Selective Search 85
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Editor: Eric Hallsworth

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Welcome to *SS/85*

May I give you a warm welcome to this year's Christmas issue, which includes my annual **'Best Buy Guide'**.

The GUIDE has been shortened a little for 1999/2000 - I hope new readers and the occasional buyer's of the Magazine at this time of year will forgive this.

There isn't as much new **dedicated computer** product as in previous years, and, whilst the new and upgraded **PC programs** are definite improvements over their respective predecessors, they mainly come substantially from the same basic interface, feature specification and playing style.

Even so, I hope you will find the BEST BUY pages, with the annual INFORMATION & RECORD section relating to Computer Chess, both helpful and interesting.

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## *ChessBits* Tournament

Marcus Kaestner, the Editor of a new German magazine, *ChessBits*, recently completed some important matches which included **Shredder Paderborn**, a beta copy of the new World Champion!

Shredder 3 has been an under-tested program if ever there was one... the new Paderborn World Champion version is now coming out as **Shredder 4!**

Also playing were **Nimzo2000**, the *Millennium* company's version of Nimzo99, and an adjusted version of Nimzo2000, called **Nimzo Che++**, which didn't work out too well. However its results are included for completeness - the ability of the other programs to score well against a weaker opponent is an important factor.

Finally both the **Hiarcs7** DOS and 732 Windows versions competed, providing another interesting comparison - the ChessBase version engine is faster, but opinions vary on whether it's that much better!
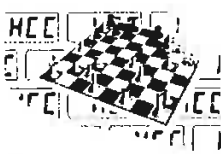
Two P2/400MHz machines were used.

TABLE 1 - Blitz, G/5 mins

Pos	Program	Score/80
1	Hiarcs 732	49
2	Hiarcs 7 DOS	47
3	Shredder Paderborn	46
4	Nimzo 2000	36
5	Nimzo Che++	22

SHREDDER's forte has always been more at tournament time controls, so this Blitz result should be looked upon as quite encouraging! HIARCS is now considered as good as anything there is at fast chess, which is confirmed here, and Shredder is as close to it as you can get! Only the NIMZO 2000 might be a let down to its supporters, as that also has a good Blitz reputation.

The other particularly interesting comparison is the one we can make between HIARCS 7 DOS and the *ChessBase* 32-bit implementation, HIARCS 732.

The latter runs a little bit faster, but the *ChessBase* priority and learning method used for openings does not work as well for their version as the method used and optimised by Mark Uniacke in his DOS version.

This is borne out by Marcus's conclusions drawn from an inspection of the games. He states that HIARCS 7 DOS came out of the openings 4-5=71, scoring a plus or a minus only where a distinct advantage showed up. However HIARCS 732 came out 4-10=66 which means that it did very well to still top the Table! Much of this is due to its Endgame TableBases according to Marcus, and I'd be happy to go along with that opinion.

Interestingly Marcus also believes that HIARCS 7 DOS is also better in the middle game, as the 732 conversion sometimes plays a little too actively for its own good. Mark Uniacke and I are not sure why this should be - the playing engine in each is pretty much the same apart from the way the hash tables are implemented.

TABLE 2 - Rapid, G/30 mins

Pos	Program	Score/40
1	Hiarcs 732	23
2	Hiarcs 7 DOS	22½
3	Shredder Paderborn	22
4	Nimzo 2000	21
5	Nimzo Che++	11½

The result has become slightly closer at the slower time control, with NIMZO 2000 especially closing the gap.

Comparing the HIARCS opening book, this time the 732 version showed at +2, whereas the DOS result was exactly equal. But Marcus says that he thinks the DOS version again showed better chess in the middle game with 732 only coming ahead of it because of its successful endgame play.

TABLE 3 - Tournament, G/3 hours

Pos	Progam	Score/16
1	Shredder Paderborn	11
2	Hiarcs 7	9
3	Nimzo 2000	8
4	Hiarcs 732	7
5	Nimzo Che++	5

Our opinion that SHREDDER really comes into its own at the slower time controls is borne out by its placing in a fairly comfortable, undefeated 1st. place, a full 2 points ahead of HIARCS. There can be little argument that this is a very strong program, which will perform to a particularly high standard on fast PC's and at slower time controls. I am told that one reason for this is the high quality of the pruning in its search tree... without pruning programs slow down measurably as the tree gets bigger and deeper. Good 'artificial intelligence' pruning can help considerably to overcome this, and make deeper searching effective - as long as only weak moves/variations are pruned out!

It will be interesting, perhaps, to test this theory by timing various programs as they go through the plies. It would probably need to be a position with one reasonably obvious reply, so that there isn't too much time 'lost' in changing move selection.

The idea would be to find out what the 'multiplier' is to get through the plies, and at what time each program starts to noticeably slow down!

For the first time we see HIARCS7 DOS ahead of 'big brother' 732 in a Table. Is this because the DOS version solves endgame situations well enough at the slow time controls, so there is less need for Tablebases?

Marcus notes that both Hiarcs versions came out = from the openings, but again remarks that the DOS version looked safer and in his view stronger in the middle game.

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Search 'Slow Down' Experiment

I suggested above that it might be an idea to try and find out **when** various programs start to slow down. That initial burst of rushing through the first plies at lightning speed does not continue for ever!

They don't all go through successive plies at the same rate anyway - often simply because of the amount of **chess knowledge** which has to be applied. And they will all slow down when the hash tables have filled up, but some 'fill up' quicker than others!

I quoted **Kaestner**'s view in the previous section, that pruning of the search tree and finding ways to cut off extensions in the search as soon as they reach their worthwhile limit can make quite big differences.

Of course the program will need to have a way of recognising when these limits are reached, and when extensions have done their job and are 'complete' for all practical purposes. This used to be a 'simple' *alpha-beta* cut-off system, but things are much more complicated nowadays!

Here is an example of a short test I've run - it's taken from the actual opening position, which may not be ideal, but it should give readers an idea of what I am thinking about.

For reader interest I have shown the depth of search at the time, but it is the time which really matters.

The issue is not whether HIARCS (for example) slows down at 11 ply and FRITZ (for example) at 14 ply, but whether one program starts to slow down after, say, 2 minutes and another after 15 minutes. Obviously the latter is much better, especially for slower time controls and with processors getting ever faster.

Search 'Slow Down' TABLE

Prog	0	1	2	3	4	5
H732	ply7	ply8	ply9	ply10	ply11	ply12
time	3	7	29	112	687	1649
mult		2.3	4.1	3.9	6.1	2.4
N732	ply9	ply10	ply11	ply12	ply13	
time	2	4	121	282	561	
mult		2	30.2	2.3	2	
F532	ply10	ply11	ply12	ply13	ply14	ply15
time	4	11	21	59	140	4641
mult		2.8	1.9	2.8	2.4	33.2
F6	ply10	ply11	ply12	ply13	ply14	ply15
time	4	8	20	90	198	766
mult		2	2.5	4.5	2.2	3.9
G6	ply6	ply7	ply8	ply9	ply10	
time	3	9	47	151	930	
mult		3	5.2	3.2	6.2	

In the top column **the programs** are:
- H732 = Hiarcs 732
- F532 = Fritz 532
- F6 = a Fritz 6 beta test version
- N732 = Nimzo 732
- G6 = Genius 6.

The **multiplier** simply shows how much longer the program takes to advance from one ply to the next.

Finally the first **timing** was only taken at or after 2 seconds, as things happen too fast for serious timing in the first second!

Is there any evidence of slowdown here?

There was some sort of glitch with NIMZO 732 after the 10 ply choice made in 4 secs. as it was 121 secs. before the 11 ply choice was made. I re-tested and the same happened. So I played 1.d4 and got the timings for Black's response:

3/p8 9/p9 23/p10 99/p11 205/p12 338/p13

The multipliers here are excellent so I guess the ply 11 'hover' over White's 1.e4 was just one of those things, though presumably it is going to happen in other positions from time to time?!

From initial timing, the total multiplier to progress through the next 3, 4 and 5 plies for each program was:

Overall Timing Result

Program	advance 3	advance 4	advance 5
Hiarcs 732	37	229	550
Nimzo 732	141	280	–
Nimzo 732 1.d4 –	33	68	113
Fritz 532	15	35	1160
Fritz 6	23	50	192
Genius 6	50	310	–

Of course one can play with figures for ever, and make them do all sorts of things!

Note that there was a major delay in FRITZ 532 after the 140 secs for the ply 14 move, as the next selection isn't made until over 1 hour has gone by! Perhaps this is an extreme case of exactly what we are looking for!? A probably contributing factor is that the Fritz 532 hash tables also get filled very quickly (after around 75 secs. on my machine).

Interestingly I don't think the hash table percentage will be shown in FRITZ 6! But maybe they've improved the way they are used anyway in the new version, as the slowdown after 2 mins was much less marked in Fritz 6, according to the above figures on this one test anyway.

Finally the figures for GENIUS 6 and HIARCS 732 may not seem quite as good as the others, at least during the first 2-3 minutes, when they both need extra % time to move between the plies than the rest (at least they do if one ignores the Fritz 532 and Nimzo 732 'glitches'!).

Is there anything in the fact that they both need a higher multiplier at alternate plies, Genius at the even and Hiarcs at the odd? Or is that just a short test co-incidence based on one position? Probably! More likely is that extra knowledge in a program causes the multiplier to always be a little higher than a fast searcher's.

In general the evidence from this one position doesn't necessarily support the theory of variation in slowdowns through poor search pruning as the programs get deeper, though there are one or two little signs.

It needs more testing from a small range of positions, and programs to be left on for

longer. There are plenty of other programs to do this with as well as those I tried. Perhaps a middle-game position would be more suitable, where there are various tactical possibilities and exchanges to consider (there is no contact at all in the position before 1.e4/1.d4 etc!).

I'll think more about this over the next few weeks and see if I can come up with a small set of 3 or 4 positions, so that readers can join in a more comprehensive experiment... and if anyone has any good ideas relating to the subject, do please let me know!

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A Tricky Moment for FRITZ!

The following game is not disconnected with the previous article, as you will see after the diagram position (but don't peek yet!).

Fritz 532 - Lopez Ray
[E60] 40/2

1.d4 ♘f6 2.c4 g6 3.g3 ♗g7 4.♘f3 0-0 5.♗g2 d6 6.0-0 e5 7.dxe5 dxe5 8.♘xe5 ♕e7 9.♘d3 ♖d8 10.♘c3 ♘c6 11.♘d5 ♘xd5 12.cxd5 ♘b4 13.♘xb4 ♕xb4 14.♕b3 ♕g4 15.e4 ♗d7 16.♕xb7 f5 17.f3 ♕h5 18.♗f4 ♗d4+ 19.♔h1 fxe4 20.♗xc7 e3 21.♖fd1 ♗e5

So here we are. Before you read on, please have a look at the position to decide what you would play first. And put it into your computer/program, and see what they have to say for themselves!

In the game Fritz 532 continued...
22.♗xd8?? ♗xg3! 23.♗h4 ♕xh4 24.h3 ♗xh3 0-1

I think the majority of decent Club players would see the threat to g3 from Black's last

move and, in considering their next move, quickly discard any thought of Bxd8.

Ray Lopez (is that his real name, I'd love to know!) when posting this game on the Internet, commented that on his machine both Fritz and the latest Zarkov engine play this immediately losing move under Tournament time controls (which is what Fritz did in the game!), and needed over 30 mins to find an alternative: Zarkov needed an hour.

The relevancy to our previous discussion relating to **Search Pruning Techniques and Necessities** appears in the Internet discussions after the first appearance of this position and game.

Bob Hyatt's initial conclusion was that the game must have been played on a very slow PC as his **Crafty**, he said, failed low in 6 secs. He posted a copy of the search file showing a change to f4 at 21secs.

I don't know what set-up Bob has - he calls it a *Quad Box*, so I guess it's a multiprocessor 2000MHz type job - it's also sure to be a later Crafty than my 16.15 as well.

At this point **Ray Lopez** revealed that the game had been played on a P2/300MHz - so not that slow at all! Do programs on a P2/300 miss this 'obvious blunder' at 5, 10, 15, or even 30 mins?

I decided it was time I had a look at it with some of my programs, on a K6/300:

Bxd8?? timings

Program	Fail low	New move
Nimzo 732	-287/p12 @4m56	not tested
Hiarcs 732	-81/p8 @9m02	d6 @19m06
Fritz 532	-249/12 @5m39	d6 @11m27
Junior 5	-figure @12secs!	Re1 @15secs!
Fritz 6 beta	-281/13 @16m17	didn't test
Crafty 16.15	+23 @1m32	Qb3 @4m24
Zarkov	+25 >30min	Bxe5 @63mins
Genius 6	-130/p8 @1m52	f4 @2m47
Rebel 10	+56/p9 @48secs	Rac1 @2m45

More posts appeared, making it clear that whilst one or two programs do sort this out quite quickly - as you'd expect (just look at **Junior5**'s easy performance!), most were producing desperately poor timings to recognise this apparently 'obvious' '??' move.

The next post to appear was from **John Stanback**, the **Zarkov** programmer. He admitted: *"Zarkov does have a lot of trouble with this position. The latest version still takes over 10 minutes to get to the 10th. ply and find that Bxd8 is bad. I think it must be triggering too many extensions"*.

"OK." replied **Bob Hyatt** again, *"that might be what is going on, because I am trying to control my extensions more to increase the overall depth, since the newer hardware platforms are beginning to take the search deep enough that fewer extensions are needed. If you take a well-extended program and add a ply or two, the extra two plies brings in a lot of extra extensions that can bog it down badly"*. Regular readers may remember that **Frank Holt** made a very similar suggestion to this in a recent Issue of *Selective Search*!

It all looks like an interesting subject, and I'm sure we'll be back to it.

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Fritz beats Sokolov in style

I promised in *SS/84* when printing the scores of the **Human v Programs** Challenge after the World Computer Champs in Paderborn, that I would include the rather quick Fritz win in this Issue.

The match ended all square on 2½-2½, with Vaganian beating Ferret, 3 games drawn and this... easily the first to finish!

Fritz - Sokolov I

[C67 *Ruy Lopez, Rio de Janeiro var*]

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0-0 ♘xe4 5.d4 ♘d6 6.♗xc6 dxc6 7.dxe5 ♘f5 8.♕xd8+ ♔xd8 9.♘c3 ♔e8 10.♖d1 a5 11.h3

(chess diagram)

11...♗c5?

The square to look at here is h6, noting especially the open d-file beckoning White's d1-♖!

11...a4 12.♗g5 ♗e6 was tried in Yemelin,V-Aleksandrov,A/St.Petersburg 1996 0-1

Noting my remark above re h6, another line tried was 11...h5 12.♘e2 ♗e7 13.♗g5 a4 14.♖d2 a3 15.b3 f6 16.exf6 gxf6 Hansen,S-Nikcevic,N/Koszalin 1998 1-0

Finally Anand tried 11...h6 itself against Fritz: 12.b3 ♗b4 13.♗b2 ♗xc3 14.♗xc3 c5 etc. Fritz 5-Anand,V/Frankfurt 1998 0-1

12.g4

White already has what could be a decisive kingside attack

12...♘e7 13.♘e4 ♗a7 14.♗h6 f5

Not 14...gxh6?? when the following line is forcing 15.♘f6+ ♔f8 16.♖d8+ ♔g7 17.♘h5+ ♔g6 18.♖xh8 winning easily

15.exf6 gxh6 16.♖e1

(chess diagram)

16...♘g6?

Much better is 16...♘d5 when probably 17.c4! *(17.♘d6+ which is deadly in the actual game, doesn't work here: 17...♔d7 and there is no mate threat on e7 as the d5-♘ is doing double duty... threatening the pawn on f6 as in the main sub-line, and defending the square e7 in this one! 18.♘f7)* 17...♘xf6 18.♘xf6+ ♔f7. Granted White still has a good advantage here – a lead in development and much better pawn structure – but it's the type of position from which a GM might put up a useful fight

17.♘d6+

The double check is now decisive

17...♔d7 18.♘f7

Threatening mate by ♖e7... the mate can be stopped, but Black's game is left in tatters

18...♗c5

18...♗d4 does not help much 19.♘xh8!

♘xh8 20.♘xd4+−
19.♖ad1+ ♗d6 20.♘xh8 ♘xh8 21.♖e7+ ♔d8 22.♘e5!
...forces the win, there are just so many threats. Black's best involves shedding material with 22...♗e6, but 23.♖xe6 leaves him completely immobilised. **1-0**

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New Products!

Just as the BEST BUY GUIDE pages had all been carefully shaped and sized, news started to come in of **new PC programs** which main distributors are trying to get out in time for Christmas.

New!: Shredder 4

The first of these, and taking pride of place, is Stefan Meyer Kahlen's much anticipated **Shredder 4**, which comes from Ossi Weiner's *Millennium* company and is due out during this November.

I have given plenty of coverage to **Shredder Paderborn**'s chess play in recent Issues, following its winning of the 1999 World Chess Computer Championship, and I fully expect the finished product to live up to expectations. It will probably include some new work by Stefan on the opening book, which he felt let him down a little at Paderborn, but not too many changes to the playing engine as Stefan made it known just how happy he was with its overall play! As it ran on a fast but standard Pentium in the WCCC we really know exactly what it can do, and it should be good!

New!: Junior 6

The next is **Junior 6** which should be available in early December, and in time for Christmas. I don't know any more at the time of writing, but expect the standard **£39.95 ChessBase** price will apply.

New!: Chess Tiger

Finally, and of great interest, is the surprising news that **Christophe Theron** has suddenly decided on a commercial release for his **Chess Tiger**.

It had been widely expected that Ed Schroder's next venture - the **Rebel Windows** version, which is being aimed for mid-2000 - would also contain the first commercial release of CHESS TIGER, following the work the two programmers have done together. But various excellent

computer v computer results in tests in Sweden, at Schroder B.V, and by Enrique Irazoqui seem to have persuaded them to do something now, so a new TIGER is being aimed for late November/early December.

You want to see those results? Of course!

■ In **SWEDEN** testing done on an old Pentium/90 leaves CHESS TIGER top of the P/90 ratings:-
  ● 2483 CHESS TIGER P/90
  ● 2440 REBEL 9 P/90
  ● 2437 HIARCS 6 P/90
  ● 2431 GENIUS 5 P/90
  ● 2414 M CHESS PRO 6 P/90
  ● 2397 NIMZO 3.5 P/90

> For the equivalent *SS* ratings, add 40 Elo

■ A version immediately pre-Paderborn WCCC was tested at G/1hr by **SCHRODER BV**, using REBEL's opening book:
  ● v NIMZO 98 won 37-20
  ● v JUNIOR 5 won 33-14 (!!)
  ● v SHREDDER 3 won 39-25
  ● v FRITZ 532 won 17-10
  ● v GENIUS 5 won 30½-19½
  ● v HIARCS 6 won 23½-20½
■ **IRAZOQUI**'s results:
  ● v HIARCS 732 won 10-6
  ● v NIMZO 732 won 15½-8½
  ● v FRITZ 532 won 9½-6½
  ● v JUNIOR 5 drew 8-8

If the CHESS TIGER scores, and the results we expect from SHREDDER, are repeated when we all start testing the commercial versions, then the top 5 places in our **Rating List** might have a rather different look about them in February!

For the above products I have included as much info. as I had at the time of completing these pages. If readers want to know more before they buy, ring me at Countrywide's office (01353 740323).

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Some *'SS'* READERS' Results

Pete BLANDFORD sent me some REBEL-10 scores - his Rebel is on a 300MHz PC, time control was G/1hr:

Rebel-10 P/300	RISC 2500-512k	6-0=0
Rebel-10 P/300	Meph RISC2	5-0=2
Rebel-10 P/300	Meph Genius2 68030	6-0=0
Rebel-10 P/300	Tasc R30-1995	4-1=1

Meanwhile **Frank HOLT**'s latest testing

included his promised match with HIARCS 7 set to Anti-human ON (considered by the programmers as being more enterprising, but about 40 Elo worse), and REBEL-10 with Anti_GM OFF (the original recommend is that this should be ON, but most people view OFF as better, in fact, and REBEL CENTURY's setting will be OFF!).

First **Hiarcs7.01** (the new) **v Hiarcs 6** (the previous)
Both Normal: 8-4
Both Aggressive   7-5
Both Solid   6½-5½ (9 draws! - I guess that's what Solid does for you)

We have always been fairly certain that HIARCS 7.01 and 732 are best set to Normal, but were never quite sure whether Normal or Aggessive was better in HIARCS 6, a fact which the above shows slightly.

Hiarcs7.01 (anti-human ON) **v Rebel-10** (anti-GM OFF)
Both Normal: 5½-6½
Both Aggressive   5½-6½
Both Solid   7-5

With HIARCS on its optimum settings, and REBEL-10 with anti-GM ON (i.e. what was supposed to be its optimum setting, but probably wasn't!), the scores were:

Hiarcs7.01 (anti-human OFF) **v Rebel-10** (anti-GM ON)
Both Normal: 7½-4½
Both Aggressive   5½-6½
Both Solid   6½-5½

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French Amateur Computer Chess Championship, 1999

This was a **7 round Event**, played in October 1999, using **G/50mins + 10secs per move**. I don't know what hardware each used - the lack of mention in the official report presumably means it was all fairly equal?!

Chess Tiger (soon to lose 'Amateur' status) went into the event a strong favourite, amongst many program names with which we are unfamiliar.

I appreciate that these names don't mean so much, but many of them are up-and-coming amateur programs which run under WinBoard, and appear on the Internet.

Place	Program	Score
1=	Capture	5½
	Chess Tiger	5½
3	AnMon	5
4=	Z Chess	4½
	Nejmet	4½
6	Chess Guru	3½
7=	Jester	3
	BB Chess	3
	Techno Chess	3
10	Small C	2
11	Chess Wizard	1½
12	X Tempo	1

WinBoard Ratings

Long-time *SS* reader **Carlos E. Drake** has compiled many WinBoard results and sent me his **'averaged' Ratings Table** based on these. Again most, if not all, are Amateur programs, but there's quite a few with ratings I wish I could get to!

Crafty and **Comet** will be known by many readers, as versions of these appear on most ChessBase products. And who knows, maybe there's a future World Computer Chess Champion lurking within the list?!

Program	Rating
Crafty	2474
Comet	2418
AnMon	2413
Little Goliath	2403
Phalanx	2378
Bionic	2358
TCB	2355
Bringer	2319
Gromit	2287
Arasan	2264
GNU Chess	2238
ZChess	2233
Exchess	2224
ANT	2188
Immichess	2171
LambChop	2162
Dragon	2131
and 14 others	

THE REBEL GM CHALLENGE:
REBEL CENTURY V RusLaN SCHERBAKOV

After REBEL CEN-
TURY's defeat and
draw against Rohde,
then a draw with
Sorin, followed by a
defeat against Hoff-
man, Ed Schroder's
wisdom in propel-
ling his program
into these GM Challenge Games might have
been questioned. Just in time for its launch,
REBEL finally showed what it really can do
in the October 1999 GM Challenge game!
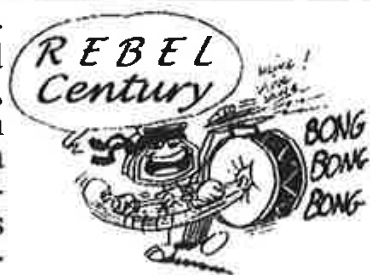
**Notes: ELH=Eric, JN=Jeroen Noomens (Rebel's opening
book editor), RS=Ruslan Scherbakov**

Rebel Century - Scherbakov R

[B65 Sicialian, Richter Rauser]
RebelChallenge 40/2, 1999

1.e4

RS: The game against Rebel was the
highlight of the whole chess evening in our
city. I was just saying a few words to the
spectators about the forthcoming game,
when the first move appeared on the
board. Everybody can see it on the big 72"
screen in the hall, and the spectators
started laughing! It went up exactly when I
was talking about how I was hoping to
meet 1.d4, which I've seen in a couple of
Rebel's games, because it's very
dangerous to play sharp Sicilian positions
against a computer!

JN: Before the game we decided to go
for 1.e4! No more quiet positional chess,
just open positions and play. Ruslan
Sherbakov plays the Sicilian Defence, the
Richter Rauzer variation in particular.
Recently I have filled Rebel's opening
book with lots of ideas in this variation,
coming from Peter Wells's excellent book
"The complete Richter Rauzer". We were
not to be disappointed!

1...c5

RS: I decided to play my normal
opening, but remarked to the public: "I am
afraid Rebel has prepared something
special for me." Exactly the point!

**2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3
d6 6.♗g5 e6 7.♕d2 ♗e7 8.0-0-0 ♘xd4
9.♕xd4 0-0 10.f4 ♕a5 11.♗c4 ♗d7 12.e5**

dxe5 13.♕xe5!?

JN: An excellent choice for us!
Everybody plays 13.fxe5 which is
objectively stronger. But that move leads
to a slightly better ending for White, and
quite dull positions. Rebel's choice might
be less strong from a theoretical point of
view, but for a computer the resulting
position is much easier to play.
Furthermore the queens stay on the board,
leaving a lot to play for.

RS: Here it is! I remembered when I
started to study this system that I was a
little worried about this idea, but lack of
time stopped me from giving it more
attention. 13.fxe5 ♗c6 14.♗d2 ♘d7
15.♘d5 ♕d8 16.♘xe7+ ♕xe7 is the main
line of the system, usually followed by
17.♖he1 ♖fd8 18.♕g4 ♘f8 White is
considered slightly better here, but Black
has a solid position.

13...♕b6

RS: I remembered that Black can play
13...♕b4 and then after 14.♖d4 ♕b6 but I
couldn't see anything clear after this, so
played my queen to b6 straight away]

14.♕e2

RS: This is a good move, avoiding an
important resource Black can have in ♘g4
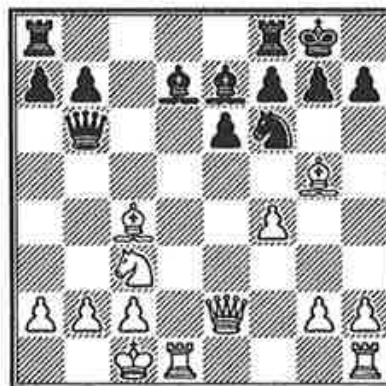
14...♕c7?!

ELH: Reference to the databases
shows that this is not considered the best
move, and I believe it puts RebelC on top
in this game even at this stage. Strange for
a GM who is known to like the Richter
Rauser.

RS: Probably a decisive mistake
already! 14...♖ad8 looks natural, and was
followed by 15.♘e4 ♘d5 16.♗xd5 ♗xg5
17.♘xg5 exd5 18.♖xd5 ♗g4 19.♕e4 g6

20.Rxd8 Rxd8 21.Qc4 Qf6 22.g3 Qe7 23.Qe4 Qd7 24.Qd3 Qe7 25.Qe4 Qd7 26.Qd3 Qe7 ½-½ Karpov,A-Kamsky,G, Buenos Aires 1994. But I thought it was quite probably a line where a good computer can find something to improve the material advantage after Black's sac' of the pawn. Playing the text move I had already seen the line up to move 22, but I was not quite sure that Rebel would go for it: firstly material has to be sacrificed and, secondly, there are apparently close alternatives on every move which have to be assessed as less promising. Also I was hoping that the position I saw after move 21 would still be playable, but I was wrong!

JN: A very strange move. I don't know if this has been played before, but in the aforementioned book by Peter Wells 14...Rad8 is given, leading to equal play. A game Karpov-Kamsky continued 15.Ne4 Nd5! and Black got excellent compensation for the sacrificed pawn. Also, if 14...Rad8 then 15.f5? would now be bad on account of 15...Qc5! Was Sherbakov afraid of shedding a pawn against a computer. Maybe... but his move is clearly wrong, as Rebel shows now with its continuation

15.f5!
White gets a substantial kingside attack
15...h6?!
RS: 15...e5 doesn't solve the problems as, after 16.Bxf6 Bxf6 17.Nd5 Bg5+ 18.Kb1 and White will have h4, g4 and the attack seems to be strong as Rebel already dominates in the centre. Black doesn't even have real counter chances on the queenside!;

JN: 15...h6? is a big mistake. Of course also 15...Qc5 was now impossible because 16.Bxf6 Bxf6 17.Rxd7 wins a piece]
16.Rxd7!
RS: Of course! Not 16.fxe6 Bxe6 17.Bxe6 hxg5 is fine for Black
16...Qxd7 17.fxe6 Qc7 18.Bxf6!
RS: 18.exf7+ was much weaker as, after 18...Kh8 19.Bxf6 Bxf6 20.Nd5?? is impossible because of 20...Qxf7!
18...Bxf6 19.Nd5 Bg5+
RS: 19...Qe5? was losing immediately: 20.exf7+ Kh8 21.Qxe5 Bxe5 22.Ne7
20.Kb1 Qd6
RS: 20...Qc5 is even worse as after 21.exf7+ Kh8 22.h4 the queen has been separated from her king's defence
21.exf7+ Kh8 22.h4!
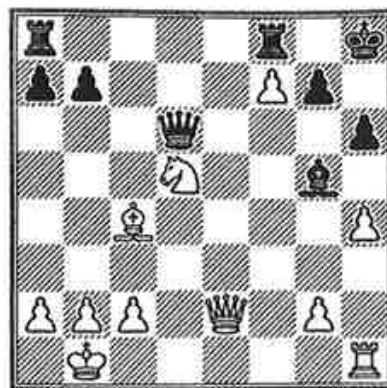
JN: White has two pawns for the exchange, a wonderful bishop on c4, a passed pawn on f7, a giant knight on d5, and also the Black pieces are not co-operating very well. It is clear who has the advantage here!
RS: 22.Qe4?! Rxf7 23.Bd3 g6 24.h4 Bd8 and Black can hold on!
22...b5?!
ELH: I didn't think this was best – I'd prefer Bf6.
RS: 22...Bf6?! 23.Qe4 Rxf7 24.Nf4 or Bd3 is good for White; 22...Bxh4 23.Rxh4 Rxf7 24.Nc3 is also no fun
23.hxg5!
RS: I'd hoped for 23.Bb3 Bd8 when White is still clearly better, but Black still has something to fight for
23...bxc4 24.gxh6!
JN: Fantastic! Rebel sacrifices a knight in order to get at the Black king. EH: How many programs find this clever and really strong move?
RS: Although I did not see forced mate after this move, I had a strong feeling that the game is over. Once again Rebel sacrifices material instead of collecting some pawns... e.g. 24.Qf3 Rad8 25.Qf5 Rxf7 (25...Rd7 26.g6! with Qg5 next!) 26.Qxf7 Qxd5 27.Qxd5 Rxd5 28.gxh6 and White may have enough to win the endgame. I began to feel that Rebel has already calculated everything to the end!
24...Qxd5
JN: The only way to keep on playing was to try 24...g6 despite 25.Qf3
ELH: Is 24...gxh6 slightly better? Then 25.Qe3 Kh7 26.Nc7
RS: If 24...gxh6 then 25.Qe3 Kh7 26.Nf4; 24...g6 is probably more tenacious, but after 25.Qf3 Black still has little to look forward to!
25.hxg7+ Kxg7 26.Qg4+ Kf6
RS: After 26...Kxf7 White wins with

27.♖h7+ ♔f6 28.♕g7+ ♔f5 29.♖h5+ ♔e6 30.♕h6+

27.♖f1+

ELH: 27.♖h5! is also very strong, maybe even stronger!

RS: I was not looking forward to ♖h5! but probably Rebel found it less precise

27...♔e7 28.♖f5!

JN: This quiet move is the big point of the knight sac. The rook joins the attack with decisive effect

28...♕e6

ELH: Not 28...♕xf5? it would be foolish to give up the exchange without at least a struggle: 29.♕xf5 ♖ad8 30.♕e4+ ♔xf7 31.♕xc4+ ♔f6 32.b4+−

RS: If 28...♕xf5 29.♕xf5 Black will lose one of his remaining pawns in the endgame after 29...♖ac8 30.a4. But when I see what happens in the game, I would rather be here!

29.♕h4+!

RS: Not 29.♕g5+? ♔d7 30.♖d5+ ♔c6! 31.♖c5+ ♔d6 and the win is gone.... in fact I am winning!

29...♔d7 30.♕d4+ ♔c7
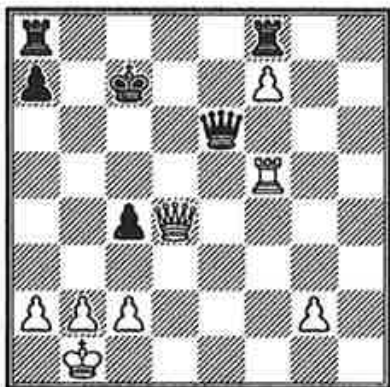
ELH: Note that Black now has the threat of a back rank mate, but it is easily met as long as you remember it's there!

31.♕c5+ ♔b7

ELH: 31...♔d7 does not help much − 32.♖d5+ ♕xd5 33.♕xd5+ ♔e7 34.a4+−

32.♕b4+!

JN: A wonderful queen manouvre, after which Black is unable to avoid the loss of his queen

RS: I was hoping for 32.♕b5+? ♕b6 33.♕d7+ ♔a6 34.♕a4+ ♔b7 35.♖b5 ♖ac8! 36.♖xb6+ axb6 and the pawns I have kept may save the game

32...♔c7 33.♖c5+!

RS: Aaah! Now I realise that Rebel is winning easily

33...♕c6

ELH: I'd play 33...♔d8, trying to keep his ♕ for as long as possible − and on the square which threatens ♕e1 mate should White momentarily forget about it! 34.♕d2+ ♔e7 35.♖c7+ ♔f6 36.♕h6+ ♔e5 37.♖c5+ ♔d6 38.♖c6+ finally forcing the exchange.

RS (showing the same analysis along with 33...♔d8 etc.): This is a very beautiful queen's manouvre, so keeping queens on for longer was no use. Another good move for me was resign here!

34.♕xc4

ELH: The passed pawn on c2 will quickly become a dangerous weapon. Also threatening mate: ♖xc6

RS: I was curious if Rebel would choose 34.♖xc6+ ♔xc6 35.♕e7 to keep my king away from the pawn and the rooks passive. The g−pawn will be on g7 soon!

34...♕xc5 35.♕xc5+

JN: The rest is easy and Rebel mops it up without any trouble

35...♔d7 36.c4 ♔e6 37.♕d5+ ♔f6 38.♕b7 ♔g7

RS: The only positive idea I could see was 38...♖ac8 to try and provoke a weakness of the second rank. But 39.b3 is not necessary, as White just plays 39.♕xa7 and of course if 39...♖xc4?? 40.♕a6+ ♔xf7 41.♕xc4+]

39.c5 ♖ad8 40.♕xa7 ♖xf7 41.♕a4 ♖d2

ELH: Threatening mate with ♖f1 is always worth a try, but not remotely likely to work against a top program

42.♕g4+ ♔f8

RS: I still have a drawing idea: to take the g−pawn and then, when White's king is closer to its c−pawn, also win b2. But it's a joke and Rebel is too good

43.a4 ♖ff2 44.♕b4 ♔e8 45.g4 ♖d1+ 46.♔a2 ♖ff1 47.c6!

ELH: Pretty much finishing the game

47...♖a1+ 48.♔b3 ♖f3+ 49.♔c2 ♖f2+ 50.♔d3

ELH: The checks come to an end after 50...♖d1+ 51.♔e3+− **1-0**

RS: An excellent performance by Rebel, which playing style was very human looking. I think if someone played through the game without seeing the header with Rebel's name, they would hardly believe a computer was playing. I supposed that these games were intended to help clear up for Ed the weak points of the chess program − it looks like it was <u>Rebel</u> who showed <u>me</u> a weak point in my opening repertoire!

THE BRAINS OF THE WORLD CHALLENGE
by John Nunn & Frederic Friedel. Printed with permission from ChessBase (thanks!)

The ALIEN starship had been circling Earth for some days. Protected behind an apparently invulnerable force shield, its gleaming surface had not even been scratched by a small nuclear missile dispatched to test its defences.

Suddenly, a tightly-focussed message was picked up by the receivers mounted atop the White House. The President and his advisors paled as they heard the alien's first words, *"Our mission is to test your race's fitness to join interstellar civilisation."*

The President felt as if he were trapped in a B-Movie. Perhaps his noted predecessor Ronald Reagan would have been more at home in this situation, but the President found himself sweating profusely. The eyes of all his advisors and generals were on him as he struggled to frame a suitable reply.

"What is the nature of this test?"

"You must send a single entity to champion your race and demonstrate your fitness."

"Single combat?", queried the President.

"Not at all. The challenge is purely intellectual. He must solve some king and pawn endings."

The President looked confused. One of his advisors whispered, *"I think the alien is referring to chess."*

"Chess!" exploded the President, forgetting that his words would be instantly beamed to the alien ship.

"Yes, we always choose a test from the candidate race's own cultural matrix. There would be little point in testing you with the sand-grain games played by the worm-things of Canopus IV, would there?" The voice hardened. *"You have one month to select your champion. This deadline is final."*

There was an ominous click as the link was broken. The President gulped, while at the same time feeling a little relieved that the alien hadn't mentioned the missile.

"What shall we do?"

After a short debate, the chief advisor said, *"We are fortunate that the starship's stealth capability makes it invisible to normal detectors. Thus the general public are ignorant of its existence and we should keep it that way, or else there will be a panic."*

"If it is kept secret, how will we select our leading expert on, what was it, king and queen endings?" replied the President.

"King and pawn endings, Mr President. We will create a test and publish it in chess magazines. It will be treated as a piece of fun, and no-one will guess the deadly serious purpose behind it. We can select our champion based on the best response."

The President mused, *"The alien creature said entity rather than human. Could we send a computer - that Deep Throat thing which won against the human champion, perhaps?"*

"Deep Blue, Mr President" corrected the chief advisor again. *"Perhaps not that particular machine as I understand it's in retirement. But, yes, we could try something along those lines."*

"Well, set it up. Test the best humans and computers that you can lay your hands on," the President said decisively.

"I think the main problem will be who should compose the test," continued the advisor.

A minor aide tentatively cleared his throat, twice. When everyone stared at him, he cleared his throat nervously again, and said, *"I heard about a Doctor No, or None, who wrote some famous books on chess endgames. Perhaps he could do it."*

Relieved that someone else had volunteered, who could have the blame pinned on him if it all went horribly wrong, the chief advisor said, *"Well, find out who this Doctor genius is and get in touch with him straightaway. Ask him to come up with six test positions as soon as possible".*

A week later John Nunn had indeed selected six pawn endgame positions to test the **"Brains of the World"**. They have been sent to chess magazines far and wide for publication. Here they are:
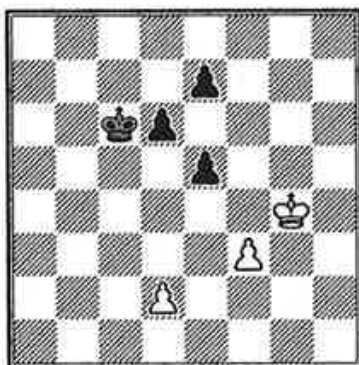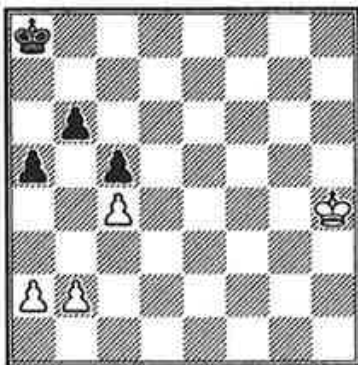
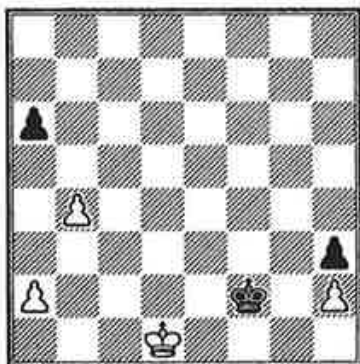### Test 1 – White to play and win
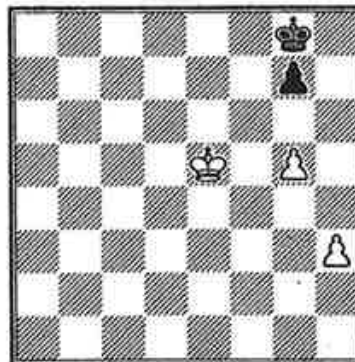
Test 2 – White to play and win

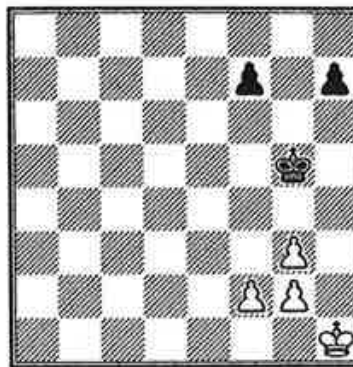## Test 6 – White to play and win

Test 3 – White to play and draw

Test 4 – White to play and win

Test 5 – White to play and win

If you want to take part in the "**Brains of the World**" challenge, then you should send in your solutions together with the time you spent on each position. Solutions should be sent to *Eric Hallsworth, The Red House, 46 High Street, Wilburton, Cambs CB6 3RA*, or e-mailed to Eric: *eric@elhchess.demon.co.uk*.

Readers should do this fairly quickly if possible, as fom Eric they go to *ChessBase GmbH* in Germany for final scrutiny and selection!

Players with a rating of 2400 or higher should not make use of a computer, but try to solve the problems by themselves. Others may use any computer and any software, but they should specify, please, what they used and how much (or little) the programs helped.

Please note that when solving the positions it is very important to make sure that you find the best moves for Black as well as White. This is especially critical in positions three and six, where Black's best reply to your first move (if you find the right one) is not at all obvious. Please highlight the main line of your analysis to aid in sifting throught the solutions.

Finally I can confirm that several top GMs have agreed to take up the challenge, which is to be thought of as *'for fun'* (as suggested by the President). There are no prizes other than a potential space journey to a faraway constellation, where you will represent planet Earth having matched yourself against the very top chess "**Brains of the World**"!

COMPUTER TEST 4
(Page 23 in SELECTIVE SEARCH 84)
I have had quite a few readers' results in for the latest set of TEST POSITIONS, but one or two folk missed the fact that I need 'the timings of and changes' from 1 min. to 10mins. So I'm leaving the RESULTS TABLE over to the next issue in the hope I can get these and end up with a fuller list.

IN-DEPTH COMPUTER ANALYSIS
The WORLD v Garry KASPAROV

I don't know how many of my readers have followed or sent moves in for the recent **Kasparov-World** game, played over the Internet... but if you've not seen it you've missed a rare treat that you should update yourself on here straight away!

The sides had 24 hours each to decide on their moves - Kasparov's were announced on a special web site, and *The World* (anyone could submit their choice of move!) had 24 hours in which to e-mail their votes, the best supported move being played.

The World team (hereafter known as 'us' and 'we'!) also had a small group of strong international 'junior' players offering advice on the web. These included France's very strong GM **Bacrot**, and **Irina Krush**, the USA's rising girl star whose inspired sacrifice 10...Qe6 - which she persuaded *The World* players to follow - resulted in a game which will surely always find its way into any Compendium of the top 100 games!

Yes, it's that good, and, if *The World* gave Kasparov a much greater challenge than he can ever expected, it has to also be said that he played quite brilliantly!

Here are the first 37 moves:

Kasparov—The World, Jun–Oct 1999

1.e4 c5 2.♘f3 d6 3.♗b5+ ♗d7 4.♗xd7+ ♕xd7 5.c4 ♘c6 6.♘c3 ♘f6 7.0-0 g6 8.d4 cxd4 9.♘xd4 ♗g7 10.♘de2 ♕e6 11.♘d5 ♕xe4 12.♘c7+ ♔d7 13.♘xa8 ♕xc4 14.♘b6+ axb6 15.♘c3 ♖a8 16.a4 ♘e4 17.♘xe4 ♕xe4 18.♕b3 f5 19.♗g5 ♕b4 20.♕f7 ♗e5 21.h3 ♖xa4 22.♖xa4 ♕xa4 23.♕xh7 ♗xb2 24.♕xg6 ♕e4 25.♕f7 ♗d4 26.♕b3 f4 27.♕f7 ♗e5 28.h4 b5 29.h5 ♕c4 30.♕f5+ ♕e6 31.♕xe6+ ♔xe6 32.g3 fxg3 33.fxg3 b4 34.♗f4 ♗d4+ 35.♔h1 b3 36.g4 ♔d5 37.g5

In my last Issue I said that I would show readers a useful way of obtaining in-depth analysis of a position using any of the *ChessBase* engines - Fritz, Hiarcs, Junior and Nimzo. So here we go.....

When you're 'in' one of those programs, click on **Coach** and then, from there, choose **Correspondence Analysis** to get yourself to a screen which will look something like the screen shot at the top of the next column.

I always use **TIME** rather than **DEPTH**, as you don't know how long a depth search might take. I tend to set 120 secs and I also enter 120 secs in the **PLUS (ROOT)** area.

This means that the very first move will get a 'double time' search, which I think is important, trying to make sure the program sees all of the best potential moves for the side immediately to move.

BRANCHING in the 1st, 2nd and 3rd moves tells the program how many potential moves you want it to look into... the top 3, the top 4, the top 5 etc. Usually I set Branching **IN THE 1ST MOVE** to 4 or 5 (if the program fails to find the best first move, everything else is pretty much a waste of time!), and Branching **IN THE 2ND** and **3RD MOVES** to 3.

I always set for Branching for **BOTH** sides, and usually set the **LENGTH OF VARIATIONS** to 6.

The **EVALUATION WINDOW** is very important - here you tell the program the range of evaluation variation you want. Set this too low - i.e. at 10 (1/10th of a pawn) and, as you are telling it to ignore any move that is more than an evaluation of 10 away from the top move, it will exclude nearly everything else! There's no harm in setting it high, though the program might now include some stupid ideas! But as evaluations are shown at the end of every variation, users should soon spot these. The only disadvantage is that the search might take longer than necessary, because it's searching lines of no value instead of discarding them.

Anyway for searching this position my settings were Time 30secs + 30secs root, Branching 4, 3 and 3, Length of variations 6 and Evaluation window 150.

So, back to the game! Here's the board after Kasparov's 37.g5, and it is followed by the Hiarcs732 and Fritz6 analysis on the above settings. I've underlined what will actually get played in the game!

Hiarcs 732 analysis
Next best line:
37...e6

    A) 38.♖d1 e5 *(38...b2 39.g6 ♘e7 40.g7 b1♕± 130/11; 38...♔e4 39.♗xd6 b2 40.♗f8 ♘e5+– 195/10)* 39.h6 ♘e7 40.♗e3 ♘g6± 121/11

    B) 38.g6 38...♘e7 39.♖d1 b2 40.g7 b1♕+– 152/10

    C) 38.h6 ♘e7 39.♖d1 b2 40.♗xd6 b1♕± 48/10

Top line:
37...e5 38.♗g3

    A) 38.♗h2 e4 *(38...♗e3 39.g6 b2 40.♖b1 ♗c1= 12/11; 38...♘e7 39.♗g1 ♗c3 40.g6 e4= 1/10)* 39.♔g2 b2 40.♗g1 ♗e5= –15/10;

    B) 38.♗d2 e4 *(38...♘e7 39.g6 e4 40.♗g5 ♔e6+– 231/10; 38...♔e6 39.g6 ♘e7 40.g7 e4+– 363/10)* 39.♗f4 e3 40.♖b1 b2∓ –29/10
38...b2

    A) 38...♘e7 39.♗f2 ♗c3 40.♗e1 ♗d4= 0/10

    B) 38...♔e6 39.♗f2 ♗c3 40.g6 ♘e7± 73/10
39.g6 ♘e7 40.♔g2 ♘f5= –4/10

I've slightly re-set the text appearance here, compared to the way it comes out printed directly from the program, in an attempt to make it easier for those new to the feature to examine the results. The figures - e.g. 73/10 - at the end of each line represent its final evaluation and depth of search.

In the **Hiarcs** analysis, it is notable that even initially it only considers 2 choices come within the +/-150 evaluation range... i.e. e5 and e6. Also after 38...b2 in its main line it offers no variations within +/-150 if Ne7? or Ke6? is played, intimating that the rest of the line is forced!

Fritz 6 analysis
Next best lines:
[1] 37...♗h8

    A) 38.h6 e5 *(38...♘d8 39.g6 ♘e6 40.♗g5 b2+– 312/11; 38...♘d4 39.g6 ♘e6 40.♗g5 ♔e4+– 309/11)* 39.♗c1 ♘e7 40.♖f7 ♘g6+– 219/14

    B) 38.♔g2 ♔e4 *(38...b2 39.g6 ♘d4 40.♗e3 ♘c2+– 166/11; 38...e5 39.♗d2 ♔e4 40.g6 ♘d4+– 162/12)* 39.g6 ♘d4 40.h6 ♘f5± 103/12

    C) 38.g6 38...♘d8 *(38...♘d4 39.h6 ♘e6 40.♗g5 b2+– 312/11; 38...e5 39.♗c1 b5 40.h6 ♘e7+– 241/12)* 39.♗g5 b2 40.h6 ♘e6+– 241/12

[2] 37...e6

    A) 38.♔g2 ♘e7 *(38...e5 39.♗d2 e4 40.♗f4 ♔e6± 91/12; 38...b2 39.g6 ♘e7 40.♔f3 ♘f5± 47/12)* 39.♔f3 ♘f5 40.g6 b2± 37/12

    B) 38.g6 ♘e7 *(38...♔e4 39.h6 ♘e7 40.g7 d5+– 394/13; 38...♔c4 39.h6 ♘e7 40.g7 ♗xg7+– 303/12)* 39.♔g2 ♘f5 40.♔f3 b2± 47/12

    C) 38.h6 38...♘e7 *(38...b2 39.g6 ♘e7 40.g7 b5+– 291/12; 38...b5 39.g6 ♘e7 40.g7 ♗xg7+– 294/12)* 39.♖d1 b2 40.♗xd6 b1♕± 62/14

[3] 37...b2

    A) 38.♔g2 e5 *(38...♔e4 39.g6 ♘d8 40.h6 ♘e6± 59/11; 38...♘b4 39.g6 ♘d3 40.♔f3 ♗c3± 78/11)* 39.♗g3 ♔e4 40.g6 ♘e7± 28/12

    B) 38.♗h2 e5 *(38...b5 39.h6 ♗e3 40.h7 ♗d4± 44/12; 38...♗c3 39.h6 ♗d2 40.h7 ♗c3± 28/11)* 39.g6 ♘e7 40.g7 ♗e3∓ –44/13

    C) 38.g6 38...♘d8 *(38...e6 39.h6 ♘e7 40.g7 ♗xg7+– 359/12; 38...♗f6 39.h6 e5 40.♗g5 ♗xg5+– 359/12)* 39.h6 ♘e6 40.♗g5 ♔e4+– 150/11

Top line:
37...e5 38.♗d2

    A) 38.♗g3 ♘e7 *(38...♔e4 39.g6 ♘e7 40.♗h4 ♘g8+– 272/14; 38...b2 39.♔g2 ♔e4 40.g6 ♘e7± 28/12)* 39.♔g2 ♔e4 40.♗f2 b2= 0/12

    B) 38.♗h2 ♘e7 *(38...b2 39.♔g2 ♔e4 40.♗g1 ♗c3= 12/12; 38...♔e4 39.♗g1 b2 40.h6 ♘e7= 0/13)* 39.♔g2 ♔e4 40.♗g1 ♗c3= 0/12
38...e4

    A) 38...♘e7 39.g6 b2 40.g7 e4+– 197/13

    B) 38...♔e6 39.g6 e4 40.h6 ♘e7+– 275/13
39.♗f4 b2 40.♔g2 e3= 22/12

As can be seen, Fritz6 at the first move includes some lines, thinking they're <150, but they turn out over 150! As a result it has done much more work.

Here's how the actual game concluded. The main point to watch for is how Kasparov allows us to go to a Q+2P against his Q+1P... but the key is that <u>his</u> single pawn is nearer to queening! Brilliant.
37...e6 38.h6 ♘e7 39.♖d1 e5 40.♗e3 ♔c4 41.♗xd4 exd4 42.♔g2 b2 43.♔f3 ♔c3 44.h7 ♘g6 45.♔e4 ♔c2 46.♖h1 d3 47.♔f5 b1♕ 48.♖xb1 ♔xb1 49.♔xg6 d2 50.h8♕ d1♕ 51.♕h7 b5 52.♔f6+ ♔b2 53.♕h2+ ♔a1 54.♕f4 b4 55.♕xb4 ♕f3+ 56.♔g7 d5 57.♕d4+ ♔b1 58.g6 ♕e4 59.♕g1+ ♔b2 60.♕f2+ ♔c1 61.♔f6 d4 62.g7 1–0

MIKHAIL TAL Reviewed!
By Chess System Tal2 (and Graham White)

Tal was one of the greatest tacticians in the history of the game. Having recently acquired a copy of **Chess System Tal2** by *Oxford Softworks*, a program specifically designed with Tal's style in mind, I thought it would be interesting to play through the maestro's games with some analytical aid.

So, with CST by my side (as well as other programs), I trawled through my BIGBASE (which contains over 2,300 of "The Magician from Riga's" games), looking for his renowned sacrifices and combinations.

In particular I was interested in discovering how many CSTal would also play?

Also, which could CSTal refute?

I thought this would also be a good way of assessing the **CSTal** program compared to my set of **ChessBase** engines - **Hiarcs732, Fritz516** and **Junior5**.

This article contains positions from games early in his career - several years before he became World Champion in 1960.

No. 1 comes from his first appearance in the USSR Championship in 1954.

Tal - Gipslis, 1954
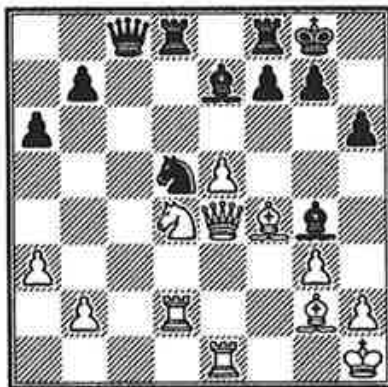
One might expect 1.♖c2 here, but Tal embarked on a combinative line:

1.h3!? ♗xh3

Computer analysis suggests 1...♘xf4 as a safe alternative

2.♗xh3 ♕xh3+ 3.♖h2 ♕g4 4.♗xh6

This was the whole point in Tal's temporary sacrifice. **CSTal** played 4.Bxh6 after 4 secs on my Pentium/200; **Fritz** took 25 secs, **Hiarcs** 45 secs, and **Junior** 1 minute.

[Timings were probably affected by the fact that I had ChessBase and CST open at the same time, and the ChessBase engines were supplying their two best lines in analysis mode].

4...♕xe4+ 5.♖xe4 gxh6?

Like so many players that were to follow him, Gipslis is pressurised into a mistake. Black could have secured quite a good position with 5...f5! (**CSTal** 20 secs; **Fritz, Hiarcs** and **Junior** all under 10 secs)

6.♖g4+ ♗g5

Note that 6...♔h7 loses to 7.♘f5!

7.♖xh6 f6 8.exf6 ♔f7 9.♖xg5 ♘xf6

Tal's combination has netted a pawn, and now he should have played 10.♖f5, or ♖h4. Instead this happened...

10.♖gg6 ♖xd4 11.♖xf6+

and Tal could not convert his extra pawn into a victory. ½-½

A QUESTION FOR THE READER: What did both players surprisingly miss? *The answer is at the end of the Article.*

NOTE from ERIC

Graham says above that *"timings were probably affected...".* I ran the position after 3.Qg4 on Fritz532 and Hiarcs732, with only their engines loaded in turn, and searching only for the top move, and both found 4.Bxh6! within 1 second (the PC used was a K6/300 Laptop).

The next position is taken from one of Tal's games in the 1955 Latvian Championship.

Tal - Skuja, 1955

Here Tal played
1.dxe6
and this one really was very complicated to analyse. Would any of the programs follow Tal's choice?

First I asked **Junior** for some analysis. Interestingly it starts with 1.dxe6, and then it thinks this leads to some advantage for Black and turns to: 1.Qb2.

I coaxed this proposal from it: 1.♕b2 e4 2.dxe6 ♗xb2 3.♖xd7 and two possibilities:

a. 3...♕xd7 4.exd7 ♗xa1 5.dxe8♕+ (this pawn has had some career!) ♖xe8 6.♘d2 f5; *or*

b. 3...♕c4 4.exf7+ ♕xf7 5.♖xf7 ♗xa1 6.♘g5 ♖e5 7.♖xh7 ♖xg5 8.♖xb7 ♖e8=
Both offer winning chances for Black.

CSTal settles first on 1.♕e1 which should lead to ♘d4 2.♖ac1, when White has some compensation for the pawn. Then it shifts to ♕b2?!

Fritz quickly selects 1.dxe6! and sticks with it until the evaluation drops to almost 0.00, and then...
1.♕h4!? expecting ♘d4 2.♘xd4 exd4 3.♗b2, a line which Fritz stayed with and gave a slight preference to.

Only **Hiarcs** plays and sticks with 1.dxe6! but with a slightly negative evaluation. In view of the analysis, I believe that Tal's move was the best practical decision in the circumstances.

The actual game continued:
1...axb4 2.♖xd7 ♕c3
Here we have another possible deviation! **CSTal** would play 2...♕xd7!? expecting 3.exd7 ♖ed8 4.♗xb4 e4 5.♖d1 exf3 6.♗xf3. However in this position White has great compensation for the exchange, so it would not be untoward for Black to 'force' a draw with 6...♗f8 7.♗c3 ♗g7 8.♗b4 ♗f8 etc. Nevertheless Black obtains the draw with 2...Qxd7.
After a while **Junior** also considers Qxd7 to be above Qc3, and **Fritz** and **Hiarcs** do likewise once they have worked out the strength of White's attack, which occurs in the game.
3.exf7+ ♔f8??
Ooops... a decisive mistake. Tal's game now concluded:
4.♖ad1 ♗f6 5.♗c1
and Tal won quite easily from here. **1-0**

Now it is interesting to try and work out what would happen after 3...♔h8. The consensus suggests:

3...♔h8 4.fxe8♕+ ♖xe8 5.♖c1 ♕xa3 6.♖cc7 e4 7.♘g5
7.♖xg7 draws: e.g. exf3 8.♖xh7+ ♔g8 9.♖cg7+ ♔f8 10.♖f7+ ♔g8 11.♗xf3 ♕xa2 12.♖fg7+ ♔f8 13.♖xb7 ♕a1+ 14.♔g2 ♕e5. Readers should check this out for possible improvements.
7...♕xa2 8.♗xe4 ♗d4
with a complicated position!
9.♔h1!! h6 10.♖h7+!
What if 10.♘f7+? Try this: 10...♔g7 11.♘d6+ ♔f8 12.♖f7+ ♔g8 13.♘e8 ♕e2!! wins
10...♔g8 11.♖xh6 ♖xe4 12.♖c8+ ♔g7 13.♖h7+ ♔f6 14.♘xe4+ ♔f5
However even this is unclear – if White cannot mate the exposed king, one would expect Black's b-pawn to be decisive.

I wonder if any reader can supply some more analysis for this complicated variation, especially for the finishing position.
I know Eric thinks he's found a more definite save for Black improving on 7...♕xa2 but, as he says, it depends on whether Black is trying to save the game or win the game! I'm sure there are other possibilities worth pursuing.

Here are two more interesting positions, both from the 1955 USSR Championships and demonstrating Tal's and CSTal's differing approach to that of mere mortals.

Rovner - Tal, 1955

Junior, **Fritz** and **Hiarcs** play 1...♖xf3 after some time, though Fritz takes less than 10 secs to decide on it. But there is no such hesitation at all from **CSTal**.

Tal - Furman, 1955

All the ChessBase engines play **1.♖xf6** eventually – **Hiarcs** only finding it after 1 minute.

CSTal plays this in 2 secs, showing +2.50! I was impressed with CSTal's speed and analysis in this case.

NOTE from ERIC

Sorry to 'butt in' again, but I thought I'd better make another note about the timings....!

I don't have **CSTal** myself, and it is probable that its timings on my K6/300 are faster even than Graham has shown, so my report of its performance might be even better than his.

However I do have the **ChessBase** engines and Graham's timings are heavily affected (as he warned) by the fact that he had various programs running at once, and the engines showing dual-line analysis.

Like Graham, I often enjoy having various programs running at once under Windows - it is one of its great advantages - and Graham rightly and fairly pointed out that his testing was done like this.

■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■

To avoid a mailbag full of reader's queries (!) please note my timings when Fritz and Hiarcs were the sole program in use:

Fritz532 finds the last 2 positions almost immediately on the K6/300 Laptop.

Hiarcs732 gets no.3 in 2 secs and no.4 in 10 secs compared to Graham's *"only after 1 minute"*.

[Back to Graham's ARTICLE]:

Finally I would like to close with an amusing position. The question is, *"What did Tal miss?"*.

Ostrauskas - Tal, 1995
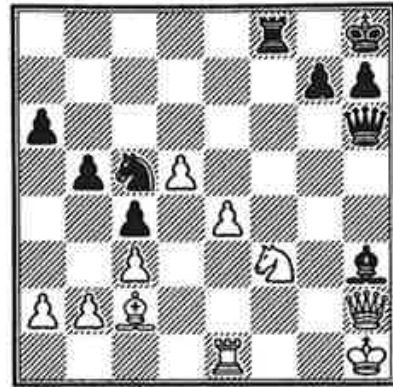
Before thinking about *"what did Tal miss?"*, I can tell you that it was almost *"what did Eric miss?"* !! Graham nearly caught me out here as, in sending the initial position, he showed:

White: ♔h1, ♕h2, ♖e1, ♗c2, ♘f3, △a2, b2, c3, d5, e4
Black: ♔h8, ♕h6, ♖f8, ♗h3, ♘c5, △a6, b5, c4.

When I set this up, I thought *"How on earth did Tal get himself into such a mess? Ah. well, it can happen to anybody!"* Fortunately I decided to quickly check the original game from my own database, and realised that the Black pawns on g7 and h7 had been missed out! A close call!

So from the (correct!) diagram, here is what TAL played:
30...♕h5?

Well then, what DID he miss?

I guess his opponent must have expected the better move as well. It's the only obvious explanation for his own immediate blunder with:

31.♘g1? ♗g2+ 32.♔xg2 ♖f2+ 33.♔xf2 ♕xh2+ 34.♔f3 ♕xc2 35.♖e3 ♕h2 36.♘e2 ♘d3 37.♘g3 ♘e5+ 38.♔f4 ♕h4+ 39.♔xe5 ♕f6# 1-0

This page: TAL missed: 30...♖xf3, when 31.♔d1 is best, though it still loses easily, as 31.♕b8+ ♕g8+! (blocking the check with check!) 32.♕xh2 ♕xh2+ 33.♔g8 ♖xh2+ 34.♖xh2 ♕c1+ 35.♔g2 ♕xc2+

Then Ostrauskas missed 31.♘d2 which would have kept him in the game after Tal's oversight. A double blunder which, combined, allowed Tal to still get his full point!

Page 12: TAL–GIPSLIS. Gipslis could have won material and the game with 10...♕g8.

BEST BUY GUIDE - 1999/2000

CHOOSING A CHESS COMPUTER

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

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

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

- **PRICE**. Self explanatory! Recommended Retail Prices are shown for each of the products listed in this *GUIDE.*
- **STRENGTH**. The most important issue for many readers. You will find Elo ratings, taken from the *RATING LIST* featured in every Issue of *SELECTIVE SEARCH*, alongside each Computer reviewed. Later in the *GUIDE* there is also information on the rating methods used.

Purchasers should aim to buy a Computer or Program which can play to between 100 and 200 Elo above their own standard. The gap can be even bigger if you are going to use it for analysis. This is for your own benefit - you have something to improve up to and your Computer will be a welcome opponent and help for much longer! A Computer that is simply not good enough for you can be left on for an hour a move.... and will still not be good enough most of the time!
- **TYPE of BOARD**. These and how they work are described in the next Column.
- **RANGE of FEATURES**. All the Computers reviewed have an excellent range of features. The key details (e.g. number of levels, size and display) are shown. ALL can play fast (from 3 or 5 secs per move) and only make legal moves. Forget the early 1980's!
- **EASE of USE**. With every Computer reviewed the purchaser can pretty well unwrap it, put the pieces in their places, switch on and immediately start playing as White. Setting levels, getting hints, taking moves back, and turning the board etc are almost as easy. Where there are more features, of course, there is more to get used to, but the Manuals are generally helpful and the Computers, especially those with a display, can usually be mastered pretty quickly.
- **RELIABILITY**. I have not recommended any Computer where I have concerns over reliability. All have a 1 year guarantee... which you are not normally likely to need!
- **VALUE for MONEY**. This is really in the eye of the beholder - sometimes it's a simple question of Strength/Price. In a previous *GUIDE* I categorised the Computers under 'Portable', 'Table-top' etc., and then chose my own best three in each group. That was too subjective, and it also raised the hackles of some distributors! Now the Categories are the Manufacturers themselves, and I have listed my favourite products from each one. In my opinion the Computers and Programs earning a place in this *GUIDE* are good value for money, and wont disappoint.
- **SELECTIVE SEARCH subscribers** are reminded that they can claim a **10% discount** off the price of dedicated chess computers! - just mention *Selective Search* when you place your order!

BOARD TYPES

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

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

3. TABLE-TOP PRESS SENSORY.
These normally have a plastic playing surface and playing pieces. To make the moves the user gently presses the 'from' and 'to' squares, using either their finger tip or the playing piece itself. The Computer signifies its moves by lighting the appropriate co-ordinate LEDs. The user presses the 'from' and 'to' squares when moving the piece, thus the Computer knows it has been done correctly. Those with a display will also show the moves in algebraic notation there. The playing area is usually 200 x 200mm. Press sensories are always remarkably popular - they enable a purchaser to get plenty of strength without spending too much!

4. TABLE-TOP AUTO SENSORY.

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

DEDICATED COMPUTER REVIEW

KASPAROV

The new SAITEK-KASPAROV range is very popular: whilst the programs are almost identical to their predecessors, the boards and styling are definitely more attractive making them a pleasure to play on.

There are also extra levels and help/training features which, added to improved quality of the casing and clarity of the board+pieces, makes for a good all-round improvement without coming under the classification of genuine upgrades.

In the KASPAROV range, the name of the predecessor model is shown in brackets, where applicable, which should help readers. The photographs are of the NEW models.

■ BARRACUDA/EXECUTIVE (Morsch)
Table-top press sensory - 64 levels - saves game - 30 ply take back - display - position evaluation - recommended line of play - clocks - 6,000 move opening book - selectable playing & opening book styles - coaching features - neat, slim design + piece storage compartment - mains or battery - 310 x 230mm - 1960 Elo.
BARRACUDA - £79.
EXECUTIVE, same with clip-on lid cover £99.

The next 3 models all use basically the same program:

■ COSMOS (TRAVEL CHAMPION 2100) (Morsch)
Portable - large peg sensory with hinged clip-over lid - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - tuned opening library - se-

lectable book opening styles - electronic coaching features - extended playing range to help beginners - hand held version of GK-2100 and President - batteries only - board size 4½"x4½"! - great to play on - best peg sensory ever - 2035 Elo - £99.

■ COUGAR (ex GK-2100) (Morsch)
Table-top press sensory - 64 levels - saves game - selectable playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - tuned opening library - selectable book opening styles - electronic coaching features - extended playing range to help beginners - good design with storage compartment for pieces - mains or battery - 415 x 280mm - 2035 Elo - £129

■ PRESIDENT (Morsch)
Wood auto sensory - wood, felted pieces - 64 levels - saves game - choice of playing styles - display - position evaluation - clocks - recommended line of play - 50 ply take back - 35,000 move opening library - selectable book opening styles - electronic coaching features - a lovely board to play on, remarkable value, quality + strength! - mains or battery - 370 x 370mm - 2035 Elo - £299.

■ CHESS ACADEMY (Morsch)
Table-top press sensory voice model - a medium strength program, but with an amazing array of features - 100 levels - saves

game - display - position evaluation - clocks - 6,000 move opening library - 100 interactive voice lessons - Teaching Topics include Basics, Openings, Theory, Pawn Structure, Tactics, Mating Nets and Famous Games - LED on every square makes usage even easier - mains or battery - 410 x 270mm - 1880 Elo - £149.
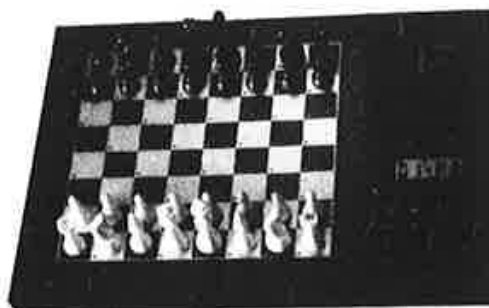
MEPHISTO

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

■ ATLANTA (Morsch)
Table-top press sensory - improved Milano Pro program - 64 levels - 32 bit RISC processor at 20MHz + 512K hash tables makes this an even faster version of the Milano Pro, and very strong - also the board uses 64 LEDs for easier use! - game memory save - 200 ply take back - graphic display - position evaluation - recommended line of play - 50,000 unique positions opening book - electronic coaching features - - 340 x 260mm - clip-on lid for journeys etc - mains or battery (very short life) - 2210 Elo - £379

Mephisto EXCLUSIVE Board with a range of **INTERCHANGEABLE, UPGRADEABLE** programs - high quality wood auto sensory, with wood, felted pieces - mains only - 400 x 400mm - good choice of program modules for varying playing strengths and features. The **modules** plug-in (and out) at the front of the board, so

users can swap/upgrade between modules for the difference in cost. The following prices include new board, playing module and display.

■ EXCLUSIVE + MM6 (Morsch).
A later version of the Kasparov PRESIDENT program, but paying the extra £££'s gets a bigger board and 'buys into' an upgradeable future! - 32 bit H8 RISC at 10MHz - graphic display - 64 levels - 35,000 opening book - 2050 Elo - £449
■ EXCLUSIVE + SENATOR (the full Milano Pro program) 2140 Elo - £649.
■ EXCLUSIVE + MAGELLAN (the full Atlanta program and very slightly faster!) 2210 Elo - £749.

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

REBELL (MM3) 1870 Elo
MM5/POLGAR 2010 Elo
LYON/VANCOUVER 68000 2150 Elo
LYON/VANCOUVER 68020 2200 Elo
LONDON 68000 2210 Elo
LONDON 68020 2245 Elo
RISC1 2265 Elo
RISC2 2310 Elo
LONDON 68030 2360 Elo

NOVAG

NOVAG models are always amazingly popular because of their clever Dave Kittinger chess programs and very wide range of playing and teaching features. The first 3 models use the same program:

■ AMBER (Kittinger)
Portable - peg sensory with hinged lid, a new design with taller pieces - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended line of play - clocks - coaching features - mains or battery - a well-designed and compact 190 x 100mm - board 3¾" square - good strength/price value - H8 processor - 2010 Elo - £139.
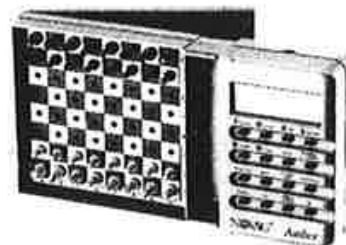
■ EMERALD CLASSIC PLUS (Kittinger)
Simulated wood playing surface with wood felted pieces makes this Table-top press sensory an extra pleasure to play on - 128 levels - saves game - 112 move take back - 9,000 position opening library - clear info rich display - position evaluation - recommended

line of play - clocks - coaching features - mains or battery - 370 x 265mm - good strength/price value - H8 processor - 2010 Elo - £179.

■ **TURQUOISE** (Kittinger)

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

The next 3 models all use the same program:-

■ **SAPPHIRE2** (Kittinger).

Portable - keypad entry - separate 6" square playing board with magnetic disc pieces - unlimited levels - 64 game storage - full take back - 121,000 position opening library - 4-digit display with scrolling option - position evaluation - recommended line of play - clocks - mains or battery - the strongest portable so far! - 32MHz H8 processor - hash table system boosts search speed - strong and tricky playing style - vinyl carry bag - 2175 Elo - £224.

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

    SAPPHIRE1 2135 Elo
    RUBY 1935 Elo
    SUPER VIP 1740 Elo

■ **DIAMOND2** (Kittinger).

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

■ For reference: DIAMOND1 2135 Elo.

■ **SAPPHIRE2 de LUXE**

The FULL PACKAGE:

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

2. **Novag SAPPHIRE2**, the calculator portable, complete with folding magnetic board and disk set - use as a portable, same mains adaptor as used with the board, or 4xAAA batteries - or plug into the Universal board to play against it!

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

4. **Mains transformer** plus all links and cables, inc. PC connection - also driver disks for FRITZ 532 and REBEL-10, plus Genius3, Fritz3, Rebel8, Hiarcs6 - the best of all worlds! - £449 complete.

■ **UNIVERSAL BOARD + W CHESS**

Can be purchased on their own, with PC cables, driver disks and Sapphire2 links - £279.

OTHER MODELS

■ **TASC R30**

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

TASC R30-1995 version 2390 Elo.
TASC R30-1993 version 2340 Elo.

PC SOFTWARE

COMPARING chess computer programs is NOT an easy task -

●1 *There are so many.*

●2 *They tend to get almost annual upgrades, so what*

is always intended to be 'latest' information doesn't always last long!

• 3 Prices are very up and down.

• 4 Just as each of us has our own favourite players and preferences for playing styles (e.g. Tal or Petrosian, Kasparov or Karpov), we can also have strong opinions on the various programs and their styles. Some will prefer the combative and sometimes very tricky play of a HIARCS or M CHESS PRO, others the sound, solid feel of the knowledgeable SHREDDER or GENIUS programs. Still others would go for the fast tactical abilities of a FRITZ, NIMZO or JUNIOR - the all-round character and strong middle-game play of REBEL also has many fans!

ALL of the software in this review is for IBM compatible PC's. Whilst the minimum requirement in one or two cases is a 386/486/Pentium, really Pentium Pro2/3, MMX, or AMD K6/K7 is always recommended.

Almost all programs also now need you to have a CD ROM drive.

Remember: 8-bit and 16-bit programs will sometimes run on MS-DOS, but 16-bit may be Windows ONLY! 32-bit programs are more than Windows only, they are Windows95/98 ONLY, plus (maybe) WinNT!

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

PRICES have been in a state of great fluctuation, but I don't think there is room for them to drop further: the market will lose programmers and distributors if they are unable to earn a living! Even so, when a new version is due out, the price of the current one can drop suddenly. Then the new one comes out - and the price goes back up! Prices between companies can vary slightly - some seem cheaper but add a post & packing charge so are actually dearer!

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

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

An alphabetic listing is used to avoid any hint of bias!

The TOP-RATED Programs:

Note: all **CHESSBASE** program engines (FRITZ 532+632, HIARCS 732, JUNIOR 5, NIMZO 732) have this ChessBase symbol at the side. They all contain the following common features which are listed here and not repeated by the products themselves:

• Superb GRAPHICS - Excellent after-Game ANALYSIS features, and special Correspondence analysis features for in-depth research of chosen position - big OPENING books, moves viewable on screen - many ChessBase6/7 DATABASE features, with 300,000+ GAMES - add your's or the engine's notes and analysis to games - high quality PRINTING incl. diagrams - excellent COACHING and training features, incl. weaker levels and other Helps - Voice move announcement option - EXTRA Engines such as Crafty and Comet for comparative Analysis or Engine-v-Engine matches

• Also available for all the ChessBase programs is the massive POWERBOOK CD for an extra £39.95 providing large, specialist coverage of Openings theory.

■ CHESSMASTER 6000 for Win95/98
by Holland's Johan de Koning. £39.95.

Latest in the CM5000-5500 series, with the emphasis on graphics, and ways of supposedly making the engine play like Morphy, Steinitz, Capablanca, Tal etc. Lots of fun, 3D boards, sound effects and nice tutorial features. It's strong, as are all programs by de Koning, but the engine hasn't really changed during the series and, being aimed more at the casual market, it lacks some of the serious opening info and analysis features

■ CRAFTY 16 versions
by Robert Hyatt from the USA. Free with ChessBase programs.

A 32-bit CRAFTY version is supplied with ChessBase7 as an analysis engine, and with Chess-Base engines such as FRITZ, HIARCS, NIMZO and JUNIOR 5. Previously CRAFTY was a non-commercial DOS program, available on the Internet for downloading for decoding. It is optimised for play v humans which users will like, and has a good Blitz record on the Internet, but generally performs about 150 Elo behind the top programs in computer-v-computer play.

■ CS_TAL2 for Win95/98
by Chris Whittington, England. £39.

The CS_TAL programs have always attracted plenty of interest. Designed to play in Tal's own dangerous style, this program is radically different in concept to most others as it is packed with knowledge, much of it quite speculative. It is sometimes as much a danger to itself as to its opponents, but can certainly

be an exciting opponent and has achieved a more than respectable rating, even though that is not programmer Chris Whittington's first criterion. In fact the results of the latest version are showing a definite improvement without apparently taking anything away from its flair.

■ FRITZ 532 Win95/98/NT.
by Holland's Franz Morsch. £39.95.

A brilliant tactical program, and a **ChessBase** product with all the associated features referred to on page 23. FRITZ is frequently the fastest to sort out the most complicated combinations and find any deadly tactical chances which are present in a position. This program is really strong! - chess knowledge and endgame play have been greatly improved since earlier FRITZ versions. 2 Windows CD-ROMs, the second includes multi-language VOICE for optional chatter during the game.

■ FRITZ 632 Win95/98/NT
by Holland's Franz Morsch. £39.95.

The brand new version of this very strong and popular program from ChessBase. We are promised a stronger, more positional and knowledge-filled program, which will also be easy to tweak and tune. Uses the Nalimov Tablebases during search. Better training features, especially for openings study and engine comments on your play. New, intuitive menu structure and extra board printing features. Autoplay positions to the end. KO and SwissSystem for engine tournament.

■ GENIUS 6 Win95/98/NT
by Richard Lang. £89.95

For many years GENIUS was acknowledged as the one the rest had to catch and beat - one of its versions topped every PC Rating List in my Magazine for very many Issues! Although it no longer tops the rating lists, it remains a force to be reckoned with. It has on-line help; multiple, moveable and resizeable windows for boards (2D and 3D!), analysis etc; choice of piece sets; user can add personal game comments; EPD and PGN files fully supported. The CD-ROM contains Windows Genius 4 & 5 plus a 540,000 games Collection and 2 million move tree-based opening Book. An additional (free) 'upgrade' disk adds Tasc SmartBoard compatability and speeds-up one or two features.

The main extra in GENIUS6 is its open 'chess engine' system which means that other programmers can adapt their versions to run within the same environment. Engine v Engine matches and multi-engine analysis is therefore possible. The following are available to buy... do remember that all but NIMZO 2000 need GENIUS6 before they can run:-
- *SHREDDER 2000 £44.95*
- *NIMZO 2000 £44.95 (also runs on its own)*
- *W-CHESS 2000 £44.95*

- *ZARKOV 2000 £44.95*
- *GRANDMASTER-BOOK 2 £44.95*

■ HIARCS 7 DOS and Windows
by Britain's Mark Uniacke. £49.95

The HIARCS series is acclaimed for its enjoyable and human-like style of play. Booting-up as an MS-DOS program gives HIARCS maximum hash and speed, but PIF and Icon files are provided for Windows users, who wont lose too much. HIARCS7 searches faster than 6 anyway, with improved accuracy in search extensions affecting tactics, middlegame and endgame play. Also improved is the evaluation of piece placement with pawn structure. In our view still (just!) the strongest all-round program available. A massive new 487,000 tournament opening book has been tuned (by your *SS* editor!) for HIARCS' play, but users can choose Normal, Random and Fun openings as well! There's also a choice of playing styles out-of-Book, plus 'Anti-Human'! EPD and PGN files can be imported & exported. Analysis features incl. automatic 2nd and 3rd best moves evaluated simultaneously on request, plus display of opening move priorities in the move list history. Ability to learn from openings and middlegame play make it stronger than ever in match play. Can set up board positions for, and play, 'Shuffle' chess! The CD-ROM includes both PC and Apple MAC versions of HIARCS7.

■ HIARCS 732 Win95/98/NT only
by Britain's Mark Uniacke. £39.95.

The **ChessBase** version of this top playing program, so we get all the HIARCS playing strength and style as described above, plus even bigger openings book + database etc., Tablebases and all of the ChessBase features referred to on page 23.

■ JUNIOR 5 Win95/98/NT only
by Amir Ban & Shay Bushinsky in Israel. £39.95.

JUNIOR versions 3/4 were 32-bit, but non-commercial being without a proper interface. When JUNIOR 4.6 won the 1997 World Micro Championship, ChessBase brought it out as an engine to run within Fritz 5 - but as the latter was a 16-bit program JUNIOR had to be down-graded to work within it! JUNIOR 5 is a program upgrade in its own right - a fast searcher in the Fritz mould, but with added knowledge giving it extra all-round playing quality. It is also restored to its faster original 32-bit programming, so it is strong. As a full **ChessBase** version it has all of the features referred to on page 23.
■ JUNIOR 6 *is announced for December 1999*

■ M CHESS PRO8 DOS and Windows
by Marty Hirsch of the USA. £49.95.

Has a very competitive playing style (occasionally too much so for its own good!) and a very large open-

ing book by Sandro Necchi (approx. 600,000 positions) in which the Tournament book is very heavily geared for play against other programs. This disagreeable factor appeared to have been eased slightly in MCP7, but the heavy anti-computer bias and 'openings' through to moves 30-40 are back here with a bang. If MCP ever became available for play within the ChessBase engine system, I believe a match using the Nunn or my own ELH opening positions for games would show that the playing program itself is not quite up with the real leaders. However the active MCHESS PRO middle-game and aggressive piece positioning play makes it quite a difficult opponent for humans and, with the help of its opening library method, it is has never been far from a top placing in our ratings, though MCP7 actually rates slightly higher?!

■ **NIMZO 732 for Win95/98/NT only**
by Austria's Chrilly Doninger. £39.95.
    The 32-bit NIMZO versions are very   Nimzo 7.32
strong and tactically fast programs, which
also manage to play seriously good-looking chess. This **ChessBase** version contains all of the features referred to on page 23 as well as NIMZO's own unique play-settings which allow the user to 'fiddle' with the playing parameters. NIMZO has improved considerably in latest versions, and competes alongside FRITZ, HIARCS, JUNIOR and REBEL for the top places in the rating lists.

■ **NIMZO 2000** is a slightly earlier 1999 version which also runs independently as well as within the GENIUS6 interface. £44.95.

■ **REBEL CENTURY DOS and Windows**
by Ed Schroder. £36.95.
    REBEL programs have a genuine, positive chess feel and style, and Ed Schroder's efforts continue to concentrate on this area, plus features designed for the serious user. PGN, EPD, NICBase file support; 5 playing styles; extended 290,000 position opening book; can convert and use other program's opening books, incl. Genius and Fritz, and also create User Books from game databases! Comes with a 600,000 games and EOC database, incl. EOC tree on CD created from them! EOC helps you or REBEL-C to know the right moves based on the statistics of top GM's. Many evaluation functions are user-adjustable: positional style, material values, king safety, pawn structure etc. - styles simulating Kasparov, Tal, Karpov, Fischer and others built-in. 'War Room' gives multiple info and analysis; superb '16 stages of the game' graphic board overview aids after-game analysis, and helps you choose which parts of a game to analyse. Set Elo level for Rebel to play you at, or choose 'Club option' for occasional Rebel errors! Can play 4 games Simultaneously. Though a DOS program, REBEL-C gets good hash tables under DOS <u>and</u> Windows.

■ **SHREDDER3 Win95/8.**
by Stefan Meyer-Kahlen. £89.95.
    SHREDDER3 clearly belongs in the top group of programs! It plays an excellent middle-game, slightly on the defensive side but very hard to beat. This is supplemented by an excellent endgame which is supported by its extra CD's of endgame tablebases. It uses a new type of tactics evaluation and pruning method for more efficient analysis which helps it in deeper searches and longer time controls. All the now standard features are there, including coaching, and the graphics are superb.

■ **SHREDDER 4...** due out early Dec '99: £79.95 - the MILLENNIUM WORLD CHAMPIONS 6 CDs! package will include new Champ SHREDDER 4, plus GENIUS 6.5 and NIMZO 2000. <u>See page 31</u>.

■ **ZARKOV 4.2 with MasterChess98**.
by John Stanback. £59.95.
    MASTERCHESS98 is a 1.1 million game database, with statistical trees etc. ZARKOV4 analyses within it and also plays. ZARKOV has never quite managed to get up with the top playing programs, but it has a good positional but quiet playing style.

■ **ZARKOV 2000**
£44.95. A new ZARKOV version for running within the GENIUS6 interface.

The CHESSBASE & GENIUS 6 RANGES

Programs within the respective ChessBase and Genius6 'shells' will generally inter-relate with each other. This makes it possible to play engine-v-engine matches and obtain engine comparison of analysis for difficult positions.
    ChessBase: FRITZ 532, JUNIOR 5, HIARCS 732, and NIMZO 732 plus CRAFTY, COMET and any other engines included on the main CD's. *[These 32-bit version engines will similarly analyse within ChessBase7]*.
    Genius 6: GENIUS 6, SHREDDER 2000, NIMZO 2000, W CHESS 2000, ZARKOV 2000

RATINGS for ALL the TOP PROGRAMS

Though my RATINGS are based on Pentium 233MHz PC's with 32MB RAM, they are nearly reaching the stage where they must be classed as introductory machines - quite a few *SS* readers ringing me at the office have new PC's running 300-400-450MHz. Later on we will consider what differences other processing set-ups are likely to make to a program's rating.
    The PC gradings shown here are taken from the RATING LIST which appears regularly in *SELECTIVE SEARCH*. They show each programs results at time controls from Game in 60 mins to 40 moves in 2 hours.

PC Program Ratings

Program	PPro/233
Shredder 4	2630 guess!
Chess Tiger	2625 guess!
Hiarcs 7.1	2620
Hiarcs 732	2615
Nimzo 732	2605 est.
Fritz 532	2603
Fritz 6	2600 guess!
Rebel Century	2600 est.
Chessmaster 6000	2598
Nimzo 99/2000	2597
Fritz 516	2586
Junior 5	2582
Shredder 3	2570
Hiarcs 6	2564
Rebel 10	2560
Rebel 9	2556
MChess Pro 7	2542
Genius 6	2540 est.
Genius 5	2540
MChess Pro 8	2537
Shredder 2	2532
Gandalf 3	2506
ChessMaster 5000/5500	2491
W Chess 2000	2490 est.
Junior 4.6	2490
Kallisto 2	2481
Crafty 16.15	2474
ChessMaster 4000	2469
Fritz 4	2452
Zarkov 4/2000	2450 est.
CS_Tal 2	2447
W Chess	2426
Kallisto 1.98	2418
Comet B4	2418
Rebel Decade 2	2377
Comet 32	2310
Socrates 3	2300
Psion 2	2280 est.
Zarkov 3	2280
Gandalf 2.1	2240

Many readers play Computer-v-Computer matches and provide valuable results information for our RATING LIST, and Countrywide Computers where I work also enter Computers into official Tournaments with live Human players(!)

We collate these and other results from around the world to maintain a COMPUTER RATING LIST, which is as reliable and as accurate as we can make it!

We also owe a great deal to the work done by the Swedish testers and their excellent "PLY" Magazine.

PC AUTOBOARDS

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

■ **Novag UNIVERSAL BOARD** - £279.
   An excellent product - see page 28. Works with FRITZ 532 and REBEL 10.

■ **Fritz DGT BOARD** - £249.
   A beautiful board which is a real joy to play on! The first thing to note is that there are none of the taken-for-granted LEDs on the DGT Board, so users need to either switch the FRITZ VOICE on, so that moves are announced or, if you don't want the voice throughout the game, refer to the PC screen move list. The DGT Board works with the ChessBase programs FRITZ, HIARCS, JUNIOR and NIMZO. DGT is the name of the manufacturing company. This board looks superb, measures 55mm square, and utilises piece recognition, so play is fast and smooth.

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

Tasc SMARTBOARD - was £399.
Discontinued, which is a great shame. The board was exactly the same as that used for the R30, referred to briefly on page 22.

DATABASES for PC

- **CHESSBASE6 for Windows.** £79.95
- **CHESSBASE7 for Win95/98.** £169.95   ChessBase 7.0

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

Whilst ChessBase6 was an excellent 16-bit production with 300,000 games (now available at a bargain price, but unable to run the 32-bit ChessBase engines. The latest release in full 32-bit format, ChessBase7, has reached new standards for completeness and genuine ease-of-use throughout an amazing range of features and operations. The massive DataBase now contains over 1 million Games!

Beautiful, high quality graphics ease the strain of working in front of the screen - simple icons for fast swapping between activities - powerful ECO openings classification - search multiple databases simultaneously for openings, themes or material - establish standard positioning of pieces in each opening - read and generate PGN format files - merge databases - two or more board windows can be viewed side-by-side or kept in filing card fashion - moves, variations and annotations displayed in full alongside board window - send games to printer in figurine notation with commentary symbols and high quality diagrams - or save file to a Desktop Publisher and prepare to create a personalised layout or your own Magazine! Also now multi-media with hundreds of player profiles, photos and videos! Any of the ChessBase programs FRITZ, HIARCS, JUNIOR and NIMZO will analyse on screen while you're working on games in ChessBase.

- **MASTERCHESS 98 for Windows.** £59.95.

Standalone database program with 1.1 million games 'ULTIMATE GAMES 3' Collection. Statistical trees plus powerful search and openings classification system. Includes ZARKOV4.2 engine, for both analysis and playing games. Good value.

- **BOOKUP for Windows.** £159 includes 1 free BOOK on disk

Whilst BOOKUP can be used as a database for games storage, it is not really intended to be a competitor to ChessBase as its main purpose is for the close study and learning of openings. 'Books' (on disk) are available for training and studying of specific openings, each with copious notes discussing main line theory, strategical concepts, traps etc. Users can create and build their own books, load-in PGN files of games, and add notes of their own ideas. Comes with the ZARKOV4 engine, for analysing and evaluating positions. Back-solving is a particularly useful part of BOOKUP and enables the user to assess at root posi-

tions which lines are winning/equal/losing for either side! Research results can be kept on file as part of the 'book', or sent to a printer for output in ECO-type format.

- **Opening Books and Tutorials** on disk, to run within BOOKUP. E.g. How to Play against the Sicilian, The Samisch Seminar, The Smith-Morra, The Classical Ruy, 1.e4 for White, Answering 1.e4 for Black, 1.d4 for White, Answering 1.d4 for Black, 100 Essential Endings and others. £21.95 each.

TUTORIALS FOR PC

- **CHESS MENTOR**

The most popular and comprehensive PC chess course EVER, Mentor is useful for beginners, though aimed more at the hobby and club player, with multiple lessons which go right up to Master class! As simple or tough as you want! A truly massive course which now includes many superb, graduated teaching modules covering all aspects of the game from openings, tactics, and positional factors, to long-term strategy and endgames. The PC environment means the user can concentrate on the chess, moving forwards and backwards through the lessons, commentary and chess variations with ease. Integrated 'hints' are available at nearly every potential move of each lesson, and offer different levels of comprehensive advice according to your own requirements - highly recommended!

- **MENTOR EXPLORING Chess** £19.95 - an entry level version for absolute beginners'
- **MENTOR COMPREHENSIVE Course** £59.95 - 867 challenges can take you from novice to decent club standard by developing sound foundation knowledge of tactics, strategy, technique and openings awareness.
- **MENTOR ADVANCED Course** £59.95 - 'only' 150 challenges, but of a tougher variety to help you start winning! Strategy, Technique and games by the World Champions.
- **MENTOR DE LUXE** £224.95 - includes the the COMPREHENSIVE Course, plus ALL 11 extra MODULES, normally £21.95 each.

- **MAURICE ASHLEY TEACHES CHESS** for Win95/98. On CD for £39.95.

A multimedia course for beginners and intermediate players, using interactive video coaching. Thousands of puzzles, explanations, strategy and openings. Includes a playing engine with a good range of levels to practise against.

- **CHESSMATES CD for Win3.1/95/98.** £39.95

A fine teaching package covering a maze of different chess concepts, teaching you all the tricks of the trade + a mean playing program! Excellent fun for all, youngsters in particular.

GENERAL ISSUES:

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

PC and PROCESSOR:comparisons

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

TABLE1: PC COMPARISONS	if Pentium Pro or MMX/233 = 0
PC/ PROCESSOR	ADD/SUBTRACT
Pentium III-K7/500	60
Pentium ProII/450	50
Pentium Pro-MMX-K6/300	20
Pentium Pro-MMX/233	=
Pentium/166	-40
Pentium/133	-60
Pentium/100	-80
486DX4/100	-140
486DX2/66	-160
486DX/50	-180
486DX-SX/33	-220
386DX-SX/33	-300

GRADING CHESS PLAYERS AND COMPUTERS

What is a GRADING ?!

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

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

(BCF x 8) + 600 = Elo.
E.g 175 BCF = (175 x 8) + 600 = 2000 Elo
(Elo-600) / 8 = BCF.
E.g 2000 Elo = 2000-600=1400/8 = 175 BCF

There is another complication! In the USA they use a calculation method almost the same as the Elo system, but results of Computers & PC Programs in their Tournaments and Tests come out higher than our BCF/Elo figures. The USCF has released a conversion method which produces a 'sliding scale' - at 2000 USCF they are 160 higher! at 2200 the gap is 130, at 2400 it's 100, and at 2600 USCF it's 80. So before buying, check what you read in an advert, or on the computer's box. If it says 'graded xyz in official USA test' or mentions USCF, I'd recommend you to deduct something straight away, following the above approx. figures.

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

TABLE 2 is GRADING GUIDE to classify playing standards with a range of Gradings for the BCF and Elo.

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

WHO WILL WIN? - BY HOW MUCH!?

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

GAP between 2 players	Likely Score in a 10 game Match
5 BCF/40 Elo	5½-4½
10 BCF/80 Elo	6 - 4
15 BCF/120 Elo	6½-3½
20 BCF/160 Elo	7 - 3
25 BCF/200 Elo	7½-2½
30 BCF/240 Elo	8 - 2
40 BCF/320 Elo	9 - 1
50 BCF/400 Elo	10 - 0

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

FAST CHESS!

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

TABLE 4: *Computer Improvement*	*@ FAST CHESS*
Time Control:	Computer Gain:
Tournament Chess	= Normal
Speed/Active Chess (G/30)	+10BCF/+80Elo
Blitz Chess (G/5 or G/10)	+25BCF/+200Elo

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

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

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REVIEW of 1998/9 MAIN RESULTS

1998
JANUARY
- *Junior4.6* wins the FSV Christmas Tournament. Fritz5 is runner-up, ahead of Rebel9.

FEBRUARY
- *MCPro7* beats I.M O'Donnell 9½-½ @ G/5.
- *Shredder2* wins the Weissenberg Tournament ahead of Rebel9, Fritz5 and Virtua Chess.
- *SS leaders*: 1 Rebel9, 2 Hiarcs6, 3 Fritz5.

MARCH
- *Nimzo98* and *Hiarcs* come top at Welser with 12/16. Shredder2 comes 3rd, Genius3 is 4th.
- *Junior4.6* beats I.M O'Donnell 8½-1½ @ G/5.

APRIL
- *MCPro7* wins Aufsess98 with 6/7. Fritz5 and Junior4.6 share 2nd place.
- *SS leaders*: 1 Fritz5, 2 Hiarcs6, 3 Nimzo98.
- The arrival of *Fritz5* at the top of the British and

Swedish rating lists causes mayhem amidst accusations of ChessBase autoplayer 'bias'.

MAY
- *Fritz5* comes 3= in strong German Rapid Chess Event, behind G.M's Miles & Khenkin.
- *Nimzo98* scrapes home 5½-4½ against I.M O'Donnell @ G/5+5secs... the I.M's best result in his series.

JUNE
- *Genius5* wins Schoop's Swiss98 Tournament with 9/11! Rebel9 and CMaster5000 share 2nd place, with Nimzo98 and CometA90 =4.
- Greek G.M Kotronias eases past Fritz5 by 3-1 in a Match @ G/10+5secs.
- *Fritz5* wins the Ordix G/25 Open with 9½/11, ahead of a bunch of G.M's including Ivanchuk and Korchnoi.
- Vishy Anand beats *Fritz5* by 1½-½ @ G/30.
- *SS leaders*: 1 Fritz5, 2 Hiarcs6, 3 Nimzo98.

JULY
- *Rebel-10* beta beats G.M Vishy Anand by 5-3 under mixed time controls, confounding the majority forecast of an Anand victory. R-10 goes 3-1 ahead in the 4 'computer-favourable' Blitz games, Anand never recovers!
- *Genius5* destroys I.M O'Donnell by 9½-½ @ G/10.

AUGUST
- *Junior5* beta wins over G.M Yudasin by a big 4½-1½ at G/30.
- *SS leaders*: 1 Fritz5, 2 Nimzo98, 3 Hiarcs6.

SEPTEMBER
- *Junior5* beta beats I.M Zifroni 1½-½ @ G/60.

OCTOBER
- *SS leaders*: 1 Fritz5, 2 Nimzo98, 3 Hiarcs6.

NOVEMBER
- Early results for *Junior5* put it top above Fritz5 on the SS rating list - but will it stay there with new Fritz5.32, MCPro, Nimzo and Hiarcs versions due out soon?
- Irazoqui & Cuesta's independent testing of the beta *Hiarcs7* show it at 80 Elo above Hiarcs6.

■ DECEMBER
- *Chess Tiger* and *Francesca* share win at Spanish Champs with 5/6
- *Chess Tiger* narrowly wins Czub's 1998 Tournament ahead of Crafty, Comet, Patzer and The Crazy Bishop on tie-break - all scored 8/11
- GM Kotronias (2585) beats *Fritz532* by 3-1
- *SS leaders*: 1 Hiarcs7, Fritz532, Junior5

1999
JANUARY
- De Koning's *King* program wins Dutch Open with 9/11. 3= Kallisto2 (7½) and 6= Nimzo99 (6½) trail.
- *Hiarcs7* tops Irazoqui's mammoth Tournament with 53/90, ahead of Junior5 and MCPro8 both 50½, Chess Tiger 50, followed by Fritz532, Rebel-10, Nimzo99, Genius6 and Crafty in that order.
- *Rebel-10* wins Clodra with 10/14, Fritz is 2nd. Hiarcs7 3rd. Others: 4 Nimzo99, 6= Junior5, MCPro8, 10= Shredder3, Genius5

FEBRUARY

- *Shredder3 added to Irazoqui's massive test. New Table has: 1 **Hiarcs7** 59/100, 2= Junior5 and MCPro8 with 56, 4= Fritz532 and Chess Tiger 55½, followed by Shredder3 51, Rebel-10, Fritz516, Nimzo99a, Genius6 and Crafty in that order*
- *SS leaders: 1 Hiarcs7, 2 Fritz5, 3 Junior5*

MARCH

- ***Hiarcs7** wins McLane's 'Christmas Tourny' with 11½/14, 2 Rebel-10c, Chess Tiger 9½, 4 Fritz 532 8½, 5= Shredder3, CSTal Win95 and Junior5 7½, followed by Nimzo98, Genius5, ChessMaster 6000, MChessPro8 and others*

APRIL

- *SS leaders: 1 Hiarcs7, 2 Fritz532, 3 Junior5*

MAY

- *Souped up **Junior5** beats Boris Gelfand 1½-½; the standard version on a P3/450 draws 2-2 with Israeli Olympic team*
- *Souped up **Fritz 532** beats Judit Polgar by 5½-2½*
- *SS leaders: 1 Hiarcs7, 2 Fritz 532, 3 CMaster 6000*

JUNE

- ***Fritz532** on 4x500MHz set-up wins amazing Frankfurt Rapid Tourny (G/25) ahead of Leko, Topalov, Svidler, Polgar, Lutz, Morozevich and Adams!*
- ***Shredder** wins World Computer Chess Championship on tie-break from **Ferret** (both 5½/7), 3= Fritz & Cilkchess, 5= Junior, Dark Thought, Rebel, Nimzo, Chess Tiger, 10= Hiarcs, LambChop, Francesca, Virtua, Gromit, Eugen, 16= Zugzwang & MChess*
- *SS leaders: 1 Hiarcs7, 2 Fritz 532, 3 CMaster 6000*

JULY

- ***Shredder** on P3/550 draws at 40/2 with Karpov*
- ***Rebel-10** wins Samanel Cup with 7½/9 ahead of 2= ChessMaster 6000 & Hiarcs6 both on 7.*
- ***Rebel-10** loses 1st. GM Challenge game to Rohde*

AUGUST

- *SS leaders: 1 Hiarcs7, 2 Fritz 532, 3 CMaster 6000*

SEPTEMBER

- ***Rebel-10** draws GM Challenge game with Sorin, but loses to Hoffman (2524)*

OCTOBER

- ***Rebel-10** wins GM Challenge game with Scherbakov, and achieves 4-4 draw in 2 matches v Lithuania Team*
- *SS leaders: 1 Hiarcs7, 2 Fritz 532, 3 CMaster 6000*

NOVEMBER

- ***Quest** (probably Fritz6 on twin processors) wins the Dutch Open with 9½/11, 2 Nimzo732 9, 3= The King, Chess Tiger 8, 5 Diep 7½.*
- *New programs announced/out: **Rebel Century, Fritz 6, Chess Tiger, Shredder 4, Junior 6**... who will TOP the first **'Selective Search'** Rating List of 2000?*

DECEMBER

- *It's "Thank GOD for JESUS" time, and I'd like to wish all of my readers **a very happy Christmas**, and a wonderful New 'Millennium' Year!*

MEET THE PROGRAMMERS

Amir Ban & Shay Bushinsky (Israel). PC program JUNIOR.
- *95: 10= WMCC 6½/11.*
- *97: Easily 1st WMCC with amazing 9½/11*
- *99: 5th in WCCC 5/7*

M F Baudot & Jean Christophe Weill (France). PC program VIRTUA chess.
- *95: 3rd= WMCC with 7½/11.*
- *96: lowly 6= WMCC; 3½/6 =2348 Aegon.*
- *97: 2 WMCC 8/11; PPro 3/6 =2487 Aegon.*
- *99: 13th in WCCC 4/7*

Don Dailey/Larry Kaufman (US). PC programs REX and SOCRATES.
- *93: 1st. ACM Tourn.*
- *94: 1st Harvard Cup.*
- *95: 2nd WCC.*

Chrilly Donninger (Austria). PC program NIMZO; also the CHESS232 PC Board and AUTO232 system.
- *93: 3rd= WMCC..*
- *95: 3rd= WMCC with 7½/11.*
- *96: 3rd WMCC; 4½/6 =2599 Aegon.*
- *97: Under the name "Hydra" 4= WMCC 7/11; on PPro 4/6 =2486 Aegon.*
- *99: 8th in WCCC 4½/7*

Marty Hirsch (USA). PC program M CHESS PRO.
- *94: 3rd Harvard Cup.*
- *95: 3rd Aegon; 1st= WMCC.*
- *96: 4/6 =2393 Aegon.*
- *97: 4= WMCC 7/11; on PPro 3½/6 =2332 Aegon.*
- *99: 17th in WCCC 3½/7*

Feng Hsing Hsu. Main-frame program DEEP THOUGHT/DEEP BLUE1/2.
- *95: 3= WCC95. Then lost 4-2 to Gary Kasparov in Match. Despite these reverses was almost certainly at least 20 BCF/160 Elo above the best PC programs on their 486 machines!*
- *97: New version, tuned by G.M Joel Benjamin plus much faster hardware, beats Kasparov 4-2 in the return Match!*

Bob Hyatt (USA). Main-frame program CRAY BLITZ; now PC program CRAFTY (non-commercial, but incl. on Fritz, Hiarcs, Nimzo and Junior CD's + CBase7).
- *96: 3= WMCC.*
- *97: 8= WMCC 6½/11.*

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

Dave Kittinger (USA). All Novag models for many years, incl. current AMBER, EMERALD CLASSIC, SAPPHIRE2 and DIAMOND2. PC program W CHESS
- *94: 1st Harvard Cup. 1st Uniform Platform.*
- *95: 5th Aegon*
- *96: 4/6 =2294 Aegon.*
- *97: On PPro 3½/6 =2247 Aegon.*

Johan de Koning (Holland). Saitek RISC 2500, Mephisto MONTREUX, Tasc R30. PC programs THE KING, + CHESSMASTER 4000/5000/6000/7000.
- *93: 1st Aegon. 1st Welser. 2nd WMCC.*

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

Richard Lang (England). Mephisto MONTREAL, BERLIN/BERLIN PRO, VANCOUVER, GENIUS and LONDON. PC programs PSION and GENIUS.
- 1985-95: World Champion 1st or 1st= @ _every_ WMCC.
- 94: Famous victory 1½-½ over Gary Kasparov in Intel Active Tournament, London.
- 96: 4/6 =2213 Aegon.
- 97: On PPro 3/6 =2389 Aegon.

Stefan Meyer-Kahlen (Germany). PC program SHREDDER.
- 96: 3/6 =2086 Aegon; then 1st WMCC96, a major surprise at the time!
- 97: 3rd with 7½/11 WMCC; on PPro 2½/6 =2148 at Aegon.
- 99: 1st in WCCC with 5½/7; drew 40/2 game with Anatoly Karpov

Bruce Moreland (USA). PC program, Amateur status, FERRET.
- 95: 3= WMCC.
- 96: 2nd WMCC with 8½/11..
- 97: 4= with 7/11 WMCC; on PPro 3/6 =2325 Aegon.
- 99: 2nd in WCCC 5½/7

Franz Morsch (Holland). Kasparov BRUTE FORCE, GK+TC2000/2100, PRESIDENT and new models COSMOS, COUGAR etc. Also new Mephisto models MILANO PRO, ATLANTA, MM6, SENATOR and MAGELLAN. PC program QUEST and FRITZ.
- 94: Shot to fame when FRITZ tied 1= with Kasparov in major International Blitz Tournament.
- 95: 1st WCC, beating Deep Blue1 along the way! Then disappointing 6= WMCC.
- 96: 3½/6 =2415 Aegon; poor 6= WMCC96.
- 97: Disappointing 10= with 6/11 WMCC; on PPro 3½/6 =2254 Aegon.
- 99: 3rd in WCCC 5/7

Ed Schroder (Holland). Mephisto MM5, POLGAR, MILANO, NIGEL SHORT, RISC1/2 1MB. PC programs GIDEON and REBEL.
- 92: 1st WCC.
- 93: 3rd Welser.
- 96: 4/6 =2525 Aegon.
- 97: On PPro 4½/6 =2619 Aegon!
- 99: 7th in WCCC 4½/7; commenced series of 40/2 GM Challenge games and matches, latest results being impressive

Dan & Kathe Spracklen (USA). Most Fidelity models incl. PAR EXCELLENCE, MACH2/3/4. Also Kasparov SPARC.
- 1980-84: World Champions.
- 93: 2nd Aegon.

John Stanback. PC program ZARKOV.
- 97: On PPro 4/6 =2476 Aegon.

Christophe Theron. PC program CHESS TIGER. Program strength may have jumped since collaboration

with Ed Schroder began, early in 1999
- 99: 9th in WCCC 4½/7

Mark Uniacke (England). PC program HIARCS (also available for MAC).
- 92: World Amateur Champ.
- 93: 1st. World Software Champ; 1st Uniform Platform.
- 95: 1st Aegon. 6= WMCC95.
- 96: 4/6 =2384 Aegon.
- 97: On PPro 4/6 =2308 Aegon.
- 99: 10th in WCCC 4/7

Bart Westrate (Holland). PC program KALLISTO.
- 95: 10= 6½/11 WMCC.
- 96: 4/6 =2345 Aegon.
- 97: lowly 10= with 6/11 WMCC; on PPro 4½/6 =2632 Aegon.

Chris Whittington (England). CS_TAL.
- 95: 26= with 4½/11 WMCC.
- 96: 3½/6 =2158 Aegon.
- 97: 10= with 6/10 WMCC; on PPro 3/6 =2177 Aegon.

<u>Note</u>: WCC = World Computer Championships
WMCC = World <u>Micro</u>-Computer Champs

LATE NEWS & the NEW PRODUCTS

- **SHREDDER 4** comes out as part of the German _Millennium_ company's WORLD CHAMPION package. It's a 6 CD set (!) which includes **GENIUS 6.5**, NIMZO 2000 and Ken Thompson's famous 4+5 piece Endgame Databases. Features include Commentary Voice functions, huge Opening tree with statistics, Coaching help for weaker players and older Shredder versions to enable engine-v-engine matches (which can include GENIUS and NIMZO!). Price £79.95.

- **Graham WHITE** has sent some interesting scores:
    CMaster 6000 v CS_Tal 2 is 7½-5½
    CMaster 6000 v Genius 5 is 5-4
    CS_Tal 2 v Genius 5 is 3½-9½
    Hiarcs 732 v Junior 5 is 7-4

Graham is now playing matches using an opening line which he's developed with the programs: **1.f4 e5 2.f×e ♘c6 3.♘f3 g5 4.d4 g4 5.♘g5 ♗h6**. Some _incredible_ 20-30 move games next Issue!

- Christophe Theron's **CHESS TIGER**. Info. is just coming in & release is imminent. Called REBEL-TIGER it is full 32-bit Win95/98/NT, with 2D/3D chess boards, very strong engine, game histogram, database, print diagrams, text and bitmap copy and paste, PGN import + export, Internet connection, speech move announcement. Price £39.95.

The (nearly) All-Time RATING LIST

Engine	Rating	Engine	Rating	Engine	Rating
Deep Blue2	2775	Novag Emerald Classic+Amber	2005	Fidelity Elite C	1820
Deep Blue1	2700	Mephisto Mondial 68000XL	1999	Fidelity Elegance	1812
Tasc R30-1995	2389	Novag Jade2+Zircon2	1994	SciSys Turbostar 432	1805
Mephisto London 68030	2359	Mephsto Montreal+Roma68000	1994	Mephisto MM2	1802
Tasc R30-1993	2340	Mephisto Academy	1983	Fidelity Excellence/3+Des2000	1799
Mephisto Genius2 68030	2337	Mephisto Amsterdam	1981	Kasparov A/4 module	1788
Mephisto London Pro 68020	2329	Novag Super Forte+Expert B/6	1968	Conchess/4	1783
Mephisto RISC2	2304	Fidelity 68000 Mach2B	1967	Kasparov Renaissance basic	1779
Mephisto Lyon 68030	2302	Mephisto Mega4	1965	Kasparov Prisma+Blitz	1779
Mephisto Portorose 68030	2289	Kasparov D/10 module	1963	Novag Super Constellation	1778
Mephisto Berlin Pro 68020	2284	Fidelity 68000 Mach2C	1959	Novag Super Nova	1773
Mephisto Vancouver 68030	2278	Kasparov Barracuda+Centurion	1958	Mephisto Blitz module	1764
Kasparov RISC 2500-512	2278	Kasparov GK2000+Executive	1958	Fidelity Prestige+Elite A	1737
Meph Lyon+Vanc 68020/20	2273	Mephisto Modena	1949	Novag Supremo+SuperVIP	1736
Meph RISC1	2265	Mephisto MM4	1944	Fidelity Sensory 12	1732
Kasparov SPARC/20	2261	Fidelity Travelmaster+Tiger	1943	SciSys Superstar 36K	1715
Mephisto Atlanta+Magellan	2250	Novag Ruby+Emerald	1934	Meph Chess School+Europa	1714
Mephisto Montreux	2244	Meph Supermondial2+College	1932	Mephisto Exclusive S/12	1713
Kasparov RISC 2500-128	2233	Mephisto Monte Carlo4	1932	Conchess/2	1711
Mephisto London 68020/12	2230	Novag Super Forte+Expert A/6	1929	Novag Quattro	1701
Fidelity Elite 68040v10	2208	Kasparov Travel Champion	1929	Novag Constellation/3.6	1698
Mephisto Vancouver 68020/12	2201	Kasparov C/8 module	1926	Novag Primo+VIP	1697
Mephisto Lyon 68020/12	2195	Mephisto Monte Carlo	1917	Fidelity Elite B	1685
Mephisto London 68000	2177	Fidelity 68000 Mach2A	1912	Mephisto Mondial2	1668
Mephisto Portorose 68020	2171	Conchess Plymate Victoria/5.5	1912	Fidelity Elite original	1659
Novag Sapphire2+Diamond2	2170	CXG Sphinx Galaxy	1912	Mephisto Mondial1	1648
Fidelity Elite 68030v9	2163	Kasparov Turboking2	1910	Novag Constellation/2	1644
Mephisto Berlin	2162	Kasparov Adv.Trainer/Capella	1903	CXG Super Enterprise	1637
Mephisto Vancouver 68000	2151	Kasparov Chess Academy	1903	CXG Advanced Star Chess	1637
Mephisto Lyon 68000	2151	Novag Expert/6	1896	Fidelity Sensory9	1581
Mephisto Almeria 68020	2147	Conchess Plymate Roma/6	1895	Kasparov Astral+Conquistador	1576
Novag Sapphire1+Diamond1	2133	Fidelity Par Excellence/8	1894	Kasparov Cavalier	1576
Mephisto Milano Pro+Senator	2132	Fidelity 68000 Club B	1883	Chess 2001	1549
Mephisto MM4/Turbo18	2125	Novag Super Forte+Expert A/5	1882	Novag Mentor16+Amigo	1547
Mephisto Portorose 68000	2119	Novag Expert/5	1880	GGM+Steinitz module	1546
Fid Mach4+Des2325+68020v7	2114	Fidelity Par Excellence	1873	Mephisto 3	1530
Fidelity Elite 2x68000v5	2091	Fidelity Elite+Designer 2100	1873	Kasparov Turbo 24K	1526
Mephisto Mega4/Turbo18	2080	Fidelity Chesster	1873	SciSys Superstar original	1526
Mephisto Polgar/10	2075	Novag Forte B	1871	GGM+Morphy module	1522
Mephisto Roma 68020	2074	Mephisto Rebell	1869	Kasparov Turbo 16K+Express	1521
Kasparov Brute Force	2071	Fidelity Avant Garde	1868	Mephisto 2	1520
Mephisto Dallas 68020	2067	Kasparov Stratos+Corona	1860	SciSys C/C Mark6	1479
Mephisto Almeria 68000	2058	Fidelity 68000 Club A	1860	Conchess A0	1478
Mephisto MM6	2052	Novag Forte A	1860	SciSys C/C Mark5	1470
Novag Scorpio+Diablo	2051	Mephisto Supermondial1	1852	CKing Philidor+Counter Gambit	1460
Kasparov Cougar/Cosmos	2042	Kasparov A/6 module	1851	Morphy Encore+Prodigy	1409
Kasp President+GK+TC2100	2032	Conchess Plymate/5.5	1847	Sargon Auto Response Board	1400
Mephisto Nigel Short	2029	Kasparov Turboking1	1847	Novag Solo	1350
Mephisto MM4/10	2025	Conchess/6	1845	CXG Enterprise+Star Chess	1345
Fid Mach3+Des2265+68000v2	2022	Kasparov Simultano	1844	Fidelity Sensory Voice	1320
Meph Dallas 68000	2016	Fidelity Excellence/4	1835	Chess King Master	1280
Mephisto MM5	2009	Novag Expert/4	1834	Boris Diplomat	1240
Mephisto Polgar/5	2009	Novag Jade1+Zircon1	1828	Fidelity Chess Champion 10	1240
Mephisto Milano	2006	Conchess Plymate/4	1827	Novag Savant	1220
Nov Super Forte+Expert C/6	2006	SciSys Turbo Kasparov/4	1827	Boris2.5	1200