Selective Search 86
THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth
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Q: How strong are the new PC programs?

A: Kasparov refuses to play Fritz6 in the Frankfurt Giants!

More details inside

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COMPUTER & PC PROGRAMS... THE BEST BUYS!

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

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■ PORTABLE COMPUTERS ■ [por]
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BULLET - Talking coach - **£49** - talks + travels!
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Novag
AMBER £139 - excellent plug-in, strong as Cosmos with great features and info display
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■ TABLE-TOP PRESS SENSORY ■ [ps]
Kasparov
EXECUTIVE £99 - GK-2000 Morsch prog. Display etc, plus lid cover. This is good value!
COUGAR - £129! - top quality Morsch program, good info display, recommended
Novag
TURQUOISE £149 - Amber in high-style board
EMERALD CLASSIC PLUS £179 - beautiful wood-look board, wood pieces. Display, strong!
DIAMOND2 £279 - true, strong high-knowledge chess on 32MHz processor. Very good features, big 120,000 opening book and *A1 for value!*
Mephisto
MILANO PRO £249 - Morsch at RISC speed, strong, good features and display
ATLANTA £379 - the fast hash-table version of Milano Pro=even greater strength. 64 led board
■ WOOD AUTO SENSORY ■ [as]
Kasparov
PRESIDENT £299 - top value wood board *ever* - good range of features, scrolling display
Mephisto
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Novag
SAPPHIRE2 DE LUXE £449 includes Novag **Sapphire2**, lovely wood **UNIVERSAL board** for PC connection, all cables and adaptor. Excellent value and quite brilliant! Works with **FRITZ 532**.

■ PC PROGRAMS from CHESSBASE on CD ■
All run INDEPENDENTLY + analyse within CB7.0. Great graphics, big databases+opening books, printing, max features. Win95/98
FRITZ 6 £39 - by Franz Morsch. Superb *new* Interface, Graphics and extra chess knowledge for Strength - a beautiful program!
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■ Other PC PROGRAMS on CD ■
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NEWS and RESULTS - *Keeping you*
Up-To-Date in the CHESS COMPUTER World

First of all, of course, let me wish all *Selective Search* readers a very **Happy New Year** and **New Millennium**.

I hope that things go well for you in all areas of your life.

Though the days are in the past when I knew every reader personally from meeting them at my office, or at Chess Congresses, or felt I knew them from friendly chats on the 'phone or by mail, I still and always enjoy hearing from you, and appreciate the games and comments I get. So do keep in touch, even if it's just a small note that gets enclosed with a renewal subscription!

The FUTURE

It is particularly difficult in these fast-moving days to know what might lie ahead, and this I think is as true in the field of chess as in anything else.

If **computer chess** is going through difficult times, then it is partly because the World chess scene is in some turmoil.

I'm not sure where the finger is best pointed: at FIDE?... or the World Championship Cycle?... or Karpov for refusing to play in the most recent World Championship?... or Kasparov for refusing to play in either the FIDE version or in a match in his own!?... or Deep Blue2 for beating Kasparov and then retiring?... or the lowly-rated Khalifman for winning the latest World Championship knock-out.

But wherever the fault lies, there's an alarming lack of sponsors, big events, top names turning out to play in them and, as a natural result, little decent daily press coverage anywhere relating to our favourite game.

Whenever chess is popular, young and new players get interested, past hobby players take the game up again, daily and local newspapers start-up their chess columns, people start buying chess computers and/or programs in greater numbers, and the *Selective Search* mailing list grows nicely!

Let us hope that someone comes up with a bit of real inspiration to set the new Century off to a bright chess start!

LOTS of RESULTS

There were some exciting arrivals amongst the new PC programs for Christmas 1999 - we had **Rebel Century** in November and then in December there came **Fritz 6, Shredder 4, Genius 6.5** and **Junior 6**.

Some lucky testers - which sadly did not include me (my Hiarcs involvement means I tend to get excluded from the beta testing of other people's programs) - also received a DOS copy of **Rebel-Tiger** (Christophe Theron's Chess Tiger produced in conjunction with Ed Schroder's Rebel company). Delayed until January, this also is just out now in its commercial Windows version. There will be light comments and early impressions about most or all of these latest programs within the copy of *Selective Search* which you hold in your hands.

So now we will begin to find out for real which ones have come up to expectations! Later in this Issue of *Selective Search* we will cover a couple of Tournaments with round-by-round results and a games selection. But first, here are the bare-bones results of some other key events:

Heiko Mikala.
Game/60 Tournament, November 1999
Machines: 2 x MMX/300MHz

	Program	F6	N7	M8	H7	C6	G5	RC	/12
1	Fritz 6	*	1½	1½	1	½	1½	2	8
2	Nimzo 732	½	*	½	1	1½	2	2	7½
3	MCPro 8	½	1½	*	1	1	1	1½	6½
4	Hiarcs 732	1	1	1	*	1	1	1	6
5=	CM 6000	1½	½	1	1	*	½	1	5½
5=	Genius 5	½	0	1	1	1½	*	1½	5½
7	Rebel Century	0	0	½	1	1	½	*	3

The next Tournament covered is still in progress, with 7 of the 15 rounds completed.

There's also a minor complication in that a slightly later 'upgraded' version of Fritz 6 is playing!

The upgraded engine will be available as a download from the *ChessBase* web site on

the Internet by the time *Selective Search* readers get this Issue - beta-tester Schwartzman says he is impressed that there is a small improvement in its playing strength.

A Schwartzman
Winter Tournament 40/2.
Machines: 2 x AMD K63/450MHz

Pos	Program	/7
1	Fritz 6X	6
2=	Nimzo 99	5½
	Junior 6	5½
4=	Hiarcs 732	4
	Junior 5	4
	Crafty 17.04	4
7=	Fritz 532	3½
	Gromit	3½
9=	Comet B11	3
	Ig 2000v2	3
	Hiarcs 6	3
12=	Nimzo 732	2½
	Ant 416	2½
14=	Phalanx	2
	Inmi 301	2
	Anmon 503	2

Obviously the final result for the above will be included in *SS/87*, along with any news and other comments and games.

A further new 40/2 Tournament run by **Jorn Gronemann** has just started. This will also be brought up-to-date in our next Issue. The 1st. round results were:

Genius 6.5 v Comet B11	1-0
W Chess 2000 v Nimzo 732	1-0
Genius 6.0 v Nimzo 2000	1-0
Hiarcs 732 v Der Bringer	1-0
Little Goliath v Fritz 532	1-0 (!)
Junior 6 v Crafty 17.04	1-0
Shredder 4 v CSTal2	1-0
Zarkov 5 v Fritz 6	½-½

Cock de Gorter has been doing some new testing and comparison work.

Cock has been involved in chess and computer chess for many years. Although he hasn't played Tournament chess for the past 10 years he has remained very involved in the computer field. As chairman of the Dutch Computer Chess Club he has been the organiser for all the wonderful Aegon Tournaments in Holland (oh. how we miss those, but of course such efforts involving 60 players including a selection of GM's and IM's requires a mammoth effort, and no small amount of sponsorship and cash - for the players, the PC's, hotels, large playing hall etc. etc.).

In addition he's prepared various opening books over recent years, in particular for the Fritz version that out-booked and beat Deep Blue! as well as The King and Genius5.

Here is his first result:

Cock de Gorter
Tournament 1: G/30
Machines: 2 x Pentium2/433MHz

Pos	Program	/10
1	Nimzo 732	8
2	Fritz 532	6½
3=	Junior 5	6
	Chessmaster 6000	6
5=	Shredder 2	5
	MChess Pro 7	5
	Rebel Century	5
8	Hiarcs 732	4
9	Genius 5	3½
10	Rebel 10	3
11	Crafty 16.6	2½

Although this first grouping did not include the latest upgrades for Fritz, Junior or Shredder, that's still a massive improvement for Nimzo 732! Presumably because it's fast chess?!

De Gorter also made various comments about some of the programs which I know readers will find interesting.

About **Crafty** he says: *"It is extremely strong in tactics, but makes positional errors and misplays some endgames. Despite its high rating on the Internet (it has hit 3000 Elo on occasion!) Crafty is a weak program compared with the best commercial programs".*

Moving on to **Rebel** he observes: *"Rebel 10 won a match 5-3 against Anand, but for me the most impressive was its draw in one of the games played at tornament level. Rebel Century is a much stronger successor to Rebel 10.... has a very human playing style, a game of Rebel against a human can hardly be distinguished from a game between 2 human players".*

Regarding **MChess Pro7** de Gorter remarked: *"This is an update of the 1995 World Champion program from Paderborn. There is a version 8, but it is slightly weaker".*

Of the **ChessBase** series, **Fritz, Hiarcs, Junior** and **Nimzo**: *"ChessBase is to be congratulated for the design of Fritz, as it is very user friendly... in fact a 'must' for all ambitious chess players. It has an enormous games database and offers a choice of several engines under the hood".*

Then **Chessmaster 6000**: *"CM6000 is a very American program - totally different from the others and user unfriendly, but with a marvellous layout and many possible combinations of board and piece styles.*
Unfortunately it comes with a very ordinary opening book, and no theoretical discussion of openings. Its program 'The King' is of interest to chess players because it excels in piece mobility and is very capable of sacrificing pawns".

"Immediately after I finished the above tournament" de Gorter continues, *"Fritz6 and Shredder4 arrived.*
The results of computer tournaments never tell you definitively which program is best - you can see that if you compare the results of Nimzo in both my tournaments.
Shredder4 is the reigning world champion - it achieved the title mainly by playing the endgame better than its competitors.
Fritz6 looks totally different from its predecessors, with a layout adjusted for Microsoft Windows. The Fritz6 program is also somewhat stronger than its earlier versions.
The ability of Fritz to work with different engines means that purchasers usually get copies of earlier versions and some extra shareware programs in their package such as Crafty, Comet, Doctor or Little Goliath. These and others can also be downloaded free from the ChessBase web pages".

Cock de Gorter
Tournament 2: G/30
Machines: 2 x Pentium2/433MHz

Pos	Program	/7
1	Fritz 6	5½
2	Chessmaster 6000	4½
3	Hiarcs 732	4
4=	Junior 5	3½
	MChess Pro 7	3½
6=	Nimzo 732	2½
	Rebel Century	2½
8	Shredder 4	2

A very impressive first result for Fritz6, but what a shock for the World Champion, Shredder4!

Back to Cock de Gorter: *"A comparison of these programs isn't complete without matching them at a tournament time limit, as in the following table. The eight best programs played with 2 hours each for the whole game".*

Cock de Gorter
Tournament 3: G/2 hrs
Machines: 2 x Pentium2/433MHz

Pos	Program	/7
1	Rebel Century	5
2=	Junior 5	4½
	Shredder 4	4½
4=	Fritz 6	3½
	Nimzo 732	3½
	Chessmaster 6000	3½
7	Hiarcs 732	2½
8	MChess Pro 7	1

These and other results coming in - see later articles in this Issue of *Selective Search* - enable us to bring our ratings up-to-date, though we still have a comparatively small sample for some of the newest programs, so there may be changes yet.

One of the first to produce a new list was the *ChessBits* magazine group. They included the Rebel-Tiger DOS

version, which they had been given the chance to beta test (though they called it Chess Tiger when they put on their web pages). Here is their list:-

The ChessBits Rating List

Time Controls: everything from G/15 to G/90

Pos	Prog	Elo	No. of Games	Error +/-
1	**Chess Tiger 12.0**	2564	160	56
2	**Fritz 6**	2539	113	68
3	**Shredder 4**	2533	245	46
4	**Fritz 532**	2532	350	38
5	**Hiarcs 732**	2527	335	39
6	**Junior 5**	2518	316	40
7	**Chess Tiger 11.9**	2515	161	56
8	**Rebel 10C**	2514	30	135
9	**Hiarcs 7 DOS**	2509	206	50
10	**Nimzo 732**	2502	109	68
11	**Nimzo 2000**	2477	165	55
12	**Chess Tiger 11.7**	2469	518	31
13	**Rebel Century N39**	2464	107	70
14	**Hiarcs 6 engine**	2462	107	71
15	**Rebel Century**	2453	210	50
16	**Shredder 3 engine**	2453	138	61
17	**Crafty 16.18**	2416	7	471
18	**Nimzo 99**	2409	108	68
19	**Zarkov 5**	2360	108	71
20	**Genius 6.5**	2326	9	707
21	**Nimzo 2000a WinBoard**	2320	243	51
22	**W Chess 2000**	2314	107	81
23	**Comet B10**	2299	8	683

The ratings for Crafty, Genius 6.5 and Comet should be taken with a pinch of salt as yet, due to the <u>very</u> small number of games played by each so far.

Marcus Kastner organises this rating list for *ChessBits*, and he draws attention to the surprise of Rebel 10c being ahead of Rebel Century (I don't know what the N39 version is - probably someone's attempted program improvement using the many variable options there are in Rebel Century... I guess I'll

have to subscribe to *ChessBits* to find out, though it's mostly in German!).

Obviously the results for Chess Tiger and Fritz 6 are outstanding. Kastner comments on this as well as the big difference between his low rating for Nimzo compared with that in the Swedish *Ply* and *Selective Search* magaines.

Readers will find it interesting to compare the above list with our own on page 31 of this Issue, which I will print off next week, the last job before *SS* goes to the printer!

Other NEWS

KASPAROV REFUSES TO PLAY FRITZ!

Since deciding to include the **Hsu/Deep Blue** *'Open Letter'* in this Issue (see page 25), I've learned that Kasparov has refused to play in the Frankfurt Giants Tournament if Fritz is entered. Readers will remember that Fritz qualified by winning the Challengers Tournament last year. Somebody is going to have to do some hard-bargaining in time for this much-anticipated July event!

REBEL CENTURY CONTEST

The first results of the challenge to create new Rebel personalities to [1] improve tactical strength, and [2] improve playing strength, have been announced. Five new personalities topping the tactical test are available off Rebel's Internet pages. Any reader not having 'net access and wanting these can send me £5 and I'll put them on a disk for you, with a printout of the result and the BS and other Test scores they got. Please note these only improve tactical position solving, they do NOT improve playing strength! If the winning playing strength personalities are also available when I do your disk, I'll put them on as well.

FRITZ6 AND JUNIOR6 UPGRADES

These are each 6MB files, again available off the Internet. Of course I can't put them on a disk as they're too big. I have the actual new playing engines alone, which <u>do</u> fit on a single disk, so again I can do copies for readers without 'net access, this time for £3.

ENRIQUE IRAZOQUI - NEW MAMMOTH TOURNY

Enrique's at it again! - this time the very top 7 programs in an all-play-all, 20 games between each pair of programs. Page 21 has the very latest scores as *SS* goes to press!

1999 Dutch Open Computer-Chess Championship

The **1999 Open Dutch ComputerChess Championship** was held at the end of last year (Oct-Nov), and is of particular interest due to the participation of:

■ Franz Morsch's **Quest** - normally Quest is experimental and represents the *'work-in-progress'* that Franz is doing with FRITZ! Note that it was on 2 x Celeron 433MHz machines here, so out-powered nearly all of the others, except DIEP.

■ Morsch's older version **Chessica** was also playing.

■ Johan de Koning's always dangerous program, **The King**.

■ Chrilly Donninger's latest **Nimzo** Chess-Base version, his **732**.

■ The much-vaunted **Chess [Rebel] Tiger** from Christophe Theron. It was running on a K7/600, which probably made it not that much slower than QUEST.

■ Vincent Diepeven's improving amateur program **Diep** should also be mentioned, given an extra chance by being on 4 x Xeon 400MHz processors..

Here are the **round-by-round** results and scores, with a few of the key games.

We start with QUEST's first game. It gives a good impression, strongly converting a small opening advantage and subsequent win of a pawn into an easy-looking point.

ANT - Quest

[C45: Scotch Game]

1.e4 1...e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♘f6 5.♘xc6 bxc6 6.e5 ♕e7 7.♕e2 ♘d5 8.♘d2 g6 9.c4 ♗a6 10.♕e4 ♘b6

11.a4?!N
11.♗d3 ♗g7 12.0–0 is in the Fritz Book; 11.c5 has been played at GM level, but lost

11...♗g7 12.a5 ♘c8 13.f4 0–0 14.♗e2
14.h4!?= is worth thinking about. White dispenses with castling and goes on the attack

14...f6 15.0–0?
Loses a pawn, but White's position is already difficult. 15.♘f3 fxe5 16.fxe5 is better, though White is still under pressure after 16...♘d6

15...fxe5 16.fxe5 ♖xf1+ 17.♗xf1 ♗xe5 18.♕g4 ♕c5+ 19.♔h1 ♕f2 20.♕f3
20.♕xd7?? taking the pawn would bring White grief 20...♗d4 21.♕d8+ ♔f7 22.♕d7+ ♘e7 23.♕xd4 ♕xd4–+

20...♕xf3 21.♘xf3 ♗g7 22.♖b1 ♖b8 23.♗d3 d5 24.b3 dxc4 25.♗f1 ♘d6 26.♗e3 ♖b7 27.♘d4 ♘f5 28.♘xf5 gxf5 29.h4 h5 30.♗e2 ♗e5 31.b4 ♗d6 32.♗d2 ♖b8 33.♗c3 ♔h7 34.♗xh5 c5 35.b5 ♖xb5
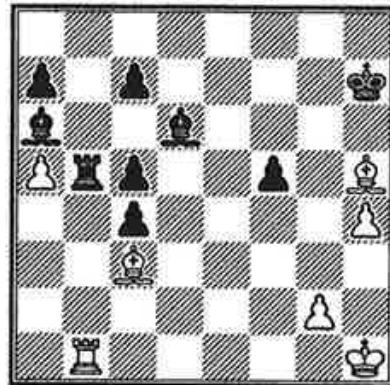
36.♖c1
36.♖xb5 ♗xb5 37.♗d1 looks to me to be possibly a more obstinate defence, as it is not going to be easy for Black to mobilise the tripled c–pawns

36...♖b3 37.♗d1 ♖a3 38.♗c2 ♗c8
38...♖xc3?? can't be played because of 39.♗xf5+ ♔g7 40.♖xc3±

39.♗e1 ♗f4 40.♖d1 c3 41.♖d8?
The rook was much better right where it was!

41...♖a1!
Threatening mate: ♖xe1. The game is effectively over

42.♖d1 ♖a2 43.♗xf5+
43.♗b3 c2!

43...♗xf5
If 44.♗xc3 ♗e4–+ **0–1**

Round 1

White	- Black	
Ant (0)	- Quest (0)	0-1
The King (0)	- Chessica (0)	1-0
McTobber99 (0)	- Nimzo 732 (0)	0-1
Chess Tiger (0)	- GoldBar (0)	1-0
Zzzzzz (0)	- Diep (0)	0-1
Insomniac (0)	- Morphy 3.1 (0)	1-0
XiniX (0)	- Patzer (0)	0-1

Round 2

White	- Black	
Patzer (1)	- The King (1)	0-1
Nimzo 732 (1)	- Insomniac (1)	1-0
Diep (1)	- Chess Tiger (1)	½-½
Quest (1)	- XiniX (0)	1-0
Morphy 3.1 (0)	- Ant (0)	0-1
Chessica (0)	- Zzzzzz (0)	1-0
GoldBar (0)	- McTobber99 (0)	0-1

There were two key games in the next round, but both ended up as fairly lengthy draws. In THE KING v QUEST material was always level and, though there was a slightly unbalanced pawn structure, it was always heading for a draw barring a blunder from either side.

Round 3

White	- Black	
The King (2)	- Quest (2)	½-½
Chess Tiger (1½)	- Nimzo 732 (2)	½-½
McTobber99 (1)	- Diep (1½)	0-1
Insomniac (1)	- Chessica (1)	1-0
Ant (1)	- Patzer (1)	1-0
XiniX (0)	- Morphy 3.1 (0)	0-1
Zzzzzz (0)	- GoldBar (0)	0-1

Round 4

Quest - Diep

[B99: Sicilian Najdorf: 6 Bg5 e6 7 f4 Be7 8 Qf3 Qc7 9 0-0-0 Nbd7]

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♗e7 8.♕f3 ♕c7 9.0-0-0 ♘bd7 10.g4 b5 11.♗xf6 ♘xf6 12.g5 ♘d7 13.f5 ♘c5?!
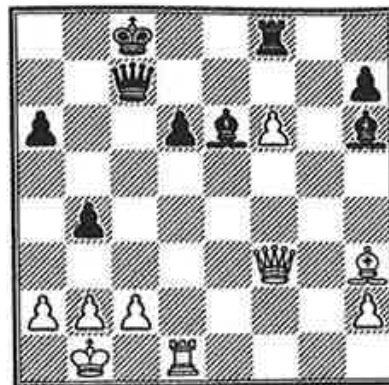   13...♗xg5+ 14.♔b1 ♘e5 15.♕h5 ♕d8 has a much better record!
14.f6 gxf6 15.gxf6 ♗f8 16.♖g1 b4
     16...h5 17.♖g7 b4 18.♘d5 exd5 19.exd5 ♗g4 20.♖e1+ ♔d8 is top rated
17.♘d5 exd5 18.exd5 ♗d7 19.♖g7 0-0-0 20.♖xf7 ♗h6+ 21.♔b1 ♖df8 22.♖xf8+ ♖xf8
     22...♗xf8 might be better
23.♘e6 ♘xe6 24.dxe6 ♗xe6 25.♗h3

25...♕d7
     This is the move in the various opening books, but most programs will see the resulting damage on the queenside within a minute or two, and show a −250 evaluation.
     Given the choice then, they'd probably play 25...♗xh3 26.♕xh3+ ♔b8 27.♕xh6 ♕d8 which appears to give Black a little counterplay and a better chance
26.♕a8+ ♔c7 27.♕a7+ ♔c6 28.♕xa6+ ♔c7 29.♕a5+
     The opening books end here, leaving White with an almost-won position
29...♔c6
     29...♔c8 has been tried, but White won easily enough with 30.♖d4 ♖xf6 31.♖c4+ ♔b7 32.♖xb4+ ♔c6 33.♕b5+ ♔c7 34.♕b6+ 1-0 Drollinger,D−Duesterwald,M 1987
30.♖d4! ♖g8?
     There is a mate threat with this move (♖g1), but it doesn't really help Diep [30...♖b8 is marginally better, but not likely to save the game
31.♕a4+ ♔c5 32.♕xb4+ ♔c6 33.♕c3+ ♔b7 34.♖b4+ ♔a8 35.♕f3+ d5 36.♕f1 ♖c8 37.♕d3 ♗xh3?!
     37...♕a7 might be better, but can be met easily enough with 38.a3! ♖b8 39.♖xb8+ ♔xb8 40.♗xe6+−
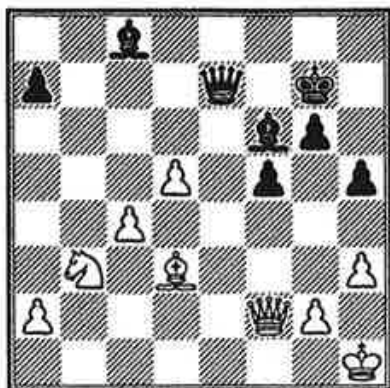**38.♕a3+!**
     Ignoring the simple recapture for a much more decisive move!
38...♕a7 39.♖a4 ♕xa4 40.♕xa4+
     40...♔b7 41.♕b3+ ♔c7 42.♕g3+ ♔b7 43.♕xh3 taking the bishop at last, and 43...♗f8 44.♕d7+ ♔b8 45.a4 leaves White with an easy task] **1-0**

Nimzo 732 - The King

Here is the position in this game, reached from a Pirc Defence, Austrian Attack [B09] after 39 moves:

White's passed c and d pawns give him a clear advantage, but Black can look for counterplay on the kingside. In fact he succeeds in this and gets the upperhand before making a strange endgame decision.

40.c5 ♕e5 41.♗c4 ♕c3 42.♕e2 ♗e5 43.♗d3 ♗f4 44.♕f1 ♗e3 45.c6 ♔f8 46.♗c4 ♔e7 47.♗b5 ♔d6 48.♕d1 g5! 49.♗e2 g4
> Black has equalised!

50.♘a1 gxh3 51.♘c2 hxg2+ 52.♔xg2 ♗b6!
> Black now has the better chances

53.♕c1 ♕g7+ 54.♔h1 ♕g3
> Threatening ♕h3 mate

55.♕a3+ ♕xa3 56.♘xa3 ♔xd5 57.♗f3+ ♔c5 58.♘c2 f4 59.♘e1 ♗f5 60.♗xh5 ♔xc6 61.♔g2 ♔d5 62.♔f3 ♗e3 63.♔e2 ♔c4 64.♘g2 ♔d4 65.♘xe3 ♗d3+ 66.♔d2 fxe3+ 67.♔e1 ♗b5 68.♗e2!
> Well worth a try

68...♗xe2??
> Tablebases instantly announce that this condemns the game to a draw! 68...♗d7 was better by far, and would still give White some chances of going wrong

69.♔xe2 ♔e4 70.a4 ½–½

Round 4

White	- Black	
Nimzo 732 (2½)	- The King (2½)	½-½
Quest (2½)	- Diep (2½)	1-0
Insomniac (2)	- Ant (2)	1-0
Morphy 3.1 (1)	- Chess Tiger (2)	0-1
Chessica (1)	- McTobber99 (1)	½-½
Patzer (1)	- GoldBar (1)	1-0
XiniX (0)	- Zzzzzz (0)	½-½

So QUEST goes into the lead by ½ a point, and has a big game v CHESS TIGER now

Chess Tiger - Quest

[E99: King's Indian: Classical Main Line: 9 Ne1 Nd7 10 f3 f5]

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.♘f3 0-0 6.♗e2 e5 7.0-0 ♘c6 8.d5 ♘e7 9.♘e1 ♘d7 10.♗e3 f5 11.f3 f4 12.♗f2 g5 13.a4 ♘g6 14.a5 ♖f7 15.c5 ♘xc5 16.♗xc5 dxc5 17.♗c4 ♔h8 18.a6 bxa6 19.♘d3 ♗f8 20.♘a4 g4 21.fxg4 ♕g5 22.♘f2 ♗d6 23.♖a3 ♘h4 24.♖h3

24...f3!?N
> A new move, but it looks pretty good leaving White with a difficult, backward f-pawn. 24...♗d7 is in the Fritz Book but White won in Shirov,A-Nunn,J, Monaco 1995 after 25.♘c3 ♖g8 26.♗e2 c4 27.g3 fxg3 28.hxg3 ♘g6 29.♖h5 ♕e3 30.♔g2 ♖gf8 31.♖f5 ♘e7 32.♖xf7 ♖xf7 33.♗xc4 ♘g6 34.♕e2 ♕d4 35.♗xa6 ♗c5 36.♗b5 ♗c8 37.♘d3 ♖xf1 38.♕xf1 ♗b6 39.♗e8 ♔g7 40.g5 ♘f4+ 41.gxf4 ♕e3 42.f5 ♕xg5+ 43.♔h2 ♕h4+ 44.♕h3 1-0

25.gxf3 ♗d7 26.♘c3 ♖af8
> The pressure on the backward pawn f3 grows

27.♗e2 ♗b5 28.♘xb5
> Much worse is 28.♗xb5? axb5 29.f4 ♖xf4 30.♘xb5 h5!-+

28...axb5 29.b3
> Again not 29.♗xb5? ♘xf3+ 30.♖xf3 ♖xf3-+

29...a6 30.♕d3 ♗e7 31.♖a1 ♕f6
> Increases the pressure on the backward pawn to the absolute maximum!

32.♕c3 ♘g6 33.♘d3
> White's response is to make the isolani on e5 a target!

33...♕g5 34.♕c1
> As a matter of interest 34.♘xc5?? is a pawn that can't be taken: 34...♘f4 35.♔h1 ♗xc5 36.♕xc5 ♘xh3-+

34...c4 35.bxc4 bxc4 36.♖h5
> The white rook is on a strange outpost! But it's better than 36.♕xc4? ♕e3+! 37.♔f1 ♗h4 38.♕c5 ♕xe4∓

36...♕xc1+ 37.♘xc1 ♘h4 38.♗xc4 ♘xf3+ 39.♔h1 ♘h4

A fairly obvious mate threat which doesn't seem to achieve much. Chances seem to be back to about equal.

39...♖f4 followed by the pawn exchange 40.♗xa6 ♖xe4 and then 41.♘d3 ♖e3 probably leaves Black with just a small edge

40.♘b3 ♖f2 41.g5 ♖8f4 42.♘a5

42.♗xa6 is no better after 42...♘f3! 43.d6 *(43.♗d3 ♗xg5 followed by Rh4!)* 43...cxd6 44.♗d3 ♗xg5–+
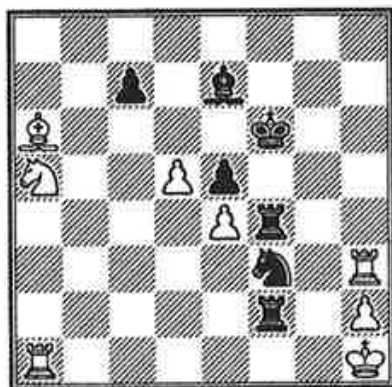
42...♘f3 43.g6 h6!

A clever trap, though the move is probably no better than the more obvious ♖h4

44.♖xh6+

Now 44.♗xa6?? taking the other pawn is naive and costly: 44...♖h4 45.♖xh4 ♗xh4 mate in 6

44...♔g7 45.♖h7+ ♔xg6 46.♖h3 ♔f6 47.♗xa6

Although a pawn down, Black in fact is ahead by virtue of White's perilous king position, an advantage which is greater than it seems

47...♘g5 48.♖g3 ♗c5!

Sophisticated stuff! This time at least as good as the obvious capture ♘xe4 which was available

49.♘b7 ♖h4!

Another fine move. Interestingly F6 and J6 take nearly 30 secs to promote this as their best move whilst my Hiarcs7x has it immediately

50.♖f1 ♖hxh2+ 51.♔g1 ♗b6 52.♖xf2+ ♖xf2 53.♔h1 ♘xe4!

The pawn goes at last, and now White's position is desperate

54.♖g4 ♖f4 55.♖g8 ♔f7 56.♖h8 ♖g4 57.♘d8+ ♔g7 58.♖e8 ♗g1!

A nasty little mate threat!

59.♖e7+ ♔f8 60.♖f7+ ♔e8 61.♘c6!

Playing for a trap with a sneaky way of stopping the ♘f2 mate threat – it's the sort

of thing that's always worth trying against human opposition

61...♖g5

Here's the trap: not 61...♔xf7?? which would throw it just about all away 62.♘xe5+! ♔e7 63.♘xg4=

62.♘d3 ♔xf7 63.♗xe4 ♔f6 64.♗c2 ♖g4 65.♗d1 ♖g3 66.♗c2 ♗c5 67.♘b8 ♗d6 68.♗d1 ♔f5 69.♘c6 ♔f4 70.♘d8 e4

After 71.♔h2 *(71.♘b7 ♔e3* is apparently mate in 27!*)* 71...♔e3, there's no mate announcement yet, but even I can tell the end result is not in question! **0–1**

Round 5

White	*Black*	
Chess Tiger (3)	- Quest (3½)	0-1
The King (3)	- Insomniac (3)	1-0
Diep (2½)	- Nimzo 732 (3)	0-1
Ant (2)	- Chessica (1½)	1-0
McTobber99 (1½)	- Patzer (2)	0-1
Zzzzzz (½)	- Morphy 3.1 (1)	1-0
GoldBar (1)	- XiniX (½)	1-0

The beauty of an 11 round Tournament is that even a bad result such as that suffered by Chess Tiger in this round doesn't necessarily mean the end of all hope! But the signs are that Quest will take some stopping.

ANT - The King

We join our first round 6 game at a critical moment for ANT
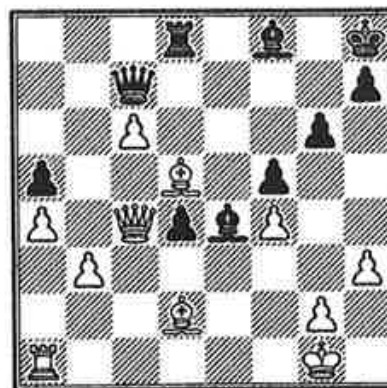
38.♗xe4!?

This looks incredibly dangerous to me, giving Black a pair of connected passed pawns

I think – no I'm sure – I would have played 38.♗e6 ♖d6 39.♗d7 and after 39...♗xc6 then 40.♕f7! which I think ought to be winning

38...fxe4 39.♕b5 ♖c8 40.♖c1 ♗a3?

I think Black has to play 40...e3!? If the

d+e pawns can't save (or win) the game, then Black has little chance. What now? Well probably 41.♗xa5 ♕xf4 42.♖f1! and I'd try 42...♕e4 43.c7 e2 44.♖e1 d3 45.♕d7 ♕f5 and feel I was still in with a chance

41.♖c2 ♗b4

I'd still try 41...e3 though it's less effective for every move it's been delayed

42.♗xb4 axb4 43.♕xb4 d3 44.♖c4! ♔g8

This looks a bit weak, but really Black has little he can do now

45.♖xe4 ♕xc6 46.♖d4 ♕c3 47.♕b6?!

White could have finished it here with 47.♕xc3 ♖xc3 48.b4!

47...♖e8 48.♔h2 ♖f8? 49.♕e6+ ♖f7 50.♖d7! ♕f6 51.♕xf6 ♖xf6 52.♔g3 ♖b6 53.♖xd3 and White has a comfortable 3 pawn advantage, though Black only resigned 12 moves later **1–0**

Round 6

White	- Black	
Quest (4½)	- Nimzo 732 (4)	½-½
Ant (3)	- The King (4)	1-0
Insomniac (3)	- Chess Tiger (3)	½-½
Diep (2½)	- GoldBar (2)	1-0
Zzzzzz (1½)	- McTobber99 (1½)	0-1
Patzer (3)	- Morphy 3.1 (1)	1-0
Chessica (1½)	- XiniX (½)	1-0

QUEST, meandering into a bishops of opposite colours ending as early as move 31, had a slight relapse - but no-one really takes proper advantage! THE KING got that shock off ANT, and TIGER only drew against INSOMNIAC.

One or two people have been telling me that, whilst Tiger shows its strength extremely well against top opposition, Tiger tends to let too many weak opponents off with a draw. Eventual testing on the finished version will see if that is true.

Round 7

White	- Black	
Patzer (4)	- Quest (5)	0-1
Nimzo 732 (4½)	- Ant (4)	1-0
The King (4)	- Diep (3½)	½-½
GoldBar (2)	- Insomniac (3½)	0-1
Chess Tiger (3½)	- Zzzzzz (1½)	1-0
Morphy 3.1 (1)	- Chessica (2½)	0-1
XiniX (½)	- McTobber99 (2½)	0-1

The position is that QUEST has now met all of the programs likely to challenge it for top spot. But here we see INSOMNIAC, conqueror of THE KING, put nicely in its place!

Quest - Insomniac
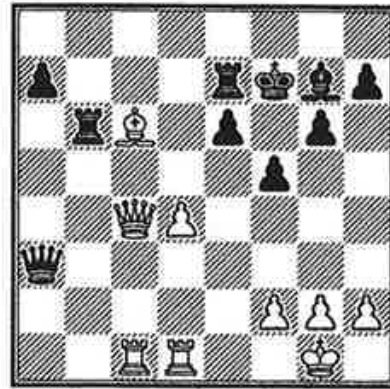
Black is a pawn up and, at the moment, Quest's compensation only just seems sufficient. But it comes up with an excellent sequence which drives the Black king out into the open

33.d5! exd5 34.♕xd5+ ♔f8 35.♕d8+ ♔f7 36.♗d5+ ♔f6 37.♗c4 ♔g5 38.♕d2+ f4

38...♔f6?! looks safer, but also runs right into 39.h4! blocking future escapes via g5. Then **A)** 39...h6?? 40.♕d4+ ♖e5 41.♕d8+! ♖e7 42.♖a1 ♕c5 43.♖d7 ♕e5 44.♖ad1 ♕e4 (44...f4 45.♖7d6+ ♖xd6 46.♖xd6+ ♕xd6 47.♕xd6+ ♔f5 48.♗d3+ is mate in 5) 45.f4 and mate is inescapable. So **B)** 39...♗f8 is an only move! 40.♕d4+ ♖e5 41.♖a1! though Black is in big trouble

39.h4+ ♔g4

39...♔xh4?? 40.♕xf4+ is m/4

40.♗e2+ ♖xe2 41.♕xe2+ ♔xh4 42.g3+!

I always like pawn checks and this one is just about the final nail in the coffin

42...♔h3

42...fxg3 43.♖c4+ m/4

43.♕e4 ♗h6 44.♕h1+ ♔g4 45.♕h4+ ♔f3 46.♕xh6 ♕b4 47.♖e1

After 47...fxg3 48.♕e3+ ♔g4 49.♕xg3+ ♔h5 50.♖e5+ ♔h6 51.♕g5+ ♔g7 52.♖c7+ ♔g8 53.♖e8+ ♕f8 54.♖xf8+ ♔xf8 55.♕d8# **1–0**

Round 8

White	- Black	
Quest (6)	- Insomniac (4½)	1-0
Nimzo 732 (5½)	- Patzer (4)	1-0
Chess Tiger (4½)	- The King (4½)	½-½
Zzzzzz (1½)	- Ant (4)	0-1
Diep (4)	- XiniX (½)	1-0
Chessica (3½)	- GoldBar (2)	1-0
McTobber99 (3½)	- Morphy 3.1 (1)	1-0

It seems certain, even with 3 rounds to go, that it's between Quest and Nimzo 732, who've already met.

In round 9, this happened in the meeting between the two Morsch programs:

Chessica - Quest

[D91]

1.d4 ♘f6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 d5 5.♗g5 ♘e4 6.cxd5 ♘xg5 7.♘xg5 e6 8.♕d2 exd5 9.♕e3+ ♔f8 10.♕f4 ♗f6 11.h4 h6

12.e4??

I'm sorry, but I have to question the integrity of this horrendous move! I cannot believe Chessica would just throw a piece for no reason at all at these time controls, and I wish I knew what the explanation would be.

12...hxg5 13.♕e3 dxe4

...and White resigned a few moves later

0–1

Round 9

White	- Black	
Chessica (4½)	- Quest (7)	0-1
GoldBar (2)	- Nimzo 732 (6½)	0-1
Ant (5)	- Diep (5)	0-1
McTobber99 (4½)	- Chess Tiger (5)	0-1
Morphy 3.1 (1)	- The King (5)	0-1
Insomniac (4½)	- XiniX (½)	1-0
Patzer (4)	- Zzzzzz (1½)	1-0

Round 10

White	- Black	
Quest (8)	- McTobber99 (4½)	½-½
Nimzo 732 (7½)	- Chessica (4½)	½-½
Diep (6)	- Insomniac (5½)	½-½
Chess Tiger (6)	- Patzer (5)	1-0
The King (6)	- Zzzzzz (1½)	1-0
XiniX (½)	- Ant (5)	0-1
Morphy 3.1 (1)	- GoldBar (2)	0-1

Any hopes NIMZO still had of a shock were ended by the following quickie!

GoldBar - Quest [B49]
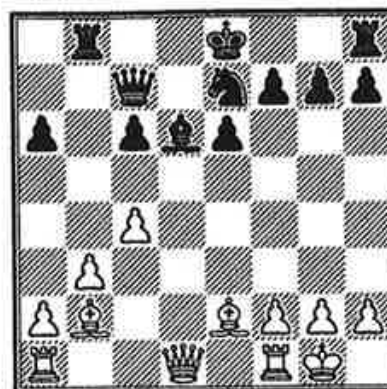
19.♗xg7 ♗xh2+ 20.♔h1 ♖g8 21.♗f6?!

Better are 21.♗c3 or 21.♗b2

21...♖d8! 22.♕c2?

The game was still not lost if 22.♕e1 ♖g6 23.g3

22...♖g6! 23.♗xe7 ♖h6! 24.g3 ♗xg3+ 25.♔g1 ♔xe7!

You see why on the next move

26.♗g4 ♖g8! 27.fxg3 ♖xg4 28.♕g2 ♖xg3

0–1

Round 11

White	- Black	
GoldBar (3)	- Quest (8½)	0-1
XiniX (½)	- Nimzo 732 (8)	0-1
Ant (6)	- Chess Tiger (7)	0-1
McTobber99 (5)	- The King (7)	0-1
Diep (6½)	- Morphy 3.1 (1)	1-0
Zzzzzz (1½)	- Insomniac (6)	0-1
Patzer (5)	- Chessica (5)	1-0

Final Ranking after round 11

Open Dutch Computer Champs 1999

Pos	Program	Score	Opp
1	Quest	9½	65
2	Nimzo 732	9	65½
3=	The King	8	65½
	Chess Tiger	8	63½
5	Diep	7½	58½
6	Insomniac	7	59
7=	Ant	6	63
	Patzer	6	56½
9=	McTobber99	5	59
	Chessica	5	56½
11	GoldBar	3	60
12	Zzzzzz	1½	57
13	Morphy3.1	1	57½
14	XiniX	½	60½

GRAHAM WHITE's PAGES!

Graham has been so busily sending me all sorts of useful ideas, tests and information recently, that I thought I'd give him his own pages for this issue! This will include his latest **results** section, and a tricky endgame position Graham sent me from one of his own games. I'll put a couple of my own with that, to keep everything in a logical order and easier for readers to find.

Following *SS/85* quite a few readers have commented that they enjoyed Graham's article comparing **CSTal2** with the real thing... Mikhail TAL himself. So we'll start with Graham's follow-up!

SHIROV - the GM who invents attacks!

As a follow up to the article on Tal, I wanted to do a similar piece on Shirov - the Grandmaster who can invent attacks, prepared to invest warehouses of material to create unfathomable complications on the board. Witness his recent victory over Short at Las Vegas!

Using my **ChessBase** engines this time, I have chosen to try and dissect a game from those I noted Shirov himself has selected for one of his videos!

Shirov,A (2610) - Nikolenko,O (2450)

URS-ch58 Moscow (8), 1991

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.♘ce2 c5 6.c3 ♘c6 7.f4 b5 8.a3 a5 9.♘f3 b4 10.axb4 cxb4 11.f5!?

You see a lot of these sort of attacks against those brave enough to play the Caro–Kann against Shirov!

11...exf5 12.♘f4 ♘b6 13.♗b5

I should probably add that I have neither seen Shirov's video, nor read his game collection, in trying to annotate this game. Readers with access to either of these might like to add some appropriate comments from his notes for the next SS! You can't have too much of Shirov on this form

13...♗b7

Best. If 13...♗d7?! I'm certain Shirov would throw 14.e6 fxe6 15.♗xc6 ♗xc6 16.♘e5! at Nikolenko

14.e6

Theory ends round about here

14...♗d6

14...fxe6? 15.♘e5±

15.exf7+ ♔xf7 16.0–0

It is clear that in this murky position there are many possibilities − just the sort of situation Shirov loves!

16...♖e8

Hiarcs and Fritz prefer 16...bxc3 17.bxc3 and then 17...♖e8. I don't think they are able to anticipate the sort of sacrifice Shirov would no doubt unleash, just as in the game... but then who would!

17.♘xd5!?

An amazing idea. Let's see what the programs would do!

17.cxb4 axb4 18.♖xa8 ♗xa8 19.♘e5+ ♗xe5 20.dxe5 ♖xe5 21.♘d3 ♖e6 22.♖xf5+ ♔g8 23.♗g5 comes from H732, but would be too dry for Shirov.

Fritz5+6 prefer 17.♘d3 ♔g8 18.♘fe5 Like the Hiarcs idea, it seems to me a viable enough plan.

Junior5 prefers the interesting idea 17.♕c2 g6 (*17...♕c8!?*) 18.c4.

Finally 17.♘e5+ is the Junior6 choice: 17...♗xe5 18.dxe5 bxc3 19.e6+ ♔g8 20.bxc3. Another good idea − but it's not Shirov!

17...♗xh2+!

Obviously 17...♘xd5 is critical here, and we must analyse this to see what might happen. I guess Shirov would play 18.♘g5+ and where would Nikolenko put his king!?

A) 18...♔f6? 19.♕h5! Hiarcs, Fritz6 (not Fritz5) and Junior... and here they already think White is ahead! 19...g6 20.♘xh7+ ♔g7 21.♕h6+. Now Fritz5 also thinks White is winning as well, and that is certainly correct.

B) 18...♔g8? 19.♕h5! is clearly danger-ous as, after 19...♘xh2+

B1) 20.♔xh2 ♕d6+ 21.♔g1 (or *21.g3 ♕g6* which looks =) 21...♕g6 22.♕xg6 hxg6 leaves White with very little to show for his endeavours; or

B2) 20.♔h1! 20...h6 21.♕f7+ ♔h8 22.♕xb7 hxg5 23.♘xc6 The programs all propose this line, and agree that White stands at +250 or so;

C) 18...♔e7 19.♕e2+ ♔d7 20.♕c4 leaves another very complex position though White's possibilities are clear.

D) 18...♔g6! This seems best, and I would really like to know how Shirov would continue the attack. I'm sure he'd find something: let's see what the comput-ers managed to come up with!

Hiarcs and Fritz6 give 19.♗d3. (As a second option Hiarcs also came up with *19.♖xf5!* a wild possibility which appears to win! *19...♔xf5.* This is not forced, so other replies might be worth investigating. *20.♗d3+ ♔f6 21.♕f3+ ♘f4 22.♗xf4 ♘xd4 23.♘xh7+* with a winning attack. But there are many other complicated possibilities, so I cannot say for certain that ♖xf5 does win the day!) 19...♘f4 (a. *19...♘e3 20.♗xe3 ♖xe3 21.♖xf5 ♕xg5 22.♖fxa5+ ♔h6 23.♖xg5 ♔xg5 24.♖xa8 ♗xa8 25.♕a4* with a winning advantage; b. *19...♘ce7 20.♕g4!* Moves like this are visually exciting, but for the likes of Hiarcs, Junior and Fritz they are easily found and automatic! *20...♕d7 21.♗xf5+ ♘xf5 22.♘e4+ ♔f7 23.♖xf5+ ♔g8 24.♖f8+ ♗xf8 25.♕xd7* and White wins. The PC programs all choose these moves quite quickly, but that doesn't mean they are all forced... and who knows how much of it Shirov had planned in readiness!).

Back to our line 19.♗d3 ♘f4

D1) 20.♗xf5+!? is a wild suggestion by Junior which doesn't look clear but seems to win!

D1a) Not *20...♔xf5? 21.♘f7 ♕c7 (21...♕d7 22.♕h5++−) 22.♘xd6+ ♕xd6 23.♕h5+* wins;

D1b) But *20...♔xg5* (best it seems) *21.♕g4+ ♔f6 22.♗xf4 ♘xf4 23.♕xf4 g5 24.♕f3 ♘xd4 (If 24...♔g7? 25.♕h5 ♖h8 26.♗d3 forces the win) 25.♕xb7 ♘xf5 26.♖xf5+ ♔xf5 27.♕xh7+* leaving the Black king hopelessly exposed.

D2) *20.♗xf4± 20...♗xf4 (20...♘xd4 21.cxd4 ♗xf4 22.♖xf4 ♕xg5 23.♖g4* and the delightful pins around Black's king win the game for White) *21.♖xf4 ♘xd4*

(21...♕xg5 22.♖xf5 ♕xf5 23.♕g4+ wins the queen) 22.♖xd4 ♕xg5 23.♖g4. A diagram here to make sure you're all still with me!
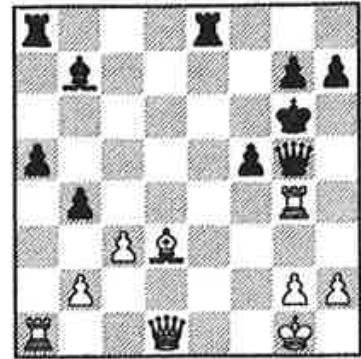
We've reached virtually the same posi-tion as in the previous note and again 23...♖e1+ 24.♕xe1 ♕xg4 25.♕e6+ ♔g5 26.♕e7+ ♔h6 27.♕xb7 wins.

Back to the actual game at last!

18.♔xh2

18.♘xh2 was also possible: 18...♕xd5 19.♕h5+ ♔g8 Safer than 19...♔e6 20.♖xa5! 20.♖xf5 ♕b3 21.♖f1 and White's plus is not so convincing to the computers

18...♕xd5 19.c4

This appears to be really over the top!

19.♕d3 Hiarcs and Fritz6 19...♔g8 20.c4 gives White good compensation. If 20...♕e4 Fritz5+6 put Black just ahead But Junior5 thinks 21.c5 then gives White a slight advantage! Hiarcs disagrees with this and considers that 21...♘d5 would leave Black ahead, but not by much! The closeness of the evaluations to = in this line strongly sugest that Nikolenko's cho-sen 17...♘xh2+ was his best move, thus our exclamation mark at the time. But what will the players make of Shirov's new sacrifice?!

19...♘xc4 20.♘g5+

The diagram is a 'start point' for you to return to from our next lot of analysis!

20...♔g6!

By no means forced, but possibly best. See what you think as you follow some computer analysis with me!

If 20...♔g8, which looks a sound alternative: 21.♕h5 h6 *(21...♘d6?! or !? 22.♕xh7+ ♔f8 23.♕h8+ ♔g8 24.♕h4 ♖e7∞)* 22.♖xf5 ♘4e5! *(22...♘6e5?! 23.♗xc4 ♕xc4 24.dxe5 hxg5 25.♖xa5 ♗xg2 26.♖c5!! ♕e6 27.♖xg5 is about equal (Hiarcs), gives White a small edge (Fritz))* 23.dxe5 hxg5 *(23...♕xb5?? 24.♕g6! hxg5 25.♕f7+ ♔h8 26.♖xg5 ♕xe5+.* Anything else allows a quick mate. *27.♗f4!* A lovely move from Fritz6 *27...♕xg5 28.♗xg5* and if *28...♗a6* to save the bishop *29.♔g3!!* forces the win due to the terrible threat of ♖h1+!!*)* 24.b3! ♖xe5 25.♗c4 ♕xc4 26.♖xe5 ♕d4 27.♖e8+ ♖xe8 28.♕xe8+ ♔h7 29.♕h5+ is a draw.

What if 20...♔f6!? This is better than ♔g8. 21.♕h5 ♘d6 22.♘xh7+ ♔e7 and White's attack appears to be petering out, so the best Fritz or Junior can recommend is 23.♕g5+ ♔f7 24.♕h5+ going nowhere, and possibly even losing after the checks

21.♗xc4 ♕xc4 22.♕f3

22...♖f8?

Black finally cracks!

Note that 22...♘e7! might win if 23.♕g3 *(However 23.♕xb7 ♕xf1 24.♕b6+ ♔h5 25.♘e6 gets White the draw according to Fritz6)* 23...♕xf1 though 24.♘e4+ ♔f7 only move to avoid mate 25.♗h6 ♕f4! What a wonderful move — thankyou Fritz6. 26.♗xf4 ♗xe4∓

23.♕g3!

Perhaps Nikolenko missed this strong move. Nimzo732 and Hiarcs732 find it within a minute, Fritz5+6 within 10 secs and Junior6 is even quicker!

23...♕xf1

The best chance to save the game, as Black can only hope for a draw now.

23...♘e5?! 24.dxe5 ♕xf1 25.♘h3+ *(Fritz6*

comes up with *25.♘e4+!!* which is even better! *25...♔f7 26.♕b3+ ♔g6 27.♕e6+* forces *27...♖f6 28.exf6 fxe4 29.♖xa5* and the rook can't be taken as *29...♖xa5 30.fxg7+ is mate in 4)* 25...♔f7 26.♕b3+ ♔g6 27.♘f4+ forcing 27...♖xf4+ 28.♗xf4 winning;

23...♕e2?! is met by 24.♘e6+ ♔f7 25.d5 g6 26.♖xf5+ gxf5 27.♕g7+ ♔e8 28.♕xf8+ ♔d7 29.dxc6+ and an easy win

24.♘e6+!

Junior6 is the only one to convince here. All three of F6, H7 and J6 quickly show ♘e4+ as a draw, but Junior goes to a reasonable plus for White with ♘e6+ after about 1 minute. Fritz takes 1 minute to prefer ♘e6+ but only with a negligible plus, whilst Hiarcs shows both moves as a draw until the 9th ply when it apparently does some deep extension searching before just favouring ♘e6+ after over 3 mins.

So far I've given Fritz most of the work in this game, but J6 now seems best aware of these tactics, so I'm swapping over!

As noted 24.♘e4+ would only draw, as is shown very quickly by all the programs 24...♔f7 25.♕b3+ ♔g6 26.♕g3+ etc

24...♔f7 25.d5! ♖g8

25...g6? 26.♗g5 ♕xa1 27.♕c7+ m/3; 25...♔e8 26.♕xg7 ♖f7 27.♘c7+ ♔e7 looks a nice try until you see 28.♗g5+ and Black's queen falls!

26.♕c7+

It's nearly all over now

26...♔g6

26...♘e7 27.♗g5 and if Black tries saving his queen with 27...♕b5 28.♕xe7+ is m/2

27.dxc6?!

Shirov falters, we think! — it is missed by his opponent, but not by Junior6! To be absolutely certain of the win 27.♘f4+ is correct: ♔f6 28.♕d6+ ♔f7 29.♕e6+ ♔f8 30.♕xf5+ ♔e7 31.♕e6+ ♔d8 32.♗e3 ♕b5 33.♕xg8+ and mate (in 12!) is unavoidable

27...♗c8?

Missing a move which might have given Shirov much more trouble.

Junior's find is the clever 27...h6! which leads to some lovely chess: 28.cxb7 ♖ae8! 29.♕b6! ♔h7! 30.♗xh6! the oft seen bishop move in this game, releasing the a1–rook's attack on Black's queen 30...♖xe6 31.♕xe6 ♕xa1 32.♗f4 and though it now seems that White should win – though Black has ♖+♙ for ♗, White is too close to queening – there's still some work to be done.

Not 27...♕c4? 28.♘f4+ ♔f6 29.♕d6+ ♔f7 30.♕d7+ ♔f6 31.♘d5+ ♔e5 32.♗f4+ and Black must give up his queen to avoid a quick mate

28.♘f4+ ♔f6 29.♕d6+ ♔f7 30.♕d5+ ♔f8 31.♗e3

'The' bishop move again! – a brilliant game. With such massive complications, it may not have been completely sound, but it was still wonderful stuff. As mentioned earlier, it would be interesting if anyone has information on other analysis, especially any from Shirov himself **1–0**

RESULTS & PC SPEEDS

A selection of **Graham**'s results playing on Pentium/200MHz machines:

G/60	Chessmaster 6000	CS_Tal2	8½	5½
	Chessmaster 6000	Genius 5	6½	4½
	CS_Tal2	Genius 5	4	11
	Hiacs 732	Junior 5	11	6
G/30	Hiarcs 732	Junior 6	6	3
G/10	Junior 6	Fritz 516	4½	5½
G/6	Junior 6	Fritz 516	10½	5½
G/5	Junior 6	Junior 5	11½	8½

Shortly after sending these - with some superb games which are squeezed out of this Issue - Graham wrote:

Dear Eric

I am soon getting a 700MHz machine, and I am wondering if you will then accept results at Game in 30 (or 60 moves in 30 mins), considering the extra power?

I can understand the need to have a minimum time, but it does seem churlish to have the same minimum time as when PCs were 50 times slower.

I agree that Game in 30 (and 30 secs per move) should not warrant inclusion in the Rating List against humans, but I would propose that Game in 30 (and 30 secs) should be allowed for the most powerful machines... say 500MHz and faster where both programs are on similarly equal hardware.

Perhaps this could be debated in *Selective Search*?!

I'm perfectly open to this idea. I've always held the view that 20 results at G/60 gave a more reliable rating guide than 6 or 7 at 40/2, and both matches would take the same user time. The question has always been: *"Are the results similar enough?"*

In my testing, results at G/60 have been so close to those at 40/2 that I've done much of my testing at this quicker time control.

It is some while since I did any serious work at G/30, and I did tend to get variations in the results then - Franz Morsch and Richard Lang programs for example used to get better results at the faster time controls on slower hardware, which could have unbalanced the Rating List.

But I can well believe that G/30 on 500MHz PCs will produce virtually exactly the same as G/60 on 233MHz machines.

What I'd probably like to see is a set of scores from someone with a pair of these super-fast processors, playing 20 games at G/30 and 20 at G/60, to see how close they were. Is there any such prosperous owner?!

And, as Graham says: *"What do others think?!"*

In Graham's next correspondence he sent me scores between programs playing against themselves, one running on his new 700MHz monster, and the other on his 200MHz machine.

	Program	700MHz	200MHz
G/15	Genius5 700	9	1
	CSTal_2 700	1	0
	Chessmaster 6000	7½	1½
G/30	Chessmaster 6000	2	0
G/60	Chessmaster 6000	2½	1½

"That's a total of 22-4", Graham points

out..."*with one win for the 200MHz I think you would have to say that this is just about as big a result as you could expect, around 270 Elo. The 700MHz is about 6 times faster than my 200.*

"*However the games were perceptibly tighter at the slower levels, which is what I expected. Knowing how computer matches have always exaggerated differences I would personally estimate the extra strength to be easily 100 Elo, and probably in the range of 120 - 150 Elo. I will do more tests at slower speeds*"

"*Rebel-10's self-assessment algorithms under [Options] are interestin! Presumably it accesses the PC processor speed info. and RAM size. On my 200MHz machine is gives itself a 2630 rating, on the 700MHz machine it proclaims itself 3040 Elo!*
 "*Chessmaster 6000 is nearer the mark: its respective figures are 2550 and 2710*".

Following on from here Graham sent some timings, produced by Chessmaster 6000, for 4 positions, using 4 different PC's.

	P/200	P2/450	K7/500	P3/700
Pos 1	110	36	22	19
Pos 2	52	14	9	9
Pos 3	229	78	47	39
Pos 4	282	88	52	43

Note that the **speed factors** remain constant in all of the positions, so this might be of help to readers contemplating a new PC!

THREE TRICKY POSITIONS
1. Graham White's
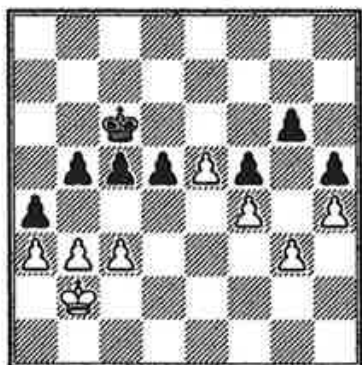
"*None of the programs*" says Graham, "*realise that 1.b4? c4 2.♔c2 only draws because of 2...d4! The correct move is 1.c4... alas my opponent did find it and won!*"

Notes by Eric: Earlier versions fail, but both Fritz6 and Junior6 now seem to find **1.c4** in around 1min. Evals. go to >100 at 2mins. Well done!

Let's check **1.b4**.   Then **1...c4 2.♔c2 d4!** Here F6 and J6 let themselves down, both choosing 2...♔d7? which would allow White to still win. **3.cxd4.** As Graham says, this can only draw now: the F6 eval just +28! but J6 has White +207 which is quite wrong. **3...♔d5 4.♔d2** etc. – White will never be able to breakthrough

2. White to avoid Qxh6

So far I've only found one program – Shredder4, there may be others – which avoids 1.♕xh6?? Black wins after ♘h5!

3. Black to find 15.Bxh3
Dus Chotimirsky,F - Yudovich,M
[D20] Moscow-ch Moscow, 1942
1.d4 d5 2.c4 dxc4 3.♘c3 e5 4.e3 exd4 5.exd4 ♘c6 6.♘f3 ♗d6 7.♗xc4 ♘f6 8.0-0 0-0 9.h3 ♗f5 10.♗e3 ♕d7 11.d5 ♘b4 12.♗b5 c6 13.dxc6 bxc6 14.♗c4 ♖ad8 15.♕e2

15...♗xh3! It looks almost automatic, but the computers really struggle. Here's how it ended: **16.gxh3 ♕xh3 17.♖fd1 ♘g4 18.♖xd6 ♖xd6 19.♘e4 ♘xe3 20.♕xe3 ♖g6+ 0-1**

A Brief Look at the New Programs

In alphabetical order!

Fritz6 £39.95

I think this is a good improvement over Fritz532. Firstly the new playing engine seems clearly better - slightly slower (though it's still very fast at tactics!) due to new knowledge included, but playing all the better for it! Secondly the improved, genuine-Windows interface, plus quick mouse right-clicking, gives great ease-of-use over a tremendous range of features. The training modes with move explanations and sparring levels are terrific.


The extra knowledge gives F6 a higher quality feel in quieter positions and endgames. It also uses Endgame Tablebases now, and there's 131MB of them on the CD with instructions for copying them to the hard drive and directing Fritz to use them from there. The early view would be that F6 represents at least a 30 Elo improvement over F532.

Genius6.5 £79.95

(incl. in the WM-Paket 2000/Shredder pack) Britain's Richard Lang believes he has managed a small but worthwhile improvement with this upgrade, which is good news for all its fans.

Folk who are comfortable with the Genius-style interface will find most icons and menus exactly where they want and expect them to be... and there's a few more of them now! There's an enlarged and updated opening book and the package comes with Shredder4 and Nimzo2000 engines for running within Genius, so you can play engine matches, get alternative evaluations, or
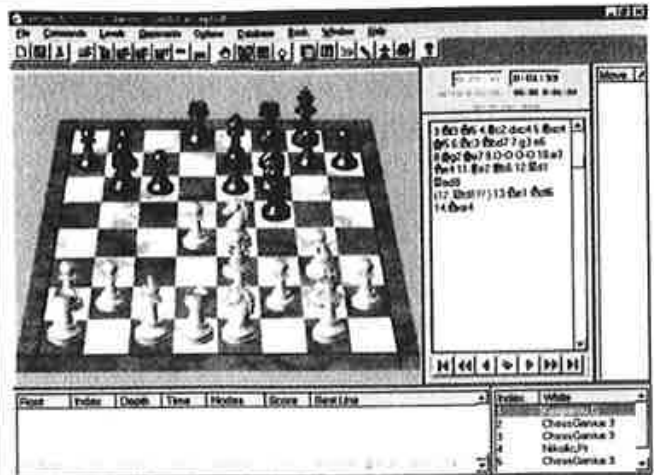
indeed use Shredder4 from within Genius if you prefer its screen, analysis method and layout!

Junior6 £39.95

This might be the 'big' one of the new crop. Interface, layout, features, Endgame Tablebase functions etc. are exactly as for Fritz6.
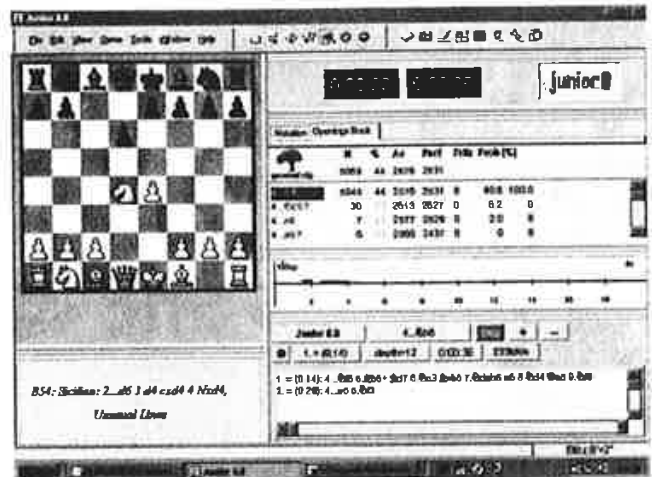
The new J6 engine seems, from early results here and, for example, the ones I have from Chris Taylor and Enrique Irazoqui, to be a real move forward: dynamic, tactically first class, but with some clever positional and pawn usage knowledge, as well as strong endgame play (the CD also has the same 131MB Endgame Tablebase files as F6 for copying and using from your hard disk).

Running the engine within ChessBase on my laptop there was a slight delay at times between moves in analysis mode, but this doesn't happen at all when you've booted into either Junior6 or Fritz6 direct. It plays very powerful chess, and I think it might be no.1 - indeed in Irazoqui's matches, it has just edged both Shredder4 and Fritz6!

Rebel-Tiger £39.95

Christophe Theron's commercial newcomer, in association with Rebel's Ed Schroder, looks likely to bear immediate fruit! The program runs within the *Chess Partner* interface - a true Windows job - and looks excellent in both 2D and 3D.
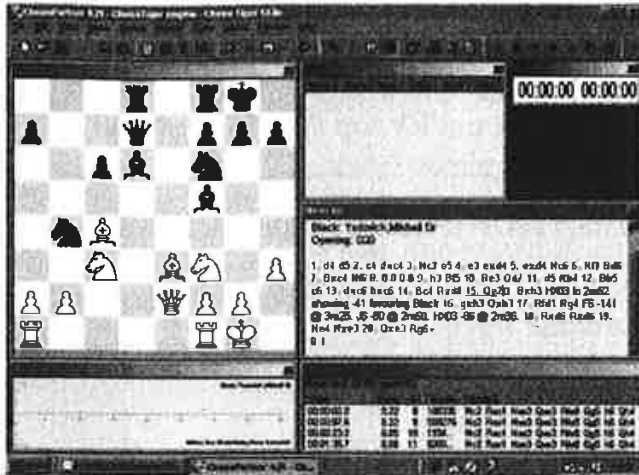
There are the usual features for game analysis, adding personal notes, printing etc. Right mouse button clicks inside different windows (board, move list, analysis, book etc.) take users to quick, appropriate pop-up menus. The Auto232 computer-v-computer system is supported, plus advanced features incl. some for Internet play.

The Database supports its own (*Chess Partner*) format, plus PGN and ChessBase .cbf. However, after loading and working on .cbf games, I've not been able yet to save the results of my labours! It is a slight handicap for folks with big ChessBase .cbh databases that Genius, Tiger and Shredder don't support them. From within ChessBase (or a CBase program such as Fritz, Hiarcs or Junior) you can run .cbh files immediately, and convert them to .cbf or PGN. But though Tiger, Shredder and Genius loaded these okay, only under the Genius6.5 interface did I manage to Save or Replace the .cbf files?!

Apart from that (and maybe I'm doing something wrong!) there are no complaints - Tiger plays strong chess in a style that should also do well against humans. It is excellent in creating and playing against weak pawns, and really hard for even the top programs to beat from what I've seen so far.

Shredder4 £79.95

(current World Micro Champion, and promoted as the top playing program in the 6 CD WM-Paket package).

I've said plenty about Shredder4 in
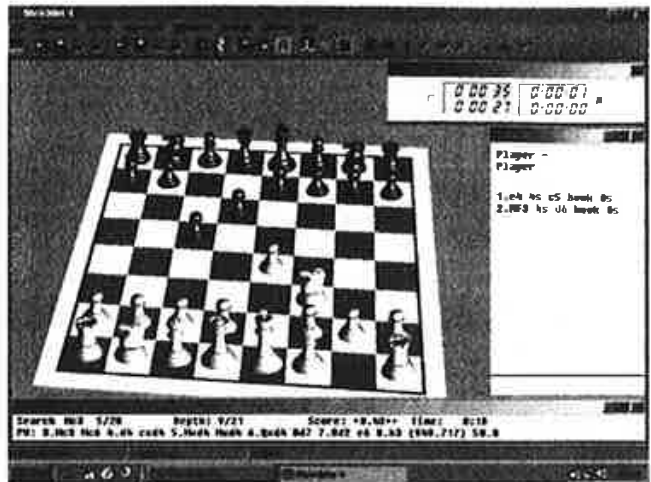
previous issues of *Selective Search* (especially considering I'm indirectly connected to Hiarcs through my opening book work) - and I've genuinely expected it to be the no.1 program from its World Championship performance and supplied beta-test results. The games I played through have impressed, and I was equally struck when I got it and started to use it for analysis, as I felt that some of its forward awareness and evaluation work was very advanced. But this may be best in defensive situations - Shredder's expertise seems to be in playing excellent sound rather than dynamic chess? Whatever, my early computer-v-computer results have not been quite as good as I expected, and Enrique Irazoqui and others are also getting slightly mixed scores.

The Shredder interface and features come fully up to expectations and there are many useful shortcut key combinations for adding analysis etc. In fact the results of adding Shredder analysis while playing through a game is a little different to the way others do it, but quite useful when you get used to it. I was also impressed by the method it uses to analyse a game at any set time control, then add proposed improvements plus evaluations for both the move played and the recommended move. The whole Shredder4 package is a massive value-for-money 6CD affair, which includes Genius6.5 plus extra Shredder4, Nimzo2000 and other earlier engines for running within Genius!

As with Rebel-Tiger I had problems after loading a ChessBase .cbf file in getting Shredder to re-Save or Replace the game, but everything else works just fine. An added suprise was that Shredder4 can be told to access the Nalimov Endgame Tablebases (which I had copied from my Fritz6 CD onto my hard-drive) and it uses them perfectly! It is very strong, but maybe it wont quite be top!

STOP PRESS NEWS AND RESULTS

I'm sorry that this Issue of *SS* is rather late. Sadly my mum died on 14/January - just making it into the new Millennium. We'd visited her at Christmas, and she seemed quite well (for her age 81), but then had a heart attack on the 14th.

Readers will, I'm sure, appreciate that this has meant a period of sadness, together with a lot of extra work in the week following, sorting out personal things with funeral directors, solicitors etc. At least I know where my mum has gone, and had the privilege of speaking at the funeral, encouraging friends and family of the effectiveness of putting one's faith in Jesus Christ.

When I got back home, somewhat weary, I found quite a few last minute pieces of chess news waiting for me... here are the main bits.

Chris **TAYLOR** has been sending me plenty of valuable results, which has helped greatly in getting what should be pretty reliable ratings onto our List for most of the new programs.

His testing is done at various time controls, from G/30-G/90. For our **Rating List** I excluded the G/30, but the following is a full listing combining all Chris' scores:

Rebel Century	Genius 5	6½	5½
Rebel Century	Fritz 532	2½	1½
Rebel Century	Hiarcs 6	3½	2½
Rebel Century	Junior 5	3	5
Rebel Century	Junior 6	5	5
Fritz 6	Nimzo 732	14½	8½
Fritz 6	Shredder 4	19½	20½
Fritz 6	Hiarcs 732	9	10
Fritz 6	Fritz 532	8	6
Hiarcs 732	Rebel 9	10	5
Hiarcs 732	Nimzo 2000	8½	2½
Hiarcs 732	Shredder 4	11	6
Shredder 4	Junior 5	6	4
Shredder 4	Junior 6a	8½	14½
Junior 6a	Fritz6	6	7
Junior 6a	Hiarcs 732	4½	2½

Chris has sent me most of the games, in PGN format... if any reader fancies a look at them, send me £3 and I'll put them on a floppy disk for you.

I noted that his results show Rebel CENTURY and SHREDDER4 doing better than some other scores elsewhere in *SS* - that's why we need to gather as many as possible, if we are to obtain maximum accuracy. His results with JUNIOR6A are excellent, and confirm others which indicate that Junior6a, Fritz6a and Tiger are the three likely to be fighting it out for top spot for a while!

The **THURINGER** Tournament was held at the end of 1999 and resulted in the Rebels, **TIGER** and **CENTURY,** coming 1=, each scoring 5/7.

On 4½ were Fritz6, Junior6 and Genius6.5, whilst with 4/7 were Zarkov5 and Shredder4.

Full **Cross-Table** and **Games Selection** in our next Issue.

Another Tournament which will be covered in the next Issue will be **PADERBORN 2000**, which starts later in February. Amongst the entries are **Fritz, Junior,** a **Shredder** version, and the multi-processor **P.ConNerS**.

A chap called **Fieberg** has played 1,350 computer-computer games at various pawn and piece odds, to see what effect it has! Time control was G/5 using a P/166, with the same engine playing for White and Black. I'm not sure of the relevancy, it being Blitz, but readers may find the % scores for the handicapped side interesting:

a-♙	b-♙	c-♙	d-♙	e-♙	f-♙	g-♙	h-♙
46%	38%	37%	40%	41%	37%	40%	41%
a-♖	b-♘	c-♗	♕	f-♗	g-♘	h-♖	
10.6%	13%	16%	2.2%	11.1%	19%	9.4%	

- PS1. I can almost **guarantee** some *interesting* **dedicated computer** news for our next Issue - if I'm right it will be in *SS*.
- PS2. Just as we go to press the latest SSDF rating list reached me. They have **Junior6** on top, Chess/Rebel **Tiger** is 2nd., **Nimzo732** is 3rd., and **Fritz532** 4th. As yet there are no ratings for Fritz6, Shredder4 or Rebel Century.

ENRIQUE IRAZOQUI'S
NEW, VITAL CADAQUES TOURNAMENT

The **Cadoques Tournament**, named after a beautiful Spanish coastal town, is being played on two Pentium3/500MHz machines. The **time controls** are 40 moves in 40 mins, and each of the participants plays 20 game matches against all the other participants (that means a total of 420 games!)

This, then, is the *"Linares Tournament"* of the computer chess world. Here are the participants:-

Program	Author	Distributor
Fritz 6a	Franz Morsch	ChessBase
Hiarcs 732	Mark Uniacke	ChessBase
Junior 6	Amir Ban, Shay Bushinsky	ChessBase
Nimzo 732	Chrilly Donninger	ChessBase
Rebel Century	Ed Schroder	Rebel B.V
Rebel Tiger	Christophe Theron	Rebel B.V
Shredder 4	Stefan Meyer-Kahlen	Millennium

The following TOURNAMENT TABLE includes all results up to a couple of days before *Selective Search* went to the printers. Our RATING LIST on page 31 has also been updated at the very last moment to include them, so readers are as much in touch as I can get them!

The TABLE ORDER here is based on % (percentage) scores as it seemed most unlikely that all of the programs would have played exactly the same number of games at the precise moment we go to press! As it happens, they have!

Pos	Program	Fritz6	Hiar7	Jun6	Nimz7	RCent	RTig	Shred	Total	Games	%tage
1	Junior 6	12		xxx	13	15		11	51	80	63%
2	Fritz 6a	xxx	13½	8	10½	15			47	80	58%
3	Rebel Tiger		10½		10	12	xxx	12	44½	80	56%
4=	Shredder 4		8½	9		13½	8	xxx	39	80	48%
4=	Nimzo 732	9½	12½	7	xxx		10		39	80	48%
6	Hiarcs 732	6½	xxx		7½		9½	11½	35	80	44%
7	Rebel Century	5		5		xxx	8	6½	24½	80	31%

This Tournament will conclude well before the next Issue of *SS*, so we'll be able to include a report and some games next time. Readers who want to ring me at the Countrywide offices in a couple of weeks (01353 740323), to get the final scores, are welcome to do so.

My initial observations are that **Fritz6** and **Junior6** appear to be very useful upgrades, especially the latter, and **Rebel Tiger** is a genuinely strong newcomer (but it still has to play the top pair)! **Shredder4**'s results here, and from other results coming in, are not quite as good as we expected and hinted at before its launch. And whatever has happened to **Rebel Century**? I just don't know. Playing it myself it still feels fine, but the above scores will be very disappointing to many. Maybe an over-emphasis to prepare it for games against humans?

Rebel's GM Challenge cont...
Games v BABURIN and SCHERBAKOV

Here are the latest games in **Rebel**'s crusade to evaluate its relationship to GM status!

Baburin A - Rebel Century

[D07: Queen's Gambit: Chigorin Defence] GM Challenge 40/2. *Notes* 'Bab' by Baburin, and others by Eric

1.d4 d5 2.c4 ♘c6

This opening does not gain the approval of most of the other PC programs, but Rebel has always quite liked it.

Bab: I knew that Rebel had played the Chigorin Defence before, but I did not make any special preparation. In fact it was very brief for this game – I decided to play in my usual style and not to employ any special tactics.

3.cxd5 ♕xd5 4.e3 e5 5.♘c3 ♗b4 6.♗d2 ♗xc3 7.♗xc3 exd4 8.♘e2

Bab: I believe that this plan, suggested by GM Suat Atalik, promises White some edge.

8...♘f6

Bab: I had hoped that the computer would play 8...♘ge7 9.♘xd4 ♘xd4 10.♕xd4 ♕xd4 11.♗xd4 f6 as in the game Lautier–Yermolinsky, Parnu 1998. Though Black drew that game comfortably, it would provide me a dream scenario against a computer – White has 2 bishops in the endgame and there are no tactics!

9.♘xd4 0-0 10.♘b5 ♕g5
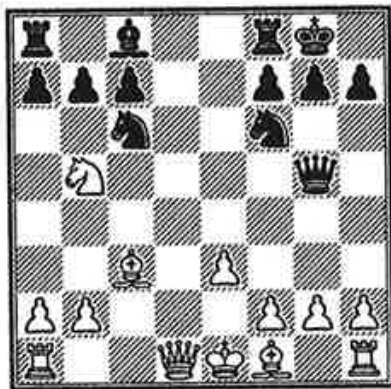
Bab: I started to get nervous around here. I did not really expect that the computer would sacrifice any material that easily, and thus realised that it must be theory... but alas, I did not know it!

11.h4

11.♘xc7 ♗g4 12.♕b3 ♖ad8 13.♕xb7 ♕c5 14.♗b5 ♖d6 15.♘a6 ♕d5 16.0-0 ♗c8 17.♕c7 ♕xb5 18.♕xd6 ♘e4 19.♕f4 ♘xc3 20.bxc3 ♗xa6 21.♖fd1 ♕c4 22.♕xc4 ♗xc4 23.a3 ♖c8 24.♖ab1 ♔f8 25.f3 ♖c7 Van Wely,L–Miladinovic,I/ Groningen 1997 ½-½

11...♕g6 12.h5 ♕g5 13.h6 ♖d8N

Bab: This appears to be a novelty. I expected 13...♗g4 which had been tested before (and which I did not know) 14.♕c2 g6 15.♗e2 ♗f5 16.♕a4 ♘e4 17.g4 ♘c5 18.♕f4 ♕xf4 19.exf4 ♗d3 20.♗xd3 ♘xd3+ 21.♔f1 ♘xf4 22.♘xc7 ♖ac8 23.♘b5 ♖fd8 24.♗f6 ♖d2 25.♗g5 ♖d5 26.♘xa7 ♘xa7 27.♗xf4 ♖c4 28.♖e1 Kachiani Gersinska,K–Botsari Miladinovic,A/ Pula 1997 ½-½.

Eric: I think that, when a GM says he does not 'know' an opening, he may not mean the same as you or I might. He <u>is</u> aware of it, <u>knows</u> some or most of the moves that were played, but has neither played it himself nor spent time studying it, so considers that he does not 'know' it!

14.♕a4 ♘g4

Hiarcs and Junior prefer 14...♘d5 15.♕h4 ♕xh4 16.♖xh4 a6

15.♗e2

Not 15.♘xc7?! ♘xe3! and, says Baburin, especially not 15.hxg7? which loses after 15...♘xe3! 16.♕e4 ♗f5 17.♕xe3 ♖e8-+

15...♘xh6 16.♘xc7 ♕xg2

Bab: Again, not something I had expected

17.♖xh6!

Demolishing the pawn protection around Black's king

17...gxh6 18.♘xa8

Shredder, Hiarcs and Junior prefer 18.♗f1 ♕g4 19.♕xg4+ ♗xg4 20.♘xa8 ♖xa8 which looks equal and rather drawish

18...♗h3

Making the fairly obvious mate threat of ♕g1+

19.♕c4 ♖xa8 20.0-0-0 ♕xf2 21.♗g4

Bab: I also considered here 21.♕f4!? (also chosen by Hiarcs) 21...♕xf4 22.exf4 but it would be too tame, says Baburin.

Shredder prefers 21.♕e4 but 21...♗f5 looks to leave Black with the advantage

21...♕xe3+

The various programs now see Black's advantage as between +80 to +160
22.♔b1 ♗xg4 23.♕xg4+ ♕g5 24.♕d7

Bab: This is a very interesting position. I bet that any computer program believes that Black is just winning here. Yet I thought that chances were about equal – White can get one pawn back and should have enough play, as Black's king is very exposed.
24...♖b8 25.a3 ♖d8
Again Shredder, Hiarcs and Junior unite in preferring 25...♕g6+!? with 26.♔a1 h5 to follow. However 27.♖f1 looks equal.
26.♖e1
It is White's turn to threaten mate: ♕e8
26...♔f8 27.♕xb7 ♕c5 28.♕c7
Bab: Here I was getting short of time and so the clock became my main concern. Otherwise I would have found 28.♖f1! (I'm sure all the programs go for this) 28...♕c4 (or *28...♕d5!? 29.♖g1 ♘e7*) 29.♖g1 where White is better in my opinion.
In the game my play allowed Black's ♖ onto the 6th rank, where it's more active
28...♕d6   29.♕b7   ♕d7   30.♕b3   ♕f5+ 31.♔a1   ♖d6   32.♕c4   ♖e6   33.♖f1   ♖e4 34.♕a6   ♕d7   35.♕b5   ♖g4   36.♕c5+   ♔g8 37.♖e1!
A good file for the rook which will offer White the chance to make various mate threats which stop Rebel from activating his position
37...♖g6 38.♕f5
Threatening mate by ♕xd7 and ♖e8
38...♕d8
The only move. 38...♘b8?? 39.♕e5 f6 40.♕xb8+ wins easily
39.♕d5 ♕b8 40.♕d7 ♔f8
Baburin now has to make a difficult choice. Continuing in the same vein as the last few moves with 41.♕f5 is almost certainly heading for a draw.

41.b4!?
Bab: Of course this move seriously weakens White's king, but I spent about 20 mins on it, and you can be sure I considered the various pros and cons here.
41...a6
It is interesting to compare the evaluations of the different programs at this point. For example Shredder4 shows Black still +72, whereas Junior6 considers it very close at only +22
42.♗b2   ♕d8   43.♕f5   ♕c7   44.♕c5+   ♕d6 45.♕c3
Another simple mate threat (♕h8).
Bab: Somewhere after this I began to go wrong
45...f6 46.♖c1?!
By removing the mate threats Baburin allows Rebel some freedom. 46.♕f3 seems better
46...♘e7 47.♕f3 ♔g7 48.♖d1 ♕e6 49.♕b7
Risky, but more fun! 49.♕f2 or ♕f1 is safer, though a more boring way to seek the draw
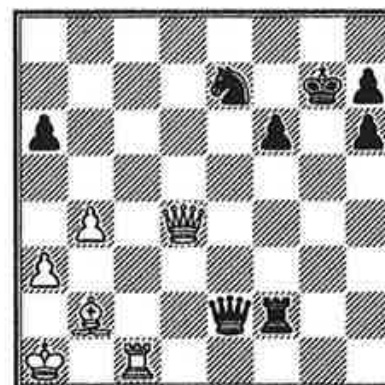**49...♕e2!**
Shredder has this as +169, Junior6 is much more moderate at +60
50.♕d7 ♖g2
It's Rebel's turn to threaten mate (♕xb2)
51.♕d4 ♖f2 52.♖c1

52...♔f7?!

Bab: A human would play 52...h5! here, and probably win the game. The pawn makes just one step forward, but this could be crucial later in the endgame. It was what I feared, but now I felt relief and even offered a draw on my next move **53.a4 ♕d2**

Rebel follows the well-known principle of exchanging pieces when holding extra pawn/s. But the pair on the h-file are barely mobile and as Baburin says, White should have no real problems from here **54.b5 ♕xd4 55.♗xd4 ♖f4 56.♖c4 axb5 57.axb5 ♘d5 58.♔b2 ♖g4?!**

Though it's probably too late now, I think Black's only chance is to get h5 played as soon as possible.

58...h5 59.♔b3 h4 60.b6 ♘xb6 61.♖c7+ ♘d7 62.♖xd7+ ♔e6 63.♖d8 h3 as produced with Junior6 looks to be the best continuation for both sides, though I'm fairly sure it would still end up a draw **59.♔b3 ♔g6?!**

At this point 59...h5 is still being recommended by all of Shredder, Hiarcs and Junior as the most realistic chance for the full point. I again agree, but 60.b6 ♘xb6 61.♖c7+ follows, as in my note to the previous move. With Black now a tempo in arrears, it will surely still be a draw **60.b6 ♘xb6 61.♗xb6 ♖xc4 62.♔xc4 f5 63.♔d3 ♔g5 64.♔e3 ♔g4**

The black pawn and king look as if they're getting dangerous, but it's illusory **65.♔f2 f4 ½-½**

On its powerful hardware Rebel Century's evaluation drops to below +100 at 1m03secs, and the draw is agreed.

Bab: The game has ended in a draw after very interesting play. I am very pleased with it, as I learned that it's possible to play against computers even in positions which are rich in tactics. I have no reason to complain about my tactical vision, but the prospect of playing someone who never errs and can spot your every tactical mistake horrified me.

Eric: The theory that computers 'never err' tactically continues to do the rounds. Positions we have in almost every Issue of *SS* still show that there are some areas in which they are still quite blind.

The following is **Rebel's** most recent venture in this series of **GM Challenges**.

Scherbakov's win is not tactical, but comes through steadily negotiating and improving on a good position out of the opening. How much do the programs understand of this? Where does Rebel go wrong? – do other programs 'know'?

Fritz and Hiarcs dislike Rebel's king loitering moves around moves 29–32, whilst Junior considers it's all still equal until putting the blame on 49...♔b6? (which Fritz and Hiarcs also dislike). Even then they don't think it's too desperate (−100'ish).

Scherbakov - Rebel Century

[D17: Slav Defence: 5 a4 Bf5]
40/2 GM Challenge, 2000

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♗f5 6.♘e5 e6 7.f3 ♗b4 8.♗g5 h6 9.♗h4 c5 10.dxc5 ♕a5 11.♕d4 ♘c6 12.♘xc6 bxc6 13.e4 ♗xc5 14.♕xc4 ♗g6 15.♕a6 ♕xa6 16.♗xa6 ♖b8 17.♗xf6!?N

17.♘d1 ♘d7 18.♖c1 ♗b4+ Adianto–Kramnik/London 1994 ½-½;

17.0-0-0 0-0 18.♖he1 ♖b4 19.♗g3 ♘e8 Cech,P–Schmid,J/Prague 1994 1-0

17...gxf6

18.0-0-0 ♔e7 19.♔c2 ♖hd8 20.♖xd8 ♖xd8 21.♗d3 e5 22.g4 h5 23.h3 h4 24.♖d1 ♖d4 25.b3 ♖d6 26.♘e2 ♗e3 27.♗a6 ♖xd1 28.♔xd1 ♔d7 29.♔c2 ♔c7 30.b4 ♗g5

30...♔b6! 31.♗c4± say F6 and H732

31.♗c4 ♔d6 32.♔d3 ♔d7 33.♘c3 ♗h6 34.♘b1 ♗f8 35.♔c3 ♔d6 36.♘d2 ♗h6 37.♔d3 ♔c7 38.♗b3 ♗f8 39.♔c4 ♗g7 40.♔d3 ♔d7 41.♘c4 ♗f8 42.♔c3 ♗h6 43.a5 ♔c7 44.♗a4 ♗f4 45.a6 ♗g3 46.♔d2 ♗f2 47.♘a5!

Attacks the isolani on c6 **47...c5 48.b5! ♗g1 49.♔d3 ♔b6?**

The big step towards defeat? ⌂49...♗h7±

50.♘c4+ ♔c7 51.♗b3 ♔b8 52.b6 axb6 53.♘d6 ♔a7 54.♗c4 b5 55.♗xb5 c4+ 56.♔xc4 1-0

OPEN LETTER FROM FENG-HSIUNG HSU
ISSUES RELATING TO DEEP BLUE AND KASPAROV

Feng-hsiung Hsu one of the three main programmers of Deep Blue has released the following **open letter**.

He adds *"It is probably historically significant as well. I believe that this is the end of the Deep Blue saga."*

This open letter is about what happened after Deep Blue2's 1997 match win over World Chess Champion **Garry Kasparov**.

More specifically, it is about Mr. Kasparov's post match challenge to the Deep Blue team for a new match. You will see below that I had been doing everything within my power to make the new match happen. However, as far as I can tell, Kasparov has now effectively withdrawn his challenge.

Unless Kasparov has a quick change of heart, or someone changes Kasparov's mind through persuasion or enticement, there will not be a new match.

Neither scenario seems likely. Therefore, I will now also use this opportunity to say my thanks and farewell to many kind people in the chess world and the computer chess world.

Some Personal Notes

My name is **Feng-hsiung Hsu**. I am one of the three persons who designed and programmed Deep Blue, the IBM chess computer. The other two persons are Murray Campbell and Joe Hoane.

Murray joined the project in 1986, a year after I started the project at Carnegie Mellon University in 1985.

Joe joined the project in 1991 after

Murray and I moved to IBM Research. The three of us had spent close to 30 man-years on the project when Deep Blue2 won the match.

The Kasparov Challenge

At the end of the 1997 match, Mr. Kasparov challenged the Deep Blue team for a rematch. I believe that all three of us felt that we had a personal obligation to honor Kasparov's request.

For anyone who was hiding on Mars at the time...
- *In 1996 Kasparov beat Deep Blue1 by 4-2*
- *In 1997 Deeper Blue2 beat Kasparov by $3\frac{1}{2}-2\frac{1}{2}$*

I (Eric) always thought that...
- *In the 2nd. match, Kasparov could have beaten Deep Blue if he'd prepared properly, using his own openings etc.*
- *He over-reacted badly to his defeat, and was quite insulting to the Deep Blue team in the way in which he demanded printouts of Deep Blue's analysis, and implied they had cheated by allowing GM input during games to over-ride DB2's own move selections*
- *The Deep Blue team had to return usage of the main-frame computer to other users anyway - for weather forecasting and various tasks in the USA - but that Kasparov's after-match rudeness had persuaded them to call a halt to any further chess development of Deep Blue, and that the DB2 team had therefore refused Kasparov's requests for a 3rd. match.*

I got some of it right.... read on!

But the decision was not really up to us.

One further complication was that Kasparov had earlier made a groundless and false accusation of cheating against the Deep Blue team and IBM itself. I personally considered the accusation an insult and I doubt that any corporate officer would think otherwise when his or her company is similarly accused.

A few months after the 1997 match, it became clear that the chance of a new match between Kasparov and Deep Blue was remote at best.

Murray, Joe, and I moved on. We gave talks all over the world. We wrote and published technical articles. I wrote a book on the whole project, from Carnegie Mellon to IBM, although it is not published yet.

A Third Match!?

Meanwhile, for over two years, Kasparov repeated his challenge for a new match. In some of Kasparov's remarks, he even suggested making the new match a world title match!

Unfortunately, Kasparov also continued with his accusations, changing from one conspiracy theory to another as time wore on. There was little that I or the rest of the team could have done about Kasparov's challenge.

Changes in the Offing and a New Deep Blue?!

However, I was planning to leave IBM.

Since IBM was not doing anything with the Deep Blue chess chip, if I could secure the right to the chess chip from IBM, then it would be possible to build **a PC based chess machine** with playing strength comparable to Deep Blue.

It would be equivalent to a *"poor man's Deep Blue"*, but with the latest chip technology, it should be every bit as strong as Deep Blue, if not stronger.

I left IBM a few months ago. Before I left, I spent a small personal fortune to get the right to the chess chip. Officially, I was getting the right to commercialize the chess chip. My real purpose was to answer Kasparov's challenge.

When I said goodbye to Murray and Joe, I made an implicit promise. If Kasparov was serious about his challenge, I would see to it that Kasparov got his match.

Hsu Takes Up the Challenge!

Since Kasparov had issued his challenge repeatedly and publicly, I assumed that I only needed to find sponsors for the match.

There was some interest from several potential sponsors, but the sponsors had a major question that I could not answer. The sponsors were skeptical that Kasparov would play a new match, let alone play a **title match**, with the new computer.

I argued that Kasparov was a proud man and there was no way that Kasparov's pride would allow him to back out. The sponsors did not seem convinced.

So about a month ago, I made contacts with **Owen Williams**, Mr. Kasparov's agent. In my first email to Owen, I asked directly whether Kasparov was serious about the

match and whether Kasparov was indeed willing to play the match as a world title match.

The initial response was not encouraging. Owen ruled out the possibility of a title match immediately and was noncommittal about the new match.

In reality, I was not unhappy that Owen ruled out the possibility of a title match. I don't believe that a computer should be the World Chess Champion. Personally, I believe that the title should be for humans only.

Some of the potential sponsors did indicate that a match with the title on the line was certainly more desirable, although I believed that it might be okay if Kasparov was willing to state that he would treat the match as seriously as if it were a title match.

Owen's noncommittal attitude toward the new match was troubling. I cannot conscientiously ask the potential sponsors to spend any more time on the match proposal without at least some sort of commitment from Kasparov.

Kasparov's Agent says *'No'*

I pursued Owen and kept on asking for some sort of clarification. After a long sequence of e-mail exchanges, Owen sent me a message vaguely suggesting that Kasparov was not interested.

I did a double take and asked Owen point blank, *"Can I safely assume that Garry is not interested in a match any more?"*

Owen replied, *"Garry does not want to be involved in any way"*. Then added, *"I have now closed my file"*. Throughout the entire sequence of email exchange, Owen never said a straight yes or no to my question of whether Kasparov was interested in a match.

But **the last email has only one reasonable interpretation**. After over two years of issuing public challenges, Kasparov is no longer interested in playing a new match when the answer to his challenge comes.

I don't know the reason behind Kasparov's decision. Maybe his priority changed. Maybe Kasparov felt offended somehow in my dealings with Owen.

It is no longer of concern to me. Even if Kasparov somehow changes his mind, the

chance of a new match is now very slim.

Match sponsor(s) would still have to sign the dotted line. I would need to find funding sources to build the machine.

But given what has happened so far, it would be very hard to convince match sponsors or funding sources that the match will happen. Kasparov could change his mind yet again or come up with match conditions that are unacceptable.

Anyway, I give up. I have now done everything possible to make the match happen. I have fulfilled my promise to my team members. Time to live my own life.

Discouragement -> Leads to a -> Lack of Energy

There are people who are interested in seeing the chess chip commercialized. I am sorry. It is unlikely to happen.

The Deep Blue chess chip is not commercially viable as it is.

The price charged by the chip vendor is too high. To be commercially viable, I would have to design a new chip that is not vendor specific.

Without a new match, it is difficult for me to muster the energy to create the new chip.

The only chance that you would ever see the chess chip commercialized would be if someday I decide to build **a shogi chip**. Then you might see a new chess chip designed as a by-product. I would not hold my breath though. I have some other interests that have higher priorities.

The Computer Chess World at Large

The computer chess world had treated us well, and the chess world had also been kind to us.

There was some apprehension in the chess world when we arrived on the scene. I remembered that a few years ago when Mark Crowther started his internet chess magazine **The Week In Chess**, he expressed his concern that Deep Blue would destroy chess.

I think I can say fairly that Deep Blue did not destroy chess. There was perhaps even a mini boom in chess popularity as a result of the Deep Blue matches.
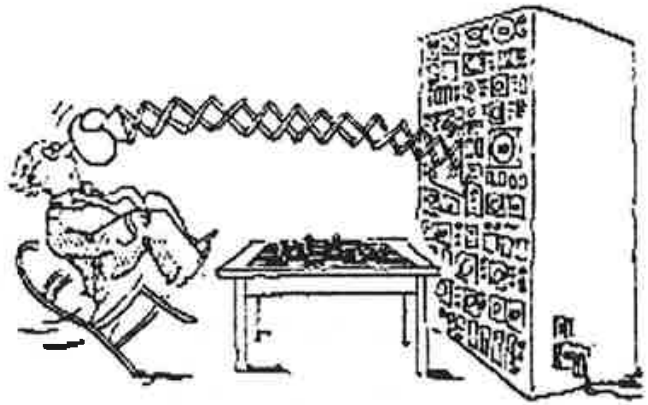
It would have been nice if Deep Blue could have done more for the chess world. I was hoping that I might be able to do something beneficial to the chess world with the new machine after the match. Well, I did what I could.

There are many people that I am thankful to. I value greatly the time Grandmasters spent with us, helping us to create a better chess machine.

The IBM management provided us with the ideal research environment that allowed us to pursue the dream.

Without the Computer Science Department at Carnegie Mellon, the project probably would not have happened in the first place. There were numerous people at Carnegie Mellon and elsewhere that were instrumental in getting the project going. We owed greatly our success to computer chess pioneers before us.

Finally, I have to give my thanks to **Kasparov** himself. It is a shame that there will not be a new match, but the two Deep Blue matches were the most exciting experiences in my life, and Kasparov, our worthy opponent, played the central role in the experiences.

Thanks for reading this. Have a happy new millennium. Sincerely,

Feng-hsiung Hsu

Whatever we each think of Computers in chess in general, and DEEP BLUE in particular, and whether we see KASPAROV as the greatest thing that's happened to chess, or feel in a way he let chess down with his approach and attitude against Deep Blue2, what I do think is that the dissolution of Deep Blue gives **commercial programs** on their ever-and-ever faster PC set-ups a wonderful opportunity to compete for computers' next **'Shot at the Title'**!   *Eric*

THE BRAINS of THE WORLD CHAllENGE!
SoluTioNs foR PosiTioNs 1, 2 ANd 3

by **John Nunn** and **Frederic Friedel**, and printed with the kind permission of **Chess-Base**.

The first **Brains of the World** article, setting the scene, appeared in various magazines including **SS/85** (pages 12-13).

There was a background story involving an ALIEN spaceship challenging the World to find its top brain to solve a tough intellectual challenge, and show humankind's suitability to join interstellar civilisation... or else!

The subject of this definitive test was to be **king and pawn endgames**, and the renowned Doctor - Who? - No! - Nunn!! - selected six pawn endgame positions to seek out a representative - **'The Brains of the World'** - to solve the endgames and prove the fitness of the human race for the challenges ahead.

**John Nunn**'s solutions have now been made available, and they are shown here for positions 1-3.

These solutions use the so-called *'Nunn-convention'*, which was introduced in the *Secrets of Rook Endings*. It is explained in more detail there, but the general principle is that a move receives a question mark if it changes the result of the position, while it receives an exclamation mark if it is the only move not to change the result of the position (i.e. it's an 'only' move).

I have taken the liberty of extending his solutions slightly in some places - remarks like *"is now clearly a draw/a win etc"* proliferate in many chess books... and I'm sure they are *'clearly draws or wins'* to top IM's and GM's.

But not always to me, many chess computers, and maybe some of you! Thus I've added a few extra moves in some cases where I felt they might help.

I should add that the **TableBases** which come with the leading ChessBase and other products such as Fritz6, Junior6, Hiarcs732 and Shredder4 have been a great help!

Test 01 - White to play and win
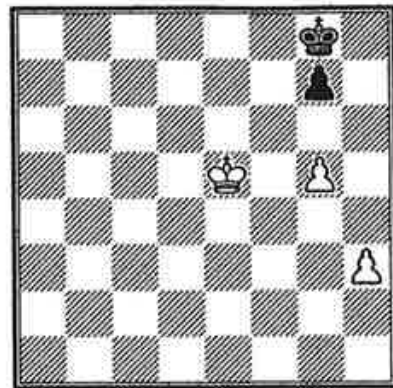
The White king is well centralised and, at first sight, it looks as if White should try advancing his king through the centre. However the unique winning plan involves playing the king to h5 and then g3!

Readers with a PC program using tablebases will have the various solutions presented to them very quickly in this particular position, especially if you have 5–piece Tablebases as the solutions should come instantly!

1.♔f4!

Without Tablebases (TBS hereafter) Hiarcs has ♔f4 +1090/ply27 in 50s. Fritz5 is quick to show the same move and +440. I checked Hiarcs, Fritz5, and 6, and Nimzo732 with TBS and they showed m/26 <u>immediately</u>!

Other moves: 1.♔f5? ♔f7 is a position of reciprocal zugzwang with White to move, and is therefore a draw.
1.♔e6? ♔f8=
1.h4? ♔f7=

1...♔f8

1...♔f7 2.♔f5! turns the reciprocal zugzwang on Black... it's m/18
1...♔h7 also allows 2.♔f5! and m/18

2.♔g4!

2.♔g3? ♔f7 3.♔f4 ♔e6=

2...♔g8

White now needs to lose a tempo so that he can arrive back at this position, but with Black to move. When this happens,

Black either moves his ♚ to the f-file and White plays ♚h5, or to the h-file so ♚f5, or he pushes the g-pawn as in the line we follow
   2...g6 3.♚f4! wins easily... m/18

3.♚h5! ♚h7
   3...♚f7 4.h4! and Black must give way... m/17

4.♚h4! ♚h8
   4...♚g6 5.♚g4! m/19

5.♚g3!
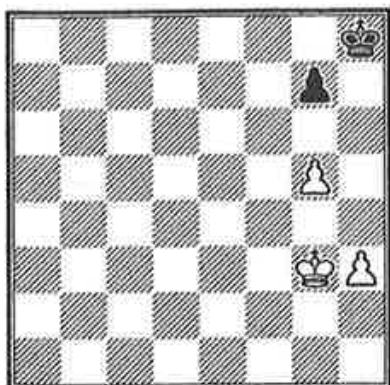
White's plan is to tiptoe around the square g4 (via h4 and g3) so threatening to come to f5 with his king. Black's king is trapped on the wrong side of the g8-square, so eventually he will be forced to play ♚g8 and White reaches his target position with Black to move.
   Under the *Nunn-convention* White's 5.♚g3 has been given an '!' here. However TBS indicated that 5.♚h5 and 5.♚g4 would also lead to mate for White, just taking longer: 5.♚g3 m/22, 5.♚h5 m/24, 5.♚g4 m/25, 5.g6 =0

5...♚g8
   5...♚h7 6.♚f4 m/20 is pretty much the same

6.♚g4!
   White reaches the target position and Black must now make a concession

6...g6
   ♚h8, ♚h7, ♚f8 and ♚f7 all allow m/18 using the method discussed after 2...♚g8

7.♚f4! ♚f7 8.♚e5! ♚e7 9.h4
   White finally uses his reserve tempo to win the g-pawn

9...♚f7 10.♚d6 ♚f8 11.♚e6 ♚g7 12.♚e7 ♚g8 13.♚f6 winning

Test 02 - White to play and win
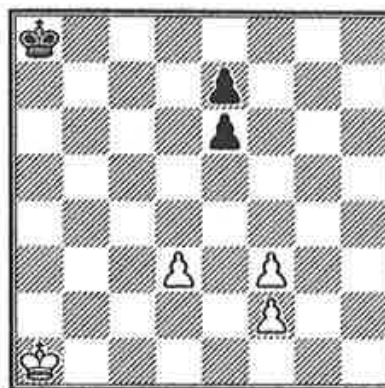
This one is a little easier, as there is only one line of play apart from an early transposition

1.♚b2!
   Without TBS, Hiarcs 177/ply22 at 53s. With TBS on CD +304/26ply in 50s! But with TBS on HardDisk +304/26ply in 11s and +582 after 31s.
1...♚b7
   1...e5 2.♚c3 ♚b7 transposes

2.♚c3! e5
   2...♚c6 3.♚d4 ♚d6 4.f4! e5+ *(4...♚c6 5.♚e5 ♚d7 6.d4 wins easily)* 5.fxe5+ ♚e6 6.f4 ♚d7 7.f5 m/20!

3.d4!
   Not 3.♚c4? ♚c6!=

3...♚c6
   The only chance. 3...exd4+ 4.♚xd4 (m/21) ♚c6 5.♚e5 ♚d7 6.f4 etc

4.dxe5! ♚d5 5.f4! ♚e4 6.♚c4!
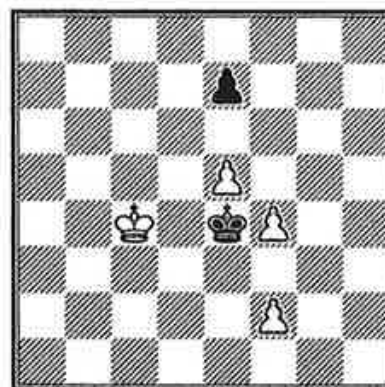
6...♔f5

Black tries a small finesse!

6...♔xf4 7.♔d5 m/26 transposes to the main line

7.♔d4

7.♔c5 ♔xf4 8.♔d5 is just as good, transposing to the main line.

But not 7.♔d5?? as 7...♔xf4 arrives at the reciprocal zugzwang with the wrong player to move. E.g. 8.♔e6 *(8.e6 ♔f5! 9.f3 ♔f6!=)* 8...♔e4! (a second reciprocal zugzwang) 9.f3+ ♔f4=

7...♔xf4

7...♔e6 8.♔e4 ♔f7 9.f5 winning easily

8.♔d5!

Now it is Black to play in the reciprocal zugzwang

8...♔f5

8...♔f3 9.e6 m/15

9.f3!

m/25. Another reciprocal zugzwang

9...♔g5 10.♔e4!

10.♔c6 maintains the win, but loses time after 10...♔f5

10...e6 11.♔e3!

The last finesse. The careless 11.f4+?? shows how potential for error still abounds: 11...♔g4! 12.♔e3 ♔g3=

11...♔g6 12.f4! ♔f5 13.♔f3! ♔g6 14.♔e4 m/20

Test 03 - White to play and draw

The basic principle governing this ending is that, in order to draw, White must not allow his opponent to transfer his king to either f8 or f7. If Black does manage 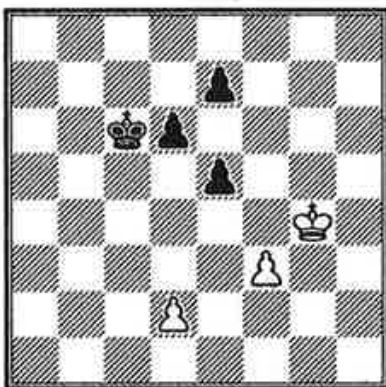this, then White is gradually driven back on the kingside. Thus the White king must move up the board, to be ready to meet ...♔e8 with ♔g7. However the route must be chosen with care as there are reciprocal zugzwangs lurking around

1.♔g5!

Hiarcs without TBS -195 at 1min. F6 with TBS -113. The TBS don't come into play so often at the root position in this one as exchanges getting us down to 5 pieces are a few moves away.

Note already 1.♔f5?? is a fatal error as 1...♔d5 produces a reciprocal zugzwang with White to play: 2.♔g6 e4 3.f4 *(3.fxe4+? ♔xe4 m/19)* 3...♔e6 4.♔g5 d5 5.♔g4 d4!-+

1.♔h5?? also loses to 1...♔d5

1...♔d7

Trying to reach the kingside. 1...♔d5 2.♔f5! is the reciprocal zugzwang with Black to play: 2...e6+ 3.♔f6 draws.

1...♔c5 2.♔g6! d5 3.♔f7 ♔d6 4.d3=

1...d5 2.♔f5 draws

2.♔h6!!

A big surprise, but the king has to move away from the enemy pawns to secure the draw.

2.♔f5? looks okay − even with tablebases Fritz6 shows this as being nearly as good as the correct ♔h6 for some time, but 2...♔e8! illustrates what happens if the Black king gets to the kingside: 3.♔e6 *(3.♔g6 ♔f8 is similar)* 3...♔f8 4.♔f5 ♔f7 5.♔g5 e6 6.♔h5 *(6.d3 ♔g7 7.♔g4 ♔g6 wins)* 6...♔f6 wins.

2.♔g6? may look about the same as the correct move, but 2...♔e6! is a second reciprocal zugzwang. White loses after 3.♔g5 *(3.d3? d5! 4.♔g5 e4)* 3...♔f7 4.♔f5 e6+ 5.♔g5 d5 6.♔g4 ♔g6 infiltrating on the kingside as per the initial remarks for this position for Black's winning method if allowed

2...♔e8

2...♔e6 3.♔g6! and here we have Black to play in the second reciprocal zugzwang with kingside access again denied!... 3...d5 4.d3 d4 5.♔g5=

3.♔g7!

Now the position is a clear draw

Positions 4-6 in our next Issue!

RATING LISTS and NOTES

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

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

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

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

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

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

A guide to PC Gradings:

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

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

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

PPro-PC represents a program on a Pentium Pro/233, or a Pentium MMX//233, 32-64MB RAM. **Users** will get slightly more (or less!) if the speed of their PC is significantly different. A doubling or halving in **MHz speed** = approx. **50** Elo; a doubling or halving in **MB RAM** = approx. **5** Elo.

Approx. guide if PentiumPro2/233 = 0			
Pentium3/450	+40	Pent K6/Pro2/300	+20
Pent Pro2/MMX/233	0	Pentium/166	-40
Pentium/133	-60	Pentium/100	-80
486DX4/100	-140	486DX2/66	-160
486DX-SX/33	-220	386DX/33	-280

RATING LIST (c) Eric Hallsworth. PC PROGS SS86 Feb 2000

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
255	JUNIOR6A PPRO-PC	2646	32	207	1		
253	REBEL TIGER PPRO-PC	2631	46	100	2		
253	FRITZ6A PPRO-PC	2631	26	306	3	2176	1
252	HIARCS732 PPRO-PC	2617	16	749	4	2538	9
251	HIARCS7.1 PPRO-PC	2613	13	1204	5		
249	NIMZO732 PPRO-PC	2599	25	332	6		
249	SHREDDER4 PPRO-PC	2598	26	301	7	2681	3
249	FRITZ532 PPRO-PC	2597	14	1002	8		
248	NIMZO99A PPRO-PC	2588	17	684	9		
247	FRITZ516 PPRO-PC	2583	13	1268	10	2443	6
247	CHESSMASTER 6000 PPRO-PC	2582	26	319	11	2529	15
247	NIMZO98 PPRO-PC	2578	12	1295	12	2405	10
246	JUNIOR5 PPRO-PC	2573	14	1049	13		
244	HIARCS56 PPRO-PC	2558	13	1165	14	2522	24
243	SHREDDER3 PPRO-PC	2550	38	145	15	2641	2
243	REBEL9 PPRO-PC	2549	14	1042	16	2619	6
243	REBEL-10 PPRO-PC	2549	26	308	17	2533	8
243	REBEL8 PPRO-PC	2544	20	538	18		
242	MCHESS PRO7 PPRO-PC	2538	14	1056	19	2530	1
241	MCHESS PRO6 PPRO-PC	2535	17	699	20	2474	12
241	CHESS GENIUS5 PPRO-PC	2534	13	1166	21	2389	6
241	MCHESS PRO8 PPRO-PC	2533	17	738	22		
241	REBEL CENTURY PPRO-PC	2529	32	208	23	2448	12
240	SHREDDER2 PPRO-PC	2526	15	875	24	2148	6
237	GANDALF3 PPRO-PC	2502	27	277	25		
235	JUNIOR4.6 PPRO-PC	2483	44	108	26		
235	HIARCS6 PENT-PC	2483	11	1660	27	2540	2
234	FRITZ5.16 PENT-PC	2477	35	170	28		
234	HIARCS55 PENT-PC	2476	19	585	29		
234	KALLISTO2 PPRO-PC	2476	22	412	30		
233	REBEL8 PENT-PC	2471	10	2106	31		
233	REBEL9 PENT-PC	2469	16	783	32		
232	CHESS GENIUS5 PENT-PC	2460	12	1497	33		
231	CHESS GENIUS3 PENT-PC	2449	14	1028	34	2658	10
230	CHESS GENIUS4 PENT-PC	2447	13	1199	35	2387	16
230	MCHESS PRO6 PENT-PC	2444	11	1655	36	2316	4
230	HIARCS4 PENT-PC	2441	14	1008	37	2348	6
230	REBEL7 PENT-PC	2440	14	1082	38	2242	11
229	REBEL6 PENT-PC	2438	19	594	39	2403	6
229	MCHESS PRO5 PENT-PC	2434	15	925	40	2423	19
228	NIMZO3.5 PENT-PC	2428	15	961	41	2426	6
228	CHESSMASTER 5000+5500 PENT-PC	2427	25	340	42	2372	6
227	JUNIOR4.0 PENT-PC	2419	16	844	43		
227	NIMZO3.0 PENT-PC	2417	16	843	44		
226	HIARCS3 PENT-PC	2415	18	628	45	2631	6
226	CSTAL2 PPRO-PC	2412	31	214	46	2177	6
225	SHREDDER1 PENT-PC	2407	37	151	47	2068	6
225	CHESSMASTER 4000 PENT-PC	2406	45	104	48	2394	12
224	CHESS GENIUS4 486-PC	2397	15	919	49		
224	MCHESS PRO4 PENT-PC	2395	19	597	50	2497	13

RATING LIST (c) Eric Hallsworth. S586 Feb 2000

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
223	TASC R30-1995	2386	17	724	1	2276	18
219	MEPH LONDON 68030	2356	35	175	2	2272	6
217	TASC R30-1993	2337	12	1346	3	2336	66
216	MEPH GENIUS2 68030	2334	18	657	4	2308	23
215	MEPH LONDON PRO 68020/24	2326	21	466	5		
215	MEPH RISC2 1MB	2301	21	869	6	2237	6
212	MEPH LYON 68030	2301	15	466	7		
212	MEPH RISC1 1MB	2290	20	505	8	2392	51
211	MEPH PORTOROSE 68030	2282	13	1221	9	2340	82
210	MEPH BERLIN PRO 68020/24	2277	18	656	10	2217	29
209	KASP RISC 2500-512K	2271	25	338	11	2347	54
209	MEPH VANCOUVER 68030	2262	27	286	12	2384	10
208	MEPH LYON-VANC 68020/20	2271	9	2523	13	2327	13
207	KASPAROV SPARC/20	2258	25	338	14		
207	MEPH MONTREUX	2262	18	286	15		
205	MEPH ATLANTA-MAGELLAN	2245	16	534	16	2270	67
205	KASP RISC 2500-128K	2258	14	801	17	2040	4
203	MEPH ELITE 68020/12	2242	9	1077	18	2288	6
203	FID ELITE 68040-V10	2245	77	36	19	2288	54
200	MEPH VANCOUVER 68020/12	2231	9	2628	20	2251	24
199	MEPH LYON 68020/12	2229	53	75	21	2232	10
199	MEPH LONDON 68000	2206	8	2335	22	2327	95
197	MEPH PORTOROSE 68020	2199	69	45	23	2215	21
196	NOV SAPPHIRE2-DIAMOND2	2193	10	3337	24	2250	80
196	FID ELITE 68030-V9	2177	19	1823	25	2240	188
195	MEPH BERLIN 68000	2170	15	558	26	2169	13
195	MEPH VANCOUVER 68000	2168	12	899	27	2221	25
193	MEPH LYON 68000	2161	12	1325	28	2126	23
193	MEPH ALMERIA 68020	2149	12	1383	29	2083	33
191	NOV SAPPHIRE1-DIAMOND1	2148	11	1658	30	2093	215
191	MEPH MILANO PRO-SENATOR	2144	14	980	31	2172	77
189	MEPH PORTOROSE 68000	2131	14	1353	32	2152	10
189	FID ELITE 2x68000-V5	2130	21	486	33	2169	25
186	FID MACH4-DES2325 68020-V7	2117	11	1593	34	2111	130
184	MEPH POLGAR/10	2112	26	312	35	2179	2
183	MEPH ROMA 68020	2092	9	2245	36	1888	54
183	KASPAROV BRUTE FORCE	2075	18	632	37	2080	2
181	MEPH ALMERIA 68000	2071	14	1066	38	2041	64
181	NOVAG SCORPIO-DIABLO	2069	14	1070	39	2069	197
179	KASP PRESIDENT-MM6-TC+GK2100	2067	14	971	40	2182	42
178	MEPH NIGEL SHORT	2053	10	1004	41	2093	31
177	FID MACH3-DES2265 68000-V2	2049	16	2064	42	2132	129
176	MEPH DALLAS 68000	2043	25	824	43	2072	65
176	MEPH MM5/5	2027	6	322	44	2136	5
175	MEPH POLGAR/5	2020	25	5543	45	2105	230
175	NOV SUPER FORTE-EXP C/6	2015	11	1511	46	1988	50
175	MEPH DALLAS 68000	2008	8	1758	47	1902	17
175	MEPH EMERALDCLASS-AMBER	2006	8	2817	48	2076	47
175	NOV EMERALDCLASS-AMBER	2004	11	2920	48	2000	24
175	MEPH MILANO	2003	13	1163	49	2063	13

BCF	Computer	Elo	+/-	Games	Pos	Human	Games
174	MEPH MONDIAL 68000XL	1998	15	857	50	2049	77
174	NOVAG JADE2-ZIRCON2	1994	41	128	51	2032	48
173	MEPH MONTREAL-ROMA 68000	1991	9	2516	52	1968	56
172	MEPH AMSTERDAM	1981	9	2253	53	2054	182
172	MEPH ACADEMY/5	1980	9	2385	54	2023	111
170	FID MACH2C	1967	12	2617	55	2017	84
170	KASP GK2000-EXECUTIVE	1966	8	276	56	1960	25
170	MEPH MODENA	1964	12	2681	57	2029	169
170	MEPH MM4/5	1961	27	1285	58	1956	109
170	FID TRAVELMASTER	1955	14	972	59	2059	127
170	MEPH MEGA4/5	1954	16	2723	60	1981	48
169	KASPAROV MAESTRO D/10	1947	19	793	61	2074	97
169	NOV SUPER FORTE-EXP B/6	1942	16	561	62	1917	83
168	FID MACH2B	1934	19	723	63	1981	48
167	MEPH MEGA2B	1933	17	284	64	2074	176
166	MEPH SUPERMOND2-COLLEGE-MCARLO4	1928	27	1406	65	2006	97
166	NOVAG RUBY-EMERALD	1924	26	295	66	1917	83
166	NOV SUPER FORTE-EXP A/6	1920	30	310	67	1912	98
165	KASPAROV MAESTRO C/8	1915	16	237	68	1999	48
165	MEPH MONTE CARLO	1914	28	260	69	1862	35
165	CONCH PLY-VICTORIA/5.5	1912	9	2393	70	1870	15
164	MEPH MONTE CARLO	1906	14	982	71	2046	10
164	CXG SPHINX/4	1896	32	206	72	1943	155
163	KASP TURBOKING2	1886	14	1309	73		
162	NOV EXPERT/6	1880	32	1521	74	2026	22
160	FID CLUB B	1879	11	305	75	1827	18
160	NOV SUPER FORTE-EXP A/5	1873	9	2486	76	1825	29
159	NOV EXPERT/5	1870	26	305	77	2012	68
159	FID PAR E-ELITE+DES2100	1869	11	2486	78	1916	220
158	NOV FORTE B	1860	9	1813	79	1965	208
158	MEPH REBELL	1859	31	2205	80	1940	69
158	FID AVANT GARDE/5	1856	11	1670	81	1852	80
157	NOV FORTE A	1852	10	224	82	1921	134
157	FID CLUB A	1850	11	2196	83	1767	2
157	KASP STRATOS-CORONA	1846	11	1575	84	1990	48
156	MEPH SUPERMONDIAL1	1845	10	2093	85	1890	6
156	KASPAROV MAESTRO A/6	1844	14	927	86	1923	55
155	CONCH PLYMATE/5.5	1841	13	2201	87	1864	131
155	KASP TURBOKING1	1836	24	355	88	1990	6
155	CONCHESS/6	1833	45	104	89	2017	8
155	KASP SIMULTANO	1832	11	1025	90	1824	36
154	NOV EXPERT/4	1826	24	1671	91		
154	SCI EXCELLENCE/4	1817	35	478	92	1960	43
153	CONCH PLYMATE/4	1811	17	372	93		
152	FIDELITY ELITE C	1806	17	176	94		
151	FID ELEGANCE	1805	12	700	95	1933	64
150	MEPHISTO MM2	1800	11	747	96	2007	6
150	SCI TURBOSTAR 432	1806	17	1364	97	1776	8
150	FID EXCELLENCE-DES2000	1805	12	1590	98	1872	67
150	FID EXCELLENCE/4	1800	11	1590	99	1852	52
147	CONCHESS/4	1782	20	511	100	1875	28