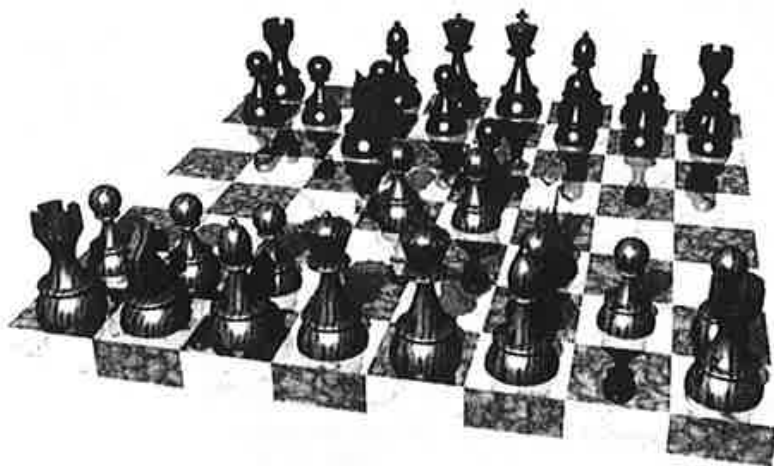


SELECTIVE SEARCH 94

THE COMPUTER CHESS MAGAZINE

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Jun-Jul 2001

Editor: Eric Hallsworth
£3.75



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■ **SELECTIVE SEARCH** is produced by **ERIC HALLSWORTH**.

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■ FREE CATALOGUES available.

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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]
<i>Kasparov</i>
BULLET £49 - plays - coaches - talks + travels!
COSMOS £99 - great value, 4½"x4½" plug-in board, strong Morsch program + info display
<i>Novag</i>
AMBER £139 - excellent plug-in, strong like Cosmos with great features and info display
■ TABLE-TOP PRESS SENSORY ■ [ps]
<i>Kasparov</i>
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
COUGAR £99! - the Cosmos program in 16"x11" board; good info display, recommended
<i>Novag</i>
AGATE PLUS £69 - good hobby computer
TURQUOISE £99 - Amber in high-style board
EMERALD CLASSIC PLUS £149 - Amber in classic wood-look board, with wood pieces
<i>Mephisto</i>
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
■ WOOD AUTO SENSORY ■ [as]
<i>Mephisto</i>
EXCLUSIVE all wood board, felted pieces with MM6 - Morsch's 2100 program £449 with SENATOR - Milano Pro program £649
■ PC PROGRAMS from CHESSBASE on CD ■
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 <i>new</i> 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

TIGER £39 - by Christophe Theron. Features for play, analysis, printing etc. as Fritz6 - latest interface. **Tiger14.0** is very strong (maybe no.1?!), and **Gambit2.0** plays some amazing, attacking chess. A great chess CD!

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. New CD contains not only **Century3.0** (DOS & Win) by Ed Schroder, but also Christophe Theron's new **Tiger13.0** and his strong, aggressive **Gambit1.0** engine (both Win). *Wonderful* chess, and the CD is packed with analytical features, openings books & encyclopedia, plus big games database, EOC for opening study, and other goodies

SHREDDER5 (*current World Champ*) **£69.** 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'**! The very strong, knowledge-based **SHREDDER5** is challenging for top spot!

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!

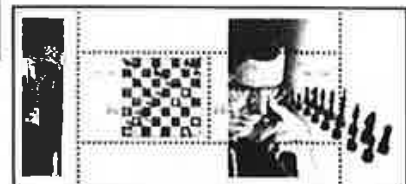
SAGE 6000 DRAUGHTS CD (very strong program!), includes DRAUGHTS variations, 10x10, **Flip It (OTHELLO)** and other games! **£35!**

■ PC DATABASES on CD ■

CHESSBASE 8.0 for Windows £99 !!
The most popular and complete Games Database system, with the very best features. 1.4 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more! The business!

■ PC CHESS TUTOR PACKAGES ■

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FULL DE LUXE: The **COMPREHENSIVE COURSE** plus *all 11!* available modules **£225**



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

RATING LIST Mistake!

I do get cross with myself sometimes! Perhaps I've been doing this job for too long - 16 years is a marathon-like time.

I think I spot a 'deliberate' mistake in nearly every issue within a few hours of getting it back to the printers. Usually it's just a typing error or something fairly small, but recently they've been getting more annoying - the silly mistake over the programmer of Chess Tiger in issue 92, and now a Rating List mistake in issue 93!

It's possible no-one noticed, but the ratings for the top PC programs on P2/233 machines mostly went up just a few points, whereas most other PC set-ups and the Dedicated machines went down a few.

This was because, during March, I made a decision to re-calibrate the basic 'PPro' set-up to equate to 300MHz instead of 233MHz, and spent hours doing coding work for this change. However earlier (in mid-February) I'd already done some small adjustments to the page 31 **Comp-v-Comp guide if Pentium2/233=0**, and printed that off ready for pasting the actual rating list on to it, which I always do at the last possible moment, so that the figures in each issue are as up-to-date as they can be.

So I re-calibrated the rating program, printed off the list, pasted it up, and sent it to my printers. It had been there a couple of days when I suddenly realised that I hadn't re-adjusted the **Comp-v-Comp guide** heading and figures. They'd already started running the pages off, so it was too late to put it right.

I'm sorry about that - put it down to old age or something. I have of course put the figures right for this issue.

REBEL News!

I indicated at the end of **Ray Rogers'** letter in issue 93, that I believed Ed Schroder and Christophe Theron were already working on



tablebases for the Rebel products. Good news.... it's half done already!

An upgrade with 2 replacement, improved TIGER engines - **ChessTiger14.0** and **GambitTiger2.0** - is now OUT on the Rebel site **web** pages!

These not only support the Nalimov tablebases, but also include the fruit of 5 months work since the Rebel-11 CD came out, which embodies improved search algorithms, improved evaluation functions, and support for the popular DGT board, plus other function and operation improvements!

The Rebel web site claims a 40-50 Elo strength boost which, if correct, would put GambitTiger2.0 right up with or even above DeepFritz!

GETTING the Rebel upgrade

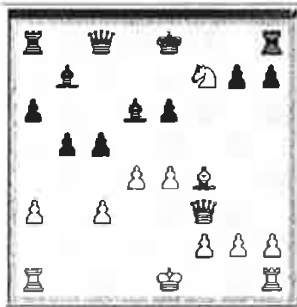
If you're net-connected, make sure to register your original purchased Rebel-11 - you'll need to have the number on the front of your manual handy to do this, to prove that you are the original purchaser.

Within a couple of days you'll receive access details for the Rebel subscription site and be able to download the update.exe file.

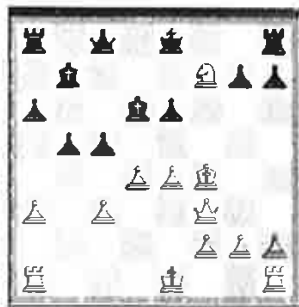


New Piece sets too!

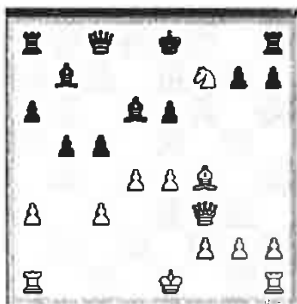
Whilst you're visiting the Rebel site, why not collect the new piece sets available there for the Tiger programs. There are 11 in all, here's some samples:



merida



lucena



cases



leipzig

ChessBase have a TIGER version too!

I mentioned on page 3 that I only realised about an SS/93 mistake after the magazine had gone to the printers. During that time I also learned that *ChessBase* were bringing out the **Tiger14.0/Gambit2.0** program as well!

The 2 engines are exactly the same as the upgrade versions available from RebelBV for their Rebel-11 release, but *ChessBase* have used an opening book compiled from a top GM games database, rather than the tuned Jeroen Noomen's book used by the Rebel company.

But there is an obvious attraction in a *ChessBase* version for convenient game + blundercheck analysis of databases within *ChessBase7/8*, *Fritz* and *Tiger* itself etc. Plus we get the well-known features: 1, 2 and 3-line analysis, tablebases, graphics etc., plus annotation and printing capabilities as in all of their programs. Finally engine-engine testing with the interchangeable *Fritz*, *Junior*, *Hiarcs*, *Nimzo* and all the other engines such as *Crafty* and *Comet*!

The price is the same as for the other *ChessBase* engines, i.e. **£39.95**.

I took the immediate opportunity to do the very thing which many of us have wanted to, and not been able with the interface supplied on the Rebel-11 CD... see if I could find out which of **Christophe Theron's** programs is the better!

Christophe himself has always remained silent on this, except that there has been a slight hint that *Tiger13.0* might just have an edge over *Gambit1.0*.

Incidentally Christophe gave a fascinating internet 'phone-in interview during April, and a shortened version will hopefully be included in this issue - if there's room! - probably the next one, SS/95!

The only head-to-head score between the original pair that I have received had them at 5-5, and most people, given the choice of which of the pair to play against other opposition, have almost always tested the exciting *Gambit1.0* engine! Can't blame them!

The test I have done with the latest versions is engine-v-engine from within the *Tiger* interface, as the 2 PC's I have are so unequal, any sort of match involving programs on each of them head-to-head would be pointless. Here are my scores:

K6/300, G/15+5

■ **Tiger14.0-Gambit2.0** 33½-26½

P3/700, G/15+5

■ **Tiger14.0-Gambit2.0** 24-22

I used the same openings *elh.testset* which I have developed to compare successive *Hiarcs* versions as we try to develop that, so there's a wide number of different issues and strategies involved: pawn structures, castling issues, piece placements.

As I needed my P3/700 for other urgent work, I didn't quite finish its 30 openings/60 games set, but the conclusion either way (at the moment) is that the *Tiger14.0* may just edge the higher grading. Of course one must bear in mind that the *Gambit* version could get bigger wins against other, weaker opposition, and pull back grading points that way! When we have 100 or so games for each for rating (i.e. using separate PC's and at longer time controls) it will be interesting to see which actually comes out on top!

NEW RESULTS Section

Now let's have a look through some of the results which have reached me since the last Issue.

Alvaro Benlloch is a first class dedicated-computer enthusiast. He has recently been testing the **Mephisto Magellan** against various opposition and at different time controls:

G/15	Magellan	Portorose68020/12	7-1
G/30	Magellan	Almeria68020/12	5-1
G/30	Magellan	Mephisto Risc2	3-7
G/30	Magellan	Vancouver68000/20	2½-7½
40/2	Magellan	Mephisto Risc2	2½-2½

Alvaro comments that G/5 matches are won with great regularity and ease against all opposition, but at G/15 it begins to even out a little, and by G/30 results start to favour the opposition. However the 40/2 match does look more even... but there's 5 games still to play!

'Basically,' says Alvaro, 'it is tactically very powerful, and this explains why it wins at Blitz levels. But other programs have a better all-round game and superior end-game, so they are doing better at slower time controls'.

Alvaro has promised to send me some of the more interesting games and, depending when they reach me, some will be included in this or a later issue.

From a personal point of view, even though it is wonderful to play games and have superb 2600 Elo analysis with various programs on my P3/700, there's still nothing like sitting down with a more equal opponent on a table-top board at the end of a hard day's work! Not only can I win from time-to-time, it also feels more like the real thing!

So it's good to know of Alvaro's enthusiasm in this area, and I look forward to more 'dedicated' news from him in the future.

GENIUS for the Palm

Quite a few folk have asked how **Richard Lang's** GENIUS program is doing on the

Palm Pilot.

I haven't bought one myself (and anyone thinking of doing so needs to remember that they also need a PC for downloading the GENIUS program into their Palm), but I do, in fact, have results from 2 or 3 sources, and the compilation of these from G/15 and G/30 games looks like this:

	Opponent	Score	Perf
GENIUS Palm	Kasparov RISC 2500	1½-6½	2016
GENIUS Palm	Novag SAPPHIRE2	2½-5½	2002
GENIUS Palm	Meph MILANO PRO	2½-3½	2050
GENIUS Palm	Kasparov COSMOS	5½-4½	2061
GENIUS Palm	Novag AMBER	4-4	2004

The average rating from those scores comes out at 2027 Elo/178 BCF. The Mephisto ROMA 68000 program on which the GENIUS Palm is based is 1978 Elo/172 BCF, but it probably runs a little faster in the Palm Pilot, especially if the user has an 'After-Burner'... Palm Pilot folk will know what that is, and most of my results did come from users with it!

Since these scores Richard has made an updated GENIUS version available for purchase and download off the Internet, so I would expect the latest offering might grade a little higher.

Frank HOLT

As I'd anticipated in SS/93, Frank has indeed made **Crafty** the subject of his most recent series of match testing.

As you can see, it did very well apart from an unhappy result against Hiarcs. Along with its result I've also shown the scores which SOS and GoliathLight made in earlier tests, which makes the comparison more useful.

Celeron 433 Tourny

	Fritz6 2633	Junior6 2609	Hiar732 2591	Nim732 2572	/48
Crafty1713	5½-6½	5½-6½	3-9	6-6	20
SOS	5-7	7-5	6-6	7½-4½	25½
GoliathLight	1½-10½	3-9	4½-7½	4½-7½	13½

Rating Performances

Program	Franks' Tourny	SelSrch Rating
SOS	2626	2550
Crafty17.13	2534	—
GoliathLight	2426	2529

We can probably say that **Crafty17.13** is somewhere around 2540 Elo... it has here scored a fraction (8 Elo) above being exactly between **SOS** and **GoliathLight**, so you end up with approx. 2540 whether you average the performances in Frank's test or the average from the *SelSearch93* ratings for **SOS** and **GoliathLight**.



Incidentally the current version available for download from the *ChessBase* web site is **Crafty18.08!**

A friend of Frank's has also run a 2 round **all-play-all** on an engine-v-engine basis at G/60 on a P2/400.

He input the Sicilian Sveschnikov (B33) as an opening book, and set the programs to play each other twice, one game with White and the other with Black. Neat idea!!

G/60, Celeron P2/400

1	Fritz6a	11½/14
2=	Hiarcs732	8
	Nimzo732	8
4	Junior6a	7½
5	GoliathLight	7
6	CometB27	5½
7	SOS	4½
8	Crafty17.14	4

A massive win by Fritz6a! - it scored a fairly remarkable +9-0=5!

Of course here the **Crafty** performance is poor, but programmer Bob Hyatt's 'new version' testing method does sometimes cause such things! If he makes changes which *he* thinks are useful - and that's mainly for **Crafty-v-Humans** on the Internet - then he sends a version to *ChessBase* for games and

tests on the 'net, and by users such as Frank, myself etc.

Bob's first concern, then, is for its Internet rating against **Players** there, and on a couple of occasions a version has slumped and been quickly replaced by an 'update' (which is probably pretty much the previous 'sound' version with a new number!).

Nevertheless, as a rule there is little doubt that **Crafty** does keep improving over the months. I have done some recent work analysing a couple of games and positions with **Crafty18.07/8** and, whilst it isn't up with your **Fritzes** and **Tigers**, I think it definitely looks better than its own predecessors.

Back to the result. This method of testing - a 2 round all-play-all, each game with the same opening - is interesting. Frank is going to do much the same himself next, and using a favourite opening from his own playing days... the **Benoni** (A61). He's even got a new P3/800 for the job!

5th Aufsess Tournament, 2001

I referred in *SS/93* to the fact that the **5th Aufsess** tournament had just got under way. The result has a few *shocks* in it, so it's worth looking through the final table with care!

As always, scores from a 9 round Swiss between computers should be treated with care, you can definitely get some strange results... but equally it would be foolish to ignore them altogether. Of course the adding of the individual results to our Rating List means it becomes a part of our endeavour to obtain the most accurate ratings possible.

As you can see, it's (another) great win for **Tiger**, this time the 'standard' engine coming out ahead of the **Gambit** version.

Once more the now somewhat elderly **Hiarcs732** reminds us that it can still play a bit (just wait till you see the nearly ready **Hiarcs832!**). **Chessmaster 6555** is a version with special user-settings - but whatever happened to **Chessmaster 8000!**

The 'Deeps' - all 3 of them, **Shredder**, **Junior** and even to a small extent **Fritz**, disappointed, as did the world champion, **Shredder5**. **Fritz6** itself was clearly handicapped by being on a very slow processor.

Pos	Program	PC	Score9
1=	ChessTiger13.0 Hiarcs732	Athlon 1300 Athlon 800	6½ 6½
3	Chessmaster6555	Athlon 1200	6
4=	SOS 11/2000 DeepFritz Gandalf432h	Athlon 800 2 x P3 1000 Athlon 1200	5½ 5½ 5½
7=	Hiarcs7.01 GambitTiger1.0 Shredder5 beancounter DeepShredder DeepJunior	Athlon 1000 P3/840 P3/1000 2 x P3 935 2 x Athlon 1000	5 5 5 5 5
12=	RebelCentury3.0 Junior6	P3/866 Athlon 1200	4½ 4½
14=	Shredder triple-brain Shredder5	2 x Celeron 500 Athlon 1200	4 4
16=	Fritz6 TheKing2.54 Genius6.5	P2/400 (!) P4/1300 P3/800	3½ 3½ 3½
19=	Nimzo8 GoliathLight-exp	Athlon 1000 Athlon 1200	3 3
21=	MChess7.1 Chessmaster8000	P3/500 Athlon 1200	2½ 2½

Let's Finish with some Chess!

Here was the position in SS/93 and produced for us by **Bill Reid**, for readers and their computer programs to have a go at.

Black, to play, was 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.



The player of the Black pieces decided on one last throw, and craftily played... **1...g4!**

With a few minutes to think – let's say 5 – what would you 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 to Eric (we said): response review

& a new position next SS! ... so, here's the responses.... errr. but sadly only 2 were received: one from Bill, and one from me!

So how should White now reply? The choice is between 2.Qxa8 and 2.Qxd1. Human players, who are not ruled by an algorithm, can take a pragmatic attitude: **2.♖xa8??** may win more material but, after **2...♗f3!!** (note that **2...♗xa4??** may be chosen by the PC's, but simply leaves White winning after **3.♗d5**) **3.♗a7 ♖d7** the queen is out of play (in fact stuck in what readers of my previous pieces will recognise as a 'semi-static').

So let's instead choose **2.♗xd1!** – it's the only way to win. It leaves us not so far ahead on material, but with a comfortable winning advantage and a free game. E.g: **2...♖d7 3.♗xg4 ♗b8 4.♗e3 ♖d8 5.♗g5+ ♗e8 6.g4 ♗d8**

Computer programs however don't have an option for pragmatic thinking. The ones I checked out reject **1.Qxd1**, and play **2.♖xa8?? ♗f3!! 3.♗a7 ♖d7 4.♗e3 ♗b7 5.♗f4 ♗c7 6.♗xg4 not 6.♗f5?? ♖c5 6...♖c5 7.♗f5** any other move loses **7...♖xa4 8.g4 ♖c3 9.g5 ♖xb5 10.♗xb7+ ♗xb7 11.g6 ♖d6+ 12.♗e6 ♖e8= 1 (Eric)** left my analysis here and marked it =, but **Bill** produced one or two moves, to make sure: **13.♗f7 a4 14.♗xe8 a3 15.g7 a2 16.g8♖ a1♗** and the game is drawn.

Here is another position for readers to have a go at themselves, and with their programs:



White to play has a trump card in the d7 pawn. But after **1.♗b2 ♗d1**, it is doomed, and a continuation such as **2.♗f2 ♗xd7 3.♗e3 ♖f7** seems only good enough for a draw. Can White do better? What do you think? What does your computer program think, given 10 minutes to churn through a few plies. Answer (please!) to Eric

THE KRAMNIK CHALLENGE - DEEP FRITZ 'QUALIFIES' AMIDST CONTROVERSY!

MOST of the following are EXTRACTS from MASSIVE correspondence relating to 'the KRAMNIK challenge'. The editing has been done by myself (Eric), and this is necessary only because otherwise the subject would take up the whole of this issue of *Selective Search*.

1. SHREDDER challenges Gary Kasparov!

October 2000: EXTRACTS from an e-mail from the Millennium company

MILLENNIUM 2000, a Munich based company, is representing Shredder, the reigning Computer Chess World Champion for all types of computers (including mainframes and parallel processor machines). This title was first gained at the official World Championship 1999 in Paderborn (Germany), organised by the International Computer Chess Association (ICCA).

The program, by the young German software engineer Stefan Meyer-Kahlen, also won the title of Microcomputer World Chess Champion in 1999, and retained it in London during August 2000.

Computer Chess World Championships of the last 5 years

- 1996 Jakarta
1.Shredder 2.Ferret 3.Nimzo
- 1997 Paris
1.Junior 2.Virtual Chess 3.Shredder
- 1998 not held
- 1999 Paderborn
1.Shredder 2.Ferret 3.Fritz
- 2000 London
1.Shredder 2.Fritz 3=RebelCentury & ChessTiger

As can be seen, SHREDDER is the most successful chess program of

the past few years in world event tournaments, and for that reason SHREDDER is challenging the world's most successful human chess player of recent years.

One real challenge remains: nobody else but world's most successful tournament player! We therefore challenge World Chess Champion Gary Kasparov to a match with the World Championship title at stake.

All details regarding the playing conditions can be at Mr. Kasparov's choice: the date for the match, the number of games, the host city and venue, the rate of play, etc. All these points and others can be decided by Mr. Kasparov because the SHREDDER team respects the needs of world's strongest chess player.

The chess world is in excitement: Will Garry Kasparov accept the challenge?

2. "Living-room World Championship" but no SHREDDER

April 2001: EXTRACTS from an e-mail from the Millennium company

The Millennium company and Shredder programmers Stefan Meyer-Kahlen of Dusseldorf, in late 2000 challenged the winner of the London BrainGames World Championship tournament to a match, man against computer.

Following Vladimir Kramnik's surprise win over Gary Kasparov, we were informed that BrainGames had come to an agreement with the Government of Bahrain, where in October 2001 a tournament is to take place between the two world champions, Kramnik and Shredder. Negotiations regarding the de-

tails of this match have been going on for some time.

It came therefore as a big surprise when Stefan Meyer-Kahlen received an invitation for a so-called 'BrainGames Computer Chess World Championship' which out of the blue was to serve as a qualifying round for the match against Kramnik.

Furthermore (and much to Stefan's astonishment), this qualification tournament was to be held in closed session, i.e. excluding the public as well as the programmers concerned, in the private residence of the Spanish computer chess tester, Enrique Irazoqui.

As an entry fee, each programmer was to pay no less than US\$ 5,000. It is quite clear that the reigning Absolute Computer World Champion has no interest whatsoever defending his title at this kind of living-room tournament. An official title can be defended only at a regular and public World Championship tournament under the auspices of an official and independent organisation, such as the ICCA is in World Computer Chess.

Is Stefan Meyer-Kahlen deprived of his right to challenge Kramnik? We are clearly more than interested in taking on the reigning BrainGames world champion Kramnik but, with our invitation to the qualifying knockout tournament, the promoter has submitted a draft contract containing several unacceptable demands:

- A demand that SHREDDER be under an obligation not to participate in any match against any top-ranking player for an extended period of time. This is, of course, most detrimental to Stefan Meyer-Kahlen's plans.
- The contract will put the pro-

grammer under an obligation to deliver the finished programme to Kramnik three months before the match, without being able to implement any modifications afterwards. This would mean that Meyer-Kahlen would not be allowed to develop his programme any further and prepare for the tournament. Under those circumstances, a fair competition is hardly possible.

We are at present contacting other potential organisers with the firm intention of having a top chess event some time in the year 2001. And we would like to emphasize that Shredder is and always will be ready to take on any of the world's top chess players under fair tournament conditions!

3. An Open Letter to Professor Enrique Irazoqui

EXTRACTS from 'Open Letter' e-mail posted by ICCA PRESIDENT David Levy, re 'The Cadaques tournament and the Bahrain match'

Dear Professor Irazoqui,

Your forthcoming computer chess tournament in Cadaques is arousing widespread controversy which cannot be good for the future of computer chess or for "man vs. machine" chess. This is most certainly not what you intended and the ICCA has now been asked to act as mediator in an attempt to help you bring order to the situation.

When your tournament first came to the attention of the ICCA there were three aspects in particular which concerned us.

- The first is that, so far as we were told, the tournament was to take place in private surroundings, without the programmers being present. Fortunately we now see that the event is scheduled to take place

in public with the programmers and the media welcome to attend. We are very pleased that you have made this change.

- Of much greater concern to us was that fact that your tournament used the phrase "World Championship" in its name. In view of the fact that the ICCA has been the recognized body for organizing all of the World Championships for chess programs since our association was formed in 1977, we could in no way support any other event claiming to be a Computer World Championship. Fortunately you have now changed the name of your event and the phrase "World Championship" no longer appears. We are very pleased that you have made this change.

- The third aspect of your event which causes us concern is that it is designed to be a qualifying competition in order to select the program that will play a match with Kramnik in Bahrain, starting in mid-October. Given that we already have a World Computer Chess Champion, the SHREDDER program, it would hardly seem appropriate to denigrate Shredder's title by inviting its programmer to participate in a "qualifying tournament". Having said that, we recognize that commercial organizations have the right to do as they wish when staging competitive events for which they raise the sponsorship. It must be said, however, that for the Bahrain match to have the credibility it deserves, Kramnik's opponent should, like Kramnik, be a current World Champion.

SHREDDER won the World Computer Chess Championship in Paderborn, Germany, in a tournament held in 1999, and will have the opportunity to defend its title next year. (Our main World Computer Championships usually take place every

three years.) The tournament in Paderborn was open to programs running on absolutely any hardware, for example mainframe computers and multi-processor systems were eligible to take part. In addition, Shredder is also the reigning World Microcomputer Chess Champion, a title it won in that same Paderborn tournament and retained last year in London.

You can understand that from the ICCA's viewpoint, as well as from the viewpoint of many chess and computer chess fans throughout the world, the natural choice of opponent for Kramnik is SHREDDER, holder of both World Championship titles in the computer chess world.

A sad situation has now arisen in which diverse commercial interests are damaging the public's perception of computer chess.

David Levy's 'open e-mail' then went into a lengthy discussion of the points Stefan Meyer-Kahlen was making in a resume of the situation. Some, with David's comments [*in square brackets*], are reproduced here...

Subject: Why Shredder is not playing in Cadaques

EXTRACTS from posting by Stefan Meyer-Kahlen on April 18, 2001

A lot of discussion is going on about the planned Kramnik machine match and I think it is necessary to give you my point of view about the whole issue. I refused to play in this event for various reasons which I will sum up below:

- The final version of the program playing against Kramnik must be made available to Kramnik end of July already. This makes a match with equal chances impossible as it will be

very easy for Mr. Kramnik to prepare and win a match against any program under these circumstances. I would even say that it is possible for human players of my strength to win a match against any program with these conditions.

- [Certainly it is unheard of to give an opponent such an advantage as is being proposed for Kramnik. This does not happen when programs take part in human tournaments. Nor did it happen when Kasparov played against Deep Blue in 1996 and again in 1997. I find it surprising that Kramnik would want such an advantage and even more surprising that some programmers are willing to give it to him. - DL]
- The first time I have heard about this qualification tournament was two weeks before the scheduled start of this event.
- [It is almost unheard of in chess for an event which purports to be of top calibre to be announced with such short notice. The fact that some programmers are willing to take part under these conditions does not mean that all programmers should be compelled to do so. Giving programmers so little notice presents an advantage to any programmer who has only recently finished the latest serious revision of his program. - DL]
- The event will be played with the autoplayer and without any representative of the programs on site.
- [Autoplayers have never been used in any of the ICCA's World Computer Chess Championships. For 24 years we have organized our tournaments with one programmer sitting across the board from the other. In our view autoplayers

should be used in a game only if they are acceptable to both programmers. As to the question of representation, this has fortunately been solved since Stefan's posting on the Internet. The programmers are now invited to be present to watch in Cadaques. - DL]

- The starting fee for each program will be \$5000.
- [A tournament organizer is at liberty to charge what he wishes for the entry fee. - DL]

David Levy's e-mail cont...

So much for what is wrong with the situation. Now I would like to make some concrete suggestions for putting it right, in a way that is not only fair, but is also seen to be fair.

If all the parties involved can agree to the following proposal the whole matter could be amicably settled in 24 hours. I represented the ICCA in negotiating the contract for the first match between Kasparov and Deep Blue, and can confirm from that experience that it is not so difficult in the chess world to get reasonable people to reach agreement about what is fair.

MY PROPOSAL FOR BRINGING PEACE TO THE SITUATION.

The ICCA will institute a new title: **World Matchplay Computer Chess Championship.**

The winner of the Cadaques tournament qualifies to play a match against World Computer Chess Champion SHREDDER to determine the first holder of the World Matchplay Computer Chess Championship title. The ICCA would be very pleased if you, Professor Irazoqui, were to be the Chief Organiser of that event and, if you wish, to organize it in Spain.

In order to give all the strongest programs a chance to qualify for the match against SHREDDER the tournament in Cadaques should be open to all leading chess programs

below the rank of World Champion.

This match takes place during July or August in order to give both programming teams sufficient time to prepare for the event. The ICCA will supervise the match which should be played, in accordance with previous practice, without autoplayers.

The winning programmer of the World Matchplay Computer Chess Championship negotiates with the organizers of the Bahrain match and with Kramnik over the detailed conditions for that match. [Conditions which are acceptable to one programmer might not necessarily be acceptable to another and for a match to be fair to both players it is necessary for both players to be in agreement over the conditions.]

To conclude, Professor Irazoqui, I would like to say that it is the fervent wish of the ICCA that this matter be settled in a way which is fair to all concerned and which endows your tournament in Cadaques with the greatest possible respectability. The Bahrain match is a truly wonderful idea and deserves to be allowed to proceed in peace.

Best regards... **David Levy**

4. World Champion Chess Programmer and the Bahrain Qualifier!

E-mail posted by Stefan Meyer-Kahlen on 22. April 2001

I have received from the ICCA President David Levy a copy of an open letter concerning the Kramnik match. I agree with all the points of his proposal and I agree to participate in a qualifying match for the right to play Kramnik according to the terms of the ICCA.

Best regards... **Stefan Meyer-Kahlen, author of Shredder**

(The open letter referred to is the one to Irazoqui on pages 9-10).

5. Can the ICCA initiative save the Bahrain qualifier?

E-mail posted by the Millennium company, 22. April 2001

The International Computer Chess Association (ICCA) being the world's only official organisation for computerized chess has made a strong attempt to save the Bahrain computer qualification tournament. Stefan Meyer-Kahlen, the author of the world champion chess program **Shredder** has already accepted the ICCA proposal as being reasonable. Now we are waiting for the organisers to also agree, in order to settle the disputes, which are strongly endangering the the credibility of the **Kramnik vs. Computer match** scheduled in Bahrain in October 2001.

I (Eric) logged on to the 'net on 24/April 2001 to see what the BrainGames response to this was... and found to my amazement that a match between **Deep Fritz** and **Deep Junior** had already started! Deep Junior led 2-0, and NO other programs were to be involved!

6. Quote from the BrainGames 'net page:

"The venue for this event will be announced on this site shortly. In the meantime, Brain Games is hosting a Machine vs Machine qualifying challenge in April 2001 to determine which software will play Kramnik."

Organization of the Qualifier event:
Enrique Irazoqui

Invited chess programs:
Fritz (Chess Base)
Junior (ChessBase)
Shredder (Millennium)

Shredder declined.

7. Comments by ERIC for Selective Search

The affair was now the subject of very many comments on Internet sites and chat groups.

I (Eric) believe there are 2 main issues:

1. The first is the MAIN one! Why, when we have an OFFICIAL World Computer Chess Champion, namely **Shredder**, has it not been automatically selected for this match, to maintain the original concept... world champion v world champion. I suppose if you can usurp the governing body of World Chess (FIDE), as Kasparov did in creating the *Professional Chess Association* of which he became the first champion, and has since been replaced by Kramnik, then you can do the same to the ICCA, if you feel so led. But ignoring any ruling authority, whatever you might privately or as a group think of them, just creates long term anarchy and trouble. Shredder should have been playing!
2. If it is decided, in this instance by the BrainGames folk (who organised Kasparov-Kramnik, and if you've broken away once, then why not do it again!... and again?... and again?), that the world champion (Shredder) must qualify along with other programs, then why oh why were the only others invited "the Deeps": Junior and Fritz? What about Tiger? What about Nimzo? What about Rebel Century? What about... Hiars!?! and so on. Logging on and finding - in what appeared to be the

middle of a major computer chess controversy that needed some clear, careful thinking and sorting out - that only Deep Junior and Deep Fritz were playing, and EVERYTHING else was excluded, seemed very wrong to me. Still does! The sad thing - and I think it is SAD even though I will be a part of it, the sad thing is that the DJ-DF qualifier, and the match between the winner and Kramnik, will inevitably create massive interest. And most of the public will never know, and in time even some computer chess fans will forget, the wrongs done to some good people in the computer chess world.

8. GIANT PROTESTS by VARIOUS PEOPLE

Right from the start BrainGames received major criticism in public forums in proportions of 10 to 1 at least, this regarding the selection procedure of the Qualifier. Even the major chess programmers have spoken against this Qualifier event and its unfairness, respectable names like:

- Professor Robert Hyatt, Cray Blitz and Crafty
- Bruce Moreland, Ferret
- Chris Whittington, Chess System Tal
- Ulrich Tuerke, Comet
- Stefan Meyer-Kahlen, Shredder
- Peter McKenzie, LambChop
- James Robertson, Insomniac
- Dieter Bueressner, Yace
- Ed Schroder, Rebel
- Christophe Theron, Chess Tiger

All these programmers registered their disagreements and protesta-

tions with the selection procedure for the Qualifier to play Kramnik.

Just 2 EXTRACTED Opinions

■ **Professor Robert Hyatt** (USA), whose program CRAY BLITZ won the World Computer Chess Championship in 1983 and 1986.

► I totally disagree [with what is proposed]. There is exactly one program that should be playing Kramnik: **Shredder**. Shredder has won all of the recent computer chess tournaments. It is the current world champion. There is **absolutely** no reason to suggest that a playoff for the right to play Kramnik is needed. In fact, the suggestion is really insulting to SMK and Shredder.... I don't understand why there is **any** sort of playoff under discussion, other than it is politically/marketing related. Yes a newer program might be a bit better than the older Shredder that won the last WMCCC. But the new Shredder could well be better than that.

■ An emotional letter to Enrique Irazoqui from a hurting **Christophe Theron** (programmer of TIGER, quite possibly the strongest equal-hardware program at this very moment)

► What I understand is that this match was closed to any fair competition right from the start.

It is so obvious. I guess what you wanted was to keep it secret until it was too late for anybody else to enter? So you are probably not very happy about the fact that we all learned about the "event" one or two weeks before the first games?

Ah, but you needed to get some media coverage, so it was hard to hide it completely...

Too bad...

Next time you want to exclude all fair competition, please say it frankly right from the start Enrique. Just say

"I have been paid to organize a world championship in my basement, I don't want your program because it could harm my favorites, so please kindly stay out of this".

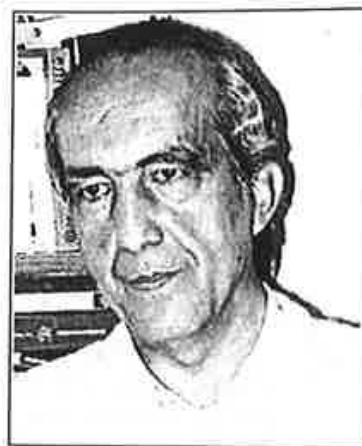
Don't forget to add "I am sure you will understand our position regarding this matter". In some embarrassing situations, a little bit of vaseline is of great help.

Having said my piece on the previous page and (via a list of other complainants), got to here, of course I must now, inevitably, give this important MATCH the chess coverage it warrants.

I will say again that I dislike the way the arrangements have been made. I have to assume there are personal egos and animosities, and/or commercial interests and sponsorship motives (with little sign of any notion of sportsmanship - oh what a world we live in!) behind the suddenness and sharpness of the decisions pushed into 'the qualifier'. Money still talks, and the love of it is the root of all evil. And if there are human beings who can cheerfully blow up people they've never met (for a cause, of course), then it's easy enough I suppose for milder mortals to produce a bit of a she-nanigans in the computer chess world.

That said, now I must acknowledge that I also, quickly, became very interested to see how the DEEP JUNIOR - DEEP FRITZ match would progress. These are certainly 2 of the top 4 or 5 programs around at present and, with each on sophisticated DUAL 933MHz processors, I would have to anticipate we'd get some of the best computer chess we have yet seen!

So, as I've said, I logged on the Internet on 24/April, and found that DEEP JUNIOR had already won games 1 and 2



Above: Enrique Irazoqui
Below: The Cadoques match centre



The MATCH

DAY 1

"JUNIOR leads 2-0 after blasting FRITZ's king!" ran the header for the Kasparov site web page! "This after the representatives of Chess-Base sounded supremely confident that FRITZ would win; apparently they have a new version in the lab (the proto of FRITZ7), that is a monster waiting to escape its cage!"

In game 1 DF tried too hard to win an almost equal endgame and paid the price. Game 2 lasted just 39 moves, as DJ produced some pretty aggressive play against the FRITZ king.

Deep Junior - Deep Fritz

Game 2. B97 Sicilian Najdorf

1.e4 c5 2.♘f3 d6 3.d4 cxd4
4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5
Junior chooses the most aggressive line in the Najdorf

variation. 6...e6 7.f4 ♖b6
8.♘b3 ♙e7 9.♗f3 ♘bd7
10.0-0-0 ♗c7 11.♙d3 b5
12.a3 ♙b7 13.♗he1 0-0-0
One could argue for castling
kingside instead. 14.♗e2 h6
15.♙h4 g5 16.♙g3 gxf4
17.♙xf4 e5?! 17...♙e5 was
probably better. 18.♙d2
♙b8 19.g3 ♘c5 20.♙b1



All white's pieces and pawns
are now ready to open fire
on the queenside! 20...♗d7
21.♙a5! ♙a8 22.♗f1 ♗c8
23.b4 ♘xd3 24.♗xd3
Black's position is very pas-
sive and it isn't easy to find
any real counterplay. The
f-file gives for White an-
other target for attack, and
DF's next attempt to create
counterplay down the h-file
seems dubious. 24...h5?!
25.a4! Just smashing into
Black's position. 25...h4
26.g4! A wonderful sac! As
White threatens g5! Black
has little choice. 26...♘xg4
27.axb5 axb5 28.♗xf7 ♗hf8



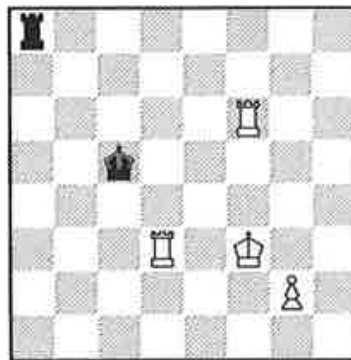
29.♗xe7! A nice final com-
bination. 29...♗xe7
30.♗xb5+ ♙b7 31.♙g5! ♗c7
31...♗xg5?? 32.♗xb7#
32.♗xd6! And it's all over,
Black has no defence against
the threats of Rb6 or Rd7
32...♗f7 33.♗b6 ♗xb6
34.♗xb6 ♗xc3 35.h3 ♘h2
36.♙e7 ♗xe7 37.♗d8+ ♗c8
38.♗xe7 ♗c7 39.♗d6 1-0

.... and then JUNIOR won game 3...
and then it won game 4!

Game 4 had an 'amusing' ending,
picked on with some scorn by a few
reviewers:

Deep Junior - Deep Fritz

Game 4. BGN Qualifiers



70.♗c6+?! Why on earth
should he want to sac' his
rook? So he can read from
his tablebases (perfect end-
game play, guaranteed
eventual win), instead of
thinking! 70.g4 comes from
H8exp. W930, but it uses my
smaller tablebase set!
70...♙b5?! 70...♙xc6 is
avoided here by DF for ex-
actly the same reason: ta-
blebases = mate! 71.♗c5+ If
at first you don't succeed, try
and try again! 71...♙b4
72.♗b5+ ♙c4 73.♗d4+ ♙c3
74.♗c5+ ♙xd4?! For some
strange reason DF suddenly
decides to give up the strug-
gle, and enters a lost table-

base finish. 74...♙b3
appears to prolong the fool-
ishness quite 'safely'. 75.♗f5
And the tablebases finished
the game! 75...♗a1 76.♙f4
♗f1+ 77.♙g5 ♗a1 78.g4 ♙e4
79.♗b5 ♙d3 80.♙g6 ♗a6+
81.♙h5 ♙c4 82.♗f5 ♗a8
83.g5 ♗h8+ 84.♙g4 ♗g8
85.♗f6 ♗d8 86.g6 ♗d7
87.♗f5 ♙d3 88.♗g5 ♗d4+
89.♙h5 ♗d8 90.g7 ♗g8
91.♙h6 ♙e3 92.♙h7 ♗e8
93.g8♗ ♗xg8 94.♙xg8 ♙f4
95.♗d5 ♙e4 96.♗d7 ♙e3
97.♙f7 ♙f4 98.♗e7 ♙f5
99.♗e6 ♙g4 100.♗f6 ♙g5
101.♙g7 ♙g4 102.♙g6 ♙h3
103.♙f5 ♙g3 104.♙g5 ♙h2
105.♙f4 ♙g2 106.♙g4 ♙h1
107.♗f2 ♙g1 108.♙g3 ♙h1
109.♗f1# 1-0

One of the major 'net sites cover-
ing the match suggested: 'JUNIOR's
apparently casual attitude towards
pawns and high regard for piece ac-
tivity makes it the aggressor in the
majority of games, and it looks as if
DEEP FRITZ has no idea how to
handle this style'.

DAY 2

The 'net's 1 o'clock news flash:
"JUNIOR has won game 5! That's
five in a row".

This time the king hunt was in the
ending, but the theme of attacker v
defender was much the same!

"The FRITZ programmers have a
sinking feeling but, on the other
hand, they have seen such things
happen in computer matches be-
fore".

DJUNIOR 5 - DFRITZ 0

Enrique Irazoqui had announced
early in the match that a measure-
ment of the performance of the 2
PC's showed them equal (0.2% dif-
ference, to be exact).

But now he swapped the ma-

chines round, transferring both programs and the books with the learning values - "to ensure no advantage, much the same way players switch sides of the court at tennis, or footballers change ends at half-time". Perhaps the sun was shining through the window in Enrique's home, and getting in FRITZ's eyes as he was about to serve or shoot! - or maybe causing his PC to overheat :-)

The 6 o'clock news flash: "At last a draw!"

And after the overnight games, even better news awaited FRITZ supporters! After a second draw in game 7, FRITZ finally won game 8.

Deep Junior - Deep Fritz

Game 8. D58 QGD Tartakower

1.d4 ♘f6 2.c4 e6 3.♘f3 d5
4.♘c3 ♗e7 5.♗g5 h6 6.♗h4
0-0 7.e3 b6 8.♗e2 ♗b7
9.♗xf6 ♗xf6 10.cxd5 exd5
11.b4 c6 12.0-0 a5 13.a3
♘d7 14.♖b3 ♗e8 15.♗ad1
axb4 16.axb4 b5! A Book
move, but critical to the
variation as it fixes the pawn
structure. 17.♗d3 ♘b6



We're in theory to here, following analysis by Baburin based on games between Speelman-Lputian (0-1), 1995 and Belyavsy-Pigusov (draw), 1993. Now DJ varies from the 18.e4 played in the latter game. 18.♗f1 ♗c8

19.h3 ♗e6 20.♗a1 ♖d6
21.♗a2?! Concerned about
the weak b4-pawn, Junior's
play suddenly seems less
than convincing. 21...♘c4
22.♗xa8?! DJ's game is very
passive, and yielding Fritz
the open a-file was not
likely to help! 22...♗xa8
23.e4?! Loses material im-
mediately, though the better
idea of 23.♗b1 would also
struggle after 23...♗f8 and
♗e7, attacking White's
b4-pawn. 23...♗a3 24.♖b1
♗xc3 25.e5 ♖e7 26.exf6
♖xf6



So Black has an extra pawn plus a great position - look at that c3-rook! The rest was 'easy!' 27.h4 ♖f4
28.h5?! Both seem to have a new penchant for pushing the h-pawn but, for the second time in the match, it's hard to see what it hopes to achieve. 28...♖g4! 29.♗e2 ♖xh5 30.♗a2 g6! 31.♗e2 ♖f5 32.♖e1 ♗b3 Fritz runs the whole board, and it really is as good as over! 33.♗a1 ♗g7 34.♗c1 ♖f4 35.♗a1 ♗g4 36.♗xc4 dxc4 37.♘e5 ♖xd4 38.♘xc6 ♖f6 39.♘e5 ♗f5 40.♗c1 ♖e7 41.♘f1 ♖xb4 42.♖xb4 ♗xb4 43.♗e2 ♘f6 44.♘c6 ♗b2+ 45.♗e3 ♗e6 46.♘d4 ♗d5 47.g4 b4 48.♗a1 ♗e6 49.♗a6 b3 50.♗c6 ♗b1 51.♘d2 ♗f1 52.♘c3 ♗xf2 53.♗b6 ♗e5 54.♘c6+ ♗e4 55.♘d4 ♗d5

56.♗b8 ♗g2 57.♘b5 ♗g3+
58.♘b2 ♘d3 59.♗c8 ♗g2+
60.♘b1 f5 61.gxf5 gxf5
62.♗d8 ♗g1+ 0-1

After a 0-5 start, the co-incidental changeover of machines had enabled DF to pull back a little.

DJUNIOR 6 - DFRITZ 2

Still a big gap, but at least there was a ray of hope, though the heading for the *Daily Telegraph* chess column was: 'Deep Fritz gets fried!'

DAY 3

Games 9, 10 and 11 were all drawn. Then DEEP FRITZ's auto-player reported 12 as a loss, apparently overnight when no observer was present. An examination of the game log showed Fritz's evaluation at only -0.50... hardly resignable!

Irazoqui decided to replay the game and, fortunately (any further controversy was definitely not wanted!) DEEP JUNIOR won the repeated game 12 also!

Deep Junior - Deep Fritz

Game 12. B22 Sicilian, 2.c3

1.e4 c5 2.c3 d5 3.exd5 ♖xd5
4.d4 ♘f6 5.♘f3 ♗g4 6.♗e2
e6 7.h3 ♗h5 8.0-0 ♘c6
9.♗e3 cxd4 10.♘xd4 ♗xe2
11.♖xe2 ♗e7 12.♗d1 0-0
13.♘d2 ♘xd4 14.♗xd4 ♗fd8
15.♘f3 ♖f5



The programs have just exited their Books and are now on their own! 16.g4?! Whoooo! I can't see this becoming recognised theory! Surely Black's position is much too solid for anything this wild to work – in fact if anything it puts his own king in some jeopardy. A better pawn push would be 16.a4, starting to mobilise the queenside majority. 16...♞f4 17.♔g2 ♞c7 18.g5 ♘d5 19.♙e5 ♞c6 20.♔g1 ♞ac8 21.♙d4 ♙c5 22.♙g4?! Attacking like this on a closed file is unusual to say the least! Admitting the idea was a failure with 22.♙d2 would be okay. 22...♘e7 23.♙e1 ♙b6 24.c4 ♙a5 25.♙b1 ♙c7 26.b4 ♙xe5 27.♘xe5 ♞c7 28.h4 ♘f5 29.♙e1

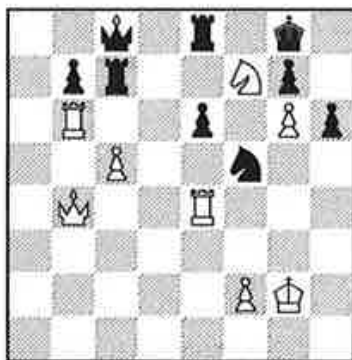


29...a5?! Normally you should leave your opponent to energise his own pawn majority. 29...♙d4 was possible, but the best suggestion seems to be 29...♘d4 30.♞b2 ♘c6 31.♘xc6 ♞xc6 and Black has an advantage. 30.h5!? This pawn sac' is a massive surprise. DF didn't understand it at all (does any program?!): from the jump in its eval. for the next couple of moves, it thought it was just throwing a pawn. But DJ will gain 2–3 tempi to create some target weaknesses in the Fritz king for–

ress as well as activate its own pieces! 30...axb4 31.g6 fxg6?! I think Black should block the pawns with 31...f6 Certainly my H8beta had Black still +80 with this, but after the move played it quickly showed a lower figure (though still just favouring Black!). 32.hxg6 h6 33.♘f7! From now on Black will need to be very careful. 33...♙e8 34.♙e4 ♙e7 35.♞g4 ♞d7 36.♙d1 ♞c6



37.c5! A fine little tactical resource. 37...♙f8 Not 37...♞xc5?? 38.♙c4! winning. 38.♙c4 ♞a6 39.♙xb4 ♞xa2 40.♞e4 ♞a5?! Why not 40...♙c7 which holds the game in tension. 41.♞c4 ♞a3 42.♔g2 ♙c8?! 42...♞a6! 43.♞xa6 bxa6 44.♘e5 a5∞ 43.♘e5 ♞a8 44.♙b6 ♙ce8 45.♘f7 ♞c8 46.♙e1 ♘f8 47.♙e4 ♙c7 48.♞b4 ♔g8



49.♘d6! A critical decision is made here! 49...♘xd6

50.cxd6 ♙c5 51.♙b5 b6 52.♙xc5 bxc5 53.♞b3 ♞d7 I still think DF had chances to hold a draw with 53...♙d8. 54.♞a4 ♞d8 55.♙e5! ♙f8 56.♞a2 ♞f6 57.♞xe6+ ♞xe6 58.♙xe6 At last material is equal again, but White has broken through! I think DJ's play was quite remarkable from move 30 to here, its best play of the match! 58...♙a8 59.♙e5 ♙d8 60.d7 ♘f8 60...♙xd7?? 61.♙e8# 61.♙f5+ ♔e7 62.♙f7+ ♔e6 63.f4 c4 64.f5+ ♔e5 65.f6 c3 66.fxg7 c2 67.♙f1 ♙g8 Isn't 67...♘d4!? more of a fighting chance. I'd have to assume not with the big tablebases the programs were using, but it still looks better to me! 68.♔g3 ♙d8 69.♔g4 ♘d6 70.♙c1 ♘xd7 71.♙xc2 ♙e8 1-0

So, after 3 days it's DJUNIOR 8½ - DFRITZ 3½ and you'd have to believe it's all over 'bar the shouting'.

Rebel's Ed Schroder's view that PC programs have to be programmed to seek the initiative for play against strong humans has not only often been quoted, but is also being successfully taken on board by others, and extended, for example, by Christophe Teron in his GambitTiger engine for play against other computers as well!

The aggressive and sometimes sacrificial attacks of JUNIOR in the first half of this match were convincing everybody that its programmers, Amir Ban and Shay Bushinsky, had also adjusted DJ's evaluations for initiative, aggression, king attacks etc. So far it was pretty well demolishing FRITZ in the types of game that the latter's reputation as an extremely strong tactical player are supposed to bit its own special area of greatest expertise!

Something had to be done, and we're fairly certain that after either day 2 or 3, major priority adjustments were made to the FRITZ opening book, so it would aim for quieter lines, requiring more positional judgment, 'patience' and end-game ability. If that's right, then there had been some improvement.

DAY 4

Games 13 and 14 were both drawn - FRITZ only just hung on in the latter, some analysts thought DJ could just have won it. Even so, with 10 games to play FRITZ was still 5 behind... hopeless?! The changes have stopped the initial run of defeats, but Fritz still hasn't recovered.

Deep Fritz - Deep Junior

Game 15. D03 3.Bg5 - Torre Attack

1.d4 ♘f6 2.♘f3 d5 3.♗g5
 ♘e4 4.♗f4 c6 5.e3 ♖b6?!
 5...♗g4 Book! 6.♖c1 h6?!
*Seems pointless at a time
 when development is crucial.*
 7.♘bd2 ♗f5 8.♘xe4 dxe4
 9.♘e5 ♘d7 10.♘c4 ♖d8
 11.♗e2 g5?! *This quest for
 space doesn't look right.*
 12.♗g3 ♗g7 13.♖d2 a5?!
*One of DJ's favourite
 moves... in fact it seems to
 want to only play with its
 pawns so far!* 14.a4 h5?!
 15.h4 g4 16.0-0 0-0 17.b4!
 axb4 18.♖xb4 b6 19.♗ab1



*Black's concentrated pawn
 pushes on the kingside have
 left its neglected queen flank
 open to invasion. Fritz
 obliges! 19...♖e8 20.♘xb6
 ♘xb6 21.♖xb6 ♗xa4 22.♖c5
 ♖d7 23.♗b6! ♗fa8 24.♗xc6
 ♗a5 25.♗b5 Visually
 splendid pins and counter-
 pins! 25...♗f8 26.c4! e6
 27.♖b6 ♖e7 28.♗c7 ♖b4
 29.♗b7*



29...♗a2 30.♖c7 ♗g6
 31.♗e8! *The double-attack
 wins... where can the queen
 hide? 31...♗xe8 31...♖e7
 32.♖xe7 ♗xe7 33.♗xe7
 White is B+P up.; 31...♖a3
 32.♗xf7+ is m/7! 32...♗h8
 33.♗e5+ etc. 32.♗xb4 ♗xb4
 33.♗b1 ♗f8 34.♗b8 f6
 35.♗xe8 ♗xe8 36.♖c8 DF's
 material advantage is too
 much for Black to contain,
 and it's soon over. 36...♗f7
 37.d5 exd5 38.cxd5 ♗a4
 39.d6 ♗a3 40.d7 ♗a1+
 41.♗h2 ♗xd7 42.♖xd7+
 ♗g6 43.♖e8+ ♗g7 44.♖xh5
 ♗a7 45.♖xg4+ ♗h8
 46.♖xe4 1-0*

So suddenly, though after a dubious opening line from DJ, it's FRITZ winning the tactics, and seeing deeper into the complications. Next in game 16 as Black, it obtained a nice positional advantage with a well-posted knight: JUNIOR tried to complicate matters but when its counter-attack dried up, FRITZ won in style and was clearly mounting a comeback!

DJUNIOR 9½ - DFRITZ 6½

DAY 5

Deep Fritz - Deep Junior

Game 17. D46 QGD without Nc3

1.d4 ♘f6 2.♘f3 d5 3.c4 c6
 4.e3 e6 5.♘bd2 ♘bd7 6.♗d3
 ♗d6 7.0-0 0-0 8.e4 dxe4
 9.♘xe4 ♗c7?! *Black nor-
 mally recaptures with
 9...♘xe4 here. 10.♗g5! h6
 11.♗h4 g5?! 12.♘xf6+ ♘xf6
 13.♗g3 ♗xg3 14.hxg3 ♗g7
 DJ's king is required to sup-
 port its own protectors!*
 15.♖e2 ♖c7 16.♗ad1 ♗d8
 17.♗b1 b6



18.♘e5! *A fine move - not
 only does the knight have an
 excellent and aggressive
 outpost, but also White's f-
 pawn is released to join an
 attack. 18...♗a6 19.f4 g4
 20.f5 exf5 21.♗xf5 ♗d6*



22.♗df1! *I do like the way in
 which FRITZ eschews sim-*

plification, preferring where possible to find ways of increasing the complexity.

22...♖e7 23.♗d3! ♜h8
24.♖a3 Another game – winning double attack!
24...c5 25.♗xa6 cxd4
26.♜1f4 ♜e8 27.♖a3 d3
28.♝xd3 ♖e3+ 29.♔h2 ♜ee6
30.b4 ♗d2 31.♝f2 ♜e7
32.b5 ♜e3 33.♗xa7 ♜ee6
34.♝xg4 ♗d1 35.♝xf6 ♜xf6
36.♙c2 ♜xf5 If 36...♗xc2?
37.♜g4+ is m/15 according to Hiarcs. 37.♙xd1 ♜xf4
38.gxf4 1-0

So another very exciting day, with enormous tension as the Internet report came through: another FRITZ win... the gap is down to just 2!

But any idea that DF was about to go on a winning sequence of its own, comparable to the 5 straight wins that DJ had started the match with, were quickly halted in game 18, as FRITZ this time castled right into JUNIOR's attack, and DJ won!

Game 19 was drawn, but then FRITZ outplayed JUNIOR in a fine rook ending to get another great win in game 20. With 4 games to go a nail-biting finish was in prospect:

DJUNIOR 11 - DFRITZ 9

DAY 6

The final day started with a quiet draw - perhaps the fightback had been in vain!

Indeed when in the next game (22) FRITZ effectively offered a draw by repetition of moves, because it evaluated itself slightly worse in the position, it really did seem it was all over!

Why had no-one made an adjustment to the 'Contempt Value' setting? In this match situation no human would dream of offering a draw if there was any play in the position - it was tantamount to a match resignation.

Deep Junior - Deep Fritz

Game 22. [D58]

1.d4 d5 2.♝f3 ♝f6 3.c4 e6
4.♝c3 ♙e7 5.♙g5 h6 6.♙h4
0-0 7.e3 b6 8.♜c1 ♙b7
9.♙xf6 ♙xf6 10.cxd5 exd5
11.♙d3 c5 12.0-0 ♝d7
13.♙f5 g6 14.♙xd7 cxd4
15.exd4 ♗xd7 16.♜e1 ♜fe8
17.♗d2 ♜xe1+ 18.♜xe1 ♜e8
19.♜xe8+ ♗xe8 20.♗f4 ♔g7
21.h3 ♗d7 22.♗b8 a6
23.♝e5 ♖e7 24.♝e2 a5
25.♝f4 ♙g5 26.g3 ♙xf4
27.gxf4 b5 28.♗a7 a4
29.♝f1 h5 30.h4 ♗c7



31.a3 ♗c8 32.♔e2 ♗c2+
33.♔f3 ♗c8? With Black playing the queen back to c8, all JUNIOR needs to do now is play ♔e3 again! The draw would almost be enough to guarantee DJ's qualification.
34.♔g2? Obviously no-one's done a negative adjustment on JUNIOR's Contempt setting either, to tell it accept all draws gladly, even when it thinks it might be winning! 34...f6 35.♝d3 ♔h6 36.♗c5? It is a mistake to offer the queen exchange (Black's bishop is better than the knight with pawns across the board), but DJ's end-game knowledge (which you still need, of course, prior to the tablebases taking effect) is perhaps not able to evaluate this?! 36...♗xc5 37.dxc5

In spite of my remarks to move 36, I actually think White might draw by taking back with the knight: 37.♝xc5! ♙c8 38.♔f3 and now Black has little choice but to move his king with 38...♔g7, after which White can block the queenside pawns with 39.b4! axb3 40.♝xb3. I'd not expect Black to win from here with White's pawns all safe and secure on black squares... but after the game move we do get a very exciting finish! 37...d4+ 38.♔f1 g5 39.hxg5+ fxg5 40.♝e5



The critical moment – what would you play? Or your best program?! 40...g4! If 40...gxf4? 41.c6! and White might even win! Well, probably not, but neither will Black. 41.c6 The best chance. 41...♙c8 42.♝f7+ ♔g6 43.♝d6 ♙a6 44.c7 Great stuff! We can see that JUNIOR will win the Black bishop – but how strong will the FRITZ g+h pawns be?! 44...h4 45.c8 ♗ ♙xc8 46.♝xc8 ♔f5! Another great find by DF! 46...d3?! looks terrific, but might not be good enough to do the business after 47.♝e7+ ♔f6 48.♝d5+ ♔f5 49.♔e1! h3 50.♝e3+ ♔xf4 51.♝f1! should be a draw. 47.♝d6+ ♔xf4 48.♝xb5 d3 49.♝c3 d2 50.♔e2 50.♔g2 wont do

the job either: 50...h3+
51. ♖h2 ♜f3 50...h3!
51. ♖d5+ ♜g5 52. ♖c3 ♜f5
53. ♜xd2 g3! If anyone (of
us!) had relaxed now the win
is in sight, and played
53...h2? automatically, then
we'd have got a nasty sur-
prise: 54. ♖e2 h1 ♖??
55. ♖g3+ and White wins!
54. fxg3 h2 55. ♖xa4 ♜e5
56. ♖c3 h1 ♖ 57. ♜c2 ♖g2+
58. ♜b3 ♖b7+ 59. ♜a2 ♖f7+
60. ♜b1 ♜d4 61. ♜c2 ♖h7+
0-1

As we've seen, very fortunately for FRITZ, no-one had adjusted JUNIOR's contempt setting either, it evaluated itself slightly ahead, avoided the repetition... and lost.

With White FRITZ also won game 23, but 'the decider' with the scores at 11½-11½ each, was drawn, so the programs went into a 2 game PLAY-OFF:-

Deep Fritz - Deep Junior

Playoff 1. D12 Slav Defence

1. d4 ♖f6 2. ♖f3 d5 3. c4 c6
4. e3 ♗f5 5. ♗d3 e6 6. ♖c3
♗g6 7. 0-0 ♖bd7 8. ♖e2 ♗b4
9. ♗d2 ♗xc3 10. ♗xc3 a5
11. cxd5 exd5 12. b4 ♖e4
13. ♗xe4 ♗xe4 14. bxa5 0-0
15. ♖e5 ♖xe5 16. dxe5 ♗e8
17. ♖g4 ♖e7 18. ♗ac1 c5
19. f3 ♗d3 20. ♗fd1 c4
21. ♖d4 ♗ed8 22. ♗d2 h5
23. ♗b2 ♗d7 24. ♗b6 h4
25. ♖g4 ♗a6 26. ♖h1 ♗xb6
27. axb6 ♗d8 28. ♗a1 ♗e8
29. ♗d4 ♖h7 30. a4 ♖g8
31. a5 ♗a8 32. h3 ♗b8 33. a6
bxa6 34. ♗xa6 ♖e6 35. ♖xh4
c3 36. ♗a1 c2 37. ♗c1 ♖d7
38. ♖h2 ♗e8 39. ♖e1 ♗c8
40. ♖a5 ♖b7 41. ♖a3 ♗e2
42. ♖a7 ♗a6 43. ♖g1 ♖xa7
44. bxa7 ♗d3 45. ♖f2 ♗b5
46. g4 g5 47. ♗c5 ♗d3 48. e4

dxe4 49. ♜e3 ♜h7 50. fxe4
♗a6 51. ♗xc2 ♗b7 52. ♗b2
♗a8 53. ♗d4 ♗c7 54. ♗b8 ♗c6
55. e6 fxe6 56. ♗e8 e5
57. ♗xe5 ♗b7 58. ♗e6 ♗a8
59. h4 ♗c8 60. hxg5 ♖g8
61. g6 1-0

Deep Junior - Deep Fritz

Playoff 2. B44 Sicilian, Taimanov

1. e4 c5 2. ♖f3 e6 3. d4 cxd4
4. ♖xd4 ♖c6 5. ♖b5 d6 6. c4
♖f6 7. ♖1c3 a6 8. ♖a3 ♗e7
9. ♗e2 0-0 10. 0-0 b6 11. ♗e3
♗b7 12. ♖b3 ♖d7 13. ♗fd1
♖c5 14. ♖c2 ♖c7 15. ♗ac1
♗fd8 16. ♖d2 ♗f6 17. ♖d5
exd5 18. cxd5 ♖xe4 19. ♖c2
♖c5 20. dxc6 ♖xc6 21. ♗f3
♖d7 22. ♗xb7 ♖xb7 23. ♖c4
d5 24. ♖xb6 ♖xb6 25. ♗xc5
♖xb2 26. ♖xb2 ♗xb2 27. ♗b1
♗e5 28. ♗b6 ♗d7 29. ♗d4 f6
30. g3 ♗ad8 31. a4 ♖f7
32. ♖g2 ♗xd4 33. ♗xd4 ♖e6
34. ♗b6+ ♗d6 35. ♗b2 ♗c8
36. ♗b7 ♗c4 37. ♗d3 d4
38. ♗xg7 h5 39. ♗h7 ♗d5
40. ♖f3 ♗f5+ 41. ♖e4 ♗e5+
42. ♖f4 ♗xa4 43. f3 a5
44. ♗h8 ♗c5 45. ♖e4 ♗b4
46. ♗xd4 ♗e5+ 47. ♖d3 ♗b3+
48. ♖c4 ♗xf3 49. ♗e8+ ♖f7
50. ♗xe5 fxe5 51. ♗d5 ♖e6
52. ♗xa5 ♖f5 53. ♗a8 ♖e4
54. ♖c5 ♗d3 55. ♗h8 ♖f3
56. ♗xh5 e4 57. ♗f5+ ♖e2
58. ♖c4 e3 59. ♗b5 ♗d8
60. ♖c3 ♗c8+ 61. ♖b4 ♗e8
62. ♖c4 ♖f2 63. g4 e2 64. ♗b2
♖g1 65. ♗xe2 ♗xe2 66. h3
♖h2 67. ♖d3 ♗g2 68. h4
♗xg4 69. h5 ♗h4 70. h6 ♖g3
71. h7 ♖f3 72. h8 ♖xh8
73. ♖c4 ♗d8 74. ♖c3 ♖e4
75. ♖c4 ♗d5 76. ♖c3 ♗d4
77. ♖c2 ♗d3 78. ♖c1 ♖e3
79. ♖c2 ♖e2 80. ♖b1 ♖d1
81. ♖b2 ♖d2 82. ♖b1 ♖c3
83. ♖a1 ♖b3 84. ♖b1 ♗d1#
0-1

Both were won by DEEP FRITZ!: incredible!... 'the mother of all come-backs' as it was dubbed by John Henderson in 'The Scotsman's' chess column. Elsewhere I saw the word 'unbelievable' in a couple of places. 'JUNIOR's ability to sacrifice material to get at its opponent's king dominated the early games, but handing FRITZ a material advantage in so many games just did not work in the long run!'

DJUNIOR 12 - DFRITZ 14

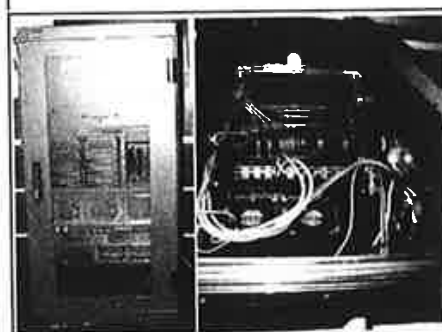
So it's to be VLADIMIR KRAMNIK v DEEP FRITZ, in the 8 game MAN v MACHINE BrainGames Challenge in Bahrain in October!

It is being classed as an EXHIBITION match, with Kramnik being paid: \$1 million if he wins, \$800,000 if he draws, and \$600,000 if he loses. The DeepFritz team gets \$400,000 which is going to charity.

The prize money and other financing comes from the Emir of Bahrain, whilst the BRAINGAMES Network will again do the organising,

Britain's Ray Keene will be the match director, and Enrique Irazoqui the chief arbiter (though I doubt the match will be played in his office at home this time!).

Right:
Kramnik
playing Deep
Fritz6 last
year
Below:
The Fritz
multi-
processor!



UK COMPUTER CHALLENGE!: SS READER CARL BICKNELL PERSUADES FRITZ6 TO CHALLENGE BRISTOL!

For some while SS reader Carl Bicknell has been keen to see if one of the top PC programs really can perform at its *Selective Search* rating level against a strong player.

As Carl pointed out in his challenge, issued in a circular letter to chess players in the Bristol area, Fritz6 on his P/933 should grade at about 2700 Elo, based on the magazine Rating List and the Processor Guide shown with it. Bearing in mind that Karpov is now graded at 2679, this gives you an idea of the standard we believe we are talking about.

Therefore it should be able to beat a decent 2200-2400 County player with a bit to spare. But can it!?

So the Challenge went out in March and, very quickly, a taker was found in **Chris Beaumont!**

Chris's grade peaked around 1989 when he was 229 BCF/2435 Elo, though he agrees that he has dropped to **2290 Elo** now. Nevertheless he is the ideal opponent for a match like this: very experienced and something of an openings expert, so Fritz will be playing against a highly knowledge-based opponent!

The time control agreed for the **10 game match** was **40/2**, and Chris has forecast, from his experiences with Fritz5, that he will score **3½**.

Carl and I feel he might be being optimistic and, trusting the *Selective Search* figures (what else can I do!?), we came up with **8½-1½** (Eric), and **9-1** (Carl).

As Carl is giving Chris

financial encouragement to get every half-and-full point he can, we hope that our forecasts will prove closer than Chris's!!

Interestingly Chris was a little more concerned about playing White - "you feel obliged to play for a win" - than Black - "if it plays 1.e4, I reckon I've got a very strong answer for it".

The **game notes** are almost entirely **Carl's** work! As well as many useful notes of his own he's included observations made by **Chris Beaumont** during the game/s, and comments from Chris and club spectators afterwards. It makes for very interesting reading, as you'll see!

The first game was played on April 4th.

Fritz 6 - Chris Beaumont [D17]. Game 1

1.d4 d5 Hmm...Chris normally plays the Benko or an Indian system. **2.c4 c6 3.♘c3 ♗f6 4.♗f3 dxc4 5.a4 ♗f5 6.♗e5 e6 7.f3 c5 8.e4 cxd4!** As we shall see this is all part of his pre-game prep. His idea (and a very good one in my opinion) is to play lines that are razor sharp, but that can simplify by force into equal endings. At the time I thought Fritz would rip him apart in this sort of position, but Chris knows this line to move 19 - 10 moves more than Fritz! **9.exf5 ♗b4 10.♗xc4 dxc3 11.♖xd8+ ♗xd8 12.0-0 cxb2 13.♗xb2 ♗e7 14.fxe6 fxe6 15.♗d3**



This is a position he analysed 2 years ago for the Bristol Championship. In this line it is thought (apparently) that the bishop must move giving White an edge - presumably why Fritz has it in its book. But Beaumont found a TN which virtually forces a draw.

15...♖c8!!N 16.♗xe6 ♗xe6 17.♗xb4 ♗bd7! 17...♗c6 is not as good, because f6 should be over protected **18.♗fe1+ ♗f7 19.a5!** "Cramping black's queenside. In my prep for this match and 2 years ago I hadn't considered this...not that it affects the result" - Beaumont. **19...♖c4 20.♗d3 ♗e8!** "Much better than Fritz's 20...Rc8. Black wants to exchange rooks because the minor peices will find it harder to stop black's queenside pawn majority than a rook will" -Beaumont. **21.♗f1 ♖xe1+ 22.♗xe1!? ♖c2 23.♖c1 ♖xc1+** Not 23...♖xg2? **24.♖c7 ♗e8 25.♖xb7 ♖xh2 26.♖xa7± 24.♗xc1 ♗d5 25.♗d2 b6 26.axb6 axb6 26...♗7xb6!? Δ27.♗c2 ♗c4 - 28..Ne3 and 29..Ng2. 27.♗b2 g6**

Strong rumour as SelSearch goes to the printers: there will be a ChessBase Shredder532 in late June!!



Beaumont's draw offer declined **28.h4?!** "Only Black can win this if anyone can, but if White really does have to win he should keep the pawns back, otherwise they just get liquidated" – Beaumont. **28...c6** **29.g7** **h5** **30.b2** **c5** **31.g3** **g5** **32.hxg5** **c5** Beaumont's 2nd draw offer declined. **33.f2** **c5** **34.a3** **f6** **35.e2** **c5** **36.d1** **c5** **37.c3** **h4** **38.c1+** **h5** **39.gxh4** **hxh4** **40.f4** **e6** **41.d2** **d4+** **42.e3** **xf3** **43.f3**



Fritz amazingly thought it was winning here which annoyed us both, so we played on. It won the b-pawn, but this endgame wasn't in the tablebases (!) and it still played on...we hit the 50 move rule at move 94 and so the game was drawn. Even then Fritz showed +1.25 and wanted to keep going!! Our opponent certainly sowed seeds of doubt in my mind with this quite comfortable draw. $\frac{1}{2}$ – $\frac{1}{2}$

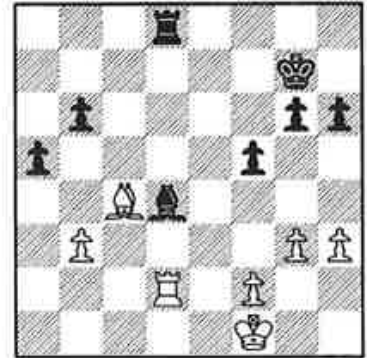
Chris Beaumont - Fritz 6 [D58]. Game 2

1.d4 **f6** **2.f3** **d5** **3.c4** **e6**
4.c3 **e7** **5.g5** **h6** **6.h4**
0-0 **7.e3** **b6** **8.Bb3** **b7**
9.f6 **f6** **10.cxd5** **exd5**
11.d1 **c6** **12.d3** **a6**
13.0-0 **c7** **14.e4** Beaumont took 35 min over these moves (Fritz played them instantly of course) and looked most unhappy at being unprepared. All the time he kept muttering: "...what's the most boring line here...". "Against a human I'd play 14.Bb1 followed by Qc2 with an attack – but not against Fritz. 14.e4 intends simplification" – Beaumont. **14...e6!** **15.exd5!** If **15.e5?** **e7** and **...c5** are very strong for Black. **15...cxd5** **16.b1** **e8** **17.a4** This turns out to be a bit loosening. "The normal plan here is for white to play a3 then Ba2 and hit d5. 17.a4 seems to do the same thing with a few added threats" – Beaumont. **17...g6**



18.g3 If **18.a2** **f4!**
18...g7!! OK it's a bog standard move in some respects, but actually it's a very clever way of defending d5 actively, by preventing Nc3–d5–f6 going with check, which makes all the difference. **19.a2** **c8!** **20.d2** **dxd5** **a6** **21.f1** **c4** **22.a3** **xd5-+**. Note that white couldn't slip in Nf6 because it doesn't go with check. **20...a6** **21.b5** White's draw offer

rejected. **21...c7** **22.f1?** **c1** **xb5** (**22...xb5?**)
23.axb5 **d7** **24.d2=**.
22...xb5! "Ah" – Beaumont.
23.axb5 **d7** **24.c1** **xb5**
25.xc8 **xc8** **26.xd5**
xd5 **27.xd5** **d8** **28.c4**
xd4 **29.dxd4** **xd4** Better than **29...xd4** **30.xd4** **xd4=**.
30.f1 **a5** **31.b3** **32.h3**



32...g5 Fritz almost found itself uninstalled and in my recycle bin for punishment after it spent 10min looking at the moronic **32...Kh7?** Fortunately for both of us it changed its mind at the last moment. **33.g4** **f6** **34.g2** **fxg4** **35.hxg4** "The position is drawn. There is no way black can put his king on c5 which is where it needs to be to win, in order to advance the b-pawn. The pin on the bishop stops him." – Beaumont. True, except that Fritz finds a way Chris and the spectators had missed... **35...e5** **36.g3** **a8!** **37.e2+** **d6** **38.f7** **f8** **39.g6** **b5** **40.f5** **c5** White sealed **41Re7**, and the game was resumed 2 days later. **41.e7** Beaumont: "The position is a trivial draw, I expect to win the match. By the way if I get to game 10 and I only need a draw to win will Fritz try to win at any cost?" Carl: "Fritz always tries to win" (as in watch out NOW, worry about game 10 then!) **41...a4** **42.bxa4** **43.a7** **b4** **44.a6** **a3** **45.f4**



"=" -Beaumont. **45...♖f6!!** This throws a fine spanner in the works. Chris had shown me a number of fortresses before the game resumed with the bishop on the a2-g8 diagonal. The text takes away the crucial e6 square. **46.♖a8** 46.♖xf6 ♗xf6 47.♗e6 ♗c3 48.f5! ♗b2 49.♗f3 a2 50.♗xa2 ♗xa2 51.♗e4 ♗b3 52.♗d5 ♗g7 53.♗e6 h5!-+. **46...♗b3** 47.fxg5 hxg5 **48.♗h7** ♗b2 49.♗g8 ♗f2+ **50.♗g2** ♗h4 51.♖a4? Chris thought this was a losing blunder but after the game we tried the better Ra5 and Fritz still won by sacking the exchange by playing its rook to b3. **51...♖f4** Fritz almost didn't get this move, which gives it an easy win - another little glitch that needs looking at. **52.♖a8** ♖xg4+ 53.♗h2 ♗e1 **54.♖e8** ♗d2 55.♖b8+ ♖b4 **56.♖a8** ♗f4+ 57.♗h3 ♖b8 White resigns 0-1

Fritz 6 - Chris Beaumont [B01]. Game 3

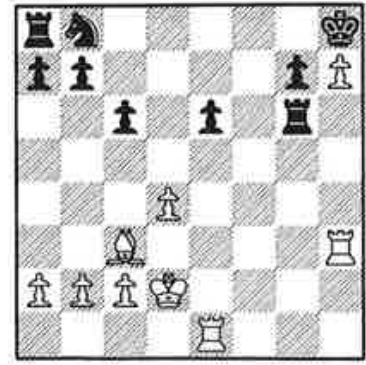
1.e4 d5 Another clever choice, aiming for a position that is easy to play. **2.exd5** ♖xd5 **3.♗c3** ♖d8 **4.d4** ♗f6 **5.♗c4** c6 **6.♗f3** ♗f5 **7.♗e5** e6 **8.g4** ♗g6 **9.h4** ♗b4 **10.f3!N**



Beaumont had analysed this position with IM Andrew Martin, and the known move is 10.Rh3 - but Fritz, now out of book, finds this. It wasn't in any of Beaumont's references, not found by Fritz5 which apparently had 10.Rh3 (Beaumont uses Fritz5 for prep to this match), and yet contains some nasty threats which caused black to sink into thought for over 1 hour here! **10...♗d5** If Black tries the cavalier 10...♗xc2!? then 11.♖xc2 ♖xd4 12.f4 ♗xg4 13.♗xg4 ♖xc4 is pretty much forced and now 14.♗e3= leaves a position that certainly doesn't seem to favour Black. **11.♗xd5** ♖xd5 **12.h5** f6 **13.hxg6** fxe5 **14.♗d2** ♗xc3 **15.♗xc3** 0-0?! **15...h5!** 16.dxe5 h4 and now 17.♖xd5 cxd5 and after White moves, then Nb8-c6-e7-and xg6, though Fritz would probably play f4 aiming to get in f5. **16.gxh7+** ♗h8 **17.♖h3** e4! **18.fxe4** ♖xe4+ **19.♖e2** ♖f4! Beaumont fights well **20.♖xe4** ♖xe4+ **21.♗d2** ♖xg4 **22.♖e1** ♖g6

Whilst game 1, with the poor F6 endgame evals, will have encouraged Chris Beaumont, the sudden defeat in game 2 from a position he was sure was drawn, will have hurt. Now that game 3 has gone to the PC program, he knows he's in a tough match!

Fritz6 2½ Beaumont ½



23.♖f1 23.d5!? would have ensured a few moves of tension! **23...♗d7** **24.♖f7** ♖d8 Beaumont: "I consider black has a slight advantage here. White's h-pawn will drop, so will Black's e-pawn. That leaves me with a passed g-pawn. I'm going to try and win". I agree with Chris' static assesment of the position, but Black is still tangled up. **25.♗e2** b6 **26.♖h2** a6 **27.a4!** Idea: 28.a5 b6, then Bc3-b4- e7 causing problems. **27...c5?!** 27...♖g5! would stop the intended a5, so 28.♖e7 ♗f6 29.♖xe6 ♖e8! and Fritz might find the win quite difficult. **28.dxc5** ♗xc5 **29.a5**



29...♗e4?? Time trouble - aiming for a drawn R+P ending, but failing to see the full threat against g7. **30.axb6** ♗xc3+ **31.bxc3** e5 **32.b7** Threatening Rf7-c7-c8 winning. **32...♖b8** If 32...♖c6 we see what would happen on g7: **33.♖xg7!** ♗xg7 **34.h8** ♖+ ♖xh8 **35.♖xh8** ♗xh8 **36.b8** ♖+ 33.♖c7 ♖d6 **34.c4!** 1-0

TASC R30 - Mephisto ATLANTA

DEDICATED MATCH of THE MONTH!

Long-time reader **Martyn White** has responded with good timing to my encouragement for readers to send in games involving dedicated computers... thank you!

He's sent a set from a G/60 match between the **Tasc R30** (probably the best dedicated machine there's ever been), and the **Mephisto Atlanta** (the strongest currently on the market).

Here are the 2 best games:

White **Tasc R30-1995**
Black **Mephisto Atlanta**
G/60. D20: Queen's Gambit
Accepted: 3 e3 and 3 e4

1.d4 d5 2.c4 dxc4 3.e4 e5
4.♟f3 exd4 5.♙xc4 ♙b4+
6.♟bd2 ♟c6 7.0-0 ♟f6 8.e5
♟g4?!

8...♟d5 9.♟b3 ♟b6 is
the main theory line, though
Ng4 been played before
9.h3 ♟h6 10.♟b3N

Making d4 the immediate
focus of attention.

10.♟e4 ♟f5 11.♞b3 0-0
12.g4: 1-0 (37) Gruenberg
-Gerusel, Leipzig 1975
10...♟f5 11.♙g5 ♙e7
12.♙xe7 ♞xe7 13.♞e1 0-0



14.g4?

The start of White's



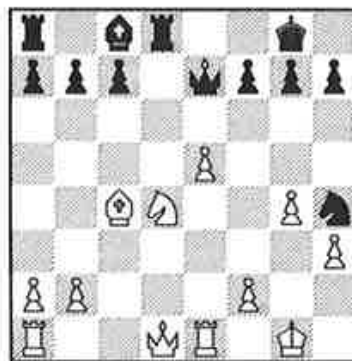
Mephisto Atlanta v Tasc R30

troubles, this seriously
loosens his king's safety

14.♟bxd4!? was much
better: 14...♟fxd4 15.♟xd4
♟xe5 16.♟f3 ♟xf3+
17.♞xf3=;

or 14.♙b5 ♙d7 15.♙xc6
♙xc6 16.♟fxd4 ♟xd4
17.♟xd4 all a bit dull, but
at least keeping it equal
14...♟h4 15.♟fxd4?

Another mistake! Better
was 15.♙d5 and White can
hope to survive after
15...♟b4 16.♙e4 though
16...♞d8 (or d3) will keep
the pressure on
15...♟xd4 16.♟xd4 ♞d8



17.e6?!

If 17.♞e3! c5 and then
18.e6 becomes White's best:
18...♙xe6 (not 18...fxe6??
which probably throws the
win away: 19.♟xe6 ♞xd1+
20.♞xd1 ♙xe6 21.♞xe6 ♞f8
and we reach an uncertain
position in which both sides
have chances, even though
White may just stand better;

nor 18...cxd4?? 19.exf7+)
19.♟xe6 ♞xd1+ 20.♞xd1
♞f6 21.♞d7. Of course
Black is still winning, but
White has some threats!

17...fxe6

17...♙xe6 is also winning
18.♙xe6+??

If White were a human,
I'd say: "The pressure is too
much, White crumbles." As
it's a computer, this is a bit
of a surprise, though of
course it is true that Black
has taken over the game
anyway in the last few
moves!

Better would have been
18.♟f1 or 18.♟xe6.

At first I also thought the
tricky 18.♞e4?! could be
troublesome, but then I
found 18...b5! Even so this
is still better for White than
the move in the game

18...♙xe6 19.♞xe6 ♞f7
20.♞e4 c5 21.♟f1

21.♞e2!? cxd4 22.♞d1
looks a quite combative
chance for White, but sim-
ply 22...♞e8! wins the day

21...cxd4 22.f4 ♞c4+

22...d3! would have won
with even greater ease:
23.♞a4 (23.♟f2 ♞ac8!)
23...d2 24.♞d1 ♞d3

23.♟f2 ♞ac8 24.f5 ♞c6
25.♞b3+ ♟h8 26.♞e6 ♞c2+

I'm sure 26...♞xe6 would
be a human's choice, as
27.♞xe6 d3 28.♞d1 ♞c2+
leaves White with no

counter-chances at all
27.♔g3?

Another slightly surprising miss by the R30 which, not for the first time, ends up rewarding a second-best move by the Atlanta!

Of course it's a losing battle, but 27.♞e2 was still the best, though 27...♞c7! threatening Qh2+ 28.♞e5 (28.♞e5?! ♞f8!) 28...♞xe5 29.♞xe5 d3!

27...♞xb2 28.♞d1 ♔g6!

A surprising and very clever blow!

29.♞f1

If 29.♞xg6 ♞c3+ is m/13!

If 29.fxg6? ♞c3+! 30.♞e3 ♞e2 wins

29...♞c3+ 30.♔h2 ♞d3

31.♞e2 ♞c3 32.♔g1 ♞xh3

33.♞e4 ♞g3+! 34.♞g2 ♔e5!

The final preparation for the deadly d3

35.♞xg3 ♞xg3+ 36.♞g2

♞e3+ 37.♔h2 d3 38.f6 gxf6

39.♔h1 d2 40.♞d1 ♞d3

41.♞f1 ♞e4+

The finish is 42.♔g1 ♞xg4+ 43.♞g2 ♞xd1+ 44.♞f1 ♞xf1+ 45.♔xf1 d1♞+ 46.♔f2 ♞c2+ 47.♔f1 ♞d1# 0-1

White Tasc R30

Black Meph Atlanta

G/60. B28: Sicilian: 2 Nf3 a6 (O'Kelly Variation)

1.♔f3 c5 2.e4 a6 3.c3 ♔c6?!

Not unique, but nevertheless unusual.

3...g6 4.d4 cxd4 5.cxd4 d5 6.♔c3 dxe4 7.♔xe4 ♔h6 8.♔c4 ♔g7 9.0-0 0-0, Rodriguez-Li. 1995, 1/2-1/2

3...d5 4.exd5 ♞xd5 5.d4 e6 is also a good theory line 4.d4 d5 5.exd5 ♞xd5 6.♔e3N

A novelty, supported by Frtiz6 in its analysis, and

apparently a good one in view of the result!

White lost with 6.dxc5 ♞xd1+ 7.♔xd1 ♔g4 8.b4 g6 9.♔e3 ♔g7 10.a3 ♔f6: 0-1 (42) in Luukkonen-Nevanlinna, 1998,

6...cxd4 7.cxd4 ♔g4 8.♔c3 ♞h5?!

There may be an argument for moving the queen the other way, i.e. 8...♞a5 9.♔e2 e6

9.d5 ♔xf3 10.gxf3 ♔e5

11.♔e2 ♞g6 12.♞a4+ ♔d7

13.0-0-0 ♞c8 14.♞hg1 ♞d6

15.♔b1



15...♞xh2??

Yes... it's poisoned! 15...b5 16.♞a5 evaluates at W+72; whilst 15...♔g6 16.♔f4 shows W+92

16.♔e4!

According to the programs the position here – and playing this move – is pretty equal. Hiarc3 thinks White is 0.50 ahead, but most programs have it close to equal.

Strangely Tiger14 – the Tigers are the only Chess-Base engines that want to avoid Qxh2 in any sort of reasonable time (and that because they see and recognise the danger of Ne4!) – can't then find Ne4 as White!

One of these days there will be a program which

combines the BEST of all programs, and then we'll really have something!

The truth is that with Ne4! White has an overwhelming position, and I haven't found a saving move for Black!!

16...♔gf6??

Giving White a choice of winning moves! Can you see them!?

All the programs suggest 16...♞b8 had to be right, showing White now with an advantage (but only small). However with 17.♞c1! f5 18.♔f4 ♞xc1+ 19.♞xc1 ♞xf4 20.♔f6+!! White soon wins. Ne4! was game over!

17.♔xf6+!?

The R30's choice wins, though the Atlanta's reply makes the job easier than it might have been!

There were 2 better choices: [1] 17.♞c1! Now 17...♞d8 looks best, but 18.♔b6! wins; and the excellent

[2] 17.♔g3!! found by Tiger! Black's best may be 17...♔xd5, but of course 18.♞h1 wins the queen!

17...gxf6??

A second-best move in a bad position. The better chance was 17...exf6 though Black cannot survive 18.♞c1 ♞xc1+ 19.♞xc1 ♔e7 20.♞c8+ ♔d8 21.♞a5 18.♞c1 ♞d8 19.f4! h5 20.♔b6 ♞b8 21.♔d3 ♞h3 22.♞g3 ♞h4 23.♔f5

Announcing mate in 6 23...e6 24.dxe6 fxe6 25.♔g6+ ♔e7 26.♞a3+ ♔c5 27.♞xc5+ ♔d7 28.♞c7# 1-0

Here's how the match went:

Tasc R30	1	0	1/2	1	2 1/2
Meph Atlanta	0	1	1/2	0	1 1/2

GERHARD SONNABEND - GERMAN COMPUTER CHESS ADDICT'S MULTIPLE RESULTS

Stuttgart's **Gerhard Sonnabend** is a man of many interests, as well as being another of Germany's hard-working computer chess enthusiasts. Apart from chess he likes darts, music, fishing and... American football. That would have been okay if it hadn't been for the big San Francisco 49ers logo adorning his page... but as my wife is a 49'er, I'd better not say too much! In fact as a Chicago Bear fan, it's better not to mention the game at all really.



On his computer chess pages he has listed a series of tournament and match results:

10 program, all-play-all Tournament, 16 games each match. G/30 on P3/700 machines

		H7	F6	Ga	J6	N8	Cr	GL	SOS	Gr	lk	/144
1	Hiarcs732	x	10½	10	9	8	9½	11	11	12½	9	90½
2	Fritz6a	5½	x	9	11½	9	10	9½	10	10	11½	86
3	Gandalf432	6	7	x	7½	9½	9½	8½	11	10	10½	79½
4=	Junior6a	7	4½	8½	x	6	10½	9	9½	9	11	75
	Nimzo8	8	7	6½	10	x	8	8½	8	10	9	75
6	Crafty17.13	6½	6	6½	5½	8	x	9½	9	10	12	73
7	GoliathLight	5	6½	7½	7	7½	6½	x	9½	11	12	72½
8	SOS	5	6	5	6½	8	7	6½	x	11½	12½	68
9	Gromit3.7.14	3½	6	6	7	6	6	5	4½	x	8	52
10	Ikarus	7	4½	5½	5	7	4	4	3½	8	x	48½

Hiarcs732 has obtained a terrific result, as has Gandalf! Perhaps matches at G/30 on fast 700-800MHz machines are optimum for this pair?

In his next tournament Gerhard introduced the new DeepFritz program, as well as the latest Crafty version from the ChessBase web site!

8 program, all-play-all Tournament, 16 games each match. G/30 on P3/700 machines

		DF	H7	J6	Ga	N8	Cr	GL	Gr	/112
1	DeepFritz	x	9½	10½	12	8	11½	11½	12½	75½
2	Hiarcs732	6½	x	7½	9	8	9½	11	12½	64
3=	Junior6a	5½	8½	x	8½	6½	10	9	10½	58½
	Gandalf432h	4	7	7½	x	9	7	11	13	58½
5	Nimzo8	8	8	9½	7	x	7	8½	10	58
6	Crafty18.03	4½	6½	6	9	9	x	9½	5	49½
7	GoliathLight	4½	5	7	5	7½	6½	x	11	46½
8	Gromit3.7.14	3½	3½	5½	3	6	11	5	x	37½

This time we see the Deep version of Fritz winning very easily, virtually trouncing all opposition except for a notable effort by Nimzo8 scoring 8-8. Hiarcs732 was quite a way behind, but still came clear second! Gandalf's otherwise good all-round performance was ruined by a catastrophic score against DeepFritz. Poor Gromit had a dreadful tournament - even an 11-5 win against Crafty failed to rescue it from a distant last place.

Gerhard's next tournament should be even better! Though he's restricting it to matches of 6 rounds each, the time control is set at 40/2 on Dual P3/800 machines! And as well as DeepFritz, the new GambitTiger2.0 will be playing!

The early completed match results are:

DeepFritz: 4-2 over Hiarcs732; 2½-3½ v Nimzo8 (!)

In progress we have:

DeepFritz: 3-1 v Gandalf432h, 3½-½ v Gromit3.8

Hiarcs732: 3-1 v Gandalf432h; 2½-1½ v Nimzo8; 1½-2½ v Gromit3.8 (!)

Gandalf432h: 1½-2½ v Nimzo8; 3-1 v Gromit3.8

Nimzo8: 3-1 v Gromit3.8

From the fact that he has a special page devoted to his match results with **GambitTiger**, it would seem that it's his new and current favourite program; indeed he's played a fairly massive series against wide-ranging opposition. A set with the new **GambitTiger2.0** has also just started, which already makes for a very interesting comparison, as can be seen in the right-hand column of my Table.

PC's are Dual P3/800MHz. Time control G/30

GambitTiger1.0	DeepFritz (thr=1)	23-17	<i>GT2.0 leads by 19-17</i>
GambitTiger1.0	GoliathLight	26-14	
GambitTiger1.0	Hiarcs732	18½-21½	<i>GT2.0 leads by 16-8 !</i>
GambitTiger1.0	Junior6a	20-20	<i>GT2.0 leads by 19-5 !!</i>
GambitTiger1.0	Nimzo8	23½-16½	<i>GT2.0 leads by 24-12 !</i>
GambitTiger1.0	Gandalf432g	18½-21½	<i>GT2.0 leads by 14½-5½ !</i>
GambitTiger1.0	Gromit3.7.14	25-15	<i>GT2.0 leads 13½-6½</i>
GambitTiger1.0	SOS	20½-7½	

Once more there's 2 or 3 surprises in the **GT1.0** results. First comes GambitTiger's handsome win over DeepFritz. But it raises a question I can't answer: can someone with DF tell me what the default [threat=] setting is?

There's no comparable setting in Fritz6, so I don't know the answer. Has Gerhard altered it from whatever the default is to =1 for his match? If so, then the result can't count for rating purposes, of course, and I haven't included it as yet, as I'm guessing that the specific reference to 'thr=1' indicates that it has been changed. If so, the implication from this defeat would be that the DF default might be better than '=1'... at Cadoques DF won 11-9, though of course a 12% results swing over this number of games is always possible statistically.

I was personally very pleased to see Hiarcs732 get such a good score against GT1.0 of course - perhaps Hiarcs likes Gerhard's PCs, or maybe plenty of chess knowledge is the best way to counter an aggressive opponent. The occasionally up-and-down Gandalf432 also did extremely well. But already it does seem pretty certain from the **GT2.0** results in, that both the Rebel update and new ChessBase version **Tiger2.0** is a definite improvement, and I expect it will be right at the top of the **Rating List** when I input the scores for this mag issue.

THE MOST EMOTIONAL COMPUTER EVER MADE: THE NOVAG ROBOT!

by Rob van Son

I once read about a chess-computer that could actually move its chess-pieces.

Nowadays, with so many chess-programs on our PC, we only need to click a move with the mouse and the program will answer with a counter-move.

No big deal, you'll probably think. But does it work the same way if you want to play on a genuine wooden board?

Imagine you have a beautiful electronic wooden chessboard that you have connected to your PC.

You start up the chess-program and by way of this electronic board you start playing against the program. You make a move, the program immediately registers this move and answers by means of red blinking led-lamps on your electronic board.

Now if you actually want to carry out the move on the board, you will have to do this yourself. You could ask a chess-pal to do it for you, but if such a person is not around you have no choice but to carry out the move yourself.

There used to be a chess-robot that was actually able to carry out its own moves with a special grasping-arm. This was the 1982 **Novag Robot Adversary** and it is this computer I would like to tell you about.

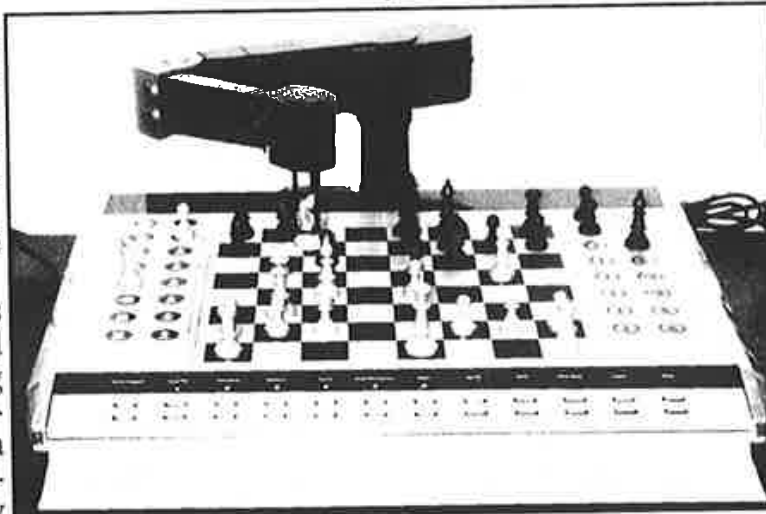
Chess Computer Collections

When visiting **Hein Veldhuis**, the biggest collector of chess-computers in the Netherlands, I watched a video recording of a television program about computer chess.

In this program, which was broadcast on November 28th 1988, computer-expert **Jan Louwman** demonstrated some of his chess-computers. It struck me that one of these computers was so very special that it played

a demonstration-match against itself using a robot arm to move the pieces. I was very impressed and learned from Hein that this was the Novag Robot Adversary.

Hein did not have the Robot in his collection and Jan Louwman told me that he had sold his Robot in the early nineties. A shame.



For the time being I had to content myself with watching the short video recording of the television program.

Still, my hunger for this chess-playing and moving machine had yet not been satisfied. I decided to continue my quest in Germany.

In Search of a Robot!

Fortunately I already had e-mail contact with **Karsten Bauermeister**. For many years Karsten has been contributing historical articles to the German magazine "*Computer Schach und Spiele*". He owns a large collection of chess-computers, including the Robot I was looking for.

However, the chess department store **Schach E. Niggemann** in the German town of Heiden had this Robot on permanent loan so I could only view it in a showcase, behind glass. Karsten offered to ask his chess-friends that were still in possession of a Novag Robot, if any might be willing to let me have a look at this computer in action.

A few weeks later I received good news. I got an e-mail from **Manfred Vellmer** - with over 200 historical chess-computers he is the biggest chess-computer collector in Germany, and possibly in the whole world. He offered to show me the Robot in action.

I organized for my friend Hein (Veldhuis) to come along with me, and so last year, on Sunday 25th of June, we drove to Manfred

Vellmer in Steinfurt, about 36 kilometres from the Dutch border.

Manfred took us to the basement of his house and we could hardly believe our eyes.

A basement full of the most beautiful antique chess-computers from the period 1977-1984.

Remarkable chess-computers like the Chess Challenger 1, the Boris, the Sargon 2.5 ARB, the Chessmaster in a magnificent chess-table, the Grandmaster Voice and two (!) Novag Robot Adversaries, stood there showing off in all their antiquity. The robots were even covered with plastic dust covers.

I asked Manfred how he got the two Robots. He told me he had bought the first Robot in March 1990 in Amsterdam at Foto Witteman. This store went out of business some nine years ago, but up to the early nineties it not only sold cameras and films but also chess-computers. There even used to be a Witteman chess-computer-ranking list.

Manfred bought the Novag Robot Adversary at Foto Witteman for only 600 guilders.

The second Robot has an entirely different story. This Robot used to be the property of **Gerhard Piel**, an architect from Hamburg.

In 1979 Gerhard's wife Greta got him a chess-computer named Boris. He was so much impressed by this machine, that he asked his chess-trader to give him several computers in loan so he could test them extensively.

By publishing these tests in the chess-magazine "*Rochade*" and later-on in "*Schachcomputer*", a magazine he founded himself, he became well-known among the general chess-public and an authority among the suppliers and traders of chess-computers.

In February 1987 he even opened the first chess-computer museum of Germany. The computers stood neatly in row in the basements of his house and drew many visitors, even school-classes.

Unfortunately, as I learned from Karsten Bauermeister's article (CSS 5/98), Gerhard Piel wanted to sell his collection.

In December 1998, Manfred Vellmer bought the entire collection of chess-computers from Gerhard Piel including the Novag Robot Adversary. This signified the end of the first chess-computer museum in Germany! For that matter, Manfred Vellmer

has presently put up the complete collection of Gerhard Piel for sale.

Robotic Origins

The Novag Robot Adversary was first sold in September 1982 and was manufactured by the Novag firm from Hong Kong under the direction of the founder **Peter Auge**.

In the early eighties the sale of chess-computers knew golden times and for the chess-lovers with more money to spend Peter Auge wanted to introduce a number of top chess-computers.

The showpiece of these computers became the Novag Robot Adversary. The program had been derived from the Mychess program of **David Kittinger** and played on a Zilog-80 processor with a clock speed of 6 Mhz and an internal memory of 32 Kbyte. The playing strength of the Robot was estimated at 1500 Elo.

Most noticeable about the Robot is its grasping-arm that enables it to move the small chess-pieces over the board in a very elegant way.

With a light buzzing sound the arm is steered over the board by special software. The end of the arm holds a small grasping-device that enables it to lift and move the chess-pieces.

The moves of its opponent are registered by means of special magnetic sensor-contacts and the captured pieces are placed on the figure-symbols on the left- and right-hand side of the board.

When a new game has to be set up the Robot can use its arm to one-by-one put back the pieces to their starting positions. Also notable is the fact that it is almost entirely made out of metal.

The control-panel is in front of the computer, nicely concealed by a small metal plate that can be tilted forward when someone wants to play chess with the Robot.

Unobtrusively on the right upper side of the computer there are 12 small red led-lamps, which indicate check and mate, but also have a very different function. We found this out when playing a game...!

Robots at Play!

The Robot has 8 playing and 2 analysis levels. In addition it has a permanent brain, is able to castle, and knows the "*en passant*"

and "draw" rules.

After many hours, its calculation-depth can hit about 14 plies!

The machine has an opening-library of 5500 plies and in addition contains 16 master-games. Its size is 46 x 48 x 25 cm and it weights barely 9 kilos.

Late 1982 it was for sale in the Netherlands for 3250 guilders and extra peripherals were available: you could buy a Novag Chess Printer for 375 guilders and a Novag Quartz Chess Clock for 298 guilders. The clock and the printer could be connected to the Robot, and they were also compatible with other Novag computers like the Savant or the Super Sensor IV.

On the control-panel I found a button saying "emotions". Manfred told me that with this button switched-on, the Robot is able to show real emotions during the game!

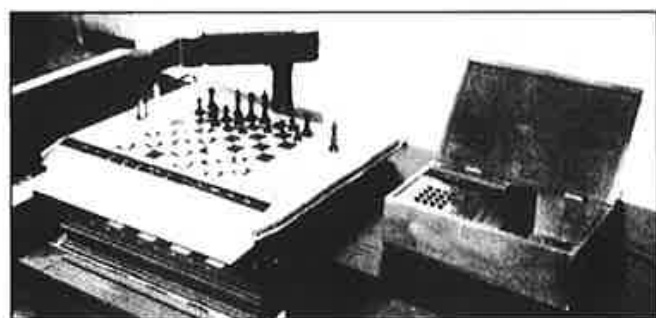
Unbelievable! We had never seen anything like it with a chess-computer nor with the present-day modern chess-programs!

Naturally, Hein and I did not want to miss the chance to play a game against this particular Robot using another historical chess computer.

In order to demonstrate the emotions to full advantage, we chose from Manfred's extensive collection a really antique chess computer, which the Robot should not have too much difficulty with.

So its opponent became the 1979 **Boris Master** of the Applied Concepts firm. Boris had not been named after the former world chess-champion, but is short for Basic Operation Recreational and Instructional Systems.

Boris Master sits in a nice wooden box and the program is derived from the Chess 4.x program, written by three students of Northwestern University at Evanston, Illinois in the USA. These students were David Slate, Larry Atkin and Keith Gorlen.



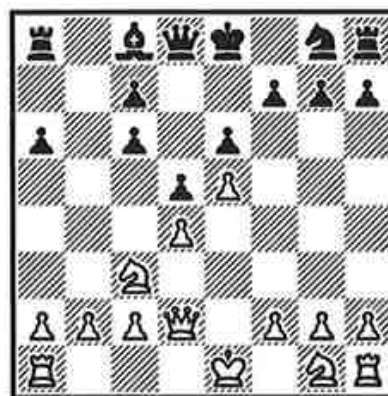
Novag Robot -Boris Master

Queen's pawn game

1. **d4 e6** 2. **e4 ♖b4+** 3. **♗d2 ♗×d2+** 4. **♞×d2 ♝c6**

4...d5 is stronger

5. **♝c3 d5** 6. **♗b5 a6** 7. **♗×c6+ b×c6** 8. **e5**
Better is 8. Nf3



8...g5?

A terrible move. Indicated was 8...Ne7
9. Nf3 a5 10. 0-0-0 Ba6 11. Na4 0-0 12. Nc5 a4.

9. 0-0-0

It was quite a job for the Robot to carry out the castling on the queen's side.

His arm swished over the entire board and at first did not get a good grip on the white king, so he made a second attempt! This time he was successful and next had to move the rook from a1 to d1. An extraordinary sight!

9...♗b8 10. ♝ge2 ♗d7 11. ♞d3?!

Certainly not a very elegant solution. Moves like 11. f4 or 11. Na4 are better.

11...♗b6

The pawn apparently needs to be covered.

12. f4 g×f4 13. ♞f3 h5?

The first generation chess-computers still needs to learn a lot.

Much stronger is 13...Ne7 14. Nxf4 Nf5 15. g4 Nh4 16. Qe3 Rg8 17. h3 Ng6 and it is not far from even.

14. ♝×f4 h4?!

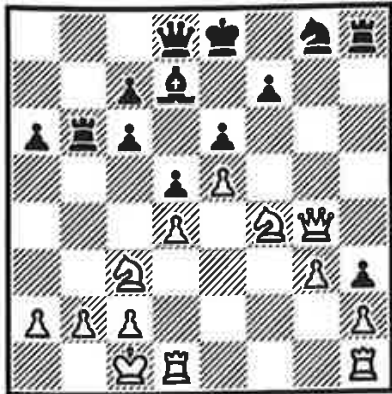
Preferred is 14...Qg5 15. Na4 Rb5 16. Nc5 Bc8.

15. g3 h3

Boris hasn't noticed anything to worry

him, yet and keeps on making wayward moves.

16. ♖g4



16...f5?

An enormous blunder. White gains a clear winning position. Boris should have defended with 16...Ne7 17. Qg7 Rg8 18. Qh7 Rf8 19. Qxh3 Nf5 20. Kb1 Qb8 21. Na4 Rb4.

17. ♖g7 ♜h6

The Robot sees and smells that he is going to win material. His emotions really start getting to him now!

With a loud siren and tooting, he excitedly communicates that he is in a better position. The led-lamps we thought were used only to indicate check and mate, now start to blink wildly. His robot-arm swings an extra couple of times over the board and almost tips the hostile king over. Woderful!

18. ♖xg8+ ♕e7 19. ♖g7+ ♕e8

The Robot starts tooting again and also has a number of other variations in his loud emotions.

I was afraid he might end up in smoke, but luckily this did not happen.

And what of Boris?! He proved to be a lot less emotional than the Robot, but did ask "May I Cheat?" by way of a rolling text on his display!

20. ♖xh6 ♖e7 21. ♖xh3

Victory can no longer escape white, but in this case the following alternative would have been stronger 21. Ng6 Kd8 22. Nxe7 Kxe7 23. Qg5+ Ke8.

21...♕d8 22. ♖h4

There is no escape...!

22...c5 23. dxc5 ♜b8 24. ♖xe7+ ♕xe7 and black gave up.

The number of Novag Robot Adversaries made totals about 2000.

The very complicated technical design, the susceptibility to technical trouble and the fairly high price made Peter Auge and his associates decide to end production prematurely and unfortunately there never again appeared a Robot with a real grasping-arm on the market after this.

This Robot should be in a museum.

One thing which struck me during the ninth World Computer Chess Championship, when it took place two years ago in the Heinz Nixdorf MuseumsForum at Paderborn (Germany), was that this biggest computer-museum in the world did not even have a tiny place for the most beautiful antique chess-computers ever made.

And amongst all of the ancients, the Robot should have the place of honour.

I asked Manfred if he would like to start a chess-computer museum, just as Gerhard Piel had in the old days. He said he might reconsider this in another twenty years.

We'll just have to wait, but it would be a shame if these beautiful pieces of art would be lost eventually. At least in the Netherlands we still have our collector Hein Veldhuis who in future might be persuaded to set up a real chess-computer museum.



Rob van Son, 27 March 2001

A VERY STRANGE DRAW!

Terry Lane sent me the following - a very strange draw, and I half-apologise to the Rebel team for including it!

As readers will see, it's not a reflection on the TIGER engine, but shows just how careful we have to be with our Opening Book work!

No doubt someone will dig a debatable Hiarc's opening out for the next *SelSearch* issue, but I can't promise to print that!



Novag Super Forte C - Chess Tiger 13

[B14]. G/60, Tiger on a fast PC (though that makes no difference!)

1.c4 c6 2.e4 d5 3.exd5 cxd5 4.d4 ♖f6
5.♗c3 g6 6.cxd5 ♗xd5 7.♞b3 ♗b6 8.d5
♙g7 9.♙e3 0-0 10.♙d1 ♗a6



There's nothing at all amiss up to here - it's not the most popular line of current GM theory, but it's been played!

11.♙e2

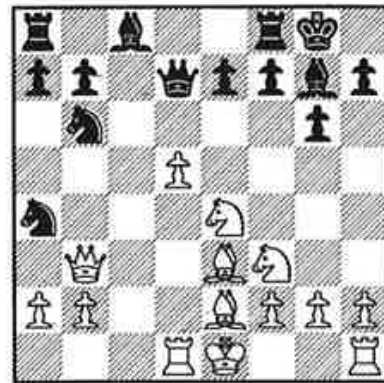
11.♙xa6 bxa6 12.♗ge2 is the main line.

11.♗f3 ♞d6 12.♙e2 is in the Tiger book, but the move played puts it (temporarily) out of book

11...♞d6 12.♗f3 ♗c5

Played instantly... back in book! But if you look at my note to 11.♙e2, you'll quickly realise that the Tiger book has transposed back into its given theory! In fact this is its only line, so everything Tiger is doing now is forced on it.

13.♞b5 ♗ca4 14.♗e4 ♞d7 15.♞b3



15...♗xb2

Invited to analyse GT considers ♞c7 and, after 16.0-0 ♙f5, shows B+6. In fact Schulz-Miles reached this position in 1983! White played 17.♙c1 and lost!

16.♗c5!

Best - well done Super Forte! This is also the Tiger book move and much better than the tempting 16.♙d2?! when, after ♗2a4, GT shows B+62

16...♞f5

Still GT book. Interestingly 16...♞e8 is Shredder5's choice, showing Black just ahead (+28), then 17.♙b5 ♗d7, and S5 now has B+6.

17.♙d2 ♞b1+

Still in Tiger book, deliberately pointing it to the draw it seems! Must a draw be taken in this whole line... if so, why's it there? Shredder5 quickly chooses ♞b1+ in its search and has a 0 eval. expecting 3-fold draw. Given a choice GT1.0 would try 17...♗6c4, as would Hiarc's. They both think this leaves Black with a small advantage: GT is only B+6, H67 has B+31. After 18.♙xc4 Shredder however has W+68! If 18...♞b1+ 19.♙d1 ♞xd1+ 20.♞xd1 ♗xd1 21.♗xd1, and S5 has W+84, GT now says now W+30, and Hiarc's (bless it) still supports Black with B+40. Obviously they disagree on the material values for rook, knight and pawn relationships!

18.♙d1

Suddenly the book ends, and Tiger must make a move of its own!. It instantly knows it has nowhere to head but for a draw. A strange line, giving the elderly Novag machine a big feather in its cap, overcoming a 640 Elo gap for the draw!

18...♞f5 19.♙d2 ♞b1+ 20.♙d1 ♞f5 ½-½

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 300MHz, 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 PentiumPro2/300 = 0

Quad Pent3/500	100	Dual Pent3/500	60
Pentium3-K7/750	50	Pentium3-K7/500	30
Pent K6-Pro2-Celrn/300	0	Pent Pro2-MMX-K6/233	-20
Pent/150	-60	Pent/100	-100
486DX4/100	-140	PentDX2/66	-160
486DX-SX/33	-220	386DX/33	-300

RATING LIST (c) Eric Hallsworth. PC Progs		SelSearch94		Jun 2001	
BCF Computer	Elo	+/-	Games	Pos	Human/Games
257 DEEP FRITZ PPRO-PC	2662	19	569	1	2592 10
254 SHREDDER5 PPRO-PC	2637	43	112	2	
254 GAMBIT TIGER1.0 PPRO-PC	2634	24	374	3	
254 FRITZ6A PPRO-PC	2632	11	1748	4	2527 25
251 REBEL TIGER12 PPRO-PC	2609	15	902	5	
250 JUNIOR6A PPRO-PC	2605	11	1555	6	2551 22
248 HIARCS732 PPRO-PC	2590	10	1788	7	2538 9
248 NIMZ08 PPRO-PC	2586	18	654	8	
247 SHREDDER4 PPRO-PC	2577	17	717	9	2530 15
246 HIARCS7.1 PPRO-PC	2575	12	1442	10	
246 NIMZ0732 PPRO-PC	2569	13	1154	11	
245 GANDALF432 PPRO-PC	2567	16	813	12	
245 FRITZ532 PPRO-PC	2565	12	1447	13	
244 CHESSMASTER 6/7000 PPRO-PC	2554	24	348	14	2524 22
244 FRITZ516 PPRO-PC	2554	12	1281	15	2443 6
243 REBEL CENTURY3.0 PPRO-PC	2548	25	344	16	2585 6
243 NIMZ098 PPRO-PC	2547	12	1307	17	2405 10
243 SOS PPRO-PC	2545	17	740	18	
242 JUNIOR5 PPRO-PC	2543	12	1497	19	
241 NIMZ099A PPRO-PC	2529	14	1026	20	
241 REBEL CENTURY1.2 PPRO-PC	2529	21	458	21	2522 43
241 HIARCS6 PPRO-PC	2528	13	1167	22	2522 24
240 GOLIATH LIGHT PPRO-PC	2524	18	624	23	
240 REBEL-10 PPRO-PC	2520	25	329	24	2528 17
239 REBEL9 PPRO-PC	2519	14	1059	25	2607 14
239 REBEL8 PPRO-PC	2514	20	538	26	
238 MCHES PRO7 PPRO-PC	2508	14	1066	27	2530 1
238 MCHES PRO6 PPRO-PC	2507	17	699	28	2474 12
238 CHESS GENIUS5 PPRO-PC	2505	13	1192	29	2389 6
237 MCHES PRO8 PPRO-PC	2501	14	1006	30	
237 SHREDDER3 PPRO-PC	2501	34	177	31	2641 2
236 SHREDDER2 PPRO-PC	2495	15	875	32	2148 6
234 GANDALF3 PPRO-PC	2473	27	278	33	
231 HIARCS6 PENT-PC	2455	11	1680	34	2540 2
231 JUNIOR4.6 PPRO-PC	2454	43	115	35	
231 FRITZ5.16 PENT-PC	2452	35	170	36	
231 HIARCS5 PENT-PC	2452	19	585	37	
230 KALLISTO2 PPRO-PC	2447	22	412	38	
230 REBEL8 PENT-PC	2445	10	2106	39	
230 REBEL9 PENT-PC	2440	16	805	40	
228 CHESS GENIUS5 PENT-PC	2430	11	1567	41	
228 CHESS GENIUS3 PENT-PC	2427	14	1028	42	2658 10
228 CHESS GENIUS4 PENT-PC	2424	13	1199	43	2387 16
227 HIARCS4 PENT-PC	2418	14	1008	44	2348 6
227 REBEL7 PENT-PC	2418	14	1082	45	2242 11
227 MCHES PRO6 PENT-PC	2416	11	1721	46	2316 4
227 REBEL6 PENT-PC	2416	19	594	47	2403 6
226 MCHES PRO5 PENT-PC	2412	15	925	48	2423 19
225 CHESSMASTER 5/5500 PENT-PC	2407	24	347	49	2401 13
225 NIMZ03.5 PENT-PC	2401	15	961	50	2426 6

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth. SelfSearch94 Jun 2001					
BCF Computer	Elo	+/-	Games	Pos	Human/Games
221 TASC R30-1995	2370	16	768	1	2276 18
217 MEPH LONDON 68030	2339	35	175	2	2272 6
215 TASC R30-1993	2320	12	1346	3	2336 66
214 MEPH GENIUS2 68030	2316	18	657	4	2308 23
213 MEPH LONDON PRO 68020/24	2310	67	47	5	
210 MEPH LYON 68030	2295	15	869	6	2392 51
210 MEPH RISC2 1MB	2284	21	480	7	2237 6
209 MEPH PORTROSE 68030	2277	20	505	8	2340 82
208 MEPH BERLIN PRO 68020/24	2264	13	1222	9	2217 29
207 MEPH VANCOUVER 68030	2262	18	656	10	2347 54
207 KASP RISC 2500-512K	2258	25	338	11	2384 10
206 MEPH LYON-VANC 68020/20	2254	27	286	12	2327 10
205 MEPH RISC1 1MB	2247	9	2556	13	2232 95
204 KASPPOV SPARC/20	2239	14	1077	14	2251 24
203 MEPH MONTREUX	2231	16	821	15	2288 54
203 MEPH ATLANTA-MAGELLAN	2229	17	718	16	2288 6
201 MEPH LONDON 68020/12	2215	77	36	17	2040 4
201 KASP RISC 2500-128K	2214	9	2637	18	2270 67
199 FID ELITE 68040-V10	2195	53	75	19	2215 21
198 MEPH VANCOUVER 68020/12	2184	9	2318	20	2121 33
197 MEPH LYON 68020/12	2177	8	329	21	2246 92
195 MEPH LONDON 68000	2162	69	45	22	
194 MEPH PORTROSE 68020	2157	19	1833	23	2237 198
193 NOV SAPPHIRE2-DIAMOND2	2150	10	566	24	
193 FID ELITE 68030-V9	2145	15	899	25	2169 13
193 MEPH BERLIN 68000	2144	12	1321	26	2221 25
191 MEPH VANCOUVER 68000	2135	12	1358	27	2126 23
191 MEPH LYON 68000	2132	11	1674	28	2083 33
191 MEPH ALMERIA 68020	2129	14	1012	29	2156 241
189 NOV SAPPHIRE1-DIAMOND1	2115	12	1353	30	2152 77
189 MEPH MILANO PRO-SENATOR	2115	20	514	31	2169 10
187 MEPH PORTROSE 68000	2103	11	1613	32	2111 25
187 FID MACH4-DES2325 68020-V7	2097	9	2273	33	1988 2
184 FID ELITE 2*68000-V5	2077	26	312	34	2080 54
182 MEPH POLGAR/10	2062	18	632	35	2033 73
182 MEPH ROMA 68020	2057	14	1075	36	2069 197
182 MEPH DALLAS 68020	2057	14	971	37	2182 42
181 KASPPOV BRUTE FORCE	2053	14	1070	38	2182 42
179 MEPH ALMERIA 68000	2039	14	1017	39	2093 31
179 NOVAG SCORP10-DIABLO	2033	10	2063	40	2122 138
177 KASP PRESIDENT-1MB6-COUGAR	2019	16	822	41	2072 65
176 MEPH NIGEL SHORT	2012	25	322	42	2136 5
175 FID MACH3-DES2265 68000-V2	2006	6	5527	43	2105 230
175 NOV EMERALDCCLASS-AMBER	2003	60	60	44	
175 MEPH DALLAS 68000	2001	11	1526	45	1959 65
174 MEPH HMS/5	1992	11	1764	46	1850 17
173 MEPH POLGAR/5	1991	8	2827	47	2076 17
173 NOV SUPER FORTE-EXP C/6	1990	8	2861	48	2000 24
173 MEPH MILANO	1989	13	1133	49	2063 13

173 MEPH MONDIAL 68000XL	1986	15	852	50	2049 77
173 NOVAG JADEZ-ZIRCON2	1985	41	128	51	2032 48
172 MEPH MONTREAL-ROMA 68000	1977	9	2514	52	1968 56
171 MEPH AMSTERDAM	1970	9	2253	53	2054 182
170 MEPH ACADEMY/5	1966	9	2385	54	2023 111
169 FID MACH2B	1955	27	276	55	1960 25
169 NOV SUPER FORTE-EXP B/6	1954	12	1439	56	2005 93
168 MEPH MEGA/5	1950	8	2707	57	2005 197
168 KASPPOV MAESTRO D/10	1945	12	1303	58	1923 127
167 FID MACH2C	1943	9	2611	59	2059 127
166 KASP 6X2000-BARRACUDA	1933	15	913	60	1830 30
166 MEPH MODENA	1932	16	780	61	
166 MEPH HMS/5	1929	8	2703	62	2006 97
165 FID TRAVELMASTER	1921	19	557	63	1917 83
164 NOVAG RUBY-EMERALD	1919	17	723	64	1981 48
164 NOV SUPER FORTE-EXP A/6	1915	12	1402	65	2021 176
164 KASPPOV MAESTRO C/8	1914	27	295	66	1999 98
164 MEPH SUPERMOND2-COLLEGE-MCARLO4	1914	27	284	67	2074 8
163 FID MACH2A	1909	26	310	68	1912 35
162 MEPH MONTE CARLO	1901	28	200	69	2046 10
162 CONCH PLY-VICTORIA/A/5.5	1900	16	801	70	1861 22
162 CXG SPHINX/4	1899	9	2993	71	1943 155
161 KASP TRAVEL CHAMPION	1897	32	211	72	1862 22
161 KASP TURBOKING2	1891	14	982	73	
160 NOV EXPERT/6	1885	32	206	74	2026 22
159 FID CLUB B	1873	12	1309	75	1827 18
158 NOV EXPERT/5	1869	26	305	76	2012 68
158 NOV SUPER FORTE-EXP A/5	1865	11	1530	77	1800 38
157 FID PAR E-ELITE+DES2100	1861	9	2486	78	1916 220
157 NOV FORTE B	1859	10	1836	79	1953 236
157 FID AVANT GARDE/5	1856	11	1670	80	1852 80
157 MEPH REBELL	1856	9	2203	81	1940 69
156 NOV FORTE A	1848	9	2202	82	1908 143
155 FID CLUB A	1846	31	224	83	1767 6
155 KASP STRATOS-CORONA	1843	10	2089	84	1890 48
154 KASPPOV MAESTRO A/6	1839	15	927	85	1864 131
154 MEPH SUPERMONDIAL1	1838	11	1571	86	1990 6
154 KASP TURBOKING1	1834	24	355	87	1900 61
154 CONCHESS/6	1833	45	104	88	2017 8
154 CONCH PLYMATE/5.5	1833	9	2201	89	1923 55
153 KASP SIMULTANO	1827	13	1115	90	1824 36
153 NOV EXPERT/4	1824	14	1020	91	1960 43
152 SCI TURBO KASPPOV/4	1821	21	478	92	1933 64
152 FID EXCELLENCE/4	1820	11	1669	93	
151 CONCH PLYMATE/4	1815	24	372	94	2007 6
150 FID ELITE C	1806	35	176	95	1869 11
150 FID ELEGANCE	1800	17	1360	96	1852 40
149 SCI TURBOSTAR 432	1793	12	700	97	1872 67
149 MEPHISTO HM2	1793	17	745	98	1776 8
148 FID EXCELLENCE-DES2000	1787	11	1555	99	1828 57
146 CONCHESS/4	1771	20	511	100	1875 28