempo.

39...♖xf4 40.♠xf4



White is winning now.

40...b5?!

Perhaps better is 40...♙c6.

41.♠xd5 a5 42.♜e3 ♜f7 43.♠f4 ♙c8 44.d5 ♜e7 45.♠d4 ♠d6 46.♠h5! g6 47.♠f6 ♙b7 48.b4 a4 49.g4! fxg4 50.fxg4 ♙c8 51.♠xh7 51.♠e4+!? would also win easily enough: 51...♜e7 52.♜c5 ♙xg4 53.d6+. 51...♙xg4 52.♠f6 ♙f3 53.♠e4+ ♜c7 54.♜e5 ♙g2 55.♠c5 ♙h3 56.♠e6+ ♠d7 57.♠f8+ ♜e8 58.♠xg6

Gaining the second passed pawn secures the point.

58...♙g4 59.♠f4 ♙d1 60.♠d6 1-0

FINAL CROSS-TABLE

Fritz5 P/233	0	0	1	0	= 1
Kotronias, V 2585	1	1	0	1	= 3

Not, I think, quite what we'd have expected! - well done Kotronias, and my thanks to Lakis for the games.

The MINORITY ATTACK by Dirk Frickenshmidt

Years ago I wondered why only a very few of the dedicated computers were able to play the so-called minority attack: this is a combined pawns and pieces attack against the so-called Karlsbad pawn structure, in which Black has pawns on a7 b7 c6 and d5.

It occurs most commonly from the Queen's Gambit Declined, but is sometimes seen from other openings.

It is often a useful attacking weapon for White to push the b-pawn to b5, threatening to give Black a hanging pawn on c6. The plan is then to play against this, using the black squares (c5 etc), and later the b-file, especially the 6th and 7th ranks.

It is a long time since I looked at this, but I have recently checked the fundamental position with some newer programs, and was surprised to see that not much appears to have changed - many of the programs still play nonsense moves such as Rac1 (or worse, Rfc1), to get a half-open c-file which is of little real use to them.

Why not check your programs - with Opening books off, of course!

Ftacnik - Ivanchuk 1994

[D36] [QGD, Karlsbad pawn structure]

Minority Attack example 1

1.d4 d5 2.c4 e6 3.♠c3 ♠f6 4.cxd5 exd5

5.♠g5 c6 6.♖c2 ♠e7 7.e3 ♠bd7 8.♠d3 0-0 9.♠f3 ♜e8 10.0-0 ♠f8



Does your program play 11.♜ab1, and then, after 11...g6, will any play 12.b4!

The same position arose some 40+ years earlier, though reached by a slightly different move order!

Smyslov - Keres 1948

[D36] [QGD, Karlsbad pawn structure]

Minority Attack example 2

1.d4 d5 2.c4 e6 3.♠c3 ♠f6 4.♠g5 c6 5.e3 ♠bd7 6.cxd5 exd5 7.♠d3 ♠e7 8.♠f3 0-0 9.♖c2 ♜e8 10.0-0 ♠f8

Again, does your program play 11.♜ab1, and this time if 11...♠g6, find 12.b4!

CS_Tal, reviewed by *Ross Withey*

Evaluations: 'CST on the Attack'

The main reason **Chess System Tal v.284a** (the Paris upgrade) plays more speculatively than other programs is because its basic evaluation parameters are skewed off centre. Turning up the unique Tal function encourages CST to play on the flanks (like a winger instead of a centre forward), and allied with the more common search parameter '*King Attack*', makes it aim pieces towards the enemy king side of the board.

The penalty for this process of skewing towards attack means it plays sub-optimum positional chess in quieter positions. It also (surprisingly) misses quite a few tactical shots compared to more conventional programs, as it is looking to generate an attack rather than win material.

User Control

The user is given control over the usual piece values, 16 different Static, 4 Dynamic, and an even greater variety of search extensions to customise a style.

I had great fun trying to improve the problem solving ability of the program.

After making sliding adjustments, this can be done automatically by loading chess puzzles called *.pos files*, which are basically EPD positions from well known tests like the LCT2. Pos files can easily be edited with a word processor to add ones own favourite positions: just set a time limit and let CST rate its play with your adjusted style.

The '*Paris*' style scores 370 points on my P/166MMX (2350 UK Elo). The '*Antiking*' style scores 400 points (2380) but is a little more positionally suspect.

Testing the Styles

A greater number of positional or strategic tests are solved when the style parameters are slid back towards the central balance: the '*All-on*' style is completely balanced in all its elements, and I found that varying this by tweaking the Dynamic adjustments '*Tal*', '*Centre Control*' and '*Bishop Pairs*' up one notch to the right did best overall in the varied test positions I tried. Of course, this

doesn't mean it will play better chess overall. I felt that by centralising the stylistic parameters I was probably reincarnating Complete Chess System (CST's remote ancestor).

As often as not, changing styles to solve one position means it fails another.

I was rather disappointed to find that the famous ...Rxe3! move against Chess Genius was not found by any style I tested. I became greedy: I wanted yet more parameters, e.g. an '*Avoid/Encourage Exchanges Slider*', which I felt would have helped. I also would have liked the facility of automatically playing one style against another as black and white to test their relative merits in full games. But you can't have it all in one program!

Results

The **Paris** style seems to solve Tal-type positions well at first (these are not always clear-cut tactical gains) but, along with other styles, has an annoying tendency to change its mind and lose the preferred move, sometimes coming back to it later.

There was evidence of this also in the games played.

Setting CST at 1 min per move, it easily beat **TC2100** playing at 3 mins per move by 10-1 (+9-0=2).

But against **Mach 4**, with both programs set at 40/2, although clearly superior, the extra time to think seemed to make CST less decisive and it sometimes struggled to finish off its superannuated opponent.

Five games were abandoned after 60-90 moves with no outcome in sight (though CST was winning 3 of them). Of those that were finished, the score was 9-4 (+7-2=4). Some of these wins were assisted by its huge opening database.

But CST's endgame is only average. It doesn't seem to liquidate or sacrifice for a quick win; neither can it speedily find mates or announce them.

These shortfalls have a silver lining: CST does not know when it is beaten! It continues to pose problems when losing and unlike many other programs, it does not roll over and die when it is lost (taking

Mach 4 to 126 moves in one lost ending!)

My favourite game was the following, showing the Paris style's high evaluation of attacking positions by contrast with Mach4's materialistic judgements.

White **CS Tal Paris P/166 (2360)**

Black **Fid Mach4 (2115)**

[C43, Petrov, Urusov Gambit] 40/2

Notes by Ross (mainly) and Eric

1.e4 e5 2.♟f3 ♟f6 3.d4 exd4 4.♙c4 ♟xe4
5.♟xd4 ♟f6 6.♟c3?!

Puts Mach4 out of book. Probably 6.0-0 d5 7.♞e1+ ♙e7 was expected, though the Mach4 book isn't anything like as big as our current versions!

6...♟c6 7.♟h4 ♟b4

Mach4 shows itself +74 here.

8.♙b3 ♟e7+?!

This finally puts CSTal out of book. Incidentally it was choosing the saner ♙c5 until its 6th ply.

9.♙e3

CST shows +217! A remarkable evaluation, even though no doubt due to Black's serious lack of development.

9...c6

Prophylaxis! – covers b5 (and d5) from knight invasion – and showing itself at +63.

10.0-0 d5 11.♞he1 ♙e6 12.♙d4 h6

13.♟g5!

Chosen late changing from 13.a3, reading +251.

13...♟h7



Mach4 still shows itself +76. Now comes 'the move'...

14.♞xe6!

Reading – wait for it – +636! The obvious 14.♟f3!? is chosen by the more balanced styles, but that simply leaves Black with a small advantage after the queen

exchange 14...♟xh4 15.♟xh4+

14...fxe6

Mach4 jumps cheerfully to +202.

15.♟h5+

Played after 810 seconds. Initially expecting 15...♟d7 16.♟f7 ♟c8? 17.♟xh8, the long 'think' comes with the evaluation dropping to +276 as CST accepts the possibility of Mach4 playing 16...♞g8!

15...♟d7 16.♟f7 ♞g8!

Black stays in the lead.

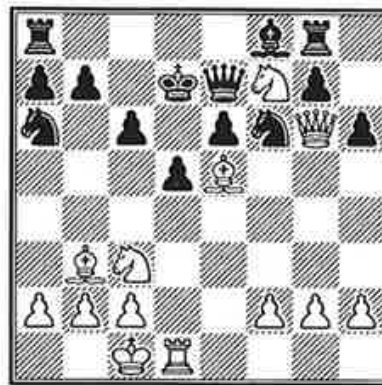
17.♟g6 ♟f6

Mach4 is still showing +201.

18.♙e5

'Only +166' says Ross – still a fairly remarkable evaluation by the standards of other programs which, like the Mach4, all show Black winning. Ross says CST expects 18...♟c8 19.♟d6.

18...♟a6



19.♞e1!

A key move, showing +317. Chosen at the end of the 6th ply and superseding 19.♟d6?! which can be met by 19...♟c5 20.♙c4!

A) 20...dxc4? 21.♟ce4 (21.♟f5+?! ♟d3+!! is amusing, and rather cute!)

21...♟fxe4 22.♟xe4+-;

B) 20...♟e8! 21.♟ce4 ♟xe4 22.♟xe4 ♟c8+ as the Black king is close to finding safe haven.

19...♟c5 20.♟b1

CST shows some indecision, and looks at 20.f3, 20.♟d6 and 20.h3 before it shows +167 and plays the best move!

20...♟xb3

Mach4's high point and +253.

21.axb3

Almost exactly the reverse with +256!

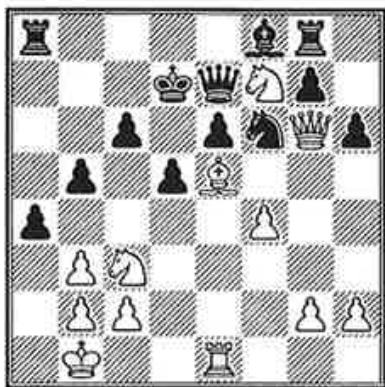
21...b5

A last moment change from 21...h5.

22.f3?! a5 23.f4

Despite the strange indecision and loss of tempo at move 22, White's initiative

gains momentum much faster than the Mach4's attempted ♖-side counter-attack.
23...a4



Mach4 is down to a mere +74.
24.f5!

Critical – and excellent – chosen at the end of ply 7 and replacing the run-of-the-mill 24.bxa4.

24...axb3 25.♙d6!

CST shows +339. I noted Fritz5 (widely considered to be a superior tactical program) had this and 25.g4 equal at just a nominal +3!!

25...♖xd6

Played after fully 18 minutes during which 25...bxc2 and 25...♖e8 were rejected.

25...♖e8!? 26.fxe6+ ♖xe6 27.♖xe6 bxc2+ 28.♙xc2 ♙xe6 F5 says White +131.;

25...bxc2+ 26.♙xc2 ♖e8 27.fxe6+ ♖xe6 28.♖xe6 ♙xe6 And again F5 says White +131. One wonders what CST might play or evaluate here!

26.♙xd6

Here CST shows +419, while F5 has +94 – amazing differences highlighting a re-

CS_Tal programmer, **Chris Whittington**, enjoying a jug of tea during a skiing holiday



markable quality in CST when it turns out right.

26...♙xd6

Mach4 shows -209. 26...bxc2+ 27.♙xc2 ♙xd6 28.♖f7+ ♙c8 29.♖xe6+-

27.♖f7+

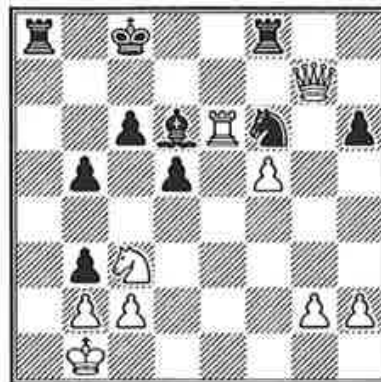
CST +585.

27...♙c8 28.♖xe6 ♖f8

28...♖d8 29.♖xg7 bxc2+ 30.♙xc2 ♙e8

31.♖xh6+-

29.♖xg7



The passed pawn on f5 really leaves no doubts as to the winner of this game, but CST deserves to be seen finishing it off.

29...♙e8 30.♖xh6 bxc2+ 31.♙xc2 ♙c7 32.♖h7+ ♙b6 33.♖d7 b4 34.♙e2

CST now shows +991.

34...♙c5 35.♙d3 ♖a1 36.♖xe8 ♖xe8

37.♖xe8 ♙b6 38.♖d8+ ♙c7 39.♖e7 ♙xh2

40.f6! ♙d1+ 41.♙e3 ♖f1 42.f7 ♙d6 43.♖xd6 ♖xf7 44.♙d4

There are mate threats if ♖xc6 is allowed, but the material is hopelessly one-sided anyway after 44...♖c7 45.♖xb4. 1-0

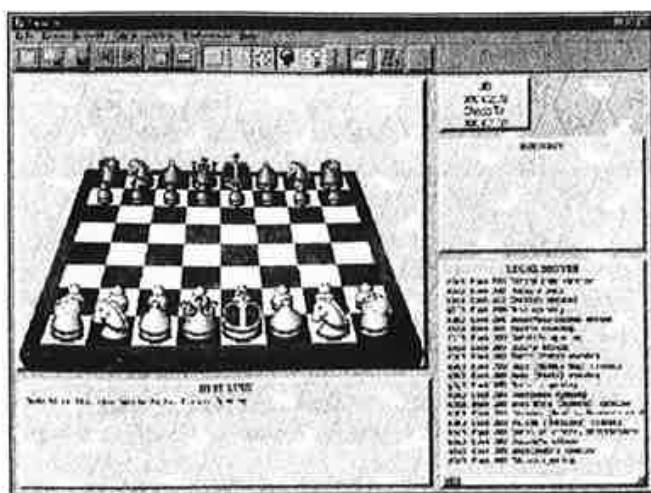
"I look forward to the upgrade - preferably running on Windows!" says Ross, finishing on an expectant note.

CS_Tal for Windows95/98

The early news on a Windows version, scheduled for Spring 1999, seems encouraging.

In SS78 we printed the then latest scores from **Thorsten Czub's ANNUAL SUMMER TOURNAMENT**, with CST joint 1st. The Final Table, which came out in late October, is included in this Issue and shows that it continued to do well to the end.

More recently it has drawn some complimentary remarks from *Crafty's* **Bob Hyatt**



CS_Tal Win95/98 screenshot,
courtesy Oxford Softworks

following a series of interesting games played between the pair on the Internet.

These included a claimed 'Brilliancy' in the following game:

Crafty – CSTal Win95
[B08] Internet G/30+30secs

1.e4 d6 2.d4 ♟f6 3.♟c3 g6 4.♟f3 ♟g7 5.♟e2 c6 6.a4 0-0 7.0-0 a5 8.♟e3 ♟a6 9.♟d2 ♟b4 10.♞c1 d5 11.e5 ♟e8 12.♟f3 ♟f5 13.♟h4 ♟d7 14.♞d2 f6 15.♟f3 g5 16.h3



I have chosen to put the diagram here, rather than at the 17th move sacrifice, as Black's next choice implies the idea was already a part of the search.

16...♞c8 17.♟d1

Here it is...

17...♟xh3!? 18.gxh3 ♞xh3 19.c3 ♞g4+

As CST perseveres with the checks, most analysing programs put White well ahead (+200 or more). The evals tend to jump to +300 or more after the second sac' with 22...fxe5!

20.♟h2 ♞h5+ 21.♟g3 ♟a2 22.♞a1 fxe5!
23.♞xa2 exd4 24.♟xd4

The count is 2 minor pieces for 3 pawns and an exposed king.

24...g4 25.♟g1 ♟d6 26.♟g2 ♟e4 27.♞c2 e5 28.♟e3 ♟d6 29.♟c5 ♞f6 30.♞e1 ♟e4 31.♟e3 ♞af8 32.♟d3 ♟d6 33.♞d2 e4 34.♟b1 ♟c4!

It is after this move that most programs begin to see that White is in big trouble.

35.♞e2 ♟e5 36.♟f1 ♞h1 37.f4 g3
and quite soon after this 0-1



McLane's Summer-Tournament: final-standings
Date: Mon, 26 Oct 1998

FINAL TOURNAMENT STANDINGS

1	JUNIOR5 JUN.CTG	8½	56½
2	CSTAL WIN95	8	56½
3=	HIARCS6	7½	57½
	NIMZO98 PADERBORN	7½	57
5	CHESS TIGER 11½	6½	58½
6=	CHESS TIGER 11.2	6	59
	CRAFTY 15.18	6	58½
	CHESSMASTER 5000	6	55½
	ZARKOV 4.2C	6	51½
	WCHESS 1.04	6	51
	REBEL 9	6	49
	FRITZ 5.16 POWER.CTG	6	44
13=	GENIUS5	5½	55½
	MCHES 7.1	5½	53
	COMET A95	5½	50½
	CHESSMASTER 5555	5½	47
	DIEP 1.58.13	5½	43½
	EUGEN 7.5B	5½	43
	PHALANX	5½	42½
20	VIRTUAL2	5	45½
21	DIAMOND 2	4	43½
22	SOCRATES	3	45½
23	DIODES 4.72	1½	45½
24	CAISSA98 5.15	0	45½

READER'S 'Game Of The Month':

Simon WAGENER v Mephisto London PRO

Inspired by Rob Savage's exploits against his Berlin Pro, Simon Wagener, another intrepid SS reader, recently decided to see if he could produce a similar type of kingside shock attack.

"I was amazed that my pride and joy could succumb so innocently to a flat-footed kingside attack.

"Mind you, all the ingredients for computer disaster were present: dark square weaknesses, blocked pawn centre, and the good old h-file assault".

The notes are mostly Simon's, with a few additions by myself to note that the London Pro shouldn't be the only computer blushing. Programmers: read it and weep.

Wagener, S – London Pro 68020
[E76 King's Indian, 4 Pawns] G/60.

1.d4 ♖f6 2.c4 g6 3.♗c3 ♘g7 4.e4 d6 5.f4

The dangerous and double-edged Four Pawns Attack.

5...0-0 6.♙d3

Not the best of moves, but it puts the computer out of book.

6...c5 7.d5 ♘g4 8.♙e2 ♗c8 9.h3 ♙xe2
10.♗xe2 ♗bd7 11.♗f3 ♗h5

I expected this. The dual threats are 12...♗g3, forking queen and rook, and 12...♙xc3+, doubling my pawns.

12.♗f2



12...♙xc3+?

The first serious error. The g7 bishop is a vital part of the King's Indian, and exchanging it greatly weakens the dark squares around his king. This Indian is asking to get scalped!

13.bxc3 ♗b6 14.g4

I decide on all-out attack, hoping that my king's vulnerability will not be a future embarrassment.

14...♗g7 15.f5

Another bold move, ignoring the c4 pawn to put pressure on the kingside. Black's knight has nowhere to go from c4 anyway!

15...♗xc4

15...gxf5? 16.gxf5 opens the g-file to White's advantage. E.g 16...♗xc4 17.f6! exf6 18.♙h6

16.♗h4



16...♗d7

16...b5? comes from Hiarcs: 17.♗h6 ♗e8 (17...f6? 18.fxg6 hxg6 19.♗h4) 18.fxg6 fxg6 19.♗g5±;

16...f6? is Fritz's best offer!

17.♗h6

Here I wanted to prevent 17...h5, and prepare 18.♗g5. The reply is virtually forced.

17...♗e8

17...gxf5?? 18.♗g5 m/3.

18.♗g5

Changing from my intended 18.♗g5 which is met, at least temporarily, by 18...♗f6

18...e6 19.f6!

This is my crunch move! If I go for any pawn exchange here, I open things up for Black, notably the 7th. rank and f-file. The end of my attack!

But the move played effectively nails down the kingside. Black's knight cannot move because of ♗g7 mate, and therefore the rook and king are similarly imprisoned.

19...♗a4

Black tries to find a counterattack, or

perhaps aims to stop 0-0-0 which is quite irrelevant.

20.♖h2

Protecting the 2nd rank, and preparing to double rooks on the h-file. "Solves nothing" says Hiarcs6, believing that Black is winning! So we see that the London Pro isn't the only one in the dark with this attack!

In fact the 'threat' of ♖c2 is inconsequential! Note 20.0-0! and if 20...♖c2 then 21.♕d2!! threatening ♕g5! In fact this probably wins quicker than the text.

20...♗a3 21.♕f2



Black needs to put something together here. The best I could think of was to bring the knight to e5 (♗a3-c4-e5), threatening my ♕f3 with his two (!) active pieces.

But it is also important to have his queen on a diagonal offering some

protection to the squares around his king – hence the move played. So maybe here the situation is already beyond rescue?

21...♖xe4 22.♖e1

Still thinking White is losing are Fritz and Junior! The latter questions this move with ? and "offers little resistance" under its verbal analysis mode!

22...♖xd5 23.h4

The inevitable pawn push! I am not playing with the evaluation in view, but going over the game later I noticed that here the London Pro amusingly evaluated its position at +451. It resigns two (!) moves later!

23...♖xa2+

On my P/133 Junior has this and a +337 evaluation at 1 minute!

Actually better is the immediate 23...♖c4 but even so 24.h5 ♖xc3 25.♕g3 is winning for White.

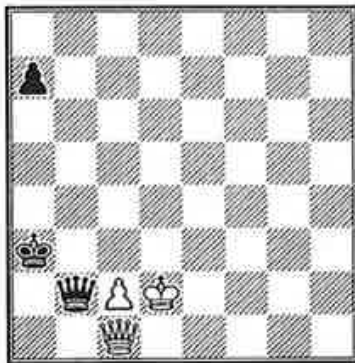
24.♕g3 ♖c4 25.h5

Finally seeing a mate threat of 26.hxg6, suddenly the computers begin to take my attack seriously, evaluating it initially as 000, and eventually the London Pro... resigns! But I ignore this and enjoy my win to the full! I can't be stopped, as mate is in view.

25...♖d3 26.♖eh1! 26...gxh5 27.♖xh5 ♕c4 28.♖xh7+ ♖xh7 29.♖xh7 ♕xf6 30.♕xf6 d5 31.♖h8# 1-0

A Computer might have beaten Anand... but there's still some room for improvement!

Have a look at this position - it's White to move. Should he [a] exchange queens, [b] move his queen away to avoid the exchange, or [c] play 1.♕d1 to discourage Black from exchanging queens... and what if he still did? Is it a drawn game, or can one side win?



It looks pretty straightforward, I know, but someone told me Rebel-10 couldn't do it. The answer is as

simple as this:

1.♖xb2+ ♕xb2 2.c4, and White has won!

On my P/133:

- Rebel-10 has 1.Qxb2 immediately and stays with it. But the eval. is only +17 after 9mins.
- Fritz5 was Qxb2 at first, changed to Qg1 at 21secs, then Qf1, back to Qg1 at 2mins 51. Finally Qxb2 at 4mins 16, but eval only +13.
- Hiarcs6 (within F5) got Qxb2 immediately and has +738 at 19secs.
- Hiarcs673 (within F5) has Qxb2 immediately and has +882 at 15secs.
- Junior4.6 has Qxb2 at first, but goes to Qg1 at 1min 6. Returns to Qxb2 at 2min 21, eval only +20.
- Junior5 has Qxb2 straight away, and stays with it. Eval at 3mins 59 only +22 however.
- Genius5 has Qxb2 immediately and stays with it. A +27 eval jumps to +915 at 4mins 13 only to fall back to +39 at 9min 26. OTHERS WELCOME!

STATICS IN CHESS

by **BILL REID**

Bill's recent letter opens: "I enclose my latest thoughts on the problem I highlighted in the piece you published in SS/77."

"I am also thinking about the problems Anand had with Rebel-10. It seems to me that top GMs are going astray against computer programs because they assume too readily that they cannot take them on tactically. I think that, if they did just that, they would do better! And I have some material on that."

"It really relates to a sub-category of the 'static' - positions which are quasi-static because they are over the program's horizon... but not that of the human player who, effectively, does not have a horizon when he recognises certain inherent known factors in a position."

STATICS IN CHESS

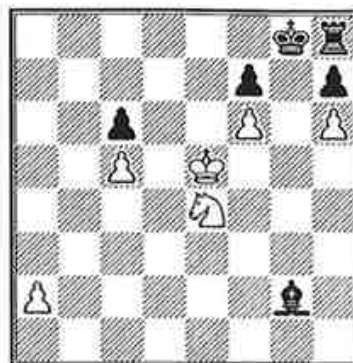
Traditionally the game of chess has been described in terms of tactics and strategy. Players need to attend to the short term consequences of moves, but also need to bear in mind the possibility of obtaining an advantage, or disadvantage, over the longer term.

However, even before the advent of chess playing computer programs with a close to flawless command of tactics, doubt had been expressed about the independent status of the concept of 'strategy'. For example Bronstein once famously remarked that 'There are no plans in chess, only moves'.

Recent advances in the tactical skills of computer programs have tended to lend support to his contention. Certainly games played by machines can be analysed using strategic concepts yet, once out of their opening books, all they are doing (with a few rare exceptions) is finding what appears to be the best tactical choice each time it is their turn to play. So perhaps Bronstein was right? What looks remarkably like the implementation of a strategic plan, may simply be the result of making a succession of good 'one-off' tactical decisions?

However, there are occasions when a program's total reliance on tactics lets it down. Here, for example, is a position I discussed recently in *Selective Search* (Issue 77, page 6) under the title 'CAN CHESS PROGRAMS BE SWINDLED?'

White to move in the position which follows can resign! There is no way of preventing Black from going **1... ♖f8**, mobilising the rook via g8 and making the material advantage tell.



But White might try the swindle **1. ♕d6!?** to see if Black is awake. The human player will almost certainly be alert and won't be deflected by the piece offer from playing the winning **♕f8**. However computer programs are blind to the fact that the capture of the knight hands away the win and, even after prolonged 'thought', go **1... ♗xe4??**

Rebel8 for example, with a claimed Elo rating of close to 2500 for my PC, will play this move even after 30 minutes of 'thinking'. But **1... ♗xe4?? 2. ♕e7** is drawn - the attempt to remove the White king from its guard on e7 and e8, by manoeuvring the bishop to d7, can be foiled by the advance of the a-pawn.

STRATEGIC STATICS overcome TACTICS

In a sense, lack of strategic awareness is the problem. But what we have here is an extreme case of the concept of strategy which I would prefer to call 'statics'. A limit is imposed on the extent to which tactics can substitute for strategy because it is possible for features of a position to become permanently, or almost permanently, fixed, or static. When programs, which think tactically, calculate the relative merits of moves, they assume that all current assets are realisable - in the position given above, that after **1. ♕d6 ♗xe4?? 2. ♕e7**, the rook will be able to influence the outcome of the game. Unlike accountants who must decide which assets can be put into a balance sheet as 'liquid', and which must be separately classified as 'long term', the cost function of a computer program assumes that all assets are potentially 'liquid'.

Most often it is right: generally speaking the outcome of a game is determined by the material balance, after making allowance for certain other factors

such as king safety, even though the process of turning the advantage into a win may be a long one. However, exceptions occur when there are 'static' features in a position that permanently nullify apparent material assets. Human players, on the other hand, have no difficulty with this. They are used to inhabiting a world which they understand chiefly in terms of 'statics' - things which will be tomorrow as they are today. Therefore they can easily spot that the rook trapped on h8 might just as well be off the board altogether. But, since they are less comfortable with the total fluidity of the world of the computer program, they can often miss tactical points which the program finds simple and obvious - Rebel8 spots Marshall's famous ♖g3!!! v Levitsky in a fraction of a second, and wouldn't think it worth any exclamation marks at all!

But is this a rather esoteric point? The position I have been using as an illustration is a made up one, and quite minor amendments to it (removal of the a-pawn, for example) would destroy its significance. Actually once the idea of 'statics' is grasped, it is not difficult to find examples from game situations. Here, first, is an ending which shows the 'static' in its most fundamental form. Black to move:

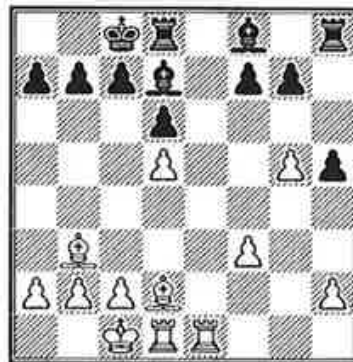


In this position, if the kingside pawns were removed, Black could hold the draw. This is because of the 'static' formed by the a-pawns on the 6th and 7th rank. The Black king can retreat to prevent capture of the a7-pawn and can never be dislodged. Therefore Black should play **1...g5+**! White's last kingside pawn is thereby eliminated (**2.fxg5 hxg5+ 3.♔xg5**) and the game is drawn.

Computer programs cannot find this move (again I quote the case of Rebel8, but the problem is universal!). After 10 minutes thought, Rebel wants to play **1...♔e6??** expecting **2.♔d3 ♔f6 3.♔e4 ♔g7** with an evaluation of -2.40 pawns... that is, expecting to lose. And, in fact, after **1...♔e6? 2.♔g4** (preventing the forced elimination of the f-pawn) there is a good chance that Black will lose the game: **2...♔e7 3.♔d3 ♔f6 4.♔f3 ♔f7 5.♔c2 ♔f6 6.♔e4 ♔e6 7.♔d4 g5**

8.f5+ ♔f6 9.♔e4 h5 10.♔d1 g4 11.♔f4 g3 12.♔f3 h4 13.♔g2 ♔f7 14.♔h3 ♔f6 15.♔g4 ♔g7 16.♔xh4! (or ♔g5!).

So is the problem of 'statics' something that only crops up in endings? Well, consider this position which arose after Black's 20th. move in McShane v O'Kinneide (1998).



Here the program wants to play **21.c4?!** expecting **21...♔e8 2.♔xe8+ ♔xe8 3.♔e1 ♔d8** and estimating its advantage at 0.70. White may well have a slight advantage after these moves, but England's prodigy McShane had no problem in finding the much better move **21.g6!** The point is that the reply **21...fxg6??** would allow **2.♔g5** setting up a static where Black's rook and king's bishop have become unrealisable assets! Rebel, however, regards them as encashable and, looking at the position from Black's point of view, would choose **21...fxg6??** and think its chances had improved (-0.38 instead of -0.70). In the game O'Kinneide chose the better **21...f6**, but was still stuck with an indefensible position because of the difficulty of developing the king's bishop and the permanent weakness of the h-pawn.

So should we conclude that chess, rather than being a game of tactics and strategy is, in fact, a game of tactics and statics? By considering the game in this way we can achieve a more sophisticated view of what human players and computer programs are good at and not so good at. While accepting that humans will always be less tactically aware and accurate, we can also point to what they are instinctively good at - seeing where the role of tactics is curtailed by statics. And while admiring the tactical finesse that programmers have achieved in their products, we can draw attention to something that they have so far failed to do - devise routines that will enable programs to recognise those occasions when tactically based cost functions are leading them astray because of their blindness to statics.

BEST BUY GUIDE for 1999

CHOOSING A CHESS COMPUTER

WELCOME to my *1999 BUYERS GUIDE* of **Chess Computers**, **Chess PC Programs** and **Databases/Tutorials** etc... plus other material which will be of reference value during the year. What are your most important considerations when choosing a Chess Computer? I suggest:

- **PRICE**
- **STRENGTH**
- **TYPE and QUALITY of BOARD**
- **RANGE of FEATURES**
- **EASE of USE**
- **RELIABILITY**
- **VALUE for MONEY**

... though not necessarily in that order! - individual purchasers will have their own ideas!

■ **PRICE.** Self explanatory! Recommended Retail Prices are shown for each of the products listed in this *GUIDE*.

■ **STRENGTH.** The most important issue for many readers. You will find Elo ratings, taken from the *RATING LIST* featured in every Issue of *SELECTIVE SEARCH*, alongside each Computer reviewed. Later in the *GUIDE* there is also information on the rating methods used.

Purchasers should aim to buy a Computer or Program which can play to between 100 and 200 Elo above their own standard. The gap can be even bigger if you are going to use it for analysis. This is for your own benefit - you have something to improve up to and your Computer will be a welcome opponent and help for much longer! A Computer that is simply not good enough for you can be left on for an hour a move.... and will still not be good enough most of the time!

■ **TYPE of BOARD.** These and how they work are described in the next Column.

■ **RANGE of FEATURES.** All the Computers reviewed have an excellent range of features. The key details (e.g. number of levels, size and display) are shown. ALL can play fast (from 3 or 5 secs per move) and only make legal moves. Forget the early 1980's!

■ **EASE of USE.** With every Computer reviewed the purchaser can pretty well unwrap it, put the pieces in their places, switch on and immediately start playing as White. Setting levels, getting hints, taking moves back, and turning the board etc are almost as easy. Where there are more features, of course, there is more to get used to, but the Manuals are generally helpful

and the Computers, especially those with a display, can usually be mastered pretty quickly.

■ **RELIABILITY.** I have not recommended any Computer where I have concerns over reliability. All have a 1 year guarantee... which you are not normally likely to need!

■ **VALUE for MONEY.** This is really in the eye of the beholder - sometimes it's a simple question of Strength/Price. In a previous *GUIDE* I categorised the Computers under 'Portable', 'Table-top' etc., and then chose my own best three in each group. That was too subjective, and it also raised the hackles of some distributors! Now the Categories are the Manufacturers themselves, and I have listed my favourite products from each one. In my opinion the Computers and Programs earning a place in this *GUIDE* are good value for money, and wont disappoint.

BOARD TYPES

1. PORTABLE PEG SENSORY.

The pieces each have 'pegs' on the end and are gently pressed into the 'from' and 'to' holes in a plastic playing surface, to register the user's moves. When the Computer makes its move, it signifies the reply by lighting LEDs along the co-ordinates. The user presses the appropriate piece into the 'from' and 'to' holes, thus the Computer knows the piece has been moved correctly. Computers with a display will also show the moves in algebraic notation there. Playing area size will vary from 80 x 80mm to 120 x 120mm.

2. PORTABLE CALCULATOR.

The user enters the algebraic notation of their chosen move into the calculator-style keyboard, and also moves the appropriate piece on the board being used. This may be an integral or separate magnetic set provided for portable use, or the users favourite wood board at home - or you might be playing 'blindfold' of course! When the Computer makes its move it will signify the reply using algebraic notation in the display window, and again the user manually completes that move on the board they are using.

3. TABLE-TOP PRESS SENSORY.

These normally have a plastic playing surface, with plastic playing pieces. To make the moves the user gently presses the 'from' and 'to' squares - using either their finger tip or the playing piece itself. The Computer signifies its moves by lighting the appropriate co-ordinate LEDs. The user presses the 'from' and 'to' squares when moving the piece, thus the Computer knows it has been done correctly. Computers with a dis-

play will also show the moves in algebraic notation there. The playing area is usually 200 x 200mm.

Press sensories are always remarkably popular, as they enable a purchaser to get plenty of strength without spending too much!

4. TABLE-TOP AUTO SENSORY.

These are the de-luxe models: wood boards, larger than the Press-Sensory type, and also using wood felted pieces. To make a move the user simply lifts up the appropriate piece and places it onto its new square! Most Auto Sensory boards have a single, discreet but clear LED in the corner of each square. When the Computer makes its move it signifies first the 'from' square and then, when the user lifts up the appropriate piece, the 'to' square. Once the piece is placed at its destination, the LEDs go out and it's the users turn to move! Computers with a display will also show the moves in algebraic notation. Playing area size for wood boards varies - normally from 250 x 250mm right up to 400 x 400mm!

DEDICATED COMPUTER REVIEW KASPAROV

The picture here is slightly complicated by the fact that a new SAITEK-KASPAROV range has just come out. According to Saitek the programs have improved search methods and use later hardware, so run slightly faster.

I have to say that, in my testing so far of the *TRAVEL CHAMPION 2100* with the *COSMOS*, *GK2100* with the *COUGAR*, and *EXECUTIVE* with *BARRACUDA* I have been unable to confirm this. The nodes per second are virtually identical, as are the solving times for the various middlegame and endgame positions I've tried.

This means that I cannot really recommend folk going for a direct 'upgrade', which would be hardly worthwhile. But the new models are improvements, with extra levels and help/training features; also the quality of the casing and clarity of the board+pieces is improved in all cases.

In the KASPAROV range, the name of the predecessor model is shown in brackets, where applicable, which should help readers. The photographs are of the NEW models, whilst the ratings "play safe" and are for the older versions.

■ BARRACUDA (EXECUTIVE) (Morsch)

Table-top press sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - 6,000 move opening book - selectable playing & open-

ing book styles - coaching features - neat, slim design + piece storage compartment - mains or battery - 310 x 230mm - 1960 Elo.

BARRACUDA - £79.

EXECUTIVE, same with clip-on lid cover **£99.**



The next 3 models use the same program:

■ COSMOS (TRAVEL CHAMPION 2100) (Morsch)

Portable - large peg sensory with hinged clip-over lid - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - tuned opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - hand held version of GK-2100 and President - batteries only - board size 4½"x4½"! - great to play on - best peg sensory ever - 2035 Elo - **£99.**



■ COUGAR (GK-2100) (Morsch)

Table-top press sensory - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - tuned opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - good design with storage compartment for pieces - mains or battery - 415 x 280mm - 2035 Elo - **£129**



■ PRESIDENT (Morsch)

Wood auto sensory - wood, felted pieces - 64 levels - saves game - choice of playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening

styles -
electronic
coaching
features - a
lovely
board to
play on,
remark-
able value,
quality +
strength! -
mains or battery - 370 x 370mm - 2035 Elo -
£299.



■ CHESS ACADEMY (Morsch)

Table-top press sensory voice model - a medium strength program, but with an amazing array of features - 100

levels - saves
game - display
- position
evaluation -
clocks - 6,000
move opening
library - 100
interactive

voice lessons - Teaching Topics include Basics, Openings, Theory, Pawn Structure, Tactics, Mating Nets and Famous Games - LED on every square makes usage even easier - mains or battery - 410 x 270mm - 1880 Elo - **£149.**



MEPHISTO

■ MILANO PRO (Morsch)

Table-top press sensory - 64 levels - 32 bit RISC processor at 16MHz - game memory save - 200 ply take back and replay - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - Morsch's latest program is a top seller, but the weak levels are not as weak as they might be! - 340 x 260mm - clip-on lid for journeys etc - mains or battery (very short life) - 2140 Elo - **£249**

■ ATLANTA (Morsch)

Table-top press sensory - improved Milano Pro program - 64 levels - 32 bit RISC processor at 20MHz + 512K hash tables makes this an even



faster version of the Milano Pro, and very strong - also the board uses 64 LEDs for easier use! - game memory save - 200 ply take back - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - 340 x 260mm - clip-on lid for journeys etc - mains or battery (very short life) - 2210 Elo - **£379**

Mephisto EXCLUSIVE Board with a range of **INTERCHANGEABLE, UPGRADEABLE** programs - high quality wood auto sensory, with wood,

felted
pieces -
mains
only - 400
x 400mm
- good
choice of
modules
for vary-
ing play-
ing
strengths
and fea-

tures. The **modules** plug-in (and out) at the front of the board, so users can swap/upgrade between modules for the difference in cost. The following prices include new board, playing module and display.



■ EXCLUSIVE + MM6 (Morsch).

A later version of the Kasparov **PRESIDENT** program, but paying the extra £££'s gets a bigger board and 'buys into' an upgradeable future! - 32 bit H8 RISC at 10MHz - graphic display - 64 levels - 35,000 opening book - 2050 Elo - **£449**

■ **EXCLUSIVE + SENATOR** (the full Milano Pro program) 2140 Elo - **£649.**

■ **EXCLUSIVE + MAGELLAN** (the full Atlanta program) 2210 Elo - **£749.**

■ **SECOND-HAND modules** are sometimes available and offer a small saving (you can hardly tell if a module is second-hand, it's the board which reveals that!). My ratings may help a reader who gets the chance to purchase one:-

REBELL (MM3) 1870 Elo

MM5/POLGAR 2010 Elo

LYON/VANCOUVER 68000 2150 Elo

LYON/VANCOUVER 68020 2200 Elo

LONDON 68000 2210 Elo

LONDON 68020 2245 Elo

RISC1 2265 Elo

RISC2 2310 Elo

LONDON 68030 2360 Elo

NOVAG

The first 3 models use the same program:

■ AMBER (Kittinger)

Portable - peg sensory with hinged lid, a new design with taller pieces - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended line of play - clocks - coaching features - mains or battery - a well-designed and compact 190 x 100mm - board 3¾" square - good strength/price value - H8 processor - 2010 Elo - **£139**.



■ EMERALD CLASSIC PLUS (Kittinger)

Simulated wood playing surface with wood felted pieces makes this Table-top press sensory an extra pleasure to play on - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended line of play - clocks - coaching features - mains or battery - 370 x 265mm - good strength/price value - H8 processor - 2010 Elo - **£179**.



■ TURQUOISE (Kittinger)

The same program as AMBER and EMERALD CLASSIC PLUS - a Table-top press sensory - 330 x 288mm - modern styling silver board - 2010 Elo - **£149**.

The next 3 models use the same program:-

■ SAPPHIRE2 (Kittinger).

Portable - keypad entry - separate 6" square playing board with magnetic disc pieces - unlimited levels - 64 game storage - full take back - 121,000 position opening library - 4-digit display with scrolling option - position evaluation - rec-



ommended line of play - clocks - mains or battery - the strongest portable so far! - 32MHz H8 processor - hash table system boosts search speed - strong and tricky playing style - vinyl carry bag - 2175 Elo - **£224**.

■ The Novag keyboard design range is unique for 1600+ Elo computers. Here are the ratings for it's pre-decessors, should a reader get the chance to buy one second-hand!

SAPPHIRE1 2135 Elo

RUBY 1935 Elo

SUPER VIP 1740 Elo

■ DIAMOND2 (Kittinger).

Table-top press sensory - unlimited levels - 64 game storage - full take back - 121,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - 32MHz H8 processor + hash tables - genuinely strong and clever program, deservedly popular! - 230 x 230mm - mains only - 2175 Elo - **£279**.



■ For reference: **DIAMOND1** 2135 Elo.

■ SAPPHIRE2 de LUXE

The PACKAGE:

1. **UNIVERSAL BOARD**, Novag's beautiful 81 LED wood, auto sensory board - with finely carved & felted wood pieces - 370 x 370mm.



2. **Novag SAPPHIRE2**, the calculator portable, complete with folding magnetic board and disk set - use as a portable, same mains adaptor as

used with the board, or 4xAAA batteries - or plug into the Universal board to play against it!

3. **W CHESS** by Dave Kittinger - strong PC program, 2370 Elo on a P/133 PC.

4. **Mains transformer** plus all links and cables, inc. PC connection - also driver disk for W CHESS as well as Genius3, Fritz3, Rebel8, Hiarcs6 - the best of all worlds! - £449 complete.

■ UNIVERSAL BOARD + W CHESS

Can be purchased on their own, with PC cables and Sapphire links - £279.

OTHER MODELS

■ TASC R30

Sadly discontinued! Was a beautiful piece recognition board with a strong de Koning program. I note here the ratings in case a reader has a chance to buy one second-hand.

TASC R30-1995 version 2390 Elo.

TASC R30-1993 version 2340 Elo.

PC SOFTWARE

COMPARING chess computer programs is NOT an easy task -

- 1 there are so many.
- 2 they tend to get almost annual upgrades, so what is always intended to be 'latest' information sometimes doesn't last long!
- 3 prices are very up and down.
- 4 just as each of us has our own favourite players and preferences for playing styles (e.g. Tal or Petrosian, Kasparov or Karpov), we can also have strong opinions on the various programs and their styles. Some will prefer the combative and sometimes very tricky play of a HIARCS or M CHESS PRO, others the sound, solid feel of the knowledgeable GENIUS program. Still others would go for the fast tactical abilities of a FRITZ, NIMZO or JUNIOR - the all-round character and strong play of REBEL also has many fans!

ALL of the software in this review is for IBM compatible PC's. Whilst the minimum requirement in one or two cases is a 386/486, a Pentium, Pentium Pro or MMX, or AMD K6 is definitely recommended. Almost all programs also now need you to have a CD ROM drive.

REMEMBER: 8-bit and 16-bit programs will sometimes run on MS-DOS, but 16-bit may be **WINDOWS ONLY!** 32-bit programs are more than Windows only, they are **WINDOWS95/98 ONLY**, plus (maybe) **WIN NT!**

The SOFTWARE we review is for serious use! - meaning that the main quality is not related to flashy graphics, a 3D board or wild sound effects etc. All of the programs do have good, clear, easy to see chess boards and analysis detail, of course. But top of the agenda for these programs has been maximising strength and ensuring that the specific analytical features wanted by the more serious chess users have been provided, all running under easy to use feature systems, so that the **chess** takes priority.

PRICES are sometimes in a state of great fluctuation, and my quoted ones may be less reliable than the estimated ratings!! A new version is due out, so the price of the current one drops dramatically; the new one comes out - and goes dearer! Prices between companies vary! Sometimes you can't tell which version you are buying, is it 16-bit or 32-bit, should there be some extra packaged software, is it a stand-alone playing program or an engine that requires another program before it will run? Be sure to ask and make sure, if you have any doubts!

Additional Information you will need: After discussing the main programs, the *GUIDE* continues with various **TABLES**. These include **ratings** based on Pentium Pro-MMX/233 machines for each program. Where a new version is imminent or has arrived I have estimated [*e*] a rating based on my own testing and any early results, where possible.

Further **TABLES** compare the difference the various **PC processors** are likely to make to a program's rating, and **other rating issues!**

An alphabetic listing is used to reduce suggestions of bias, but is split into 2 Sections:-

[1] TOP-RATED PROGRAMS

[2] The growing list of CHALLENGERS

[1] The TOP-RATED Programs:

■ **FRITZ5.16 Windows only.**
by Franz Morsch. £45/£89.



A brilliant tactical program, Fritz is frequently the fastest to sort out the most complicated combinations and find any deadly tactical chances which are present in a position. Chess knowledge and endgame play have been greatly improved since earlier FRITZ versions.

Coming from the *ChessBase* stable, it contains many *ChessBase6* features and is 'no.1' for game analysis, adding notes and variations, game storage, quality game and diagram print-

ing, plus many useful coaching and training features, with voice! 2 Windows CD-ROMs.

A new **FRITZ 5.32** version out now is 32-bit and thus for **Win95/98** only. However the FRITZ 5.16 version is on the same CD, so all users are catered for. The £45 price is for FRITZ5 only; at £89 the massive POWER-BOOK CD is included.

■ **GENIUS5 Windows Gold Collection** by Richard Lang. £79



Until 2 or 3 years ago Genius was acknowledged as the one the rest had to catch and beat - one of its versions topped every PC Rating List in my Magazine for very many Issues! Although Genius5 no longer quite tops the rating lists, it remains a force to be reckoned with. It has on-line help; multiple, moveable and re-sizeable windows for boards (2D and 3D!), analysis etc; choice of piece sets; user can add personal game comments; EPD and PGN files fully supported. The opening book size is 220,000 positions. The CD-ROM contains Windows Genius 4 & 5 and DOS Genius 1,2,3,4,& 5; plus a 500,000 game Collection and Graham White's opening book. The DOS versions miss out on the Windows graphics quality and printing features, but enable maximum hash.

■ **GENIUS6**

by Britain's Richard Lang. £89

A preview! Announced for possibly mid-December, more likely Jan. 1999. Those purchasing GENIUS5 now will be able to upgrade free. The new version will be 32 bit for Windows95, 98 & NT. It will have a tree based opening book and opening books can be created from databases. Richard's strength forecasts have always been honest, and he admits that (early in November, anyway) there was not a significant strength increase over GENIUS5.

The main new idea is its open 'chess engine' system which means that other programmers can adapt their versions to run within the Genius6 environment, though they retain all rights on their own engines. Richard is making the specifications available for interested parties. Engine v Engine matches and multi-engine analysis will be possible. The following should be available to buy soon after the GENIUS6 launch:-

- SHREDDER 3
- NIMZO 2000
- W-CHESS 2000
- ZARKOV 2000
- GRANDMASTER-BOOK 2

Pricing
plans not
known yet

Others are showing interest, so we may soon have a commercial 'battle' between the 2 environments: GENIUS and FRITZ-CHESSBASE!

■ **HIARCS7 DOS and Windows** by Britain's Mark Uniacke. £89



The HIARCS series is acclaimed for its enjoyable and human-like style of play. Booting-up as an MS-DOS program gives HIARCS maximum hash and speed, but PIF and Icon files are provided for Windows users, who won't lose too much. HIARCS7 searches faster than 6 anyway, with improved accuracy in search extensions affecting tactics, middlegame and endgame play. Also improved is the evaluation of piece placement with pawn structure. Expected to top all rating lists - unless someone else has found another 60 Elo from somewhere!

A massive new 487,000 tournament opening book has been tuned (by your SS editor!) for HIARCS' play, but users can choose Normal, Random and Fun openings as well! There's also a choice of playing styles out-of-Book, plus 'Anti-Human!' EPD and PGN files can be imported & exported. Analysis features incl. automatic 2nd and 3rd best moves evaluated simultaneously on request, plus display of opening move priorities in the move list history. Ability to learn from openings and middlegame play will make it stronger than ever in match play. Can set up board positions and play 'Shuffle' chess! The CD-ROM includes both **PC** and **Apple MAC** versions of HIARCS7.

■ **JUNIOR 5 Win95/98 only**

by Amir Ban & Shay Bushinsky in Israel. £45.



Junior5

JUNIOR versions 3/4 were 32-bit, but non-commercial being without a proper interface. When JUNIOR 4.6 won the 1997 World Micro Championship, ChessBase brought it out as an engine to run within Fritz 5 - but as the latter was a 16-bit program, Junior had to be downgraded to work within it.

JUNIOR 5 is a program upgrade in its own right - a fast searcher in the Fritz mould, but with added knowledge in the new version giving it extra all-round playing quality. It is also restored to its faster original 32-bit programming, so we expect it to be strong. Finally it is now 'self-contained' in that it runs within its own Fritz-like interface, so you don't have to buy another program to make it work! It will also run within Fritz5.32. A version of Bob Hyatt's CRAFTY 15.18 is contained on the same CD.

Junior has most of the Fritz 5 features for database, analysis and printing functions, but uses its own 130,000 position opening book.

■ **M CHESS PRO8 DOS and Windows** by Marty Hirsch of the USA. £49.

Has a very competitive playing style (occa-

sionally too much so for its own good!) and a very large opening book by Sandro Necchi (approx. 600,000 positions) in which the Tournament book is very heavily geared for play against other programs. This disagreeable factor appeared to have been eased slightly in MCP7, which may explain why its rating is little different to MCP6, but the heavy anti-computer bias and 'openings' through to moves 30-40 to cover (presumably) MCP shortcomings is back here with an unpleasant bang. If MCP ever became available as an engine to play within Fritz/Junior etc. I believe a match using the Nunn or my own ELH positions for games would show that the playing program itself is not up with the real leaders.

However the active MCHESSE PRO middle-game and aggressive piece positioning play makes it quite a difficult opponent for humans and, with the help of its opening library method, it is never far from a top 5 or 6 placing in our ratings. Look and feel is pretty much as MCP7.

■ **NIMZO99 for Win95/98 only**
by Austria's Chrilly Doninger. £45.



The 32-bit NIMZO98 is a strong and tactically fast program, which also manages to play seriously good-looking chess. As NIMZO99 it joins the ChessBase range, and is 'self-contained' in that it runs within its own Fritz-like interface, so you don't have to buy another program to make it work. But it will also run as an engine inside Fritz5.32 and Junior5 for matches/analysis etc.

NIMZO improved considerably in its '98 version, and has competed alongside HIARCS6 throughout the year for 2nd place in the rating lists, behind FRITZ5. The program is also expected to appear as NIMZO 2000, to run within the GENIUS6 interface!

■ **REBEL-10 DOS and Windows**
by Ed Schroder. £45/£79.

REBEL 10



Rebel programs have a good, positive chess feel and style, and Ed Schroder's efforts continue to concentrate on this area, alongside a range of features designed for the serious user. PGN, EPD, NICBase file support; 5 playing styles; new 225,000 position opening book; can convert and use other program's opening books, incl. Genius and Fritz, and also create User Books from game databases!

Comes with a 300,000 game database, and EOC tree on CD created from these games! EOC helps you or REBEL-10 make the right moves based on the statistics of GM's and the chess history of 150 years. Users can add own

comments to games. 'War Room' feature for multiple info and line analysis; graphic board overview aids after-game analysis. Can play 4 games Simultaneously. REBEL-10 gets good hash tables under DOS and Windows.

To get the best out of your REBEL-10, pay £79 to have the full EOC extra CD with millions (! yes) of chess tree opening positions and lines!

[2] The CHALLENGERS

■ **CHESSMASTER 6000 for Win95/98**
by Johan de Koning. £39.

Latest in the CM5000-5500 series, with the emphasis on graphics, and attempts to make the engine play like Morphy, Steinitz, Capablanca, Tal etc. Lots of fun, and nice tutorial features. It's a strong program, but lacks serious analysis features and is aimed more at the casual market.

■ **CRAFTY 15.18**

by Robert Hyatt. **Free** with other programs.

A 32-bit program, CRAFTY 15.18 is supplied with ChessBase7 as an analysis engine, and with JUNIOR 5 as a playing engine.

Previously Crafty was a non-commercial program, available on the Internet from where it can still be downloaded for decoding and running under MS-DOS. It is optimised for play v humans and has a good Blitz record on the 'net against American players. It did well in the 1996 WMCC, though users' direct tests against Genius, Hiarc and Rebel are less convincing.

■ **CS_TAL for DOS**

by Chris Whittington, England. £39.

Arrived in October '97 and immediately attracted plenty of interest. Designed to play in Tal's own dangerous style, this program is radically different in concept to most others as it is packed with knowledge, much of it quite speculative. It is sometimes as much a danger to itself as to its opponents, but can certainly be an exciting opponent and has achieved a more than respectable rating, even though that is not programmer Chris Whittington's first criterion.

A new Windows version for 1999 is doing even better in beta testing.

■ **FERRET**

by Bruce Moreland. **Not commercial.**

Included as it plays a lot of chess on the Internet in the States, and is highly respected there. Has also had some very respectable World Micro Championship results. It is probably one of the top 4 or 5 BLITZ programs in the world, and would be high on the Rating Lists if it ever came out in a commercial format.

GANDALF3 for DOS

from Denmark's Steen Suurballe. £69.

Although a big improvement in playing strength over previous versions, GANDALF appears to still be a little short of the leaders, and is likely hover on the edge of the top 10. There are many features, including endgame table bases which will take up huge amounts of your memory, both hard disk and RAM. Graphics in GANDALF2 weren't up with the best, but I've not seen '3' yet and they may be better.

■ **KALLISTO2 for DOS and Windows.**

by Holland's Bart Westrate. £69.

Eagerly awaited after getting the highest PC rating at Aegon'97, but early PC results suggest it is not up with the best, except perhaps at Blitz. Restricts user to 5 installs, and has no colours, though the icons are clear and easy to use.

REBEL DECADE2 for DOS and Windows



by Ed Schroder. Downloadable off the Internet or **FREE** on CD when SS subscribers renew!

A full chess-playing program with a games database, Rebel6 opening book, many of the Rebel8/9 features and on-line manual and helps.

■ **SHREDDER3 Win95/8.**

by Stefan Meyer-Kahlen. £69.

SHREDDER3 could possibly belong in the top group! Version2, which came out 12 months ago, just made it into the top 10, with its 4 CD's including endgame tablebases. There is now an improved book with flexible book learning and, I am told, a new type of tactics evaluation method for more efficient analysis. This may help it more in Blitz play, but with some pre-tablebase endgame improvements we do expect to see the rating raised a little.

All the now standard features are there, including Coaching, and the graphics are superb.

■ **VIRTUA CHESS2 for Win95/98 & NT**

by France's M F Baudot. £69.

Available on CD-ROM. Virtua has not caught on in Sweden or Britain, so is largely untested. On a Pentium its grades in Aegon have suggested it is not quite up with the best, and the showing amongst mainly amateur programs in the 1996 WMCC was also a disappointment. But the one or two owners I know always insist that it's better than its results!

There is no manual, but online help is available in French and English. Users can play from the CD only, which is as well - VC2 requires 315MB on the hard disk, with its voice, sound and tutorial programs! Quite a lot of effort has

gone into helping beginners learn the rules, rudiments, some tactics and strategy. A nice feature is that the user can adjust quite a few of the playing parameters: pawn structure, king protection, mobility, piece values etc.

ZARKOV4.2 with MasterChess98.

by John Stanback. £59.95.

MC98 is a 1.1 million game database, with statistical trees etc. Zarkov4 analyses within it and also plays. Good positional but quiet style.

The CHESSBASE & GENIUS6 RANGES

Programs within the respective ChessBase and Genius6 'shells' will generally inter-relate with each other.

ChessBase: FRITZ 5, JUNIOR 5 and NIMZO99 plus CRAFTY, COMET and any other engines included on the main CD's, and Genius6: GENIUS, SHREDDER3, NIMZO 2000, W CHESS 2000, ZARKOV 2000 plus the GRANDMASTER database

... will all run within each others' main programs, for head-to-head matches, or direct comparison of analysis of difficult positions. The ChessBase series 16-bit version engines will run for analysis within *ChessBase6*, and the 32-bit version engines will similarly run within *ChessBase7*.

ALL the TOP PROGRAM RATINGS

Pentium 133MHz with 16MB RAM is probably to be classed as an introductory machine now - many SS readers no doubt have Pentium Pro or MMX's running at 200-233MHz. Therefore the gradings will be based on this configuration. Later on we will consider what differences other processing set-ups are likely to make.

The Computer gradings shown in this GUIDE are all taken from the RATING LIST which appears regularly in *SELECTIVE SEARCH*. They represent each program's results at popular time control settings from Game in 60 mins to 40 moves in 2 hours.

Our team of readers, and Countrywide Computers where I work most afternoons, not only play many **Computer-v-Computer** matches, we also enter Computers into official Tournaments with live **Human** players (!), and collate all these and other results from around the world to maintain a COMPUTER RATING LIST, which is as reliable and accurate as we can make it!

In the latter respect we owe a great deal to the massive amount of work done by the Swedish testers and their excellent "PLY" Magazine.

- SS= Self-sufficient (runs on own).
- CB= A ChessBase product which runs within their other programs. If ticked ✓ for SS can run on its own, but if marked × needs its CB product to work.
- G6= Runs within Genius6.

PC program	ratings			
Program	PPro/233	SS	CB	G6
Hiarcs7	e2640	✓		
Fritz5.32	e2616	✓	✓	
Junior5	2613	✓	✓	
Nimzo99/2000	e2599	✓	✓	✓
Fritz5.16	2596	✓	✓	
Nimzo98	2587	✓		
MChess Pro8	e2586	✓		
Rebel-10	e2579	✓		
Hiarcs6	2577	✓		
Shredder3	e2572	✓		✓
Genius6	e2560	✓		✓
Rebel9	2559	✓		
MChess Pro7	2556	✓		
Genius5	2540	✓		
Shredder2	2532	✓		
ChessMaster 5000/5500	2512	✓		
Gandalf3	2511	✓		
Nimzo3.5	2508	✓		
W Chess 2000	e2500	×		✓
Junior4.6	2493	×	✓	
Kallisto2	2486	✓		
ChessMaster 4000	2481	✓		
Fritz4	2465	✓		
Crafty 15.18	e2450	×	✓	
Zarkov4/2000	e2450	×		✓
W Chess	2438	✓		
Kallisto1.98	2430	✓		
CS_Tal (DOS)	2405	✓		
Rebel Decade2	2387	✓		
Comet32	2335	✓		
Zarkov2	2329	✓		
Socrates3	2322	✓		
Psion2	e2300	✓		
Zarkov3	2260	✓		
Gandalf2.1	e2240	✓		
Kasparov's Gambit	e2234	✓		

PC AUTOBOARDS

It is possible to use some PC programs with a beautiful wood auto-sensory BOARD, thus still harnessing the full power and features of your PC and chess SOFTWARE. A **PC BOARD** can be connected to the serial port of any IBM PC. Game moves are then made on the auto-sensory PC Board. The advantages of playing etc on a 'proper' board are obvious - for the sheer pleasure of it, reducing eye-strain and, for club or tournament players, avoiding swapping from a screen used during preparation to a full-sized board in real play.

■ Novag UNIVERSAL BOARD - £279.

An excellent product - see page 21.

■ Fritz DGT BOARD - £275.

Sold out in Britain almost as soon as it arrived, apparently on the basis of advance orders.

But one appeared on a stand at the recent British Championships, so we know a bit about it. The main thing to note is that there



are none of the taken-for-granted LEDs on the DGT Board. 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. Works with FRITZ5, JUNIOR5, NIMZO99 and CRAFTY15.18.

DGT is the name of the manufacturing company. The board does look superb, measures 55mm square, and utilises piece recognition.

- Available as an EXTRA: presentation software which enables PGN, HTML (Internet) and Bulletin files to be created. £79.

Tasc SMARTBOARD - was £399.

Discontinued. The board was exactly the same as that used for the R30 (see page 26).

GENERAL ISSUES:

1. PC's & PROCESSORS
2. GRADING PLAYERS & COMPUTERS
3. GRADING STANDARD GUIDE
4. RESULT EXPECTANCY
5. TIME CONTROLS AFFECT RESULTS

The PC and its PROCESSOR: comparisons

What if your Computer is... faster :-) or slower :- (? What difference does it make to the estimated grading? **TABLE 1** will guide you nicely on that!

TABLE1: PC COMPARISONS	if Pentium Pro or MMX/233 = 0
PC/ PROCESSOR	ADD/SUBTRACT
Pentium Pro/450	50
Pentium K6/AMD300	30
Pentium Pro-MMX/300	20
Pentium Pro-MMX/233	=
Pentium Pro-MMX/200	-10
Pentium/166	-40
Pentium/133	-60
Pentium/100	-80
486DX4/100	-140
486DX2/66	-160
486DX/50	-180
486DX-SX/33	-220
386DX-SX/33	-300

GRADING CHESS PLAYERS AND COMPUTERS

What is a GRADING ?!

The British Chess Federation (BCF hereafter) measures a player's ability by comparing their results against other rated players in official Tournaments and Matches. An average but regular Club player will have a grade of perhaps 130 or 140 BCF.

To complicate matters the rest of Europe, in fact nearly the rest of the world, use the Elo scale (invented by Professor Arpad Elo, and also used to grade table tennis players incidentally). There is a simple mathematical formula to convert a BCF Grade to Elo, and vice versa:-

$$(\text{BCF} \times 8) + 600 = \text{Elo.}$$

$$\text{E.g } 175 \text{ BCF} = (175 \times 8) + 600 = 2000 \text{ Elo}$$

$$(\text{Elo} - 600) / 8 = \text{BCF.}$$

$$\text{E.g } 2000 \text{ Elo} = 2000 - 600 = 1400 / 8 = 175 \text{ BCF}$$

There is another complication! In America they use a calculation method almost the same as the Elo system, but their internal gradings of Computer results in Tournaments and Tests seem to come out 120 higher than our BCF/Elo figures,

though our USA friends tend to deny this!

So purchasers, you **MUST** check what you read in an advert, or on the computer's box. If it says '*graded 2400 in official USA test*' or mentions USCF, deduct 120 straight away.

If it mentions Blitz or Active chess there's more to deduct.... read on!

TABLE 2, the **Grading Guide** classifies various playing standards with a range of Gradings for the British and Elo.

TABLE2:	GRADING	GUIDE
Player 'Standard'	BCF	Elo
Beginner	0-50	600-1000
Occasional player	50-75	1000-1200
Good hobby	75-100	1200-1400
Club	100-125	1400-1600
Club, Team standard	125-175	1600-2000
County, Team standard	175-200	2000-2200
Master	200+	2200+
International Master	225+	2400+
Grand Master	245+	2550+
Gary Kasparov	275	2800

WHO WILL WIN? - BY HOW MUCH!?

The BCF system is particularly easy to follow when we try to forecast the likely result of, say, a 10 game Match between 2 players. Our next chart (**TABLE 3**) shows these expectancies:-

GAP between 2 players	Likely Score in a 10 game Match
5 BCF	5½-4½
10 BCF	6 - 4
15 BCF	6½-3½
20 BCF	7 - 3
25 BCF	7½-2½
30 BCF	8 - 2
40 BCF	9 - 1
50 BCF	10 - 0

After a Match (or even 1 game!) has been played, if the result is different to that expected, the respective players' BCF Gradings will be adjusted up or down accordingly.

FAST CHESS!

The ratings we give in "Selective Search" are for 'Tournament' games from Game/60 mins through to 40/2hrs. But a Computer playing against humans in an Active Tournament (Game/30) or a Blitz Tournament (Game/5 or 10) should always grade higher, as shown in **TABLE 4**.

TABLE4: Computer Improvement	@ FAST CHESS
Time Control:	Computer Gain:
Tournament Chess	= Normal
Speed/Active Chess (G/30)	+10BCF/+80Elo
Blitz Chess (G/5 or G/10)	+25BCF/+200Elo

Although the standard of the chess played usually drops a little at fast chess, the Computers nearly always get higher gradings! Why? We believe that the Computers are less prone both to blunders under time pressure, and mental exhaustion through playing many consecutive games, compared with their human opponents.

Therefore if you see 'claimed gradings' based on Blitz or Speed Chess, remember to make an appropriate deduction (just like the -120 from USCF) to reach a truer Elo figure for your prospective purchase! A Computer or Program which graded at, say, 2400 Elo in an Active Chess Tournament, would be likely to grade at around 2320 using Tournament (40/2) time controls. If that 2400 was gained in the USA, then 2200 would be the correct Tournament Elo.

REVIEW of 1997/8 MAIN RESULTS

1997

- January
 - G.M Nigel Short beats **Virtua Chess1.9** by 2-1 @ G/15.
 - SS leaders: 1 Rebel8, 2 Hiarc5, 3 Genius5.
- February
 - Judit Polgar beats **Junior3** by 3-1 @ G/30.
 - SS leaders: 1 Hiarc5, 2 Rebel8, 3 Genius5.
- March
 - **Rebel7** wins *Welser* @ 40/2 with 9/12; Genius5 is 2nd; Hiarc5, Nimzo3.5 and Hiarc4 come 3= whilst MChessPro6 is 6th. with Rebel8 and Fritz/3 in a group at 7=.
- April
 - **Hiarc6** PPro/200 beats I.M Deen Hergott by 4-2 @ 40/2 for a 2618 grading.
 - **Deep[er] Blue2** beats World Champion Kasparov by 3½-2½ @ 40/2 for a 2850 grading!
 - SS leaders: 1 Rebel8, 2 Hiarc5, 3 MPro6.

- May
 - In *Aegon97* @ G/90+30secs **Kallisto2** gets top Computer grading with 4½/6 and 2632. Rebel97 and ChessMaster5000 also score 4½. On 4/6 are Zugzwang, Dragon, Cilkchess, Nimzo3.5, Zarkov97, The King, Chessica, Gandalf and Hiarc6, whilst MChessPro6, Fritz4 and WChess score 3½, and Genius5, Ferret and Virtua only get 3/6, and 1996 WMCC Champion Shredder scores just 2½!
- June
 - **Rebel8** PPro/266 beats G.M Arthur Yusupov 6-1 @ G/5, 3½-3½ @ G/15, 1-2 @ G/30, for a match total 10½-6½.
 - **MChessPro6** beats I.M Igor Efimov by 3½-2½ @ G/90 for a 2596 grading.
 - SS leaders: 1 Hiarc6, 2 Rebel8, 3 MPro6.
- July
- August
 - SS leaders: 1 Hiarc6, 2 Rebel8, 3 MPro6.
- September
 - **Hiarc6** scores 7½/9 for a 2684 grading in Spain @ G/30 and comes 2nd behind G.M San Segundo but ahead of 5 other G.M's and a smattering of IM's.
- October
 - SS leaders: 1 Hiarc6, 2 MPro6, 3 Rebel8.
- November
 - The 1997 WMCC is won easily by **Junior4.6** with 9½/11.
- December
 - SS leaders: 1 Hiarc6, 2 Rebel9, 3 MPro6.

1998

- January
 - **Junior4.6** wins the *FSV Christmas Tournament*. Fritz5 is runner-up, ahead of Rebel9.
- February
 - **MPro7** beats I.M O'Donnell 9½-½ @ G/5.
 - **Shredder2** wins the *Weissenberg Tournament* ahead of Rebel9, Fritz5 and Virtua Chess.
 - SS leaders: 1 Rebel9, 2 Hiarc6, 3 Fritz5.
- March
 - **Nimzo98** and **Hiarc** come top at *Welser* with 12/16. Shredder2 comes 3rd, Genius3 is 4th.
 - **Junior4.6** beats I.M O'Donnell 8½-1½ @ G/5.
- April
 - **MPro7** wins *Aufsess98* with 6/7. Fritz5 and Junior4.6 share 2nd place.
 - SS leaders: 1 Fritz5, 2 Hiarc6, 3 Nimzo98.
 - The arrival of **Fritz5** at the top of the British and Swedish rating lists causes mayhem and accusations of ChessBase autoplayer 'bias'.
- May
 - **Fritz5** comes 3= in strong German *Rapid Chess Event*, behind G.M's Miles & Khenkin.
 - **Nimzo98** scrapes home 5½-4½ against I.M O'Donnell @ G/5+5secs.

- June
 - **Genius5** wins *Schoop's Swiss98 Tournament* with 9/11! Rebel9 and CMaster5000 share 2nd place, with Nimzo98 and CometA90 =4.
 - Greek G.M Kotronias eases past **Fritz5** by 3-1 in a Match @ G/10+5secs.
 - **Fritz5** wins the *Ordix G/25 Open* with 9½/11, ahead of a bunch of G.M's including Ivanchuk and Korchnoi.
 - Vishy Anand beats **Fritz5** by 1½-½ @ G/30.
 - SS leaders: 1 Fritz5, 2 Hiarcs6, 3 Nimzo98.
- July
 - **Rebel-10** beta beats G.M Vishy Anand by 5-3 under mixed time controls, confounding the majority forecast of an Anand victory. R-10 goes 3-1 ahead in the 4 'computer-favourable' Blitz games, Anand never recovers!
 - **Genius5** destroys I.M O'Donnell by 9½-½ @ G/10.
- August
 - **Junior5** beta wins over G.M Yudasin by a big 4½-1½ at G/30.
 - SS leaders: 1 Fritz5, 2 Nimzo98, 3 Hiarcs6.
- September
 - **Junior5** beta beats I.M Zifroni 1½-½ @ G/60.
- October
 - SS leaders: 1 Fritz5, 2 Nimzo98, 3 Hiarcs6.
- November
 - Early results for **Junior5** put it top above Fritz5 on the *SS rating list* - but will it stay there with new Fritz5.32, MCPro, Nimzo and Hiarcs versions due out soon?
 - *Irazoqui & Cuesta's* independent testing of the beta **Hiarcs7** show it at 80 Elo above Hiarcs6.
- December
 - It's time to wish all my readers a very Happy Christmas!

MEET THE PROGRAMMERS

Amir Ban & Shay Bushinsky (Israel). PC program JUNIOR.

- 95: 10= WMCC 6½/11.
- 97: Easily 1st WMCC with amazing 9½/11.

M F Baudot & Jean Christophe Weill (France). PC program VIRTUA chess.

- 95: 3rd= WMCC with 7½/11.
- 96: lowly 6= WMCC; 3½/6 =2348 Aegon.
- 97: 2 WMCC 8/11; PPro 3/6 =2487 Aegon.

Don Dailey/Larry Kaufman (US). PC programs REX and SOCRATES.

- 93: 1st. ACM Tourn.
- 94: 1st Harvard Cup.
- 95: 2nd WCC.

Chrilly Donniger (Austria). PC program NIMZO; also the CHESS232 PC Board and AUTO232 system.

- 93: 3rd= WMCC..

- 95: 3rd= WMCC with 7½/11.
- 96: 3rd WMCC; 4½/6 =2599 Aegon.
- 97: Under the name "Hydra" 4= WMCC 7/11; on PPro 4/6 =2486 Aegon.

Marty Hirsch (USA). PC program M CHESS PRO.

- 94: 3rd Harvard Cup.
- 95: 3rd Aegon; 1st= WMCC.
- 96: 4/6 =2393 Aegon.
- 97: 4= WMCC 7/11; on PPro 3½/6 =2332 Aegon.

Feng Hsing Hsu. Main-frame program DEEP THOUGHT/DEEP BLUE1/2.

- 95: 3= WCC95. Lost 4-2 to Gary Kasparov in Match. Despite these reverses was almost certainly at least 20 BCF/160 Elo above the best PC programs on their 486 machines!
- 97: New version, tuned by G.M Joel Benjamin plus much faster hardware, beats Kasparov 4-2 in the return Match!

Bob Hyatt (USA). Main-frame program CRAY BLITZ; now PC program CRAFTY (non-commercial, but incl. on Junior5 & CBase7).

- 96: 3= WMCC.
- 97: 8= WMCC 6½/11.

Julio Kaplan. Kasparov SIMULTANO and many old Saitek models, e.g TURBOSTAR.

Dave Kittinger (USA). All Novag models for many years, incl. current AMBER, EMERALD CLASSIC, SAPPHIRE2 and DIAMOND2. PC program W CHESS (and Power Chess?).

- 94: 1st Harvard Cup. 1st Uniform Platform.
- 95: 5th Aegon
- 96: 4/6 =2294 Aegon.
- 97: On PPro 3½/6 =2247 Aegon.

Johan de Koning (Holland). Saitek RISC 2500, Mephisto MONTREUX, Tasc R30. PC programs THE KING, and CHESSMASTER 4000/5000/5500/6000.

- 93: 1st Aegon. 1st Welser. 2nd WMCC.
- 94: 2nd Harvard Cup.
- 95: 6th= WMCC; The King 4/6 =2379 Aegon.
- 97: With Tasc R30 3½/6 =2221 Aegon.

Richard Lang (England). Mephisto MONTREAL, BERLIN/BERLIN PRO, VANCOUVER, GENIUS and LONDON. PC programs PSION and GENIUS.

- 1985-95: World Champion 1st or 1st= @ every WMCC.
- 94: Famous victory 1½-½ over Gary Kasparov in Intel Active Tournament, London.
- 96: 4/6 =2213 Aegon.
- 97: On PPro 3/6 =2389 Aegon.

Stefan Meyer-Kahlen (Germany). PC program SHREDDER.

- 96: 3/6 =2086 Aegon; then 1st WMCC96, a major surprise!
- 97: 3rd with 7½/11 WMCC; on PPro 2½/6

=2148 at Aegon.

Bruce Moreland (USA). PC program, Amateur status, FERRET.

■ 95: 3= WMCC.

■ 96: 2nd WMCC with 8½/11.

■ 97: 4= with 7/11 WMCC; on PPro 3/6 =2325 Aegon.

Franz Morsch (Holland). Kasparov BRUTE FORCE, GK+TC2000/2100, PRESIDENT and new models COSMOS, COUGAR etc. Also new Mephisto models MILANO PRO, ATLANTA, SENATOR and MAGELLAN. PC programs QUEST and FRITZ.

■ 94: Shot to fame when FRITZ tied 1= with Kasparov in major International Blitz Tournament.

■ 95: 1st WCC, beating Deep Blue 1 along the way! Then disappointing 6= WMCC.

■ 96: 3½/6 =2415 Aegon; poor 6= WMCC96.

■ 97: Disappointing 10= with 6/11 WMCC; on PPro 3½/6 =2254 Aegon.

Ed Schroder (Holland). Mephisto MM5, POLGAR, MILANO, NIGEL SHORT, RISC 1MB. PC programs GIDEON and REBEL.

■ 92: 1st WCC.

■ 93: 3rd Welsler.

■ 96: 4/6 =2525 Aegon.

■ 97: On PPro 4½/6 =2619 Aegon!

Dan & Kathe Spracklen (USA). Most Fidelity models incl. PAR EXCELLENCE, MACH2/3/4. Also Kasparov SPARC.

■ 1980-84: World Champions.

■ 93: 2nd Aegon.

John Stanbeck. PC program ZARKOV.

■ 97: On PPro 4/6 =2476 Aegon.

Mark Uniacke (England). PC program HIARCS (also available for MAC).

■ 92: World Amateur Champ.

■ 93: 1st. World Software Champ; 1st Uniform Platform.

■ 95: 1st Aegon. 6= WMCC95.

■ 96: 4/6 =2384 Aegon.

■ 97: On PPro 4/6 =2308 Aegon.

Bart Westrate (Holland). PC program KAL-LISTO.

■ 95: 10= 6½/11 WMCC.

■ 96: 4/6 =2345 Aegon.

■ 97: lowly 10= with 6/11 WMCC; on PPro 4½/6 =2632 Aegon.

Chris Whittington (England). CS_TAL.

■ 95: 26= with 4½/11 WMCC.

■ 96: 3½/6 =2158 Aegon.

■ 97: 10= with 6/10 WMCC; on PPro 3/6 =2177 Aegon.

Note: WCC = World Computer Championships
WMCC = World Micro-Computer Champs

DATABASES for PC

■ CHESSBASE6 for Windows

■ CHESSBASE7 for Win95/98



During recent years **ChessBase** has steadily developed its outstanding database system for storing, studying, comparing and... enjoying chess games. Massive collections of great games, both historical and contemporary, are included when you buy, and there are bi-monthly additions available as ChessBase MAGAZINE.

The latest releases, **ChessBase for Windows v6 + v7**, have reached new standards for completeness and genuine ease-of-use throughout a massive range of features and operations.

Beautiful, high quality graphics ease the strain of working in front of the screen - simple icons for fast swapping between activities - powerful ECO openings classification - search multiple databases simultaneously for openings, themes or material - establish standard positioning of pieces in each opening - read and generate PGN format files - merge databases - two or more board windows can be viewed side-by-side or kept in filing card fashion - moves, variations and annotations displayed in full alongside board window - send games to printer in figurine notation with commentary symbols and high quality diagrams - or save file to a Desktop Publisher and prepare to create a personalised layout or your own Magazine!

Also NOW multi-media with hundreds of player profiles, photos and videos!

■ CHESSBASE6 for Windows £87.50

16-bit Win3.1/95/98 with 300,000 games.

■ CHESSBASE7 32-bit Win95/98 only.

Massive players' encyclopaedia, 8,000+ pictures, generate position trees quickly, easier one-click operations. Includes CRAFTY engine.

• **STARTER Package** with 1 million games and BIGBASE99. **£199.**

• **MEGA package** as Starter + 35,000 games annotated, 1 year's ChessBase Magazine'99 and 4 Endgame CD's. **£399.**

■ MASTERCHESS 98 for Windows. £59.95.

Standalone database program with 1.1 million games 'ULTIMATE GAMES 3' Collection. Statistical trees plus powerful search and openings classification system.

Includes ZARKOV4.2 engine, for both analysis and playing games. Good value.

■ BOOKUP for Windows

Whilst BOOKUP can be used as a database for games storage, it is not really intended to be a competitor to ChessBase as its main purpose

is for the close study and learning of openings.

'Books' (on disk) are available for training and studying of specific openings, each with copious notes discussing main line theory, strategic concepts, traps etc. Users can create and build their own books, load-in PGN files of games, and add notes of their own ideas.

Comes with the ZARKOV4 engine, for analysing and evaluating positions.

Back-solving is a particularly useful part of **BOOKUP** and enables the user to assess at root positions which lines are winning/equal/losing for either side! Research results can be kept on file as part of the 'book', or sent to a printer for output in ECO-type format.

■ **BOOKUP for Windows £159** (on disk with ZARKOV, and includes one free 'Book on disk').

■ **Opening Books and Tutorials.** E.g. How to Play against the Sicilian, The Samisch Seminar, The Smith-Morra, The Classical Ruy, 1.e4 for White, Answering 1.e4 for Black, 1.d4 for White, Answering 1.d4 for Black, 100 Essential Endings and others. **£19.95** each.

TUTORIALS FOR PC

■ CHESS MENTOR

The most popular and comprehensive PC chess course EVER, **Mentor** is useful for beginners, though aimed more at the hobby and club player, with multiple lessons which go right up to Master class! As simple or tough as you want!

A truly massive course which now includes many superb, graduated modules covering all aspects of the game from openings, tactics, and positional factors, to long-term strategy and end-games. The PC environment means the user can concentrate on the chess, moving forwards and backwards through the lessons, commentary and chess variations with ease.

Integrated 'hints' are available at nearly every potential move of each lesson, and offer different levels of comprehensive advice according to your own requirements - highly recommended!

- **MENTOR EXPLORING Chess £19.95** - an entry level version for absolute beginners'
- **MENTOR COMPREHENSIVE Course £59.95** - 867 challenges can take you from novice to decent club standard by developing sound foundation knowledge of tactics, strategy, technique and openings awareness.
- **MENTOR ADVANCED Course £59.95** - 'only' 150 challenges, but of a tougher variety to help you start winning! Strategy, Technique and games by the World Champions.
- **MENTOR DE LUXE £224.95** - includes the

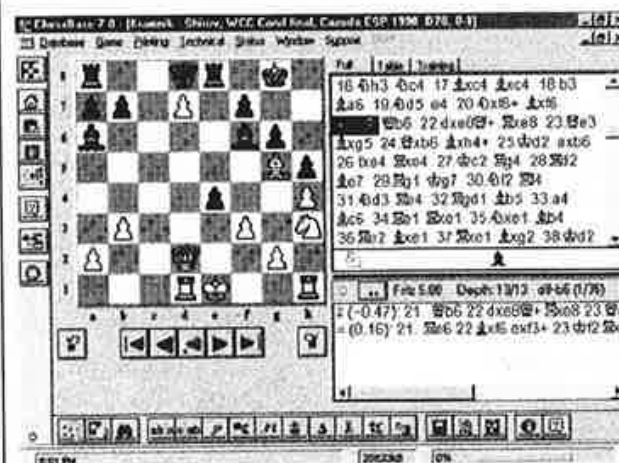
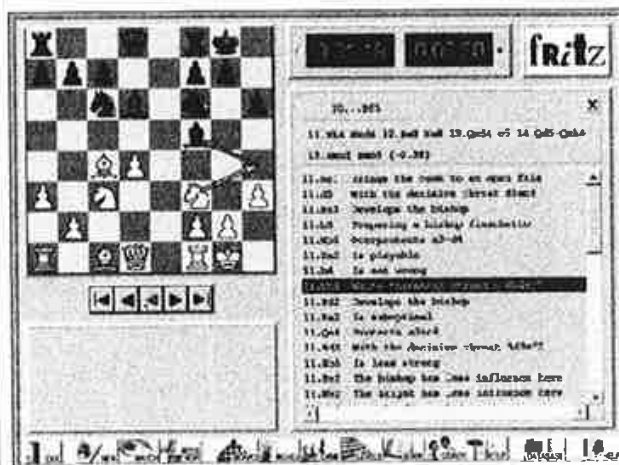
the **COMPREHENSIVE** Course, plus ALL 11 extra **MODULES**, normally £21.95 each.

■ MAURICE ASHLEY TEACHES CHESS for Win3.1/95/98. On CD for £39.95.

A multimedia course for absolute beginners, designed to get them to a reasonable standard. Has thousands of puzzles, explanations, interactive video coaching. Includes a playing engine with a good range of levels to practise against.

SCREENSHOT SECTION!

Top Hiarcs7. Middle Fritz5. Bottom ChessBase7



The (nearly) All-Time RATING LIST

Deep Blue2	2775	Novag Emerald Classic+Amber	2005	Fidelity Elite C	1821
Deep Blue1	2700	Novag Expert/Turbo16	2004	Fidelity Elegance	1813
Tasc R30-1995	2395	Novag Jade2+Zircon2	1995	SciSys Turbostar 432	1806
Mephisto London 68030	2363	Mephisto Montreal+Roma68000	1995	Mephisto MM2	1803
Tasc R30-1993	2343	Mephisto Academy	1985	Fidelity Excellence/3+Des2000	1801
Mephisto Genius2 68030	2342	Mephisto Amsterdam	1982	Kasparov A/4 module	1790
Mephisto London Pro 68020	2334	Novag Super Forte+Expert B/6	1969	Conchess/4	1784
Mephisto RISC2	2312	Mephisto Mega4	1967	Kasparov Prisma+Blitz	1781
Mephisto Lyon 68030	2304	Kasparov D/10 module	1965	Novag Super Constellation	1779
Mephisto Portorose 68030	2291	Fidelity 68000 Mach2C	1962	Kasparov Renaissance basic	1776
Mephisto Berlin Pro 68020	2287	Fidelity 68000 Mach2B	1961	Novag Super Nova	1774
Kasparov RISC 2500-512	2281	Kasparov Barracuda+Centurion	1960	Mephisto Blitz module	1765
Mephisto Vancouver 68030	2280	Kasparov GK2000+Executive	1960	Novag Supremo+SuperVIP	1739
Meph Lyon+Vanc 68020/20	2276	Mephisto Modena	1951	Fidelity Prestige+Elite A	1738
Meph RISC1	2267	Mephisto MM4	1946	Fidelity Sensory 12	1732
Kasparov SPARC/20	2263	Fidelity Travelmaster+Tiger	1945	SciSys Superstar 36K	1717
Mephisto London 68020/12	2244	Novag Ruby+Emerald	1936	Meph Chess School+Europa	1715
Mephisto Montreux	2241	Meph Supermondial2+College	1933	Mephisto Exclusive S/12	1714
Kasparov RISC 2500-128	2236	Mephisto Monte Carlo4	1933	Conchess/2	1712
Mephisto London 68000	2213	Novag Super Forte+Expert A/6	1931	Novag Quattro	1702
Fidelity Elite 68040v10	2209	Kasparov Travel Champion	1931	Novag Constellation/3.6	1700
Mephisto Atlanta	2208	Kasparov C/8 module	1927	Novag Primo+VIP	1698
Mephisto Vancouver 68020/12	2203	Mephisto Monte Carlo	1918	Mephisto Mondial2	1690
Mephisto Lyon 68020/12	2197	Conchess Plymate Victoria/5.5	1913	Fidelity Elite B	1686
Novag Sapphire2+Diamond2	2175	CXG Sphinx Galaxy	1913	Fidelity Elite original	1660
Mephisto Portorose 68020	2172	Kasparov Turboking2	1912	Mephisto Mondial1	1659
Mephisto Berlin	2165	Kasparov Adv. Trainer/Capella	1911	Novag Constellation/2	1645
Fidelity Elite 68030v9	2165	Kasparov Chess Academy	1911	CXG Super Enterprise	1638
Mephisto Vancouver 68000	2154	Fidelity 68000 Mach2A	1911	CXG Advanced Star Chess	1638
Mephisto Lyon 68000	2153	Novag Expert/6	1897	Fidelity Sensory9	1582
Mephisto Almeria 68020	2148	Conchess Plymate Roma/6	1896	Kasparov Astral+Conquistador	1578
Mephisto Milano Pro	2140	Fidelity Par Excellence/8	1896	Kasparov Cavalier	1578
Novag Sapphire1+Diamond1	2134	Novag Super Forte+Expert A/5	1883	Chess 2001	1550
Mephisto MM4/Turbo18	2125	Fidelity 68000 Club B	1883	Novag Mentor16+Amigo	1548
Mephisto Portorose 68000	2121	Novag Expert/5	1880	GGM+Steinitz module	1547
Fid Mach4+Des2325+68020v7	2116	Fidelity Par Excellence	1873	Mephisto 3	1531
Fidelity Elite 2x68000v5	2093	Fidelity Elite+Designer 2100	1873	Kasparov Turbo 24K	1527
Mephisto Mega4/Turbo18	2082	Fidelity Chesster	1873	SciSys Superstar original	1526
Mephisto Polgar/10	2077	Novag Forte B	1872	GGM+Morphy module	1522
Mephisto Roma 68020	2075	Mephisto Rebell	1871	Kasparov Turbo 16K+Express	1522
Kasparov Brute Force	2073	Fidelity Avant Garde	1870	Mephisto 2	1521
Mephisto Dallas 68020	2069	Kasparov Stratos+Corona	1862	SciSys C/C Mark6	1480
Mephisto Almeria 68000	2060	Novag Forte A	1861	Conchess A0	1479
Mephisto MM6	2053	Fidelity 68000 Club A	1860	SciSys C/C Mark5	1471
Novag Scorpio+Diablo	2053	Mephisto Supermondial1	1855	CKing Philidor+Counter Gambit	1470
Kasparov Cougar/Cosmos	2043	Kasparov A/6 module	1852	Morphy Encore+Prodigy	1410
Kasp President+GK+TC2100	2033	Conchess Plymate/5.5	1848	Sargon Auto Response Board	1400
Mephisto Nigel Short	2030	Kasparov Simultano	1845	Novag Solo	1360
Mephisto MM4/10	2027	Kasparov Turboking1	1845	CXG Enterprise+Star Chess	1355
Fid Mach3+Des2265+68000v2	2024	Conchess/6	1845	Fidelity Sensory Voice	1330
Meph Dallas 68000+MondialXL	2017	Fidelity Excellence/4	1837	Chess King Master	1280
Mephisto MM5	2012	Novag Expert/4	1836	Boris Diplomat	1240
Mephisto Polgar/5	2011	Novag Jade1+Zircon1	1830	Fidelity Chess Champion 10	1240
Mephisto Milano	2009	Conchess Plymate/4	1828	Novag Savant	1220
Nov Super Forte+Expert C/6	2008	SciSys Turbo Kasparov/4	1826	Boris2.5	1200