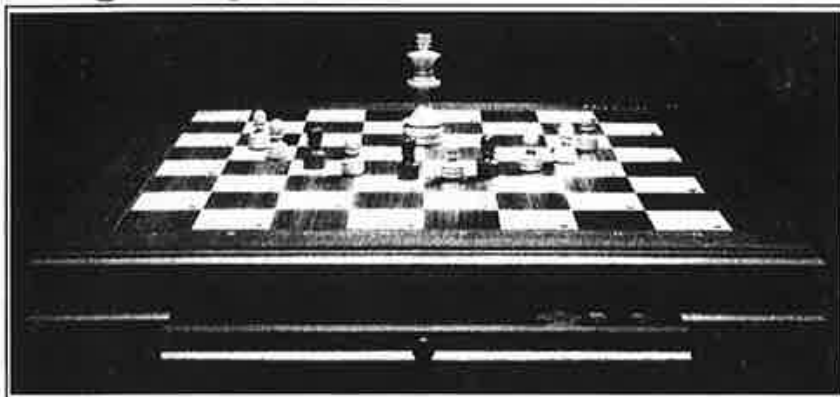


SELECTIVE SEARCH 95

THE COMPUTER CHESS MAGAZINE

Est. 1985
Aug-Sep 2001

Editor: Eric Hallsworth
£3.75



Kiselev 2451 v Shredder532
Beaumont 2290 v Fritz6
Banikas 2535 v Deep Junior7
Adams + Leko v Pocket Fritz
Tiger in Argentina 2467 event
Next: Kramnik v Deep Fritz

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

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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 '2100' program. Multiple levels + info display and coach system
<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 - The Morsch '2000' prog. Compact board, display etc. This is great value!
CENTURION £79 - Barracuda '2000' program in slightly larger board, and value-for-money buy
COUGAR £99! - the Cosmos '2100' program + features in 16"x11" board; good info display.
<i>Novag</i>
AGATE PLUS £69 - good hobby computer
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 CB7/8. Great graphics, big databases+opening books, printing, max features.
FRITZ 6 £39 - by Franz Morsch. Extra chess knowledge for top Strength - a beautiful program! Plus superb <i>new</i> Interface, terrific Graphics, and also has excellent hobby levels and teaching features.

DEEP FRITZ £74 - updated Fritz6 - intended for dual & quad processors, but gives a little extra strength on top Pentium machines as well

TIGER £39 - by Christophe Theron. Features for play, analysis, printing etc. as Fritz6 - latest Interface. **Tiger14.0** is very strong and reliable in all aspects of the game, while **Gambit2.0** plays some amazing, attacking chess - possibly the new no.1! A great chess CD!

SHREDDER 532 (current World Champ) £39. The Stefan Meyer-Kahlen program in latest ChessBase Interface + Feature-packed format is knowledge-based and plays great, stylish chess. Especially good for quality analysis.

JUNIOR 7 £39 - top Features, latest Chess-Base Interface etc. Strong, good positional chess but aggressive with fast tactics!

DEEP JUNIOR 7 £74 - the dual & quad processor version of Junior 7.

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

NIMZO 8 £39 - by Donniger. 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 - Century3 is crammed with chess knowledge and about as human-like as you can get - and the CD is packed with analytical features, openings books & encyclopedia, plus big games database, EOC for opening study, and other goodies!

HIARCS7 - for PC and MAC! - **£49**

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

■ PC DATABASES on CD ■

CHESSBASE 8.0 for Windows £99 !!

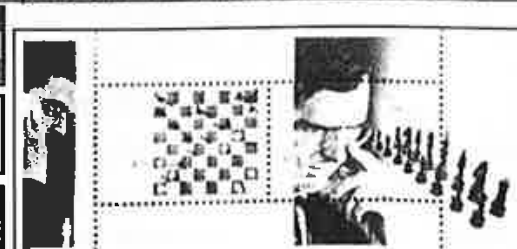
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NEWS & RESULTS - *KEEPING YOU RIGHT UP-TO-DATE IN THE COMPUTER CHESS WORLD!*

First... many thanks for all the kind comments received re *Selective Search 94*. Quite a few folk thought it was the best Issue ever!... quite a compliment with the Magazine in its 16th year!

CSVN International TOURNY, Leiden, May 18-20, 2001

The time control was G/90, but I have no details of the processors. As the Table shows, it was a **joint** runaway victory for 2 programs, both a long way ahead of the rest of the field.

Fritz6 and **GambitTiger2** each won their first 2 games, but Gambit 'only' drew with **Diep** in round 3, so Fritz went a ½ point ahead.

However Gambit beat Fritz in the next round and, as both won in rounds 5 and 6, the scores were **Gambit** 5½/6, **Fritz** 5, **Diep** 4½ and already the rest - including **The King** and **SOS** - nowhere.

But **SOS** asserted itself in round 7 by drawing with **Tiger**, whilst **Fritz** beat **Diep**. The leaders were back to level again and, unsurprisingly the way both were playing, they both won their final 2 games, so leaving us with a strange-looking final Table:

1=	Fritz, Gambit Tiger2.0	8/9
		7½
		7
		6½
		6
3=	Diep, Yace	5½
5=	The King, Patzer, Insomniac SOS, Tao, GoliathChessX	5
11=	IsiChess, Ant, SpiderGirl	4½
14=	Quark, Goldbar	4
16=	Xinix, MAT(h)!, Cruz	3½
		3
		2½
		2
		1½
19	31337/Celes	1

Alex SHALEY plays HIARCS and SHREDDER against Russian I.M!

Alex Shaley has been e-mailing me from Russia about PC performances and processors and other connected issues.

He has recently had the opportunity to play a pair of **10 game matches** with **Hiarcs732** and **Shredder5** against Russian I.M **Gennady Kiselev** (2451 Elo).

The time control was 40/2½hrs with 20/1hr for subsequent controls. Alex had the programs playing on his Compaq P3/900, so the expectancy according to *S/S* ratings would be for both to win!

	Score	Prog Perf on P/900	SS94 P/300 rating
Kiselev - Shredder5	1½-8½	2731	2637
Kiselev - Hiarcs732	6½-3½	2331	2590

Kiselev commented afterwards that he thought '*playing against Shredder was like his actual rival was Kramnik... so sophisticated was the program's endgame play!*'



There's no arguing with the **Shredder** result, it is quite outstanding and confirms programmer **Stefan Meyer-Kahlen's** view in that he believed it would be even better against strong humans than against computer opposition. Even allowing for the difference between P/300 and P/900 it has performed above our rating expectancy - reminding us of what a great pity it is that the computer World Champion isn't playing **Kramnik** in October!

•On that point I must digress briefly! I was amused to read the article by Raymond Keene (one of the BrainGame's team of organisers behind the controversial Deep Fritz-Deep Junior play-off match) in his week-end chess column for the *Sunday Times*. There he announced that '*Deep Junior, from Israel, had earned the right to face Kramnik in an eight game match in October, by winning a qualification match against Fritz, Germany's rival program*'. I guess dear old Ray must have switched off when DJ was winning 5-0, and still doesn't know that FRITZ won the match!

The **Hiarcs-Kiselev** result is a disappointment for **Mark Uniacke** and me, of course. But Hiarcs732 has been out for rather a long time now, so its strengths and weaknesses are known, as are the preferences of its opening book (which has also fallen out-of-date in one or two popular lines of course).

There's another factor which probably comes into it, and which has been discussed in the magazine before. That is the speed of the search as it goes through successive plies! It's probably over a year ago since I produced some figures on this in a major article, and folk who saw it certainly won't want to go through it all again! But in brief, most programs all whistle through the first 5 or 6 plies very quickly and equally, but thereafter if Program A takes 2.5x to go through successive plies (which is about the best anyone has achieved so far), Program B takes 3x and Program C takes 3.5x, you end up with something like the following:

	ply6	ply7	ply8	ply9	ply10	ply11	ply12
ProgramA	1	2.5	6	15	40	100	250
ProgramB	1	3	9	27	81	243	729
ProgramC	1	3.5	12	42	150	525	1840

Clearly the deeper the search goes, the better ProgramA is going to perform in terms of search time. In fact the difference tends to be greater than I have shown - and it's already pretty big at ply12 as can be seen! - even the 2.5x searcher will slow down a little as hash tables fill up and extensions get deeper and deeper, so it will probably be doing a 3x search after 2 or 3 minutes. But the

3.5x searcher will almost certainly slow down even more and may well be doing a 4.5x search at the 2 or 3 minute mark!

Suppose ProgramC is playing in a 40/2 game and reaches the end of a search in ply 10 at 4mins. It really wants to play its move now, but the evaluation has dropped, so it decides to search another ply! The probability is that this will take it at least 14mins and maybe 18mins to complete. Of course if it finds a better move, all well and good... but even so there's going to be time pressure later every time something like this happens.

On the other hand, if ProgramA needs to contemplate an extra ply of search in similar circumstances - and the prospect is that it will have reached ply12 rather than ply10 anyway - completion of the 13ply search should be done in around 10-12 minutes maximum. The value of speed through the plies is clear to see and, the faster processors get, the more examples of this lengthening ply time-ratio scenario will be seen.

Of course it must be recognised that programs with extra knowledge will always go through the search slower - that's the price you have to pay in a knowledge-emphasis program, and for these it becomes even more necessary that the programmer tune the search to the very best he can!

A few years ago we talked of computers taking 6x to go through successive plies, and I can remember Mark Uniacke and I working very hard on the Hiarcs search as we realised that some of the competition was starting to reduce this figure and we weren't!

Incidentally both **Shredder 4** and **5** have always been particularly good at this, and very recently one of the major improvements in the latest Ed Schroder **Rebel Century** program is that Ed has tackled this same issue and considerably improved the Century3's ply-search time ratio.

So Mark Uniacke and I have also been making a 2nd. major effort on it for the new Hiarcs8. Although Hiarcs7 was *much* better than, say, Hiarcs4, we definitely needed to look at it again as our ply-time ratio was still too high for our liking. Also we have occasionally seen the program getting

bogged down in a search where plenty of tactical extensions were required, to the extent that on one occasion in a 40/2 game, a single move took just over 40mins! When you find such things in a program, you wonder how it can achieve the many excellent performances it does... but of course it doesn't happen all of the time, it's just an 'occasional' problem!

So, back to the **Hiarcs732-Kiselev** result (at last). I can well believe that, particularly at 40/2½hrs on a P3/900, Hiarcs will have done some pretty over-long searching in some of the games which probably didn't help. Hopefully everyone will see Hiarcs832 handle such situations (and many other things!) much, much better!

NEW PRODUCT!

I mentioned in the last issue that ChessBase were due to bring out their own **Shredder532**, and that has of course now happened. The price is £39.95. It will be especially interesting to see how Shredder fares within the ChessBase interface... although we don't include engine-engine testing in the rating list, it will nevertheless give us easier opportunities to compare it alongside Fritz, Tiger, Junior, Hiarcs & co!

The **Shredder** program is also planned as **Pocket Fritz**, to run on **Pocket PC's** running the Windows CE operating system. Don't ask me why it won't be called Pocket Shredder, I don't know!

The program will only cost around £49 I expect (maybe less?) but don't forget that purchasers will need something like a Compaq iPAC, Casio's Cassiopeia or the HP Jornada running Windows CE3.0, and a PC to download the program to their Pocket PC. The Pocket PC's generally seem to have 133-200MHz processors, so the performance should be pretty good!

I gather that Pocket Fritz will be playing 2 games (matches?) against Peter **Leko** and Michael **Adams** before its launch, possibly in late July. If I get more news on this, I'll squeeze it in somewhere!



Also there is a new **Junior7** from the same company now available, again £39.95. This is considered to be a well-worthwhile improvement over Junior6, retaining its interesting positional playing style but more adventurously than its predecessor.

On their internet pages the **Rebel** company have announced they will be bringing out the **Gandalf** program in a new version **5**, using the Tiger interface. Due 'later this year', it should be worth looking out for!

If there was nothing else to recommend it, the very name Gandalf is an excellent choice, following the name of the wizard in Tolkien's *Lord of the Rings*. The program is written by Denmark's **Steen Suurballe** and already has a good reputation in its version **432** for its positional playing style combined with a good awareness for king attacks.

GAMBIT Tiger v Chess TIGER!

I showed my engine-engine scores in the last issue (Tiger14 won 24-22 at G/15+5 on my P/700), but commented that most people have been testing the Gambit1+2 versions... for the sheer fun!

It's beginning to look as if the **Gambit2** version may have the edge in strength as well as playing-pleasure! Here's a gathering of results and ratings from various sources:

Graham White

		G/6+1	G/10+1
Gambit Tiger2	Fritz6	10½-5½	9-6
Gambit Tiger2	Nimzo732	8-4	5-5
Gambit Tiger2	Hiarcs732	11-3	7½-3½
Gambit Tiger2	Junior6	13-1 !	7½-½ !

The G/6+1 matches were played first, and the G/10+1 matches have just got underway. As Graham points out, '*already Gambit is not dominating to the same degree with the slight longer time control!*'

I certainly agree... I think the **Tigers** are probably already the no.1 programs at Blitz, where some of their results are almost staggering (e.g. the total score 20½-1½ over Junior6 above!). But at G/30, and especially from G/60 to 40/2, they come back nearer to earth a little!

SSDF Top Ratings

The *SSDF*, as I'm sure most readers know, only test at the 40/2 time control (*Selective Search* tests at times from G/60 to 40/2). Also the level of their list is set for the P2/450.

1	Deep Fritz	2653
2	Gambit Tiger2	2650
3	Chess Tiger14	2632
4	Fritz6	2623
5	Junior6	2596
6	Chess Tiger12	2576
7	Fritz532	2551
8	Nimzo732	2550
9	Nimzo8	2542
10	Junior5	2534
11	Gandalf432f	2531
12	Hiarcs732	2525

Interestingly the *SSDF*, like me, have had no rating for any **ChessMaster** version since the 6000 which, calculated on a weaker processor at 2473, would equate to 2533 on the above list (i.e. 11th. place). I believe **ChessMaster 7000** used the same engine, so is therefore also 2533 *SSDF*.

However they have now played 191 games with **ChessMaster 8000**, and it grades at just 2502! There were tales from individual contributors on the Internet chess computer pages bemoaning a drop in strength for the newest version, and the *SSDF* figures confirm that, though statistically there is room for it to move either up or down by 50 points as yet. We'll see.

Frank Quisinsky

G/60 Matches on 2 x P3/1000

	Gambit Tiger2 agg	Chess Tiger14
Deep Shredder	4-6	4-6
Fritz6b	2½-7½	2½-7½
Junior6a	1½-8½	4½-5½
Nimzo8	3½-6½	4½-5½
Gandalf432h	4½-5½	5-5
CometB32	1-9	1½-8½
	GT2 gets 43/60	CT14 gets 38/60

You don't really need me to remark that the **GambitTiger2** results in that list are pretty amazing - and not much sign there of a

'falling off' at slower time controls! But also, didn't **Gandalf** do well!?

ChessBits Top Ratings

Germany's *ChessBits* magazine continues to thrive and offers what looks to be an interesting website at:

■ <http://mitglied.tripod.de/ChessBits/news.htm> though almost all in German of course! For news in English you can't do better than use the *GambitSoft* site at:

■ <http://www.gambitsoft.net/news.htm>

Here are the top ratings from the *ChessBits* site, as they stood in June:

1	Chess Tiger14	2780
2	Deep Fritz dual-proc	2754
3	Gambit Tiger2	2750
4	Gambit Tiger2 agg	2731
5	Gambit Tiger1	2728
6	Deep Shredder dual-proc	2722
7	Deep Junior dual-proc	2716
8	Deep Fritz one-proc	2713
9	Chess Tiger13	2708
10	Shredder5	2700
11	Fritz6	2690
12	Chess Tiger12	2670
13	Rebel Century3	2663
14=	Junior6	2655
	Hiarcs732	2655
16	Shredder4	2651
17	Fritz532	2642
18	Junior5	2639
19	Genius3	2630
20	Gandalf432h	2626

I should tell you that there is plenty of testing done at Blitz time controls included in the *ChessBits* rating list, so their order is a little bit different to mine and the *SSDF* (which are usually reasonably close in that respect).

I'd guess that also the frequent use of Blitz levels has caused this list to be set so much higher than (again) mine and the *SSDF*'s. For example **DeepFritz** shows at 2653 *SSDF*, and 2651 *SelSearch* as I write, but is a very high 2754 above, a figure which could only really be a Blitz rating and

would be a little debatable even then!

But if you ignore the difficulties in comparing the level of the figures, the *ChessBits* list still makes interesting reading. They at least agree with my early view in placing the standard Tiger14 just above Gambit2, and that of course on calculated ratings not just personal opinion! What is obviously consistent throughout is everyone's high positioning of **Christophe Theron's** fine program!

Harald FABER

Finally **Harald Faber** has recently started a web site, on which the topics include Motorbiking, Table Tennis and Chess.

His **Tiger** results at 40/120 + G/60 include the following (but note that Tiger is on an Athlon/600 and its opponents are on an Athlon/500):

	Gambit Tiger2 agg	Chess Tiger14
Shredder4		3½-6½
Shredder5	10½-19½	12-18
MChessPro8		2½-7½
Hiarcs732		4½-5½
Junior6a		5½-4½ !
Nimzo8		4-6

Seeing Harald's very different score between ChessTiger v Junior, as compared to Graham's GambitTiger v Junior, prompted me to play an engine-engine match between them. My scores:

G/25+5	K6/300	P2/700
GambitTiger2 - Junior6	26½-13½	11-9

As readers I'm sure know, the problem with engine-engine testing is that the program's can't think in opponent's time - a vital part of their armoury if they have a high anticipation success rate! It would be better to test with one program on the K6/300 and the other on the P2/700 if one could find a way of equalising the PC's! Help is on the way!

Long-time reader **Gary PRESTON** has produced an **Equaliser** program, which I will test and report on for *SS/96*. It could be sold very cheaply to readers!

Palm GENIUS v Palm TIGER!

Christophe Theron is bringing out a **Tiger**

conversion for the **Palm Pilot** series. Obviously this will compete directly with **Richard Lang's Palm Genius**. Or perhaps not so directly!?

First alpha test results reaching me have Tiger 6½-½ ahead in a G/60 match!!

The usual reminder: you will need a **Palm** computer plus a PC for transferring the program from disc->PC->Palm.

CCT-3 3rd ICC International Computer Chess Tournament

This 8 Round Swiss Tournament was held right at the end of May in the USA, and used a G/45+10secs time control.

Pos	Program	Programmer	Processor	Score
1=	Ferret Deep Fritz	Moreland, USA Morsch, Holl	Quad 450 Dual 1000	6½/8
3=	Hiarcs8Alpha Insomniac SearcherX SOS	Uniacke, Eng Robertson, USA Phillips, Eng! Huber, Germ	1300 1200 1200 Dual 800	5½
7=	PatzerSMP Diep	Pfister, Germ Diepeveen, Holl	Dual 1000 Dual 800	5
9=	Bringer Pharaon (ZChs) Crafty Gnuchess5 Deep Shredder Yace ChesterX	Reubold, Germ Zibi, France Hyatt, USA Cracraft, USA Meyr-Kahlen, Ger Burssner, Germ Timson, USA	1300 1300 Quad 700 800 Dual 800 1100 1200	4 ½
16=	Post Modernit ShrikeX Tinker	Williams, Eng! Newman, USA Richardson, USA	1200 980 733	4
19=	LambChop Chezzz QuarkX Butcher	McKenzie, NZeal Rasmussen, Den Mayer, Germ Kolacz, Pol	1000 464 1100 800	3½
23=	Hossa ArasanX Amateur Sjeng Tristram TerraPi2 AvernoX Monsoon	Jakob, Austria Dart, USA Singleton, USA Pascutto, Begium Swafford, USA Fendrich, Swed Galan, Spain Gasch, USA	900 1300 533 1000 700 300 800 450	3
				2½
				2
31	Armageddon	Sidorowicz, Pol	800	1½
				1
				½
32	Celes	Hutting, Holl	800	0

Bruce Moreland's **Ferret** doesn't appear in Tournament play all that often - though it's a regular on the 'net - but when it does (as in various World Championship and Aegon events), it always does well. Efforts to persuade Bruce to release the program commercially have always failed... so far.

Deep Fritz also did very well, as you'd expect. It beat Ferret in their round 5 encounter, but allowed draws against Bringer, Hiarc and Searcher. Ferret's other dropped ½ point was also against Hiarc.

As for **Hiarc**, we allowed our American operator to choose which opening book he used, as we didn't want to send our latest version (for others to see!). We hoped he'd use either the original Hiarc732 or Fritz general book, but in the end he used a database compilation of his own. It was certainly **big**, but contained some of those very 'interesting but dubious' lines. One such appeared against Bringer which never let go of the advantage it got against us, though in another game we came out of the opening a pawn down for virtually nothing, but somehow managed to turn it into a win. Taking all this into account we were more than pleased with its performance.

Finally, whatever happened to **Deep Shredder**? I've noticed that some of the Deep Shredder results haven't been as good as the standard Shredder5 gets... maybe the multi-processor code conversion isn't quite right? This could be a reason for Meyer-Kahlen having turned to *ChessBase* for a Shredder532 and, eventually a Deep Shredder/Shredder6, as they've clearly got the code working fine in Deep Fritz and Deep Junior!

Frank COLE and Travelmaster

When Frank sent me the **Tasc R30 v Berlin Pro** game which we covered in *SS/93*, he made a comment from which I realised that he had been entering his **Fidelity Travelmaster** in the **Herne Bay Club** Championship! It only plays in a round if there is an odd number of entries, so as to avoid any player the frustration of a bye and a spectator's role for the evening.

Of course I was immediately interested to know how it has been getting on, so we

could compare its performance rating with the one we have in our Rating List!

Frank has kindly sent me the results from its appearances in their year 2000 and 2001 Championships, under a 30/1hr+G/15 time control.

From 7 games, yielding 3 wins, 4 draws and no defeats, it has a grading of **1815 Elo**. This 'below-SS' figure is partly due to the low average rating of its various opponents, but equally 2 draws against 1528 and 1536 Elo opposition didn't help either - those are games it's supposed to win!

Here's one that it did:

Robert Pooley - Fid Travelmaster Herne Bay Club. 30/1

D46: Semi-Slav: 5 e3 Nbd7 6 Bd3, Black avoids the Meran

1.d4 d5 2.♘f3 c6 3.e3 ♘f6 4.c4 e6 5.♘c3 ♘bd7 6.♗d3 ♗d6 7.0-0 0-0 8.♞e1?! *This puts Travelmaster (TM) out of book. It has been played occasionally, but more usual are 8.Qc2 or 8.e4* 8...dxc4 9.♗xc4 b5 10.♗d3 ♗b7!N 10...e5?! 11.♘e4! ♘xe4 12.♗xe4 *was played in Garcia-Echaure, 1992, but White won. So maybe TM's choice is an improvement!* 11.e4 e5 12.♘xe5 ♘xe5 13.dxe5 ♗xe5



14.f4?! *This is enterprising but risky, as Black's bishops are well poised for a strike against the White king. 14.♞c2 was probably a safer option* 14...♗d4+ 15.♘h1 ♞e8? *The computer misses a good chance here, and lets White off the hook. Look at 15...b4! Whether the knight goes to a4 or back to b1, with 16...h5! Black would now have a useful initiative* 16.e5 *Gaining space and equalising* 16...b4 17.♘e4?! ♘xe4 18.♗xe4 ♞b6 19.♞c2 *Threatening Bxh7 of course, but also*

eyeing the backward pawn on c6 19...h6 20.♔d2
♖ad8 21.♖b3



The position is about equal, but each side has threats and the players need to move with caution! 21...♔e5?! A dangerous piece of computer materialism by TM. Of course if 22.fxe5? Rxd2! But can readers see the strong reply which White actually found?! 22.♔g6! ♖c7?! Not best, but what are the alternative? If [A] 22...♖d5 which blocks the attack on f7 and protects the e5-bishop to limit losses, then 23.♖xe5 ♖exe5 24.fxe5 fxg6 Black emerges a pawn up. but White certainly has compensation in the e-pawn and Black's pinned rook. Also note that if 25.e6 the rook is suddenly unpinned, but 25...♖e5 26.e7+ ♔h7 27.♖f7! and White clearly has winning chances. If [B] 22...♖f8 to protect f7, then 23.♖xe5 ♖xd2 and now 24.♖e8! looks strong 23.fxe5? Missing the winning chance. Of course I need to show analysis to justify this comment and my query of Qc7. So it's 23.♖xe5! ♖xe5 24.fxe5 c5 (again if Black aims to equalise material with 24...♖xd2 then White has a terrific response, this time with 25.♖f1! and the multiple attack on f7 will surely win him the game) 25.e6 Now Black can choose between Bxg2+ or Rxd2, but I think White definitely has the winning chances! 23...♖xd2 In fact Black is now winning! 24.♖f1 ♖e7 25.♖xf7 ♖xf7 26.♔xf7+? 26.♖f1 still offered a small chance: 26...♖dd7 27.♖c4 trying to maintain the pressure on f7 and its attendant pin as well as protect the f1-rook. But Black is a full rook ahead and can extricate himself bit-by-bit, perhaps starting with 27...a5 28.b3 ♖de7 whilst White can only stand by and watch 26...♖xf7 27.e6 Threatening mate: exf7 27...♖g6 28.e7+ ♔h7 29.♖f3 ♖e6 30.♖f4 ♖xb2 31.♖c7 ♖e2 32.h3 ♖xe7 33.♖xe7 ♖xe7 34.♖f1 c5 and Black wins easily 0-1

TIGER again

Ooops. Just found that I missed Terry LANE's results from my earlier coverage of the Tiger results. Here they are:

Match	Time Control	Score
GambitTiger2 - Nimzo8	G/5	6-0
GambitTiger2 - Nimzo8	G/10	4-2
GambitTiger2 - Fritz6	G/25	3½-2½

Terry sent me some of the games - a win against Nimzo8 was particularly impressive as Gambit2 was completely outbooked, but managed to follow correct theory for quite some time in its own (Blitz) thinking... and then went on to win as well!

HUMAN V COMPUTER MATCHES

1. Fritz6 v Beaumont

The first 3 games were covered in our last issue, and left Fritz 2½-1½ ahead. The remaining 7 games are covered in this issue.

2. Deep Junior7 v Hrist Banikas

A 4 game match, which took place in June between the now released DJ7 and Greece's top player, is also covered in this issue.

3. Tiger in Argentina!

During late June/early July Chess Tiger on a P3/866 was competing in the Argentine International Tournament alongside 4 GM's and 7 IM's - average Elo 2467, a Category 9 event! Tiger was the early leader, more elsewhere if I can get and process it in time!

4. Pocket Fritz v Adams and Leko

2 short Blitz matches took place after the Ordix Open, which started in late June. Pocket Fritz is, in fact, the full Shredder program (excl. tablebases), and was running on a PocketPC machine at around 200 Mhz. See page 12 for some of the games!

5. Deep Fritz v Dr Robert Hubner

A 6 game match will take place in late July to run alongside the Sparkassen Chess Tournament in Dortmund, where Kramnik, Anand, Adams, Morozevich, Leko and Topalov are playing a Double-Round event.

6. Deep Fritz v Kramnik

This major 8 game match is due to take place in Bahrain in October.

Let's Finish with some CHESS!

Bill Reid is preparing tricky computers positions for us each Issue. We're up to no. 3 this time, but first lets recap on nos. 1 and 2!

Bill Reid- 1. SS93



Black to play, and in big trouble, tried **1...g4!** The choice for White was between **2.Qxa8** and **2.Qxd1**. The computers all (we thought) chose **2.♖xa8??** which runs into **2...♕f3!!**
3.♗a7 ♘d7 4.♔e3 ♙b7 5.♔f4 ♕c7 6.♔xg4 ♘c5 7.♔f5 ♘xa4 8.g4 ♘c3 9.g5 ♘xb5 10.♗xb7+ ♔xb7 11.g6 ♘d6+ 12.♔e6 ♘e8 13.♔f7 a4 14.♔xe8 a3 15.g7 a2 16.g8♗ a1♗ and the game is drawn. Fuller notes were in SS94.

In fact **2.♗xd1** is 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**.

After "complaining" in SS94 that only Bill and I had produced solutions, I got a couple of interesting responses:

From Roy Neil: "I am sorry you had so few contributions... I didn't send mine because the program I used found the line so quickly I thought we had all missed something! This program certainly is pragmatic, to use Bill's term - it didn't consider Qxa8 enough for me to even see it on screen, but went straight for the Qxd1 line. The program?!: the under-rated CS-Tal! For your information in the SS94 position it prefers 1.Qe1, expecting 1...Qxf4 2.Qe8+ Qf8 3.Kb2, and Black can only fiddle with the knight while the White king trots up the board".

From Mike Redwood: "Sorry I didn't send you what my chess programs found - I thought lots of others would!"

Mike then sent a list of responses by various programs running on his Athlon/750, amongst which **Gambit Tiger2** and **Der Bringer** both joined **CS-Tal** by finding **2.Qxd1** almost immediately. **Genius2** changed from **Qxa8** to **Qxd1** at 16 secs, and **Chessmaster6000** did the same after just over 20 mins. Well done.

For SS94 his results showed only one other program (**Genius2**) apparently finding the correct solution - the **CS-Tal** move!! But unfortunately he later found that it changed its mind back to **Kb2** after 45 mins, and still showed **Kb2** after 24 hours. So the computers score just 1/20!

Okay, on to the solution, **Bill Reid- 2. SS94**



Bill points out that this is similar to a position reached by Jacques Mieses in 1903 - and he had no problem winning. As readers will have realised, the programs go for: **1.♔b2 ♗d1 2.♗f2 (2.♘xg6?! hxg6 3.♗c4+ ♔h7 favours Black) 2...♗xd7 3.♗e3 ♘f7** which is a draw.

The win comes from **1.♗e1!** threatening mate on e8. **1...♗xf4** is forced. At this point (Bill) the computer programs are impressed with Black's extra knight and judge that the game is drawn, but Mieses realised that this piece is useless because after **2.♗e8+ ♗f8** it is tied to the defence of d8. Moreover Black's king and queen are incapable of making any moves which do not instantly lose. It's a classic static! and Black cannot prevent the White king from advancing to c7 and winning the game. Here's a main line with some variations: **3.c4 ♘f7**. Trying to

vary the move order with 3...c5 makes no difference 4.♔a2 ♖f7 5.♔a3 transposes. Kb3 also wins 4.♔b2 c5 Here's another move order with its refutation 4...♖d8 5.♔b3 ♖b7 6.♔c3 c5 7.♔b3 ♖d8 8.♔a3! ♖b7 9.♔a4 wins 5.♔a3 ♖d8 6.♔b3 Somewhere about here most of the PC programs (and the Tasc R30 on the next move Ray Rogers tells me), start to show a good plus for White. 6...♖b7 7.♔a4 ♖d8 8.♔b5 ♖f7 9.♔c6 ♖d8+ 10.♔b6 ♖f7 11.♔c7 1-0

Apart from CS-Tal the computers couldn't get this one, but credits go to **Roy Sirl**, **Ray Rogers** and **Graham White** for correctly waving the flag with 1.Qe1! for our readers, who score 3/250! (3 correct solutions from 250 readers). In fairness, from his comments on the Genius2 'change of mind', I have a feeling that **Mike Redwood** also saw 1.Qe1 was the solution, so let's call it 3½/250!

Bill Reid- 3. SS95



Bill has promised that the next issue will have a tactical position which might suit the programs more than our readers. But for this time we're staying with one that the computers may struggle more with (though I believe a few will get this in the 10 mins that Bill gives them... 5 mins for readers!).

It's White to move. There is no way he can stop the Black a-pawn from queening, and the c5-bishop is covering the advance of White's own passed pawn, on e5. So is resignation the best idea? In the event that White is determined to fight on, what move gives the best chance for creating some counter-chances?

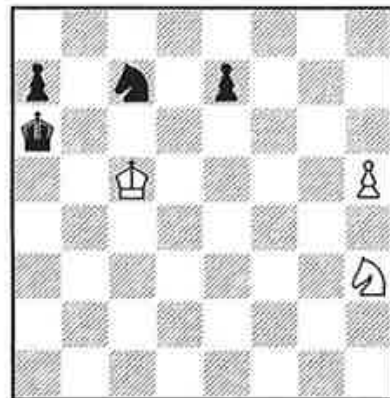
Thoughts and/or solutions to Eric, please!

A Graham White ENDGAME re-visited

As there's some blank space after 'Let's Finish...', we'll 'finish' with a look at something **Arthur Monteiro** e-mailed me about.

He'd been looking at some of our 'tricky endgames' from the past, to see how the new **Gambit Tiger2** would deal with them! Lo and behold, **GT2** produced a (big) winning evaluation from a position which Graham and I had declared a draw!

Graham White- endgame study 6



Graham's article at the time (SS80, page 12) demonstrated that the PC programs were beginning to find errors in the supposed 'Solutions' shown in some older books.

In the above Study, White had always been considered to have a win with 1.♖g5! ♖e8 2.♖e4 ♖g7 3.h6 ♖e6+ 4.♔b4 ♖f8 5.♖c5+ ♔b6 6.♖d7+ ♖xd7 7.h7.

However Graham showed (with the help of Junior and Rebel-10!) that 4...♖f8 deserved a '??', and that Black could save the game with 4...♖f4! 5.♖c5+ (if 5.h7 ♖g6 6.♖c3; or 5.♔c5 ♔b7) 5...♔b6 6.♖d7+ ♔c7 7.h7 ♖g6=

Now, however, Arthur has found that Gambit2 produces 1.h6 with a big (>+600) evaluation, showing a win after all with 1...♖e6+ 2.♔c6 ♖f8 3.♖g5 ♔a5 4.♔c7 ♖g6 5.♔d7 ♔b5 6.♔e8 a5 7.♔f7 etc.

Mmm! In fact here it's 5...♔b5 which gets a '??', as 5...♔b4! 6.♔e8 (or 6.h7 a5 7.♔e8 a4=) 6...a5 7.♔f7 still gets the draw after all. Indeed 4...♔b4 5.♖d8 ♖g6 draws as well - it's a transposition of the above. So, what was GT2 thinking about?! Interesting!!

POCKET FRITZ v Leko & Adams

OR... WHAT A DIFFERENCE A FEW MHZ MAKES!

As mentioned in the NEWS section, Stefan Meyer-Kahlen's **Shredder5** program has been put into **Pocket Fritz** format, for use in various Pocket PC's.

From within a *Compaq iPAQ* it challenged **Peter Leko** and **Michael Adams** (2 of the world's top 10 rated players) in 4 Rapid Chess games (G/20+10secs per move) as part of the Frankfurt Chess Classic events.

Some of the Pocket PC's can apparently run at from 133-200MHz (buy plenty of spare batteries!), and the one in these challenge games was at 206MHz! It needs to be said that Pocket PC 206MHz is the equivalent of less than that on a Pentium... maybe 160-175Mhz I'd guess.

Here's what happened:

Adams M. - Pocket Fritz

Mainz (1). B50: Sicilian:
2...d6, Miscellaneous

1.e4 c5 2.♘f3 d6 3.♙c4 e6
4.d3 ♘f6 5.0-0 a6 5...♙e7
6.c3 0-0 7.♙b3 ♘c6 0-1
Vidarsson-Gudmundsson, Iceland 1998 6.♙b3 ♙e7 7.♞e1
♘c6 8.c3 0-0 9.♘bd2 ♙d7
10.♘f1 ♞b6 11.♞b1 ♘a5
12.♙c2 ♞ad8 13.♙g5 h6
14.♙h4 ♘c6 15.♘e3 ♞c7
16.♞c1 b5 17.♙b1 a5?!
17...♘h5 18.d4 ♙xh4 19.♘xh4
♘f6 20.f4! ♙c8 aiming for b7,
leaves White with just a small
advantage due to those central
pawns! 18.d4 ♞b6?!
18...♞fe8!? looks the better
choice - indeed my
Shredder532 found this almost
immediately 19.e5!



Very threatening: clearing the way for that patient bishop on b1 and, at the same moment, attacking the protector of h7!
19...dxe5 20.dxe5 ♘d5?? A bad choice, but what could Black do to save the game? Perhaps 20...♘e8 and then 21.♞c2 g6 22.♙g3 probably followed by Ng4, but it's just possible Black could hold from here, though it wouldn't be easy
21.♘xd5 exd5 22.♞c2 g6 23.e6! ♙xh4 23...fxe6??
24.♞xg6+ ♘h8 25.♞h7#
24.♘xh4 24.exd7? is not conclusive: 24...♙f6! 25.♞d2 ♞xd7
26.♞xh6 c4! with definite drawing chances 24...♙xe6? 24...♘e7 was the only way to prolong the game, though admittedly with little hope after 25.exd7 ♞xd7+- 25.♞xe6! Demolishes the pawn shield. Even more conclusive would have been 25.♘xg6!! ♞fe8
26.♘f4 ♘f8 27.♞h7, but Stefan knew that 25...♞c7 (25...fxe6??



26.♞xg6+ ♘h8 27.♞h7# as earlier) would leave Adams with 26.♞e1 and a comfortable win. 1-0

Pocket Fritz - Leko, P

Mainz (2). A43: Schmid
Benoni

1.d4 c5 2.dxc5 e6 3.♘c3
♙xc5 4.♘e4 ♘f6 5.♘xc5
♞a5+ 6.♞d2 ♞xc5 7.♞g5
♞xg5 8.♙xg5 d6 *New. Three previous ideas were: 8...d5*
9.♙xf6 gxf6 10.e3 ♘c6 11.c3 e5
Vinitsky-Lebed, Kiev 1998, 0-1;
8...♘e4 9.♙f4 ♘c6 10.f3 ♘b4
11.fxe4 ♘xc2+ 12.♘d2 ♘xa1
Motl-Danzer, Oberhof 1998,
0-1; 8...b6 9.c4 ♙b7 10.f3 h6
11.♙d2 0-0 *Romanishin-*
Vaisman, Moscow 1977, 1/2-1/2
9.♙d1 ♙e7 10.♘f3 ♞d8
11.e3 h6 12.♙h4 ♘c6
13.♙e2 e5 14.h3 ♙e6 15.a3
♞ac8 16.♘d2 ♘a5 17.c3
♘c4 18.♘xc4 ♙xc4



19.f4! Bold play by PFritz. After this and the exchanges which follow, Leko never looks like getting more than a draw
19...♙xe2 20.♙xe2 ♞g8
21.♙xf6+ gxf6 22.g4 h5
23.♘f3 ♞g6 24.gxh5 ♞h6
25.e4?! 25.h4 was better, then
25...♞xh5 26.♘g4 ♞h6 27.♞h2
with the choice of doubling

rooks on either the d or h-files, and a small advantage for White 25... $\text{R}xh5$ 26. $\text{C}g4$ $\text{R}h6$ 27.h4 $\text{R}g8+$ 28. $\text{C}f3$ $\text{R}gh8$ 29.fxe5 fxe5 30. $\text{C}g4$ $\text{R}g8+$ 31. $\text{C}h3$ $\text{R}gh8$ 31... $\text{C}e6$ looked better, but it's a probable draw anyway 32. $\text{C}g4$ $\text{R}g8+$ 33. $\text{C}h3$ $\text{R}gh8$ 1/2-1/2

A good draw, and the first pair of games have gone pretty well. But that was as good as it was going to get for little PocketFritz!

Pocket Fritz - Adams, M

Mainz (3), C16: French: 3.Nc3 Bb4 4.e5: Lines without ...c5

1.e4 e6 2.d4 d5 3. $\text{C}c3$ $\text{C}b4$ 4.e5 b6 5. $\text{B}g4$ $\text{C}f8$ 6. $\text{C}g5$ $\text{B}d7$ 7. $\text{C}f3$ c6 New, and a typical Adams consolidating move! Some lines previously seen are: 7...h6 8. $\text{C}e3$ (8. $\text{C}d2$ $\text{C}a6$ 9. $\text{C}xa6$ $\text{C}xa6$ 10.0-0 $\text{C}e7$ Rubinetti-Florida, Siegen 1970, 1-0 (37)) 8... $\text{C}e7$ 9. $\text{B}h5$ $\text{C}a6$ 10.g4 $\text{C}xf1$ 11. $\text{R}xf1$ $\text{C}bc6$ Solovjov-Kruppa, St Petersburg 1999, 1/2-1/2 (44); 7... $\text{C}a6$ 8. $\text{C}xa6$ $\text{C}xa6$ 9.0-0 $\text{C}e7$ 10. $\text{C}xe7$ $\text{B}xe7$ Antal-Karatorossian, Budapest 2000, 1/2-1/2 (60); 7... $\text{C}c6$ 8.a3 $\text{C}b7$ 9. $\text{C}d3$ h6 10. $\text{C}d2$ 0-0-0 Tal-Padevsky, Moscow 1963, 1-0 (28) 8. $\text{C}e2$ $\text{C}a6$ 9.0-0 h6 10. $\text{C}h4$ 10. $\text{C}d2$ would better consolidate White's lead in development 10... $\text{C}e7$ 11. $\text{C}xa6$ $\text{C}xa6$ 12. $\text{C}xe7$ $\text{B}xe7$ 13. $\text{C}e2$ h5 14. $\text{B}g3$ g6 15.c3 $\text{C}h6$ 16. $\text{C}f4$ c5 The typical lever, but White still has a small advantage 17. $\text{R}ad1$ cxd4 18.cxd4 0-0-0 19.a3?!



White has only a slim chance of successfully pursuing a q-side advance, but soon Black's attack on the other wing will look much more dangerous, so we adjudge that Adams has now equalised 19... $\text{C}b7$ 20.b4 $\text{C}c7$ 21. $\text{R}a1$ $\text{R}c8$ 22. $\text{R}fe1$ $\text{C}e8$ 23.b5 $\text{C}g7!$ 24. $\text{C}d3?$ 24. $\text{C}e2!$? is worth consideration and seems best 24... $\text{C}f5$ Adams misses 24...g5! which seems to be winning already after 25.h4 $\text{C}f5+$ 25. $\text{B}h3$ $\text{R}c3$ 26. $\text{R}ed1$ a5? Appears to let PF back in with a chance - or does it kill his attack?! I prefer 26... $\text{B}c7$ and Black is still ahead 27.bxa6+ $\text{C}a7$ Rendering the doubled a-pawns harmless 28.a4 28. $\text{C}b4$ might have been a better try 28... $\text{R}hc8$ 29. $\text{C}h1$ Best was 29.g3!? $\text{R}c4$ 30. $\text{B}f1$ $\text{C}xd4$ 31. $\text{C}xd4$ $\text{R}xd4$ 32.f4 $\text{C}a8$. Tiger says White is ahead here, but Shredder favours Black! 29... $\text{R}c4$ 30. $\text{C}b2?$?! 30.a5 bxa5 31. $\text{R}ab1$ $\text{C}xa6$ 32. $\text{C}c5+$ $\text{C}a7$ 33. $\text{R}f1$ = 30... $\text{R}b4!$ 31. $\text{C}d3$ $\text{R}bb3$ 32. $\text{C}de1$ $\text{B}c7$ 33. $\text{C}g1?$ The last chance was the active 33.g4 hxg4 34. $\text{B}xg4$ but 34... $\text{B}c4$ looks good for Black, as in the game 33... $\text{B}c4!$ 34.a5 b5 35.g4 hxg4 36. $\text{B}xg4$ $\text{B}e2$ 37. $\text{B}g2$ $\text{R}xf3$ 38. $\text{C}xf3$ $\text{B}xf3$ After 39. $\text{B}xf3$ $\text{R}xf3$ 40. $\text{C}g2$ $\text{R}f4$ wins comfortably 0-1

Leko, P - Pocket Fritz

Mainz (4), B10: Caro-Kann: 2.d3 and 2.c4

1.e4 c6 2. $\text{C}c3$ d5 3.d3 dxe4 4. $\text{C}xe4$ $\text{C}d7$ 5. $\text{B}e2$ e6 6. $\text{C}f3$ N 6. $\text{C}g5$ $\text{B}a5+$ 7. $\text{C}d2$ $\text{B}b6$ 8.0-0-0 $\text{C}gf6$ 9.f4 $\text{C}e7$ Lai Hop Duong-Reichardt, Leipzig 1994, 1/2-1/2 (28) 6... $\text{C}gf6$ 7.g3 $\text{C}xe4$ 8.dxe4 $\text{C}b4+$ 9.c3 $\text{C}e7$ 10. $\text{C}f4$ 0-0 11. $\text{C}g2$ f6?! Presumably intended to prevent intrusion on e5, but Leko goes for it anyway, and installs a good-looking bishop on the square 12.e5! fxe5 13. $\text{C}xe5$ $\text{C}xe5$ 14. $\text{C}xe5$



14... $\text{B}a5?$? I was surprised that PF played this wayward queen move. Much better was 14... $\text{C}f6$ and Leko's advantage is minimal 15.0-0! $\text{C}d7$ 16.b4 $\text{B}b6$ 17. $\text{R}ad1$ Leko smoothly makes it all look so easy 17... $\text{R}ad8$ 18. $\text{C}e4!$ $\text{C}f6??$ A bad mistake, as White still had some drawing chances with 18... $\text{C}e8$ which is probably the only chance. What now? Although 19. $\text{B}g4$ looks very strong, maybe 19... $\text{C}f6$ and now 20. $\text{B}xe6+$! $\text{C}f7$, and if 21. $\text{B}h3$ $\text{C}g6!$ 22. $\text{C}xg6$ hxg6. Black has survived, though it's true he's still a pawn down 19. $\text{B}h5!$ h6 20. $\text{C}xf6$ $\text{R}xf6$ 21. $\text{R}xd7!$ The finish might be: 21... $\text{C}f8$ (21... $\text{R}xd7$ 22. $\text{B}e8+$ $\text{R}f8$ 23. $\text{B}xd7$) 22. $\text{R}xd8+$ $\text{B}xd8$ 23. $\text{B}c5+$ $\text{C}g8$ 24. $\text{B}xa7+$ -. A tough intro to life at the top! 1-0

CHRISTOPHE THERON (TIGER!) INTERVIEWED ON THE 'NET!

A SELECTION of QUESTIONS and ANSWERS from the Internet online encounter with **Christophe Theron** dated 8/9 April 2001.

➤ Christophe Theron: Sprechstunde: let's go! Hello CSS forum! Yes, I am here, live! I am now going to answer (ahem... try to answer) all the questions that have been posted with the "Sprechstunde" word in front of them. I am not sure 2 hours will be enough. But... no problem, I will stay for 3 or 4 hours if it is necessary.

► *Frederic Friedel: Welcome Christophe, it is a pleasure to have you here. Brain fully booted? There are a lot of questions waiting for you, and a lot of people online. We will try to translate some of the answers, in short form, and later in full on our archive page.*

➤ CT: Yes, I'm ready. I have a cup full of coffee just in front of my keyboard (dangerous position actually), so I think I'm ready.

► *Gerhard Sonnabend: Hi Christophe! After a couple of games (with the new Tiger14/Gambit2) I've the following impressions: It seems that the gambitstyle was slightly slowed down?! Very much more draws - less wins but also less losts! I think you've made the "Gambit-Tiger 2.0" more concrete-like, Gambit-Tiger and Tiger himself are now much more similar in playing style than before.*

➤ CT: Gambit Tiger 2.0 has more knowledge about attacks, and so is now able to avoid the most suicidal ones, while keeping its very interesting playing style. It is still very difficult to say which program is better. Of course I prefer the Gambit style, but until this style becomes clearly superior to the regular Chess Tiger, we will provide the two engines. What we have noticed with Gambit Tiger 2.0 is that some opponents who were able to defeat Gambit Tiger 1.0 very badly could not do the same anymore with Gambit Tiger 2.0. It is the case with Junior 6 for example.

► *Eric van Reem: 1. We dont know very much about you. There was even some speculation that Christophe Theron was just a handle for Ed Schroeder and that the Tiger programs were experimental Rebel*

versions. Since you really seem to exist, could you give us some information about yourself, e.g. when did you start playing chess, how strong are you OTB, why did you start programming chess programs, and what is your ultimate goal with the Tiger programs?



➤ CT: I had a good laugh reading about the speculations. I guess Ed would have a good laugh as well! First time I ever read something like that! :) :)

The Tiger programs are of course not experimental Rebel versions. Actually the Tiger programs are including more and more techniques of the Rebel programs as time goes by, as Ed and I work in a close technical cooperation.

I started chess programming in 1979. At that time I was living in Ivory Coast (Africa). I was 14. There was a TRS-80 equipped with the Sargon II program there, and I was totally fascinated by this stuff. The only "computer" I had was a TI-58, and I started to think about ways to write a chess program for it. I never actually wrote a chess program for my TI-58, but it was the start of everything for Tiger. Later, in 1981 and 1982, back to France, I bought a TRS-80 (this computer was hot at that time) and actually wrote my first chess program in Z80 assembly. I stopped in 1983. Later, with a PC, I started again in C language. I wrote a chess program in C in one weekend in 1987. I worked on it for one month and gave up again (too many other things to do). I started again in 1992, just one week after meeting a delicious girl - these kind of things really give you energy :). I have never stopped since. I moved to Guadeloupe in the end of 1994. This was a very important step for Tiger because now I work at home, so I was able to spend more time on my chess program.

I'm a rather weak chess player. My Elo must be between 1700 and 1800, and I very seldomly play. I am very weak tactically, and much better positionally, because the time spent on building my evaluation function has also given me some strategical insights.

My ultimate goal with Tiger? I want it to be the strongest chess program in the world, period!

► *Eric van Reem: 4. A lot of people have bought Rebel 11 and got an update recently with the new engines. Should they buy the ChessBase Version? Are there any differences between the Rebel and ChessBase versions? What is your recommendation for "new" users: buy the ChessBase or Rebel version?*

➤ CT: The engine sold by ChessBase is EXACTLY the same as the one provided to the Rebel-Tiger and ChessAssistant users. My recommendation is to buy the product you prefer, because anyway there will be no difference in playing strength.

► *Eric van Reem: 5. What do you think of "Deep" versions of chess programs and do you plan to develop a DeepTiger version yourself in future?*

➤ CT: The general trend in personal computing is not to have several processors in the PC. The trend is to have your PC in your pocket. My work is to give people what they are asking for, and most users are not asking for a multiprocessor version of Tiger. However, the demand sometimes changes, so I have no definite plan about this.

► *Eric van Reem: 7. How much longer is developing strong chess engines interesting for you? Is there a point when you will stop, e.g when a Tiger program has reached Elo 3000?*

➤ CT: I will stop when my chess program will be able to look to as little positions as a human grandmaster in order to play good moves. There is still a LONG way to go before we can reach this, so I will be programming chess for a long while I think.

► *N.N.: Your program is simply super! Is there any possibility to improve it any more? What plans do you have for the future?*

➤ CT: Of course there is ample room for improvement. I consider my program as a work in progress, and I could mention at least 20 items in it that must be improved as soon as possible. In the future I would like to see the Tiger engine used by more people, maybe running on more chess products, and also running on other platforms than the PC.

► *Peter: Bonjour Christophe, when will there be a "Deep Tiger", i.e. a dual or multi-processor version of the program?*

➤ CT: I honestly do not know. It's not my priority, but it could be if there is enough demand for it.

► *Eduard: Hello Christophe! I play a lot of games against computers. Many programs are susceptible to the "Trojan sacrifice". Not so Tiger. Tiger seldom plays the move "Be7" (it prefers Bc5 or Bd6). Tiger also likes to play the pawn move c7-c5. You cannot make a Trojan sacrifice after this. But even apart from this I find such moves better than for instance the passive Be7. In ChessBits No. 11 you can find an article by me, with praise for the Tiger!! Question: is there a special reason why Tiger prefers this active move, i.e. Bd6 instead of Be7?*

➤ CT: Yes, it is because the mobility factor is important for Tiger. A few years ago, Tiger did not have this mobility term in its evaluation, and I remember that because of this it lost very badly to Stobbor in the 1997 WMCCC in Paris. This game shocked me. After that I worked hard on mobility, and now Tiger always try to maximize its mobility (when it is not at the expense of creating a positional weakness).

Here is the game against Stobor. It is not related to the bishop move question, but here you understand why mobility is important:

1997 World Microcomputer Chess Championship Chess Tiger 11.0 - Stobor

1.c4 c5 2.♘c3 ♘c6 3.g3 g6 4.♙g2 ♙g7 5.e3 e6
6.♘ge2 ♘ge7 7.O-O d5 8.cxd5 exd5 9.♖a4
O-O 10.♘f4 d4 11.♘e4 ♖b6 12.♖c2 ♙g4
13.h3 ♙f5 14.♖xc5 ♖xc5 15.♘xc5 b6 16.♘b3
d3 17.♗d1 ♗ad8 18.♗b1 ♘b4 19.♗a1 ♙d7
20.♗f1 ♙b5 21.♙e4 a5 22.♘d4 ♙xd4 23.exd4
♘c2 24.♗b1 ♘xd4 25.♗e1 ♗fe8 26.♙f1 ♘c2
27.♗d1 ♗d4 28.♙g2 a4 29.b3 a3 30.♙g1 ♙g7
31.♗f1 ♙c6 32.♗d1 ♙xg2 33.♘xg2 ♘c6
34.♘e3 ♗a8 35.♗f1 ♘6b4 36.♘xc2 dxc2
37.♗a1 ♘d3 38.f4 ♗e4 39.f5 gxf5 40.♗xf5 ♗e1+
41.♗f1 ♗d1 42.g4 ♗e8 43.♙xa3 ♗ee1 44.♗xe1
♘xe1 45.♙f2 ♗xa1 46.♙e2 ♗xa2 47.♙c1 ♗a1
48.♙b2+ ♙g6 49.d4 f5 50.gxf5+ ♙xf5 51.d5
♗d1 52.♙a3 b5 53.b4 ♙f4 54.h4 ♘f3 55.♙c1+
♗xc1 56.♙d3 ♙e5 57.d6 ♘d4 58.d7 ♗d1+
59.♙e3 c1=♖+ 60.♙f2 ♗g1 61.d8=♖ ♖e1 0-1

► *Sven: Hallo Christophe, How is your cooperation with Ed Schröder? Does Ed only do the distribution or do the two of you also work together on the program code. Did parts from Rebel flow into the Tiger program?*

➤ CT: Tiger has been improved tremendously since Ed and I started our cooperation. When Ed announced that we were working together, he wrote on the Rebel Home Page that he expected a 150 elo points increase from our cooperation. At that time, I guess that some people did not take his words seriously. Now, two years after, it is obvious it was TRUE.

The improvements in the Tiger engine have actually exceeded 150 Elo points, and we have not yet used all the ideas we have been discussing! The potential in our cooperation is far from being fully exploited. What happens is that there is a number of existing ideas in Rebel that Tiger is not yet exploiting, and that since we started working together we have discovered a number of NEW ideas. You must realize that Ed is working on Rebel since almost 20 years (almost full time), and I'm working on Tiger since almost 19 years (part time). So we have a LOT of experience, and a LOT of ideas to exchange, of course. You can expect dramatic strength increases coming from this in the future.

➤ *Hartmut: In the Cadaques tournament I saw a lot of exciting games of Gambit-Tiger against other programs. But how good is Tiger against humans? Did you ever play a strong grandmaster? Did you incorporate anything against anti computer strategies (i.e. stonewall)?*

➤ CT: Each time Tiger has faced a strong human player, the result was rather good for Tiger. Last game I remember is a victory against Joel Lautier. Here it is:

Simultaneous Chess Tiger - Joel Lautier

1.e4 c5 2.♘f3 ♘c6 3.♙b5 d6 4.O-O ♙d7 5.♖e1 ♘f6 6.c3 a6 7.♙xc6 ♙xc6 8.d4 cxd4 9.cxd4 ♙xe4 10.♘c3 ♙xf3 11.♖xf3 e6 12.♖xb7 ♖c8 13.♖f3 ♙e7 14.d5 e5 15.♙g5 O-O 16.♘e4 ♘xd5 17.♘xd6 ♖e6 18.♖ad1 ♙xg5 19.♖xd5 ♙f6 20.b3 ♖ad8 21.♖d1 ♖d7 22.♖d3 ♖c6 23.♖d1 ♖d7 24.♘e4 ♖xd5 25.♖xd5 ♖xd5 26.♖xd5 ♙e7 27.♖xe5 ♖c8 28.♙f1 ♙b4 29.♖d5 h6 30.♖d4 ♖c1+ 31.♙e2 a5 32.♖c4 ♖a1 33.♖c2 f5 34.♘d2 ♙f7 35.♘f3 ♙f6 36.♙d3 ♖f1 37.♙e3 ♙e6 38.♘d4+ ♙e5 39.f4+ ♙d5 40.♘xf5 ♙c5+ 41.♙d3 ♖xf4 42.♘xg7 ♖d4+ 43.♙c3 ♖f4 44.♖d2+ ♙e5 45.♖e2+ ♙d5 46.♘e6 ♙b4+ 47.♙d3 ♖f1 48.♘c7+ ♙d6 49.♘b5+ ♙c6 50.♘c3 ♖c1 51.♖c2 ♖h1 52.g3 ♖f1 53.♙d4 ♙c5+ 54.♙e5 ♙d6+ 55.♙e6 ♙a3 56.♘e4+ ♙b6 57.♘d6 ♖e1+ 58.♙d7 1-0

Tiger has a special "anti-human" mode which takes into account several anti-computer strategies, and tries to counter them. This mode is quite successful on the chess servers.



➤ *Eduard Nemeth: Salut Christophe, Already at the first day I get the update for Rebel 11. The two new engines are really great, my first impression seems that I like the ChessTiger 14.0 even a little bit more. I have three questions to you: 1. Tiger knows now how to mate with Knight+Bishop (without TBs) – not only know how to do it, it does it perfect. Was that a hard task? How have you teach him that?*

➤ CT: It is not difficult actually. Here is the trick for the amateur programmers out there: Just teach the program that the closer the king gets to a corner of the same color as your bishop, the closer it is from being mated. That's all! Then, the search does the rest. At a ply depth of 7, the search depth is enough to play the endgame almost perfectly, and with just the evaluation term I have given above! Note that this rule is known of human chess players since centuries!

➤ *Christian Koch: Will there be the same opening book (CT.TBK) for the Chessbase-GUI?*

➤ CT: No, the ChessBase Tiger product is going to be provided with a high quality book made from high level human games.

➤ *Dieter Steinwender: Is there any possibility to improve it any more? Can you tell us the most important items that should be improved.*

➤ CT: I have several ideas to improve the search algorithm. So Tiger would see deeper in the same amount of time. I also have several ideas to improve the evaluation so Tiger plays more active chess. There is also a lot of endgame knowledge still missing. Using tablebases is not the ultimate solution for better endgame play. Actually a program with more endgame knowledge is able to use the tablebases much more efficiently. I'm not going to explain why, but you can take my word on this. I also need to improve the learning abilities of the program.

► *Dieter Steinwender: Tiger has a special "antihuman" mode taking into account several anti-computer strategies, and tries to counter them, which is quite successful on the Chess Servers. On which servers does Tiger play? Do you operate the program yourself?*

➤ CT: Tiger plays on several chess servers, but I'm not operating it myself. Generally if you find a Tiger playing on a Chess Server it's either a beta tester operating it, or a customer. Actually I have NEVER connected myself to any chess server.

► *Michael Scheidl: So you and Ed (Schroder) have a LOT of experience, and a LOT of ideas to exchange, of course. You can expect dramatic strength increases coming from this in the future. While both programs share ideas and techniques, what is the main difference (else than style issues)? Is there a major difference between the two program's basic structure or something, or a number of details? Merci.*

➤ CT: The two programs are very different. The biggest difference is in the search. Tiger and Rebel use different pruning techniques that have nothing to do with each other. This is a very good thing, because we can try to mix both techniques and see if they are not conflicting with each other. Actually, they are partly conflicting with each other, so we worked in order to find in which cases we could use one, the other one, or both.

The other big difference is the evaluation function. Rebel is known since ages ago for being one of the best positional programs, and it comes from its evaluation function. So we have worked to add parts of this evaluation into the Tiger engine.

► *Martin: 1. What is your playing strength? Do you play regularly in a club? Can you defeat your own program?*

➤ CT: I must be between 1700 and 1800 Elo. I have never played regularly in a club. I'm totally unable to defeat my own program, even if I run it on a slow 386, since several years!

► *Martin: 2. Must a chess programmer also be a good chess player in order to write a top program? How important is chess knowledge?*

➤ CT: I believe that being a strong chess player is a serious HANDICAP if you want to write a strong chess program. If you have too many prejudices about

chess, then you are not really in the right state of mind. To write a strong chess program you must have a very open mind and be prepared to react in a flexible way. You must be prepared to try as many ideas as possible. You will find that many ideas that sound obvious for a human chess player do not work. You must be ready to give them up and to think differently. As time goes by, you develop a different understanding of the basic nature of chess.

Of course, chess knowledge is valuable, but the problem is that a computer program does not need the same knowledge as a human player. You need to filter what chess knowledge is going to be useful, and what knowledge cannot be used (yet). As a programmer, after looking at many games played by my program, I have been able to develop some sort of strategic sense of the game. It is nowhere near what a GM can do, but this knowledge, implemented in my program and enhanced by the speed of a computer, gives the strength of the Tiger engines.

There are a number of concepts that human players use that I have found to be useless for my chess program. The most interesting one is the concept of tempo. It is a key concept in human chess, but it appears nowhere in the source code of Chess Tiger. I guess that the program is able to SYNTHESIZE this concept from the other concepts it knows, which is a very fascinating thought.

► *Dieter Steinwender: Do you think the SSDF is able to forecast the true relative strength of chess programs by their kind of testing? You know that some people don't trust them and criticize their methods of testing.*

➤ CT: I want this to be very clear: the SSDF is doing a wonderful job. They are the best source of information about playing strength that we have, and that we will ever have I believe. I TRUST THEM. The people who criticize them are not even able to achieve 10% of the work they are doing, or have anyway commercial reasons to criticize.

The method of testing the SSDF is using is fair, and they try to do whatever they can to keep it fair. They are not perfect, but I know they are doing all they can in order to get accurate ratings, to correct mistakes if they make some, and I trust the results they give.

► *Andreas Stauche: Hello, I have a related question about human chess: does using search speed reduce the attractivity of the playing style, and does the game become less comprehensible (reconstructable) for*

humans? Do programs become more human when they have more chess knowledge?

➤ CT: Programs become more human when they become stronger. Increasing search speed does not lead to less understandable chess style. The speed (or depth) of search helps the program to synthesize chess knowledge it does not have "built-in".

For example my program knows nothing about the concept of "tempo". But if you look at its games, you will see that sometimes it makes great efforts to save a tempo. The knowledge is not there explicitly, but the program plays exactly as if it had the knowledge, because existing knowledge and search together help the program to synthesize the missing knowledge.

So to answer your question it is possible to make a program more "human" either by making it search more efficiently OR by adding more knowledge in the way it evaluates positions (or both, of course!).

The bottom line of this is that there is also chess knowledge in search. It is a common mistake to believe that chess knowledge is only in the evaluation functions, and that search is a mechanical, inhuman part of a chess program. It is not true. I am using a lot of chess "knowledge" to teach my program how to search. This knowledge is not the conventional one that is used by human chess players, but it is CHESS knowledge because it could not be applied to other games (it is specific to chess). It is knowledge about which variations are worth searching, and which ones can be pruned away early.

Actually many human chess players are using the same kind of knowledge, but they are doing it unconsciously. It is possible for a human chess player to explain why he prefers this position over this one, but it is much more difficult for him to explain how he has been able to find a deep variant and why he believes it is going to be the best continuation of the game. Creating better search algorithms is also a way to create more human chess programs.

At this time my program must search several millions of positions, when a human GM would only search several hundreds of positions to play a move of the same quality in a given position. If I can manage to have my program searching less positions in order to play at the same strength, then obviously I'm getting closer to "humanity".

► *Heinz Pohl: Do you think that some programs need faster hardware, for example they will beat program x on 1000 MHz computers but they will lose the same program on 500 MHz? Is this so for your Tiger programs?*

➤ CT: I think that if a program NEEDS faster hardware, then it is poorly designed, and if a program does better at game in 120 than at game in 30, then in my opinion again it is simply poorly designed. My deep belief is that it is possible to write a program that will perform equally well at any time control on any computer (or almost), and that's what I am trying to do with the Tiger engines. I don't see any reason why a program could be strong only at very slow time controls or on very fast hardware.

On the other hand I see this excuse very often used for programs that do not perform as well as expected: "but you played games in one hours, and this program did not perform well because it is clear that it needs 40 moves in 2 hours time controls to perform at its best". Believe me: each time you see something like that, it is a poor excuse.

If you do the test the guy will come back and say that you needed to play on Athlon 1.3GHz instead of PIII-700MHz and so on. I remember that several years ago some people were claiming that MChess and CSTal would kill everybody on faster hardware. This was of course nonsense and has been proven WRONG.

► *Frederic Friedel: What about five minute games. If I play Tiger against a program x in blitz and get a 60% score for Tiger, would you be willing to bet that in tournament games there would be approximately the same result?*

➤ CT: I think that if Tiger makes 60% against program X in blitz it will make 55% (or so) against the same program at tournament time controls. It is not because Tiger is weaker at long time controls, it is because strength differences decrease with longer time controls. This phenomenon is not a property of Tiger, it happens with all top chess engines. Eventually, if you use even longer time controls I guess the winning percentage will come closer to 50%, but you will NEVER see program X winning!

► *Thomas Mayer: Hi Christophe, but in my tests, I saw big differences between say blitz games and long tournament games - if you produce a blitz-rating list, I think there's no doubt that either Fritz or Nimzo may lead, but a rating list for longer time controls this will*



Tiger is so-named because of Theron's love of cats. But CT=Chess Tiger and, of course, Christophe Theron. Neat!

be different, I am absolutely sure, that Fritz will NOT lead... (And I think the Tigers will go to the Top on SSDF). So didn't you agree that there are maybe three disciplines in computer chess, blitz games, rapid games and let's say longer games? E.g. in my program I have implemented some time ago mobility - the engine get's quite slower because of this so the results in blitz also goes down - but it was a big improvement in longer games, it scores there much better...

So I think there are some positional statements which help more in longer games but are very time consuming to calculate. What do you think about this?

➤ CT: I think that it is possible to implement things in a chess program so it will perform equally well at any time control.

I do not deny that some program do not perform equally well depending on time controls, but what I want to say is that it is not necessarily so, and that I work so my program does not have this PROBLEM.

► *Andreas Stauche: You have a favorite, or which you think is stronger, GTiger 2 or Chess Tiger 14?*

➤ CT: My favorite is of course Gambit Tiger. I have been looking for such a playing style for years. I think that Gambit Tiger 1.0 was slightly weaker than Chess Tiger 13.0. A lot of time has been needed to come to this conclusion. With the latest engines, it is different. At this time I really cannot say which is stronger: Gambit Tiger 2.0 or Chess Tiger 14.0. I really don't know, and I hope the SSDF will test both so we will eventually have an answer.

► *Thomas Lagershausen: Bonjour Christoph! Your program is unbelievable strong and plays the most interesting chess that a computerprogram ever played. At the moment there are a lot of rumours about the invitation politics of the organisers of the big computerchessevent that have the task to find the challenger of the braingameswourldchampion of chess Vladimir Kramnik. What's your opinion that only your competitors Amir Ban, Franz Morsch and Stefan Meyer-Kahlen are getting invitations?*

➤ CT: You want the politically correct answer, or what I really think about this? ;)

► *Thomas Lagershausen: Please Christophe tell us what you really think about this dubious behavior.*

➤ CT: I need to consult my lawyer first. ;)

► *Thomas Lagershausen: At least I am very interested in your real thoughts of this dubious tournament and the invitation politics.*

➤ CT: Well in short I do not understand why Gambit Tiger has not even been considered as a potential candidate. As I said above, playing style is much more important than the speed of the computer. It is a fact that Gambit Tiger could not use a 8 processor computer if one is going to be used, but it is also a fact that playing style would help more than computer power. So I don't understand what's going on here, and I promise I'm not going to shut up on this issue.

► *Sarah Bird: Do you feel that either Tiger 14.0 or Gambit 2.0 running on say a TB 1.5 Ghz, would compete better against the World Champion than Deep Fritz running on 8 processors.? Naturally assuming your answer is yes :-) then what benefit would there be to organizers who promote multiple cpu's in using either of your programs?*

➤ CT: If it is about promoting multiple CPUs, then... Well in short I do not understand why Gambit Tiger has not even been considered as a potential candidate.

► *Thomas Lagershausen: Christophe would you agree with me that the chesstyle of a program is important to compete with a strong human chessplayer. How goes your argumentation in this case if someone would ask you : "How could that be?"*

➤ CL: Yes, I have given this opinion yesterday on CCC. It was about the upcoming match against Kramnik. The reason why playing style is important against human players is that computers and humans have, at this time, very different abilities. Ask Ed. If your computer program plays quiet and passive against a strong human, then the guy is simply going to grab the initiative and the program is going to have a very hard time. In order to avoid this problem, Ed has designed in Rebel an algorithm called "anti-human". It works. It definitely works, and Rebel has an impressive record against human GMs. It is very important for a computer program to play with its strengths in order to optimize its playing strength against a strong human player. For example, it is important for the program to create sharp tactical positions, to open the game, and if possible to create king attacks. This is the best way to make the human player "crack" under the pressure. It does not even matter if the attack is 100% correct.

An attack that will fail against a computer has chances to succeed against a human. This is why playing style is much more important against a human player than the speed of the computer.

► *Frederic Friedel: What do you think of the debate brute force vs knowledge. I know we can read a lot out of one of your previous posts, but give us some advice. There is a lot of ideological tension between the two camps. What do you think?*

➤ CT: This debate is over since a long time in my opinion. Brute force is a stupid thing to do in chess, and selective, knowledge guided, search has proven to be the best approach since Richard Lang has won the 1985 World Championship. We are still improving on this, and it is the major source of software improvement in computer chess since a long time.

► *Frederic Friedel: What about your examples, like finding out about tempos only through the search? I wish you would explain "knowledge guided". What kind of knowledge, obviously not GM or expert chess knowledge, as you already explained. Technical knowledge in the search? Algorithmic tricks?*

➤ CT: Chess knowledge! Search extensions are an example. When you see an interesting or forced move, then obviously you need to see a little deeper what is going to happen. That is why most programs will look a little bit deeper at what happens after a check or a forced recapture. That is chess knowledge used to guide the search. On the other hand there are moves that are obviously stupid, and which obviously do not deserve to be searched any further.

► *Frederic Friedel: What about search depth. Will in your opinion as an expert (if you can't guess who can?) going one ply deeper make less and less difference in the future?*

➤ CT: Going one ply deeper will make less difference in the future. However it is still going to make a hell of difference for the coming 10 years (after that, we will see).

► *Frederic Friedel: After you have answered the above: Will a 101 ply searcher score approximately the same against a 100 ply searcher as an 11 ply searcher against a 10 ply searcher.*

➤ CT: The 101 plies searcher will of course score less against the 100 plies searcher, than the 11 plies

searcher will score against the 10 plies searcher.

► *P. Hartmann: First I would like to congratulate you on your really wonderful program "Chess Tiger". It seems to be currently the strongest on the globe. Here my questions: what are the program-technical differences between Chess Tiger 14.0 and Gambit Tiger 2.0? Is only the evaluation function different or also the search algorithm? Can you tell us how you made Gambit Tiger so aggressive, or is that a trade secret?*

➤ CT: In Gambit Tiger, the main difference is the evaluation. It has more knowledge about king attacks, and it is obvious when you look at the games. But you must understand that Tiger has a knowledge driven search, so a change in the chess knowledge of the program also result in a different search "shape". So Chess Tiger and Gambit Tiger do not only have differences in the way they evaluate positions, they also search different trees.

► *N.N.: I would like to know how you check the quality of your programs. Do you use test positions or do you play autoplayer games? On which playing levels do you test your programs.*

➤ CT: The way I test is what I would call a trade secret. Testing a chess program is as important as writing it or adding new knowledge into it.

If you buy a Tiger product, you might believe that what you get, a 300Kb DLL or executable file, is the result of all my work. Actually it is only a small part of my work. Chess Tiger is a big project and the engine in itself is only the most visible part. You do not see that Chess Tiger is actually a collection of several other programs. The whole collection includes programs to TEST the engines, programs to DEBUG the engines and programs to TUNE the engines.

In particular the programs that are used to test the engines are very important and took me months to develop. These programs are fully automatic and run on several computers in my office. The test programs can run hours or even days and eventually produce a profile which tells me how good the new engine performs. My decision to keep an improvement or discard it is mainly based on the result of these tests.

I think that the testing methodology is what makes the difference today between amateur and professional programs, and even between professional programs. It took me years to understand that my judgment was not enough and that I needed more objective ways of making my decisions. Then it took me

years (at least 3) to build a good testing methodology. And since I'm not perfect, I question this methodology on a regular basis.

It has even been the subject of many discussions with my partner Ed, who is still not in full agreement with me on this topic.

► *Michael Scheidl: Did you include special opening algorithms, if Tiger has to calculate very early during the game (if this is not a secret :o)?*

➤ CT: As I have been playing for a long time with a very small self-made opening book, I had to include knowledge about the early opening stage as well.

► *Jens Kobr: In generell what did you take from Eds know how in Rebel, and what did he take from Tiger?*

➤ CT: What I have taken from Ed is a billion of little tricks he has in his code and which are aimed at solving a number of individual problems.

For example Ed has an elegant way of solving the problem of trapped bishops in a2/h2 (a7/h7), which I have copied. Ed's program is full of little elegant bits of code to solve these things. What Ed has taken from me is more general, powerful rules to prune the search tree. But that's only generally speaking.

► *Jens Kobr: Is rebel in your opinion still one of the 3 best competitors beside Fritz and Shredder?*

➤ CT: The problem is that Rebel's strong points are not measured by the SSDF tests. Ed has been focusing on play against human players. As a result, Rebel has a remarkably good positional playing style, and performs very well against humans. You just have to look at the recent victory against Van Der Wiel, which was undefeated against computers! I do not think that any other program could have done it.

► *Thomas Mayer: Another question: What do you think why the attraction in public of computerchess has gone? Is it all because of the Deeper Blue match and the public thinks now Chess is solved?*

➤ CT: It's a number of things, and the DB-GK match has been the last drop of it. But I think that chess playing computers had already lost their attraction. Everybody with a PC could download a chess program on the Net, which would have been able (even if it was a weak one) to beat all the players at the nearest chess club. Nowadays, a dedicated chess computer is less

sexy than the latest phone from Nokia... As a matter of fact I have bought a Nokia 8210 4 days ago. I still can't take my eyes off of it.

► *Thomas Mayer: Might actions like the planned Kramnik -Computer match bring attraction back?*

➤ CT: I don't think so.

► *Thomas Mayer: Are you interested in such a tournament?*

➤ CT: Yes, that's interesting.

► *Thomas Mayer: And what do you think could be the best method to find the best participant in that from computerside ? Is it a tourney with the programmers involved which they play manually OTB or is it a tourney played by someone at home?*

➤ CT: It's not very smart to choose a program which will have to fight a human player by letting the programs play against each other. Much better (but more expensive) would be to organize a tournament with 4 strong human players and 4 strong programs.

Then you select the program with the best performances against these human players. I guess the computer-computer Elo difference between Fritz, Junior, Shredder and Gambit Tiger is probably under 100 Elo. But against human players, I'm sure the elo differences are much bigger than that. So one of these programs must be a much better choice than the other ones, but you will never know by letting them play against each other.

► *Sarah Bird: The same problem though is for Humans. The best human v human isn't therefore the best human v comp.*

As I recall when the subject of Gambit Tiger first came up at Beta testing of RebelTiger!! your opinion was that it wasn't very good. What testing had you done at that point which caused this opinion?. or the opinion that it wasn't as strong as Tiger 13.0?

➤ CT: I released the engine Gambit 0.95 for beta testing WITHOUT really TESTING IT. My impression was that with such an aggressive playing style it could not come close to the normal Chess Tiger. I had just played a few games manually and I liked the playing style. But the initial intention with Gambit Tiger was to give a preview of the future aims for Chess Tiger.

I thought it would take me more time to make it really strong, so without even testing it I said it was inferior. If you remember correctly, a few hours after I

have released GT0.95, all the beta test team was in love with it, and everybody started to test Gambit and Gambit only. And it turned out to be really strong, which was basically a complete surprise for me.

► *Thomas Mayer: I think maybe the main reason why Fritz is in the lead of SSDF - I do not know how often their testers do or if ever they delete learn files... But it seems that for Fritz the learning is very important and does help it very much if you play a longer row of games - I have had often the experience that a program scores at the beginning quite well against Fritz but gets down and down more the longer the match goes on... maybe the new Tigers are that strong, that even a superior book learner could not help Fritz... but I am sure, Fritz 7 will try to take revenge... Frans Morsch is also not sleeping... (And I think this is also part of the fun or programming here - it is not only for earning your bread, it is also kind of competition... friendly competition, I hope... am I right, Christophe ?)*

➤ CT: I think Frans does not need any revenge yet, because at that time he is simply leading in Sweden. But I agree the competition is friendly. I'm not working in a spirit of destruction, but rather in the spirit of trying to equal the best artist (and at this time it is Frans).

► *Helmut Conrady: When you make Eng-Eng-Matches, do you use all 5-man Tbs for both engines, only 4- man or no TBs?*

➤ CT: I'm not using TBs in eng-eng matches. Even now that Tiger is able to use tablebases I will keep on adding endgame knowledge into the program. When I play eng-eng matches I want to see if my endgame knowledge works, so I do not activate the tablebases.

► *Thomas Mayer: Hi Christophe, I have started in last November with my chess engine and get quite fast from a 1500 something crap to a 2200-2300 Elo engine... well, just implementing well known algorithm and work a lot with the evaluation function... But now things start to get very very difficult - any tips where to go on working ? (hey, you mustn't give any secrets here, just some overall tips or so - I think it will take very long until the Tigers must fear my little Quark... :)*

➤ CT: I have a very simple advice for you, but it is a valuable one. It took me some time to figure it out, so maybe you can save this time.

From now on, your judgment alone is not enough to decide when a change is really an improvement. If you rely only on your feelings, you are going to turn in

circles. You will add something or change something, and you might eventually realize that this change has weakened your program.

For you the time of the easy improvements is gone. Every additional Elo point from now on is going to be hard to earn. What you need now is a serious testing methodology. You need to define an accurate way to decide if a change has improved the playing strength of your program or not. Playing a few games manually will not do it.

You probably need to write modules in your program dedicated to TESTING. For example a module that will eat a set of EPD position and try to solve them, and after the engine has crunched the positions you need to be able to output some kind of statistics, and you must be able to compare the output with the output of your current reference version.

Maybe you need to study a little bit of statistics (if you do not have the required background already) to understand about things like margin of errors in random events. Maybe you need to implement Auto232 in your program, so you can get a large number of automatic results.

But from now on you will not make any significant progress without a serious TESTING METHODOLOGY. So I would advice you to invest a lot of time in finding and refining yours. A lot of time means several days, probably several weeks.

► *Thomas Mayer: And a last word: MANY thanks for being here and for all your very interesting statements - it was filled with information and also very entertaining to read.*

I think it is now also very late in the country you live and you have really earned your time to sleep now... :-)

Thanks goes also to CSS: I hope the "Sprechstunde"-events go on, it is always interesting to speak with those peoples behind the programs.

➤ CT: When I was an amateur chess programmer, I would have really liked to be able to talk to some well known programmer.

Promise me, when you are at the top, spend a little bit of your time everyday speaking to the people who like computer chess. I'm sure you will find in it a motivation to keep on working an improving your engine because they are going to send you back some good energy.

Now it's 3:53AM here, and I'm exhausted. I'm going to crawl into my bed. Good night.

Christophe Théron was online for over 16 hours!

FRITZ6 v Chris BEAUMONT

GAMES 4-10 from CARL BICKNELL

The first 3 games of this UK Computer Challenge were shown in SS/94.

Although Chris Beaumont is a very experienced 2290 Elo player, with his name in the credits of various Opening Books, Fritz6 operated by our analyst and SS reader Carl Bicknell, and running on his P/933, had taken an early 2½-½ lead.

However Chris felt he had seen some endgame weakness in game 1, and had thought game 2 was a draw until Fritz came up with a very unexpected surprise, so he still believes, as we come to game 4, that a match victory is not out of his reach!

Carl was giving Chris some serious financial encouragement for every full and half point he got, so whilst we were hoping Fritz6 would continue in its winning ways, we knew that Chris would be playing for every point he could get right to the end!

Chris Beaumont ½ - Fritz 6 2½ [E97]. Game 4

1. ♖f3 ♜f6 2. c4 g6 3. ♖c3
♙g7 4. e4 d6 5. d4 0-0 6. ♙e2
e5 7. 0-0 ♜c6 8. ♙e3 ♜g4
9. ♙g5 f6 10. ♙c1 ♖h8 11. d5
♜e7 12. b4

The other continuation is
12. ♜g5 ♜xh2 13. ♖xh2
fxg5 14. ♙xg5 h6 15. ♙e3
♜g8 16. ♖h1 ½-½ (42)

Miles-Ye Jiangchuan, Beijing 1991.

12...f5 13. ♜g5 ♜f6 14. f3N

Although apparently new, this is a sound, consolidating move. He's also perhaps tempting Fritz into f4 which,

though it would give Black a space advantage, would also block the centre – a known computer nemesis.

14. ♙f3 ♜e8 15. c5 ½-½ (29)
Ahlander-Schwartz, 1999
14...♜h5 15. g3 f4?! 16. g4
♜f6 17. ♖g2

Chris has already shown us that his theory is sharp, so it's perhaps surprising he didn't follow the theme of Ahlander-Schwartz here, and go with 17. c5 h6 18. ♜e6 ♙xe6 19. dxe6, though perhaps after 19...d5 the position might have offered Black some more appetising possibilities.

However the move played is too cautious and does itself allow Fritz to step up the pace.

17...h6! 18. ♜e6 ♙xe6
19. dxe6 ♜c6 20. c5 ♜d4



The knight has found a good outpost, whilst White's e6-pawn will be hard to maintain

21. ♜b5?!

21. ♙c4!? looks better to me, though 21...♖e8 22. ♖b1 ♖h7 just favours Black who is still threatening to win the pawn on e6.

21...dxc5 22. bxc5 ♜xe6

As we expected, and White

doesn't look to have nearly enough to compensate.

23. ♙a3 a6 24. ♜c3 c6
25. ♖b1 ♖b8 26. ♙c4 ♜d4

Back to its beautiful square!

27. ♖f2 ♖e7 28. ♖c1 ♖bd8
29. ♖b2 ♖d7 30. ♜a4 ♜h7!



An excellent move by Fritz, not so easy to find (backward knight moves aren't), but showing that Black now has the makings of a kingside attack.

31. ♜b6 ♖dd8 32. ♙f1 ♖h4!
33. ♜c4??

And now Beaumont's world caves in! He needed to find a king move, either 33. ♖g1, though ♜g5 34. ♙g2 ♜h3+ 35. ♙xh3 ♖xh3 with excellent winning chances after 36...h5; or 33. ♖h1 ♜g5 34. ♙g2, though again survival after 34...h5 35. gxf5 ♖xh5 would hardly be easy

33...♜g5! 34. ♙e2 ♜xe4!
Excellent, completely demolishing the pawn shield

35. ♙d1 ♜xf2 36. ♖xf2 ♖xf2+ 37. ♖xf2 ♖d7 aiming to double rooks on the d-file offered White a longer but painful endgame.

35...f3+! 36. ♙xf3

If 36. ♖xf3 ♖xg4+ attacks far too many things!
36...♜xf3 37. ♖h1?

The last mistake by, probably, a shell-shocked man. I'm sure that 37. Rxf3 would have enabled Beaumont to survive for a little longer... but did he really want to?!

E.g. 37... Rxf3 38. Qxf3 Rh3+ 39. Qe2 Rhx2+ 40. Qe1 Rg1+ 41. Qe2 Rg4+ 42. Qe3 Rf4+ 43. Qe2 Rxe4+ 44. Qe3 Rd3+ 45. Qe1 Rxe3+ 46. Qe2 (46. Qf1 Rf8+ m/9) 46... Rg3+ 47. Rf2 Rxa3 and Black steamrollers the board.
37... Qe1!!

Threatening Rxf2 and, if the White rook moves carelessly, Rf1+ . 0-1

Fritz 6 3½ - Chris Beaumont ½ [B08]. Game 5

Just as play was about to begin a message flashed on the screen telling me that the opening book and endgame tablebases had failed! Nothing I did got them back and under match conditions play had to continue. Ironically the game was one of the most exciting.

1.e4 g6

Aware of the problem Beaumont decides to spurn his Centre Counter and play for a win

2.d4 Qg7 3. Qc3 d6 4. Qf3 Qf6 5. Qd3?

Better is 5. Qe2 or 5. Qc4
5...0-0 6. Qe3 Qg4 7. h3 Qxf3
8. Rxf3

8. gxf3!?

8... Qc6 9.0-0-0

Good! The first game with opposite colour castling.

9...e5! 10.d5 Qd4 11. Rg3
11. Qxd4?! exd4 12. Qe2 Qe8! 13. Rf4 (but not 13. Qxd4? Rxa4!)
13... Qe5=

11...c6!

Beaumont felt this was a big improvement over 11...c5, because the Nd4 doesn't need cementing – Black wants White to take it to open up the diagonal. The pressure on the centre slows White's attack

12. Rh4!? Ra5!

12... Qd7 13. Rxd8 Rfxd8
14.f4=

13. Qg5 Qh5!



14. Qb1!

Very well done, Fritz. The tempting 14. Qe7?! is met by 14... Rfc8! 15. Qxd6 (15. Qb1 might be better?! but not more than equal) 15... cxd5 16. exd5 (not 16. Qxd5? of course, because of 16... Rxa2) and now both 16... Qf4 and 16... Rxc3 give Black an attack

14... Rfc8 15. Qe2!?

"What the Dickens?" (Carl's translation of Beaumont's actual comment). The idea looks odd – moving a piece away from the king but it has a neat tactical point that dilutes the black attack.

15... Qxe2

I'm sure Chris would have liked to play 15...c5! but does it work?: 16.c3! c4 (16... Qxe2 17. Qxe2 is good for White) 17. cxd4 cxd3 18. Rxd3 exd4

(definitely not 18...b5? 19. g4!+-) 19. Qxd4 Rc4 with an insufficient initiative, I think

16. Qxe2 Qf4 17. Qg4!

17. Qxf4? exf4 18. Rxf4 Rb4 and an attack

17... cxd5!? 18. Qxc8 Rxc8



19.g3!

This move caused more swearing and its impact had obviously been overlooked. If Fritz had played the more obvious 19. exd5 Black had 19... Rb5 which needs a bit of thinking about! Probably best is 20. Rg3 Rc5 21. Rb3 Qxg2

19... Qe6 20. Rxd5 Ra4

21. Rc1 Qd4

21... Qxg5 22. Rxg5 Rxe4
23. Rxd6 ±

22.c3 Qe6 23. Qe7 h5!

The idea is 24...g5! (clever). Then 25. Qh5 would be forced, and Qxe4+ then 26... Qd5 is winning. The move also makes Bh6 possible in some lines

24.b3! Ra6



Chris Beaumont in preparation



25.c4!?

As Carl says, this looks double-edged in giving up the d4 square (in fact he gives the move '?!', I (Eric) have decided on '!?'), and from now on Beaumont gets some serious chances...

BUT: a) The position is razor sharp b) Fritz is a computer c) Beaumont only had 2 min left to get to move 40.

25. ♖xd6 ♜e2 26. ♖xe6 fxe6 "This is much better than what Fritz played and just wins for White" – Beaumont. Well I'm not so sure: 27.c4 (say) (or 27. ♔g5 ♖f8! 28. ♖c2 ♜f1+ 29. ♔b2 ♖xf2; or maybe the best chance is 27. ♖c2 ♜d3 28. ♔b2 a5 29. ♔a3 though it's far from an easy or certain win) 27... ♜d3+ 28. ♔b2 ♜d4+ 29. ♔b1= 25... ♖c6 26.g4 ♔d4 27.gxh5 ♜a3 28. ♖xd4

Fritz could easily have slipped up here with 28.hxg6? fxg6 and if 29. ♜g3? (for example, or 29. ♖d1 ♖a6 30. ♖d2 might be okay) 29... ♖a6+ 28... exd4

Black's plan: to play Ra6, d3 and target a2 and b2. 29.hxg6 ♖a6??

A totally unexpected oversight by Chris, blinded for a moment, and in time trouble, by his own plan!

29...fxg6 was correct, of course, now: 30. ♔f6! ♖a6! 31. ♖c2 d3 32. ♖d2 but White still seems better 30. ♜h7# 1-0

Chris Beaumont ½ - Fritz 6 4½
[A45]. Game 6

1.d4 ♔f6 2.e3 d5 3. ♔d3 c5
3... ♔c6! 4.c3 e5
4.c3 ♔c6 5.f4

Success! Beaumont has been reading about the games Kramnik recently played against Junior 6, and he gets the 'ideal' pawn structure that Kramnik reckons computers don't understand.

5... ♔g4

Chris expected 5...e6, Fritz's book choice

6. ♔f3 e6 7. ♔bd2?

A blunder as we shall see, that throws all the anti-computer prep away

7... ♔d6! 8.g3

If 8.0-0?! then after 8...cxd4 White must play 9.cxd4 as f4 is not defended

8...0-0 9. ♜e2 ♜b6 10. ♜g2 ♔f5!



A great move for a computer to find, really highlighting White's light square problems by aiming to remove his most important piece.

11. ♔e2 ♔g4!? 12. ♜g1 ♖ac8 13.h3

13. ♔h4! intending Nxf5 would have helped Beaumont's recover his need to hold the White squares

13... ♔f6 14. ♔e5 ♔xe5!

Now White's best square is removed, Black can invade 15.fxe5 ♔e4 16. ♔f3 f6!



Obvious but very strong. White is lost.

17.g4 ♔g6 18.exf6 ♖xf6 19.h4

This was probably White's best! 19. ♜h2 was a possibility, though 19... ♖cf8 would keep F6 ahead; 19.g5?! is another idea, though now 19... ♖f7 20. ♖h2 ♖cf8 21. ♔h4 but now 21...cxd4! 22.exd4 e5+ 19... ♖cf8 20.h5 ♔e8 21. ♖h3 ♔d8!!

The killer positional shot – I wonder if any other programs find it?! – this time threatening to remove White's best bishop for good, and with it any final resistance

22. ♔e5?

22.a4!? to stop Black's next; or how about 22.g5 ♖f5 23.g6 h6 and then 24.a4 stopping the planned Bb5, though leaving Black with an advantage, mainly through those dangerous rooks on the f-file!

22... ♔b5! 23.c4?

23. ♖h2?! ♕xe2 24. ♖xe2 ♗a6 25. ♘d7 ♖f1+ 26. ♗xf1 ♖xf1+ 27. ♗xf1 ♘g3+-.

Perhaps 23.g5 was best, though it would be to no avail after 23... ♖f2 24. ♕f3 ♖f1+ 25. ♗xf1 ♕xf1

26. ♗xf1 ♘g5

23... ♗a5+!

After 24.Kd1 Nf2+ 25.Kc2 Nxb3. Great play by Fritz but White just wasn't in this after losing the anti-computer thread so early in the game. "That's it no more anti computer nonsense from now on, I'm playing proper chess! Why didn't Junior play like that against Kramnik?! My little Fritz 5 (on a 486! - Carl) could rip Junior to pieces!!" - Beaumont. 0-1

Fritz 6 5½ - Chris Beaumont ½ [B01]. Game 7

The match is lost, but Chris will play on for pride and maximum 'pocket money'!

1.e4 d5 2.exd5 ♗xd5 3.♘c3 ♗d8 4.d4 ♘f6 5.♘f3 c6 6.♕c4 ♕f5 7.♘e5 e6 8.g4 ♕g6 9.h4 ♘bd7!

This is Beaumont's improvement on game 3, where he played 9...Bb4. The text leads to a much more pleasant position.

10.♘xd7 ♗xd7 11.h5 ♕e4 12.♘xe4 ♘xe4 13.♕e3 0-0-0 14.♗f3 ♘f6

Not 14... ♘d6? - the knight belongs on d5

15.h6 ♘d5 16.0-0-0 g6 17.♗b1 ♕d6 18.♕g5

One thing Beaumont noticed about Fritz 6 is that like Richard Lang's Genius programs it's a little too willing to exchange: "maybe

Bg5 is a cracking positional idea getting rid of black's defender of the dark squares but I think most strong players wouldn't do this so soon"

18... ♕e7 19.♕xe7 ♗xe7 20.g5?! ♗xg5 21.♗xf7 ♗f5



A moment of decision for Fritz: should it exchange queens.... or not?!

22.♗xf5

Not 22. ♗g7? which looks threatening but is met by 22... ♖dg8 23. ♗e5 ♗xe5 24.dxe5 ♖f8+

22...exf5

Now it's quite clear Black has been got a peaceful position without too much effort, and this game should definitely be drawn. One gets the feeling Fritz should have tried harder to stir it up. Beaumont, however, being 5½-½ down, decides he's going to go for a win, which he envisages may come from 27...f4!? so he starts preparing for it now.

23.c3 ♖he8 24.♖de1 ♗c7 25.♕xd5

Else the knight will come to g4 eventually, which is very awkward

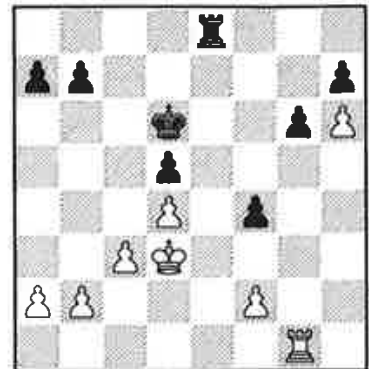
25...cxd5 26.♗c2 ♘d6

27.♗d3 f4?!

As it turns out, Chris is trying for too much, though certainly not yet losing. Better were 27... ♖c8= or

27... ♖e4=. Now Beaumont has committed himself, Fritz starts to play!

28.♖xe8 ♖xe8 29.♖g1!



The idea is Rg5 followed by b3 and c4 with pressure against d5. It also stops g5. 29... ♖e6 30.a4!!

Very, very impressive. We looked at this in the post mortem and decided that White's plan should be b3 and c4, but if 30.b3 then 30...b5!

The move played is good for other reasons too - it makes various K+P endings better, gets a pawn off the second rank and threatens a queenside advance etc. For a computer to find something that resembles a plan...well, we were all impressed.

30...a5

This stops the other idea behind 30.a4 - to play b4. Beaumont must have been worried about this, because he does nothing to stop the afore-mentioned plan involving Rg5.

31.♖g4 ♖f6 32.♖g5 ♖e6

33.b3 ♖e1 34.c4 ♖d1+

35.♗c2 ♖xd4 36.♖xg6+ ♗e5

37.cxd5 ♖xd5 38.♖g7 ♖d6

39.♖xh7 ♗e4 40.♖e7+ ♗f3

The adjournment has been reached:



Carl waited for the Fritz move, and sealed it. The game would be continued the next day.

41.h7

The sealed move.

41...R

42.R**x**b7 Q**x**f2

43.b4 Q**e**3!

Chris had analysed this continuation overnight, and knew that 43...axb4? 44.a5! does indeed win. But he reckoned he'd found a draw, and the game stays within his preparation until around move 56!

44.R**e**7+ Q**d**4 45.b**x**a5 f3

46.Q**d**2 R**h**1

Threatening 47...f2

47.R**d**7+ Q**e**4 48.a6 f2 49.a7

R**d**1+

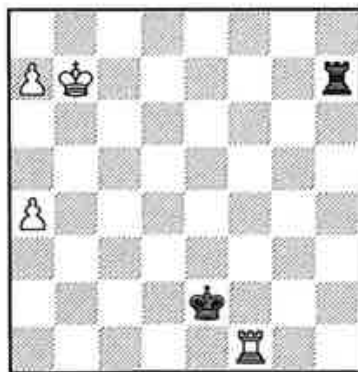
49...f1**Q**?? 50.a8**Q**++-

50.Q**c**3 R**c**1+ 51.Q**b**4 R**c**8

52.R**f**7 Q**e**3 53.Q**b**5 R**h**8

54.Q**c**6 Q**e**2 55.Q**b**7 f1**Q**

56.R**x**f1 R**x**h7+



57.Q**b**6!

I think Chris missed this move in his prep – not that

he could have prevented it. But now it becomes clear that White is winning

57...R**h**6+ 58.Q**b**5!

White "only" has a rook pawn but the deciding actor is that Black's king is miles away

58...R**h**5+ 59.Q**b**4 R**h**4+

60.Q**b**3 R**h**3+ 61.Q**c**2 R**h**8

62.a8**Q**!?

This is NOT the strongest move, but what it does is get Fritz into it's tablebases and it announces MATE IN 39!!!

Chris was lost for words!

62...R**x**a8 63.R**f**4! R**c**8+

64.Q**b**3 Q**d**3 65.a5 R**c**1

66.a6 R**a**1 67.R**a**4 R**b**1+

68.Q**a**2 R**b**8 69.a7 R**a**8

70.Q**b**3 Q**e**3 71.Q**b**4 Q**d**4

72.Q**b**5+ Q**d**5 73.Q**b**6 1-0

Chris Beaumont ½ - Fritz 6 6½

[D11]. Game 8

1.g3

Chris tries to invert his repertoire because he now definitely feels more comfortable with Black.

1...d5 2.Q**g**2 c6 3.Q**f**3 Q**g**4

4.0-0 Q**f**6 5.d4 e6 6.c4

Q**b**d7 7.Q**b**3 Q**b**6 8.Q**c**3

Q**e**7 9.Q**f**4 0-0

So it's a solid, sensible opening from both sides. However, Chris was on auto pilot – very dangerous

when you're playing openings 'for special situations' – and played his next thematic move immediately, aiming for e4. "White's plan in this position is to lengthen the diagonal of the g2 bishop with moves like c4 and e4" – Beaumont
10.R**f**e1?

Standard book moves are 10.c5 (which fixes pawns and is considered good

against computers), or 10.R**f**d1

10...Q**x**f3!

Beaumont (gleefully, but slightly disgusted): "Well that's an awful move. That's just typical of a computer being greedy. Now I've got the bishop pair and I'll just get my pawn back with 11.B**f**3 Q**d**4 12.cd cd 13.Q**b**7 and I've got an initiative as well. Hang on!

Oh NO!! 11.B**f**3 Q**d**4 12.cd N**c**5! Blast! (Carl's translation) No! Nooo!!!"

11.Q**x**f3 Q**x**d4 12.cxd5

If 12.Q**x**b7? Q**x**c4

13.R**e**c1+ because of

13...Q**b**4!

12...Q**c**5!



13.Q**a**3?

Expecting 13...Ne4. If Chris had seen Black's next, he'd have played 13.Q**c**2

13...Q**d**3! 14.Q**x**e7 Q**x**f2+

0-1

Fritz 6 7½ - Chris Beaumont ½

[B01]. Game 9

1.e4 d5 2.exd5 Q**x**d5 3.Q**c**3 Q**d**8 4.d4 Q**f**6 5.Q**f**3

As this is the 3rd appearance of this variation, I must explain from IM Martin's analysis why it has become more powerful. In the game Fischer-Addison 1970, play continued 5.Q**c**4

f5 6. f3! \pm and the whole 3...Qd8 line was thought to be bad. But by inserting an early ...c6 then ...Bf5 and ...e6, Black reaches a Fort Knox variation of the French where White's knight is annoyingly placed on c3. It is unhelpful here because all through this game you can see White needs to play c4 to make progress, and therefore needs a bishop on b2 to support the potentially weak d4 pawn. White's next few (book) moves prevent all this.

5...c6!! 6. c4 f5 7. $\text{d}e5$

What else?

7...e6 8.g4 g6 9.h4 $\text{d}bd7!$

See note in game 7

10. $\text{d}xd7$ $\text{p}xd7$ 11.h5 $\text{e}e4$

12. $\text{d}xe4$ $\text{d}xe4$ 13. $\text{e}e3$ 0-0-0

14. $\text{p}f3$ $\text{d}f6$ 15.h6 $\text{d}d5$

16.0-0-0

If White is playing for a win then I've concluded 16.hg is the only way to get any play. White would then continue by doubling rooks on the h file. Black, however, would have more pressure against d4 with the bishop on g7.

16...g6!= 17. $\text{c}b1$ $\text{d}d6$

18. $\text{g}g5$ $\text{e}e7$ 19. $\text{e}xe7$ $\text{p}xe7$

20.g5?! $\text{p}xg5$ 21. $\text{p}xf7$ $\text{p}f5$

22. $\text{p}xf5$ exf5



So far the same as game 7. But because Chris was

banging his moves out this time round Fritz had run short of time with only about 45 min left and, with less time to find the 23.c3 it played previously, it now plays something else – which is just as good I might add.

23. $\text{e}he1$

Or 23. $\text{e}xd5!$ =

23... $\text{d}f6!$ \bar{f}

Excellent! Beaumont realises that the knight is better than the bishop mainly because of the weak h6 pawn. He now steers for a minor piece ending so as to play for a win!

24.f3 $\text{e}he8$ 25.c3 $\text{e}xe1$

26. $\text{e}xe1$ $\text{e}e8$ 27. $\text{e}e5$ $\text{c}d7$

28.a4 $\text{c}d6$ 29. $\text{e}xe8$ $\text{d}xe8$ \bar{f}

Beaumont assessed this position as WINNING for Black, and we spent a lot of time in post mortem looking for it – without success!

Black seems to be able to win the h6 pawn by playing Ke7 Kf6 g5 Kg6 and Kh6. but there are problems: White has the awkward Bg8 move which forces ...Nf6, preventing black's king from getting to g6. Also there's that queenside pawn majority to watch out for!

30.a5 $\text{d}f6$ 31. $\text{c}c2$ b6

32.a6?!



Uh oh...

32...b5 33. $\text{e}a2$ $\text{d}d5$ 34. $\text{c}d2$

$\text{c}c7$ 35.c4 bxc4 36. $\text{e}xc4$ $\text{c}b6$ 37.b4 $\text{d}f6$ 38. $\text{c}e3$ g5

39. $\text{c}f2$ g4 40. $\text{e}d3$ gxf3

40...f4 41. fxg4 $\text{d}xg4+$

42. $\text{c}f3$ $\text{d}xh6$ 43. $\text{e}xh7$

$\text{c}xa6$ 44. $\text{e}d3+$ $\text{c}b6$

45. $\text{c}xf4$ =

41. $\text{c}xf3$ $\text{d}g4$ 42. $\text{e}xf5$ $\text{d}xh6$

43. $\text{e}e6!$?

Winning a piece but not the game

43... $\text{c}b5$ 44. $\text{c}f4$ $\text{c}xb4$

45. $\text{c}g5$ $\text{c}c3$ 46. $\text{c}xh6$ $\text{c}xd4$



I ought to point out that Black is in no danger here at all, as the ending K+B+a6 pawn vs K+a7 pawn is drawn as long as the Black king get to b8 or a8, which it clearly can.

47. $\text{c}g5!$!

47. $\text{c}xh7$ c5 48. $\text{c}g7$ c4

49. $\text{c}f6$ c3 50. $\text{e}f5$ $\text{c}c5$

51. $\text{c}e5$ $\text{c}b6$ 52. $\text{e}d3$ c2

53. $\text{e}xc2$ $\text{c}xa6$ =

47...c5 48. $\text{c}f4$ c4 49. $\text{c}f3$ h5

50. $\text{c}e2$ h4 51. $\text{c}d2$ $\frac{1}{2}$ - $\frac{1}{2}$

Just before the start of Game 10 Roy Phillips (2240) showed Chris an ideal way of getting 'Black': 1.d3! "and now what?" he asked.

Chris played 1...e5 and Roy banged out 2d4!! – "now you've got your Centre Counter!"

Chris took the move back and played 1...d5 and Roy hit back with 2.d4!! "and now you've got the Black side of a

QG where you can aim for the Slav you drew with in game 1!"

However, it was pointed out that Fritz could (and fairly often does) play 1...g6 which would completely ruin White's tom-foolery! In any case, I think Chris had finished with trying to play openings he wasn't 100% familiar with. So...

Chris Beaumont 1 - Fritz 6 8

[D05]. Game 10

1.d4 d5! 2.♘f3 ♘f6 3.e3 e6

This is the popular move at the moment but 3...Bf5 might be best.

4.♗d3 c5 5.b3 ♘c6 6.0-0 ♗d6

Or 6...♘b4 7.♗e2 ♗d6 8.a3 ♘c6 9.♗d3

7.♗b2 0-0 8.♘bd2 ♖e7

9.♘e5 cxd4 10.exd4 ♗a3!?

This was Capablanca's idea - it seems odd for Black to get rid of his best bishop, and leave that awful one on c8, but the move creates weaknesses in White's Q side and allows the groovy manouever of ...b6 & ...Ba6 with Black's Queen on a3.

11.♗xa3 ♖xa3 12.c3 ♘xe5

Otherwise Black can't play the b6 idea.

13.dxe5 ♘d7 14.♗e1



14...♘c5?!

♘14...b6! ♗15.♗e3 ♗a6
Keeping the knight on d7 puts more pressure on the White centre. On c5 the knight LOOKS well placed, but does nothing except cut off the black queen. Now White gets an attack!

15.♗c2 b6 16.♗e3! f5!

16...♗a6? 17.♗xh7+!

♘xh7 18.♖h5+ ♘g8

19.♗h3 f5 20.exf6 ♗xf6

21.♖h8++-

17.exf6± g6!

Fritz is in trouble!:

17...♗xf6 18.b4 ♘d7 19.c4

♖xb4 20.cxd5 exd5?

21.♗xh7+! ♘xh7 22.♖h5+

♘g8 (=22...♗h6 23.♖f5+

♘g8 24.♖xd5++-)

23.♖xd5++-

18.b4

Cutting off the queen which Beaumont now tries to harrass by getting his knight to b5 or c2 - but instead of harrassing it, he could have won by just attacking the Black king! Also see my note to move 22.

18...♘d7 19.♘f3 ♘xf6

20.♘d4 ♗d7 21.♗b3!± ♗ae8



22.♘c2?

Winning is: 22.♖e2! Hitting e6 and covering the all important a6 square

22...♘e4 23.f3 ♘g5

24.♘c2! ♖b2 25.♖e1!+-

Black's queen is lost

22...♖a6 23.a4 ♖b7 24.♖e2

♖c7! 25.♗d1?? ♘e4

"I don't believe it. Every time I looked at ...Ne4 it could be answered by f3; and the one time I don't bother to check, Fritz makes it work..."

26.c4

≤26.♗xe4 dxe4+

27.♖xe4? ♖xc3

26...♗xf2 27.♖d3 ♗ef8

28.♗xe4 dxe4 29.♖xe4 ♗c6!

30.♖xe6+ ♘h8 31.♘e3 ♖f4!

Announcing mate in 6 instantly. Another game where Chris got tired towards the end after "having to analyse everything" - Beaumont. This was the only game in the match where Chris outplayed the machine to the extent of getting a winning position. He was very annoyed he missed 22Qe2! I think this game and the match in general shows you can't face a top PC program running at nearly 1GHz and get tired. 0-1

So there it was:

Fritz6 9 - Chris Beaumont 1

and a 2610 Elo rating for Fritz6 on a P/933, which I estimate to be the equivalent of around 2535 on a P/300. To achieve its exact *Selective Search* rating, Fritz actually needed to win by 10-0 (!) which is, I think, asking almost the impossible. It isn't that our rating is wrong, it's just the way it is always likely to go in a match situation - typical is the use of the same opening in 3, 7 and 9, with Beaumont finally getting his draw.

Organiser
and Game
annotator
CARL
BICKNELL



Dedicated Computer Section

Mephisto ATLANTA v BERLIN PRO

Jim Crompton is a fairly new subscriber to SS but, a dedicated computer fan, he's already recognised my own enthusiasm in this area, and has sent me some games from a 6 game G/60 match between 2 top Mephisto computers.

Here are 2 of the best:

Atlanta - Berlin Pro [1]

[C24. Bishop's Opening]

1.e4 e5 2.♗c4 ♘f6 3.d4 exd4
4.♘f3 ♘xe4 5.♙xd4 ♘f6
6.♗g5 ♗e7 7.♘c3 c6 8.0-0-0
d5 9.♖he1 0-0 10.♗d3 ♗e6
11.♘e2?

11.♙h4 is Book, though the line left the most popular theory when Black castled. Then 11...h6 12.♗xh6 ♘e4 13.♙h5 looks about equal

11...♘bd7



Preparing c5 and then c4. If you look at White's d3-bishop, you can see that it's in serious danger of being trapped by this!

12.h3 h6 13.♗d2?!

This only adds to the congestion in White's position. I believe Bh4 or even Bxf6 would have been better
13...c5! 14.♙f4 c4 15.♗xc4
We saw this coming, and

really White has no alternative but to do this, though obviously it leaves Black with a 'won' game!

15...♘h5 16.♙e3 dxc4
17.♘fd4 ♗d5 18.g4 ♘hf6
19.g5 ♘e4?!

19...hxg5 20.♙xg5 ♗e4 was fairly obviously even stronger

20.gxh6 ♗g5 21.f4 ♗xh6
22.♘f5



22...♘df6??

Missing its chance! After this White recovers and gains a dangerous initiative 22...♗e8 wins, though White has a couple of clever resources: 23.♘xh6+ gxh6 24.♘c3! a good defence 24...♘ef6 25.♙g3+ ♘h7 26.♘xd5 ♘xd5 27.♗a5! ♘5b6 28.♗xb6 axb6 29.♗g1! ♙f6 30.♗xd7! But 30...♗g8! finally secures it, because Rxa2 is also threatened!

23.♘xh6+ gxh6 24.f5!

Black appears to find a suitable reply to this threat against h6, but White's follow-up emphasises the fact that the Atlanta is now on the attack!

Initial impressions that 24.♘c3?! is an outright blunder, allowing 24...♗e8!

which appears to give the win back to Black, may not be correct. After 25.f5 ♘g5 26.♙g3! may still save the day

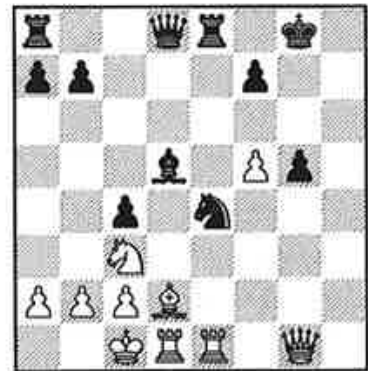
24...♘g5!

24...♘xd2?? gets a yuk! 25.♙xh6 followed by Rg1+ 25.h4! ♗e8 26.♙g1!

In previous notes 26.♙g3 has been the g-file attack square for the queen, but here 26...♘fe4! forces 27.♙g1 and 27...f6 keeps Black in with a chance as, if 28.hxg5 (28.♗xg5! is best!) 28...fxg5=

26...♘fe4?!

26...♙b6 threatening a counter-attack on the q-side as well as a queen exchange probably offered a better saving chance 27.hxg5 hxg5 28.♘c3!



28...f6 29.♘xe4 ♗xe4

30.♗xe4 ♗xe4

Of course there are no prizes for what's coming next!

31.♗xg5 ♙c7 32.♗xf6+ ♘f8

33.♙e3 ♙f7 34.♙c5+

Which gives a forced mate

34...♘g8 35.♗g1+ ♘h7

36.♗g4 ♙d7 37.♗h4+ ♘g8

38.♙g1+ 1-0

Atlanta - Berlin Pro - [5] [D17] - Slav Defence

1.d4 d5 2.♘f3 c6 3.c4 ♘f6
4.♙c3 dxc4 5.a4 ♙f5 6.♙e5
e6 7.f3 c5 8.e4 cxd4 9.exf5
♙b4 10.fxe6 dxc3 11.♖xd8+
♗xd8 12.♗f2 cxb2 13.♙xb2
♗e7 14.♙xc4 fxe6 15.♗ab1
♙c5+ 16.♗e2 ♘bd7
17.♘xd7 ♘xd7 18.g3 ♗hg8
19.♙d3 g6 20.♙e4 ♗ab8
21.♗hd1 b6 22.♗d3 ♗bc8



From a Slav Defence, the game is equal but uncertain – i.e. White is a pawn down and the pawn structure is unbalanced, but he has B+B v B+N and is trying to overwhelm the Berlin Pro on the open d-file. So both sides have chances.

23.♗bd1! ♗c7 24.♙c6?

A bit too clever! The BerlinPro now plays very accurately. 24.f4 ♗gc8 25.♗f3 should maintain some tension with a small initiative 24...♘f6!

Not of course 24...♗xc6?
25.♗xd7+ ♗e8 26.♗xa7
25.♙e4

The Atlanta was surely wrong to allow the exchange here... I think Bb5 had to be best

25...♘xe4! 26.fxe4 ♗f8

Threatening Rf2+ which would win outright, I should think

27.♙e5! ♗b7

Of course the rook must stay on the 7th to stop Rd7+
28.♙f4 e5 29.♙xe5?

Spoiling his excellently found defence with the Bc2–e5–f4 manouvre. To continue that idea with 29.♙e3! ♙xe3 30.♗xe3 at least stops invasion of the 7th rank – White would still be a pawn down with, now, few counterchances, but it's better than this!

29...♗f2+! 30.♗e1 ♗a2

31.♙c3 ♗xa4 32.e5 ♗e6



Extremely sure play from the Berlin Pro, which reminds us of the ability Richard Lang programs often showed to nurture small advantages and negate possible counterplay
33.♗f3 ♙e7 34.♗d2 b5
35.♗e2 b4 36.♙d4?

It's one of the unchanging rules of chess: blockade the passed pawn! 36.♙b2 was vital, though 36...♗a2 37.♗d1 a5 should still win

Talking of unchanging rules, there seem to be ever fewer really reliable ones as the game continues to develop. Since the time of the 'Russian School' and 'Dynamic Chess', so many 'rules' are now 'it depends', it gets harder and harder to be dogmatic where strategic issues are concerned. Of course if playing good chess

was just a series of 'rules', the computers would have toppled the human World Champion by now. But you ask one of the top programmers how he applies 'the rules' for, say, isolated pawns... and you'll probably get a very strange look!
36...b3 37.♙b2

Okay, but a tempo missed
37...♗a2 38.♗d1 a5 39.♗c3 ♗b6

To stop the check on c6
40.h4 a4 41.♗c1

And, as we say at the office, 'I could beat Gazza from here' (I think!)

41...♗xb2 42.♗xb2 a3

43.♗cb1 axb2 44.♗xb2

♗xe5

Threats abound, a good eg. being Ba3 followed by b2 or Rd6+ forcing White's king away 0-1

Match Table

	1	2	3	4	5	6	
Atlanta	1	0	½	1	0	1	3½
BerlinPro	0	1	½	0	1	0	2½

For our next issue we have another Rob Van Son 'special' - a 7 round Dedicated Computer Tournament held in Leiden.

Rob had his BERLIN PRO there (in fact 2 were entered), and other machines included the Mephistos ATLANTA, MAGELLAN and SENATOR (Morsch), LYON 32bit (Lang), MONTREUX (de Koning's Risc2500 type), POLGAR and MILANO (Schroder), a TASC R30 (de Koning), Saitek's COUGAR and BARACUDA (Morsch), and Novag SUPER EXPERT (Kittinger).

Games with analysis and completed Tournament Table should be ready for **SS/96!**

DEEP JUNIOR v BANIKAS

On June 13/14 Hristos Banikas, the 23 year old Greek champion rated 2535 Elo, took on the new Deep Junior7 program before a large audience in Hellas.

The time control was G/24 + 10secs, and here are the 4 games.

Deep Junior 7 - Banikas, H

Game 1. B47.
Sicilian Taimanov

We join this long game in its later stages when (maybe) DJ7 missed a winning chance.



Here DJ7 played the cautious 62.♔f2. Maybe the more active 62.♔d3 ♖a8 63.♔e4 would have given it better chances. Banikas played 62...♞c4! and defended the position quite easily hereafter, though the evaluation remained at +200 or so for ages. 1/2-1/2

Banikas, H - Deep Junior 7

Game 2. D13.
Slav Defence, ExchVar

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.cxd5 cxd5 5.♘c3 e6 6.♙f4 ♙d6 7.♙xd6 ♞xd6 8.e3 0-0 9.♙d3 ♘c6 10.0-0 ♙d7 11.♞c1 h6 *The end of DJ7's*

book 12.♞e2 e5 13.♘b5 ♞e7 14.♘xe5 ♘xe5 15.dxe5 ♞xe5 16.h3 ♙xb5 17.♙xb5 ♞fd8 18.♞fd1 ♞ac8 19.♞xc8 ♞xc8 20.♙a4 ♘e4 21.♙b3 ♞c5 22.♞d4 ♞c1+ 23.♞d1 ♞xd1+ 24.♙xd1 b6 25.g3 g6 26.♔g2 ♔g7 27.♞c2 d4 28.♞d3 dxe3 29.♞xe3



29...f5 30.♙f3!? *The game is heading for a draw – indeed Banikas could have almost guaranteed it with 30.♞a3 and if 30...♞d4 31.♞e7+ etc 30...♞c5 Winning a pawn with 30...♞xb2 would be meaningless: 31.♙xe4 fxe4 32.♞xe4 ♞xa2 33.♞e5+= 31.♙xe4 ♞xe3 32.fxe3 fxe4 33.♔f2! g5?! 34.♔e2*



So we reach GM v Table-bases... who would you fancy?! 34...g4 34...♔f6?! was correct according to Fritz, but 35.♔d2 ♔e6 36.♔c3 ♔d5 37.♔b4 g4

now pretty much forced 38.h4 a6 39.b3 h5 40.a3 ♔d6 41.♔c4 ♔e5 42.a4 ♔e6 43.♔d4 and White wins... with thanks to Shredder532 for analytical help! It is possible however that Kf6 at move 33 might have saved the day 35.h4! Not 35.hxg4?? ♔f6 and Black wins! 35...♔f6 36.♔d2 Banikas times each move to perfection 36...♔e5 37.♔c3 ♔d5 38.♔b4 a6 39.a4 h5 40.b3 ♔d6 41.♔c4 ♔e5 42.b4 a5 43.bxa5 bxa5 44.♔c5 ♔e6 45.♔d4! ♔f5 46.♔d5 ♔f6 47.♔xe4 1-0

Deep Junior 7 - Banikas, H

Game 3. B47
Sicilian Taimanov

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♞c7 Banikas played 4...Nc6 in game 1 5.♘c3 e6 6.g3 a6 7.♙g2 d6 8.0-0 ♙e7 9.♘de2 *This is a very even opening, in that White v Black is close to 50-50. However to maintain a tiny edge, White usually continues with 9.Re1 or 9.Be3 here. The move played by DJ7 has quite a poor record! 9...b5 10.a3 ♘f6 11.h3 0-0 The usual continuation, 11...♙b7 12.g4 0-0 13.g5 ♘d7 14.f4, is very similar to the game, and also leaves Black with an advantage 12.♙e3 The standard continuations have White starting his pawn charge now, either with g4 or f4 12...♞e8 13.g4! ♞b8 14.g5 ♘d7 15.♘d4 To stay along the lines already intimated 15.f4 could have been played here 15...♘xd4 16.♞xd4*

♖e5 17.♜fd1 ♕d7 18.♙f4
♙c6 18...♗c4!? 19.h4 a5
20.♞e3 ♗c4 21.♞g3



Well, DJ7 hasn't done it in the time-honoured way, but it's clear he's getting a potentially dangerous attack, even though computer evaluations still favour Black 21...♗xb2 22.♜xd6 ♙xd6?! I think that Black's position does hold, so maintaining the tension with 22...♞bc8!? was probably sharpest. The move played allows White to simplify and equalise 23.♙xd6 ♞a7 24.♙xb8 ♞xb8? 24...♞xb8 was right, bringing the exchanges to an end. Black would still have had pressure on the q-side and therefore keep a small advantage 25.♞xb8 ♞xb8 The position would seem to be about equal now 26.f3 ♙e8?! 27.♙f1 Black's somewhat passive 26th move has given DJ7 the chance to take a small initiative 27...♞c8 28.♗xb5 ♙xb5 29.♙xb5 ♞xc2 30.♞e1 ♗f8 31.♞e2 ♞c1+ 32.♗g2 ♗c4 33.♙xc4 ♞xc4 34.♞e3 a4 35.♗g3 ♗e7 36.e5



Banikas (left) and in after-game analysis



36...♞c5? A strange mistake (leaving the 4th rank), as there were plenty of quiet and safe moves at his disposal: f6, h6, Kd7 etc 37.♞e4! ♞a5 38.f4 f6 39.exf6+ gxf6 40.♞b4 ♗f7? Another doubtful choice. Black should have stopped the check on the 7th rank altogether with 40...♞a7. White can still try and make progress with 41.♗g4 but 41...♗f7 then does look good enough to draw. However I later found 42.♗h5 fxg5 43.fxg5 ♗g7 44.♞c4! – a lovely waiting move, forcing Black to decide between various 'I'd rather not move it' choices, and White still has good chances 41.♞b7+ ♗g6 42.h5+! ♗xh5 43.♞xh7+ ♗g6 44.♞h6+



44...♗g7? 44...♗f7 was best, then after 45.♞xf6+ ♗e7! and White must choose his next move carefully. Probably 46.♞h6 offers the

best chance for the win 45.♞xf6 ♞a6 With his king on g7 instead of f7, this is the only way to protect the e-pawn 46.♗f3! ♞c6 47.♗e4 ♞c4+ 48.♗e5 ♞c3 49.♞xe6 ♞xa3 50.♞a6 ♞e3+ 51.♗f5 a3 52.♞a7+ ♗g8 53.g6! This time the computer excels in the endgame – Black is helpless and can only shuffle pieces and wait to see if White knows what to do. 'It' does! 53...♞b3 54.♗f6 ♞b6+ 55.♗g5 ♞b3 56.f5 ♗f8 57.f6 announcing mate, so Banikas resigned 1-0

Banikas, H - Deep Junior 7

Game 4. [E12]
Queens Indian

1.d4 ♗f6 2.c4 e6 3.♗f3 b6 4.a3 ♙b7 5.♗c3 d5 6.♞a4+ c6 7.cxd5 exd5 8.g3 8.♙g5 is the more popular and successful line here, and the continuation usually goes 8...♙e7 9.e3 0-0 8...♙e7 9.♙g2 b5?! Leaving an unpleasantly backward c-pawn. White usually plays 9...0-0 or, rarely, Nbd7, though 10.Bg2 0-0 then often transposes 10.♞c2 0-0 11.0-0 ♗bd7 12.♙f4 a5 13.♜fd1 ♗b6 14.♗e5 ♗h5



15.a4? I don't really know what to say about this! Banikas just allows his position to be damaged by

Black's obvious reply, when the simple Bd2 would have retained an enduring edge because of Black's q-side pawn structure and the hemmed-in b7-bishop. Why not 15. ♖d2 ♜f6 16. ♗g5± 15... ♜xf4 16. gxf4 f6 17. ♜d3 b4 18. ♜b1 ♞e8 19. ♜d2 ♞a7?! DJ7's advantage is only small, so it doesn't want to be messing about with non-moves like this too often 20. ♞ac1 ♞g6 21. ♜f1 ♗d6 22. b3 ♞e8 23. e3 ♗b8?! 24. ♜g3= ♞h6 25. ♞e2 g6 26. ♞d2 ♞h4 27. ♞dc2 ♜h8 28. ♞d1 ♜c8 29. ♜c5 ♗a8



I thought it worth a diagram to see where almost 30 moves of 'manouvering' has got DJ! 30. ♞f3 ♜d6 Progress! 31. ♗f1 f5 32. ♞g2 ♜e4 33. ♞h3?! I think this is a wrong move order, as it allows Black to make a knight exchange on c5. White should take on e4 first, and then offer the queen exchange. So 33. ♜gxe4 fxe4 34. ♞h3, and it's just about equal whether Black takes on h3 or retreats to d8. However in the longer term, the one thing which can count against Black is his static bishop on a8. The knight on c5 keeps it there... when the knight goes Black must get the bishop developed 33... ♞hx3 34. ♗hx3 ♜xc5!

35. ♞xc5 ♜g7 36. ♗g2 ♜f7 37. ♜f1 ♗d6 38. ♞5c2 h6 39. ♜d2 g5 40. ffg5 hfg5 41. h3 ♜f6 42. ♜f1 ♞h8 43. ♜f3 ♞c7 44. ♜e1 ♜e6 45. ♜d3 ♞ch7 46. f3 ♞e7 47. ♜f2 ♞h4 48. ♞e2 ♜f7 49. f4 ♜f6 50. ffg5+ ♜xg5 51. ♜e1 ♞hh7 52. ♜d2 ♜h4 53. ♞f1 ♞hf7 54. ♜f4! ♞f6 55. ♗f3 ♗xf4 56. exf4 ♞xe2+



A vital moment. How should White recapture? 57. ♜xe2? 57. ♗xe2! ♞g6 (57... ♜hx3? 58. ♞g1! apparently aiming for g8 where it will threaten to win the bishop and/or drain Black of his pawns, but also threatening a mating net if White can get his king to f2! E.g. 58... ♞e6 59. ♜e1 ♞e4 60. ♜f2 ♞xf4+ 61. ♗f3 ♜h4 62. ♜e3 ♞g4 63. ♗xg4 ffg4 64. ♜f4 wins) 58. ♗d3 with some winning chances, as Black is still half-a-bishop down in terms of active pieces! 57... ♜g3! 58. ♞g1+ ♜xf4 59. ♜f2 ♞h6 60. ♞g3 ♗b7 61. ♗g2 ♗a6 Three cheers... hip hip hooray! 62. ♞e3 ♗d6 63. ♞e7? Disaster - moving the rook from the 3rd rank allows the newly released bishop right into the game. 63. ♗f3 retains good drawing chances 63... ♗d3! 64. ♞e3 ♗e4 65. ♗f1 c5! 66. dxc5 ♞c6 67. h4 Keeps the hearts beating fast! 67... ♞xc5

68. ♞h3 ♞c2+ 69. ♗e2 d4! 70. ♜e1 ♞c3 71. ♞xc3 bxc3 72. h5 ♜e3 played with a mate in 9 announcement. 0-1

So 2½-1½ to DJunior7 - and a not totally convincing 2635 Elo grading for a dual processor effort at G/24+10!

LATE NEWS

The result is in from Argentina (see page 9), and CHESS TIGER14 has produced a quite staggering GM performance, scoring 9½/11 with a 2759 Elo rating - this at tournament time controls! It was on a P3/866 so is the equivalent of around 2680 Elo on the P3/300 level used currently in S/Search ratings.

I class this as indisputably the best ever performance by a commercially available computer/program! It also won a blitz event (against a weaker field!) with 28½/29!

Tournament Table and Games (analysing them will be a challenge!) next Issue.

I am sorry to have no further news on HIARCS8 - Chess-Base are reluctant to bring out another new program just yet, when Tiger14, Junior7 and Shredder532 are still recent releases. Probably Sept!

- 36 pages this time - good value!!
- Our NEXT ISSUE will include:
- Tiger14 games from Argentina;
- The already promised Rob Van Son dedicated Computer Tournament from Leiden;
- An update on Frank Holt's recent testing: he's pitted the computers on a favourite Benoni Defence line he loved to use in Correspondence Chess (that game will be included - some of our readers play good chess!), so we see how the programs got on. Also what Frank thinks of Tiger and its results!

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 $(\text{Elo} - 600) / 8$, or from USCF figures by $(\text{USCF} - 720) / 8$.

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	-240	386DX/33	-300

RATING LIST (c) Eric Hallsworth. PC PROGS

	Elo	+/-	Games	Pos	Aug 2001	Human/Games
BCF Computer						
257 GAMBIT TIGER2.0 PPRO-PC	2663	20	510	1		
257 DEEP FRITZ PPRO-PC	2657	16	825	2	2592	10
257 CHESS TIGER14 PPRO-PC	2656	22	435	3		
253 GAMBIT TIGER1.0 PPRO-PC	2626	21	466	4		
252 SHREDDER5 PPRO-PC	2620	30	232	5	2651	10
252 FRITZ6A PPRO-PC	2617	10	1937	6	2537	35
249 REBEL TIGER12 PPRO-PC	2599	15	912	7		
249 JUNIOR6A PPRO-PC	2597	10	1816	8	2551	22
247 HIARCS732 PPRO-PC	2580	10	1918	9	2397	19
246 NIMZ08 PPRO-PC	2571	16	772	10		
246 HIARCS7.1 PPRO-PC	2568	12	1442	11		
245 SHREDDER4 PPRO-PC	2565	17	737	12	2530	15
244 NIMZ0732 PPRO-PC	2559	13	1164	13		
244 GANDALF432 PPRO-PC	2558	15	867	14		
244 FRITZ532 PPRO-PC	2556	12	1447	15		
243 CHESSMASTER 6/7000 PPRO-PC	2548	24	348	16	2524	22
243 FRITZ516 PPRO-PC	2548	12	1281	17	2443	6
243 REBEL CENTURY3.0 PPRO-PC	2545	24	364	18	2585	6
242 NIMZ098 PPRO-PC	2541	12	1307	19	2405	10
241 JUNIOR5 PPRO-PC	2535	12	1497	20		
241 SOS PPRO-PC	2534	16	757	21		
240 HIARCS6 PPRO-PC	2522	13	1167	22	2522	24
240 NIMZ099A PPRO-PC	2520	14	1050	23		
240 REBEL CENTURY1.2 PPRO-PC	2520	21	458	24	2522	43
239 GOLIATH LIGHT PPRO-PC	2514	18	664	25		
239 REBEL-10 PPRO-PC	2513	25	329	26	2528	17
239 REBEL9 PPRO-PC	2513	14	1059	27	2607	14
238 REBEL8 PPRO-PC	2508	20	538	28		
237 MCHES5 PRO7 PPRO-PC	2502	14	1066	29	2530	1
237 MCHES5 PRO6 PPRO-PC	2502	17	699	30	2474	12
237 CHESS GENIUS5 PPRO-PC	2499	13	1192	31	2389	6
236 MCHES5 PRO8 PPRO-PC	2493	14	1016	32		
236 SHREDDER3 PPRO-PC	2493	34	177	33	2641	2
236 SHREDDER2 PPRO-PC	2489	15	875	34	2148	6
233 GANDALF3 PPRO-PC	2468	27	278	35		
231 HIARCS6 PENT-PC	2450	11	1680	36	2540	2
231 FRITZ5.16 PENT-PC	2448	35	170	37		
231 JUNIOR4.6 PPRO-PC	2448	43	115	38		
231 HIARCS5 PENT-PC	2448	19	585	39		
230 KALLISTO2 PPRO-PC	2442	22	412	40		
230 REBEL8 PENT-PC	2441	10	2106	41		
229 REBEL9 PENT-PC	2434	16	805	42		
228 CHESS GENIUS5 PENT-PC	2425	11	1567	43		
228 CHESS GENIUS3 PENT-PC	2424	14	1028	44	2658	10
227 CHESS GENIUS4 PENT-PC	2421	13	1199	45	2387	16
226 REBEL7 PENT-PC	2415	14	1082	46	2242	11
226 HIARCS4 PENT-PC	2415	14	1008	47	2348	6
226 REBEL6 PENT-PC	2413	19	594	48	2403	6
226 MCHES5 PRO6 PENT-PC	2411	11	1721	49	2316	4
226 MCHES5 PRO5 PENT-PC	2409	15	925	50	2423	19

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth, SelSearch95 Aug 2001									
BCF	Computer	Rating	Search95	Aug 2001	Games	Pos	Human	Games	Pos
221	TASC R30-1995	2368	16	768	1	2276	18		
217	MEPH LONDON 68030	2337	35	175	2	2272	6		
214	TASC R30-1993	2319	12	1346	3	2336	66		
214	MEPH GENIUS2 68030	2315	18	657	4	2308	23		
213	MEPH LONDON PRO 68020/24	2308	67	47	5				
210	MEPH LYON 68030	2283	15	869	6	2392	51		
210	MEPH RISC2 1MB	2282	21	480	7	2237	6		
209	MEPH PORTOROSE 68030	2276	20	505	8	2340	82		
207	MEPH BERLIN PRO 68020/24	2262	13	1228	9	2217	29		
207	MEPH VANCOUVER 68030	2261	18	656	10	2347	54		
207	KASP RISC 2500-512K	2257	25	338	11	2384	10		
206	MEPH LYON-VANC 68020/20	2253	27	286	12	2327	10		
205	MEPH RISC1 1MB	2245	9	2556	13	2232	95		
204	KASPAROV SPARC/20	2237	14	1077	14	2251	24		
203	MEPH MONTREUX	2229	16	821	15	2288	54		
203	MEPH ATLANTA-MAGELLAN	2229	17	724	16	2288	6		
201	MEPH LONDON 68020/12	2214	77	36	17	2040	4		
201	KASP RISC 2500-128K	2212	9	2637	18	2270	67		
199	FID ELITE 68040-V10	2194	53	75	19	2215	21		
197	MEPH VANCOUVER 68020/12	2178	9	2318	20	2121	33		
197	MEPH LYON 68020/12	2176	8	3329	21	2246	92		
195	MEPH LONDON 68000	2161	69	45	22				
194	MEPH PORTOROSE 68020	2156	10	1833	23	2237	198		
193	NOV SAPPHIRE2-DIAMOND2	2149	19	566	24				
192	FID ELITE 68030-V9	2143	15	899	25				
192	MEPH BERLIN 68000	2142	12	1321	26	2169	13		
191	MEPH VANCOUVER 68000	2133	12	1358	27	2221	25		
191	MEPH LYON 68000	2130	11	1674	28	2126	23		
191	MEPH ALMERIA 68020	2128	14	1012	29	2083	33		
189	MEPH MILANO PRO-SENATOR	2113	20	514	30	2156	241		
189	NOV SAPPHIRE1-DIAMOND1	2113	12	1353	31	2169	10		
187	MEPH PORTOROSE 68000	2102	11	1613	32	2152	77		
186	FID ELITE 2468000-V5	2095	9	2273	33	2179	130		
184	MEPH POLGAR/10	2075	26	312	34	1888	2		
182	MEPH ROMA 68020	2061	18	632	35	2080	54		
182	MEPH DALLAS 68020	2056	14	1075	36	2033	73		
181	MEPH ALMERIA BRUTE FORCE	2051	14	1017	38	2069	197		
179	MEPH ALMERIA 68000	2037	14	1070	39	2182	42		
179	NOVAG SCORPIO-DIABLO	2032	10	2063	40	2093	31		
177	KASP PRESIDENT-MH6-CUGAR	2018	16	822	41	2122	138		
176	MEPH NIGEL SHORT	2010	25	322	42	2072	65		
175	FID MACH3-DES2265 68000-V2	2005	6	5515	43	2136	5		
175	NOV EMERALDCLASS-AHBER	2002	60	60	44	2105	230		
174	MEPH DALLAS 68000	1999	11	1526	45	1959	65		
173	MEPH POLGAR/5	1991	8	2797	46	2076	17		
173	MEPH MH5/5	1991	11	1754	47	1850	17		
173	NOV SUPER FORTE-EXP C/6	1989	8	2855	48	2000	24		
173	MEPH MILANO	1987	13	1133	49	2063	13		

173	MEPH MONDIAL 68000XL	1985	15	852	50		2049	77
173	NOVAG JADE2-ZIRCON2	1984	41	128	51		2032	48
172	MEPH MONTREAL-ROMA 68000	1976	9	2514	52		1968	56
171	MEPH AMSTERDAM	1968	9	2253	53		2054	182
170	MEPH ACADEMY/5	1965	9	2385	54		2023	111
169	FID MACH28	1954	27	276	55		1960	25
169	NOV SUPER FORTE-EXP B/6	1953	12	1423	56		2005	93
168	MEPH MEG4/5	1949	8	2707	57		2005	197
168	KASPAROV MAESTRO D/10	1944	12	1303	58		1923	127
167	FID MACH2C	1941	9	2611	59		2059	127
166	KASP GK2000-BARRACUDA	1932	15	913	60		1830	30
166	MEPH MODENA	1930	16	780	61			
166	MEPH MH4/5	1928	8	2703	62		2006	97
164	FID TRAVELMASTER	1919	19	564	63		1909	90
164	NOVAG RUBY-EMERALD	1917	17	723	64		1981	48
164	KASPAROV MAESTRO C/8	1914	27	295	65		1999	98
164	NOV SUPER FORTE-EXP A/6	1913	12	1402	66		2021	176
164	MEPH SUPERMOND2-COLLEGE-MCARLO4	1913	27	284	67		2074	8
163	FID MACH2A	1907	26	310	68		1912	35
162	MEPH MONTE CARLO	1899	28	260	69		2046	10
162	CX6 SPHINX/A	1897	9	2393	70		1943	155
162	CONCH PLY-VICTORIA/5.5	1897	16	781	71		1861	22
162	KASP TRAVEL CHAMPION	1896	32	211	72		1862	22
161	KASP TURBOKING2	1889	14	982	73			
160	NOV EXPERT/6	1883	32	206	74		2026	22
159	FID CLUB B	1872	12	1309	75		1827	18
158	NOV EXPERT/5	1868	26	305	76		2012	68
158	NOV SUPER FORTE-EXP A/5	1864	11	1530	77		1800	38
157	FID PAR E-ELITE+DES2100	1860	9	2476	78		1916	220
157	NOV FORTE B	1857	10	1836	79		1953	236
156	FID AVANTI GARDE/5	1855	11	1670	80		1852	80
156	MEPH REBELL	1854	9	2203	81		1940	69
155	NOV FORTE A	1846	9	2202	82		1908	143
155	FID CLUB A	1845	31	224	83		1767	6
155	KASP STRATOS-CORONA	1841	10	2086	84		1890	48
154	KASPAROV MAESTRO A/6	1838	15	927	85		1864	131
154	MEPH SUPERMONDIAL1	1835	11	1547	86		1990	6
154	KASP TURBOKING1	1833	24	352	87		1900	61
154	CONCHESS/6	1832	45	103	88		2017	8
153	CONCH PLYMATE/5.5	1830	9	2184	89		1923	55
153	KASP SIMULTANO	1825	13	1115	90		1824	36
152	NOV EXPERT/4	1822	14	1020	91		1960	43
152	SCI TURBO KASPAROV/4	1819	21	478	92		1933	64
152	FID EXCELLENCE/4	1818	11	1669	93			
151	CONCH PLYMATE/4	1812	24	372	94		2007	6
150	FIDELITY ELITE C	1805	35	175	95		1869	11
149	FID ELEGANCE	1798	17	696	96		1852	40
148	SCI TURBOSTAR 432	1791	12	1358	97		1872	67
148	MEPHISTO MM2	1791	17	745	98		1776	8
148	FID EXCELLENCE-DES2000	1786	11	1593	99		1828	57
146	CONCHESS/4	1769	20	511	100		1875	28