This is a close facsimile (disabled links) of the original 1998 Main Page of "Chess Tests"
(c) Valentin Albillo, 1998-2020

Welcome to the WWW **Chess** pages of **Valentin Albillo**

(c) Valentin Albillo, 1998. This is a <u>FRAMES FREE</u> site

Last 10.4th mini-update: Monday, 27/04/98
Next update: next week

This page will be updated very frequently, stay tuned!
Keep on coming time and again to see the latest NEW news.

STOP PRESS !!   STOP PRESS !! **[Newest mini-update: 10.4th]** **STOP PRESS !!   STOP PRESS !!**

Sadly, I couldn't find time for a full update, so I'll try and get up-to-date as soon as possible, with incremental mini-updates like this one every few days, till I'm able to produce a proper, full-featured update.

STOP PRESS !! **[Thanks for your interest (and your patience, too !)]** **STOP PRESS !!**

This is the 10.4th mini-update. Since mini-update 10.3th, you'll find:

2 new contributors included in the **Acknowledgements Section**
1 new result for **Virtual Chess**, courtesy of **Alan Bratton** BRATTON
1 new result for **Hiarcs**, courtesy of **Alan Bratton** BRATTON
10 new results for **VirtuaChess**, courtesy of **Yves Surmont** SURMONT

Press the [What's new] button below for full details and links !

Still pending for the next mini-updates:

Many results for **Chess Master 5500**,
MChess Pro 5, **MChess Pro 7**, **Rebel 9**,
Many results for non-commercial **Patzer 2.99**,
and several **Crafty** vers., courtesy of **Kai Luebke**,
Many results for **Rebel 8**, courtesy of **Howard Exner**,
New results for **Chess Genius 5.0**, courtesy of **Ed Panek**,
Many results for the **Fritz family**, courtesy of **Mike Cooter**,
Special Section: My extended analysis for **Gosling's** November Tournament,
A **new Section** dedicated to analyze deeply the most interesting positions taken
from several selected games of the second **Kasparov vs. Deep Blue** 1997 rematch,
and new additions to the Sections **Book reviews**, **Amazing Problems**, **Chessboard Problems**.

Till the next mini-update. Bookmark main site and all mirrors ! .

STOP PRESS !!   STOP PRESS !!   **STOP PRESS !!   STOP PRESS !!**   **STOP PRESS !!   STOP PRESS !!**

| Overview | What's new | Chess Tests | Advisor | Amazing | Chess Code |
| Chessboard | Books | Links | Acknowledg. | Feedback | Specials |

- <u>Overview: Why this WWW page ?</u>

- <u>What's new: check the latest additions</u>

- <u>Chess Tests: the hardest</u>

- <u>Chess Advisor: solving *your* positions !</u>

- <u>Amazing problems: for *you* to solve</u>

- <u>Chess Code: Didactic Chess Programming with *free* code</u>

- <u>Chessboard problems: Spatial thoughts</u>

- <u>Chess Bibliography: good chess books</u>

- Favourite Links: good stuff

- Acknowledgements: Mail & contributions

- Feedback: your own results

- Special Sections: Tournaments, Analysis, anything goes

Overview:

---

*These pages are dedicated to those chess players and people in general
who like computer chess and all things related to it.*

*There are many sites on the Web were you can find chess positions and problems,
and most of them are quite good, but they are almost exclusively focused in
chess problems intended to be solved by human chess players.*

*In most cases, that means the problems are quite easy for computer programs,
and so are of very little use as a test of a program's abilities.*

*So I've decided to put up a WWW site where I can include a collection of
quite difficult positions for you to try your favourite programs on them.*

*They range from very difficult mate-in-many problems, to the most subtle endgames
where a program needs to be very good to see the solution through many many plies.*

*There are even some positions that seem to be unsolvable with present computer chess technology,
because they require understanding the position rather than just mindless calculation.
They will be useful to test new ideas in the field.*

*All of them include results when trying them with several programs, including all relevant
data, such as main line, depth of search, size of the hash tables, and of course, times,
as well as full comments on the positions and the programs' performances.*

*This site also includes a large selection of the most amazing chess problems to be solved by you.
Each of them is guaranteed to let your jaws wide open, promised !*

*Also, a section on geometrical and combinatorial chessboard problems has been included,
to let you sharpen your understanding of the geometry of the board
and of the powers and ranges of the various chess pieces.*

*To better round the deal, you'll also find here a section on Chess Bibliography,
where a number of very interesting chess books are fully reviewed,
including a detailed description chapter by chapter
and a sample position quoted from the book.*

*Finally, what would a site be without a Links section ? But this one isn't just a list of addresses,
but a comprehensive list of just a few very, very selected links to chess sites,
plus several topics of my interest, all of them fully commented.*

*In a near future, I'll expand these pages to include many new tests,
as well as other topics related to computer chess, among them:*

*Techniques to write a chess program
Actual source code to implement chess routines
Analysis of current tournaments
Computer chess trivia
etc, etc.*

What's new:

---

*This section lists all new things added, changed, or deleted in the last two or three updates.
Simply click on any of them to see what's all about.*

- Chess Tests: 1 position tested with Virtual Chess

  Alan Bratton was bold enough to try and send this result for ultra-difficult **Never Concept** Test 81

- Chess Tests: 1 position tested with Hiarcs

  Alan Bratton also tried Hiarcs with this very same position, impossible **Never Concept** Test 81

- Chess Tests: 10 positions tested with VirtuaChess

  Yves Surmont sent commented results for **VirtuaChess**, which he tried with these positions:

  01, 02, 03, 04, 05, 16, 17, 18, 19, 20

- Chess Tests: 1 new Bizarre Position, Test 75

  Introducing **"The Ring"**, a new, very interesting **Bizarre Position**, with a pleasant symmetry, which is an *extremely hard nut* to crack by any means.

- Chess Tests: Unsolved Position Test 92 SOLVED !!

  Heiner Marxen cracked this incredibly difficult position using **CHEST**, a special-purpose mate-searching program written by himself !

- Chess Tests: Quasi-"Never Concept" Test 38 SOLVED !!

  Crafty 12.9, using a large **48 Mb** hash table and running on a Pentium 100, was able to find the correct move after just *50 hours* of furious calculation ! A previous attempt, using a 6 Mb hash table, couldn't, even after more than *250 hours (two weeks)* had painfully elapsed !

  See the new **Addendum** with all the gory details, full comments, and analysis logs.

- Chess Tests: 1 position tested with Chess Genius 5.0

  Ed Panek sent this interesting result for brand-new Test 75, "The Ring"

- Chess Tests: 6 positions tested with Rebel Decade 2.0

  The latest version of freeware Rebel Decade, **Rebel Decade 2.0**, has been tried with these tests, ranging from very difficult to virtually impossible:

  31, 38, 39, 82, 91, 92

- Chess Bibliography: A new, very interesting chess book reviewed

  A comprehensive, detailed review of **Encyclopaedia of Chess Endings IV: Queen Endings**, an essential reference book, with 1800 Queen endings fully commented and analyzed, including several hundreds among them which have been computer-analyzed with top programs **BELLE** and special-purpose **KDKT** for *absolutely error-free*, ultimate estimations.

- Acknowledgements: 1 new kind contributor acknowledged, plus links updated

  My acknowledgement of **Heiner Marxen**'s contributions, including details and a link to his site. Also, the links to **Kai Luebke**'s and **Tim Foden**'s sites have been updated to their new addresses.

- New Section: Chess Code

  Chess Code is a completely **new Section** dedicated to introduce didactic, simple examples of **chess programming**.

  Here you will find pieces of code written by myself specially for this Section, both compiled executables **and source**, for you to study and use, absolutely *free* of course.

  To inaugurate the Section, in this update you'll find **MATER**, a simple Mate Searching Program, which implements all chess rules, including full legal castling, en passant captures, underpromotions, etc. It accepts positions in **FEN notation**, and can find mates in **any number** of moves, either general or special types.

  Easily **modifiable** to implement fairy chess rules, such as new chess pieces, or alternate playing rules. And of course, you'll find both executables and **fully commented source code**, with plenty of examples and tips. All free ! Enjoy !

- New Section: Special Sections

  New Section dedicated to all future **Special Sections** which will include:

  NEXT UPDATE →

  Brian Gosling has an excellent chess site, called <u>Practical Chess Endgames or Brian's Chess Folly</u>, which presents each week an endgame position for you or your favourite chess program to work out the best continuation.

  Brian has recently organized the **November Endgame Solving Tournament**, and I'm extremely pleased to announce that **I WON** first prize in the Computer Section, with a B+ Grade, using **Robert Hyatt's** excellent freeware program **Crafty 12.9**.

  As a tribute to the event, I will include in a *next update* a **Special Section** page featuring full details on the competition, my *extremely deep* analysis, **Brian**'s solutions, and much more !

  NEXT UPDATE →

  Another future **Special Section** currently under preparation for this Section is:

  Kasparov vs. Deep Blue II Critical positions

  This is taking longer than expected, but will finally see the light within a few updates at most, in this new Section.

- Chess Tests: 2 positions tested with Chess Genius 5.0

  Ed Panek sent results for these tests using **Chess Genius 5.0**:

  <u>74</u>, <u>82</u>

- Chess Tests: 12 positions tested with Rebel 8

  Howard Exner sent results for these tests using **Rebel 8**:

  <u>04</u>, <u>05</u>, <u>06</u>, <u>07</u>, <u>08</u>, <u>09</u>, <u>10</u>, <u>11</u>, <u>12</u>, <u>13</u>, <u>14</u>, <u>15</u>

- Chess Tests: 15 positions tested with the newest version, Rebel 9

  Kai Luebke sent results for these tests using the newest version, **Rebel 9**:

  <u>01</u>, <u>02</u>, <u>03</u>, <u>04</u>, <u>05</u>, <u>06</u>, <u>07</u>, <u>08</u>, <u>09</u>, <u>10</u>, <u>11</u>, <u>12</u>, <u>13</u>, <u>14</u>, <u>15</u>

- Chess Tests: 11 positions tested with Patzer 2.99y

  Roland Pfister, the author of the strong non-commercial program **Patzer 2.99y** sent results for these tests:

  <u>01</u>, <u>02</u>, <u>03</u>, <u>04</u>, <u>05</u>, <u>06</u>, <u>07</u>, <u>08</u>, <u>10</u>, <u>11</u>, <u>12</u>

- Chess Tests: 8 positions tested with Green Light Chess 2.04g/h

Tim Foden, author of novel non-commercial program **Green Light Chess 2.04g/h** sent results for these tests:

01, 02, 03, 04, 05, 06, 07, 08

- Chess Tests: 37 positions tested with new Rebel Decade 2.0

  The new excellent freeware **Rebel Decade 2.0** has been tested with these positions
  (**Note:** two of them seem to disclose a probable **bug** in the program, which seems to be present in **Rebel 8** and **Rebel 9** engines, too) :

  01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 18, 19, 20, 21, 22, 23, 24, 25, 27, 29, 32, 33, 34, 35, 36, 37, 40, 71, 72, 73, 74, 81

- Chess Tests: 15 positions tested with Comet-A.75

  Another excellent freeware program, **Comet-A.75**, written by **U. Tuerke**, has been tested with these positions:

  01, 02, 03, 04, 05, 09, 18, 20, 22, 25, 27, 35, 36, 37, 40

- Addendum: 3 new interesting Addenda

  Tim Harding, the author of the book The New Chess Computer Book, reviewed at this site, sent a supportive e-mail, and said something that may be of interest to some of my gentle visitors: B0104

  Also, **Ed Panek** comments in detail his experience with the fascinating **Never Concept** position Test 82

  Finally, you can find some discussion about a probable **bug** in new freeware **Rebel Decade 2.0** in the Addendum to Test 20.

- Acknowledgements: 3 new kind contributors acknowledged

  My acknowledgement of **Roland Pfister's**, **Tim Foden's**, and **Tim Harding's** contributions, including details and links to their sites, when known to me.

Chess Tests:

A comprehensive selection of quite difficult Chess Tests, intended to allow you to test your favourite chess program's abilities, or even yours !!

Notes on Problem Solving

*Basic suite, Pag. 01: _tests 01 to 05_ _06 to 10_*
*Basic suite, Pag. 02: _tests 11 to 15_ _16 to 20_*
*Basic suite, Pag. 03: _tests 21 to 25_ _26 to 30_*
*Basic suite, Pag. 04: _tests 31 to 35_ _36 to 40_*

Suite Extension: ___Bizarre Positions___
Suite Extension: __The "Never" Concept___
Suite Extension: __Unsolved Positions__

Book Reviews sample positions: B0101 B0102 B0103 B0104 B0402 B0403

This fine collection of tests will grow on a steady, regular basis.
I intend to extend it with selected new test positions, and try all the tests on new,
more powerful programs, running on better and faster computers.

So, don't forget to bookmark this page !!

Chess Advisor:

So you have a chess position you would want to have deeply analyzed ?
Or you want to know if that weird position was really lost ?
Or if that drawish-looking one could be won ?

Here comes Chess Advisor to the rescue !!

Now, seriously, click here to send me an e-mail with your position (including such information as
whose side is to move and wether castling and en-passant captures are legal in the position),
and I'll put it through a powerful chess program running on a powerful computer.

Then, within 24 hours if possible, I'll send you an E-mail with the resulting analysis,
including suggested move, evaluation and main line at a minimum,
and last but not least, absolutely FREE of course !

I'll also publish in this page the most interesting positions sent, with the solutions.

Amazing problems:

In this section you'll find an exclusive selection of the finest chess problems for you to solve.
Most of them are far too easy for a chess program, but that's not the point !
The point is, the program would solve them in 0.01 seconds,
but absolutely fail to recognize their beauty.

But you will !

Every one of them has been selected to surprise you, to really make you appreciate the beauty of chess.

DO NOT try them on your computer, don't spoil your fun !

Should you find any of them untractable, you'll find the solution in the next update.

This week's problems

Solutions to last week's problems

Solutions to previous week's problems

Each update, you'll find 2 new selected problems, whose solution and identification
will be given in the next update, typically every other week.

So, don't forget to bookmark this page !!

Chessboard problems:

Chess is so excellent a game, that it can greatly amuse you even without actually having to play it !
There are all kind of problems related to the geometry of the board and the various powers
and ranges of its pieces, that can be easily stated and are very entertaining to solve.

These little puzzles will put to work new parts of your chess mind, far from variations and tactics,
but demanding that you think deeply about the most basic parts of the game:
its board, its pieces, its rules.

Or, if you are a really accomplished programmer, and not just another duffer,
you can try your hand at writing little programs to find the solutions.

Give them a try, you'll glad you did !

Chessboard problems: 01 to 04

Ye olde Solutions: 01 to 04

Each update, you'll find a new selected problem, together with its solution.

Remember to bookmark this page !!

Chess Code:

There are numerous people who would like to try their hands at writing their own chess program,
but sadly, most of them are very quickly put off by the enormous complexity of the task.

This has not been because of a lack of good free, chess specific source code, far from it.
There are many excellent chess programs with full source code freeely avaliable,
such as Crafty, GNU Chess, and many others, at every level of performance.

The problem is, most of the source code available is highly complex, heavily optimized,
and featuring the latest state-of-the-art advances in chess programming.

While this is often very desirable to implement the best, most competitive chess programs,
these advanced features are not very useful or adequate when it comes down to learn
basic chess programming, specially for fledgling, wannabe chess programmers.

Enter the new Chess Code Section.

Here you will find bits and pieces of basic, didactic chess programming,
usually in the form of complete routines and utilities, always chess specific code.

All routines and utilities will be presented both as executable code for PC compatibles
(286, 386, 486, Pentium, etc) and as commented source code, for you to download, study and use.

Due to their intended didactic purpose, the C language has not been used.
While certainly it's the language of choice (apart from assembler) to write chess programs,
its own powerful, optimizing characteristics usually make the source a little hard to understand.

So all code in this Section will be written as either Turbo Pascal source code
in the case of DOS routines, or MS Visual Basic source code, in the case of Windows routines.

As all source code featured will be no-tricks, no-gimmicks, fully commented,
with long, descriptive names, conversion to other languages will be very easy, if needed.

NEW ➡ *MATER: A simple Mate Searching Program*

Implements all chess rules, including full legal castling, en passant captures, underpromotions,
accepts positions in FEN notation, and can find mates in any number of moves, either general or special types.
Easily modifiable to implement fairy chess rules, such as new chess pieces, or alternate playing rules.

IMPORTANT NOTE:

Please note that apart from making freely available the code in this Section,
and heavily commenting both source code and executable (including examples where appropriate),
I cannot give any further support, specially via e-mail, so please don't ask any questions
about this software nor advice about how to integrate it with your own programs, and such.
I simply do not have the time. Thanks for understanding.

Special Sections:

As stated in the Overview, though this site is primarily dedicated to selected Chess Tests,
I intend to augment it with brand new Sections dedicated to other interesting aspects of chess.

Themes of a regular nature already have their own Sections, such as Amazing Problems, Bibliography, etc.

For all those other interesting chess matters which are not so regular, such as one-of-a-kind events,
I have created Special Sections, where I'll place all future Sections dedicated to them.

The first two Special Sections will be:

NEXT UPDATE → _Brian Gosling's November Tournament Analysis_

NEXT UPDATE → _Kasparov vs. Deep Blue Critical Positions_

Expect to see them within a few updates at most.

Chess bibliography:

In this section you can find reviews of some of the best books both on the computer chess field
and on other classic chess topics which are relevant to good chess programming
such as openings theory, endgames, tactics, etc.

I give a description of the book's contents, a review on what I like more about the book,
and a relevant sample position quoted from the book.

- Computer Chess: History and programming

- Openings: The best for black & white

- Middlegame & tactics

- NEW ► Endgame: Theory and practice

- Miscellaneous books on chess

Don't forget to bookmark this page.
Every update, you'll find a new excellent book reviewed.

Favourite Links:

*These are some of my favourite links, both on chess and other topics of
my interest. Should yours be the same, don't hesitate to follow them, they are way cool !!!*

*All links are very selected, no run-of-the-mill, and fully commented.
Besides, all of them are checked in each and every update, and broken ones are removed.*

- Chess Links

- Astronomy Links

- Math Links

- DOOM Links

- Miscellaneous Links

Feedback:

*If you try any of these test positions in any of your programs,
and would like to send me the results for a possible inclusion on these pages,
or if you would like to send any comments,*

simply click here, but do not forget to remove the first TWO characters of the address !!

*IF YOU HAVE PROBLEMS ACCESSING THIS SITE, REMEMBER
that these pages are now available at the following sites.
Chose the one which suits you better in terms of faster download times and accesibility:*

Mygale	This is the **main**, original site where these pages have been hosted since their creation. If you have problems accessing it, you can try the mirror.
Kai Luebke's site	This is the first **mirror** site. It will be updated **at the same time** that the main site, and will always contain the **identical pages**.
Geocities	This is the new **mirror** site. Like all mirrors, it will be updated **at the same time** that the main site, and all sites will always contain the **same information**.

Overview | What's new | Chess Tests | Advisor | Amazing | Chess Code
Chessboard | Books | Links | Acknowledg. | Feedback | Specials

(c) Valentin Albillo, 1998

This page has been accessed 1,234,567,890 times since 18/08/97