

# SELECTIVE SEARCH MAGAZINE

## CHESS PLAYED BY COMPUTERS!

Est. 1985

Editor: Eric Hallsworth

Issue 127

Dec 2006-Jan 2007

£3.95



Just out: the exciting new

**NOVAG CITRINE ... £249**

Wood, auto-sensory, 81 LEDS, detachable display, 180 BCF

- **SUBSCRIBE NOW** to get REGULAR COPIES of the LATEST ISSUE and RATING LIST mailed to you as soon as they come out!
- **£22** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£25**, elsewhere **£30**. For FOREIGN PAYMENTS CHEQUES must be in POUNDS STERLING, or (best for you) use a CREDIT CARD.
- **PUBLICATION DATES:** early Feb, Apr, Jun, Aug, Oct, Dec.
- **ARTICLES, REVIEWS, or GAMES** sent in by Readers, Distributors, Programmers etc. are always welcome.

Visit the SELECTIVE SEARCH and COUNTRYWIDE web pages:

[www.elhchess.demon.co.uk](http://www.elhchess.demon.co.uk)

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



### IN THIS ISSUE !

- 2 Computer Chess BEST BUYS!
- 3 NEWS, RATINGS + RESULTS  
FROM AROUND THE WORLD, INCLUDING:
  - new from ChessBase: **FRITZ 10 + Deep FRITZ 10!**
  - **HYDRA** news, and the new upgrade **RYBKA 2.2**
  - **Deep HIARCS!**
  - **Results ,Rating Lists and Comments** from Pete BLANDFORD, CEGT and CCRL
  - **Deep FRITZ v KRAMNIK**, the Match is underway!
  - **Bobby FISCHER v Svetozar GLIGORIC**
- 8 Bill REID's latest Computer Test
  - Another FASCINATING position to try out on your Computer... and yourself of course!
- 9 Harvey WILLIAMSON takes DEEP HIARCS (!) to Leiden
  - REPORT, GAMES and PHOTOS
- 18 Chris GOULDEN's UCI page
- 19 Rob van SON
  - A GREAT MAN v MACHINE match - REPORT, PHOTOS and all the GAMES
- 32 The OPEN DUTCH 2006
  - The 26th DUTCH OPEN is a massive triumph for **RYBKA!**
- 34 ERIC's CHRISTMAS message
- 35 Latest SELECTIVE SEARCH RATINGS: PCs & DEDICATED COMPUTERS

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

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

■ 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:

**10% OFF** all **DEDICATED COMPUTERS** on this page and **5% 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 [por]

#### Kasparov/Saitek

**ADVANCED TRAVEL** (was BRAVO) **£34.95** - small plug-in set 160 BCF. Scrolling info display. Great value!

**MAESTRO touch screen travel** **£49.95** - fine product, incl. Leatherette cover. Backlight switch on side for easy of use. Decent chess, est'd 130 BCF

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

#### Novag

**STAR RUBY** **£69.95** - 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** - 160 BCF program, packed with features, display + 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

### TABLE-TOP AUTO SENSORY [as]

#### Novag

**CITRINE \*\*** **£249** - 180 BCF wood auto-sensory with improved, faster Obsidian program, 24,000 opening book. Wood felted pieces, excellent features. **New!!**

#### Excalibur

**GRANDMASTER** **£199.95** - big 2" squares, 4" king! Black/silver vinyl board. Auto-sensory surface. Looks great! 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 10% = £449!**

### 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 5% = £37.95!**

■ and..... **£75 less 5% = £71.25!**

**FRITZ 10 dvd** **£39.95** - by Franz Morsch. 60+ Elo stronger, with extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics, excellent in analysis and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, Chess Media video training excerpts, and Beginners Course!  
**DEEP FRITZ 10** **£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** - one of the very top programs 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

**RYBKA2.2** - uci engine with 'Fritz' opening book only **£29.95**; or Chess Assistant version **engine + analysed opening book** + 8,000 annotations by GM Kalinin **£39.95**. IM Vasik Rajlich's RYBKA tops every Rating List due to remarkable levels of chess understanding

### 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**... 127! 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 won't 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!

The early December issue is always the hardest for me to get done, not because there's nothing to write about... in fact quite the reverse. It's the busy season. My main job is of course to get the Countrywide Catalogue all typed up, great photos in place, and off to the printers, then out in the post! Most of my UK readers no doubt already have theirs!

I usually start mapping it out in September and this year was no different, especially as I had to change the size of everything down to A5 to avoid paying the new, higher Post Office charges for the A4 size we usually do.

Trying to get *Selective Search* done at the same time is, in truth, an impossibility - especially because, as soon as the Catalogues have been posted, the phone usually starts to ring off the hook!

Of course I also need to get the magazine to folk so you know what's new, what's going on, and I can tempt you to buy something before you see it advertised somewhere else!

Anyway the end result is that, despite working 60 hours a week for the past 5 or 6 weeks, this is going to reach you late. Equally I'm not sure as I type this whether you'll have a 32 page issue (which is what it's supposed to be anyway) or a 36 page bonus issue, which is what I usually do 'no expense spared'!

Whatever you've got in the end, I know it will be full of computer chess games, and I hope you enjoy it, and have a really good CHRISTMAS and a very Happy new Year!

### NEWS SECTION

#### NEW! - FRITZ 10

**ChessBase** have released the first of their new **Fritz 10** versions. The single processor version came out in time for my birthday on 13th. November, which was nice, and the **Deep** version should come out straight after the 6 game **Deep Fritz v Vladimir Kramnik** match, which starts just about the time *Selective Search* will go to the printers... 25th November.

Scores involving **Fritz 10** are already coming in, and it seems to be between 30 and 50 Elo stronger than Fritz 9. Inevitably the early scores vary a little depending on the hardware and time control. My own tests suggest the higher figure might be right, but we shall see.

There's some great new features taking advantage of the extra knowledge and attempt to create a more human style that's built into Fritz 10. These show graphically on the main board the attacks and plans available to both sides, growing and adjusting dynamically as the search gets deeper. This is good stuff! They can be used when watching games on the Playchess server as well as when analysing games yourself. It looks a bit intricate at first - and the feature can of course be switched off. Arrows show the plans each player could consider, while squares are coloured to show which ones are critical to the respective ideas. I think many 'ordinary' players will find this of help and interest, and I think it should develop a sense of awareness of which are the most important elements and what's going on in a position, exactly what a strong player wants and needs to consider. The display continues to show the main line of the best move found so far, but adds the main line of the move under consideration and shows each 'try' as it is tested and refuted or accepted further down the search.

I've included (next page) a screenshot, but really this would need to be viewed in colour to get proper benefit.



The screenshot is from the position after Rybka's surprise TN 8...e5!? in the game Equidistance v Vvarkey-Rybka. See issue 125, page 26. The program considers Ng5 the best move (as played) and also believes castling is important for both sides. The arrows show many other ideas and attacks from which each player can choose as the game develops

## HYDRA

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

However my understanding during the past few months that this was in preparation for its next opponent, **Veselin Topalov**, seem now to be incorrect. All reference to the Hydra-Topalov match, on the web and in magazines, has completely disappeared, before or during the Kramnik-Topalov match. Topalov's sorry behaviour - or perhaps most of the blame should be laid on his second, but Topalov is still guilty for allowing and endorsing it - will have endeared him to no-one, and financial backers for the match are probably relieved that it isn't happening. Or maybe they found there was just time to back out!

Anyway the next Hydra will be doing 200,000,000 positions per second (!) enabling it to reach middle game search depths of 18 ply regularly!! It is hard to think that

Deep Blue 2 would have any chance against Hydra... in fact I would propose it wouldn't be able to beat the multiprocessor engines we now have available for dual, quad and faster machines.

## RYBKA

If you're one of the few who haven't got it already and want to, then go to programmer **Vasik Rajlich's** own website where you can download the original beta version for free, or pay for and download other, newer versions

■ [www.rybkachess.com](http://www.rybkachess.com)

There is the final series 1 version, **Rybka1.2f uci**, or the new **Rybka2.1c uci** (though you should also find 2.1o uci there which restored some tactical programming and came out slightly better) and now the new, yes, and



Vasik Rajlich

even stronger **Rybka2.2 uci** version.

Plus there's 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.

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

**STOP PRESS!** Rybka 2.2 can also now be purchased from **Countrywide** on CD!! The version with uci engine only + a *Fritz-type* Opening Book is **£29.95**, and the Chess Assistant version with their engine, now + uci engine and a full GM annotated opening book is **£39.95**.

### DEEP HIARCS!

Now there's a surprise for many I'm sure! Many people think that Hiarcs, from the UK's top programmer **Mark Uniacke**, is actually the best program of all - certainly that's a widely held view from top players using their engines for analysis, as Hiarcs is 'the chess knowledge' program. But Mark has also been supporting the MAC and Palm systems for Hiarcs as well as the PC, and subsequently it's not been easy to find the extra time needed to convert Hiarcs to multi-processor code.

But he's been aware the same as everyone else, with quite cheap dual and dual2core PC's arriving in the stores, that the time was coming when he'd need to... and it's arrived!

Read all about it in **Harvey Williamson's** article elsewhere in this issue and, if you visit

■ [www.hiarcs.com](http://www.hiarcs.com)

you are likely to find that uci versions of **Hiarcs11** and **Deep Hiarcs 11** are now available direct from Mark!

## RESULTS & RATINGS SECTION

### CEGT 40/20 32-bit Rating List

The CEGT list originally showed that it used the 40/40 time control, but it now calls it

40/20. In actual fact, as far as I can ascertain, each operator plays his games at a time control to simulate 40/40 on a P4/1200. So if the match operator has faster equipment, he plays at an appropriately faster time control. Most are now played on Centrino/2000 or Dual-Core hardware at 40/20 or 40/15, but they all go under the general 40/20 heading.

### THE CEGT 40/20 LIST

Pos	Engine	Rating
1	RYBKA 2.2	2940
2	RYBKA 1.2F	2938
3	RYBKA 2.1c	2904
4	RYBKA 1.1	2899
5	FRITZ 10	2837
6	LOOP 10.32F	2814
7	SHREDDER 10	2813
8	TOGA II 1.2.1A	2804
9	FRITZ 9	2780
10	HIARCS X50 UCI	2779
11	HIARCS 10 UCI	2779
12	FRUIT 2.2.1	2776
13	SPIKE 1.2 TURIN	2774
14	JUNIOR 10	2766
15	KTULU 8	2755
16	SHREDDER 9	2749
17	NAUM 2.0	2730
18	THINKER 5.0b	2726
19	HIARCS 8 BAREEV	2724
20	FRITZ 8 BILBAO	2713
21	SMARTHINK 1.0	2700
22	JUNIOR 9	2687
22	HIARCS 9	2675
23	CHESS TIGER 15	2670
24	CHESSMASTER 10000	2665
25	GANDALF 6	2661

### CCRL 40/40 Rating List

The CCRL lists continue to use the actual 40/40 time control. Pleasingly both produce separate lists for 'all versions', 'top versions' and other combinations etc. This means I am able to draw out ratings for all of the commercial 32-bit programs and also grab a



useful selection of the top and/or best known 32-bit free (uci) engines. I prefer to do that, then the results can be shown on an equal playing field.

Eventually these are all going to have to be 'equalised' to Dual (2) Core, and then Quad, but for now we'll keep to the 32-bit standard, as that enables us to include the widest range of engines and also compare these lists with the *Selective Search* lists on the back page!

When we go to Dual Core/Multi Processor then I will still show the 32-bit ratings for engines which are not available in multi-processor, but of course they will be suffering a fairly serious disadvantage if they haven't been supercharged to take advantage of what is even now becoming the standard for 'off the shelf PC' new generation processors.

For a short while the CEGT List disappeared from the web but (gladly) has been resurrected by other keen computer folk. However while that was missing my attention was drawn to the equally excellent CCRL List. In fact I now have one of their leading members, Ray Banks, as a *SelSearch* reader, so woe betide me if I put the CEGT list in and not the one from CCRL! In truth the CEGT List, by sticking to equal hardware and time controls will be the more accurate anyway!

The CCRL folk are actually very active and show lots of statistics on their site for their main 40/40 Listings. A couple of their lists even compare programs in a way which enables one to 'think about' whether some programs might be very similar (i.e. possibly clones!), and occasionally accusations result from this. Of course when the 'Open Source' code was made available for the strong Fruit and Toga programs it gave others the opportunity to learn and try a few things. But there's a big difference between adding a bit of Toga code to your existing WXYZ program, and adding a bit of your WXYZ program to all the Fruit/Toga code, which some think is happening. But I don't have enough money to afford someone to sue me, so I'm saying no more!

Here is the **CCRL web address** for those

who want to visit the site themselves:

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

### THE CCRL 40/40 LIST

Pos	Engine	Rating
1	RYBKA 2.2	3031
2	RYBKA 1.2	2984
3	RYBKA 2.1	2969
4	RYBKA 1.1	2966
5	LOOP 10.32F	2877
6=	SHREDDER 10 TOGA II 1.2.1A	2875
8	HIARCS X50 HYPERMODERN UCI	2867
9	SPIKE 1.2 TURIN	2849
10=	FRITZ 9 FRUIT 2.2.1 HIARCS X54 UCI	2844
13	HIARCS 10	2843
14	JUNIOR 10	2841
15	SHREDDER 9	2827
16	NAUM 2.0	2813
17	KTULU 8	2808
18	FRITZ 8 BILBAO	2801
19	JUNIOR 9	2784
20	ZAP! PADERBORN	2779
21	GLAURUNG 1.2.1	2769
22	ZAP! REYKJAVIK	2768
23	SMARTHINK 1.00	2761
24	SCORPIO 1.8	2754

A few comments:

- firstly both CEGT and CCRL have the new Rybka (2.2) ahead of everything, but the rating in CCRL at 3031 is truly massive, and this at single processor level!
- secondly both their lists have Rybka1.2f ahead of Rybka2.1 whereas mine (last time) had 2.1 ahead. I've quite a lot of new results yet to put in so I'm not sure how much mine might change.
- thirdly Fritz 10 hadn't been tested when I visited the CCRL page on 20/Nov but it is on the CEGT and looking very healthy!
- finally poor Colossus 2006 has dropped 50 Elo points and disappeared way down the order and well off this list. A shame!

**RESULTS FROM SELECTIVE SEARCH READERS****PETE BLANDFORD**

Pete has been running his **G/60 Tournament** since 2003, and every time he buys a new program it gets added by playing in Gauntlet mode against the rest! Playing 4 games against every other program now it's got to 26 programs is a major effort, but even since our last issue **Shredder 10** has been added and slips into 4th. place. **Hiarcs10** remains a long way ahead while **Junior10** will be tested next!

**PETE BLANDFORD, ALL-PLAY-ALL @ G/60**

Pos	Engine	Score/ 100
1	<b>HIARCS 10</b>	68½
2	<b>JUNIOR 8</b>	60½
3	<b>FRITZ 9</b>	59½
4	<b>SHREDDER 10</b>	59
5=	<b>SHREDDER 9</b> <b>JUNIOR 9</b>	55½
7	<b>SHREDDER 7.04 ACTIVE</b>	55
8	<b>SHREDDER 7.04 DEFAULT</b>	54
9=	<b>HIARCS 9</b> <b>FRITZ 8 BILBAO</b>	53
11	<b>JUNIOR 7</b>	52½
12	<b>FRITZ 8</b>	51½
13	<b>DEEP FRITZ 8</b>	51
14	<b>HIARCS 8 BAREEV</b>	50½
15	<b>SHREDDER 8 ACTIVE</b>	50
16	<b>FRITZ 7</b>	49½
17	<b>SHREDDER 8 DEFAULT</b>	48
18=	<b>CHESSTIGER 14</b> <b>GAMBIT TIGER 2.0</b>	47½
20	<b>CHESSTIGER 15 NORMAL</b>	46
21	<b>HIARCS 7.32</b>	43½
22	<b>SHREDDER 7</b>	42½
23	<b>CHESSTIGER 15 AGGRESSIVE</b>	39½
24	<b>HIARCS 8</b>	38
25	<b>FRITZ 6</b>	35½
26	<b>FRITZ 5.32</b>	33½

**Forthcoming Events!****MAN v MACHINE**

▪ The \$1million 6 game **Man v Machine** match between **DEEP FRITZ AND VLADIMIR KRAMNIK** is taking place from 25/11-5/12 in the Art & Exhibition Hall, Bonn, Germany. **DEEP FRITZ** leads 2½-1½ as I write, due to an awful Kramnik blunder in game 2.

To finish here's a very heavily analysed position from nearly 50 years ago.

**Fischer, Robert James - Gligoric, Svetozar**  
Candidates Tournament, 1959

While it is true that Fischer won easily enough from this position with **23. ♖d3**, that's partly because Gligoric played **♙xc3?!**

If instead he'd tried **23...a5!** then after **24. ♖xd6 ♖xd6 25. ♖xd6 ♙e8** Black's position, though he's a pawn down, is not so bad at all and there are some drawing chances.

However, after the weaker **♙xc3?!** the game finished quite quickly: **24. ♙xc3 ♙xf4 25. ♖f3 ♙h5 26. ♖xh5 gxh5 27. ♖xh5 ♙e8 28. ♖h6 ♖xc3 29. bxc3 ♖xc3 30. g6 fxg6 31. ♖h1 ♖d4 32. ♖h7+ 1-0**

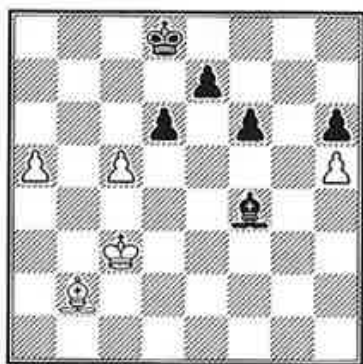
It seems a little strange, in a 'brilliancy' which ended only 9 moves later, and which has been so heavily analysed in many books and articles over the years, to hear recently the Rybka folk making quite a bit of noise about it finding '*a much better*' 23rd. move for White.

However we think they are right, and there is one - amazingly missed by everyone for all this time. But in this age of ultra-fast computers and powerful programs all sorts of things are being discovered! And a recent Hiarcs version in readiness for Hiarcs and Deep Hiarcs 11 found it even faster (2mins instead of Rybka's 6½ on my Centrino). I haven't had chance to check, but wouldn't be surprised if the new Fritz 10 gets it quickly, and wonder can any other programs find the improvement inside, say, 10 mins?! You'll know when it is found as it's a sacrifice based on an attack against the king... a tip which might well help readers find it for themselves quickest of all!

# BILL REID - "TIME FOR ADJUDICATION"!

So our codebreaker was right when he said "Ignore the antics and focus on the board - exactly what those computer programs will be doing when we finally get them" (Thanks to Chris Tatham for demonstrating that so conclusively in SS126).

But as he waited for time to be called another thought occurred to him: "Unlikely that a program could fall into a trap, but will it ever be possible to program a computer to set one? Must have a think about that."



Well, I wonder. There you have the diagram for the position before our Codebreaker's opponent did his best to make Kd4 look like a blunder.

Do any of the programs, faced with what looks like a drawn position, try to set a trap with Kc3-d4 like the top board player did? Rybka, maybe??

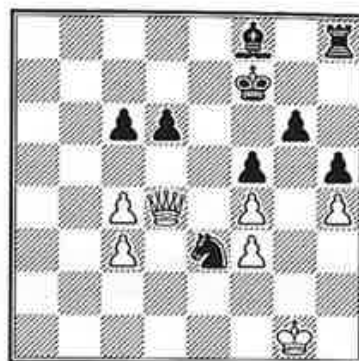
Why not put your favourite program into the mode where it analyses, say, the 'top 3' lines, and see if Kd4 makes an appearance?

But now match time has been called and speculation about the future must be set aside.

There are not many games to adjudicate because the match has been decided and players have generally resigned if they had lost positions or agreed draws if there was no obvious forced win.

But, as always, a few remain to be sorted

out. This is the first one that the top boards have to look at.



It's White to play and it was clearly tempting for White to take a winning material lead with

1. Qxh8,

but since he knew that time was soon to be called he has sat on his hands and refrained from making the move. After all, there could be problems with it because, after

1. ... c5,

the Queen looks to be stuck in the corner. And, with a man on hand to adjudicate the position who, only a couple of years ago, got a win against Bronstein at Hastings, why take the risk?

Our codebreaker doesn't take long to make his mind up on this one, but he's interested in what his opponent thinks about it. In spite of his antics around that Kd4 move, he's a promising young player.

So he looks at him inquiringly and the young man picks up the cue: "looks like a draw to me," he says.

But how do the programs evaluate the position? Would they agree with that judgement? And should the adjudicators assume that the 'obvious' Qxh8 would be played... or not?!

Bill Reid



## Harvey Williamson reports on the week-end when he took DEEP HIARCS (!) to play in Leiden!

There are various reasons why HIARCS isn't seen in 'the big tournaments' as often as we would like. One is that we've needed to get a Deep version up-and-running so as to compete with other programs which always run on quite incredible hardware. The other is finding the time and finances to get to the big Events. **Harvey Williamson** has been working as part of the HIARCS team for some time now and.... well, he'll tell you himself!

Let me start with a bit about my background! I joined the Hiarcs team about two years ago. My interest in Computer Chess goes back to the early 1980's when I purchased my first Chess Computer. I think it was called a Chess Champion. I then later purchased an Exclusive board with Mephisto III inside and finally a Fidelity Excellence.

I think my interest then waned for a few years until the early nineties and the Kasparov v Short match in London where I was now living. During the match I met Mike Healey who was then running Countrywide Computers. I chatted with Mike and found there were various upgrades available for the Exclusive board that I had. As a result I became a customer of Countrywide and shortly after a subscriber to Selective Search.

I have chatted to Eric many times and eventually ended up testing Hiarcs. In fact the first Hiarcs I purchased was Hiarcs 7 and it's fair to say I have been a fan ever since.

I am a regular player on the ChessBase server and a regular reader/poster on the Computer Chess Club website [www.talkchess.com](http://www.talkchess.com). Many of the names on the list of participants in Leiden were familiar and a number of them I had chatted to on the server and debated with in CCC.

About 6 months ago a friend from the Dutch Computer Chess Association (CSVN), Andre van Ark (the only person at Leiden I had actually met before), suggested we enter Hiarcs into the annual Dutch Open in Leiden. This sounded like a good idea and it would also be the ideal platform for the first public

appearance of a Hiarcs running on more than one processor.

The first job was going to be to persuade Mark Uniacke to write the smp code so that I would be ready for November the 3<sup>rd</sup>. I knew it was something he'd been aiming to do for some time and that he'd already outlined and studied the steps that would be needed.

So in early October I went round to visit him at his home where he was having a new office organised. We can't say too much about this in case his wife Lorraine or either of his 2 growing and 'energetic' sons happen across *Selective Search* lying open on the dining room table, but Chess Computing requires a certain amount of concentration (!) and, when dad can be easily accessed in the house - for whatever reason! - it can be pretty difficult to get much done and avoid mistakes! Enough said!



The new  
HIARCS HQ!



Encouragingly Mark immediately agreed that a Deep Hiarcs version for Leiden could probably be achieved if he temporarily set aside his round-the-clock work improving the chess, and his equal desire to get new MAC and Palm versions out for sale on the Internet.

With three weeks to go he said that he planned to have it working in two. I actually only received a working version about four days before the tournament. But the engine worked extremely well and gave a speed up of about 1.85x our single CPU engine which was very good.

## Hardware for Leiden

The other main issue was what hardware I would use, and would I take it (i.e. my own PC) with me or (if I could gain access to something really fast) play by remote. I was offered the use of a very fast, new, Intel Core Duo running at 3.5Ghz... with the new Deep Hiarcs loaded this machine gave over 1000Kns in the start position. Amazing and unprecedented to see Hiarcs running so fast.

At first I was just going to take my laptop and use remote desktop to connect to the fast machine in Germany. But I was a little worried about what would happen if the remote connection failed and so decided to take my own FX60 dual core as a back-up. It's by no means slow at around 675 Kns in the start position but I wanted to see 1000+ at Leiden, especially as I knew there might well be quad 4x or even 8x PCs amongst the competition!

The day before my first ever Computer Chess tournament was due to start I packed my FX60, screen, keyboard and mouse into a large cardboard box and put it all into the boot of my car for the six hour drive, plus the train through the channel tunnel. I did wonder if my computer would survive the journey?!

I had pre-booked the Bastion Hotel in Leiden on the internet. I chose it because it was fairly cheap and they advertised free wireless internet access. This was good for chatting with Mark before and after each day's play. A nice small Hotel very friendly and nice food. Unfortunately I was the only person from the tournament staying there but I am used to travelling abroad on business and chatting to



I met *Selective Search*'s good friend Rob van Son, who was involved in the same building in the Gebruikers dedicated computer tournament. He always has his camera at the ready, and insisted on taking my photograph for the magazine!

people over a beer at the bar. In my several trips to Holland I have always been amazed that almost everybody speaks very good English.

I woke up in my Hotel room on the morning of the tournament, feeling both excited and nervous at the same time about the first three rounds that lay ahead that day, and used my laptop to check my e-mails. The first one that I read was bad news. The remote machine in Germany was not working and needed a new graphics card, and would be unavailable for my first game. I was disappointed but also very relieved that I had made the effort to bring my own dual-core machine with me - as long as it had survived the journey in one piece.

## Day 1

I arrived at the playing hall, where various different board



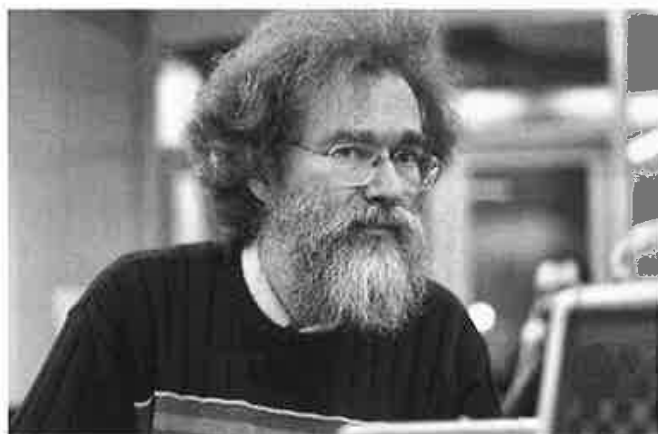
games are played and which is called the 'Thinking Sports Centre', about an hour and a half before play was due to begin to find that I was the first there and that the door was

still locked. After about five minutes somebody else walked up to the door and also could not get in. I soon discovered that he was Clemens Kleck, from Germany, who would be operating Loop. I knew Clemens from the ChessBase server, we chatted for about half an hour until the door was opened and we both started unloading our equipment.

After everybody had arrived the first pairings were announced and initially Hiarc was to play Rybka in round 1! Goodness me. Jeroen Noomens (of Rebel fame when he worked with Ed Schroder, but now the opening book guru for Rybka) and I both thought this was a little strange for the 1<sup>st</sup> round and, after talking to the tournament director, Hiarc was paired instead with **Zzzzz**. I was much happier about this as a first round match, and Hiarc proceeded to win. Although there was a crucial point in the game where Hiarc exchanged its Rook for a Knight, and Zzzzz's operator immediately commented that he thought the game was drawn. Luckily his engine went on to lose quickly! We went through the game afterwards and indeed a draw was possible.

In round 2 we faced **Joker** by Dutch author H.G Muller who once made a chess computer the size of a matchbox. Have a look at his website:-

- <http://home.hccnet.nl/h.g.muller/chess.html>



The remote hardware was now working, but at 3.15GHz - not quite the speed we had hoped for. But at least I was able to play games 2-6 before, on the last day and due to more problems, having to play the last three games on my FX60 again.

Then in round 3 with **Rybka** and Hiarc both on two points it was time for us to play each other. This game like all others was played in a very friendly and relaxed atmosphere and was to be the only game that Hiarc would lose in this tournament. Hiarc put up a good fight (Rybka was running on 8 processors!) and at one point Jeroen and I thought there was a small chance that Hiarc could draw - sadly for us, it was not to be.

Day one over and Hiarc had scored 2/3, so not a bad start. Time to go back to the Hotel for Dinner, sleep and be back for round four in the morning at nine.

## Day 2

Day two started with a match v **The King** operated by its programmer Johan de Koning (see the photo below). Hiarc won the game comfortably. During the game while chatting with Johan he discovered that my normal job was with the BBC and I was asked if I could find out what would be in the next series of Dr. Who. I am working on it!



Hiarc had two further games that day, the first a very quick draw v the dangerous **Loop**.

This gave me chance to go and check out the legendary snack bar that Ernst Walet from the Shredder team had been telling me about for weeks. Ernst had told me several times while playing him on the ChessBase server about his frequent trips to this snack bar. He has

been a regular participant at the Leiden tournament for many years and is Dutch himself. It was like a cross between a greasy spoon and a kebab shop. I was not disappointed, a very nice lunch - but why do the Dutch put Mayonnaise on everything? What is wrong with Ketchup?

After lunch a nice win v **Deep Sjeng**. At the end of day two we were in second place with 4.5/6.

Now it was time for us all to go to dinner in a local Restaurant. The Restaurant was packed when we got there and sat at our table for eighteen in the middle of the room. An enjoyable evening, nice food and far too much wine. At one point we were taking bets on how long it would take between the first main course arriving and the last. I think nobody got it right and to everybody's surprise they managed it in a remarkably quick four minutes.

### Day 3

The next morning feeling a little hung-over from the night before I woke to the news that our remote hardware had failed again, and was unlikely to take any further part in the tournament. So I had to try to hold on to second place with just my FX60! The first game was against **Deep Gandalf** and ended in a draw. The next was a big game against **Fruit** operated by Fons Bleumers (Fonzy) another friend from the Chessbase server. Again another draw.

I was feeling a little anxious and disappointed at this point. I needed to win my final game on my slower PC, and that against the ten times world champion **Shredder**, to guarantee third place and a small chance of second if Loop slipped up.

However it was a very convincing win by Hiarcs, but Loop also won so HiarcsX MP finished third with 6.5/9. Rybka was the clear winner with an amazing 9/9 but was playing on a very fast computer with 8 CPU's.

During the tournament it was nice to chat with all of the participants, organisers and the several spectators who were watching the games. There was great interest in Rybka and

a large number of people would gather to see if anyone could manage to stop the 9-0 white-wash, the first since that achieved by Rebel in 1992. Sadly (well, that's my view!) nobody did, although The Baron came very close to getting a draw, while we had lasted much longer than anyone else, going down in 98 moves.

There was also great interest in Hiarcs. A lot of people commented that they had been waiting a long time to see a Deep Hiarcs and also to see Hiarcs in Leiden for the first time. I was asked several times when Mark would release it and was pleased to tell all of them that I hoped it would not be long... in fact it will almost certainly already be available for download and purchase from the Hiarcs' web site by the time *Selective Search* readers have this article in their hands!

▪ <http://www.hiarcs.com>

**Leiden** seemed like a nice town although I did not get to see any of it. I have seen a few nice pictures posted on the web. Here are a couple of views, the girl by the river is Jan Krabbenbos of the Deep Sjeng team. Next year I must try to find time to have a proper look around.



I was given six bottles of a very strong Dutch beer called Karakter by Hiarcs fan Jon van Spiker because he said, "*Hiarcs is full of character!*" The tournament was well run, great fun and played in a great atmosphere. I hope to be back next year.

I visited Mark again the day after I returned, to go through the games and to chat about the future of Hiarcs. He had just finished setting up his new office, which now has a nice new trophy in it! There is plenty of space, and peace and quiet for developing the engine while he admires the Cup we won!



Here are the **Deep HiarcsX MP** [Multi-Processor] games with some notes:

#### Round 1

#### **Zzzzzz - Hiarcs X MP**

*Before the first round I found out our remote hardware (Intel E6600/3.5Ghz) had failed. Luckily I had brought my FX60/2.6Ghz with me!*

1.d4 d5 2.c4 c6 3.♟f3 e6 4.e3 ♟f6 5.♙d3 dxc4 6.♙xc4 c5 7.O-O a6 8.♙a4+ ♙d7 9.♙d1 ♟c6 10.♟c3 ♙c7 11.d5 ♟a5 12.dxe6 fxe6 13.♙d3 ♙e7 14.♙d2 ♙c6 15.e4 O-O 16.♟e2 ♟xe4 17.♙c2



17...♙xf3!?

*This move was interesting but with best play white can draw.*

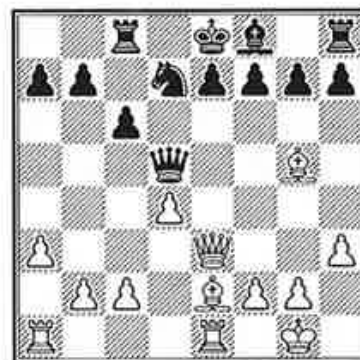
18.gxf3 ♟xd2 19.♙xd2 ♙e5 20.♙xa5 ♙h5 21.♙a3 c4 22.♟g3 ♙h3 23.♙f5 exf5 24.♙c3 ♟h8 25.♙e3 ♙d6 26.♙fe1 ♙f8 27.♙e2 ♙c5 28.♙ac1 b5 29.♙c2 ♙b4 30.♙d1 f4 31.♟e4 ♙e8 32.♙d4 h6 33.♙c1 ♙c5 34.♙d2 ♙e5 0-1

#### Round 2

#### **HIARCS X MP - JOKER**

*Got the Intel hardware working but only at 3.15Ghz (not the 3.5Ghz we had hoped). It was a comfortable win over Joker who had rather a liking for early Queen moves!*

1.e4 d5 2.exd5 ♙xd5 3.♟c3 ♙c5 4.d4 ♙b4 5.♟f3 ♙g4 6.a3 ♙b6 7.h3 ♙xf3 8.♙xf3 ♟d7 9.♟d5 ♙e6+ 10.♙e2 ♙c8 11.♟c3 c6 12.O-O ♟gf6 13.♙g5 ♟d5 14.♙fe1 ♟xc3 15.♙xc3 ♙d5 16.♙e3



16...e6 17.c4 ♙d6 18.♙f4 ♙e7 19.d5 cxd5 20.cxd5 ♙f6 21.♙ac1 ♙xc1 22.♙xc1 ♙c5 23.♙xc5 O-O 24.♙g5 ♙xb2 25.♙c7 ♟e5 26.♙e7 ♙a8 27.dxe6 f6 28.♙d6 ♙e8 29.e7 b5 30.♙h5 g6 31.♙h6 ♟f7 32.♙f8+ ♟e6 33.♙xe8 ♙a1+ 34.♟h2 ♟f5 35.♙g4+ ♟xg4+ 36.hxg4+ ♟xg4 37.♙d7+ f5 1-0

#### Round 3

#### **RYBKA - Hiarcs X MP**

*Still at 3.15Ghz for our toughest test.*

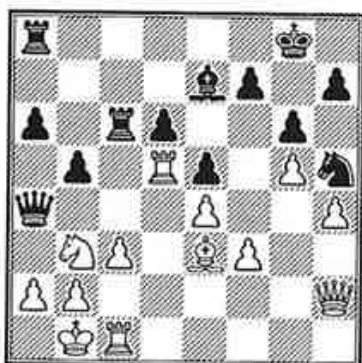
1.e4 c5 2.♟f3 d6 3.d4 cxd4 4.♟xd4 ♟f6 5.♟c3 a6 6.♙e3 e5 7.♟b3 ♙e7 8.f3 O-O 9.♙d2 ♙e6 10.O-O-O ♙c7 11.g4 ♙c8 12.g5 ♟h5 13.♟b1 ♟d7 14.♙g1 ♟b6 15.♙f2 ♟c4 16.♙xc4 ♙xc4 17.♟a5 ♙c7 18.♟d5 ♙xd5 19.♙xd5 b5 20.♙d2 ♙ab8 21.♟b3 ♙c4 22.h4 ♙a4 23.♙d1 ♙c4





Jeroen Noomen,  
once of Rebel  
but now working  
with Rybka

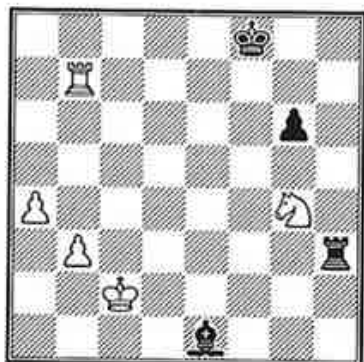
24. ♖g2 ♜c7 25. c3 g6 26. ♗f2 ♞cc8 27. ♗c2  
♙a4 28. ♜c1 ♞a8 29. ♗h2 ♜c6



30. ♞a1

*Nice plan by Rybka to get the knight to d5 after which black is in trouble. We wonder if the counter 30...f5 was playable here.*

30... ♞cc8 31. ♞c2 ♗c4 32. ♞d2 ♞f8 33. ♞b4  
f5 34. ♗g2 ♞ac8 35. ♞d5 ♞d8 36. b3 ♗c6  
37. c4 ♗b7 38. c5 fxe4 39. fxe4 dxc5 40. ♞xc5  
♞f4 41. ♗g4 ♞xc5 42. ♞xc5 ♞e8 43. ♗f3  
♞e6 44. ♞d6 ♗f7 45. ♗c3 ♞d4 46. ♞xe5  
♗e6 47. ♗xd4 ♗xe5 48. ♗xe5 ♞xe5 49. ♞c2  
♞f7 50. ♞c8 ♞e7 51. ♞h8 ♞g7 52. ♞a8 ♞c5  
53. ♞xa6 ♞xe4 54. ♞a5 ♞xh4 55. ♞xb5 ♞f2  
56. ♞b7+ ♞f8 57. ♞f6 h6 58. gxh6 ♞xh6  
59. ♞g4 ♞h1+ 60. ♞c2 ♞e1 61. a4 ♞h3



62. ♞b6 ♞e7

*Both the Rybka team and ourselves were surprised Hiarcs gave the g pawn up here, was there anything better?*

63. ♞xg6 ♞c3+ 64. ♞d1 ♞g3 65. ♞b6 ♞c7  
66. ♞b4 ♞d6 67. ♞d2 ♞h3 68. ♞d4+ ♞c6  
69. ♞e3 ♞h1 70. ♞c4+ ♞b7 71. b4 ♞a1  
72. ♞d5 ♞d8 73. b5 ♞a3 74. ♞e4 ♞a7  
75. ♞c2 ♞a5 76. ♞b2 ♞h3 77. ♞e3 ♞h2+  
78. ♞b3 ♞h3 79. ♞c4 ♞h8 80. ♞e7+ ♞a8  
81. ♞f5 ♞c8+ 82. ♞d5 ♞b6 83. ♞d6 ♞c5+  
84. ♞e6 ♞c7 85. ♞e4 ♞c1 86. ♞d5 ♞b8  
87. ♞e6 ♞a7 88. a5 ♞d8 89. ♞g6 ♞d1+  
90. ♞c4 ♞c1+ 91. ♞c3 ♞xa5 92. ♞a6+ ♞b7  
93. ♞xa5 ♞g1 94. ♞a6 ♞c1 95. ♞h6 ♞c7  
96. ♞b4 ♞f1 97. b6+ ♞b7 98. ♞a4 1-0

Round 4

## HIARCS X MP - THE KING

*Day 2 begins, our remote Intel hardware is now at 3.3Ghz.*

1. e4 e6

*A surprising choice from the normally combative King... perhaps it's a compliment!*

2. d4 d5 3. ♞d2 c5 4. ♞gf3 ♞c6 5. ♞b5 a6  
6. ♞xc6+ bxc6 7. O-O ♞f6 8. e5 ♞d7 9. c4 a5  
10. dxc5 ♞a6 11. ♞e1 ♞xc5 12. ♗c2 ♞d7  
13. b3 ♞e7 14. ♞f1 O-O 15. ♞f4 a4 16. ♞g3  
♞e8 17. ♞ad1 axb3 18. axb3 ♞b7 19. h3 h6  
20. ♞h5 ♗a5 21. ♗d3 ♗b6 22. ♞h2 ♞h8  
23. ♞g4 ♞a2



24. ♞xg7!

*The culmination of whites plan in manou-  
vering the light pieces to the king side.*

24... ♞xg7 25. ♞xh6+ ♞h8 26. ♗f3 ♗d8  
27. ♗xf7 ♞g8 28. ♗xe6 ♞c5 29. ♞e3 ♞xe3

30.♖xe3 ♖f8 31.♖d4 c5 32.♖f3 ♖g7 33.♖f7  
 ♜f8 34.♖e7 ♖g5 35.♖xg5 ♖xg5 36.♖df4  
 ♜h7 37.♖xb7 ♖g7 38.♖b8+ ♖g8 39.♖xg8+  
 ♜xg8 40.cxd5 1-0

## Round 5

### LOOP - HIARCS X MP

*Still on the Intel at 3.3Ghz. This was supposed to be a key game for both teams in what now seemed a race for 2nd place. Unfortunately, the programs decided to take the GM draw straight out of Book, something which I expect Eric and Mark will wish to look at for the future?! Clemens and I would have been happy if this had been the last game of the day so we could of gone to the pub, but there was the little matter of one more round to play.*

1.d4 d5 2.c4 c6 3.♜f3 e6 4.♖c2 ♜f6 5.g3  
 ♙e7 6.♙g2 O-O 7.O-O b6 8.♙f4 ♙a6  
 9.♜bd2 ♜bd7 10.♖ac1 ♜h5 11.♙e3 ♜hf6  
 12.♙f4 ♜h5 13.♙e3 ♜hf6 14.♙f4 1/2-1/2

## Round 6

### HIARCS X MP - DEEP SJENG

*Still on the Intel at 3.3Ghz. Hiarc's piled on the pressure until black could no longer hold.*

1.d4 d5 2.c4 c6 3.♜f3 ♜f6 4.♜c3 dxc4 5.a4  
 ♙f5 6.e3 e6 7.♙xc4 ♙b4 8.O-O ♜bd7  
 9.♖e2 ♙g6 10.e4 O-O 11.♙d3 h6 12.♖d1  
 ♖e8 13.e5 ♙xd3 14.♖xd3 ♜d5 15.♙d2  
 ♜7b6 16.♜e1 ♜e7 17.♜c2 ♙xc3 18.bxc3  
 ♖d5 19.♜e3 ♖e4 20.f3 ♖g6 21.c4 ♜d7  
 22.♙c3 ♖g5 23.♜g4 ♖g6 24.♜f2 ♜b6  
 25.♖d2 ♜f5 26.♜e4 ♜d7 27.a5 ♖ec8



Harvey takes a brief break and Andre van Ark operates Hiarc's

28.♖b2 b6 29.♖ba2 b5 30.cxb5 cxb5  
 31.♖xb5 ♖c7 32.♖d2 ♖b8 33.♖e2 ♜e7  
 34.♖c2 f5 35.exf6 ♜xf6 36.♜c5 ♜fd5  
 37.♙e1 ♜f5 38.♖e4 ♖f6 39.♙f2 ♖b4  
 40.♖d1 ♖b5 41.♖e1



41...♖xa5 42.♜xe6 ♜d6 43.♖e2 ♜f4  
 44.♜xf4 ♖xc2 45.♖xc2 ♖xf4 46.♖b3+ ♜h7  
 47.g4 ♖f7 48.♖e6 ♖d7 49.♙e1 ♖a6 50.d5  
 ♖c8 51.♙b4 ♖a1+ 52.♜f2 ♖c4 53.♖xc4  
 ♜xc4 54.♖e7 h5 55.♖c7 ♜b6 56.d6 hxg4  
 57.fxg4 ♖d1 58.♜e3 ♜d5+ 59.♜e2 ♖d4  
 60.♙c5 ♜xc7 61.♙xd4 ♜e6 62.♙xa7 ♜f8  
 63.♜d3 ♜g6 64.♙d4 ♜f7 65.♙xg7 ♜xg7  
 66.♜c4 ♜f6 67.♜b5 ♜e6 68.♜c6 ♜d4+  
 69.♜d5 ♜f3 70.h3 ♜f7 71.♜c6 ♜e6 1-0

## Round 7

### DEEP GANDALF - HIARCS X MP

*Day 3 begins with us 4.5/6 in clear 2nd. Unfortunately more hardware problems with the remote Intel computer left us without it for the important last day. So again my FX60 is required.*

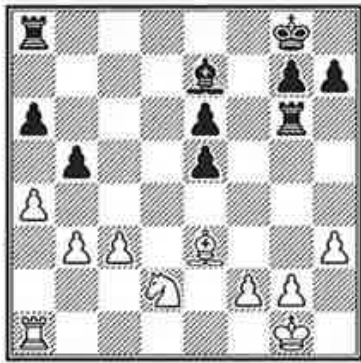
1.e4 c5 2.♜f3 d6 3.d4 cxd4 4.♜xd4 ♜f6  
 5.♜c3 a6 6.♙e3 e5 7.♜f3 ♙e7 8.♙c4 O-O  
 9.♖d3 ♙e6 10.O-O ♜c6 11.♙xe6 fxe6  
 12.♜g5 ♖d7 13.♜a4 ♙d8 14.♖b3 ♖e8



15.♖fd1?!

*Hiarcs wins the exchange as a result of this*

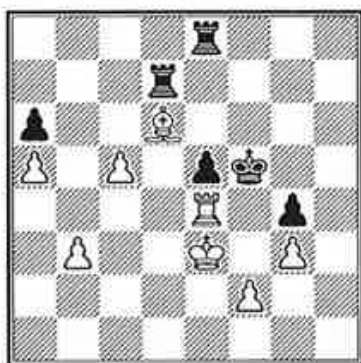
15...♖a5 16.♗b4 b5 17.♙xd6 ♕e7  
18.♙xd7 ♕xb4 19.♖b6 ♖xd7 20.♖xd7 ♖c4  
21.♖b6 ♖xb6 22.♕xb6 ♙ec8 23.c3 ♕e7  
24.♕e3 ♙c4 25.♖f3 ♙xe4 26.♖d2 ♙a4  
27.b3 ♙h4 28.♖f3 ♙e4 29.♖d2 ♙g4 30.h3  
♙g6 31.a4



31...b4

*Up to this point we thought we were on the way to a full point but this move seems to enable white to activate his queenside majority.*

32.c4 ♙f6 33.♖e4 ♙ff8 34.♕b6 ♙fb8 35.a5  
♙b7 36.♙d1 ♖f7 37.♖d6+ ♕xd6 38.♙xd6  
h6 39.♖f1 h5 40.♖e2 ♖f6 41.♖e3 ♙f7  
42.♕c5 ♖f5 43.♙b6 g5 44.♕xb4 g4 45.♕d6  
♙fa7 46.hxg4+ hxg4 47.c5 ♙d7 48.g3 e4  
49.♙b4 ♙e8 50.♙xe4 e5



51.f3 gxf3 52.g4+ ♖f6 53.♖xf3 ♙h7 54.b4  
♙h3+ 55.♖e2

*After getting into a bit of mess, Hiarcs has recovered and we were now confident of the draw.*

55...♙c3 56.♖d2 ♙h3 57.♖c2 ♙e6 58.♖b2  
♙d3 59.♖c1 ♙d5 60.♖c2 ♙e8 61.♖b3 ♖e6  
62.♙e3 ♙g8 63.b5 axb5 64.♖b4 ♙xg4+

65.♖xb5 ♙xd6 66.cxd6 ♖xd6 67.a6 ♙g8  
1/2-1/2

Round 8

**HIARCS X MP - FRUIT**

*FX60 again for this game. Both out of book early after white's unusual 7.a3*

1.e4 c5 2.♖f3 e6 3.d4 cxd4 4.♖xd4 ♖c6  
5.♖c3 ♙c7 6.♕e2 a6 7.a3 b5 8.♕g5 ♕e7  
9.♕xe7 ♖cxe7 10.♙d2 ♖f6



11.♙g5

*11.f4 looked much better*

11...O-O 12.e5 ♖fd5 13.♖xd5 ♖xd5  
14.♕d3 f6 15.exf6 ♙xf6 16.♖e2 ♕b7  
17.O-O ♙af8

*White is now in a real bind which it is difficult to escape from.*

18.c3 e5 19.♙ae1 ♙b6 20.♙h4 h6 21.♙g3  
d6 22.♕c2 ♕c6 23.♕b3 ♖h8 24.♕c2 ♙b7  
25.♙h3 a5 26.b3 ♙a7 27.♙g3 ♙c5 28.♕e4  
a4 29.b4 ♙a7 30.♕c2 ♙f7 31.♕d3 g5  
32.♙h3 h5 33.♙g3 ♖f4 34.♖xf4 gxf4  
35.♙h4 f3 36.g3 ♙g8



37.♙e4!

*Exchange sac to relieve some of the pressure*

37...♙xe4 38.♖xe4 ♜f4 39.♖c6 ♖e6  
40.♞e1 h4!

*This looks very dangerous for Hiarcs*

41.♞e3 h×g3 42.h×g3 ♖h3 43.♞×f3 ♜c8  
44.♖×c8+ ♖×c8 45.g×f4 e×f4

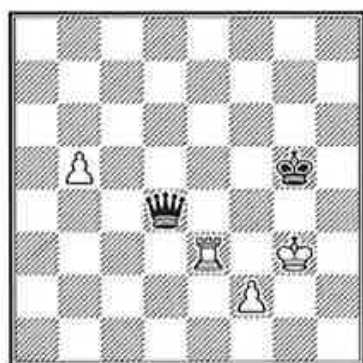


*With queen for rook and bishop Fruit seems to be winning*

46.♙h2 ♖c6 47.♙e2 ♖d5 48.♙g2 ♖e6  
49.♙f1 ♖a2 50.♙×b5 ♖×a3 51.♙g2 ♖b3  
52.♙×a4

*Ingeniously reaching what we think is a fortress draw.*

52...♖×a4 53.♞×f4 ♖c6+ 54.♞f3 ♙g7 55.  
♙g3 d5 56.♙g2 d4 57.c×d4 ♙h6 58.b5 ♖e4  
59.♙g3 ♙g5 60.♞e3 ♖×d4



*With the capture of the d4 pawn tablebases tell us it is a draw! 1/2-1/2*

Round 9

**DEEP SHREDDER - HIARCS X MP**

*Final game with the FX60. Needed to win this one to have a chance of second if Loop slipped up and drew or lost the last game. Hiarcs did its stuff in this game but sadly Loop was not accommodating.*

1.d4 d5 2.c4 c6 3.e3 ♘f6 4.♘c3 e6 5.♘f3  
♘bd7 6.♙d3 d×c4 7.♙×c4 b5 8.♙d3 ♙b7  
9.O-O a6 10.e4 c5 11.d5 c4 12.♙c2 ♖c7  
13.d×e6 f×e6 14.♘g5 ♘c5 15.♖f3 ♙d6  
16.♖h3 O-O-O 17.f4 h6 18.♘×e6 ♘×e6  
19.♖×e6+ ♙b8 20.♖h3 b4



*Hiarcs seemed to love its position here and efficiently drove Shredder back converting to the win quite smoothly and guaranteeing us at least 3rd place.*

21.♘a4 ♘×e4 22.♙e3 g5 23.♞ae1 ♘c5  
24.♙×c5

*Nxc5 may have held white's position together longer.*

24...♙×c5+ 25.♘×c5 ♖×c5+ 26.♙h1 ♞he8  
27.♖g3 ♞e1 28.♞×e1 ♙a7



29.♞e5?! ♖d4 30.♞e2 ♖×b2 31.♖f2+ ♖d4  
32.♖×d4+ ♞×d4  
33.f×g5 h×g5  
34.♙g1 ♙b6  
35.♙f2 ♙d5  
36.♙e3 ♙c5  
37.♞f2 ♞f4!  
38.♞×f4 g×f4+  
39.♙×f4 c3 0-1

3rd place, and all the effort was worthwhile!



# CHRIS GOULDEN's UCI/WINBOARD PAGE

For:  
eric@elhchess.de  
mon.co.uk  
Thu, 09 Nov 2006  
From:  
Chris Goulden

Hi Eric

Here is the report for this issue. There is a slightly different slant this time round. I usually send the league tables and news on the qualifiers every second

issue. This time I have done a test tournament as well as sending the 1st division. The format is different as well because following the results at Ridderkerk I want to show in a cross table how Hiarcs X50 had got on against its opponents. I am also doing a test for the Fruit 2.2.1 camp because of an observation they have made relating to the ChessBase packages. So the second cross table gave me the chance to put the recently released Hiarcs X54 UCI up against the latest commercial Rybka, the free Rybka, Fruit and others. I will explain the second test later. So here we go:

Hiarcs guesting for the rested Toga 1.2.1a duly won the 1st division with Naum 2.0 a surprise close 2nd ahead of Spike and Scorpio. The 2nd place by Naum, although a strong engine was due my entering a wrong figure in the hash tables area which gave it an uneven playing field compared to the other participants. This was only spotted in a log file in my 2nd tournament in Arena where it brings up on the screen a hash table size for each engine. Delfi and Wildcat were relegated. The 2nd Division is not included, but was won by Deep Pharaon 3.5.1, with Aristarch 4.50 returning to the 1st. The Baron 1.7

Engine	Score/18	Hi	Na	Sp	Sc	Sl	Gl	Ps	Jo	De	Wi
1: Hiarcs X50 uci	14	--	=1	==	11	=1	=1	11	1=	1=	=1
2: Naum 2.0	13	=0	--	==	1=	==	1=	11	11	=1	11
3: Spike 1.2 Turin	12½	==	==	--	=1	==	01	11	=1	11	1=
4=Scorpio 1.8	8½	00	0=	=0	--	01	==	=1	10	10	11
4=SlowBlitz 2.1	8½	=0	==	==	10	--	01	00	10	11	==
6: Glaurung 1.2.1	8	=0	0=	10	==	10	--	11	=0	01	=0
7: Pseudo 0.7c	7	00	00	00	=0	11	00	--	==	=1	11
8: Jonny 2.83 *	6½	0=	00	=0	01	01	=1	==	--	00	==
9=Delfi 5.0	6	0=	=0	00	01	00	10	=0	11	--	0=
9=Wildcat 6	6	=0	00	0=	00	==	=1	00	==	1=	--

Engine	Score/14	Ry	Ry	Hi	To	Sp	Fr	Na	Sc
1: Rybka 2.1c w32	10½	..	=0	=1	11	==	11	11	=1
2: Rybka 1.0 w32	10½	=1	..	=0	==	1=	11	11	11
3: HiarcsX54 UCI	9.0	=0	=1	..	=1	11	01	=1	==
4: Togall 1.2.1a	7½	00	==	=0	..	01	==	11	11
5=Spike 1.2	6½	==	0=	00	10	..	10	1=	1=
5=Fruit2.2.1	6½	00	00	10	==	01	..	1=	11
7: Naum 2.0	3.0	00	00	=0	00	0=	0=	..	=1
8: Scorpio 1.8.1	2½	=0	00	==	00	0=	00	=0	..

and ET Chess 18/11/05 were relegated. I have not started the qualifying round due to the second enclosed table.

Fruit 2.2.1 had reported a problem on their web site and I enclose the paragraph:

*"There is a bug in the new Fritz9-GUI and in the latest Update of Fritz8-GUI (namely an*

*update from September 9th 2005) which leads to the effect that Fruit plays with history pruning disabled. That leads to a huge strength drop as some users reported. The bug happens if you open the Engine Properties windows and close it with "OK". After that Fritz always sends history pruning false to the engine regardless which option you choose. Even clicking on "Defaults" has no effect. ChessBase has confirmed that bug and have fixed it, but you need to download the latest Fritz9 gui from their website to correct it. Otherwise I suggest either to use the Fritz 8- GUI from January 2005 or to never touch the UCI-Parameters (it appears Fruit is working correctly if you just load it without changing the UCI-Options)."*

Looking at my results with Fruit this time and in the last issue of *Selective Search* Fruit is actually still in the same position roughly in the table. I have tested this in Fritz 8, Arena and Winboard with Polyglot during the time of the last two issues. The two Rybka engines won the test, with Hiarcs and Spike putting up a good showing. Spike appears much stronger when taken out of the Winboard environment.

Chris



# The BIG HOLLAND Man-Machine MATCH!

BY ROB VAN SON

When I first met **Hein Veldhuis** (1999) I was completely astonished after I entered his house in Tilburg. I couldn't believe my eyes! On a big table in the living room, he had put some very special oldies from the past, like the Chess Challenger 10 (1978), the Mephisto I (1979), the Sensory Chess Challenger 9 (1981) and many other really nice models.

Besides enjoying the look of his showpieces, we also played some games against them. Hein showed me all kind of small plastic boxes to store the chess pieces with, on every box a sticker with the name of the computer which they belong to. To avoid confusion with adaptors, he also put name-stickers on each of them. I think, this is a must for big collectors, otherwise you can't see the wood for the trees anymore - and if you plug the wrong adaptor into a computer.....!

After some nice games of chess, I did an interview for the Dutch magazine '*Computerschaak*' and Hein showed me some of his very interesting literature about chess computers from the first and second generation (1977-1983). Afterwards, I really had the time of my life when he gave me a Chess Challenger 7 as a present.

As the years went by, Hein and I met each other several times at his or my place or at the several '*Gebruikers (users) tournaments*' in Leiden.

In 2004, competition organiser of the 'gebruikers' Ries van Leeuwen, wanted something special for his 10th tournament. I suggested that a good friend of mine, Wim Luberti (elo 2245) was willing to give a simultaneous against all the peeping and creaking and slowly calculating pieces of chess art. So it happened and despite the loss for Wim (3 out of 11), it was a fantastic event and we all enjoyed every minute of it.

Now in 2006, Hein's big collection of chess computers has redoubled from 70 computers in 1999 to 140 units nowadays, just as we can say for his huge collection of literature.

His wife, Marie-José, wanted to create a real living room instead of a chess room, so some years ago, they renovated the first floor of their house and moved everything upstairs. After the removal, Hein bought a showcase for his most good-looking computers and decorated the whole thing,

besides the computers, with little lights in it and chess pieces, old magazines and so on. If there was a museum for computers in the Netherlands, I think, they would love to borrow his showcase for some months to show it to all kind of visitors. Unfortunately, the big showpieces of chess computers with Exclusive or Munich chessboards don't fit into it, but Hein is very willing to show them to everybody who wants to see his collection separately.

As from 2001, Hein has been working on a very special database including all the chess computers ever been made in the whole world! During this year, the database had grown to the size of 500 pages in A4 format. He wants to include serial, upgraded, modified models, experimental versions, self-made models and other curiosities. But, it still can take years until the complete job is done. So if there are any questions about this, Hein always advises the chess computer lovers to wait very patiently...

Last year the '*Computer Chess Association Netherlands*' (CSVN) celebrated existing 25 years. Due to the inability of the CSVN board members, nothing special was organized. At the annual meeting, our chairman promised us a special event for 2006. Unfortunately,



this didn't take place either.

But Hein, inspired by the Wim Luberti simultaneous two years ago, asked Cor van Dongen (elo 2303) of the Dutch chess club 'Stukkenjagers' (piece-hunters) from Tilburg, if he was willing to give a simultaneous against 11 very strong dedicated computers, including the now well known Resurrection models of inventor Ruud Martin. It is a remarkable fact that it was Hein who suggested some years ago the name 'Resurrection' for Ruud's self-made module. Cor van Dongen agreed with Hein to play the simultaneous and so, on 7 May 2006, it took place at the 13th CSVN gebruikerstournament in Leiden. Cor won, after many hours of intensive chess, with the very impressive score of 7½ points out of 11 games. The Resurrection with the program Fruit '05 lost its game as did most of the others.

Of course, Hein was very impressed with the successful final result of Cor van Dongen, but wanted more! Shortly after the simultaneous, he contacted Maurice Peek, the captain of the first team of **Stukkenjagers**. He asked Maurice if he was interested in a **friendly match** between his team and a CSVN team with the strongest dedicated chess computers ever made. Maurice liked the idea and he saw it as a warming-up for the coming competitions of his team.

Hein had the responsibility to bring all the 10 operators together and make sure that there would be some stand-in operators and computers. Finally the date and location of the match was chosen on 16 September at the home address of 'De Stukkenjagers' located at the Grand Café Restaurant De Beurs in the centre of **Tilburg**. The games would begin at 13.00 p.m.

There is a parking-problem in the centre of Tilburg, so Hein agreed with his operators that they should all come first to his house (where parking is free) and then travel all together with two cabs to the event. Your author of this article had the honour to play with Resurrection Fruit '05 on the first (and strongest) board and, together with Peter Schimmelpennink (board 9) and Walther Kappelhof (board 10), we drove in the early morning from Amsterdam to Tilburg. After a



small car-problem and a traffic jam, we finally reached Hein's place and joined the group.

Hein was overloaded with computer-luggage, because he took some demonstration models to the event to let visitors play some games against them. He was very nervous and excited at the same time! Maybe a computer wouldn't function properly or an operator would make a mistake?

Besides my Resurrection Fruit and the Mephisto Atlanta, I also took my Berlin Pro with me as a stand-in computer. Finally we arrived in 'De Beurs' and I replaced the original EPROM Berlin chip with the London Pro update. Actually, a good friend of Hein, the German collector Heinz-Gerd Lehmann and Ruud Martin fixed this for me. So now my Berlin Pro 'London' plays a little stronger than before. On the fifth board Ries van Leeuwen actually operated the Berlin Pro 'London' of Hein Veldhuis, so I was obviously very interested to see how this played, as well as the Resurrections.

At 13.00 p.m. the moment of truth was upon us! As the games are presented with a few of my photographs, and light notes by Eric, I will also quote some comments of Jeroen Noomen (our board 2) and Hans van Mierlo (our board 3).

**Board 1**  
**Resurrection Fruit 2420 (Rob van Son) -**  
**Maurice Peek 2376**

Black equalised quickly after Fruit didn't find a proper plan after the opening. Fruit felt well, but started to play planlessly around with its bishop. Maurice consumed quite some time to find the best moves, but suddenly he allowed a dangerous queen sortie by Fruit, that put black on the defensive. With a board full of pieces tactics came into the game and yeah, in this respect comps are deadly. Fruit's brilliant e4-e5! made it possible to enter black's position with several white pieces, ending the fight quickly.

Queen's Fianchetto Defence (quite rare)

1.e4 ♘c6 2.♘f3 d6 3.d4 ♘f6 4.♘c3 ♗g4  
 5.d5 ♘b8 6.♗e2 g6 7.0-0 ♗g7 8.h3 ♗xf3  
 9.♗xf3 0-0 10.♗g5 ♘bd7 11.♖d2 c6  
 12.dxc6 bxc6 13.♗e3 ♖c7 14.♗fe1 ♗fd8  
 15.♗f4 ♗ab8 16.♗ab1 e5 17.♗e3 ♘f8  
 18.♖d3 ♘e6 19.♖c4 h5 20.b4 ♗bc8 21.♗ed1



21...♗h7?!

A bit passive giving the Computer a chance to express itself on the queenside. 21...d5  
 22.exd5 cxd5 23.♖xc7 ♘xc7 and if 24.♗xa7 e4=

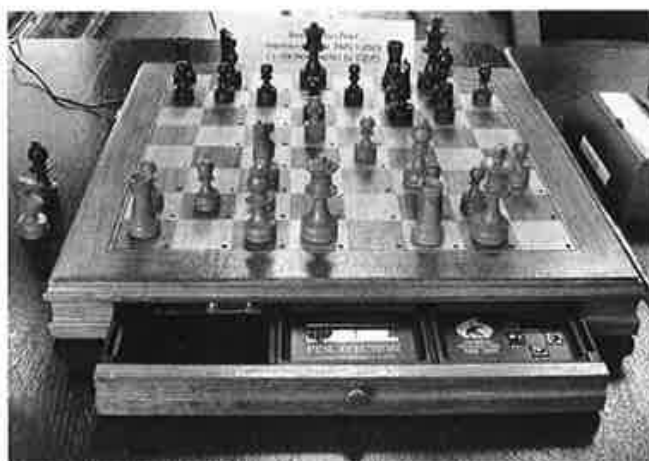
22.♖a6 ♗d7 23.b5 ♘d4 24.♗xd4 exd4  
 25.e5! dxe5

Not 25...dxc3? 26.bxc6! ♗dd8 27.exf6 1-0

26.bxc6 ♗dd8 27.♗b7 ♖d6 28.♗xf7 ♘e8?

28...♗f8 was the best try, but 29.♗xa7 leaves White 2 pawns up and Black still has to get out of the pin on the d-file

29.♘e4! ♖b4 30.♘g5+ 1-0



Above Rob's Resurrection Fruit. Below in play against Maurice Peek with, nearest, Grooten playing Toga!



**Board 2**  
**IM Herman Grooten 2364 -**  
**Res. Toga 2400 (Jeroen Noomen)**

A typical anti computer opening by IM Grooten and as expected the computer started to play weird things. Losing time with the bishops, an unnecessary queen's exchange and planless play by Toga meant that only white could win this. Herman failed to take the best of his chances, however. Suddenly the game got really interesting, with all sorts of spectacular pawn's exchanges in a double rook ending. Toga seemed to do well, but instead Herman was still trying to win. We played until the board was almost empty and as the old masters used to say: 'all rook endings are draws'.

D00: 1.d4 d5. Unusual lines

1.d4 d5 2.♗g5 h6 3.♗h4 c6 4.c3 ♗f5 5.e3  
 ♖b6 6.♖b3 ♘d7 7.♘f3 ♘gf6 8.♘bd2 e6  
 9.♗e2 ♗e7 10.0-0 ♗d6?! 11.♗g3 ♖xb3?!

There was no real need to exchange queens, especially unnecessary coming from a strong



Herman Grooten (IM) in play against Resurrection Toga 1.2

computer program, so 11...♙xg3 12.hxg3 0-0 would have been good

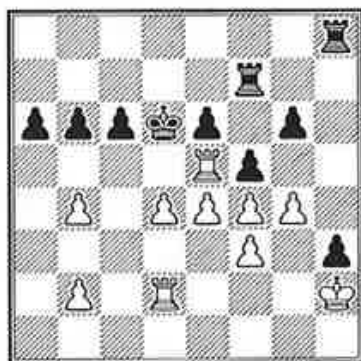
12.axb3 ♙xg3 13.hxg3 ♔e7 14.b4 ♘e4  
15.♘xe4 ♙xe4 16.♘d2 ♙c2 17.♗fc1 ♙g6  
18.♘b3 a6 19.f4 h5 20.♘a5 ♖a7 21.♙f2  
♘f6 22.♙f3 ♙d3 23.♗h1



23...♙c2?! 24.♗ac1

Perhaps 24.g4! with a small advantage

24...♙f5 25.♙e2 ♔d6 26.c4 ♔c7 27.♘b3  
dxc4 28.♗xc4 ♘e4 29.♙xe4 ♙xe4 30.♗c5  
♙d5 31.♘d2 f5 32.♙f2 ♖aa8 33.♘f3 ♙xf3  
34.gxf3 ♖ad8 35.♗d1 h4 36.g4 g6 37.♗e5  
♔d6 38.♙g2 h3+ 39.♙h2 ♗h6 40.♗d2 ♗h7  
41.♙g3 b6 42.e4 ♗dh8 43.♙h2 ♗f7



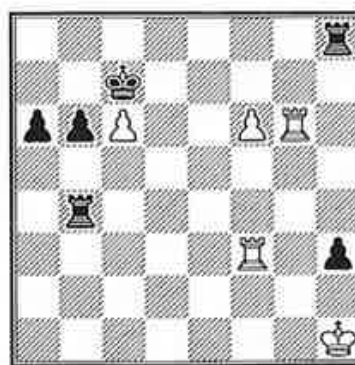
44.d5!?

Briefly sacrificing a pawn in search of an endgame initiative

44...exd5 45.exd5 fxg4 46.♗e6+ ♔d7  
47.♗xg6

47.fxg4 cxd5 48.♗xb6 ♗xf4 49.♗xg6=

47...gxf3 48.dxc6+ ♔c7 49.♗d3 ♗e7 50.♗xf3  
♗e2+ 51.♙h1 ♗xb2 52.f5 ♗xb4 53.f6



53...♗b1+ 54.♙h2 ♗b2+ 55.♙h1 ♗d2 56.f7  
♗d1+ 57.♙h2 ♗d2+ 58.♙h1 ♗d1+ 59.♗g1  
♗xg1+ 60.♙xg1 ♗f8 61.♙h2 ♙xc6 62.♙xh3  
♙d7 63.♗f6 ½-½

### Board 3

TM London 68030 2315 (Hans van Mierlo) -  
Cor van Dongen 2291

Comp killer Cor van Dongen was surprised in the opening by a side line from the London. I had advised Hans van Mierlo to select the Blitz book in this game, as the computer tries for less known and mostly sharp lines with that book. Cor had to use a lot of time, but was able to neutralise white's dangerous looking setup. Then we saw the struggle of bishop (computer) vs. knight (human), in which the computer played some bad pawn moves. It put all its pawns on the wrong squares and needless to say Cor took advantage immediately. So no revenge for the London and for Hans, Cor cashed in without any trouble.

B18: Classical Caro-Kann: 4...Bf5 sidelines

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♙f5  
5.♘g3 ♙g6 6.♘1e2 e6 7.h4?! h6 8.♘f4 ♙h7  
9.♙c4 ♘f6 10.0-0 ♙d6 11.♘gh5 0-0 12.♗e1



There isn't much theory since move 7, but everything so far has been played at least once! Now van Dongen boldly goes...

**12...♙xf4**

Other possibilities are: 12...♖e8, 12...♜bd7, and 12...♜xh5

**13.♜xf4 ♜bd7 14.c3N**

Hey look what I've found: 14.a4 ♜d5 15.♖a3 ♜7b6 16.♙xd5 ♜xd5 17.♙g3 ♜xf4 18.♙xf4 ♖xh4 19.♙g4 ♖e7 20.♙xh6 ♙g6 21.♙g5 f6 22.♙d2 ♙h5 23.d5 cxd5 24.♙b4 ♖xb4 25.♖xb4 ♙xd1 26.♖xd1 ♖f7 27.c4 ♖d8 28.cxd5 ♖xd5 Asauskas (2266)–Kasparov (2464), 0–1. But this wasn't Garry, it was S. Kasparov (the rating gives it away!)

**14...♜d5 15.♖g4 ♜7f6 16.♖f3 b5 17.♙d3 ♙xd3 18.♜xd3 ♜d7 19.♖g3 ♙h8 20.a4 a5 21.♖d6 ♖c7 22.♖xc7 ♜xc7 23.♙f4 ♜d5 24.♙d6 ♖fd8 25.axb5?!**

Helps Black's queenside pawns somewhat, and 25.♜c5 looks better

**25...cxb5 26.♜f4 ♜7b6 27.♜xd5 ♜xd5**



The ♜ exchange has only served to emphasise that White's pawns are on the wrong colour squares

**28.♙c5 ♙h7 29.♙h2 ♙g6 30.♙g3 ♖a6 31.♖e5 f6 32.♖e2 h5 33.f3 ♙f7 34.f4 ♙g6**

**35.♙f3 ♙f5 36.g3 a4 37.♙f2 ♖da8 38.♖c1 ♖c8 39.♙f3 ♖cc6 40.♖a1 ♖c8 41.♙g2 ♙g4 42.♙f2 ♙f5 43.♙g1 ♖d8**

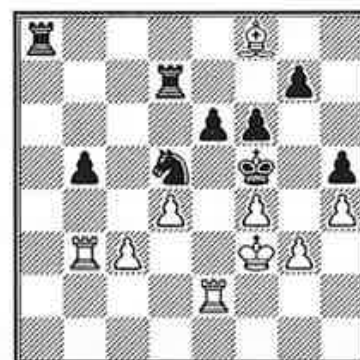


The game appears to be meandering towards a draw, and indeed 44.♙f2 would have encouraged that outcome

**44.♙g2 ♖c6 45.♖ae1 ♜c7 46.♙f3 ♜a6 47.♙e7 ♖d7 48.♙f8 ♖b6 49.♖e3 ♖f7 50.♙a3 ♖d7 51.b3 axb3**

White will soon recover the pawn as Black's are now doubled

**52.♖b1 ♜c7 53.♖xb3 ♜d5 54.♖e2 ♖a6 55.♙f8 ♖a8**



**56.♙c5**

Why not simply 56.♖xb5 ♖xf8 57.c4! as the ♜ is pinned!

**56...♖a1!**

A definite victory

**57.♙b4?**

Having missed good drawing chances twice, this is once too many. Necessary was 57.♖c2 and now 57...♖f1+ 58.♙e2 ♖h1, threatening ♖h2, 59.♙f3 ♖e1 60.c4 bxc4 61.♖xc4, and White might still be able to hold, though the van Dongen rook will continue to buzz around in White territory

**57...♖da7! 58.♙c5 ♖f1+ 59.♙g2?**



Another small mistake. 59.♖f2 was best, and if 59...♗xf2+ maybe ♖fa1 is better 60.♔xf2 ♖a2+ 61.♔f3 but then 61...♗d2 intending ♗d3+ might be good enough

**59...♖aa1! 60.♗a3??**

The computer MUST do something about the rook invasion, so 60.♖a3 was the best try, but then 60...♖ad1 is best again aiming for ♗d3! and now even 61.♖f2 ♖g1+ 62.♔h3 ♗d3 63.♔h2 ♖gxg3, and I doubt if the computer can hold on

**60...♔g4!**



This invasion settles it, White can resign now!

**61.♗b2 ♖g1+**

A PC program would announce m/10 here!

**62.♔h2 ♖h1+ 63.♔g2 ♖ag1+ 64.♔f2 ♖xg3**

64...♖f1+ was the route to a quicker mate

**65.♖e4 ♔xf4 66.♖xf4+ ♔xf4 67.♗c1+ 0-1**

#### Board 4

**WGM Bianca Muhren 2303 -  
Res. Ruffian 2383 (Ruud Martin)**

A Sicilian Najdorf was handled in a positional way by one of Holland's strongest female chess players. Ruffian was put into the defensive and couldn't think of anything active. But Bianca made a mistake and lost a pawn. She made the best of it by putting maximum pressure on the black position. Again Ruffian's eval dropped, but after another mistake by the human player suddenly black's pieces came to life and all was over quickly.

B90: Sicilian Najdorf: Unusual White 6th moves, 6 Be3 Ng4 and 6 Be3 e5

**1.e4 c5 2.♔f3 d6 3.d4 cxd4 4.♔xd4 ♔f6  
5.♔c3 a6 6.♗e3 e5 7.♔f3 ♖c7 8.a4 ♗e7 9.a5  
0-0 10.♗d3 ♔bd7N**

10...h6 11.♔h4 ♔c6 12.♗b6 ♖d7 was played in a GM game involving van der Wiel, ending a draw

**11.♔d2**

Beginning a manoeuvre to put the knight on b6. Black has a cramped position and can't react

**11...♔c5 12.♔c4 ♗e6 13.♔b6 ♖ab8 14.0-0  
♔g4 15.♔cd5 ♔xe3 16.♔xe3 ♔xd3  
17.♖xd3**



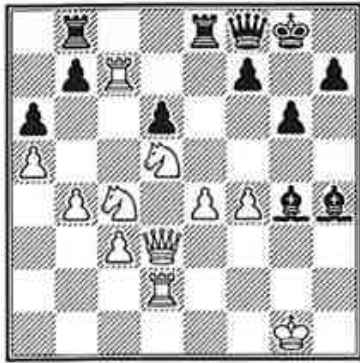
Although the Black position is very cramped, he does have the bishop pair – might be useful later!

**17...♖c5 18.♖fd1 ♗g5 19.♔f5 ♖fd8 20.h4  
♗f6 21.♖a4 g6 22.b4 ♖c6 23.♔e3 ♗xh4**

Though Black has won a pawn Bianca has all the activity and is at least equal

**24.♖a3 ♖e8 25.♖c3 ♖e7 26.g3 ♗g5 27.♔ed5  
♖f8 28.f4 exf4 29.gxf4 ♗h4 30.♖c7 ♗g4  
31.♖d2 ♖g7 32.c3 ♖e8 33.♔c4 ♖f8**





34. Qd4?

White plans e5, but unfortunately this allows a tactic with the dangerous bishops. But 34. Bg2 h5 (34... Qe6?! 35. Qxd6 Qxd5 36. Qxd5 Bbd8! 37. Qxf7+ Qxf7 38. Qxf7±) 35. e5=

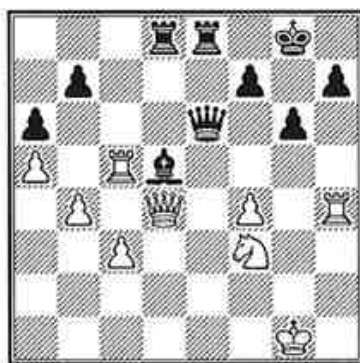
34... Qf3! 35. e5 Bbd8 36. Bb2 Qxd5 37. Bxh4 dxe5 38. Qxe5?!

Probably 38. fxe5 Qxc4 39. Qxc4 Bxe5 40. Bf4 was better, but White would be 2 pawns down and struggling after 40... Bxe7!

38... Qd6! 39. Bc5 Qf6?!

I think 39... Qe6 would have been even better 40. Qf3?!

A little reorganisation with 40. Bb2 Qe6 41. Qe3 is spoiled by 41... Bb1+! 42. Qg2 Qd8 after which 43... f6 will win the Qe5 40... Qe6!



41. Qe5

What else?! The exchange sacrifice 41. Bxd5 Bxd5 42. Qf2 loses quickly to 42... Bb3!

41... f6! 42. c4 Qc6 43. Qc3 fxe5 44. Bxe5 Qd6

The finish is hopeless as White now needs 45. Bb1 to avoid mate, and will soon have few pieces to play with. In fact 45... Bxe1+ 46. Qxe1 Qd4+ 47. Qf1 Qxc4+ looks like an impending mate anyway 0-1

Despite good results on boards 1 +2, the Computers are now 2½-1½ down!

### Board 5

Berlin London Pro 2276 (Ries van Leeuwen) –  
Remco van der Burgt 2231

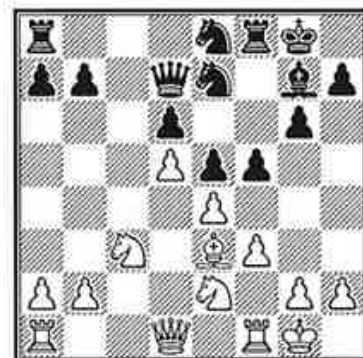
The game was a good win for the Berlin. Black tried to breakthrough with a king's attack, but didn't succeed and after this, a deadly white knight brought a win for white.

A42: Modern Defence: Averbakh Variation

1. c4 g6 2. e4 Qg7 3. d4 d6 4. Qc3 Qc6 5. Qe3 e5 6. d5 Qce7 7. c5 Qf6 8. cxd6 cxd6 9. Qb5+ Qd7 10. Qxd7+ Qxd7 11. f3 0-0 12. Qge2 Qe8!?N

12...b5 has been played, but van der Burgt decides to launch a kingside pawn storm and gets the Q out of the way to enable this

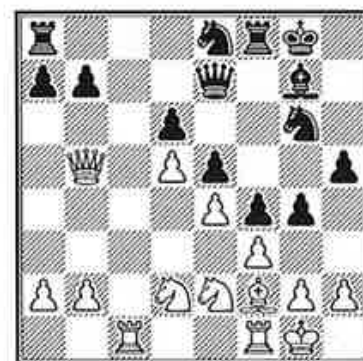
13. 0-0 f5



14. Qb3 f4?!

14... Qf6!? looks like a good way to build the attack with a little more insistence

15. Qf2 g5 16. Bb1 Qg6 17. Qb5 Qe7 18. Qb1 h5 19. Qd2 g4



The attack looks dangerous – can the London

Pro hold?!

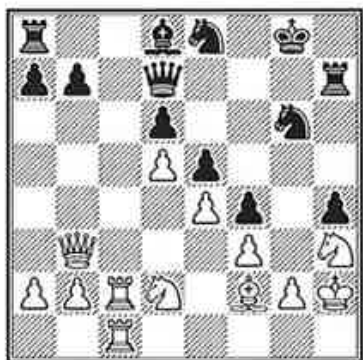
20.♖a5?! ♕h6 21.♖c2 ♖f7 22.♖fc1 ♔d7  
23.♖b4 h4! 24.♖b3 g3 25.♙e1 gxh2+?!

A shame for Black after the tense effort as 25...h3!? 26.hxg3 fxg3 27.♙xg3 ♖g7! looks quite unpleasant for White

26.♙xh2 ♙g5 27.♙f2 ♖h7

There was another chance to play 27...h3 here, then 28.gxh3 ♖g7=

28.♙g1! ♙d8 29.♙h3!



Now the defence should hold, indeed the computer will have its own attack now as well

29...♙g7 30.♖a3 ♙h5 31.♙c4 ♙c7?

Missing the reply which the ♙, from d8, stopped White from playing. The best try seemed to be 31...♙g3 32.♙xd6 ♙h8 and now if 33.♙c4 ♙f7

32.♙g5! ♖g7 33.♙e6 ♖c8 34.♙a5



Computers are relentless once they have some targets!

34...♖b5 35.♙xg7

35...♙xa5 36.♖xc8+ ♙xg7 37.♖xd6 is an easy win for White's 2 rooks (and a pawn) against 2 knights 1-0. The match is level again at 2½-2½

Board 6

Bram van den Berg 2200 -

Tasc R30 v. 2.5 2353 (Hans van der Zijden)

This game should have ended in a draw, but the Tasc R30 spoiled the endgame.

B01: Scandinavian Defence

1.e4 d5 2.exd5 ♖xd5 3.♙f3

3.♙c3 is played 'all' the time!

3...e5 4.d4 exd4 5.♖xd4

5.♙xd4 is considered best

5...♖e6+ 6.♖e3N

I was surprised to find a couple of games with 6.♙e3 ♙c6 in my database, both drawn

6...♙c5 7.♖xe6+ ♙xe6 8.♙f4 ♙c6 9.c3?!

9.♙xc7 seems safe enough, if 9...♖c8 simply 10.♙g3=

9...♙f6 10.♙bd2 0-0-0



11.♙e5?

11.♙b5 was best

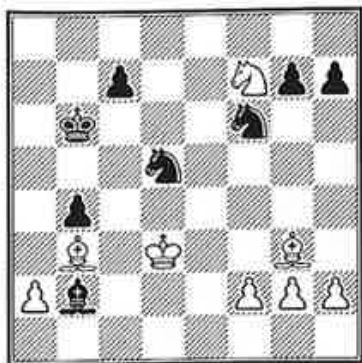
11...♙e7?

A strange choice in view of the chance to play 11...♙xe5 12.♙xe5 ♙xf2+ 13.♙xf2 ♖xd2+, and Black is a pawn up and should already be declared a likely winner

12.♙c4 a6 13.0-0 ♙ed5 14.♙g3 b5 15.♙b3 ♖he8 16.♖fe1 ♙f5 17.♖xe8 ♖xe8 18.♖e1 ♖xe1+ 19.♙xe1

So we have a minor piece endgame which is completely equal

19...a5 20.♙f1 b4 21.cxb4 axb4 22.♙e2 ♙d4 23.♙d3 ♙b7 24.♙c4 ♙a6 25.♙ce5 ♙b6 26.♙xf7 ♙xd3+ 27.♙xd3 ♙xb2



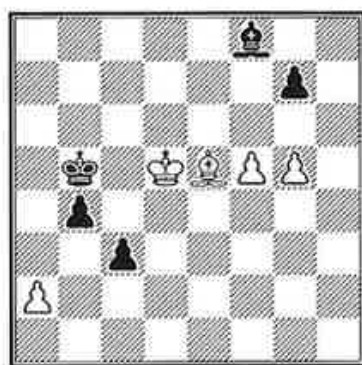
There is a slight shift in White's favour now he has the 2 bishops

**28. ♖g5 h6 29. ♖e4?!**

Better was 29. ♖e6 g5 30. ♖xd5 ♖xd5 31. ♖c4 c6 32. ♖d6 returning the ♖-♖ exchange to dominate the board with his ♖ 29... ♖xe4 30. ♖xe4 ♖f6+ 31. ♖f5 c5 32. ♖c4 ♖c6 33. f4 ♖d4 34. ♖e1 ♖e8 35. ♖e4 ♖d6+ 36. ♖d3 ♖g1 37. h3 ♖e3 38. g3 ♖xc4 39. ♖xc4 h5 40. f5 ♖d6 41. ♖d3 ♖g1 42. ♖e4 ♖c6 43. g4 hxg4 44. hxg4 ♖b5 45. g5 c4 46. ♖g3

46. f6!?

**46... ♖c5 47. ♖e5 ♖f8 48. ♖d5 c3**



It should be a draw (I think!) but it is certainly tense!

**49. ♖f4 ♖e7?**

I think either c2 or ♖a4 is better to ensure the draw, but haven't analysed them through

**50. ♖c1?**

The fault with 49... ♖e7? is that it allowed 50. ♖e6! ♖c5 51. f6! winning. But White has missed it

**50... ♖b6??**

Giving White a second clear winning chance. With 50... ♖a4 the R30 could still have avoided defeat: 51. ♖e6 ♖xg5! 52. ♖xg5 ♖a3!

and both sides will queen!

**51. ♖e6!**

Bram gets it right this time! 51... ♖c5 52. f6 g6 (52... gxf6 53. g6) 53. ♖f7. **1-0**

A flawed endgame, but very exciting, and putting the Humans 3½-2½ ahead

## Board 7

**Mephisto Risc 2 2261 (Luuk Hofman) – Gerben Veltkamp 2164**

There were many complications on the board, so it's difficult to say what exactly went wrong. Maybe white wanted to attack much too quickly after the opening and didn't protect his king enough. The black pieces became very dangerous which finally resulted in a win for him

C63: Ruy Lopez: Schliemann/Jaenisch Defence

**1. e4 e5 2. ♖f3 ♖c6 3. ♖b5 f5?!**

Goodness, very rarely seen and not for the feint hearted!

**4. d3**

4. ♖c3 is the best reply to Black's risky 3rd. move

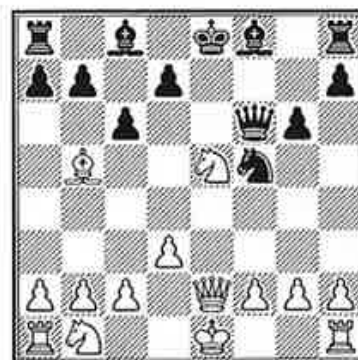
**4... ♖f6 5. exf5 ♖e7 6. ♖xe5N**

Of course the Risc2 is out of book! 6.0-0 was best

**6... c6 7. ♖g5 ♖xf5 8. ♖xf6?**

White should still be looking to castle

**8... ♖xf6 9. ♖h5+ g6 10. ♖e2**



**10... ♖d8**

Not 10... cxb5?! 11. ♖xg6+ ♖d8 12. ♖xh8 ♖xh8 13. c3=

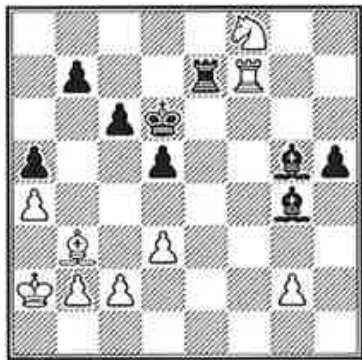
11.♙c4 d5 12.♙b3 ♙c5 13.f4 ♚h4+ 14.♔d1  
♜e3+ 15.♔c1 ♚xf4 16.♜f3 ♜c4+

16...♞e8! here would have given White  
immense problems!

17.♜fd2 ♜xd2 18.♜xd2 ♞e8 19.♚f3 ♙e3  
20.♚xf4 ♙xf4 21.♔d1 ♙g4+ 22.♜f3 ♞e3  
23.♞f1 ♙xh2 24.a4

If 24.♞h1?! ♞xf3! 25.gxf3 ♙xf3+ 26.♔d2  
♙f4+! 27.♔c3 ♙xh1 28.♞xh1 h5, and Black's  
extra pawns on the g+h files are passed and  
win the game

24...a5 25.♔c1 ♙g3 26.♜g5 h5 27.♔b1 ♜d7  
28.♔a2 ♞ae8 29.♜h7 ♙h4 30.♜f8+ ♔d6  
31.♜xg6 ♙g5 32.♞f7 ♞3e6 33.♜f8 ♞6e7  
34.♞af1 ♞xf7 35.♞xf7 ♞e7



The R30 has fought well to stay in the game,  
but now retreats its rook to the wrong square  
**36.♞f2?**

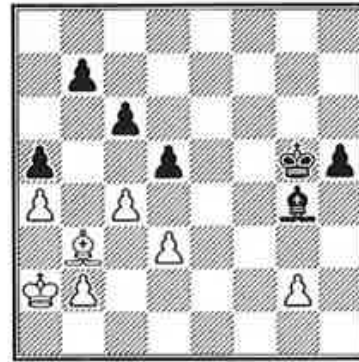
Strangely it was better to immediately yield  
the 2nd rank with 36.♞f1 and now, after  
36...♞e2 37.♜h7 ♙e7, let the g-pawn go with  
38.c4 ♞xg2 39.cxd5. It's not looking good for  
White, but there's still a chance of a draw  
**36...♞e2!**

Now the R30 has to exchange – not what  
was wanted really

**37.♞xe2 ♙xe2 38.♜g6**

If 38.g3 Black has the neat 38...♙f4! 39.gxf4  
h4! 0-1

**38...♔e6 39.♜f8+ ♔e7 40.♜g6+ ♔f6 41.♜f8  
♙g4 42.♜h7+ ♔g6 43.♜xg5 ♔xg5 44.c4**



**44...♙e6?!**

44...d4! was definitely stronger. The move  
played gives the Computer a last chance...  
which it misses

**45.cxd5??**

45.g3! d4 46.♔b1 and a slight ray of hope

**45...♙xd5 46.♙xd5 cxd5**

46...cxd5 47.♔b3 ♜g4 48.♔c3 h4 it's over.  
0-1

Board 8

Mark Clijssen 2134 -

Fidelity Elite AG v11 2291 (Jan Krabbenbos)

A typical loss for a computer. They played  
for a long time in a closed position, but white  
got the chance to kill black very slowly with a  
king's attack.

A47: 1 d4 Nf6 2 Nf3 b6: Torre, London and  
Colle Systems

**1.d4 ♜f6 2.♜f3 b6 3.♙f4 e6 4.e3 ♙b4+?!**

Very rare – 4...♙e7 is usual

**5.c3 ♙e7 6.♜bd2N**

6.h3 and 6.♙d3 appear once each in my  
database

**6...♜h5 7.♙g3 ♙b7 8.♙d3 f5 9.♜e5 g6  
10.0-0 ♜xg3**

Computers 'know' that bishops are better than  
knights!

**11.hxg3 0-0 12.♚b3 ♔h8 13.f4 d6 14.♜ef3  
d5 15.♔f2 ♜d7 16.♞h1!?**

We've seen this idea many times in the past  
against the older computers

**16...c5**

Trying to open up the game in the centre



17.♔d1

17.dxc5?! ♟xc5 18.♖c2 ♜f6 would suit Black quite nicely

17...♖e8 18.a3 ♟f6 19.♟e5 ♜g8?!



Not helping his king too much!

20.g4! ♜d6 21.♟df3 c4 22.♜c2 ♜g7 23.g5 ♟e4+ 24.♜xe4 fxe4 25.♟h2 ♜xe5 26.dxe5 ♖b5 27.♖e2 ♜f8 28.♟g4 ♜c6 29.♜h6 a6 30.♜ah1! ♜ff7 31.♟f6 ♜e7 32.g4 ♜d7 33.♟g3 ♖c5

Only move – anything else and 34.♖h2 wins 34.♜1h3 ♜a4 35.♟g2



35...a5?

35...♖c7 was best, but fortunately for the computer White now misses the right reply

36.♖f2?!

36.f5! gxf5 37.gxf5 and the deadly threat of g6! forces 37...♜xg5+ 38.♟h1 ♖c7 39.fxe6 1-0

36...♖c8 37.♖h4 ♖b7 38.f5!

That does it! A PC program would announce various mates after a minute or so!

38...♜e8

38...gxf5 39.g6 is m/8. 38...exf5 resists longest, but 39.gxf5 is still m/14

39.♟xe8?

39.fxe6! would have been m/13

39...♜xe8 40.f6

The mate chances have disappeared, though White is still about to win anyway

40...♜eg8 41.fxg7+ ♜xg7 42.♜h1

Now heading for f1!

42...♖e7 43.♜f1 ♖e8 44.♜f6 ♟g8 45.♖f2 b5 46.♜h1 ♖e7 47.♜f1

Mate in 11 is back on screen

47...♟h8 48.♜f8+

48...♜g8 49.♖f6+ ♖xf6 50.♜xg8+ ♟xg8

51.♜xf6 wins. 48.♖f4 was the route to mate, but the move played wins easily anyway 1-0

The **Humans** have a convincing 5½-2½ lead!

### Board 9

**Mephisto Atlanta 2220 (Peter Schimmelpennink) – Fré Hoogendoorn 2124**

After a quick queen-exchange the endgame wasn't played very well by the Atlanta. The computer lost some pawns and gave up.

A41: 1 d4 d6: Tartakower System and Modern Defence

1.d4 d6 2.e4 g6 3.c4 ♜g7 4.♟f3 e5 5.dxe5 dxe5 6.♖xd8+ ♟xd8 7.♜e2 f6 8.0-0 c6 9.♜d1+ ♟c7 10.b4 ♟h6 11.b5 ♜e6 12.♟c3 ♟d7 13.bxc6 bxc6 14.♖b1 ♜hb8 15.♜b2 ♜b4 16.♟d5+ ♜xd5 17.exd5

17.cxd5 was definitely better, leaving White with a stronger

centre instead of some loose queenside pawns, then probably

17...♜ab8 18.dxc6 ♟c5 19.♜d2=

17...♜ab8

18.♜d2 ♟c5

19.a3 ♜4b6

20.dxc6 ♟xc6

21.♟e1 ♟f5

Fré Hoogendoorn





Fre dominates the board and White needs to get his king into the game, so decides to lash out!

**22.f4?!**

22.♘d3 ♘xd3 23.♙xd3 is a little better, but 23...♙h6! looks strong. Probably 24.♙e4+ ♘c7 25.♙xe5+ fxe5 26.♙xb6 axb6 27.♙d3 follows, leaving Black with ♘ for ♖

**22...♙h6! 23.♘d3 ♘xd3 24.♙xd3 ♙xf4 25.♙e4+ ♘c7 26.c5**

If 26.♙xe5+ fxe5 27.♙xb6 ♙xb6 28.♙e2 ♙b3 and Black is ♘ up with ♖ to follow, 0-1; If 26.♙d3 ♙xb2 27.♙xb2 ♙xb2 and Black is ♘+♖ up, 0-1

**26...♙b5 27.♙d3 ♙b3 28.♙c4**



**28...♙a3?!**

Dramatic, but 28...♙b7 is objectively stronger, then 29.c6 ♙b6 30.♙d7+ ♘xc6 31.♙xh7 ♙xb2 must be 0-1

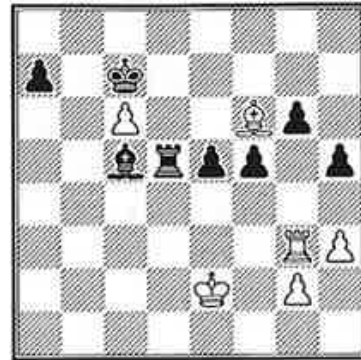
**29.♙d7+**

Not 29.♙xa3? when the pin is exploited by 29...♙xb1+ 30.♘f2 ♙xd2 0-1

**29...♘xd7 30.♙d1+ ♘c7 31.♙xa3 ♘e3 32.♙c1 ♘xc4 33.♙xc4**

Okay, so the Atlanta is 2 pawns down, but now works very hard to try and save the game

**33...♙e3+ 34.♘f1 ♙b5 35.c6 ♙d5 36.♘e2 ♙b6 37.h3 h5 38.♙c2 ♙d4 39.♙e7 f5 40.♙f6 ♙d5 41.♙c3 ♙c5 42.♙g3**



**42...♘xc6 43.♙xg6?**

Walking right into a nasty pin. But even 43.♙g7, which is best, won't help much after 43...♙d6 44.♙f8 ♙f6 45.♙g7 ♙e6 46.♙c3 ♘d5-+

**43...♙d6**

It takes 2 moves to get out of the pin, and then Black just exchanges rooks

**44.♙h6 ♙e6 45.♙g5 ♙xh6 46.♙xh6 ♘d5 47.♙d2 ♘e4** and it's only a matter of time 0-1

### Board 10

Peter Huibers 2184 -

**Tasc R30 v 2.2 2310 (Walther Kappelhof)**

White outplayed the Tasc R30 very well in the endgame. Black lost the exchange and soon after this, the operator resigned for black. Maybe too soon?

B32: Sicilian: Löwenthal and Kalashnikov Variations

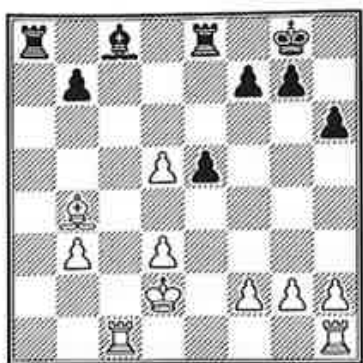
**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e5 5.♘b5 a6 6.♘d6+ ♙xd6 7.♙xd6 ♙f6 8.♙xf6 ♘xf6 9.♘c3 ♘b4 10.♙d3 ♘xd3+ 11.cxd3 h6 12.b3 0-0N**

12...d5 has been played at the top level, but 0-0 seems just as good

**13.♙a3 ♙e8 14.♙c1 d5?**

This looks unnecessary as it obtains little compensation for the sacrificed pawn. 14...b5 was good

**15.♘xd5 ♘xd5 16.exd5 a5 17.♘d2 a4 18.♙b4 axb3 19.axb3**



**19...b6**

The Tasc might have been better trying to apply some pressure against Peter's pawns with 19...♞d8!? 20.d6 ♞e6, and now perhaps 21.♞c7!? ♞xb3 22.♞xb7 ♞d5. But White would still be ahead because of his extra pawn

**20.♞c7! ♞a2+ 21.♞e3 ♞g4?**

Just invites White's response. 21...♞f5 22.♞e7 f6 keeps the R30 within reach of a draw

**22.f3 ♞f5 23.g4 ♞g6 24.d6 f5 25.gxf5 ♞xf5 26.♞g1 g6 27.♞gcl ♞d8?!**

27...♞aa8 was needed, and maybe 27...g5 would have been okay, but really the Tasc needed to protect itself from the onrushing d-pawn; Not of course 27...♞xh2? 28.d7! 1-0  
**28.♞e7! ♞b2**



**29.♞cc7?!**

Missing 29.d7 ♞xd7 (virtually forced) 30.♞c7 ♞xb3 31.♞d6 ♞b2 32.♞exd7 ♞xd7 33.♞xd7 ♞xh2 34.♞xe5 winning

**29...♞xb3**

The Tasc has some drawing chances again!

**30.♞c3 ♞xc3 31.♞xc3 ♞xd6 32.♞xe5 ♞f7 33.♞b3 ♞d7 34.♞b4 ♞f6 35.♞ee4**

**♞f5 36.♞ed4 ♞c6 37.♞b2 ♞e7 38.♞d2 ♞f6 39.f4 ♞d7 40.♞db4**

And surprisingly Walther resigned for the Tasc though, after 40...b5! 41.♞d4 ♞c6 42.♞c3 g5 43.fxg5 hxg5 I don't think White would find it that easy to get the win **1-0**

So much for the quotes.

The computers have lost the match with 3½ points out of 10 games... **3½-6½**.

Before the match every operator spoke with his machine and made the deal that if he could win, his computer should get an update as a reward. Therefore, the machines used every bit and chip to play the best move! The Resurrections succeeded so they certainly will get an upgrade. The Berlin Pro was already equipped with the London update, so Ries van Leeuwen gave him a kiss instead afterwards! The other computers were told that they might get a chance to prove themselves next year.

And Hein? Well Hein had already been busy with this match two months before it actually started. He put several messages on the forum of Kurt Kispert ([www.schachcomputer.at](http://www.schachcomputer.at)) and answered a lot of e-mails concerning the event. During the match, he was captain of the operators, stand-in operator, a sort of helpdesk for us all and made a video of the whole happening too.

After the games, I asked his opinion. He told me: *"I was in a dream and this afternoon was for me the ultimate dream that came true!"*

Rob van Son, October 2006



## Open Dutch 2006 at Leiden

### An astonishing triumph for RYBKA

I recall a major shock many, many years ago in a World Computer Championship, in the days when everything that was any good was a dedicated computer. It was believed that Fidelity just about ruled, with Novag not far behind and Conchess a bit further back. Mephisto's experiments with search extensions in the Mephisto3 module were pretty disappointing, if anything it was weaker than their Mephisto2 'brute force' style program, and they soon reverted to brute force with the Mephisto IV. But then we were told that they had a new Psion program by Britain's Richard Lang - it had come 2nd in the Amateur Championship the previous year - and they'd got it running experimentally on new hardware.... a 68000 processor, and they thought it would win the World Championship.

I don't remember that I particularly expected all that much, but soon the stunning news came through that a Mephisto Amsterdam on the fastest hardware had won with 8/8, and another Amsterdam on the proposed commercial hardware had come 2nd. with 7/8, and the rest were, basically, nowhere!

For 2-3 years the Mephisto Amsterdam, Dallas and Roma modules reigned supreme (at a hefty price!), and those who could afford them got used to a depth of search which had always been shown as 2 ply... 3 ply... 4 ply and, if left for a long while... 5 ply, to a new display 2/10... 3/11... 4/12. Eventually Fidelity and Novag got their programs transferred to the faster hardware and learned how to take advantage of the new processing power with selective search extension routines. And no sooner had they done that than the PC entered the arena and no-one has totally reigned far and above everyone else since. In their time Shredder, Fritz, Hiarc and Junior have taken turns at the top of our Rating Lists, but they've never led by much.

Then along came **Rybka**! I think we've covered its short history over the past 12 months more than adequately, and it is seen to be far stronger than anything else around at the moment, both in its 1.2f, 2.1c and 2.1o (sharper tactically, more like 1.2f), and now there's a new 2.2. It not only tops the Rating Lists but has also monopolised the last two

PAL Freestyle Events. Not everyone likes its playing style - but GMs like Petrosian and Karpov occasionally came in for criticism for their more cautious approach! We all like an Alekhine, Fischer, Tal, Shirov or Kasparov!

#### Open Dutch Participants

Program	Hardware	Programmer
Fruit	Core2Duo 6600	Letouzey, France
Rybka	4x2 = 8 Core Opteron 2200	Vasik Rajlich, USA/Hungary
Deep Shredder	AMD Athlon 2x2400	Stefan Meyer-Kahlen, Germany
The King	AMD Athlon 3500+	Johan de Koning, NL
Deep Sjeng	AMD Athlon64 2x4200	Gian-Carlo Pascutto, Belgium
Deep Gandalf	AMD Athlon64 2x4200	Steen Suurballe, Denmark
Loop	Core2Duo 6600	Fritz Reul, Germany
The Baron	AMD Opteron Dual Core 2000	Richard Pijl, NL
Hiarc SMP	Core2Duo 6600	Mark Uniacke, UK
Ant	AMD Athlon64 3040	Tom Vijlbrief, NL
IsiChess MMX	AMD Athlon64 2200	Gerd Isenberg, Germany
XiniX	Pentium M 1700	Tony van Roon- Werten, NL
Hermann	AMD Athlon64 3400+	Volker Annuss, Germany
Zzzzzz	AMD Athlon64 2x4200+	Gijsbert Wiesenekker, NL
Joker	Pentium M 1600	Harm Geert Muller, NL

Of course I was pretty excited with our co-worker and friend Harvey Williamson taking the first ever Deep Hiarc along - as a first version there was an area of 'beta version, fingers crossed', but home testing suggested it was stable, strong... and fast, so we were hopeful. Of course we knew Rybka would be there (on very fast 8x hardware), as well as other very strong competitors in the always dangerous and highly respected Deep Shredder, the fast improving Loop, the new Deep Hiarc, Fruit of course, The King and, although they have failed to disturb the market leaders so far, the nevertheless strong Deep Sjeng and Deep Gandalf.

No-one could run away with a tournament like this - could they, even though it was the new version **Rybka2.2** playing? It was arguable that it was the strongest ever chess tournament held, and I include major human events such as Linares and the like when I make that statement!

**Rybka - Hiarcs** is elsewhere in Harvey's report. Here are 4 of Rybka's other games!

### Deep Shredder - Rybka round 2

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♗xd4 ♘c6 5.♗c3 ♖c7 6.f4 a6 7.♗e2 b5 8.♗xc6 ♖xc6 9.♗f3 ♗b7 10.♖d3 ♖c8 11.♗e3 ♖c4 12.a3 ♗f6 13.0-0 ♗c5 14.♗xc5 ♖xc5+ 15.♖f2 e5 16.fxe5 ♖xe5 17.♗d5 ♖xb2 18.♗e1 ♖e5 19.♗xf6+ gxf6 20.♗g4 ♖c7 21.♗f5 h5 22.♗d1 ♗e7 23.♖e3 ♗d8 24.♖h6 ♖c4 25.♗df1 ♖g8 26.♗h1 ♖g5 27.♗g1 ♗d4 28.♖h7 ♖c5 29.♗h1 ♗c6 30.♗h3 ♗d6 31.♖e2 ♖c4 32.♖ee1 ♖xc2 33.♖g1 ♗d2 34.♖c1 ♖d3 35.♖ce1 ♖xa3 36.♖gf1 ♖b2 37.♖g1 b4 38.♖h8 b3 39.♖c8 a5 40.♖b8 ♖c3 41.♖f4 ♖d4 42.♗f5 b2 43.♖f3 a4 44.♖b1 h4 45.♖be1 ♗d3 46.♖f1 h3 47.♗xh3 ♖xh3 48.♖f4 ♖gh5 0-1

### Deep Gandalf - Rybka round 4

1.e4 c5 2.♗f3 e6 3.d4 cxd4 4.♗xd4 ♘c6 5.♗c3 ♖c7 6.f4 a6 7.♗f3 ♗c5 8.♗d3 b5 9.e5 f5 10.♖e2 ♖a7 11.g4 fxg4 12.♗g5 ♗h6 13.♗xh7 ♗b7 14.♗g6+ ♗f8 15.♗e4 ♗d4 16.♖g2 ♖b8 17.♗d1 ♗hf5 18.♗d2 b4 19.♗a4 ♗f3 20.♗xc5 ♖xc5 21.♗xb7 ♖xb7 22.♗xf3 ♖d5 23.♖f2 ♖h3 24.♗c1 ♖xf3 25.♖e1 a5 26.♖f1 ♖c7 27.♖xf3 gxf3 28.♖f2 ♖d3 0-1

### Rybka - Fruit round 5

1.♗f3 ♗f6 2.c4 e6 3.♗c3 d5 4.d4 c6 5.e3 ♗bd7 6.♖c2 ♗d6 7.g4 h6 8.♗d2 ♖e7 9.♖g1 e5 10.cxd5 cxd5 11.♗b5 0-0 12.♗h4 ♗b4 13.♗f5 ♗xd2+ 14.♖xd2 ♖d8 15.♖b4 exd4 16.♖xd4 g6 17.♗xh6+ ♗h7 18.g5 ♗e4 19.♗xf7 ♖xf7 20.♖g4 ♗df6 21.♖h4+ ♗g8 22.gxf6 ♗f5 23.♗d3 ♖xf6 24.♖xf6 ♖xf6 25.♗c7 ♗d8 26.♗xd5 ♖xd5 27.♗c4 ♖fd6 28.♗d1 ♗f6 29.♗xd5+ ♖xd5 30.♖xd5 ♗xd5 31.♖a4 a6 32.e4 ♗d7 33.♗d4 ♗b6 34.♗d6 ♗c6 35.♖xg6+ ♗f7 36.♖g4 ♗c4 37.f3 ♗xb2 38.h4 ♗d3+ 39.♗d2 ♗e5 40.♖g3 ♗f8 41.h5 ♗f7 42.♗e3 ♗e8 43.f4 ♗h6 44.f5 ♗xh5 45.♖h3 ♗xf5+ 46.exf5 ♗f7 47.a4 b5 48.a5 ♗g7 49.♖h4 1-0

1. Pascutto, the provider of most of our photographs
2. Johan de Koning (The King/Chessmaster)



3. Rybka's book programmer and operator together: Jeroen Noomen and Hans van der Zijden
4. Vasik Rajlich & Stefan Meyer-Kahlen

### The King - Rybka round 9

1.c4 ♗f6 2.♗c3 e5 3.♗f3 ♗c6 4.g3 ♗c5 5.♗g2 d6 6.0-0 0-0 7.d3 h6 8.a3 a6 9.b4 ♗a7 10.e3 ♗e6 11.♗b2 ♖d7 12.♖c2 ♗h3 13.♗xh3 ♖xh3 14.♗d5 ♗g4 15.♗xc7 f5 16.♗d5 ♖f7 17.b5 ♗e7 18.b6 ♗xd5 19.bxa7 ♗c7 20.♖fd1 ♗e6 21.♗d2 f4 22.exf4 ♗g5 23.♖d1 exf4 24.♗d4 fxg3 25.fxg3 ♗xf3+ 26.♖xf3 ♖xf3 27.♖g2 ♖af8 28.♗h1 ♖xg3 29.♖ag1 ♖h4 30.a8 ♖xa8 31.♖e2 ♖xd3 0-1

### Final Table

Pos	Program	Score/9
1	<b>Rybka</b>	9
2	<b>Loop</b>	7
3	<b>Hiarcs SMP</b>	6½
4	<b>Fruit</b>	6
5=	<b>Deep Gandalf Deep Sjeng The Baron</b>	5
8=	<b>The King Deep Shredder IsiChess MMX XiniX</b>	4½
12	<b>Ant</b>	4
13	<b>Hermann</b>	3½
14	<b>Zzzzzz</b>	2
15	<b>Joker</b>	1



## ERIC'S CHRISTMAS AND NEW YEAR MESSAGE

Most of my readers will know that I usually take the opportunity at Christmas or Easter to make some comments about my Christian faith. I've decided to make sure that this ends up a full 36 page issue, and then use this one page to wish you a **very happy Christmas and good New Year**, and also to share something I found out this year!

I was 64 recently, having become a Christian in 1965 when I was 32. So I've spent half my life unconverted, and half saved, to use evangelical terminology. I had actually read and lightly studied the Bible a little before I was saved, but it never had an impact on me, and most of the time I was short-tempered, a gambler and drank too much.

As soon as I took Christ as my Saviour I started reading the Bible in earnest, partly because I found I enjoyed it a lot, and partly as a student because I wanted to learn as much as I could. It wasn't long before I started preaching in local Churches and, as some of you know, I have spent quite a few years of my life pastoring in either a Baptist or Pentecostal Church - whilst also working in computer chess and publishing this magazine! I still do some preaching, but mostly am involved leading worship with my guitar in a new Church we are helping to get started in a town called Chatteris, just a few miles from where I live.

But despite 30+ years of study, I learned something new this year that no-one had ever told me. I found out that the Name Jesus, in its Hebrew form 'Yeshua', actually appears nearly 80 times in what we call, rather incorrectly I think, the 'Old' Testament. Yeshua is the Hebrew for the One we call 'Jesus' in English, just as we call Mattityahu 'Matthew', Yochanan 'John', and Ya'akov 'James' etc. They were of course all Jews and would be called by their Hebrew names during their lives, just as Jesus would have been called... Yeshua.

The reason I didn't realise that His Name 'Yeshua' appears in the 'Old' Testament is because it isn't translated as Yeshua, or Jesus, but - listen to this, I found it quite amazing - it is translated 'SALVATION'!

Yeshua means Salvation, and is translated in exactly that way in 70 of the 78 'Old' Testament occurrences.

The Jews love to use names with meanings, and we do something similar, mostly with girl's names: Joy, Peace, Holly, Ivy, Faith, Daisy, Rose, Violet and others are girl's names that have meaning as character, flowers or colours for example. And in the Hebrew Yeshua/Jesus means Salvation!

No wonder the Pharisees never called Him by His given Name, they would have been calling Him 'salvation' to His face!! So instead they called Him 'this Man', and 'He', and 'Your master', e.g. 'this Man eats with sinners' (for all sinners that's GOOD news!), and 'this Man has done nothing wrong', but they never could manage to call Him Jesus until Pilate nailed His Name and title above Him on the cross!

And now more than ever I understand why, in a favourite Christmas card Bible verse, when the Angel Gabriel appeared to Mary, he insisted 'You shall call His Name *Jesus*' (Yeshua is what he would have said, he'd have spoken to her in Hebrew), for He will *save* His people from their sins'.

I find this very compelling, very convincing. I remember when Peter, attempting (for a moment successfully) to walk on the water, as he started to sink crying, 'Lord, *save* me!', and Jesus immediately did. And I also remember when I, an angry person, a poor gambler, drinking far too much, and one who had only ever really taken His Name in vain, cried 'Lord *save* me!'... that He did it for me also. Salvation is His Name, and that's what He's here for.

Thanks for reading the best thing I've learned all year, and I hope you didn't mind me sharing my enthusiasm for it with you! Have a truly great CHRISTmas and a wonderful New Year.

God bless you.... **Eric**



# PC Programs - RATING LIST and Notes

## The HEADINGS:

**BCF.** These are **British Chess Federation** ratings. They are calculated from Elo figures by  $(\text{Elo} - 600) / 8$ .

**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
284	Rybka 2.1c/o	2874	33	196	1	
282	Rybka 1.2f	2862	18	623	2	
276	Fritz 10	2812	36	162	3	
269	Hiarcs 10	2755	13	1269	4	
269	Shredder 10	2753	15	858	5	
268	Junior 10	2745	21	486	6	
267	Fruit 2.21	2741	12	1314	7	
266	Fritz 9	2732	13	1228	8	2670/4
263	Shredder 9	2711	12	1443	9	2640/20
263	Shredder 8	2706	14	1049	10	2619/21
261	Shredder 7.04	2688	11	1668	11	2703/20
258	Fritz 7	2670	11	1587	12	
258	Junior 9	2666	11	1697	13	
258	Junior 8	2665	12	1481	14	2401/4
257	Fritz 8	2659	8	2678	15	2769/14
256	Hiarcs 9	2648	11	1761	16	
255	Gambit Tiger 2	2641	11	1720	17	2542/2
254	Chess Tiger 14	2639	12	1344	18	2705/13
254	Zap Paderborn	2637	22	445	19	
253	Chess Tiger 15	2628	10	1972	20	
253	Fritz 6	2627	10	2081	21	2616/53
252	Shredder 6	2623	12	1356	22	2478/7
252	Hiarcs 8	2620	11	1642	23	2651/14
251	Junior 7	2611	12	1419	24	2701/12
251	Gambit Tiger 1	2611	22	430	25	
250	Gandalf 6	2608	13	1182	26	
250	Rebel Tiger 12	2608	15	872	27	
250	Junior 6	2604	10	1891	28	2621/22
249	Rebel Century 4	2596	21	480	29	2674/4
249	Hiarcs 7-DOS	2596	12	1397	30	
248	Hiarcs 732	2590	9	2347	31	2467/19
247	Fritz 516	2578	12	1375	32	2513/6
247	Chessmaster 6000/7000	2575	24	353	33	2594/22
246	Fritz 532	2574	12	1480	34	
247	Shredder 4	2572	16	760	35	2600/15
247	Shredder 5	2570	14	1018	36	2642/15
246	Nimzo 98	2569	12	1308	37	2475/10
246	Nimzo 7	2566	13	1208	38	
246	Nimzo 8	2565	12	1326	39	
245	Rebel Century 3	2565	25	340	40	2655/6
244	Junior 5	2553	11	1537	41	
244	Hiarcs 6	2552	13	1207	42	2592/24
243	Gandalf 5	2546	20	513	43	
243	Gandalf 4	2546	13	1147	44	
242	Rebel 9	2540	14	1063	45	2677/14
242	Rebel 10	2539	25	333	46	2598/17
242	Nimzo 99	2539	14	1051	47	
242	Rebel Century 1.2	2536	21	460	48	2592/43
241	M Chess Pro 6	2534	17	712	49	2504/12
241	Rebel 8	2534	19	549	50	

## SELECTIVE SEARCH is © Eric Hallsworth

No part of this publication may be reproduced in any way without the express written permission of the publisher:

**Eric Hallsworth, 45 Stretham Road, Wilburton, Cambs CB6 3RX**

e-mail: [eric@elhchess.demon.co.uk](mailto:eric@elhchess.demon.co.uk)

website with reviews, photos etc: [www.elhchess.demon.co.uk](http://www.elhchess.demon.co.uk)

■ ■ ■ ■ ■ ■ ■ ■

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

# DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2355	Novag Jade2+Zircon2	1965	Novag Jade1+Zircon1	1760
Mephisto London 68030	2315	Mephisto Milano	1958	SciSys Turbostar 432	1760
Tasc R30-1993	2312	Mephisto Montreal+Roma68000	1956	Mephisto MM2	1759
Mephisto Genius2 68030	2306	Mephisto Amsterdam	1950	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2278	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2273	Fidelity 68000 Mach2B	1933	Conchess/4	1735
Mephisto Portoroze 68030	2271	Novag Super Forte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Maestro D/10 module	1923	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Fidelity 68000 Mach2C	1919	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2248	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	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2218	Kasparov Talk Chess Academy	1903	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2200	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2196	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2187	Novag Ruby+Emerald	1889	Novag Quattro	1652
Fidelity Elite 68040v10	2179	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 Portoroze 68020	2146	Meph Supermondial2+College	1884	Mephisto Mondial2	1611
Mephisto London 68000	2143	Mephisto Monte Carlo4	1884	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2133	Mephisto Monte Carlo	1874	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2122	Kasparov Travel Champion	1870	Novag Constellation/2	1594
Mephisto Vancouver 68000	2119	CXG Sphinx Galaxy	1870	CXG Super Enterprise	1589
Mephisto Berlin 68000	2118	Conchess Plymate Victoria/5.5	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2116	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2102	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2102	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 Portoroze 68000	2088	Novag Expert/5	1845	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2076	Novag Super Forte+Expert A/5	1837	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2059	Fidelity Par Excellence	1834	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1834	Excalibur Touch Screen	1480
Mephisto Polgar/10	2047	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1833	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2023	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2012	Fidelity 68000 Club A	1818	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	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1983	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian+StarRuby	1972	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto MM5	1972	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Polgar/5	1971	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	1965	Fidelity Elegance	1764	Boris2.5	1060