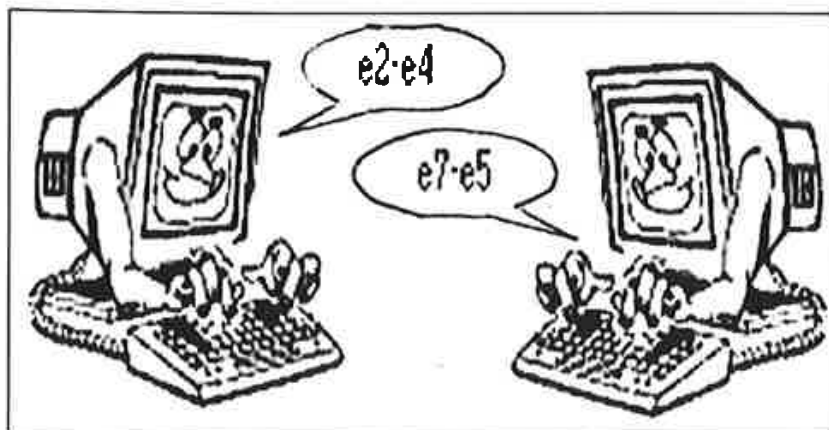


SELECTIVE SEARCH 93

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COMPUTER & PC PROGRAMS... THE BEST BUYS!

RATINGS for all these computers and programs are on pages 31-32. 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 seen in **Countrywide's CATALOGUE** - if you want one, ring or write to the address/phone no. on the front page.

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

■ PORTABLE COMPUTERS ■ [por]

Kasparov

BULLET £49 - plays - coaches - talks + travels!

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

Novag

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

SAPPHIRE2 £199 - v. strong calculator style, 32MHz H8. Incl. magnetic disc set - excellent

■ TABLE-TOP PRESS SENSORY ■ [ps]

Kasparov

BLADE £49 - includes Talking coach system

BARRACUDA £79 - GK-2000 Morsch prog. Compact board, display etc. This is great value!

CENTURION £79 - Barracuda program in slightly larger board, and value-for-money buy

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Novag

AGATE PLUS £69 - good hobby computer

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Mephisto

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

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

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EXCLUSIVE all wood board, felted pieces with **MM6** - Morsch's 2100 program **£449** with **SENATOR** - Milano Pro program **£649**

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All Win & run **INDEPENDENTLY** + analyse within C87/8. Great graphics, big databases+opening books, printing, max features.

FRITZ 6 £39 - by Franz Morsch. Extra chess knowledge for top Strength - a beautiful program, the no.1! Plus superb new Interface, terrific Graphics, and also has excellent hobby levels and teaching features.

DEEP FRITZ £69 - updated version of Fritz6 - intended for dual & quad processors, but gives a little extra strength on P3 machines as well

JUNIOR 6 £39 - features etc. as Fritz6. Strong, good positional chess with fast tactics!

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

NIMZO 8 £39 - by Donnering. Great tactics

■ Other PC PROGRAMS on CD ■

REBEL 11 £46.95. New CD contains not only **Rebel CENTURY3.0** (DOS & Win) by Ed Schroder, but also Christophe Theron's new **Rebel TIGER13.0** and his strong, aggressive **Gambit TIGER1.0** engine (both Win). *Wonderful* chess, and the CD is packed with analytical features, openings books & encyclopedia, big games database and other goodies

SHREDDER5 (current World Champ) **£69.95.** The **MILLENNIUM 2001** package also includes **S.O.S** and **Nimzo 2000**. On 6 CDs with End-game Databases and lots more incl. *'Triple Brain'*! We think the v.strong, knowledge-based **SHREDDERS** will challenge for top spot!

HIARCS7 - for PC and MAC! - **£49**

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

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Exclusive Polgar/5 [as] as new with c/case **£469**

Mephisto **London Pro 68020 [ps]** £489



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

Welcome to another edition of *Selective Search*. I often tell you at the start how 'packed' they are, and this one is no exception. So let's get on with it!

There have been some major - and I mean **major Tournaments** during the past few weeks, namely:

- **Cadoques** (6 top entrants, won by Deep-Fritz with GambitTiger 2nd and Shredder5 3rd): see page 26.
- **Welser** (31 entrants, won by Junior6 with Shredder5 and Junior5 2=): see page 7.
- **Paderborn** (18 entrants, won by Deep-Shredder, with Fritz6 and Gandalf432 2=): see page 17.

There are also some other important results, which are shown within this **News** section.

Finally we have some particularly interesting and **exciting Games** in this Issue which, all-in-all, should keep you pretty busy!

Odyssey 2001

Thorsten Czub's latest Tournament has just started. 26 PC programs are playing in a 15 round Swiss and, as he runs it single-handedly and uses the 40/2 time control, it will take a few months to complete!

After 2 rounds:

2	Shredder5, Junior6a
1½	Crafty18.3, Yace0.23, Patzer311b, RebelCentury3, GambitTiger1, LittleGoliath2000v3, ZChess2.2, Gromit3.7.14
1	WChess2000, CometB27, CSTal-2.03, Nimzo8, Gandalf432, Chessmaster8000, Fritz6b
½	RebelTiger13, Genius6.5-Czubstyle, Hiarcs7.01, Zarkov4.5r, MChess8, Shredder4-CBstyle
0	SocratesX, Eugen7.92, VirtualChess2

Frank Holt

In the last Issue we reported on Frank's testing of the various **Young Talents** programs.

For new readers, the result was:-

1	SOS	33/48
2	GoliathLight	28½
3	Ikarus018	24
4	Anmon5.07	17½
5	Phalanx22	17

The prize for top-placed **SOS** was a match with a range of Frank's other top programs! It did pretty well!... and as a bonus Frank decided to put 2nd placed **Goliath Light** through the same paces:

	Fritz6	Junior6	Hiar732	Nim732	/48
SOS	5-7	7-5	6-6	7½-4½	25½
GoliathLight	1½-10½	3-9	4½-7½	4½-7½	13½

I recall that when the **Young Talents CD** first came out, we forecast the top 2 would be [1] **Goliath Light** and [2] **SOS**. Well, we were half right, they are the top 2... but the other way round. Both of Frank's results confirm this, as did our Rating List in the last Issue as well as this.

Indeed **SOS**, which is available in the **Shredder5-Millennium2001** package as well as on the **Young Talents CD** - has scored 53% here against some pretty elevated competition!

On the other hand **Goliath Light's** result is disappointing - in fact based on Frank's test alone its performance is 150 Elo below that of **SOS**.

I think Frank's next intended venture will be to play the most recent version of **Crafty** against the same 'group of 4'... but will it do as well as **SOS**?!

Deep Fritz - first results!

We've seen some great performances from **Deep Fritz** on quad hardware in various matches and tournaments against humans, but the first results on **SS** readers and **SSDF** standard PC's, and against other programs, are now starting to come in.

The first was at **Cadoques**, which is

reported on elsewhere. There the tournament was played on 2 x dual 900MHz processors, so Deep Fritz did have an advantage over the others.

On a dual processor the first, main processor, is able to send a percentage of work to the second unit for evaluating, so that much of the time both processors are hard at work.

Bob Hyatt and Charles Palmer have both sent me figures comparing their 'Deep' program's performance on standard, dual and quad hardware, and their figures show that a 'Deep' program *on a dual* runs on average about 1.75 times as fast as it does on a standard processor. At the 900MHz level this is possibly worth about 30 Elo, 40 max!

But when you run Deep Fritz *on a single processor* - e.g. a Pentium3 - some (only a very little) of the coding is wasted (trying to send work to a second processor which isn't there, so getting it back!), and I understand that the program then runs about 5% slower than the standard Fritz (designed for a single processor) would.

So the first single processor results from the *SSDF* in Sweden, showing Deep Fritz on a single processor as being 24 Elo ahead of Fritz6, are pretty encouraging! It implies that the later program has some decent improvements, which more than overcome the 5% speed loss.

I'm not suggesting that you should all buy £69.95 worth of Deep Fritz off me :-)

..... but hopefully a Fritz7 later this year, designed for single processors, would be well worth getting!

Chris Taylor

I hadn't heard from Chris for a while, so was pleased to get his score from an absolutely mammoth match he's just run.

I knew that he'd been a beta-tester for the **Rebel** team, as I'd seen his review on the Rebel web pages, extolling (quite rightly!) the virtues of the Rebel-11 package.

His result - on two Athlon 800MHz PC's (!) and playing at G/60 was:

- ChessTiger13 v Shredder5 87-113 (!)

That's a good win (56% = 48 Elo) and Chris didn't use any tablebases for **Shredder5**, due to a shortage of hard drive space on one

of his machines.

I've written to Chris encouraging him to run the smaller tablebases off the Fritz6 CD for **Shredder5** (see *SS87*, pages 4-5 for how to do this, if you don't want to install the more comprehensive but massive **Shredder** set!).

Although **Shredder** does happen to have very good endgame knowledge (built into it from an early pre-tablebase **Shredder**), the fact is that a few programs, once they have tablebase access, have some of their endgame knowledge deleted by the programmer! This is done on the perfectly sensible basis that it doesn't need the knowledge anymore for tablebase positions, so why keep it there if it slows the program down! However if such a program is then used without tablebases, you can expect its endgame to be a bit lacking!

I hasten to add: none of that applies to **Shredder5** - its endgame is good anyway... but you still wonder if it might have scored even another point or two if it had had access to tablebases!

What does this win over **ChessTiger13** mean? So far we have had plenty of results in for **GambitTiger1.0**, but not so many for **Tiger13.0** - certainly not enough to enable us to rate it yet.

On the basis of **Tiger12**'s high Rating List position, we had all expected the **Tiger13** upgrade to challenge for top place, and the **Gambit** engine to be some 20-40 Elo behind.

However that may not be so!? The early **Tiger13** results are not showing any real improvement over **Tiger12**, whereas everyone wants to play with the occasionally amazing **Gambit** engine... and its results have been very good!

So I've encouraged Chris (if he can find the time!) to play the same match again, but now to use **GambitTiger** against **Shredder5**. This will be interesting if he does it - **GambitTiger** actually came a ½ point ahead of **Shredder5** at Cadoques (out of 100 games, so implying they are virtually equal), but beat **Shredder5** by 12-8 in their head-to-head.

Thuringen 2000

Another annual event, the **Thuringer** tournament was held right at the end of the year. The programs used varying hardware - in

our table: A=Athlon, P2 and P3 are obvious, and Ce=Celeron.

The event involved 14 programs in a 7 round Swiss:

Pos	Program	Procs	Score/7
1	Junior6	A/1000	6
2	DeepFritz	2xP3/866	5
3	GambitTiger1.0	A/500	4½
4=	Shredder4	A/800	4
	ChessTiger13.0	P3/840	4
6=	Hiarcs7.01 DOS	P3/500	3½
	Nimzo732	A/1000	3½
	GoliathLight2.0beta1.4	A/1000	3½
	Zarkov5.01	A/1000	3½
10=	RebelCentury1.0	A/1000	3
	Hiarcs732	A/1000	3
12	Gandalf4.32f	A/1000	2½
13	Chessmaster6000	P2/400	2
14	Chigorin'sWay	Ce/500	1

Keith Wheeler

Keith has played 4 tournaments recently, 3 were Blitz and 1 'proper'!

Being a Winboard fan and expert, Keith's tournaments include a few programs even I've never heard of! But some of the commercial programs are usually included in his tournaments, and they provide a helpful benchmark as to how our amateurs are getting along!

The names heading each tournament are the ones given to them by Keith. We start with the Blitz results:

Winboard1 2001 Blitz

1	LittleGoliath2000v3	13½/18
2=	Yace	13
	AnMon509	13
4	SOS	9½
5	Exchess	9
6=	Comet	8½
	Francesca	8½
8	Glc211	7½
9	Gnuchess	5
10	Ssechess	2½

Chessbase1 Blitz 2001

1	Fritz532	10/11
2	Nimzo8	9½
3	Junior5	9
4	Junior4.6	7
5=	Doctor?3.0	6
	Gromit2	6
	Yace	6
8	LittleGoliath2000v3	4½
9=	Ssechess	3
	AnMon509	3
11	Faille	2
12	BamBam	0

ChessBase2 Blitz

1	Fritz532	7/7
2	Crafty	5½
3	LittleGoliath2000v3	4
4=	Faille	3½
	AnMon509	3½
6	InmiChess	2
7	BamBam	1½
8	Gromit2	1

Christmas 2000

1	ChessTiger13.0	5/6
2	Junior5	4½
3	Genius6	4
4=	RebelCentury3.0	3
	ChessSystemTal-2	3
6=	GambitTiger1.0	2½
	Crafty	2½
	Fritz6-Light	2½
9=	Hiarcs7	1½
	Comet	1½

I've asked Keith to write an article on **Winboard** programs - there's a wide choice, and a few things to learn about getting, installing and using them... and as you can see from the large number Keith is using in his matches, he's cracked it!

Anti-computer star - David Wiekrykas

David is an anti-computer expert from the

USA. He's sent me quite a few games over the past 12 months, wins against a wide range of top PC programs.

I found the following one quite mysterious. David seems to do very little, plays some innocuous, slightly mysterious moves, as if he's just waiting for his opponent to do a few daft things. Nimzo duly obliges.

What do readers make of this? When do other PC programs conclude that White has an advantage?

David Wiekrykas - Nimzo8

1.e4 c5 2.♘c3 ♘c6 3.a4!? ♘f6 4.f3 e6
5.♘h3 ♗e7 6.d3 d5 7.♘f2 d4? 8.♘e2 0-0
9.f4 e5 10.f5! ♗d7 11.b3 ♗d6 12.♘g1 ♘b4
13.g4 ♗c6 14.♗d2 ♗e8 15.g5 ♘d7 16.♘f3
♘a6 17.h4 b6 18.h5



18...♘c7 19.♖c1 a5 20.♘d1 ♘a6 21.♗g1
g6?? 22.hxg6 hxg6 23.f6 ♗f8 24.♘h2 ♗e8
25.♘g4 ♗f8 26.♘b2 ♘c7 27.♖d1 c4
28.♘xc4 ♘e6 29.♖f3 ♘xg5? 30.♗xg5
♗b4+ 31.♗e2 ♗xe4 32.dxe4 ♘c5 33.♗f2
1-0

Let's Finish with some Chess!

February 14, 2001

Dear Eric

Looking at your heading 'Let's finish with some Chess' on page 6 of SS92, it struck me that this could be a regular feature!

Might it be an idea to just give a position and invite readers to send in suggestions or say what their programs want to play, and then print a selection of that in the next Issue?

Whether I could keep up a rate of six per annum, I'm not sure. But maybe others can contribute.

I'm sure you could - except that, with all the other editorial work to do, you don't have time!

My idea is that the theme of the feature could be around what programs are good at, and how we can learn from this about program improvement.

So if you want to take this idea up, here is a first position.

I could give you some analysis, but I'm sure you can see the point (and better check it out!). And it would be nice if feedback could come from readers!

With best wishes,

Bill Reid

Here is the position for readers and their computer programs to have a go at.

Black, to play, is in deep trouble. Either the rook or the bishop is lost, and the g-pawn probably goes as well. After that further resistance will be futile.



But the player of the Black pieces decides on one last throw, and craftily plays...

1...g4!

With a few minutes to think - let's say 5 - what would you now play, and why? What, given a bit longer - say 10 minutes, let's be generous! - does your computer program want to play, and with what result?

Answers on a postcard please, to Eric. Response review & a new position next SS!

WELSER 2001

FRANZ WIESENECKER'S MAJOR ANNUAL EVENT

Welser Tournaments, organised as always by hard-working Franz Wiesenecker, bring together a full complement of the top commercial programs, both new and nearly new.

Selective Search readers will probably recognise every name of the 31 entrants in this 11 round event, played at 60 moves in 60 minutes, on 2 x P3/1000MHz machines!

- **FRITZ6** was entered in 2 versions: the original 'old' program, and the update - which started out as Fritz6a but changed part way through to Fritz6d.
- **SHREDDER5** had 3 engine versions: the Standard, the Brute Force, and the Bean Counter engine!
- **LITTLE GOLIATH 2000** played in the first 2 rounds, got 0/2, and was replaced by **ZCHESS2.2**.

Prior to the start Elo gradings were shown for the programs, and the first round draw was based on these: 1v16, 2v17, 3v18 etc.

In our final Table I will show all the allotted gradings, but as a matter of interest before we start, the top group were listed as:

1.	Fritz6a	2670
2.	ChessTiger13.0	2645
3.	Junior6	2640
4.	Gandalf432g	2635
5.	Shredder5	2630
6.	Nimzo8	2625
7.	Fritz6old	2622
8.	GambitTiger1.0	2620
9.	RebelCentury3.0	2618
10.	ShredderBeanCounter	2615
11.	Hiarcs732	2610

Space in this issue forbids a full report, or even a record of every result. But the main scores and the shocks (!) are listed!

Round 1

Hiarcs7.01-Fritz6a	0-1
ChessTiger13-Nimzo2000b	1-0
Rebel10b-Junior6	1-0 !
Gandalf432g-Shredder5brute	1-0
Junior4.6-Shredder5	0-1
Nimzo8-SOS	draw !
CometB27-Fritz6old	0-1
GambitTiger1.0-Crafty17.14	1-0
WChess2000-RebelCentury3	0-1
Shredder5bean-Genius5	1-0

Round 2

Fritz6a-Shredder5bean	0-1 !
-----------------------	-------

RebelCentury3-ChessTiger13	1-0
Chessmaster6000-Gandalf432g	1-0 !
Shredder5-Nimzo732	draw
Fritz6old-Junior5	1-0
Rebel10b-GambitTiger1.0	0-1
Genius6.5-Nimzo8	draw
Hiarcs732-Zarkov5	1-0
Junior6-Crafty17.14	1-0

Round 3

Shredder5bean-Fritz6old	draw
GambitTiger1.0-RebelCentury3	1-0
Hiarcs732-Shredder5	draw
SOS-Fritz6a	1-0 !!
ChessTiger13-Rebel10b	draw
Hiarcs7.01-Junior6	0-1
Gandalf432g-Nimzo2000	draw
Nimzo8-Shredder5brute	0-1 !

3/3	GambitTiger
2½	Fritz6old. Shredde5beancounter. Chessmaster6000
2	Junior6. Shredder5. RebelCentury3. Hiarcs732. Nimzo732. Junior5. SOS. Shredder5brute

Round 4

Fritz6old-GambitTiger1.0	draw
Chessmaster6000-Shredder5bean	0-1
Junior6-Nimzo732	1-0
Shredder5-Junior5	0-1 !
Shredder LOSES a tournament game! Rare!	
RebelCentury3-Shredder5brute	1-0
SOS-Hiarcs732	0-1
Junior4.6-ChessTiger13	1-0 !!
Rebel10b-Gandalf432	0-1
Fritz6a-Hiarcs6dos	0-1 !!

Round 5

GambitTiger1.0-Shredder5bean	draw
Junior5-Junior6	0-1
Hiarcs732-Fritz6old	0-1
Gandalf432g-RebelCentury3	0-1
Hiarcs6dos-Chessmaster6000	draw
Shredder5brute-Shredder5	0-1
ChessTiger13-SOS	draw
WChess2000-Fritz6d	draw !

4/5	Junior6. Fritz6old. GambitTiger1.0. RebelCentury3.0. Shredder5beancounter
3½	Junior4.6
3	Shredder5. Hiarcs732. Chessmaster6000. Junior5. Fritz532. Hiarcs6dos

Round 6

Junior6-GambitTiger1.0	1-0
Junior6 lost its very first game, but wins a key one here... it's 5th. on the run!	
Fritz6old-RebelCentury3	1-0
Shredder5bean-Junior4.6	draw
Shredder5-Hiarcs6dos	1-0
Fritz532-Hiarcs732	0-1
Chessmaster6000-Junior5	draw
SOS-Gandalf432g	draw
Zarkov5-Nimzo8	1-0 !
Rebel10b-Nimzo2000	1-0
Shredder5brute-Hiarcs7.01dos	1-0
Fritz6d-Nimzo732	draw !
Genius5-Genius6.5	1-0

... this left a strange-looking Table: Genius6.5 was bottom with just 1/6! Junior6 and Fritz6old are joint 1st. with 5/6.

Round 7

Fritz6old-Junior6	0-1
RebelCentury3-Shredder5bean	0-1
GambitTiger1.0-Shredder5	0-1
Junior4.6-Hiarcs732	draw
Chessmaster6000-Rebel10b	0-1
ChessTiger13-Shredder5brute	draw
Gandalf432g-Fritz532	1-0
Nimzo8-Nimzo2000	0-1 !

6/7	Junior6
5½	Shredder5beancounter
5	Shredder5. Fritz6old
4½	Hiarcs732. Junior5. Rebel10b. Junior4.6
4	Gandalf432g. GambitTiger1.0. RebelCentury3.0

Round 8

Junior6-Shredder5bean	1-0
J6 wins its 7th. on the run!	
Shredder5-Fritz6old	1-0
Hiarcs732-Rebel10b	1-0
GambitTiger1.0-Gandalf432g	draw
RebelCentury3-Nimzo732	1-0
Zarkov5-ChessTiger13	draw
Shredder5brute-SOS	1-0
Fritz6d-Chessmaster6000	0-1 !!

Round 9

Shredder5-Junior6	1-0
Just when J6 - a full point clear - seemed sure to win the Title... Shredder5 steps in to make sure nerves will be jangling!	
Shredder5bean-Hiarcs732	1-0
Junior5-RebelCentury3	1-0 !
... Junior5 is having a good tournament!	
Fritz6old-Shredder5brute	1-0

Gandalf432g-Junior4.6	draw
Chessmaster6000-GambitTiger1.0	0-1
Rebel10b-Hiarcs6dos	0-1 !
ChessTiger13-Fritz6d	draw
... CometB27 beat Genius6.5 in this round, to leave it rock bottom on 2/9!	

7/9	Junior6. Shredder5
6½	Shredder5beancounter. Junior5
6	Fritz6old
5½	GambitTiger1.0. Hiarcs732. Hiarcs6dos
5	Gandalf432g. RebelCentury3.0. Junior4.6
4½	ChessTiger13.0. Chessmaster6000. Fritz532. Rebel10b. Shredder5brute. Zarkov5

Round 10

Shredder5bean-Shredder5	0-1
Junior6-Hiarcs732	1-0
GambitTiger1.0-Junior5	draw
Hiarcs6dos-Fritz6old	0-1
RebelCentury3-Junior4.6	1-0
Zarkov5-Gandalf432g	0-1
Nimzo8-ChessTiger13	1-0
Fritz532-Shredderbrute	0-1
Fritz6d-CometB27	1-0

... included because Fritz6d suddenly has a chance of a 50% score after a quite awful tournament!

8/10	Junior6. Shredder5
7½	
7	Fritz6old. Junior5
6½	Shredder5beancounter
6	Gandalf432g. GambitTiger1.0. RebelCentury3.0

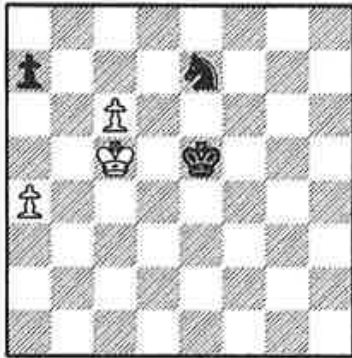
Round 11

Obviously from the table, only 2 programs can win it... unless both lose! First, here's **Junior6's** game with Gandalf!

Gandalf 4.32g - Junior 6a

1.d4 ♖f6 2.c4 e6 3.♗f3 d5 4.♗c3 ♙e7
 5.♙g5 h6 6.♙xf6 ♙xf6 7.e3 0-0 8.♖c2 ♗c6
 9.a3 g6 10.h4 0.67/11 10...h5 11.♙d3 ♗e7
 12.0-0-0 c6 13.g4 hxg4 14.♗e5 ♙xe5
 15.dxe5 0.03/11 15...♖c7 16.♖e2 dxc4
 17.♙xc4 b5 18.♙d3 ♗d5 19.♗e4 ♖xe5
 20.♖xg4 b4 21.a4 ♖f5 22.♖g2 0.94/11
 22...♖h5 23.♗g3 ♖h6 24.h5 g5 25.♗e4 f6
 26.♙c4 ♗h7 27.♗c5 f5 28.♖g3 f4 29.exf4
 ♖xf4 30.♙d3+ ♗h8 31.♙c2 g4 32.♗b1 e5
 33.♗d3 1.08/10 33...b3 34.♙xb3 ♙f5
 35.♙c2 0.49/10 35...♙xd3 36.♖xd3 ♗b4
 37.♖d2 ♖e6 38.♖b3 ♖xb3 39.♙xb3 ♖af8
 40.♖h2 -0.19/13 40...e4 41.♙c2 e3 42.fxe3

♖f1+ 43.♗d1 ♘d5 44.e4 -1.21/13 44...♗f4
 45.♖hf2 ♖xf2 46.♖xf2 g3 47.♖f1 g2 48.♖g1
 ♖g8 49.♗f3 ♖g3 50.♗xg2 ♖xg2 51.♖xg2
 ♗xg2 52.b4 ♗f4 53.♗c2 ♗xh5 54.♗d3
 ♗f4+ 55.♗c4 ♗e6 56.e5 ♗g8 57.b5 ♗f7
 58.bxc6 ♗c7 59.♗d3 ♗e6 60.♗e4 ♗a8
 61.♗d4 -0.54/16 61...♗e7 62.♗c4 ♗c7
 63.♗d4 ♗d8 64.♗c5 ♗e7 65.♗d4 0.01/24
 65...♗e8 66.♗c5 ♗e6 67.♗d4 ♗c7 68.♗e4
 ♗d5 69.♗d4 ♗e7 70.♗c5 ♗xe5



71.c7 ♗c8 agreed drawn at move 88. ½-½

Now 'all' Shredder5 must do to win Welser 2001... is beat RebelCentury3!

Shredder 5 - Rebel Century 3

1.e4 c5 2.♗e2 ♗c6 3.g3 d5 4.♗g2 d4 5.d3
 e5 6.f4 -0.07/13 6...♗f6 7.fxe5 ♗xe5 8.0-0
 ♗e7 9.♗d2 -0.47/12 9...h5 10.♗f3 ♗xf3+
 11.♗xf3 ♗h3 (h4) 12.♖e1 +0.53/13 12...h4
 13.e5 +1.01/12 13...♗d5 14.g4 ♗g5 15.c3
 ♗e3+ 16.♗xe3 ♗xe3 17.♖a4+ +0.18/12
 17...♗f8 18.♖b5 ♖e7 19.cxd4 ♗xg4
 20.♗xg4 ♗xg4 21.♗f4 cxd4 22.e6 ♗e3
 23.♖ac1 ♖h6 24.♖e5 -0.67/12 24...♖f6
 25.♖e4 fxe6 26.♗h1 ♖e8 27.♗g2 ♗f5
 28.♖xb7 h3 29.♗f4 e5 30.♗e2 ♗g8 31.♖f1
 ♖g6 32.♖d5+ ♗h7 33.♖g1 ♖e6 34.♖xe6
 ♖hx6 35.♗g3 ♗d6 36.♗e2 ♖g6 37.♖c7
 ♖xg1+ 38.♗xg1 e4!



39.♖d7? (dxe) e3 40.♖xd6 -1.42/17 40...e2
 41.♗xe2 ♖xe2 42.♗g1 ♖g2+ 43.♗f1
 -1.97/18 43...♖xh2 44.♖xd4 g5 45.♖a4
 ♖xb2 46.♗g1 -4.40/17 46...♗h6 47.♗h1
 ♗h5 48.a3 g4 49.♖b4 ♖f2 50.♖b5+ -M9/16
 50...♗h4 51.♖b1 h2 52.♖f1 ♖a2 53.♖a1
 ♖xa1+ 54.♗xh2 ♖a2+ 55.♗g1 g3 56.a4
 ♗h3 57.♗f1 g2+ 58.♗g1 ♖a1+? (Kg3)
 59.♗f2 g1♖+ 60.♗e2 ♖a2+ 61.♗f3 ♖g4+
 62.♗e3 ♖e2# 0-1

Final Table, WELSER. Avg: 2591

Pos	Program	Est.Elo	Score/11
1	Junior6-a	2640	8½
2=	Shredder5	2630	8
	Junior5	2605	8
4	Fritz6-old	2622	7½
5	RebelCentury3.0	2618	7
6=	Shredder5-BeanCounter	2615	6½
	Hiarcs732	2610	6½
8=	GambitTiger1.0	2620	6
	Hiarcs6-dos	2525	6
	Gandalf432-g	2635	6
	Shredder5-BruteForce	2580	6
	Chessmaster6000	2606	6
	SOS-2000/11	2570	6
14=	Junior4.6	2575	5½
	ChessTiger13	2645	5½
	Fritz6-a/d	2670	5½
	Nimzo8	2625	5½
18=	Rebel10-b	2585	5
	Nimzo732	2608	5
	Fritz532	2600	5
	Crafty17.14	2563	5
	Hiarcs7.01-dos	2595	5
	CometB27	2565	5
24=	Zarkov5	2500	4½
	Nimzo2000-b	2590	4½
26=	Genius5-dos	2555	4
	Genius6.5	2550	4
28	EXchess3.14	2540	3
29	ZChess2.22	—	2/9
30	WChess2000-engine	2558	2
31	LittleGoliath2000	2530	0/2

Two AMAZING Endgames

It's time now to get your Computer fired up - dedicated or PC, either is fine - your old grey matter in gear, and let's look at a couple of GREAT ENDGAMES.

They are taken from one of my favourite books, as I've mentioned before: Gambit's 'Most Amazing Chess Moves Of All Time'.

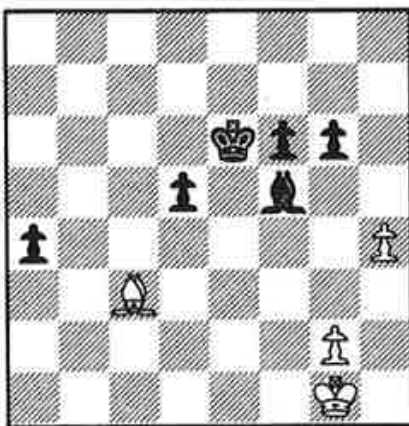
The 2 positions I've chosen for this Issue are in his 'Top Twenty' section, and rated by the book's author, **John Emms**, as the BEST and the 5TH BEST moves of all time. They make a perfect pair, as they both involve opposite coloured bishop endings... supposedly guaranteed to end in a draw!

Now this stuff isn't easy, but it's very worthwhile. Even though I've included plenty of diagrams, unless your surname begins with a K, you'll definitely find it easier with a computer of some sort in front of you.

Please put each position into your computer, and both of you have a look at them together for a few minutes... see what **you** think.

Here I started with, and have reproduced, an outline of the MACM book's comments. I then tested with 4 'tablebase' programs: Fritz6, a promising test version of Hiarcs8x, Junior6 and Shredder5, before adding comments and evaluations here and there, so you can see how the top PC programs get on with these two tough endgames.

MACM-163



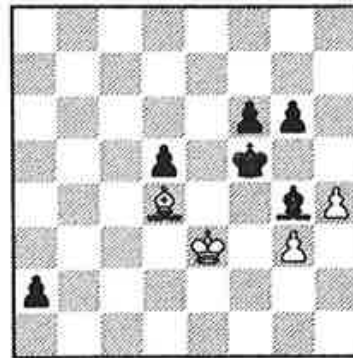
It's **Black** to move.

You might well recognise this one, as it earned a storm of '!!!!!!' all over the

chess world when it was seen at Linares in 1998. Most chess players consider it the greatest move ever played!

Before we reveal it, let's have a quick look at the moves most ordinary mortals (and their computers!) would be likely to choose!

[a] 1...a3 is chosen by the test-version H8x. F6 shows B+266 for this, H8x B+162, and S5 B+212. White plays 2.♔f2 and according to Shirov himself, the best try for Black now is 2...a2 3.♕e3 ♖g4 4.g3 ♗f5. But after 5.♘d4 it is very difficult to see how Black could make progress, as can be seen in the diagram:



[b] 1...♕e4. F6 has this top with B+291, H8x and S5 have it 2nd.

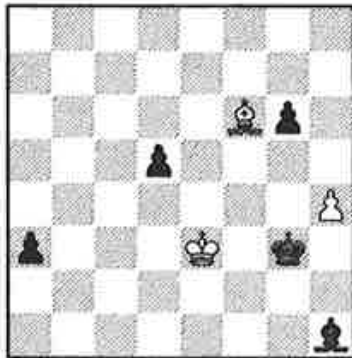
Indeed this is a strong move, and for some weeks after the Tournament there was a general view that it also led to a win, thus diminishing slightly the value of the actual move played in the game.

Right now the opinion is that ♕e4 doesn't win, though White can easily go wrong even if current BEST move analysis indicates it should end up a draw!

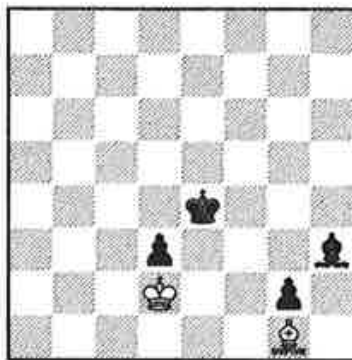
2.g3 ♗f5 3.♔f2 a3 4.♘a1! This move is not easy to find for the Computers - Hiarcs8x showed it briefly, but basically it and F6 prefer ♕e3, whilst S5 chooses ♘d4. Now 4...♘h1 5.♕e3 ♖g4 6.♘xf6!

Not 6.♔f2? f5 7.♘e5 a2 8.♘b2 f4 9.gxf4 ♗xh4! 10.♕e3 ♘e4 11.♔f2 ♖g4 12.♕e3 ♗g3! 13.♘a1 ♗g2! 14.♘e5 ♗f1! 15.♘c3 ♘f5 16.♔d2 ♗f2! 17.♘b2 ♗f3 18.♘e5 ♘b1 19.♕e1 ♕e4! Black wins. In this line Black's ♗ manouvre at 12, 13 and 14 are must find for it to work!

F6, J6 and H8x all miss 12 and 13, but each gets 14 within 10secs. S5 gets move 13 in 2m48 –well done! & 14 instantly)
6...♙xg3



Black looks sure to win but, if you're prepared for a bit of work at your end, here's what should happen! 7.♙e2! a2 8.♙e3 ♘g4 9.♙e2 ♙f5 10.♙a1 ♙e4 11.♙d2 d4 12.♙b2 ♙f3 13.♙a1 d3 14.♙f6 ♙g4 15.♙a1 ♙f5 16.♙b2 ♙f4 17.♙a1 ♙g4 18.♙f6 a1♙ 19.♙xa1 ♙xh4 20.♙f6+ g5 21.♙e3 ♙h5 22.♙c3 g4 23.♙e1! F6, S5 & H8x find this immediately (23.♙f4? ♙h4 24.♙e3 g3 and Black wins) 23...♙g5 24.♙g3 ♙f6 25.♙h2 ♙e6 26.♙g3 ♙d5 27.♙f2 ♙c4 28.♙e1 ♙c8 29.♙a5 ♙b7 30.♙f4 ♙f3 31.♙e3 ♙g2 32.♙f4 ♙h3 33.♙e3 g3 34.♙d2 ♙d4 35.♙c7 g2 36.♙b6+ ♙e4 37.♙g1! and White has his draw.



Back to the beginning!

1...♙h3!!

Well, there it is! It's the incredible Shirov at work in Topalov-Shirov, Linares 1998. You know Shirov beat Kramnik in an official play-off, organised to select a challenger for Kasparov for the latter's self-created version of the World Championship, held by GK himself. As it

happens (even as it stands today, never mind in 1999), Shirov has been completely unable ever to beat Kasparov in a single game at Tournament time controls, and this may be a reason why commercial backing was never found for a Kasparov-Shirov match. Nevertheless competitively, morally (and maybe legally?!) he won the right when he beat Kramnik.

But the match never happened. Just over a year later his defeated opponent Kramnik was selected to challenge Kasparov and, as I'm sure my readers know, he took the Title off a disappointing Gazza. Of course it's not the official World Championship organised by FIDE (Anand now holds that), but I'd say Shirov has been 'unlucky'!

His only consolation right now is that he holds the popular title of the player who has played the best ever single move in chess history!

Why or how can this move work? It looks like the blunder of a rank beginner, the worst of the 13 moves available!

To make vital progress with the d-pawn will necessitate Black's king getting to e4 via f5.

Okay, but must the bishop be *sacrificed* for this?! It seems 'yes!' If the bishop had played an ordinary 'get-out-of-the-way' move, White would play Kg1-f2-e3 before Black can get his king to e4.

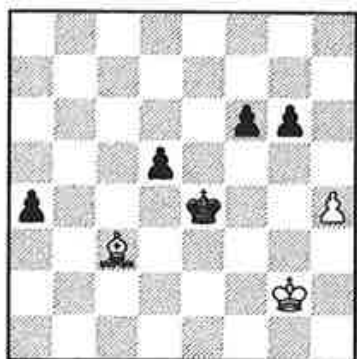
So there is a dual benefit when White plays gxh3: [1] his king loses a tempo, and [2] Black's f-pawn also becomes passed.

2.gxh3

[a] Ignoring the bishop with 2.♙f2 doesn't help White: 2...♙f5! gaining the vital one square tempo for his ♙! 3.♙f3 (if 3.gxh3 then ♙e4 4.♙xf6 d4 5.♙e7 ♙d3 much as in the game) and now the bishop is used as a deflector with 3...♙xg2+.

Note that this would NOT have worked with the ♙ on e6, as White's ♙ would still have time to block its route through, as shown in our note above.

4.♙xg2 ♙e4. The critical square, again as already discussed.



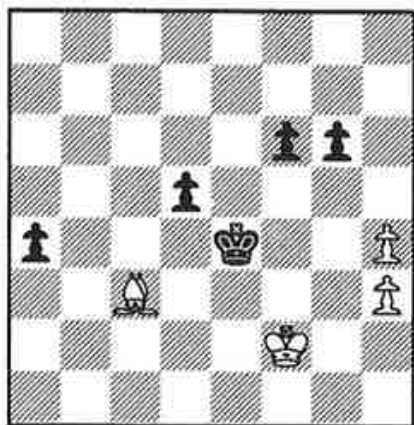
Now 5. ♖xf6 d4! 6. ♗e7 ♘d3 7. ♜f2 ♙c2
8. ♛b4 d3 winning

[b] 2... ♜f5 3. ♜f2 ♙e4
reaching 'that square', 4. ♖xf6 a3 5. ♗a1
♙g4 6. ♜e1 ♘d3 and again it's 0-1.

2... ♜f5!

S5 needs 1min01 to find this, but has
B+59 at 1min 58; H8x finds it quickly in
just 6secs, but still evaluates it as = after
3mins. F6 needs 17secs to settle on the
move, but shows B+106 after 1m20. In
fact Fritz now produces most best moves
quickly, and with accurate evaluations

3. ♜f2 ♙e4



As in almost all our variation notes
above, this square for Black's ♙ is abso-
lutely critical, and your program HAS to
find this in reasonable time, say within
3mins, or I'd have to say it's a long way
from understanding this type of ending
altogether. My 4 PC progs all had it
within about 15secs

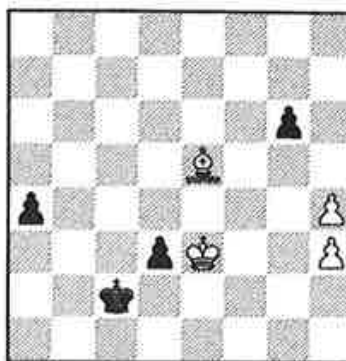
4. ♖xf6

The other option is to ignore this ♙, but
that would leave White trying to stop all

three passed pawns, which is hopeless:

So [a] 4. ♜e2 doesn't work at all: 4...a3
5. ♘d2 d4 6. ♗a1 f5, and in a new scenario
the f-♙ races down the board!

Nor does [b] 4. ♗b4 ♘d3 5. ♗a3 d4
6. ♗b2 f5! 7. ♜f3 ♙c4 8. ♜e2 d3+ 9. ♘d2
f4 10. ♗e5 f3 11. ♜e3 f2 12. ♜xf2 ♙b3
13. ♜e3 ♙c2 wins

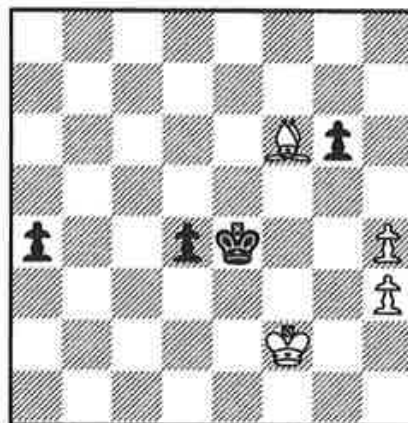


And if [c] 4. ♗b2 f5 5. ♜e2 d4 6. ♘d2 f4
7. ♜e2 d3+ 8. ♜f2 f3 9. ♗c1 a3! the black
pawns are again victorious... it's another
position worth a mini-diagram!



Back to the main game!

4...d4!



5. ♖e7

J6 only had B+56 at 2m30, H8x is definitely better with B+312 at 53secs, S5 has B+536 at 39secs, and best by far is F6 B+500 at just 5secs!

Note: if 5. ♖e2? a3! wins immediately

5... ♖d3!

The ONLY winning move! It threatens ♖c2, so White's next is forced

Note that 5...d3?? would be completely premature as: 6. ♖e1! and White draws. It always amazes me how easy it is to go wrong even when the game is supposedly 'all over'! One of the great beauties of chess!

6. ♖c5 ♖c4!

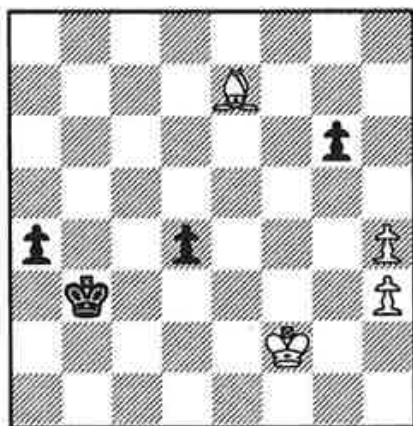
If 6...♖c3?? note that the single square difference utterly fails to win!... White's ♖ can get back! with 7. ♖e2! d3+ 8. ♖d1 and there's NO win!

7. ♖e7

7. ♖xd4 obviously fails to 7...♖xd4 8. ♖e2 a3!

7... ♖b3

The Black king is now within reach of c2, and it's basically all over!



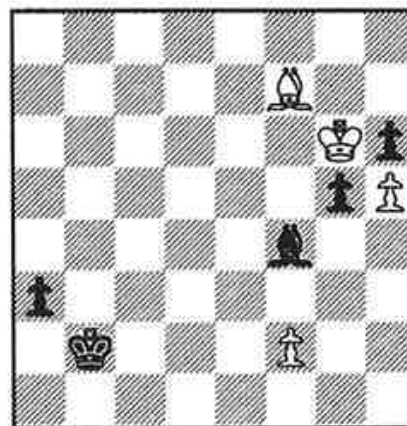
8. ♖e2

8. ♖c5 makes no difference as 8...d3 9. ♖e3 ♖c2 10. ♖b4 a3 11. ♖xa3 d2 and Black wins

8... ♖c2 9. ♖b4 d3+ 10. ♖e3 a3 11. ♖xa3 d2 0-1. Wonderful!

The second position probably, and hopefully, isn't so familiar.

MACM-167



This game was **Hindle-Mohring**, Tel Aviv 1964. **Black** to move can play ...a2, which picks up the White bishop, as it must take. However this in itself is not enough to win! Let's see:

[1] 69...a2? is certainly what we normal mortals might look at. But 70. ♖xa2 is shown as = immediately by H8x, and you can see why with 70...♖xa2 71. ♖xh6 g4+ 72. ♖g6. Black cannot move the g/♖ without losing it. So 72...♖b3 73. ♖f5 and it's clearly drawn

Instead of 72...♖b3, 72...♖e3! is a worthwhile trap! Although 73. ♖f5 gets the draw, 73.fxe3?? falls right into the trap as 73...g3 obviously wins without Hiarcs telling me it's m/18: 74.h6 g2 75.h7 g1 ♖+ etc

[2] J6 chooses 69...g4!? for the first 1min18, then changes to 69...♖e3.

Let's look at 69...g4

My analysis goes: 70. ♖f5. H8x has a very small (+37) plus for Black here. On this ending, at least for the moment, the Hiarcs program seems best equipped, with Fritz 2nd.

Now 70...g3 71.fxc3 ♖g5! (71...♖xc3 72. ♖e4 probably draws I think) 72.g4 a2 73. ♖xa2 ♖xa2 74. ♖e4

See diagram next page...



Is there a win? H8x, having shown Black around +40 since 69...g4, suddenly has B+385 as if there IS a win! S5 and F6 also believe that Black has a win here, again showing increasing evaluations! Let's take the 2 White pawns off!:



... now of course they **all** KNOW it's a draw, which is correct because the bishop is the wrong colour for the queening square! So it's a draw without the White pawns, but a win for Black with the White pawns! Can this be right?! Junior6 given either position quickly shows 0, evaluating the position as a draw even with the pawns on! Who is right? I played it out with the pawns on: J6 as White (it's a draw) and H8x as Black (I'll win)... and Hiarcs wins by forcing a pawn exchange and getting its h-pawn onto the g-file!

At long last we can come to the winning move itself:

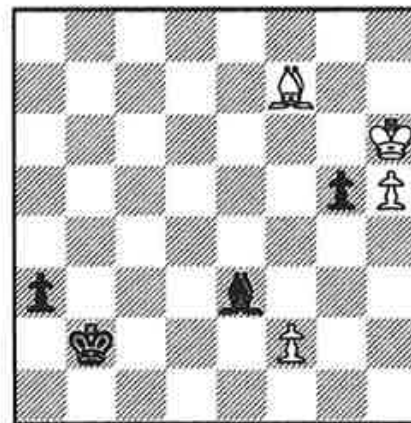
69...♔e3!

It's a similar theme to our Topalov-Shirov game - maybe Shirov actually got his idea from this very game?! Anyway, attacking the f-pawn leaves White with a choice of evils - capturing on e3 presents Black with a 2nd

passed pawn, while moving the f-pawn lines up a decisive discovered check for Black.

As already mentioned, J6 does find this after 1m18secs. But note that both F6 and S5 have it almost immediately, and with a big + evaluation! H8x is not far behind, needing only 6secs and a reasonably big plus, then at 15secs both it and S5 have gone over 400! Excellent!

70.♕xh6



Though Black only has one king-side pawn now, nevertheless this time it IS enough to secure victory! There are 2 alternatives to check:

[1] 70.fxe3, which loses to 70...g4! 71.♕xh6 g3! and [2] 70.f3 loses to 70...a2 71.♕xa2 ♔xa2, is also winning for Black as, if 72.♕xh6 then g4+!

70...g4+!

Now Black needs to play ♔g5, but unfortunately it's illegal!

71.fxe3 g3 72.♕h7

If 72.♔d5 a2! The ♔ can't stop them both! 73.♕xa2 ♔xa2 and the PC programs announce m/15

72...g2 73.h6 g1♚

and for reasons slightly beyond me, it took White another 4 more moves to resign, when he could have done so immediately! 0-1

I expect and trust that you're all duly exhausted!

ALYBADIX

ALL YOUR (CHESS) PROBLEMS solved!

In *SetSearch90* I included on page 3 a brief report on the very interesting problem-solver: **Alybadix 2000**.

I need to refer to it again due to the recent fall in value of the UK pound, which has necessitated a change in our prices for when I get copies of it for S/S readers, as it comes to us from **Ilkka Blom**, the Finnish programmer and distributor.

In fact what happens is you place your order with myself/Countrywide, by cheque or credit card... we organise the payment to Ilkka, and he will send Alybadix out direct to you by air mail from Finland. The system works well, and normally from order to delivery only takes 7 days!

UK Prices as at March 2001:

Alybadix 2000 AP1: full program but no fairy chess... **£129**.

Alybadix 2000 AP2: full programs including fairy chess... **£165**.

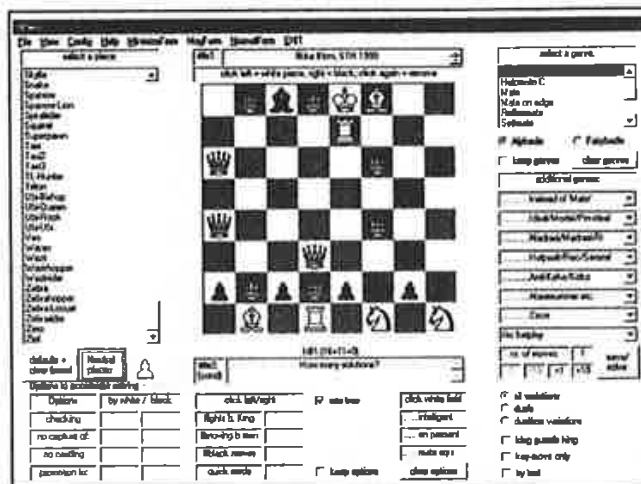
Here is a repeat list of the main features:

The full version (AP2) includes:

- Fairy pieces - 222 different pieces available for problem solving.
- Practically all possible Leapers, Riders and Riderhoppers on an 8 x 8 board.
- With help of 'Edge-Block' you can construct new boards.
- Improvement on previous versions in movable/frozen pieces and piece queue handling. 'Uncapturable' and 'must promote' options added.
- Many example problems on special Chess Problem Database, with solutions.
- Alybadix works in 32-bit mode. The solving engine is a DOS .EXE, but the actual interface users do all their interacting with is now Windows - when solving starts the DOS .EXE is called up; the solution is then sent back to the main Windows interface.
- Printing and chess diagram facilities.

I need to say that, if the UK £ fluctuates by more than 10% either way between now and your time of purchase, we might need to make a 10% up-or-down price adjustment. At present the £/FIM is at 9.2

Finally British GM **Jon Speelman** reviewed



ALYBADIX screen - setting up a Problem

On the left side of the screen is a MENU for selecting different types of pieces, including many (222) extra pieces special to Problem Solving.

On the right side of the screen is a MENU for selecting alternative Problem genres, e.g. Helpmate, Reflexmate, Selfmate etc.

Across the bottom of the screen are Menus for extra solving features, alternative solutions and other options such as 'Uncapturable', 'Must Promote' etc.

ALYBADIX in *The INDEPENDENT* in June 2000 - it was written before the Windows version, and its transfer to CD!

The article opened with last year's BCSC qualifying problem - the competition is now over, I know, but it sets the scene for Jon's review!



White to play and mate in two

ALYBADIX report by Jon Speelman

The problem is the starter for the **British Chess Solving Championship, 2000**.

The competition is in three stages with those who successfully solve this starter receiving eight more problems in a more difficult "postal round" from which the best go on to the final - last season's at Oakham School on Saturday February 26th 2000 was won by Jonathan Mestel.

After (correctly) solving this problem I gave it to the specialised solving program **Alybadix 2000** which naturally did it in a flash.

First conceived by Finn **Ilkka Blom** in 1980, Alybadix was ported to DOS in 1989 and still remains essentially DOS based though it can use vast tracts of extended memory to store the positions analysed.

It is a highly idiosyncratic program with a complex series of menus, best navigated at first with the help of the manual.

But beneath the hub there purrs a splendid solving engine which can tackle not only direct mate problems but also selfmates, reflexmates (a specialised type of self mate) and "series-selfmates"; not to mention helpmates and series-helpmates.

The user, moreover, has the option of specifying all sorts of conditions to aid the program with long problems which are resistant to brute force: such as that the king should be on the edge of the board.

Strictly speaking, you shouldn't use machines to help you solve - and they are of course strictly banned in the final of the BCSC: but they are an essential adjunct for problem composers, to test their oeuvres (*I had to look this up in the dictionary - it means to test the uniqueness and therefore quality of the composition and solution: ELH*); and can also be, if not a life saver, certainly a sleep saver for desperately frustrated solvers!

A Letter re SS/92 from Ray Rogers

Feb. 2001

Dear Eric

Many thanks for SS/92. Another great one, with the sort of information and articles I most enjoy.

I've had many dedicated chess machines come and go over the years, but I still have and enjoy the **Mephisto Academy** which I bought from you at Countrywide Computers in 1989. Not just the program but also its features, board and operating system were excellent. So I found the **Atlanta-RISC** match very

entertaining, the RISC 1MB also being one of my favourites. I wonder if I'll ever get excited about a PC program?!

Good to see the interview with **Ed Schroder**. The Century3.0 v John van der Wiel games are very interesting indeed. I am looking at these more carefully as I may be tempted to go for Rebel+Tiger one day.

Ed Schroder's comments about TableBases are fascinating, as I sometimes found his endgames lacking. In a way I hope he never needs them! That would be something.

Some of the Academy's endgame weaknesses are, such to my surprise, still apparent in my Rebel 7. These were entirely due to lack of knowledge, but it still often outplayed its computer rivals in the endgame, as you've pointed out more than once. I think that endgame knowledge is never a waste of memory, although we both know how little memory was available to chess programmers in the 1980's and early 90's. I think they did pretty well in those days, don't you? Overall I would say that Ed Schroder writes my favourite programs.

I don't play **Bridge** by the way, but I think such an article is OK now and then. There must be similar problems to overcome in most games. I know that you wouldn't be including them at the expense of the chess stuff, so I don't see a problem.

I'm wondering what you have in mind for SS/100. Don't say "retirement", although you surely deserve more time to yourself. I spend enough time on 4 or 5 pages for "Margate Chess" once a month, so I probably have some idea how SS must often dominate your days! And just to let you know that I'm still paying attention, I did spot the deliberate "Chrilly Donninger" mistake on page 3.

Best wishes to you and your family. Cheers!

Brief Comments from Eric:

1. I believe Ed is actually working on **Tablebases** for Rebel Century and Chess Tiger right now!
2. **Bridge** articles would inevitably nick 1 or 2 pages from the chess: the vote at present is 4-2 against (with about 300 abstentions!)
3. A few folk pointed out my blunder in naming Donninger as the programmer of Chess Tiger when, of course, it's **Christophe Theron**. Oooops, and sorry.

PADERBORN 2001

PADERBORN is another important, annual tournament. This year 18 programs played a **9 round** Event between 20-25 February.

Before we take a quick look at the round-by-round results, here's some low down for each of the programs, as provided by the programmers for the Paderborn organisers. All the programs were on a P3/933 except where shown otherwise:

■ **Comet: Germany, Ulrich Tnrke**

Design and implementation in 1991 originally guided by GNU chess 3.0. search algorithm based on alpha-beta search, triggered by a home-made modification of the MTD driver. uses 3 hash tables (transpositions, evaluation & table-base-cache). (recursive) Null-Move-Heuristic with reduction=2 and 1. 2 knowledge based cuts a depth 1, positional learning function, compatible to Ch. Donn timers Auto232 and Chess232, reads and writes standard formats (EPD and PGN), supports Nalimov's 5-man endgame table bases. Available as freeware (DOS & winboard) as well as a native Chessbase analysis engine.

■ **Diep: Netherlands, Vincent Diepeveen**

Quad Xeon. Started winter 1994 with DIEP. But now I'm busy with this experimental parallel program, it's called DIEP. Still using the same huge evaluation, from which as far as I know it's the most extensive chess evaluation that any chess program contains (although mainly middlegame/opening heuristics). Diep is now using depth limited alpha-beta with very little extensions and no other pruning mechanisms than double nullmove R=3, running under linux at a quad xeon from University of Alabama, Washington.

■ **DeepFritz: Germany, Frans Morsch, Mathias Feist**

Dual P3/933. Fritz is build around a selective search technique known as the null-move search. As part of its search, Fritz allows one side to move twice (the other side does a null-move). This allows the program to detect weak moves before they are searched to their full depth. Move generators, evaluation functions and data structures have been designed to maximize the effectiveness of the null-move search. Fritz is the winner of the previous computerchess world championship in Hong Kong 1995. 1993 Fritz tied for 1st place in a Blitz tournament in Munich with the complete world elite. It scored the best computer result in the 1996 man-computer Aegon tournament. In 1998 Fritz was leading the prestigious Swedish rating list. It won an active chess tournament Frankfurt 1998 with a full point ahead of 36 grandmasters.

■ **Gandalf: Denmark, Steen Suurballe, Dan Wulf (Book)**

Gandalf was started around 1985 by Steen

Suurballe. The program was a rule-based selective program, which was very slow, but did surprisingly well. In 1993 Dan Wulff joined in the work, and has been doing the opening library ever since. In 1995 Steen decided to skip the selective search, and concentrate on the evaluation function. The program got much stronger after this change, and although it has become a lot faster than the prior version, it is still rather slow, when compared with other programs. The search was changed to standard alpha/beta, with null-move reductions, and a lot of extensions. The latest version of Gandalf is a WinBoard-compatible engine.

■ **GromitChess: Germany, Frank Schneider, Kai Skibbe**

Athlon/1000. GromitChess is a C++-program, developed in a Linux-environment (Emacs, gcc). It searches about 25000 to 50000 nodes per second on a K6/200 and tries to be intelligent rather than fast. Attackables are the primary datastructure (16 bit for every square and player; bit n is set if piece n attacks the square). The search uses iterative deepening, PVS, transpositiontables, killer- and historyheuristic, nullmove (R=2), about 10 chess-specific extensions and some pruning heuristics. The quiescence uses a static exchange evaluator and includes some checks and other threatening moves. Parts of the evaluation are initialized at the root but most work is done at the leafnodes. There is more info/executables on the web: <http://home.t-online.de/home/hobblefrank/index.htm>

■ **Holmes: Germany, Andreas Herrmann**

■ **Ikarus: Germany, Muntsin Kolss, Munjong Kolss**

Development of Ikarus started in January 1997 when our previous program, named "BasicChess", reached the 64kb memory limit of Borland Pascal 7.0 and its source code had grown completely cryptic. The 32-bit language Borland Delphi 2.0 allowed us to finally use hash tables and the next year or so saw us implement a graphical user interface and most of the usual standard search heuristics (null move pruning, history heuristic, search extensions etc.) as well as some advanced data structures such as a pawn-king hash table. From March 1998 on a Winboard-compatible version has been autoplating a variety of computer opponents. Ikarus also got a new hand-crafted opening book. Over Christmas 1998 we added support for the endgame databases created by Eugene Nalimov; so our program contains a part of the probing code provided by the author.

■ **Isichess: Germany, Gerd Isenberg**

In 1991 I started to write my first C++ Project, a Class-Lib for a DOS-Window Manager-Interface. Inspired from David Levy's "Computer Chess Compendium" (specially the Article about Chess4) I started to write a chess-algorithm in bottom-up manner

(beginning with data structures like piece-sets and bitboards and fast assembler routines to modify them). Two incremental updated redundant sets `PIECESET_ControllBy[64]` for each square and `BITBOARD_ControllTo[32]` for each piece are used for move generation and evaluation purposes. The Search is a standard alpha-beta Nullwindow search with Iterative Deepening and several thread extensions and Null-move. Standard Heuristics like Killer and History are used. The Leave-Evaluation performs several tasks like extension-detection (Kingdanger, passed pawns) and several Mate in one detections. With my own C++ Class-library an implementation of a graphical user interface for the chessprogram was a quite easy task - Isichess was born. Special Feature is the ability to play simultaneously with up to ten chessboards in separate windows.

- **Matador: Germany, Stefan Knappe**
- **Neurologic: Germany, Jochen Peussner**
- **DeepPatzer: Germany, Roland Pfister**

Dual P3/933. Patzer uses the standard alpha-beta PVS search, enhanced by hashtable (4 retries replacement scheme), recursive nullmove (R=2) with verification if only one piece present, special pruning heuristic for ALL-nodes, various extensions. It also uses a special material hash table to adjust the material balance values for certain endgames where the "usual" values do not apply. It values king safety and passed pawns rather high (too high?). It is a incremental bitboard program with attack tables that are also used during move generation and sorting.

- **P.ConNerS: Germany, Ulf Lorenz**
160xP2/350. P.ConNerS stands for 'Parallel Controlled Conspiracy Number Search'. It has been written by Ulf Lorenz, who is a member of Prof. Dr. Burkhard Monien's research group at the University of Paderborn. U. Lorenz mainly works on the research fields of domain independent selective search in game trees, and on the field of efficient parallel algorithms for optimization problems. P.ConNerS uses a variant of the so called 'Controlled Conspiracy Number Search' algorithm. As a result it examines highly selective and irregular game trees. Evaluations are done by the help of depth 2 alphabeta searches. When it runs on a parallel machine with 60 Pentium 300 MHz processors, P.ConNerS reaches a rate of about 1.2 million nodes per second. In February 1999 it won the 8th International Paderborn Computer Chess Championship.

- **Quark: Germany, Thomas J. Mayer**
- **DeepShredder: Germany, Stefan Meyer-Kahlen**

Dual P3/933. Winner of the 9th WMCCC and the 9th IPCCC 2000 in Paderborn! Shredder has started in 1995 as a project at university. Good tournament and test results encouraged me to spend more work in it and lead to the winning of the 1996 WMCCC in Jakarta. Shredder has been commercially available

since then and continued to perform very well in computer chess championships. It was 3rd in Paris 1997 and managed to finish as the runner up in the blitz championship there. Shredder is written in ANSI-C and therefore it can easily compiled on various hardware platforms. I think Shredder has good chances in Paderborn this year because it is one of the strongest computer chess programs running on an micro around.

- **DeepSOS: Germany, Rudolf Huber**

Dual P3/933. SOS is an amateur program which was started in 1993 and has since then competed in a number of tournaments. The newest version runs on multiprocessor systems with a parallelized version of mtd(f) as its minimax search algorithm. SOS used to be a relatively fast searcher and relied on outsearching the opponent. This has changed now and more knowledge and special cases have been implemented which slow it down. Little effort is spent on the opening book. It plays a very broad range of openings. However it learns to avoid unsuccessful lines and tries not to repeat lost games. It uses publicly available end-game databases.

- **YACE: Germany, Dieter Brnssner**
- **ZChess: France, Franck Zibi**

Okay, that should have been of great interest to all potential and amateur programmers!

Inevitably the favourites for the 2001 Title were the top commercial programs, **DeepFritz** and **DeepShredder**, with Nimzo, Gandalf and DeepSOS not far behind, and multi-processor P.ConNerS a popular 'outsider'.

Here are the key results from each round:

■ Round 1	
DeepShredder-Ikarus	1-0
Gandalf-DeepFritz	0-1
P.ConNerS-Gromit	draw
Isichess-Nimzo	0-1
Quark-DeepSOS	0-1

So the favourites did well - ZChess, Diep and YACE also won.

■ Round 2	
Diep-DeepShredder	0-1
DeepFritz-ZChess	0-1 !?!
Nimzo-DeepSOS	1-0
YACE-P.ConNerS	0-1
Gromit-Comet	1-0
Neurologic-Gandalf	0-1

■ Round 3	
DeepShredder-Nimzo	draw
ZChess-Gromit	0-1

P.ConNerS-DeepFritz	0-1
Gandalf-Diep	1-0
SOS-YACE	draw

2½/3	DeepShredder. Nimzo. Gromit
2	ZChess. Ikarus. Gandalf. DeepFritz

Round 4

Gromit-DeepShredder	0-1
Nimzo-ZChess	draw
Ikarus-Gandalf	0-1
DeepFritz-Comet	draw
DeepSOS-P.ConNerS	1-0

Round 5

DeepShredder-Gandalf	draw
DeepFritz-Nimzo	1-0
ZChess-YACE	0-1
Gromit-DeepSOS	draw

4/5	DeepShredder
3½	Gandalf. DeepFritz. YACE
3	Nimzo. Gromit. DeepSOS. Ikarus

Round 6

The key game was DeepShredder-DeepFritz, but both programs opted for a cautious opening (*D05: Colle System with ...e6*). After 19 moves this was the position:



DeepShredder had the distant pawn majority and tried everything it could to find a way to make something of it, but DF's defences held firm!

DeepShredder-DeepFritz	draw
Gandalf-YACE	draw
Nimzo-Gromit	0-1 !!
Ikarus-DeepSOS	draw
Diep-P.ConNerS	0-1
DeepPatzer-ZChess	1-0

Round 7

YACE-DeepShredder	0-1
DeepFritz-Gromit	1-0

P.ConNerS-Gandalf	0-1
DeepSOS-DeepPatzer	0-1
Nimzo-Ikarus	draw

5½/7	DeepShredder
5	DeepFritz. Gandalf
4½	DeepPatzer
4	YACE. Gromit. Ikarus. Comet

Round 8

DeepShredder-DeepPatzer	1-0
Ikarus-DeepFritz	0-1
Gandalf-Comet	1-0
Gromit-YACE	1-0

Round 9

P.ConNerS-DeepShredder	0-1
Gromit-Gandalf	0-1
DeepPatzer-DeepFritz	0-1
Comet-Nimzo	1-0 !!

It doesn't need a mathematical genius to work out already that the top 3 have simply run away with it, each one of them going undefeated through the last 3 rounds. The **DeepFritz** loss to ZChess in round 2 proved very costly. **DeepShredder** went through undefeated (it's getting to be quite a habit, its single loss to Junior6 at Welser was a notable exception indeed!), and deservedly won by ½ a point.

Paderborn 2001 - Final Table

7½/9	DeepShredder
7	DeepFritz. Gandalf
6½	
6	
5½	
5	GromitChess. YACE. Diep. Comet. DeepSOS
4½	Ikarus. P.ConNerS. Nimzo. Patzer
4	ZChess. Isichess
3½	Quark
3	
2½	Matador
2	
1½	Neurologic
1	Holmes

Millennium chief
 OSSI WEINER
 watches STEFAN
 MEYER-KAHLEN
 and SHREDDER in
 play v P.ConNerS



TASC R30 v BERLIN PRO

DEDICATED COMPUTER GAME OF THE MONTH!

Long time *SS* reader **FRANK COLE** recently sent me a particularly interesting letter, with which he enclosed an absorbing game.

He and another *SS* addict, **Gerry Dyer** have various 'Correspondence' games running at any given time - a practice which goes back to the days when they were teammates in the *Droylsden Manchester Chess League* side. Since moving apart to a distance which precludes over-the-board meetings, they have played Chess, Shuffle Chess, Backgammon, Othello and even a small-scale game of Go in Correspondence format. Most of their games are Cole v Dyer, but they also include some computer v computer match-ups at 40/2. So when they send each other their own moves for the other games, the various computer games get updated as well. The compilation of moves for all ongoing games apparently takes from 2 to 3 weeks generally!

At present I gather there's a Shuffle Chess Novag **Forte B v Kasparov Travel Champion 2100** going on, but here's a standard game that started back in 1998... and has just finished!

Tasc R30-1993 - Berlin Pro 68020

D08: Albin Counter Gambit
40/2. 1998-2001, Frank Cole & Gerry Dyer

ELH: As I've done in the past I've tried to show which of us has produced the analysis where we've come up with separate thoughts. FC is Frank, and ELH is me, Eric.

1.d4 d5 2.c4 e5?! 3.dxe5 d4 4.e4?!

FC: This Gambit has often been regarded as a shock weapon which can give rise to tactical complications. Grandmasters are loth to use it, probably because it is difficult to keep control of the game; and risks have to be taken in complex situations. This game was played to explore some of those risks; to see whether White could withstand Black's early attack; and to see if Black is able to use the impetus provided by the sacrificed pawn and truly make this an opening that White would rather avoid

The Tasc R30 - sadly no longer available



The Berlin Pro - you can still pick these up 2nd. hand sometimes, if you're lucky!

4...♖c6

FC: The 4.e4 variation is named after Spassky's use of it in several games, but it was seen first in Salvioli-Calvalotti, Milan 1881

5.♗f3

5.f4 f6 (or 5...g5 6.♗f3 gxf4 7.♗xf4 ♗ge7 which has also appeared in tournament practice) 6.exf6 ♗xf6 7.♗d3 ♗b4+ 8.♗d2 ♗g4 9.a3 ♗e3 is the best-known book line, and then either 10.♖e2 or 10.♖h5+

5...♗g4 6.♖b3

FC: The R30 tries to take the initiative, aiming to play ♖xb7

6...♗xf3

6...♗b4+ 7.♗fd2 ♖h4!? appeared in Janowsky-Marshall, 1908!

7.gxf3 ♗xe5 8.f4

FC: The books give 8.♖b5+ ♗d7 9.♖xb7?! ♗c5 10.♗h3 ♗gf6 11.♗xd7+ (EH: 11.♖c6± is better) 11...♗xd7 12.♗g5?? (EH: again 12.♖c6 seems

better, but now with only a negligible advantage) 12...♖xg5! 13.♗xa8+ ♔e7 and Black is winning, especially if White takes the h-♖.

EH: I must say I think there are one or two flaws in this whole line, in addition to the two references I've already made to White improving with ♗c6!

8...♘c6 9.♗xb7 ♘b4 10.♖b5+ c6 11.♗e5+ ♕e7 12.♘a3 ♘f6 13.♕d2 0-0



FC: Both sides have been correctly seeking to improve their development

14.c5?!

FC: An interesting choice, and I was keen to see how BPro would protect the b4/♘: I expected by a5, or ♖b8. But the reply he finds takes the initiative, suggesting that White may have just made a small mistake!

EH: I reckon there were two better possibilities: 14.f3 which is just about equal; and 14.♖g1 which is proposed by Fritz6 and Junior6, and is also equal with chances for both sides

14...♖e8!

A good move by BP!

15.0-0-0!

FC: Wise and best. Not, however, 15.♕xb4?? which does look both interesting and tempting, but runs into trouble, giving Black good play with 15...♘xe4!!

I wondered what the Berlin Pro would have done on the 40/2 time control, if 15.♕xb4? had been played, and it does find the correct reply, 15...♘xe4! Well done. However its analysis continued:

16.♕e2?? which loses the queen after 16...♕xc5 17.♕xc5 (a now belated attempt to save the queen with 17.♗h5 fails miserably to 17...♕xb4+ 18.♔f1 d3 19.♕f3 ♗d4 20.♕xe4 ♖xe4) 17...♖xe5 18.fxe5 ♗a5+ 19.b4 ♗xa3 20.♖d1 ♘xc5 21.bxc5 ♗xc5 22.0-0 ♗xe5 23.♕f3. By this time BP has Black +418, which is fair enough, but White's 16.♕e2? was not best!;

Equally poor would be 16.♗xe4? as 16...♕xc5! again wins the queen;

The best chance after 15.♕xb4? ♘xe4! is 16.0-0-0! because White really must try to get out of the ♖e8-♗e5-♔e1 pin! But 16...♕xc5! still leaves Black in command.

There's another variation worth looking at after 15.♕xb4? because (before we found ♘xe4!), the move 15...♕f8? had attracted us in our first shot at the analysis! However White's queen escapes after 16.♗f5 ♖xe4+ 17.♔d1 (not 17.♔d2? running into 17...♗b8! which attacks the b4/♕ and threatens the very nasty ♖xf4!) 17...♖b8 18.♕d2 and now 18...♖xb2.

Let's have a mini-diagram so you can see where we're up to!



What now?

Not 19.♖b1?? when ♖xd2+ is m/5.

Nor 19.♘c2? d3! 20.♘e3, though this is slightly tricky as Black can still go wrong. This is because the attractive looking 20...♖xd2+ may only draw after 21.♔xd2 ♗a5+ 22.♔xd3 (not 22.♔d1? which lets Black back in with 22...♗a4+! 23.♔c1 ♖xe3 24.♕xd3 ♘e4! 25.♕xe4 ♖xe4! threatening g6 to get the ♗ off the diagonal protecting c2, after which mate soon follows: 26.♖d1 g6 and if 27.♗f6 ♗c4+ 28.♔b1 ♖e2 forces mate) but 22...♗a3+ 23.♔c2 ♗a4+=. However with 20...♗d4! Black must win, so we

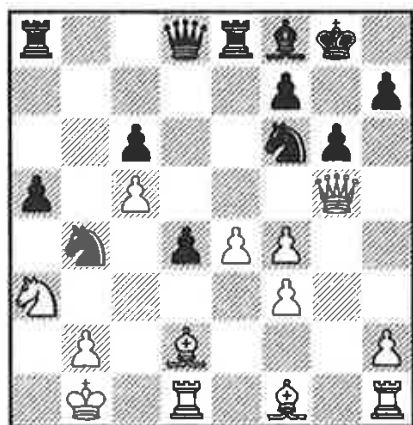
conclude that 19.♘c2? fails. We think this is an interesting little line, so I hope you're still with us!

Returning to our question above, 'What now?' the answer is 19.♘c4! which gives White a more than useful advantage!

It's time to get back to the game, in which Black now has a small advantage to build on! If you've been following the above analysis, you may need a diagram to remind you of where we were up to!



15...♙f8 16.♖f5 ♗g6 17.♖g5 ♘a5 18.f3
♘xa2+ 19.♙b1 ♘b4



FC: Since castling White has gained partial safety for its king, and strengthened its centre; but in avoiding the complications which, as we have seen, would have turned out badly for it, the R30 has still lost its a/♖ and soon the c/♖ which will leave its king short of safety all over again. I think we have to mark 14.c5? as the main culprit

20.f5 ♘d7

FC: Perhaps BPro fears White's attack with ♗g1, h4, h5 etc. and wishes to exchange queens?!

21.♖xd8?!

EH: Although you can understand White's concern over his opponent's artillery in view of his own king's discomfort, I think that the R30's need to keep its own queen might have been greater as, without the queen its chances for any sort of initiative become dependent almost entirely on a kingside pawn push, which never quite materialises.

Therefore 21.fxg6 hxg6 22.♖g3 ♗e7 23.h4 looks best, and in fact you can see that White has started a counter-attack already, to which Black will need to pay attention

21...♗exd8!

The BPro gets it right again! Not 21...♗exd8? 22.♘c4 ♘xc5 23.♘xa5 when it is White which has a small plus!

22.fxg6 hxg6!

EH: The c-♖ looks inviting, but capture by either the ♙ or ♘ would have been a bad choice: 22...♘xc5? 23.gxf7+ ♙xf7 24.♘c4! and White has a more than useful advantage

Even with 22...♙xc5?! 23.gxf7+ ♙xf7 White is ahead after 24.♗g1!]

23.♘c4

FC: R30 brings the knight back into play and abandons the c-♖ in order to stop 23...♘e5

23...♙xc5



24.♙f4

EH: The R30 might have been better playing 24.h4! here, which would be a good chance to create some counter-play. Even so Black would still have the edge after 24...♙e7 25.h5 c5 26.h6 ♖h7, but you always have to do everything you can to give your opponent a chance of going wrong, and I think this was a missed opportunity

24...♞a7 25.h4

FC: The early skirmishes are over: the R30 has a dangerous looking h-♖ waiting to be used – but the Pro has an extra pawn!... and the possible link-up between the d4 and c6 pawns will be both a late middle and an endgame advantage

25...♜f6 26.♙g5 ♙e7 27.♜e5 ♜h5 28.♙c4 ♙xg5 29.hxg5

FC: The R30 tries to find an attack, although the exchange actually takes the game ever closer to an ending, which will favour Black

29...♙g7 30.♞h4 ♞e7 31.♜d3 ♜xd3 32.♙xd3 ♞b8!

FC: Black's possibilities are now very clear – so good, in fact, that the BPro seems to disregard White's chances of a kingside attack, and begins to really concentrate on his own queenside advantage

33.♞d2

FC: The defensive option, this move was one of the R30's longest thinks. It only defends the d-♖, and its estimate of the position went from -0.63 on move 31 down to -0.84 here!

EH: Incidentally the aggressive option it might have considered would have been 33.f4!? Being a Johan de Koning program, the R30 has always been known as a positive or active type of computer, and playing over this game for a second time to add some more detailed notes, my surprise at some of its quieter moves became more pronounced

33...c5 34.♙c2

FC: Now the R30 shows -2.39

34...♞b4 35.♙a6

FC: 35.♙e2 followed by 36.f4 might have been tried, as the BPro drives the knight there anyway as its attack gathers momentum move by move!

35...♞a7 36.♙e2 a4!

Here comes trouble!

37.♙d1

FC: If 37.♙c1? a3 38.bxa3 ♞xa3 and White's predicament has become a crisis!

37...♞ab7 38.♙a6

... and at this point Gerry Dyer resigned for the R30. Its evaluation was reading -2.85, with the BPro showing +2.18. The game possibly could have been continued for few more moves, just to make sure, but it would probably go: 38...♞7b6 39.♙d3 ♞xb2 40.♞xb2 [or 40.♞dh2 trying to keep the rooks on, then 40...a3! and White must play 41.♞xb2 anyway, and 41...♞xb2 +5.69 (F6) with the win very soon] 40...♞xb2 41.♙c4 a3 42.♙c1 ♜g3 Black +6.39 (F6) 0-1. Great stuff... thanks Frank and Gerry!

Shredder5 - IMPRESSIVE EVALUATIONS!

The following game was, I suppose, always likely to be one-sided. But we had a **Mephisto Lyon 32-bit** set in the office which had (supposedly) gone wrong, and we couldn't get it to misbehave at all. So it was decided to play a couple of longer time control games against it, and see if that would catch it out!

In the first game, also at G/60, I used **Gambit Tiger1.0**, which won in about 45 moves. It gained a visible early advantage and, to be honest, nothing much needed to happen for it to win easily.

For the second game I switched over to the new **Shredder5**. In a sense this one was decided quite early too... but it's very interesting, because a rather sophisticated Shredder5 evaluation suggested the game was as good as over by around move 16 or 17, whilst other programs I've tested such as Fritz, Hiarcs and Junior, took much longer to see that Shredder actually had a winning advantage.

So I've included plenty of PC evaluations as we go along, so that readers can consider for themselves what it is Shredder 'sees' that others don't! Is it the restricted chance of White castling? or open files? or simply development? or something else?!

Lyon 32-bit - Shredder5

G/60. B22: Sicilian: 2 c3

1.e4 1...c5 2.c3 d6 3.d4 ♘f6 4.♗d3 cxd4
5.cxd4 g6 6.♘c3 ♗g7 7.f3

Unusual, though it's been seen before. However it does put Shredder out of book. Better known are 7.e5 dxe5 8.dxe5; and 7.♘f3 0-0 8.0-0

7...e5N

A new idea, but I can't see anything wrong with it at all! 7...0-0 8.♗e3 ♘c6 has been seen in tournament play

8.♘ge2 exd4 9.♘xd4 0-0
S5 has B-31 -> ♗e3



10.♗c4?!

Obviously (well, I say that, but Junior6 wants to play the same move!) it would make more sense to develop the other ♗ before moving this one a second time, or probably better still to play 0-0 while he has the chance

10...♞b6

S5 B+18 -> ♘c2

11.♘db5?!

Now White can't castle at all until the diagonal b6-g1 is closed! I'd have thought Black should want to play 11.0-0!? here. Though 11...♘xe4! reveals a second attack on d4 (the b6-♞ and g7-♗) it seems to me that 12.fxe4 ♞xd4+ 13.♞xd4 ♗xd4+ 14.♔h1 leaves White with quite good compensation for the ♘, and it's close to equal. H8x and, this time, J6 agree with me, so it must be right!

11...d5!

S5 B+68 -> ♗xd5. F6 has the same continuation but still has W+19, and J6 has W+15

12.♘xd5 ♘xd5

S5 +95 -> exd5. F6 still shows W+9, and J6 W+16

13.♞xd5 ♗e6

Developing and harrassing White at the same time. S5 (a ♘ down!) now has a sophisticated B+88. At last F6 shows B+19, H8x B+38 and J6 B+36

14. ♖d3 ♜d8



S5 +136 → ♖e2. Again F6 has the same move, but still only W+28, J6 has W+47

15. ♖b3 ♗xc4 16. ♖xc4 ♘c6

S5 B+132 → ♖e2. F6 has B+47, H8x B+41

17. ♗f4?!

If 17.a4 S5 goes 17...a6 and has B+125; If 17. ♖e2 S5 shows 17... ♘b4 and has B+163

17... ♘e5

S5 +205

18. ♗xe5 ♗xe5 19. ♖b3 ♜ac8



S5 B+343 → g3. Still slow are F6 B+118, & H8x B+151, but J6 has B+260 at 50secs, so is beginning to agree with Shredder re the potential in the position

20. ♗e2 ♜d2+!

The best way to end it. S5 B+512! H8x

(B+429) & J6 (B+359) choose the same.

20... ♜c5 is preferred by F6 (only B+238). White can try 21.a4 but 21... ♜dc8! threatens too many things for White to survive

21. ♗xd2

Forced of course, as otherwise Black's next (♖f2+) would be mate.

21... ♖f2+ 22. ♗d3 ♗f4

Threatening mate: ♖e3

23. ♖c3 ♖e3+ 24. ♗c2 ♖e2+ 25. ♗b3



25... ♖xb5+

25... ♜xc3+?? makes a right mess of it: 26. ♘xc3 ♖xg2 27. ♜hd1 and Black may not even have enough to win anymore!

26. ♖b4

26. ♗c2 is not that much better, White is still going to lose: 26... ♜xc3+ 27. bxc3 ♖e2+ 28. ♗b3 ♖xg2+

26... ♖d3+ 27. ♖c3 ♜xc3+ 28. bxc3 ♗d2 29. ♜ac1 ♖b5+ 30. ♗c2 ♗xc1 31. ♜xc1 ♖e2+ 32. ♗b3 ♖xg2 33. ♜d1 ♖xf3 34. ♜d4 ♖h1 35. ♜d8+ ♗g7 36. ♜d2 ♖b1+ 37. ♜b2 ♖xe4 38. ♜d2 ♖e6+

Playing 38...f5 immediately is probably an even more direct win, but it doesn't greatly matter: 39.a4 f4 40.a5 f3 etc

39. ♗b2 f5 40.a4 f4 41.a5 f3 42.h4 ♖e1 43. ♜d7+ ♗f6 44. ♗c2 f2 45. ♜d6+ ♗e5 46. ♜d1 ♖e2+ 47. ♗c1 ♗e4!

The fastest way to mate!

48.c4 ♖xd1+! 49. ♗xd1 ♗d3 50. ♗c1 ♗c3 51. ♗b1 f1 ♖+ 52. ♗a2 ♖c1 53.a6 ♖b2# 0-1

CADOQUES 2001

We gave the scores from the first 2 rounds on page 30 *SS/92*, and now with the full result available I find that I only have 2 pages going spare in this issue!

In addition Gerhard Sonnabend has just completed an important G/60 tournament, Carl Bicknell (171 BCF) has played a 10 game match against his Kasparov GK2000, and the big 5th. Aufsess tournament is also under way!

They will have to wait until next time - **Cadoques** is of major importance and, along with the *SSDF's* work, helps to determine the early placings on the Rating List for new programs.

I must remind readers that the time control was 40/40, but of major importance is the fact that the matches are played on 2 dual P3/933 machines. As **DeepFritz** was the only one to benefit from this, it had a 1.75x speed advantage over the others, which is probably worth 30-40 Elo in comp-comp!

1. **GambitTiger1.0-Shredder5**. An eagerly awaited first match, pitting the repeat World Champion, Shredder, against a program which has attracted massive interest due to its aggressive playing style and some pretty impressive early results. At the half-way stage it seemed as if it was going to be terribly one-sided as Gambit, playing some remarkable chess, led 7½-2½. But in the second half of the match, although going 6 behind at one stage (!), Shredder actually pulled back slightly - one game through having tablebases which GT doesn't - and 2 wins in the last 4 games made it a much more presentable result than had once seemed likely. **GambitTiger1.0-Shredder5 12-8**

2. **Nimzo8-Junior6**. Nimzo8 has been claimed to be 50 Elo stronger than predecessor 732, so it was expected it might have an edge in this match. And so it was, but more because of the pawn structure weaknesses J6 created by over-pushing pawns, especially the a+h pawns, and leaving weak squares. Nimzo showed good technique on these occasions and won handily, though the overall impression was still that Junior knows how to use its pieces better positionally. **Nimzo8-Junior6 11½-8½**

3. **DeepFritz-Gandalf432g**. The last of the 1st. round matches brought together the program most thought would win, against the one many thought might come last, even though Gandalf has clearly improved greatly in this new version, and has had some good results reported on the Internet. Not, however, in

this match! After 6 games DF led by 5-1, and the next 9 games went: ½1111½1½1 ! so DF was an amazing 12½-2½ ahead. Partly this seemed to be due to a failure in Gandalf's book learning system: it had lost as Black in game 9 in an English Opening... Fritz of course tried to repeat and Gandalf went down the same line in games 11, 13 and 15, making move changes only when it was already too late (DF was repeating a winning exchange sacrifice early in the line). Fortunately it got a couple of late wins in games 16 and 18, but the final score was still something of an embarrassment. **DeepFritz-Gandalf432g 14-6**

4. **Shredder5-Junior6**. After its disappointing start against Nimzo, J6 needed to do well here. However pawn weaknesses surfaced again, an area in which Shredder proved very adept, especially when it came to supporting and winning with passed pawns. Although it was 5-5 at the half-way stage, a series of Sicilians afterwards, in which Shredder demonstrated superior king safety knowledge and use of the initiative, saw it pull away. **Shredder5-Junior6 12-8**

5. **GambitTiger1.0-Gandalf432g**. After GT's excellent first round win and Gandalf's flop, probably a one-sided match was expected here. But it was not to be. With both sides playing very attractive chess Gandalf actually went into a 4-2 lead before GT won 3 games in succession to edge ahead. GT's lack of tablebases again seemed to cost it at least a ½-point, but Gandalf played some simple yet strong chess (the best moves often look simple once you've seen them!). Even so GT is very dynamic, and its handling of sharp, unclear positions enabled it to win narrowly. Game 8 provided the move of the whole tournament (GT's 16.b6!!) which gets its own special treatment after this report. **GambitTiger1.0-Gandalf432g 11-9**

6. **DeepFritz-Nimzo8**. The meeting of the top two scorers in round 1 was dominated in part by their massive opening books, with many games not starting until after move 20! Particularly notable is DF's play with the knights - this could also be seen in its match with Gandalf - it seems more than willing to swap bishop for knight, and gets good results from this. If Nimzo hadn't won the last 2 games the score would have been very one-sided. **DeepFritz-Nimzo8 12-8**

1	DeepFritz	26/40
2	GambitTiger1.0	23
3	Shredder5	20
4	Nimzo8	19½
5	Junior6	16½
6	Gandalf432g	15

7. **Shredder5-Gandalf432g**. If Shredder could only start matches as well as it finishes them, there'd be no stopping it! Here, 3½-4½ down early on, it recovered as Gandalf lost three Grunfelds in games 14, 16 and 20, again only varying at move 14 instead of avoiding the line altogether after its first loss. The book learning needs to be more radical, especially in matches against a program as strong as Shredder undoubtedly is! **Shredder5-Gandalf432g 12-8**

8. **GambitTiger1.0-Nimzo8**. Could the fast tactics of Nimzo defend against the king-hunter wizard? But in this match GT shows that its aggressive anti-king tendencies are actually built on sound strategic principles and developing an initiative, especially good when it has the 2 bishops! Despite appearing to have the bigger opening book depth, Nimzo was always well behind. **GambitTiger1.0-Nimzo8 12½-7½**

9. **Junior6-DeepFritz**. Despite the gap between them so far in this tournament, this pair are always evenly matched.. And although Fritz had the benefit of the dual processor system, and shot into a 5½-1½ lead, so it proved again. DF's preference for knights over bishops was seen again, but not always successfully this time, sometimes due to over-ambition and sometimes due to over-complicating instead of taking the simpler routes. **Junior6-DeepFritz 10-10**

1	DeepFritz	36/60
2	GambitTiger1.0	35½
3	Shredder5	32
4	Nimzo8	27
5	Junior6	26½
6	Gandalf432g	23

10. **Nimzo8-Gandalf432g**. Gandalf's excellent central pawn play v the tactical master Nimzo. The opening learning has little effect in this match, but Gandalf shows some weakness in a rook+pawn ending, and Nimzo's bishops do damage in a couple of English Openings (Gandalf's nemesis?!). Despite losing again, Gandalf plays some attractive chess, and we must make room to look at some of its games in *SS/94*. **Nimzo8-Gandalf432g 12-8**

11. **Shredder5-DeepFritz**. With Shredder and GambitTiger breathing down DF's neck, this becomes a key match... it's also a strange one: both sides win by 8½-1½ as White! It is noticeable that DF loves to repeat openings which go well from match to match, and when making a change due to a bad result, usually goes to a main line of something else. But you never know what might come from Shredder, and it often plays less common variations. The book learning seems more to avoid defeats than to routinely pursue winning lines. **Shredder5-DeepFritz 10-10**

12. **Junior6-GambitTiger1.0**. With DF drawing again, GT wants a win here to go top. Of course Junior now plays its best chess - its poorer Cadoques scores so far have been a surprise. It gets a 6½-3½ lead by the half-way point, which GT cannot completely pull back. **Junior6-GambitTiger1.0 11-9**

1	DeepFritz	46/80
2	GambitTiger1.0	44½
3	Shredder5	42
4	Nimzo8	39
5	Junior6	37½
6	Gandalf432g	31

13. **Shredder5-Nimzo8**. Shredder goes 6-4 up by the half-way point, but fails to improve on this, partly due to its playing some wide (and more passive, old-fashioned) lines from the opening book. A battle of styles when out of the opening: S5 likes pawns in motion and pawn majorities, while Nimzo plays best in static pawn structures. **Shredder5-Nimzo8 11-9**

14. **Junior6-Gandalf432g**. Gandalf takes an early 3½-2½ lead, playing its own brand of refreshing, enjoyable chess. It loves the initiative and is often quite deadly with it. But in quieter positions needing careful manoeuvres - or when Gandalf gets over-excited - Junior is suddenly playing its best chess, and Gandalf ends the tournament with no match victories (this time!). **Junior6-Gandalf432g 11-9**

15. **DeepFritz-GambitTiger1.0**. The decider, and in game 1 we find no tablebase GT cannot mate with B+N! Even so it goes +1 by cleverly converting positional pressure into a win in game 4. So it is now within a ½-point of the tournament leader! But DF wins game 6 and GT (like Gandalf), foolishly allows a repeat of this line (through to move 35) in game 10, so now Fritz leads by 1. Game 11 is drawn and then amazingly (also sadly) GT allows the exactly same opening yet again for the first 20 moves in game 12, so it's virtually all over. How has GT scored so well with an apparent opening book learning failure, and no tablebases?! There is clear potential for further improvement! Nevertheless DeepFritz has also played very well! **DeepFritz-GambitTiger1.0 11-9**

1	DeepFritz	57/100
2	GambitTiger1.0	53½
3	Shredder5	53
4	Junior6	49½
5	Nimzo8	48
6	Gandalf432g	39

The first 3 have a gap over the rest - I think they are all probably very strong programs!

GAMBIT TIGER v GANDALF 432

PC GAME OF THE MONTH

The following, dare I say extraordinary game, was played at the **Cadoques** Tournament, officiated by **Enrique Irazoqui**.

As soon as I played through it, I knew it was a 'must' for *Selective Search*. And then I spotted it on **Graham White's** site.

It's a quandry created by the Internet - if I leave web site news and games out of the magazine, 75% of readers will never see them. And when I put such into the magazine, 25% of my readers can be aggravated when they recognise something they've already seen. I know of no easy answer.

So, though this means that some readers could have already played through it with Graham's sharp notes, I can hardly leave 'a computer classic' out of the magazine. Of course I have added a few bits of analysis of my own, but most of the work is his, so my thanks as always to Graham for his excellent work and permission to use it!

Gambit Tiger 1.0 - Gandalf 4.32g

[D20 - Queens Gambit Accepted]

Cadaqués 2001: Game 8 of GT-Gan match)

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♘f3 exd4
5.♙xc4

This is a particularly sharp variation of the QGA

5...♘c6 6.0-0 ♘f6

This, again, is the most combative variation. I believe that 6...♙e6 leads into the safest line: 7.♙xe6 fxe6 8.♖b3 ♗d7 9.♖xb7 ♝b8 10.♖a6 ♘f6

7.e5 ♘e4 8.♞e1 ♘c5 9.♙g5 ♗d7?!

Simply returning the extra pawn by 9...♙e7 is the safer option as, after 10.♙xe7 ♗xe7 11.♘xd4 ♘xd4 12.♖xd4 ♙e6, Black has neutralised White's initiative, and the game would seem to be heading for a draw

10.b4! ♘e6

10...♘xb4? looks far too risky. White has 11.♘xd4 (the quieter 11.e6 also leads to an unbalanced position which seems to

give chances to both sides after 11...♘xe6 12.♘e5 ♗d6 13.♖f3 f6 14.♙xf6 gxf6 15.♖h5+ ♔e7 16.♘f7 ♗c6 17.♙xe6 ♙xe6 18.♘xh8 ♞e8 followed by ♔d8=) 11...♙e7 12.e6! fxe6 13.♙xe6 ♘xe6 14.♞xe6 with a big-looking attack on the e7/♙. Maybe Black's best is 14...♘c6 then presumably 15.♖h5+ g6 (15...♔f8? 16.♖f3+ still looks particularly threatening!) 16.♞xg6 hxg6 17.♖xh8+ ♙f8 18.♙h6 ♗d6 19.♘c3+-

11.b5 ♘cd8 12.♘bd2 ♙b4 13.♞e4



13...0-0?!

If Black had been playing a human, I think we'd have all guessed what was coming next, and criticised the computer for 'castling right into the attack!' But quite a few programs choose this... AND consider that Black has an advantage.

My Hiarcs8x would go with 13...♘xg5! 14.♘xg5 ♗e7, which I would prefer

14.♞h4!

The completion of a remarkable manoeuvre - Gambit is going straight for the Gandalf ♔'s throat! It is this move and position which demanded the game's inclusion as our 'PC Game of the Month'.

14...♙c3 15.♞c1 a6

Interestingly this was not the first time these two programs have reached this position!

In an earlier match game, play went 16.bxa6?! b5 17.♖c2 f5 18.exf6 gxf6 19.♗xe6+?!

(Capturing on b5 with 19.♗xb5! might have maintained a small plus after 19...c6 20.♗h6)

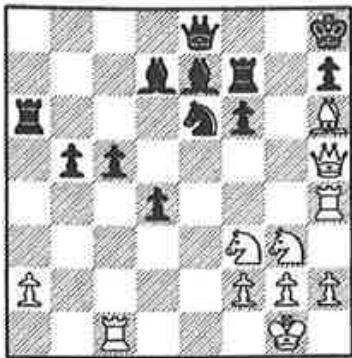
19...♗xe6 20.♗h6 ♜f7 21.♗e4 ♗b4!

A fine manouvre by Gandalf to get the bishop to e7 and obtain an advantage

22.♖b3 ♗e7 23.♞g4+?!

(a little reorganisation with 23.♗g3 c5 24.♗f5 ♗f8 and then 25.♞g4+ might have been better)

23...♗h8 24.♞f4 ♖e8 25.♞h4?! ♞xa6 26.♖d5 c6 27.♖h5 ♗d7 28.♗g3 c5



At this point you'd already expect Black's b-c-d pawns would win the game... let's watch:

29.♞e1 ♖g8 30.♗f5 ♗d8 31.a4 bxa4 32.♞g4 ♗g5 33.♗xg5 fxg5 34.♗e5 ♞xf5 35.♗xd7 a3?

This proved premature, though the PC programs will mostly show Black still +300 or so after it! (35...♞e6 to stop White's forthcoming activity on the e-file would surely have done the job: 36.♞ge4 ♞xe4 37.♞xe4 ♗g7! and I don't see how White can save the game)

36.♞ge4 a2 37.♞e8 a1♖ 38.♞xg8+ ♗xg8 39.♖e8+ ♗g7 40.g4 ♖xe1+ 41.♖e1 ♞d5 42.♖e8 ♞f6 43.♗xf6 ♗xf6 44.♖c6 ♞e5 45.h4 gxh4 46.f4 ♞e3 47.g5! ♗e7 48.♖h6+ ♗g8 49.♖xh4 d3 50.♗f2 ♞e4 51.♖g4 d2 52.g6 and draw evaluations all round. Perhaps a lucky escape for Gambit Tiger.

However BECAUSE it was a draw neither side made adjustments to their opening books and the game was repeated right up to move 16! A bonus for us!

This time GT searched the position deeper and unleashed a brilliant idea!

16.b6!



A diagram in case you've got lost! There are various ideas behind this tremendous move: [1] White gains a tempo in getting his ♗ to e4 which will be a great help to his intended kingside attack, [2] Black's a8/♖ is kept out of the game. Of course there's a [3] which is that GT has sacrificed a second pawn, but that doesn't deter this program too much when the enemy king is in its sights!

16...cxb6 17.♗e4!



The question is 'Does Black have ANY way to save this?' If not, then we must mark 16.b6 as a quite remarkable find by GT! Come on readers, fire up your best programs and see if you can find a measure of hope for Gandalf after 16.b6!

17...b5

17...♗c6? is no good as 18.♖c2!! Now the threat of ♗f6+ together with the attack by ♖c2 and ♞h4 on h7 virtually forces 18...f5 and then 19.exf6 g6

(19...gxf6?? 20.♗xf6+ ♖xf6 21.♕xf6 wins easily) 20.♕h6+;

Nor does 17...♞e8?! appear to help as White can play 18.♞d3! with similar intentions to ♞c2 in our other line. Then Black's best is probably 18...♗f8 and now 19.♗xc3 dxc3 20.♞d4 wins.

Can readers find any improvement?

18.♕d3!

GT takes the opportunity to put its bishop on the dangerous c2-h7 diagonal, turning it into a very powerful weapon.

In fact I believe that the attack on the ♕ can even be ignored, and 18.♗f6+! played immediately! Black has to play 18...gxf6 and now 19.♕xf6 ♗f4! 20.♞xf4! bxc4 21.♗h4 wins. I like this play almost as much as that played by GT!

18...♗xg5

I think this is probably best

19.♗fxg5 f5!

Adding the ♞'s protection to f6 in this way is the only chance.

Graham muses on the possibility that Gandalf had been relying on 19...h6?? As in much of our immediately preceding analysis, the move that crushes all inadequately considered efforts is 20.♗f6+!! Now 20...♖h8 is an only move (if 20...gxf6 21.♞h5 forces m/5) but of course 21.♗xd7 and the ♞ is lost! How late Gandalf saw this leading up to the current position, I don't know, but it has managed to find the only continuation with any chance of keeping it in the game

20.exf6 h6



Gandalf is struggling to hang on in a position which is in danger of all-round collapse

21.♗h7 ♞f7 22.fxg7 ♞c6

A worthwhile over-the-board try: by eyeing g2 Black tries to pin White's ♗ onto e4. So White throws the kitchen sink into the attack!

23.♞h5! ♕f5

The first move of this ♕ in the game, and the poor a8/♞ is still on the starting line!

24.♗ef6+! ♞xf6 25.♕xf5 ♗f7 26.♞g4 ♗e5 27.♗xf6+ ♞xf6 28.♞g3 ♞d8



29.f4!

Black can get no respite; even though it is 'only' the exchange down it has become a massacre

29...♗f7 30.♞g4 ♗g5

An attempt trying to avoid serious material loss with such as 30...♗d6? runs into 31.♕h7+ ♗f7 32.g8♞+ ♞xg8 33.♞xg8+ ♗e7 34.♞g7+ ♗f7 35.♕g6 and soon Black will have no pieces at all!

31.fxg5

... and here the organisers resigned for Gandalf as, clearly, 31...♞xg7 32.♞e4 d3 33.gxh6 leaves Black totally helpless.

A brilliant game in which Gambit Tiger's play achieved quite astonishing heights in places. 1-0

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, MMX or K6 at 233MHz, with 32-64MB RAM.

Users will get slightly more (or less!) if their PC speed is significantly different. A doubling in **MHz speed** = approx. **40 Elo**; a doubling in **MB RAM** = approx. **3-4 Elo**.

Comp-v-Comp guide, if PentiumPro2/233 = 0

Quad Pent3/500	110	Dual Pent3/500	75
Pentium3-K7/750	60	Pentium3-K7/500	40
Pent K6-Pro2-Celrn/300	15	Pent Pro2-MMX-K6/233	0
Pent/150	-40	Pent/100	-80
486DX4/100	-120	PentDX2/66	-140
486DX-SX/33	-200	386DX/33	-280

RATING LIST (c) Eric Hallsworth. PCProgs	Elo	+/-	Games	Pos	April 2001	Human/Games
BCF Computer						
257 DEEP FRITZ PPRO-PC	2657	21	481	1		2592 10
254 SHREDDER5 PPRO-PC	2638	43	112	2		
254 GAMBIT TIGER1.0 PPRO-PC	2636	24	374	3		
254 FRITZ6A PPRO-PC	2633	11	1732	4		2527 25
251 REBEL TIGER12 PPRO-PC	2611	15	902	5		
251 JUNIOR6A PPRO-PC	2609	12	1475	6		2551 22
248 HIARCS732 PPRO-PC	2591	11	1740	7		2538 9
248 NIMZ08 PPRO-PC	2590	19	558	8		
247 SHREDDER4 PPRO-PC	2580	17	717	9		2530 15
247 HIARCS7.1 PPRO-PC	2577	12	1442	10		
246 NIMZ0732 PPRO-PC	2572	13	1138	11		
246 GANDALF432 PPRO-PC	2569	17	733	12		
245 FRITZ532 PPRO-PC	2567	12	1447	13		
244 CHESSMASTER 6/7000 PPRO-PC	2555	24	348	14		2524 22
244 FRITZ516 PPRO-PC	2555	12	1281	15		2443 6
243 REBEL CENTURY3.0 PPRO-PC	2551	25	344	16		2585 6
243 SOS PPRO-PC	2550	17	700	17		
243 NIMZ098 PPRO-PC	2549	12	1307	18		2405 10
243 JUNIOR5 PPRO-PC	2546	12	1497	19		
241 NIMZ099A PPRO-PC	2532	14	1026	20		
241 REBEL CENTURY1.2 PPRO-PC	2532	21	458	21		2522 43
241 HIARCS6 PPRO-PC	2530	13	1167	22		2522 24
241 GOLIATH LIGHT PPRO-PC	2529	19	544	23		
240 REBEL-10 PPRO-PC	2522	25	329	24		2528 17
240 REBEL9 PPRO-PC	2521	14	1059	25		2607 14
239 REBEL8 PPRO-PC	2517	20	538	26		
238 MCHESSE PRO7 PPRO-PC	2510	14	1066	27		2530 1
238 MCHESSE PRO6 PPRO-PC	2509	17	699	28		2474 12
238 CHESS GENIUS5 PPRO-PC	2507	13	1192	29		2389 6
238 MCHESSE PRO8 PPRO-PC	2505	14	1006	30		
238 SHREDDER3 PPRO-PC	2504	34	177	31		2641 2
237 SHREDDER2 PPRO-PC	2498	15	875	32		2148 6
234 GANDALF3 PPRO-PC	2476	27	278	33		
232 JUNIOR4.6 PPRO-PC	2458	43	115	34		
232 HIARCS6 PENT-PC	2458	11	1680	35		2540 2
231 FRITZ5.16 PENT-PC	2454	35	170	36		
231 HIARCS5 PENT-PC	2454	19	585	37		
231 KALLISTO2 PPRO-PC	2451	22	412	38		
230 REBEL8 PENT-PC	2447	10	2106	39		
230 REBEL9 PENT-PC	2443	16	805	40		
229 CHESS GENIUS5 PENT-PC	2434	11	1567	41		
228 CHESS GENIUS3 PENT-PC	2428	14	1028	42		2658 10
228 CHESS GENIUS4 PENT-PC	2425	13	1199	43		2387 16
227 HIARCS4 PENT-PC	2420	14	1008	44		2348 6
227 MCHESSE PRO6 PENT-PC	2420	11	1721	45		2316 4
227 REBEL7 PENT-PC	2420	14	1082	46		2242 11
227 REBEL6 PENT-PC	2417	19	594	47		2403 6
226 MCHESSE PRO5 PENT-PC	2414	15	925	48		2423 19
226 CHESSMASTER 5/5500 PENT-PC	2408	24	347	49		2401 13
225 NIMZ03.5 PENT-PC	2405	15	961	50		2426 6

SELECTIVE SEARCH

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

