

SELECTIVE SEARCH 98

THE COMPUTER CHESS MAGAZINE

Est. 1985
Feb-Mar 2002

Editor: Eric Hallsworth
£3.75



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- **PUBLICATION DATES:** Early Feb, Apr, Jun, Aug, Oct, late Nov.
- **ARTICLES, REVIEWS, GAMES** sent in by Readers, Distributors, Programmers etc are *welcome*.

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

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- All **COMPUTER CHESS PRODUCTS** are available from **COUNTRYWIDE COMPUTERS**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. ☎ **01353 740323** for INFO or to ORDER.
- **FREE CATALOGUES** available. Readers can ring **ERIC** at **COUNTRYWIDE**, Mon-Fri, 11am-5pm

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 to SS folk.** Adaptors are £9 extra. **Subscribers Offer:** buy from **Countrywide** and deduct **5% off dedicated** computer prices shown here.... **mention 'SS'** when you order.

■ PORTABLE COMPUTERS ■ [por]

Kasparov

BRAVO - new machine, Barracuda program

COSMOS £99 - great value, 4½"x4½" plug-in board, strong Morsch '2100' program. Multiple levels + info display and coach system

Novag

OPAL PLUS £54 - good hobby computer

■ TABLE-TOP PRESS SENSORY ■ [ps]

Kasparov

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.

Novag

AGATE PLUS/QUARTZ £72 - Opal Plus program, good hobby computer + teaching

Mephisto

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

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

■ WOOD AUTO SENSORY ■ [as]

Mephisto

EXCLUSIVE all wood board, felted pieces with **MM6** - Morsch's 2100 program **£449** with **MAGELLAN** - Atlanta program **£749**

■ PC PROGRAMS from CHESSBASE on CD ■

All Win & run **INDEPENDENTLY** + analyse within CB7/8. Great graphics, big databases+opening books, printing, max features.

FRITZ 7 £39 - by Franz Morsch. Extra chess knowledge for top Strength - a beautiful program! Plus superb new Interface, terrific Graphics, excellent in both analysis and play, plus good hobby levels and teaching features.

DEEP FRITZ 7 £79 - for dual & quad processors, giving GM strength on top multi-processor Pentium3+AMD machines

TIGER14 £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 632 £39 - Stefan Meyer-Kahlen's program in latest ChessBase Interface + Feature-packed format - knowledge-based and plays stylish chess. Good for quality analysis.

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

DEEP JUNIOR 7 £79 - the multi-processor World Champion version of Junior 7!

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

The **YOUNG TALENTS CD £46** has 6 new programs, of which SOS and GOLIATH are clearly pretty strong

NIMZO 8 £39 - by Donneringer. Great tactics

POWERBOOKS 2002 £39 - turn your ChessBase playing engine into an **openings expert!** 7.6 million opening positions + 630,000 games!!

ENDGAME TURBO CD's £39 - turn your ChessBase playing engine into an **endgame expert** with this 4CD Nalimov tablebase set!

■ Other PC PROGRAMS on CD ■

REBEL CENTURY 4 with GANDALF 5 £46. CD contains the **new Century4.0** (DOS & Win) by Ed Schroder, as well as Suurballe's latest **Gandalf** Win version. **Wonderful** chess - Century4 is crammed with chess knowledge, about as human-like as you can get, new king safety awareness, and running faster than ever. The CD is packed with some unique analytical features, openings books, big games database etc.

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 !!

The most popular and complete Games Database system, with the very best features. 1.6 million games, players encyclopedia, multimedia presentations, search trees, statistics, superb printing facilities and much more, incl. 3 recent ChessBase magazines on CD! The business!

CHESSBASE 7.0 for Windows, now only £49



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

Firstly **many thanks** to all who sent Christmas greetings, renewals and messages of encouragement for the continuance of the magazine.

They are much appreciated, and spur me on to keep *Selective Search* going for at least another year. 1985-2002 already!

I wonder **how many of my readers now have a PC** and use it for chess? It's something I'd really like to know... and also **how many readers are still using a dedicated computer**, whether or not they also have a PC for chess!?

Perhaps I should put a **questionnaire** in a future issue, to find out! I've always been reluctant to do that, as I almost never complete them when magazines I buy have them in for me to fill in!

Certainly the number of PC owners is pretty high, but equally I am aware that I have quite a few readers with an interest in both PC's and dedicated machines, and some with no desire at all to go '*the PC way*', but who yearn only for a newer, stronger dedicated machine or two... and get *Selective Search* mostly in the hope of such news.

So the higher-rated older dedicated machines are still of significant interest to them, as we have seen with various contributions recently from Rob van Son, Martyn White, Frank Cole, Jim Crompton, Reg Cox and others.

Since the last Issue I have received even more news from 'the dedicated front', and while this continues I will try to devote a few pages in every issue to this merry group of readers!

RESULTS from Reg COX

Reg has 3 TOP dedicated machines, a **Mephisto London 68000** (2158 Elo), the **Tasc R30 1995** (2364 Elo) and a newer **Mephisto Atlanta** (2227 Elo).

A nice selection, and he's recently been playing G/60 matches between them, with

the following results:

- Atlanta v London 68000 7-5
- Atlanta - Tasc R30-1995 6-10

Good scores for the (I think) under-rated Atlanta. At Blitz it is often quite sensational, but clearly also plays good chess at slower time controls.

We've had it on display at Congresses, playing G/5 and G/10, and only rarely seen anyone get a draw against it, never mind a win. And the opposition has included some pretty strong players as well!

Since sending me the above Reg has written to tell me that, in a 40/2 match, the score went:

- Atlanta v Tasc R30-1995 2-0 !!

RESULTS from Alvaro BENLLOCH

I made my complimentary-to-the-Atlanta remarks above aware of the fact that a recently conducted match by Alvaro shows what a difference a little (or maybe I should say 'a lot') of speed makes, certainly amongst dedicated computers.

Alvaro's **London** is the **68030**, which runs about 7 times as fast as Reg's London 68000.

Thus his score at 40/2 against the Magellan (Atlanta in module form for Exclusive boards) is vastly different:

- Magellan v London 68030 2-8

Alvaro points out that the London '030 scored 6-0 with 4 draws, and has offered to analyse one or two of the games for *Selective Search*, and they will be included elsewhere in this issue if they reach me before publication date.

Alvaro also sent me the result of a **G/30** tournament he ran in November 2001:

Alvaro Benlloch. G/30

		Po	M6	Mi	Mae	NSE	M2c	Tot	
1	Meph Polgar/5	1986	xx	3½	2½	3	3	2½	14½
2=	Meph MM6	2022	½	xx	3	2	2	2	9½
	Meph Milano	1984	1½	1	xx	2½	2	2½	9½
	Sci Maestro D/10	1940	1	2	1½	xx	2	3	9½
5=	Nov Super ExpB/7	1950	1	2	2	2	xx	1½	8½
	Fid Mach 2C	1938	1½	2	1½	1	2½	xx	8½

The *SelSearch97* ratings indicated that the MM6 was the most likely winner, but the Polgar/5 had good results all-round and was clear first even before the surprising 3½-½ win over the MM6 itself settled it!

How STRONG is our SOFTWARE?

It seems we are still trying to fathom this out! On the one hand we have easy wins such as **Fritz6-Beaumont** 2290 (9-1), and the **Tiger's** remarkable 9½/11 for a 2759 Elo grading in Argentina. Also **Shredder5** beat I.M **Kiselev** 2451 (8½-1½), and **Rebel Century3** overcame computer expert GM **Van der Wiel** by 3½-2½.

All of these strongly suggest that the programs, when on P3/750-1000 hardware, are well over 2600... in fact nearer 2700.

But then we have **Deep Junior7** on dual processor hardware struggling to a 2½-1½ win over IM **Banikas** 2535, and **Deep Fritz** on similarly powerful equipment drawing all 6 games for a 3-3 against GM **Robert Huebner** 2612. Furthermore **Shredder532** was easily beaten by **Shirov** in their demonstration game recently. These results would put the top programs just below 2600 on P3/750 equipment.

The truth must lie somewhere in-between. No doubt some programs really do perform better against humans than others, in my view through programming trying to keep the engine active, almost 'at all costs', and deeper understanding relating to good king attacks and safety. But when occasionally we see a GM making a highly rated program look slightly stupid, it has also seemed to me as if there's a *great divide* when it comes to playing particular top players who are perhaps 'computer aware', and who

appear to know something I definitely don't!

Then **Philip Whittingham** 'phoned me with his results from playing **Shredder 5** against British GM **Keith Arkell**.

In the past Philip has used a series of **Richard Lang's** Mephisto 68020 programs in annual Blitz matches against Keith. I recall that Keith has always won 'with a bit to spare', but the matches ended with the **London** simply because there hasn't been anything from Richard for the Mephisto since.

Philip finally succumbed to the PC revolution recently, got himself a P3/800 plus **Shredder5**... and immediately challenged his old friend Keith to a new match!

Here are the results:

- G/5 Shredder5 v Arkell 16½-3½
- G/10 Shredder5 v Arkell 13½-2½
- G/15 Shredder5 v Arkell 7-1

A pretty comprehensive and one-sided set of scores at all time controls, the size of Shredder's wins not appearing to reduce at all as the games get slower! Apparently an argument for 2700 Elo even though it's fast time controls.

Rebel CENTURY4 v Loek van WELY

Ed Schroder has never shirked from playing his successive Rebel programs against top GM opposition. Remember **Yusupov** and **Anand**!?

Last year he remained unbeaten in this series of matches after **Century3** beat **Van der Wiel** by 3½-2½ - a match we referred to a moment

ago, and at tournament time controls (whatever they are! FIDE keeps speeding them up, but the Rebel matches are being played at the full 40/2 except for the Anand match which was at a mixed set of time controls, similar to the Kramnik v Kasparov match. I guess anything goes!).

This year the Challenge will be against World top ten player **Loek van Wely** who currently has a 2714 rating!



Again the time control will be 40/2 with a G/60 finish. Rebel **Century4** will hopefully be on an Athlon/1400, and the 4 game match will take place February 19-22 in Maastricht.

I'll stick my neck out, but the improved speed and king safety programmed into the new Century4 will, I think, make it very hard for van Wely to succeed where Anand & co have failed.

While we're with **Rebel Century I** thought readers might like to see a couple of screenshots from the new Century4 version.

I'm not sure how the first one will come out - probably too small for you to see any detail. However perhaps my favourite analytical feature in Rebel is the way a game can receive *Game Overview* analysis.

When this option is chosen Rebel will break the game down into 16 equal parts and put a diagram with evaluation and analysis under each position. E.g. a 48 move game will have a diagram plus analysis every 3 moves.

The user can set their preferred time control - always remembering that choosing 3 mins per move means it will take Rebel around 48 mins to finish the job!

I usually use 10 or 15 secs per move, and the result will look something like this:



A quick glance at the position and evaluations at each diagram usually gives a very clear clue as to where the critical moments of the game occurred, and where it might well be worth subjecting the game to further, deeper analysis.

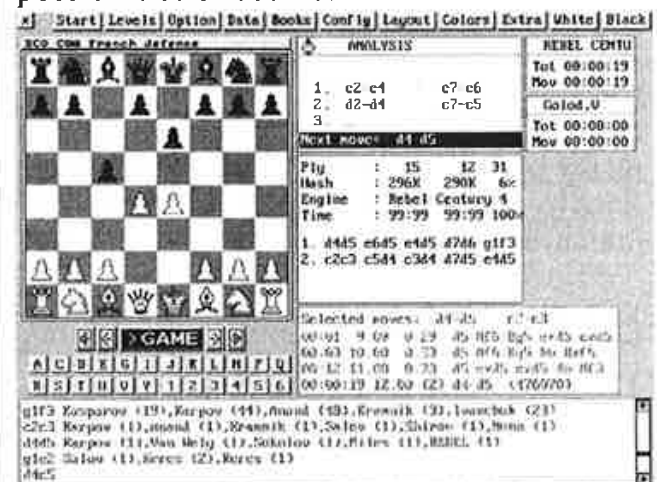
The graph method you get in the

ChessBase and Shredder programs is a similar idea, but having actual diagrams and extra detail like this at various points throughout the game is *much* more useful!

The second screenshot also shows a useful analytical feature in Rebel, though this one is shared with similar features in other programs.

Here we are asking Rebel to concentrate its analytical attentions to just 2 moves, chosen by us, in a specific position. We could choose 3 or 4 etc., or leave it to analyse all possible moves of course, but in the screenshot we have a position which has been played many times, and in which 3.Nf3 is the most popular next move.

However reference to the Rebel Encyclopedia of Openings shows that d5 and c3 have also been played - but only occasionally, so we ask Rebel to just look at these 2, and to make its choice from between them. Maybe there's a '*half-novelty*' in the offing?! Restricting the number of moves to check to just 2 means that Rebel's search advances much more quickly than when it looks at all possibilities of course!



As the analysis develops we will be able to see the main lines of play expected for each of the moves, view how they might have changed as the analysis goes deeper, and also see which of the pair Rebel prefers plus its evaluation for same.

An hour's work extending this and comparing the constantly available EOC info will enable the user to judge the potential of playing something less well known, check out the most likely continuations, and

possibly produce an interesting idea of, err, 'his own' to try over-the-board!

I think the potential for imaginative ideas - for study, preparation or just sheer fun - is particularly high in the Rebel programs. Do other readers have their own favourite features they'd be willing to share with us?!

Deep FRITZ v KRAMNIK

Bad news: the re-arranged 8 game match, rescheduled to take place in Bahrain in February, was put back by the Brain Games Network to a March 6th 2002 date early this January.

Then **Malcolm Pein** in the *Daily Telegraph* shared that **Kramnik** himself had not agreed to this date, but that other commitments after February meant that he would not be available again until October!

So that is the new date, but... I am now hearing that the Brain Games Network was the subject of a very critical article in *Private Eye* magazine only recently, so who knows?!

And if we have to wait until October, shouldn't there be another (more comprehensive!) tournament to determine the best **computer entry**?! By then there will be plenty of new versions about, so do we want Fritz to take its place based only on a single invitation match win v Junior during 2001?

ChessFun result

The folk at **ChessFUN** ran a 'Top 5' tournament at the end of last year, though this was before either Fritz7 or Shredder6 came out. But the result is still interesting!

ChessFun. P3/945 @ 40/40

		J7	CT14	DF6	GT2	CM8	/24
1	Junior 7	x	4½	3	3½	4	15
2	ChessTiger14	1½	x	3½	4	4½	13½
3	DeepFritz 6	3	2½	x	3	4	12½
4	GambitTiger 2	2½	2	3	x	3	10½
5	ChMaster 8000	2	1½	2	3	x	8½

Gerhard SONNABEND

We've seen results from hard-working **Gerhard** before, and his most recent tournament did include the new Fritz7 and Shredder6 programs!

Sonnabend. Dual P3/800 @ 40/40

		F7	GT2	CT14	J7	S6	/80
1	Fritz 7	x	11	11	13½	12	47½
2	GambitTiger 2	9	x	10	10	10½	39½
3=	ChessTiger 14	9	10	x	10	10	39
	Junior 7	6½	10	10	x	12½	39
5	Shredder 632	8	9½	10	7½	x	35

That is really a pretty disappointing result for Shredder632 of course... but the Fritz7 programmers must be delighted!

However it more than confirmed my own early figures. I had posted a rating for Fritz7 on the **elhchess** web site after about 200 games... but always wonder, when we're still in the early days as far as actual results received are concerned, if new scores will come in to embarrass my best efforts.

In fact this tournament suggests an even bigger gap for Fritz at the top than I am showing, but my ratings for this magazine issue are now based on a genuinely large number of games!

Harald FABER's results

This is the right moment to include **Harald's** scores, as his results will add to the data for Shredder 632.

First his scores with Fritz7 on the Athlon/600 computer:

- Fritz7 - ChessTiger14 4-6
- Fritz7 - GambitTiger2 5-5
- Fritz7 - GambitTiger2 aggr 6-4
- Fritz7 - Hiarcs732 7-3
- Fritz7 - Junior6 4½-5½
- Fritz7 - Junior7 4½-5½
- Fritz7 - Shredder532 6-4

These results are not quite as good for Fritz7 as others I've been receiving.

A particularly interesting pair came from **Harvey Williamson**. At G/60 on his P/300:

- Fritz7 - Hiarcs732 7-3
the same as the Faber score!

But when Harald upgraded to a P4/1900 (! wow), the G/60 score was:

- Fritz7 - Hiarcs732 5½-4½

Back to Harald, and his tests for Shredder:

- Shredder632 - Fritz7 1½-8½ (ow! that hurt!)
- Shredder632 - ChessTiger14 5½-4½
- Shredder632 - GambitTiger2 4½-5½
- Shredder632 - GambitTiger2 aggr 4-6
- Shredder632 - Hiarcs732 5-5
- Shredder632 - Junior6 5½-4½
- Shredder632 - Junior7 5-5
- Shredder632 - Fritz6 5½-4½

The new *ChessBase Shredder CD* is the subject of a separate article.

These scores are probably a little disappointing, but as discussed in its own 'Shredder6+632 review' elsewhere, I've noticed something slightly strange in the hash settings for Shredder which users may need to check for themselves to get optimum settings. Biggest may not be best, as Shredder doesn't seem to appreciate using the high hash figures that other programs prefer!

The ODYSSEY 2001 Tournament

Thorsten Czub continues single-handedly to run this massive tournament, which has now reached **round 13**.

A peculiarity of a Czub tournament is that, because it takes so l-o-n-g, Thorsten allows program updates to step into their predecessors shoes as soon as they come out! E.g. the original Junior6 has been replaced by Junior7, Fritz6 by Fritz7 etc.

It's an interesting idea, but makes the final result of much less meaning - a new program could end up with a poor score simply because its predecessor program made a rotten start to the tournament.

Of course Thorsten doesn't want to be playing with Fritz6, Tiger13 etc. for another 6 or 9 months when he's become the proud owner of newer, better versions!

With only 2 rounds to go, it looks as if

Shredder is 'home and dry'! Will Shredder6 play the last 2 rounds and get the credit?!

Here's the latest Table:

Czub-Odyssey 2001. 40/2hrs

Pos	Program	Score/8	Score/13
1	Shredder 5	6½	10½
2	GambitTiger 1->2	5½	9½
3	Rebel Century 3->4	5½	9
4	Yace 0.23->Leiden	4½	8
5=	Fritz6->7	4½	7½
	Gandalf 432->432h	4	7½
7=	Nimzo 8	5	7
	Crafty 18.3->18.12	5	7
	Chess System Tal 2.03	3½	7
	Little Goliath 2000v3	3	7
11=	Junior 6->7	5	6½
	Pharaon 2.5	5	6½
	Chessmaster 8000	5	6½
	Shredder 4 Chessbits settings	4	6½
	Virtual Chess 2	3½	6½
16=	MChess 8	4½	6
	Patzer 311b	4	6
	Hiarcs 7.01	4	6
	RebelTiger 13->14.6	4	6
20=	Gromit 3.714->3.81	4	5½
	Zarkov 4.5r->4.5t	3½	5½
22=	ChessGenius 6.5 Czub-style	3	5
	Comet B27->B36	2	5
24=	WChess 2000	3½	4½
	Socrates X	1½	4½
26	Eugen 7.92	1½	1½

Bill REID's

Let's Finish with Some Chess!

Regular contributor **Bill Reid** prepares a special '*tricky-for-computers*' problem for each issue, and readers are invited to send in both their own and their computer's best efforts!

Bill, as you know, regularly catches the computers out, showing areas of weakness which the programmers probably need to address. So it proved with his last effort, though not all the programs were beaten into submission!

Before we look at that position, I need to add a piece of lost text to the presentation of

the solution to **Bill Reid- 4**.

Bill wrote: 'I reached this position in a game I played exactly 50 years ago (in a simul. I hasten to add) - but with one difference: his king was on h1, not g2!'

That didn't really make a lot of sense as I left it, and it should have said: 'I reached this position in a game I played against C. H. O'D Alexander exactly 50 years ago (in a simul. I hasten to add)...'

As Alexander was England's top player in his time, we see why Bill wanted us to know it wasn't over-the-board, but a simul!

Okay - here's the analysis for the problem in our last issue.

Bill wrote: It's not complicated - many humans will see the winning move almost at a glance!

White is in check and can play only: 1.Kh2, or 1.Kg1 or 1.Nxd5. Which should it be? When you know the answer, try it on your computer and give them 10 minutes!

Bill Reid- 5. White to play



In this position I don't think most human players would hesitate long before playing 1.Nxd5... at least not readers of this magazine who know my love for computer confusing statics!

1. ♖xd5

If 1. ♔h2 then ♕d7! freeing himself from the pin, so the knight can move;

Equally if 1. ♔g1 ♕d7, again freeing himself from the pin.

1...cxd5

If 1... ♕d7 2. ♖h7+ ♕c8 3. ♖xc7 and 1-0 2.c6!

Now the Black king and knight are in a static, while the White king faces the task of stemming the advance of the 3 passed pawns.

However the pawns would only pose a threat if Black could force a zugzwang, and the human eye can quickly spot that this is impossible, because White can always waste a move with, e.g. Rg8!

Thus it is Black who is in trouble because the pawns will get mopped up and, eventually, the Black knight will fall when Kb8 is forced!

The computer programs I have shown this to become quite pessimistic about White's chances after the pawns became 'unleashed' by Nxd5, so spent their time trying to decide between 1.Kh2 and 1.Kg1

2...f4

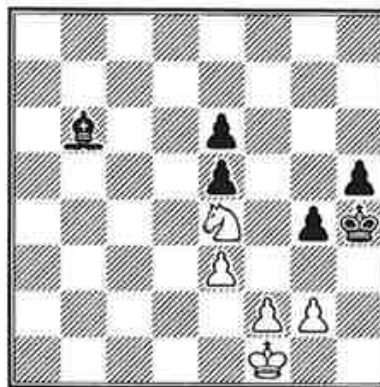
2...d4 3. ♔g2 is the same of course

3. ♔g2 1-0

Eric's Test results:

- **Junior7, Shredder632...** no!
- **Rebel Century4...** had Kh2, then Nd5! at 0m34. Returned to Kh2 at 0m52 but then Nd5! at 4m26 and stayed with it! Better
- **Fritz7...** found Nd5 at 3m09. Quite good
- **Hiarcs8XW...** found Nd5 at 0m40. Good!
- Best of all was **Chess Tiger14**, which produced Nd5! immediately and soon had a good + eval... not the first time Tiger has performed so well on a static! Clever!

Bill Reid- 6. Black to move



This ending looks to be a dead draw, but what would you play here? And what would your computer play?

Five mins should be long enough for everyone - answers on a postcard to Eric, please!

NEW CD! SHREDDER 6 AND 632

The new *ChessBase Shredder 6 CD* is particularly interesting because it contains both **Stefan Meyer-Kahlen's** own interface and original Shredder6 engine, plus the '632' *ChessBase* conversion for the *Fritz* interface, as well as the various files, tablebases, and opening books for both versions.

The 'original' Shredder6 is for both single and multi-processor systems - though I can't compare the latter until someone with a dual/multi-processor PC buys one off me!

Also Stefan's original interface can connect to the Tasc R30/Smartboard, which is an extra benefit, though only for a few people (but me for one!!). Of course the *ChessBase* version works with the DGT board, which is now the most popular of the PC boards by a long way.

The SHREDDER success story: 1996-2001

Before we check out some of the features, let's update the fairly remarkable record of **Shredder's** tournament successes in recent years:

- Jakarta 1996 (Microcomputer World Champs)
1st out of 24 participants
= World Microcomputer Chess Champion
- Paris 1997 (Microcomputer WCh)
3rd out of 36
- Paderborn 1999 (Microcomputer WCh and Open World Championship)
1st out of 32
= World Microcomputer Champion + World Champion all classes!
- London 2000 (Microcomputer World Champs)
1st out of 14
= World Microcomputer Champion
- Maastricht 2001 (Micro Computer WCh)
3rd out of 18 Participants
= World Microcomputer Champion



That is a pretty impressive listing by any standard, and I think most people would agree that Shredder's successful performances come from a well rounded engine performance in all phases of the game, showing hardly any weaknesses in either in tactics or strategy.

It can, perhaps, be a little passive in the middle game, though it is often excellent at quiet manoeuvres and sometimes there are nice Karpovian-type subtleties lying in wait for the unwary! It clearly excels in the end-game due to the quality of its own programming there from pre-tablebase days, added now to its particularly fast access and powerful use of tablebases.

Until 2001 Stefan enjoyed programming his own graphical interface for Shredder and, even though Shredder 532 (and now 632) have been developed to run under the currently most popular interface of all (from *ChessBase* for *Fritz*, *Junior*, *Tiger*, *Hiarcs*, *Nimzo* and others), he has continued to work on his own GUI.

This means that **Shredder6** customers get both the *ChessBase* conversion and Stefan's original version with its own GUI, in a design and with functions clearly different to the *Fritz* platform.

In the *ChessBase* version the features are almost identical to those in *Fritz7*, including connection to the chess server, and with the addition of support for a multi-processor systems, up to a maximum of eight processors.



Plus on the same CD Rom you get **the Stefan Meyer-Kahlen version**, with its identical chess engine on Stefan's own user platform. Here you also have a tournament book optimised for the Shredder playing style by Sandro Necci (ex MChess opening programmer).

Tablebases for 3 and 4 piece endings run with both Shredder versions, but additional features under Stefan's platform include:

TRIPLE Brain

Like Fritz, Shredder has been developed as a multi-engine system so that various **Winboard compatible** chess programs can function within the same interface. Most of these can found, usually free of charge, on the internet.

Within the multi-engine concept, the new feature introduced under Shredder532 has been further developed: the Triple-Brain.

This allows two "normal" chess engines to be run in parallel, whilst a third (thus the so-called 'Triple-Brain') analyses the suggestions of the first two engines, and then chooses what it believes is the better alternative from the evaluations of the other two.

Triple-Brain works with any compatible (i.e. Winboard) but ideally both engines should be of approximately the same strength, though with differing styles of play. Only in this way the concept come fully into its own.

The advantage of the Triple-Brain is most evident in tactical situations, for even when

two chess programs are of approximately equal strength, their solution speed is often completely different.

Many a position is a closed book for one engine, whereas the other finds the solution in a few seconds. In another situation the roles will be reversed!

Ideally the Triple-Brain should play the move (if it's correct!) as soon as the first engine finds it. But how does it know if it is correct? Has the program with the strong evaluation found a definite solution or a concrete plan for the position?

Remember that the engines are sharing processor time (on single processor machines), so time handling will need to be done carefully.

If both engines recognise that move xy is absolutely clear, then it may be safe to reduce thinking time and play the move early - of course it may be a trap!

On the other hand, if a position is found by both engines to be complicated, and neither comes up with a strong evaluation move, then Triple Brain can allow more time in the search for a good move.

One thing I believe - this new concept provides enormous possibilities for experiment, and may encourage a more constructive approach to the way the game can or should be analysed!

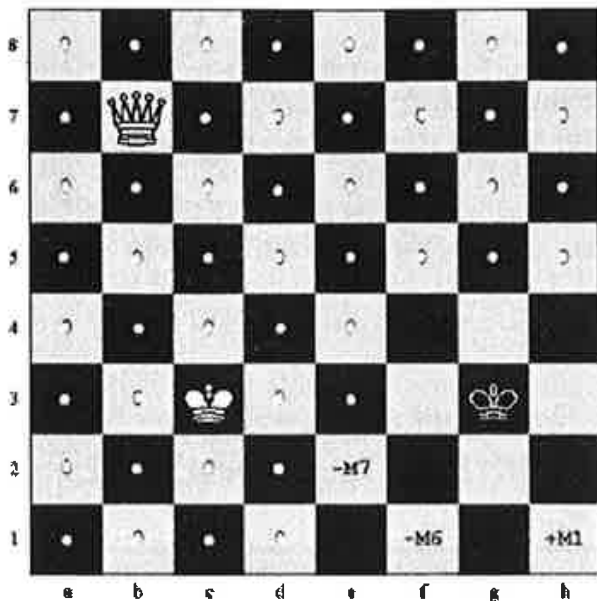
JOKER analysis!

No, we're not talking about a wild card in Canasta or some other card game!

Shredder 6 shows its greatest strength in the analysis of endgames and 'Joker analysis' is made possible in Shredder 6 by the Nalimov endgame tablebases.

Consider a simple endgame question. 'Where must the White king be in order to win the endgame K + Q against K + Pf2?'

Simply set up a position of this in Stefan's Shredder, right-click the board to choose Joker analysis and finally click on the White king. In less than a second, Shredder shows every square on the board on which the king could legally stand, indicating whether the game is won or drawn with the king in this position.



On each 'winning square', the number of moves to mate is indicated. You can use this function for any endgame with up to five pieces, and using not just the king but any piece on the board as the joker!

A few mouse clicks can answer questions which many-a-time took endgame theorists years to solve, e.g. the positions for the pawn in KQP against KQ which give [1] the attacking side the best winning chances, and [2] where only a draw can result.

The ENDGAME Oracle

This is a completely new endgame feature, and one I haven't really found time to get to grips with yet!

Again it involves setting up endgame positions using Jokers (and again the Nalimov tablebases need to be installed!). The *ChessBase* web site gives an example of what can be achieved which will, perhaps, whet someone's appetite to have a go at it (and send a brief article to *Selective Search*!)

"An example will show what the Endgame Oracle can achieve. Ever since Troitzky's researches at the beginning of last century, established theory states that in the endgame of two knights vs. pawn White can only win if a Black c-pawn has gone no further than c5.

"According to Ludek Pachmann in his "Practical Chess Endings" (Heyne, 1977, p. 10), a Black pawn must be blocked at this

rank for the win to be possible. If it crosses this line, the win is no longer there.

"However if we enter the combination of material with the black pawn on c4 and attribute a joker valid for the whole board to all pieces except the pawn, then Shredder tells us that White can win, and in 58 moves at the most."

You'll gather from the expression "a joker valid for the whole board" that there are a fascinating variety of 'Joker' uses, which really does make it quite 'wild' I guess!

Here's another suggestion: which pawn on the 7th rank in the Q+ P vs. Q gives the best winning chances?

Put a pawn on a7, the other pieces as you please on the board; give a board joker to all except the pawn, set either side to move and start the search. Note the percentage of White wins. Now do the same with the pawn on b7, c7 and d7.

Other FEATURES

As you'd expect there's several different chess sets, layouts, board designs, 2D and 3D graphics, context related menus and a comprehensive presentation of all relevant game information (analysis, evaluations, opening references, variation boards and a variety of other search information).

Or you can design a layout to keep it all very simple, and then just save it for regular use!

There are data conversion systems to the PGN, CBF and EPD formats, but not CBH... there's the rub for *ChessBase* fans with their big databases and Fritz, Tiger, Junior, Hiarcs etc. programs, which all save in the faster, more comprehensive CBH format.

Of course you can juggle things around from within a *ChessBase* program and convert things to and from the Shredder data system... but most folk using databases will simply choose to use the *ChessBase* Shredder632 version to save all the messing about!

Playing STRENGTH matters

One thing I noticed very early was that in Stefan's Shredder6 GUI the engine doesn't

seem to want to use much in the way of hash tables.

They seem to work fine, as do the End-game tablebases, but I couldn't find a way to see what they've actually set themselves to on my PC, nor a way to change the RAM/hash size.

The one thing I did notice was that they certainly fill-up very quickly, often reaching 99% in barely 1 minute?!

I wondered if maybe Shredder needs them left at a low setting, and Stefan doesn't want people messing it up!

So when I changed over into the *ChessBase* version I checked out the **Shredder-mark** with a range of different hash settings.

Sure enough, though I have 128MB RAM and programs such as Tiger and Fritz like to have as much as they can get - 64MB on my machine for best results - I found that Shredder went faster when I dropped from 64 to 48MB. And faster still at 36MB. In fact 24MB seemed best, and 16MB was almost as good!

This might mean that those who use Shredder in the *ChessBase* interface may, because they are used to setting the highest possible RAM for hash, automatically do the same with Shredder and perhaps DON'T get best results that way!

If so, I'm surprised not to have found some reference to this in the little printed manual or within the program's Help files, but maybe I've missed something?

So it's just a thought, but I'd recommend users to test the Shredder-mark for best settings if they are booting up into the *ChessBase* version, and see if, like me, they also find a lower hash setting suits it best on their PC!

Please drop me a line and let me know what you find! Most programs like the highest RAM they can get - as long as they don't start having to send the hash results to the hard drive. If they do it slows things down considerably, and you see the little hard drive LED start flashing. Perhaps Stefan has found a way to stop this happening and run lower hash settings in his own GUI, but not in the *ChessBase* version.

The ODYSSEY Tournament

Just a couple of days before *SelSearch* was (supposed to be) due to go to the printers, the **final result** of Thorsten Czub's long-running **Odyssey Tournament** appeared on the REBEL web site.

The scores up to **round 13** have already been printed within the NEWS & RESULTS pages, but it seemed right to include the Final Table anyway, seeing as it is available.

Thorsten Czub's ODYSSEY Tournament. 40/2

Pos	Program	/15
1	Shredder 5->6	12
		11½
2	Rebel Century 3->4	11
3	Gambit Tiger 1->2	10½
		10
		9½
4	Gandolf 432->432h	9
5=	Yace Berlin Fritz 6->7 Crafty 18.3->18.12	8½
8=	Pharaon 2.5 Shredder 4 Chessbits settings Rebel Tiger 13->14.6 Hiarcs 7.01	8
12=	M Chess 8 Chess System Tal 2.03 Little Goliath 2000v3	7½
15=	Nimzo 8 ChessMaster 8000 1.0.4 Gromit 3.714->3.10.2	7
18=	Junior 6->7 Patzner 3.11b Zarkov 4.5r->4.5v Virtual Chess 2	6½
22=	Genius 6.5 Czub style W Chess 2000	6
24	Comet B27->B36	5½
		5
25	Socrates X	4½
		4
26	Chinito	3½

GEBRUIKERS, LATE-2001

FROM ROB VAN SON AND ERIC

Regular and enthusiastic dedicated computer contributor **Rob van Son** recently sent me some photos following the latest meeting and **Tournament at Gebruikers**.

As always there was an interesting mix of machines: Mephisto ATLANTAS and BERLIN PROS, Tasc R40 and others at the top end, and then golden oldies like the Fidelity SENSORY9, and Rob's entry, the VOICE CHESS CHALLENGER, at the bottom end.

An interesting inclusion, though hardly a true dedicated as it needs a PC for installation and maintenance, was **Pocket FRITZ**, the Stefan Meyer-Kahlen Shredder program running on a 206MHz Compaq Pocket PC.



As you'd expect on a processor like that, Pocket Fritz won all of the games it played... a pity it didn't play against Rob's Voice Chess Challenger - that game would surely have been worth a giggle!

As it was, Rob's best hope of a point was in the game against the Fidelity Sensory9, when they met in round 4!

Fidelity Challenger Sensory 9 - Fidelity Challenger Voice

A09: Réti Opening: 1 Nf3 d5 2 c4.
Gebruikers, round 4

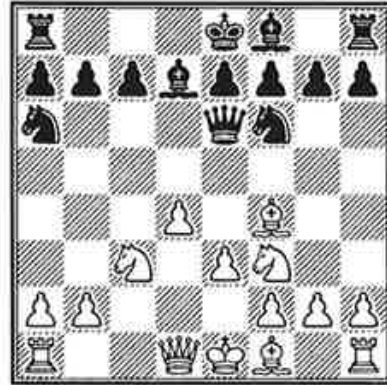
1. ♖f3 d5 2.c4 ♘f6 3.cxd5 ♜xd5 4.♘c3 ♚e6?

The game initially is all about Black's queen mismanagement.

4... ♜d8 5.d4 ♘f5 1-0 Royet, G-

*Paternina, H/Barranquilla 2000;
Or 4... ♜a5 5.d3 e6 1-0 Pavlovic, M-
Bobak, S/Athens 1989*

5.d4 ♘d7 6.♘f4 ♘a6 7.e3



7...c6??

A major step towards an early grave, as it takes away his queen's escape squares! Better was 7...♞c8 8.♘g5 ♜b6

8.♘g5!

A simple winning tactic

8...♜f5 9.♜b3 ♘c8?

Presumably refusing the better 9...b5 through fear of the check 10.♜xf7+ ♔d8 11.♞c1

10.♘xa6 bxa6 11.♜xf7+

The capture and check on f7 comes anyway, but doubtless ♘c8? had succeeded in putting it out of the VCC search horizon at



Rob van Son (right) with his Fidelity Voice Chess Challenger at Gebruikers

move 8. How times have changed!

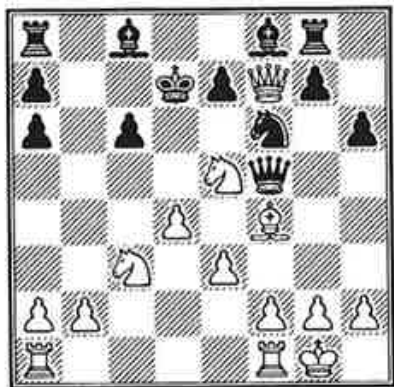
11...♔d7 12.0-0 h6 13.♖f3?

13.e4! ♜xf4 14.♗e6 ♜g4 15.♗xf8+ ♜xf8 16.♜xf8 is an even quicker route and makes it an easy win

13...♜g8?

Against the older machines there is, to some degree, always a bit of hope. After the Sensory9's 'not best' 13th move, 13...♔d8 offered some sort of chance if the VCC had been, say, a Pocket Fritz! 14.♜c4 ♜e6 15.♜a4 g5 16.♗g3 and now 16...♗b7 keeps the deficit to a pawn, at least for the time being

14.♗e5+!



14...♔d8 15.♗xc6+ ♔d7 16.♜c4 ♔e8 17.♗b8?!

17.♗xe7 would bring White the quickest win: 17...♗xe7 18.♜c6+ ♔f7 19.♜xa8 1-0

17...♜e6 18.d5! ♗xd5 19.♗xd5 ♔f7 20.♗c6 ♔g6 21.♜c2+ ♔h5 22.♗e5 ♜xd5??

22...g5 would at least delay the mate in this hopeless position

23.♜g6+

Mate in 2

23...♔h4 24.♗g3# 1-0

The VCC met some quite elite opposition and, as Rob took photos of all of his opponents and their operators in play, here's the game against the Tasc R40!



Coq de Gorter operating the R40 against Rob's VCC

Tasc R40 - Fidelity Voice Challenger

B02: Alekhine's Defence: Chase Variation and lines with early Nc34e
Gebruikers round 1

1.e4 ♗f6 2.♗c3 d5?! 3.e5 ♗g4?!

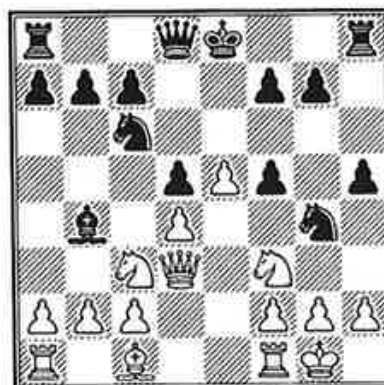
3...♗e4 is the usual escape choice

4.d4 ♗c6?! 5.♗e2 h5?!

Okay... although Black has chosen an unusual (and weak) line, it only becomes unique here!

With 5...♗h6 we'd have still been in the-ory: 6.♗xh6 gxh6 7.♗f3 e6 Pinela,H-Neves Maria,J/POR-ch U18 Girls 1994

6.♗f3 ♗f5 7.♗d3 e6 8.♗xf5 exf5 9.0-0 ♗b4 10.♜d3



Despite the unusual opening choices by Black, the R40 still only has a nominal advantage. That starts to increase quickly from here!

10...g6?

10...♖d7! 11.♗g5 ♗e7 and White's advantage is still containable!

11.h3 ♘h6 12.a3 ♗xc3 13.♗g5 ♖b8?

I can just imagine Rob squirming in his seat at the sight of this!

Obviously better was 13...♖d7! 14.bxc3 ♘g8± though of course White still has much better development and pawn structure, and VCC has failed to castle (again)

14.bxc3 ♗f8?

14...♘g8 was best

15.♗f6! ♗g8?

15...♗g8 only appears to improve things for a short while: 16.c4 ♘e7 17.♖d2! f4 (the only way to save the knight) 18.♖xf4 ♘hf5 19.g4! hxg4 20.hxg4 dxc4 21.gxf5 but it falls anyway 1-0

16.♖b5

After 16...♖e8 17.♖xd5, but Black has probably resigned a bit early. Okay, I now the Tasc will certainly win easily from here, but if you're going to resign so soon in this type of meeting, you might as well do so before the start! 1-0

To finish our **Gebruikers** game coverage, let's look at how Pocket Fritz coped with the Tasc R40!

Tasc R40 - Pocket Fritz

D12: Slav Defence: 3 Nf3 Nf6 4 e3 Bf5
Gebruikers, round 4

1.d4 d5 2.♘f3 ♘f6 3.c4 c6 4.e3 ♗f5 5.cxd5 cxd5 6.♖b3 ♖c7 7.♘c3 e6 8.♗d2 ♘c6 9.♗c1 ♗e7 10.♗b5 0-0 11.0-0

We stay in theory somewhat longer with the more up-to-date computers, and this line is certainly well-enough known! More popular for White, however, is 11.♘h4 ♗e4 12.♘xe4 ♘xe4 13.♘f3 Hebden, M-Shirov, A/FRA 1993, 0-1

11...♗fc8 12.♘e2 ♘e4 13.♗fd1

Theory is 13.♗e1 ♖b6 14.♗a4 ♖xb3 15.♗xb3 ½-½ Galavics, H-Detter, P/AUT 1992

Or, the line I prefer 13.♘g3 ♘xd2



Pocket Fritz's operator entering a move

14.♘xd2 ♗g6 15.♗d3 ♗xd3 16.♖xd3 0-1
Grigorian, K-Beliavsky, A/Baku 1980

13...♖b6



Black now has a useful initiative with a strongly posted knight on e4 plus, materially, White's b2-pawn could be in danger

14.♖a4 a6 15.♗xc6 bxc6 16.♘e5?!

A bit over-adventurous, though typical of a de Koning program of course!

16.♘g3 ♘xg3 17.hxg3 ♖xb2 18.♗xc6 ♖b5 19.♖xb5 axb5 was possible, and keeps Black's advantage to a minimum

16...♖xb2

Going a pawn up

17.♗b1 ♖a3 18.♖xa3 ♗xa3 19.♗b4 ♗xb4 20.♗xb4 c5 21.dxc5 ♘xc5 22.♘d4 ♘d3 23.♘xf5 ♘xb4 24.♘e7+ ♗f8 25.♘xc8 ♗xc8 26.a3 ♘c2 27.a4 ♘a3 28.♗f1 ♗e7



Despite the various exchanges, Black is still a pawn up, with little change to the overall balance or extent of his advantage

29.♞d3?!

Sending Black's knight to a good square and encouraging an exchange giving a promising passed pawn! Better: 29.♞e2 ♜c4 30.♞c1; or 29.♞d4 ♜c4 30.♞d3

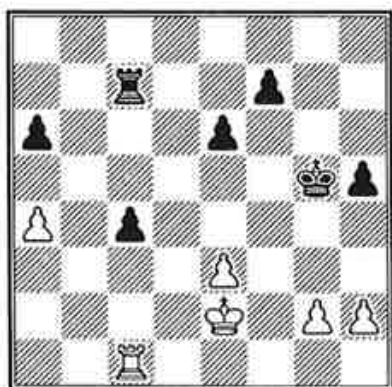
29...♞c4 30.♞xc4

Not now the pin with 30.♞c3?? ♞d2+ 31.♞e2 ♞xc3 32.♞xd2 ♞a3 0-1

30...dxc4 31.♞d2 h5 32.♞e2 g5 33.f4 ♞f6 34.♞c2?!

Was 34.fxc5+ better? Black doesn't look to have an obvious win after 34...♞xg5 35.♞d7 c3 36.♞d1 c2+ 37.♞c1!

34...♞f5! 35.fxc5 ♞xg5 36.♞c1 ♞c7



37.♞c3?

Reduces the scope of his rook. Right was 37.♞d2! e5 38.♞f1 c3+ 39.♞c2 and again Black's progress won't come easily

37...♞f5! 38.♞f3 f6

38...♞e5! 39.h4 f5 looks clearly stronger



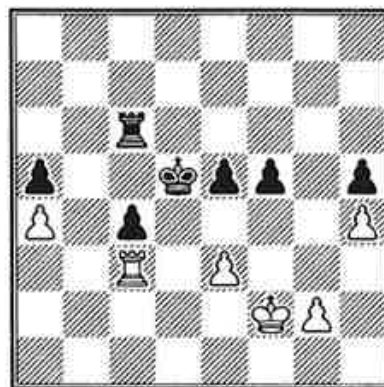
Britain's GM and popular author, Ray Keene, peers closely at the Pocket Fritz screen in a 'friendly' game

– I'd almost say 0-1 now, but not quite yet

39.h3 a5 40.h4 ♞c5 41.♞g3

The good-looking 41.e4+?! meets 41...♞e5 42.♞e3 ♞c8. Now White doesn't want to move! 43.♞c1 (43.g3?! ♞c7! 44.♞c1 c3 45.♞c2 f5 46.exf5 ♞xf5 0-1) 43...c3! 44.♞c2 ♞c4

41...♞e4 42.♞f2 e5 43.♞e1 f5 44.♞e2 ♞c6 45.♞f2 ♞d5



46.♞c1?!

The rook wants to stay put, it was better to move the king, though 46.♞f3 ♞c5 looks like 0-1, and 46.♞e2 ♞b6 probably forces 47.♞c2 so 47...♞b3! looks winning

46...c3! 47.♞e2 ♞e4?

The best move, 47...♞c4! makes it even easier: 48.e4 fxe4 49.♞e3 ♞b3 0-1

48.♞c2 ♞g6 49.♞xc3 ♞xg2+ 50.♞d1 ♞a2

After 51.♞c5 ♞xa4 52.♞d2 ♞a3 53.♞c2 ♞xe3 54.♞xa5 ♞f3 0-1

THE REBEL -ATTACK positions

In *SelSearch97* we printed a set of **Test Positions** to demonstrate one of the improvements in the programming for the new **Rebel CENTURY 4**.

The **TestSet** was designed specifically to highlight the improved understanding of king attacks in **Century4** compared with **Century3**. The improvement covers both attacking and defensive aspects, i.e. it knows better how to keep out of trouble and it knows how to take best advantage of any weakness in the opponent's defences around its king.

With many thanks to **Frank Holt** and **Carl Bicknell** I can now show the positions with timings for a wide range of other programs.

After all, it could always have been that the big improvement in **Century4** over its predecessor actually only highlighted a weakness in **Century3** and that the new version just *'brings it up to scratch'*. As the figures will show, that is not the case!

Incidentally **Century4** also runs 35% faster than **Century3** throughout its game. But in the matter of the impressive amount of improvement in these king attack positions, that is just a small drop in the bucket!

Here then are the many results and timings I have. **Frank's** machine is a P/800, which is probably slower than that used for the original **Rebel Century** comparisons (possibly an Athlon 1200/1400?). **Carl's** machine is a P/933. I've made a small adjustment to his timings (none to **Rebel's**, but maybe +1/3rd would be right?) to equalise their figures to **Frank's** machine.

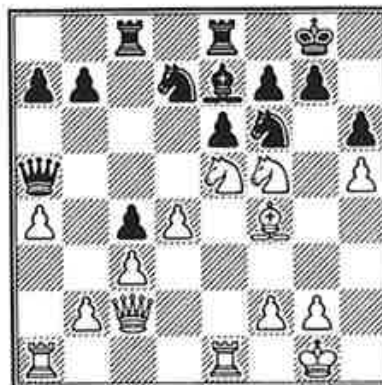
Note 1: In each test programs had 5 mins to find the correct move.

Note 2: *Hiarcs8XW* is the latest beta version at the time of writing this article. A copy is currently with **ChessBase** and **Mark Uniacke** and I are expecting that it will be accepted by them for release

Actually we have 2 versions, the later one called **XM3** has different pawn structure and pawn mobility understanding, only we can't make up our minds which is better!

RebTest1. White to move.

Find: 1.Nxg7!



1. ♖xg7

- 0m02- GambitTiger2
- 0m11- Junior7
- 0m21- RebelCentury4, GoliathLight
- 2m27- Fritz7
- no----- Fritz532, Fritz6, RebelCentury3, Hiarcs8XW, Shredder5, Junior6, Gromit3, Tiger14, Hiarcs732, Nimzo732, Crafty18.07

Some Analysis:

1... ♔xg7

1... ♖xe5? 2. ♖xe5 ♔d8 3. ♖xe8 ♔xe8

4. ♖b5 1-0

2. ♖xh6+ ♔g8

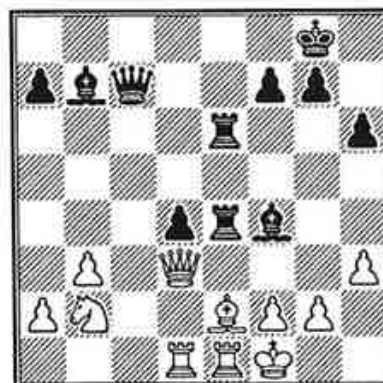
2... ♔xh6? 3. ♖xf7+ ♔g7 4. ♔g6+ ♔f8

5. h6! 1-0

3. ♖e3 ♖xe5 4. dxe5 ♖xh5 5. ♔e4 should be 1-0

RebTest2. Black to move

Find: 1...Bd2!



1...♔d2

- 0m01- Fritz532, RebelCentury4
- 0m02- Fritz7, GoliathLight
- 0m04- GambitTiger2
- 0m05- ChessTiger14
- 0m07- Fritz6
- 0m11- Shredder5
- 0m12- RebelCentury3
- 0m13- Nimzo732
- 0m29- Hiarcs8XW
- 0m39- Gromit3.1
- 0m42- Crafty18.07
- 1m23- Hiarcs732
- 3m28- Junior7
- no----- Junior6

Some Analysis:**2.g3**

2...♖xd2?? ♖h2 m/6
2...♔xe1 3.♖xe1 ♖e3 0-1

RebTest3. White to move

Find: **1.Bxe5+**

**1.♔xe5+**

- 0m01- Junior6
- 0m03- GambitTiger2
- 0m05- RebelCentury4, ChessTiger14
- 0m10- Hiarcs732
- 0m26- GoliathLight
- 0m34- Nimzo732
- 0m35- RebelCentury3
- 0m55- Hiarcs8XW
- 1m02- Crafty18.07
- 1m18- Shredder5
- 1m43- Fritz532
- 2m19- Gromit3.1
- no----- Fritz6, Junior7, Fritz7

Some Analysis:**1...dxe5 2.d6 ♔xd6 3.♔d5 ♖xa7**

3...♖d8?? 4.♔xa8 ♖xa8 5.♖xd6! wins easily

4.♖xa7 ♔f8

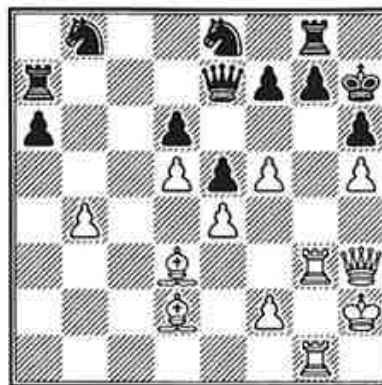
4...♖xa7 5.♖xa7+ ♔f6 6.g4 should also be 1-0

5.♖a8 1-0

My inquisitive readers will have noted 3 'big' names indicated against the 'no solution': Fritz7 and Junior7 in particular. In fact these all choose 1.Be2 which indeed does leave White with a small advantage... but rather more work still to do!

RebTest4. White to move

Find: **1.Bxh6!**

**1.♔xh6**

- 0m01- Fritz6, Fritz7, GoliathLight, RebelCentury4
- 0m02- Fritz532
- 0m08- GambitTiger2
- 0m10- RebelCentury3, Nimzo732
- 0m14- Crafty18.07
- 0m15- ChessTiger14
- 0m16- Hiarcs8XW
- 0m18- Shredder532
- 0m25- Junior7
- 0m27- Gromit3.1
- 0m28- Junior6
- 2m04- Hiarcs732

Some Analysis:**1...♔d7**

1...♔xh6? allows 2.♖g6+ ♔h7 3.h6 and mate follows soon 1-0

2.♖g6! ♔df6 3.♔e3 ♖f8 4.♖g5 ♖a8 5.h6 g6

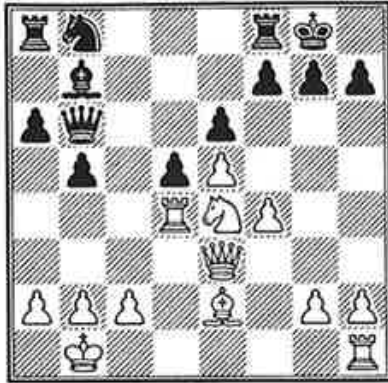
5...gxh6?? 6.♖g7+ m/3

6.fxg6+ fxg6 7.♖xg6 ♔h8 8.h7 1-0

RebTest5. White to move

From the game Kallisto - Rebel 6.0 1998

Find: 1.Nf6+



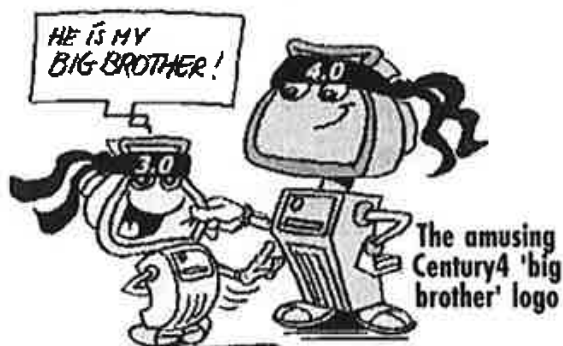
1.♘f6+

- 0m02- RebelCentury4
- 0m03- Fritz532, Junior7
- 0m04- Hiarc8XW
- 0m05- Fritz6
- 0m06- Junior6
- 0m08- Nimzo732
- 0m10- GambitTiger2, Hiarc732
- 0m14- Fritz7
- 0m18- RebelCentury3
- 0m30- Gromit3.1
- 0m39- Crafty18.07
- 1m06- Shredder5
- 1m16- GoliathLight
- 3m15- ChessTiger14

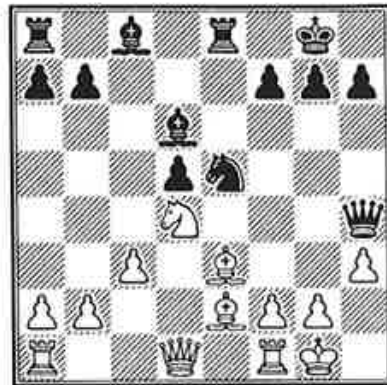
Some Analysis:

1...gxf6

1...♔h8 2.f5 ♖xd4 (trying to avoid the exchange with 2...h6 meets 3.♖d2! and the threat of ♖h4! forces 3...♖xd4 4.♖xd4 anyway) 3.♖xd4 gxf6 4.♖h4 1-0
2.f5 ♖xd4 3.♖xd4 fxe5 4.♖xe5 ♔c6 5.♖f6 and White will win 1-0



RebTest6. Black to move
Find King Attack: 1...Bxh3!



1...♞xh3

- 0m02- RebelCentury4
- 0m03- Hiarc8XW
- 0m05- Nimzo732
- 0m07- Junior7
- 0m08- GambitTiger2
- 0m12- Gromit3.1
- 0m14- Shredder5, GoliathLight
- 0m30- Fritz532
- 0m32- Hiarc732
- 0m55- Junior6
- 1m07- RebelCentury3
- 1m38- Crafty18.07
- 1m53- ChessTiger14
- 2m24- Fritz6
- 2m55- Fritz7

Some Analysis:

2.♞e1

2.gxh3? ♖xh3 and White has a major problem on h2. If 3.f4 (or 3.♞f4 ♔f3+! 4.♔xf3 ♞xf4 5.♖xd5 ♞e6 threatening ♖h6 0-1) 3...♖g3+ 4.♔h1 ♖xe3 0-1
2...♞g4 3.g3 ♖h5 4.♞f4 ♞c5 with a small (not yet winning?) advantage to Black 0-1



Ed Schroder (left) with his opening book programmer Jeroen Noomen

RebTest7. Black to move
Find King Attack: **1...Bxh3!**



1...♗xh3

- 0m01- RebelCentury4
- 0m33- GambitTiger2
- 0m47- RebelCentury3
- 0m48- Hiarc732
- 3m15- Hiarc8XW
- no----- Fritz532, Fritz6, Fritz7, Shredder5, Junior7, Junior6, Gromit3.1, ChessTiger14, GoliathLight, Nimzo732, Crafty18.07

Some Analysis:

2.gxh3 ♖xh3 3.♖fd1 ♘g4

The threat is ♗h2+, so

4.♗xd6

is forced and now

4...♗xd6 with ♗g6! to follow leaves Black with a clear advantage 0-1

RebTest8. Black to move
Find King Attack: **1...Rxb4!**



1...♖xb4

- 0m24- RebelCentury4
- 1m30- Goliath Light

- no----- RebelCentury3, Fritz532, Fritz6, Fritz7, Junior6, Junior7, Gromit3.1, GambitTiger2, ChessTiger14, Hiarc732, Hiarc8XW, Nimzo732, Crafty18.07

As you can see, this was a very tough one!

Some Analysis:

2.gxh4 ♖xh4

Now there are various threats, the main one probably being ♗h8! So...

3.♗d4

but now...

3...e3!!

Possibly better than Rd7! as now ♖g4+ then ♗d8->d7->h7 is threatened. There appear to be two ways of defending against this:

4.♗f6

Which is very interesting! - it seems to encourage ♖g4 rather than stop it!

4...♖e4+

Note that if 4...♖g4+? 5.♗h2 ♗d7

6.♖g2! saves the day

5.♗g1 e2 6.♗xd8 ♖e3+ 7.♗h1 ♗xd8 and Black looks as if he should win, though 8.c5 keeps White in with some chances I think 0-1

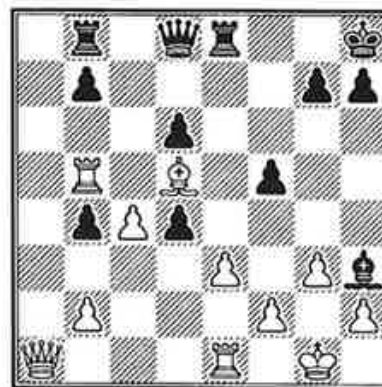
The alternative at move 4 doesn't do

much: 4.♖e2 ♖xd4! 5.♖f3 ♖xc4 6.♖xe3 ♗h8 0-1

RebTest9. White to move

From Rebel Century 10 - GM M. Rohde, 1998

To avoid: **1.exd4** and play: **1.Rxb4**



1.♖xb4

- 0m01- RebelCentury4
- 0m24- Fritz7
- 0m43- RebelCentury3

- 0m54- ChessTiger14
- 2m22- Nimzo732
- 2m36- Junior6
- 2m54- Hiarc8732
- 3m40- Gromit3.1
- 5m04- Fritz6
- no----- Fritz532, Shredder5, Junior7, GambitTiger2, Hiarc88XW, GoliathLight, Crafty18.07

Another difficult one— some analysis:

The search from the RebTest point of view was to avoid 1.exd4?! which was played in Rebel-10 v Rohde, 1998. It is not so easy to recognise that the continuation 1...♖a8 2.♗xe8+ ♖xe8 3.♖c1 ♖e2 leads to a poor position for White (the point of the test!)

Now 4.♗g2 was probably best, though 4...♖d2 5.♖f1 (perhaps 5.♖b1 ♖c2 6.♖e1 ♖xc4 7.♗f1 is better, though Black still has a small advantage) 5...♖xb2 6.♗xh3 ♖a1 is obviously good for Black; In the game 4.f4?! was played and 0-1

As for...

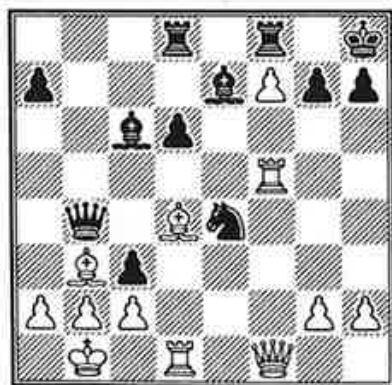
1.♗xb4, it appears to keep the position even, so is a better move, though as can be seen many programs stay with 1.exd4. Maybe some readers might like to look further at this?

RebTest 10. White to play

Strictly part of a new TestSuite by Carl Bicknell, but added to make a 10th Position for this set!

From Fischer - Geller Skopje 1967

To find: 1.Qf4 or Rh5.



In *SelSearch97* we said "Can white save the game or even win?!" We now believe all moves lose except: 1.♖f4!!

- 0m15- GoliathLight
- 0m16- GambitTiger2
- 0m39- Shredder5
- 0m41- Fritz7
- 1m38- Fritz6
- 1m57- Junior7, Hiarc88XW
- 2m03- Fritz532
- 3m01- Junior6
- 4m40- ChessTiger14
- 7m52- RebelCentury4
- 8m17- RebelCentury3
- no----- Gromit3.1, Hiarc8732, Nimzo732, Crafty18.07

Some Analysis (updated from issue 97!): Fischer actually played 1.a3 and lost, but analysed Qf4 as winning the next day, as readers can find in game 58 in his book *My 60 Memorable Games*.

However Carl found that a couple of programs hit on a defence Fischer hadn't considered!:

1...cxb2 2.♗h5 ♖f6!

and in our last issue we suggested that the best White could now do was take the draw with 3.♗f5 ♖e4 4.♗h5 etc.

Since then we (and one or two programs within 5 mins) have found:

3.♗h6!

This looks as if it wins!

3...♖e4 4.♖f5 ♖g5 5.♖g4

Or 5.h4, says Carl

5...♗e4 6.h4

So Qf4! is the only move, and appears now to win, though it's certainly very tough to find given it's not a capture or a check – nor did Bobby didn't find it over the board. But you also have to find the correct continuation and the tricky 3.Rh6! 1-0

It was a nice piece of good timing, in the light of our exercise on *king attacks and safety*, to see a related type of position coming under discussion on the Internet recently.

Paul Bailey - Crafty 18.12

Trojan Horse positions [A08]

1.e4 e6 2.d3 d5 3.♖d2 ♖f6 4.♖gf3 c5 5.g3 ♖c6 6.♗g2 ♗e7 7.0-0 0-0 8.e5 ♖d7 9.♗e1 b5 10.♖f1 a5 11.h4 b4 12.♗f4 ♗a6

13. ♖1h2 a4 14. ♕g5 ♖e8 15. a3 h6

Now we have an almost typical Trojan Horse position, as seen in many anti-computer games in the past. In fact going all the way back to the infamous 'George Morris attack' games of some 14 or 15 years ago (when no computer could resist taking his Ng5 sacrifice and subsequently quickly succumbing to the killing attack along the h-file).

The difference is that George, playing White, would never castle while he waited for h6 to be played!

16. ♖h5?!



Imagine this position with White uncastled and a White ♖ still on h1! Clearly 16...hxg5 17.hxg5 is then terribly dangerous (terminal would be a better word!) for Black! But... is it so bad in the current game position, in which White will need a few moves to get a rook behind the queen on the h-file?

16... ♕d4?!?!?!?

Paul Bailey, on the Internet 'rgcc' pages asked: 'Why doesn't Crafty take the knight with 16...hxg5? It plays this 16...Nd4 showing only b40, but if you play hxg5 for it Crafty immediately evaluates at b350 or thereabouts. This is a total mystery.'

Crafty's programmer, Bob Hyatt, has of course heard all about the George Morris/Trojan Horse attack against computers. He replied 'This is a variation of the Trojan Horse Attack. Crafty won't take if the opponents has queen and rooks... the attack down the h-file is very difficult to handle. It therefore simply 'plays it safe!'

17. ♕g4

The fact that Crafty has special evaluations for potential Trojan Horse positions is shown by the fact that it has a high b200

figure here... remember it was only b40 when Nd4 was played! That's b40 according to Paul Bailey – my Crafty18.11 showed b70. Despite the evaluation variance, the point we are making is still valid. However though Crafty's eval. jumps high at this point, J7 seems to particularly recognise that White's chances are now much better, showing only b87. Shredder also shows a big drop in Black's + advantage, though it also would play Nd4. Interesting indeed.

Question 1: Do readers think that Black still has a winning advantage in the 16...Nd4 line?

Now, what if the knight had been taken - is it safe and sound?....

16...hxg5!? or ?!

The game might continue:

17.hxg5

17. ♕g5 came from my Crafty18.11?! which is strange as it greatly reduces White's chance of running the Trojan Horse attack. If it has (and it clearly does) special coding for the attack, why doesn't it now grab its chance?! It also evaluates b300.

17... ♕d4 18. ♕g4 bxa3 19. ♖xa3

Most have b200->300, but b84 says J7, the only one to apparently see some potential in White's 'attack'.

Question 2: Check through my suggested moves. What can White do force home an attack here? Does he really have a 'difficult to handle attack down the h-file'?

Okay, here's a few for starters; who chooses what with the evaluation?

These choose 16...hxg5	These choose 16...Nd4
ChessTiger14- b336	Crafty18.11- b70
GambitTiger2- b324	Fritz7- b279
Hiarcs8XW- b320	Shredder5- b91
	Shredder6- b129
	Junior7- b143
	RebelCentury4- b258

GAMES FROM *SELSEARCH* READERS

Both Terry Lane and Keith Wheeler have recently sent me some valuable results, accompanied by copies of the games in *Chess-Base* format - that (or *PGN* format) makes getting started on finding the best ones and getting analysis done so much quicker and easier... thus many thanks!

I'm starting with Terry's played on P3/1000 machines. First his results:

- Junior7 - GambitTiger2 6-6 (was in SS97)
- GambitTiger2 - Fritz6 3-2 (was in SS97)
- GambitTiger2 - Junior7 8-4
- Shredder532 - Junior7 5½-4½
- GambitTiger2 - Nimzo8 7½-6½
- Fritz7 - GambitTiger2 5½-4½
- Shredder532 - Shredder632 5½-2½

It is interesting to see Shredder5 beating the upgrade 632 version (and S5 beat Junior7 as well! - a program starts going up the Rating List after it's been replaced!).

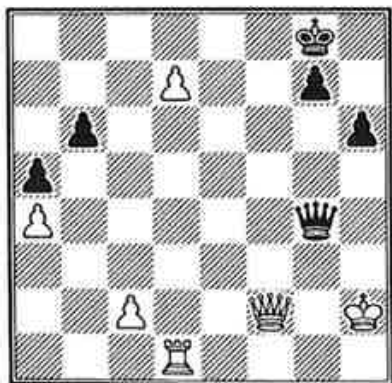
Also Nimzo8 has got closer than one might have expected against Tiger, though the latter, having drawn its first 12-gamer with Junior7, won quite easily in the second match Terry played.

GAMES Selection

Gambit Tiger 2.0 - Nimzo 8 P3/1000 Game/25

We join this after White (GT2) had played:

42.♔h2



42...♖h5+?

All it needed was 42...♖xd1 43.♖f5 ♖d2+ 44.♔g3 ♖e3+ etc. and gets the draw

43.♔g3! ♖xd1 44.♖f5

Now we see that Nimzo has lost a tempo and cannot deliver check on d2

44...♖d6+ 45.♔h3 ♔h8

45...g6 gave the best chance to save it

46.♖d3

And the game is won, Black just has a few checks:

46...♖e6+ 47.♔g3 ♖e5+ 48.♔f3 ♖h5+
49.♔e4 ♖g4+ 50.♔e5 ♖g5+ 51.♔e6 ♖f6+
52.♔d5 ♖d8

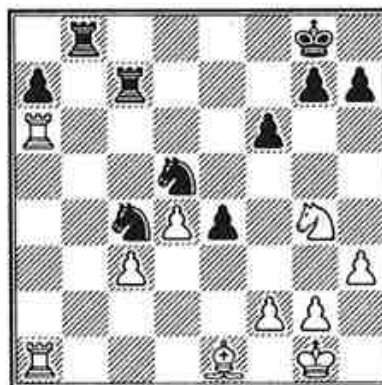
52... ♖g5+ 53.♔c6

53.♔d6 1-0

Nimzo 8 - Gambit Tiger 2.0 P3/1000 Game/25

The moves just played were:

30.♗e1 ♖b8



As we join this game, it's reaching the stage of a battle for the best passed pawn!

31.f3?!

31.♗e6 getting behind the moderately dangerous e-pawn looks text book!

31...♗e8! 32.♗h2?

Now the pawn really had to be taken

with 32.fxe4 ♖xe4 and then perhaps ♔g3 32...e3!

The once 'moderately dangerous' pawn is growing in stature rather rapidly!

33.♖xa7 ♖xa7 34.♖xa7 ♜b2

Threatening ♜d3 and then ♜xe1

35.c4 ♜xc4 36.g3 ♖b8 37.♖a1 ♖b2 38.f4 ♜d2! 39.♔h1 ♖c2 40.♖d1 ♔f7 41.f5 g6 42.fxg6+ ♔xg6 43.g4 f5



44.♖a1?

44.gxf5+ was vital, then 44...♔xf5

45.♔g3 but Black is still heading for a win

44...f4!

Of course! connected advanced passed pawns make a big difference!

45.♖a6+

Nimzo has a few checks, but as long as the Tiger knows to march his ♔ across the board, the end is nigh!

45...♔g7 46.♖a7+ ♔f6 47.♔h4+ ♔e6 48.♖a6+ ♔d7 49.♖a5 ♔c6 50.♖a6+ ♔b7 51.♖a5 f3! 52.♖a1 f2 53.g5 ♖b2 54.♔g2 ♜f4+ 55.♔h1 ♜g6 56.♔xf2 exf2 57.♜f1 ♜e4

... followed by the other knight to f4, and it's all over 0-1

We've seen a couple of games where Nimzo played poorly towards or in the endgame, and lost from positions which should really have been draws.

And points won (by Tiger in these cases) through excelling in endgame knowledge are just as valid as those gained from better understanding in the early game's strategic stages, a brilliant middlegame tactic, or a bigger opening book - in fact the

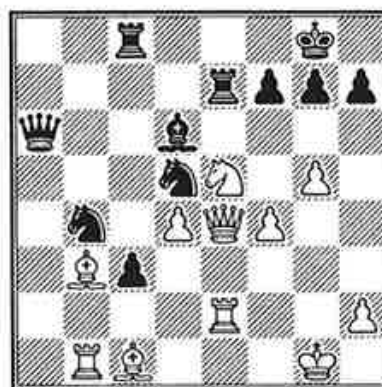
programmers totally win or lose the points for their programs in the latter case!

Now let's see one where Tiger goes wrong in the middlegame, leaving Nimzo with all the chances as the endgame approaches.

Gambit Tiger 2.0 - Nimzo 8 P3/1000 Game/25

The last pair of moves were:

35.♖e2 ♖a6



This time Nimzo has the best passed pawn - it's on c3 and with protection already for its move to c2 - and therefore with it a small advantage

36.♖g2

36.♖f2 was better (the rook will end up there in a moment or two anyway), and then after 36...♖a5 37.f5 looks like a worthwhile try

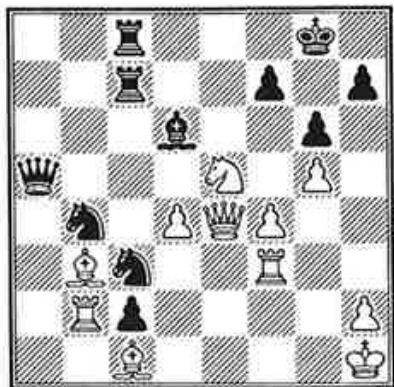
36...♖a5 37.♔h1?!

Surprisingly negative for Tiger. Our earlier recommend of ♖f2 still looks best here, despite the fact White's lost a tempo taking it to g2 first

37...♖ec7! 38.♖f2!? g6!

It is too early for 38...c2? because of 39.♖b2! and now ♜c3 40.♖f5! draws

39.♖f3 c2 40.♖b2 ♜c3



White can't play ♖f5 anymore

41. Rxc3 Rxc3 42. Qxf7+ Kf8 43. Qe6 Qa1!
This settles it!

44. Qe1 Qd3 45. Qf1 Qxc1 46. Qxc1 Qxc1
47. Qxc8 Qxe5 48. Qd7 Qxf4 0-1

Here's a quick win by Junior7 against Shredder.

Junior 7 - Shredder 5.32
P3/1000 G/40

1.e4 e5 2. Qf3 Qc6 3. Qb5 Qf6 4. 0-0 Qc5
5. c3 0-0 6. d4 Qb6 7. a4 a5 8. Qg5 h6 9. Qh4

Played out of Book, and apparently not best. It always interests me when a PC program plays a non-Book move of it's own creation and it works out well!

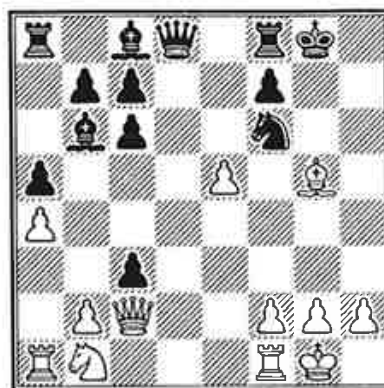
9. Qxf6 Qxf6 10. Qxc6 Qxc6 11. Qxe5
Qxe4 12. Qd2 Qf5 13. Qdc4 Qa7 14. Qe3
Qe4 is in the Fritz7 book

9...exd4 10. Qxc6 dxc6 11. e5 g5?!
11...dxc3 12. Qxd8 Qxd8 13. Qxc3 g5
14. Qxg5 hxg5 15. Qxg5 Qe6 16. exf6 Qd4



is more equal and leaves us with an interesting pawn imbalance for the endgame giving chances to both sides

12. Qxg5 hxg5 13. Qxg5 dxc3 14. Qc2!



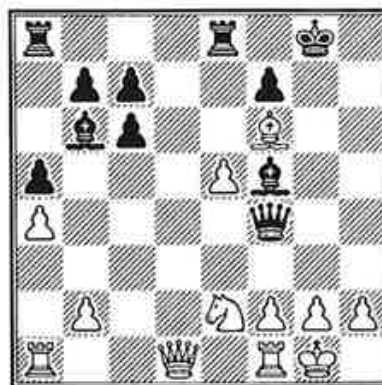
14... Qd4 15. Qxf6 Qf4 16. Qxc3 Qe8
17. Qe2!

Presents Black with a difficult choice!

17... Qf5

If 17... Qf5 18. Qc1 Qh5 19. Qa3! and you know where he's headed! 1-0

18. Qd1



18... Qb4

18... Qh6 looks best, though 19. Qa3 is again difficult to meet

19. Qd4! Qxe5 20. Qxe5

20. Qh5! was also rather good

20... Qg6 21. Qf5

Cute! Cuts Black's queen off from h4, and now...

21... Qc5

21... Qxf5? 22. Qh5 is night night

22. Qh6+ Kf8 23. Qe2 Qd5 24. Qae1 Qe8
25. Qd6+ 1-0

Okay, now let's have a look at what Keith sent me!

G/90 P3/650 machines

■ Nimzo8 - Shredder532 2-4

G/60 6 round Tournament on P3/650's

Pos	Program	/6
1	Junior 5	4½
2=	Fritz 532 Goliath Light	4
4=	Gambit Tiger 2 Chess Tiger 14	3½
6	CS-Tal2	3
7=	Nimzo 8 Genius 6 Shredder 532 Rebel-11	2½
11	Crafty	2
12	Hiarcs 7	1½

That's a pretty interesting and unexpected result isn't it - makes you wonder why we upgrade!?

Of course it isn't over too many games (6 rounds), so we mustn't throw our own or the SSDF rating lists into the dustbin - they are based on literally hundreds and hundreds of results. But just as regular contributor **Frank Holt** has said more than once that he prefers Junior6 to Junior7 (though he has actually changed his view more recently!), so Keith also prefers Junior5 to many of his other programs!

Our Hiarcs7 doesn't usually show its age too much, but this is a bad result - my good friend Mark Uniacke will likely shoot me for showing it... but perhaps doing so will stir up *ChessBase* into getting a new version out as soon as possible!

Of course Hiarcs7 still appears in many tournaments alongside new software, and often it is the one asking the questions of the latest programs. But the following game against our old adversary CS-Tal, by Britain's Chris Whittington, is not a pretty picture, as Hiarcs throws its reputation for excellent positional play right out of the window for once!

Hiarcs 7 - Chess Tal II Christmas 2001. Game in 60

1. d3 f6 2. d4 g6 3. g5 g7 4. bd2 d5
5. e3 0-0 6. d3 c5 7. c3 b6 8. Bb1 c6
9. 0-0 e5 10. xe5 xe5 11. dx5 g4
12. f3 xe5 13. xe5 xe5 14. a4?!

Out of Book, and not very inspiring!

*Best is 14.f4! (or c2!?) f6 (14... g7
15.f5) and now 15. c2 w30 or f3 w29*

*I've programmed 14.f4 into the new H8
Book, though it would play it anyway after
barely a couple of seconds, as readers will
see for themselves when it comes out!*

14...c4! 15. c2 c7 16. f4 d7 17. a3

Oh dear!

17...d6 18. b4 a5 19. b2 axb4 20. cxb4 c3
21. a1



Oh double-dear!

21...c4 22. b3 d3 23. f1 e4
24. Bd1 a6 25. d4 b6 26. xd5 f5
27. f2?!

27. h1 f8 28. c4 is just a bit better

27...f8! 28. f1 c2 29. xb4 xb4 30. c1
e6



*and Black soon won 31. a3 xa3 32. xb7
c7 33. f5 c4 34. xc2 a2 35. xa2 xa2
36. f3 c5 37. e4 gx5 38. ex5 f6 39. xf6
xf5 40. g1 xf6 41. h1 h4 0-1*

David Wiekrykas

SELECTIVE SEARCH'S ANTI-COMPUTER STAR!

We last printed some of David's 'awful' games in issue 93, April 2001.

I say 'awful' for two reasons:

1. they have a tendency to make the programs look awful!
2. he uses 'awful' non-standard methods right from the beginning, various mysterious and apparently innocuous pawn moves, little (or no!) piece development... sometimes a piece gets developed only to return to the first rank later on. And then suddenly a quick pawn thrust, queen and rooks to the g and h files, and the PC program looks on doubtfully, does nothing, and is lost!

Here's 2 examples... but before other programmers gloat too much at seeing Shredder collapse, remember last time it was Nimzo, it could have been Junior or even the Tigers (I have games against them), Fritz6 has also been dealt with similarly, and David has just purchased Fritz7 (though "that seems a tough nut so far") and Rebel Century4, so maybe next time....!?

Wiekrykas - Shredder 532 P/733 Opening B23. G/90, 2002

1.e4 c5 2.♘c3 ♘c6

Shredder's last book move, thanks to David's next!

3.f3?! e6 4.♘h3

David makes it seem it will be a 'Hedgehog' arrangement at first, but the aim is to produce a pawn storm on the kingside after the PC program has fixed a few of its pieces away from the ensuing action!

4...a6 5.a4! d5 6.♘f2 ♘f6 7.d3 d4?! 8.♘e2 b6 9.f4 ♙b7 10.♘g1 ♞c8 11.b3 e5 12.f5 ♙d6 13.g4



The pawn push starts in earnest, but you have to ask how these things can work when White actually has only one piece developed so far (it's move 13!) – just the knight on f2!

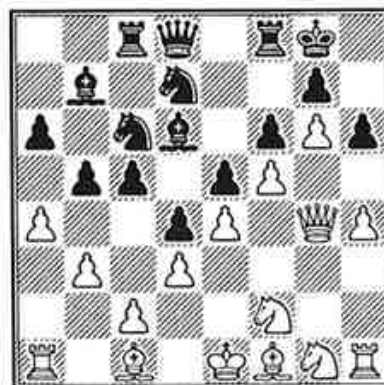
13...0-0?!

A great encouragement to David's intentions

14.g5 ♘d7 15.h4 f6 16.♙g4

David develops his second piece – the queen. On the basis it's move 16 you could say that's 'okay' – but bearing in mind only one other piece is developed, you could also say it's 'much too soon'!

16...b5 17.g6 h6

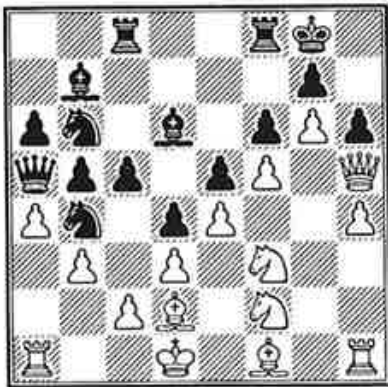


This may seem to block the attack, but a well-timed sac' on h6 will destroy Black's defences!

18.♘f3 ♙a5+

Most programs show b80-b150 here

19.♙d2 ♖b4 20.♚d1 ♖b6 21.♗h5



21...♞c7

Trying to protect g7 which is, perhaps, as good as there is.

An effort to build-up Black's attack would fail: e.g. 21...c4? 22.♙xh6! gxh6 23.♖g4 ♙xe4 – still trying to break-through! – 24.dxe4 ♖xa4 – aiming mainly to get the queen back to c7 to help with the defence. Too late! – 25.♖xh6+ ♚g7 26.♖g8 – threatening ♗h7 mate – a threat which remains even if the knight is taken. Black only has mate-delaying checks. 1-0

22.♖g4 ♙c6?!

May not be best – but is there anything that can save the game?

Here is the best try I could come up with: 22...♖6d5! 23.exd5 ♙xd5 24.♙g2! c4 25.♙xh6 gxh6 26.♖g5. Shades of the Trojan Horse!! There is no defence, 1-0

23.♙xh6

The game is over

23...♞fc8

23...gxh6 24.♖xh6+ ♚g7 25.♖g5! 1-0

24.♙xg7 ♞xg7 25.♖xf6+ ♚f8 26.♗h8+ and Shredder resigned 1-0

Since the above game David has been out and bought himself a faster computer - an Athlon 1333MHz. And he's upgraded his Shredder532 to the new 632 version.

Wiekrykas - Shredder632 Ath/1333
Opening B20. Game in 2hrs

1.e4 c5 2.f3?!

The same idea as in the notes to the previous game. Will it still work against the upgrade Shredder on a heavily uprated machine?

2...e6 3.♖h3 ♖c6 4.♖c3 a6 5.a4 d5 6.♖f2 ♖f6 7.d3 d4 8.♖e2 ♙d6 9.f4 e5 10.f5



The game is almost a copy so far, though for the moment David has 2 pieces developed at move 10! A big improvement – he's obviously been reading up on Nimzowitsch and some 'How to Play Chess' manuals!

10...♗b6 11.b3 0-0?! 12.g4 ♖d7 13.♖g1

Oh! Once more, after 13 moves, only the f2/♖ is developed!

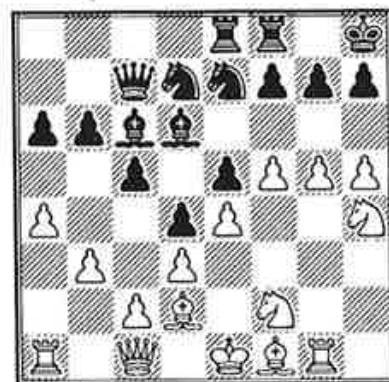
13...♗a5+ 14.♙d2 ♗c7

This looks better than Shredder5's ♖b4

15.h4 b6 16.♖f3 ♙b7 17.g5 ♚h8 18.♗c1

David adopts a different position for his queen

18...♞ae8 19.h5 ♖e7 20.♖h4 ♙c6 21.♞g1



Now the rook also is placed differently, on g1 rather than h1, and this time Shredder recognises that White has a

small advantage even before the fireworks begin!

However the 'small advantage' conclusion is reached on the basis that Shredder can block the position and Dave's attack, whereas yet again the two moves it plans to do this with actually once more encourage the sac' that has the game won in no time at all!

21...f6?

What should Shredder have played? Is there a defence?

21... ♖c8 was possibly best, maybe ♗b7, even ♜d8 or the double-edged c4... all leave White in control, but not f6 which I reckon just loses!

22.g6 h6?

It's perhaps a bit unfair to criticise this... the only alternative I could find was ♜g8, and it's not really any better!

22... ♜g8 23.h6 hxg6 24.fxg6 must be 1-0. So we conclude the damage has already been done

23.♗xh6!

But of course...the GambitTiger program produces this with a w300+ eval almost immediately, Fritz7 and Hiarcs8XW are close behind and, I'm sure, so are Junior7 and others. Even Shredder6 itself gets it almost immediately with a w150 eval!

23... ♜g8 24. ♖g4 ♜b7 25. ♗xg7+! ♜xg7 26.h6! ♖g8 27.hxg7+ ♗xg7 28. ♗g2 c4 29.bxc4 ♗b4+ 30. ♗e2 ♖f8



31.♗f3

Probably not really necessary, and 31. ♖h6! immediately was even better

31... ♗e7 32. ♖h6! ♖c5 33.g7! ♗xe4 34.dxe4 ♜c6 35. ♖xg8+ ♜xg8 36. ♖g6+ ♗d8 37. ♜h6 ♖d7 38. ♗f2 ♗c7 39. ♜h7 1-0

Editor's Ruamblings!

Well, here we are, it's January 22nd and this magazine should already be at the printers!

But thanks to:

- no Deep Fritz-Kramnik match - delayed again... that would have been 12 pages
- no new Novag Star Sapphire/Star Diamond - production on the Star Diamond now intimated as starting in mid-March
- no Hiarcs8 out yet - waiting again for an offer from ChessBase

... I'm sat here with a page-and-a-half still to write and a complete lack of illumination!

I don't think I've put the **Shirov-Shredder** game in yet, but Shredder's had a rather undeserved 'poor' press in the games already included in this issue, so perhaps not.

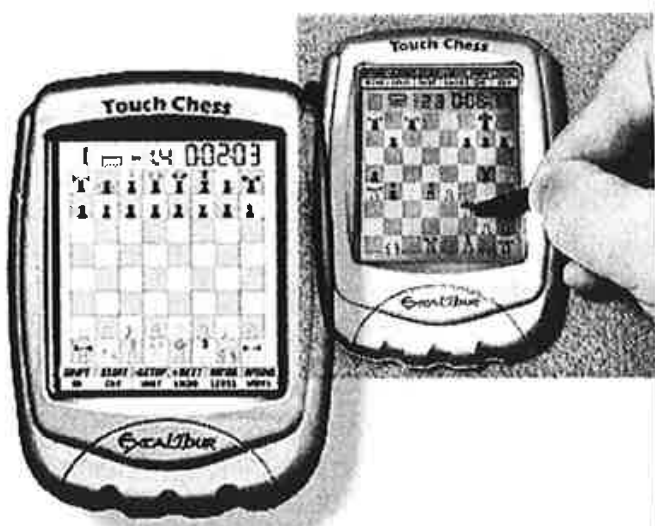
Aaaah. One little piece of news: **Mark Uniacke** is arranging to let me have a goodly number of his **Hiarcs7** DOS CD's!

The special **Subscriber's Offer** of **Hiarcs6** has been running for just over a year now, so that will be changing to an offer of **Hiarcs7** for the next 12-15 months. As with the **Hiarcs6** CD there will be a small charge to cover my 'Installation Leaflet' and postage costs etc., but it will still be a real bargain!

I've just squeezed another titbit from the dark depths!

We're aiming to get hold of some of the **Excalibur Touch Chess** computers. The deal isn't cut and dried yet, so I can't give price info (though my best guess is £49)... but I have some photos (top of page 30)!

The program is, I understand, very similar to the **Systema Capricorn** and/or **Odyssey** shown in our **Countrywide Catalogue**... therefore we're looking at 80 or 85BCF, 1250 or 1300 Elo. Granted not as strong as a **Pocket Fritz** or a **Novag Star Sapphire**, but definitely an easy to carry and use computer



during journeys and lunch breaks, and at a very affordable price.

A new WORLD Champion?!

The **FIDE organised** (human!) World Championship **final** is reaching its climax as I write (it's now 23/Jan).

The controversial (FIDE prefers the word 'gruelling') 2 and 4-game Knockout stages saw many of the fancied players beaten: current Champion Anand, the popular Shirov, Karpov, Adams, Khalifman (Champion before Anand), Morozevich, Leko, Bareev, Gelfand to name a few. I think, of the big stars, only Kasparov and Kramnik were missing.

Forcing their way through to the 8 game final were the Ukraine's top two players.

First the well-known 32 year old **Vassily Ivanchuk**, surely one of the World's top players for the past 10 years, but so often showing fearful nerves on big occasions.



The second Ukrainian is the young 18 year old (!) fast rising star **Ruslan Ponomariov**, who, if he wins, will have done the double - youngest ever GM, and youngest ever World Champion!



The event is controversial for two reasons:

- the basic time control of G/90 + 30secs per move. Whilst obviously this is slower than Rapid Chess, it is far from the old and traditional 40/2½, or even 40/2. Of course if the game 'only' lasts for 40 moves, then the difference (110 mins against 120/150 mins) doesn't seem so great. But clearly the players need to move faster than this to reserve some time for play after move 40, or else they risk having to play much faster if the game goes beyond move 40. 'Ludicrous' is the name given to it by Malcolm Pein in the *Daily Telegraph*, where he rightly points out that these World Championships haven't seen the high quality of play one is accustomed to.
- the fact that the initial rounds are played as only 2 or 4 game matches, with ties being played out at ever faster time controls. Players have to adopt vastly different strategies for this type of thing. A defeat in any game is almost sure to be terminal, so quieter and well-tested openings rule. Players who excel at Blitz deliberately aim for draws in the first 2/4 games and only play to win when the Blitz ties arrive!

Anyway **Ponomariov** has shot into a probably unassailable lead, after winning game 1 in an astonishing and crushing 23 moves!

Ivanchuk had winning chances in games 2 and 3, but game 5 may have decided it when after obtaining an advantage in a very complicated attack, he ran low on time and just couldn't calculate everything he needed to, blundered and got mated.

	1	2	3	4	5	6	7	8
Ponomariov	1	1½	2	2½	3½	4		
Ivanchuk	0	½	1	1½	1½	2		

RATING LISTS AND NOTES

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

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

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

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

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

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

■ ■ ■ ■ ■ ■ ■ ■

A guide to PC Gradings:

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

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

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

PPro-PC represents a program on a Pentium Pro, MMX or K6 at 300MHz, with 32-64MB RAM.

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

Comp-v-Comp guide, if PentiumPro2/300 = 0

Quad Pent3/500	100	Dual Pent3/500	60
Pentium3-K7/750	50	Pentium3-K7/500	30
Pent K6-Pro2-Celrn/300	0	Pent Pro2-MMX-K6/233	-20
Pent/150	-60	Pent/100	-100
486DX4/100	-140	PentDX2/66	-160
486DX-SX/33	-240	386DX/33	-300

RATING LIST (c) Eric Hallsworth. PC PROGS		SelSearch98		Feb 2002	
	Elo	+/-	Games	Pos	Human/Games
BCF Computer					
259 FRITZ7 PPRO-PC	2673	20	516	1	
255 GAMBIT TIGER2.0 PPRO-PC	2645	12	1323	2	
255 CHESS TIGER14 PPRO-PC	2643	15	946	3	2680 11
255 DEEP FRITZ6 PPRO-PC	2643	13	1229	4	2588 16
252 GAMBIT TIGER1.0 PPRO-PC	2617	21	466	5	
252 JUNIOR7 PPRO-PC	2617	18	611	6	
251 FRITZ6A PPRO-PC	2611	10	2015	7	2537 35
250 SHREDDERS/532 PPRO-PC	2600	16	780	8	2623 11
249 REBEL TIGER12 PPRO-PC	2593	15	912	9	
249 SHREDDER6 PPRO-PC	2592	35	170	10	
248 JUNIOR6A PPRO-PC	2591	10	1948	11	2551 22
246 HIARCS732 PPRO-PC	2575	10	2144	12	2397 19
245 NIMZ08 PPRO-PC	2563	13	1121	13	
245 HIARCS7.1 PPRO-PC	2562	12	1442	14	
244 SHREDDER4 PPRO-PC	2557	16	751	15	2530 15
244 NIMZ0732 PPRO-PC	2553	13	1182	16	
243 FRITZ532 PPRO-PC	2549	12	1467	17	
243 CHESSMASTER 6/7000 PPRO-PC	2544	24	348	18	2524 22
242 FRITZ516 PPRO-PC	2543	12	1281	19	2443 6
242 GANDALF432 PPRO-PC	2541	13	1133	20	
242 REBEL CENTURY3.0 PPRO-PC	2538	24	364	21	2585 6
242 NIMZ098 PPRO-PC	2537	12	1307	22	2405 10
241 JUNIOR5 PPRO-PC	2531	11	1529	23	
240 SOS PPRO-PC	2524	14	963	24	
239 HIARCS6 PPRO-PC	2517	13	1199	25	2522 24
239 GOLIATH LIGHT PPRO-PC	2517	16	832	26	
239 NIMZ099A PPRO-PC	2515	14	1050	27	
239 REBEL CENTURY1.2 PPRO-PC	2514	21	458	28	2522 43
238 REBEL9 PPRO-PC	2509	14	1059	29	2607 14
238 REBEL-10 PPRO-PC	2509	25	329	30	2528 17
238 REBEL8 PPRO-PC	2504	20	538	31	
237 MCHES PRO6 PPRO-PC	2498	17	699	32	2474 12
237 MCHES PRO7 PPRO-PC	2497	14	1066	33	2530 1
236 CHESS GENIUS5 PPRO-PC	2494	13	1192	34	2389 6
236 MCHES PRO8 PPRO-PC	2488	14	1016	35	
235 SHREDDER3 PPRO-PC	2487	34	177	36	2641 2
235 SHREDDER2 PPRO-PC	2485	15	875	37	2148 6
233 GANDALF3 PPRO-PC	2464	27	278	38	
230 HIARCS6 PENT-PC	2446	11	1680	39	2540 2
230 HIARCS5 PENT-PC	2444	19	585	40	
230 JUNIOR4.6 PPRO-PC	2444	43	115	41	
230 FRITZ5.16 PENT-PC	2442	35	170	42	
229 KALLISTO2 PPRO-PC	2438	22	412	43	
229 REBEL8 PENT-PC	2437	10	2106	44	
228 REBEL9 PENT-PC	2430	16	805	45	
227 CHESS GENIUS5 PENT-PC	2421	11	1567	46	
227 CHESS GENIUS3 PENT-PC	2420	14	1028	47	2658 10
227 CHESS GENIUS4 PENT-PC	2417	13	1199	48	2387 16
226 REBEL7 PENT-PC	2412	14	1082	49	2242 11
226 HIARCS4 PENT-PC	2411	14	1008	50	2348 6

SELECTIVE SEARCH

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

RATING LIST (c) Eric Hallsworth, selSearch98 Feb 2002

BCF Computer	Elo	+/-	Games	Pos	Human/Games
220 TASC R30-1995	2363	16	793	1	2276 18
218 MEPH LONDON 68030	2351	32	201	2	2272 6
214 TASC R30-1993	2316	12	1346	3	2336 66
214 MEPH GENIUS2 68030	2312	18	657	4	2308 23
213 MEPH LONDON PRO 68020/24	2310	67	47	5	
210 MEPH LYON 68030	2281	15	869	6	2392 51
209 MEPH RISC2 1MB	2278	20	493	7	2263 7
207 MEPH PORTROSE 68030	2274	20	505	8	2340 82
207 MEPH BERLIN PRO 68020/24	2260	13	1241	9	2217 29
207 MEPH VANCOUVER 68030	2258	18	656	10	2347 54
206 KASP RISC 2500-512K	2255	25	345	11	2330 17
206 MEPH LYON-VANC 68020/20	2251	27	286	12	2327 10
205 MEPH RISC1 1MB	2243	9	2551	13	2232 95
204 KASPAROV SPARC/20	2234	14	1077	14	2251 24
203 MEPH ATLANTA-MAGELLAN	2228	16	828	16	2344 7
203 MEPH MONTREUX	2228	16	828	16	2288 54
201 MEPH LONDON 68020/12	2212	77	36	17	2040 4
201 KASP RISC 2500-128K	2209	9	2629	18	2270 67
199 FID ELITE 68040-V10	2192	53	75	19	2215 21
197 MEPH VANCOUVER 68020/12	2179	9	2308	20	2121 33
196 MEPH LYON 68020/12	2173	8	3315	21	2246 92
194 MEPH LONDON 68000	2159	61	57	22	
194 MEPH PORTROSE 68020	2154	10	1834	23	2238 199
193 NOV SAPPHIRE2-DIAMOND2	2145	19	567	24	1800 1
192 FID ELITE 68030-V9	2141	15	905	25	2169 13
192 MEPH BERLIN 68000	2140	12	1321	26	2221 25
191 MEPH VANCOUVER 68000	2130	12	1338	27	2126 23
191 MEPH LYON 68000	2128	11	1462	28	2083 33
190 MEPH ALMERIA 68020	2127	14	1012	29	2156 241
188 NOV SAPPHIRE1-DIAMOND1	2110	12	1359	30	2139 83
188 MEPH MILANO PRO-SENATOR	2110	20	523	31	2169 10
187 MEPH PORTROSE 68000	2100	11	1613	32	2111 25
186 FID MACH4-DES2325 68020-V7	2094	9	2281	33	2179 130
184 FID ELITE 2*68000-V5	2073	26	312	34	1888 2
182 MEPH POLGAR/10	2059	18	632	35	2080 54
181 MEPH ROMA 68020	2054	14	1075	36	2033 73
181 MEPH DALLAS 68020	2054	14	971	37	2069 197
180 KASPAROV BRUTE FORCE	2047	14	1062	38	2182 42
179 MEPH ALMERIA 68000	2036	14	1017	39	2093 31
178 NOVAG SCORPIO-DIABLO	2030	10	2063	40	2122 138
176 KASP MM6-COUGAR-COSMOS	2014	16	843	41	2072 65
176 MEPH NISSEL SHORI	2008	25	322	42	2136 5
175 FID MACH3-DES2265 68000-V2	2004	6	5510	43	2107 245
174 NOV EMERALDCLASS-AMBER	1998	60	60	44	
174 MEPH DALLAS 68000	1997	11	1526	45	1959 65
173 MEPH POLGAR/5	1990	8	2821	46	2076 17
173 MEPH HMS/5	1989	11	1754	47	1850 17
173 NOV SUPER FORTE-EXP C/6	1986	8	2830	48	2000 24
173 MEPH MILANO	1985	13	1156	49	2087 14
173 MEPH MONDIAL 68000XL	1984	15	852	50	2049 77
172 NOVAG JADE2-ZIRCON2	1980	40	134	51	2032 48
171 MEPH MONTREAL-ROMA 68000	1974	9	2514	52	1968 56
170 MEPH AMSTERDAM	1967	9	2253	53	2054 182
170 MEPH ACADEMY/5	1963	9	2379	54	2023 111
169 FID MACH2B	1952	27	276	55	1960 25
168 NOV SUPER FORTE-EXP B/6	1950	12	1441	56	2005 93
168 MEPH MEGA4/5	1947	8	2707	57	2005 197
167 KASPAROV MAESTRO D/10	1942	12	1323	58	1923 127
167 FID MACH2C	1940	9	2627	59	2059 127
166 KASP BARRACUDA-BRAVO-GK2000	1931	15	924	60	1830 30
166 MEPH MODENA	1928	16	780	61	
165 MEPH MM4/5	1926	8	2693	62	2006 97
164 FID TRAVELMASTER	1917	19	564	63	1909 90
164 NOVAG RUBY-EMERALD	1914	17	717	64	1981 48
164 NOV SUPER FORTE-EXP A/6	1912	12	1394	65	2021 176
164 KASPAROV MAESTRO C/8	1912	27	295	66	1999 98
163 MEPH SUPERMOND2-COLLEGE-MCARLO4	1911	27	284	67	2074 8
163 FID MACH2A	1906	26	310	68	1912 35
162 MEPH MONTE CARLO	1898	28	260	69	2046 10
162 CONCH PLY-VICTORIA/5.5	1896	16	771	70	1861 22
162 KASP TRAVEL CHAMPION	1896	32	209	71	1862 22
161 CXG SPHINX/4	1895	9	237	72	1943 155
160 KASP TURBOKING2	1887	14	979	73	
160 NOV EXPERT/6	1882	32	206	74	2026 22
158 FID CLUB B	1870	12	1309	75	1827 18
158 NOV EXPERT/5	1866	26	305	76	2012 68
157 NOV SUPER FORTE-EXP A/5	1862	11	2476	77	1800 38
157 FID PAR E-ELITE+DESC2100	1858	9	1836	78	1916 220
157 NOV FORTE B	1856	10	1836	79	1953 236
156 FID AVANT GARDE/5	1853	11	1670	80	1852 80
156 MEPH REBELL	1852	9	2203	81	1940 69
155 NOV FORTE A	1844	9	2199	82	1908 143
155 FID CLUB A	1843	31	224	83	1767 6
155 KASP STRATOS-CORONA	1840	10	2086	84	1890 48
154 KASPAROV MAESTRO A/6	1836	15	927	85	1864 131
154 MEPH SUPERMONDIAL1	1833	11	1547	86	1864 131
153 KASP TURBOKING1	1831	24	352	87	1900 61
153 CONCHESS/6	1830	45	103	88	2017 8
153 KASP SIMULTANO	1828	9	2184	89	1923 55
152 KASP PLYMATE/5.5	1823	13	1115	90	1824 36
152 NOV EXPERT/4	1821	14	1020	91	1960 43
152 SCI TURBO KASPAROV/4	1819	21	470	92	1933 64
152 FID EXCELLENCE/4	1816	11	1665	93	
151 CONCH PLYMATE/4	1810	24	372	94	2007 6
150 FID ELITY ELITE C	1803	35	175	95	1869 11
149 FID ELEGANCE	1786	17	696	96	1852 40
148 SCI TURBOSTAR 432	1789	12	1357	97	1872 68
148 MEPHISTO MM2	1789	17	745	98	1776 8
148 FID EXCELLENCE-DES2000	1784	11	1593	99	1828 57
145 CONCHESS/4	1767	20	511	100	1875 28