

SELECTIVE SEARCH MAGAZINE

CHESS PLAYED BY COMPUTERS!

Est. 1985

Editor: Eric Hallsworth

Issue 126, Oct-Nov 2006

£3.95



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Visit the SELECTIVE SEARCH and COUNTRYWIDE web pages:

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Reviews, Photos, best U.K prices for Computer Chess Products. Order Form, Credit Card facilities, etc.



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■ All COMPUTER CHESS PRODUCTS are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. Tel: 01353 740323 for INFO or to ORDER.

■ Free COLOUR CATALOGUE. Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.15am-4.45pm

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.

▪ SPECIAL SUBSCRIBER'S OFFER:

15% OFF all **DEDICATED COMPUTERS** on this page and **10% OFF** all **SOFTWARE** prices shown here.

▪ *but please mention 'SS' when you order to remind the salesperson to do the discount for you!*

PORTABLE COMPUTERS [port]

Kasparov

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

MAESTRO touch screen travel **£49.95** - new version of the Cosmic/Touch Screen, great product, incl. Leatherette cover. Backlight switch on side for easy operation when needed. Decent chess, est'd 130 BCF

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 **£75** - 165 BCF program in touch screen style with stylus, and secure screen cover. Batteries only, excellent pocket portable

TABLE-TOP PRESS SENSORY [ps]

*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

AUTO SENSORY [as]

Excalibur

GRANDMASTER **£199.95** - big 2" squares, 4" king! With black/silver vinyl board in USA tournament style. Full auto-sensory surface. Looks great! Plays to 150 BCF. Display at both ends of board

Mephisto

EXCLUSIVE ** - beautiful all wood board 15"x15" with finely carved wood, felted pieces. Superb to play on. Good user-selectable info display - *only a few left!*
 ▪ With 190 BCF **SENATOR** (Master) program **£499.95**
 ▪ For info... **£499.95 less 15% = £425!**

PC PROGRAMS from CHESSBASE on CD

All run **INDEPENDENTLY** + will also analyse within ChessBase8/9. Great graphics, big databases + opening books, analysis, printing, max features.

- For info.... **£39.95 less 10% = £35.95!**
- and..... **£75 less 10% = £67.50!**

FRITZ 9 dvd **£39.95** - by Franz Morsch. Extra knowledge for real **top strength** - a beautiful program! Superb Interface, 'net connection, terrific Graphics. **Excellent** 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

POWERBOOKS DVD **£39.95** - turn your ChessBase playing engine into an **openings expert!** 20 million opening positions + 1 million games!!

ENDGAME TURBO DVDs, set 3 still **£39.95** - turn your ChessBase playing engine into an **endgame expert** with this **9 dvd** Nalimov tablebase set!

new - PC PROGRAM - RYBKA on CD

RYBKA - **uci engine** with 'Fritz' opening book only **£29.95**; or (best) **uci engine + opening book** + 8,000 annotations by GM Kalinin **£39.95**. RYBKA, which tops every Rating List due to remarkable levels of chess understanding, is by Hungarian/USA IM Vasik Rajlich.

PC DATABASES on CD

CHESSBASE 9.0 DVD for Windows **£99.95!!**
 The most popular and best Games Database system, with the top features. 2.8 million games, players encyclopaedia, multimedia presentations, fast search trees, opening reports + statistics, embed notes, engine analysis, superb printing facilities and much more, incl. recent ChessBase CD magazines & a multimedia CD!



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

Welcome to another new issue of *Selective Search*... 126! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! There will be at least 6 more issues of the magazine, so your money wont be wasted!

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! - JUNIOR 10

ChessBase have released new versions of the 2006 World Championship winner.... **Deep Junior 10** and **Junior 10!**

Scores involving **Junior 10** are coming in quite quickly, and showing it to be stronger than its predecessor, whilst playing in the same active/aggressive vein.

The Israeli programmers, **Amir Ban** and **Shay Bushinsky**, clearly state that their intention is for Junior "to be different"...

'Junior 10 has its own special search techniques and evaluation functions, which makes it different to any other chess program. In the latest version we see the rigorous continuation of a development that started with Junior 7 and has led to a unique and creative playing style... which has been honed to perfection in v.10.'

'In spite of their success in computer chess tournaments the programmers of Junior are not primarily concerned with beating other chess programs. Instead they have developed Junior into an instrument which enables humans to gain new insights and understanding of compensation, and this then allows its users to explore new possibilities of sacrificial attacks and sharp, dynamic play.'

I wouldn't disagree with anything the *ChessBase* promotional team has said above. However I find that the program still frequently overplays its position at fast time controls,



From left to right, during their 2006 World Championship game: Amir Ban and Shay Bushinsky (Junior) and, with his back to us, Stefan Meyer-Kahlen (Shredder)

and opposing engines often find the right defensive resources to beat it. But at longer time controls Junior avoids the more extreme risks and becomes a much tougher opponent whoever or whatever is sat on the other side of the board!

That said, whilst Hiarc, Rybka and Shredder might defend well enough against its aggressive play at Blitz, I can't say that Eric Hallsworth and other humans will necessarily be able to do the same!

The program includes all the usual *ChessBase* features, has the latest **Opening Book** by their GM adviser **Boris Alterman**, and is available in standard 32-bit version for **£39.95** (£35.95 to SelSearch subbers), and a **Deep** version for **£74.95** (£67.95).

SHREDDER 10

The new arrival in our last issue was **Stefan Meyer-Kahlen's** own **Deep Shredder 10** and **Shredder 10**, which also came out in a *ChessBase* version!

This quickly found its way to 2nd. place in our Rating List and results since have not disappointed.

Stefan's versions are available from his own website and comes within his interface. Quite a few people prefer this, and it's a good

environment for playing engine-engine matches using the **uci engines** now available, as Stefan himself created the uci protocol.

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

- www.shredderchess.com

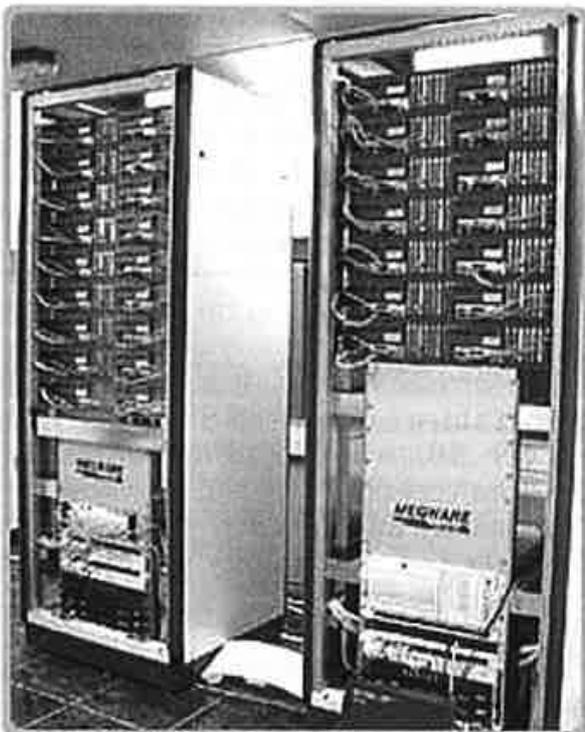
The only downside is that you can't import *ChessBase* .cbh format database files - which are still (easily) the most popular and up-to-date in the UK, USA and most of Europe - nor run matches or analytical comparisons using the main *ChessBase* engines such as Fritz, Hiarc and Junior.

HYDRA

HYDRA (the UAE chess monster under the patronage of the PAL Group) is now being upgraded by main programmer **Dr Chrilly Donniger**, into a new 64CL version.

I guess no-one had better tell its next victim - err. sorry, opponent - **Veselin Topalov** that this means it will be doing 200,000,000 positions per second (!!) and will do middle game searches to a depth of 18 ply!! Topalov currently rates at 2804 Elo, Deep Shredder around 2810, and Rybka 2.1 64-bit 2900 (maybe more according to some).

Goodness only knows what Hydra is now!?!



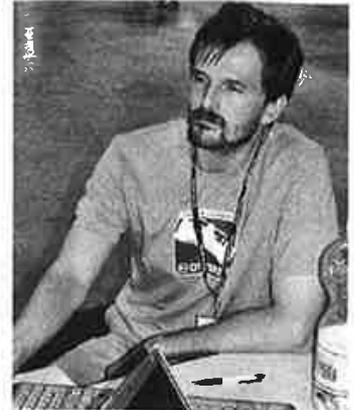
RYBKA

If you've one of the few who haven't got it already and want to, then go to programmer **Vasik Rajlich's** own website...

- 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.

Also there is now the latest **Rybka2.1c uci** version... plus an option to download a 41MB Opening Book. Note that the latter is in *ChessBase* format, and so can only be used when running Rybka within the interface of a *ChessBase* program.



STOP PRESS! Rybka 2.1c can also now be purchased from **Countrywide** on CD!! The engine only is **£29.95**, and the engine + full GM annotated opening book is **£39.95**.

Again please remember that no Rybka version comes with ANY interface - it is just a uci engine, so you will NEED to also have or buy either a *ChessBase* program or Meyer-Kahlen's Shredder 10 and interface, or download Arena or Winboard to run and use it!

The 32-bit version **Rybka1.2f** is now being tested by the *SSDF* and *SelSearch*, and the new **Rybka2.1c** should also be included in our Rating List this issue as well.

Which will be top isn't quite so certain!

Some users are of the opinion that 1.2f is just the stronger, and **Vasik Rajlich** has commented as follows:

"I doubt that 2.1 is weaker than either 1.1 or 1.2, but it may not be much better. It is stronger positionally than either of those versions, but at some cost in tactical strength".

For example, look at this, from **Jobava v Kramnik**, Dortmund 2006! How long does a program take to find the excellent 14... $\text{Q}\times\text{b4}$



On my Centrino 1800:
 Latest Hiarcs version... 0mins 37secs
 Rybka 2.1c... 10mins 14

Nevertheless I have to say that both Rybka versions continue to dominate pretty well everything else and, when I played them against each other, engine-engine, the 'positionally improved' Rybka 2.1 won fairly easily by 34½-25½.

Incidentally you probably want to know what happened after 14...Nxb4! Here's the full game...

JOBAVA, BA (2651) - KRAMNIK, V (2743)

[E12]. Sparkassen Dortmund GER (6), 05.08.2006

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.♘c3 ♙b7 5.a3 d5 6.cxd5 ♘xd5 7.♙d2 ♘f6 8.♚c2 c5 9.dxc5 ♙xc5 10.b4 ♙e7 11.e4 ♘c6 12.♙f4 0-0 13.♖d1 ♚c8 14.e5? (Bd3 was about =. Jobava has missed Black's reply, Kramnik doesn't!) ♘xb4! 15.axb4 ♘e4 0-1

Most folk feel that Jobava resigned a little early - probably a touch of shell shock. The move just played (Ne4) threatens both the P/b4 (Bxb4!) and the N/c3 (attacked twice), but White did have one reasonable response in 16.♖d3. Now 16...♙xb4 17.♙d2 ♚c5 18.♖e3 ♖fd8. Here Black wins back his sacrificed piece as 19.♙d3 is virtually forced, so 19...♘xc3 20.♙xh7+ ♔f8. But if 21.♙xc3 ♖ac8! 22.0-0 ♙xc3, it's still not quite a stroll in the park for Kramnik, though he's certainly winning - thanks to 14...Nxb4.

RESULTS SECTION

CSS Rating List

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

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.

This time just the top 12:

CSS Rating List. G/10+10secs

Pos	Engine	Rating
1	RYBKA 1.2F	2913
2	LOOP 10.32	2848
3	TOGA II 1.2.1	2843
4	SHREDDER 10 UCI	2839
5	FRUIT 2.21	2832
6	HIARCS X50 UCI	2812
7	FRITZ 9	2804
8	SPIKE 1.2 TURIN	2777
9	JUNIOR 10	2773
10	KTULU 8	2754
	SMARTHINK 1.00	2723
11	CHESS TIGER 15	2710
12	ZAP!CHESS PADERBORN	2708

It gets boring (even for me) to keep saying it, but the above figures - and others in this Section - suggest that all the 32-bit versions of Rybka are around 60-70 Elo better than Kasparov was in his prime! Therefore the 64-bit and dual processor versions would be over 100 Elo 'better' than Gazza!

This is partly because the rating levels have been tuned to align with the SSDF list - which in fact hasn't included level tuning results v humans for many years - with adjustments upwards then being made for the faster hardware (Athlon 64/2x2200) now being used. I

who want to visit the site themselves:

- <http://www.cumputerchess.org.uk/ccrl>

The CCRL 40/40 List

Pos	Engine	Rating
1	RYBKA 1.2	2981
2	RYBKA 2.1	2972
3	RYBKA 1.1	2970
4	LOOP 10.32F	2875
5	SHREDDER 10	2874
6	TOGA II 1.2.1A	2871
7	HIARCS X50 UCI	2851
8	SPIKE 1.2 TURIN	2847
9=	FRITZ 9 FRUIT 2.2.1	2844
11	HIARCS 10	2843
12	JUNIOR 10	2831
13	SHREDDER 9	2827
14	FRITZ 8 BILBAO	2817
15	KTULU 8	2798
16	JUNIOR 9	2782
17	ZAP! PADERBORN	2778
18	ZAP! REYKJAVIK	2774
19	GLAURUNG 1.2.1	2764
20=	COLOSSUS 2006F SCORPIO 1.8	2762
22	SMARTHINK 1.00	2759
23	CHESS TIGER 15 GAMBIT	2751
24	CHESSMASTER 10000	2736

SSDF Swedish 40/2 Rating List

Despite the emergence of so many new groups testing - and in spite of all of my own efforts over 20+ years - the fact is that the Swedish testers' SSDF Rating List probably remains the most prestigious in the business.

Perhaps that's because they were the first (as far as I know) to make a serious attempt to do it, and perhaps it is also because their matches are played at the true tournament time control of 40/2hrs!

Although new engines only get added quite slowly, and few of the amateur programs get included at all (rather like my own list, of

course), to get top spot on the SSDF list is every programmer's first aim!

Unsurprisingly **Rybka** has got the top spot in their September list, but Mark Uniacke will be very pleased to see that, despite the arrival of **Shredder10**, his **Hiarcs 10** has held on to 2nd position.

Someone walked into the Chess & Bridge shop in London a couple of months ago, and assured the staff with whom he was discussing PC ratings that Hiarcs was only 2nd on my list 'because Eric Hallsworth is involved with Hiarcs!'. And he wasn't implying that this was because of my hard labours on the opening book, but that he believed I cheat!

So it is good to see that it also places 2nd with the SSDF at their 40/2. Perhaps it is also relevant to point out that they are testing with the 'hypermodern' setting. I don't believe it makes a lot of difference, but there is enough evidence now to indicate that this does get the best out of Hiarcs 10 all round.

The SSDF 40/2 List, top placings

Pos	Engine	Rating
1	RYBKA 1.2	2924
2	HIARCS 10 HYPERMODERN	2853
3	FRUIT 2.2.1	2847
4	SHREDDER 10 UCI	2837
5	SHREDDER 9 UCI	2817
6	FRITZ 9	2811
7	SHREDDER 8	2809
8	SHREDDER 7.04 UCI	2805
9	JUNIOR 9	2789
10	DEEP FRITZ 8	2783
11=	SPIKE 1.1 JUNIOR 8	2770
13	SHREDDER 7	2769
14	DEEP FRITZ 7	2768
15	DEEP JUNIOR 8	2758
16	FRITZ 8	2755
17	FRITZ 7	2742
18	HIARCS 9	2738
19	GANDALF 6	2737
20	CHESS TIGER 2004	2731
21	CHESS TIGER 15	2723
22	PRO DEO 1.1	2721

RESULTS FROM SELECTIVE SEARCH READERS

PETE BLANDFORD

Pete updates his long running (since 2003!) tournament every time he buys a new program! The time control he uses is G/60 and each program has to play 4 games against every other program. As he now has 25 programs in the listing, it means that a new program must play almost 100 x G/60 games to find its place on the list... a long haul!

Many thanks for your hard work, Pete!

Pete Blandford, All-Play-All @ G/60

Pos	Engine	Score/ 96
1	HIARCS 10	66
2=	FRITZ 9 JUNIOR 8	58½
4	SHREDDER 9 ACTIVE	54½
5	SHREDDER 7.04 ACTIVE	54
6	JUNIOR 9	53½
7=	HIARCS 9 SHREDDER 9 DEFAULT	51½
9=	FRITZ 8 BILBAO FRITZ 8	51
11=	JUNIOR 7 SHREDDER 8 ACTIVE	49½
13	HIARCS 8 BAREEV	49
14	FRITZ 7	48½
15	DEEP FRITZ 8	48
16	SHREDDER 8 DEFAULT	47½
17	CHESSTIGER 14	45½
18	CHESSTIGER 15 NORMAL	44½
19	GAMBIT TIGER 2.0	44
20	SHREDDER 7	41½
21	HIARCS 7.32	41
22	HIARCS 8	37
23	CHESSTIGER 15 AGGRESSIVE	36½
24	FRITZ 6	34½
25	FRITZ 5.32	33½

FRANK HOLT

Frank continues to run a range of interesting tournaments and matches for us - usually a new one for each issue! Remember that Frank uses two PCs, which makes his results more reliable than engine-engine testing, and they therefore get included in our **Rating List**.

For this issue Frank did a major job for us checking the evaluations produced by lots of engines when they were without different pawns or pieces in the start position - see *Selective Search 125 pages 4-5* and our *Rybka: Pawn and Piece Values* article elsewhere this time.

However Frank was also keen to test out the latest **Colossus 2006** version... you may recall my comment that, chatting on the phone, Frank had reminded me that it had also been a PC, Atari and a Commodore C64 program. It used to cost £9.95 - "*oh happy days!*", he added, but remembered that when it came out for the PC in 1991, as Colossus X, it had gone up to £25! Wow!

Frank Holt: G/30+10, Quadruple round

Pos	Engine	Score/20
1	RYBKA 1.01 PREVIEW2	14
2	HIARCS 10	12½
3	TOGA II 1.2.1A	11
4	FRITZ 9	10
5	FRUIT 2.1	6½
6	COLOSSUS 2006D	6

Forthcoming Events!

MAN v MACHINE

- The \$1million **Man v Machine** match between **DEEP FRITZ AND VLADIMIR KRAMNIK** is scheduled to take place from Nov 25-Dec 5. 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.

A sad SIGN of the TIMES?

My most observant readers- or those starting to think about Christmas presents - will have noticed that the *Star Sapphire* and *Star Diamond* have vanished from my **BEST BUY** section, and the price for the *Exclusive Senator* has gone up. These models are all now finished! As I write I have 3 *Exclusive Senators* left, and 1 *Star Sapphire*, and then that's it!

TIME FOR ADJUDICATION *by Bill Reid*

Sat Aug 12 08:26:27 2006
 Subject: Re: Text for SS126
 Sender: William Reid To: Eric Hallsworth

Dear Eric,

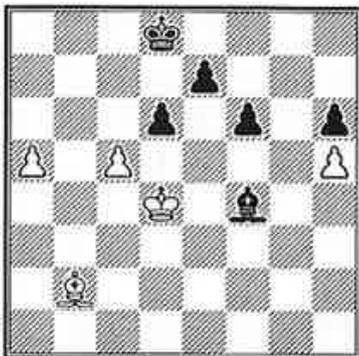
I attach the text for SS 126 of which I sent you hard copy a few days ago.

With best wishes, Bill

TIME FOR ADJUDICATION - Bill Reid

Here is the position that our codebreaker had to look at as he decided on his last move before the time control.

Black to play



His opponent had done his best to make it look as though his last move - ♔c3-d4 - had been a blunder.

('The player of the White pieces was desperate to chalk up a victory and... with about two minutes to go to the time control 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').

But codebreakers know about stuff like that.

Codemakers always do their best to protect their work by persuading you to look at all sorts of things that might seem to be significant, but, in fact, do not contain the key to their secrets.

"So, let's get the priorities right. No need to go for a win because the match is already decided. And, in general terms, the position looks drawish.

Note that my potentially passed h-pawn is heading for a White queening square, but, unfortunately, my bishop is on the Black squares. So, what could be a safe drawing line?

How about

- | | | |
|----|-----------------------------|--------------|
| 1. | $\text{♙}\text{x}\text{c5}$ | dc+ |
| 2. | $\text{♙}\text{x}\text{c5}$ | ♔d7 |
| 3. | a6 | ♙c8 |
| 4. | ♙d5 | e5 |
| 5. | ♙e6 | ♕g5 |

Black is looking better, but now

6. $\text{♕}\text{x}\text{e5}!$

and it's a draw.

"O.k... That only took a minute, so we can now spend a couple just checking that $1...\text{♕e5+}$ really isn't a good idea. Clearly, the temptation is to capture the bishop:

2. ♙d5 $\text{♕}\text{x}\text{b2}$

But what happens then?

- | | | |
|----|--------------|-----------------------------|
| 3. | a6 | ♙c7 |
| 4. | a7 | ♙b7 |
| 5. | c6+ | $\text{♙}\text{x}\text{a7}$ |
| 6. | ♙e6 | |

and Black is lost. In fact, it's even worse because other replies to $2.\text{♙d5}$ also lose. Removal of the Bishop from the c1-h6 diagonal means that White is threatening to play $3.\text{♕c1}$ and pick up the Black h-pawn - and White's Bishop does control the queening square of his h-pawn!

Hence if we guard the h-pawn with $2...\text{♕f4}$, then White still wins with:

- | | | |
|----|---------------|-----------------------------|
| 3. | a6 | ♙c7 |
| 4. | a7 | ♙b7 |
| 5. | c6+ | $\text{♙}\text{x}\text{a7}$ |
| 6. | $\text{♕c1}!$ | |

Very neat. So the old advice holds good. Ignore the antics and focus on the board - exactly what those computer programs will be doing when we finally get them.

That's settled then, let's go **dxc+**."

When his opponent returned to see Black's move he was disappointed - but not surprised - that his trick had not worked. The draw was quickly agreed and the two top boards got themselves ready to adjudicate other unfinished games when time was called. That might not be quite so easy!

Footnote: I guess the better programs will see that **1...e5+ 2.cxd5 exb2** loses. But do they also figure out that after any other 2nd. move Black is still lost?

I (Eric) checked the top software programs myself (Rybka, Hiarcs10, Shredder10, Fritz9 and Fruit) and found that they all avoided the **1...Be5+** blunder very quickly. In fact they all chose **1...e5** or **1...dxc** within seconds.

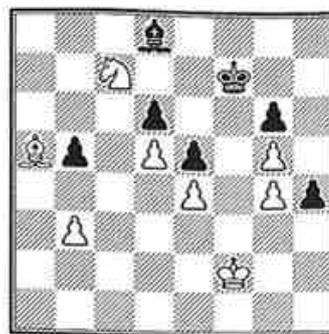
Chris Tatham sent me the most comprehensive and interesting set of computer results for Bill's challenge, as he included some older versions and various amateur (free) engines. So here is his list of what various programs showed at the 5 minute mark:

▪ Deep Fritz 8 (2 cpu)	1...e5+	eval =0.00
▪ Toga 1.21	1...e5+	eval =0.00
▪ Spike 1.2	1...e5+	eval -0.88
▪ Shredder 9	1...e5+	eval -0.03
▪ Chessmaster 10 Yoda	1...dxc+	eval -0.12
▪ Colossus 2006e	1...e5+	eval -1.54
▪ Crafty 20.14	1...dxc+	eval 0.00
▪ Glaurung 1.2 (2 cpu)	1...dxc+	eval 0.00
▪ Fruit 2.2	1...e5+	eval 0.00
▪ Fritz in Bahrain	1...e5+	eval -0.13
▪ Chessmaster 9000 Wizard	1...e5+	eval -0.12
▪ Junior 7	1...e5+	eval -0.22
▪ Hiarcs 8	1...e5+	eval -0.09

Each 5 minutes worth was good stuff - Chris has an Athlon 4200x2 processor! The Chessmaster settings are strong ones he selected based on his own match testing. Did anyone test any dedicated machines?

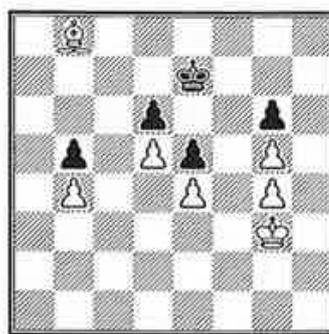
The b4 Trap - must play Nxb5

White to play and win



Those of you who looked at the position I gave on SS125 page 8 will know that pretty well every program chooses **1.b4??** here, with a big + evaluation. But it's a serious mistake, as now the pawn blocks the only possible entry point for its king (Ke2-d2-c3-b4-and after the bishop's moved-a5). Here is how they expect White to win:

1...e7 2.e7 c6 3.c6 d7 4.e8 c7 5.c7 h3 6.h3 d7 7.d7 g3



They still have big + evaluations even here, but a quick glance easily shows that there is no way that the White king can ever break through.

Even the great Rybka failed, as did Shredder 10. I thought the latter might get it as Shredder was the first program to show some understanding of the (in)famous Norwood position.

The only program to play the winning **1.Nxb5** was Fritz9. Well done indeed. However was not because it understood that **1.b4** was a draw as, in our line ending **7.Ng3**, even it still showed White as +4.46. Not good!

Here is the winning line:

1.Nxb5 e7 2.e7 c6 3.c6 d7 4.e8 c7 5.c7 h3 6.h3 d7 7.d7 g3

The king just removes Black's h4-pawn, so that it is free to return to the centre/queenside and help the knight get a pawn promoted. Easy peasy.

The GEBRUIKERS Simultaneous

Cor van DONGEN v various Dedicated COOMPUTERS, part II

In our last issue we reminded ourselves how, in 2004, the 2254 Elo rated Dutch player **Wim Luberti** had lost heavily by 8-3 against a bunch of dedicated Chess Computers.

Then we looked at the first 25 moves of a new Simultaneous, this time involving another Dutchman, **Cor van Dongen** (2299 Elo), against 11 more dedicated machines which were, if anything, slightly stronger on average.

But at the 25 move stage this time we assessed van Dongen as doing pretty well! 4 of the games were pretty level, the computers had an advantage in 3 games (though nothing definitely won yet, but all 'possibles'), and van Dongen was ahead in 4 games (1 pretty decisively, 1 probable win, 2 possible).

So maybe we were going to see the human record an overall win this time, perhaps 6-5 would be a good forecast?! But would he tire later, as Luberti had done last time?!

We start with a game which is included in our 'possible Computer win' in the assessment above.

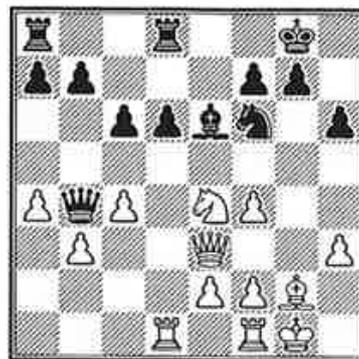
(1) Cor van Dongen - Mephisto Berlin Professional

White went wrong slightly with 23. ♖e3, putting his queen on a semi-open file when ♖d3 was the better way to defend the h-pawn

1.c4 e5 2.g3 ♟f6 3.♙g2 c6 4.d4 exd4
5.♖xd4 ♙b4+N 6.♙d2 ♖e7 7.a3 ♙c5 8.♖d3

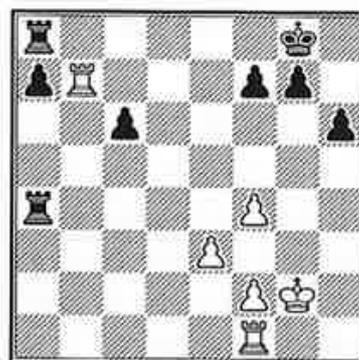


♟g4 9.♟h3 d6 10.0-0 ♟d7 11.♖c2 ♟de5
12.b3 0-0 13.♟c3 ♟g6 14.♟a4 ♙d4 15.♙c3
♙xc3 16.♟xc3 ♖e5 17.♗ad1 ♗d8 18.♖d2 h6
19.♖d4 ♙e6 20.♟f4 ♟xf4 21.gxf4 ♖h5
22.h3 ♟f6 23.♖e3?! ♖a5 24.a4 ♖b4 25.♟e4

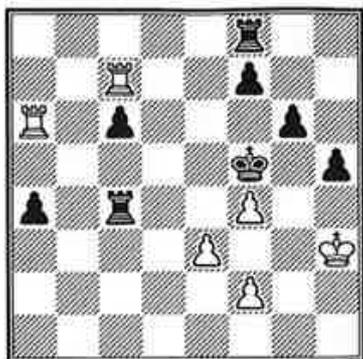


Evaluation: Black +0.90. There is only one move, and that is ♟ex4 so that, after ♙xe4 ♗e8!

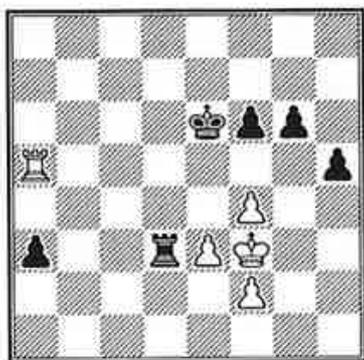
25... ♟xe4 26.♙xe4 ♗e8! *There's a little tactical trick here from Black – the b3 and h3 pawns are both under attack after the move played 27.♖d3?! 27. ♙c2 was needed 27... ♙xh3 28.♙g2 28. ♖xh3? ♗xe4+ 28... ♙xg2 29.♟xg2 d5 30.e3 dxc4 Correctly exchanging queens – okay and a pawn each as well. But a pawn up and with the better pawn structure, this endgame should be good for Black 31.♖xc4 ♖xc4 32.bxc4 ♗e4 33.♗d7 ♗xc4 34.♗xb7 ♗xa4*



The loss of a second pawn reduces van Dongen's chance of saving the game, but as there are still 4 rooks on the board it is certainly worth trying! 35.♗d1 a5 36.♗dd7 ♗f8 37.♗dc7 ♗c4 38.♗a7 a4 39.♟g3 g6 40.♟g2 h5 41.♟g3 ♟g7 42.♟h3 ♟f6 43.♗a6 ♟f5



An interesting few moments now arise which determine the result of the game 44.♔g3?! 44.♖e7! was best. Then maybe 44...♖g8! (a tempter!) 45.♖xf7+ ♕e4 46.♔g3 ♔d3 47.♖d7+. Which way should the king go? Probably 47...♔c3 is best, but the game may well be a draw. Note, not 44.♖cxc6? ♖xc6 45.♖xc6 ♖a8! 44...f6?! 44...♔e4! is the direct way to go for the win, and White would be hard pressed to save the game, even after 45.♖d7 ♖h8 46.♖e7+ ♔d3 47.♖xf7 h4+ 48.♔h3 ♔e2! which should do it 45.♔f3? Van Dongen misses a good chance to save the game after the computer's slight inaccuracy. 45.♖e7! and now the best I can find for Black is 45...c5 46.♖a5 h4+ 47.♔f3 (47.♔xh4? g5+ 48.♔g3 gxf4+ 49.♔f3 fxe3 50.fxe3 ♖h8 and Black may still win even though the IM would be happy to have seen a few pawns drop off!) 47...g5 and now 48.e4+ ♔g6 49.f5+ ♔h6 50.♔g4 should be a draw 45...♖d8!? 45...♖b8! works similarly but was even better 46.♖cxc6 ♖xc6 47.♖xc6 ♖d3! 48.♖c5+ ♔e6 49.♖a5 a3



50.♔g3? 50.♔e4 was vital and maybe after 50...♖b3 (note this loss of tempo would have been saved with 45...♖b8!) 51.♖a6+ ♔f7 52.♖a7+ and maybe the game can be saved. The next few moves would likely be 52...♔g8

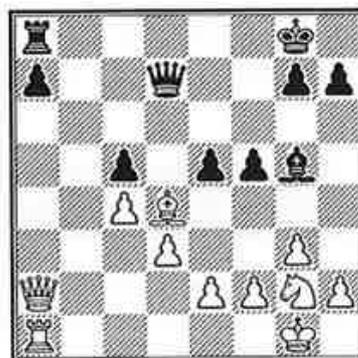
53.♔f3 h4 54.♔g2, and I think a draw is now possible 50...♔d6! 51.♖a6+? 51.♔h4 is the last, slim chance. But 51...f5 52.♖a6+ ♔c5 53.♖xg6 ♖d1! 54.♖a6 ♔b4 55.♔xh5 (this is better than 55.♖b6+? ♔a4 56.♖b8 ♖h1+!) 55...♖d5 and heading for a5 which is a problem White won't find easy to solve 51...♔c5! 52.♖xf6 ♖d6! A game brilliantly finished off by the Berlin Pro once van Dongen had started to go wrong 0-1

The first signs of tiredness?

(2) Cor van Dongen
- Mephisto Polgar 18Mhz

Neither side had been able to make any real progress in this game

- 1.c4 c5 2.g3 ♔f6 3.♔g2 d5 4.cxd5 ♔xd5
- 5.♔c3 ♔xc3 6.bxc3 e5 7.d3N ♔d7?! 8.♔f3
- ♔e7 9.0-0 0-0 10.c4 f5 11.♖b1 ♖b8 12.♔e1
- 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



Evaluation: White +0.20. We thought exd4 may be marginally better than ♗xd4, so that Black has more space. The game looks like a draw

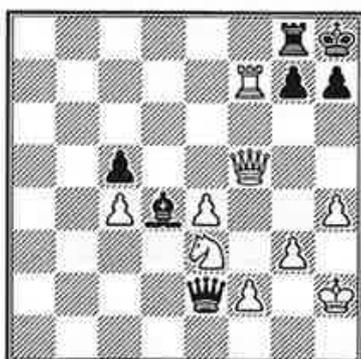


The Polgar & Turbo kit!

25...♙xd4 25...exd4 26.♙a6 ♙e7 is very slightly better for Black than the queen recapture. Now White develops some pressure and wins the a-pawn 26.♙a6 ♙b2 27.h4 ♙f6 28.♙a2 ♙b1+ 29.♙h2 ♙d8 30.♙e6+ ♙h8 31.♙xa7

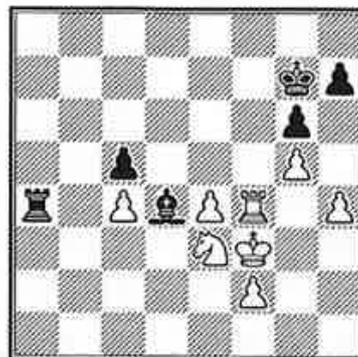


31...♙f1? What was the Polgar's evaluation for this?! There is no question that the queen should have been despatched immediately back to the defence! So 31...♙b8 is almost an 'only' move, then 32.♙a5 (or 32.♙d7?! ♙xd7 33.♙xd7 f4 which hasn't achieved so much) 32...♙c7 33.♙a6± 32.♙d7?! 32.♙f7! would have been deadly, forcing 32...♙g8 (32...f4? 33.♙xf6!) 33.♙xf5 ♙xe2 34.♙e3!+- 32...♙f8? ♙b8 or ♙g8 were clearly better, to avoid White's next 33.♙f7! ♙g8 Best 34.♙xf5 ♙xe2 35.♙e3 e4 36.dxe4 ♙d4



37.♙f3? Normally exchanging queens when you're 2 pawns ahead is correct. But here White has a constant mate threat along the f-file and really only needed to get his knight into the action to win the game... but he needs his queen for that! So 37.♙d5 (or ♙g4 would also win) 37...♙e1 (37...♙xc4?? 38.♙f8!) 38.♙f8 and now Black has no choice: 38...♙xf2+ 39.♙xf2 ♙xf2 40.♙xf2 and ♙ and ♖ behind Black would have to resign 37...♙xf3 38.♙xf3 g6 39.♙f1 Van

Dongen is still 2 pawns ahead, but is soon seen to be struggling to find a way to win 39...♙b8 40.♙g2 ♙b2! 41.♙e3 ♙g7 42.g4 ♙b8 43.g5?! 43.♙c2!? 43...♙e8 44.♙f4 ♙a8 45.♙f3 ♙a4



46.e5? Probably a tired mistake – the game is now drawn. 46.♙g4! on this or the previous move might still have got the win. Black's best would be 46...♙a3+ 47.♙g2 ♙a7, but I think 48.♙h6 would have made it difficult for the Polgar to survive 46...♙xe5 47.♙e4 ♙d4 48.♙e7+ ♙g8 49.♙e4 ♙g7 50.♙f4 ♙a2 51.f3 ♙a4 52.♙e7+ ♙g8 53.♙e8+ ♙f7 ½-½

So the Computers lead 1½-½ from results which were both as expected in our calculations at move 25. However it quite easily could have been van Dongen in front by the same margin but for a couple of mistakes.

(3) Cor van Dongen
Fidelity AG V11 68060

The third game opened by Cor van Dongen with 1.c4. In this game also he didn't seem to have gained much at all by move 25

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 ♙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



Evaluation: White +0.10

25...♖c5 We suggested 25...♜ef8 in SelS125, but neither move is especially better than the other. As long as the Fidelity unit doesn't 'over-reach' it is hard to see this game being anything other than a draw 26.♗g5 ♜ff8 27.♗e2 h6 28.♗h3 ♖h7 29.♗hg1 ♜e7 30.♗c3 ♜ef7 31.♜d1 ♜f6 32.♜e1 ♜e6 33.♜fd2 ♗b7 34.♜e2 ♜6f7 35.♜f1 ♜e7 36.♗h3 ♗c5 37.♜e1 ♜f6

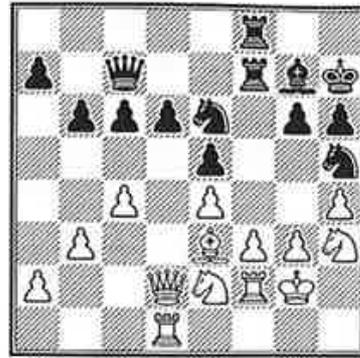


There's been little either side could do to make progress, but now White gives the 68060 machine a small chance. 38.♜df2? 38.♜d1 maintained equality 38...♗e6?!



A beautiful Fidelity Elite board

White's mistake give the Fidelity an opening to play 38...♗d3! It is very surprising to me that the powerful computer unit missed this, as it's simply a material point count: 39.♜e2 ♗xf2 40.♜xf2, and Black now has various sensible moves that maintain the ♜ for ♗ advantage at no risk at all. E.g. ♜e8, or ♜d7, or ♜6f7 39.♗e2 ♜6f7 40.♜d2 ♜d7 41.♜d1 ♜c8 42.♜c2 ♜c7 43.♜d2

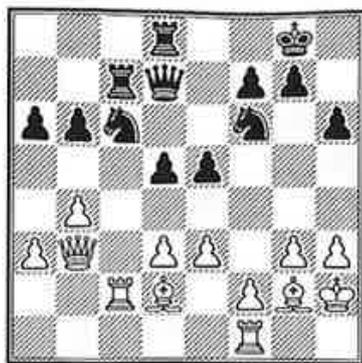


43...♜f6? This is a mistake because the pawn occupies one of the ♗/h5's escape squares. But now it is White's turn to miss his chance 44.♜c1?! 44.g4! ♗hf4+ 45.♜xf4 ♗xf4+ 46.♗hxf4 exf4 47.g5 ♜e6 (47...hxc5?! 48.hxc5 ♜6f7 (48...♜e6? 49.♜h1+ followed by ♗xf4 winning) 49.♜xd6±) 48.♗xf4 with a clear but not yet winning advantage 44...♜d7 There were no more incidents, neither side could make progress, and the game was soon drawn 45.♜d1 ♗c5 46.♜c1 ♜6f7 47.♜d1 ♗b7 48.♜df1 ♗f6 49.♜c2 ♜e6 50.♜d1 ♗d7 51.♜d2 a6 52.♜c1 a5 53.♜c2 ♜e8 54.♜d1 ♜e7 1/2-1/2

(4) Cor van Dongen - Mephisto Miami

The Miami is the equivalent of the UK's Advanced Travel chess, so although this game opens with another 1.c4 it is one van Dongen would probably be expecting to win

1.c4 e5 2.g3 ♗f6 3.♜g2 ♗c5 4.♗c3 0-0 5.e3 ♗c6 6.a3?! ♗b6 7.♗ge2 d6 8.0-0 ♜g4 9.h3 ♜e6 10.♗d5 ♜d7 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



Evaluation: White +0.40. We thought Black might come under some pressure on the q-side (Rfc1 and a4 for example) so suggested b5 might be best

25...Rdc8 26.Rfc1 Qd6 27.a4 I know that I suggested a4 in my notes last time, but perhaps 27.b5!? might have been the better choice, then 27...axb5 28.Qxb5 Na7 29.Rxc7 Rxc7 30.Qa6, and White has the 2 bishops, which are worth probably half-a-pawn!? 27...Ne7 28.Qf1 Rxc2 29.Rxc2 Rxc2 30.Qxc2 White has the 2 bishops anyway 30...Nc6 31.Qb3 Nh7 32.b5 axb5 33.Qxb5



33...Nd7?! The first sign that the Miami might drift into a difficult position. Better was 33...Qc7 and if the still probable 34.Qg2 Nd8 35.Qb2 Ne6∞ 34.Qg2! Nc5 35.Qxb6 Nxd3 36.f4 Ng6?! The Miami's best move here was probably 36...e4!? and if 37.Qb7 then 37...Ng6 37.a5! e4 38.Qf1 38.a6!? 38...Qf5 39.Qc3 g6 40.Qb5

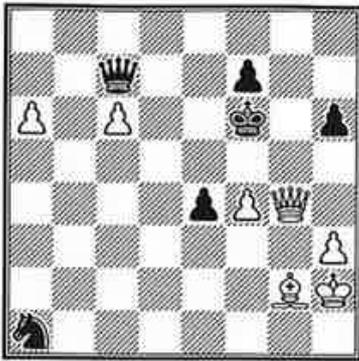


A magnificent display of really fine, high quality chess computers - beautiful



Black is clearly in big trouble! 40...Nc5?! I think 40...Ne6 was the best chance here, but this mistake is minor compared to what is to come! 41.a6! g5?? Really the pawn needed to be taken with 41...Nxa6 and after 42.Qxa6 then 42...Ne6 should have been tried. But White should still win easily enough from here 42.Qe2?? All van Dongen had to do was push the pawn 42.a7! as 42...Nxa7?? 43.Qe8 is m/5 43...gxf4 44.Qxf7+ Ng5 45.gxf4+ Qxf4+ Nh4 47.Qe1# 42...Ng6 With van Dongen missing the win, the game meandered on for quite a while. But White's a-pawn was always going to win the game once an opportunity to push it had been obtained again 43.Qb5 Qf5 44.Qa1 gxf4 45.gxf4 d4

46.♖e2 ♔g6 47.♗g4+ ♕f6 48.exd4 ♘b3
49.d5+ ♘xa1 50.dxc6 ♗c7 51.♙g2



51...♗xc6? *The position was clearly hopeless for the Miami now. Even the better try of [51... ♘c2 falls soon enough to 52. ♗d1! ♗xf4+ 53. ♔h1 ♘b4 54.a7 1-0 52.a7! ♘c2 53.♗h4+ ♕f5 54.♗d8 ♕xf4 55.a8♗ 1-0*
Despite his apparent tiredness van Dongen has equalised at 2-2. The next game seemed like a draw when we looked at it in SelSearch125.

**(5) Cor van Dongen
- Mephisto Atlanta**

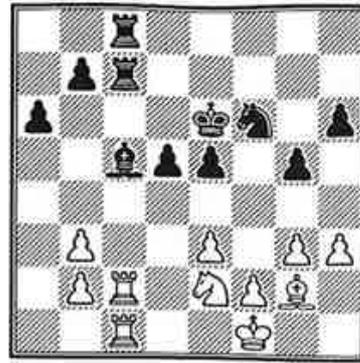
Somehow this game hasn't got going! Perhaps we should say that they both played very well, in that I couldn't really find a move by either side to criticise, not a single serious missed opportunity. However I would have to blame the negative type opening which each chose! To me 1.c4 c5?! 2.g3?! if you're adding symbols to indicate interest level. Of course van Dongen is using 1.c4 to keep the computers quieter (than we might like), and I think the best reply for them has to be 1...e5

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 9.♙e3 cxd4N 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



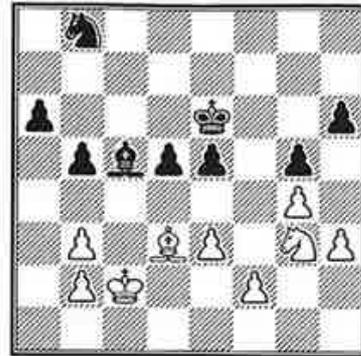
Mephisto
Atlanta

♕e6 23.♖c2 ♖c7 24.♖dc1 ♖fc8 25.♕f1



Evaluation Black +0.20

25...♖c6 26.g4 ♖6c7 27.♘g3 ♘e8 28.♕e2 b6 29.♘f5 ♙f8 30.♖xc7 ♖xc7 31.♖xc7 ♘xc7 32.♕d3 ♘e8 33.♕c2 ♘f6 34.♘g3 b5 35.♙f1 ♙c5 36.♙g2 ♘d7 37.♙f1 ♘b8 38.♙d3



38...♘c6 *If there was one point in the game that offered the slightest chance to 'have a go' then here the Atlanta could have tried 38...e4!? 39.♙f1 ♕e5 40.♕d2 ♘c6 but even now, with more space, the better placed king (but with no breakthrough points) and White stuck with doubled pawns, I'd expect van Dongen to hang on easily enough to be honest 39.♙f5+ ♕d6 40.♙h7 ♘e7 41.♘f5+ ♘xf5 42.♙xf5 ♙b4 43.♕d1 ♕c7 44.♙e6 ♕c6 45.♙c8 a5 46.♙f5 ♙f8 47.♙g6 ♕c5 48.♕c2 e4 49.♙f5 ♙d6 50.♙e6 b4 51.♙f5 ♙e5 52.♙g6 ♕d6 53.♙h7 ♙g7 54.♙f5 ♕c6 55.♙g6 1/2-1/2*

**(6) Cor van Dongen
- Novag Star Diamond**

A similar opening to the line I criticised in the previous game, but here the Novag fianchettoes its king's bishop as well. We suggested that the Star Diamond over-pressed with its queen but van Dongen missed his

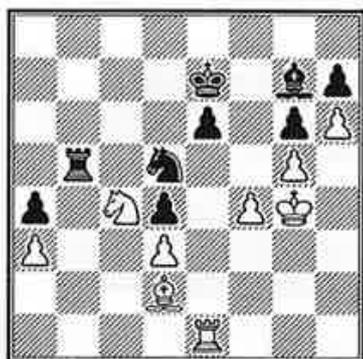
chance to embarrass her at move 21 and the Novag was slightly on top by move 25

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 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?! 18.g5 ♘e8 19.♗e2 ♘c7 20.♔d2 ♗h4 21.♗f2? 21.♔g2! ♔d7 22.♘e4 ♘e8 23.♔e1 ♗h5 24.♗xh5 gxh5 25.♔b4± 21...d5 22.b3 ♔d7 23.♘e2 ♗xf2+ 24.♖xf2 ♖c8 25.♖a1



Evaluation: Black +0.30. The StarD should exchange on c4 and then advance its b-pawn to b5

25...dxc4 26.bxc4 b5 27.cxb5 ♘xb5 28.♘g3 ♖c2 29.♔c1 ♖xf2?! I think exchanging rooks disintegrates the light pressure which had favoured the Star Diamond. To play for the advantage and a possible win I think that 29...♖c3 is better, and now 30.♔e2 ♖b3 31.♘e4 ♘c3. It might all peter out after 32.♔f3 ♖b6 but Black certainly isn't losing and the d4/pawn is likely to be a long-lasting nuisance 30.♔xf2 ♘c3 31.♘e4 ♔c6 32.♘d6 ♖c7 33.♔xc6 ♖xc6 34.♘c4 ♖c5 35.♔f3 ♔f7 36.♔d2 a5 37.♖e1 ♔e7 38.h4 ♖b5 39.♔g4 a4 40.h5 ♘d5 41.h6

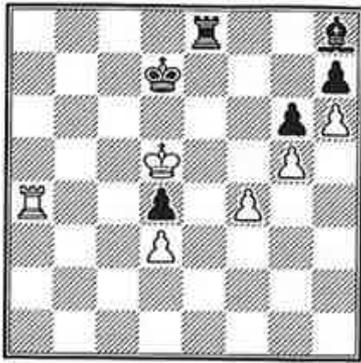


41...♔h8?! Notice that the bishop is 'dead' here. Of course if it had gone to f8, then ♖e4 would win the d-pawn 42.♔f3 ♘c3 43.♖c1

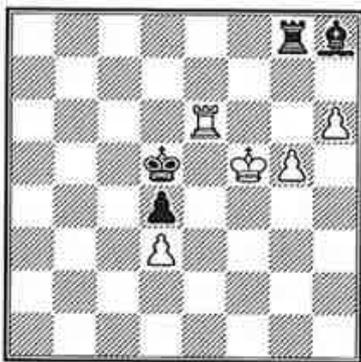
♖b8 44.♖e1 44.♔xc3!? dxc3 45.♔e3± 44...♖b3 45.♖a1 ♖b7 46.♖c1 ♖b5 47.♖e1 ♖b8 48.♖c1 ♘d5 49.♔e4 ♖b3 50.♖a1 ♘c3+?! 50...♖b8= 51.♔f3 51.♔xc3!? It is interesting that van Dongen has twice refused to make this exchange. Perhaps I am wrong, but it seems to me that it gives him some opportunity 51...dxc3 52.♖c1!± 51...♔d7 52.♖e1



52...♘b5?! 52...♔e7 looks like a simple draw, even 53.♔xc3 dxc3 54.♔e3 ♘d7 doesn't give White that much now. 52...♘b1 53.♔b4 ♖xd3+ 54.♔f2 ♖b3 55.♘b6+ ♔c7 56.♖xe6 d3 should also lead to a draw, and another drawing method is 52...♖b5 53.♔e4! ♘xa3 Avoiding getting its rook incarcerated with 53...♘c7 doesn't really make a difference after 54.♔b4, as it's still stuck: 54...♘d5 55.♖c1± 54.♘xa3 ♖xa3 55.♖b1! ♔c8? Analysing the game around here gets a bit tricky! Unless I, and even more so both Hiarc and Rybka, are all quite doo-lally, both van Dongen and the Star Diamond now make a series of mistakes. The StarD keeps giving vanD a winning chance... and he reciprocates by missing it! I will therefore just annotate with a ? for missed draw, missed defence, and ! for correct lines. But just for this move I will comment! Of course Black cannot allow White's rook to dominate the game so must play 55...♖b3 56.♖a1! a3 57.♔c1 e5 58.♔xa3! exf4 Even now 59.♔c1± or ♔f8, are very good for White 56.♖b6? 56.♖c1+! ♔b7 57.♔a5+- 56...♖a2 57.♖xe6 ♔d7? 57...a3! 58.♖e8+ ♔b7 draw; 57...♖xd2! 58.♖e8+ ♔b7 59.♖xh8 a3 60.♖xh7+ ♔b8 draw 58.♖a6! ♖xd2 59.♖a8? 59.♖xa4! It is relevant to observe that the ♔/h8 is still dead. So after the likely 59...♔d6 60.♖a8+- 59...♖e2+! 60.♔d5 ♖e8 61.♖xa4



Right now it should be a draw! But...
61...♔c7?? 61...♔e7! 62.♖a7+ ♔f8
 63.♖xh7 (63.f5 gxf5 64.♖xh7 ♔g8 65.g6
 ♖e5+ draw) 63...♔g8 64.♖d7 ♖e3 65.h7+
 ♔f8 etc... a draw **62.♖a7+!** ♔b6 **63.♖xh7**
♖a8 64.♖e7?! Still wins, but 64.f5! was
 much stronger: 64...gxf5 65.g6 1-0
64...♖d8+? The best defence was 64...♔a5!
 65.f5 gxf5 66.g6! ♔b4 but 67.♖h7 will win
65.♔e4? Still wins, but here again there is
 the stronger 65.♔e6! **65...♔c5** **66.♖e6??**
 66.f5! was correct, and should still win:
 66...gxf5+ 67.♔xf5 ♖f8+ 68.♔e6 ♔b4
 (68...♖g8 69.♖h7!+-) 69.♖c7!+- . But the
 move played gives the Star Diamond a
DRAW! **66...♖g8** **67.f5 gxf5+** **68.♔xf5 ♔d5!**



Is it a draw – it could well be! **69.♖a6 ♖f8+**
70.♔g4 ♔e5?? Oh, no! 70...♖f1 still seems a
 likely draw to me: 71.♖a8 (71.g6?! ♖h1!
 72.♔g5 ♔e5 draw) 71...♔e5 72.h7 (72.g6?!
 ♖g1+ draw) 72...♖g1+ . I was going to say
 'etc.', but noticed here that the evaluation for
 White has gone back up slightly, so maybe
 73.♔f3! is good, then ♖g3+ 74.♔f2 ♖h3
 75.g6! Perhaps White does still win, I'm
 honestly not sure! **71.g6!** Even after this it
 isn't absolutely straightforward. Certainly
 71...♖f4+ would be Black's only hope, and
 then we'd get 72.♔h3 ♖f3+ 73.♔g2 ♖g3+
 74.♔f2. Now the chance of another check

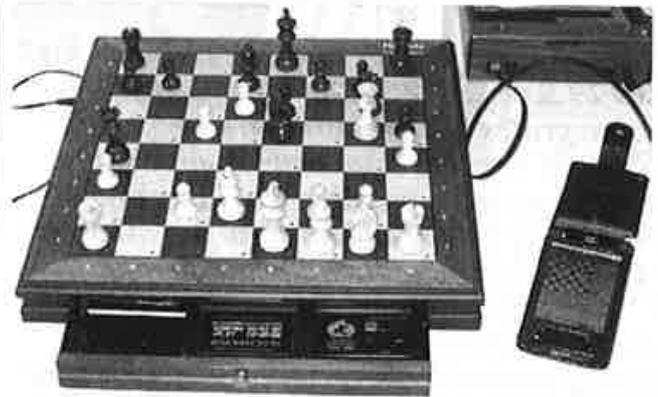
has gone, so best seems to be 74...♖g4 and
 then 75.♖a5+ ♔d6 76.♖xe5! That does it!
 76...♖xg6 (76...♔xe5? 77.h7 ♖h4 78.g7 and
 after a series of checks Black will have to
 play ♖xh7 and then g8=♖ wins) 77.♖h5
 ♖g8 78.♔f3! ♔e6 79.h7 ♖h8 80.♔f4! **1-0**

Now I'm going to upset some folk I fear by
 leaving the Simultaneous here, but we've got
 8 heavily analysed pages again for this event,
 and there's lots of other stuff to get into this
 issue... not least the Gebruikers Computer v
 Computer dedicated machine tournament!

So we leave with **van Dongen** leading
 3½-2½. He's shown signs of tiredness, but
 has actually scored a win (against the Star
 Diamond) that I'd had classified as a draw.

There's still 5 games still to go, and van
 Dongen had good prospects in 3 of them as at
 move 25! So if he can keep going the revised
 forecast would be 7-4 for the human race!

Of the games still to come, one is against
Resurrection Fruit



It had blundered inexplicably at move 13, but
 was trying to fight back...

and another is against the **Tasc R30**



Typically the R30 had played aggressively
 out of the opening, and its king was some-
 what exposed. But the queens and all rooks
 were still on the board and it was still fighting
 for a draw!

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.

6/Sept
Hi Eric

Here is the report for my latest tournaments. It is a particularly interesting one this time, because of events at both Ridderkerk and Andover (where Chris lives!).

First up 'shock horror' as former champion Aristarch, and a former runner-up Pharaon3.3, are both relegated! I think Aristarch was expected as there has not been an update for a bit, but our runner up from issue 124 Pharaon did surprise me. We also have to note that there were new, improved versions of Scorpio, Spike and Delfi, which may have contributed. But Toga still won well, as expected.

In the 2nd division Jonny won and returns to division 1 with Glaurung, which jumps straight back and is really too strong for division 2. Colossus 2006 got off to a nice start and finished mid table.

Chris GOULDEN - Division 1

Pos	Engine	Score/18
1	TOGA II 1.2.1A	15
2	SCORPIO 1.8	13
3	SPIKE 1.2 TURIN	12
4=	DELFI 5.0 NAUM 1.91	10
6	PSEUDO 0.7c	7
7	SLOWCHESS BLITZ WV2.1	6½
8=	WILDCAT 6 (STAY UP, MORE WINS) ARISTARCH 4.50	6
10	PHARAON 3.3	5½



Chris GOULDEN - Division 2

Pos	Engine	Score/18
1=	JOHNNY 2.83 GLAURUNG 1.2	13
3	L G EVOLUTION	10½
4	ET CHESS 181005	10
5=	THINKER 4.7A COLOSSUS 2006E	8½
7	THE BARON 1.7	7½
8	GLC 3.01.2.2	7
9	SOS 5 ARENA UCI	6½
10	KING OF KINGS 2.56	5½

In division 3 with 3 rounds still to go there are 3 contenders for the 2 promotion spots: Petir3.99d, Ufim8.02 and Anmon5.60!

Now for the interesting bit - I plan to replace Toga for one tournament with Hiarcs X50. I know this breaks with my amateur ruling, but events at Ridderkerk have been quite a shock as Hiarcs X50 has somehow managed to lose 1½-2½ to bottom placed Pseudo, and the same to SlowChess and Pharaon. After 17 of 23 rounds X50 is still 4th out of 24 behind Rybka, Shredder and Fruit, but considering I have Pseudo and SlowChess at mid table, and Pharaon relegated, this does not look right. So we shall see what happens in my 28th series!

Cheers.... Chris

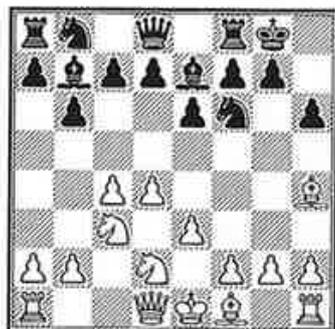
READER'S GAMES FROM PETER GRAYSON AND HARVEY WILLIAMSON!

As I have to try and fit everything into a 24 hour day, the same as everyone else, I am always grateful to readers who, when sending me their games to enjoy either send just a small selection of 'recommended' games or, if it's a file with lots of games, a note to pinpoint for me which are the best ones.

Our first game here scores an A+! **Peter Grayson** sent it to me with his own notes, and I've left them just as they came as they cover the game excellently. I've also left most [evaluations] and [time used for move] figures in, as they add to the game's interest!

Hiarcs 10 - Rybka 2.1c

1.d4 ♖f6 2.c4 b6 3.♖c3 ♗b7 4.♖f3 e6
5.♗g5 ♗b4 6.♖d2 h6 7.♗h4 0-0 8.e3 ♗e7



9.♗d3 This move was in Hiarcs' book, but only 2 games so it didn't automatically play it. By freely playing the move, Hiarcs clearly understood the ideas behind the apparent pawn sacrifice. 0.27/12 10 9...♗xg2 Most of us would have shied away from this, so perhaps showing an unusual materialistic side to the acclaimed positional Rybka we have come to expect. I set this up on my dual CPU PC and Rybka was still happy taking the pawn at 21 ply and 14 minutes calculation! -0.21/14 6 10.♗g1 Replying immediately, Hiarcs expected the pawn to be captured so the question arises was it sound? The sort of idea a human might try and a strong and correct move, otherwise what was the point of sacrificing the pawn? 0.36/13 0 10...♗b7 -0.19/14 5 11.♗xf6 In keeping with the theme, removing a defender of the white kingside squares giving some freedom to White's Queen. 0.32/12 0 11...♗xf6 -0.20/14 4 12.♗h5 0.15/12 5 ♖h8

Comparing scores, Rybka seems unperturbed with its position and Hiarcs shows it has compensation for the pawn. -0.20/14 8

13.♖f3 0.15/11 0 ♖c6 -0.23/13 4

14.0-0-0 Correct development is important here and this gives classical opposite side castling attacking chances. Already Hiarcs seems better positioned for an attack.

0.11/11 3 14...♖b4 Necessary but Rybka will fail to follow up with the correct move! -0.18/12 5 15.♗b1



Essential to keep pressure on the B1 to H7 diagonal. 0.24/12 0 15...♗e7? (d6 was expected). On my dual Rybka was showing 15...d6 within the 18 secs and still at 13 ply. 15...Bxf3 seemed necessary but 15...Qe7? was a blunder. Hiarcs was very quick to latch onto the attack. Its pawn sacrifice was to pay rich dividends. -0.03/13 18 16.♗g6 Even at this fast blitz time control, Hiarcs has sufficient inbuilt knowledge to pursue the attack. It took Rybka 4:39 to find this move! Rybka could have resigned now! 0.77/11 6 16...♗g8 -0.03/12 (?) 8 17.♗xh6 0.62/10 0 g6 0.81/13 4 18.♗g1 2.96/10 0 ♗g7 (a5 was expected) 0.83/10 0 19.♗xg6 8.91/9 3 fxg6 (Nxa2+ was expected) 184.35/8 5 20.♗xg6 #7/62 0 and 1-0

EH: There is no doubt, RYBKA is a marvelous program. But I think it is behind other top programs tactically, especially attacks against its king (I have discussed this with Vasik). Positionally it is extremely good.

Our next game sees Hiarcs 10 on the losing end. **Harvey Williamson** works with **Mark Uniacke** and me on the development of Hiarcs and, as well as playing engine-engine matches to test new versions, also tries them out against all-comers on the Internet.

In the following game he found himself against the new **Deep Junior 10** playing on some very fast hardware! Again I've left evaluations in occasionally, but this time the notes are mine.

Deep Junior 10 - HiarcS X

1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♞xd4 ♟f6
 5.♞c3 a6 6.♞g5 7.f4 ♟bd7 8.♞f3 ♞c7
 9.0-0-0 b5 10.♞d3 ♞b7 11.♞he1 0-0-0 12.f5
 e5 13.♞b3 ♞e7 14.♞b1 b4 HiarcS out of
 Book 0.11/17 3:44 15.♞xf6 ♟xf6 16.♞d5
 ♞xd5 17.exd5

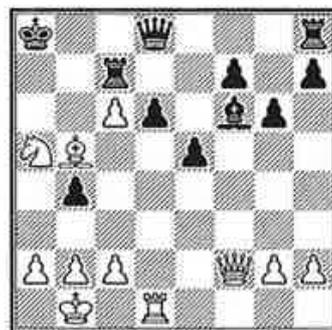


Deep Junior on the 'net played this from Book, though my Junior10 book ended after Black's 14...b4. After Black's next in this game DJ10 also starts to think 17...♞b8 -0.11/17 2:28 18.♞f2 (Qg4) 0.37/21 0 18...a5 (Bxd5) 19.♞b5 (c4) 0.47/21 1:35 19...♞c8 I think HiarcS underestimates its problems here, with its almost equal evaluation 0.08/18 3:29. Most programs see White as about 0.50 ahead. Probably HiarcS is swayed by having the 2 bishops and temporary control of the c-file, but its king safety is negligible and White's queen on f2 already looks dangerous 20.♞e4! 0.88/24 0 g6?! (Bd8) HiarcS doesn't dealt with the most important issue on the board 0.38/18 4:37. 20...♞d8 was best, so as to answer 21.♞c4?! with the awkward ♞b6! 21.a3 bxa3 22.♞a4 axb2 and now for White to maintain an edge I think 23.c4 is better than 23.♞xa5 21.♞c4! 1.50/21 1:49 ♞d8 22.f6 ♞xf6 0.25/18 2:59



23.♞c6!! 1.82/22 0. Played instantly by Deep Junior, having spent 3 mins analysing its response to the move HiarcS played, 22...♞xf6. The only other program I've found so far which finds this in reasonable

time is Fritz9. The threat is ♞b6! and ♞xa5! which would win easily. So Black's response is pretty much forced. On testing I found that 23.♞xc8+?! was favoured by HiarcS and Rybka, but after 23...♞xc8 I couldn't really see anything exciting for White, who also has to recover a pawn. Maybe 24.♞c6 though if 24...♞g5! definitely NOT 25.♞xf7? ♞f8! ♞23...♞xc6 1.92/17 4:58 24.dxc6 ♞c7 Best 2.09/17 3:30 25.♞xa5!? 2.65/22 0. HiarcS had been expecting ♞d5 and, as its evaluation shows, didn't think so highly of this 25...♞a8



But when it saw 26.♞c4! it changed its mind! 26...♞g5?! 3.30/18 13:57. 26...♞e7 looks a better try, obtaining greater protection for the ♟/d6 and the bishop itself 27.♞xd6 ♞xd6 2.53/18 1:02. No choice, as the following variations show: 27...♞e7 28.♞b6+ ♞b8 29.♞d5 the winning fork makes it 1-0, or 27...♞e8 28.♞b6+ ♞b8 29.♞d7+ ♞a8 (29...♞xd7?? 30.♞b6+ m/4) 30.♞b6 1-0, or 27...♞h4 28.♞b6+ ♞a7 29.♞c5 ♞b8 30.♞d7+ 1-0 28.♞xd6 4.12/20 4 ♞d8! 2.78/19 1:34. Nice try! The ♞ can't move of course - back rank mate 29.♞c5 29...♞e7! 3.20/17 27. Another good effort 30.♞d3! 4.42/20 3:23. And equally good from White, with the bigger threat of the nasty ♞a5+ 30...♞xd6 31.♞a5+ ♞b8 32.♞a6 ♞e8 33.c4 5.57/20 3:26



33...bxc3 34.♞b6+ ♞a8 35.♞b7+ ♞b8 36.a4 1-0. An emphatic win by Junior. Do write if you find anything else plays 23.♞c6!

RYBKA: PAWN AND PIECE VALUES!

In our last issue, regarding Rybka, I wrote:

*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/2.1c** versions are much different.*

*Start a NEW GAME, put the program into analysis mode, and see what evaluation Fritz, Hiarcs and Shredder have after around 30secs. Mostly from +0.20 to +0.40¹ - this is 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 -0.60². Again, try Rybka next!!*

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 -1.00³) and then look at Rybka's evaluation!!

*Next do the same with the **Black pawns**. Take off the a7-pawn. Fritz, Hiarcs and Shredder are +0.75 to +1.00⁴. 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 bothered⁵*

*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 incomparable⁶.*

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

For those who don't yet have Rybka, these were the values for the Preview2 version.

- ¹ +0.03
- ² -0.12
- ³ -0.20
- ⁴ +0.21
- ⁵ +0.52

⁶ Most people + engines value the knights & bishops at around 3.00, but Rybka has just 1.32 for the knight/b1 and 1.54 for the bishop/f1, yet the rooks are 4.50 and the queen the standard 9.00



Rybka 2.1
can now be purchased on CD:
without Opening Book £29.95
with annotated Opening Book £39.95

Frank Holt sent me a massive list - the result of much hard testing - at 1 min on each position! He gave me evaluations for loads of engines, and I've shown below all his results.

Start values

	Start Position
Rybka	0.03
Fritz 9	0.14
Fritz 8	0.12
Shredder 10	0.13
Shredder 9	0.38
Shredder 7	0.22
Junior 8	0.19
Junior 7	0.14
Hiarcs 10	0.36
Hiarcs 9	0.20
Toga 2.1	0.19
Fruit 2.1	0.12
Spike 1.1	0.38
List 512	0.28
Goliath 1.5	0.26
Pro Deo 1.0	0.18
Tiger 15	0.20
Colossus2006	0.20
Ruffian 1.01	0.07

Nothing too earth shattering so far, except that Rybka and Ruffian seem to value the benefit of being White as almost nothing?

White pawns off

	a2	b2	c2	d2	e2	f2	g2	h2
Rybka	-0.11	-0.22	-0.16	-0.11	-0.11	-0.26	-0.19	-0.08
Fritz 9	-0.27	-0.68	-0.39	-0.86	-0.79	-0.86	-0.79	-0.32
Fritz 8	-0.54	-0.85	-0.86	-0.63	-0.55	-1.05	-0.93	-0.68
Shredder 10	-0.18	-0.67	-0.47	-0.42	-0.22	-0.99	-0.53	-0.35
Shredder 9	-0.43	-0.86	-0.50	-0.45	-0.32	-1.04	-0.65	-0.39
Shredder 7	-0.40	-0.82	-0.57	-0.56	-0.45	-0.97	-0.64	-0.33
Junior 8	-0.11	-0.63	-0.30	-0.09	-0.29	-0.87	-0.62	-0.27
Junior 7	-0.07	-0.36	-0.26	-0.10	-0.08	-0.54	-0.47	-0.07
Hiarcs 10	-0.44	-0.74	-0.68	-0.32	-0.39	-0.84	-0.94	-0.55
Hiarcs 9	-0.61	-0.84	-0.84	-0.46	-0.45	-0.95	-1.03	-0.74
Toga 2.1	-0.20	-0.62	-0.53	-0.38	-0.19	-0.56	-0.60	-0.15
Fruit 2.1	-0.30	-0.73	-0.57	-0.55	-0.31	-0.79	-0.79	-0.38
Spike 1.1	-0.51	-0.84	-0.72	-0.54	-0.46	-0.88	-1.64	-1.03
List 512	-0.71	-0.91	-0.87	-0.59	-0.61	-0.96	-1.12	-0.80
Goliath 1.5	-0.50	-0.83	-0.65	-0.52	-0.43	-0.67	-0.81	-0.60
Pro Deo 1.0	-0.43	-0.56	-0.57	-0.39	-0.47	-0.74	-0.75	-0.49
Tiger 15	-0.56	-0.76	-0.64	-0.62	-0.60	-0.74	-0.94	-0.40
Colossus2006	-0.92	-1.34	-1.34	-1.10	-1.22	-1.48	-1.68	-1.16
Ruffian 1.01	-0.78	-0.78	-0.93	-0.84	-0.78	-0.99	-0.89	-0.79

Black pawns off

	a7	b7	c7	d7	e7	f7	g7	h7
Rybka	0.24	0.37	0.28	0.33	0.35	0.40	0.32	0.25
Fritz 9	0.66	1.02	1.21	0.88	0.86	1.48	1.14	0.89
Fritz 8	0.88	1.14	1.26	1.11	1.05	1.71	1.23	0.98
Shredder 10	0.86	1.43	1.51	1.08	1.00	2.01	1.00	0.92
Shredder 9	1.18	1.38	1.51	0.95	0.86	1.81	1.05	0.93
Shredder 7	1.07	1.24	1.35	1.12	0.90	1.74	1.01	0.89
Junior 8	0.62	1.00	0.66	0.82	0.80	1.61	1.13	0.75
Junior 7	0.32	0.64	0.62	0.47	0.50	1.02	0.91	0.24
Hiarcs 10	1.05	1.21	1.36	1.12	0.97	1.55	1.41	0.99
Hiarcs 9	0.98	1.21	1.43	1.09	1.15	1.58	1.41	1.13
Toga 2.1	0.49	0.91	0.99	0.93	0.98	1.27	0.96	0.57
Fruit 2.1	0.56	0.91	0.81	1.00	1.04	1.58	1.14	0.71
Spike 1.1	1.10	1.37	1.44	1.11	1.12	1.86	1.88	1.56
List 512	1.18	1.32	1.31	1.02	1.15	1.55	1.44	1.24
Goliath 1.5	0.86	1.10	1.04	1.09	0.79	1.27	1.29	0.98
Pro Deo 1.0	0.84	0.97	1.04	0.84	0.80	1.24	1.22	1.06
Tiger 15	0.90	1.04	1.18	1.02	0.90	1.38	1.24	0.86
Colossus2006	1.34	1.68	1.56	1.48	1.34	2.04	1.94	1.50
Ruffian 1.01	0.86	1.08	1.05	0.96	0.99	1.19	1.14	0.99

The pawn values are interesting - look how some programs vary between their versions! Note especially the astonishing, tiny **Rybka** pawn values. As Frank points out, **Junior 7** is often quite close to it! **Spike** has an extreme concern for White's g/pawn and Black's f+g/pawns, and **Shredder10** for f7!

Various Pieces off

	Ra1	Nb1	Bc1	Qd1	Ra8	Nb8	Bc8	Qd8
Rybka	-4.68	-1.37	-1.68	-9.00	4.67	1.43	1.83	8.99
Fritz 9	-4.32	-2.80	-3.14	-9.79	4.88	3.23	3.58	10.29
Fritz 8	-4.91	-3.38	-3.68	-9.57	5.25	3.74	4.03	10.05
Shredder 10	-4.99	-3.23	-3.64	-11.44	5.68	4.19	4.31	12.12
Shredder 9	-5.08	-3.36	-3.62	-11.55	5.76	4.14	4.48	12.00
Shredder 7	-5.00	-3.31	-3.75	-11.51	5.64	3.89	4.19	11.97
Junior 8	-4.31	-2.81	-3.13	-8.89	4.73	3.27	3.57	9.35
Junior 7	-2.82	-1.82	-2.07	-6.23	3.14	2.24	2.39	6.71
Hiarcs 10	-5.18	-3.26	-3.52	-11.75	5.73	3.84	3.93	12.06
Hiarcs 9	-5.34	-3.33	-3.48	-11.71	5.83	3.84	3.89	12.18
Toga 2.1	-4.52	-2.75	-3.10	-10.02	4.92	3.33	3.61	10.55
Fruit 2.1	-4.60	-2.96	-3.10	-10.21	4.92	3.28	3.50	10.54
Spike 1.1	-5.75	-3.88	-4.31	-10.80	6.48	4.65	4.65	11.57
List 512	-5.88	-3.91	-4.16	-10.47	6.35	4.25	4.60	10.60
Goliath 1.5	-5.91	-3.46	-3.62	-11.95	6.30	3.89	4.15	12.40
Pro Deo 1.0	-4.55	-2.89	-3.03	-9.15	4.98	3.33	3.46	9.67
Tiger 15	-5.66	-3.70	-4.06	-11.54	5.96	4.00	4.38	11.84
Colossus2006	-5.32	-3.52	-3.54	-10.30	5.64	3.84	3.84	10.60
Ruffian 1.01	-4.98	-4.14	-4.48	-9.81	5.08	4.28	4.52	9.86

The values for most programs are fairly standard and similar. All of **Junior 7**'s piece values are low. For **Rybka** the knight and bishop are incredibly low, but the rook and queen are normal?!?!?

I thought I should check the new **Rybka 2.1** and **Junior 10**

Junior 10 and Rybka2.1

Start								
Rybka 2.1c	0.07							
Junior 10	0.03							
White pawns	a2	b2	c2	d2	e2	f2	g2	h2
Rybka 2.1c	-0.11	-0.25	-0.21	-0.19	-0.19	-0.40	-0.27	-0.17
Junior 10	-0.36	-0.64	-0.44	-0.36	-0.36	-0.95	-0.84	-0.46
Black pawns	a7	b7	c7	d7	e7	f7	g7	h7
Rybka 2.1c	0.28	0.46	0.45	0.36	0.46	0.63	0.39	0.31
Junior 10	0.45	0.68	0.56	0.64	0.60	1.17	0.97	0.57
Pieces	Ra1	Nb1	Bc1	Qd1	Ra8	Nb8	Bc8	Qd8
Rybka 2.1c	-2.27	-1.51	-1.69	-4.31	2.19	1.74	1.82	4.31
Junior 10	-4.02	-2.80	-3.09	-8.92	4.11	2.88	3.18	9.11

Junior 10 is nearer **Junior 8** than **7**. It has changed the value for **White moving first**, which in turn affects relationships between the **White and Black pawns**. **Rybka 2.1** has moved very slightly towards some traditional values, and brought the knight and bishop closer together. But **what** has **Vasik** done to **Rybka's rook and queen values**?!?

Clive Munro's MASTERS CHESS Tourny!

In our Issues 124-125 we reported on Clive's latest major **20 Engine ALL-PLAY-ALL TOURNAMENT**, with many of the table-topping commercial engines as well as the best free **uci** engines playing... plus the odd older versions such as Fritz532. In a previous running of a similar event (SelSearch119-121) Hiarcs9 had won, and therefore plays again to defend its crown.



In this latest Tournament Clive is running 2 side-by-side events - one at **G/90+30** (the one that interests me), and the other at **G/5**.

I have previously showed the scores after 8 rounds, and last time we'd got to **round 15**. I've left the **round 15** totals in the tables below for comparison with the now **Final Results**, but would mention 2 conclusions I/we had reached last issue...

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

- **Fritz 8** will win the **BLITZ TOURNY**. (It had 13½, ahead of Fritz9, Junior9 and Rybka all on 10½)
- **Junior 9** will win both the **MAIN** and the **OVERALL TOURNY** (It had 12½ ahead of Hiarcs9 on 11, and then 4 engines way back on 9½ in the G/90+30, and was on 23 ahead of Fritz8 and Hiarcs9 on 20½ in the **TOTAL!** But when I mentioned this to Clive he told me Junior had a tough schedule for the last 4 rounds!

We got it right for **Fritz 8** - in fact it won its last 4 games in the **BLITZ** and cruised home. But I was wrong about **Junior 9** and should have heeded Clive's warning. Scoring only ½/4 against Toga, Rybka, Fruit and Fritz9, it toppled off top in both the **G/90+30** and **TOTAL** sections!

At Round 15		/30	G/90+30		/19	G/5		/19	Final Total		/38
1	JUNIOR 9	23	1	FRUIT 2.1	13½	1	FRITZ 8	17½	1	FRITZ 8	28
2=	FRITZ 8	20½	2=	HIARCS 9	13	2	RYBKA 1.0 BETA	14	2	RYBKA 1.0 BETA	27
	HIARCS 9	20½		JUNIOR 9	13	3	FRITZ 9	13	3=	FRUIT 2.1	25½
4=	FRITZ 9	20		RYBKA 1.0 BETA	13	4=	HIARCS 10	12½		JUNIOR 9	25½
	RYBKA 1.0 BETA	20	5	SPIKE 1.1	12		JUNIOR 9	12½	5	HIARCS 9	25
6	TOGA 1.2	19	6	FRITZ 9	11½	6=	FRUIT 2.1	12	6	FRITZ 9	24½
7	FRUIT 2.1	18½	7	TOGA 1.2	11		HIARCS 9	12	7=	HIARCS 10	23
8	SPIKE 1.1	17½	8=	HIARCS 10	10½	8=	CM10-SMYSLOV	11		SPIKE 1.1	23
9	CM10-SMYSLOV	17		FRITZ 8	10½		SPIKE 1.1	11	9	TOGA 1.2	22
10	HIARCS 10	16½		CMASTER 10	10½		TOGA 1.2	11	10=	CM10-SMYSLOV	19½
11	CMASTER 10	16	11	SHREDDER 8	10	11	PRO DEO 1.1	9½		CMASTER 10	19½
12	PRO DEO 1.1	14½	12=	CM10-SMYSLOV	8½	12	CMASTER 10	9	12	PRO DEO 1.1	17½
13	SHREDDER 8	14		DEEP SJENG 1.6	8½	13	KTULU 7.0A	8½	13	SHREDDER 8	17
14	SLOWCHESS	12	14=	SLOWCHESS	8	14=	SOS 5.1	7	14	SOS 5.1	13½
15	DEEP SJENG 1.6	11½		PRO DEO 1.1	8		SHREDDER 8	7	15=	SLOWCHESS	13
16	SOS 5.1	11	16	FRITZ 5.32	7	16=	ARISTARCH 4.5	5		DEEP SJENG 1.6	13
17	RUFFIAN 2.1	9½	17=	SOS 5.1	6½		SLOWCHESS	5	17	KTULU 7.0A	12
18	KTULU 7.0A	8½		RUFFIAN 2.1	6½	18=	DEEP SJENG 1.6	4½	18	RUFFIAN 2.1	11
19	FRITZ 5.32	5½	19	ARISTARCH 4.5	5		RUFFIAN 2.1	4½	19	FRITZ 5.32	10½
20	ARISTARCH 4.5	5	20	KTULU 7.0A	3½	20	FRITZ 5.32	3½	20	ARISTARCH 4.5	10

Highlights from 13th GEBRUIKERS, 2006

As always our GEBRUIKERS coverage is due entirely to **Rob van Son's** efforts to get games, results and his own photographs to me. Thanks again Rob!

Readers who saw the list of computers involved in the **Gebruikers Simultaneous** in our article in *SelSI25*, or who have already browsed through or read the coverage this time, will know that the entry list for **Gebruikers 13** was a very exciting bunch indeed. They included some really strong and powerful dedicated units, perhaps the best gathering ever to have played in the same tournament!?

Top of the list would have to be Rob's own **Resurrection Fruit '05**. Our estimated rating for it, based on Fruit's own performance and scaling it down to 200MHz, would have to be around 2500 Elo, maybe a bit more. But even at 2500 it is 150 Elo above the **Tasc R30 1995!**

Rob says that before the tournament most people thought that ResFruit would win most games easily and could go 7/7, or close to that... but that was not the case!

Funnily enough the creator of Resurrection, Ruud Martin, was entered with his own **Tasc R30-1995...** and no doubt hoping not to win!!

Other particularly interesting entrants were the **Fidelity Elite version 11 68060/72MHz** (!). We have the version 9 68030/36MHz at 2120, so Hans Mierlo's computer would be at least 2200, maybe 2250. Hans also had his **Mephisto London 68030/36** entered, a computer that shows at 2315 on my Rating List.

It was a shame that the Polgar 18MHz Turbokit wasn't also playing - it played in the Simultaneous - but with a **Mephisto RISC2**, an **Atlanta**, a **Berlin Pro/24MHz** and Rob's little (by comparison with the other high-powered stuff) **Novag Star Diamond**, a computer chess feast was guaranteed.

Here is the keenly awaited top game from round 1...

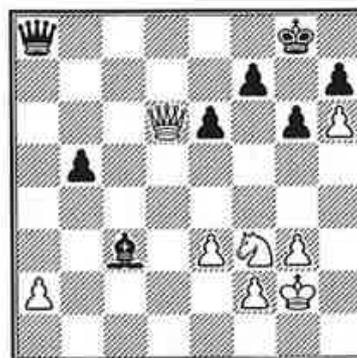
Resurrection Fruit - Mephisto London 68030

Round 1. E18: Queen's Indian: Old Main Line (4 g3 Bb7 5 Bg2 Be7 6 0-0 0-0 7 Nc3)

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♙b7 5.♙g2 ♙e7 6.0-0 0-0 7.♘c3 ♘e4 8.♙d2 d6 9.♞c1 ♙f6N

9...♘d7 is considered a bit doubtful: 10.d5 ♘xd2 11.♘xd2; but 9...♘xd2 10.♞xd2 c5 11.♞fd1 cxd4 12.♘xd4 ♙xg2 13.♙xg2 was 1/2-1/2 Polugaevsky-Karpov/Moscow 1981

10.♙f4 ♘xc3 11.♞xc3 c5 12.♙e3 ♘c6 13.♞a3 ♞e7 14.♞d2 cxd4 15.♙xd4 ♘xd4 16.♘xd4 ♙xg2 17.♙xg2 ♞fc8 18.♞d3 ♞c7 19.♞c1 ♞c5 20.e3 a6 21.♞d2 b5 22.b4 ♞h5 23.cxb5 ♞d5+ 24.♘f3 ♞xc1 25.♞xc1 axb5 26.♞c2 g6 27.♞a5 ♞b7 28.♞d3 ♞xa5 29.bxa5 ♙d8 30.♞xd6 ♙xa5 31.h4 ♙c3 32.h5 ♞a8 33.h6



Hans Mierlo with his two entrants: the Mephisto London 68030 (left), and Fidelity Elite Avant Garde/11 68060

33...♙b2?!

Black's only real problem is the b5/pawn, and this bishop move simply gives White the chance to win it! Therefore 33...b4 was probably best, and then perhaps 34.e4 ♖f8 35.♗f4 e5=

34.♗b6! ♙a3 35.♗xb5 ♖c8 36.♗a4 ♙f8 37.♗f4 ♖c2?

Encouraging the potentially winning a/pawn to advance. Simply 37...♗c6 38.g4 e5 39.♗xe5 ♙xh6 looks best

38.a4 ♖c6 39.a5+- ♗a8 40.♗a4



A diagram here is important as the next few moves are quite critical!

40...♗a6?

I'd say take the pawn while you can!

40...♙xh6 was best, even though you'd expect 41.a6! next. And if now 41...♙f8 42.♗a5 ♖a7 43.♙e5, Black is still in some difficulty

41.♙e5! ♗a8+?!

Not now 41...♙xh6?? 42.♗e8+ threatening ♗xf7 and winning

41...f6 was probably best, but White doesn't need to move the knight and instead has 42.♗c6! forcing 42...♗xc6+ 43.♙xc6, and the a/pawn has doubled in value!

42.e4 ♙xh6?

My comments would be similar to those for the previous move, even though ♗e8+ isn't possible now. But...

43.a6! ♙f8 44.♗c6??

The game was in the bag!

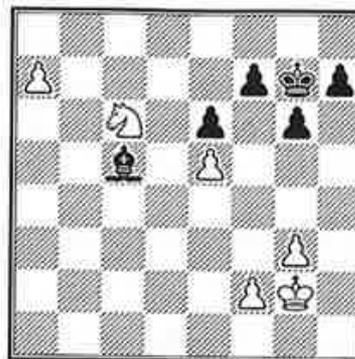
44.♙d7! wins. After 44...♙e7 45.a7 ♙d8 (to stop ♙b6) 46.♗b4 (threatening ♗f8 mate)

46...♙c7 47.♗c5 wins the bishop!

44...♗xc6 45.♙xc6 ♙c5 46.e5 ♙g7 47.a7!



The London 68030. In earlier days it was a Vancouver 68030, which should show up on the photo!



White has had to nearly start again, but with the reduced material it is the a/pawn after all which determines the result

47...♙xa7

No choice!

48.♙xa7 h5

48...f5! was a better defence, and if 49.f4 h6 makes it quite difficult for White to progress even when his knight gets closer to the action

49.f4 g5 50.♙f3

50.fxg5!? ♙g6 51.♙c6 ♙xg5 52.♙d8 ♙g6 53.♙h3! ♙g7 54.♙h4 ♙g6 55.♙xf7 ♙xf7 56.♙xh5 and an eventual mate 1-0

50...f6 51.exf6+ ♙xf6 52.♙c6 ♙g6 53.♙d4 g4+ 54.♙e4

ResFruit just isn't making any mistakes – every move gets my full seal of approval

54...♙f6 55.♙e2

55...♙g6 56.♙e5 ♙f7 57.f5 and there are mates showing on the PC screens 1-0

Resurrection Fruit - Novag Star Diamond

Round 2. D18: Slav Defence: 5 a4 Bf5 6 e3

1.♠f3 d5 2.d4 ♘f6 3.c4 c6 4.♘c3 dxc4 5.a4 ♙f5 6.e3 e6 7.a5 ♙b4 8.♙xc4N

8.♙d2 ♚e7 was 1/2-1/2 Izeta Txabarri-Flear in Seville 1987

8.♚a4 gets a ? in the Shredder book, continuing 8...♚e7 9.♙xc4 0-0 but it looks equal enough to me

8...♙xa5 9.0-0 ♘bd7 10.♘h4 ♙g4 11.f3 ♙h5 12.g4 ♘d5

A surprise, mostly I'd play 12...♙g6 automatically – and it is okay, as is the Star Diamond's choice

13.♚e1

13.♙xa5!? was possible, then 13...♘xc3 14.bxc3 ♚xa5 15.gxh5 ♚xc3. Now White has the 2 bishops against rook and 2 pawns, so maybe after 16.♚e2 is very slightly ahead?!

13...g5!?

Still not moving his bishop!

14.e4 ♘xc3 15.bxc3 gxh4 16.gxh5 h3 17.♘h1 b5 18.♙d3



18...♙g8

An interesting alternative – to stop White's next space-gaining reply – was 18...e5!? and White can support the centre with ♙e3 or try 19.d5

The Novag has played very boldly, and deservedly has just about maintained an equal position as the reward.

19.e5 ♙g2 20.♙e4

I wonder what frightened ResFruit off 20.♙xh7!? It looks okay to me!

20...♚b6 21.f4 ♙g4

The Resurrection Fruit '05 computer



It might have been better to go straight back to g7 or g8, there's a danger of losing too many tempi (!) with this rook

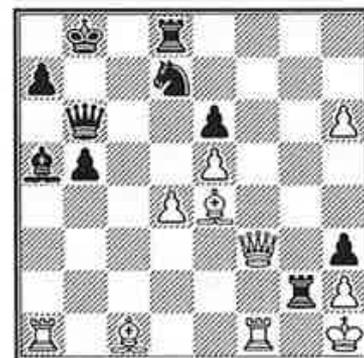
22.♚e2 ♙g7 23.♚f3 0-0-0 24.f5 c5 25.fxe6 fxe6 26.h6 ♙g2?

Here 26...♙gg8 was certainly needed. 27.♙b2 (27.♙xh7?! ♙g8! =) and 27...♙g2± is now okay, as ♙xh7 can't be played because of ♙xb2!

27.♙xh7 cxd4 28.cxd4 ♘b8

28...♙f8!? which I've mentioned before, was possible again here

29.♙e4



29...♙dg8?!

I think I've questioned elsewhere in this issue whether Novags get a bonus for having their queen close to the enemy king. Here it looks as if the bonus might also apply (surely wrongly) to the rook!? But there is little or nothing for the rook on g2, so instead of getting the other rook to support it there, it

would have been better to withdraw IT to g8!
 So: 29...♖gg8. Now 30.♙e3 ♘c3 31.h7 ♖h8 is
 uncomfortable for Black, but not lost
30.h7! ♖h8 31.♗xh3 ♖e2 32.♗g4 ♗xd4?

I know things were bad, but this is a
 remarkably desperate response.

The best try had to be 32...♖xe4 and after
 33.♗xe4 try 33...♙c3. White should reply
 with ♖g1! threatening ♖g8+, but might just
 remove the attacked rook from a1 with ♖b1
 and leave Black still with slight chances

33.♗xe2 ♗xa1?

Well at least 33...♙b6 wouldn't allow mate!

34.♗xb5+

PC's announce m/9 fairly quickly – quite
 possibly ResFruit did as well!

34...♙b6 35.♗c6 ♙d5 36.♖f7 ♗xc1+
37.♗xc1 ♖c8 38.♗xc8+ ♗xc8 39.h8♗+ ♙d8
40.♙xd5 exd5 41.♗e8 a5 42.♗c6+ ♗b8
43.♗b7# 1-0

The following game sees another example of
 a Novag machine seemingly especially keen
 to get its queen close to the enemy king!

Meph BerlinPro 68020 - Nov Star Diamond

Round 5. C82: Open Ruy Lopez: 9 c3 without
 9...Be7

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 ♘xe4 6.d4 b5 7.♙b3 d5 8.dxe5 ♙e6
9.♘bd2 ♘c5 10.c3 ♙e7 11.♙c2 ♙g4 12.♖e1
♗d7 13.♘f1



13...0-0-0?!N

13...♖d8 is probably best (there's a lot of
 theory on this), but if Black is to castle, then
 kingside with 13...0-0 is the right way

14.h3 ♙xh3?



Peter Schimmelpennink operating the Star Diamond (with
 Rob's apology - it has Super Enterprise pieces on board!)

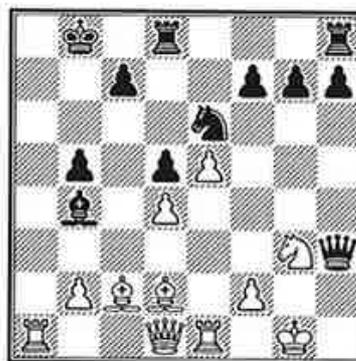
As per the introduction, here is more Novag
 'get a major piece near the enemy king'
 evidence. This time there is a high price to
 pay.

Simply 14...♙f5 (or 14.♙e6) is correct

15.gxh3 ♗xh3 16.♘d4! ♘xd4 17.cxd4 ♘e6
18.a4 ♗b8?

A bit negative

19.axb5 axb5 20.♘g3 ♙b4 21.♙d2!



21...♙xd2

Of course the Novag doesn't want to
 exchange, but retreating with 21...♙e7 runs
 straight into 22.♘f5! g6 23.♗e2! c6 24.♘xe7
 which is no better



Ruud Martin operating his Tasc R30

Rybka suggests 21...c5?! but a Sept/2006 version of Hiarcs is very unimpressed with this and would play 22.♙xb4 cxb4 23.♖d2 to be followed by ♙f5!

22.♖xd2 ♗c8

Trying to run the king to safety somewhere else, and making 18...♗b8 even more deserving of a few '??'

23.♖b4 ♗d7 24.♖xb5+ ♗e7 25.♖b4+ ♗d7?

25...♗e8 delays mate for a while: 26.♖a7 ♖d7 and now 27.♙a4 is m/11

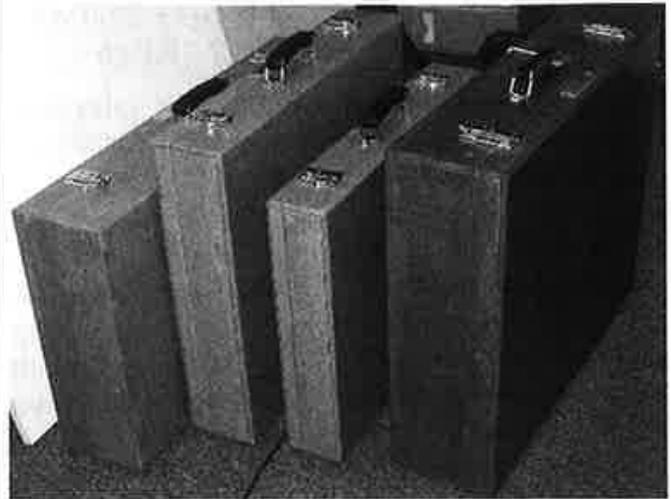
26.♙a4+

Announcing m/6

26...c6 27.♙xc6+! ♗xc6 28.♖ec1+ ♗d7 29.♖a7+ ♗c7 30.♖xc7+ ♗e6 31.♖e7# 1-0

Ouch!

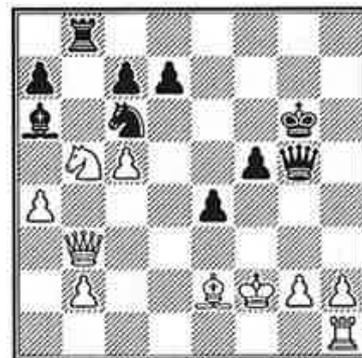
I often bemoan the passing, 10 or so years ago, of the Richard Lang, Ed Schroder and Johan de Koning dedicated and powerful chess computers. Then we lost Franz Morsch's Atlanta computer even more recently, and that could play a good game as well!



A set of the wooden 'suitcases' by Hein Veldhuis & family, which are featured elsewhere in this issue. Rob says, "These are beautiful, they also contain compartments for the pieces and adaptor... but you need a little fitness to be able to carry them to a tournament!"

Mephisto Risc 2 - Mephisto Atlanta

1.c4 e5 2.♗c3 ♗c6 3.♗f3 f5 4.d4 e4 5.♙g5 ♙e7 6.♙xe7 ♗gxe7 7.♗g5 0-0 8.e3 b6 9.c5 bxc5 10.dxc5 g6 11.♖b3+ ♗g7 12.♖d1 ♖b8 13.♗b5 ♗d5 14.♗xh7 ♗xe3 15.♗xf8 ♗xd1 16.♗xg6 ♗xf2 17.♗xf2 ♗xg6 18.♙e2 ♙a6 19.a4 ♖g5



Black's attack has potential, and if he could get his knight involved (e.g. ♗d4) it might be decisive

20.h4?

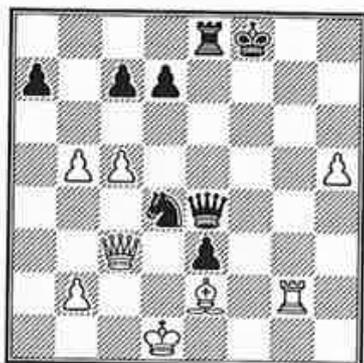
20.♖d1! holds, at least for now. Black might try 20...♗e5 but 21.♖e3=

20...♖f4+! 21.♗e1 ♙xb5 22.axb5 ♗d4!

23.h5+ ♗h6 24.♖c3

It somehow seems rare that attack is the best form of defence, and here 24.♖f7?! ♖g5! 25.♙f1 (25.♖xd7?? ♖e3! 0-1) 25...♖g8! looks very strong

24...e3! 25.♖f1 ♗h4+ 26.g3 ♖xg3+ 27.♔d1
 ♗e5 28.♖xf5 ♗e4 29.♖f6+ ♔g7 30.♖g6+
 ♔f8 31.♖g2 ♖e8



White (an Ed Schroder program) has fought back quite cleverly, and here with 32.♖h2! there might yet have been a chance for it to cause enough complications for something other than 0-1 to happen

32.♖g4?

A serious mistake!

32...♗h1+

Missing the chance!

32...♗b1+! wins outright: 33.♖c1 ♗xc1+
 34.♔xc1 ♔xe2+ and the bishop's gone. 0-1

33.♖e1 ♗d5 34.♖c3??

34.♖f4+! would set White on another series of checks that might save the game: 34...♔g8
 35.♖g4+ ♔f7 and now the clever 36.♖f4+
 ♔f5+ 37.♔c1, as after 37...♗xc5+ 38.♔b1



The position is quite complicated (! that's an understatement) but both sides definitely have chances. Back to the game itself...

34...♖e4! 35.♖xe4 ♗xe4 36.c6 d6 37.h6
 ♗b1+ 38.♖c1 ♗xc1+ 39.♔xc1 ♔xe2+

The end of our line at move 32 'the bishop's gone' has happened after all!

40.♔c2 ♔d4+ 41.♔d3 e2 42.♔d2 ♔g8
 43.♔e1 ♔h7 44.♔d2 ♔xh6 0-1



The Fidelity Elite Avant Garde v 11 68060/72

Well, he's been trying to win Gebruikers and the Louwmans Cup for no less than 7 years, and at last, with his **Resurrection Fruit '05** machine.... yes, **Rob van Son's** done it. But it wasn't so easy as it yielded draws in its games against the Tasc R30, the RISC2, the Atlanta and the Berlin Pro! Fortunately the Tasc R30 ended up with 2 wins and 5 draws - a surprise for such an aggressive playing program. The Mephisto RISC2 had 3 wins but lost to the Atlanta. The Berlin Pro got draws against the top pair and beat the Star Diamond, but lost all its other games!

Pos	Computer	SS Elo	/7
1	RESURRECTION FRUIT '05	2500 ?	5
2=	TASC R30	2354	4½
2=	MEPHISTO RISC 2	2261	4½
4	FIDELITY ELITE v11 68060/72	2250	4
5	MEPHISTO ATLANTA	2221	3½
6	MEPHISTO LONDON 68030/36	2315	3
7	MEPHISTO BERLIN PRO 68020/24	2246	2
8	NOVAG STAR DIAMOND	2186	1½



The winners, Ruud Martin, Rob van Son, and Hein Veldhuis

THE STUDY OF THE YEAR

The Study of the Year

was sent to me by **Yochanan Afek** and **John Roycroft** of the FIDE PCCC Studies Subcommittee

John is well-known as the founder and chief editor of EG, the prestigious quarterly EndGame journal which has been running for 40 years!

The Study of the Year award for 2005 has been granted by the PCCC (Permanent Commission of Fide for Chess Composition) to the following masterpiece from the special composing tourney held last year to celebrate the 50th birthday of over the board and solving Grandmaster John Nunn. **Yuri Bazlov** (born 1947) has been a prominent Russian composer for the last four decades. The notes by John Nunn himself are from the original instructive award...

(see www.bstephen.freeuk.com).

The Study of the Year is not necessarily the very best one but rather an excellent effort that would appeal to the general chess public, not just for its superb artistic merits but also for its evident linkage and contribution to the practical ending. Please help us to promote it among chess enthusiasts in your own country by reprinting it in chess columns, magazines and websites.

Eric's Comment: it is really worthwhile taxing ones brains on this one. Why not play it over on a board first, or put it into your PC but without letting the analysis engine run, while you have a think about the variations and ideas yourself.

The reason I suggest NOT immediately using an engine is that almost ALL of them WONT help you, so if you're about my standard (155 BCF) and not careful you can end up convincing yourself the analysis in the article must be wrong.

Even when you reach move 6 (6.Kf5 in the

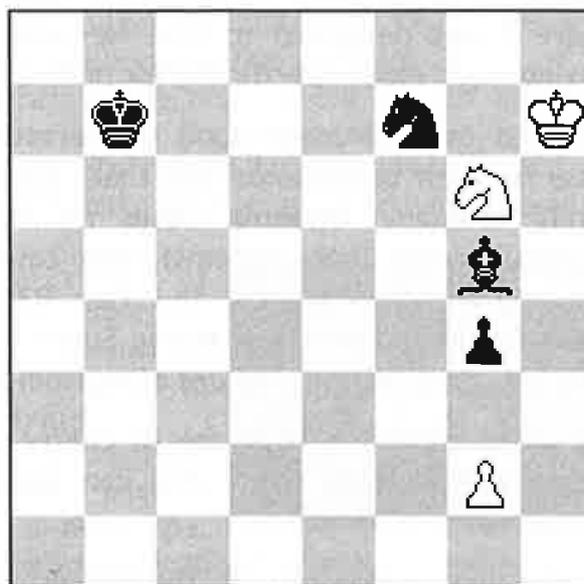
analysis) some engines are still convinced that White has an easy win!!

However I found ONE engine which really can help, and because – perhaps uniquely – it does understand the ideas, you can use it quite easily and with confidence to run through the variations and soon see how everything works out.

It is best if I tell you which engine that is, so that you don't waste your time getting confused by the other ones. It is **Fritz 9**. Incredibly whilst many program are still showing stupid +300, +400 and similar evaluations at move 6, Fritz9 finds the actual solution at move 1 (Nh8) in just 59secs on my Centrino/1800, and can be relied on to confirm all the other analytical comments in the text within only a few moments!

Yuri Bazlov

5th Prize, Nunn-50JT, 2005



Draw

1. Nh8!

The alternative is 1.Kg7? Nd6 2.Ne5 g3 but Black can secure his pawn on g3 and gradually improve the position of his pieces. Of course, he must avoid the exchange of knights, which leads to a positional draw

provided White's king can reach f1. Although the win is not easy, it can be accomplished in the end; for example, 3.Kg6 Bd8! stopping the white king reaching e6, after which it is very hard for Black to displace the centralized white pieces

1...Ne5

The only winning chance is to prevent White's king moving immediately to g6. After 1...Nxh8 2.Kxh8 Kc6 3.Kg7 Kd5 4.Kg6 Be3 Black cannot move his bishop to f4 or h4 without losing his pawn, so he loses another tempo later when White attacks the g3-pawn with his king: 5.Kf5 g3 6.Kg4 Bf2 7.Kf3 Kd4 8.Ke2! The king reaches f1, with a standard positional draw.

2. Nf7!

Already one piece down, White offers a second one!

2...Nxf7 3.Kg6! Ne5+!

The best try is to sacrifice the bishop, as 3...Kc6 4.Kxf7 Kd5 5.Kg6 draws, as in the note to Black's first move.

4. Kf5!

Declining the offer. 4.Kxg5? loses after 4...Kc6! 5.Kf4 Kd6! gaining the opposition 6.Ke4 (6.Kf5 Kd5 wins) 6...Ke6 7.Kf4 Kf6 8.g3 Ke6 9.Kg5 Kd5 10.Kf5 Kd4 11.Kf4 Kd3! and the g3-pawn falls.

4...Nf7

Amazing but true – Black cannot win despite being two clear minor pieces up – and even if he knows how to mate with bishop and knight!

4...Nf3 5.Kxg4 and...

4...Bf6 5.Kxf6 Nf3 6.Kf5 Nh2 7.Kf4 are both clear draws.

5.Kg6 Ne5+ 6.Kf5! 1/2-1/2

QUALITY WOOD CASES for your best CHESS COMPUTER!

I like to visit my *Selective Search* readers pages when I get the chance, and recently came across those of Hein Veldhuis where I was delighted to find he makes some really nice-looking wood cases specifically for dedicated Chess Computers!

Mephisto used to make good leatherette covered and wood cases for their best boards, but that's long ago! However Hein's family company, **Phoenix Cases** (in association with Ruud Martin's Phoenix Chess Systems), have cases for Mephisto Exclusive and Munchen boards, the Tasc R30, the Fidelity Elite, Avant Garde and Prestige, Novag Super Expert... and others - "just ask", says Hein, "they are all custom made!"

The wood can be in light oak or cherry, and the inside cloth uses a very durable foam. You can even have a brass plate fitted!

To give you an idea of cost, the Mephisto Exclusive wood case is 225 Euros, the Munchen 245.

If you're interested contact

Hein Veldhuis

Mr. J.H. de Pontplein 22

5041 GC Tilburg

The Netherlands

website <http://www.schachcomputer.at/phoenix.htm>



The END PAGES! (A.K.A BITS AND BOBS)

That's not intended as a title for a new type of article to put at the end of future issues of the magazine. At least I hope not!

What has happened is that I've just counted up, and I've got 34 or the 36 pages done for this issue, and my final 2 pages should cover a wide range of articles (according to my best intentions on page 8 of *SelSMag125*):

- Reports and Games from the 2006 World Championships
- The May 2006 PC Event at Leiden
- Coverage of results and games from the PAL 2 and 3 Internet events

I've also now got:

- 2 games in which "ordinary" humans defeat top PC Engines on powerful hardware. Roy Baker (who sent one of them) wondered how it could be that such as Kasparov, Kramnik and Bareev can't beat Fritz, Junior and Hiarcs (and on much older hardware than we're using now), yet 'average mortals' apparently can. It's a very relevant question with Kramnik v Deep Fritz and Topalov v Hydra coming up in November. The other game is by our old friend David Wiekrykas who we heralded two or three years ago for his weird and wonderful 'Computer Killer' wins. We've not heard from him for a while, but we will next issue!
- A short article indexing what is covered in some recent chess Books (last 18 months) which are strongly computer chess related
- How players were cheating using handhelds at the 2006 World Open!
- The World Open Computer League table - a major PC Internet tournament that's been played at long time controls over the past few months, involving Rybka, Deep Shredder, Hiarcs, Fruit, Fritz, Zap, Deep Junior, Deep Gandalf, Toga, Loop List, Spike, Tiger, Deep Sjeng, The King, Ruffian... you name them, they were there!
- News on a couple of new DEDICATED chess computers!

All that, and I've got 2 pages left for it all... well, pretty much 1½ now.

I think all I can do is start typing till my space runs out!

NEW DEDICATED MACHINES

The **Excalibur Talking Touch chess** £79.95 is pictured on our front cover, and there'll be a page with details and a photo on my website by the time you read this.



The main feature is that the graphics are the best by far for a dedicated chess Touch Screen unit. There are plenty of time levels, a pretty reasonable opening book, on-screen evaluations, a voice and teaching if you want it, and a good quality carry pouch. The whole thing measures 90 x 155mm, and the screen is 61 x 93mm

As for strength I've not had them in long enough to be at all exact. It beat the Maestro (my estimate 1600 Elo) in 4 x G/30 by 3-1. That implies around 1800 Elo and it felt clearly the stronger, though one game which was a draw was 'thrown away' by each program in turn as they ran low on time in the late middle/early endgame. The Talking TC also outbooked the Maestro in 3 of the games. I was hoping, but haven't found the time, to play 4 games against the Star Ruby (1970 Elo) which I think would beat it, but would make it easier to make a judgement.

However of equal interest is the forthcoming **Novag Citrine**.



The only photo I have is of a prototype, so it's not clear yet where the buttons (New Game, Hint, Level, Take-Back etc) are going, and it looks as if the display is a separate unit. It's obviously wood, 64 leds (one for each square), and the program is to be 'an improved Obsidian'.

Novag are due to send me a demo model in early/mid October so I can grade it and get it in our Christmas Catalogue. Stocks should be available early/mid-November. A price guess is £289.

LEIDEN, May 2006

Rybka wins again! Well, it isn't quite inevitable any more. Okay it does head everyone's rating lists, and it leads by miles in Sedat's League Table (Rybka2.10 88/100, next is Deep Shredder10 with 69½).

But it didn't win the 2006 World Championship and, in fact, came 2= behind Deep Shredder 10 in the World Open League I mentioned at the start of this article.

But it did win in Leiden, with 8½/9!

I smiled a little when I saw one of the Rybka co-worker's comments in an article she wrote: *"Another chess engine tournament - I was surprised to discover that computers have quite a lot of their own tournaments... forgive me, but I did used to think that engines are made to be used by chess players"*.

So said Women's IM **Iweta Raziewicz**, pictured below with **Vasik Rajlich**.

She also points out that, if left to itself, after **1.e4 e5 2.Nf3 Nf6 3.Nxe5** that **Rybka1.1** would play **3...Nc6?!** ("ply 13") if it didn't have an opening book. As she points out the simple **4.Nxc6** leaves Black with no compensation for the pawn, "no kidding". I haven't tested 1.2 or 2.1 on that.



Whatever, Rybka seems to be entered in everything - and, in fairness, programmer Vasik Rajlich and his team, which includes Raziewicz, also always enter a Rybka in the PAL Internet tournaments, so they do 'use' their engine... in fact they won PAL 3.

(That's another article I should do, they played Kosten+Hiarc in PAL 3 and I have notes, if I can find them somewhere in my bursting filing cabinet, by both sides, so that should be interesting).

Anyway the Leiden (G/90) result was:

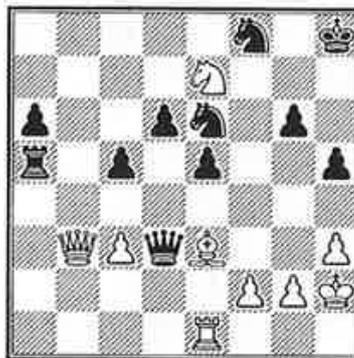
Pos	ENGINE	SCORE/9
1	RYBKA 2	8½
2	DEEP SJENG	7½
3	DEEP SHREDDER	6½ ?!
4	DEEP GANDALF	6
5	ANT	5
6=	THE KING THE BARON	4½
8=	XINIX HERMANN ARGONAUT	4
11	ISICHESS	3½
12	NEUROSIS	2½
13	DIEP	1½ ?
14	USURPATOR	1

The low Diep score was because it dropped out after losing to XiniX in round 3.

Rybka's only draw was against Deep Shredder, in 67 moves, but Deep Shredder lost to both Deep Sjeng and Deep Gandalf.

Computer WORLD CHAMPS 2006

Here is the brilliant finish to **Junior - Ikarus**



We find Ikarus stands 2 pawns up, but Junior is conjuring up one of its famous attacks, so the outcome is far from certain!

46.♖h6 ♖b5 47.♗a2 c4 Only move!
47... ♗xc3? 48.♗xf8 and not 48... ♗xf8??
49.♗g8# 48.♗xf8 ♗xf8 49.♗e3 ♗b1
50.♗d2 ♖g7 Not 50...e4?! 51.♗e1! ♗d3
52.♗h6+! 1-0 51.♗xd6 e4 52.♗d4+ ♖f7
53.♗c8 ♖g8 54.♗d6 ♖b6 55.♗xc4+ ♖h8
56.♗f7 ♖b8 and now the very cute 57.♗f5!
♗b7 57...gxf5 58.♗g3 m/6 58.♗e7 ♗c7+
59.g3 ♗xe7 60.♗xe7 1-0

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 *Sel/Search* 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. 1200MHz, 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 8x2000	80
Deep prog on Quad 4x2000	60
Deep prog on Dual 2x2000	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
286	Rybka 2.1c/o	2891	35	176	1	
282	Rybka 1.2f	2857	19	583	2	
270	Shredder 10	2760	16	780	3	
270	Hiarcs 10	2760	13	1177	4	
268	Fruit 2.21	2750	13	1206	5	
266	Fritz 9	2735	13	1218	6	2670/4
265	Junior 10	2724	37	150	7	
263	Shredder 9	2711	12	1391	8	2640/20
263	Shredder 8	2709	14	1049	9	2619/21
261	Shredder 7.04	2690	11	1668	10	2703/20
258	Fritz 7	2671	11	1587	11	
258	Junior 9	2669	11	1697	12	
258	Junior 8	2667	12	1481	13	2401/4
257	Fritz 8	2662	8	2678	14	2769/14
256	Zap Paderborn	2653	26	317	15	
256	Hiarcs 9	2651	11	1761	16	
255	Gambit Tiger 2	2643	11	1720	17	2542/2
255	Chess Tiger 14	2641	12	1344	18	2705/13
253	Chess Tiger 15	2631	10	1886	19	
253	Fritz 6	2629	10	2081	20	2616/53
253	Shredder 6	2625	12	1356	21	2478/7
252	Hiarcs 8	2621	11	1642	22	2651/14
251	Junior 7	2613	12	1419	23	2701/12
251	Gambit Tiger 1	2613	22	430	24	
251	Rebel Tiger 12	2609	15	872	25	
251	Gandalf 6	2608	14	1091	26	
250	Junior 6	2604	10	1891	27	2621/22
249	Rebel Century 4	2597	21	480	28	2674/4
249	Hiarcs 7-DOS	2597	12	1397	29	
249	Hiarcs 732	2591	9	2347	30	2467/19
247	Fritz 516	2578	12	1375	31	2513/6
247	Chessmaster 6000/7000	2576	24	353	32	2594/22
246	Fritz 532	2575	12	1480	33	
247	Shredder 4	2573	16	760	34	2600/15
247	Shredder 5	2571	14	1018	35	2642/15
246	Nimzo 98	2570	12	1308	36	2475/10
246	Nimzo 7	2567	13	1208	37	
246	Nimzo 8	2565	12	1326	38	
245	Rebel Century 3	2565	25	340	39	2655/6
244	Junior 5	2556	11	1537	40	
244	Hiarcs 6	2553	13	1207	41	2592/24
243	Gandalf 5	2547	20	513	42	
243	Gandalf 4	2546	13	1147	43	
242	Nimzo 99	2542	14	1051	44	
242	Rebel 10	2540	25	333	45	2598/17
242	Rebel 9	2539	14	1063	46	2677/14
242	Rebel Century 1.2	2537	21	460	47	2592/43
241	M Chess Pro 6	2535	17	712	48	
241	Rebel 8	2535	19	549	49	
241	SOS 4	2534	14	974	50	

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Please send **ARTICLES, RESULTS, GAMES** and **SUBSCRIPTIONS (!)** direct to Eric, at the above address please!

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2356	Novag Jade2+Zircon2	1964	Novag Jade1+Zircon1	1760
Mephisto London 68030	2316	Mephisto Milano	1957	SciSys Turbostar 432	1760
Tasc R30-1993	2312	Mephisto Montreal+Roma68000	1954	Mephisto MM2	1759
Mephisto Genius2 68030	2305	Mephisto Amsterdam	1950	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2279	Mephisto Academy/5	1942	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1932	Conchess/4	1735
Mephisto Portorose 68030	2271	Novag Super Forte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2262	Mephisto Mega4/5	1926	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	1919	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2247	Kasparov Explorer+AdvTravel	1914	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2243	Kasparov Barracuda+Centurion	1914	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov GK2000+Executive	1914	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2222	Kasparov Bravo	1914	Fidelity Sensory 12	1682
Mephisto Montreux	2219	Mephisto MM4	1905	SciSys Superstar 36K	1668
Kasparov SPARC/20	2218	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2200	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2194	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2187	Novag Ruby+Emerald	1890	Novag Quattro	1652
Fidelity Elite 68040v10	2182	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2146	Meph Supermondial2+College	1884	Mephisto Mondial2	1611
Mephisto London 68000	2142	Mephisto Monte Carlo4	1884	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2132	Mephisto Monte Carlo	1873	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2121	Kasparov Travel Champion	1871	Novag Constellation/2	1594
Mephisto Vancouver 68000	2119	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 Rebel	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1821	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2011	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	2001	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	2001	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Kasparov Cosmos+Expert	2001	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1987	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	1973	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Polgar/5	1969	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1967	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Mondial 68000XL	1966	Fidelity Elite C	1778	Novag Savant	1100
Novag Emerald Classic+Amber	1964	Fidelity Elegance	1764	Boris2.5	1060