

SELECTIVE SEARCH

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COMPUTER & PC... BEST BUY Ideas!

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

Further info/photos can be found in **Countrywide's CATALOGUE** - see their address/phone on the front page if you want one. Beware those whose prices seem cheaper, but there's a post & packing charge at the end! Our insured delivery p&p is **FREE**. Adaptors are £9 extra. **Subscribers Offer:** You can deduct **5% off software** and **10% off dedicated** computer prices when you buy from **Countrywide** - you'll need to mention **SS**.

■ PORTABLE COMPUTERS ■ [por]

Kasparov

BULLET - Talking coach - £49 - talks + travels!

COSMOS - £99! - great value, 4½"x4½" plug-in board + display

Novag

AMBER £139 - excellent plug-in, strong as Cosmos with great features and display

SAPPHIRE2 £224 - strong calculator style, 32MHz H8. Incl. magnetic disc set - excellent

■ TABLE-TOP PRESS SENSORY ■ [ps]

Kasparov

EXECUTIVE £99 - GK-2000 Morsch prog. Display etc, plus lid cover. Terrific value!

COUGAR - £129! - top quality Morsch program, clever display, recommended

Novag

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

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

DIAMOND2 £279 - strong, very good features, big 120,000 opening book and A1 for value!

Mephisto

MILANO PRO £249 - Morsch at RISC speed, strong, good features and display

ATLANTA £379 - the fast hash-table version of Milano Pro=even greater strength. 64 led board

■ WOOD AUTO SENSORY ■ [as]

Kasparov

PRESIDENT £299 - top value wood board ever - good range of features, scrolling display

Mephisto

EXCLUSIVE all wood board, felted pieces with **MM6** - President program £449
with **SENATOR** - Milano Pro program £649
with **MAGELLAN** - Atlanta program £749

Novag

SAPPHIRE2 DE LUXE £449 includes Novag Sapphire2, lovely wood **UNIVERSAL** board, **WChess** PC program, all connection cables and adaptor. Excellent value and quite brilliant!

■ PC PROGRAMS on CD ■

HIARCS7 - for PC and MAC! - most human-like playing style, very strong, great analysis features and player help. 488,000 Opening Book, user adjustable/extendable. Full learning! £89

REBEL10 - £44.95 - A real Schroder 'special' - anti-GM mode beat Anand! New graphics. Wonderful analytical features incl. Game Overview, **ENCYCLOPAEDIA OF CHESS** for Rebel 10. 1 million games database plus 50 million opening tree! Incredible for study. £39

FRITZ5.32 (2 CD's) £45 - by Franz Morsch: improved knowledge + strength, superb features and graphics. Voice mode. A1 printing abilities **For FRITZ5: PowerBook set** £45

JUNIOR5 - £45 - Fritz-like interface & features, another very strong fast-searching program.

GENIUS6 - £89 - by Richard Lang. High quality graphics, strength. Ability to run WChess 2000 and others within it. Games database. Printing. **For GENIUS6: W Chess engine** £45

Also **NIMZO99** £45, **SHREDDER3** £79, **MChessPRO8** £69, **CS Tal** £39 (disc). Please allow 7 days for delivery on these.

CLASSIC GAMES COLLECTION for PC! **SAGE 4000 DRAUGHTS** (a very strong program!), includes **DRAUGHTS** variations, 10x10, **Flip It (OTHELLO)** and other games! £39!

■ PC DATABASES on CD ■

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NEW 32-bit high speed, 875,000 games, position trees and stats. Crafty analysis chess eng

CHESSBASE 6.0 for Windows now £87.50.
"The" games and work DATABASE.

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

■ PC TUTORIALS ■

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COMPREHENSIVE: novice/hobby £59.95
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all with 9 month guarantee and free adaptor

Fidelity CLUB 68000 [ps] £75

Kasparov SIMULTANO [ps] £69

Novag DIAMOND1 [ps] £139

Mephisto MONTE CARLO + case [as] £159

Mephisto ACADEMY (as new) [as] £295

Mephisto LONDON 68000 [ps] £385

Mephisto LONDON PRO 68020 [ps] £495

Fidelity ELITE MACH4 2325 [as] £549

NEWS and RESULTS

REBEL 10 won the strong Clodra tournament in December, ahead of **FRITZ5** and **HIARCS7**. There were 15 pairs of participants, so 30 programs played altogether.

A detailed report is elsewhere in this Issue of *SS*.

Still with **REBEL**, the **EOC** was delayed until mid-January, and I apologise to all those who were kept waiting for so long!

Reg COX was a recent recipient of *Selective Search's* 'free to subscribers' **REBEL DECADE2** CD, and has sent me a series of results for rating, which are very useful.

Most of the other results I have for **RD2** are on a standard Pentium, in the 100 to 133MHz range, on which it currently grades in *SS* at 2319 Elo. Thus it usually just fails to get into the top 48 in the *SS* PC Rating List. Of course its rating will be rather more on a P2/300 - well over 2400 I expect, much as Reg's results suggest!

	40/2	6/60
Tasc R30-1995 active Rebel DECADE2 P2/300	½ 3½	1 3
Tasc R30-1995 solid Rebel DECADE2 P2/300	2 2	0 4
Tasc R30-1995 offensive Rebel DECADE2 P2/300	½ 3½	½ 3½

New DGT board driver

There is a new driver for the DGT board which is reported to enable all Windows chess programs to run with it. I will test it with various programs such as **Genius5/6** when I have the chance, and a DGT board available. Of course most programs outside the **FRITZ** series won't have voice announcement, so reference to the PC screen will be needed to read the computer moves.

FRITZ 5.32 copy protection

The GOOD and the BAD! If you buy **FRITZ 5.32**, you can also refuel your old version 5 with it. So if you decide to keep your 16-bit version on hard disk, you can maintain both from the one CD if you want. However when I used 5.32 to refresh 5.16,

the 5.16 engine stopped working within the 5.32 environment a few days later, and insisted on my putting the original 5.16 CD in to make it work again.

Good job I hadn't been naughty and sold it to someone else! Beware!

DUTCH CHAMPIONSHIP - THE KING MAKES A COME-BACK!!

Johan de Koning has just won his national championship for the fourth time, having previously come 1st. in 1991, 1993 and 1995. **THE KING** program used is in **TASCBASE**, and a version is also in the **CHESSMASTER 5000- 5500-6000** series!

Ranking after 11 Round Dutch Open Computer-Chess Championship 1998

Pos	Seed	Prog	Tot/11	Ties
1	3	The King	9	
2	2	CilkChess	8	
3=	4	Arthur	7½	70
	5	Kallisto2 exp	7½	67
	11	Bionic Impakt	7½	62
6=	1	Nimzo99	6½	71
	7	Alexs	6½	61
	9	Diep	6½	61
	13	Patzer	6½	56
10=	6	Ant	5½	54
	10	Rookie2.0+	5½	54
12	8	Dappet	5	
13	16	BugChess	3½	
14=	12	Zzzzzz	1½	57
	14	Morphy3.0	1½	56
16	15	Delta	0	

The programmers of the new versions of highly rated **NIMZO** (especially) and **KALLISTO** must have been disappointed with their failure to get closer. However our Rating List already shows that **Kallisto2** is failing by a long way to live up to the stirring result it got at **AEGON97**. Meanwhile **Nimzo99** is struggling so far to get results which match those of **Nimzo98**!

ALEXS is an interesting one - it has a specialised learning function, which is not the standard type. 'Standard' is basically where a program 'learns', from a sudden evaluation collapse and loss, that a move played in a particular position must have been wrong. It stores the position and evaluation, ready for any future occurrence, so that it can try and improve next time. However ALEXS actually adjusts its algorithms relating to evaluations in accordance with results.

I have seen this at work in NOUGHTS & CROSSES - I even programmed one myself where the program initially knows only the Rules and what constitutes a win or a loss... so you can beat it for the first game or two. But as it assimilates the results and methods, it learns correct play for itself and very quickly becomes unbeatable. However, programming this for chess must be a different kettle of fish!

The programmer has sent me a copy of ALEXS with his little (almost incomprehensible-to-me) book on neural networking, and I have promised him I'll do a Review soon (unless there's a volunteer out there who already knows a little about the subject, and who'd like a crack at it!?).

NIMZO99 : NEWS FLASH.

Chrilly Donninger unhappy
with quality of play

For 'quality of play' probably read 'results'!

Perhaps the most amazing *News Flash* of recent times was the one announcing a new version of NIMZO99, I think it was barely 3 weeks after its initial launch!

Almost as soon as I received the (original) new Donninger program, I played a 20 game match at G/60 between NIMZO99 and JUNIOR5, with the latter winning 13½-6½.

I have now replayed the match, and the new result, with NIMZO99[a], saw JUNIOR5 win again, this time 12½-7½.

Too small a sample from which to reach many conclusions, but it was a slight improvement for NIMZO. However neither result is very encouraging and suggests that Donninger's own NIMZO98 is better than the new ChessBase Nimzo99 conversion.

Enrique IRAZOQUI has replaced the

original NIMZO99 with NIMZO99[a] in his massive tournament series.

The complete, current 'state-of-play' in Irazoqui's 40/40 tournament series is shown elsewhere in *SS*, but here is a TABLE comparing the results of the two NIMZO versions:

S/10	Jun5	Hiar7	MCP8	Tiger	F532	F516	Reb10
N99	4	3	2	3½	-	5	5½
N99a	5	3½	3	3½	5	6	5

Enrique comments that *'it has a more attractive style than the original NIMZO, but it doesn't score better'*. In fact the above table shows it **does** score a little better, but still not to the sort of standard N98 has been achieving.

The upgrade to NIMZO99[a] is available from the *ChessBase* web pages. Any *SS* reader without Internet access and wanting the update .zip file could send £5 to me and I'll put it onto a floppy disk for them.

Another G/60 match I have played recently involved HIARCS7 and its predecessor HIARCS6.

My score for this went 13-7 in favour of the new version.

Programmer Mark UNIACKE played a similar match using 40/60mins, and the score was a little closer at 12-8.

NOW OUT:

SHREDDER3 and GENIUS6 have come out a little earlier than expected.

I haven't seen SHREDDER3 as yet, but the news relating to GENIUS6 is, perhaps, a little disappointing in one sense.

Richard LANG had intended to bring the new 32-bit GENIUS6 out with the Genius program itself running in 32-bit code. Indeed he has had a version just about up-and-behaving for a few months.

However the result, for G6, of the 16->32-bit conversion produced little or nothing extra in the way of speed, and Richard tells me that the 32-bit coding occasionally malfunctioned.

In the end, therefore, he decided to stay with the 16-bit version which Richard told me *'contains some changes and*

improvements, but does not seem to produce much difference in terms of overall strength'.

So whilst **Genius6** will be a 'good buy' contender for first-time buyers, it may not be so attractive as an upgrade for **Genius5** owners from the strength point of view. But it would still be well worth considering for folk who wanted to have **Shredder**, **W Chess**, **Nimzo** or **Zarkov** running under the **Genius** interface, with the **Genius** screen + features, database system, and printing facilities etc.

The **W Chess 2000** engine is already available - price **£44.95**. I will put details somewhere in *SS* relating to other engines, if I get price and availability info. in time.

Harald FABER's 'half-time score' in his mammoth **NIMZO98 v MCHESS PRO7** match was reported in our last Issue.

With **NIMZO** playing the first 30 games as White, the score was 17½-12½ in its favour.

The result with **MCP7** as White is now in, and again **NIMZO** got the win, this time by 16½-13½, so the total score was:

Nimzo98 34-26 MChess Pro7

However I had not realised that there was a machine discrepancy, in that **NIMZO** played all its games on an **AMD K6/200**, whereas **MCP7** was on a **P/166**. Harald says that this is a speed advantage of about 50% to **NIMZO**, so the result is not reliable for the Rating List anyway... but it supports Harald's view that - if they were given equal equipment - there would not be as much between them as the Rating List gap actually indicates.

MEPHISTO'S NEW MAGELLAN IMPRESSES: At Countrywide's offices we were keen to check out the new modules for the **Mephisto Exclusive** boards.

In the midst of the unavoidable pandemonium of the Christmas period, **Mike HEALEY** still managed to get a 10 game match completed at G/60 between the new **MAGELLAN** (which is the conversion of the very strong **ATLANTA**) program), and a **Mephisto ACADEMY**.

You may ask '*Why the rather elderly Academy?*' In fact one had been in for

repair and needed testing, so this seemed a good way to do that... and it does stand at 173 BCF/1985 Elo on our List. The result, however, was an exceptional one for the new program:

Meph MAGELLAN 9-1 Meph ACADEMY

I have also recently received a list of the latest **ATLANTA** scores from the **SSDF** testers, and their results (at 40/2) suggest that the *SS* rating (mainly based on my own testing at G/60), may not have been doing the **Atlanta** full justice!

Anyway, when Mike's **MAGELLAN** result and the **SSDF** figures were all included, the rating shot up by nearly 30 Elo!

TIGER-REBEL combine!

Ed Schroder (REBEL) has announced that he and **Christophe Theron (CHESS TIGER)** are co-operating in some of their programming work.

The aim is to develop their chess programs together, aiming to improve the strength of both by seeking out the best knowledge and practical methods from each other's program.

There is more information on this elsewhere in *SS*.

I believe that the next **CHESS COMPUTER WORLD CHAMPIONSHIP** will be held in Germany.

The 1999 event will be the **9th. CHAMPIONSHIP**, and is expected to take place in **Paderborn**, probably during June.

Fuller details, and the list of entrants when it starts to take shape, will be reported in *SS* as usual, of course.

CHESS MENTOR have just announced another **new module** for their excellent course.

Entitled "**Roots of Positional Understanding**", it is by the popular IM and renowned chess teacher, **Jeremy Silman**.

The new course is intended for intermediate/advanced players - though I still believe the teaching and help method used in **Chess Mentor** also enables weaker players to make good use of such modules.

The Internet's **Komputer Korner**

(Canada's Alan Tomalty) rates the new module as 'outstanding'.

He says: 'If you already have Chess Mentor you simply must have this new module. Some of the positional concepts that are explained are very advanced, but as usual Silman explains what is wrong with most of the bad moves that you attempt.

'That is the real strength of Chess Mentor: it tells you *WHY* your bad moves are wrong. Silman anticipates the patzer's bad moves, and tells you why they are no good. '300 different positional concepts are

covered in this latest module... that's why this course is tremendous - no book in the world has been written to explain why YOUR bad moves do not shape up positionally or strategically'.

The "Roots of Positional Understanding" is priced at the usual £21.95 on its own, as an extra MODULE for folk who already have Chess Mentor Comprehensive, Advanced or de Luxe. Anyone buying the Comprehensive (£59.95) or Advanced (£59.95) new could include 'ROOTS...' and add exactly £21, total £80.95.

Enrique IRAZOQUI's massive auto232 40/40 All-PLAY-ALL TOURNAMENT for NEW PROGRAMS. PCs=P2/400MHz

Program	H7	J5	MP8	T11	F532	R10	F516	N99a	G6	C161	Total
Hiarcs7	—	4	3½	4	4½	7	8	6½	8	7½	53
Junior5	6	—	6	6½	5½	5	4½	5	3½	8½	50½
MCPro8	6½	4	—	5½	3½	5½	5	7	6½	7	50½
Tiger11.7	6	3½	4½	—	5	6	5½	6½	6	7	50
Fritz5.32	5½	4½	6½	5	—	4	4½	5	7	7	49
Rebel-10	3	5	4½	4	6	—	5½	5	6	5½	44½
Fritz5.16	2	5½	5	4½	5½	4½	—	4	5½	8	44½
Nimzo99a	3½	5	3	3½	5	5	6	—	5½	6½	43
Genius6	2	6½	3½	4	3	4	4½	4½	—	4	36
Crafty16.1	2½	1½	3	3	3	4½	2	3½	6	—	29

Enrique's valuable TOURNAMENT has now really taken shape, and gives a compelling insight into the likely order at the top amongst the new programs.

Of course all of his results are included in the SS Rating List, but it is still very worthwhile to view Enrique's TABLE in its own right. The 40 moves in 40 mins time control is also a good choice. As the programs are running on two very fast P2/400 machines, it is the equivalent of between 40/60 and even 40/80 for many other testers with P/200-233 machines.

Some NOTES are necessary:

1. A beta version of HIARCS7 was used in its early matches. Time permitting its results may be updated at the end of the Tournament, by replaying the first

matches with the final version.

2. CRAFTY16.1 is playing as an engine within Nimzo99. Because of the way the 'send move' instruction works under the Nimzo, Fritz and Junior interface arrangement - they are all the same - Crafty clears all of its hash tables at the same time (i.e. after every move, as if it was playing engine-v-engine on the one computer). Therefore it is operating under a definite handicap, compared with its likely strength as a standalone DOS program.
3. The original NIMZO99 was withdrawn part-way through its matches, and replaced by NIMZO99a. All of the first series of matches were replayed, and the results above are all for Nimzo99a. See page 4 for a comparison between Nimzo99 and Nimzo99a results.

CHESS in the U.K.

My page 2 article in *SS79*, under the heading **HARA-KIRI in the CHESS PC world** brought a sympathetic and concerned response from many readers.

There IS a major concern over the state and future of the computer chess industry, and the new, low price structure means there are likely to be casualties, which no-one (outside the industry!) wants.

Those inside the industry don't want it either, if the casualty is likely to be them!

In the UK the place and state of CHESS itself is giving rise to concern in some quarters: falling club membership; a Federation headed by a snooker professional instead of a chess professional; the major Hastings Congress inviting a foreign prodigy to their tournament forcing our own, Luke McShane, to go abroad to earn some money; little press coverage (though I must say that the Telegraph does have good daily and week-end news, games and comment); and no TV coverage at all.

There are some plusses: the Telegraph coverage I've mentioned; Britain is still, probably, the world's no.2 chess nation, despite recent Olympiad shortcomings; two excellent chess periodicals in '*CHESS*' and '*The BRITISH CHESS MAGAZINE*'; *SAITEK*'s enthusiastic support of British Junior chess; and Gary Kasparov!

SAITEK

With the **UK Chess Challenge** attracting 34,500 players from over 1,000 schools, organiser **Mike Basman** has confirmed **Saitek** 'the world's leading producer of portable chess computers' as the sponsor for 1999.

Yes, chess should be one of the most popular and challenging games for youngsters, who generally first take up the game at school. It is now widely accepted that chess offers educational and social benefits to youngsters in terms of improved concentration, alert and adaptable thinking and perseverance.

In committing themselves to encouraging chess amongst the youth of this country, **Saitek** are following the lead some years ago of Mephisto in Germany. The

realisation there of the value of chess from the youngest of age levels was a part of the continuing chess boom in German schools, leading right through to their massive chess **Bundesliga**... so large and important that many British GM and IM players are over there, earning a living playing and teaching, coaching the school and club players, far more than they are over here!

Saitek's other approach has been to sponsor the **England Junior Chess Team**, providing funding for coaching and giving the opportunity for more of our young players to be represented in major international and team tournaments.

This has involved a five figure sponsorship deal, and it is really good to see a **computer chess** company supporting and encouraging chess in this way. I hope the venture will have an enduring impact on youth chess in this country, and that **Saitek** will get a good reward for their endeavours.

The timing might prove to be just right - chess was in the news again with a recent call from our MPs for more government support for the game in the U.K. and for recognition by the Sports Council. Could Britain get gold in the first Olympics of the new millennium? Which leads us nicely to:

KASPAROV

'Chess is a SPORT. It deserves to be recognised as such by the Government, and should be given as prominent a place in the school curriculum as football or cricket. The media should give chess the coverage that it deserves as the most international and inclusive of all sports' said **Kasparov**, speaking in London before Christmas.

Good stuff... maybe he should be our British Chess Federation President!?

The world champion was visiting our shores again, this time supporting BT in the launch of a new Internet service called '**Wireplay**' which plans to put chess on-line to every school in Britain. It is worth noting that he has already pioneered chess as an integral part of the curriculum in other countries (e.g. Israel and Argentina amongst others). I guess he got the idea because, for the last few decades, every

Russian schoolboy has played and loved the great game - including the names of Botvinnik, Keres, Bronstein, Smyslov, Petrosian, Spassky, Korchnoi, Karpov - yes, and Kasparov. A sequence of great Russian champions, or nearly champions, broken only briefly by one man, Bobby Fischer.

And Russia is still the world's no.1 chess-playing nation, despite donating countless top 'former Soviet' players to other nations in more recent times.

So teaching the kids to play chess at a young age works, and the arrival, as we approach the 21st. century, of a good range of cheap (under £150 certainly, some under £100) dedicated chess computers ideally suited to help equip them - as we have seen done in Germany - makes the potential all the greater. And that's still not to mention that we're also in the incredible age of the PC, and all it has to offer the chess player.

On paper, we seem to be on the verge of an explosion in junior chess in this country.

WHY DO CHILDREN LIKE CHESS?

Daniel Johnson, writing in the Daily Telegraph recently, said: *'Why do children like chess? They are good at it: apart from music and mathematics, chess is the only field that produces genuine prodigies.'*

It is intensely competitive, yet non-violent. At chess, children sit still and are silent without realising it. And, despite its image, chess is actually a fast-moving, adrenalin-generating activity: at speed or blitz chess in particular, where a whole game may be played in only 10 minutes.

Kasparov (35 now) thinks he would be lucky to hang on to his title until age 40.

Kasparov has also signed a petition calling for chess to be recognised as a sport in Britain, a motion which already has the support of some 100 MPs. **Johnson** says: *'The opposition to this long overdue recognition comes from the sports establishment, which does not want chess to compete for scarce public funds.'*

CHESS can compete for attention! The massive rise of interest during the **Kasparov-Short** match in 1993 proved so, in no uncertain terms. Massive media interest, with daily TV coverage showing a positive lead, gave us a few weeks of sheer joy.

Part of the explosion in the UK, of course,

was caused by the involvement of a British challenger. Now, in Michael Adams and Matthew Sadler, we have two more top GM's who may well mount a renewed serious challenge from the UK in the future.

Amongst the youngsters, best known is Luke McShane; but Nicholas Pert recently won the World U-18 Boys Gold medal, whilst Ruth Sheldon won the World Girls U-18 Gold! And if you haven't heard of Murugan Thiruchelvam yet, you probably will in 2 or 3 years!

The second contributory factor to the UK chess explosion of 1993 was the fact it was held in London, and the third was the presence of Kasparov himself! I don't think his drawing power should ever be underestimated.

I mention 2 and 3 above, because it may yet be that the next World Title challenge involving Kasparov could be back in London once more. Certainly Kasparov seems to think this is the best place.

Of course the World Championship 'cycles' are in some disarray again - a bit like the World Heavyweight Boxing Title/s!

Kasparov wants to defend his **WCC Title** - *'you can't take it away from me by decree - somebody is going to have to sit down across the table from me, and beat me'*. These remarks came as he defended the failure of the match against **Shirov** to materialise. Shirov was the successful candidate after surprisingly beating Kramnik in Cazorla, but funding for the match to take place in Spain or the USA could not be found. Few experts give Shirov a chance.

As far as the **FIDE Title** is concerned, **Karpov** is now unhappy that it is supposed to be an annual event - he wants to only face a challenger every two years. He's probably also unhappy that he will have to enter the competition in one of the earlier rounds, rather than see his challenger flown straight over after 1 month of tough, incessant chess against the world's top players, to meet a fresh Karpov the very next day!

To help, they've put the date back from the intended last month (that's obvious isn't it!), to *'sometime in 1999'*, but Karpov may still not play.

The best hope is that the very popular **Vishy Anand**, currently playing better than ever, will win it... to set up a Title unification match with **Kasparov**... in **London**. Wishful thinking? We'll see!

CLODRA, 1998

Pretty much an ANNUAL EVENT now, this year **CLODRA** was a very strong SWISS TOURNAMENT, and it resulted in a win for **REBEL-10**!

The TIME CONTROL was G/180. Here is the **FINAL TABLE**, but please read NOTES afterwards, and also check out the **SECOND TABLE** showing combined scores!

Pos	Program	R1	R2	R3	R4	R5	R6	R7	Tot/7
1	Rebel-10 Bauer	B+ M8t	W+ G3d	B= N35	W+ VC2h	B= C6g	W+ H7b	W= M8f	5½
2=	M-Chess Pro8 Fuhrwer	W= S3h	B= R10f	W+ K2c	B= F5p	W+ Z4k	W+ C6g	B= R10b	5
	Fritz5 Gnes	B= H7m	W= Z4k	B= G5	W= Z4g	B+ G3d	W+ K2s	B+ C6g	5
4=	Virtual Chess2 Her	W+ C6r	B+ J5f	W= F5p	B= R10b	W= R10f	B= J5b	W+ Z4g	4½
	Rebel-10 Friedrich	B= N99k	W= M8f	W+ CSTb	B= J5b	B= VC2h	W+ J5f	W= F5p	4½
	Fritz5 Poetsch	W+ G3k	B+ CSTf	B= VC2h	W= M8f	B= H7b	W= N35	B= R10f	4½
	Nimzo99 Kostner	W= R10f	B= S3h	B+ VC2r	W= G5	B+ R30b	W+ C6r	B+ CSTf	4½
	Hiarcs7beta Mitsdurfer	W= F5g	B= S3b	B= G5b	W+ R30b	B+ CSTb	W+ G3d	B+ N35	4½
9=	ChessMaster 6000 Gru	B+ G5a	W= Z4g	B+ Z4k	W+ N35	W= R10b	B= M8f	W= F5g	4
	Zarkov4.3 Gmmes	W+ J5b	B= C6g	W= S3b	B= F5g	B= N35	W+ G5	B= VC2h	4
	Genius5 P/60	W= C6g	B+ R30a	W= F5g	B+ N99k	W= J5b	B= Z4g	W+ G3k	4
	Hiarcs7beta Bauer	W= K2c	B+ G3k	W+ S3h	B+ S3b	W= F5p	B= R10b	W= J5b	4
	Junior5 Benstein	B= Z4g	W+ VC2r	B+ G3d	W= R10f	B= G5	W= VC2h	B= H7b	4
	Shredder3 Herklotz	B= M8f	W+ N99k	B= H7b	W= K2s	B+ M8t	W= Z4k	B+ J5f	4
	Kallisto2 Serfling	B= G3d	W+ M8t	W= CSTf	B+ S3h	W= S3b	B= F5g	B+ Z4k	4
16=	Nimzo3.5	W+ R30a	B+ K2c	W= R10b	B= C6g	W= Z4g	B= F5p	W= H7m	3½
	CS_Tal Fuh	W+ G5b	W= F5p	B= K2s	B= J5f	W= R30a	B+ S3b	W= N99k	3½
	ChessMaster 6000 Rie	B= VC2h	W+ R30b	W= J5f	B= Z4k	W+ K2c	B= N99k	W+S3b	3½
19=	Zarkov4.3 Keuter	W+ CSTb	B= F5g	W= C6g	W+ C6r	B= M8f	B= S3h	W= K2s	3
	Junior5 Feuerbaum	B+ R30b	W= VC2	B= C6r	W= CSTf	B+ G3k	B= R10f	W= S3h	3
	CS_Tal Bau	B= Z4k	W+ G5b	B= R10f	B= K2c	W= H7m	W+ VC2r	B= G3d	3
	Gandalf3 Kostner	B= F5p	W= H7b	B+ R30b	W+ M8t	W= J5f	B+ G5b	B= G5	3
23=	Gandalf3 Didzuhn	W+ K2s	B= R10b	W= J5b	B+ G5b	W= F5g	B= H7m	W= CSTb	2½
	Shredder3 Bauermeist	B= VC2r	W+ H7m	B= Z4g	W= H7b	B= K2s	W= CSTf	B= C6r	2½
	Genius5b P/60	B= CSTf	B= CSTb	W+ H7m	W= G3d	B= VC2r	W= G3k	B+ R30a	2½
	Virtual Chess2 Rie	W= S3b	B= J5b	W= N99k	B= R30a	W= G5b	B= CSTb	B+ R30b	2½
27=	Kallisto2 Cyrix	B+ H7b	W= N35	B= M8f	W= CSTb	B= C6r	B= R30a	W= M8t	2
	MChess Pro8 Tauber	W= R10b	B= K2s	W+ R30a	B= G3k	W= S3h	W= R30b	B= K2c	2
	Tasc R30-1995a	B= N35	W= G5a	B= M8t	W= VC2r	B= CSTf	W+ K2c	W= G5b	2
30	Tasc R30-1995b	W= J5f	B= C6r	W= G3k	B= H7m	W= N99k	B= M8t	W= VC2r	½

1. The main organiser of the CLODRA event is **Karsten Bauermeister**, and our thanks are due to him for the original basic version of the above CROSS-TABLE.
2. The names after each entrant in the PROGRAM listing define the OPERATOR for each version. I have created a shortened form for each in the round-by-round results columns, so that readers can know exactly who played who.
3. The games are played in pubs in villages around Clodra, Germany - but all the operators are long-time chess computer experts.
4. The PC's in use depend on their respective owners - most were Pentium Pros or MMX machines at 200-233MHz. Thus there is a special reference to Genius5, which ran on a mere P/60!
5. The Hiarcs7beta Bauer was on a K6 which crashed several times, handicapping its result by an undisclosed amount.

Readers will notice that each program was represented TWICE, so there were in a sense 15 programs playing 14 games, rather than 30 programs playing 7! Much more useful for assessing the value of the results.

There was one exception: NIMZO. The operator had used Nimzo3.5 in the previous Clodra event, believing he had improved it by adjustments to the playing style etc., and so was given agreement to use it again.

Here, then, are the 'TEAM-PAIRING' RANKINGS:

Pos	Program	Score/14	Tie-Break
1	Rebel 10	10	
2	Fritz 5.16	9½	
3	Hiarcs 7 beta	8½	
4	Nimzo 99/3.5	8	
5	ChessMaster 6000	7½	
6=	Zarkov 4.3	7	56
	Junior5	7	49.5
	MChess Pro 8	7	49.5
	Virtual Chess 2	7	46
10=	Shredder 3	6½	51.5
	Genius 5 (P/60)	6½	47.5
	Chess System_Tal	6½	44.5
13	Kallisto 2	6	
14	Gandalf 3	5½	
15	Tasc R30-1995	2½	

Karsten Bauermeister adds the following comments as his report: *"All participants were in agreement that Rebel-10 played the best chess. It went though the event undefeated, and its win was well-earned!"*

We were a little disappointed by the play of Nimzo, Shredder and Junior, who did not play as we expected. Hiarcs, Fritz and some others played well, but in a field this strong nearly every one could win. Positive surprises were Zarkov and the new ChessMaster."

As far as I can gather, in addition to Genius5's involvement on clearly inferior hardware, and one of the Hiarcs7 PC's crashing at intervals, the others also used a variety of different processors. Therefore I have decided not to add the results into my RATING LIST as yet.

ENDGAME: Issues & Studies

By GRAHAM WHITE

This article is in 2 parts:

- [1] ENDGAME STUDIES
- [2] ENDGAME TACTICAL POSITIONS

In every case it is WHITE to move, and win, with the exception of the very last one.

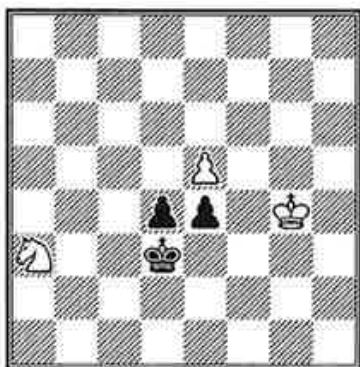
[1] ENDGAME STUDIES

Having recently purchased a couple of the new 32 bit PC engines, JUNIOR5 and REBEL-10, one of the first things I decided to do was to test, with my "old" favourite GENIUS5, a few positions from *Jon Speelman's* book, "TEST YOUR ENDGAME ABILITY".

Speelman's book is a collection of distinguished Endgame Studies, so I was absolutely amazed to discover (or should I say, be shown!) that, out of a more or less random selection of about 70 positions, no fewer than 8 were faulty in one sense or another!

In this article I would like to show you the following interesting endgames:

GW endstudy1 [Zalkind, 1915]

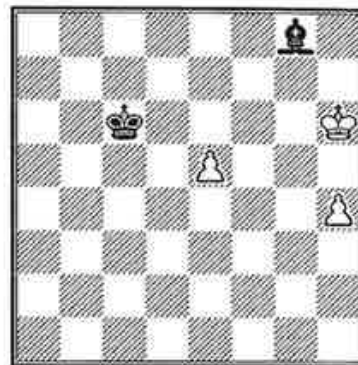


The composer's solution runs:
1.e6 e3 2.e7 e2 3.e8♖ ♖d2 4.♗c2 d3 5.♗d4 ♖d1 6.♖a8 e1♗ 7.♖a1+ ♖d2 8.♗f3+

However the programs demonstrate an alternative (easier) way to win at move 4:
4.♗c4+ ♖d1 5.♗b2+ ♖d2 6.♗d3 ♗xd3 7.♗f3

Simple! Remember a 'dual' solution invalidates an Endgame Study.

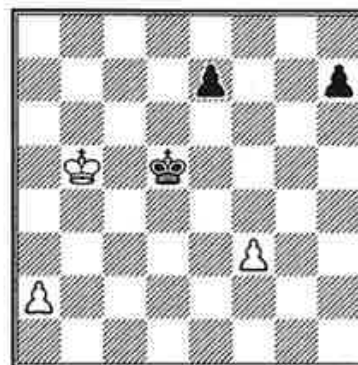
GW endstudy2 [Unknown]



The composer's solution:
1.♗g7 ♖c4 2.h5 ♖d3 3.h6 ♗d7 4.♗f7 ♖c4+ 5.e6+ ♖xe6+ 6.♗f6 ♖g8 7.♗g7 ♖d5 8.h7

However...
3.e6 ♗d6 4.♗f6
 is another 'dual'.

GW endstudy3 [Kupchevsky, 1931]



The intended solution:
1.a4 ♖d6 2.♗b6 ♗d7
 Note that 2...h5 3.a5 h4 etc will result in the same forcing checks as in the intended line, so that is not a real problem.
3.♗b7 h5 4.a5 h4 5.a6 h3 6.a7 h2 7.a8♗ h1♗ 8.♗c8+ ♖d6 9.♗c6+ ♗e5 10.f4+

However this time there is actually a clear fault! What if Black heads for d7 using a different route?

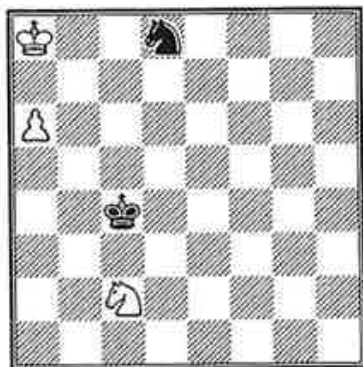
1...♗e6!

and there is no win. E.g.

2.♗b6 h5

is now perfectly safe: the checks cannot force the Black ♗ e5 any more.

GW endstudy4 [Reti, 1929]



Here there is another clear fault. Intended was:

1.♔b8 ♖b5 2.♗b4 ♖xb4 3.♕c7 ♗e6+ 4.♔b6 ♗c5 5.a7

Yes, that would win. But if Black instead plays...

2...♗c6+!

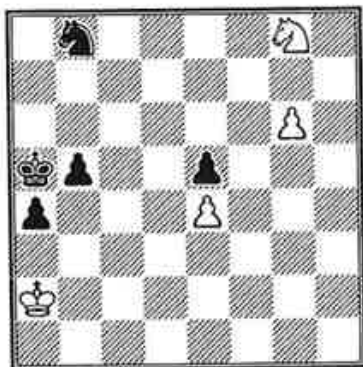
the game is clearly drawn! And we haven't finished yet! White does have a win, but not with 1.♔b8. Look at this:

1.♕a7! ♖b5 2.♗b4 ♖a5 3.♔b8 ♗c6+ 4.♔b7

Now Black doesn't have ♗a5+, so must resort to an alternative, non-successful check, and White wins...

4...♗d8+ 5.♕c7 ♗e6+ 6.♔b8 ♖b6 7.a7

GW endstudy5 [Rinck, 1942]



The intended solution:

1.♗e7 ♗d7 2.♗c6+ ♖b6 3.♗xe5 ♗f6 4.♗d7+ ♗xd7 5.e5 etc.

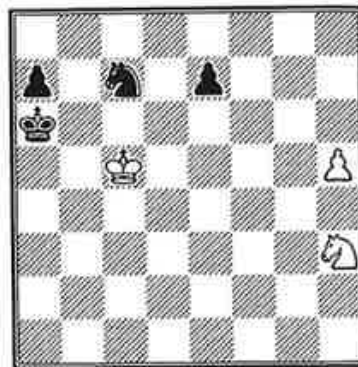
Unfortunately in this case there are 2 separate duals!

[1]. 1.♗h6! also wins. 1...♗d7 (or 1...♗c6 2.♗f3) 2.♗g4

[2]. In the main line, after 1.♗e7 ♗d7, 2.♗d5 also wins – in fact much more easily: 2...b4 3.g7

In actual fact, I find it incredible that this second dual at least has always been missed.

GW endstudy6 [Troitsky, 1924]



The composer's solution:

1.♗g5 ♗e8 2.♗e4 ♗g7 3.h6 ♗e6+ 4.♔b4 ♗f8 5.♗c5+ ♖b6 6.♗d7+ ♗xd7 7.h7

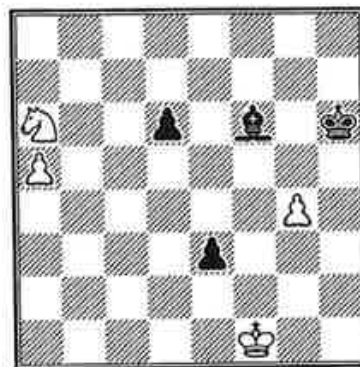
But what if Black plays the much tougher:

4...♗f4!

I have not been able to find a way for White to win. E.g.s:

5.♗c5+ (5.h7 ♗g6 6.♗c3) 5...♖b6 6.♗d7+ ♖c7 7.h7 ♗g6

GW endstudy7 [V & M Platov, 1908]



The intended solution is:

1.g5+ ♖xg5 2.♗c5 ♗d4 3.♗e6+ ♖f6 4.♗xd4

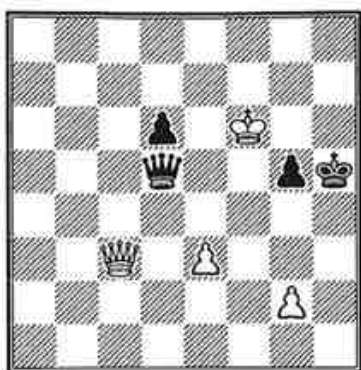
However Black has a much better 2nd. move:

2...♖g4!

This draws, as White must continue with 3.♖e2, as 3.a6?? loses to ♖f3 etc.

In fact 1.♗c7 is probably the best winning chance from the initial position.

GW endstudy8 [Prokes, 1947]



The solution:

1.e4! ♖xe4 2.♗h3+ ♗h4 3.g4+ ♕h6
4.♗xh4+

followed by a rather mundane pawn
race and skewer:

4...gxh4 5.g5+

However, all of the programs prefer an
impressively dominating finish for White at
move 4, in:

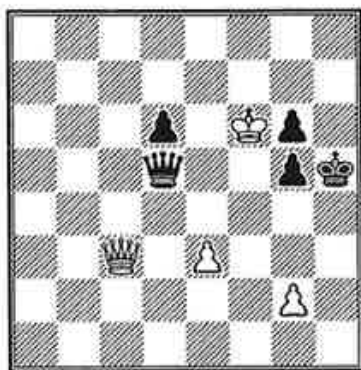
4.♗g2!! ♗e1

The threat was ♗g2-a8-h8 mate.

5.♗h2+

I thought this would be a very nice ending,
so I composed another position which re-
moves Prokes' inferior/boring dual finish.

GW endstudy9 [White, 1998]



The solution is the same:

1.e4 ♖xe4 2.♗h3+ ♗h4 3.g4+ ♕h6
and now only
4.♗g2! completes the win!

I would conclude that, given the number of
faults found within a relatively small sam-
ple of positions, and the names of the dis-
tinguished authors in this article alone
(Prokes, Platov, Troitsky, Rinck and Reti!),

it must be worthwhile, even necessary, to
double-check by computer every Endgame
Study known.

John Nunn, for example, has bravely
admitted to doing this with the analysis in
his most recent books, and in particular
with his forthcoming and eagerly awaited
title, 'NUNN's CHESS OPENINGS'.

[2] TACTICAL ENDGAME POSITIONS

These are, perhaps misleadingly, marked
White-Hallsworth. In fact Graham has sent
me a total of 60 positions, with timings on
his Pentium200 for **Genius5**, **Rebel-10**,
and **Junior5**. But he omitted to send the so-
lutions!

So I started to put those which had
caused one or more of Graham's programs
a bit of trouble into .cbh format within my
Fritz5. Thus the solutions which follow are
as per *Fritz5-Hallsworth* - if I've got any
wrong, someone will no doubt let me know!

Whether to check up on my efforts, or
for the sheer fun of the chess, I do hope
readers will put these on their own comput-
ers and have a go at them - there are only a
few pieces on the board in each case, so
they're easily set-up.

GW endgame8 [White-Hallsworth]



Graham: *Junior* 7secs. *Genius* needed
30secs. *Rebel* still trying after 4mins.

1.♔a7

You can see why this works: Black's ♔
must stay on the a1-h8 diagonal. If he can
do this and play e4 before the h-pawn
reaches h8, the game is won by Black.
Now taking White's bishop fails, as does
any effort to maintain the a1-h8 diagonal.

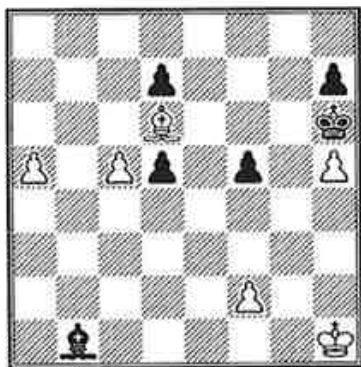
a. 1...♔xa7 2.h7 wins

b. 1...♔c3 2.♔c2 ♔a1 3.♔d4 ♔xd4

(3...exd4 4.♔d3 blocking the pawn and preventing Black's bishop from protecting h8.)
4.♔d3 ♖b2 (4...♙g5 5.h7 e4+ 6.♔xd4) 5.♙e4 and the h-pawn can't be stopped;

c. 1...♙a1 2.♙b1 ♙c3 3.♙c2 ♙a1 4.♔d4 is the same as previous line.

GW endgame10 [White-Hallsworth]



Graham: Junior did this in 20secs. Neither Rebel nor Genius had solved it after 4mins.

1.c6

This works for a similar reason to the previous position. In this case White's move forces Black to diagonally double blocking pawns along the crucial h1-a8, enabling White's a-pawn to run.

1...dxc6 2.a6 ♙e4+

Black appears to have the necessary 2 tempi to move the c and d pawns! But:

3.f3! ♙xf3+ 4.♔h2 c5

One gone.

5.♙g3 ♙e4 6.♔h4!

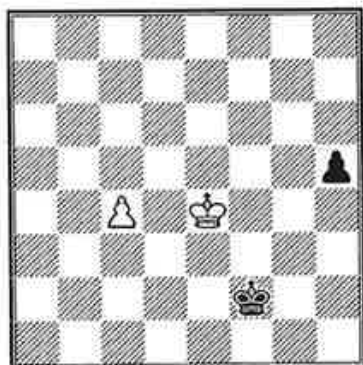
Super – it threatens ♙f8 mate!

6...♙g7 7.♙e5+ ♔f7 8.♔d4!

Cleverly blocking movement off the diagonal again, winning the game.

8...cxd4 9.a7 d3 10.a8♙

GW endgame11 [White-Hallsworth]



Graham: Rebel was just fastest on 14secs. Genius 22secs. and Junior last on 32secs.

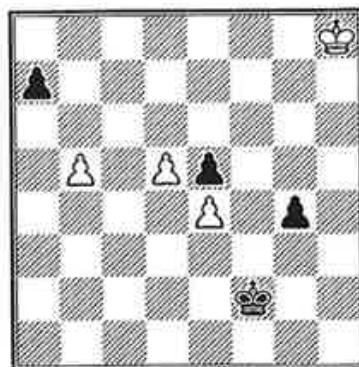
1.♔f4

A simple enough case of the 'opposition', though some programs do not get this as immediately as you might expect!

1...h4 2.♙g4

Black's h-pawn is contained, whilst White's c-pawn cannot be stopped.

GW endgame17 [White-Hallsworth]



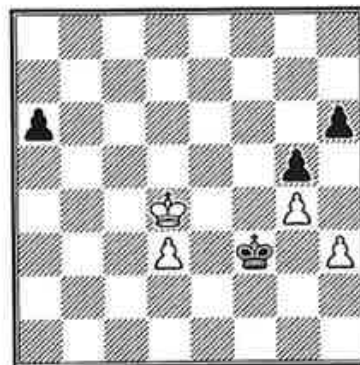
Graham: Rebel fastest with 11secs, Junior managed 45secs. Genius failed altogether.

1.b6

A beginner could nearly finish this off, as it's virtually all forced. We need to analyse the apparent alternative, and show why it (probably) fails:

1.d6? g3 2.d7 (2.b6 is better – but Black doesn't need to play axb6 now: 2...g2 3.bxa7 g1♙ 4.a8♙ ♙h2+ and White may well win, but there's a long way to go and it's not clear!) 2...g2 3.d8♙ g1♙ 4.♙f6+ 1...axb6 2.d6 g3 3.d7 g2 4.d8♙ g1♙ 5.♙xb6+ ♔g2 6.♙xg1+ ♔xg1 7.♔g7 ♔f2 8.♔f6 ♔f3 9.♔xe5

GW endgame18 [White-Hallsworth]



Graham: *Genius was easily best with 19secs. Junior needed nearly 3mins and Rebel just over 3mins.*

1.♔c4

The king must cover Black's a-pawn – and by going to the only correct square. Then it's really just a matter of square calculation, so you'd expect them all to get it easily and quickly.

1.♔c3?? a5 2.d4 ♔f4;

1.♔c5? a5 2.d4 a4 3.d5 (3.♔b4 ♔e4)

3...a3;

1.♔e5?? a5

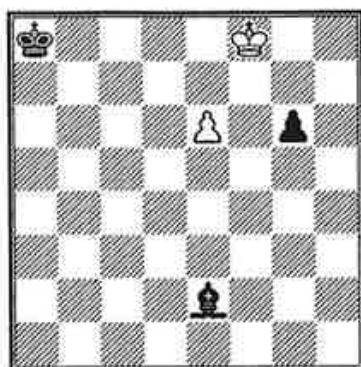
1...a5

1...♔g3 2.d4; 1...♔f4 2.d4 a5 3.d5 ♔e5

4.♔c5

2.d4 a4 3.d5 a3 4.♔b3 ♔g3 5.d6

GW endgame26 [White-Hallsworth]



In this one, White's task is to find and recognise the only drawing move.

Graham: *A hard one. Genius needed 2m50, Rebel 3m57 and Junior failed to solve it within the 5mins.*

1.♔e7

Let's see how the draw is reached:

1...g5 2.♔d6 g4 3.e7 ♔b5 4.♔c5

Now the bishop must cover along the a4–e8 diagonal, and White goes ♔d4 from where it can stop Black's g-pawn from queening.

Thanks, Graham for your work on these positions, especially those in part [1] showing age-old solutions to be incomplete/faulty!

We'll have a look at a few more from the 2nd. Section in the next Issue. I'll look out for another 'find the draw' position, and we can try to see if the Junior 'contempt factor' gives it a problem with these.

[Pos.1] Tactical (king safety) Test

The following position, from an actual game, appeared on the Internet a few weeks ago.

We know that h-file danger-awareness problems still exist in some programs, so it is useful to have a position involving the theme, and see how they vary. What is White's winning move:



1.♕xh6!

On various processors in the P/200-P350 range, some results I've collected are:

Zarkov4 0m1s! Fritz5.32 0m19s. Hiarcs6 0m49s.

Hiarcs7 0m43s. Nimzo98 0m21s. Nimzo99 0m7s.

Junior5 20m20s. Rebel-10 3m41s. Crafty16.1 3m18s.

CM6000 0m35s. Genius5 12m44. MCPro7 1m50s.

[Pos.2] Kasparov - Deep Blue2

In game 5, after 1.♖f3 d5 2.g3 ♕g4 3.♕g2 ♖d7 4.h3 ♕xf3 5.♕xf3 c6 6.d3 e6 7.e4 ♖e5 8.♕g2 dxe4 9.♕xe4 ♖f6 10.♕g2 ♕b4+ 11.♖d2 the following position was reached:



11...h5!

Kasparov has always questioned the validity of DB2's choice of 11...h5, stating that: "No computer plays this, it is too positional". Thereby he suggests that a human was occasionally intervening in the match, and over-riding DB2's moves (very daring!!). However JUNIOR5 does find and stay with this, at around 30secs on my machine. Of course J5 was not out at the time of the match. Play continued 12.♖e2 ♖c7 13.c3 ♕e7 and the game was eventually drawn.

Frank HOLT - LATEST RESULTS from SELECTIVE SEARCH'S REGULAR CONTRIBUTOR!

Frank continues to give SS valuable support with his regular testing and reporting of results.

As always he's sent me some of the best games - and the two I have chosen are particularly interesting, so I've made Frank's report into its own separate article this time.

Having been a **Rebel8+9** fan for the past couple of years, readers will have noticed that more recently Frank has started playing the majority of his matches with **Nimzo98**.

With almost every letter Frank confirms that, for strength, it's 'his no.1!' and I have included a full list of Frank's results with Nimzo98 within this article.

But first his result against high-flying **Junior5** has produced quite a shock! As both programs only have the one basic playing style - i.e there are no Solid or Aggressive settings, unless you experiment with various fairly non-obvious features to simulate them - Frank played three series of match on identical settings each time, and the results were:

1.	Nimzo98	8-4	Junior5
2.	Nimzo98	8-4	Junior5
3.	Nimzo98	8½-3½	Junior5

Total: Nimzo98 24½-11½ Junior5

Goodness! In all **Nimzo98** won 18, drew 13 and lost only 5, scoring better, in fact, against **Junior5** than it did against **Junior4.6**.

Here is one of its wins, from a rather large selection!

Nimzo98 P/200 - Junior5 P/200
60/60 [E55] NimzoIndian Def

1.d4 ♖f6 2.c4 e6 3.♗c3 ♗b4 4.e3 0-0 5.♗f3 c5 6.♗d3 d5 7.0-0 dxc4 8.♗xc4 ♗bd7 9.a3 cxd4 10.exd4 ♗e7 11.♖e1

Not in my book! 11.♗a2 ♗b6 12.♗e5 is usual.

11...♗b6 12.♗d3 ♗d7 13.♗e5 ♖c8 14.♗g5 h6 15.♗f4 ♗e8

It's equal so far. 15...♗c6 16.♗xc6 ♖xc6 17.♗e5 is also level.

16.♖c1



16...♗h8?

A fairly disappointing and passive choice, to which Nimzo responds by immediately creating a sudden and rather nice kingside attack.

Best was 16...♗bd5 17.♗xd5 ♗xd5 18.♖xc8 ♗xc8=

17.♗d2! ♗bd5?

This is also poor, even under pressure, and virtually gives it away. I checked J5 myself to see what it expected, and it actually had the moves which N98 played in its analysis, but with only a -26 evaluation.

Not 17...♗xd4 18.♗xh6 ♗g4 19.♗f4 I assess as White +100.

However 17...g5! is proposed by Hiarcs7 as the best option, and I think it's right, though it expected ♗e3... which is fine and probably equal, but not as exciting as this: 18.♗xg5! hxg5 19.♗xg5 ♗h7 20.♗h6 f5 21.♗xe6 ♖f6 22.♗xe7 ♗xe7 23.♗g6+ ♖xg6 (23...♗xg6? 24.♖xe7 favours White as it wins either the b7-pawn or, if ♖f7 ♖xf7 ♗xf7, the f5-pawn.) 24.♖xe7=. A great variation, well worth playing through! Can anyone find an improvement?!

18.♗xh6!

Well played Nimzo.

18...♗xc3

18...♗d7 would be no good as 19.♗g4! seals Black's fate: 19...♖g8 20.♗xd5 ♖xc1 21.♗xc1 exd5 22.♖e3 heading victoriously to h3!

19. ♖xg7+!

Excellent again.

19... ♖xg7 20. ♗g5+ ♖h8 21. ♗h6+! ♖g8
22. bxc3



22... ♖xc3

The typical sac' of a dying program, but I can't see anything which could delay the threat of ♖h3 more than this.

23. ♖xc3

Mate threats loom everywhere: now ♖f5 would release the c3-rook to go to h3.

23... ♗xd4 24. ♖c4 ♖e4

24... ♗xc4 25. ♖xc4 is m/6.

25. ♖xe4 ♗a1+ 26. ♖f1!

Announcing m/6.

26... ♗b1 27. ♖h4

27... ♖xh4 28. ♖xh4 ♗xf1+ 29. ♖xf1
♖b5+ 30. ♖e1 f5 31. ♗h7#. Phew! 1-0

Frank has been hoping for a real improvement being found for the **Genius** series, and I think he had fully intended to upgrade his Genius5 to Genius6. The news that its own engine is still 16-bit with few program changes persuaded him otherwise, so he decided the only answer was to check out the latest **Rebel**.

Again there are 3 sets of results, but whilst **Nimzo98** can only play on the one style, **Rebel-10** offers easily selected variations. As always, only the default setting goes into the *SS* Rating List, but the others are included for interest.

Nimzo98 normal	6-6	Rebel-10 normal
Nimzo98 normal	4½-7½	Rebel-10 aggress
Nimzo98 normal	7½-4½	Rebel-10 solid

Frank comments: "So Nimzo98 has at last

now found an equal in Rebel-10.

"I feel the reason Rebel is doing so well is the *Unusual Moves and Sacrifices* it produces (with anti-GM mode), but in the endgame I don't think it plays as well as it did before."

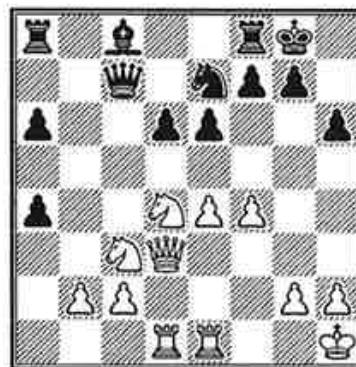
The game choice is one of **Rebel's** wins, to demonstrate its positive style, set on Aggressive, anti-GM on... including a sac'!

Rebel-10 P/200 agg - Nimzo98 P/200 [B51] Sicilian Rossolimo. G/90

1.e4 c5 2. ♖f3 d6 3. ♖b5+ ♖d7 4.d4 ♖gf6
5. ♖c3 a6 6. ♖xd7+ ♖xd7 7.0-0 e6 8. ♖g5
♗c7 9. ♖e1 cxd4 10. ♖xd4!?

Unusual. 10. ♗xd4 ♖e5 11. ♖ad1 is the standard continuation.

10... ♖e5 11.f4 ♖c6 12. ♖h1 h6 13. ♖h4 ♖e7
14. ♖xe7 ♖xe7 15. ♗d3 0-0 16. ♖ad1 b5
17.a4 bxa4



18.f5

Rebel plays with aggression and gains space, which is one of its characteristics. Most programs choose the more mundane 18. ♖xa4 e5 19. ♖e2 exf4 20. ♗xd6 ♗xc2 21. ♖c5 ♖e8 22. b3 ♗b2 23. ♖d2 which seems to give White little or nothing.

18...a3

18... ♗d7 is another idea.

19.bxa3 ♖d8 20. ♖f1!

Rebel's positive play continues to impresses. Watch how Black's king protection is destroyed over the next few moves.

20... ♖b8 21.f6! ♖g6 22.fxg7 ♖xg7 23. ♗f3

23. ♖ce2 ♖h7 24. ♖f6 was another idea, leading to fairly equal chances.

23... ♖e5

The knight is well-paced on e5, but the key issue is now Black's exposed king.

24. ♖g3+ ♔h7 25. ♖f6 ♖g8 26. ♖xh6+!

A bold (brilliant?) sacrifice (knight for pawn) to maintain the attack and divert Black's queen from the main action!

26. ♖h3 ♖g6 27. ♖f4 might have been possible to also pursue the full point.

However 26. ♖f4? doesn't look much good to me: 26... ♖g6 27. ♖xg6 ♖xg6 28. ♖d2 and the attack is ended with Black having the better endgame prospects.

26... ♔xh6 27. ♖xg8 ♖xc3

At first 27... ♖g6 looks to be a suitable solution. But then 28. g4! – with thanks to Hiarc7 for finding this fine move which secures the advantage for White. Then 28... e5 is best, but 29. g5+ ♔xg5 30. ♖d5 winning.

28. ♖h8+ ♔g6



Because of White's back-rank vulnerability, Black strongly threatens ♖xd4 here. But Rebel has a refutation ready and waiting... you CAN have the knight!

29. ♖f1!

Now White also threatens mate!

29... ♖g4

If 29... ♖xd4?? 30. ♖f6+ ♔g5 31. ♖h6+ ♔g4 32. ♖f4#

30. h4

Rebel could also have played 30. ♖g8+ ♔h6 31. ♖f8+ ♔g6 32. ♖xf7+ ♔h6 33. ♖f4+ ♔h7 34. ♖xg4 which I believe is again winning comfortably.

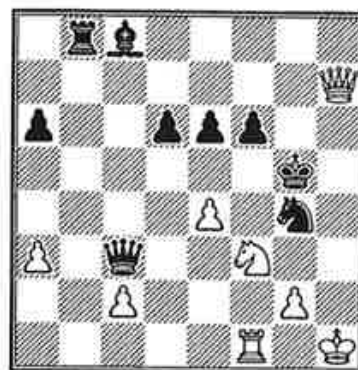
30... f6

Black's last hope now is if he should get a chance to play ♖f2+.

31. ♖g8+ ♔h6 32. h5

Threatening mate once more.

32... ♔xh5 33. ♖h7+! ♔g5 34. ♖f3+!



This is a most unpleasant check, following which the game is effectively over.

34... ♔f4 35. ♖h2+! ♔e3

Now that Black has the chance to play 35... ♖f2+... it's no good! 36. ♖xf2+ ♔e3 37. ♖g4+ ♔d4 38. ♖a7+ wins.

36. ♖xg4+! ♔d2 37. ♖a7!

And a new mate threat: ♖f2

37... ♖c5

Or 37... ♖b2 38. ♖e3+ ♔xc2 and 39. ♖f2 wins

38. ♖xb8! f5

38... ♖h5+ is simply met by 39. ♖h2

39. ♖b3! fxe4 40. ♖b2 ♖h5+ 41. ♔g1!

Mate follows: 41... ♖xg4 42. ♖d4+ ♔xc2 43. ♖f2+ ♖e2 44. ♖xe2+ ♔c1 45. ♖a1#. A really superb game from Rebel-10 1-0

To finish, here is the TABLE I promised of Nimzo98's impressive results on Franks' P/200 machines.

		Default	Other	Total
Nimzo98	Rebel-10	6-6	12-12	18-18
Nimzo98	Fritz5.16	18½-17½		18½-17½
Nimzo98	MCPro7	6-6	13½-10½	19½-16½
Nimzo98	Rebel9	8-4	12-12	20-16
Nimzo98	Hiarc6	7½-4½	13½-10½	21-15
Nimzo98	Rebel8	7½-4½	15-9	22½-13½
Nimzo98	Junior4.6	23½-12½		23½-12½
Nimzo98	Genius5	10-2	13½-10½	23½-12½
Nimzo98	Junior5	24½-11½		24½-11½
Nimzo98	MCPro6	7½-4½	18½-5½	26-10

The REBEL - TIGER Project

A MAJOR COLLABORATION

The REBEL-TIGER project, by Ed Schroder and the Rebel team

Making a chess program that plays legal chess is no. one, writing a chess program to play a human-alike chess style is no. two, and third beating the world's second best player Vishy Anand... makes one wonder if the sky is still higher!

Anyway Ed Schroder, founder of the REBEL company, managed to achieve one, two and three.

It took him 17 years to come that far. Now how to proceed? Can REBEL be made even stronger? Of course it can.

One of the weak points of computer chess programming is the fact that there are only a few good chess programmers in the world, and they all have to do the work alone. Why not solve this weak point first?

- Why not join forces?
- Why not share knowledge?
- Why should top-programmers not share ideas that has made their chess program so strong?

This is exactly the MAIN point of the REBEL-TIGER approach! With this purpose in mind, REBEL programmer Ed Schroder and CHESS-TIGER programmer Christophe Thieron joined forces a few months ago.

Already it is crystal clear that both programs will benefit from this approach - the first results are very promising.

GOALS of the CO-OPERATION

- Include REBEL's strong points in CHESS-TIGER. The result: an even stronger CHESS-TIGER.
- Include CHESS-TIGER's strong points into REBEL. The result: more playing strength for REBEL.
- Release CHESS-TIGER as a stand-alone version in the REBEL

interface, also using a Rebel-type opening book (the present Tiger book is very small!)

- Create a program that includes both engines, and develop a smart algorithm (a kind of referee) that decides which engine will be used for the current board position. The result: an even higher quality of moves (games).

About CHESS TIGER

As CHESS TIGER has not been commercially available, many SS readers will only know about it from somewhat occasional results printed in the magazine.

Christophe Thieron, author of CHESS-TIGER, did not even make it into 'MEET THE PROGRAMMERS' in issue 79! A major omission, but we forgive you, Eric! :-)

The following 'CHESS-TIGER Hall of Fame' points to its credentials already:-

- 2nd place in the French microcomputer championship in Oct 97.
- 3rd place in Paderborn (Germany) Feb 98, beating 2 multiprocessor programs (Zugzwang and P.CoNNerS).
- 1st place in Torsten Schoop's amateur programs tournament (Sep 98).
- 3rd place in the French microcomputer championship (Sep 98).
- 1st place in the Spanish microcomputer championship (Sep 98).
- 1st place so far in Shep's 1998 championship III.

Christophe started chess programming at the age of 17 in 1982. Like Ed himself, Christophe also started with his chess program on the good old TRS-80 1.77 MHz. In those days this was the only available Personal Computer!

Today CHESS-TIGER is a super strong chess program that especially excels in playing other computer opponents. For an impression of CHESS-TIGER's current playing strength, readers can check the NEWS PAGES and see how it is progressing in Enrique Irazoqui's 40/40 tournament.

The REBEL-TIGER results page on the



REBEL web pages site also show that the current CHESS-TIGER can definitely compete against the world's strongest PC chess programs. These results are:

Match		40/2	Game 1hr
TIGER	NIMZO98	13½-13½	31½-26½
TIGER	GENIUS5	12-9	30½-19½
TIGER	SHREDDER2	10½-9½	20-12
TIGER	HIARCS6	7½-6½	23½-20½

New results will be added when CHESS-TIGER is running in the REBEL interface, when it will automatically have all the advantages of REBEL's big opening book and learning algorithm, and we will see how fruitful are the first ideas of the "Ed/ Christophe" cooperation within the TIGER!

EXPECTATIONS

One of CHESS-TIGER's search algorithms has now been implemented in REBEL, and then been further improved by Ed Schroder, giving a speed-up in some REBEL work by a factor of 2-3! The first results are very promising and, for the moment, the conclusion is that Christophe's idea has given REBEL an Elo jump of at least 30 points, and perhaps as much as 50 points.

Christophe is already investigating if Ed's own improvements to the search algorithm for REBEL will also work for TIGER!

One definite improvement incorporated for the future TIGER is the implementation of REBEL-10's king safety methods.

This is very encouraging for us. We expect the continuing cooperation between the two leading chess programmers will make both REBEL and CHESS-TIGER much stronger chess players. Our expectations are high. The whole idea (to combine 17 and 16 years individual chess programming ideas) is estimated to have an eventual potential of perhaps 100-150 Elo points progress!

REBEL and other INTERNET matters

by Eric

It is becoming common practice to put **update program versions** as .zip files on the

Internet. Sometimes - as in the case of **Nimzo99a** - these are program upgrades. More frequently they are to correct a user-reported 'bug' (which probably only affects 1 in 100 owners, due to some particularly unusual PC configuration or setup). On other occasions they may make a feature easier to use in some way, or improve compatibility for importing files from other sources for testing or whatever.

If you're on the **Internet** then it's easy enough to get these for yourself.

From the **ChessBase** site

[<http://www.chessbase.com> and go to the **Download** section] there is:

- ChessBase Light (free, cut-down version of CB6.0)
- Crafty16.2 (the latest Crafty engine at the time of writing, though Crafty16.3 expected any day)
- EXchess2.51 improved version
- Fritz5.32 update which corrects crashes in engine tournament cross-table on some computers, and auto232 saving
- CometA98 improved version
- Nimzo99a... 'stronger engine'

From the **Rebel** site [for subscribers only]:

- RebelBase updates, to keep your top Rebel database up-to-date with games from latest major tournaments
- Analysed Opening books
- EOC chess trees - currently for Fischer, Kasparov, Anand and Timman
- Rebel-10 engine for EPD2DIAG. Your R-10 CD has a Rebel9 engine for use within EPD2DIAG. The R-10 engine is fine tuned for this work and even faster.
- Rebel-10 engine for ECTOOL. Same comments as for the EPD2DIAG above - this engine uses the new Tiger algorithm which has improved Rebel.
- Rebel-10b. 'Fixes some bugs; adds support for the Kasparov-Mephisto autobooks; better Elo calculation; automatic game annotator whilst playing, and other small improvements'

From the **Novag** site

[<http://www.novag.com>] there is:

- **New Universal board driver** for FRITZ5.16!
- If all goes to plan, drivers for FRITZ5.32, HIARCS7 and REBEL-10 should be there soon!

FRANCESCA at the Chess Club

TOM KING takes his good lady to the CHESS CLUB!

There was reference in SS79 to the improved form of FRANCESCA since programmer Tom KING had decided there was a need for more knowledge.

Recently Tom wrote to say he had taken 'her' down to his CHESS CLUB and challenged players there to a game. Although only on a P/133, the score went 9-0=0 in favour of Francesca - some going.

Tom is going to put together an article for us soon, but I am doing the first one, with a couple of games, as his wife is 7 months pregnant and Tom is 'rather busy' just at the moment.

Before the games, here are some latest computer-computer results from Francesca. This is his latest version - 0.63 - which also runs with Tim Mann's Winboard interface, which aids automated testing.

		Time	Score
Francesca0.63a	Comet A90	40/2	10½-9½
Francesca0.63a	Comet A90	60/1	7-10
Francesca0.63a	Gnu4.77	60/1	4½-1½
Francesca0.63a	GunWinboard	?	8½-1½
Francesca0.63a	Crazy Bishop	?	4½-3½
Francesca0.63a	Comet A97	?	4-4

As Tom says, "Things are looking good."

Here are two games:

Club 140 - Francesca P/133

[E20] NimzoIndian Def. G/5

1.c4 ♖f6 2.d4 e6 3.♗c3 ♖b4 4.♕d2?!

Probably not the best way to proceed. 4.e3 4.♗c2 or 4.♗f3 are all more usual. 4...0-0 5.a3 ♕xc3 6.♕xc3 d5

New to me. 6...b6 7.e3 ♗e4 is book. 7.♕b4 ♖e8 8.e3 ♗c6 9.♗f3 ♗xb4 10.axb4 ♕d7

10...dxc4 11.♕xc4 ♗d6 was worth considering - the Club player takes the opportunity now to gain some space and a small advantage.

11.c5 ♗e4 12.♕d3 a6!



A very necessary prophylactic move, preventing intrusion by b5.

13.♕xe4?!

13.♗c2!? ♗f6 14.♗g5 would have left White with a small initiative.

13...dxe4 14.♗e5?!

14.♗d2 was needed to stop Francesca's next, which really puts White in long-term trouble. However 14...e5 (14...♕b5 15.♗xe4 ♕c6 16.♗g3 is unclear) 15.d5 ♗g5+ still looks better for Black.

14...♕b5!

Trapping the king in the centre.

15.♗h5?!

White fails to accept that his potential attack doesn't exist any more, and that re-organisation is the new order of the day. Better was 15.♗c2 f6 16.♗c4 e5+; or even the quiet 15.b3

15...f6



16.♗f7+

How hard it is - especially against a computer program written by a friend - to retreat. But every new advance digs the hole deeper. 16.♗g4 was better, leaving the queen on h5 where it would be safer and might yet intervene when Black attacks.

16...♔h8 17.♟g4 ♖d5!

Apparently final destruction by threatening mate: ♖d5-c4-e2.

18.♞c1

White had a rather interesting response available here:

18.♟h6!? threatening its own mate as

18...♖c4????

19.♖g8+ ♞xg8

20.♟f7# is the well-known smothered mate.

Unfortunately Black has an unpleasant surprise available in 18...♖d7! when White has no choice but to play 19.♖xd7 ♟xd7 20.♟g4 and now 20...h5 wins the knight and the game.

Also in reply to 18.♟h6!? I believe 18...gxf6 19.♖xf6+ ♟g8 20.♖xh6 ♞e7 also wins.

18...♖b3 19.♟xf6??

The 19.♟h6 trap was still preferable – although we have seen that it won't work from a mate point of view, it gives White his best chances.. 19...gxf6 20.♖xf6+ ♟g8 etc.

19...♖xb2!

Freed from the mate trap/threat, Francesca plays its own killer move, which is actually a forced m/7. We'll follow it through...

20.♟xe8??

Horrible – it allows m/1! But let's check the alternatives: [a] 20.♞c2 ♖xc2 21.♖h5 ♖c3+ 22.♟d1 ♟a4+ 23.♟e2 ♖c2+ 24.♟f1 ♖c1+ 25.♟e2 ♟b5#; [b] 20.♞c4 ♟xc4 21.♖xg7+ ♟xg7 22.♟xe8+ ♞xe8 23.♟d1 ♟b3+ 24.♟e1 ♖c1+ 25.♟e2 ♟c4#

20...♖e2# 0-1

Playing through this game brought to my memory some of the "GOLDEN don't-do-this RULES" for chess players!

Here are some of those I can remember or still have a note about from my younger days:-

1. Don't try to do too much until you've developed your pieces
2. Don't forget to castle
3. Don't expose your king by the rash pushing of pawns
4. Don't try for a first round knockout
5. Don't waste time defending against threats that aren't there
6. Don't snatch pawns unless you're sure



Programmer Tom King

7. Don't ignore pins - they need to be broken
8. Don't just ignore your opponent's last move
9. Don't disregard the thinking and analysis you've done by playing a move that suddenly pops into your head

None of these are new ideas, but I think I should speak to myself again about some of them, especially no.9! I'm sure our **Club 140** player would agree as well!

Another issue emerging from both games is the question of opening play. The book openings we have learned are there because they are tried and tested, but memorisation alone won't produce a 200 BCF grade. We have to know something of the strategy of the lines we choose:

1. What is the right pawn structure in my opening?
2. Which are the key pawns and key squares?
3. What pawn weaknesses such as isolated, doubled or backward pawns exist on either side of the board?
4. Where do the pieces belong, and what are they supposed to be doing?
5. Has my opponent placed a pawn or a piece where it shouldn't go?
6. Am I supposed to play aggressively, steadily or quietly in my opening - do I need to do things now, nurture small advantages, put pressure on an enemy weakness, or is my position designed for an advantageous endgame?

Okay, so I know we have to survive the TACTICS however nice our plan is! But when we know what the aims of an opening are, we'll understand better which lines actually suit our style! Knowing the strategy of an opening will result in our play becoming more balanced.

Let's see what the next game brings!

Francesca P/133 - Club 140

[A40] Unusual replies to d4. G/5.

1.d4 ♟c6

Classed as 'unusual replies to d4'!

2.d5

Not top-rated in the view of theory experts – but I think the space White obtains with this suits computers quite well, so I'd be happy for Hiarcs to play it.

2.e4 e5 3.♟f3; 2.♟f3 d5 3.c4; and 2.c4 d5 3.♟f3 are 'the' book lines.

2...♟e5 3.e4 d6

Here 3...e6 is 'book', but 4.dxe6 dxe6 5.♟xd8+ ♔xd8 6.f4 ♚c6 7.♚f3 is hardly something to look forward to for Black. So why not try something new?

4.f4 ♚g6 5.♚f3 ♚g4 6.♚b5+ ♚d7 7.♚xd7+ ♟xd7 8.0-0 e5 9.f5 ♚6e7 10.c4 ♚f6 11.♚c3 c5 12.♚g5



Not a position any of us is likely to have seen before! Black has been allowed to block the centre, so might have some time to sort his restricted position out. Unfortunately the other outcome is that he has the wrong-coloured bishop, which is also struggling to even get into the game.

12...h6? 13.♚xf6 gxf6 14.♚b5 a6 15.♟a4 ♔d8?

This seems a bad idea – the king indeed will end up slowly walking to a7. Blocked centres allow more negotiating time, but there are limits.

Better must have been 15...0-0-0!? 16.♚c3 ♟xa4 (to take the sting out of any proposed q-side attack which might arise in Francesca's move-list since 0-0-0) 17.♚xa4 and now h5 to get the bishop out at last, via h6.

16.♟a5+ ♔c8 17.♚c3 ♟c7

A good idea, as in my note to 15...♔d8. However here White can simply refuse!

18.♟a4 ♔b8 19.♟e8+?

A waste, letting Black back into the game. Opening up the q-side with 19.b4 looks correct to me. Then 19...cxb4 20.♟xb4 h5 21.♟ab1 ♚h6 22.♟fe1 maintains a clear advantage.

19...♚c8 20.♔h1 ♚g7 21.♟a4 ♚b6 22.♟b3 ♔a7

Black's rooks are connected at last and, whilst White has some advantage due to Black's still-bad bishop, the game is much closer than it was.

23.a4 ♟ag8

The Club player, having nearly equalised, immediately gets over-optimistic!

24.a5! ♚c8 25.♟fd1 h5 26.g3 ♚h6

Free at last!

27.♟f1



27...♚e3?

There are usually various possibilities in a position waiting to be unearthed, but this is not the one on this occasion.

Instead 27...h4 is definitely interesting:

28.♚xh4 (28.♚b5+? axb5 29.cxb5 ♟d7+)

28...♚f4! which is rather nice, though

White still has an advantage after 29.♟g1

Hiarcs7 suggested 27...♟g4!? could be played first, to prepare h4. It took me quite a while to find that 28.♟g1 h4 29.♚xh4 ♚f4 30.♟g2 is still in White's favour.

28.♚b5+!

This is a very unpleasant check which leaves Black with no choice but to remove the knight.

28...axb5 29.cxb5! ♟d7 30.b6+

Great play by Francesca.

30...♔b8 31.♟xe3 ♟g4 32.♟fc1 ♟b5 33.b3 ♟b4 34.♟c4! ♟b5 35.♟c3 ♚e7 36.♟g1?!

There is no need for this moment of uncertainty. It was quite safe to play 36.♟c1 ♟hg8 37.b4 straight away.

36...♟hg8

Black's small misjudgement gave Black time for 36...♟c8! 37.♟c1 ♟gg8 which gives better chances for survival.

37.♟c1 ♟g7?! 38.b4! ♟g8

38...♚xf5 makes no difference: 39.exf5 ♟xc4 40.♟xc4 ♟xb4 41.♟xb4 cxb4 42.♚d2 ♟g4 to stop ♚e4! 43.♟c7!+-

39.bxc5 dxc5 40.♚xe5

40.♟xc5 ♟e8 41.♟c7 is even stronger... but it's all over whichever way!

40...♚xd5 41.exd5 fxe5?

Black could have played 41...♟xc4 42.♟xc4 (42.♚xc4 ♟d7) 42...♟xc4 43.♚xc4 ♟e8 taking into a hopeless endgame, which would only delay the inevitable, and Black may well have had enough!

42.♟xe5+ ♔a8 43.♟xc5 ♟d7 44.a6! ♟e8

45.♟xe8+!

Announcing m/3. 1-0

HIARCS7 REVIEWED

Editor's note: Most folk know that I am involved part-time with the HIARCS team... a team which is, in fact, all 'part-time' doing 'proper' jobs to earn a living. My place in the HIARCS set-up is as the Opening Book programmer.

For this reason I did not want to write the H7 REVIEW myself, so persuaded two friends (also addicts!) to do it for me. Here is what I've been sent - the authors remain anonymous and I've made some small changes. A very similar article will appear in *Schach & Spiele*.

REVIEW OF HIARCS 7.0

Hiarcs has been among the elite programs of the chess software World for a number of years now, and in mid December 1998 the eagerly awaited Hiarcs 7.0 was released to the public.

In 1997 Hiarcs 6.0 took the rating lists by storm and led the *SSDF* and *SS* rating lists throughout most of 1997. Hence, as you can imagine, after waiting 18 months for the new Hiarcs version a lot is expected. After literally hundreds of test games we expected that the promise of an even stronger chess engine would have been achieved and, from Enrique Irazoqui's recent REVIEW, it is clear we have not been disappointed!...

"In a computer chess world increasingly dominated by the fast searchers, it has been refreshing to see Hiarcs 7 winning the mammoth tournament I just played with all the commercial leading programs."

At some 35K nodes per second on a PII/400, Hiarcs is up to 11 times slower than other programs, but it knows more and it is not caught by the fast monsters in tactical complications.

It has a very active and attractive playing style and it is second to none in the endgame. It is faster in tactics, more knowledgeable and stronger overall than Hiarcs 6, which is already one of the 3 or 4 best programs around. Hiarcs 7 is my current program of choice when I need help to evaluate a position and it will probably become the new leader in computer rating lists.

"Once upon a time, such a slow searcher

would need slow time controls to perform at its best when playing other programs, but this is not the case any longer.

At game in 5 minutes, Hiarcs 7 defeated Junior 5 by 25-9 and Fritz 5 by 15-9.

At slow time controls, Hiarcs 7 just won very convincingly in my last tournament, ahead of Junior 5, Mchess 8, Fritz 5.32, Chess Tiger, Shredder 3, Rebel 10, Fritz 5, Nimzo 99, Genius 6 and Crafty.

"I have some reservations regarding king safety, which was already a problem in Hiarcs 6. Hiarcs 7 seems more than happy about leaving its king unprotected if this lets him seize the initiative, and since programs are notoriously incapable of having long term plans Hiarcs gets away with murder when playing against them. I wonder if strong human players would be as graciously forgiving".

THE PACKAGE

Hiarcs 7.0 comes on one CD-ROM together with two user manuals and a quick reference card. It runs under MS-DOS, Windows 3.11, 95, 98 and WindowsNT. To top this off, it even runs on Macintosh computers, and is the only top chess program converted to do this.

On the Macintosh Hiarcs 7.0 is much stronger than any of its rivals, in fact strength wise it currently hasn't got a serious rival on the Apple computer! [An 8-2 win by Hiarcs6 over its nearest competitor, MacChess, was reported on the Internet recently.... Eric].

PC owners should note that Hiarcs 7.0 remains a 16-bit DOS program. With a DOS shell under Windows typically 128Kb of hash tables is achieved, which is enough for the casual user. For the power user top strength is achieved through extended memory hash tables.

This is easily done by booting-up the computer to safe mode using the [F8] trick, command prompt only.

In this way no memory managers are loaded, so running Hiarcs by [hiarcs -x] or [hiarcs -b] lets the program grab all the memory for itself!

Hiarcs 7.0 supports multiple languages: English, German, French and Spanish. It is copy protected using CD-ROM refuels rather like Fritz and Genius.

On the Macintosh only English and German are supported but there is NO copy protection.

The CD-ROM also includes the Hiarcs 6.0 version for the PC and the Macintosh.

THE CHESS ENGINE

The **chess strength** has clearly improved in HIARCS 7.0, so much so that the claimed +55-60 Elo improvement by the Hiarcs team may be quite accurate. This seems amazing when I think about how strong Hiarcs 6.0 is!

The **chess engine** is certainly faster - approximately a 20% speed up I reckon - and the improved tactical search is often much quicker to see combinations. The positional evaluations seem a little better too, more accurate throughout and also giving even stronger endgame play.

So, the chess strength is superb and the well known human-like playing style is retained with its obvious unrelenting will to win. Sometimes the chess can be unorthodox (or even outrageous) but it certainly seems to get results, even against the toughest opposition.

Isn't it surprising that even in this day and age of 32-bit programs that a 16-bit DOS program still may be the strongest!

NEW FEATURES

Enough of the chess engine for now, what of the new features I hear you ask.

Well, Hiarcs boasts a huge, almost **490,000 position opening book** which has been hand tuned with some of the latest chess theory, apparently including a number of true theoretical novelties (Eric says!).

I think it refreshing that some opening books are not relying purely on IM/GM games databases for their construction. To complement the extensive book Hiarcs 7.0 contains an improved book learning algorithm.

A very important addition to Hiarcs 7.0 is **Positional Learning**. Hiarcs is now capable of learning from its experiences when out of book! This feature is extremely useful for the user in analysing positions as Hiarcs learns more about the position the more you work through the variations.

In fact just playing through a variation in Monitor mode can be enough to completely change Hiarcs' opinion of the original position - it really learns!

Another significant new feature is the **Anti-Human option**, which makes Hiarcs try to create the type of positions humans find difficult to handle against a computer, like complex open positions.

Perhaps even more important, the feature makes Hiarcs try to avoid the traditional anti-computer strategies such as locked pawn chains etc!

In this mode it is reckoned that Hiarcs possibly plays something like 50 Elo weaker against computer opponents, but maybe stronger against flesh and blood opponents. While the evaluations are different - and it does seem to create more difficult or complicated positions - I am not con-

vinced it plays better against human opponents - but it's hard to tell when you lose most of the time anyway! Anyway, until more testing has been done, I am sticking to the default playing style when I'm analysing games, to make sure.



Eric and Mark Uniacke working hard on Hiarcs7

Apart from these two main features there are a number of smaller improvements:

1. Current 'time on move' clocks are now provided to give information about the last move times of each side.
2. Book move values can be displayed in the move list, clearly showing book values for all the game moves - this makes it surprisingly easy to see if I have made a bad book move!
3. New VCR type short cut buttons are provided on screen, and older principle variations can be displayed with multi-line analysis.
4. It is also now possible to run the book

editor with extended memory hash tables running. Book editing in Hiarcs6 had to be done with minimum hash, which slowed it down quite considerably, so this is a great bonus for all of us who enjoy trying to add to or improve on the supplied 490,000 book.

One of the smaller improvements which I especially like is that Hiarcs 7.0 now displays the current **hash table efficiency** on screen as a percentage. 100% indicates the hash table is operating optimally then, as time progresses, this number slowly drops.

According to the programming team all figures above 75% are fine, but once lower numbers start appearing they indicate a reduction in hash performance - fascinating stuff!

Yet another nice improvement is that book and analysis moves in Monitor mode, and Hint moves in both Monitor and Normal play, are all selectable with the mouse, so I can play these moves immediately. This also includes mouse selection of any move in 'K-variation mode' (discussed below).

USING HIARCS 7.0

While the appearance of Hiarcs 7.0 is clearly DOS-like it has all the features of **drop down menus, on-screen buttons, dialogues** etc which we have all come to expect from a good quality chess program.

While the User interface is not in the class of the very best like Fritz it is very business like and easy to use. Also plenty of file formats are supported for the exchange of chess data, like HSV (Hiarcs' own format), EPD, PGN and CBF.

On the **database** front it is simple to create or update PGN and CBF databases, and limited database search filtering is possible on fields, e.g. player names, ECO codes etc.

Another great feature in Hiarcs is the ability to play through games in Monitor mode

where Hiarcs will **automatically analyse** each position as moves are being played.

This is further augmented by the ability to simultaneously compute what Ingo Althoeffer's articles in *Selective Search* some time ago termed 'the best K variations', i.e. it can show the evaluations and analysis for the best 2 or the best 3 moves (in its opinion) by working on them simultaneously. This slows the search down a little, compared with asking Hiarcs to analyse for only the best move, but in many positions the extra information can be quite illuminating and helpful.

The engine itself can be customised in a number of ways with three **selectable search styles** and six different search selectivities, starting from 0 the old Brute Force.

Hiarcs is also one of the few programs to also support the Fischer variation of **Shuffle chess** with the exception of Fischer castling. It certainly makes for an interesting and sometimes quite perplexing game, if you are bored with all the opening theory of traditional chess! Perhaps Eric (who is our esteemed *SS* editor as well as the Hiarcs opening book editor) will start work on new

opening books for all of the possible Fischer variation set-ups!... errrr. only joking Eric!

One of the things that strikes you most after using Hiarcs 7.0 for a good while is that this program is as rock solid as you could imagine any software to be. Clicking the mouse wildly all over screen brings nothing but faithful com-

pliance. Eric says that in 18 months of really heavy usage Hiarcs has never crashed or exhibited any unusual behaviour at all! My experience in using Hiarcs is the same.

Overall I believe **Hiarcs 7.0** should be on the **"MUST BUY"** list of all chess players wanting one of the absolute strongest, if not the strongest chess programs - and with a really entertaining and genuine playing style. Highly recommended.



Screenshot from the Hiarcs7 v Fritz5.32 game, featured later in this article

Here's the HIARCS-FRITZ game, referred to in the REVIEW article - one of THE BEST computer-computer games I've seen for a long time!

Hiarcs7 P2/400 - Fritz5.32 P2/400 [B95 Sicilian] Irazoqui 40/40 (game 2)

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 a6 6.♗g5 e6 7.♗c4 Usual book moves, in popularity order, are 7.f4 (top by a long way), 7.♗d2, 7.♗f3, 7.♗e2, 7.♗d3 and only then 7.♗c4 (which does not have a particularly good += score to support it. However we had decided, on the basis of a couple of GM games, to give it a reasonable profile in Hiarcs7! 7...♗e7 The most usual and best reply, although 7...b5 also has a good record. However H7's 7.♗c4 has caught Fritz out, and it had to find the move itself. 8.f4 ♗xe4?! This time Fritz goes wrong. The difficult line for White is where Black plays 8...h6, though I probably shouldn't tell you this, as I know some of my opening book competitors with Fritz, Rebel, MCP, Genius and company read SS! I'll have to leave you to work it out. In this game both programs are now out of book. 9.♗xe4 d5 10.♗g4 dxe4 11.0-0-0 0-0?! This visibly walks into trouble. The difficulty is in finding something better! 11...♗xg5 has been played - and it won! - but I'd not be too keen to try it! 12.♗xe6! ♗e8 12...fxe6?? 13.♗xe6+ ♗xe6 14.♗xe6+ ♗h8 15.♗xd8 wins easily.; 12...♗xe6!? 13.♗xe6 ♗c7 might well be better, though I think White still has a useful advantage after 14.♗f5 13.♗xe7 ♗xe6 14.♗h4 ♗xc4 15.♗xf8 ♗c6 Blocking the attack on d8 by 15...f6 was another possibility. 16.♗c5



16...♗xa2?! What should we say about this? In fact the bishop is never captured, but it is effectively removed from the game by Hiarcs' immediate response. Like Bobby Fischer, all those years ago, who thought he'd be able to effect the bishop's escape,

Fritz will also launch an interesting rescue attempt. 17.b3 b6!? I couldn't immediately decide whether this was very clever... or not! But the more I've looked at the next few moves, I had to decide that both sides were very clever hereabouts! The immediate 17...a5 provokes 18.♗b2 a4! (if 18...♗b4 19.♗e7! is very strong!) 19.♗xa2 axb3+ 20.♗xb3± 18.♗xb6 a5 19.♗he1! 19.♗b2? a4! 20.♗xa2 ♗b8!! 19...a4!



We have to have another diagram because, let's be honest, this is really fascinating... the bishop looks as if it might get away! What will Hiarcs do now?! 20.f5! axb3 21.♗xe4! ♗xe4 No choice. 22.♗xe4 f6 22...bxc2? 23.♗d6! 23.c4 ♗e5 24.♗b2 ♗c8 25.c5



25...g6 If 25...♗f7 26.♗a4 (26.♗d6!?) 26...h5 (or 26...♗e8 to block the check at a7 when 27.g4 is good) 27.♗a7+- 26.g4 Here Rebel-10 comes up with the idea of 26.♗xe5 after 11 ply, with double exclamation marks, an evaluation for White of +686 and expecting 26...gxf5. The more likely reply is probably 26...fxe5 but then we'd get 27.♗d8+! ♗xd8 28.♗xd8 ♗f7 29.c6 ♗e8 30.c7 ♗d7 31.f6! and White wins! Note that the Hiarcs move is also fine! 26...h5 27.gxh5 gxf5 28.♗xe5! fxe5 29.♗d8+! A really clinical finish to the game by Hiarcs. 29...♗xd8 30.♗xd8 f4 31.c6 It's all over, and look: Black's bishop is still on a2! 1-0

Thorsten CZUB's CHRISTMAS TOURNAMENT PROGRESS

As Thorsten is known on the Internet as **mcLane**, his full title for the tournament, now spreading itself well into the New Year, is **mcLane's christmas tournament**.

Games are played on Thorsten's two K6/200 machines, and there will be **11 rounds** altogether. Latest scores (mid-Jan):

Pos	Program	Score/7	Tie-Break
1	Hiarcs7 beta	5½	
2	Chess Tiger11.7	5	
3=	Genius6	4	28.5
	Rebel-10	4	28
	CS_Tal Win95	4	26.5
	Fritz5.16	4	25
8=	Shredder3	3½	28
	MChessPro8	3½	25
	Junior5	3½	23
	Zarkov5	3½	19.5
12=	The King2.55	3	21
	WChess 2000	3	20.5
14=	Gandalf3	2½	23
	Crafty16.3	2½	22
16	Diep1.60	½	

Notes. In round 6:

- Genius5 was replaced by Genius6.
- Zarkov4.3 was replaced by Zarkov5, the 'Genius' Millennium version.
- WChess1.04 was replaced by WChess 2000, the 'Genius' Millennium version.

Early results in for round 8 are:

Fritz5.16 v Hiarcs7 beta	0-1
Chess Tiger 11.7 v Junior5	1-0
Genius6 v Rebel-10	0-1
CS_Tal v Nimzo98	½-½
MCPPro8 v Diep	0-1 !?!?

Here's a **Hiarcs** game from an early round.

Nimzo98 K6/200 - Hiarcs7 K6/200
40/120. C36 KGambit Modern.

1.e4 e5 2.f4?!

Queried only because it's a bold

choice, computer v computer – not that Nimzo would know that!

2...exf4 3.♘f3 d5
4.exd5 ♘f6 5.♙c4 ♘xd5
6.0-0 c6 7.♞e1+

New to me. I have 7.♙b3 ♙d6 8.c4

7...♙e6 8.♙b3 ♙e7 9.c4 ♘c7 10.d4 g5
11.♘c3 0-0 12.d5 ♙c5+ 13.♖h1 ♙g4 14.♘e4
♙b4 15.dxc6 ♘xc6

Not 15...♙xf3? 16.♙xf3 ♘xc6 17.♞d1
with an initiative for White.

16.♙xd8 ♞axd8 17.♘f6+ ♖g7 18.♘xg4 ♙xe1
19.♘e1 ♞fe8



Note the back-rank mate threat which Hiarcs uses to really go on the attack.

20.♘f3 f5! 21.♘f2 g4! 22.♘g1 ♞e1



Looking at Nimzo's pieces you'd think Hiarcs had read Bill Reid's article on 'Statistics' in our last issue!

23.g3 ♖g6!



I would think H7 must nearly have played 23...d4 from the on-screen analysis when I played through this game. If so 24.Qd1 Rxd1 25.dxd1 c2 26.Qxf4 dxa1 also gives a useful advantage.

24.gxf4 d4

Now the Black knights are wreaking havoc. White must get out of the pin.

25.g2 b3 26.axb3 e6! 27.b4?

27.h3 looks more to the point, though Black could still play 27...h5 then 28.h4 to block the pawns and slow the attack, though 28...d4 has got to be winning!

27...h5 28.b5?!

Trying to make it exciting, but 28.h4 xf4+ 29.Qxf4 Rxa1 30.e2 would be better, though it still leaves Black winning.

28...h4!



29.h3 xf4+ 30.Qxf4 Rxa1 31.hxg4 fxg4 32.c5

32.Qe3 wouldn't change the outcome: 32...h3+ 33.dgxh3 (33.Qh2? g3+ 34.Qxg3 Rxc1+; 33.Qh1?? f5!) 33...gxh3+ 34.Qxh3 Rxc8 followed by f5.

32...f5 33.Qd6 g3 34.fh3 Ra2 35.f3 Rxb2 36.e2 Rb3+ 37.g2 g4!

Complete infiltration! The game finished:

38.hg1 Re8

Hiars prefers mate threats to the material-winning 38...Rxb5

39.Qf4 h3+! 40.dxh3 Rxe2+

With mate announcement.

41.f1 Rh2 and Nimzo has resigned, acknowledging the mate.

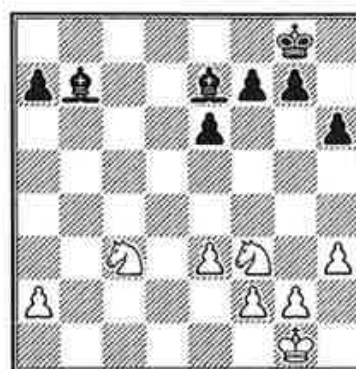
A pretty destructive performance by Hiars. 0-1

EVALUATING BISHOPS AND KNIGHTS

Here's something quick for readers to have a look at, to see how the various programmers rate the **Bishop v Knight** issue.

Positions 2 and 3 are little different to no. 1 - just change bishops for knights, or vice-versa. The 2 evaluations we want are [a] the FIRST one you see! and [b] the evaluation AFTER 1 minute, to see if searching has affected the initial pre-programmed knowledge. **Please send me your results** for a review in SS87.

Position 1. Eval: 2n v 2b. White to move.



Position 2. Eval: 1n v 1b. White to move.



Position 3. Eval: b+n v b+b. White's move.



LATE-January NEWS!

IRAZOQUI'S 40/40 UPDATE

The results for SHREDDER3 have just come in. The matches finished just too late for me to update the RATING LIST, but that will be taken care of for the next Issue for both Shredder and Genius6. Also I will update the IRAZOQUI Tournament Table in SS/81.

	Opponent	Score
Shredder3	Hiarcs7	4-6
Shredder3	Junior5	4½-5½
Shredder3	MChess Pro8	4½-5½
Shredder3	Fritz5.32	3½-6½
Shredder3	Chess Tiger	4½-5½
Shredder3	Rebel-10	6-4
Shredder3	Fritz5.16	6-4
Shredder3	Nimzo99a	5-5
Shredder3	Genius6	6-4
Shredder3	Crafty16.1	7-3

This should give SHREDDER3 quite a decent rating, somewhere around 2560, and nicely above that of the previous version Shredder2, which is on 2535.

Unfortunately the latest results are bad news for GENIUS6, which looks almost certain to have a lower rating than Genius5.

CS_TAL WINDOWS

Bert SEIFRIZ's excellent **GambitSoft** web site reports that CHESS SYSTEM_TAL2, the Win95/98 version, will be released by Oxford Softworks in mid-February 1999.

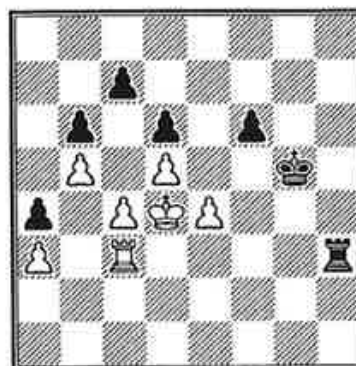
The CS_Tal2 interface will also be Auto232 and Internet Chess Server compatible.

Thorsten CZUB's results in both his Summer and Christmas tournaments indicate that the latest version of this radical and speculative program might also be producing results to attract new buyers.

ANOTHER NEW FRITZ5.32 DOWNLOAD!

A further 'improvement/bug fix' version arrived on the ChessBase web site on 21st.

January! One of the fixes included an en passant bug, found by your editor and reported by him on the 'net earlier in January.



It's Black to play, and the correct move is the obvious 63...dxc3. However FRITZ5.32 has been choosing 63...c5+ with a false mate in 5 announcement, apparently unaware of either dxc or bxc en passant. Given the position as White it immediately recognises that dxc5 en passant is winning for White.

The very latest version is reported to correct this, and also add the ability to mate with bishop and knight, but I haven't had the time to test it yet.

That FRITZ5.32 is not quite functioning at 100% is indicated by its place below FRITZ5.16 on our **Rating List**, despite the fact that the new 32-bit version does give a small speed-up and better maximum hash tables. Quite a few Fritz engine testers have consistently had 5.16 outscoring 5.32. Anatoli SIROTA recently reported this:-

G/6 mins	F5.16	F5.32	J5	Total
Fritz5.16	***	32½	38½	71
Fritz5.32	27½	***	36½	64
Junior5	21½	23½	***	45

The new version's first result, from SS reader **Mike HURD**, has **Fritz5.32** beating Fritz5.16 by 14½-5½ at G/60! At last?!

HIARCS6 WINS German 40/2 TOURNY

Hiarcs6 had 11½/18, ahead of MChess Pro8 on tie-break. Fritz5.32 was 3rd. on 11, ahead of Junior5, Nimzo99, Genius5, Nimzo98, Rebel9, Shredder3 & CometA97.

RATING LISTS and NOTES

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

■■■■■■■■

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

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

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

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

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

■■■■■■■■

A guide to PC Gradings:

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

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

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

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

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

Approx. guide if Pentium/100 = 0

Pentium Pro/233	+80	PentMMX/233	+80
Pentium/166	+40	Pentium/133	+20
Pentium/100	0	486DX4/100	-60
486DX2/66	-80	486DX/50	-100
486DX-SX/33	-140	386DX/33	-200

RATING LIST (c) Eric Hallsworth. SS80 Feb 1999

BCF Computer	Elo	+/-	Games	Pos	Human/Games
255 HIARCS7 PPRO-PC	2644	25	329	1	
249 FRITZ5.16 PPRO-PC	2592	13	1161	2	2443 6
248 JUNIOR5 PPRO-PC	2591	23	390	3	
248 NIMZ098 PPRO-PC	2589	13	1152	4	2405 10
247 FRITZ5.32 PPRO-PC	2578	60	60	5	
247 HIARCS6 PPRO-PC	2576	15	921	6	2503 18
245 REBEL-10 PPRO-PC	2565	39	142	7	2595 2
244 REBEL9 PPRO-PC	2556	15	914	8	2619 6
244 MCHES5 PRO7 PPRO-PC	2554	16	829	9	2530 1
244 REBEL8 PPRO-PC	2552	22	442	10	
243 MCHES5 PRO6 PPRO-PC	2546	18	643	11	2474 12
242 MCHES5 PRO8 PPRO-PC	2542	21	488	12	
242 CHES5 GENIUS5 PPRO-PC	2542	15	919	13	2389 6
242 NIMZ099A PPRO-PC	2539	42	120	14	
241 SHREDDER2 PPRO-PC	2535	16	755	15	2148 6
238 GANDALF3 PPRO-PC	2510	27	277	16	
236 JUNIOR4.6 PPRO-PC	2495	45	105	17	
236 HIARCS6 PENT-PC	2492	11	1556	18	2540 2
235 KALLISTO2 PPRO-PC	2484	23	407	19	
235 HIARCS5 PENT-PC	2483	19	565	20	
235 FRITZ5.16 PENT-PC	2483	35	170	21	
234 REBEL9 PENT-PC	2479	17	684	22	
234 REBEL8 PENT-PC	2477	10	2020	23	
233 CHES5 GENIUS5 PENT-PC	2465	12	1372	24	
231 CHES5 GENIUS3 PENT-PC	2455	14	1002	25	2658 10
231 MCHES5 PRO6 PENT-PC	2454	12	1501	26	2316 4
231 CHES5 GENIUS4 PENT-PC	2451	13	1187	27	2387 16
230 HIARCS4 PENT-PC	2446	14	1008	28	2348 6
230 REBEL7 PENT-PC	2445	14	1082	29	2242 11
230 REBEL6 PENT-PC	2443	19	594	30	2403 6
229 MCHES5 PRO5 PENT-PC	2439	15	921	31	2423 19
228 CHESSMASTER 5000+5500 PENT-PC	2431	26	314	32	2372 6
228 NIMZ03.5 PENT-PC	2429	15	854	33	2426 6
228 JUNIOR4.0 PENT-PC	2427	17	738	34	
227 NIMZ03.0 PENT-PC	2422	16	843	35	
227 HIARCS3 PENT-PC	2420	18	628	36	2631 6
226 SHREDDER1 PENT-PC	2414	37	151	37	2068 6
226 CHESSMASTER 4000 PENT-PC	2409	45	104	38	2394 12
225 CHES5 GENIUS4 486-PC	2405	15	899	39	
225 MCHES5 PRO4 PENT-PC	2400	19	597	40	2497 13
225 CSTAL PPRO-PC	2400	36	159	41	2177 6
224 CHES5 GENIUS3 486-PC	2396	12	1382	42	2499 7
224 FRITZ4 PENT-PC	2394	18	628	43	2318 25
223 FRITZ3 PENT-PC	2385	13	1267	44	2382 30
222 MEPH GENIUS2 486-PC	2376	11	1636	45	2263 31
221 REBEL7 486-PC	2372	16	789	46	
220 W CHES5 PENT-PC	2367	14	962	47	2321 31
220 MCHES5 PRO5 486-PC	2365	16	786	48	2145 2
220 KALLISTO1.98 PENT-PC	2360	14	1017	49	2345 6
218 HIARCS3 486-PC	2351	12	1349	50	2187 8

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth, 5580 Feb 1999

BCF Computer	El	+/-	Games	Pos	Human/Games
223 TASC R30-1995	2389	17	694	1	2276 18
220 MEPH LONDON 68030	2360	35	175	2	2272 6
217 TASC R30-1993	2341	12	1344	3	2336 66
217 MEPH GENIUS2 68030	2339	18	629	4	2308 23
216 MEPH LONDON PRO 68020/24	2330	67	47	5	
212 MEPH LYON 68030	2303	15	889	6	2392 51
212 MEPH RISC2 1MB	2292	21	448	7	2237 6
211 MEPH PORTOROSE 68030	2290	20	525	8	2340 82
210 MEPH BERLIN PRO 68020/24	2285	13	1219	9	2217 29
209 MEPH VANCOUVER 68030	2278	17	676	10	2347 54
209 KASP RISC 2500-512K	2278	25	338	11	2384 10
209 MEPH LYON-VANC 68020/20	2274	27	286	12	2327 10
208 MEPH RISC1 1MB	2265	9	2525	13	2232 95
207 KASPAROV SPARC/20	2261	14	1026	14	2251 24
205 MEPH ATLANTA-MAGELLAN	2243	31	212	15	2288 6
205 MEPH MONTREUX	2240	17	743	16	2288 54
204 KASP RISC 2500-128K	2233	9	2622	17	2270 67
203 MEPH LONDON 68020/12	2231	77	36	18	2040 4
201 FID ELITE 68040-V10	2208	53	75	19	2215 21
200 MEPH VANCOUVER 68020/12	2201	9	2355	20	2121 33
199 MEPH LYON 68020/12	2195	8	3363	21	2250 80
197 MEPH LONDON 68000	2178	69	45	22	
196 NOV SAPPHIRE2-DIAMOND2	2173	21	480	23	2240 188
196 MEPH PORTOROSE 68020	2171	10	1843	24	2169 13
195 FID ELITE 68030-V9	2163	15	919	25	2221 25
195 MEPH BERLIN 68000	2163	12	1321	26	2083 33
194 MEPH LYON 68000	2152	11	1722	27	2126 23
193 MEPH VANCOUVER 68000	2151	12	1363	28	2169 10
193 MEPH ALMERIA 68020	2147	14	1034	29	2172 215
192 MEPH MILANO PRO-SENATOR	2139	21	454	30	2152 77
191 NOV SAPPHIRE1-DIAMOND1	2134	12	1353	31	2111 25
189 MEPH PORTOROSE 68000	2119	11	1705	32	2179 130
189 FID MACH4-DES2325 68020-V7	2115	9	2269	33	1888 2
186 FID ELITE 2*68000-V5	2091	25	332	34	2080 54
184 MEPH POLGAR/10	2075	18	656	35	2041 64
184 MEPH ROMA 68020	2074	14	1073	36	2182 42
183 KASPAROV BRUTE FORCE	2071	14	1072	37	2069 197
183 MEPH DALLAS 68020	2068	14	980	38	2093 31
182 MEPH ALMERIA 68000	2058	14	1002	39	2132 129
181 NOVAG SCORPIO-DIABLO	2051	10	2092	40	2072 65
179 KASP PRESIDENT-HM6-1c+GK2100	2033	16	836	41	2136 5
178 MEPH NIGEL SHORT	2030	25	322	42	2105 230
177 FID MACH3-DES2265 68000-V2	2022	6	5712	43	1988 50
177 MEPH DALLAS 68000	2016	11	1542	44	1902 11
176 MEPH MMS/5	2010	10	1797	45	2076 17
176 MEPH POLGAR/5	2009	8	2833	46	2063 13
176 MEPH MILANO	2008	13	1163	47	2000 24
175 NOV SUPER FORTE-EXP C/6	2006	8	2988	48	
175 NOV EMERALDCLASS-AMBER	2005	64	52	49	

174 MEPH MONDIAL 68000XL	1999	15	867	50	2049	77
174 NOVAG JADE2-ZIRCON2	1995	41	128	51	2032	48
174 MEPH MONTREUX-ROMA 68000	1994	9	2553	52	1968	56
172 MEPH ACADEMY/5	1983	9	2412	53	2023	111
172 MEPH AMSTERDAM	1981	9	2341	54	2054	182
171 NOV SUPER FORTE-EXP B/6	1968	12	1464	55	2017	84
170 MEPH MEGA4/5	1965	8	2708	56	2029	169
170 KASPAROV MAESTRO D/10	1964	12	1315	57	1956	109
170 FID MACH2B	1962	27	287	58	1960	25
169 FID MACH2C	1959	8	2676	59	2059	127
169 KASP GK2000-EXECUTIVE	1958	14	992	60	1862	20
168 MEPH MODENA	1950	16	793	61		
168 MEPH M4/5	1944	8	2863	62	2006	97
167 FID TRAVELMASTER	1943	18	648	63	1917	83
166 NOVAG RUBY-EMERALD	1934	17	743	64	1981	48
166 MEPH SUPERMOND2-COLLEGE-MCARL04	1932	27	288	65	2074	8
166 NOV SUPER FORTE-EXP A/6	1929	12	1461	66	2021	176
166 KASP TRAVEL CHAMPION	1929	29	257	67	1862	22
165 KASPAROV MAESTRO C/8	1926	27	296	68	1999	98
164 MEPH MONTE CARLO	1917	28	260	69	2046	10
164 CIG SPHINX/4	1912	9	2466	70	1943	155
164 CONCH PLY-VICTORIA/5.5	1912	16	814	71	1870	15
163 KASP TURBOKING2	1910	14	1047	72		
163 FID MACH2A	1910	25	338	73	1912	35
162 NOV EXPERT/6	1896	32	206	74	2026	22
160 FID CLUB B	1883	12	1375	75	1827	18
160 NOV SUPER FORTE-EXP A/5	1882	11	1563	76	1825	29
159 NOV EXPERT/5	1879	26	310	77	2012	68
159 FID PAR E-ELITE+DES2100	1872	9	2600	78	1916	220
158 NOV FORTE B	1871	10	1855	79	1965	208
158 MEPH REBEL	1869	9	2280	80	1940	69
158 FID AVANT GARDE/5	1869	11	1712	81	1852	80
157 KASP STRATOS-CORONA	1860	9	2174	82	1890	48
157 FID CLUB A	1860	30	228	83	1767	6
157 NOV FORTE A	1860	9	2234	84	1921	134
156 MEPH SUPERMONDIAL1	1853	11	1619	85	1990	6
156 KASPAROV MAESTRO A/6	1851	14	979	86	1864	131
155 KASP TURBOKING1	1847	24	358	87	1900	61
155 CONCH PLYMATE/5.5	1847	9	2291	88	1923	55
155 KASP STIMULANO	1844	45	104	89	2017	8
154 FID EXCELLENCE/4	1844	13	1159	90	1824	36
154 NOV EXPERT/4	1835	11	1724	91		
153 CONCH PLYMATE/4	1834	14	1054	92	1960	43
153 SCI TURBO KASPAROV/4	1826	24	372	93	2007	6
152 FIDELITY ELITE C	1825	20	524	94	1933	64
151 FID ELEGANCE	1820	34	181	95	1869	11
150 SCI TURBOSTAR 432	1812	17	701	96	1852	40
150 MEPHISTO MM2	1804	12	1406	97	1872	67
149 FID EXCELLENCE-DES2000	1802	16	772	98	1776	8
147 CONCHESS/4	1799	11	1644	99	1852	52
	1783	20	515	100	1875	28