

SELECTIVE SEARCH 87

THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth
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I thought you might like to see what my dog Sky gets up to whilst I'm working on *Selective Search!*



The forthcoming
Novag Star Sapphire!

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

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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.

Further info/photos can be found in **Countrywide's CATALOGUE** - see the address/phone on the front page if you want one.

Note the software prices! Some have prices which seem cheaper, but there's a big post & packing charge at the end!... **our insured delivery p&p is FREE.** Adaptors are £9 extra. **Subscribers Offer:** You can deduct **10% off dedicated** computer prices shown here if you buy from **Countrywide**... just mention '**SS**' when you order.

■ PORTABLE COMPUTERS ■ [por]

Kasparov

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

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

Novag

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

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

■ TABLE-TOP PRESS SENSORY ■ [ps]

Kasparov

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

EXCLUSIVE all wood board, felted pieces with **MM6** - President program **£449**

with **SENATOR** - Milano Pro program **£649**

with **MAGELLAN** - Atlanta program **£749**

Novag

SAPPHIRE2 DE LUXE £449 includes Novag Sapphire2, lovely wood **UNIVERSAL** board 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!

JUNIOR 6 £39 - features etc. as Fritz6. Strong, good positional chess, fast and may be no.1!

HIARCS 732 by Mark Uniacke. An outstanding program running faster+stronger than ever! **£39**

NIMZO 732 £39 - by Donneringer. Great tactics

■ Other PC PROGRAMS on CD ■

SHREDDER4 (current World Champ) **£79.95**. The **MILLENNIUM 2000** package also includes **Genius6.5** and **Nimzo 2000**. On 6 CDs includes Endgame Databases and lots more!

REBEL-TIGER £39.95. New powerful 32-bit Windows program - this is a very strong, top 4 program with many features, statistics, game histogram, copy+paste printing, Winboard

REBEL CENTURY £39.95. Re-tuned for max. strength v humans. User-adjustable functions to change (improve?) play! Valuable analytical features incl. useful Game Overview

ENCYCLOPAEDIA OF CHESS for Rebel - **£30**. 1 million game database + massive opening tree

HIARCS7 - for PC and MAC! - **£49**

Also: **MChessPRO8** £69, **CS Tal2 Windows** £39. Please allow 7 days for delivery on these.

CLASSIC GAMES COLLECTION for PC!

SAGE 5000 DRAUGHTS CD (very strong program!), includes **DRAUGHTS** variations, **10x10**, **Flip It (OTHELLO)** and other games! **£39!**

■ PC DATABASES on CD ■

CHESSBASE 7.0 for Windows **£115 !!** 32-bit high speed, multi-media, with over 1 million games, position trees+ stats. Includes Crafty eng. for analysis, but buy Fritz6, Junior6 or Hiarcs732 to get top power analysis!

■ PC CHESS TUTOR PACKAGES ■

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ADVANCED: best for SS readers!? Strategy and Technique for study and pleasure **£59.95**
FULL DE LUXE: The **COMPREHENSIVE COURSE** plus all 11! available modules **£225**

■ SECOND-HAND & EX-DEMO ■

all with 9 month guarantee & incl. adaptor if appropriate

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Mephisto **Nigel Short** [ps] **£149**

Kasparov **RISC 2500** [ps] **£249**

Mephisto **Montreux** [ps] **£269**

Mephisto **London 68000** [ps] **£349**

Mephisto **Berlin Pro 68020** [ps] **£399**

Mephisto **London Pro 68020** [ps] **£499**

Mephisto **Montreal 68000** [as] **£249**

NEWS+RESULTS: *KEEPING YOU RIGHT UP-TO-DATE IN THE COMPUTER CHESS WORLD!*

THIS ISSUE is packed with results from all over the place, and in many cases I've given them their own pages with Tournament Cross-Tables and a Games Selection.

I also have **new results** in from Chris Taylor and Frank Holt, so these are shown here in the NEWS+RESULTS section, together with information on **software updates** and some initial details on **new products** from Novag!

Frank Holt's Latest Tournys

Frank has upgraded to a Celeron/433 and has also got a keen ally with a P2/400 to join him in his testing.

His latest efforts have been engine testing at various time controls: Tournament (40/60 to 40/30) and Blitz (G/30 to G/90). Here are the Cross-Tables from these matches, which I have kept separate for the 2 computers and for the different style of time controls.

P2/400 Tournament time controls

		F6	J6	H732	N732	/18
1	Fritz6	xx	4	2½	4½	11
2	Junior6	2	xx	4½	3	9½
3	Hiarcs732	3½	1½	xx	4	9
4	Nimzo732	1½	3	2	xx	6½

P2/400 Blitz time controls

		J6	H732	F6	N732	/18
1	Junior6	xx	3	3	5½	11½
2	Hiarcs732	3	xx	3	3	9
3	Fritz6	3	3	xx	2	8
4	Nimzo732	½	3	4	xx	7½

Celeron/433 Tournament time controls

		J6	F6	H732	N732	/18
1	Junior6	xx	2	4	5	11
2	Fritz6	4	xx	3	3	10
3	Hiarcs732	2	3	xx	4	9
4	Nimzo732	1	3	2	xx	6

Celeron 433/Blitz time controls

		F6	J6	H732	N732	/18
1	Fritz6	xx	3½	3½	4½	11½
2	Junior6	2½	xx	3	3	8½
3=	Hiarcs732	2½	3	xx	2½	8
3=	Nimzo732	1½	3	3½	xx	8

Thanks, Frank... it's interesting to see how they match up comparing Blitz and Tournament, and on slightly different machines (which probably makes little or no difference, though I know that cache size on a PC can definitely affect different programs).

Frank mentions that he played through the Hiarcs732 interface, and his friend through the Fritz6 interface. I think it's been discussed on the 'net, but Frank's mention of this reminds me to say it again:-

- I occasionally found that engine-engine games under the Fritz532, Junior5 and Hiarcs732 interfaces resulted in clocks at the start of a new game not re-setting to the correct time allowance. This was usually only a matter of between 30secs and 90secs so wouldn't be a major problem for the above tests anyway, but I found it frustrating when doing G/10 testing! I have never seen this problem under the new F6 and J6 interfaces.
- When changing engines under Fritz6 and Junior6, the new engine can sometimes take on the parameter settings for the previously used engine. For example, load Fritz6 (selectivity=2), and then change to Hiarcs732. The selectivity will be set to 2, but for Hiarcs the default should be 5! Click on [Default] and the parameter is corrected. But now change back to Fritz6 and, lo and behold, you will find that its selectivity has now taken on the Hiarcs' preference, i.e. =5! Again this is easily corrected by clicking on [Default] - but you've got to remember to do it, otherwise you'll have an engine playing at a much inferior setting!

In closing Frank notes that, although his own Celeron/433 results did put Fritz just above Junior, he actually considers that Junior6 is the better program!

The Andreas SHWARTMANN Tourny

Andreas had started a major tourny which had reached round 7 in SS86. Unfortunately he had one PC crash, so has reverted to an engine-engine tournament instead.

I probably don't need to re-assure folk but, whilst these results are welcome and interesting, especially when some amateur programs are included to add a different flavour to the event, results from these tournaments are not included in our **Rating List**.

Controller: **Andreas Schwartzmann**

Computer: AMD K6-3 450MHz

Time control: 40 moves in 40 mins

Double-round Event = 28 games each

At the half-way stage...

Pos	Program	Score/14
1=	Fritz 6a	11
	Hiarcs 732	11
	Nimzo 732	11
4=	Anmon 5.06	9
	Junior 6a	9
6	Phalanx 22	8½
7	Little Goliath 2000 v2.5	8
8=	Crafty 17.07	7½
	Comet B13	7½
10	Gromit 3	6½
11	Ant 4.16	4
12=	EXchess 3.11	3½
	InmiChess 3.01	3½
14	The Crazy Bishop 0.45	3
15	KnightX 1.52	2

Phenomenal starts by two of the 'unknowns' - **Anmon** and **Phalanx** - can they keep it up in the 2nd. half of the Tournament?!

SOFTWARE updates

Various updates/upgrades/patches are available on different web pages - if you have purchased the program and you're 'net connected, then it's worth downloading the improvement. If you're not on the Internet, then I can provide some update patches on disk, as follows:-

Fritz6 and **Junior6** both have updates,

usually available from the ChessBase web site where you'll need to register to get them.

- <http://www.chessbase.com/>

I can send the engine improvement parts, so you'd be using Fritz6a and/or Junior6a, but the interface changes require 5-6MB space - too big for a disk. If you want the engine improvements only from me, they're £3 each or £5 for the pair.

Two updates are available at the Rebel web site....

- <http://www.rebel.nl/edindex.htm>

Rebel Tiger has an update patch to tighten its opening book and stop it from keep repeating lost games. It only really matters if you're playing games on the Auto232 tester - it's called the 'BOOK LEARNER' patch.

There is an improvement you can make yourself to Rebel Tiger, by adjusting two settings in the .ini file:

Using your [editor] alter the **ct.ini** file as follows:-

- NSEW=1 (instead of 0)
- MoreSel=1 (instead of 0)

Save the changed file and these settings will apply automatically when you boot into your Rebel Tiger. It is claimed it makes up to 20 or 25 Elo difference.

Rebel Century also has a free update for download, though you'll need to have subscribed to the Rebel site to obtain it.

I can provide it in .zip format with [pkunzip] and the instructions, for £4... as always you'll *have* to be a Rebel Century owner to be able to use it of course.

This update is specifically a speed-up based on Rebel Tiger's faster coding, and was designed in the first place for computer-computer lovers. It runs through the search depth some 2.5-3 times faster than the initial Century on short time controls, and gets 1.5-2 plies deeper on longer time controls.

Endgame TABLEBASES

Here's something you **Fritz**, **Junior**, **Hiarcs** and **Shredder** owners can do, without using the Internet, or paying me any money at all!

COPYING ENDGAME DATABASES ONTO YOUR HARD DISK!

Enabling your program to access the **Nalimov** tablebases (endgame databases) *from your hard disk* makes things much faster than leaving them to use the CD. So you should definitely install them onto your hard disk if you have enough space.

Create a directory (I used **Tbs**) on your hard disk, preferably as a sub-directory within your ChessBase directory. So mine is:-

- c:\Program Files\ChessBase\Tbs

Now copy all the contents of the directory **TBs** from the Fritz-Junior-Hiarcs CD into your new directory.

Then, using a text editor [Notepad] make the following changes by editing the file [chssbase.ini] which you will find in the Windows directory:

[Tablebase]
Path=C:\Program Files\ChessBase\Tbs
CacheSizeKB=4096 (if yours is a different figure to this, say 2048, just leave it as it is)

You should find that your program - and ChessBase7 if you have it! - will use the Endgame Databases much faster than before. Incidentally, if you have enough hard disk space and you have Hiarcs732, the Nalimov files which come with Hiarcs are more in number (and 300MB+) than the ones with Fritz6 and Junior6 (130MB).

And what about **Shredder4**!?

Well, Shredder has a small Nalimov database (30MB) of its own, which it installs on your hard disk and uses automatically. But you can also use the bigger ChessBase ones! When you're in Shredder4, if you click on

[Options]

Now move down to [Endgame Databases ->] and you'll have a list...

- ✓ Use Thompson...
- Ask for Right CD...
- Path to...

Use Tablebases...
Cache Size...
Path to Tablebases...

Tick [✓ Use Tablebases]

Now Click on [Path to Tablebases]

[Path1] should already be set to those in Shredder4, but type into [Path2]:

- c:\Program Files\ChessBase\Tbs\

and your Shredder4 should also use the bigger Fritz-Junior-Hiarcs endgame databases as well!

More RESULTS from SS readers

From **Reg COX**:

Fritz6 v Comet B10 12½-4½ [G/4]

From **Chris TAYLOR**:

Fritz516 v Rebel Tiger	5-5	[G/45]
Fritz532 v Crafty17.07	7-2	[40/40]
Fritz532 v Junior6	3½-5½	[G/60]
Fritz6 v Shredder4	4½-4½	[40/40]
Fritz6 v Hiarcs732	5-3	[40/40]
Fritz6 v Hiarcs732	5-6	[G/60]
Fritz6 v Junior6	2½-4½	[G/60]
Fritz6 v Junior6	7-6	[G/30]
Junior6 v Rebel Tiger	4-4	[G/45]
Junior6 v Shredder4	5-4	[G/90]
Shredder4 v Crafty17.04	7½-4½	[G/30]
Nimzo2000 v Comet B11	13-6	[G/30]

From **Tony Bennett**:

Pos	Game in 60	H732	Fr6	Jun6	Total
1	Hiarcs 732	xx	2	3	5
2	Fritz 6a	2	xx	2	4
3	Junior 6	1	2	xx	3

Other scores from **Tony**:

Junior6 v Shredder4	1½-2½	[G/60]
Hiarcs732 v Shredder4	1-1	[G/60]
Hiarcs732 v Shredder4	4-0	[G/10]
Hiarcs732 v Fritz6a	2-0	[G/10]
Fritz6a v Shredder4	½-1½	[G/10]
Fritz6a v Nimzo2000	1-1	[G/10]

Novag... new product!

There was a false rumour on the web that Novag had gone bust and were finishing! In fact, quite the reverse is true, though long-time owner Peter Auge has given way to his daughter. Now there is to be some excellent-looking new product, due out quite soon we believe! More details on page 24!!

JOERN GRONEMANN'S SWISS TOURNAMENT

We showed the results from just round 1 in *Selective Search 86*, since when Joern's Tournament (another providing us with a very useful guide to relative strengths) has been completed.

It is often, I think, valuable to include some weaker programs - and that includes the best of the amateur one. Perhaps it's a bit much for 1800 Elo patzers like me to call programs achieving 2400 Elo on today's fast hardware 'weak', and it's greatly to their credit that they are achieving so much high quality chess.

My point, however, is that whilst we are usually found comparing results between the 'big' names - Junior, Fritz, Hiarcs, Tiger, Shredder, Nimzo etc. - it is almost as important to see whether these top programs can regularly score the full point against the weaker players.

In match play 10½-9½ is as good as 19-1. But 10½ out of 20 wont win any tournaments - here success comes from winning games against the weaker opponents in order to top tables and win prizes.

Tournament Arrangements and Hardware

The tournament was played on two computers: an AMD K6-2/400 and a Celeron 400, each equipped with 128 MB RAM. Gronemann says: *"I allocated as much RAM as possible for the hash tables - between 80 and 100 MB, depending on when hard disk activity began. I played in tournament mode, 40 moves in two hours, 20 in the next hour and 30 minutes for the rest of the game. All programs were left in their default settings. Programs that did not have their own openings books played with my correspondence chess book. I did not use tablebases."*

Round by Round Highlights

Round 1

- Little Goliath beat Fritz532 - a point for the so-called patzers, they aren't there just to make up numbers!
- W Chess 2000 beat Nimzo 732
- Zarkov5 draws with Fritz6a
- Genius6 and 6.5, Hiarcs732, Junior6 and Shredder4 all start off with wins



Joern Gronemann

Round 2

- W Chess 2000 beat Shredder 4
- Junior6 draws with Genius6.5, Comet draws with Nimzo732 and Crafty draws with Nimzo2000
- Fritz6a beats his little brother Fritz532!
- 'Unknown' Der Bringer wins against CS-Tal - another point made by the 'patzers'

Round 3

- Hiarcs732 beats W Chess 2000 to go clear top with 3/3
- Genius6 makes 2½/3 by beating Junior6!
- Genius6.5 makes it a very good day for Richard Lang by beating Fritz6a which is left on 1/3!
- Nimzo 2000 beats its big new brother Nimzo 732
- The match between 2 of the best-known amateurs, Comet and Crafty, is won by Comet

Round 4

- The leaders, Genius6 and Hiarcs732, draw
- Shredder4 beats Genius6.5
- Junior6 draws with Nimzo 2000, which is recovering well from its 1st. round loss to Genius6
- Comet's win over Fritz6a adds to the latter's woes!
- Crafty shares the point with Fritz532
- CS-Tal gets onto the scoreboard with a draw against Nimzo 732

Round 5

- Shredder4 v Hiarcs732 is the big one, and

it's a draw

- Genius6 goes into a share of the lead on 4/5 by beating W Chess 2000
- Fritz6a, which can do nothing right, loses to Nimzo732
- CS-Tal scores again by drawing with Crafty

Round 6

- Shredder4 is in the big one again, this time drawing with Genius6
- Hiarcs732 wins a tremendous game against Junior6 with a wonderful sacrifice!
- Nimzo732 wins against Fritz532 - what is happening to the Morsch programs here?
- CS-Tal gets its 3rd. successive draw - this time against the hapless Fritz6a!

Round 7

- Hiarcs732 starts the round 1/2 a point clear, and settles everything by beating Genius6.5
- Genius6 loses its last game to Nimzo732, leaving Hiarcs so far clear it looks as if it's been a one horse race
- Nimzo2000 moves up to share 2nd. place by beating Shredder4!
- W Chess could have joined them, but loses to Junior6
- Comet achieves a brave 'double' against the Morsch pair, by beating Fritz532
- Fritz6a lowly placing earns a final pairing with Der Bringer and wins to get a last minute lift up the Table

Final Standings - see opp. column-->

The game you have to see is Hiarcs v Junior. After all of the good things we've been saying about J6 - and it is a wonderful program, exhibiting great chess skills and impressing in all aspects of the game - here it plays a little aimlessly at a couple of points. But this should not detract at all from the pleasure everyone will get from seeing Hiarcs732's 32.Bxh6!!

Hiarcs 732 P2/400 - Junior 6 P2/400

C92. Ruy Lopez. Gronemann 40/2 (rnd.6)

1.e4 e5 2.♖f3 ♗c6 3.♙b5 a6 4.♙a4 ♗f6 5.0-0 ♘e7 6.♞e1 b5 7.♙b3 0-0 8.c3 d6 9.h3 ♙b7 10.d4 ♞e8 11.♗bd2 ♙f8 12.a4 h6 13.d5?!

13.♙c2 exd4 14.cxd4 is top in the Nimzo book

13...♗b8 14.c4 bxc4 15.♙xc4!?

- 1 Hiarcs 7.32
- 2 Genius 6
- 3 Nimzo 2000
- 4 Junior 6
- 5 WChess 2000
- 6 Genius 6.5
- 7 Nimzo 7.32
- 8 Shredder 4.0
- 9 Comet B11
- 10 Crafty 17.04
- 11 Fritz 6a
- 12 Little Goharb V2
- 13 Zarkov 5
- 14 Fritz 5.32
- 15 CS Tal 2.03
- 16 Der Bringer 1.5

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6
1	*	1/2		1	1	1		1/2				1				1
2	1/2	*	1	1	1	1	0	1/2		1/2			1/2			
3				1	1	1/2	1			1/2				1		
4					1	1/2	1								1	
5					*			1	1			1				
6						*			1		1	1				
7							*									
8	1/2	1/2	0		0	1		*	1/2		1		1		1/2	
9						0	1/2									
10			1/2	0		0			*	1	1	0		1		
11						0	0			*		1		1/2	1/2	1
12						0	0				*		1	1	1	1
13	0	1/2				0			1	0				1		
14				0			0			1/2	0	0	*	1	1	1
15			0				0		1/2	1/2	0	0		*	1/2	1
16	0						1/2	0		0			0	1/2	*	0

15.♗xc4 c6 16.dxc6 ♙xc6 17.♙c2 is Book

15...a5 16.♞b3 ♞c8 17.♗b1 ♗a6 18.♗c3 ♗c5 19.♞a2

Criticising the side that wins is not the accepted way of presenting game analysis! But I think many would agree that ♞c2 appears more logical here, as the d5-pawn appears now to be locking in both queen and bishop!?

19...♙a6?!

Whose bishop was worst placed? I'd go for White's because it also blocked in his queen and, if that's right, Black should avoid the exchange he's encouraging here

20.♙b5 ♙xb5 21.axb5 ♚b7

Attacking White's weak, isolated and doubled b5-pawn. It seems the right thing to do, but it also allows Hiarc's to re-organise its queen placement to its advantage

22.♚c4 ♗fd7 23.♙e3 ♗b6?! 24.♚e2

The Hiarc's queen re-locates to a much better square than 3 moves ago when it was on a2

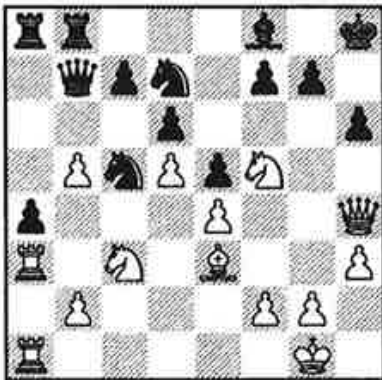
24...♗bd7 25.♙a3 a4 26.♗h4 ♙eb8

The question here is whether Black should stop the knight getting to f5 – a dangerous-looking invasion – by playing 26...g6!? though that of course creates its own weaknesses

27.♗f5! ♗h7 28.♚f3 ♗g8?!

28...♗d3 might have been a better try. Then 29.♗d1 ♗xb2 30.♗da1 ♗c4 31.♙xa4 ♙xa4 32.♙xa4 ♗xe3 33.♗xe3 ♗c5 and eval. about White +65

29.♙ea1 ♗h8 30.♚g4 ♗f6 31.♚h4 ♗fd7



32.♙xh6!?

Hiarc's was almost certainly 'helped' in finding this, by the fact that it had been expecting J6's 31...♗fd7 and had been preparing analysis in opponent's time!

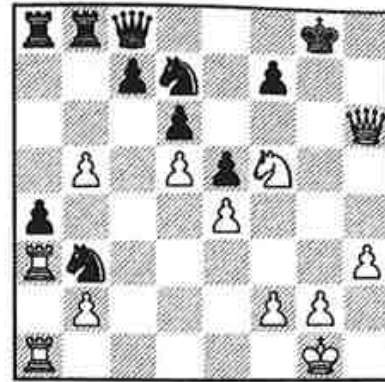
32...gxf6 33.♗xh6 ♙xh6 34.♚xh6+ ♗g8 35.♗e2!

The beginning of a quite astonishing manouvre, the culmination of which was presumably the basis of the Hiarc's sacrifice 3 moves ago... one of the most impressive search extension efforts I've seen so far

35...♗b3

Actually an 'only' move. If for example the defensive 35...♗f8?? 36.♗g3 leads to a very quick mate; 35...♗xe4?? 36.♗g3! ♚a7

(not 36...♗g3?? 37.♙xg3#) 37.♗xe4 m/8
36.♗g3! ♚c8 37.♗f5



Completing its circuit to threaten both ♚g7 mate and ♗e7+ forking king and queen

37...♚f8 38.♚g5+ ♗h8 39.♚h5+ ♗g8 40.♙e1! ♚d8 41.♗h6+ ♗g7 42.♙e3 ♚f6 43.♙g3+ ♗f8 44.♙f3

and even if the queen moves it's lost, so 1-0. E.g. if 44...♚e7 45.♙xf7+ ♗e8 46.♙xe7+ m/9. A great game by Hiarc's from move 27 onwards.

Schumacher Tournament

There was a very close finish in **Heinz-Josef Schumacher's** DOUBLE ROUND ALL-PLAY-ALL Tournament, in February 2000.

He called it 'The AMD Tournament', as he used 2 AMD-K6III/400 machines, with 64MB hash and 2GB TableBases. The time control was 30 moves in 1 hour.

Pos	Program	Score/10
1	Rebel-Tiger	6
2	Fritz6a	5½
3=	Shredder4	5
	Nimzo732	5
5	Hiarc's732	4½
6	Junior6a	4

It seems that every Tournament that is played involving these top 6 programs can put them in a different order! Any one of them is capable of winning, so it is only by accumulating all of the scores that we can hope that the finished *Selective Search RATING LIST* will distinguish what small rating differences there are between them.

DEEP JUNIOR6 PUTS THE CAT AMONGST THE PIGEONS ON THE INTERNET!

Deep Junior plays - while it can - in the Club Kasparov Grand Prix!

I asked the question on the front cover of our last Issue: "How strong are the new PC programs?"

The thought arose as Kasparov had, allegedly, indicated that he would not play at Frankfurt if Fritz6 was allowed to take the place it's entitled to in the Giants, as winner of last year's Challengers.

If it is true that Kasparov is in any way nervous about playing Fritz in open competition, it surely **MUST** tell us something about the real strength these programs are approaching!

As a result I was more than a little interested to see that 'Deep Junior' was entered for the **Club Kasparov Grand Prix** in February - a G/60 knockout Cup, publicised as 'the World's First Online Super-tournament'.

Games were to be played over the Internet - which proved to be something of a problem, as it transpired - in an event promoted by the *ClubKasparov Web Site*.



The 'super' entrants list promised much:

Kasparov 2851 Elo
Morozevich 2758 Elo
Michael Adams 2708 Elo
Svidler 2684 Elo
Deep Junior 2676
Nigel Short 2675
Sokolov 2656
Seirawan 2653
Piket 2635
Van Wely 2629
Adianto 2607
Illescas 2600
DeFirmian 2598
Gulko 2644
Milos 2586
Barua 2550

Deep Junior is a standard **Junior6** version, but adapted to run on **dual** or, in this case, **quad** processors, so it would be achieving around 2000MHz in this Tournament.

In Sweden they have it at 2706 Elo

running on a 450MHz machine. In the UK we have it at 2646 on a P2/233, and these figures match pretty closely, allowing for the hardware difference.

We know that some people - though they're a steadily reducing number! - think we still over-rate the programs. So the Tournament would also be, in a small way, a **test of our ratings**. Clearly if they are anything like correct, then **Deep Junior** is definitely over 2700, and could actually be a moderate threat. Will it meet Kasparov? Will he play it if they are drawn together?

Round 1: Illescas

In it's first match DJ6 was drawn to play against Spain's **Miguel Illescas**. Like the UK's Wimbledon tennis draw, you can tell from the initial pairings who you're likely to meet in the following rounds.

For DJ6, a win over Illescas would mean Adams or Gulko in round 2 and then, next in line should be Kasparov in a semi-final.

But first, Mr. Illescas. Probably no-one particularly wanted to play against

DJ6 in the first round, but Illescas was a good prospect for the human race, as the Spaniard was on the IBM team in the development of Deep Blue.

He sought to confuse the computer in game 1 with a rare closed line French Defence system, arguably the best type of strategy against one of today's red hot programs.

"I knew it was a hard draw," said Illescas, "because it is getting more and more difficult to beat the computer."

Deep Junior6 - Illescas,M

Grand Prix Online (rnd.1, game 1)
C16: French Defence

1.e4 e6 2.d4 d5 3.♗c3 ♘b4 4.e5 b6 5.a3!?

White has had good results with this move, asking Black the interesting question: "What will you do with your bishop?" Note that, on this diagonal, only

e7 and f8 are available
 5...♙f8?! 6.♚b5+ ♘d7 7.♙d3 c5 8.♗f3 ♗c6
 9.0-0 ♗ge7 10.♗b5 ♗g6 11.c3

11.c4 has been played, and Black can reply with either 11...dxc4 12.♙xg6 hxg6, or 11...♗xd4 12.♗fxd4 cxd4 13.cxd5 exd5
 11...c4 12.♙xg6 hxg6 13.♙g5 ♖b8 14.a4 a6
 15.♗a3 ♗a5 16.♗b1 ♗b3 17.♖a2 ♙e7
 18.♙xe7 ♗xe7



The position seems virtually equal
 19.♗bd2 ♗xd2 20.♖xd2 f6 21.h4!

"Very human like" said Illescas
 21...a5 22.♖b1 ♖a7 23.b3 cxb3 24.♖xb3
 ♖b7 25.♖e1 ♗f7 26.♖c1 ♖c7 27.♖b1 ♖c4

Trying to target the isolated a4 pawn
 28.♖ab2

White's counter-measure to Black's last move is to increase the pressure on the backward b6 pawn. As a result both get exchanged from which White comes out the better!

28...♙xa4 29.♖xb6 ♖xb6 30.♖xb6 ♙c6
 Strangely 30...♙d7?! allowing the pin by 31.♖b7 is preferred by the computers. Then they expect 31...♖c6 32.exf6 gxf6 33.g4 Black still has to sort out the pin, and I much prefer White's position here

31.♖c1 ♙d7
 31...♖a4?! 32.♖f4
 32.exf6 gxf6 33.♖f4



Black may well be lost at this point, but his next guarantees it!

33...♗g7??

33...♖c8 was best, then Junior would have played 34.♗e5+ ♗g7 35.♗g4 ♖f8 36.♖b7 Now we see again the pin mentioned in our variation at move 30. But all is not lost yet, as Black has 36...♖e7 and after Junior plays 37.♖c7 ♖d8 38.♖xa5 ♖c8 39.♖a7 ♖d8 40.♖c5 ♖xc5 41.dxc5 ♗f8 42.♗xf6 ♙c6 and, as the extra pawns are doubled, winning still presents some interesting difficulties!

34.♖b7! ♖d8 35.♖d6 ♗h6 36.h5 ♖xc3
 37.♖c7 ♖a1+ 38.♗h2 ♗xh5 39.♖f4 1-0

Illescas, M - Deep Junior6

Grand Prix Online (rnd.1, game 2)
 A08: King's Indian Attack

1.e4 1...c5 2.d3 ♗c6 3.g3 g6 4.♙g2 ♙g7
 5.♗d2 ♗f6 6.♗gf3 0-0 7.0-0

In this opening I prefer the less committal 7.♗b3 here. By castling now, White helps to clarify Black's best strategy... attack and open the centre - just what computer programs like!

7...d5 8.♖e1 e5 9.a3 dxe4N

A new move as far as I know. Lines played previously are
 9...♖e8 10.exd5 (10.♖b1 dxe4)
 10...♗xd5;

Apparently best is 9...d4 but the computer wont be programmed to encourage blocked centres, even though it has the space advantage. Now both 10.♗b3 (10.b4 ♗d7) 10...b6 won for Black in the games on my database

10.dxe4 ♖c7 11.c3 ♖d8 12.♖c2 b6 13.♗c4
 b5 14.♗e3 ♙b7 15.a4 a6 16.♗d2 c4 17.axb5
 axb5 18.♖xa8 ♖xa8 19.b3 ♗a5 20.bxc4
 ♗xc4 21.♗exc4 bxc4 22.♙f1 ♖a1



Despite the presence of the enemy rook

on his first rank, Illescas was just about holding the position up to this point

23. ♖b2?!

If White had played 23. ♖xc4 ♖xe4 24. ♖xf7+! ♗xf7 25. ♖xe4 ♖a2 26. ♖b2 the position would be tense, but just about equal

23... ♖a4 24. ♗b5

Illescas continues to target the isolated pawn on c4

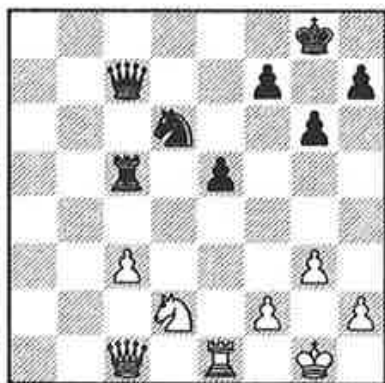
24... ♖c6 25. ♗b1 ♖h6 26. ♖xc4 ♖xc1 27. ♗xc1 ♖xe4 28. ♖d2?!

Better was 28. f3 ♖d5 29. ♖xe4 ♖xe4 30. fxe4 ♖xc4 31. ♖xc4 ♗xc4=

28... ♖d6 29. ♖g2

If 29. ♖xe5 ♖e4! 30. ♖f3 f6 31. ♖e6 ♗c8 32. ♖h3 ♗a8 threatening ♖a1! 33. ♗e3 ♖d7! and DJ6 still has enough pressure to win this

29... ♖xg2 30. ♖xg2 ♖a5 31. ♖g1 ♖c5



Now it is Black's turn to do some weak pawn attacking

32. ♖b1 ♖g7 33. h4 h5 34. ♗e3 ♖d5 35. ♗f3 e4 36. ♗f4 ♗c5 37. ♖c1?

Better is 37. ♖g2!? or 37. ♖f1!? but Black would still have the win in sight with ♖d3

37... ♖d3

37... ♖f5! might have been even better!?)

38. ♖d2 e3 39. ♖f1??

A blunder in a bad position. 39. ♖f3 was right, of course, but White would still have little chance of saving the game after 39... exf2+ 40. ♖f1 ♖c4!

39... e2 40. ♖e3 ♗xc3!!

Utterly destroying his/its opponent. After 41. ♖b1 (41. ♖xc3 is no better 41... e1 ♗+ 42. ♖h2 ♗xc3) 41... e1 ♗+ 42. ♖xel ♗xel+ 43. ♖h2 ♖d2-+. 0-1

Illescas' after-Match thoughts

So impressed was Illescas with the performance of DJ6, that he immediately heavily tipped it with a 50% chance of winning the

Grand Prix tournament outright. "If the human player does not manage to beat it in the one hour time controls, which is in itself hard enough, he will not stand a chance in the Blitz play-offs!"

For myself, the compelling feature of DJ's play was the steady way in which, straight out of Book, it managed to gradually improve its position. It seemed to allow Illescas precious little in the way of counter-chances, and yet played in a positive manner itself, quietly creating little threats and dangers... almost taking the games over before pouncing at the slightest inaccuracy.

Round 2: Michael Adams

Could Adams do any better?

Note what Nigel Short said in his *Weekend Telegraph* column: "Controversy erupted in round 2 when Michael Adams played Deep Junior, the highest-rated computer program in the world (over 2700 - higher than I have ever been)".

I know that the word *controversy* will be the one that caught your eye. But first I'd like you to take a second look at the almost casual way in which Short pronounces and accepts that this Deep Junior version is rated 'over 2700'!

He continues: "If you are in any doubts about the computer's strength, just look at this game..."

Before we do so, it has to be told that Internet problems plagued this game more than any other so far (there was something of a problem throughout the Tournament, with the players all logging on from various parts of the world and mainly using different service providers).

The first difficulty to rear its head could not be blamed on the 'net!

Adams - in Bermuda and half-way through his 2nd. 'annual' match against America's Yasser Seirawan - couldn't get his own notebook computer to function properly, so borrowed Seirawan's laptop to make the Internet connection. But then they couldn't get the mouse to work on that, so there was a delay of nearly 2 hours for everybody, whilst Bermuda was searched for a compatible mouse.

Adams' clock was not started and he was

not penalised for this, nor did his opponents suggest that he should be.

When the game did finally get under way, Adams was soon in trouble, but by move 30 it did seem that the computer was using more of its 1 hour time than it should.

An old fashioned telephone connection was used to establish that this was not Junior's fault - it was due to a poor 'net connection from its home in Israel. The tournament organisers had failed to anticipate slow 'net connections, so no 'time stamping' device to prove time controls were being adhered to was in operation. Thus the arbiter, Boris Postovsky in Moscow, had no actual way of proving that Junior's moves were being sent from Israel much earlier than they were arriving in Bermuda and Moscow.

The game was allowed to proceed, with DJ6 running ever shorter of Bermuda time!

Adams, M (2715) - Deep Junior6

Grand Prix Online (rnd.2, game 1)
C54. Giuoco Piano

1.e4 e5 2.♖c4 ♘f6 3.d3 ♖c5 4.♗f3 ♗c6 5.c3 a6 6.♗bd2 0-0 7.♗b3 ♖a7 8.h3 h6

8...d5 9.0-0 dxe4 10.dxe4 ♗e7 is better known, and was played in Bologan-Adams 1996

9.♗e2 d6

This is in one of my (many) books, but this is not really a well-known line, and I think it would be right to say it's a bit slow compared with opening up with 9...d5 immediately: 9...d5 10.exd5 ♗xd5

10.♗f1 ♗a5 11.♖c2 ♗e8 12.♗g3

Lunging forward immediately with 12.g4 was worth considering, threatening to break open the kingside with the move ♗g3 then to follow

12...♗c6 13.0-0 ♖d7 14.♗h2 ♖e6 15.♗b3 d5 16.♗g4?!

I'm not sure why Adams should want this exchange - it doesn't seem to add much to his intended kingside attack, but does double key pawns in front of his own king

16...♗xg4 17.hxg4 ♗d7 18.♗f5

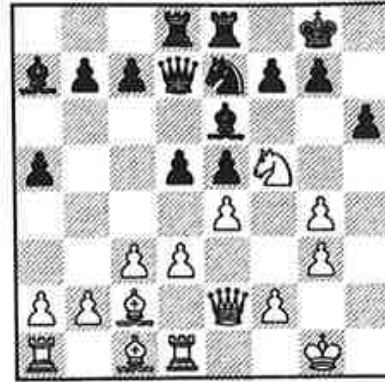
18.g5 seems logical after his 16th

18...♗ad8

Retaining the central tension is better than 18...dxe

19.♖c2 ♗e7 20.♗d1?!

The rook was probably best where it was 20...a5 21.g3?!



21...h5!

Attacking White where he thought he was doing the attacking! Humans would struggle to see this clever move which, when you start to really examine it, is pretty hard to meet!

22.d4

Is there anything better? White's strategy of the quiet build-up has fallen apart! 22.gxh5? ♗xf5 23.exf5 ♖xf5 with ♖g4 to follow.

Or if 22.♗g2? which White had surely hoped to play, allowing a better placing of the rook with ♗h1, then 22...hxg4 23.♗xg4 ♗xf5 24.exf5 ♖xf5 and Black is a pawn up and an attack

22...exd4 23.♗xd4 ♖xg4 24.f3 ♖h3

Excellent play by DJ6, emphasising that White's king is vulnerable!

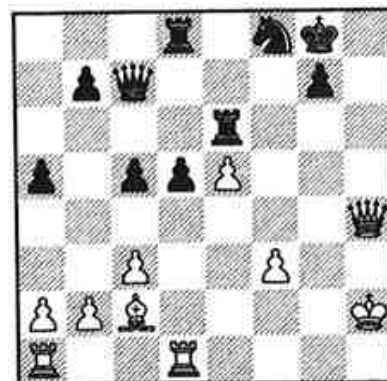
25.♖g5 f6 26.♖e3 c6 27.♗h2 ♖b8 28.♖f4 ♖xf4 29.gxf4 ♗g6 30.♗e3 ♗f8 31.♗g1!

Maybe White still has something of an attack for his pawn!?

31...♖e6 32.♗g3 ♗c7 33.e5 h4!

This and Black's 35th are sophisticated stuff, in my view... tactically based (and Junior isn't the only one to like them) but h-o-t!

34.♗xh4 fxe5 35.fxe5 c5! 36.♗xe6 ♗xe6



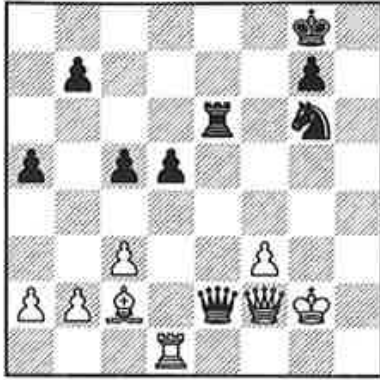
If ♗h6 can be played next, it would

finish it!

37.♔g2 ♖xe5 38.♞e1 ♞de8 39.♞xe5 ♜xe5
40.♞d1 ♞e6

There is just no let-up. In the Week-end Telegraph chess column Nigel Short calls it "a rout. The White king has nowhere to hide".

41.♜g3 ♜e2+ 42.♜f2 ♚g6 ½-½!!



The exclamation marks are there because, whether you've followed the game through in full, or are having a lazier look by checking out the diagrams, you'll see that Black has all but won. So why the ½-½!!

It was at this point in the game, Junior's Amir Ban reported that the Internet had gone into a coma at his end. There was a lengthy wait, Junior had a winning position but the Bermuda clock said it was almost out of time. In the end the programmers offered a draw. Adams accepted.

Now another 2 hour pause followed, whilst the Deep Junior team waited to see if their 'net server got communications up-and-running again. Efforts were made to find an alternative server, but no back-up arrangements had been considered before the Tournament by anyone, and no progress was in sight.

Eventually Adams lost patience. In fairness, although the initial delay had been partly his fault, and the second delay completely out of Amir Ban's hands, Adams had been sat at his computer for about 6 hours now and could hardly have looked forward with any enthusiasm to a 2nd. game with the obviously incredibly strong Deep Junior.

So on Michael Greengard's advice (Greengard, known as MIG on the 'net, is the Kasparov Chess Online vice-president), Adams put a time limit on his patience for game 2 to start. No Tournament rules had been written to cover this eventuality. Arbitrator Postovsky said he thought the game

should be played, but then went to bed (it was now 2 a.m. in Moscow, and arbiters need their sleep if they are to arbit properly! it's a tough job).

Finally Greengard awarded the game to Adams. It was alleged Kasparov also had a hand in this - one can believe he'd rather play a tired Adams than Deep Junior on the following day - but this has been hotly denied. So Adams had the point for game 2 and he'd 'won' the match by 1½-½.

The next day, in the first semi-final, a tired Adams lost in two 'mistake-packed' games to Kasparov by the same score. In a somewhat satisfying epitaph (to me, anyway), another two days later Kasparov himself would also lose in the final by the same score to Holland's Jeroen Piket!

Conclusion?!

How strong is Junior6 and/or Deep Junior6? For that matter, let's include Fritz6 and 'Deep' Fritz, plus other programs such as Rebel Tiger, Hiarc, Nimzo... I believe all these would be likely to achieve much the same level of performance - i.e. *very strong!* - given the opportunity! But will they again?

JUNIOR6 and DEEP JUNIOR6

JUNIOR6 for standard PC's & Win95/98 topped the *Selective Search* rating list in Issue 86, and is available at a price of **£39.95** incl. p&p from Countrywide Computers.

DEEP JUNIOR for dual and quad processors is also available commercially. It requires WinNT/2000, and on a dual processor it searches about 1.8 times faster than on a standard PC. I.e. a Dual 500MHz set-up will achieve approximately the equivalent of 900MHz. The price from Countrywide is **£79.95** incl. p&p.



Junior's programmers, Shay Bushinsky & Amir Ban

PADERBORN 2000

INTERNATIONAL PADERBORN COMPUTER CHESS CHAMPIONSHIP, aka IPCC

As mentioned in SS/86, the 9th. PADERBORN COMPUTER CHESS CHAMPS was held during February 2000.

Shredder4, which has had some below-par results for a World Champion (a bit like Khalifman!?), showed that it still retains a knack for winning the big Tournaments by coming 1st. A ½-point behind was **Junior6**. These two were a point clear of the rest, and both remained unbeaten.

Though there were no major shocks, the **Fritz6** result would be lower than hoped. Vincent Diepaaven's amateur program **Diep** again performed well in exalted company.

KEY GAMES

The games (all 40/2, 30/1, G/30 I believe) which determined the top placings, were:

■ round 2: Nimzo v P.ConNerS

Nimzo732 - P.ConNerS

[D44]

1.d4 d5 2.ϕf3 ϕf6 3.c4 c6 4.ϕc3 e6 5.ϕg5 dxc4 6.e4 b5 7.e5 h6 8.ϕh4 g5 9.ϕxg5 hxg5 10.ϕxg5 ϕbd7 11.ϕf3 ϕb7 12.exf6 12...ϕe2 ϕg8 13.h4 is usual, I think 12...ϕb6 13.0-0-0 c5 14.d5 b4 15.ϕa4 ϕa5 16.ϕe3



16...0-0-0??

Was this an opening book blunder? If not, one wonders what on earth is in the program's evaluations to allow White into such a strong attack! 16...e5 was best. Whilst the Black king still looks precariously placed White also has his problems, dealing with those oncoming queenside pawns! Next might be 17.b3 cxb3 (17...c3 and with the queenside more

or less blocked, White can try 18.f4) 18.axb3 ϕd6

17.dxe6! fxe6

It is clear that when and if White can play f7, the game will be as good as won

18.b3 cxb3 19.axb3 c4 20.ϕxc4 ϕh5

If 20...ϕxg2 21.ϕhg1 ϕh3 22.ϕf4 ϕc6 23.f7!

21.f4 ϕxg2 22.ϕhe1 ϕd5

22...ϕh6 to complicate might have put up more of a fight

23.ϕxd5 exd5 24.f7!



The move which guarantees White a winning material advantage

24...ϕa6 25.ϕxd8 ϕxd8 26.ϕe8+ ϕc7 27.ϕd2 ϕh6 28.f5 ϕb5 29.ϕa8 ϕc6+ 30.ϕb1 ϕb8 31.ϕxb8+ ϕxb8 32.ϕe8 ϕd7 33.ϕxd5 ϕf6 34.ϕa5 ϕb7 35.ϕd5 ϕc7 36.ϕa8 ϕxf7 37.ϕxa7+ ϕc6 38.ϕd1 ϕe5 39.ϕxf7 ϕxf7 40.ϕd4 ϕd6 41.h4 ϕh6 42.f6 ϕe5 43.ϕxb4 ϕf7 44.ϕb6+ ϕd5 45.ϕa6 ϕd4 46.ϕc2 ϕe4 47.ϕc3+ 1-0

■ round 3: Fritz v Junior

■ round 3: Shredder v Nimzo

Fritz6 - Junior6

[D58]

1.d4 ϕf6 2.c4 e6 3.ϕf3 d5 4.ϕg5 ϕe7 5.e3 h6 6.ϕh4 0-0 7.ϕc3 b6 8.ϕc1 ϕb7 9.ϕe2 ϕbd7 10.cxd5 exd5 11.0-0 c5 12.ϕa4 a6 13.dxc5 bxc5 14.ϕfd1 ϕb6 15.ϕb3 ϕa7 16.ϕg3 ϕad8 17.ϕe1 ϕc6

17...d4 18.exd4 cxd4 19.ϕa4 ϕc8 20.ϕxc8 ϕxc8 21.ϕc4 ϕf8 is, I think, the theory line

18.ϕf3 ϕb6 19.ϕc2 ϕfe8 20.ϕd3 ϕa8 21.a4 ϕf8 22.a5 ϕc4 23.ϕa4 ϕc6 24.ϕa1 ϕb5 25.ϕc3 ϕe4 26.ϕxb5 axb5 27.ϕf4 ϕxg3 28.ϕxd5 ϕf5 29.ϕxf5 ϕxb2 30.ϕdb1 ϕc4

31.♙e4 ♖xe4 32.♗xe4 ♘d2



33.♗d3?!

A bold choice, but probably the start of White's troubles! 33.♗f6+ gxf6 34.♗g4+ ♙g7 35.♖xb5 looks about even

33...♗xb1 34.♗f6+ gxf6 35.♗xd8 ♗c3 36.♗b6!

Aiming to enhance the value of the passed a-pawn

36...♗e7 37.a6 ♗e5 38.♗a5 ♙d6 39.g3

I'm sure my readers could see the threat of ♗xh2 etc!

39...♙c7 40.a7 ♙xa5 41.a8♗+ ♔g7 42.♖xa5



So far so good – you'd have to put White ahead materially. But what are the b5+c5 pawns worth!?

42...♗f5 43.♔g2 ♗e4 44.♖a2

Forced, to protect f2... but here they start to come!

44...b4! 45.f3 ♗g5 46.♖f2?!

I'm not so sure about this: it allows Black to force the king into a corner a bit distant from the marching pawns. 46.f4 ♗e4 47.♗c6 slows the pawn progress and has moved his own kingside pawns forward a little

46...♗h3+! 47.♔h1 ♗e6

Now Black controls the advanced of his passed pawns!

48.e4 c4 49.♗a5 ♗d6 50.♔g2

Would 50.♗d5 have given White a chance to defend against the pawn march? 50...c3 51.♗a4 ♗e6 52.♗b3 ♗c5



The outcome is clear now

53.♖f1

53.♗d5 ♗xd5 54.exd5 ♗c5 proves no better

53...♗d4 54.♗b1 c2 55.♗b2 ♗e2 56.♗b3 c1♗ 57.♖xc1 ♗xc1 58.♗a4 0-1

Shredder4 - Nimzo732

[A18]

1.c4 ♗f6 2.♗c3 e6 3.e4 d5 4.e5 d4 5.exf6 dxc3 6.bxc3 ♗xf6 7.♗f3 e5 8.d4 exd4 9.♙g5 ♗e6+ 10.♙e2 f6 11.♗xd4 ♗f7 12.♙f4 ♙c5 13.0-0 0-0 14.♖e1

An interesting novelty – there are a few in Shredder's book. Usual, and fairly successful, are ♗b5, ♗c2 and ♗b3

14...♗a6 15.♗c2 ♖d8 16.♖ad1 ♗b6



It is difficult to look at this and know that a quality program like Nimzo can be lost in another 5 moves

17.♙f3 g5?

A bit wild and neglectful of his king safety... but even so, who could anticipate Shredder's marvellous reply?! 17...c6 18.♗b5 (18.♗xc6 ♖xd1 19.♗xd1 bxc6 gives White nothing) 18...♖xd1 19.♗xd1 ♙f5

was probably as good as anything for Black, and any disadvantage is small

18. ♖c6! ♜xd1 19. ♝xd1 bxc6

19... ♜f8 20. ♝d5+ ♔h8 21. ♙xg5 fxg5
22. ♜e7 bxc6 23. ♝e5+ ♔g8 24. ♝xg5+ ♔h8
25. ♜xh7+ ♔xh7 26. ♙e4+ forces 26... ♙f5
27. ♙xf5+ ♝xf5 28. ♝xf5+ winning
20. ♝d8+ ♔g7 21. ♜e7!

And it's all over!

21... gxf4 22. ♙xc6 ♙b7 23. ♝d7! ♜f8 24. ♙xb7
♙c5 25. ♝g4+ ♔h6 26. ♝xf4+ ♔g7 27. ♝g3+
♔h8 28. ♜xf7

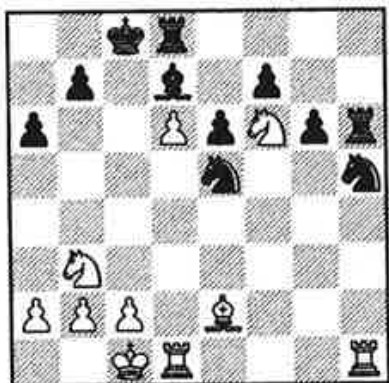
The queen falls at last – Shredder has had her pinned on f7 since move 21
28... ♜xf7 29. ♙d5 ♜f8 30. ♝e3 ♙a4 31. ♝e7
1–0

- round 4: Nimzo v Fritz
- round 4: Junior v Shredder. A 100 move draw, always equal.

Nimzo732 - Fritz6

[B81 Sicilian Scheveningen]

1.e4 c5 2. ♖f3 e6 3. d4 cxd4 4. ♖xd4 ♖f6
5. ♙c3 d6 6. g4 h6 7. h4 ♙c6 8. ♜g1 h5 9. gxh5
♙xh5 10. ♙g5 ♖f6 11. ♙e2 a6 12. ♝d2 ♝b6
13. ♙b3 ♙d7 14. h5 ♙xh5 15. ♜h1 g6
16. 0–0–0 ♝xf2 17. e5 ♝f5 18. exd6 ♝xg5
19. ♝xg5 ♙h6 20. ♝xh6 ♜xh6 21. ♙e4 0–0–0
22. ♖f6 ♙e5



The opening books end in an equal but very interesting position

23. ♜h4 ♙b5 24. ♙xb5 axb5 25. ♙c5 b6
26. d7+ ♔c7 27. ♙e8+ ♔b8 28. ♜d6 bxc5?

28... ♙a7 looks best

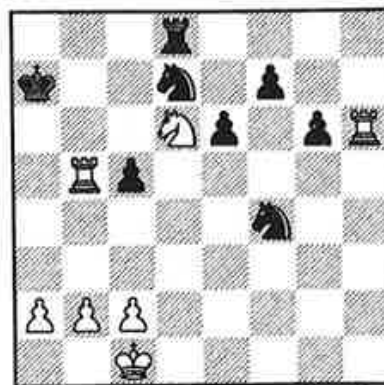
29. ♜b6+ ♙a7 30. ♜xb5

Suddenly threatening Ra4 mate!!

30... ♙f4

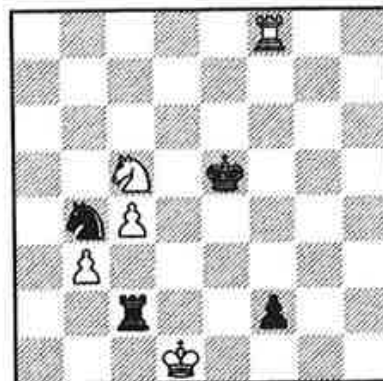
A superb move, the only saving one and it works beautifully

31. ♜xh6 ♙xd7 32. ♙d6



The whole nature and area of operations of the game have changed with the removal of White's d7 pawn. Now we will see whose pawns can win the game!

32... ♙f6 33. ♜h4 g5 34. ♜xf4 gxf4 35. ♜b7+
♙a6 36. ♜xf7 ♙d5 37. ♙e4 ♔b6 38. b3 ♜a8
39. c4 ♙b4 40. ♜f6 ♜xa2 41. ♜xe6+ ♔c7
42. ♙xc5 f3 43. ♜f6 f2 44. ♔d1 ♜b2 45. ♙a4
♜c2 46. ♜f7+ ♔d6 47. ♜f8 ♙e5 48. ♜e8+ ♔f5
49. ♜f8+ ♔e6 50. ♙c5+ ♔e5



It should be a draw

51. ♜f3??

A move too soon, leading to a zugzwang! 51. ♜f7 ♜a2 and now 52. ♜f3!
♔d4 53. ♙e6+ is a draw

51... ♜a2!

Suddenly White doesn't want to move anything! The rook's where it needs to be to stop Black's king getting to d4 and e3, and the knight wants to respond to ♔d4 with ♙e6+ (which works and forces the king back as long as the rook's still on f3!)
52. ♜f7 ♔d4 53. ♜f5 ♙e3 54. ♔c1 ♙d3+
55. ♙xd3 ♔xd3 0–1

- round 5: Shredder v Fritz. A 104 move draw, the game was always equal

- round 6: Junior v Nimzo
- round 6: Fritz v P.ConNerS

Junior6 - Nimzo732

We join it after Black's 43...♙e3



44.♘g4?!

44.♙xa4 ♙c5+ 45.♖b3 ♙b7 46.♞e2 seems about equal

44...♙c5+ 45.♖a5 ♙c8 46.h5?

This seems the natural thing to do, but it gets White into complications that trouble him more than Black! Better was 46.♞h2

46...♞a2! 47.♞c1

Best... the rook can't stay on the 2nd. rank. E.g. 47.♞h2?? a3!

47...♞xb2 48.h6 ♞b6

Best. Black can't yet get his rook to the h-file before White. 48...♞b3 49.♞h1

49.♙b5 ♞b7?!

49...♞b8 would provide the rook with a quicker route to the h-file

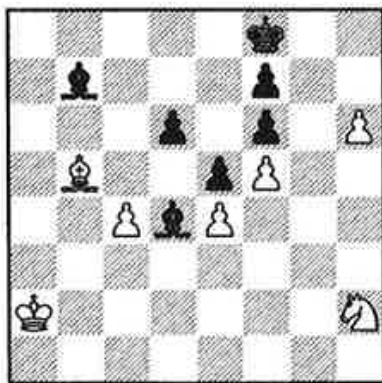
50.♖xa4 ♞a7+ 51.♖b3 ♞a3+

51...♙b7!? 52.♞h1 ♞a8 53.h7 ♞h8̄.

Black thinks it has a possibly winning advantage either way.

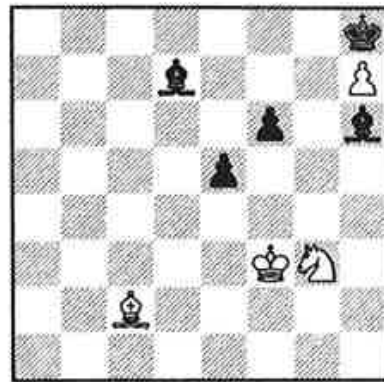
52.♖b2 ♞h3 53.♞c2 ♙b7 54.♞h2! ♙d4+

55.♖a2 ♞xh2+ 56.♖xh2 ♖f8



57.♖g4 ♙xe4 58.♖xf6 ♙xf5 59.♙c6 ♙e3
60.♙e4 ♙e6 61.h7 ♙xc4+ 62.♖b2 ♖g7
63.♖c3 ♙e6 64.♖e8+ ♖h8 65.♖xd6 ♙d4+
66.♖d2 ♙c5 67.♖f5 ♙f8 68.♖e2 ♙d7 69.♖g3
♙c5 70.♖f3 ♙b6 71.♙b1 ♙c7 72.♙c2 ♙d8
73.♖e4 ♙e6 74.♖f3 ♙g5 75.♙e4 ♙d7 76.♙c2

♙c1 77.♙b1 ♙h6 78.♙c2 f6



But White controls f5, and Black is completely unable to make progress. The draw was agreed on move 100. ½-½

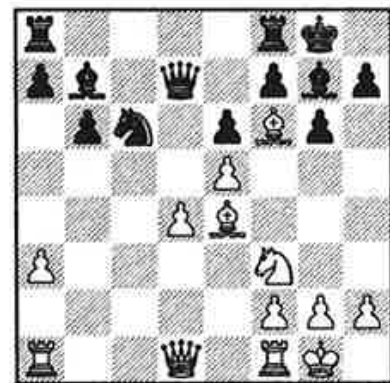
Fritz6 - P.ConNerS

[E12. Queens Indian]

1.d4 ♖f6 2.c4 e6 3.♖f3 b6 4.a3 ♙b7 5.♖c3
d5 6.cxd5 ♖xd5 7.e3 g6 8.♙b5+ c6 9.♙d3
♙g7 10.e4 ♖xc3 11.bxc3 c5 12.♙g5 ♙d6
13.e5 ♙d7 14.0-0 ♖c6?!

14...0-0 15.♙d2 cxd4 16.cxd4 ♖c6 is theory

15.♙e4 cxd4 16.cxd4 0-0 17.♙f6?!



In the next few moves Fritz removes both Black's fianchetto bishops, but then stands worse as there is no way to get at the Black king afterwards

17...♖e7 18.♙g7 ♖xg7 19.♙xb7 ♙xb7
20.♙d2 h6 21.a4 ♞ac8 22.a5 b5 23.♞fb1

Seeming to make Black's life easy, the queenside majority can safely wait until PCS wants to use it and White's a5-pawn will always be vulnerable risking connected passed pawns 23.a6 was the only consistent move

23...a6 24.♞c1 ♞xc1+ 25.♙xc1 ♞c8! 26.♙f4
♖d5 27.♙d2 b4! 28.♞a2?!

Committing the rook to 2 jobs:

protecting the a5-pawn and blocking the path of Black's b-pawn
 28...c3 29.b2 b5 30.h4 xa5 31.h2
 a3 32.c2 a5



After this move it is visibly clear that White is in big trouble
 33.d2 b3 34.h5 gxh5 35.e1 a4 36.d3
 a1 37.c5 b5 38.f4 xd4 39.f6+
 39.xd4? xc5 40.xc5 xb2 is very
 easy for Black
 39.g8 40.xh6 f5 41.g5+ g7 42.e4
 xb2 43.f6+ f8 44.h7+ e8 45.f4
 46.f6+ d8 47.e4+ c8 48.xg7 0-1

■ Final round [7]:
 Shredder and Junior started the round

equal on 5/6, with P.ConNerS nearest on 4. But whilst Shredder was comfortably beating SOS, P.ConNerS v Junior was a 42 move draw. Junior was a pawn up for much of the game, but it was part of an ugly doubled pawn island group, so there was never any real chance of Junior getting the full point it needed.

WORLD COMPUTER CHAMPS 2000 in LONDON!

We have many hard-working European friends running Tournaments and contributing greatly in the world of computer chess... so I was delighted to learn that the ICCA has confirmed that the **World PC-based Chess Championship** will take place in London from **18-27 August** this year. It will run in conjunction with the annual **Mind Sports Olympiad**. More info. can be obtained from *David Levy, 5 Akenside Rd. London NW3 5BS.*

On a personal note, not having had a holiday for 7 years, I've gone completely over-the-top and booked two this year! One is at the end of May, and the other... you've guessed it! I will be doing what I can to sort that out, as I definitely wont want to miss being there and meeting many old and new friends!

IPCCC 2000 - 9th International PADERBORN Computer Chess Championship - Final Ranking Table

Code	Pos	Name	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Total	OppScores
1	1	Shredder 4	1 b15	1 w6	1 w3	½ b2	½ w5	1 b11	1 w8	6	26
2	2	Junior 6	1 b14	1 w13	1 b5	½ w1	1 b9	½ w3	½ b4	5½	27½
3	3=	Nimzo 732	1 b11	1 w4	0 b1	0 w5	1 b13	½ b2	1 w7	4½	29
4		P.ConNerS	1 w16	0 b3	½ w8	½ w11	1 b12	1 b5	½ w5	4½	24½
5	5=	Fritz6	1 b7	1 w12	0 w2	1 b3	½ b1	0 w4	½ w10	4	30½
6		Diep	½ w9	0 b1	0 b7	1 w15	½ b10	1 w16	1 w11	4	22
7	7=	Comet	0 w5	½ b10	1 w6	0 b8	1 w14	1 b13	0 b3	3½	24½
8		SOS	0 b13	1 w15	½ b4	1 w7	0 b11	1 w9	0 b1	3½	24½
9		Patzer	½ b6	½ w11	1 b12	½ w13	0 w2	0 b8	1 b16	3½	22½
10		Ikarus	0 b12	½ w7	0 b11	1 b14	½ w6	1 w15	½ b5	3½	21½
11	11=	Gandalf	0 w3	½ b9	1 w10	½ b4	1 w8	0 w1	0 b6	3	29½
12		Amy	1 w10	0 b5	0 w9	1 b16	0 w4	½ b14	½ w15	3	20½
13	13=	Gromit Chess	1 w8	0 b2	1 w16	½ b9	0 w3	0 w7	0 b14	2½	24
14		Isichess	0 w2	0 b16	1 b15	0 w10	0 b7	½ w12	1 wa3	2½	20½
15	15	Neurologic	0 w1	0 b8	0 w14	0 b6	1 w16	0 b10	½ b12	1½	23½
16	16	Matador	0 b4	1 w14	0 b13	0 w12	0 b15	0 b6	0 w9	1	21½

RICHARD LANG'S *CHESS GENIUS* COMES OUT FOR THE *PALM PILOT!*

One of the more interesting pieces of news to reach me in the first weeks of the new millennium came from Britain's multi-World Championship winner **Richard Lang**, that he had converted his ex-Mephisto and now PC program **Chess Genius** to run on the **Palm Pilot** hand-held computer!

The 3Com Palm Pilot series is already popular with many business users, due to its connectability to PCs and Macs for swapping and working on files, letters and notes etc. when the user is away from his/her desk. Plus you can maintain a diary, address or appointment books and telephone or birthday lists (with reminders!). Perfect for busy people always on the go!

If you have a PC but don't already have a Palm device, the serious chess player who's often travelling, or has spare half-hours during lunch break etc. - could think it worth buying one just to run **Palm Genius!**

Palm Pilot info

There are 3 particularly popular models:

- Palm Pilot 3E Organiser, about £150
- Palm Pilot 3C Colour, about ££395
- Palm Pilot 5, around £260

All use a stylus to point+touch for accessing functions and features, and have 16MHz processors for the 3E and 5, but 20MHz for the 3Colour. The extra speed of the latter is required to maintain performance under colour operations. For Palm Genius users, they may as well go with the cheapest option, i.e. the **Palm Pilot 3E** which can be purchased for around £150.

Note for folk without a PC:

There are one or two potential problems for those now thinking '*this is the perfect portable*', and already an-



icipating running a Palm Pilot + Genius *without* having a PC!

Suppose you think you'll buy (from Countrywide, of course!) a new **Palm Pilot 3E** and ask them to install the **Chess Genius** program for you before they send it. Likely total price **£175**.

We need to make sure that you remember that Palm Pilot's are essentially intended as companions to a user's PC or Mac.

[1]. Whilst we believe it is possible that Countrywide or myself might be able to install Genius into a Palm Pilot for you, because of the specific user and PC info which must be keyed-in at set-up time, the user may have problems should he want to connect to a PC he buys at a later date.

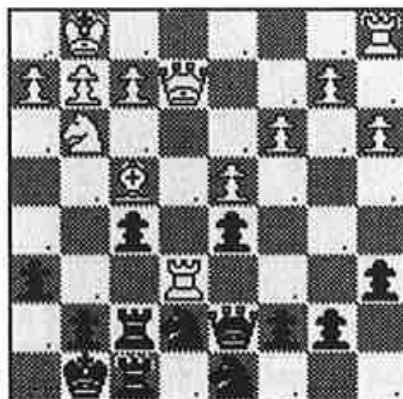
[2]. If the Palm should ever lose its memory - which can happen if the batteries are allowed to get really flat, then *any* extra programs which the user has installed (which would include Genius of course) - would need to be re-installed *by connection to a PC*, which errr umm... you haven't got!

For these reasons I would say that the Palm + Genius idea is really something that mainly PC owners should be considering.

ChessGenius for Palm info

Features

- Very strong play - excellent even on the 'instant' level. Programmer Richard Lang expects it to achieve at least Dallas 68000 - Roma 68000 strength, which means around 2020 Elo/177 BCF.
- Forty playing levels - 10 Easy, 10 Time based (1 sec, 2 sec, 3 sec, 5 sec... 3 mins), 10 Blitz (G/1, G/2, G/5... G/120), 10 Problem solving.
- Three board views - giant, medium and small.
- Game info (on small board) - last 8 moves, chess clocks, main line with search depth and evaluation.
- Position set-up - any legal position can be entered.



Popular medium board display

- Hint - Genius suggests your best move!
- Take back - to start of game
- Step forward - move forward after a series of take-backs, or 'walk' through game.
- Playing modes - play against Genius, against another player (monitor mode), or watch Genius play itself.
- Pawn promotion - to any legal piece.
- Reverse board - play Black from the bottom
- Move now - swap sides or force Genius to make its move immediately.
- Opening library.
- Easy move entry - make moves by tapping the 'from' and 'to' squares, or slide piece.

Steve Maughan has been doing some of the beta testing for Richard. He expects around 2040 Elo strength from playing against it.

Amongst the games he sent me one involved an endgame with the Travel Champion 2100. This is useful: endgames can be difficult at fast chess, and how they are handled can help to determine whether a program is going to be over 2000.

ChessGenius 03:08 03:07

	<p>YOU PALM</p> <p>17 Qg4 Qd7</p> <p>18 Re6 f5</p> <p>19 Qe2 Rdf8</p> <p>20 Bf4 Nd8</p>
--	---

- 0.16 07 Nd8 Re3 Ng6 Nh5 Nxf4

Your move 00:18

The Small board shows maximum info

having to use valuable fire-power to do this! 15...g6 16.Qf3 Qxe5 17.Qxe5 Qb6 18.Qxb7 Qxb7 Palm Genius was right to avoid 18...Qxb7?! 19.Qxa5 Qxa5 20.Qxa5 Qc4 as 21.Qa2 Qxb2 22.Qxb2 has nearly equalised 19.Qh5?! You'd like to give full marks for this bold attempt at a counter-attack. However 19.Qg5 was probably the better way to attempt it, as Black now finds exactly the right antidote 19...Qc6! 20.Qa1 Qe7 21.Qe1 0-0! 22.Qg4 The mate threat Qxg7 is easily met 22...g6 23.Qd4 And so is this one 23...f6 24.Qe4? White should keep queens on the board, because of the distant passed a-pawn danger. Therefore 24.c3 e5 25.Qg4 Qfd8, or 24.Qe3, were best 24...Qxe4 25.Qxe4 e5



Travel Champion 2100 - Palm Genius

B20. Sicilian... sort of! Game in 10 mins
 1.e4 c5 2.b4?! cxb4 3.Qc4! A somewhat unique opening by TC! 3...Qc6 4.Qb2 e6 5.Qf3 Qf6 6.e5 Qe4 7.0-0 d5 8.exd6 Qxd6 9.Qe2 b5 10.a3 bxa3 11.Qxa3 b4 Don't under-estimate the a+b pawns... they will cause many troubles for White in Palm Genius's hands! 12.Qb2 a5



13.Qa4 Qb7 14.Qe1 Qe7
 15.Qe5 15.c3 Qd5 16.Qb3
 would be an attempt to wreck the dangerous pawns, but White would be

Setup position

	<p>White to move</p> <p>OK Abort Clr. Bd</p>
--	--

Setting up positions is easy!

A chance to see the Palm Genius endgame at blitz/speed! 26.d4 Qd6 27.Qe1 Qfc8 28.dxe5 fxe5 29.Qe2 e4 30.Qa4 Qc4 31.Qf1 Qac8 32.Qxa5 Qxc2 33.Qa8 Qxa8 34.Qxc2 Qa2 35.Qd2 Qg5 36.h3 h5 37.Qe1 Qxd2+ 38.Qxd2 Qc4 39.Qd8+ Qf7 40.Qd4 b3 41.Qc3 Qc2 42.Qh8 b2 Of course b1=Q mate is now threatened 43.Qd1 Qa3 Here 43...e3! gets to the win even easier 44.Qxb2 Qxb2 45.Qd2 Qxd2 46.Qxd2 e3 48.fxe3 Qxe3 49.g3 Qd1+ 50.Qd4 Qf2 51.h4 Qh1 52.g4 hxc4 53.Qe3 g5 54.hxc5? 54.h5 extends the game to its maximum possible. 54...g3 55.Qf3 Qf2 56.h6 (56.Qxg3 Qe4+ m/24) 56...Qg6 57.h7 Qxh7 58.Qe3 Qd1+ m/19 54...Qg6 Hiarc's with table-bases announces m/13 immediately. It takes Palm Genius just a little longer, but that hardly matters 55.Qf4 g3 56.Qf3 Qxg5 57.Qg2 Qf4 58.Qg1 Qf2 59.Qg2 Qg4 60.Qf1 Qf3 61.Qe1 g2 62.Qd2 Qe4+ 63.Qd3 g1Q 64.Qc4 Qc5+ 65.Qb3 Qc3+ 66.Qa4 Qd4+ 67.Qb5 etc. 0-1.

ENRIQUE IRAZOQUI'S NEW, VITAL CADAQUES TOURNAMENT

The **CADOQUES TOURNAMENT**, named after a beautiful Spanish coastal town, was played on two **Pentium3 500MHz** machines, each having 256MB RAM.

The **time controls** were **40 moves in 40 mins**, and each of the participants played 20 game matches against all the other participants (that meant a total of 420 games!)

Enrique's annual efforts - which are tremendously valuable in enabling us to have accurate ratings for the various programs, is the "*Linares Tournament*" of the computer chess world. Here were 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 Tournament Table, after the first 80 games each, was in *SS86* - Junior6 led from Fritz6a and Rebel Tiger was 3rd.

Pos	Program	Score/80
1	Junior6	51
2	Fritz6a	47
3	Chess [Rebel] Tiger	44½
4=	Shredder4	39
	Nimzo732	39
6	Hiarcs732	35
7	Rebel Century	24½

However after this Nimzo732 got an unexpectedly big win against Shredder4 whilst Rebel Tiger last two matches were against Fritz6a and Junior. We commented last time that this would be a very tough finish, and so it proved.

Shredder redeemed itself somewhat by going very close against Fritz, whilst Hiarcs became the only program to deny Junior a match win by getting a tough 10-10 draw! Rebel Century never really got going, and its poor result here is no doubt one reason why Ed Schroder has produced an upgrade patch (see our NEWS+RESULTS section) reverting to the fast Tiger algorithm which first appeared experimentally in Rebel 10[c].

Cadaques 2000 - Final Tournament Table

Pos	Program	Fritz6	Hiar7	Jun6	Nimz7	RCent	RTig	Shred	Total/120
1	Junior 6	12	10	xxx	13	15	12	11	73
2	Fritz 6a	xxx	13½	8	10½	15	11½	10½	69
3	Nimzo 732	9½	12½	7	xxx	12	10	13½	64½
4	Chess [Rebel] Tiger	8½	10½	8	10	12	xxx	12	61
5	Hiarcs 732	6½	xxx	10	7½	12	9½	11½	57
6	Shredder 4	9½	8½	9	6½	13½	8	xxx	55
7	Rebel Century	5	8	5	8	xxx	8	6½	40½

Afterwards the highly respected Enrique Irazoqui gave his appraisals of the programs.

FINAL REPORT, by Enrique Irazoqui

At first, I expected Tiger or Fritz to win this tournament, following the theory that everything else being of equivalent value, as it is very often the case, the fastest tactical finder performs best.

■ *The fact that Junior, a program that is not one of the tactical wizards, started winning its matches so convincingly came as a surprise until I realized that it systematically outplayed the opponents with a more prophylactic play and a better positional understanding. It plays actively but without leaving weaknesses behind, and once it bites it won't let go. The image of a tank kept coming to my mind. Junior is a most impressive program and won deservedly after outplaying all the other participants, steadily, match after match. Only Hiarcs escaped from defeat.*

■ *Fritz is the fastest of all and by no means less bright than average among the other contenders. It does not have the positional quality of Junior and Shredder, but on the other hand it is the most thrilling program to watch when the game opens up.*

This victory of Fritz precisely against Junior is an example:

1.d4 ♘f6 2.c4 g6 3.♗c3 d5 4.♗f3 ♕g7 5.cxd5 ♗xd5 6.e4 ♗xc3 7.bxc3 c5 8.♞b1 0-0
 9.♕e2 ♗c6 10.d5 ♗e5 11.♗xe5 ♕xe5 12.♞d2 e6 13.f4 ♕c7 14.0-0 exd5 15.exd5 ♕a5
 16.♞b3 b6 17.♞d1 ♕d7 18.c4 ♕a4 19.♕b2 ♕xb3 20.axb3 a6 21.d6 ♞a7 22.f5 g5 23.f6
 h6 24.♕d3 ♞xd6 25.♕h7+ ♗xh7 26.♞xd6 ♞aa8 27.♞d3+ ♗h8 28.♞e2 ♞ae8 29.♞h5
 ♗h7 30.♕c1 ♞e5 31.h4

(Fritz announces mate in 28) 1-0.

■ *Nimzo is a very strong program that is almost as fast as the fastest and at the same time as competent a positional player as any other program, with the exception of Junior. The opening book of Nimzo is a small wonder.*

■ *As I already mentioned, I thought that Tiger would be one of the two main contenders for first place, not only because of its great tactical speed, but for its better than average understanding of the pawn structure. Its style is on the quiet side, leaning towards the school of the do-nothing-but-do-it-well. Tiger did well, and I think it can do even better.*

■ *Hiarcs is a born optimist, aggressive and fun to watch, with a good grasp of the game and very decent endings. However, this optimistic, extroverted character is also its Achille's heel, as shown by its performance against the very fastest contenders.*

■ *Shredder is a solid, well focused and above average positional player, and its endgame might be the best there is. It is also relatively slow in tactics, a sin seldom forgiven in computer chess. Somehow, its 6th place in the tournament feels too low.*

■ *Century is a very fine program that lacks the speed it takes to survive computer chess, which helps to explain its performance in this tournament. A new and much faster update of Century has already been released. Congratulations to Amir Ban and Shay Bushinsky.*

Eric: I am going through the games, seeking the best one's for the next Issue of Selective Search. Any volunteers out there? I can send you the games in ChessBase format, you could help in the analytical work and return your efforts to me on disk in ChessBase format for use with mine in SS88!

Heiko MIKALA's MONSTERS OF CHESS 2000 TOURNAMENT

- Game in 60mins
- 2 P2/300 PCs

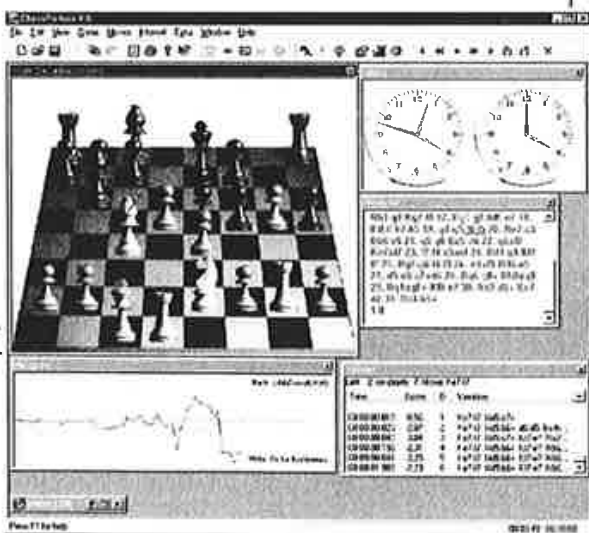


Heiko introduces his fine **double round** tournament by saying: "The main goal of this tournament is to get an impression of the playing styles of the new programs. It is not the aim to find out which program is the strongest, or even to announce a 'winner!' although after approximately 200 games, at the end of the tournament, we will have enough data to get an impression of the playing strengths too".

"After the tournament I will try to tell you as much as possible about my impressions of the playing styles of all the new programs. Right now there's already a lot of impressions and information available, and we can already say that some very interesting new engines and programs are available.

- Nimzo732 for example plays a very refreshing, sometimes even wild style
- Genius6.5 plays a surprisingly active style
- Rebel Century fearlessly marches forward most of the time
- Shredder4 convinces with its solid style and great endgame play
- Fritz6 seems to be nearly unshakeable
- The good old MChess Pro8 plys such an exciting, aggressive, attacking style, that I feel as if I've often been near to a heart attack
- Just after my tournament started, Junior6 and the newcomer of the year, Chess Tiger, arrived, so I was looking forward to seeing them as well.

"This is not only about results for me, it's the fun of computer chess!"...
Heiko



Rebel-Tiger screenshot. More info and games etc. in our next Issue.

1	Rebel Tiger 12e
2	Fritz 6
3	Junior 6.0
4	Hiarcs 7.32
5	WChess 2000 v1.2
6	Fritz 6 CDI
7	Rebel Century
8	Shredder 4.00
9	MChess Pro 8
10	Nimzo 7.32
11	Genius 5
12	CN6000
13	Genius 6.5
14	Zarkov 5.0

	1	2	3	4	5	6	7	8	9	0	1	2	3	4
1	**	0 0	0 1/2	1/2 1/2	1 1/2	1/2 1	1/2 1/2	1/2 1	1 1/2	1 1	1/2 1	1 1/2	1 1	1/2 1
2	1 1	**	1 1	1 0	1/2 1/2	1/2 1	1/2 0	1/2 1	1/2 1/2	1/2 1	1 1	1 1	1 0	0 1/2
3	1 1/2	0 0	**	0 0	1 1	1 1	0 1	0 1	1/2 1/2	1 1	1 1/2	0 1/2	0 0	1 1
4	1/2 1/2	0 1	1 1	**	1/2 0	1/2 1/2	0 1	1/2 1/2	1 0	1/2 1/2	1 0	1 0	1 0	1 1
5	0 1/2	1/2 1/2	0 0	1/2 1	**	1/2 1	0 0	1/2 0	1 1/2	1/2 1	1 0	1 1	1 1	1 1
6	1/2 0	1/2 0	0 0	1/2 1/2	1/2 0	**	1 1	0 1	1/2 1	1/2 1	1/2 1	1 1	1 1	1 0
7	1/2 1/2	1/2 1	1 0	1 0	1 1	0 0	**	0 1	0 1/2	0 0	1/2 0	1/2 1/2	1 1	1 1
8	1/2 0	1/2 0	1 0	1/2 1/2	1/2 1	1 0	1 0	**	1 0	1/2 1/2	1/2 0	1/2 1/2	1 1	1 0
9	0 1/2	1/2 1/2	1/2 1/2	0 1	0 1/2	1/2 0	1 1/2	0 1	**	1 1/2	0 1/2	0 1	0 0	1/2 1
10	0 0	1/2 1/2	0 0	1/2 1/2	1/2 0	0 1/2	1 1	1/2 1/2	0 1/2	**	1 1	1 1/2	1 0	1 0
11	1/2 0	1/2 0	0 1/2	0 1	1/2 0	1/2 0	1/2 1	1 1/2	0 1	0 0	**	1/2 1	1/2 1/2	1/2 1/2
12	0 1/2	0 0	1 1/2	0 1	1/2 0	1/2 1	1/2 1/2	1/2 1/2	1 0	0 1/2	1/2 1	**	1 1/2	0 0
13	0 0	0 1	1 1	0 1	0 0	0 0	1/2 0	0 0	1 1	0 1	1/2 1/2	0 1/2	**	0 1
14	1/2 0	1 1/2	0 0	0 0	0 0	0 1	0 0	0 1	1/2 0	0 1	1/2 1/2	1 1	1 0	**

17.0 / 26
16.5 / 26
14.5 / 26
14.5 / 26
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12.0 / 26
11.5 / 26
10.5 / 26
10.0 / 26
9.5 / 26

NEW PRODUCTS FROM NOVAG®!

CHESSESS COMPUTER

At Countrywide we had just been given some bare (it also said 'confidential') information about new Novag product when we got the shock of our lives - well, that's a slight exaggeration, but it was certainly a big surprise, straight after getting the provisional 'new product' announcement, to see on the Internet that Novag had 'gone bust'!

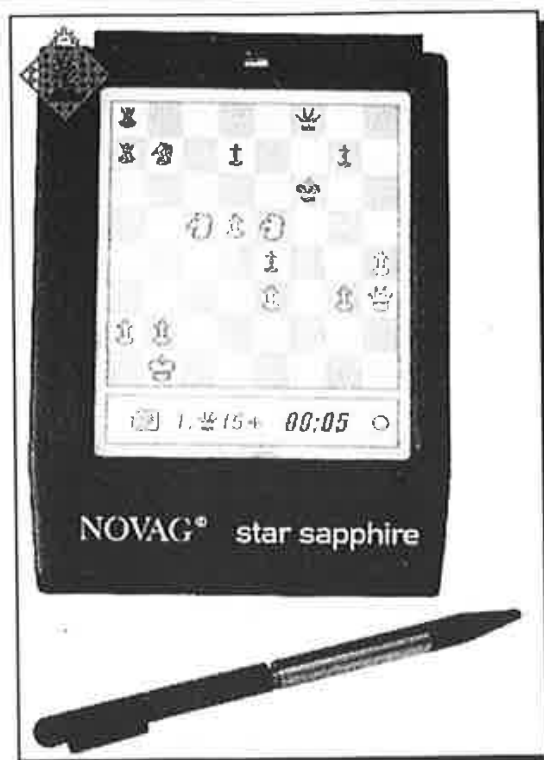
Gladly it just isn't so. Quite the reverse!... there is some really thrilling, new product, just around the corner. The 'bust' rumour was due to a reckless interpretation by someone in the USA of a piece of standard company news - one really should be careful how and what one hears and repeats, as well as signs! and then still probably use the word *allegedly* a bit more often. A false rumour like this could have caused enormous damage to Novag at an important and exciting time of their further development.

What is actually happening is that long-time and original owner Peter Auge is giving way for one of his daughters, **Jeannine Auge**, to take over the business. Novag's senior engineer Wayne Chow, and chess programmer David Kittinger both remain in place, the company is to be re-named **Perfect Technology Ltd.** and they are moving to superior modern facility premises. Great!

New Portables, Table-top, AutoBoard

I don't have a detailed specification list, nor even firmed-up prices as yet, but the basic information of the proposed and probable new product is as follows:-

- **Granite** (£35) - new, novice/hobby portable.
- **Star Ruby** (£199-229?) - new club/county strength portable, in a design and with many features very similar to the Star Sapphire, which is pictured at the top of the column opposite.
- **Star Sapphire** (£269-289?) - new super-strong portable, pictured at the top of the column opposite. That's right! There's an on-screen playing board and you use a soft-touch pen to select features etc. and move pieces on-screen! The Star Ruby and Star Sapphire share this much sought-after and superb feature, and these will be the portables of the future! Measurements are 11½ x 9 cms and the body is anodized



metal. Opening book 200,000, fast processor, hash tables and the strongest Novag ever. The Star Sapphire will also have a facility for attaching it to Novag's 2 new boards (see below). I am not sure, but have a feeling (only because nothing is mentioned) that it may NOT be attachable to the current Universal Board, and the Star Ruby info gives no indication that it can be attached to any of the boards... but I may be wrong on this.

- **Beryl** (£39?) - new novice/hobby table-top.
- **Quartz** (£79?) - new hobby/club table-top.
- **Star Diamond** (£249?) - new super-strong table-top. It seems to have the same or similar features and program to the Star Sapphire, but it will apparently use a different processor running slightly faster?! However Novag's estimated USCF here is exactly the same as for the Star Sapphire, so I'm not sure if there are (or aren't) any program differences. Whatever, they're rating it 120 Elo above their figure for the Diamond2, so this, too, is going to be a hot computer!
- **Computer Chess Board** (£99?) - a cheaper, press-sensory board which will connect both to a PC via IrDa interface or serial port, or to any Novag chess computer furnished with a serial port (i.e. a

- Super VIP, Sapphire1/2 and Star Sapphire.
- **Universal 2 Chessboard** (£249-269?) - the new wood, auto-sensory board with IrDa and Serial port interface connections. Will definitely connect to a Super VIP, Sapphire1/2 and Star Sapphire.

We expect to be able to reduce the prices of the Sapphire2, Sapphire2 de Luxe and the Diamond2 - so if anyone buys now, at Countrywide we will make a 15% deduction - 10% of that is the usual discount which we give to *Selective Search* readers for all dedicated computers, but we'll add an extra 5% to allow for the probable planned price reduction. If the eventually decided price drops to below what you pay, you'll get a refund for the difference, so you can't lose whatever happens! It is difficult trying to look after customers and be fair all-round when new product/possible price reductions are in the air, so I hope this will appeal.

Ratings!

Aha! Still, we've got to give it a go, because that's what *Selective Search* is about to some degree.

Novag themselves are showing the Star Sapphire and Star Diamond at 120 Elo higher than the Sapphire2+Diamond2, and they show the Star Ruby at 70 Elo below the Sapphire+Diamond2. Therefore the forecast ratings for *Selective Search* are:-

- **Star Ruby** 2100 est.
- **Sapphire2+Diamond2** 2170 SS86
- **Star Sapphire+Diamond** 2290 est.

If these ratings are achieved, we really have got something to look forward to. I'd definitely expect the Star Ruby can get near the figure I've estimated there, and even if the Star Sapphire+Diamond fell 20 or 30 Elo short, the Star Sapphire with its screen display showing the full chess board will still be what many serious chess players have been hoping and asking for!

The new machines could start to appear in maybe June. Whether our next *SS* Issue will be able to include games (v. Atlanta and Montreux, for example), or be limited to more photos and fuller descriptions of the features, processors and pricing details, I don't know. But I'll do everything I can to maximise the coverage, as news on the dedicated front has been all too rare and is therefore extremely welcome!

Book Review

The **CHESS SOFTWARE SOURCEBOOK** by **Robert J. Pawlak, PhD** is the sort of book that *SS* readers have been generously suggesting I should write for the past few years.

I would have liked to do so as well, if there were more hours in the day and days in the week. But Robert Pawlak has done the job, and pretty well at that.

In some ways I'm not sure that *SS* readers will necessarily learn too much that they don't already know, but it's still nice to have so much information in 150 pages between 2 covers. Anyone newish to PC's and computer chess should certainly find things to help them become aware of the range of features most of the top programs have, and there's help in working out how to use them.

Topic and Chapter Headings

- ◆ Playing Programs ◆ Databases ◆ Opening Editors ◆ Tutorials ◆ Game Collections ◆ Speciality Tools ◆ Confused about which software to buy?... and why? ◆

"Well written, readable and enthusiastic" says **Ralph Dubisch**, a FIDE Master and Chess Coach, *"very handy for the chess software shopper"*. Inevitably some bits are already going out-of-date, but I'd endorse that.

Getting Hold of a Copy!

It's basically an Internet mail order affair, as people without a PC would be much less likely to buy it, so you:

e-mail: treehaus@3n.net

web: <http://www.3n.net/treehaus>

with your order, name and address, and credit card details. The cover price is shown as \$16.95 (that would be about £11), but there'll post+packing on top.

Anyone without an Internet connection wanting a copy of the book, send your full details to me and, when I've got a one or two orders on my desk, I'll buy a few at the same time, and then charge your card with the appropriate amounts when I've seen the bill.



Tricky Positions [for COMPUTERS!]

I spotted this one in the Daily Telegraph, when David Norwood was writing about 'the most fantastic 110 moves ever played'. It's from **Brzozak-Bronstein**



1...**♖xb3+** 1...**♖ab6** is the programs' choice. 2.**♗c2 ♗e6** (now 2...**♖xb3+??** just loses material 3.**♗xb3**) 3.**♗d1** and although the PC programs may show >200, the position is firmly blocked
2.**♗xb3** 2.**axb3** a2 3.**♗xa2 ♖xa2**
4.**♗d2 ♖a1** F6 w-122; J6 w-106; H7 w-147 2...**♖b6+** F6 w-106! H7 w-66 3.**♗c2 ♖b2+** 4.**♗c1 ♖e2**
5.**♗d1 ♖xe3** 6.**♖g1 ♖c3+** 7.**♗d2 ♖xc4** H7 w-73 8.**♗c2 d5** The game has opened up, and Black has winning chances.

The next one comes from **Graham White** who spotted Junior6 and Fritz6 choosing a wrong move!



1...**♗e3!** F6 & J6 choose 1...**g4?** but H7 points out that 2.**♗f5 g3** 3.**fxg3 ♗xg3** only draws 2.**f3** 2.**fxe3 g4!** 2...**a2** 3.**♗xa2 ♗xa2** 4.**♗f5 ♗b2** 0-1

Here's a computer blunder (probably caused by null move algorithms) which was on the *Internet*, Junior6 being the guilty party



1...**♗a8??** J6's terrible blunder. **♗a6** draws 2.**♗b8!** J6 can't see this! It plays 2.**♗h2?** missing the win 2...**b5** 3.**♗c7** J6 blunders again with 3.**♗h2?** still missing the win 3...**b4** 4.**axb4** J6 finally gets it right, announcing m/4. It is very surprising that Junior cannot see this mate at all when playing its first move. 1-0

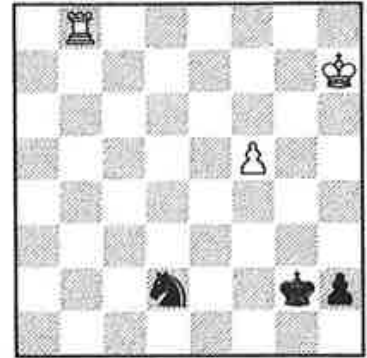
An SS reader called 'Pip' sent the next one, I've mislaid his letter so don't know his full name... sorry! It's a mate in 11 that's very hard to do.



1.**♖h6+** **♗xh6** 2.**hxg6+** **♗g5**
3.**♖h5+** **♗xh5** 4.**f4+** **♖f3+**
5.**♗xf3+** **♗xf3** 6.**♖h1+** **♗h2**
7.**♗f6+** N732 chooses 7.**♖xh2+** and calls it m/3?? Then it goes: 7...**♗g4** 8.**g3** **♗xf4** 9.**♗f6+** **♗g5** 10.**♗xh7+** mate, but it isn't! Black's legal response is even in the analysis: 10...**♗g4** 11.**♖h4#**. Now it is! 7...**♗h6** 8.**♖xh2+** **♗g7**

9.**♗e8+** **♖xe8** 10.**♖xh7+** **♗f8**
11.**♖xf7#** 1-0

Paul Lamford's book "*Improve your Game*" has the next one, which computers don't understand!



1.**♖b1 ♗xb1** 2.**f6 h1♖+** 3.**♗g8** White will play f7 next move, and Black cannot win despite the high computer evaluations even here! 3...**♖g1** J6 -943 at 3mins, and N732 an even more astonishing -1441! 3...**♗g3** H7 -1080. 3...**♗f3** F6 -969. 4.**f7** draw!

Another from **Graham White**: it's hard to find the winning e6



1.**e6 gxh6** 2.**gxh6+** Even here F6 8m to show =. J6 12m and still -297! H7 -195 at 5m 2...**♗f8** 3.**♗df1** F6 5m and still =. H7 = almost immediately but hadn't progressed in eval. some 5m later. J6 hadn't found the right move at 15m so still showed -247. 3...**♗g5+** 4.**♖xg5** At last they all go +150/200 if you give them about 10mins! 4...**♖c7** 5.**♖g7 dxe4** 6.**♗f6** 1-0

THURINGER CHESS COMPUTER TOURNAMENT 1999

The 1999 Thuringer Tournament proved to be a major success for Schroder BV, with Chess [Rebel] Tiger and Rebel Century sharing top spot. Here is our brief report.

Round 1 results

- Fritz6 v Shredder 4 1-0 in 96 moves
- Hiarc732 v Chessmaster 6000 1-0
- VirtuaChess2 v Genius6.5 0-1
- Rebel Century v Chess Tiger ½-½
- W Chess 2000 v Zarkov5 ½-½
- Nimzo732 v Diep2 0-1 (! Diep is often a dangerous, amateur competitor, though this was a rare success here)
- CS-Tal2 v Junior6 0-1
- MChessPro8 v Little Goliath2000 ½-½

I enjoy going through computer endgames - but they're not as easy to criticise as they were! This one should have been a draw!

Hiarc7.32 – Chessmaster 6000

Thuringer 1999

Opening had been C42: Petroff Defence. We join it after Black's 35...♖c2



36.♖xb6 ♖xa2 The passed pawn on a6 should have an impact later 37.♖e6 ♖a5 38.♖e7! From here the rook can get behind Black's pawn and still restrict the Black king's route for getting into the game 38...♗f8 38...♗h7 was a better try for involving the king as soon as possible. Then if 39.♖e6 g6 39.♖d7 ♖a3 40.h4 a5 41.♖a7! e4 The a-pawn is Black's main asset, so 41...a4 was probably best 42.♗g2 ♖a2 Halting the king's attempted run to h3 and g4 etc. 43.♗f1 ♗g8? 43...a4! was again best, and every tempo counts in positions like these 44.h5 ♖a1+ and now White must decide between A) 45.♗g2 45...♖a2 46.♗f1 heading for the draw, or B) 45.♗e2?! a3! and Black might be winning. Here's an e.g. 46.g4 a2 47.g5 e3!! 48.h6 (48.♗xe3?? ♖e1+ and a1=♖

next; 48.fxe3?? ♖h1 and if 49.♖xa2 ♖h2+ wins) 48...gxh6 49.gxh6 ♗g8 50.h7+ ♗h8 and that's it! 51.fxe3 (51.♗xe3 ♖e1+) 51...♖h1 44.h5 a4 45.g4 ♖a1+?! Helping White's king get nearer the vital action. Better was 45...g6 aiming to break up the connected pair of passed pawns 46.♗g2 ♖a2 It might still not be too late for pushing his own counter-opportunity with 46...a3?!= even though 47.g5 looks strong. However our idea from move 45, i.e. 47...g6 might hold after 48.h6 a2 47.♗g3! ♗f8? Again we have to say that Black must do more than this - dilly-dallying in the endgame is often fatal. Therefore I think Black needed to try 47...a3 as in previous notes. 48.g5! a3! Hurray... but how much more of an impact this might have had if it had been played a little earlier 49.g6 ♖a1 50.♗g2 e3 Black is very short of choice. This will only offer White a wider range of threats when he has another passed pawn, running up the e-file (moves 55+56) 51.fxe3 ♖a2+ 52.♗f3 ♖h2 53.♗g4! 53.♖xa3 ♖xh5 is not as clear 53...a2 54.♗f5! Threatening mate by ♗e6 and ♖a8 54...♖e2 55.e4 ♗e8 56.e5 ♖h2 57.h6 ♖xh6 58.♖xa2 ♖h1 59.♗e6 ♗d8 60.♖a7 ♖b1 61.♖xg7 and we can safely leave it there, the game finishing in fact on move 78. 1-0

Round 2 results

- Junior6 v Fritz6 0-1 in 64 moves
- Genius6.5 v Hiarc732 ½-½
- Diep2 v Rebel Century 0-1
- Zarkov5 v MPro8 1-0
- Chess Tiger v WChess 1-0
- Little Goliath v Nimzo 1-0 (!)
- Chessmaster6000 v VirtuaChess2 ½-½
- Shredder4 v CS-Tal2 ½-½

Round 3 results

- Fritz6 v Genius6.5 ½-½
- Rebel Century v Little Goliath 1-0
- Hiarc732 v Zarkov5 ½-½
- Nimzo732 v Shredder4 ½-½
- Diep2 v Chess Tiger 0-1
- MPro8 v Junior6 0-1
- CS-Tal2 v Chessmaster 6000 ½-½
- WChess v VirtuaChess2 0-1

Round 4 results (some key games here!)

- Chess Tiger v Fritz6 1-0
- Zarkov5 v Rebel Century 0-1
- Junior6 v Hiarc732 1-0
- Genius6.5 v Chessmaster6000 1-0
- Shredder4 v Diep2 1-0
- VirtuaChess2 v Little Goliath 0-1
- CS-Tal2 v WChess ½-½

■ Nimzo732 v MPro8 ½-½

Chess Tiger 12.0 Ce - Fritz 6 Athlon 600

[B90 Sicilian, Sozin] Thueringer

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4 ♘f6 5.♗c3
a6 6.♗c4 e6 7.♗b3 b5 8.0-0 ♗e7 9.♖f3 ♖b6
10.♗e3 ♖b7 11.♖g3 b4 12.♗a4 ♗bd7 13.f3 0-0
14.♖fd1 ♗e5 15.♗e2 ♖b8 16.♗b6 ♖c7 17.♗xc8
♖fxc8 18.♗d4! 18...c4 bxc3 19.♖ac1 book.
18...d5?! 18...♗c4 19.♗xc4 ♖xc4 20.♖h3
19.exd5 ♗xd5 20.♗xc4 exd5 21.♗f4! ♗d6 22.♗f5
f6 23.♗h1 ♖b5 24.♖e1 ♖c5 25.♖ad1



Is the c2 pawn poisoned? I'm impressed with Tiger's ability/willingness to leave these traps – its selective search algorithm must be good to judge them safe! 25...♖e8 25...♖xc2 26.♗e3 26.♗d2
♖b8 26...♖xc2 27.f4 27.c3 ♖d8 28.cxb4 ♖c2
29.♗f4! ♖d7 29...♗xb4? 30.♖xe5 fxe5 31.♗xe5
♖c1 32.♗h6+ 30.♗xd6 ♖xd6 31.♗xe5 fxe5
32.♖xe5 ♖xb2 33.♖e8+ ♗f7 34.♖xd8 ♖xd8 35.a3



The outcome: White is a pawn up, but must watch out for a back-rank mate; Black has a rook on the 7th. 35...♖e2 36.h3 ♗g8 37.f4 ♖e4 38.♖d3 ♖xf4
39.♖xa6 ♖f6 40.♖b5 ♖f5?! 40...♗d6 looks a better way to me of trying to free up his ♖ for more active service 41.a4 ♖a8 42.a5 h6 43.♖e1 ♖f8
44.a6! ♗h8 45.♖d3 ♖b8 46.b5 ♖d8 47.♖e6 ♖c8
48.♖b1 ♖a7 49.♖a1 ♖f7 50.♖xh6+ ♗g8 51.♖c6
♖e8 52.a7 ♖b7 53.♖a6 ♖e7 54.♖c1 ♖e3 55.♖a1
1-0

Round 5 results

- Rebel Century v Genius6.5 0-1
- Junior6 v Chess Tiger ½-½
- Little Goliath v Fritz6 0-1
- Shredder4 v Zarkov5 ½-½
- Hiarc732 v CS-Tal2 1-0
- MPro8 v VirtuaChess2 1-0
- Chessmaster6000 v Diep2 1-0
- WChess v Nimzo732 ½-½

The Genius win over Rebel Century means that, with just 2 rounds to go, 6 programs are still in with a chance!

Top Scores after 5 Rounds:

- 4 **Genius6.5. Chess Tiger.**
- 3½ **Fritz6. Rebel Century. Junior6.**
- 3 **Hiarc732**

Round 6 results

- Genius6.5 v Chess Tiger ½-½ (settles nothing, but allows others to close up!)
- Rebel Century v Junior6 1-0 in 76 moves
- Fritz6 v Hiarc732 ½-½
- Chessmaster6000 v Shredder4 ½-½
- Zarkov5 v Little Goliath 1-0
- MPro8 v WChess 0-1
- VirtuaChess2 v Nimzo732 ½-½
- Diep2 v CS-Tal2 0-1

Top Scores after 6 Rounds:

- 4½ **Chess Tiger. Genius6.5. Rebel Century**
- 4 **Fritz6**
- 3½ **Junior6. Hiarc732. Zarkov5**
- 3 **Shredder4**

Round 7 results

- Fritz6 v Rebel Century ½-½
- Junior6 v Genius6.5 1-0 (a 109 move game that ends the Genius hopes)
- Chess Tiger v Zarkov5 ½-½ (so two of the top-placed programs draw, and the other loses!)
- Hiarc732 v Shredder4 0-1
- LittleGoliath v WChess ½-½
- Nimzo732 v Chessmaster6000 ½-½
- CS-Tal2 v MPro8 0-1
- Diep2 v VirtuaChess2 1-0

Final Scores, 7 Rounds:

- 5 **Rebel Century. Chess Tiger.**
- 4½ **Fritz6. Junior6. Genius6.5.**
- 4 **Zarkov5. Shredder4.**
- 3½ **Hiarc732.**
- 3 **LittleGoliath. WChess2000. MPro8. Chessmaster6000.**
- 2½ **CS-Tal2. Nimzo732.**
- 2 **Diep2. VirtuaChess2**

THE BRAINS OF THE WORLD CHALLENGE!

SOLUTIONS FOR POSITIONS 4 AND 5

by John Nunn & Frederic Friedel, printed with the kind permission of ChessBase.

The first **Brains of the World** article, setting the scene, appeared in various magazines including *SS/85* (pages 12-13). Part 2 was *SS/86* (pages 28-30). The last part - the mind-boggling position 6 - will be in *SS/88*.

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 4-5.

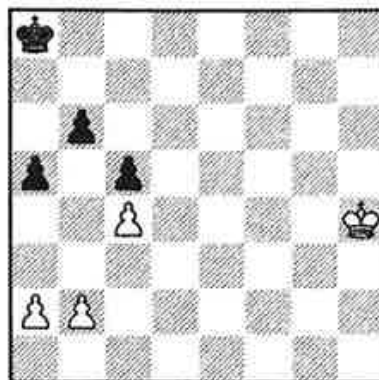
These solutions use the so-called '*Nunn-convention*', which was introduced in the *Secrets of Rook Endings*. It is explained in more detail there, but the general principle is that a move receives a question mark if it changes the result of the position, while it receives an exclamation mark if it is 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 be useful.

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 to me!

Test 4 - White to play and win



1.a4

This is compulsory (and found by the programs I checked) - if Black is allowed to gain space, by himself playing ...a4, the position is a dead draw

1...♖b7

1...♖b8 2.♖g5 ♖c7 3.♖g6 transposes to the main line

2.♖h5!!

An extraordinary move which many programs I tested certainly don't find. However Junior6 had it at 30secs but with an almost = evaluation, and Fritz6 got it within 10secs and showed +28! This position is based on the opposition, but there are a couple of subtle elements.

At first sight (says Nunn!) the position is an easy win for White - when the kings approach each other, if White has the opposition he wins straight away, if not then he uses his reserve tempo to gain the opposition. This argument holds up unless the kings face each other on f5 and d6, when it breaks down, it is reciprocal zugzwang.

From the diagram on the next page, but with Black to play, it would go like this: 1...♖d7 2.♖f6 ♖d6 3.b3 which wins in the way we've been led to expect. But if it were White to play 1.♖f6 ♖d7 2.♖f7 ♖d6 White is stuck! If 3.b3 ♖d7 and Black regains the opposition; if 3.♖e8 then ♖e5 launches a counter-attack which draws precisely because White has not played b3 leaving the c4-pawn weak! So White must aim for kings on f5 and d6 with Black to move. Thus we have ♖h5 here, and the manouvres which follow, with Black trying to thwart White in this aim.

2...♔c6

2...♔c7 3.♔g6! transposes

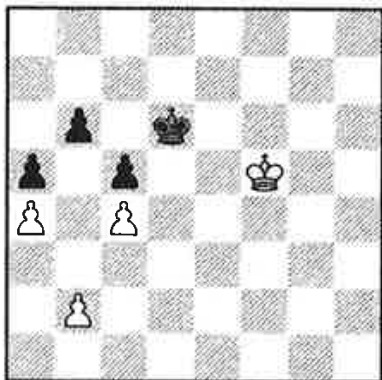
3.♔g5! ♔c7

3...♔d6 4.♔f5!; or 3...♔d7 4.♔f6!

4.♔g6! ♔d6

Or 4...♔c6 5.b3! found quickly by Hiarc (not 5.♔g7? ♔d6 threatening ♔e5, so 6.♔f6 ♔d7 and White is on the wrong end of the reciprocal zugzwang) 5...♔c7 6.♔g7! now Black cannot avoid a by-pass 6...♔c6 7.♔f8! ♔d6 8.♔e8! ♔c7 9.♔e7! etc.

5.♔f5!



5...♔d7

5...♔e7 6.♔e5! ♔d7 7.♔f6 transposes (7.♔d5 also wins here)

6.♔f6!

The programs – especially Fritz6 very quickly onto +384! – now have the next moves securely in their planning.

6...♔d6 7.b3! ♔d7 8.♔f7!

After this Hiarc soon has White at +570 and Fritz now shows +600

8...♔d6 9.♔e8! ♔e5

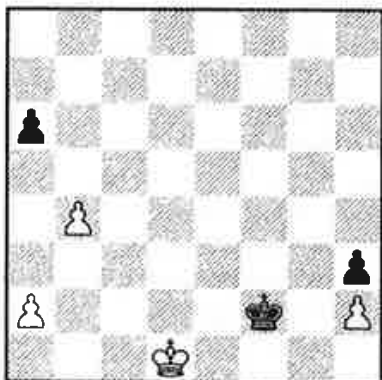
9...♔c7 10.♔e7 ♔c6 11.♔d8! ♔d6 12.♔c8! ♔c6 13.♔b8! ♔d6 14.♔b7! etc.

10.♔d7 ♔d4 11.♔c6 ♔c3 12.♔xb6 ♔b4

13.♔c6 ♔xb3 14.♔b5!

Hiarc announces m/15

Test 5 - White to play and win



1.a3!

1.a4? ♔g2 2.♔e2 ♔xh2 3.♔f2 a5 draws easily (Black can stalemate himself); 1.♔d2! was the initial Hiarc choice, with a big evaluation for about 15 secs. Then it saw the draw and changed (within 30 secs!) to the correct move. 1...♔g2 2.♔e2 ♔xh2 3.♔f2 ♔h1 4.♔g3 a5! 5.♔xh3 axb4 This shows why White has to play a3 on his first move – he must be able to recapture on b4 in this line. 6.♔g3 ♔g1 7.♔f3 ♔h2! 8.♔e3 ♔g3 9.♔d3 ♔f4 10.♔c4 ♔e5 11.♔xb4 ♔d6 etc. and a draw

1...♔f1

Black delays going after the h-pawn for as long as possible. After 1...♔g2 2.♔e2 ♔xh2 3.♔f2 ♔h1 4.♔g3 h2 (4...♔g1 5.♔xh3 ♔f2 probably lasts longer!) 5.♔f2 a5 6.a4 and White's promotion will force mate

2.♔d2!

White must lure Black's king up the board. Either Black will have to give way and allow White to approach the h-pawns, forcing Black into capturing on h2, or the Black king will move too far away from the h2-pawn. In our main line we show Black capturing the h2-pawn, but we will also demonstrate the other line

2...♔f2 3.♔d3! ♔f3 4.♔d4!

It is still too soon for 4.a4 ♔g2! =

4...♔f2

4...♔g2 5.♔e3 ♔xh2 6.♔f2 is the line we had at move 1; 4...♔e2 is a move too far away from h2 (as is ♔f4), allowing White to play 5.a4! ♔f2 6.b5 axb5 (strangely 6...♔f3 lasts longer) 7.axb5 m/13

5.♔e4!

One step closer

5...♔g2 6.♔e3! ♔h1

6...♔g1 7.♔f3 is the same; or 6...♔xh2 7.♔f2 which is m/18

7.♔f3!

Note that dangers lie in wait even now for the unwary. Not 7.♔f2?? ♔xh2! and it's White's turn to move in the reciprocal zugzwang, and all his hard work brings him only to a draw!

7...♔xh2

Black is finally forced to take

8.♔f2!

Now Black is in zugzwang

8...♔h1 9.♔g3!

Once more 9.a4?? a5=; 9.♔f1?? a5=

9...h2

9...♔g1 10.♔xh3 ♔f2 11.a4! ♔e3 12.b5! axb5 13.axb5! etc.

10.♔f2! a5 11.a4! axb4 12.a5 b3 13.a6 b2 14.a7 b1♙ 15.a8♙+ and mate next move

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-K6-Cel/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		SS87	Apr 2000	Human/Games	
BCF	Computer	Elo +/-	Games	Pos	
254	JUNIOR6A PPRO-PC	2638 25	338	1	
254	FRITZ6A PPRO-PC	2636 21	451	2	2176 1
253	REBEL TIGER PPRO-PC	2625 33	188	3	
252	HIARCS732 PPRO-PC	2619 15	850	4	2538 9
251	HIARCS7.1 PPRO-PC	2614 13	1204	5	
250	NIMZ0732 PPRO-PC	2605 23	404	6	
249	FRITZ532 PPRO-PC	2596 14	1016	7	
249	SHREDDER4 PPRO-PC	2595 23	399	8	2681 3
248	NIMZ099A PPRO-PC	2589 17	684	9	
247	FRITZ516 PPRO-PC	2583 13	1279	10	2443 6
247	CHESSMASTER 6000 PPRO-PC	2580 25	339	11	2529 15
247	NIMZ098 PPRO-PC	2578 12	1295	12	2405 10
246	JUNIORS PPRO-PC	2574 14	1049	13	
244	HIARCS6 PPRO-PC	2558 13	1165	14	2522 24
243	SHREDDER3 PPRO-PC	2550 38	145	15	2641 2
243	REBEL-10 PPRO-PC	2549 26	308	16	2533 8
243	REBEL9 PPRO-PC	2549 14	1042	17	2619 6
243	REBEL8 PPRO-PC	2544 20	538	18	
242	MCHES5 PRO7 PPRO-PC	2538 14	1056	19	2530 1
242	MCHES5 PRO6 PPRO-PC	2536 17	699	20	2474 12
241	MCHES5 PRO8 PPRO-PC	2535 16	758	21	
241	CHESS GENIUS5 PPRO-PC	2534 13	1186	22	2389 6
241	REBEL CENTURY PPRO-PC	2534 27	295	23	2530 35
240	SHREDDER2 PPRO-PC	2527 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	HIARCS5 PENT-PC	2477 19	585	29	
234	KALLISTO2 PPRO-PC	2476 22	412	30	
233	REBEL8 PENT-PC	2471 10	2106	31	
233	REBEL9 PENT-PC	2470 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	MCHES5 PRO6 PENT-PC	2445 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	MCHES5 PRO5 PENT-PC	2434 15	925	40	2423 19
228	NIMZ03.5 PENT-PC	2429 15	961	41	2426 6
228	CHESSMASTER 5000+5500 PENT-PC	2428 25	340	42	2372 6
227	JUNIOR4.0 PENT-PC	2419 16	844	43	
227	NIMZ03.0 PENT-PC	2417 16	843	44	
226	HIARCS3 PENT-PC	2415 18	628	45	2631 6
226	CSTAL2 PPRO-PC	2413 31	218	46	2177 6
226	SHREDDER1 PENT-PC	2408 37	151	47	2068 6
225	CHESSMASTER 4000 PENT-PC	2407 45	104	48	2394 12
224	CHESS GENIUS4 486-PC	2397 15	919	49	
224	MCHES5 PRO4 PENT-PC	2395 19	597	50	2497 13

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth. SS87 Apr 2000									
	F10	+/-	Games	Pos	Human	Games	/Games		
BCF Computer									
223 TASC R30-1995	2386	17	724	1	2276	18	18		
219 MEPH LONDON 68030	2357	35	175	2	2272	6	6		
217 TASC R30-1993	2338	12	1346	3	2336	66	66		
216 MEPH GENIUS2 68030	2334	18	657	4	2308	23	23		
215 MEPH LONDON PRO 68020/24	2327	67	47	5					
212 MEPH RISC2 1MB	2302	21	466	6	2237	6	6		
211 MEPH LYON 68030	2302	15	869	7	2392	51	51		
210 MEPH PORTROSE 68030	2290	20	505	8	2340	82	82		
209 MEPH BERLIN PRO 68020/24	2282	13	1221	9	2217	29	29		
209 MEPH VANCOUVER 68030	2277	18	656	10	2247	54	54		
209 KASP RISC 2500-512K	2276	25	338	11	2384	10	10		
209 MEPH LYON-VANC 68020/20	2272	27	286	12	2327	10	10		
207 MEPH RISC1 1MB	2263	9	2523	13	2232	95	95		
207 KASPAROV SPARC/20	2259	14	1077	14	2251	24	24		
205 MEPH MONTREUX	2245	16	801	15	2288	54	54		
205 MEPH ATLANTA-MAGELLAN	2243	20	534	16	2288	6	6		
203 KASP RISC 2500-128K	2231	9	2628	17	2270	67	67		
203 MEPH LONDON 68020/12	2229	77	36	18	2040	4	4		
200 FID ELITE 68040-V10	2207	53	75	19	2215	21	21		
200 MEPH VANCOUVER 68020/12	2200	9	2335	20	2121	33	33		
199 MEPH LYON 68020/12	2193	8	3337	21	2250	80	80		
197 MEPH LONDON 68000	2177	69	45	22					
196 MEPH PORTROSE 68020	2170	10	1823	23	2240	188	188		
196 NOV SAPHIRE2-DIAHOND2	2168	19	558	24					
195 FID ELITE 68030-V9	2161	15	899	25	2169	13	13		
195 MEPH BERLIN 68000	2161	12	1325	26	2221	25	25		
193 MEPH VANCOUVER 68000	2150	12	1383	27	2126	23	23		
193 MEPH LYON 68000	2148	11	1658	28	2083	33	33		
193 MEPH ALMERIA 68020	2145	14	980	29	2172	215	215		
191 NOV SAPHIRE1-DIAHOND1	2131	12	1353	30	2152	77	77		
191 MEPH MILANO PRO-SENATOR	2130	21	486	31	2169	10	10		
189 MEPH PORTROSE 68000	2118	11	1593	32	2111	25	25		
189 FID MACH4-DES2325 68020-V7	2112	9	2245	33	2179	130	130		
186 FID ELITE 2*68000-V5	2093	26	312	34	1888	2	2		
184 MEPH POLGAR/10	2076	18	632	35	2080	54	54		
184 MEPH ROMA 68020	2072	14	1066	36	2041	64	64		
183 KASPAROV BRUTE FORCE	2069	14	1070	37	2182	42	42		
183 MEPH DALLAS 68020	2067	14	971	38	2069	197	197		
181 MEPH ALMERIA 68000	2054	14	1004	39	2093	31	31		
181 NOVAG SCORPIO-DIABLO	2050	10	2064	40	2132	129	129		
179 KASP PRESIDENT-NM6-TC+GK2100	2033	16	824	41	2072	65	65		
178 MEPH NICEL SHORT	2027	25	322	42	2136	5	5		
177 FID MACH3-DES2265 68000-V2	2021	6	5543	43	2105	230	230		
176 MEPH DALLAS 68000	2015	11	1511	44	1988	50	50		
176 MEPH MMS/5	2008	11	1758	45	1902	11	11		
175 MEPH POLGAR/5	2006	8	2817	46	2076	17	17		
175 NOV SUPER FORTE-EXP C/6	2005	8	2920	47	2000	24	24		
175 NOV EMERALDCLASS-AMBER	2003	64	52	48					
175 MEPH MILANO	2003	13	1163	49	2063	13	13		

174 MEPH MONDIAL 68000XL	1998	15	857	50				2049	77
174 NOVAG JADE2-ZIRCON2	1994	41	128	51	2032	48	48		
173 MEPH AMSTERDAL-ROMA 68000	1991	9	2516	52	1968	56	56		
172 MEPH AMSTERDAH	1982	9	2293	53	2054	182	182		
172 MEPH ACADEMY/5	1981	9	2385	54	2023	111	111		
170 NOV SUPER FORTE-EXP B/6	1967	12	1434	55	2017	84	84		
170 FID MACH2B	1967	27	276	56	1960	25	25		
170 MEPH MEGA4/5	1965	8	2681	57	2029	169	169		
170 KASPAROV MAESTRO D/10	1962	12	1285	58	1956	109	109		
169 FID MACH2C	1956	9	2617	59	2059	127	127		
169 KASP GK2000-EXECUTIVE	1954	14	972	60					
168 MEPH HODENA	1948	16	793	61	1862	20	20		
167 MEPH MMS/5	1942	8	2723	62	2006	97	97		
166 FID TRAVELMASTER	1934	19	561	63	1917	83	83		
166 NOVAG RUBY-EMERALD	1934	17	723	64	1981	48	48		
166 MEPH SUPERMOND2-COLLEGE-MCARLO4	1929	27	284	65	2074	8	8		
166 NOV SUPER FORTE-EXP A/6	1928	12	1406	66	2021	176	176		
165 KASPAROV MAESTRO C/8	1924	27	295	67	1999	98	98		
165 FID MACH2A	1920	26	310	68	1912	35	35		
165 KASP TRAVEL CHAMPION	1920	30	237	69	1862	22	22		
164 CONCH PLY-VICTORIA/5.5	1915	16	794	70	1870	15	15		
164 MEPH MONTE CARLO	1914	28	260	71	2046	10	10		
164 CX6 SPHINX/4	1913	9	2393	72					
163 KASP TURBOKING2	1906	14	982	73	1943	155	155		
162 NOV EXPERT/6	1897	32	206	74	2026	22	22		
160 FID CLUB 8	1886	12	1309	75	1827	18	18		
160 NOV SUPER FORTE-EXP A/5	1880	11	1521	76	1825	29	29		
159 NOV EXPERT/5	1879	26	305	77	2012	68	68		
159 FID PAR E-ELITE+DES2100	1873	9	2486	78	1916	220	220		
158 NOV FORTE B	1871	10	1813	79	1965	208	208		
158 MEPH REBELL	1869	9	2205	80	1940	69	69		
158 FID AVANT GARDE/5	1869	11	1670	81	1852	80	80		
157 NOV FORTE A	1861	9	2196	82	1921	134	134		
157 FID CLUB A	1859	31	224	83	1767	6	6		
157 KASP STRATOS-CORONA	1859	10	2093	84	1890	48	48		
156 MEPH SUPERMONDIAL1	1853	11	1575	85	1990	6	6		
156 KASPAROV MAESTRO A/6	1851	15	927	86	1864	131	131		
155 CONCH PLYMATE/5.5	1846	9	2201	87	1923	55	55		
155 KASP TURBOKING1	1846	24	355	88	1900	61	61		
155 CONCHESS/6	1844	45	104	89	2017	8	8		
155 KASP SIMULTANO	1841	13	1139	90	1824	36	36		
154 NOV EXPERT/4	1836	14	1025	91	1960	43	43		
154 FID EXCELLENCE/4	1834	11	1671	92					
154 SCI TURBO KASPAROV/4	1832	21	478	93	1933	64	64		
153 CONCH PLYMATE/4	1827	24	372	94	2007	6	6		
152 FIDELITY ELITE C	1817	35	176	95	1869	11	11		
151 FID ELEGANCE	1812	17	700	96	1852	40	40		
150 MEPHISTO MM2	1806	17	747	97	1776	8	8		
150 SCI TURBOSJAR 432	1806	12	1364	98	1872	67	67		
150 FID EXCELLENCE-DES2000	1801	11	1590	99	1852	52	52		
147 CONCHESS/4	1782	20	511	100	1875	28	28		