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Vasik Rajlich (Rybka's programmer) chats to Stefan Meyer-Kahlen (Shredder) at the 2006 World Chess Computer Championships in Turin. *Rybka v Shredder* was a cracking game and is analysed in this issue!

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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

CORRESPONDENCE and **SUBSCRIPTIONS** to: Eric Hallsworth, 45 Stretham Road, Wilburton, Cambs CB6 3RX. Or E-MAIL: eric@elhchess.demon.co.uk

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CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

The **RATINGS** for these computers and PC programs are on the back pages. This is not a complete product listing - they are what *I* think are the **BEST BUYS** bearing in mind price, playing strength, features and quality.

Further info/photos are on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £5, table-top £7.50, software £2.

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PORTABLE COMPUTERS [por]

Kasparov

ADVANCED TRAVEL (was BRAVO) **£34.95** - plug-in set with Centurion program! 160 BCF. Scrolling info display. Amazing value!

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EXPERT £99.95 - replaces COSMOS - great value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system.

Novag

STAR RUBY £79.95 - 165 BCF program in touch screen style with stylus, and secure screen cover. Batteries only, excellent pocket portable

STAR SAPPHIRE £179.95 - the very strong 200 BCF touch screen model with pen. Fits just nicely in the pocket in its pouch case. Only a few left! Mains/battery

TABLE-TOP PRESS SENSORY [os]

Kasparov - *the price where you see ** incl. adaptor!*

EXPLORER £49.95 - excellent value, neat design. Batteries only, with info display and 160 BCF program

CHALLENGER £69.95 - Cougar '2100' program in newly designed board, a v.good value-for-money buy

TALKING CHESS ACADEMY £99.95 - good 160 BCF program, and packed with features incl. display and voice option!

MASTER £139.95 - the Milano Pro program and features, in attractive 13"x10" board. Strong, with good info display, and incl. plastic carry case.

Novag

OBSIDIAN £125 - 167 BCF with nice carry case! Good board, wood pieces, excellent features/chess

STAR DIAMOND £199.95 - brilliant, strong 9"x9" play area 200 BCF model. Hash-tables + big Opening Book + includes nice carry case

AUTO SENSORY [as]

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FRITZ 9 dvd £39.95 - by Franz Morsch. Extra knowledge for real <u>top</u> strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. <u>Excellent</u> in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features and includes 1 million Games database + three Chess Media video training excerpts, and Beginners Course!
DEEP FRITZ 8 £75

JUNIOR 10 £39.95 - *new* version, the engine which just WON the 2006 World Championships. Very dangerous and aggressive, the nearest you'll get to Tal on your computer! All the latest superb *ChessBase* features
DEEP JUNIOR 10 £75 for dual & single PCs!

HIARCS 10 dvd £39.95 - Mark Uniacke's latest version. Simply outstanding: knowledge packed yet searching deeper for high powered tactical play... stronger than ever! All the latest superb *ChessBase* features + Opening Book by Eric Hallsworth.

SHREDDER 10 £39.95 - Meyer-Kahlen's latest in its great ChessBase Interface. Feature-packed & knowledge-based, playing stylish chess. Plus the usual big Opening Book and Games Database etc.
DEEP SHREDDER 10 £75 - probably now the top program for single, dual & quad processors.

ZAP! £39.95 - the *ChessBase* version of the 2005 World Champion program. 2 engines - Paderborn and Reykjavik - on the CD, and in both 32-bit and 64-bit versions. Comes with its own Opening Book, Games Database and usual *ChessBase* features

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

Welcome to another new issue of **Selective Search**... 125! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! <u>There will be at least 6 more issues of the magazine, so your money wont be wasted!</u>

Occasionally readers ask me to let them know when their sub. is due for renewal. In fact the label on your envelope always shows the number of the last issue that you will receive of your current subscription, so it's easy to keep a check on it and also make sure I've updated you correctly after a payment has been made!

NEWS SECTION

NEW! - SHREDDER 10

Both *Stefan Meyer-Kahlen* and *ChessBase* have recently released the new version of **Shredder 10**!

This came out just as our last issue was being posted to readers. However, as I was taking my annual 1 week's holiday at the end of May, I'd had to decide whether to finish the work on **124** before I went away - so it would be ready to post out to readers at the beginning of June - or whether to finish it off when I got back. If the latter I knew it would make the magazine a couple of weeks late reaching you! I also knew I'd be overloaded with other work to do when I got back, and I really didn't fancy having to rush some final pages under pressure, so I opted for the former.

The original version is available from Stefan's own website and comes within his own interface. Quite a few people prefer his interface, graphics and features, and they are certainly very good indeed. It is also the perfect environment for playing engine-engine matches using all the **uci engines** now available, as Stefan himself created the uci system.

The downside is that you can't import *ChessBase* .cbh format database files - still the most popular and up-to-date in the UK, USA and most of Europe - nor run matches or analytical comparisons using the big *ChessBase* engines such as Fritz, Hiarcs and Junior.

Anyway you can download and pay for Stefan's engine and interface from his website

- www.shredderchess.com

where you will find both 32-bit, 64-bit (lower speed-up than you'd expect) and multi-processor versions, plus a downloadable Opening Book. The multi-processor version is the one which played in the recent 2006 World Computer Championship.

The *ChessBase* version is also now out on DVD, the price being the usual £39.95... or **£35.95** for *SelSearch* readers as you can claim a 10% discount as usual if you buy from Countrywide.

Shredder10 doesn't really need much comment from me regarding its playing strength, even as a new program. For the last few years Shredder versions have spent most of their time at or near the top of our Rating List, and have come 1st or 2nd in the Computer World Championships. Stefan claims that the new version is as much as 70-80 Elo above Shredder9, so we can expect again to find it right up there!

Amongst the features I should mention:

- Improved 'initiative seeking' code to counter the occasional complaints that the program is over defensive. It is certainly hard to beat! Now readers should find there is a more active feel to its chess as well - this can be well seen in its

WCCC game against Rybka! Stefan feels that Shredder can now be called an 'optimistic' program, and that is the playing style he wants it to have.

- Shredder has always been renowned for its strategical and endgame play. New tablebase coding for the endgame files make it MUCH faster accessing its 'Shredderbases'.
- Free 1 year access to the *ChessBase* Playbase server where you can play against people (and their PC programs) from all over the world.
- Big enhanced Opening Book
- All the usual *ChessBase* training and entertainment features for players of ALL levels
- 1 million game database

ChessBase have also produced a **Deep Shredder 10** version for £74.95... that's **£67.50** with your *SelSearch* discount!

To conclude here are some early scores (which are a bit conflicting):

Utzinger 40/40 website

Shredder10 v Rybka1.2 32-bit	15½-34½
Shredder10 v Hiarcs10	21½-28½
Shredder10 v Fritz9	24½-25½
Shredder10 v Toga2.1.2a	26 - 24
Shredder10 v Fruit2.2.1	30½-19½
Shredder10 v Junior9	30½-19½

CEGT 40/40 website

Shredder10 v Rybka1.2f 32-bit	9½-10½
Shredder10 v Hiarcs10	10 -10
Shredder10 v Fritz9	8 - 12
Shredder10 v Toga2.1.2a	11½-8½
Shredder10 v Fruit2.2.1	13½-6½
Shredder10 v Cmaster10000	13 - 7
Shredder10 v Spike1.1	11 - 9
Shredder10 v Junior9	16 - 4
Shredder10 v ChessTiger15	14½-5½
Shredder10 v Gandalf6	15 - 5

RYBKA

If you've one of the few who haven't got it already and want to, then go to

- **www.rybkachess.com**

There you can download the original beta version for free, or pay and download the final **Rybka1.2f uci** version, which completes the work on Rybka1. There is also an option

to download the 41MB Opening Book, which is in *ChessBase* format, and therefore can only be used when running Rybka within the interface of a *ChessBase* program.

Whereas you get a fully working, and good interface when you buy Stefan's own version of Shredder10... but his uci engine which is included will also run within ChessBase, do again please remember that Rybka does NOT come with ANY interface, so you will NEED to also have a *ChessBase* program or Arena or Winboard or something to run it in!

The 32-bit version **Rybka1.2f** is now being tested by the *SSDF* and *SelSearch* and so will make its appearance in our Rating List this issue... no doubt at the top.

In the meantime programmer **Vasik Rajlich** has started work on **Rybka2**. A multi-processor version of this is available on his website at the time of writing, and a 32-bit version Rybka2 should be available sometime late July, maybe earlier. Readers will have to pay for these as completely new programs whether you have Rybka1 or not.

Harvey Williamson has purchased the multi-processor version and confirms it gives good speed-up (as long as you have a multi-processor or dual core PC of course!!), but that he hasn't noticed any engine changes at this time. I.e. it is currently playing pretty much the exact same moves as Rybka1.2f... but faster!

How much faster?

- Dual (2) processor gives a 1.7x speed-up
- Quad (4) processor gives a 2.8x speed-up
- 8 processor system gives a 4x speed-up
- The 64-bit version runs 1.6x faster than the 32-bit version (when on a true 64-bit PC of course)

Readers: When you have half-an-hour to spare, try this. I've always felt that the evaluation and style of Rybka is slightly unusual, and here is some evidence. I haven't tried this since an early version, but would be surprised if the released **Rybka1.2f** is much different.

Start a NEW GAME, put the program into analysis mode, and see what evaluation Fritz,

Hiarcs and Shredder have after around 30secs. From +0.20 to +0.50 [1] - the program's assessment of White's **first move advantage!** Now try it with Rybka!!

Next let's have a look at **pawn values**. Take White's a2-pawn off, and find the Hiarcs, Fritz and Shredder evals again. From -0.25 to round -0.60 [2]. Now try Rybka!!

You can do the same with all the White pawns. Note that the minus figures get higher when you reach the f-g-h files as these are the king protection pawns, but check out the Fritz, Hiarcs and Shredder figure for the g-pawn (-0.60 to -1.00 [3]) and then look at Rybka's!!

Next do the same with the Black pawns. Take off the a7-pawn. Fritz, Hiarcs and Shredder are +0.75 to +1.00 [4]. Now check out Rybka!!! An astonishing difference, it appears to think pawns are of little value at all. Again you can do it all the way from a7-h7 with Rybka and some of the others. Without the Black f-pawn Shredder9 thinks Black is as good as lost (-1.81!), but Rybka isn't all that bothered [5]

Finally you could check out each program's apparent **piece values** if you felt like it. Rybka's value for the rook is very similar to the others, the queen isn't that much different, but its values for the bishop and knight are almost incomparable [6].

What does this mean? Answers in a large exercise book please, to me :-)

Of course not everyone (well, not quite everyone) has Rybka, so here were the values when I tested it, I think it was the Preview2 version.

[1] +0.03
[2] -0.12
[3] -0.20
[4] +0.21
[5] +0.52
[6] Most people and engines value knights and bishops at around 3.00, but Rybka has just 1.32 for the knight/b1 and 1.54 for the bishop/f1

COLOSSUS 2006 UCI

Now there's a name from the past! To be honest I can't remember how long it is since I had a version of **Colossus** running - I can't even be sure if I'm right in thinking it was on my elderly Atari ST or not, I think it was.

Anyway British programmer **Martin Bryant** started a new PC version of it early in 2005, initially for fun and for private testing by Thorsten Czub, Raymond Dale and himself. Initially it was some way below Crafty19.19, but beating Comet B68. By April 2006 it had just caught Crafty and the scores for a recent **2006** version show it has now crept past it! Of course when you look at the scores against Spike and Fruit one realises just what a major gap has developed between the very top programs and those which, in the not so distant past, were not that far behind.

- Colossus 2006d v Crafty19.19   62½-49½
- Colossus 2006d v Comet B68   40½-15½
- Colossus 2006d v Spike1.1   63-142
- Colossus 2006d v Fruit2.1   24-56
- Colossus 2006d v AnMon5.60   41-45

For the latest **Colossus 2006e** version go to:

- www.uciengines.de

and then from [UCI Engines] on the left scroll down to [Colossus] which will get you all the info. you need, linking you to Martin's own download pages. Do I need to say it again? Probably not, but... this is a **uci** only engine, and it wont run unless you have a *ChessBase* engine to run it from, or have downloaded the (very good) Arena program

- www.playwitharena.com

HIARCS 10 UCI

Just as Shredder10 came out even as I was putting the last magazine issues into the postbox, so also did **Hiarcs10** in **uci** form.

Please note straight away that you CANNOT buy this from me, and that it is marketed and sold completely separate from the *ChessBase* version, even though the engine you buy is the same! Actually you also get a second

Mark Uniacke

newer engine at the same time... more of that in a moment.

So you buy it from programmer **Mark Uniacke**'s own website:

■ www.hiarcs.com

You can also get his **Palm** and **MAC** Hiarcs versions there.

I don't know really why I'm giving you all this uci, Arena, Rybka, Colossus and Hiarcs info. There's little doubt that these uci engines are harming my business and livelihood. All I can do is trust that, when you do buy computers or computer software that is available from me, you'll remember how good I am to you and enable me to earn a little commission to keep both my head and Countrywide's above the water level!!

Anyway *ChessBase* agreed when 'their' Hiarcs10 came out in December that **Mark** could bring a **uci** version out once a 3 month waiting (selling!) period had elapsed.

However Mark decided to wait a little longer to make sure everything was done correctly... and also because he wanted to be able to include a second engine which is, in fact, called **X50** uci. This the first step towards an eventual Hiarcs11 release with some new search techniques to get even deeper and a compiler speed-up.

When it first appeared **TalkChess.com** announced that *"Hiarcs X50 is really strong"*, and their first rating list had it only a few points behind Rybka1.0.

Of course it is *'really strong'*, but it has in fact dropped a little since their initial euphoria. I would estimate that it is maybe 25 Elo stronger than Hiarcs10 itself. Some websites have the gap around 40 Elo, and others down at 15 Elo, but a bit depends on the time control and whether the testers are using a created 'Opening Set' (such as the 'Nunn set' provided with *ChessBase* releases) or letting each program use its own Opening Book.

With Hiarcs X50 uci you can get our own Opening Book working as we want it to... no more excuses! But it does make Hiarcs better!

RESULTS SECTION

I often fail to say a proper *'thank you'* to our many readers, as well as the various web sites, who freely and helpfully share the results of their labours with us.

There are 4 or 5 web sites, and a similar number of readers, who regularly send in to us their results and comments. There are others whose contributions are less frequent but equally welcome... to all my sincere thanks. All editors need something to work with!

WBEC Ridderkerk Tourny

Ridderkerk 40/5 Dual-PC Tourny

Pos	Engine	Score/18
1	HIARCS 10 UCI	14
2	HIARCS X50 UCI	13½
3	RYBKA 1.2F-32BIT	13
4=	SPIKE 1.1 KTULU 7.5	11
6	SCORPIO 1.7x1	9½
7	RUFFIAN 1.0.1	8
8	THE BARON 1.8.1-LEIDEN	7
9	ROMICHESS P3H	2½
10	HOMER 1.1	½

CSS Rating List - Rybka & Zap!

The latest Computer Schach & Spiele Rating List is again of great interest. Whilst the SSDF use a slower time control than anyone else (40/2hrs), and many, like CEGT use a sort of middle 40/40 (I use the similar G/45+15), the CSS testers use a fairly fast one, namely G/10mins+10secs.

I have previously pointed out that **Toga** has been missing from their Rating List, but that has now been rectified!

Our other newcomer **Shredder10** is there already as well, but still nothing can get close to **Rybka**, which has now been tested in the official **1.2f** version, and that has scored 20 Elo more than 1.1 did!

A minor annoyance (to me) is that they only include one version of each program in their

list, so the fact that **Hiarcs X50** has now been tested and has come out higher than Hiarcs10 (2794 on their previous list) means that the latter is no longer shown.

Finally before I show the new list, the **CSS Rating** team comment that they have also tested the latest **Crafty 20.14**, but it was unable to make the top 24, scoring 2606.

CSS Rating List. G/10+10secs

Pos	Engine	Rating
1	RYBKA 1.2F	2921
2	TOGA II 1.2.1	2856
3	SHREDDER 10 UCI	2838
4	FRUIT 2.21	2818
5	HIARCS X50 UCI	2800
6	FRITZ 9	2802
7	SPIKE 1.1	2765
8	SMARTHINK 1.00	2723
9	ZAP!CHESS PADERBORN	2708
10	CHESS TIGER 15	2707
11	JUNIOR 9	2700
12	KTULU 7.5	2694
13	PRO DEO 1.1	2687
14	LOOP LIST 600	2686
15	THE KING 3.33	2678
16	GANDALF 6.0	2664
17	SLOWCHESS BLITZ WV2.1	2658
18	GLAURUNG 1.0.1	2654
19	RUFFIAN 2.1	2652
20	SCORPIO 1.7	2651
21	DELFI 5.0	2642
22	ARISTARCH 4.50	2631
23	NAUM 1.91	2627
24	SOS 5 FOR ARENA	2612

It gets boring (even for me) to keep saying it, but the above figures suggest that the 32-bit version of Rybka is now 70 Elo better than Kasparov was in his prime!

I still don't believe it, even though the hardware in use is an Athlon 64/2x2200! We should know more (whether I'm right or wrong) after the PC Matches against Kramnik and Topalov in November!

FRANK HOLT

Frank continues to run a range of interesting tournaments and matches for us - usually a new one for each issue!

Always remember that in Frank's tests he uses two PCs. This makes his results more reliable than engine-engine testing, and they therefore get included in our **Rating List**.

For our last issue, Frank used the range of time controls he is best known for: a series of standard time controls ranging from 40/30mins to 40/1hr, and a range of blitz time controls going from G/30mins to G/90mins.

Frank Holt: various - 12 rounds all-play-all

Pos	Engine	Score/48
1	FRITZ 9	27
2	TOGA 2.1	25½
3	HIARCS 10	23
4	SHREDDER 9	22½
5	JUNIOR 8	22

In an e-mail just as *SelS124* went to press, Frank told me that he'd be adding **Rybka** and **Spike** for his next venture! No sooner said than done, though suggestions that Spike might not be quite good enough resulted in **Fruit** being added instead, and Junior being dropped after coming in the bottom position in his last tournament.

Frank Holt: G/60 double round

Pos	Engine	Score/20
1	RYBKA 1.01 PREVIEW2	14
2	FRITZ 9	11
3	FRUIT 2.1	10
4	TOGA 2.1	9½
5	HIARCS 10	9
6	SHREDDER 9	6½

No big surprise at the top there, except for Shredder's second poor result on Frank's machines. *"Okay, so it's Spike next time"*

Frank Holt: G/15+10secs double round

Pos	Engine	Score/20
1	RYBKA **1.01** PREVIEW2	15
2	TOGA **2.1**	12
3	FRUIT **2.1**	10
4=	HIARCS **10** SPIKE **1.1**	8½
6	FRITZ **9**	6

Now it seems Fritz might be under threat if Frank gets really ruthless! While we were chatting on the phone I mentioned the new uci version of Colossus to Frank, and he reminded me that it had also been a Commodore C64 program. It used to cost £9.95 - *"oh happy days!"*, said Frank, though when it came out for the PC in 1991 as Colossus X it had gone up to £25! Wow!

Looks like a BILL REID position!?

The team of testers for **Spike** came upon this position in a recent game... **Bill Reid** will like it for his collection! It's White to move. What would you or your programs play here?

Tell me, what do you think of what it's just done? I'll bet it's closed the ONLY entrance route it's king has to get into enemy territory. If so, then it's a draw!

1.Nxb5 wins easily, but your engine wont play that. Here's another (Black to move)

It's not an issue of what move to make, more who does your program think is winning!?

Our view is that Black has had it, because of the dead rook on h5. Most programs however have Black up to a pawn ahead!

But some do better than others and agree with me - I hope I'm right!

Forthcoming Events!

MAN V MACHINE

- A $1million **Man v Machine** match between DEEP FRITZ AND VALDIMIR KRAMINIK is scheduled to take place FROM Nov 25-Dec 5 later this year. It will be a 6 game match held in the Art & Exhibition Hall, Bonn, Germany.
- Also for $1million will be HYDRA V TOPALOV, which is what the PAL Group representing the Abu Dhabi based Hydra team have offered to current World Champion Topalov. Can he do any better than Mickey Adams did... he lost ½-5½.. I believe this will also be a Nov/Dec event

STOP PRESS - NEW JUNIOR!

- ChessBase JUNIOR10 and Deep JUNIOR10 come out in early August! Usual £39.95 + £74.95 prices, less *SelSearch* discounts of course :-)

Planned for the Next Issue !

- A look at some of the best games from the 2006 **Computer World Championship** to supplement our report/result coverage in this issue
- Some of the most interesting moments from the **Games** in the **PAL2/3 Freestyle** (man+machine) **Tournaments**
- **Leiden 2006/CSVN** (for PC engines) and **Gebruikers** (Dedicated computers) Tournaments ran alongside **Part 1** of the **Simul** we've covered in this issue. These, the end of the Simul. plus more photos from **Rob van Son!**
- The final rounds of **Clive Munro**'s major 'MASTERS CHESS' Engine Tournament
- The SOLUTION to **Bill REID**'s latest Teaser!

... and who knows what else? I know, we *never* get it all in, but honestly *we always do our best!*

Even editors have holidays!
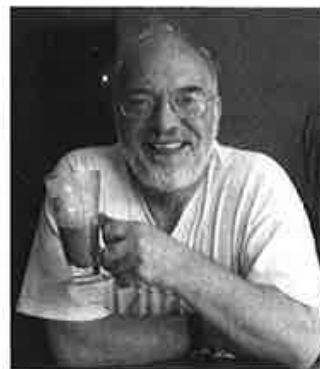
The CHRIS GOULDEN Column:
UCI and Winboard Engines, Latest News and Tables

UCI ENGINES UPDATE BY CHRIS GOULDEN

For newcomers: **CHRIS GOULDEN** runs a Divisional relegation and promotion system, with new UCI engines starting in either his 3rd. or a 4th. division, and trying to work their way up... if they're good enough! His review each issue helps us greatly in keeping a check on up-and-coming newcomers from the amateur programmer ranks and, usually, these engines are freely available for download from the Internet.

In his e-mailed text message to me for our last issue Chris had included an extra point, but there was no room....

A final point if there is space.

I am often asked about my settings and time controls, via some readers or the editor.

The idea of my tournaments it to give a quick snapshot of the standard of engines as they become newly released. I am able to turn these around quicker than the Ridderkerk and other tournament sites, and often I have newer engine versions which have not yet appeared at Ridderkerk.

All league games are G5 unless the editor or someone asks me to do a longer test then I do G23+5. This might look an odd time but it equates to G30 because you cannot always set amateur engines to finish all moves in a specific time with added amounts per move.

My hash tables are 16MB, I was taught this limit by Peter Schreiner of the Chessbase stable, because you only have a rapid play game there is no point setting big hash tables because the engines do not have the time to use them.

Cheers.... Chris

That's helpful and worth knowing, thanks. Okay, now let's get up-to-date for this issue!

As you'll have gathered **Chris** is best known

Chris Goulden

for his reports on the latest and top <u>free</u> uci engines, downloadable from the Internet.

Shredder's Stefan Meyer Kahlen 'invented' the **uci protocol** which so many engine pro-grammers now use without cost and to their advantage. It means that they only have to worry about the chess code (did I say 'only' ?!) - the **uci interface system** makes it all work intelligently on-screen with board, pieces, move lists, analysis etc.

Stefan is interesting! He designed the pro-tocol for exactly the reason it is being used - to help other programmers get going without them all having to produce boards, graphics etc. etc. And he doesn't seem at all worried that other interfaces (purchasable or free) have since worked out how to offer the same facility, nor that some strong and free uci playing engines can now genuinely compete with his own program within <u>his</u> interface. *"It's part of the challenge!"* he says.

The popular uci interfaces are *ChessBase* or a *ChessBase engine* (which you have to buy, off me please!), Stefan's own *Shredder 7/8/9/10*, which likewise you have to buy but from Stefan's website, or *Arena* which you can download off the Internet for free. The address for this is given elsewhere in the NEWS Section.

Anyhow, for this issue Chris (yes, we've got back to Chris at last) couldn't resist the temptation, after buying (well done Chris - only joking!) the **Hiarcs10** uci, and the accompanying free **Hiarcs X50** uci, to test them against his best freebies... plus the ever-reliable Shredder7.04uci which Stefan Meyer-Kahlen produced a couple of years or so ago.

So our format is a little bit different this time and for once old friends such as SlowBlitz, Scorpio, Wildcat & co. will have to bide their time until *SelSearch 126* !

[1] Chris GOULDEN - *C-Base i/face G/5+5*

Pos	Engine	Score/14
1	Rybka 1.0 beta-32 bit	9½
2=	Toga II 1.2.1 Hiarcs 10 uci	9
4	Hiarcs X50 uci	7½
5	Fruit 2.2.1	6
6	Shredder 7.04 uci	5½
7	Toga II 1.2	5
8	Pro Deo 1.1	4½

Eric: That's another very useful effort from Chris isn't it - thanks!

It also allows me to emphasise a fact (that I know we're all well aware of): all of these tournaments are <u>small sample</u> compared with the massive number of results which go into the actual Rating List. And small sample means high risk of variables in the results.

Look at Toga II 1.2.1 and the <u>slightly</u> earlier version Toga II 1.2. On its website the update was announced as a *'small fix'* which makes *'little or no difference'* to the program strength... yet to look at the table you'd think the change must be something really major!

But when we read what **Chris** says in his notes to me this time, and his second table, then you begin to wonder!:

12 July

Hi Eric
  Here is the report for both tests plus my second enclosures.

*For the **first test** the immediate thing to note is the difference that supplied opening books make to the performance. For the (1st) Fritz interface test Rybka was using a supplied book in CGT format by Djordje Vidanovic which is on the Rybka website, and Shredder was using the Fritz8 book, other than that they all had their own opening book.*
  Toga II 1.2.1 played an absolute blinder in both tournaments (!), and bearing in mind an even later 1.2.1a beta version became available after I started the tests it may well be stronger still.
  You remember I was not worried by the Hiarcs X50 uci engine coming behind Hiarcs10 in the first test, it just lost ground due to difficult game losses against its closest rivals. I expected Shredder to come somewhere between 6th or 8th in this company so this showing was not a shock.

*The **second test** was done in Arena because I wanted to see the engines in a true UCI protocol rather than the ChessBase interpretation. Hiarcs X50 uci won the second test as expected, as the author believes it to be stronger than Hiarcs 10 uci. But this time Hiarcs 10 fell away a bit to 3rd.*
  Please note that in the second test Shredder and Rybka were using a supplied opening book by Alex Schmidt from the UCI Stuttgart site, the rest used their own books. Rybka actually had a chance to win this test as well but only got a draw against Fruit in the last round after a loss in the key game against Hiarcs X50 uci in the penultimate round.

*All the best.... **Chris***

[2] Chris GOULDEN - *Arena i/face G/5+5*

Pos	Engine	Score/14
1	Hiarcs X50 uci	11 !
2	Rybka 1.0 beta-32bit	10
3	Hiarcs 10 uci	8
4	Toga II 1.2.1	7½
5	Fruit 2.2.1	6½
6=	Toga II 1.2 Pro Deo 1.1	5
8	Shredder 7.04 uci	3

HIARCS 10 REVIEW BY CARL BICKNELL

HIARCS 10 review by Carl Bicknell

I am now convinced Hiarcs is the best engine for the majority of users, regardless of strength.

Rybka rules the Elo ratings but it does so with an unnatural style of play (in my opinion) and the point of this review is to show you that when programs get over 2700 Elo the style of the program is more important than being top of the charts. Why? Well lets look at a game I played against a friend one evening. See if your program can help you out:

**Bicknell,Carl [180BCF] –
McPherson,Jim [110BCF]**
Game in 15, 2001

1.d4 Nf6 2.c4 d5?! 3.cxd5 Nxd5 4.e4 Nf6 5.Nc3 e6 [5...e5!] 6.Nf3 Bb4 7.Bd3 0-0?

So Black obviously stands worse and the concluding combination should not be too hard to find. However, it turns out that the move 8.e5 is a bit tricky for computers! Maybe it is because it leaves a hole on d5.

8.e5! Nd5 9.Bxh7+! Kxh7 10.Ng5+ Kg8 [...Kg6 11.h4!] 11.Qh5 Re8 12.Qxf7+ Kh8 13.Qh5+ Kg8 14.Qh7+ Kf8 15.Qh8+ Ke7 16.Qxg7# 1-0

Running on a dual core Athlon FX 60 here are the times for **8.e5!**:

Deep Junior 9 = 2 seconds
Hydra = 2.96 seconds
HIARCS 10 = 3 seconds
HIARCS X50 = 27 seconds
Rybka 1.2f = 50 seconds
Deep Shredder 9 = 1 min 25
Fritz 9 = 2 min 15

Some surprising results from Rybka, Shredder and Fritz.

I think this is how most people will use a program – they aren't primarily used for engine V engine matches but for checking over human v human games and in most cases it is attack & defence issues that are being examined. I want a program that naturally wants to attack rather than "play it safe" since that's the sort of style I have. If your style of play is more conservative then fair enough but I think most club players like to attack!

Lets see some more examples from actual games:
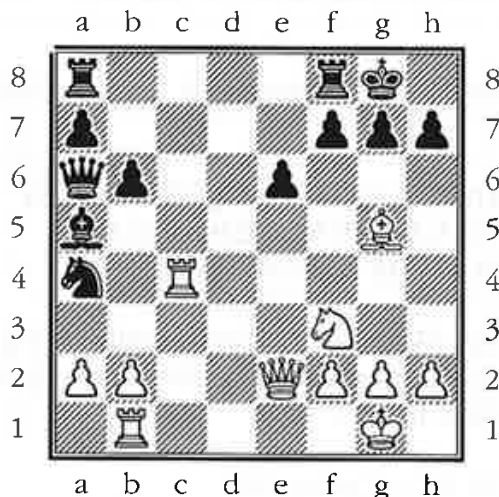
Alekhine – Sterk 1921. Alekhine dreamed up an amazing blow against the black king:

23.Bf6!!+– Rfc8 [23...Nc5 24.Ne5!+–; 23...gxf6?? 24.Rg4++–] 24.Qe5 Rc5 25.Qg3 g6 26.Rxa4 Qd3 27.Rf1 Rac8 28.Rd4 Qf5 29.Qf4 Qc2 30.Qh6 1-0

So how did our silicon friends do?

Fritz 9 = 20 seconds
Hydra = 28 seconds
Rybka 1.2f = 1 min 24
HIARCS X50 = 2 min 8
Deep Shredder 9 = 3 minutes 26
HIARCS 10 = 4 minutes 11
Deep Junior 9 = not in 10 minutes

HIARCS disappointed although this was the only time it did. Notice that Junior was superfast last time but this time completely fails. Therefore one needs an engine that is both

aggressive AND reliable! Hydra is fast as we'd expect but Fritz... wow it's on another planet!
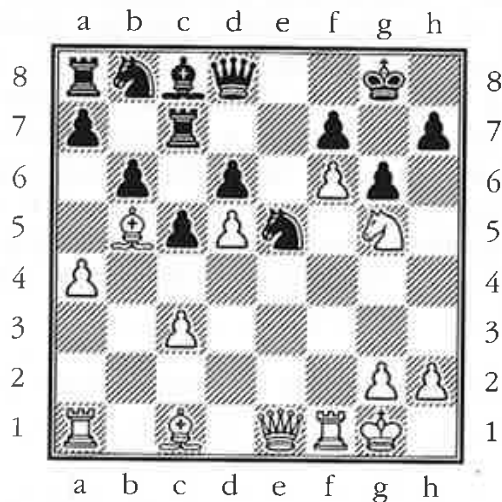
This comes from **Vassier v Genius** back in 1994.

1.Nxh7!! Kxh7 2.Qh4+ Kg8 3.Bh6 Bg4 4.Bg7 Bh5 5.Qg5 Ng4 6.h3 [⌐6.Rf4!] 6...Nxf6 7.Rxf6 Kxg7 8.Rxg6+ 1-0

Obviously Genius didn't see that coming, but can today's programs find the winning move in sensible times?

HIARCS 10 = 2 seconds
Hydra = 15 seconds
Deep Shredder 9 = 36 seconds
Fritz 9 = 54 seconds
HIARCS X50 = 39 seconds
Rybka 1.2f = not in 10 minutes
Deep Junior 9 = not in 10 minutes

HIARCS is on fire here! This shows how lethal it is at king attacks. Hydra again turns in another good result, but then you'd hope so churning out 200 million moves / sec! Junior again shows it's quirkiness and Rybka isn't built for this sort of stuff.
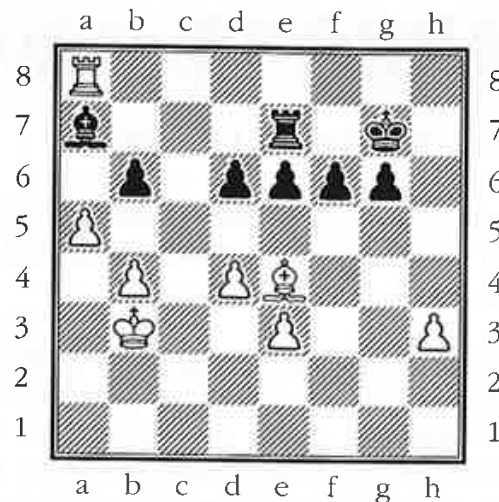
This position comes from the story teller **Bill Reid**. Last issue he comments that the computers need some help – and they do – although Hydra obviously wasn't a machine he had access to!

As this is a very hard position and Bill describes it as an adjournment I gave the machines 30min which is a reasonable amount of time.

2.Rxa7!! Rxa7 3.axb6 Rd7 4.b7 Rd8 5.Ka4+– 1-0

Hydra = 5 min 27 sec
Deep Shredder 9 = 18 minutes
Rybka 1.2f = 21 minutes
HIARCS X50 = 22 min
Deep Junior 9 = not in 30 minutes
HIARCS 10 = not in 30 minutes
Fritz 9 = not in 30 minutes
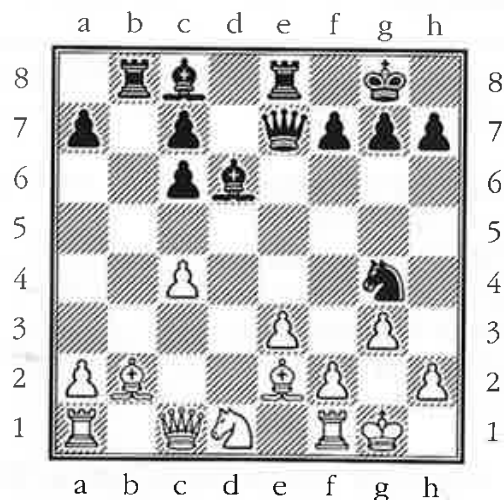
Timman – Karpov
15...Nxh2!! 16.c5 [16.Kxh2 Qh4+ 17.Kg2

Qh3+ 18.Kg1 Bxg3 19.fxg3 Qxg3+ 20.Kh1
Re4 21.Rf4 Bh3 22.Bf1 Bxf1 23.Rxf1 Rh4#]
16...Nxf1 17.cxd6 Nxg3 0-1

Excellent play by the former world champion, but can the programs find it?

HIARCS 10 = 1 second
HIARCS X50 = 3 seconds
Deep Junior 9 = 4 seconds
Deep Shredder 9 = 13 seconds
Fritz 9 = 38 seconds
Rybka 1.2f = not in 10 minutes

An astonishingly fast response from HIARCS, it seems to have code in it that really seeks out ways to kill the enemy king!

Hydra has a smaller version called Hydra – Lizard that is a single FPGA card + PC which screens out problems that are too easy for the real Hydra! This one didn't make it into the test suite given to Hydra but it looks like no one told Rybka this position isn't too hard!
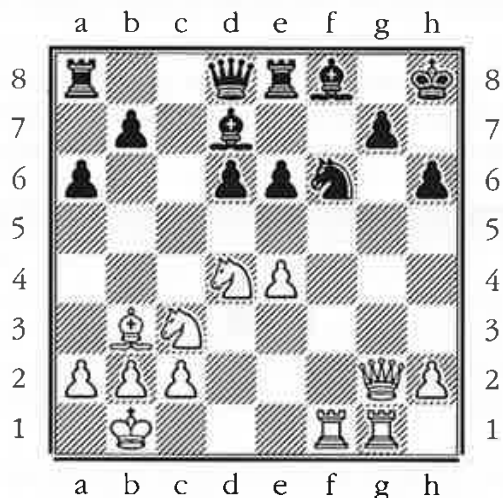
Spassky – Petrosian
Moscow Wch, 1969

I wanted to finish with a bang, and here it is: A world championship game between 2 world champions!! This position is VERY nasty and is part of the famous Nolot test suite. Unless you have some serious hardware at home or a lot of patience then perhaps don't try it!

White obviously has an attack against black's king but there's no obvious way to break through. White needs the e4 square for the knight to divert / destroy the Nf6.

1.e5!! dxe5 2.Ne4! Nh5 [2...Nxe4?? 3.Rxf8+ Rxf8 4.Qxg7#; 2...exd4 3.Rxf6!+− Qe7 4.Rxh6+ Kg8 5.Qg6] **3.Qg4!** [Spassky played 3.Qg6 exd4 4.Ng5 1-0] **3...Nf4 4.Nf3 Qc7 5.Nh4!!+− 1-0**

Hydra = 4 minutes 6 seconds
HIARCS 10 = 1 hour 25 minutes
Deep Thought II (1991 version) = 4 hours

Could you get a more famous machine line up?! Scaling up Deep Blue II might be able to solve this position in 12 minutes since it was 20 times faster than Deep Thought II. That's only a guess though... and not one most programmers of today want to hear!

I'd like to thank the Hydra team over in the United Arab Emirates for the time they spent working at my testset and for sending back honest results of how Hydra did.

I know I said at the beginning that style of play is very important and so far you've only seen two things about HIARCS, that it's the fastest PC program in tactical positions and it likes to attack. But how does it actually play?

The following game was played between HIARCS 10 and a man known on the Internet as "Son – of – Father". He is a strong player in his own right, about 2400 Elo, but what makes him stand out is that he is an anti computer specialist. This man has caused more grief to more programs than any other. He has beaten every program and even managed to draw with Hydra. This game sums up HIARCS playing style and will give you a good indication of how it plays. Enjoy!

Hiarcs 10 – Son–of–Father [C00]
Rated game, 5m + 0s Engine Room,
04.05.2006

1.e4 e6 2.Nc3 c6 3.d4 d5 4.Nf3 Nf6 5.e5 Ng8 6.Bd3 f5 7.exf6! The first surprise for Son of Father, Hiarcs doesn't permit a closed position – but does your PC program?
7...Nxf6 8.0-0 Bd6 9.Ng5!? Both of us almost fell out of our chairs after this move! This is pure HIARCS – original, forceful play that

looks suspiciously like a plan. **9...0-0 10.Qe1!** Something this weird has either got to be very good or bad − it turns out that it's a positional masterpiece. **10...Re8 11.f4! Qe7 12.Qh4** Ah ha, it all comes together now. These funny moves by HIARCS have been part of a sophisticated plan to assault h7. Show me another program that can play like this! **12...g6 13.Be3 Nbd7 14.Rae1 Nf8 15.Nf3 N6d7 16.Qg3** It's times like these that I wonder about some programs: Junior wanted to exchange queens instead (!) and Rybka thinks white is only slightly better! **16...Nf6 17.Ne5 Bxe5 18.fxe5 Nh5 19.Qh3! Nd7 20.g4 Ng7 21.Ne2 Rf8 22.Nf4 Rf7? 23.Bxg6! 1-0**

To conclude: HIARCS 10 is BIG improvement on its predecessors. It has an aggressive style of play that is different from the rest. Fritz can attack too but it does so in a much more direct and obvious way whereas HIARCS always surprises me.

Below is a Screenshot of a recent **Hiarcs uci** version, playing within the **Arena** interface. It was created while Hiarcs was analysing the above *'Son of Father'* game.

Of course things don't always work out just as you think they should. But the following game is interesting for other reasons, in addition to the obvious one of Carl managing to get the Abu Dhabi team to play a game with HYDRA against HIARCS!

Hiarcs10 - Hydra
G/45+15 Carl Bicknell, 2006. ECO: D30

1.Nf3 d5 2.g3 Nf6 3.d4 e6 4.c4 Be7 5.Bg2 0-0 6.Nbd2 c5 7.dxc5 Bxc5 8.0-0 Nc6 9.cxd5 exd5 10.Nb3 Bb6 11.Nfd4 h6 12.Be3 Re8 13.Rc1 Ne5 14.Bf4 Nc4 15.Qc2 a5 16.Rcd1 Bg4 17.h3 Bh5 18.Nc1 Rc8 19.Qb1 g5 20.b3 gxf4 21.bxc4 fxg3 22.cxd5 gxf2+ 23.Rxf2 Rc4 24.Ncb3 a4 0-1

- What do readers think of the opening variations chosen by Hiarcs10 - esp. moves 6, 7 and 12?
- What do readers think of the opening as played by Hydra?
- At what point would you say that the game was probably beyond Hiarcs being able to save it?

I'll have a closer look at the game next time, and reveal a couple of interesting pieces of information, and discuss what they imply!
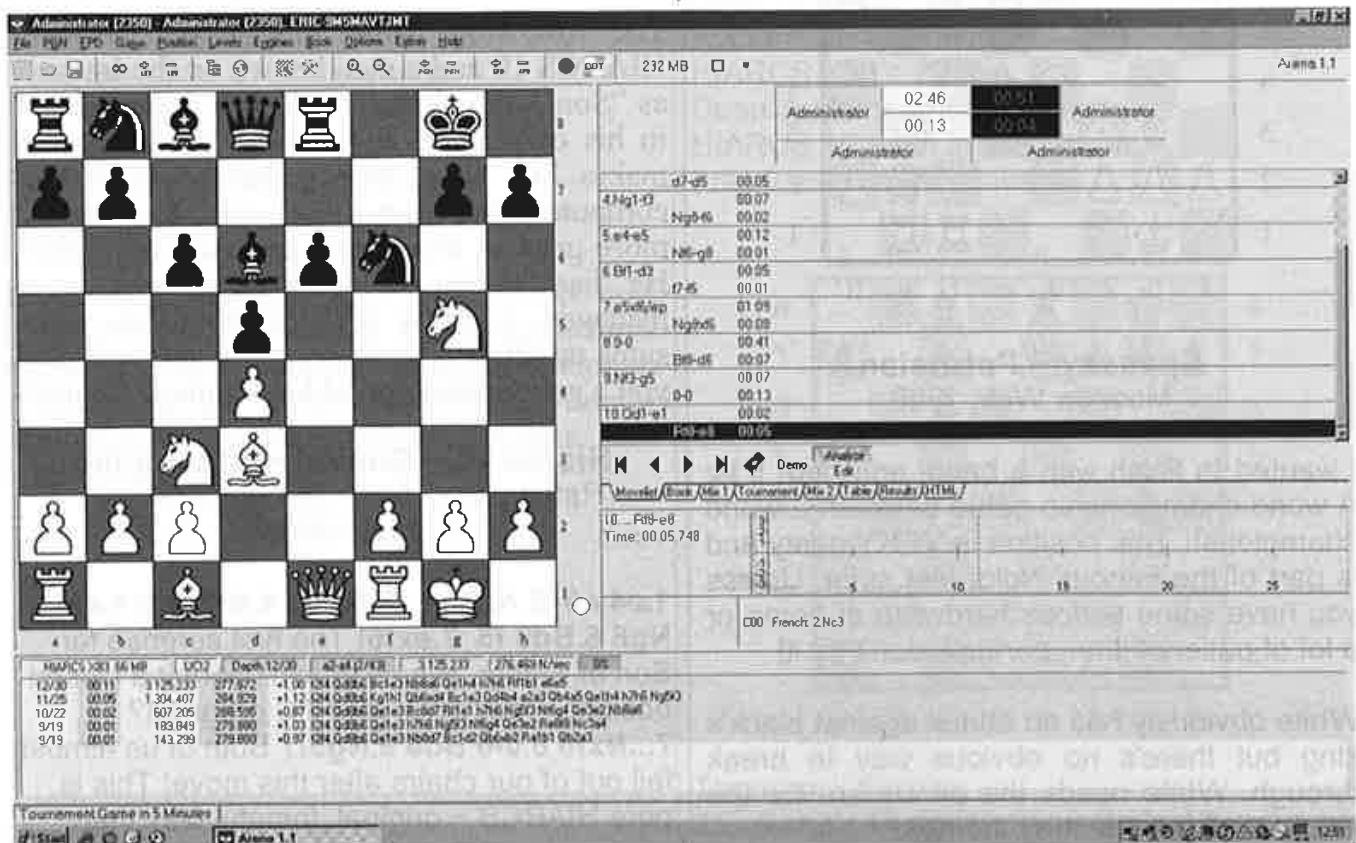
TIME FOR ADJUDICATION *by Bill Reid*

Date: Fri, 9 Jun 2006

Dear Eric,

Here is the electronic version of the text I sent you a few days ago.

To enjoy the position fully it is perhaps best to read the prologue, set it up and have a think about the possibilities yourself first — with or without a computer. Then read beyond the diagram and see what your computer decides!

Yours, Bill

TIME FOR ADJUDICATION - Bill Reid

Our codebreaker's prediction was right. The Bulganin-Khruschev visit to England in 1956 did indeed see him putting in overtime at GCHQ - mainly because MI5 messed up.

They got away with bugging the Russians' room at Claridge's, but their attempt to investigate the cruiser Ordzhonikidze in Portsmouth harbour went disastrously wrong when Buster Crabb, their frogman, disappeared. Prime Minister Eden was furious because all this had been done without his knowledge.

But things had calmed down a bit by the time the new chess season got under way, and Alexander was able to make a few appearances on board one for Gloucestershire in county matches.

I too was able to take part - on a much lower board - having completed my time in the Navy. Usually we did well because GCHQ supplied several good players for our team. Such matches were another occasion for adjudications, which were carried out on the spot by the top boards when time was called.

At one such match we got some early wins

and, feeling that the result was safe, I took a draw by repetition and went to watch the other games.

Of course, whatever the match result, the top boards of other teams would fight hard to get a win against the British Champion, and this occasion was no exception. The player of the White pieces was desperate to chalk up a victory, and this was the position he was looking at with about two minutes to go to the time control.
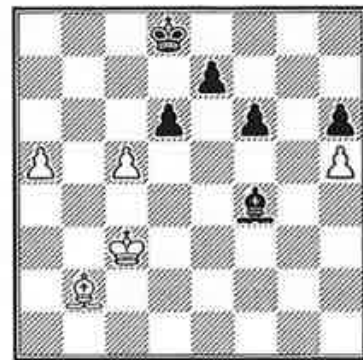
White to play

He was fidgeting and looking uncomfortable.

As the clock ticked on he shot out a hand and then drew it back. Finally he grabbed his King, put it on d4 and pressed the clock... then slapped his hands over his eyes, got up and left the room.

Our codebreaker, with a good five minutes left, put his head on one side and rocked gently as he looked at the position.

Finally, with a minute or two still to go, he made his move and pressed his clock. His opponent returned. There was a flashing of hands, nodding of heads and they wrote down the result. Then they got up and went to look at the boards that were still playing so that they could make a quick start when adjudication time was called.

Given five minutes to think, what move would your computer program make in reply to 1. Kd4? And what result would it be expecting?

The VAN DONGEN Simul v DEDICATED Computers at Gebruikers!

Selective Search readers with long memories may recall that, towards the end of 2004 the 2254 Elo rated Dutch player **Wim Luberti** took on a range of dedicated computers, and we covered the games in issues 115 and 116. It took him over 5 hours and he ended the event exhausted!

The computers that time were:

- Luberti v Meph MM5   0-1
- Luberti v Fid Avant Garde   0-1
- Luberti v Novag Sapphire1   =
- Luberti v Fid Mach3   =
- Luberti v Meph Chess Academy   0-1
- Luberti v CXG Super Enterprise   0-1 !
- Luberti v Meph Milano Pro   1-0 !
- Luberti v Saitek Turbo Adv Trainer 0-1
- Luberti v Kasparov Centurion   1-0
- Luberti v Meph Portorose 68020   0-1
- Luberti v Novag Super Expert C   0-1
- Final: **Luberti 3, Computers 8**   ouch!

This time the brave Dutchman was **Cor van Dongen**, who is rated 2299 Elo. And the average rating for the Computers was higher! There was one minor change and that was that the machines were all set to 60 seconds per move which meant that, especially in the early stages after theory started to get left behind, if it took Cor 10 minutes to get round the room the computer thinking time was limited! The whole thing would take him nearly 8 hours!

We don't have space to show all the games with analysis in a single issue. So I am going to cover all the games now up to move 25, with some light notes, a diagram at move 10 (for readers to assess how the opening has turned out), and a diagram+comment at move 25. It will be like being there at half way! We'll see how the games finished next time!

An interesting thing to note straight away is that Cor opened every game with 1.c4!! The response from the computers was five games with 1...e5, five with 1...c5, and one with 1...c6. I've always thought that 1...e5 is the best reply for computers to 1.c4, but never quite understood (if this is the case) why
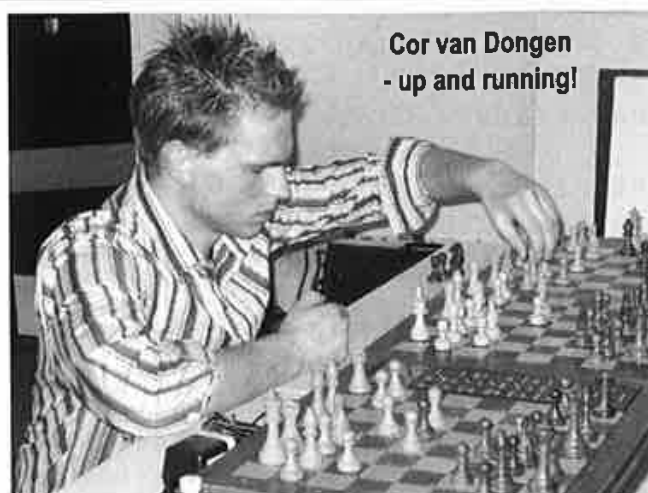
Cor van Dongen
- up and running!

1...c5 can be such a good reply to 1.e4. Ah well! Anyway all I will tell you at this stage is that the 5 games with 1...e5 scored 1 more point than the five with 1...c5 did!
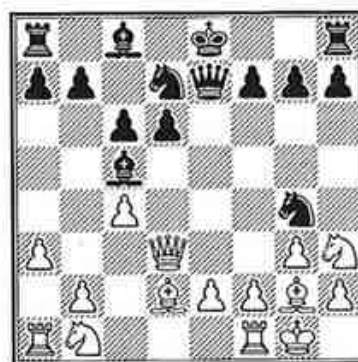
Our thanks are due to **Rob van Son** for the *ChessBase* format games file and the photos - some this time, some next.

(1) Cor van Dongen - Mephisto Berlin Professional
[A20 - English Opening]

1.c4 e5 2.g3 ♘f6 3.♗g2 c6 4.d4 exd4 5.♕xd4 ♗b4+N
5...d5 6.♘f3 and if the king's bishop is developed it would go to e7: 6...♗e7 7.cxd5 cxd5 8.0-0 ♘c6 9.♕a4 0-0=
6.♗d2 ♕e7 7.a3 ♗c5 8.♕d3 ♘g4 9.♘h3 d6 10.0-0 ♘d7

11.♕c2 ♘de5 12.b3 0-0 13.♘c3 ♘g6 14.♘a4 ♗d4 15.♗c3 ♗xc3 16.♘xc3 ♕e5 17.♖ad1 ♖d8 18.♕d2 h6 19.♕d4 ♗e6 20.♘f4 ♘xf4 21.gxf4 ♕h5 22.h3 ♘f6

23.♕e3

23.♖d3 may have been the best way to defend the h–pawn as the queen is now sat on a semi–open file

23...♕a5 24.a4 ♕b4 25.♘e4

There is only one move, ♘ex4, and after ♗xe4 ♖e8! This relates to my note above and should make things tricky for van Dongen

The Polgar 18MHz
Turbokit on its Heineken
beer mat - to keep it
cool?! :-)

High Speed Processor System

TK20 Turbo Kit

SCHÆTZLE+BSTEH

---

(2) Cor van Dongen - Mephisto Polgar 18Mhz

[A34 - Symmetrical English]
Note that this is an 18MHz souped-up Polgar!

1.c4 c5 2.g3 ♘f6 3.♗g2 d5 4.cxd5 ♘xd5 5.♘c3 ♘xc3 6.bxc3 e5 7.d3N

Here our IM varies first as more usual is 7.♘f3 ♘c6 8.0-0 ♗e7 and now 9.d3

7...♘d7?!

If the Polgar had played ♘c6 the game might well have transposed back to theory. It seems unlikely to me that d7 is as good a square for the knight as c6, and the more so as it inhibits his queen and the bishop/c8

8.♘f3 ♗e7 9.0-0 0-0 10.c4 f5

11.♖b1 ♖b8 12.♘e1
12.♗b2!?

12...b6 13.a4 ♗b7 14.♗xb7 ♖xb7 15.a5 ♖b8 16.♕a4 bxa5 17.♖xb8 ♘xb8 18.♗d2 ♕d7 19.♕xa5 ♘c6 20.♕a4 ♖d8 21.♗c3 ♗f6 22.♘g2 ♘d4 23.♕a2 ♗g5 24.♖a1 ♖a8 25.♗xd4

25...exd4 may be marginally better than ♕xd4, so that Black has more space. The game looks very much like a draw at present

---

(3) Cor van Dongen - Fidelity AG V11 68060

[A25 - English vs Kings Indian]
Note that this is a 68060 souped-up Fidelity

1.c4 e5 2.g3 ♘c6 3.♗g2 g6 4.♘c3 ♗g7 5.e4 ♘ge7 6.♘ge2 0-0 7.0-0 d6 8.d3 f5 9.f3N

9.♘d5 is quite well known, and Black has a choice of responses of which 9...♗e6 10.♗e3 ♕d7 11.♕d2 ♖f7 is best known and reasonably successful

9...♗e6 10.♘d5 ♕d7

11.♗e3 ♔h8 12.♕d2 ♖f7 13.♖ae1 ♖af8
14.b3 fxe4 15.dxe4 ♗h3 16.♖d1 ♗xg2
17.♔xg2 b6 18.♖f2 ♘d8 19.h4 ♘g8 20.♖h1
c6 21.♘dc3 ♘f6 22.♖d1 ♘b7 23.♘g1 ♘h5
24.♖df1 ♖e8 25.♘h3

There is no 'obviously best' move here that I
can see. Maybe doubling rooks on the f–file
with ♖ef8?! It seems pretty even but my fear
is that the computer might try for too much
too soon!

(4) Cor van Dongen - Mephisto Miami

[A20 - English Opening]
Note: the Miami is the European name for our
· little £34.95 Advanced Travel chess

1.c4 e5 2.g3 ♘f6 3.♗g2 ♗c5 4.♘c3 0-0 5.e3
♘c6 6.a3?!
Unusual but not completely unknown.
6.♘ge2!?
6...♗b6
6...♖e8 is probably the best response 7.d3 d6
7.♘ge2 d6 8.0-0 ♗g4 9.h3 ♗e6 10.♘d5 ♕d7

The
Kasparov
Advanced
Travel
(Miami)

11.♔h2 ♗xd5 12.cxd5 ♘e7 13.♕b3 c5
14.dxc6 ♘xc6 15.d3 ♖ac8 16.♗d2 ♖fe8
17.♖ac1 d5 18.♕a2 h6 19.b4 a6 20.♕b3 ♖c7
21.♘c3 ♖d8 22.♘a4 ♗a7 23.♘c5 ♗xc5
24.♖xc5 b6 25.♖c2
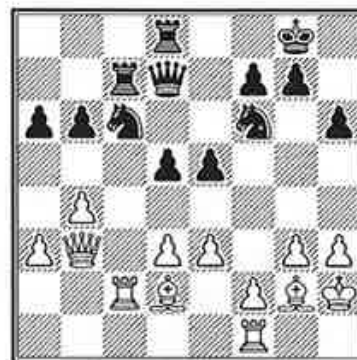
The little portable is doing extremely well to
hang on (so far!). It might come under some
pressure on the q–side (♖fc1 and a4 for
example), so maybe b5 is best

(5) Cor van Dongen - Mephisto Atlanta

[D34 - Tarrasch Defence]

1.c4 c5 2.g3 ♘f6 3.♗g2 e6 4.♘f3 ♘c6 5.0-0
♗e7 6.♘c3 d5 7.cxd5 exd5 8.d4 ♗e6?!
Playable, but this move doesn't have the best
of reputations. Mostly 8...0-0 is played, and
then White can proceed with ♗g5 or dxc5,

both of which have a decent record
9.♗e3?!
9.dxc5! has an excellent record against
Black's line, then 9...♗xc5 10.♗g5 0-0
11.♖c1!
9...cxd4N
9...c4?! is theory, but you wouldn't want the
computer to block the centre like this so the
move chosen is best!
10.♗xd4 0-0

**11.♖c1 ♖c8 12.♕a4 ♘xd4 13.♘xd4 ♕b6
14.♘xe6 fxe6 15.♕b3 ♕xb3 16.axb3 ♔f7
17.e3 a6 18.♘e2 h6 19.♘d4 g5 20.h3 ♗c5
21.♘e2 e5 22.♖fd1 ♔e6 23.♖c2 ♖c7 24.♖dc1
♖fc8 25.♔f1**

The Atlanta seems to be doing well! It has
more space and, should there be a load of
exchanges on the c—file, its king is well
placed for the endgame. Here maybe a5 (if
he wants to stop b4) or h5 (to stop g4) seem
the best choices.

**(6) Cor van Dongen
- Novag Star Diamond**
[A36: Symmetrical English]

**1.c4 c5 2.g3 g6 3.♗g2 ♗g7 4.♘c3 ♘c6 5.e4
♘f6 6.♘ge2 0-0 7.0-0 d6 8.d3 ♘e8 9.a3N**

This appears to be van Dongen's standard
idea once he feels development nears
completion and he wants the computer to
start thinking for itself. 9.♗e3 is well known,
and then the main line goes 9...♘d4 10.♖b1
9...e6 10.♖b1 ♘d4

**11.♘xd4 cxd4 12.♘e2 f5 13.exf5 ♖xf5 14.g4
♖f7 15.f4 ♕h4 16.♘g3 ♘f6 17.♗f3 ♕h3?**
Maybe the Novag gives itself a bonus for
having its queen close to the enemy king... it
looks dangerous... for both sides! I wouldn't
often want my queen where it could quite
easily get trapped! 17...e5 looks best
**18.g5 ♘e8 19.♕e2 ♘c7 20.♗d2 ♕h4
21.♕f2?**
Surely missing a big chance. I'm still looking
at Black's queen and I think that ♗g2, ♘e4
and ♗e1 would embarrass her greatly!
**21...d5 22.b3 ♗d7 23.♘e2 ♕xf2+ 24.♖xf2
♖c8 25.♖a1**

The StarD should exchange on c4 and then advance its b–pawn to b5. It might have a small advantage as its rooks are better placed

(7) Cor van Dongen - Resurrection Fruit '05

[A36: Symmetrical English]

Note: this is one of Ruud Martin's conversions of a Mephisto Exclusive 'Whatever' to modules with the FRUIT program running at 200MHz. It should be close to 2500-2550 Elo

1.c4 c5 2.g3 ♘c6 3.♗g2 g6 4.♘c3 ♗g7 5.e4 d6 6.♘ge2 ♘f6 7.0-0 0-0 8.a3 ♗g4 9.h3 ♗d7N

9...♗xe2 10.♘xe2 ♖b8 has a good record for Black, but maybe that's because White sometimes lashes out a bit with 11.f4?!

10.d3 ♕b6

11.♖b1 ♕a5 12.♗d2 ♕a6 13.♗e3 ♘e5?

An amazing mistake by ResFruit – did it not see White's reply? 13...e5 looks best

14.f4! ♗h6

14...♘c6 15.b4! threatening the pin with b5!

15.♕d2 ♘c6 16.b4 ♘d8 17.bxc5 ♗g7 18.cxd6 exd6 19.♖b3 ♖e8 20.♔h2 ♔h8 21.♖c1 ♘c6 22.♘b5 ♘a5 23.♖bb1 ♖ac8 24.♘xa7 ♖a8 25.♘b5

On the left Ruud Martin, the Resurrection inventor, and on the right one happy owner with his - Rob van Son!

Interesting. White is 2 pawns up and Shredder10 thinks that ResFruit is completely lost. It recommends ♖ac8 but shows White +4.33. Rybka however has White only +1.49 (so Black might survive – surely not! It must be those low Rybka pawn values), but Hiarcs agrees with Shredder and has White +3.60

(8) Cor van Dongen - Mephisto Magellan

[A20: English Opening]

1.c4 e5 2.g3 ♘f6 3.♗g2 ♗c5 4.♘c3 0-0 5.e3 ♘c6 6.d3 d6 7.♘ge2 ♗b6 8.0-0 ♗e6 9.♘d5 ♗xd5 10.cxd5 ♘e7

Aaah! A game where we're still in theory at move 10!

11.♕b3N

But not for long! 11.♘c3 c6 12.dxc6 ♘xc6 13.♕b3 has been played

11...♖e8 12.♖d1?!

This move mystified me. Why put the rook behind a pair of doubled pawns? I'd have thought ♗d2 and either ♖ to c1 would give much more scope

12...♕d7 13.d4 e4 14.♘c3 ♕f5 15.♗d2 ♘exd5 16.♘xd5 ♘xd5 17.♕c2 c6 18.b4 ♘f6 19.a4 ♖ac8 20.a5 ♗d8 21.♖dc1 ♗e7 22.♗e1 d5 23.♕b3 ♗d6 24.b5 cxb5 25.♕xb5

Black is a pawn up, so exchanges are in order! Therefore ♖xc1 ♖xc1 ♖c8! Once more it is interesting to see that most engines put Black +1.00 or more, but Rybka shows only +0.43, though it does also recommend the suggested exchanges

(9) Cor van Dongen - Novag Super Expert B 5Mhz
[A36: Symmetrical English]

1.c4 c5 2.g3 g6 3.♗g2 ♗g7 4.♘c3 ♘c6 5.e4 e6 6.♘ge2 ♘ge7 7.0-0 0-0 8.d3 ♘d4?!N

Premature, this will damage his pawn struc-ture after White's almost inevitable reply. 8...d6! is sound and good against most of White's known responses

9.♘xd4 cxd4 10.♘e2 d5

11.exd5 exd5 12.b3 dxc4 13.bxc4 ♖e8 14.♖b1 ♘c6 15.♘f4 ♕c7 16.♘d5 ♕d8 17.♗f4 ♘e5 18.h3 ♖b8 19.♖e1 ♗f5 20.♗xe5 ♗xe5 21.♕d2 b5 22.♖xb5 ♖xb5 23.cxb5

I've put the diagram early because this seems like a critical moment to me. Surely Black must do something about the pin on the e-file?!

23...♗xh3?!

If 23...♗g7!? 24.♖xe8+ ♕xe8 25.g4 ♗e6 Black is still a pawn down but its game isn't yet hopeless

24.♗xh3 ♕xd5 25.f4!

Black has to take the pawn on b5 as the bishop is lost anyway, but after 25...♕xb5 26.fxe5 the old Novag's prospects are grim

(10) Cor van Dongen - Mephisto Risc 1Mb
[D11: Slav Defence]

1.c4 c6 2.d4 d5 3.♘f3 ♘f6 4.♘bd2 e6 5.g3 ♗b4 6.♕c2 dxc4N

I can't say I can see anything wrong with this, though I usually prefer to keep sensible pawn tension in the centre. Anyway, for the record 6...0-0 7.♗g2 ♘e4 is known, and White should play 8.0-0 f5 9.♘e5 which

actually looks quite interesting!

7.♕xc4 ♗e7 8.♗g2 0-0 9.0-0 ♘bd7?!

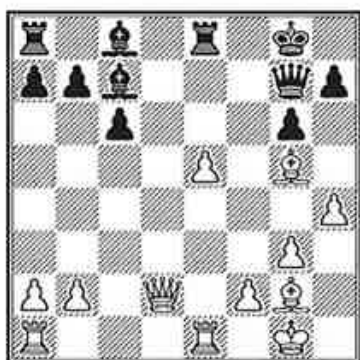9...b6 looks better to me, so that it can play ♗a6 or, if the queen moves, ♗b7 next!

10.♖d1 ♗d6

11.♕c2 ♘b6 12.e4 ♘fd7

Black had to react to the threat of e5, but his position is becoming very squeezed

13.e5 ♗c7 14.♘e4 ♘d5 15.♘eg5 g6 16.h4 ♕e7 17.♘e4 f5 18.exf6 ♘7xf6 19.♗h6 ♖e8 20.♗g5 ♕g7 21.♘xf6+ ♘xf6 22.♕d2 ♘g4 23.♖e1 e5 24.♘xe5 ♘xe5 25.dxe5

Which piece should retake? Most programs suggest ♗xe5 (self−pinning), but Shredder10 says ♖xe5!? The engines suggest White is on top because of the pressures on the e−file.

(11) Cor van Dongen - Tasc R30

[A20: English Opening]

1.c4 e5 2.g3 ♘f6 3.♗g2 c6 4.d4 exd4 5.♕xd4 d5 6.♘c3 ♗e6 7.cxd5 cxd5 8.♗g5 ♘c6

For a few moves this fairly rare idea seems to be quite a good one for Black! But 8...♗e7 9.e3 0-0 10.♘ge2 ♘c6 11.♕a4 ♕b6 12.0-0 is the main line, and also looks quite good

9.♕a4 ♗b4 10.e3 h6
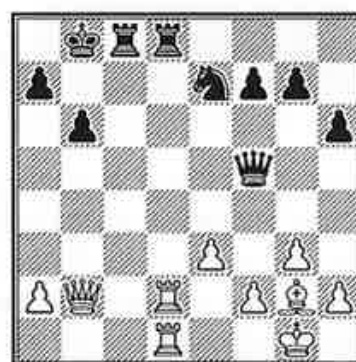

11.♗xf6 ♕xf6 12.♘ge2 0-0-0?!

A couple of GM games went 12...0-0 13.0-0 ♖ad8 which looks better for Black's king

13.0-0 ♔b8 14.♖fd1

14.♖ac1!?

14...♗g4 15.♖d2 ♗xe2 16.♖xe2 ♗xc3 17.bxc3 ♕xc3 18.♖b1 ♕f6 19.♕b5 b6 20.♗xd5 ♘e7 21.♗g2 ♕f5 22.♕b2 ♖he8 23.♖c1 ♖c8 24.♖d1 ♖ed8 25.♖ed2

The Tasc will have to exchange on d2, but his exposed king is likely to come under extreme pressure and I think most of us would much rather be White!

Overall: it doesn't look at all like another 8-3 for the computers! They might not even win!!

Clive Munro's MASTERS CHESS

Clive MUNRO - a new Super Tourny!

In our Issues 119-121 **Clive** ran a major **20 Engine** ALL-PLAY-ALL TOURNAMENT with many of the free **uci** engines playing against one or two of our then table-topper commercials... and a few older versions such as Fritz5, Hiarcs8Bareev and others.

Hiarcs9 won and therefore plays again to defend its crown, but there's a whole new range of tough opposition!

Also this time Clive is running 2 side-by-side tourneys - one at **G/90+30**, which is the one that interests me, and the other at **G/5**.

15 rounds have now been played! I previously showed the scores **after 8 rounds**, and have left the 8 double-round totals in the left-hand column so you can see to some degree how things have changed since our last issue!

With only 4 rounds to go it seems fairly certain that:

- **Fritz 8** will win the BLITZ TOURNY
- **Junior 9** will win both the MAIN and the OVERALL TOURNY, though when I mentioned this likelihood to Clive he told me that Junior has a pretty tough schedule for the last 4 rounds!

	Total: Round 8	*/16*		G/90+30	*/15*		G/5	*/15*		*Total: Round 15*	*/30*
1	FRITZ 8	12½	1	JUNIOR 9	12½	1	FRITZ 8	13½	1	JUNIOR 9	23
2=	FRITZ 9	11½	2	HIARCS 9	11	2=	FRITZ 9	10½	2=	FRITZ 8	20½
	JUNIOR 9	11½	3=	FRUIT 2.1	9½		JUNIOR 9	10½		HIARCS 9	20½
4	FRUIT 2.1	11		FRITZ 9	9½		RYBKA 1.0BETA	10½	4=	FRITZ 9	20
5	RYBKA 1.0 BETA	10½		TOGA 1.2	9½	5=	HIARCS 9	9½		RYBKA 1.0 BETA	20
6=	CM10-SMYSLOV	9		RYBKA 1.0BETA	9½		CM10-SMYSLOV	9½	6	TOGA 1.2	19
	HIARCS 9	9	7	SPIKE 1.1	9		TOGA 1.2	9½	7	FRUIT 2.1	18½
	TOGA 1.2	9	8	CMASTER 10	8½	8	FRUIT 2.1	9	8	SPIKE 1.1	17½
9=	HIARCS 10	8½	9	HIARCS 10	8	9=	HIARCS 10	8½	9	CM10-SMYSLOV	17
	SPIKE 1.1	8½	10=	PRO DEO 1.1	7½		SPIKE 1.1	8½	10	HIARCS 10	16½
	SLOWCHESS	8½		CM10-SMYSLOV	7½	11	CMASTER 10	7½	11	CMASTER 10	16
12	SHREDDER 8	8		SLOWCHESS	7½	12=	SHREDDER 8	7	12	PRO DEO 1.1	14½
13=	CMASTER 10	7	13=	FRITZ 8	7		PRO DEO 1.1	7	13	SHREDDER 8	14
	PRO DEO 1.1	7		SHREDDER 8	7	14	SOS 5.1	6½	14	SLOWCHESS	12
	RUFFIAN 2.1	7		DEEP SJENG 1.6	7	15	KTULU 7.0A	6	15	DEEP SJENG 1.6	11½
16=	DEEP SJENG 1.6	6	16	RUFFIAN 2.1	6	16=	DEEP SJENG 1.6	4½	16	SOS 5.1	11
	KTULU 7.0A	6	17	SOS 5.1	4½		SLOWCHESS	4½	17	RUFFIAN 2.1	9½
18	SOS 5.1	5½	18	FRITZ 5.32	3½	18	RUFFIAN 2.1	3½	18	KTULU 7.0A	8½
19	FRITZ 5.32	2½	19	ARISTARCH 4.5	3	19=	FRITZ 5.32	2	19	FRITZ 5.32	5½
20	ARISTARCH 4.5	1½	20	KTULU 7.0A	2½		ARISTARCH 4.5	2	20	ARISTARCH 4.5	5

EQUIDISTANCE at the PAL Freestyle #2
The c3 Sicilian - a.k.a the MORRA GAMBIT!

In our last issue we were fortunate to have British GM **Tony Kosten** annotating some of the games he played whilst partnering **Hiarcs10** at the 2nd. PAL Freestyle Event in March.

I'm afraid this time you're back with me!

I'd actually intended to cover one or two of the games from the FINAL, but when I was going through some comments on the web on the first series of games I noticed that one of the teams - **Equidistance** (entered and partnered by a strong GM/IM Czech group) - was using an opening (the Morra Gambit) as White which you'd not normally (in my view anyway) want to play, especially against strong opposition, and even more so strong opposition with a computer or two at hand!

We don't actually know what program/s the Equidistance team were using - in fact it was not a Rule requirement that either the name/s of the player/s or the engine/s had to be declared. So some teams let us know who they were and what hardware/software they had on their desks... and others didn't!

But the Equidistance team have a website which declares that they like to play brave sacrificial openings:

- www.mujweb.cz/www/rajmunde/index.htm

Modern Chess Openings calls the Morra Gambit (1.e4 c5 2.d4 cxd4 3.c3) *"entertaining but not especially good"*. However despite (or because of) their use of it, the Equidistance team qualified for the FINAL with 6/8!

I hope readers will play through these two games - they are really interesting, at times hugely enjoyable in the complications they create, and very difficult to analyse - I'm sure there's going to be some mistakes in my effort. But they also give a great taste for the challenge and tension that will be met if you feel like venturing into a future PAL Event!

Equidistance - Schurick

2nd PAL/CSS Freestyle Tournament - Round 4.
ECO code B22

1.e4 c5 2.d4?! cxd4 3.c3

Might as well now! The only real alternative is 3.♘f3 d6 4.♘xd4 ♘f6 but that makes White's second move a bit pointless

3...♘f6

Declining the Gambit, which is quite unusual. Most players and programs feel able as Black to take the pawn, which I'd have expected: 3...dxc3 4.♘xc3. It has been well enough analysed and, as they say, *"Black is o.k!"*. I regret to say I know nothing about Schurick either.

4.e5 ♘d5 5.cxd4 e6 6.♘c3 ♘xc3 7.bxc3 d6 8.f4 dxe5 9.fxe5 ♛h4+ 10.♔e2 ♗d7 11.♘f3 ♛d8 12.♔f2 ♗e7 13.♗d3

Strangely Equidistance was the first to have a longish think here!

13...♗c6 14.♖f1 ♘d7

That puts me out of Book!

The position is about equal – White can easily complete castling by hand and has more space, but will struggle for now to find somewhere useful for his weak q–side ♗

15.♔g1 0-0 16.♛c2 h6 17.♛f2 ♔h8 18.♗f4 f5?!

My favourite gospel singer, Larry Norman, has a line in which he sings, *"don't ask me, I'm only visiting this planet"*. That's about the only remark I can think of for this. Surely the computer, whichever program was in use, didn't choose it – but whoever did must have

temporarily forsaken their king safety algo-rithms

19.exf6 ♖xf6 20.♕e3 ♖c8 21.c4

Notice how much better White's bishops are now, compared with the earlier diagram

21...♘c5 22.♗c2

22.dxc5?! is best avoided because of 22...♗xf3! (threatening ♗xc5 pinning the queen) 23.♕xf3 ♕d4+ 24.♔h1 ♖cf8! 25.g3 g5=

22...♗a4 23.♗b1 ♘d7 24.♗d3 ♘c5 25.♗e5! ♘xd3 26.♗xf6 ♗xf6 27.♕xd3

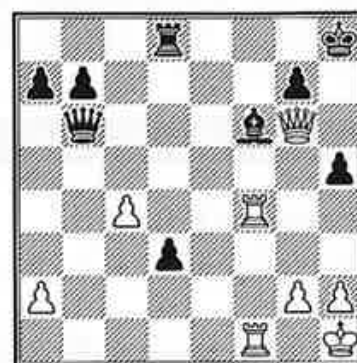White has won the exchange but Black has the 2 bishops so it isn't time for celebrating just yet

27...e5!? 28.♖ae1 exd4 29.♘e5 ♗e8 30.♖e4 ♕b6 31.♖ef4!

White is building up a strong attack in the direction of Black's king

31...h5?! 32.♘g6+ ♗xg6

Not 32...♔g8?? 33.♖xf6! gxf6 34.♘e7+ winning the c8/♖

33.♕xg6 d3+ 34.♔h1 ♖d8

Can the d/♙ save the day?!

35.♖e4 ♕c6 36.♖fe1

The Black queen cannot now take on c4 because of ♖e8+ and next move the queen is lost on g8 to stop the mate

36...♖f8 37.♖e8 ♔g8

Only move

38.♖xf8+ ♔xf8 39.♕xd3 h4 40.♕d5 ♕xd5?!

Keeping the queens on with 40...♕c7 was the only (small) chance

41.cxd5 ♗e7 42.♖e6 ♔f7 43.♔g1 b5 44.♔f2 b4 45.♔e3 a5 46.♖a6 ♗d8 47.♖a7+ ♔f6 48.♔e4

48...♗e7 49.♖a6+ ♔f7 50.♖xa5 ♗d6 51.♖a7+ ♔g8 52.h3 ♗c5 53.♖b7 ♔h7 54.♔e5 b3 55.♖xb3 1-0

Equidistance's next game is against the team which won outright in the QUALIFYING round - **Vvarkey!**

I believe that **Vigi Varkey** is a computer programmer from Bangladesh, currently studying in London... and previously unknown in chess circles!

He was using **Rybka 1.1** as his partner, and scored an incredible 7½/8 - which tells you

straight away that **Equidistance** did NOT win our next game! This time the team with Black <u>accept</u> the Gambit! Great fun!

Equidistance - Vvarkey, Rybka 1.1

1.e4 c5 2.d4 cxd4 3.c3 dxc3!

The more usual response, as per note to previous game

4.♘xc3 ♘c6 5.♘f3 e6 6.♗c4 d6 7.♗f4 ♘f6 8.♕e2

8...e5!?

Ooooh! New to me. I wish they wouldn't do this so early in a line! − I have ♗e7, a6 and ♘h5 in my Book

However in my Big Database 2006 I found 6 games, mostly pretty recent, with 8...e5!

9.Rd1	Bg4	10.Be3	Rc8	11.0-0	0-1
9.Bg3	Be7	10.0-0	0-0	11.Rfd1	1-0
	Bg4	10.Qd3	Bxf3	11.Qxf3	0-1
9.Bg5	Be7	10.0-0	Bg4	11.Rfd1	0-1
9.Ng5	Nd4	10.Bxf7+	Ke7	11.Qd2	½
		10.Qd2	Ne6	11.Nxe6	1-0

9.♘g5

The Equidistance team must have been in the same boat as I was − they spent just over 10 mins on this move!

9...♗e6N! 10.♗xe6 fxe6 11.♘xe6

At first sight this is all very unnerving for the human player with Black. But his computer evaluation would tell him not to worry! Easier said than done :−)

11...♕c8 12.♘d5 exf4 13.♖c1 ♖b8 14.0-0 ♕d7 15.♘dxf4

Readers may want to count up the pieces as White may decide to transfer his attention to recovering some material. Black has ♗ for ♙
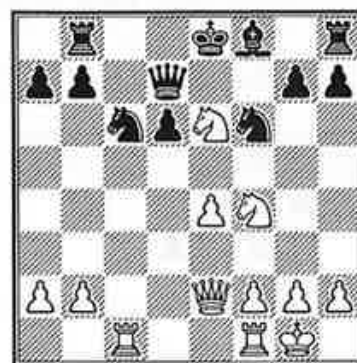
15...♖c8 16.♕c4 ♘e7 17.♕b3

17.♘c7+ looks tempting to me: 17...♖xc7 18.♕xc7 ♘c6 19.♕xd7+ ♔xd7 and it's about equal, or maybe Black still just has the edge

17...♘xe4 18.♖xc8+ ♕xc8 19.♕a4+ ♕c6

Black is still managing to hang on to his piece, and now it's for 3 pawns though about to become 2 again! That's what the Morra is usually all about − Black has the material but has to hang on for dear life!

20.♕xa7 g5 21.♕a8+ ♕c8

I preferred 21...♘c8 at first, though after I'd seen 22.♘d4 ♕d7 23.♘fe6 I wasn't quite so sure! Still, after 23...♗e7! 24.♖e1! ♘c5, I'll risk an = symbol!

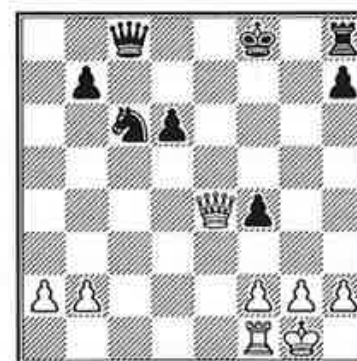**22.♕a4+**

Now hoping for a repetition draw

22...♘c6?! (or !?)

22...♕c6 is the draw

23.♕xe4 gxf4 24.♘xf8+

The Czech Equidistance team offered a draw here

24...♔xf8

Was Vvarkey bold to refuse the draw? Hiarcs puts White nominally ahead, Fritz9 says exactly equal, Shredder10 has it almost

level, Rybka says Black is ahead for some time but comes down to level if you wait a bit – maybe Vvarkey didn't?!

25.♕xf4+ ♔e7 26.♖e1+ ♘e5 27.♕d4 ♔d7 28.♖d1 ♘f7

Interestingly here all the programs have it as exactly level... but Rybka is beginning to show a small advantage for Black

29.♖e1 ♕c7 30.♕f4 ♖f8 31.♖c1 ♕a5 32.♕g4+ ♔e7 33.♕h4+ ♕g5!

Varkey chooses his own move here – Rybka would play ♔e6. Or maybe he was also peeking at a Hiarcs which showed ♕g5 as +0.30?!

34.♖c7+ ♔f6

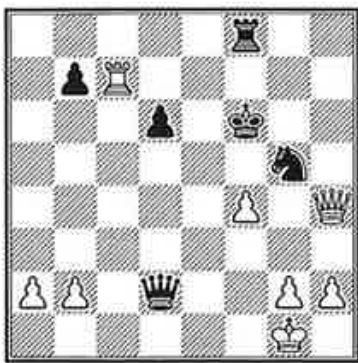Now Rybka says it's 0.00 – *'my operator's fault'*?!

35.♕xh7

Well, Black still has his piece, but White now has 3 pawns for the ♘ and that could mean trouble!

35...♕d2

And Rybka is back to Black +0.15

36.♕h4+ ♘g5 37.f4

For a moment this seems sure to win the ♘, but Black is still okay. In fact the knight will remain apparently en pris for ages!

37...♕d4+ 38.♔f1

♔h1 would allow mate of course, so maybe the less dramatic 37.h3 would have been better?!

38...♔e6 39.♕g4+

The f–pawn cannot make the capture as it is pinned, and if 39.♕xg5?? ♖xf4+ and Black must swap ♖ for ♕ to avoid being mated

39...♖f5

The only move to save the ♘/g5

40.♕e2+?

I think this is a small mistake. The other contenders are:

[1]. 40.g3! ♕xb2 41.h4! ♕b1+ 42.♔g2. If you've got this on a board or PC screen, you'll know it is still quite tricky to evaluate with the ♘/g5 still en pris (now from 2 pawns!). But I think it will probably end up a draw through perpetual check if someone has the energy to play it out

[2]. 40.♖xb7?! but Black has a lovely pawn–winning manoeuvre: 40...♔f6 41.g3 (an only move!) 41...♕d5! 42.♖b8 ♕h1+ 43.♔e2 ♕xh2+, but we can't write 0-1 yet as long as White plays 44.♔e3 (or 44.♔f1, but not *44.♔e1? ♘f3+!! 45.♕xf3 ♖c5! (threatening mate) 46.♔d1 ♕c2+ 47.♔e1 ♕b1+ 48.♕d1 ♖c1 winning ♖ for ♕, 0–1)* 44...♕g1+ 45.♔e2 (anything else allows eventual mate) 45...♕g2+ 46.♔e3 and hanging on but needing to get every move right!

40...♔f6! 41.♕e7+?

If my last ? was for a *'possibly small'* mistake, this time it's definitely for a wrong move. The human part of the team possibly thought that they had a chance of perpetual check and could always bale out with g3 afterwards if nothing came of the effort. But unfortunately they end up with their ♕ right out of play at a moment when it needs to stop Black's ♕ from infiltrating. And when it does get back it becomes vulnerable.

41.g3 had to be played now, and even then it looks potentially tricky after 41...♘e6 42.♖c8 (42.♖xb7? would disastrously allow the Black ♖ onto the open c–file with ♖c5). 42...♕d5 must still give Black chances I think

41...♔g6 42.♕e8+ ♔h6 43.g3
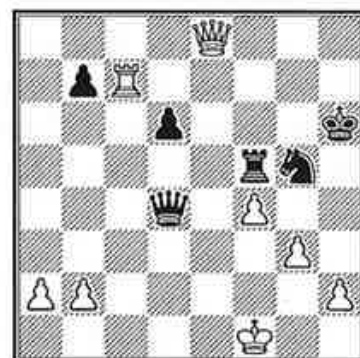
43...♕d1+ 44.♕e1 ♕f3+ 45.♕f2 ♕h1+

46.♔e2 ♔g6

How long has that ♘/g5 been en pris? It can escape at last! White would like to move his ♕ to, say, e3 to unpin the pawn and make fxg5 a threat again. But if 47.♕e3 then ♘e4! and the knight is free at last anyway

**47.♖c4 ♘e4! 48.♕e1 ♕g2+ 49.♔e3 d5!
50.♖b4 ♖f7 51.♕e2 ♕g1+**

Note that Black should not want to exchange queens. If 51...♕xe2+? 52.♔xe2 and White's 3x♙ v ♘ immediately take on a much greater significance – and I'd have to start another load of analysis to try and decide who should win!

52.♔d3 ♖h7

53.♖xe4?!

A neat trick, but it's not likely to catch a human, especially with an engine!

53.h4 appears to be the last hope, though even then 53...♔f6 followed by ♖g7 must surely win

53...♕b1+

The *'trick'* was that Black had to avoid 53...dxe4+?? 54.♕xe4+ ♔f6 55.♕e5+ and a draw by perpetual check!

54.♔c3 ♕xe4 55.♕g4+ ♔f6

When it was ♘ for 3x♙ it was tough, but now Black has ♖ for 3x♙ and a ready–to–march d/♙, it's pretty hopeless: 56.♕c8 d4+ 57.♔b3 ♕e3+ 58.♔b4 ♕e7+ 59.♔b3. Now that the ♕ protects ♙/b7 the capture on h2 is possible, so 59...♖xh2 and Black must win **0-1**

Phew!

Readers will have seen in our last issue that the PAL2 FINAL was won by the Hydra team entry, called **Zor_champ** with Hydra itself

overseen by resident GM Christopher Lutz and others.

Vvarkey + Rybka didn't do as well in the FINAL, despite moving to a 64-bit machine. He came 4= with 3/7, but still a point ahead of **Equidistance** which came last with 2.

But the Morra Gambit wasn't to blame for that - every time Equidistance opened with 1.e4, the opposition avoided 1...c5!

3rd PAL/CSS Freestyle Tournament

Unsurprisingly **Zor_champ**/Hydra started as hot favourite for the **PAL3 Event** for which the **Preliminary** rounds took place in June!

For PAL3 the time control was changed to G/60 + 15secs, the idea being to give IM/GM and other humans more time to impact their teams. With the faster G/45+5 time control the difficulties for humans wishing to have a proper input into the decision making was discussed in our last issue. Many of the IMs and GMs had admitted that, at the end of games, they were often simply *'taking the computer's word for it!'*.

However the Hydra team have only qualified by the skin of their teeth - for my overseas readers who might not have heard the *'skin of the teeth'* expression before that means it was a very close call.

Most of the names of the qualifiers don't mean much to us, but the automatic qualifiers from the top 4 included **Rajlich** (1= with 6½/8) which of course is the American programmer himself teaming up with **Rybka**.

Then there has to be a Play-off for the last 4 places amongst no less than 12 teams in 5= position with 5½/8. These include **Tony Kosten** + Hiarcs (! yippee), and **Zor_champ**. In fact the latter was very fortunate to qualify as the Hydra team suffered 5 consecutive draws and only made it by winning their last 2 games against much lower placed opposition!

Further down the list came **Equidistance** in 22= spot with 4½/8. When I get the games I will of course look out for the Morra Gambit.

More next time - I'll see if I can get **Tony Kosten** to analyse another couple of games for us as well!

THE 2006 WORLD COMPUTER CHAMPIONSHIPS

Every **Computer Chess World Champion-ship** is a major event... and also something of a frustration... to me if no-one else! I refer in fact to the issue of <u>totally</u> unequal hardware being used by the various participants.

This year **in Turin**:

- Zappa ran on 512 (yes, 512) 1.6GHz processors.
- Rajlich (a new Rybka version), Shredder and Crafty ran on 4x2=8 AMD 2.4GHz machines.
- Junior, Spike, Diep and Ikarus ran on 2x2=4 AMDs varying from 1.8-2.6GHz
- Jonny used a 1x2=2 AMD 2.5GHz processor
- The rest were on single processor hardware varying from 2.0-3.2GHz. Totally unfair and nowhere near an equal test of the programs themselves.

I'm going to digress....

One of my readers has complained about all magazine coverage of anything but single processor units, saying: *"I wish you would completely stop quoting results from deep engines... I don't really want to move on to dual and multi processor computers... I can't afford them".*

That of course would mean no coverage of Hydra's matches, nor meetings between Kasparov, Anand, Kramnik, Topalov and others which are usually against multi-processor Computer engines. The World Championship and most other major Events such as Paderborn, Leiden and others would also have to go... and we'd just have an 8 or 12 page magazine - if that. It would be like early retirement for me.

Whether we like it or not **Computer Chess** is affected, more perhaps than almost any other hobby or interest, by the constant march of computer progress.

Yet equally one of the nice things is that we can still look back at (and use!) our 'dinosaur' chess computers of the past. Quite a few of my readers are more interested in events like Gebruikers or Star Diamond v Master matches than anything else, and still prefer to play on 'a proper board'. There's nothing wrong with that! Besides, sometimes we can win a game as well!!

In the PC world we've been through 286's (my first 286/12MHz machine cost me MORE than the Centrino 1800MHz laptop I have now!), 386's, 486's, Pentiums, AMD's, and now we are reaching the dual-core and multi-processor stage, with prices coming down most of the time - I've seen fast dual-core laptops cheaper now than my 18 month old prized Centrino!

In fact the one thing my magazine struggles to do is to keep up at the sharp end of the endless PC revolution simply because, like my reader, I can't afford the latest equipment and am always running a year or two behind.

But even if any of us don't want the future, it isn't going to stop coming! We live in amazing days where any of us with £1,000 or so can buy a fast PC and a top Engine and, if Gary Kasparov comes round for dinner one evening, <u>our</u> machine will give him a great game and have a 50% chance of <u>beating</u> him!

These are unprecedented times with computers now showing top GMs where opening theory is wrong, or previously unconsidered moves can be played, and that some endgames can be solved with certainty.

This has led to complaints that a human playing against a computer is like a runner racing against a motor car. Others think it's time to disable the opening books, or cut out the tablebases.

On the other hand many top players such as Kramnik, Topalov, and others featured in this magazine, keep taking up the challenge 'for mankind' and believe the PC revolution is now actually helping to progress chess!

Of course Bill Reid will no doubt continue to show us that they also have weaknesses too, some quite severe!

I feel that *Selective Search*, until it also becomes a dinosaur, still has to try and cover all the aspects of **'Chess played by Computers'** that it can!

None of that has anything to do with the **2006 World Championship** of course, but I thought I'd get it off my chest!

Nevertheless - because it is possible to do it - I do wish that we could have the World Championship run on more standardised equipment so that it would be a truer test of the actual engines.

Then again, those who have created code to run their programs on 64-bit instead of 32-bit, or multi-processor code instead of single, will quite understandably want to use the best hardware they can, because their programming enables them to!

There's probably no way to win this one.

The pre-tournament favourites are ZAPPA (the 2005 Champion, now running on its 512 processors!), followed by RYBKA (by reputation and using a new experimental engine playing under its programmer's name RAJLICH). SHREDDER was 3rd seed with its new 'DEEP 10uci' program. Past winner JUNIOR does not seem to be on fast enough hardware this time, but was still seeded 4th.

Round 1

- 18 Entrants started the 11 Round Event
- For all it's 512 processors ZAPPA only draws with White against JONNY
- RAJLICH-RYBKA, SHREDDER and JUNIOR all win, as do CRAFTY and DIEP

On his website Stefan Meyer-Kahlen confides that his Deep Shredder 10uci has never run as fast as it does for this tournament. It is on a 4-fold Opteron 885 Dualcore Server. At the opening position it is investigating 4 million position a second.

I decide to see what it does on my Centrino/1800.... 409,000. So that means Shredder was 10 times faster in Turin. I wonder - how ever am I going to analyse these games... at 30 mins per move?!

Round 2

- JUNIOR, SHREDDER (beating CRAFTY) and RAJLICH-RYBKA (beating DIEP) all win again
- After draws in round 1 ZAPPA and SPIKE also win

Round 3

- The first big shock - or perhaps that's being very unfair to the new Shredder! Anyway SHREDDER beats RAJLICH-RYBKA!
- JUNIOR wins again, this time beating SPIKE, and ZAPPA, CRAFTY and DIEP also win

Shredder - Rajlich

1.e4 e5 2.♗c4 ♘f6 3.d4 exd4 4.♘f3 ♘c6
5.e5 d5 6.♗b5 ♘e4 7.♘xd4 ♗d7 8.♗xc6
bxc6 9.0-0 ♗c5 10.f3 ♘g5 11.f4 ♘e4 12.♗e3
♗b6 13.♘d2 c5 14.♘4f3 ♘xd2 15.♕xd2 c6

A new and secure move, but maybe ♗f5 is better, or perhaps even d4!?

16.c3 ♖b8 17.♕c2 0-0

18.f5!

The new Shredder!

18...♖b7 19.f6 gxf6 20.♗h6! c4+

If 20...♖e8? 21.♘g5! fxg5 22.♖xf7 and now the rook cannot be taken as, if 22...♔xf7 23.♕xh7+ is m/9!

21.♔h1 ♗c5 22.♗xf8 ♗xf8 23.♖ae1 ♗c8 24.♕f2 f5 25.♘d4 ♕e8 26.♕h4 h6 27.♕h5 ♕e7 28.♘xc6 ♕g5 29.♕e2 ♗c5 30.♘d4 ♖b6 31.♘f3 ♕g4 32.♕d2 ♗e6 33.♖b1 ♗d7 34.♘d4 ♗e7 35.♖be1 ♗g5 36.♕f2 f4 37.b4 ♕h5 38.♖d1 ♗c8 39.a4 ♖b7 40.b5 ♗g4 41.♘f3 ♗e6 42.♖a1 ♗d8 43.a5 ♕g4 44.♕c5 ♔h7 45.♕c6

45...♗c8

45...♖c7 loses to 46.♕a8! ♖d7 47.b6 axb6 48.a6!

46.♕xd5 ♖d7 47.♕xc4 ♗b7 48.♖ad1 ♗xa5 49.♖xd7 ♕xd7 50.♕xf4 ♗xf3 51.♖xf3 ♔g8 52.h4 ♕e6 53.♕g3+ 1-0

There was a protest before round 4 started, concerning the code of one of the programs! The last time this happened List was accused (and found guilty) of using Crafty code without permission or acknowledgement. This

time there was the suggestion that Fruit code was the main programming in one of the engines - perhaps not surprising as the Fruit code was open source until the final tuning for the commercial version. I'm sure quite a few folk now start off with Fruit code and try to learn from it and/or tweak it. Anyway evidence at this stage was sketchy, so the team of tournament directors allowed the round to start normally while they investigated the evidence.

Round 4

- The big one was JUNIOR v SHREDDER, and it ended in a draw
- Another big one was RAJLICH v ZAPPA, and that also was drawn!
- DIEP won and was recovering from it's round 2 defeat, but still had many of the top programs to play

- **LEADERS after ROUND 4**
- 3½   Junior, Shredder
- 3   Zappa, Diep
- 2½   Rajlich-Rybka, Jonny, Crafty
- 2   Spike, IsiChess, ParSOS, Lion+

The investigation had concluded that the code in Lion+ *'could not be characterised as original work... it is true that the team had edited many features of the code, but in principal structure and contents it was still closely related to the original Fruit + Toga code'.*

Thus the Lion team were removed... but of course they lodged a complaint and so were allowed to play in round 5 pending their appeal. Later in the day the appeal was unanimously rejected by a second panel of judges.

Round 5

- Another big game - and again drawn - between SHREDDER and ZAPPA
- DIEP hung on to draw with JUNIOR... no change at the top!
- RAJLICH beat CRAFTY, JONNY beat PARSOS

In the Diep v Junior game, a window popped up on the Diep screen: *'transpose to other variation'.* No-one knew what it meant (programmer Vincent Diepeveen was not present in Turin for personal reasons - it later transpired that is has something to do with storing moves in the data structure) so the
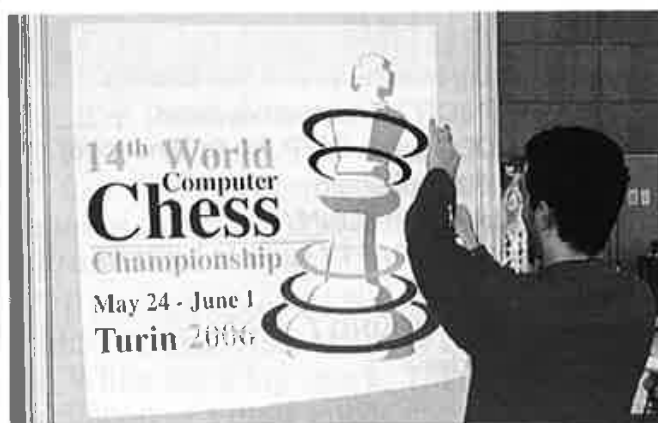
operator clicked 'no'. Had he interfered? The game was continued and ended up a draw by repetition. The Junior team appealed that they should be given a win! The tournament director returned the game to the position before the window popped up... and it duly did so again. This time the answer 'yes' was input, but Diep played exactly the same continuation, so it was decided to rule the game drawn after all! It's a very competitive business!

Oh yes... and SPIKE beat LION+... the latter's last act before excommunication!

Round 6

This was to be a pleasantly peaceful round after the various turbulences of rounds 4/5!

- Another bunch of draws, the top programs are finding it hard to beat each other: JUNIOR ½ RAJLICH, JONNY ½ SHREDDER, ZAPPA ½ DIEP, IKARUS ½ SPIKE
- CRAFTY beats CHIRON to stay in top half

After round 6 the **World Computer Speed Championship** was held. The time control was G/7. This produced quite a shock with **Ikarus** securing top place with a tremendous score of 11/13. Fourteen engines took part.

World Speed Champ - top placings

1	IKARUS	11/13
2	RAJLICH-RYBKA	10½
3=	SHREDDER JONNY	9½
5=	ZAPPA JUNIOR SPIKE	8

Round 7

- Yet another big match-up, and this time it's ZAPPA v JUNIOR... and another draw!
- But SHREDDER beats DIEP, so we'll need to see the leaderboard again
- RAJLICH draws with JONNY
- SPIKE wins, but CRAFTY loses to IsiChess

- **LEADERS after ROUND 7**
- 5½   Shredder
- 5   Junior
- 4½   Spike, Jonny, Rajlich, Zappa
- 4   Ikarus, Delfi, Diep
- 3½   Crafty

Most of the top and fancied programs have now played each other, so it wont be easy to unseat any of the leaders. 'All' they have to do is avoid drawing against lower placed or powered engines, if they can!

Round 8

- In the top game SHREDDER only draws with SPIKE
- JUNIOR gets back to 1= with a win against JONNY
- ZAPPA wins (against IKARUS), and RAJLICH wins against DELFI
- CRAFTY beats DIEP - it's a rare WCCC appearance for Crafty and it's doing okay

Round 9

- Spoke too soon! JUNIOR beats CRAFTY
- SHREDDER beats CHIRON, so first place is still shared
- ZAPPA beats SPIKE so ending their hopes
- RAJLICH, JONNY and DIEP all win, the latter against DELFI

- **LEADERS after ROUND 9**
- 7 Shredder, Junior
- 6½   Zappa, Rajlich
- 6
- 5½   Jonny
- 5 Spike, IsiChess, Ikarus, Diep
- 4½   Crafty

Round 10

- JUNIOR beats URAGANO3d - I know you've never heard of it, but it had worked it's way onto 4/9 before this
- This might settle it - SHREDDER is held to a

draw by PARSOS
- Goodness, another surprise draw as ISICHESS holds ZAPPA
- RAJLICH beats FIBCHESS and CRAFTY beats JONNY, while DELFI gets a draw with SPIKE

- **LEADERS after ROUND 10**
- 8   Junior
- 7½   Shredder, Rajlich
- 7   Zappa
- 6½
- 6   Ikarus, Diep
- 5½   IsiChess, Crafty, Spike, Jonny
- 5   Chiron

Round 11

For the final round Shredder had the easiest game, against 3/10 Chataranga. Though Junior had Black against IsiChess, as Stefan Meyer-Kahlen wrote on his website, he didn't have much hope that it would be anything other than another Junior win. He was right!

- JUNIOR beat ISICHESS, and SHREDDER beat CHATARANGA, also RAJLICH beat IKARUS to secure 2=
- ZAPPA v CRAFTY ended a draw to the latter's credit
- SPIKE and JONNY won against the bottom programs, so getting last minute lifts up the Table

World Computer Champs 2006 - FINAL TABLE

Pos	Program	/11
1	JUNIOR	9
2=	SHREDDER RAJLICH-RYBKA	8½
4	ZAPPA	7½
5=	SPIKE DIEP JONNY	6½
8=	CRAFTY IKARUS	6
10=	IsiCHESS DELFI 4.6 CHIRON	5½
13	ParSOS	4½
14	URAGANO3D	4
15	CHATARANGA	3
16=	FIBCHESS LION+	2
18	ETABETA	1

Palm HIARCS enters GM Tourny in the Philippines

I have to admit that I was completely unaware of the fact that **Palm Hiarcs** on a T5 Palm unit had played in the 2005 Pichay Invitational. I gather it came 2= behind the Philippine's only SuperGM **Mark Paragua** (2617 Elo).

Here is their game from 2005:

Paragua,Mark (GM) (2617) - HIARCS 9.6, Palm T5 (2605)

D48: Semi-Slav: Meran System: 7...b5 8 Bd3 a6

1.d4 ♘f6 2.♘f3 d5 3.c4 e6 4.♘c3 c6 5.e3 ♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 ♗b7 9.0-0 a6 10.e4 c5 11.d5 c4 12.♗c2 ♕c7 13.dxe6 fxe6 14.♘d4 ♘c5 15.♕e2 0-0-0

Better is 15...♗d6 ½-½ as in Kasparov–Akopian 1996

16.♗e3 e5 17.♘f3

Of course the Palm unit had left its book by here, but it's worth noting that 17...♘e6 has been tried, though it lost to the continuation 18.♖ad1. Another (untried) idea is perhaps 17...♗d6

17...♘cxe4N 18.a4 ♘xc3 19.bxc3 ♘d5 20.axb5?

There was at least one – and maybe three – ways of trying for more. The problem with the move played is that it allows PalmH to suddenly force a draw!

[1]. 20.♗a7! The threat is ♗f5+ and Black can respond with ♗c6 to block the attack from d7, or ♖e8 to give the king an escape square on d8, or 20...♗d6! and now 21.♗f5+ ♖d7 22.axb5 axb5 23.♕b2 looks strong to me

Note if, instead of 20...♗d6! the idea

20...♗c6 instead meets 21.♘xe5 ♘xc3 22.♕g4+ ♔b7 23.♘xc6 ♕xc6 24.axb5 axb5 25.♗e3. Some programs think White is winning easily, but Rybka thinks this will be a draw?!

[2]. 20.♘g5 ♘xc3 21.♕g4+ ♔b8 22.axb5 ♘xb5 23.♖fb1. Here Black is 2 pawns up, but White has a big attack. There's not much likelihood of a draw either

[3]. 20.♗d2 and now probably 20...b4 21.cxb4 ♗xb4 22.♗xb4 ♘xb4 23.♗e4 and White definitely has some pressure in return for Black's pawn grab at move 17

20...♘xc3! 21.♗f5+

There is nothing better

21...♔b8 22.♕b2

Or perhaps 22.♕c2!? ♘xb5 23.♗e4 c3 24.♖fb1 was a slight chance

22...♘xb5 23.♕xb5

23.♘xe5 c3! 24.♕e2 ♗d6 25.♕xb5 works out exactly the same

23...axb5 24.♗a7+ ♔a8 25.♗b6+ ♔b8 26.♗a7+ ♔a8 27.♗b6+ ♔b8

Threefold repetition ½-½

In the 2006 Tournament **Mark Paragua** again led going into the last round, and with a score of 5½/6 ahead of **Palm Hiarcs** and others, including GM Rogelio Antonio and 2 IM's, all on 5/6. As it happens they would all draw or lose in round 7!

Paragua's problem was that Hiarcs was to be his final opponent though, as in 2005, he would again have White!

The Palm Hiarcs operator was Reginald Tee who tells us that his Palm Lifestyle unit is 466MHz. The time control was G/30 but he set his Palm Hiarcs to G/20 to give himself plenty of operator time. A sensible idea, it helps to reduce any risk of time trouble if the game goes to 50 or 60 moves or more, and means even an accidental operator error can be corrected without too much risk of time loss. He also changed the playing style to Aggressive as he hoped this time that he might be able to win the event!

Paragua,Mark (GM) (2617) - HIARCS 9.6, Palm Lifedrive (2605)

C22: Centre Game

1.e4 e5 2.d4 exd4 3.♕xd4 ♘c6 4.♕e3 ♘f6 5.♘c3 ♗b4 6.♗d2 0-0 7.0-0-0 ♖e8

We reach a position (probably thanks to 2.d4?!) in which Hiarcs itself doesn't greatly like any of White's choices. Paragua chooses to sacrifice the e–pawn and this idea is probably the best of the bunch!

8.♕g3!? ♘xe4 9.♘xe4 ♖xe4 10.♗f4

PalmH came out of book after this (10.c3 was expected), but it does find moves itself which have been played in a couple of fairly recent GM games

10...d6 11.♗d3 ♖e8 12.♘f3 ♗d7
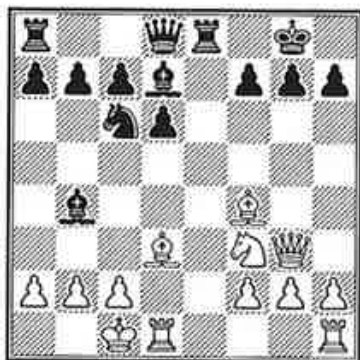
13.a3N

We finally leave theory altogether. 13.h4 ♕f6 14.h5 ♗f5 15.♗c4?! h6! was Luethke–Lengyel, 1996 and 0-1 in 26 moves

13...♗a5 14.h4 ♕f6 15.♗g5 ♕e6 16.♔b1 ♕g4 17.♕h2

Being a pawn down White doesn't want to exchange. Worse, after 17.♕xg4 ♗xg4 18.♗e3 then ♗b6 forces more exchanges: 19.♗xb6 axb6 20.♖d2 ♗xf3 21.gxf3

17...♗b6

18.♗f4?!

18.♖d2 would save the pawn, but Paragua wants to find some counterplay so decides to let another one go

18...♗xf2 19.♖df1! ♗b6 20.♘g5 h6 21.♗d2

A sneaky idea which used to work nicely against some of the old dedicated computers!

21...♘e5

Not 21...hxg5?? 22.hxg5 (threatening mate on h8) 22...♔f8 23.♖f4! ♕e6 24.g6! and now the advantage is with White

22.♖f4

Hoping in vain that the idea might still work. I've had incredible looking positions like this on the board myself (occasionally!) and hoped just the same thing... surely it can't get out of it this time! But they always do.

22...♕h5! 23.g4 ♗xg4 24.♕g2?

24.♗h7+ is the only other try, but this fails to 24...♔h8 25.♕g2. Now this still looks quite complicated and if

[1]. 25...d5? White can try 26.♘xf7+ ♘xf7 27.♖xg4 ♔xh7 28.♖xg7+ ♔h8 29.♗c3! d4 30.♖g1! That might be okay!

[2]. But after 25...f6 White has nothing better than 26.♗e4, and now 26...c6 gets everything secure. Even so this line gave White more chance than the move played

24...hxg5 25.hxg5

Black now has ♗f3 which liquidates to a clear win. 25.hxg5 ♗f3 26.♖xh5 ♗xg2 puts Black a knight and 2 pawns ahead. **0-1**

So Palm Hiarcs would have been the new outright PICHAY INVITATIONAL CHAMPION for 2006 ... except that, as a portable handheld Computer, it could only be entered as a Guest. Still, not bad eh!?

PC Programs - RATING LIST and Notes

The HEADINGS:

BCF. These are British Chess Federation ratings. They are calculated from Elo figures by (Elo - 600) /8.

Elo. This is the main Rating system 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 *SelSearch* Rating List the most accurate available anywhere for Computer Chess.

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

Games. The total number of Computer v Computer games played.

Human/Games. The Rating obtained and no. of Games played in Tournaments v rated humans.

A GUIDE to PC Gradings:

The **RATINGS** shown represent the programs on a Pentium4/AMD at approx. **1200**MHz, or Centrino 1000MHz, with 256MB RAM.

USERS will get slightly more (or less!) if their PC speed differs significantly: A doubling/halving of 1200 **MHz speed** = approx. **+/-30** Elo.

A doubling in **MB RAM = 3-4** Elo.

The **GUIDE** below will help readers calculate approximately what rating their program should play at when used on such alternative hardware.

Comp-v-Comp PC GUIDE, if Pentium4/1200 = 0

Deep prog on 8xP4/2000	80
Deep prog on 4xP4/2000	60
Deep prog on 2xP4/2000	40
P4-Ath/2400 Centrino/2000	30
P4/1200	0
P3-K7/500	-60
PPro2-K6/300	-100
PPro2-K6/233	-120
Pent/200	-140
486DX4/100	-200
486/66	-240
386/33	-320

BCF	Engine	Elo	+/-	Games	Pos	vHumans/Games
282	Rybka 1.2f	2858	24	371	1	
270	Shredder 10	2767	24	370	2	
270	Hiarcs 10	2765	14	986	3	
269	Fruit 2.21	2755	14	1099	4	
267	Fritz 9	2739	14	1074	5	2670/4
264	Shredder 9	2715	12	1300	6	2640/20
263	Shredder 8	2710	14	1049	7	2619/21
261	Shredder 7.04	2691	11	1668	8	2703/20
269	Zap	2679	49	90	9	
259	Fritz 8	2673	9	2660	10	2769/14
258	Junior 9	2669	11	1615	11	
258	Junior 8	2668	12	1481	12	2401/4
257	Fritz 7	2663	11	1587	13	
256	Hiarcs 9	2653	11	1723	14	
255	Gambit Tiger 2	2644	11	1720	15	2542/2
255	Chess Tiger 14	2642	12	1344	16	2705/13
253	Chess Tiger 15	2631	10	1827	17	
253	Shredder 6	2628	12	1356	18	2478/7
253	Fritz 6	2627	10	2081	19	2616/53
252	Hiarcs 8	2623	11	1642	20	2651/14
251	Junior 7	2615	12	1419	21	2701/12
251	Gambit Tiger 1	2614	22	430	22	
251	Gandalf 6	2610	14	1091	23	
251	Rebel Tiger 12	2610	15	872	24	
250	Junior 6	2605	10	1891	25	2621/22
249	Rebel Century 4	2598	21	480	26	2674/4
249	Hiarcs 7-DOS	2596	12	1397	27	
249	Hiarcs 732	2592	9	2347	28	2467/19
247	Fritz 516	2577	12	1375	29	2513/6
247	Shredder 4	2576	16	760	30	2600/15
247	Shredder 5	2575	14	1018	31	2642/15
246	Chessmaster 6000/7000	2575	24	353	32	2594/22
246	Fritz 532	2574	12	1480	33	
246	Nimzo 7	2570	13	1208	34	
246	Nimzo 8	2568	12	1326	35	
245	Rebel Century 3	2566	25	340	36	2655/6
245	Nimzo 98	2564	12	1308	37	2475/10
244	Junior 5	2557	11	1537	38	
243	Gandalf 5	2548	20	513	39	
243	Hiarcs 6	2548	13	1207	40	2592/24
243	Gandalf 4	2548	13	1147	41	
242	Nimzo 99	2542	14	1051	42	
242	Rebel 10	2541	25	333	43	2598/17
242	Rebel Century 1.2	2538	21	460	44	2592/43
242	Rebel 9	2537	14	1063	45	2677/14
241	M Chess Pro 6	2535	17	712	46	
241	Rebel 8	2535	19	549	47	
241	SOS 4	2533	14	974	48	
241	Goliath Light	2530	15	846	49	2504/12
240	M Chess Pro 7	2527	14	1068	50	2600/2

DEDICATED CHESS COMPUTER RATINGS

Model	Rating	Model	Rating	Model	Rating
Tasc R30-1995	2354	Novag Jade2+Zircon2	1965	Novag Jade1+Zircon1	1760
Mephisto London 68030	2315	Mephisto Milano	1956	SciSys Turbostar 432	1760
Tasc R30-1993	2311	Mephsto Montreal+Roma68000	1954	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1948	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2277	Mephisto Academy/5	1941	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2270	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1925	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Maestro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Fidelity 68000 Mach2C	1918	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2246	Kasparov Explorer+AdvTravel	1914	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2244	Kasparov Barracuda+Centurion	1914	Fidelity Prestige+Elite A	1688
Meph RISC1	2231	Kasparov GK2000+Executive	1914	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2221	Kasparov Bravo	1910	Fidelity Sensory 12	1682
Kasparov SPARC/20	2218	Mephisto MM4	1904	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	Mephisto Modena	1900	Meph Chess School+Europa	1664
Mephisto London 68020/12	2193	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2186	Novag Ruby+Emerald	1891	Novag Quattro	1652
Fidelity Elite 68040v10	2182	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2166	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2144	Meph Supermondial2+College	1884	Mephisto Mondial2	1611
Mephisto London 68000	2140	Mephisto Monte Carlo4	1884	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	Kasparov Travel Champion	1872	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2119	Mephisto Monte Carlo	1872	Novag Constellation/2	1594
Mephisto Vancouver 68000	2118	CXG Sphinx Galaxy	1870	CXG Super Enterprise	1589
Mephisto Berlin 68000	2117	Conchess Plymate Victoria/5.5	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2101	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2101	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2092	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2089	Fidelity 68000 Club B	1845	Kasparov Cavalier	1526
Mephisto Portorose 68000	2086	Novag Expert/5	1844	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2075	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2057	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2045	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1832	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2011	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1998	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1998	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Kasparov Cosmos+Expert	1998	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1990	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1988	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1984	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1981	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian+StarRuby	1971	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto MM5	1970	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Polgar/5	1968	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1965	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Novag Emerald Classic+Amber	1964	Fidelity Elite C	1778	Novag Savant	1100
		Fidelity Elegance	1764	Boris2.5	1060