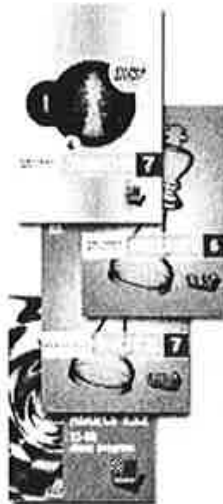Above: the Rebel CENTURY 4 v Loek van WELY match, covered in this Issue.

Right: Boris GULKO takes up the challenge next, and plays Fritz, Junior, Shredder and Hiarcs!

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CONTENTS: NO. 99

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 £49, 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
Excalibur
TOUCH CHESS £49 - play on screen using touch pen. Includes carry pouch.
■ TABLE-TOP PRESS SENSORY ■ [ps]
Kasparov
BLADE £49 - includesTalking 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 progam, 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

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**

■ 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**
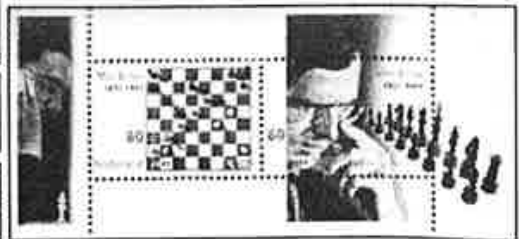
NEWS & RESULTS - *keepinq you riqht up-to-date in the COMPUTER CHESS world!*

My review of the new **Shredder 632** CD, with its separate ChessBase and Meyer-Kahlen interfaces (called 'Classic' on the CD) sparked some interesting feedback.

Our own anti-computer star, **David Wiekrykas**, hadn't realised there were the separate programs on the CD until he read about it in *SelSearch*, but having easily confounded the *ChessBase* '632' version, he immediately set-to doing the same to the 'Classic 6' one.

He reported to me as follows:
"I didn't know (until I got the latest Selective Search) that there were 2 Shredder 6's on the CD.
"After exploring it I found the Shredder6 Classic set-up on the CD... my first reaction was that it is a better program, definitely better against some of my tactics. Are they really the same program?"

The answer is that they definitely are... Stefan Meyer-Kahlen himself insists that they are. But because the hash system seems to work slightly differently in each version, it occasionally produces variations in the move ordering and a subsequent alternative move or solution time also comes about.

    I should add that David appended 2 games against the Classic version... one was his first win against it, a typical 28-mover - but the second showed the Classic version winning after changing its move choice on his faster Athlon 1333, and also playing an early 8...h5 (which killed-off chances of the Bxh6 sac' David is so fond of). We were a bit hard on Shredder last time so, if there's room enough for a *Wiekrykas special!* someone else will get it this issue!

Harald FABER

In the meantime **Harald** had also decided to re-do his **Shredder 6 'Classic'** match series by replaying it with the *ChessBase 632* program.
    Here are those results, with the Shredder6

Classic scores from page 7 of our last issue alongside for easy comparison:

	Shredder 6 Class	Shredder 632
Fritz 7	8½-1½	6-4
" " replay	7-3	---
ChessTiger 14	4½-5½	3-7 !!
GambTiger 2	5½-4½	6½-3½ !
GambTiger 2agg	6-4	5½-4½
Hiarcs 732 ·	5-5	4½-5½
Gandalf 5	2½-7½	4-6
Junior 6	4½-5½	4½-5½
Junior 7	5-5	6-4
Fritz 6	4½-5½	3½-6½

Harald replayed the Shredder 6-Fritz 7 match simply because he couldn't believe the 1½-8½ score the first time, and wondered if he might have had some settings wrong. The later 3-7 score was an improvement for Shredder, and the 632 version has improved on that scoreline again slightly.

Gerhard SONNABEND

We showed **Gerhard**'s Tournament Table in our last issue. He'd been leaving time and space to include the (hopefully) forthcoming Hiarcs8 program... but Gerhard has understandably despaired of ever seeing it, so decided to run with **Hiarcs732** instead, giving us a finished Table:

Sonnabend. Dual P3/800 @ 40/40

		F7	GT	CT	J7	S6	H7	/100
1	Fritz7	x	11	11	13½	12	11½	59
2	Gambit Tiger2	9	x	10	10	10½	11½	51
3	Chess Tiger14	9	10	x	10	10	10½	49½
4	Junior7	6½	10	10	x	12½	10	49
5	Shredder632	8	9½	10	7½	x	12½	47½
6	Hiarcs732	8½	8½	9½	10	7½	x	44

Readers may get the impression from these two tables that **Shredder6/632** is a bit of a disappointment. However I've also received the first results from Sweden's hard-working *SSDF* testers, and they actually have Shredder632 at the top of their ratings, a few points ahead of the Tiger versions.

That said, they haven't started testing Fritz7 as yet, but even so their result (on high-power P3/1000 equipment) is impressive for Shredder.

It has often been said, and by quite a few of us, that Shredder's excellent search system benefits it most at the longer time controls and on the faster PC's, so I guess folk like Harald, Gerhard (and myself testing on a P3/700 and a P3/1000 at G/60) probably don't quite get the best from the program!

Even so I personally still think that Fritz7 is no.1 with the Tigers the closest in attendance. But the *ChessBase* Shredder6 result of 7-3 against Tiger14 in Harald's series will have raised some eyebrows (including mine!), so we need to see the effect of more scores before any of us can be sure.

In Germany *ChessBase* have been testing **HiarcsXWD** where they have it level with Tiger and Junior7, but behind Fritz7. This is in line with our own test results, though our current **XWP** version, with the new passed pawn code much as in XW2 and a slightly faster (but riskier) search, is showing itself just a touch better.

It is always possible to speed-up the search - and that doesn't mean dropping some of the knowledge either!

The question is how much should we allow Hiarcs to trust its knowledge and evaluations, and make its own cut-off decisions and discarding more quickly the search and extensions for some of the moves in the listing.

This is possible with Hiarcs as the movelist is re-ordered after each ply of search, but if we start discarding moves too near the top, we run the risk of missing out on something good! On the other hand we complete each depth of search faster, so have more chance of finding out if our no.1 move might run into a tactical problem further down the line. Therefore we increase the

risk in some ways, and reduce it in others!

So far it seems to be working nicely, though the Elo improvement isn't quite as great as we'd hoped. Somehow it never is :-) but at least it is another small advance, which is better than when we come up with 'good' ideas that don't work at all!

A (very?) BRAVE Man

In a new **Man v Machine** challenge, GM **Boris Gulko** is scheduled to take on 4 of the world's best computer chess engines at the end of March!

Gulko is, of course, a very strong player - apart from winning literally dozens of top tournaments, he was the 1975 USSR Champion and, since emigrating, has won the US Championship twice already, and was a PCA 1994 world title candidate.

The match is being organised by *ChessBase* and the *Kasparov Chess* web site and playing zone, and Gulko's opponents are:

- **Deep Junior**, the reigning multi-computer world champion, by Amir Ban& Shay Bushinsky of Israel.
- **Deep Shredder**, the reigning single processor world champion, by Germany's Stefan Meyer-Kahlen.
- **Deep Fritz**, former world champion and leader of most current rating lists, by Franz Morsch & Mathias Feist in a Dutch-German co-operation.
- **Hiarcs**, a new version of the highly popular 'knowledge' based program, by England's own Mark Uniacke.

A separate game will be played each day, in New York, at a **time control** of G/60 + 10secs per move and the schedule is:

- Mar 17. Gulko-Junior
- Mar 18. Fritz-Gulko
- Mar 19. Gulko-Hiarcs
- Mar 20. Shredder-Gulko
- Mar 21. Junior-Gulko
- Mar 24. Gulko-Fritz
- Mar 25. Hiarcs-Gulko
- Mar 26. Gulko-Shredder

I'm afraid this issue of *Selective Search* will have gone to the printers before the match is over - but it gives us something to look forward to for next time, and I will try and give the results of the first 3 or 4 games near the back of this magazine!

New PRODUCT!

Excalibur TOUCH chess

I popped a couple of photos near the end of our last issue, but didn't have final price information.
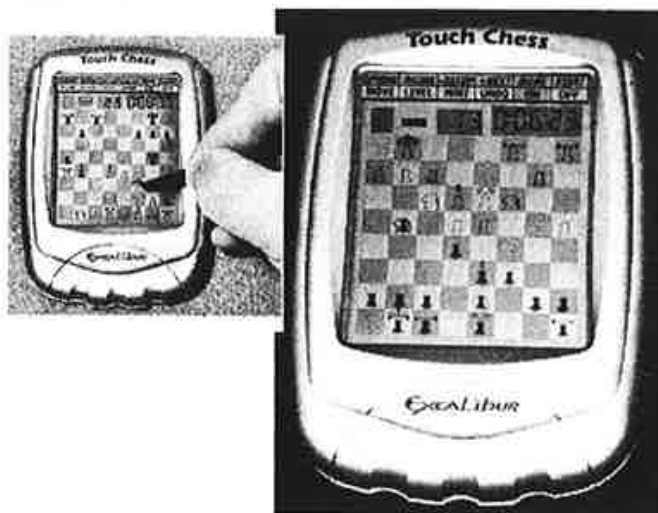
As I anticipated the price is **£49.95** (though we knock the pense off and will do free p+p if you mention *SelSearch* when you order!).

The playing program itself is rated at around 90 BCF/1320 Elo, so we're looking at a hobby computer! But you can't lose any pieces, you can start and stop whenever you want with great ease, it comes with its own pointer pen and a soft carrying pouch, and fits easily into a jacket or trouser pocket!

Saitek BRAVO

I made a note of this in the page 2 *'Best Buy'* section last month, but had no other details other than that, on testing it at the office, I had discovered to my surprise that it is the very acceptable Barracuda program.

With the **Barracuda** (1931 Elo) table-top selling at £79.95, and the Bravo's main top-end competitor currently the **Cosmos** (2014 Elo) at £99.95, the **Bravo** should really sell for around £65 I reckon! But Saitek has priced it at **£49.95**, so there you are - it's just about a bargain in my view.

I took a photo of it at the office for my web pages, and hopefully this will give magazine readers an idea of what it looks like:

It should be noted that the Bravo is quite a bit smaller than the Cosmos. The latter measures 230x180mm. whilst the Bravo is a neat 200x140mm. with, of course, correspondingly smaller playing pieces, and a clip on/off lid. It also has the same range of levels and display for analysis, evaluations etc. as both the Barracuda and Cosmos use!

Bill REID's

Let's Finish with some CHESS!

Bill's letter to me, enclosing the solution for his *'tricky-for-computers'* problem set for our last issue, included his *'congratulations'* to **Tiger14** for managing to solve **Bill Reid-5** instantly!

Not so this time, folks! The position last time was an ending which looks to be a dead draw! And so it was providing you played the correct first move! Did you?!

Bill Reid- 6. *Black to move*
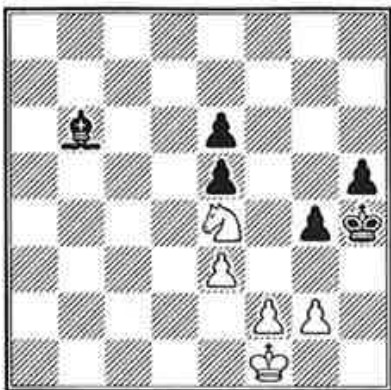
Bill says: *Programs to which I have shown this one are convinced that* **1...g3** *is the move for Black. So say Fritz6/7, Tiger14, Junior7, and Hiarcs8.*

Of course if White behaves and plays 2.fxg3+ *or* 2.♘xg3, *then draw it is!*
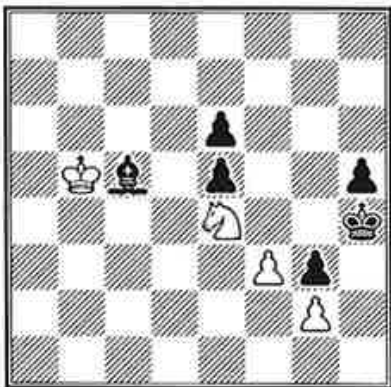
But if White goes **2.f3!** *Black picks up a pawn with* **2...♗xe3,** *but his king is trapped on h4 and White's ♘ and remaining pawns are on White squares and immune from attack. The White ♔ simply marches up the board and finishes the opponent off! Its arrival at f5, after mopping up the e6/pawn will relieve the ♘ from its surveillance duties and enable it to weave a mating attack instead.*

As Bill went on to say, it's all a bit tedious to work out move by move, and humans (now told perhaps!) don't need to do that... but I think we'd better play out a few moves to satisfy the curious!

3.♔e2 ♗d4 4.♔d3 ♗f2 5.♔c4 ♗d4 6.♔b5
At this point F7 is getting the idea and showing w100+. **6...♗c5**

A little trap is always worthwhile!
7.♔c6!

If 7.♘xc5?? ♔g5 8.♘xe6+ ♔f5 9.♘g7+ (9.♘c7 h4 10.♘d5 e4 *draws*) 9...♔g6 10.♘xh5 ♔xh5 *draws.*

And if 7.♔xc5?? *then it's immediate stalemate*
7...♗b4 8.♔d7! *and F7 now shows w280, the* **White win** *has become quite clear.*

Therefore Black ~~should~~ must play: **1...♗d8!**
Now g5 is protected so **2.g3+ ♔h3**
3.♘c5 (*3.♘g5+ isn't on of course:* 3...♗xg5 0-1) **3...♗e7 4.♘xe6 h4 5.gxh4 ♔xh4** *draw.*

And if White tries a ♔ march up the board with **2.♔e2** *it fails to the bishop manouvre* **2...♗a5** *which stops the king march in its tracks because of ♗e1 and ♗xf2, also drawing.*

I hope you liked that! In case anyone is wondering how the king got itself trapped on h4, it was because the position earlier had a ♘ on c3, ♔ on g5, and an extra White ♙ on h2. I played h4!?, and when my opponent (Rebel8) obliged with ♔xh4 my reply ♘e4 gave me our *SS98* position!

Bill Reid- 7. *White to move*
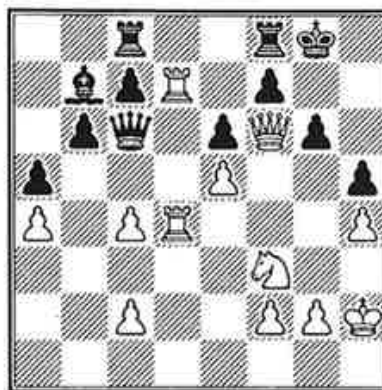
White to move looks better. But how is the win to be clinched? It seems whether you are a computer or a human, you either see it or you don't (Nigel Short would!), so 5 mins for everybody.

I (Eric) can confirm that seems right: 2 programs I tested got it on my P3/1000 in a few secs. either side of 2mins. I saw it just before them both, but hadn't finished checking it when big +200 evals. appeared. Another program I checked, however, got it in just 10secs!

How well will you do, I wonder?!

Rebel CENTURY 4
G.M LOEK VAN WELY

It has become a very welcome annual high-light... the latest **Rebel** program playing a match against a strong **G.M**!

Programmer **Ed Schroder** can certainly never be criticised for avoiding the big chal-lenges... quite the reverse, he seeks them out! In the past 4 years new versions of his **Rebel Century** program have met, in turn, GMs Arthur **Yusupov**, Vishy **Anand**, John **van der Wiel**, and now 2714 Elo-rated top Dutch GM **Loek van Wely**!

The **match** was scheduled to take place in Maastricht, Holland from 19-22 February, with 4 games being played at the (Classical) Tournament time control of 40/2, 20/1 and thereafter the Fischer time control of 30secs added per move to conclude the game.

Rebel Century4 would play on an Ath-lon 1900MHz machine, using its anti-GM mode setting.

As always the Rebel web site invited users to send in their forecasts. I thought hard about Rebel's excellent record in these matches and the super-fast processor it would play on.

Then I considered that all games would be played at 40/2, and van Wely's 2714 Elo rating.

Do I <u>really believe</u> that programs such as Rebel Century4 (and, for that matter) Fritz, Tiger, and maybe Junior and Shredder, are really in the 2700 stratosphere at Classical time controls when on really fast hardware?

I do! But I couldn't make my mind up be-tween a 2-2 draw and 2½-1½ for Rebel, so in the end I didn't vote for either, but sent Ed a *'good luck'* message and told him I thought Rebel *'might just do it!'*

Then I read the following comment from **van Wely** on Rebel's site: *"You cannot play in your own style against the computer, that's about close to suicide. You must play an anti-computer strategy and be well pre-pared. <u>I played about 100 games against Rebel as part of my preparation!"</u>* I was im-mediately glad I hadn't sent my forecast in -

van Wely was Rebel-ready!

Eric van Reem has added some more-than-useful background infor-mation... <u>and</u> is responsible for the photo-graphs, so we owe him our grateful thanks!

The first match organised by the *Chess Events Maastricht Foundation* in 2001 was the Man-Machine Match between Rebel Century 3.0 and Dutch Grandmaster John van der Wiel.

Although van der Wiel is a moderate (!?) Grandmaster, he is famous for his excellent results against computers. He never lost a game in the well known Aegon tournaments in the nineties.

However, he did lose the 6-game match against Rebel last year 3½-2½, in which he lost two games.

"John is still quite angry about that re-sult", Loek van Wely grinned, when I asked him, if he had called van der Wiel before the match to get some hints.

Van Wely, Rebel´s opponent in this year´s match, won the Dutch Championship in 2000 and 2001 and does not have much ex-perience in games against computers. However, he won a marvellous anti-computer game against Fritz SSS in the Dutch Championship in 2000, but lost a rapidmatch against the same opponent only a few months later 3-1.

It was hard to predict how 'King Loek' would play against Rebel in this match. He played a disastrous Corus tournament in Wijk aan Zee in January, and in Moscow during the Aeroflot Open early February he only scored 50%.

Moreover, **Ed Schröder** had been able to make Rebel Century4 a lot better and faster.

His fine result in the Dutch Open in Leiden last October and his sixth place on the SSDF list showed, that he made a lot of progress last year.

Maastricht councillor **Veronica Dirksen** opened the match by playing Rebel's chosen move 1.e4 on the board to start the game.

Game 1 is immediately of great interest! Rebel gets a strong-looking kingside attack which van Wely survives, and then a series of unusual exchanges leaves us with a very strange material set-up in which Ed Schroder offers a draw. But van Wely is after more. Another 60 moves are played with little changing, though Rebel appears to have got itself a small, non-winning, edge.

We'll play through the first 38 moves to see the early and midgame excitement, then we'll jump to the end to see how it finishes!

Rebel Century4 - Loek van Wely (2714)

Maastricht 2002. Game 1, 40/2
C10: French with 3 Nc3

1.e4 e6 2.d4 d5 3.♘c3 a6?! *The move which causes the added classification under ECO, 'unusual Black 3rd moves', as van Wely chooses an anti−computer strategy for game 1. The idea is two−fold − get Rebel out of book early, and aim for a closed position*

4.♗d3 ♘f6 *4...♘c6 5.♘f3 ♘f6 was seen in Bologan−Moskalenko, 1991: 1-0, 55 moves*

5.♘f3N *A new idea as far as I know.*
5.e5 ♘fd7 6.f4 c5 7.♗e3 cxd4 8.♗xd4 ♘c6 9.♘f3 ♘xd4 10.♘xd4 ♛b6 was a win for White in Fuchs−Schmidt a couple of years ago, though I can't see that White actually has anything from the opening;
5.♗g5 ♗e7 6.e5 ♘fd7 7.♗xe7 ♛xe7 8.♛g4 has also been seen, but went 0-1 in Balogh−Radjabov, 1997
5...♗e7 6.0-0 c6 7.♖e1 b5 8.♘e5 8.e5 ♘fd7 would fit in with the opening's usual theme, as seen in the quoted games at move 5, but it could well be that Rebel has had some

programming added to discourage it from getting into blocked centre situations!

8...♗b7 9.♛f3 0-0?! *This seems an almost suicidal invitation, with White's pieces already aimed at the kingside*

10.exd5 cxd5 11.♛h3 ♘c6 12.♗g5!

A neat idea − see note to next move

12...g6! *Not 12...h6? 13.♗xh6! gxh6 14.♛xh6 ♘xd4 15.♖e3 ♘e4 16.♖g3+ (or 16.♖h3 ♗h4 17.♗xe4 dxe4 18.♖xh4 ♛xh4 19.♛xh4 1-0) 16...♗g5 17.♗xe4 dxe4 18.♖xg5+ ♛xg5 19.♛xg5+, and White wins easily*

13.♗h6 *Virtually forcing Black to sacrifice the exchange!*

13...♘xd4 *If 13...♖e8? 14.♘xf7 ♛d7 (not 14...♔xf7?? 15.♛xe6# ooops!) 15.♘e5 ♘xe5 16.dxe5, and White is a pawn up plus his attack!*

14.♗xf8 ♗xf8 15.a4 b4 16.♘e2 ♘xe2+ 17.♖xe2 ♘e4 18.♖d1 ♛c7 19.♗xe4 dxe4 20.♘g4 ♗g7
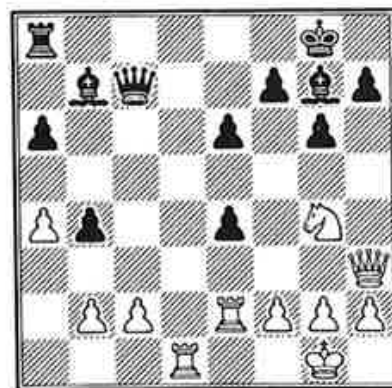
Black appears to have survived the king—side attack, so it will be interesting to see which direction Rebel goes in now

21.♖ed2! *Another neat trap, tempting van Wely to take the pawn*

21...♗d5 *Not 21...♗xb2?? Taking the pawn loses outright: 22.♖d7 ♛f4 23.♘h6+ ♛xh6 24.♛xh6, 1-0*

22.♘e3 ♗c6 23.♛h4!? *Now Rebel takes a risk by forsaking the b—pawn, and goes all out for a result!*
    If 23.b3 then ♗c3 24.♖d6 ♗e5 25.♖6d2 ♗c3 is heading for a draw

23...♗xb2 24.♖d8+ ♖xd8 25.♖xd8+ ♔g7 26.♘g4! *The mate threat on h6 looks terrible, but Black has a safe response*

26...♛f4! 27.♖g8+ ♔xg8 28.♘h6+ ♛xh6 29.♛xh6 ♗xa4

So the exchanges leave us with a pretty rare material situation: queen for 2 bishops and 3 pawns! I can well understand that the GM thought he might have chances to get his a—pawn home!
30.♛f4 ♗xc2 31.♛b8+ ♔g7 32.♛xb4 *Ed Schroder offered a draw here, but van Wely wanted to play on*

32...♗f6 33.♛d6 ♗d3 34.f3 h5 35.♔f2 a5 36.♛d7 a4 37.♛xa4± exf3 38.gxf3 g5=

The caricature left, and the real thing below. Those elbows on the table are obviously a trademark!
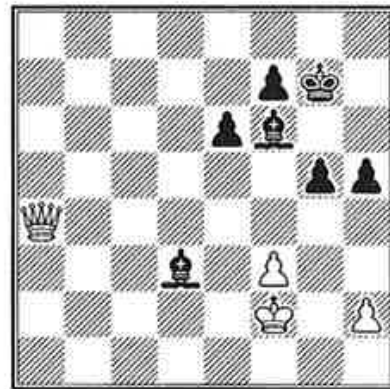
Now is where we'll do our jump to move 98! The diagrams will show you that not so much changes during the next 60 moves!
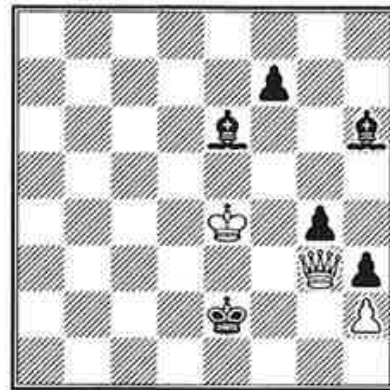
98.♛e5! ♗d2? *The black—squared bishop was loose (okay — unprotected), which is what van Wely is trying to put right. However this loses a vital tempo, and as a result the bishop will go as well! Pieces protected by kings easily subjected to attack are never as safe as they might appear!*
    98...♗f8 was correct, then 99.♛f6 with probably a small but not yet winning advantage (99.♔d4+ wouldn't be so effective now as in the game, and 99...♔f2 should draw) 99...♗b4 100.♛b2+ ♗d2 101.♛b5+ ♔f2 102.♛e5±

99.♔d4+! ♔f1 *♔f2 is no different*

100.♔d3!
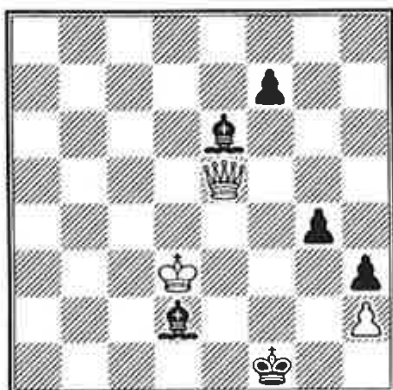
The bishop has nowhere it can run to that Rebel can't win it with a check

100...♗h6 101.♕f6+ ♔g2 102.♕xh6 ♔xh2 103.♕d2+ ♔g1 104.♔e3 *played, no doubt, with a mate announcement* **1-0**

A great finish by Rebel, after a long but eventually exciting start to the match!

And so to game 2! This time it is the GM who strikes with a strong king attack, which Rebel appears to underestimate before it fights back and manages to survive. But van Wely has the better endgame this time...

Loek van Wely (2714) - Rebel Century4

Maastricht 2002. Game 2, 40/2
A47: 1 d4 Nf6 2 Nf3 b6: Torre, London + Colle Systems

1.d4 ♘f6 2.c3?! *Another move with limited theory behind it and known to tempt Black into playing c7−c5−c4, and a blocked pawn structure!*

2...e6 3.♗g5 h6 4.♗h4 b6 5.♘d2 ♗b7 6.e3 ♗e7 7.♘gf3 c5 8.♗d3 0-0 9.♕e2 d5 10.♘e5N *It has actually all been played before, at least through to White's 10th... and by no less a person than the great Mikahil Tal.*
  His game as White against Kliavinsh in 1954 went: 10.0-0 ♘e4 11.♗g3 ♘d7 12.♖ad1 ♕c8 13.♗f4 f5 14.♘e5 ♘xe5 15.♗xe5 ♗f6 16.♗xf6 ♘xf6 17.f4 a5

18.♖c1 ♕d7 19.♘f3 ♕d6 20.♔h1 ♘d7 21.♖g1 ♘f6 22.♘e5 ♖ac8 23.♖cf1 ♘d7 24.g4 ♘xe5 25.fxe5 ♕e7 26.gxf5 ♔h8 27.f6 gxf6 28.♕h5 f5 29.♕xh6+ ♕h7 30.♕xh7+ ♔xh7 31.♖f4 1-0. There − a bonus game by the world's most exciting chess player ever!

10...♘c6 11.f4 ♘e4

12.♗g3 *It would be easy to play 12.♗xe7!? here, with a small advantage after 12...♘xe7 13.♗xe4 dxe4 14.dxc5 bxc5 15.♖d1±.*
  However van Wely is tempting Rebel to make an exchange which he believes will prove favourable to White: "I would never have played this bad move against a hu−man", he told Eric van Reem after the game, "but I was absolutely convinced that Rebel would take the bishop on g3".

12...♘xg3 *Which computer could ignore 'winning' bishop for knight − and doubling some pawns into the bargain! The drawback is the opened h−file.*
 *12...♘xe5 13.dxe5 ♘xd2 14.♕xd2 c4 15.♗c2 f5 was proposed in some quarters, but if Rebel has 'anti−blocked−centre' coding, it wouldn't agree!*

13.hxg3 ♖c8?! *Better was 13...♘xe5*

exchanging off a valuable central White piece. Then 14.dxe5 d4! 15.exd4 cxd4. Ed Schroder told EricvR that it had ♘xe5 until the very last moment, and the change of move really horrified him!

14.♘df3 ♗d6?! *Rebel still had a chance to remove the strong N/e5 with 14...♘xe5*

15.g4! f6 16.♘g6 ♖f7 17.g5
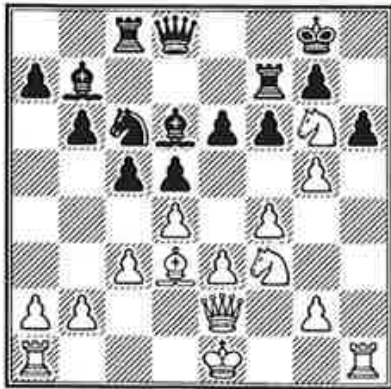
Within a few moves Black's position has started to look quite uncomfortable

17...♖cc7!? *No better is 17...fxg5 18.fxg5 which also looks excellent for White*

18.gxh6 gxh6 19.♖xh6 ♖h7 *Rebel, beginning to recognise the dangers in the position, seeks to exchange off some of White's most dangerous attackers*

20.♖xh7 ♖xh7 21.0-0-0 c4?! *An unexpected move which rather goes against my anti-blocked centre theory!*
We sometimes see this type of thing from computer programs – e.g. as mentioned at move 2, you see it in the Colle when White has played Bd3 and Black, having already played c5, plays c4 to drive the bishop back to c2... the centre is now blocked and in due course White starts a kingside attack. But seeing it here as I followed the game on the Internet, with an attack already in place, came as quite a surprise! I did realise, having pencilled in these views, if Rebel now equalises I will either have to remove the notes or look silly...!!

22.♗c2 ♕e8 23.g4 *23.e4! looks even better, perhaps – then dxe4 (but certainly not 23...♕xg6?? 24.e5! and Rebel definitely*

could resign!) 24.♗xe4, and White's position is very strong!

23...♖h6 24.♘fh4 ♖h7 25.♕g2 ♘d8 26.♖h1! b5 27.♘f3
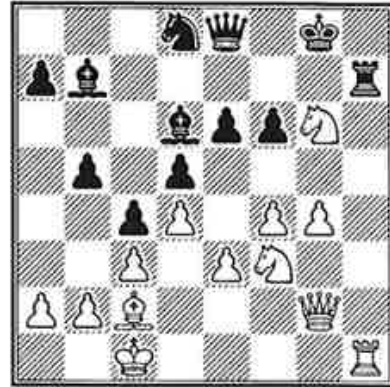
Preparing g5, and the attack appears certain to succeed. Notice how the blocking of the central pawns, worsened by Black's dubious 21...c4, has left the Rebel B/b7 completely out of the game

27...♖xh1+ *27...♕d7?! looks like the only other try, but then 28.♘e7+! ♖xe7 29.♕h2!! ♘f7 30.♕h4! appears to leave Black helpless*

28.♕xh1 ♘f7 29.♕h5 ♕d7 30.♘gh4?! *Missing 30.♘ge5! fxe5 31.♕h7+ ♔f8 32.g5 which seems sure to win*

30...♘h8 31.g5 f5 32.♘e5?! *Again van Wely misses the best line. With 32.g6 White still has the win in the bag after 32...♕g7 33.♘g5!*

32...♗xe5 33.dxe5 ♗c8
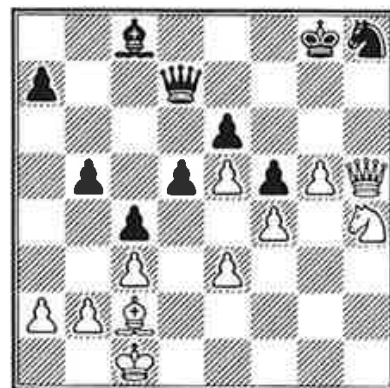
Rebel is fighting for its life as it tries to get its dead bishop back into the game!

34.♘f3 ♕f7 35.♕h6 ♕g6? *Rather than this simplifying exchange, an attempt at a counterattack with 35...a5 might have been a worthwhile alternative*

36.♕xg6+ *Van Wely naturally grabs the offer to simplify into a technically won endgame*

36...♘xg6 37.♘d4 ♗d7 38.b3 ♔g7 39.♗d1 ♘e7 40.♔b2 ♔g6 41.♗e2 ♘c8 42.a4 a6 43.axb5 axb5 44.♔a3!
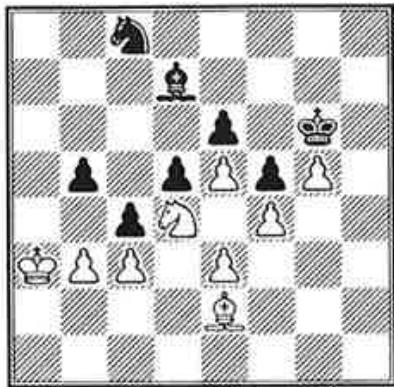
The king's infiltration should settle it!

44...♘e7 45.♔b4 ♘c6+ *45...cxb3 doesn't really help either: 46.♔xb3 ♔f7 47.♔b4 ♔e8 48.♔c5 ♘c8 49.♘xb5 1-0*

46.♘xc6 ♗xc6 47.♔c5 ♗e8 48.b4 *And Ed resigned for his program in view of 48...♔h7 49.♔d6 ♗f7 50.♔e7 ♔g7 51.g6! ♗xg6 (51...♔xg6 52.♗h5+ ♔xh5 53.♔xf7) 52.♔xe6* **1-0**

Eric van Reem reports that Ed was greatly impressed by Van Wely's preparation and play in this game: *"He absolutely knows what he is doing – I changed the Anti–GM setting before game 1, and he immediately noticed that this version is a bit different to the one I sent him before the match!"*

So it's 1–1, and we go to game 3 where my notes are shared with comments by **Ed Schroder** himself.

I suppose quoting here from his own introduction, *"the perfect game"* does rather give away the result!
Nevertheless one can easily understand a programmer's pride, after 21 years at his

work, in seeing such a superbly played king attack, and at a 40/2 tournament time control, and against one of the world's top–rated grandmasters!
As Ed says, *"It's the crown of a 21 year–long career, like running the perfect race for a Gold medal at the Olympics!"*

Rebel Century4 - Loek van Wely (2714)

Maastricht 2002. Game 3. 40/2
C04: French Tarrasch: 3...Nc6

1.e4 e6 2.d4 d5 3.♘d2 ♘c6 4.♘gf3 ♘f6 5.e5 ♘d7 6.♘b3 ♗e7 7.♗b5 ♘cb8 8.0-0 b6 9.♕e2 *9.♗d3 a5 10.c4 ♗b7 11.♕e2 is a similar way of playing the opening, as in Oral–Socko 2000 which went 0-1 (42)*

9...a5 10.♗e3 ♗a6N *The 2 lines seen before are: 10...a4 11.♘bd2 a3 12.b3 ♗a6 13.c4 c6 Ghizdavu–Vogel, Amsterdam 1974 ½-½ (57);
and 10...0-0 11.♗d3 ♗a6 12.c4 c6 Nicevski–Sofrevski, Skopje 1967 ½-½ (45)*

11.a4 c6 12.♗xa6 ♘xa6 13.♖fc1

Rebel tries to take an initiative on the queenside, but when van Wely's reaction brings this to nothing, Rebel changes to a

kingside attack (see move 19!).

   ES— a terrific move, Rebel takes the ini-tiative going for 14.c4

13...0-0 14.c4 dxc4 15.♖xc4 ♘db8 16.♘bd2 *ES— heading for e4 preparing the attack — another fine positional move!*

16...♘b4 17.♘e4 ♘8a6 18.♘fd2! *ES— making space to move the white queen to g4*

18...♘c7 19.♕g4

19...♔h8 20.♖a3! *ES— destination h3!*

20...♘bd5! *The blockading knight looks good on d5 from where it assists in the defence on either wing*

21.♗g5! *ES— an excellent attacking move, Rebel is as pleased as Punch!*

21...f6 22.exf6 gxf6 *Not 22...♘xf6 23.♗xf6 ♗xf6 24.♘xf6 ♖xf6 25.♖xc6 or ♖h3!?*

23.♖h3!

ES— the key, if 23...fxg5 then 24.Qh5! 1-0

23...♕e8! *Absolutely not 23...fxg5?? Black*

cannot capture the bishop with the h-file so exposed as 24.♕h5! ♖f7 (what else?!) 25.♕xf7 ♕g8 26.♕xg8+ ♖xg8 27.♖xc6 and White has R+P for B, so 1-0

24.♕h4 ♖f7 25.♗h6 *The bishop is almost in the way of his own progress, so Black tries a counter-attack*

25...b5 *ES— time for Black to counter-attack on the queenside... while Rebel tries to increase the pressure on the Black king*

26.axb5 cxb5 27.♖c1 a4 28.♖g3! *28.♘c5!? was also suggested — and it's perfectly reasonable — but Rebel's desire is to maintain as much pressure as possible on the kingside!*
   ES— the only good move to keep up the pressure and make progress

28...a3?! *Here most commentators believe van Wely should have played the solid 28...♖c8, aiming only to secure his position and go for a draw*

29.bxa3 ♖xa3 *29...♗xa3 doesn't work: 30.♕g4 ♕e7 and now White pins the bishop with 31.♖a1*

30.♘f3
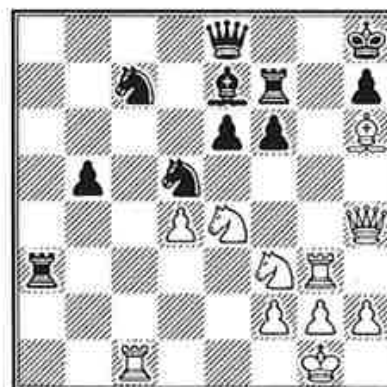
Again Rebel opts for all−out attack on the kingside and, at this point, gets the reward as van Wely underestimates its potential!

ES− instead of the logical 30.Nb3 and then 31.Nc5 Rebel chooses persistency in going directly for his main target... the Black king!

30...b4? *Needed was 30...♗f8! which both attacks White's bishop AND vacates e7... and Black is still in the game as the likely 31.♕h5 is met by 31...♖e7! when White's advantage is fairly minimal*

31.♕h5! *ES− the real reason for 30.Nf3! and White now threatens 32.Ne5!!*

31...♖xf3?? *A desperate last effort, but even a better move would not have saved the game.*
31...♗f8, which should have been played last move, is still best, though whether it would still save the game is much less cer−tain. 32.♘e5! attacks the f7/rook and clears g3−>a3 32...♖e7 33.♘xf6 ♘xf6 34.♕xe8 ♘cxe8 (certainly not 34...♖xe8?? 35.♘f7#) 35.♗xf8 ♖c7 36.♖b1 and Rebel is definitely on top.
ES− desperation, but the logical defence 31...Bf8 leads to a lost endgame.

32.gxf3 ♗f8 33.♔h1 ♖e7 *33...♗xh6 makes no difference: 34.♘d6! ♖g7 (the queen can't move!) 35.♘xe8 ♖xg3 36.fxg3 ♗xc1 1-0*

34.♖cg1 *ES− the perfect game! The mate finish is 34...♖g7 35.♗xg7+ ♔g8 36.♗xf6+ ♕g6 37.♖xg6+ ♗g7 38.♖xg7+ ♔f8 39.♖g8# 1-0*

Rebel has never lost one of these matches, and is already safe from defeat again. But as Eric van Reem acknowledged, *'Ed was quite nervous before the 3rd. game, after van Wely's great play in game 2, with some 10,000 people watching on the 'net!'*
Now, if it can win or draw the last game, it will have a match victory over a world top-twenty player under tournament time controls and playing conditions!

But so far the player with White has won every game, and van Wely has his pride!

Loek van Wely (2714) - Rebel Century4

Maastricht 2002. Game 4, 40/2
A36: Symmetrical English v...g6: 4 Bg2 Bg7

1.c4 c5 2.♘c3 ♘c6 3.g3 g6 4.♗g2 ♗g7 5.a3 ♘f6 6.♖b1 a5 7.e3 d6 8.♘ge2 *Playing quietly in the centre and looking for inaccuracies from Rebel*

8...♗f5 9.d3 *Still in theory, but it's certainly a cautious 'come and get me' approach from van Wely, rather than the more usual 9.e4*

9...♘e5N *Probably van Wely's 9th put Rebel out of Book, so it immediately starts to attack!*
Usual is 9...0-0

10.e4 ♗g4 11.h3 ♗f3 12.0-0

12...♗xg2?! *Looking at the central pawns I am not sure that Black should have exchanged off this bishop, which was being kept pretty quiet at present. So I'd prefer, say, ♘fd7*

13.♔xg2 0-0 14.g4 *A bold choice from van Wely − his own king appears to be slightly in the open, but he advances on the kingside anyway!*

14...e6 15.♘g3 ♘e8 16.f4 ♘c6 17.f5 ♕h4

18.♗e3 *It seems the Black queen could be imprisoned with 18.g5?! but Black escapes neatly with 18...♗e5! 19.♘ce2 exf5 20.exf5, and now 20...f6 brings freedom and a small advantage*

18...♗e5 19.♘ce2 exf5? *I think Black should maintain the tension – opening up the position is more likely to suit White and, in this case, gives him the rather attractive e4 square for his knight.*

The e8/N hardly has exciting prospects after 19...♘c7 but Black's rooks are joined and his position looks sound enough

20.exf5 ♘g7 *What for?... sat here it just invites f6, and the position could become dangerous for Rebel. 20...♕e7 might have been best*

21.♘e4! ♕d8
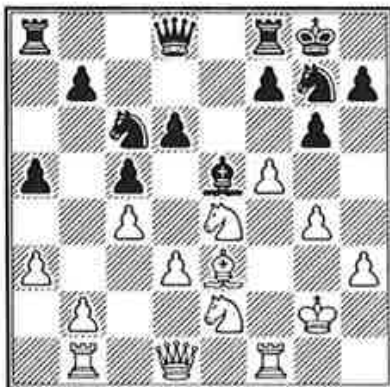
22.f6! *The computer has almost invited this – so is there a trap, a reason it wont work? Van Wely must have thought very carefully before making this commital move, but he needs to win, so a bold decision has to be taken if he's to get his chance!*

22...♘e6 23.♘2c3 ♖e8 24.♕d2 ♔h8 25.b3 ♖b8 26.♗g1 ♖g8 27.a4?! *An unexpected bit of relief for Rebel, perhaps van Wely was trying to tempt the computer into decentralising its c6/N by popping it into the hole on b4.*

27.♗e3 or ♘d5 maintain the pressure much better

27...g5!? *Now Rebel goes a bit wild!*

28.♗e3 ♘b4
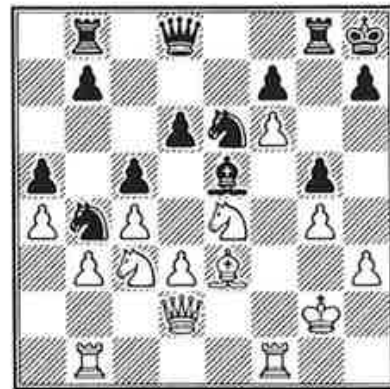
So Rebel just couldn't resist, but I'd have to class this as a knight absent without leave, and it's a bit of a journey from here to get back to barracks!

29.♘d5 *The pawn on g5 doesn't look sufficiently defended, but in fact 29.♘xg5? is tactically no good: the defender of the g5/B can be removed after 29...♘xg5 30.♗xg5 with 30...♗xc3 31.♕xc3 ♖xg5-+. Now Black would have knight for pawn and be winning!*

29...♘xd5 30.cxd5 ♘f4+ 31.♗xf4 ♗xf4 32.♖xf4 gxf4 33.♕xf4 b6 34.♕xd6 ♕xd6 35.♘xd6 ♖gf8 36.♘e4
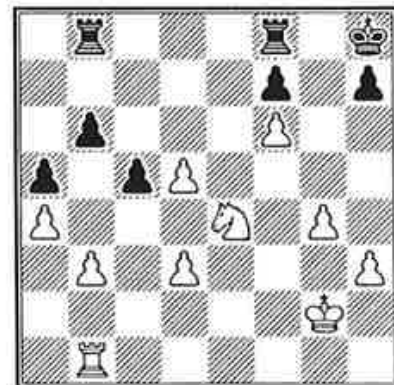
We should stop and re–assess the position here, as the position is now very different. White's attack has died and, materially (N+2P for R) you'd count it up as equal.

Van Wely's immediate passed pawns are also doubled, so who has the best chances?

36...♖be8 37.♔f3 ♖e5 38.♘c3 ♖fe8 39.♔f4 ♖e3 *Rebel's infiltrating rook now looks quite dangerous for White, so it seems the game might be swinging towards Black!*

40.♖d1 ♖xh3
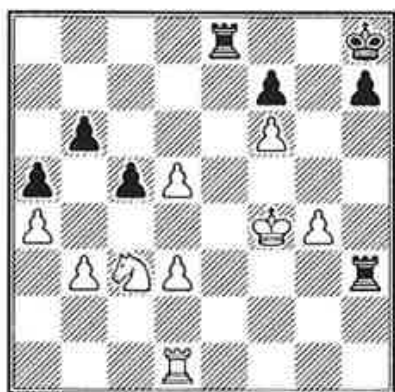
So who's winning? Let's see what the various programs think: Hiarcs b73, F7 w15, J7 b11, S6 b3, T14 b6. Oh. and Century4 would have b25.

So all but Fritz fancy Rebel has the edge, though only Hiarcs shows a sufficiently en–couraging level of confidence that it might be enough for the win!

41.♘e4 ♖h2? *Oh. this is a very dangerous decision. The rook's infiltration into White's position has really boosted Rebel's chances, but freeing the opponent's d3–pawn to advance – and therefore also releasing White's rook from the passive defence of the pawn – is very risky.*

Better – possibly drawing – was that vital endgame commodity – king centralisation with 41...♔g8!?

Interestingly, perhaps frustatingly for Ed when he plays through the game again, Century4 on my P3/1000 has 41...♔g8 even at depth17 after 29mins. and with an almost equal evaluation, so why the move played? A great shame!

42.d4 cxd4 43.d6 *Notice a critical point –*

that the now single passed d/pawn can be protected by the rook. While the pawns were doubled the more advanced one was weak!

43...♖d8 44.♖xd4 ♖c2?
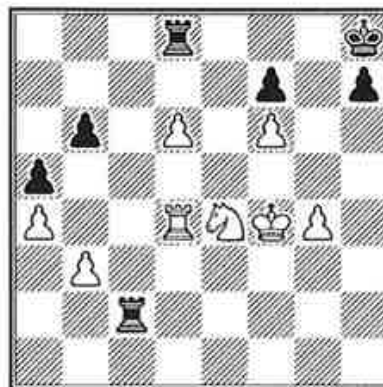
Trying to find a route back to help with the defence against the now mighty d/pawn!

44...h5 was certainly better, but I think Black's cause was probably lost even with this: e.g. 45.d7! ♖h4 46.♔e5 ♖xg4 47.♔d6 looks good for 1-0

45.♖c4! *This is a great move – but how many computer programs can find it (only Shredder and, of all things, Century4 itself within a couple of mins that I have found). Certainly Van Wely took his time here, playing it only after calculating for certain that it clinches the win.*

45...♖xc4 46.bxc4 ♔g8 47.♔e5 ♔f8 48.c5 bxc5 49.♘xc5 ♔e8 50.♔d5! *50.d7+ looks natural and also wins: 50...♖xd7 51.♘xd7 ♔xd7 52.♔d5 1-0*

50...♖b8 51.d7+ ♔d8 52.♔c6 ♖b2 *A clever try would be 52...h5! gambling on stalemate after 53.gxh5?? (of course 53.g5! wins) 53...♖b6+ 54.♔xb6 draw*

53.♘b7+ ♖xb7 54.♔xb7 ♔xd7 55.♔b6 1-0

So it ends all-square, an honourable **2-2** draw, earning **Rebel Century4** a match grade of **2714 Elo**, the equivalent of 2634 for a P2-3/450MHz in the *SelSearch* ratings.

The chess was both entertaining and occasionally <u>dramatic</u>; also in the view of most commentators, of a very high standard.

HOW *READERS* USE *THEIR* COMPUTERS

In the page 3 intro to our last issue (*98*), I commented that I wondered **how many readers** are still using a **dedicated** computer, and if they **also** have a **PC** with some chess programs!

Here are some of the responses:

From **Gordon Gissing**

Dear Eric

Your comments about PC's and chess computers has spurred me to write some comments. I have always been intrigued by what your readers do with their chess computers!

Of course in the old days of dedicated machines, we played them and often won a game - usually at the end when computers used to give up.

With the arrival of powerful PC machines playing them for fun seems a bit odd to me.
Unless your readers are all Grandmasters (very unlikely) they must do nothing but lose games.
I know some of your readers spend a lot of time playing machines against each other, and that is one worthwhile reason to have them.

In my own case I have the **Mephisto London**, the **Kasparov Cosmos** and **Hiarcs 732** on a PC.
I do not have time or patience to play tournament chess and I keep strictly to 10 minute blitz. You can imagine that at this speed Hiarcs is much too strong for me, although if I put it in the mode where it pretends not to see a combination I do much better!
However, I think this is cheating and I now only play my splendid little Cosmos, which I can occasionally get the better of or at least draw some games.
The Cosmos is much more convenient for blitz games at any time just by picking it up and switching on. This is much more comfortable than going up to my computer

room, staring at the PC screen and invariably being routed.

Also since buying the Cosmos my chess has noticeably improved due, I think, to the much larger number of games that I play.
I make use of Hiarcs for analysis, for example as I explore different openings on the Cosmos. Hiarcs can show me the way if I get into difficulties in the middlegame, or how to deal with any unusual opening lines which many computers use especially in blitz.

One attractive proposition would be a hand held miniature PC chess machine of at least Cosmos strength or better, Hiarcs strength, which you could pick up at any time and play as I do the Cosmos. This would also be ideal for holidays. After all, ones desktop or laptop is mainly used for many things other than chess - or at least mine is.

As a long standing chess computer player (my first was the Morphy all those years ago) I have always appreciated your unique chess magazine. Long may it continue!

Sincerely,
Gordon Gissing

From **Gary Preston**

Eric,

I bought my first chess computer back in 1977, a **Fidelity Challenger** (2 or 7 I think).
I beat it regularly and easily (no surprise) and subsequently sold it to a friend.

My next encounter with computer chess was with my **BBC Micro** in about 1984.
I bought the official BBC Chess program and found it equally disappointing.
Subsequently I discovered an independent program called **White Knight II**. This was a real surprise as it gave a good account of itself and was no pushover.

Then sometime in 1986 (as best I recall) I

was wandering around Harrods' adult games department and saw the **Novag Super Forte A** being demonstrated by none other than **Graham White**, I believe.

I subsequently bought the Super Forte A and for the first time was comprehensively beaten at almost every time control by a computer.

For me the fascination with chess computing grew from there, and as you know I collected and traded various versions of Fidelity, Novag and Mephisto until I finally ended up in the mid-nineties with a **Mephisto Marco Polo, Kasparov Risc 2500 128K, Novag Sapphire1, Mephisto Genius2 68030** and the **TASC R30/1995.**

What did these do for my chess?

Well very little, because I misused them! The problem was that most of them were so much better than me that I never played with them properly - I would never play a serious game and would always be taking moves back, so that although I occasionally won it was always a hollow victory and as a result my interest in playing chess waned while my interest in Computer vs. Computer grew.

So now I not only have these dedicated machines, but also a number of the **Fritz** stable of PC programs.

Have I learnt any lessons?

This time the answer is yes. In the first instance, having a young son has made me realise how precious personal time is, and that it should not be abused.

So now when I sit down to play a game I play seriously - no taking moves back. Clearly I am in no better position to beat a Fritz or a Junior program than a TASC or Kasparov Risc dedicated computer, so I don't play them at the moment.

Currently when I play, I play against my Marco Polo at 5 secs/ move (permanent brain off), transferring moves onto a large board and taking as much time as I need for my moves.

I have very little opening knowledge so I tend to play from first principles and do not try to play anti-computer chess - yes I do look for king attacks, but I don't deliberately avoid tactical positions.

The result is that I have started to win games, about a 75% success rate so I now need to increase the level on the Marco Polo.

The Marco Polo is good with a young son around, because I can quickly stop a game for later resumption without having to use position verification. I enjoy playing the Marco Polo, even at short time settings it can find surprising tactical resources at times.

So I aim to outplay it positionally, which for someone at my level (hobby at best) provides a reasonable challenge.

The primary use of my PC programs is now complementary to my over the board chess.

I record all my games against the Marco Polo and then put them into Fritz for analysis.

This provides two types of feedback for me. Firstly I can check for tactical blunders on both sides, and secondly I can check if the balance of the game changed where I thought it did.

I have found this extremely useful from both the perspectives of personal confidence (Fritz has not found any howlers on my part yet that I wasn't already aware of), and education i.e. analysis of critical positions.

I have tried using Fritz etc. set at lower Elo ratings, but the games don't seem quite so natural, though that could just be my perception.

I have just started to study openings in a more serious manner and clearly find Fritz etc useful for complimentary analysis.

In conclusion the whole way in which I use my computers now is aimed at getting back to a respectable playing standard, so that when I eventually join a chess club I will be able to fully enjoy the benefits that would bring.

BTW: what is the TASC R40 - I haven't of it before.

Regards,
Gary

From **Rob van Son**

Dear Eric,

Thanks for sending me Selective Search 98! I like it that you call it the *"Gebruikers."*

I am honoured that you spent so much attention to my **Voice Challenger**. The game against the **Tasc R40** of chairman Cock de Gorter was my first game. Before I drunk my first cup of coffee, I resigned.

That gave me hope for the next rounds!...and I had a wonderful time. The participants and visitors admired my museum-piece computer and I shall take another real oldie to the tournament next time.

The fifth Gebruikers event is on the 1st and 2nd of June. Handhelds like Pocket Fritz are not going to be allowed to participate in Gebruikers again, but they can play in a seperate group.

As you know I like the old dedicated machines. I now have 16 computers, from the first **Chess Challenger 3** to the **Berlin Pro**.

I am still waiting for the **Novag Star Saphire**. When will it come out? In April maybe? I especially hope before my holiday in June, so that I can play some games on the beach or in my hotel room?

But it's Novag, so it wont surprise me if they bring it in September onto the market.

I am also a **PC-owner** and I have several chess-programs and a **Tasc Smartboard**, the SB20 with 64 leds on the squares.

Some years ago, I wrote various articles with analyses of the top PC programs, but during the last two years, I changed the subject much more to the old dedicated ones.

I read about **Shredder 6**. I like the Shredder program, and not only because of its support for my Tascboard.

In fact I would like to buy it, but I found out something strange.... 3 weeks ago I bought a brand new PC, a Pentium 4, 1.7 GHz with Windows XP home edition.

I installed the programs Shredder4 and Genius6.5, and then connected my Tasc Smartboard. Next from the menu, I selected Smartboard. Then the [Error window]

appeared with the message: *"cannot open smartbrd.vxd."*

I tried it several more times, and also in the XP's Windows98 compatibility-mode, but nothing worked.

Eric, the driver is not up-to-date for Windows XP, and ChessBase have not told us about this?! Tasc are not active anymore, so Stefan himself - or ChessBase - must make a new better driver... though I don't think they will do it.

So, you can use the Tascboard with all theWindows 9.x (& Me) versions, but not with the new Windows XP.

Finally I promised you a special article for **Selective Search** number **100**!

You will receive it in time, but it's still only February, so I have time enough yet. As an attachment I am e-mailing with this a *"CCVoice"* wave-file, so that you can hear what he always says straight after you switch on the power.

Best regards,
Rob

Of course it's always a delight to get letters and e-mails like these, from folk who love *Selective Search*!

Yes, **Rob** is doing a special **Centenary issue** article for me, and **Bill Reid** has promised something especially tricky for his *'Let's Finish with some Chess'* series.

Novag say that the **Star Sapphire**, which Rob refers to, and is probably the sort of things Gordon is hoping for, should start production in late March, a couple of weeks after the **Star Diamond**. Let's hope it really is going to happen this time, as I believe it will be a very popular model.

I agree with Rob's concern re the Tasc Smartboard and Windows XP. But I must say after getting many comments from software users, struggling to get earlier programs working with XP, that I think it's a scandal that they can bring out a new Windows version that is incompatible even with recent Win95+98 software. The Win98 compatability mode usually fails as well, so we're supposed to spend another fortune replacing all our software! Almost a rip-off?!

Mephisto's London 030 v Magellan
by Alvaro Benlloch

On page 3 of *SelSearch98* we showed **Alvaro**'s results from a match between 2 of the top Mephisto program modules, the **Magellan** (by Franz Morsch) and the **London 68030** (by Richard Lang).

The LONDON won by a rather easy 8-2, whereas in a match against the **London 68000** the MAGELLAN had been the 7-5 winner.

Alvaro promised that he would send us a couple of his favourite 68030 games, with notes, from the match.

Here they are:

White **London 68030/33**
Black **Magellan SH7000/20**
Match 40/2, 2001
B66: Sicilian, Richter-Rauzer. 7...a6
8 0-0-0 h6

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 d6 6.♗g5 e6 7.♕d2 a6 8.0-0-0 h6 9.♗f4 ♗d7 10.♘xc6 ♗xc6 11.f3 d5 12.♕e1 ♗b4 13.a3 ♗a5 14.♗d2 0-0 15.exd5 exd5 16.♗d3

16...♖c8
Theory says that Re8 is the right move.

17.♕g3 ♗c7 18.♕h4
18.♗f4 ♖e8 19.♗xc7 ♖xc7 20.♖he1 ♖ce7 21.♖xe7 ♕xe7 22.♘e2=
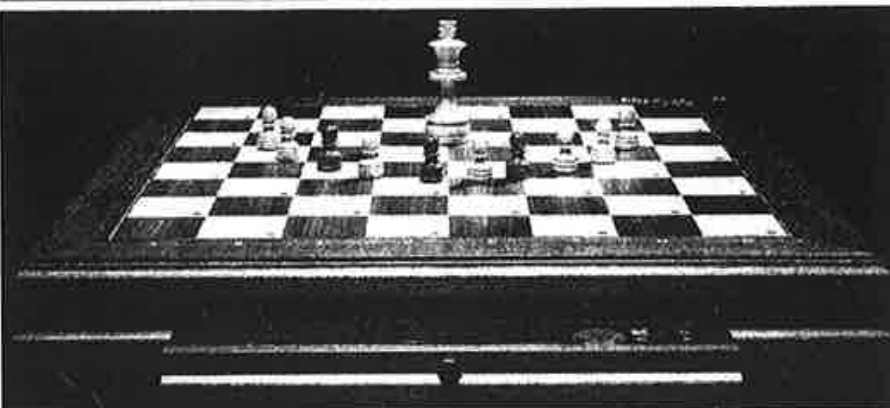
18...♘d7
It seems a better plan to play Be5 with the idea of beginning a queen side at-tack: 18...♗e5 19.♘e2 (19.♗xh6 gxh6 20.♕xh6 ♖e8 21.g4 ♕d6 22.g5 ♘e4 23.fxe4 ♕xh6 24.gxh6∓) 19...b5 20.♘d4 ♗d7 21.♖he1=

19.♕xd8 ♖cxd8 20.♗e3 ♖fe8 21.♗d4

London tries to activate its pieces following the in-structions of its positional knowledge.

21...♖e7?!
21...♘f8 22.♘e2 ♘e6 23.g3 ♘xd4 24.♘xd4=; 21...♘e5 22.♔b1 ♘xd3 23.♖xd3 b5=

22.♗f5 ♖de8 23.g3 g5?
An unnecessary pawn

advance that weaks the king side. I don't find any expla-nation for this movement. It is an invitation for white to start an attack.

24.h4±
Of course. London takes advantage of this opportu-nity!

24...♗e5 25.hxg5 hxg5 26.♖h5 ♗xd4 27.♖xd4

A very delicate situation for Magellan. The biggest problem of this kind of po-sition is that the compro-mised player has to find the exact best moves to avoid tactical tricks. Magellan has entered in a very compli-cated position and now has to play very accurate.

27...♘f6?
27...♖e1+ 28.♖d1 ♖xd1+

29.♘xd1 ♘e5 30.♖xg5+
♔f8±

28.♖xg5+ ♔f8 29.♗d3 ♖e3?
29...♖e1+ 30.♔d2 ♖h1.

**30.♖f5+− ♖3e6 31.♔d2 ♖d6
32.♖h4 ♖e7 33.♘e2 ♔e8**
*33...♘e4+ 34.♔c1 ♘c5
35.♖h8+ ♔g7 36.♖h7+
♔f8 37.♘f4.*

**34.♔c1 ♘g8 35.♖h8 ♖g6
36.g4 ♖g7 37.♘f4**
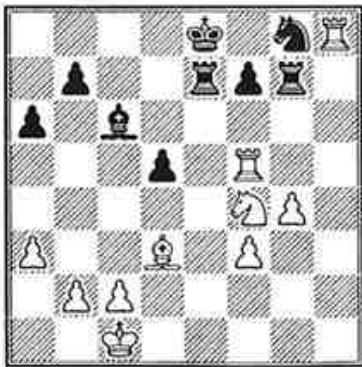
*London continues pressing
on the weak points and
playing with a very high
tactical precission. Magel-
lan only can wait for the
end. It is very interesting to
see how London maneou-
vers to place its pieces in the
best position.*

37...♔f8 38.♔d2 ♗d7?
*This only accelerates the
end of the game. A better try
was 38...♖e8 39.♘h5 ♖g6
40.g5*

**39.♖xd5 ♗xg4 40.fxg4 ♖xg4
41.♖d8+ ♖e8 42.♖xe8+ ♔xe8
43.♘d5 ♖g3 44.♘f6+ ♔f8
45.♔e1 ♖e3+ 46.♔f2 ♖xd3
47.cxd3 ♔g7 48.♖xg8+ ♔xf6
1-0**

Here is another:

**1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4
4.♕c2 0-0 5.a3 ♗xc3+
6.♕xc3 d6 7.♗g5 ♘bd7 8.e3
e5 9.♗e2 ♖e8 10.♘f3**

10...exd4?!
*10...♕e7 is preferred, then
11.♖c1 c5 12.dxe5 dxe5
13.0-0 b6 14.♘d2 ♗b7
15.♗f3 e4*

*With good play for black. I
think this is a more inter-
esting line than the one
played by Magellan.*

Back to the game:

**11.♕xd4 b6 12.0-0 ♗b7
13.♖ad1**
*I would play the "f" rook
to d1 unless my plan was to
advance the center.*

13...♖e4 14.♕d3
*14.♕c3 ♖g4 15.♗f4 ♖g6
16.♘e1 ∞*

**14...♖g4 15.h3 ♘e5 16.♕d2
♘xf3+ 17.♗xf3 ♗xf3
18.hxg4 ♗xd1 19.♖xd1 h6
20.♗xf6 ♕xf6=**
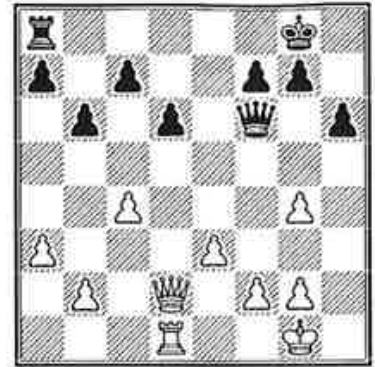
*After the simplification no
one has advantage. London
has the double−pawn in "g"
column problem but with
pawn majority in the king
side. Magellan should try to
impose his queen side pawn
majority.*

21.♕d5
*Controlling the white
squares.*

**21...♖b8 22.♕c6 ♕e7 23.♖d4
♖e8 24.b4**
*After some indecisive
moves, London has started a
correct plan.*
*The black pawn structure
is almost blocked and Lon−
don is going to begin a rup−
ture (cutting an opening) in
order to create some weak
points. Magellan has really
done nothing interesting and
the initiative is for London.*

**24...♔f8 25.a4 a5 26.bxa5
bxa5 27.♖d5±**
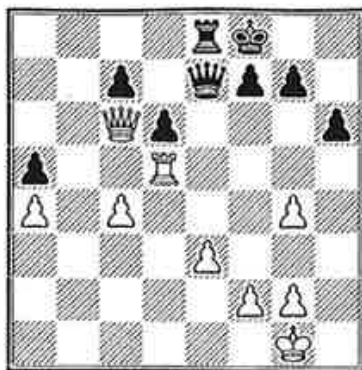
A good lesson about how to lose an equal position. Magellan needs urgently to be given some improvements to its positional knowledge.

Meanwhile London played correctly, in accordance with its "pawn structure" – such specific knowledge first appeared in the Lyon version.

After seeing the last moves we can easily understand that here there is the big difference between both programs.

27...♖b8 28.♖b5 ♕d8 29.♕a6 ♖a8 30.♕b7 g6

Ufffff London is really a very pressing program.

31.♔f1 f6 32.♔e2

Ok, let's see Magellan continue with its no–idea– what–to–do and begin to activate the king.

32...♔f7 33.♔d2 ♔g7 34.♔e1 ♔f7 35.♔e2 ♔g7 36.♔f3 ♔f8 37.g3 ♔g7 38.e4 ♔f7 39.c5 dxc5 40.♖xc5 ♖c8 41.♖d5+– ♕e8 42.♖xa5 ♕e6 43.♖a6 ♕d7

44.♕c6?

And after exchanging the queens the game is decided for London. 44.♔g2 ♖e8 45.♖c6 would make more of a fight of it

44...♕xc6 45.♖xc6 ♖a8 46.♖xc7+ ♔e6 47.♖c4 ♖b8 48.a5 ♖b3+ 49.♔g2 ♔d6 50.♖a4 ♖b7 51.♖d4+ ♔c6 52.♖d8 ♔b5 53.♖f8 ♔xa5 54.♖xf6
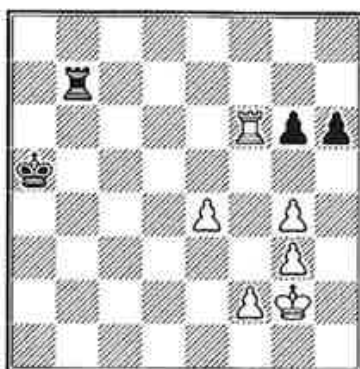
54...♖b6?

Another foolish exchange, again this only accelerates and simplifies the end. 54...♖e7 55.f3 ♖g7 was a better try, though London will still surely win after playing, say 56.e5

55.♖xb6 ♔xb6 56.g5 hxg5

The Magellan evaluation was a small −4.5... an incredible figure that shows that it has a very incorrect evaluation function for endgames.

57.♔f3

Showing +9.90 **1-0**

I commented at the beginning of this article that the opponents in this match are *'2 of the top Mephisto playing program modules'*.... the 3rd. would be Ed Schroder's RISC version.

Alvaro sent me a file of MAGELLAN games which enabled me to produce a small list of interesting scores, which includes Magellan v RISC2!

■ Magellan-Almeria 68020 10-2 !
■ Magellan-RISC2 9½-12½
■ Magellan-Portorose 68020 7-1 !
■ Magellan-Fidelity Elitev9 10½-1½
■ Magellan-Lyon 68020 2½-1½
■ Magellan-Vancouvr 020/20 2½-7½

It is interesting, after seeing these results, to compare some of the respective ratings as they appeared in *SelSearch 98* - they'll be a little different for this issue of course, with the additional results included.

■ 2351 Meph London 68030/33
■ 2278 Meph RISC2
■ 2251 Meph Vancouver 68020/20
■ 2243 Meph RISC1
■ 2228 Meph Magellan
■ 2212 Meph London 68020/12
■ 2179 Meph Vancouver 68020/12
■ 2173 Meph Lyon 68020/12
■ 2154 Meph Portorose 68020/12
■ 2127 Meph Almeria 68020/12
■ 2141 Fidelity Elite 68030-v9

So the **Magellan** does <u>very</u> well until it meets something with a speed boost!

Of course, when it comes to playing a 2000 Elo rated human (and what's wrong with 2000 Elo!!), the Magellan is in with a definite chance!

White **Magellan SH7000/20**
Black **Mas, Rafael** (2008 Elo)
Basilio 2000. 40/2
B22: Sicilian: 2 c3
Notes by Eric

**1.e4 c5 2.c3 d5 3.exd5 ♕xd5
4.d4 cxd4 5.cxd4 e6 6.♘f3
♘f6 7.♘c3 ♗b4 8.♗d3 0-0
9.0-0 ♕d8?!**

*9...♕a5 10.♗g5 ♘bd7
11.♖c1 h6 12.♗f4 ♗xc3
13.bxc3 b6 got Black an
early draw in
Mikhalchishin–
Damljanovic, 1989*

10.♗g5

10...♘bd7N

*10...♗e7 and 10...h6 (best
in my view) have been
played in the past, but the
records show White winning
those games, so it's fair
enough to try something
new.*

*But the clear conclusion is
that the earlier 9...♕d8 is
best avoided!*

**11.♖c1 a6 12.♘e4 ♗e7
13.♘e5 b5??**

*Missing a tactic.
Probably best was
13...♘xe4 14.♗xe7 ♕xe7
15.♗xe4 ♘f6.
The move already recom–
mended once or twice
13...h6 14.♘xf6+ ♘xf6
15.♗e3 ♕d5 would not be
too bad, either. Both lines
leave White with better piece*

*development, but promise a
struggle over the isolated
d/pawn*

14.♘c6 ♕e8

15.♕f3

*Or even stronger
15.♘xe7+! ♕xe7 16.♖c7!
♖d8 17.♕f3! 1-0*

**15...♗b7! 16.♘xe7+ ♕xe7
17.♘xf6+**

*17.♖c7 doesn't work as
well now, due to 17...♗xe4
18.♗xe4 ♖ad8 and White's
advantage is marginal*

17...♘xf6 18.♗xf6

18...gxf6??

*18...♕xf6 was the last
hope, when 19.♕xb7 ♕xd4
20.♕e4 ♕xe4 (another
'only–hope' move) 21.♗xe4
♖ad8, and though a pawn
for bishop down, Black
could nevertheless try test–
ing the Magellan endgame
for a few more moves*

19.♕g3+ ♔h8 20.♕h4

*and Black must sacrifice
material to stop the mate on
h7, e.g. 20...f5 21.♕xe7+–
or something similar 1-0*

Deep Fritz - Kramnik

Latest News

I referred in *SS98* (page 6) to the
further delay in this proposed **8
game Challenge Match**. It was
originally scheduled to take place in
Bahrain in October 2001, but the
events of Sept. 11th resulted in an
inevitable postponement.

The re-schedule was for March
2002, and then **Malcolm Pein** re-
ported in the *Daily Telegraph* that
this date had been released before
Kramnik had confirmed his avail-
ability! So it had been changed to
October 2002.

I also mentioned that organiser
Ray Keene and the **Brain Games
Network** had been the subject of a
very critical article in *Private Eye*
magazine, alleging financial misbe-
haviour!... a *'siphoned-off £500,000'*
to be precise.

I know... you'd like to know more!

In their very next issue *Private Eye*
repeated their allegations of *'mas-
sive fraud against the Brain Games
Network management, represented
by the well known grandmaster and
chess impresario Raymond Keene
(OBE) as well as former Tory chair-
man Sir Jeremy Hanley'*.

On 3/Feb **John Henderson** wrote
on the Internet: *'It's a case of Ein-
stein a go-go for World Champion
Kramnik, as the beleagured Brain
Games Network finally went out of
the chess business in spectacular
style under a mountain of debt....*
Einstein Group plc, *the interna-
tional multimedia group announced
recently that it was expanding into
the chess world, having cherry-
picked the prize assets previously
held by BGN plc. The new deal
gives the Einstein Group a 5 year
contract with Vladimir Kramnik, and
all contracts relating to the pro-
posed* **Brains in Bahrain** *match'...*
still scheduled for **October 2002**!

PADERBORN 2002
Shredder wins AGAIN!

Shredder is winning these major tournament events with clockwork regularity - World Championships, the Odyssey 2001 tournament... and now **Paderborn**.

As a result **Stefan Meyer-Kahlen**'s photograph appears in *Selective Search* more often than, probably, anyone else's.

Paderborn 2002 was held between 27/Feb and 3/March, with the main challengers anticipated as being **Shredder**, **Fritz** and **Gandalf**. Many other very strong programs such as **SOS**, **Diep** and **Comet** were also involved, any of which is well able to cause an upset in individual games.

But big surprises were not to be. **Shredder** itself scored 6/7, the missing point being a loss to Fritz.

However **Fritz** was held to a draw by Isi-Chess and lost to Gandalf, so scored 5½.

But **Gandalf** in turn lost to Shredder and Gromit, and drew with Comet and two lower-placed programs.

So 3rd. place went to **Comet** with 4½ - this was version B40, and I found a new (free) B41 version posted on the *ChessBase* web site just days after the event!

I've input the official tournament table below - a couple of games next time!

Above- the **Tournament Hall**
Below- the much-photographed **Stefan Meyer-Kahlen**

Left- **Eric van Reem**, at the Rebel-van Wely match. Eric is providing many of the photographs for *Selective Search*

IPCCC Paderborn 2002

		1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6		
1	Shredder	*	0	1	1		1	1	1	1								6.0 / 7	
2	Fritz	1	*	1	1	½		0		1				1				5.5 / 7	
3	Comet B40	0	0	*				½	1		1	1		1				4.5 / 7	
4	Gromit	0	0		*			1	½	½	1				1			4.0 / 7	12.00
5	IsiChess		½			*	½	0	½	½		1					1	4.0 / 7	11.75
6	Ikarus	0				½	*			½	0	1		1	1			4.0 / 7	11.25
7	Gandalf X	0	1	½	0	1		*					½	½				3.5 / 7	15.00
8	SOS	0		0	½	½			*		1	½	1					3.5 / 7	12.25
9	BrutusXPa	0	0			½	½			*	½		1		1			3.5 / 7	11.75
10	Patzer			0	0		½		½		*			1	½		1	3.5 / 7	8.00
11	Quark			0		0	1		0			*	½			1	1	3.5 / 7	7.25
12	Diep							0	½	½	0	½	*			1	1	3.5 / 7	6.75
13	XiniX		0					½	0		0			*	1	½	1	3.0 / 7	
14	P.ConNerS			0				0		0	½			0	*	1	1	2.5 / 7	
15	Neurologic				0		0				0	0	½	0	*		1	1.5 / 7	
16	Matador					0					0	0	0	0	0	0	*	0.0 / 7	

Junior7 v the London 68030
by Peter Grayson

From **Peter Grayson**

Dear Eric,

Firstly, many thanks for the prompt despatch of Fritz7 and Junior7. I received them by first post next day. What service!

So, a week now since receipt, and after a few games it was very clear that I was not going to contend with either of them without dramatically weakening them!

However, loaded onto my new AMD Athlon 1533MHz, XP1800+ 256 MByte machine (£899 including 17 inch monitor would you believe?!) there were plenty of other avenues to explore.

For anyone interested in **hardware performance**, with the same 64Mbyte hash setting, I have measured the full processor speed gain over my P2/450Mhz machine.

Using the Fritzmark test and some other positions as a reference, it equates to a factor of **3.4 times** faster.

With the maximum memory I could set up, of 192Mbytes, a further gain was achieved which equated to a processor speed of 1624 MHz compared to the P2, thus **3.6** times faster.

The Fritzmark times were:

- P2/450 64MB - 29.6secs
- AMD 1533 64MB - 8.7secs
- AMD 1533 192MB - 8.2secs

*(Readers may like to compare the above figures with their own PC's performance and, if so, I can add that my **laptop** P3/1000 with a 64MB hash setting does the Fritzmark in 12.3secs... Eric)*

Note for direct draw software, the graphics card could use up to 32Mb of system memory as well as its own 32Mb, so using the engine 'continuous analysis' feature, it took 90secs of hard disk running before the maximum 192Mb was available - XP itself uses almost 64Mb!

No significant hard disk running was noted afterwards.

I tested its performance for comparison with the Rebel Test positions and some anomalies were thrown up!

E.g. position 2. Fritz7 took 26secs for correct solution compared to 2secs on your reference 800 MHz machine *(Carl Bicknells 933MHz machine converted to an 800MHz performance)*.

I tried this on my P2/450MHz and it solved it in just 1sec!

How could this be?

The answer is it is a quirk of the way F7 cuts off the search when it sees a match to the correct solution. The AMD indicated a solution at 12 ply depth, but the P2 gave it at 7 ply, so I clipped the AMD analysis and there it was - Bd2 at 7 ply. But at around 1 sec it changed its selection, and did not go back to Bd2 until its 12 ply depth.

The point being that F7 on the P2/450 and the P3/800 did not solve the position in such a quick time because if the matching move cut off had not gone into action (it was not quick enough on the faster processor!) the times would in fact have been 88s and 50s respectively.

Finally, a couple of tourney (40in90, 20in45) games by **Junior7** against **London 68030**.

A mismatch perhaps, but wonderful from a spectators point of view. I've limited my comments to observations as at the time I'm not sure I understood what was going on!

After the first game, if you had asked me to describe J7's style I would have replied *"It's chess Eric, but not as we know it!"*, but after the second game - and a closer look at the first - it is clear J7 demonstrates aggression whilst fully exploiting the basic elements of chess, as clearly demonstrated in game 2. Fritz 7 next!

A second *'finally'*, but may I add that, from some comments in the last few magazines, I've sensed that you may be

considering giving up producing *Selective Search*.

Please, don't! I particularly enjoy the software reviews, programmer interviews and the position analysis. There is so much to take in when going through the games that we probably need the 2 months between publishing dates!

I would guess that reader contributions may be difficult to come by because of the playing standard of the latest hardware and software combinations.

I stopped playing competitively almost 3 years ago because of work commitments, having achieved a grade of 2041 Elo at club level. But the reality is, where at one time I started to get results and dramatically improved my game by playing against the London 030 and Risc1-1MB, I can't get a look in at all against the PC programs.

How many of us could under true tourney conditions?

Incidentally I was shocked to see 5 of my games from 1997 on the Fritz7 database, 2 years before I peaked. Some of my wins don't seem to bear up too well to Fritz 7's analysis!

Enjoy the chess - best regards

Peter Grayson

Eric's Notes before the games:
- Most of the notes are Peter's own.
- Junior7 is on an Athlon 1800MHz machine, so its grading is probably around 2720 rather than the conservative 2640 Peter has shown.
- I have left some of the Junior7 evaluations and times in, which add to the interest I think. With *ChessBase* programs the evaluation is always shown from White's point of view, i.e. a positive score indicates White is ahead, a negative favours Black.

Meph London 030 (2360)-Junior 7 (2640)
40 in 90. ECO code: B41

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6 5.c4 ♘f6 6.♘c3 ♕c7 7.a3 d6 8.♗g5

This is a comparatively modern line in which Black has a good (over 50%) record! White's usual move is either 8.Be3 or 8.Bd2

8...♘bd7
0.31/18 313secs. Both programs are now out of opening book

9.♗e2 h6 10.♗e3 e5 11.♘f5 ♘c5 12.♘g3 h5!?
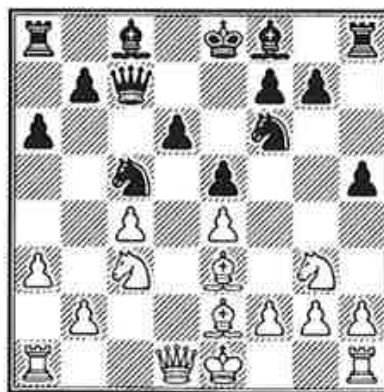
0.47/18 289secs. Meaningful aggression by preparing to attack a defender of the e4 pawn and inviting what followed.

13.♗xh5
It is easy to be clever with hindsight, but in the knowledge of where black's attack came from and how the game finished, this was probably the losing move.
J7 proposed 13.h4 for White, which was better. It is interesting to note J7's score with its next move!

13...♗d7!
0.41/17 325secs. No doubt 13...♘xh5 was expected, then 14.♘xh5 ♗e6 and maybe 15.b4 ♖xh5 16.♕xh5 with an advantage to White

14.0-0?
Surely inviting the attack? 14.♗e2 was clearly better

14...♘xh5 15.♘xh5 ♕d8! 16.♘g3 ♕h4
0.54/18 352secs. I'm sure Selective Search readers, raised on attacks against computers up or down the h-file, expected this. But it's good to see the attack coming from a computer instead of a human!

17.h3 ♗xh3!?

Junior7 about to play 17...Bxh3!

B41: Sicilian: Kan Variation: 5 e4

0.52/18 0secs! A true sacrifice. It was to be some time before J7 reaped the benefit, and again look at its score!

18.gxh3 ♕xh3 19.♖e1 ♖c8 20.♗xc5 ♖xc5

0.79/17 118secs. For a comparison Hiarcs has W184 here, F7 W225, and Tiger W230. So J7's W79 is particularly interesting isn't it!?

21.♕d3 ♗e7 22.♖ed1 g6 23.b3 ♖h4 24.♖a2!

A very sensible move by the London, providing protection in advance for the potentially vulnerable f2 square. Indeed see note to move 29!

24...♔f8 25.♕f3 b5

0.97/18 182secs. It was about here that I thought J7 had blown it. London 030 was showing +2.00 and J7's score was ap-proaching a pawn down with no indica-tion that it's sac' on the kingside would be followed up after all.

26.cxb5 axb5 27.b4 ♕h2+ 28.♔f1 ♖f4 29.♕e3 ♖c8!

0.81/17 270secs. The exchange 29...♖xc3 30.♕xc3 only makes the material situation worse, and note that without 24.♖a2 Black would now have 30...♕xf2 mate! Instead 30...♗h4 is probably best, but White would clearly be winning

30.♘xb5?!
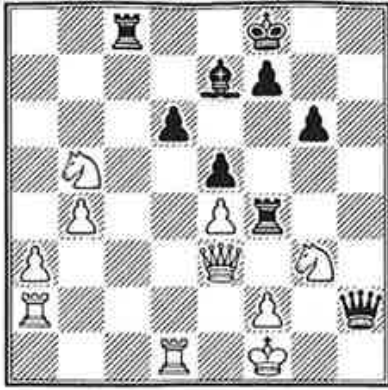
30. ♘d5 was certainly better.

It is worth examining this position. Black is a full piece down, its score is showing approximately a pawn down and yet this is the position it has played for, and makes full use of to achieve the win. So how does J7 assess this as good?

The London is still looking at the material when there is a whole lot more going on!

30...♗h4

-0.28/16 87secs. J7's evaluation turns in its own favour. Other programs play the same ♗h4, but still their evaluations are not as sharp as Junior's! Hiarcs has a disappointing W161 (which you can be sure we'll look at!), F7 had W87 at 4mins but dropped to = a couple of minutes later, and Tiger has W48

31.♔e2?!

Perhaps it should have stayed with the material hunt. J7's score starts to improve. SIT BACK AND WATCH.

Incidentally J7 recommended 31.♘xd6 so I imagine, in view of the quality of its knowledge in this game, that that was best. Then 31...♗xg3 32.♘xc8 ♕h3+ 33.♔e2 ♖xf2+ 34.♕xf2 ♗xf2 and B103 says J7

31...♗xg3

−118/17 130secs

32.♕xg3 ♖xe4+ 33.♔d3 ♕h5 34.f3!

The London again finds the best defence!

34...♖h4 35.♘xd6 ♖c6

A Mephisto Exclusive board. In 1995, with Lang's London 68030 in, it competed with the TASC R30 for top place in the Rating Lists. Just after this the PCs got quicker and PC programs started to take over in top spot!
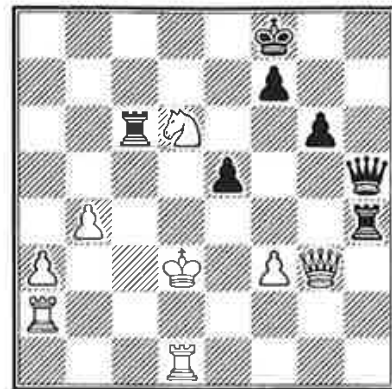
36.♘e4?

A mistake and a shame really as it would have been interesting to see if Junior could have made this work against best play for a bit longer.

36.♖ad2 was best, then J7 would play 36...♖h3 37.♕g2 ♖xd6+ 38.♔c2 ♖xd2+ 39.♖xd2 ♖xf3 40.♔b2 e4 and it's showing B121

36...♖h3!

−2.17/15 36secs. If it did not look so before, White's king now looks.... well.... exposed!

37.♕g2 ♖xf3+ 38.♔d2 ♕f5 39.♕e2

The best defence this time, played by the London after 16 mins!!

39...♕f4+ 40.♔e1 ♖e3!

The killer blow, winning queen for rook

41.♘f2 ♖f6!
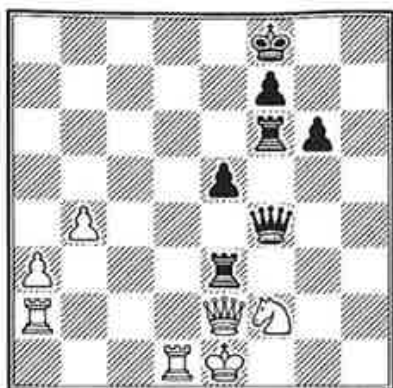
Very strong and a cruel blow for the London, with J7 reading B362. White is helpless and defends as well as it can until finally a mate announcement appears on Junior's display

42.♕xe3 ♕xe3+ 43.♖e2 ♕g3 44.♔f1 e4!
−6.32/17 133secs

45.♖d8+ ♔g7 46.♖e8 ♕h2 47.♔e1 ♕g1+
-12.04/16 222secs

48.♔d2 ♖c6 49.♘d3 ♕g5+ 50.♖e3 exd3
−#14/13 193secs

51.b5 ♖c2+ 52.♔xd3 ♕c5 53.♖g8+ ♔xg8 54.♖e8+ ♔g7 55.♖c8 ♕xc8 56.♔e4 ♕c4+ 57.♔f3 ♖c3+ 58.♔f2 ♕a2+ 59.♔e1 59...♖c1# 0-1

In the second game we see Junior offer a pawn in a fairly standard Queens Pawn opening, which gives it compensation. The advantage it obtains is something we can define more easily this time, especially when the London fails to exchange-off an important White piece at move 8.

Junior 7 (2640)-Meph London 030 (2360)

40 in 90. ECO code: A45.

1.d4 ♘f6 2.♗g5 ♘e4 3.♗f4 d5 4.f3 ♘f6 5.e4
Unexpectedly putting London 030 out of book.

5...dxe4
A perfectly good book move. The alter−native line is 5...e6 when White plays 6.e5

6.♘c3 exf3 7.♘xf3 ♗g4 8.h3 ♗h5?!
Junior's suggested 8..Bxf3 is the correct theory move, chosen by GM's because it looks to reduce Whites development ad−vantage, which becomes one of the main themes of the game.

9.♕e2 c6 10.0-0-0 e6

It is worth examining this position. The return for White's pawn is quite clear. Junior7 has gained time, is gaining space and will get position... and therefore will have three of the four basic elements: time, space, position and material! Jun−ior's evaluation (a positive score for White) shows good understanding in this excellent lesson.

11.g4
0.36/18 466secs. The spatial expansion is rapid

11...♗g6 12.♘e5
Now the outpost

12...♗b4 13.d5
0.69/16 118secs. If there were any doubts, this makes J7's intentions (and optimism in the position!) quite clear.

13...♗xc3 14.dxe6 ♗xb2+ 15.♔xb2
1.16/14 64secs

15...♕e7 16.exf7+ ♗xf7 17.♘xf7 ♔xf7

18.♕c4+

*1.63/17 434secs. A strong move, pre-
venting black's queen becoming a nui-
sance with checks (see note to move 20).*

18...♘d5 19.♗g2 ♛b4+ 20.♕xb4

*1.98/17 78secs. The point of 18 Qc4.
Often the side with a material deficit is
told to avoid exchanges, but here the cul-
mination of Whites three elements now
take full effect.*

*Firstly a massive time advantage: Black
has only one developed piece which will
be out of the way when the queen is taken!
White controls most of the board and its
pieces are positioned nicely for the attack.*

20...♘xb4

21.♖hf1 ♚e6 22.♗g3 b6?!

*Black's main concern needs to be for its
king... i.e. where can the king go??*

*Probably 22...♘d5 was best, to provide
some cover for it when it starts its run
looking for safety*

23.♖de1+

3.91/16 120secs

**23...♚d7 24.♖f7+ ♚d8 25.♖xg7 ♘d5 26.c4
♘b4 27.♗h4+**

7.66/18 0secs

27...♚c8 8 28.♖ee7
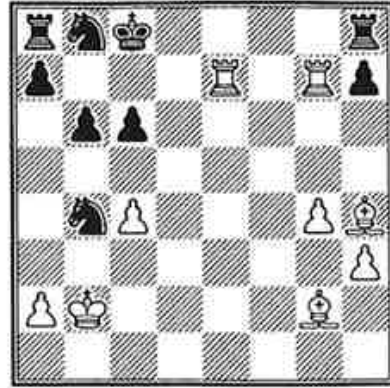
28...♘4a6

*In fact other moves allow even quicker
routes to mate*

29.♗e4

#10/19 511secs

**29...♖d8 30.♗f5+ ♘d7 31.♗xd7+ ♚b7
32.♗e6+ ♘c7 33.♖xc7+ ♚a6 34.♗xd8 h6
35.♚a3 h5 36.♗c8+ ♚a5 37.♖xc6 hxg4
38.♖c5#**

*It was easier to see where the win was
coming from in this game, which well
demonstrates and confirms J7's ability to
dispose of unsuspecting customers. The
rating lists suggest it hasn't quite caught
up with the top 2 or 3 programs, but I was
impressed. A pleasure and exciting to
watch!* **1-0**

LATE NEWS

Novag Star Sapphire & Diamond

A further delay is announced - the new pro-
grams need a change of board mould which,
when finished, will then have to get CE quality
certification. Production could still start in May.

The Gulko (2571) Match, Early Results

- Mar17. **Gulko-DeepJunior**   draw in 42
- Mar18. **DeepFritz-Gulko**   1-0 in 65
- Mar19. **Gulko-Hiarcs**   draw in 48
- Mar20. **DeepShredder-Gulko**   1-0 in 25

*Gulko blundered twice badly v Shredder to go
3-1 down. Tiredness of 4 days at G/60+10?
The 4 return games still to be played!*

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 Pent1/Pent2/MMX/K6 at approx. **150**MHz, with 8-16MB RAM.

P3-PC represents a program on a Pentium3/K7 at approx. **450**MHz, 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.

RATING LIST (c) Eric Hallsworth. PC PROGS SelSearch99 Apr 2002						
BCF Computer	Elo	+/-	Games	Pos	Human/	Games
261 FRITZ7 P3-PC	2689	18	646	1		
257 GAMBIT TIGER2.0 P3-PC	2660	12	1445	2		
257 DEEP FRITZ6 P3-PC	2656	13	1277	3	2618	16
256 CHESS TIGER14 P3-PC	2655	14	1100	4	2710	11
254 SHREDDER6/632 P3-PC	2632	21	472	5		
253 JUNIOR7 P3-PC	2630	17	699	6		
253 GAMBIT TIGER1.0 P3-PC	2630	21	466	7		
253 FRITZ6A P3-PC	2625	10	2067	8	2567	35
252 REBEL CENTURY4 P3-PC	2619	29	246	9	2634	4
250 REBEL TIGER12 P3-PC	2607	15	912	10		
250 JUNIOR6A P3-PC	2605	10	1968	11	2581	22
250 SHREDDER5/532 P3-PC	2602	15	900	12	2653	11
248 HIARCS732 P3-PC	2590	9	2274	13	2427	19
247 HIARCS7.1 P3-PC	2576	12	1442	14		
247 NIMZO8 P3-PC	2576	13	1121	15		
246 SHREDDER4 P3-PC	2572	16	751	16	2560	15
246 NIMZO732 P3-PC	2569	13	1228	17		
245 FRITZ532 P3-PC	2563	12	1467	18		
244 GANDALF5 P3-PC	2558	25	324	19		
244 CHESSMASTER 6/7000 P3-PC	2558	24	348	20	2554	22
244 FRITZ516 P3-PC	2557	12	1281	21	2473	6
244 GANDALF4 P3-PC	2555	13	1145	22		
244 REBEL CENTURY3 P3-PC	2553	23	380	23	2615	6
243 NIMZO98 P3-PC	2551	12	1307	24	2435	10
243 JUNIOR5 P3-PC	2545	11	1529	25		
242 SOS P3-PC	2537	14	1003	26		
241 GOLIATH LIGHT P3-PC	2535	15	874	27		
241 HIARCS6 P3-PC	2532	13	1205	28	2552	24
241 REBEL CENTURY1.2 P3-PC	2530	21	458	29	2552	43
241 NIMZO99A P3-PC	2529	14	1050	30		
240 REBEL-10 P3-PC	2523	25	329	31	2558	17
240 REBEL9 P3-PC	2522	14	1059	32	2637	14
239 REBEL8 P3-PC	2519	19	548	33		
238 MCHESS PRO6 P3-PC	2511	17	699	34	2504	12
238 MCHESS PRO7 P3-PC	2511	14	1067	35	2560	2
238 CHESS GENIUS5 P3-PC	2509	13	1198	36	2419	6
237 MCHESS PRO8 P3-PC	2502	14	1026	37		
237 SHREDDER3 P3-PC	2502	34	177	38	2671	2
237 SHREDDER2 P3-PC	2499	15	875	39	2178	6
234 GANDALF3 P3-PC	2477	27	278	40		
232 HIARCS6 PENT-PC	2458	11	1686	41	2540	2
232 JUNIOR4.6 P3-PC	2458	43	115	42		
232 HIARCS5 PENT-PC	2456	19	585	43		
231 KALLISTO2 P3-PC	2451	22	412	44		
231 FRITZ 516 PENT-PC	2449	35	170	45		
231 REBEL8 PENT-PC	2448	10	2116	46		
230 REBEL9 PENT-PC	2443	16	805	47		
229 CHESS GENIUS5 PENT-PC	2433	11	1573	48		
228 CHESS GENIUS3 PENT-PC	2431	14	1028	49	2658	10
228 CHESS GENIUS4 PENT-PC	2428	13	1199	50	2387	16

Comp-v-Comp guide, if Pentium3/450 = 0

Quad Pent3/500	80	Dual Pent3/500	50
Pentium3-K7/1000	50	Pentium3-K7/450	0
Pent K6-Pro2-Celrn/300	-20	Pent Pro2-MMX-K6/233	-50
Pent/150	-80	Pent/100	-120
486DX4/100	-160	PentDX2/66	-180
486DX-SX/33	-250	386DX/33	-300

RATING LIST (c) Eric Hallsworth. SelSearch99 Apr 2002

BCF	Computer	Elo	+/-	Games	Pos	Human	/Games
221	TASC R30-1995	2372	16	793	1	2276	18
220	MEPH LONDON 68030	2360	32	203	2	2272	5
215	TASC R30-1993	2325	12	1346	3	2336	6
215	MEPH GENIUS2 68030	2321	18	657	4	2308	23
214	MEPH LONDON PRO 68030	2318	67	47	5	2263	
211	MEPH RISC2 1MB	2289	20	515	6	2392	7
211	MEPH LYON 68030	2288	15	869	7	2392	5
209	MEPH PORTOROSE 68030	2279	24	505	8	2340	82
208	MEPH BERLIN PRO 68002/24	2268	13	1241	9	2217	29
208	MEPH VANCOUVER 68030	2265	18	656	10	2347	54
208	MEPH LYON-VANC 68020/20	2265	27	296	11	2327	10
208	KASP RISC 2500-512K	2264	25	337	12	2330	17
206	MEPH RISC1 1MB	2250	9	2543	13	2232	95
205	KASPAROV SPARC/20	2243	14	1077	14	2251	24
205	MEPH ATLANTA-MAGELLAN	2240	15	886	15	2357	9
204	MEPH MONTREUX	2234	16	828	16	2288	54
202	MEPH LONDON 68020/12	2220	77	36	17	2040	4
202	KASP RISC 2500-128K	2218	9	2629	18	2270	67
199	FID ELITE 68040-V10	2197	53	75	19	2215	21
198	MEPH VANCOUVER 68020/12	2187	9	2308	20	2121	33
197	MEPH LYON 68020/12	2180	8	3320	21	2246	92
195	MEPH LONDON 68000	2167	61	57	22		
194	MEPH PORTOROSE 68020	2158	19	1842	23	2238	
194	NOV SAPPHIRE2-DIAMOND2	2153	24	567	24	1800	
193	MEPH BERLIN 68000	2147	12	1321	25	2221	
193	FID ELITE 68030-V9	2145	15	917	26	2169	
192	MEPH VANCOUVER 68000	2137	12	1340	27	2126	
191	MEPH LYON 68000	2135	11	1662	28	2083	
191	MEPH ALMERIA 68020	2130	14	1018	29	2156	
189	NOV SAPPHIRE1-DIAMOND1	2117	12	1363	30	2139	
189	MEPH MILANO PRO-SENATOR	2117	20	523	31	2169	
188	MEPH PORTOROSE 68000	2106	11	1613	32	2111	
187	FID MACH4-DES2325 68020-V7	2100	9	2281	33	2179	
184	FID ELITE 2x68000-V5	2079	26	312	34	1888	
183	MEPH POLGAR/10	2065	18	632	35	2080	
182	MEPH ROMA 68020	2059	14	1075	36	2033	
182	KASPAROV DALLAS 68020	2057	14	971	37	2069	
181	KASPAROV BRUTE FORCE	2054	14	1054	38	2182	
180	MEPH ALMERIA 68000	2041	10	1017	39	2093	
179	NOVAG SCORPIO-DIABLO	2037	16	2055	40	2122	
177	KASP MM6-COUGAR-COSMOS	2020	16	843	41	2072	
177	KASP NIGEL SHORT	2015	25	322	42	2136	
176	FID MACH3-DES2265 68000-V2	2010	6	5510	43	2107	
176	NOV EMERALDCLASS-AMBER	2008	58	64	44	1959	
175	MEPH DALLAS 68000	2002	11	1526	45	2076	
175	MEPH POLGAR/5	1996	8	2821	46	1850	
174	MEPH MM5/5	1996	11	1754	47	2000	
174	NOV SUPER FORTE-EXP C/6	1992	8	2830	48	2000	
174	MEPH MILANO	1992	13	1156	49	2087	
173	MEPH MONDIAL 68000XL	1989	15	852	50	2049	77
172	NOVAG JADE2-ZIRCON2	1982	39	138	51	2032	48
171	MEPH MONTREAL-ROMA 68000	1979	9	2514	52	1968	56
171	MEPH AMSTERDAM	1970	9	2253	53	2054	
169	MEPH ACADEMY/5	1956	9	2379	54	2023	
169	FID MACH2B	1956	27	276	55	1960	
169	NOV SUPER FORTE-EXP B/6	1956	12	1441	56	2005	
168	MEPH MEGA4/5	1952	8	2707	57	1981	
168	KASPAROV MAESTRO D/10	1947	12	1323	58	1923	
167	KASP CENTURION-BARRACUDA-BRAVO	1945	9	2627	59	2059	
166	MEPH MM4/5	1937	15	924	60	1830	
166	MEPH MODENA	1934	16	780	61		
165	FID TRAVELMASTER	1931	8	564	62	2006	
165	NOVAG RUBY-EMERALD	1922	19	717	63	1909	
164	MEPH SUPER FORTE-EXP A/6	1920	17	1394	64	1981	
164	MEPH SUPERMOND2-COLLEGE-MCARLO4	1917	12	284	65	2021	
163	KASPAROV MAESTRO C/8	1916	27	295	66	2074	
163	FID MACH2A	1909	26	310	67	1999	
162	MEPH MONTE CARLO	1903	28	260	68	1912	
162	CONCH PLY-VICTORIA/5.5	1902	16	771	69	2046	
162	KASP TRAVEL CHAMPION	1902	32	209	70	1861	
161	CXG SPHINX/4	1901	9	2393	71	1862	
161	KASP TURBOKING2	1894	14	977	72	1943	
160	NOV EXPERT/6	1886	32	206	73		
159	FID CLUB B	1874	12	1309	74	2026	
158	NOV EXPERT/5	1870	26	305	75	1827	
158	FID CLUB A	1867	9	1530	76	2012	
157	NOV SUPER FORTE/5	1862	9	2476	77	1800	
157	FID PAR E-ELITE+DES2100	1859	10	1836	78	1916	
157	NOV FORTE B	1857	9	2203	79	1953	
157	MEPH REBELL	1857	11	1670	80	1940	
156	FID AVANT GARDE/5	1848	9	2199	81	1852	
155	NOV FORTE A	1847	31	224	82	1908	
155	KASP STRATOS-CORONA	1845	10	2086	83	1767	
155	KASPAROV MAESTRO A/6	1840	15	927	84	1364	
154	MEPH SUPERMONDIAL1	1838	11	1547	85	990	
154	KASP TURBOKING1	1836	24	352	86	990	
154	KASP SUPERMONDIAL1	1834	45	103	87		
153	CONCHESS/6	1833	9	2184	88	2017	
153	CONCH PLYMATE/5.5	1829	14	1115	89	1923	
152	KASP SIMULTANO	1825	13	1020	90	1824	
152	SCI TURBO KASPAROV/4	1822	21	470	91	1960	
151	FID EXCELLENCE/4	1821	11	1665	92	1933	
151	CONCH PLYMATE/4	1814	24	372	93		
150	FIDELITY ELITE C	1806	35	175	94		
149	FID ELEGANCE	1799	17	696	95		
149	SCI TURBOSTAR 432	1793	12	1357	96		
149	MEPHISTO MM2	1793	17	745	97		
148	FID EXCELLENCE-DES2000	1788	11	1593	99		
146	CONCHESS/4	1770	20	511	100		