

SELECTIVE SEARCH 139

THE COMPUTER CHESS MAGAZINE!

Est. 1985

Dec 2008-Jan 2009

Editor: Eric Hallsworth

£3.95

WORLD COMPUTER CHESS CHAMPIONSHIP ISSUE

PACKED WITH RESULTS, GAMES
AND LOTS OF PHOTOS



HANS VAN DER ZIJDEN (RYBKA), HARVEY WILLIAMSON (HIARCS),
AMIR BAN (JUNIOR), & GIAN-CARLO PASCUTTO (SJENG)

- **SUBSCRIBE NOW** to get REGULAR COPIES of the LATEST ISSUE and RATING LISTS mailed to you as soon as they come out!
- **£22.50** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£26.50**, elsewhere **£32**. 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

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:
 - Deep Fritz 11
 - Deep Sjeng 3
 - World Computer Blitz Champs
 - Peter BILSON's Citrine scores
 - Palm HIARCS gets 3rd GM result
 - Frank HOLT latest scores
 - Revelation Rybka & co!
- 6 **THE FULL STORY OF THE
WORLD COMPUTER CHESS
CHAMPIONSHIPS IN BEIJING!**
 - The main STORIES, RESULTS,
GAMES... and lots of excellent
PHOTOS of the Event, the
Participants, and Beijing
- 22 **PETE BLANDFORD**
 - Pete's LATEST RESULTS
TABLES
- 23 **ROB VAN SON'S GREAT IDEA:
'THE PHOENIX TOURNAMENT'!**
 - Rob gets Ruud Maartin's top
Resurrection and Revelation
units into an all-play-all! Games
and great Photos as always!
- 32 **CHESS CHALLENGER V NOVAG CITRINE**
 - Augusto PEREZ' interesting
match-up : the early games
- 33 **CHRIS GOULDEN'S REGULAR UCI AND
WINBOARD PAGES**
- 35 **Latest SELECTIVE SEARCH, CCRL &
CEGT COMPUTER RATINGS**

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

■ 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 £6, 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 our salesperson to do the discount for you!*

PORTABLE COMPUTERS [por]

ADVANCED TRAVEL £34.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £45 - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess. est'd 130 ECF

NEW YORK de luxe touch chess £72.95 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only. est'd 125 BCF

EXPERT £95 - top value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

TABLE-TOP PRESS SENSORY [ps]

where you see ** the price includes the adaptor!

EXPLORER £45 - excellent value, neat design, Morsch program. Battery operated, lots of levels with info display and 160 ECF rated - ****sorry SOLD OUT!****

EXPLORER PRO £64.95** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries. with info display and 170 ECF program

CHALLENGER £69.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £125** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

CARNELIAN 2 £69 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves. plenty of levels.

OBSIDIAN £115 - 165 ECF with nice carry case! Very nice Novag board with wood pieces, and an excellent range of features, display etc

TABLE-TOP AUTO SENSORY [as]

CITRINE £199** - New 180-185 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

GRANDMASTER £199.95 - big 2" squares, 4" king! Green/white vinyl board, large good quality plastic pieces. Auto-sensory surface, looks great on the table! 150 ECF. Displays at both ends of the board

PC PROGRAMS from CHESSBASE on CD

All run **INDEPENDENTLY** + will also analyse within ChessBase9/10. Great graphics, 3D, big databases + opening books, analysis, printing, maximum features.

* For info.... **£39.95 less 5% = £37.95!**

* and..... **£69.95 less 5% = £66.95!**

FRITZ 11 dvd £34.95 - by Franz Morsch. 80 Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!

*new **DEEP FRITZ 11 £76.95** for single/dual/multi PCs

HIARCS 12 dvd £34.95 - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always

DEEP HIARCS 12 £69.95 for dual. multi & single PCs!

SHREDDER 11 dvd £39.95 - Stefan Meyer-Kahlen's latest in its great, new ChessBase Interface. Feature-packed & knowledge-based, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!

DEEP SHREDDER 11 £75 - for single/dual/multi PCs.

ZAP! £39.95 - the ChessBase version of the 2005 World Champion program. 2 engines on the CD - Paderborn and Reykjavik in 32-bit, 64-bit and multi-processor versions and all 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 3 on dvd

RYBKA 3... IM Vasik Rajlich's RYBKA uci engine, the Computer Chess World Champion which tops every Rating List. Incredibly strong, a remarkable program.

* **CHESSBASE** version in latest interface, with exciting new RYBKA analysis features.

* **SP Rybka3 £39.95, MP Deep Rybka3 £76.95**

* **AQUARIUM** version in new Chess Assistant interface, again with full features.

* **SP single Rybka3 £42.95, MP Deep Rybka3 £76.95**

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £115

The best Games Database system, with the top features. 3.9+ million games, players encyclopaedia, multimedia presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection updates and much more! **MEGABASE 10 £275**



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

Welcome to another new issue of **Selective Search**... a very late 139 - sorry! If your sub. is due for renewal, **please** subscribe again! There will definitely be 6 more issues of the magazine!

The label on your envelope shows the number of the last issue you will receive of your current subscription, so it's easy to check as well as make sure it's been updated after a renewal payment!

If you renew by credit card, please note that I must have the **security code** (last 3 numbers on the back) as well as the card number and expiry date - thanks!

CHESS: NEWS SECTION

DEEP FRITZ 11 makes it just in time for Christmas... in fact it arrived at Countrywide in early November. Containing the latest version of the Fritz engine and with an updated and improved opening book, I can only say "at last" as we've been wondering where it was for some months!

The playing engine is being advertised as 80 Elo stronger, and there's a 1 million+ games database on the dvd as well as 13 hours (!) of FritzMedia training sessions from Kasparov, Kramnik, Korchnoi and Shirov, amongst others!

With a recommended price of £76.95 it probably isn't worth buying for single processor PC owners who already have Fritz11. But lots of folk now have dual core machines (or quad or octal processing power) and of course that means both an engine improvement and processing speed-up over a single processor, and that has to be worthwhile.

By the time this magazine reaches my readers the CCRL and CEGT folk will no doubt have done an appreciable amount of testing and we'll know where it fits in with Rybka, Naum, Hiarcs, Shredder, Toga & co!

DEEP SJENG 3 owners or new purchasers can now get the improved 2008 World Championship engine. It is available from

▪ www.sjeng.org.deepsjeng3

If you've already purchased Deep Sjeng 3 then you can download the new version for free, though I hope you haven't thrown away the code you got when you bought it, as you'll

need to enter that again to get it to run.

This engine will run on single, dual and multi processors (up to 8), and now makes use of endgame tablebases which programmer Gian-Carlo Pascutto had previously considered "*essentially of no benefit, the advantage they give is often grossly overstated*". He was possibly nearly right in pure Elo terms, but they are vital when there are forced draws or mates around, and needed by anyone who enjoys endgame studies!

Don't forget that this is a uci engine - thus the lower price, around 39 Euros - you need a ChessBase engine, or Shredder, or Arena to run the program!

I played both the DSjeng3 and DSjeng WC2008 versions in a 60 game match with the version of Hiarcs (12.153) that we entered in the World Championships version, the results were:

- **DHiarcs12.153 v DSjeng3** 36½-23½
- **DHiarcs12.153 v DSjeng3 WC2008** 35-25

I should mention the World Championship SPEED Chess result here, in case a lack of space squeezes it out of the main Tournament coverage, as **Deep Sjeng** won that! I'll show the scores first, but they don't tell the whole story!

WORLD BLITZ CHAMPIONSHIP 2008

- 1 **Sjeng** 6½/9
- 2= **Falcon, Hiarcs, Rybka, Shredder** 6/9
- 6= **Junior, Cluster Toga** 4½/9
- 8 **The Baron** 3
- 9 **Jonny** 2½
- 10 **Mobile** 0

There were Internet connection problems, especially early in the tournament, but for the main Championship they were largely solved after day 1. That had started 4½ hours late which forced round 2 to be postponed until the following day.

But even tiny connection slow-downs affect Blitz of course, and the operators were setting their programs to play G/2 and similar to try and avoid time trouble. Even so Rybka lost its game against The Baron on time, despite showing mate in a few moves, and the

same happened to Hiarcs against Jonny, though that game was awarded as a draw as Jonny had insufficient material to win!

But the craziest of all happened when Rybka's operator, Hans van der Zijden, in setting up his on-site laptop to connect to the 40-core monster that was powering the engine, accidentally loaded Fritz5.32 for the game v Falcon! Even so (on 40 cores!) the elderly Fritz managed to get a draw, but when the operator confided his mistake and asked if the game could be replayed, the rules committee decided to give him a forfeit loss instead! So that's: Falcon 1 Rybka 0!!



As you can see from their faces (Jaap van Herik left, David Levy right), the rules committee had a fairly tough time sorting out the initially very poor Internet connections and other issues!

- **Pocket Fritz3** is out, price £39.95. Pocket Fritz2 contained a Shredder engine, Pocket Fritz3 contains a **Hiarcs12 engine**! All the early reports show that it is extremely good in terms of quality, reliability and chess strength (2680 for sure).
- Talking of **Hiarcs**, you can download and buy PC Hiarcs12, Palm Hiarcs9.7, and MAC Hiarcs12.1 by logging on to <http://www.hiarcs.com>
- **ChessBase 10** is out - you can buy it as an Upgrade for £75 if you have ChessBase9, as a Starter pack for £114.95, or as the big Mega pack for £234.95.
- **Stefan Meyer-Kahlen** tells me that **Shredder 12** will be released fairly soon! An **interim 11/12** version has been on test at CEGT and shows around +40 Elo on Shredder 11, and the finished 12 should be even better still
- **Naum 4** is also expected to be available 15/Dec, with claims of around +80 Elo over Naum3. You get it from: www.geocities.com/naum_chess

CHESS: RESULTS SECTION

PETE BILSON: the NOVAG CITRINE

We reported on Pete's exploits with his Novag **Citrine** in our last issue, and compared his scores Augusto Perez's match when the Citrine went 9½-½ v **GK2000**, and then Frank Holt's 14-6 result in *SelS 131* when the **Expert** beat the Citrine. The GK2000 and the Expert are about 100 Elo apart but, as they are by the same programmer (Frans Morsch), you'd expect the scores to be comparable, and they weren't!

You'll be able to read about Augusto's latest Morsch (this time the later **Challenger**) v Kittinger (**Citrine**) match elsewhere in this issue, but in the meantime here is an update on Pete's scores, all games played at G/60.

Pete's letter says: *"I've been giving the Citrine a very thorough workout; all in all it hasn't done too badly, and I have been impressed with its overall play. But it got well and truly walloped by the Mephisto Master and the Novag Star Diamond, the two computers I was trying to sell in your last issue"*:

- | | |
|--------------------------|--|
| ▪ Citrine v Expert | 3-10 |
| ▪ Citrine v Diamond1 | 3-10 (the games were much closer than the score suggests) |
| ▪ Citrine v Polgar 5MHz | 10-5 (the Citrine felt even better than the scoreline in this one) |
| ▪ Citrine v Centurion | 10-5 |
| ▪ Citrine v Obsidian | 10½-9½ |
| ▪ Citrine v Master | 2½-10½ (too good!) |
| ▪ Citrine v Star Diamond | 0-7 (match terminated to save the Novag from further punishment!) |

Palm HIARCS sends a 'GM' reminder!

My e-mail from **Mark Uniacke** said it all: *"Palm Hiarcs does it again and wins a 4 game Rapid Match against GM Popovic... interesting games too!"*

Dusan Popovic hails from Serbia and is a 2555 Elo-rated GM, and we have previously rated **Palm Hiarcs** at 2625 Elo on a T3/400MHz Palm unit. That suggests the match should be pretty close!

However the Palm v PocketPC issue is beginning to get a bit cloudy. In our last issue of *SelSearch* we referred to the **PocketPC**

Fritz3 (which is actually **Hiarcs12.1**) getting a 2691 rating in winning the Mercosur Cup. That suggests that the Pocket PC 12.1 version is better, but not by much. However in the SSDF testing PocketPC Fritz3 (which is actually Hiarcs12.1) has thrashed Palm Hiarcs9.7 by 18-2 - yes, I kid you not, 18-2. This is a heavy defeat for a unit which had already won all 3 of its mini 4-game matches against GMs, so is absolutely proven to be 2600 minimum! We know that when a latest version program plays against either an earlier version of itself, or a version running on slower hardware, that the winning margins get exaggerated, but even allowing for this the maths just don't add up!

But if I might have been tempted to knock 100 Elo off the Palm unit rating, despite all the previous evidence to the contrary, I was forced to change my mind when this result came through.... **Palm Hiarcs has beaten Popovic (2555) by 3½-½.**

Games next time.

Frank HOLT - latest PC RESULTS

Not suprisingly Frank was eager to test his latest purchase, Rybka3, in his distinctive tournament style.

I remember about once a year to remind readers that Frank plays 3 double round games at normal time controls: 2@40/1, 2@60/1, and 2@40/30. Then 3 more double round games at blitz time controls: G/30mins, G/1hr, G/1½hrs. It's a neat idea, a program that's good at blitz but falls away at a slow time control (or vice-versa) will lose some points compared to a strong performer at all time controls. Here's the result:

FRANK HOLT - MULTI-TOURNY

Pos	Engine	/48
1	RYBKA 3	30½
2	RYBKA 2.3.2A	29
3	FRITZ 11	25½
4	RYBKA 2.2N	22½
5	HIARCS 11.2	12½

Rybka3 easily won the normal tournament section, by 2pts from Rybka2.3.2a, with Fritz11 3rd. But Rybka2.3.2a came out 1st in

the blitz, ½pt ahead of Rybka3 with Fritz11 again 3rd. The less said about Hiarcs11.2 the better, but of course Hiarcs12 replaced that some time ago, and then there's our later in-house improvement (12.153) which came 2nd. in the World Championship main and blitz tournaments.

Revelation RYBKA

The SSDF (Swedish Chess Computer rating group) have recently added some of **Ruud Martin's** Resurrection and Revelation units to their testing... which is quite timely for this issue for, as promised in *SS/138*, **Rob van Son** has run both a 'Resurrection Tournament', as well as playing his own Resurrection machine, with its different engines, against Pocket Fritz3/Hiarcs.

Very few people have one of Ruud's computers as they are only 'made to order' and then produced one at a time!

It is not always easy to use the SSDF list in *SelSearch* as they insist on quotes of their results also showing number of games played and possible margin of error. This is for the sake of accuracy of course, but to produce a full list would unfortunately take up too many pages. However it has always been a prestigious rating system, as the SSDF play all their games at the full tournament time control of 40/2, whereas most of the rest of us play at faster time controls to get more games in!

Before I list their figures readers should know that the Resurrection[1] units run at 200MHz, and the newer Resurrection[2] and Revelation units run at 500MHz! Here are their ratings so far:

REVELATION RYBKA2.2 2653

... this is based on 126 games, margin of error is +/-69

RESURRECTION [1] RYBKA2.2 2488

... based on 168 games, +/-54

RESURRECTION [1] FRUIT 2397

... based on 120 games, +/-67

So that readers can better relate these to the *SelSearch* figures, the following SSDF rating will be useful:

TASC R30 v2.5 2272

... based on 343 games, +/-41

In *SelSearch* the Tasc R30 v2.5 is on 2350.

THE WORLD COMPUTER CHAMPIONSHIPS 2008

The World Computer Championships this year took place in Beijing, **CHESS** being just one of the many games played for their respective title in the Olympic City.

For the **Hiarcs** team the preparation was interesting to say the least. Once again our good friend **Harvey Williamson** had volunteered to go with the latest Hiarcs12.153 version, and we were very excited by the offer of a big American company to fly a new 16-core machine over for Hiarcs to play on. To be honest we all were, so that includes me, sworn to secrecy over the details, but this just whetted our appetite all the more, that we were probably going in with the fastest PC available anywhere, and for once might actually have a hardware advantage over the rest!

I have to admit we even talked of the possibility that we might actually win the title, on the basis that we could have a 2x speed advantage in our inevitable game with Rybka!

Just a few days before Harvey left for Beijing the super-PC arrived at the London premises of the computer giant, and Harvey went over to collect it.

Of course this mighty unit itself would not go to Beijing - otherwise everyone would know what we'd got! - no, it was scheduled to stay at Harvey's flat and he would take his beloved laptop with him and link from Beijing to super-PC in London over the Internet.

All of the top engines are organised in this way, only a few of the programmers/operators turn up with the PC they will actually use for the games, and those that do obviously don't go to Beijing with 8-core or, whisper it, 16-core machines.

Unfortunately the Hiarcs engine prepared for the 16-core wouldn't boot-up at first, so there was a 24 hour delay while Harvey and the London folk worked out what the problem might be, and then an alternative PC component was brought over to try out. Harvey did tell me what this was all about, but I'm not very technically minded and I've forgotten the details. I do recall that the component they changed was something to do with the 16-bit

THE WORLD COMPUTER CHESS CHAMPIONSHIPS, BEIJING 2008



running, to maximise the speed even further, so I guess our code didn't suit it!.

With the change at least the PC and Hiarc's now worked together, even though it had they'd lost a touch of the potential speed. Nevertheless to our great excitement it still ran VERY fast until the unit started making noises rather like an old locomotive steam train in a tunnel on the London to Brighton run in the 1960's. Actually it was louder than that, and Harvey feared for the safety of his own flat and most of London around him.

There was no way he could leave this running for 10 days while he went off to Beijing, so last ditch alternative arrangements were made to connect to an American friend's fast 8-core Skulltrail machine, the same as had been used at Leiden earlier in the year.

We reconciled ourselves to the fact that our target more realistically, now had to be a top 3 placing if possible. Just before Harvey left England and boarded his flight he learned that there were Internet problems at the venue... what next!!

Harvey had arranged to meet up with Hans van der Zeijden (the Rybka operator) at Beijing airport, so that they could share a taxi, but Hans' flight had landed elsewhere. He was okay, and had Johan de Koning (The King) for company on his flight.

Harvey arrived at the Hotel about 10 minutes after them due to his taxi running out of Petrol, luckily outside a Gas Station! They found the Hotel to be brand new and their rooms about 400 metres from reception. The porter who helped with the bags could not find the rooms, so they had to help him!

Unfortunately all of Johan's luggage was lost during the flight, and this included his laptop with his detailed opening preparation and the prepared link arrangement in place, so he became an early tournament withdrawal. Diep's programmer also withdrew at the last minute - by going home - so now there would be just 10 entries, and it would be an All-Play-All!

I think Harvey might have thought of withdrawing as well, when he saw the entry list

Top - Tian'anmen Square

Centre - Johan de Koning, luggageless!

Bottom - View from the Hotel



with the hardware many were playing on. Our 'souped-up' 16-core 'keep it a secret' machine would have been nothing special at all. And our replacement, the 8-core, was going to be seriously outpaced:

Rybka	40 cores!!
Cluster Toga	24 cores
Junior	24 cores
Jonny	24 cores
Hiarcs	8 cores !

We were eventually told that the 40-core rumours were true, and the exact set up was a linking of 5 x 8 core computers as follows:

- a 3.8 GHz Skulltrail
- a 4.2 GHz Skulltrail
- a 3.4 GHz 2x Xeon X5460
- a 3.0 GHz 2x Xeon E5430
- a 3.0 GHz 2x Xeon X5365

On the Rybka forum Vasik Rajlich suggested that the extra hardware advantage gave Rybka an additional 100 Elo which obviously is crucial at the top level. At the other end of the scale China had its first ever entrant for the World Computer Chess Championship... a program running on a Nokia Mobile phone!?!

Readers with Hiarcs12 can compare the 8-core Skulltrail 3,700kN/s at the start position with what they get on their own hardware. A 'standard' 8-core gets around 2,200 I gather, and my laptop stands at 780kN/s.

Here then is a brief day-by-day report of events and results, with many photos and just one or two games. I am in fact indebted to **Hans van der Zijden**, the Rybka operator, for permission to share with you some of his photographs and vivid daily descriptions of the tournament, as well as **Harvey Williamson** for his excellent photos.

As far as the game analysis is concerned, according to CCRL ratings Rybka3 on a single processor is around 3100. That means on my laptop it is around 3140. What is it on a 40 core machine?? Maybe 3250 Elo. If so it would beat Kasparov, Anand, Kramnik, Topalov, Carlsen etc. by 10-0 in a match!

Top - Vasik Rajlich checking on part of his 40 core Cluster

Centre - Hans van der Zijden, Rybka operator and master of the Rubik cube (23 secs according to Harvey)

Bottom... but is that fast enough to go begging in Beijing?!



Would it? I don't know to be honest, but it would certainly beat me, at my best 1800 Elo going downhill with a following wind, by that score... and I, with my trusty dual2core, am supposed to analyse its, and the others, games! I shall do my best to add a few light notes!

Day 1

As feared the Internet connection was very dodgy and appeared to crash every 10 seconds or so, but the players hardly had any time to react to this as their presence was required at the Opening Ceremony. Much to the players' amusement 3 busloads of Chinese 'extras' were brought in to clap during the speeches and ensure the event looked properly important!

David Levy then wanted one of the programs to play the very strong and top Chinese female Grandmaster Gu Xiaobing. This was to be done one of the laptops that was present to save any embarrassment from continuing Internet crashes. There were a few volunteers, but David wanted Rybka to play - *'Ribbeca, I always lose'*, exclaimed Gu. Indeed she did, by 2-0.



Finally round 1 started 4½ hours late with 1 single game played initially with the local hero (**Mobile Chess phone**) playing Black against **Falcon**. This was possible as Falcon was playing anyway on the laptop its programmer had brought with him, so neither unit needed to 'net connect'!

Top - The Opening Ceremony

Centre - Some of the 'extras' brought in for the Opening Ceremony

Bottom - Feng-Hsiung Hsu (Deep Blue), David Levy and Jaap van der Herik during the speeches



FALCON - MOBILE CHESS

1.d4 ♘f6 2.♘c3 d5 3.e4 dxe4 4.♙g5 ♙f5
5.♘ge2

Falcon has played some 'unusual' moves, but it succeeds in its objective and Mobile Chess leaves theory altogether!

5...♘c6?

5...e6 has to be the right move

6.d5! ♘b4 7.♙xf6 exf6 8.a3 ♘a6 9.♘d4
♙d7 10.♙xa6 bxa6 11.♘xe4 ♙e7?

11...f5 is best here, and if 12.♘g3 then

12...♙e7+ challenges White's king safety

12.0-0 ♙e5



13.♙d3

13.♙e1 looked a certainty

13...♙xd5 14.♘c3 ♙b7 15.♙fe1+ ♘d8
16.♙c4 ♙c8?

*16...♙d6 was the best chance, then 17.♙xf7
♘c8 18.♘e4 ♙b6 but after 19.♙ad1! there's
not much chance of Black saving the game*

17.♙xf7 ♙b6 18.♙ad1 ♙d6 19.♙xg7 ♙f8
20.♘a4 ♙xd4

*Black could have delayed the end a little, at
the cost of its queen, with 20...♙b8 21.♘xb6
♙xb6 but now 22.♘e6+ wins easily*

21.♙xd4 ♙b8 22.♘c5 ♙f7 23.♙xf7 ♙b5
24.♙f8+ ♙e8 25.♙xe8# 1-0

I'm afraid most of the Mobile Chess games were a bit like this. Later in the day the other operators were able to complete the 1st round. There were a few Internet problems and crashes, but no-one complained that any of these had resulted in a game being decided the wrong way. However the 2nd round had to be cancelled while everyone worked out what could be done to improve the situation.

Round 1

▪ Falcon v Mobile Chess

1-0

Top - David Omid, the Falcon operator and programmer, finds time for a food break while playing against the Mobile!

Centre - Operators Timo Klaustermeyer and Harvey Williamson in the Toga v Hiarcs game. They both look as if they think they're winning, but the game was actually drawn

Bottom - A typical players' meeting?!



- Cluster Toga v HiarcS ½-½
- Rybka v The Baron 1-0
- Shredder v Junior ½-½
- Jonny v Sjeng 1-0

Overnight there was a player-meeting at which it was decided to try and play in the hotel. Now Harvey was to become the tournament hero as he was able to configure his trusty MAC to function as a wireless router!

Day 2,

Two rounds are played without a single Internet crash! Well done Harvey!

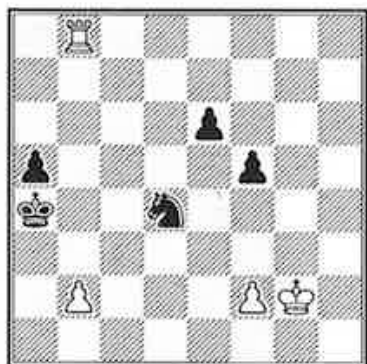
In fact Harvey's success very nearly worked doubly well for HiarcS as Hans, operating for Rybka, hadn't known that the problems were solved (oh ye of little faith) and nearly caught the bus to the original tournament hall instead of staying in the hotel.

I'd like to know who told him!

Round 2

A strange thing happened in this round, with Rybka announcing a mate in 1942 at one stage.

RYBKA - SHREDDER



As we join the game Rybka is on top, thanks to earlier exchanges which have favoured White. Here best for Shredder was 47...f4! to stop Rybka putting its own pawn there. The defence would have still been difficult, but there were drawing chances I believe 47...♖c2?! 48.f4! ♜b4 49.♙f3 ♙b3 50.♞b5 ♙xb2

50...a4 is no better: 51.♞b6 ♙c4 52.♞xe6 and White is still winning

51.♙e3 ♙c1

If 51...♙c3 52.♞c5+! ♙b3 53.♞xa5 still 1-0 52.♞xa5 ♙d1 53.♞b5

Top - An intense moment in the Shredder v Junior game in round 1... Stefan Meyer-Kahlen (l) and Amir Ban (r)

Centre - Players setting up the computer connections in the new Playing Hall in their Hotel

Bottom - Rybka announces mate in 1942 against Shredder!



This is the moment at which Rybka announced mate in 1942 moves! A bug of course though, as it happens, the game didn't last anything like that long!

53...♖d5+ 54.♗f3 ♕d2 55.♞b8! ♕d3

56.♞d8 ♕d4 57.♞e8 ♖e3

The pawn can't be saved

58.♞xe6 ♖c4

Here Rybka3 on my dual2core reckons ♞f6 is an ONLY move for White... but Rybka on the 40-core plays something else!

59.♗g3!

A genuine m/28 my tablebases reckon!

59...♕d5 60.♞e8 ♕d6 61.♗h4 ♕d7 62.♞e1

♖d6 63.♗g5 ♕c6 64.♞e6 ♗b7 65.♞xd6

♕c8?

The mates may not have been appearing on the Shredder screen yet, as one or two of its moves have not been optimal and 65...♕c7 here was m/15, but the move played allows Rybka to reduce it to m/7 and Shredder's operator then resigned

66.♗xf5 ♕c7 1-0

- The Baron v Mobile Chess 1-0
- Hiarcs v Jonny 1-0
- Sjeng v Falcon 1-0
- Junior v Cluster Toga 1-0 !
- Rybka v Shredder 1-0

A comment on the Rybka opening book is in order. Obviously Jeroen Noomen has made a considerable amount of his recent and previously private opening analysis available on his £19.99 ChessBase dvd, providing everyone with some new and other very up-to-date lines... and no doubt all the other programmers have been searching through it in the hope of finding improvements of their own to then play against Rybka.

So of course Jeroen had to plan some new ideas (!) and he chose to go with a few offbeat lines which he considered as a little under-used, not too well covered in other opening books, and also hopefully a bit under-rated - perfect for the much tactically stronger Rybka3 version, and on its 40-core hardware! He came up with some interesting stuff, put the book on tested with Larry Kaufman, and found Rybka getting a very high win percentage. Their theory in a nutshell is: *"the stronger program does even better when both programs come out of book early, and in an approximately equal and preferably*

Top - ICCA chiefs Jaap van den Herik, Johanna Hellemons and David Levy try to solve another problem

Centre - Chinese English, and a loaded computer table

Bottom - Three Hotel Chefs



slightly complex position".

The players were finding that in Beijing few Chinese spoke any English at all. Often only sign language won the day, but with this and perseverance and a gathering of staff all trying to help out every time there was some difficulty, slowly but surely the many natural requirements such as cold beer and egg and bacon breakfasts were realised! Coke came in 1½ litre glasses, fruitsalad was 2 types of melon and some tomato's, bread is unknown but in fairness they tried to bake it to instructions as given but made it very sweet, and the morning fruitjuice always arrived hot!

Round 3

- Mobile Chess v Sjeng 0-1
- Falcon v Hiarcs 0-1
- Shredder v The Baron ½-½
- Cluster Toga v Rybka ½-½ !
- Jonny v Junior 0-1

The Cluster Toga operator offered the view following their game v Rybka that: *"After our match against the 40 fishes it felt as if most 'serious' games nowadays should be draws..."*. However the doom merchants who think that chess is finished might take note that, in the whole tournament, there were no less than 32 decisive games, and only 13 draws. In fact in 2 rounds every game played was either 1-0 or 0-1... and Toga lost its games in both of those rounds!

Day 3

The day started with some jubilation as one or two of the players had succeeded in explaining by miming to the hotel chef how to do an omelette... and it worked! Also the schedule was for just 1 round to be played so that the competitors could relax and/or have a look round Beijing itself.

RYBKA - JONNY

**1.e4 e5 2.♟f3 ♘c6 3.♙b5 a6 4.♙a4 ♟f6
5.0-0 ♙e7**

Marked ? in most opening books, but Larry Kaufman came up with the idea of using this, and Jeroen quickly warmed to it when they tested it. Jonny's book coped well with it at first...

Top - Sjeng v Nokia Mobile
Centre - The Baron v Shredder
Bottom - Junior v Jonny



	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 3
1	Hiarcs							½	1	1		2.5
2	Junior						½	1		1		2.5
3	Rybka					1	1	½				2.5
4	Sjeng								1	0	1	2.0
5	The Baron			0			½				1	1.5
6	Shredder		½	0		½						1.0
7	Cluster Toga	½	0	½								1.0
8	Falcon	0			0						1	1.0
9	Jonny	0	0		1							1.0
10	Mobile Chess				0	0			0			0.0

6.d3?! b5

This or d6 are best

7.♖b3 0-0 8.a4

Another surprise... 8.♖e1 is played 95% of the time

8...♗b7 9.♖e1 ♖e8

9...d6 is again best here

10.c3



Finally puts Jonny out of book. Now theory – of which there isn't much! – recommends h6 or d6 as best, with ♗f8 also maybe possible

10...♗c5

This makes Rybka also out of book now, but with everything still on the board it is exactly what Jeroen and Larry want!

11.♗d2 h6 12.♗a3 ♖b8 13.♗h4 d6?!

I know I was advocating this a few moves back, but that was before 10... ♗c5. Now d6 has cut the c5/♗ off from a return to kingside duties – in fact if you look at the position there's very little that Black can get back to the kingside! My laptop shows 14.axb5 axb5 15.♗xh6! gxh6 16.♖f3 as being good for White, but the 40-core is even more direct.

Probably 13...b4 14.♗c2 bxc3 15.bxc3

♖d8± was Black's best try

14.♖f3! b4?!

Timing is all important, and this was okay a move ago but now doesn't meet the immediate need which was to stop White's next. So 14... ♗c8 was correct

15.♗f5! ♗c8 16.♗xh6+! ♖h7

Not 16...gxh6??? of course, leaving the knight en pris for 17.♖xf6 followed by ♗xh6 and 1-0 already

17.♗xf7 ♖f8 18.♗c4 bxc3 19.bxc3

Top - Timo Klaustermeyer, the Cluster Toga operator

Centre - Harvey Williamson, the Hiarcs operator

Bottom - Waiting for the coach for the Day Trip!





19...♔h8?

A strange choice! 19...♔d8 was probably best, but 20.d4 ♖xf7 21.♔xf7 ♜xf7 22.dxc5+- is still very good for White

20.d4

Rybka showed +3.14 here

20...♙xd4

If 20...exd4 21.♜ab1 ♜a7 22.e5! threatening both exf6 and ♜xc6 and surely winning

21.♙g5 ♖h7 22.cxd4 ♙e6

Probably expecting 23.d5 ♖d4 24.♜h5 ♙xf7 25.♔xf7 ♜xf7 26.♜xf7 ♖xg5 27.♜e7 winning, but instead...

23.♜h5! ♙xf7

If 23...gxh6 24.♙g6 ♖xg5 25.♜xh6+ ♔g8 26.d5 wins

24.♔xf7+ ♔g8 25.♖h6+ ♔h8

If 25...gxh6 26.♙xh6 is 1-0

26.dxe5 ♜e8 27.♜h3

Of course exchanging queens would win as well

27...♖xe5 28.♖xe5

There's no real need for analysis but after 28...gxh6 (28...dxe5 29.♖f5 ♜f7 30.♙d2 1-0) 29.♖d7 hxg5 30.♜c3+ ♔g8 31.♖xf8 ♖xf8 32.♜xc7 1-0

Round 4

- Hiarc v Mobile Chess 1-0
- Rybka v Jonny 1-0
- The Baron v Sjeng ½-½
- Junior v Falcon ½-½
- Shredder v Cluster Toga ½-½

Day 4

Another single round day, as the World Computer Chess Blitz tournament was also on the agenda... there are some notes about that in our NEWS and RESULTS section.

Top - Round 4 scores

Centre 1 + 2 - the Jade Factory

Bottom - The Great Wall from a distance

	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 4
1	Hiarc	■						½	1	1	1	3.5
2	Rybka		■			1	1	½		1		3.5
3	Junior			■			½	1	½	1		3.0
4	Sjeng				■	½			1	0	1	2.5
5	The Baron		0		½	■	½				1	2.0
6	Shredder		0	½		½	■	½				1.5
7	Cluster Toga	½	½	0			½	■				1.5
8	Falcon	0		½	0				■		1	1.5
9	Jonny	0	0	0	1					■		1.0
10	Mobile Chess	0			0	0			0		■	0.0



Round 5

▪ Cluster Toga v The Baron	1-0
▪ Mobile Chess v Junior	0-1
▪ Sjeng v Hiarcs	0-1
▪ Jonny v Shredder	1½-½
▪ Falcon v Rybka	0-1

Day 5

This was the full excursion day, with a visit to a superb jade factory, then the Great Wall of China. It didn't look so big from a distance, but Hans and Harvey both changed their minds when they got nearer, it was even 'greater' than expected in terms of *"we're not climbing all the way up there!"* After lunch there were further visits to the Summer Palace and various souvenir shops, and lots of photo opportunities for Hans and Harvey!

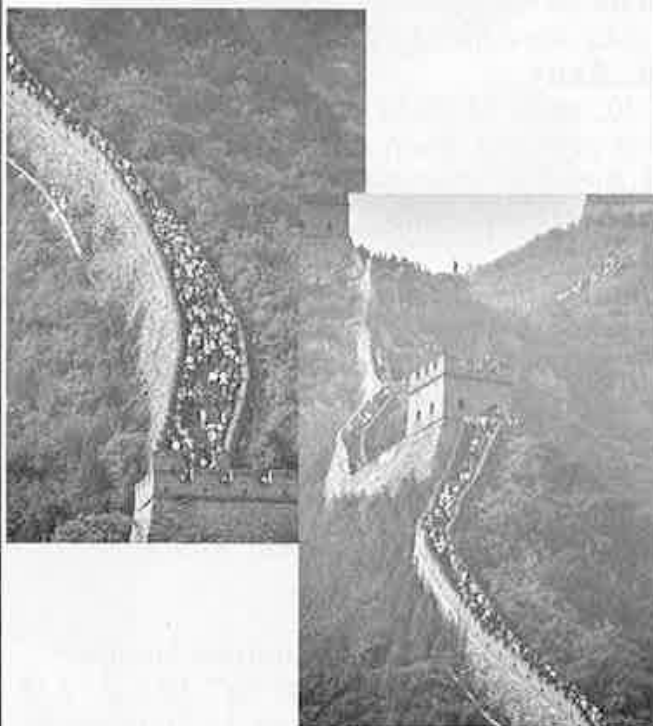
Day 6

It was David v Goliath day - i.e. Mobile Chess v Rybka. This time the giant won, apparently the Mobile phone is not only seriously underpowered in this company but also plays too fast!

Here was Hans' web report on Friday morning: *"Friday 3. Just slept one hour and the phone rang. Someone from Holland who forgot I was in Beijing. 15 minutes before my alarm goes a knock on the door and the bell rings. A woman with a laundrybag. Yesterday I put some clothes in the bag for the 'laundryservice'. I want to take the bag from her, but that was not why she was there. She said "wate momen", leaves and doesn't come back. Then the phone rings. Someone who does speak English tells me that the laundry is not ready yet. I knew that already, because I read somewhere it would be delivered to my room after 4 in the afternoon. 1 hour later again a knock. Laundry is ready. Which was good, because I noticed I had no more socks left. I took 6 of everything except socks. No time for breakfast, not hungry anyway. After a tough fight against the (Mobile) phone I finally managed to get the upper hand. That thing plays much too fast. And also Rybka's moves came quickly. So I was waiting a long time for the next round. Tomorrow is the big day. The last 2 rounds against number 2 and 3 (Hiarcs and Junior)".*

Top - More photos of The Great Wall:

[1] From a distance, [2 + 3] Very Crowded, and [4] Relief for Hans and Harvey... Climbing is Forbidden!-



As for Hiarc's we had The Baron once again scuppering our hopes. It was on 2/5 and once again got a draw against us. In our private matches we score around 80% against it, but in tournaments it has this remarkable knack of getting these draws! And in doing so obviously wears itself out, as it didn't score another point through to the end! But of course it left Rybka in the clear lead for the first time with 5½/6, with ourselves on 5, and Junior on 4½.

Round 6

- Rybka v Mobile Chess 1-0
- Cluster Toga v Jonny 1-0
- Junior v Sjeng ½-½
- Shredder v Falcon 1-0
- The Baron v Hiarc's ½-½

The next round had been greatly anticipated, as it paired Hiarc's against Junior. Although Junior had drawn 3 games it had become clear that, on its 24 core machine, it was very strong indeed, as proven by its win over Cluster Toga! Nor (we hoped) was the Sjeng v Rybka game to be taken for granted.

Here are the final moves from a very interesting Hiarc's-Junior game!

HIARCS - JUNIOR



Junior has just played 41...h4, and one admires its determination to keep posing counter threats!

42.♖h8! ♕g7?!

I think 42...♗e7 gave better chances, and Junior is nearing that place where best moves must be played every time to stay in the game

43.♗h5 ♕g6?

Here 43...♗f6 was the best chance. Black

Top - Round 6 scores

Centre - Falcon v Hiarc's. Alongside Harvey is Nathan Netanyahu, Omid's professor and brother of Benjamin!

Bottom - Rybka v The Baron

	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 6
1	Rybka				½	1		1	1	1	1	5.5
2	Hiarc's				½		1	½	1	1	1	5.0
3	Junior				1	½	½		1	½	1	4.5
4	Cluster Toga	½	½	0		½		1	1			3.5
5	Shredder	0		½	½			½	½	1		3.0
6	Sjeng		0	½				½	0	1	1	3.0
7	The Baron	0	½		0	½	½				1	2.5
8	Jonny	0	0	0	0	½	1					1.5
9	Falcon	0	0	½		0	0				1	1.5
10	Mobile Chess	0	0	0			0	0		0		0.0



must be aware of the dangerous pawns on the queenside and should start to get cover over there and surely can't afford the exchange of rooks?!

44.♗g5+! ♗xg5 45.fxg5 h3 46.a4! f4 47.♗a7 ♗b4 *It's all over, but 47...h2 could have lasted a move or two longer: 48.♗g2 ♗b4*

49. ♖b8 ♖a5 50.f3 ♜xg5 51.b4 ♖xb4
 52. ♖xc7 h1 ♚+ 53. ♜xh1 ♜h5 54.a5 ♖xa5
 55. ♖xa5 ♜g5 56. ♜g2 ♜f6 57. ♖e1 ♜f5
 58. ♖c3 ♜g5 59. ♜f2 ♜h6 60. ♜e2 ♜g6
 61. ♜d3 ♜f5 62. ♖d4 ♜g5 63. ♜e4 ♜g6
 64. ♜xf4 m/12
 48. ♖b8 ♖a5 49.b4 ♖xb4 50. ♖xc7 ♜xg5
 51.a5 ♜g6 1-0
 52.a6 h2 53.Kg2 Bc5 54.f3 wins easily

Round 7

- Mobile Chess v Shredder 0-1
- Jonny v The Baron 1-0
- Hiarc v Junior 1-0
- Sjeng v Rybka 0-1
- Falcon v Cluster Toga 1-0!

The last result there in round 7 was a big shock as, although Falcon was shown as running on a dual core machine - in itself that's way behind most of the others - its programmer admitted that he hadn't actually finished the code for multi-processors, and it was in fact running in single processor mode! There would be two rounds on the final day, and in the morning would be the big one... Rybka v Hiarc. So opposite you'll see the tournament leader board to set the scene!

Really the only way Hiarc can win the tournament is by defeating Rybka, or drawing and hoping Rybka would lose to Junior in round 9. Can Hiarc cause an upset???

Day 7

Hans reports again: *"Now that I have used the laundryservice, it seems that everybody got a knock on their door before 9:00, asking if there is something for the laundry. There will be fun tomorrow morning!"*

We now come to the game which decided the World Championship. As Jeroen commented, the Rybka team was sure we weren't going to try and find out what he had in mind against the Najdorf this time - so he keeps it a secret ready for another day! In fact we chose a Kalashnikov (4...e5) and, as we'd hoped, had them out of book at move 8. As we've already discovered the Rybka team didn't mind this as long as their opponent's were out of book and not in private preparation! The trouble was

Top - Round 7 scores

Remainder - more photos of Tian'anmen Square on a wet day

	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 7
1	Rybka				1	½	1	1	1	1	1	6.5
2	Hiarc			1		½	1	1	1	½	1	6.0
3	Junior		0		½	1	½	1	½		1	4.5
4	Shredder	0		½		½		½	1	½	1	4.0
5	Cluster Toga	½	½	0	½			1	0	1		3.5
6	Sjeng	0	0	½				0	1	½	1	3.0
7	Jonny	0	0	0	½	0	1				1	2.5
8	Falcon	0	0	½	0	1	0				1	2.5
9	The Baron	0	½		½	0	½	0			1	1.5
10	Mobile Chess	0	0	0	0		0		0	0		0.0



that, in our private preparation, we hadn't had a 40-core cluster Rybka to test against, only a pair of laptops and a couple of 8-core machines. We'd tested Rybka on all of these, and on very long time allowances, and had responses to everything Rybka came up with... and the result was that we either drew or won pretty well every time. We were actually glad we'd got Black for this game which we had to win!

So here we go...

RYBKA - HIARCS

1.e4 c2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e5
5.♘b5 d6 6.♘1c3 a6 7.♘a3 ♖b8

More usual are 7...b5 or 7...Be7. As Jeroen says, this is very obscure, and had the desired effect of throwing Rybka out of book



Now from our preparation with Rybka3 Hiarcs expected and was ready for 8.Nd5 or 8.Bd3, but instead...

8.♘c4!

After over 6 mins analysis on 40 cores! 8.♘d5 was played by Rybka in most of our various test games, so then we'd have gone 8...♘ce7. Here we found Rybka varied between two moves. The next few moves in each line are... 9.♙c4 (9.♙g5 h6 10.♙xe7 ♙xe7 11.c3 ♘f6=) 9...♘xd5 10.♙xd5 ♙c7 11.♙d3 ♘f6=. Fortunately we'd also seen Rybka play what the 40 core machine now played!

8...♘f6 9.♙g5!

But now it's a big oops, this has done for us, it seems much better than the 9.♙d3 we'd expected and were booked up for, and thought we could win or draw against! Now Hiarcs has to start thinking as well and, as we analyse it ourselves and watch the Hiarcs evaluation, we soon start to realise that Rybka has found a stronger move over the

board than we had burning the midnight oil. It's simply a good move, how did we miss it? I don't know, except to say the Rybkas, Hiarcs and others we'd tested against hadn't gone for it either. Some folk on the web criticised us for 'lack of preparation'. I tell you, we'd had this secretly prepared for weeks and weeks before Beijing, so it wasn't a lack of preparation. Sometimes you have to hold your hands up and admit you've been outgunned and go back to the drawing board. We, as the human support team for Hiarcs, are aware that we have to come up with something really good for any big game with Rybka, so it was more than disappointing to realise even by move 10 or 11 that we'd almost certainly let it down
9...b5 10.♙xf6 ♙xf6 11.♘e3 ♙e7
Rybka prefers 11...♙d8 here for Black, then 12.a4 b4 13.♘cd5 with a small but not overwhelming advantage

12.a4!? bxa4

The Hiarcs evaluation was now dropping steadily as each move came. If 12...0-0 then 13.axb5 axb5 14.♙xb5 ♘d4 15.♘cd5 ♙h4 16.♙d3±
13.♙xa4

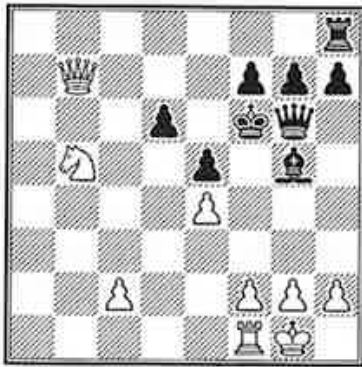


13...♙xb2

Surely 13...0-0!? is better, but Black is still definitely under pressure: 14.♘cd5 ♙e6 15.♙c4 (15.b3 ♘d8) 15...♙g5 16.b3 a5
14.♘cd5 ♙g6

Hiarcs showed this as White +0.96, but already Rybka had it as +1.93!

15.♙xa6 ♘d7 16.♘c7+ ♘d8 17.♙a1 ♖b8 18.♙b5 ♙g5 19.♘ed5 ♘e7 20.0-0 ♘xd5 21.♘xd5 ♙xb5 22.♙a8 ♙xa8 23.♙xa8+ ♘d7 24.♙b7+ ♘e6 25.♘c7+ ♘f6 26.♘xb5



The material is level, but the game is over

26...♖h5 27.♜xd6 ♜f8 28.♜f5 ♜g6
29.♖b6+ ♜f6 30.♜e7+ ♜h6 31.f3 ♖g5
32.♜f5+ ♜g6 33.f4 exf4 34.h4 ♖g4 35.♖d6
1-0

The note Hans made on his web report was quite amusing really - well for everyone but the Hiarcs team: "Hiarcs was quite nice by playing a bad opening line, and Rybka has used only 25 minutes before Harvey resigns. That is the problem as the Rybka operator, you always have to wait so long for the next round!"

It did mean that Rybka was World Champion with a round to go, so of course congratulations are in order.

Round 8

- Cluster Toga v Mobile Chess 1-0
- Rybka v Hiarcs 1-0
- The Baron v Junior 0-1
- Shredder v Sjeng ½-½
- Jonny v Falcon ½-½

The Junior-Rybka game in the last round was interesting.

Hans says: "Junior got a very good position, but doesn't see how to proceed. Then Rybka surprises with a rook sacrifice. The evaluation is 0.00 and with such a big material disadvantage and under a mate in 1 threat, that can only mean one thing: there's a perpetual perpetual check! Junior says +3.59 for 15 more moves and doesn't see it at all - an old null move problem still in there?! Hiarcs and Shredder are also analyzing the position and they agree with Rybka".

Top - Round 8 scores

Centre - [1] Hans van den der Zijden, the Rybka operator, with the 1st prize, [2] Rybka the Godfather?!

Bottom - All winners at the Prizegiving

	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 8
1	Rybka		1		½	1	1	1	1	1	1	7.5
2	Hiarcs	0		1	½	1	1	1	½	1		6.0
3	Junior		0		1	½	½	1	½	1	1	5.5
4	Cluster Toga	½	½	0		½		1	0	1	1	4.5
5	Shredder	0		½	½		½	½	1	½	1	4.5
6	Sjeng	0	0	½		½		0	1	½	1	3.5
7	Jonny	0	0	0	0	½	1		½	1		3.0
8	Falcon	0	0	½	1	0	0	½			1	3.0
9	The Baron	0	½	0	0	½	½	0			1	2.5
10	Mobile Chess	0	0	0	0	0	0		0	0		0.0



JUNIOR - RYBKA



Here is the Rybka rook sac' that drew the game

45...Rxc2+ 46.Kxc2 Qe4+ 47.Kg1 Qe3+
48.Rf2 Qg3+ 49.Qf1 Qh3+ 50.Qe2 Qe3+
51.Qd1 Qd3+ 52.Rd2 Qb1+ 53.Qe2 Qe4+
54.Qf1 Qf3+ 55.Qe1 Qh1+ 56.Qf2 Qh2+
57.Qf3 Qg3+ 58.Qe2 Qe3+ 59.Qd1 Qb3+
60.Rc2 Qd3+ 61.Qc1 Qxa3+ 62.Qb1 Qb3+
1/2-1/2

Round 9

- Sjeng v Cluster Toga 0-1
- Mobile Chess v Jonny 0-1
- Falcon v The Baron 1-0
- Hiarcs v Shredder 1-0
- Junior v Rybka 1/2-1/2 !

Finally on the Sunday near Tian'anmen Square, Harvey and Hans at last found a western food restaurant. Hans reports: "We found a shopping Mall and the lower level was called Gourmet Street, this looked promising. We wandered around for a while and then we saw a picture of a Steak with Fries on a poster, advertising a restaurant called Sizzler. We asked for directions and eventually found it. A New York Steak with Fries and salad - I never knew that a Steak could taste so good - heavenly western meat and fries after 8 days of Chinese food."

After their meal there was a walk round the many shops and some haggling with local shopkeepers over gifts to bring home. "You just look unhappy and they lower the price," says Hans, "but once you've bought something they hold your hand and don't want you to go without buying something else!".

A great week, tournament and experience!

Top - Round 9 scores: FINAL table

Centre - Harvey checks out the steak and fry-up menu

Bottom - Celebration party time, though everyone looks ready for home!

	16th WCCC	1	2	3	4	5	6	7	8	9	10	Rnd 9
1	Rybka		1	1/2	1/2	1	1	1	1	1	1	8.0
2	Hiarcs	0		1	1/2	1	1	1	1	1/2	1	7.0
3	Junior	1/2	0		1	1/2	1/2	1	1/2	1	1	6.0
4	Cluster Toga	1/2	1/2	0		1/2	0	1	1	1	1	5.5
5	Shredder	0	0	1/2	1/2		1	1/2	1/2	1/2	1	4.5
6	Falcon	0	0	1/2	1	0		1/2	0	1	1	4.0
7	Jonny	0	0	0	0	1/2	1/2		1	1	1	4.0
8	Sjeng	0	0	1/2	0	1/2	1	0		1/2	1	3.5
9	The Baron	0	1/2	0	0	1/2	0	0	1/2		1	2.5
10	Mobile Chess	0	0	0	0	0	0	0	0	0		0.0



PETE BLANDFORD'S TOURNAMENTS!

Pete's wonderful long-running Tournaments now have so many engines playing that there is no longer room to show all the individual match scores. So nowadays we just show the TOURNAMENT TABLES, and I will add a few remarks about the new programs and their results as they get added!

Pete Blandford 2 x 4800XT64 PCs G/60. 2 games per match, all-play-all

Pos	ENGINE	SCORE/72
1	HIARCS 12	55½
2	RYBKA 1.2F	54
3	FRITZ 11	53½
4	RYBKA 2.3	53
5=	RYBKA 2.2	51
	RYBKA 2.3 LK	
7	RYBKA 2.1o	50½
8	SHREDDER 11	49
9	RYBKA 1.01 PREVIEW	48
10	FRITZ 10	46
11	ZAP CHESS ZANZIBAR	42½
12	HIARCS 10	41½
13	JUNIOR 10	39½
14	SHREDDER 9	39
15	SHREDDER 10	38
16	FRITZ 9	37
17	JUNIOR 9	35
18	SHREDDER 8	34
19	SHREDDER 7.04	33½
20	CHESS TIGER 15	33
21	FRITZ 8 BILBAO	32½
22	GAMBIT TIGER 2.0	32
23=	FRITZ 8	31
	DEEP FRITZ 8	
25	FRITZ 7	30½
26	JUNIOR 8	30
27	HIARCS 9	28
28	JUNIOR 7	27½
29	HIARCS 8 BAREEV	26
30	HIARCS 8	25
31=	CHESS TIGER 14	24½
	SHREDDER 7	
33	ZAP CHESS REYKJAVIK	24
34	FRITZ 6	23
35	HIARCS 7.32	22
36	FRITZ 5.32	19
37	CRAFTY 19.19	17

The new additions to the list are **Hiarcs12** - which goes top! - and the **Rybka1.0.1 Preview** - that's the freebie which caused such a seismic shock when it arrived on the scene a little over 2 years ago! Hiarcs12 has won no less than 13 matches by 2-0 which is what powers it to top spot!

Pete Blandford 2 x P4/2100 G/60. 4 games per match, all-play-all

Pos	ENGINE	SCORE/128
1	FRITZ11	103
2	RYBKA 1.2F	88½
3	RYBKA 2.2	87½
4	JUNIOR 10	83½
5	RYBKA 2.3	82½
6	HIARCS 10	80
7=	RYBKA 1.0.1 PREVIEW	75½
	ZAP CHESS ZANZIBAR	
9	JUNIOR 8	69½
10	SHREDDER 10	69
11	SHREDDER 9	67½
12	FRITZ 9	66½
13	SHREDDER 7.04 ACTIVE	65½
14	JUNIOR 9	65
15=	FRITZ 8 BILBAO	62
	SHREDDER 7.04	
17	HIARCS 9	61½
18	SHREDDER 8 ACTIVE	60½
19	FRITZ 8	60
20	SHREDDER 8	59½
21	DEEP FRITZ 8	59
22	FRITZ 7	58½
23=	JUNIOR 7	57
	HIARCS 8 BAREEV	
25	CHESS TIGER 14	56
26	GAMBIT TIGER 2	55½
27	CHESS TIGER 15 NORMAL	54
28	SHREDDER 7	51
29	HIARCS 7.32	50½
30	CHESS TIGER 15 DEFAULT	46
31	HIARCS 8	44½
32	FRITZ 5.32	41
33	FRITZ 6	37½

The newcomer here is **Fritz11** - and it goes top by a long, long way! Being 4-game matches the new engines arrive rather more slowly onto this list. It continues to interest me that **Rybka1.2f** heads the "Rybka team" in both tournaments - it seems in Pete's tests that, when Rybka versions are all reduced to 32-bit and single processor, Rybka1.2f is still the top engine from the Rybka stable, presumably until Rybka3 gets added?!

THE PHOENIX RAPID CHESS TOURNAMENT FOR RUUD MARTIN'S RESURRECTION AND REVELATION COMPUTERS - by ROB VAN SON

Hi Eric,

As promised I am sending you 10 from the 15 games (I haven't got more) from the **Phoenix Rapid Chess Tournament** which we did on the 10th of August.

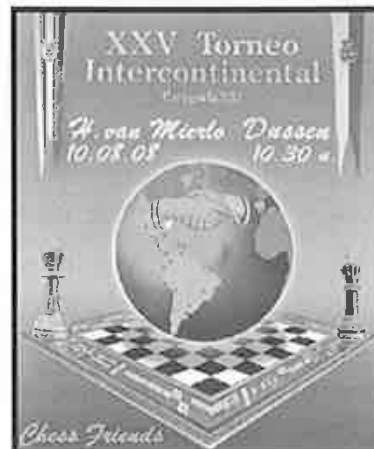
For some months, I had walked around with the idea to organise a tournament with only the **Resurrection/Revelation** units. I suggested the Idea at the last Gebruikers tournament to Pieter Bleeker, a visitor at the tournament, and he reacted very enthusiastically. I knew that Ries van Leeuwen could not organize this in Leiden, because not so many participants there own a Resurrection or Revelation system. So I sent in June some e-mails to the gentlemen below, because they are in the possession of these powerful models that Ruud Martin makes.

Ruud, Hein, Pieter and Hans were willing to participate, so I just needed one other operator. Collector Luuk Hofman, who lives in Duiwendrecht (a place nearby Amsterdam) was more than willing to operate a Resurrection too, but he hasn't got one himself. So Ruud brought an extra Resurrection II model for Luuk to operate at the tournament.

The Entrants and Operators, listed in suggested ranking order (the 500MHz units at the top of course):

- Resurrection II Rybka 2.2 Pieter Bleeker
- Revelation Deep Sjeng 3.0 Ruud Martin
- Resurrection II Toga 1.2 Hein Veldhuis
- Resurrection II Ruffian 2.1 Luuk Hofman
- Resurrection I Fruit 05 Hans van Mierlo
- Resurrection I Fruit 2.1 Rob van Son

I created a spreadsheet with a pairing and ranking table, so that we could store the results directly into the laptop of Ruud Martin. Hans van Mierlo moved some months ago to a new house in the city of Dussen (Province of Brabant) and he invited us all to come to his place and play the tournament. At the same time, we could take a look at his collection of chess computers!



The Resurrection II/Revelation units, which run on 500MHz processors, were set to use 15 minutes per game and the Resurrection I (200MHz) 20 minutes. We used only the internal clocks of the computers and no external chess clocks.

Of course we enjoyed it all very much. Nobody expected that Hein Veldhuis with his **Res II Toga** could win the tournament! But he did, so that's the second time Hein took the first place! Also very interesting that Ruud participated with a new engine in his Revelation: **Deep Sjeng 3.0**.

Unfortunately for him he did not win the tournament but a second place is also a good result. His Revelation lost only one game in the first round, but I didn't receive this game from Ruud....!

You will understand that I was the

A Resurrection2 module set installed in a Mephisto board



competition organiser, so I took some prizes to the tournament... No cups, but everybody, including myself, won a nice bottle of red wine!

So, Eric, in my e-mails there are the games which I have, the ranking table and 8 photos I took at the tournament. Another table with the results per round and more photos can be found on Ruud's website: www.phoenixcs.nl

Best regards, *Rob*

I e-mailed Rob to see if he would ask Ruud Martin for permission to also use a couple of his photos from his website, and approval was kindly given. Other discussions in our e-mails were:

Eric: It is interesting to see the standard of the games, they are of a much higher quality than we see from the main group of dedicated machines, though the Tasc R30 and Richard Lang's Mephisto programs on their fastest hardware are not too far behind... but behind they are! Ruud's hardware is obviously very good for the programs.

Rob: Yes, I agree with that!

Eric: It is also interesting to see how these PC programs transfer into Ruud's boards! Certainly one would not expect Toga to do as well as it did, although a short tournament isn't conclusive for rating levels of course... but it's still very interesting! And of course you'd expect Rybka, even the 2.2 version, to come top... it comes top in everything it plays on the PCs! But perhaps its search system doesn't work as well when it is running at 200 or 500MHz?!

Rob: Yes, you are absolutely right, it doesn't always win on the Resurrection boards. I actually created two tables hoping for 10 rounds, but we haven't had enough time to play them all.



That's why we stopped after 5 rounds, so that everybody played a game against the other participants. I'm already satisfied with the fact that I was able to fulfil my idea!

Eric: It would be nice if someone with one of Ruud's boards gets the new Pocket Fritz3 for Pocket PC. It actually has the Hiarcs12 program in it, and it will be interesting if a match is played to see whether Ruud's hardware can match the Pocket PC, the processor speeds don't seem to be that far apart

Rob: That's certainly a very good idea. I'm so happy that, after waiting for six years, another version of Pocket Fritz has appeared on the market... and also a very strong one! I'm waiting for my copy and when I receive it and I'm able to install it properly on my Pocket PC 400MHz, I will play some games with my Resurrection against it. But I don't have a Res. II, so my unit is running on 203MHz, but



it's still very interesting. We will see...

Best regards, *Rob*

Rob has since played his new Pocket Fritz3 against a nice variety of modules in his 203MHz Resurrection board. A report on this will appear either in this or our next issue, depending on available space.

Here are some of the Resurrection games with light notes.

I've started with a game to demonstrate the difference when the Resurrection2 500MHz has tactical chances against the 200MHz model - Rob's in fact. As most folk I'm sure know the Toga program is based on Fruit, so there's not much between them here in the actual software that's running.

Res.I Fruit 2.1 - Res.II Toga 1.2

Round 3. English Opening: Four Knights Variation with 4 g3

1.c4 e5 2.♘c3 ♘f6 3.♘f3 ♘c6 4.g3 ♘d4
5.♙g2 ♘xf3+ 6.♙xf3 ♙b4 7.♖b3 ♙c5 8.0-0
9.d3 h6 10.♙d2 c6N

Black often plays c6, but usually after
10...♙e8 11.a3 ♖c7 12.♙g2 ♗d8 13.♙ab1
♙b8 14.♙be1 a6 15.♘a4 ♙a7 16.♘c3 d6
17.♘e4 ♘xe4 18.♙xe4 b5 19.♖c2 ♙h3
20.♙g2 ♙xg2 21.♙xg2 bxc4 22.dxc4 ♖e7
23.♗d1 ♖e6 24.♙a5 ♗d7 25.e3 d5



Nothing much has happened yet, but as soon as the tactics start in a couple of moves the extra speed of the Res2 unit demonstrates the benefits!

26.♗d2

Planning to double rooks on the d-file, but I think 26.♙fe1 looks sounder

26...d4! 27.♗fd1 ♙bb7

A strange looking move, but I found one or



two of the top PC programs also want to play this, probably to free b8 for the ♙/a7
28.♖e4?

28.exd4 was necessary, then 28...♙xd4 29.b4 with counterplay on the queenside, and if now 29...g5 then 30.h3 and the game is very interesting and any advantage Black has is small

28...f5! 29.♖f3

If Fruit had returned the queen to c2, to try and save the c4/♗, then 29.♖c2 dxe3

30.♙xd7 ♙xd7 31.♙xd7 ♖xd7 32.fxe3 ♙xe3 and White is still a pawn down and probably lost

29...♖xc4

29...e4! was also very strong

30.exd4 exd4



31.♖xf5?

White needed to resist the temptation to get the pawn back. Better was either 31.♙e2 or 31.b4. Though a pawn down the major pieces remain on the board so there will be drawing chances

31...♙f7! 32.♖e5

There is nothing better

32...♙be7! 33.♖h5 ♖e6 34.b4?

Suffocating his own bishop. 34. ♖b4 was better, but Black is well on its way to winning anyway

34... ♖f5

34... g6! was very strong here!

35. ♖h3 ♖d5+ 36. ♖g1 d3!

Releasing the ♖a7 attack on f2!

37. ♖g2 ♖e2 38. ♖xd5+



There's a trap in this! How to retake?!

38... cxd5

38... ♖xd5?? 39. ♖xd3 ♖xf2 40. ♖h1 and Black has nothing!!

39. b5 ♖xf2 40. ♖xe2 dxe2 41. ♖e1 axb5

42. ♖b4 ♖f7 43. g4 ♖f6 44. h4 ♖e5 45. ♖d2

45... ♖e4 is m/15! 0-1

In the next game we see how Ruud's own machine does with his latest implementation - Deep Sjeng 3 on his own piece of manufacturing, the Revelation board - in play against Rybka2.2 on a Resurrection 2 unit!

Revelation Deep Sjeng 3.0 - Res II Rybka 2.2

B43: Sicilian: Kan Variation: 5 Nc3

1. e4 c5 2. ♖f3 e6 3. d4 cxd4 4. ♖xd4 a6

5. ♖c3 ♖c7 6. ♖d3 ♖f6 7. a3

Rare, but not altogether new

7... ♖c6 8. ♖xc6 bxc6 9. 0-0

9. ♖e2 has also been played here

9... ♖d6N

Apparently new and not to my taste with the d7/♖ still on its square, but it's okay [9... d6 has been played here, and White responded with 10. f4 and the game was drawn

10. f4 ♖c5+ 11. ♖h1 d6 12. ♖e1



Ruud Martin - the nearer board is a Mephisto Exclusive with a set of Ruud's modules in it; the far board is a Revelation unit running 500MHz Deep Sjeng 3 modules



12... ♖b8?

Black needed to take action against the threat of 13. e5... which DeepSjeng now plays! 12... d5 13. e5 (13. exd5 isn't so good: 13... cxd5 and Black has equalised) 13... ♖d7 and if 14. ♖a4 ♖e7 and Black is a bit cramped but o.k!

13. e5! dxe5?

Dangerously opening up the position uncas-tled and underdeveloped! 13... ♖d7 was better, then 14. b4 ♖d4 15. exd6 ♖xd6 16. ♖b2 c5 and while Black still has problems completing development, the position is just about holding

14. fxg5! ♖g4

14... ♖d7 is no better, again White plays 15. ♖e4 ♖e7 and now 16. ♖f4 leaves the b2/♖ en pris, but its threat of ♖d6+ is much stronger

15. ♖e4 ♖f8 16. ♖g3

The move played is still winning, but 16. ♖f4! was even stronger

16... ♖xe5 17. b4 f6 18. ♖b2



Now I'm looking for something Black can play that doesn't leave a pawn en pris... or worse

18...♔d8

Seems to be best

19.♞ad1 ♕d7?!

Well 19...♕d7 was better, but 20.♞g4 e5 (if 20...c5? 21.♕xf6! ♕xf6 22.♞xf6! gxf6 23.♕xf6+ ♕e7 24.♞g7 1-0) 21.♕e2+-

20.♕g5!

20.♕xa6 also wins, but I always enjoy the more confusing choices!

20...♕xd3

20...fxg5? would have been much worse:

21.♕xe5 ♕d6 22.♕xd6 m/20

21.♕f7+

Here is the wonder of chess... even now White can mess it up with a wrong capture: 21.♞xd3?? Well, it was en pris! But now 21...♞xg3! 22.♕f7+ ♔e8 23.hxg3 ♞g8 24.♕e5! Weird but best 24...♞b7 25.♕d6+ ♕xd6 26.♕xd6 h6 and Black, a pawn up, has decent winning chances

21...♔c8 22.♞xd3

Not 22.cxd3?? ♞xg3 23.hxg3 ♞g8+.

However 22.♞xd3?! no longer loses here,

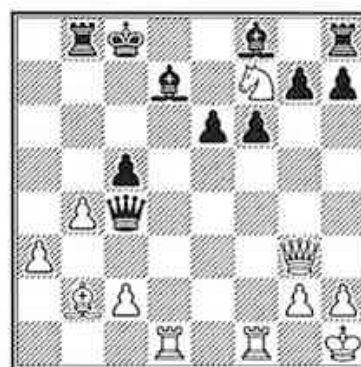


unlike our previous note, but after 22...♞xg3 23.♞xg3 ♞g8 24.♕xf6 ♕e8. It looks as if White must lose a piece, but 25.♕h6! ♕d6 26.♞d3 gxh6 27.♞xd6 and White is better and should win a pawn, though a draw is the most likely outcome

22...c5 23.♞xa6+ ♞b7

Black now tries to cause trouble for a few moves with its queen, but after that Deep Sjeng wins the rook and the game quite easily

24.♞d3 ♞d5 25.♞g3 ♞c4



26.♕xh8 cxb4 27.♕f7 ♞c7 28.♕d6+ ♕xd6

29.♞xd6 bxa3 30.♕xa3 ♕b5 31.♞fd1 ♞b7

32.♞h3 f5 33.♞xh7

33...♞b6 34.♞h8+ ♔b7 35.♞xb6+ ♔xb6

36.♕d6 with m/21 announcement. 1-0

I don't know if you've noticed, but nowadays games between computers don't 'swing' around as much as they used to! Once a side is winning, it usually does... or at least gets a draw if the opponent can find a perpetual check or 3-fold repetition trick, but even that's rare. So our next game is different - Ruffian is definitely winning a few moves out

of book, but Toga, the eventual winner, fights back!

Res. II Toga 1.2 - Res. II Ruffian 2.1

E60: King's Indian: Unusual lines and Fianchetto Variation without Nc3

1. d3 f6 2. d4 g6 3. c4 g7 4. g3 c5 5. g2 a5+ 6. c3 e4 7. d2 xd2 8. xd2 d6 Now 9. e3 or 9. 0-0 have been played in this fairly rare line, but Toga goes for something else

9. d5N

9. dxc5 dxc5 10. d5 xd2+ 11. xd2 a6 12. 0-0-0± is a similar idea from Rybka

9... xd2+ 10. xd2?!

A stange choice. Even though queens are off the board the king is badly placed on d2 this early in proceedings. 10. xd2 a6 stopping c7+ 11. dxc5 e6= is clearly better

10... a6 11. e3 g4 12. ael b8



13. c3?

Bold, risky, or mad?! Certainly not wise! White is already poorly placed with its king on d2, so the best try is probably 13. dxc5 dxc5 14. c1= concentrating more on a safe place for the king. 13. c3 is the other possibility, then 13... xf3 14. xf3 cxd4 15. exd4 xd4 16. b5 xf2!? 17. xd6+ f8 18. xb7 xe1+ 19. xe1 e6, but there's too many tactics for the dedicated units to see all this from the position at move 13!

13... b5! 14. d2 bxc4 15. xc4 e6 16. a3 b5?!

Here 16... d7! connecting rooks along the back rank would have put Black well on top. The threat would be h8 followed by cxd4 and it's hard to see how White can defend satisfactorily against this

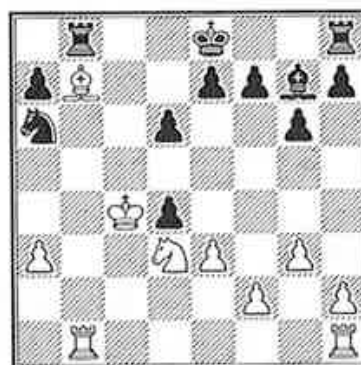
17. f4 xc4?!

17... 0-0! 18. xe6 fxe6= is correct, Black is in danger of letting the Toga program bac.



into the game!

18. xc4 xb2 19. d3 b8 20. b1 cxd4 21. b7



21... d5+

A neat little move!

22. xd5

If 22. xd5? c8+! 23. b5 c7+ 24. c4 xd5+ 25. xd5 dxe3 26. fxe3 c3-+ winning material

22... c7+ 23. e4 f5+ 24. f3 e5

Better was 24... dxe3 25. hcl d8 26. fxe3 xd3 27. xc7 e5 and Black is a pawn up though, with opposite coloured bishops on the board, the game may well end up a draw

25. g2 dxe3 26. fxe3 0-0 27. hcl



From a very strong position with the chance of playing 16...♔d7 and, after missing it, still a good position with 17...0-0, now Black incorrectly decides to defend his own ♖ by counter-threatening his opponents'. But it doesn't work, and White soon gets the upper-hand
27...♞bd8??

Ruffian misses the tactics and this is not a good decision, and now the opponent is right back in the game. 27...♖a8 was best and now 28.♖c5 ♖b6 still slightly favours Black. Probably 27...e4 would also have left Black about equal

28.♞xc7 ♞xd3?!

This looks obvious, but runs into more trouble as we shall see. Better was 28...♞f7 29.♞xf7 ♔xf7 but of course Black is still struggling, ♖ for ♖ down

29.♙a6! ♞d2+ 30.♔g1 ♞a8?

It's natural to want to defend the a7/♖, but it simply can't be done and this only makes matters worse. A better try was 30...g5 but 31.♞bb7 is still winning for White

31.♞bb7!

That should be game over!

31...♞d1+ 32.♔g2 ♔h8 33.♞xg7 ♞c1

34.♞xh7+

Another photo of Rob who does so much to get these games and photos for SelSearch!



34...♔g8 35.♞bg7+ ♔f8 36.♞d7 ♔g8 37.♙b7 ♞d1 38.♞dg7+ ♔f8 39.♙xa8 ♞d8 40.♞xa7

Announcing m/7

40...♞d2+ 41.♔h3 ♔g8 42.♞hc7 ♞d8 43.♙d5+ ♔f8 44.♞f7+ ♔g8 45.♞g7+ ♔f8 46.♞g8# 1-0

There's room for just one more game, so here's a Rybka win.

Res. I Fruit '05 - Res. II Rybka 2.2

E15: Queen's Indian: 4 g3 sidelines, 4 g3 Ba6 and 4 g3 Bb7 early deviations

1.d4 ♖f6 2.c4 e6 3.♖f3 b6 4.g3 ♙a6 5.b3 ♙b4+ 6.♙d2 ♙e7 7.♙g2 c6 8.♙c3 d5 9.♖e5 ♖fd7 10.♖xd7 ♖xd7 11.♖d2 0-0 12.0-0

All main line so far and then, with a host of choices in most books, Rybka ignores the popular ♞c8 and ♖f6, or even ♞b8, and goes for...

12...♞c7 13.♞c1 h5?!N



Actually I found a game on my database between a pair of 2400 players that went 13... Bac8 14. Bb2 Bb8 15.e4, and eventually it was drawn

14. $\text{Bc2}?!$

Not the best idea. 14. Bb2 with the potential threat of cxd5 and a possible opening of the c-file looks promising 14... Bf6 15.e4!?

14...h4 15. Bb2 Bd6 16. Bf3 hxc3 17. $\text{fxg3}?!$

17. fxg3 looks like the natural recapture, then perhaps 17... Bac8 18.e4

17... Bac8 18. $\text{Bh1}?!$

Dubious and somewhat negative?! 18.e4, as in some lines above, seems right

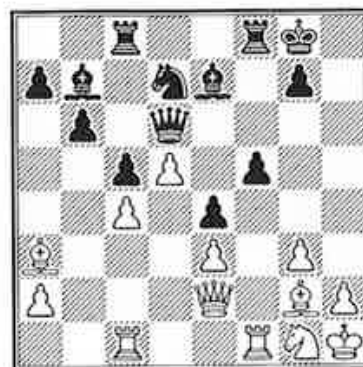
18...f5 19. Bd3 c5 20. Ba3 Bb7 21.e3 dxc4

21... $\text{Bf6}!$ eyeing the hole at e4 looks good **22. bxc4 e5 23. Be2 e4 24. Bg1 $\text{Bc6}?!$**

This looks like the queen's gone the wrong way, and seems to reduce her involvement.

24... Bh6 looks better

25.d5 $\text{Bd6}?!$



26. $\text{Bh3}?!$

Rybka has been lucky. With 26. $\text{Bh3}!$ Bg6 27. Bb2 White would have started to put some pressure on the Black B

26...b5 27.cxb5

The game is pretty even, but Black must now avoid making a tempting recapture!

27...a6!

Wrong would be 27... Bxd5 ? 28. $\text{Bfd1}!$ Bb6 29. $\text{Bf4}!$ with a definite advantage. Worse still would be 27... $\text{Bxd5}??$ losing a piece to 28. $\text{Bfd1}!$ Bf7 29. Bxd7

28. Bfd1 axb5 29. Bxb5 Ba6

29... Bxd5 ? is still wrong because White's B is already on d1, so 30. $\text{Bf4}!$ Now 30... Bb6 appears to save the day, but 31. Bxd5 Bxd5 32. Bf1 threatening Bc4 32... Bh8 33. Bb7 and Black must lose material, e.g. 33... Bc6 34. Bxd5 Bxd5 35. $\text{Bxe7}+-$

30. Bb2 g5!?



Well played Rybka, there is no immediate advantage but Black has the initiative

31. Bf2 g4 32. Bd2 Be5

32... $\text{Bh6}!$ attacking B/e3 was very strong here

33. Bd4 ?

Of course it's getting complicated, and not so easy to keep finding the best moves. Here 33. $\text{Bxc5}!?$ looks best, and after 33... Bxc5 34. Bxc5 Bxc5 35. Bxe5 Black should play



35...♔d6 with a small advantage following
 36.♖d4 ♖xd4 37.♗xd4 ♔c5!
33...♔d3 34.♖a4
 Or 34.♔xd3 ♔xd3 (34...exd3?! loses the
 advantage after 35.♗f4=) 35.♗xd3 exd3+
34...♗b8 35.♖c3 ♖xd5 36.♖a5 ♔e2 37.♗e1?!
 37.h3!? might have been a good try:
 37...♔c4 38.♖a6 ♖a8 39.♔b2! ♔xb2
 40.♗g6+ ♔f7 41.♗g7+ ♔e8 42.♖xb2. This
 would be a difficult sequence for the dedi-
 cated machines to find, but Black doesn't
 have much of an advantage after it
37...♔d3 38.♔xd3 ♖xd3
 Not as good is 38...♔xd3? which allows
 39.♔xc5! and the game is equally poised
39.♖c1 ♖b7 40.♔xc5?
 Allowing a devastating pin. Instead 40.♗xc5
 ♔xc5 41.♖xc5 might enable White to hang
 on, or best perhaps is 40.♔f1!? ♔xf1
 41.♗d1, though here I found the surprising
 41...f4! 42.♗xd3 ♔xd3 43.gxf4 ♖b1! winning
 back the ♖/♗ exchange!
40...♗c8! 41.♔g1 ♖bc7!



The game can't be saved now unless Black
 messes up big time – and I'll show you 2
 ways in which he can in a moment!

42.♖b2 ♗xc5

And a big-time mistake was possible with
 42...♔xc5? 43.♖xe2. The best I can find for
 Black now is 43...♔b4 44.♗xf5 ♔xe1



Ruud and Hein go
 through the Toga
 v Sjeng game

45.♖xg4+ ♗g7 46.♗f8+ ♔xf8 (46...♗xf8?
 47.♗e6+ is perpetual check) 47.♖xc8+ and
 a draw looks likely even though Black will
 want to play on for a while!
43.♗xc5 ♖xe3+
 Again there's a potential blunder available...
 43...♗xc5? and after 44.♖xe2 ♔g5 45.h4
 should be a draw!
44.♔h1 ♗xc5
 White is a whole bishop down, and under
 attack, so resigned 0-1

PHOENIX RAPID CHESS TOURNAMENT - FINAL PLACINGS

Pos	ENGINE	/5
1	RESURRECTION II TOGA 1.2	5 !
2	REVELATION DEEP SJENG 3.0	3
3	REUSRRECTION II RYBKA 2.2	2½
4	RESURRECTION I FRUIT'05	2
5	RESURRECTION I FRUIT 2.1	1½
6	RESURRECTION II RUFFIAN 2.1	1

Hein, with Toga in
 a Modular board



AUGUSTO PEREZ AND NOVAG CITRINE V SAITEK CHESSE CHALLENGER

It had been my intention to cover the first half of this match here, but instead as I near the end of the magazine I can see that I have filled my pages with lots of (wonderful) photos, so right now there is only chance to look at the early games... more next time!

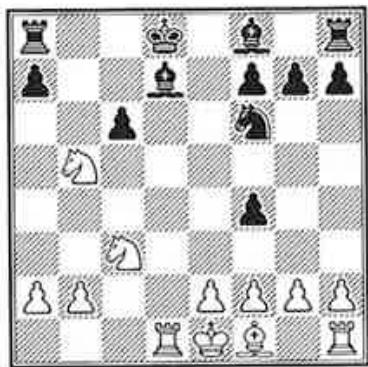
There have been conflicting results in the series between the **Novag Citrine** (basically a small improvement on their Obsidian) and various **Saitek** programs by Franz Morsch, in their production order, each being a (small?) improvement on its predecessor, GK2000, Centurion, Cougar, Challenger and Expert.

Frank Holt had a big win **Expert v Citrine**, Augusto here had a big win **Citrine v GK2000**, and Peter Bilson is somewhere in the middle! Augusto and I thought that **Citrine v Challenger** should be a very close match-up, in *SelSearch 138* the Citrine shows at 2048 Elo, and the Challenger is on 2020.

Game 1 was drawn in 108 moves, here is game 2, all were played at G/1hour.

CHALLENGER V CITRINE

1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 4.d4 cxd4
5.♘xd4 e6 6.♘db5 d5 7.♙f4 e5 8.cxd5 exf4
9.dxc6 bxc6 10.♚xd8+ ♔xd8 11.♙d1+ ♙d7



It's all been theory to here, but now White must play 12. ♘d6

12. ♘d6?!

White is always in some trouble after this 12... ♙c7 13. ♙d3 ♙b8 14.b3?

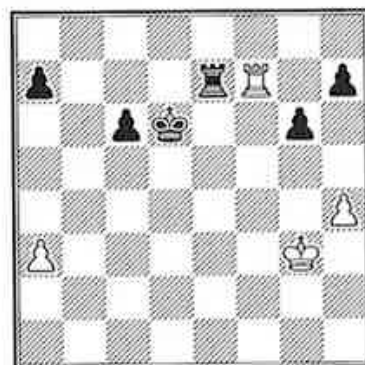
14. ♘b3 was probably the only chance, as the Citrine makes quickly clear with its response to White's mistake

14... ♙b4! 15. ♘c2 ♙a5 16.b4

In view of the threat of ♙f5 there was little



else that the Challenger could try
**16... ♙xb4 17. ♘xb4 ♙xb4 18.g3 fxc3
19. ♙xc3 g6 20.a3 ♙b2 21. ♙g2 ♙e8 22. ♙g1
♙f5 23.h4 ♙d8 24.e4 ♘xe4 25. ♙xe4 ♙xe4
26. ♘xe4 ♙e8 27.f3 f5 28. ♙lg2 ♙b3 29. ♙f2
fxe4 30.fxe4 ♙xc3 31. ♙xc3 ♙xe4 32. ♙f2
♙d6 33. ♙f7 ♙e7**



34. ♙xe7?

Of course exchanging the rooks is a serious mistake, leaving 2♙ v 4♙, but even a better alternative is unlikely to extend the game for that much longer: 34. ♙f6+ ♙d5 35.h5! Exchanging pawns is okay, exchanging pieces is not 35... gxf5 36. ♙f5+ but Black should win easily enough in the end with either ♙d4 or ♙c4

**34... ♙xe7 35. ♙f4 ♙f6 36. ♙e4 ♙e6 37. ♙d4
♙d6 38. ♙c4 c5 39.a4 a5 40. ♙b5?**

Trying to win is wrong! White must defend. Even so 40. ♙c3 h5! 41. ♙c4 g5! will soon also be 0-1 after 42.hxg5 h4

**40... ♙d5 41. ♙xa5 ♙c6 42. ♙a6 c4 43. ♙a5
c3 44. ♙b4 c2 45.a5 c1♙ 46.a6 ♙c5+
47. ♙b3 ♙b6 48.a7 ♙xa7 49.h5 gxf5 0-1**

CHRIS GOULDEN's UCI+WINBOARD ENGINES PAGE

Mon, 27 Oct 2008
Hi Eric

I have caught up with my backlog of engine testing so I am enclosing Divisions 1 2 & 3 and the new division we were talking about, plus the cbv files Div's 1,2 and the Special division.

You will recall that the editor supplied a taster of the Division 1 and 2 results at the end of my article on the WB2UCI adapter in the last issue, so here is the full listing for both.

Glaurung 2.1 won again, and Spike had 2nd place to itself this time.

There has been a lot of work on the Thinker program, the version used this time - Thinker 5.2I - is already 3 versions out of date, they are up to 5.2M now... probably even later by the time you read this!

Scorpio 2 being pushed out to 5th was a surprise, but Bright 0.3a is a strong program.

When new strong engines come through there are always casualties from the engines that have been around for some time, and this time Wildcat 8 beta 5 was relegated, and SlowBlitz went straight back down again after it's promotion in SelSearch 137.

DIVISION 1

Pos	ENGINE	/ 18
1	GLAURUNG 2.01	14
2	SPIKE 1.2 TURIN	13½
3	THINKER 5.1i	11
4	BRIGHT 0.3a	10
5	SCORPIO 2.0	9
6	ALARIC 707	8½
7	DEEP PHARAON 3.5.1	6½
8	FRENZEE FEB08	6
9=	WILDCAT 8 BETA5	5½
	SLOWBLITZ WV 2.1	

In Division 2 The Baron 2.23 came 1st, this is a newer version than the 2.22 at WBEC Ridderkerk, which was already quite strong so this was not really a surprise.



Delfi 5.4 was 2nd but only by virtue losing its head-to-head with The Baron by 1½-½.

At the other end I was hoping for better thinks from Sloppy as it had some promising qualifying results, but it was actually relegated along with Jonny 2.83.

Out of the other new engines to qualify Booot was 3rd and Bugchess 4= ahead of Aristarch, Movei and Colossus - which are 2 programs that have each had spells in Division1. This is a good example that there are strong engines that keep coming through.

DIVISION 2

Pos	ENGINE	/ 18
1=	THE BARON 2.23	11½
	DELFI 5.4	
3	BOOOT 4.14.0	10½
4=	PETIR 4.9999	9½
	BUGCHESS 2 v1.6.2	
6	MOVEI 0.08.438	9
	ARISTARCH 4.50	
7	COLOSSUS 2007D	7½
8	CRAFTY 22.0 JA	8
9	SLOPPY 0.20	6½
10	JONNY 2.83	5½

As you all know I usually show the 1st two divisions results in one SelSearch issue, and in the following issue, I run a test of interest for the readers, or pitch the top amateur

engines in with some of the commercial engines to see if they are getting any closer. This time, as Eric showed the top placings in my Divisions 1 and 2 last time, I have also included my Division 3 for this issue so you can see the progress of some of the up and coming engines.

E.T Chess has appeared in my published divisions before, back in Selsearch 136, but as you can see will now make a return to Division 2 along with a newish engine called Alfil 8.11, which has also come out of nowhere at WBEC Ridderkerk as well.

You can also see that some of the older and quite famous engines like Crafty, Pseudo and SOS, cannot get back even to Division 2!

DIVISION 3

POS	ENGINE	/18
1	E.T.CHESS 130108	12
2	ALFIL 8.11	11
3=	PSEUDO 0.7c CRAFTY 22.1 JA	10
5	UFIM 8.02	9½
6	SOS 5.1	9
7	PEPITO 1.59	8½
8	HAMSTERS 0.7	8
9=	LG EVOLUTION ANMON 5.60	6

My last table is an idea I discussed with the editor a few weeks back.

As a lot of the regular *SelS* contributors normally cover the latest Chessbase engines, and there is still a bit of a gap between them and the current amateurs, I have enclosed a division involving versions of engines that were the last freely available engines at the time just before they became commercial!

There is an exception! In those days engines like List and Ruffian were about 2680 Elo in strength, so there was no point inviting Rybka 1.0 beta to this one, it would be too strong.

But I had to have an even number of engines to avoid having a bye in each round, so I included Pro Deo (Rebel 12) which makes a guest appearance to make up the numbers - obviously Rebel had been commercial for many years until Ed Schroder

made it and Pro Deo freely available on the Internet.

Pro Deo was expected to win this with an estimated Elo of 2720, and win it, it did.

Readers should not be surprised at Zappa 1.1 being one from bottom. The author Anthony Cozzie has already ready said on his website that this version was not intended for quick time controls. In fact the earliest versions of both Rybka and Zappa were quite weak, even by amateur standards, until they suddenly burst on the scene, almost simultaneously a couple of years ago, as World Champion contenders.

Fruit 2.0 was a bit of a surprise though, and if this is where it was, then it is yet another in which the commercial 2.2.1 release made a sudden amazing jump in strength.

This was an exciting tournament actually with the uncompromising styles of Ktulu, Ruffian and List producing some great chess.

THE RETIRED ENGINES DIVISION!

POS	ENGINE	ELO	/14
1	PRO DEO 1.1	2715	9
2	LIST 5.12 UCI	2707	8½
3	RUFFIAN 1.0.1	2702	8
4	NAUM 2.0	2683	7
5	SMARTHINK 0.17A	2647	6½
6	KTULU 4.2	2668	6
7=	ZAPPA 1.1 FRUIT 2.0	2645 2688	5½

There is it Eric, speak to you soon - *Chris*

As we close this issue, my wife Chris and I would like to wish all of my readers...

*a very
Happy
CHRISTmas
and a
Great New
Year.*

*Here's a
picture of
us with our
lovely dog
Connor*



THE CCRL AND CEGT RATING LISTS!

The **CCRL** and **CEGT** Website Groups each have **COMPLETE RATING LISTS** which includes old, new, interim and free versions - you name it! - and on a wide range of PC hardware. Their sites are very interesting. I extract from the lists the main Single Processor 32-bit ratings, so they can be compared with my "SelSearch" Rating List.

CEGT 40/20 32-bit 1 cpu Rating List

Here is the **CEGT** web address for those who want to visit the site for themselves:

- <http://www.husvankempen.de/nunn>

Pos	ENGINE	RATING
1	RYBKA 3	3058
2	RYBKA 2.3.2A	2969
3	DEEP FRITZ 11	2962
4	RYBKA 2.2N	2934
5	RYBKA 1.2F	2927
6	FRITZ 11	2917
7	RYBKA 2.1c	2903
8	NAUM 3/3.1	2895
9	SHREDDER 11	2889
10	FRUIT 2.4 BETA A	2879
11	HIARCS 12	2863
12	TOGA II 1.4 BETA 5C	2860
13	CYCLONE 2.0	2859
14	DEEP SJENG 3	2846
15	ZAPPA MEXICO II	2841
16	HIARCS PADERBORN 2007	2838
17	HIARCS 11.1/11.2	2836
18	NAUM 2.2	2820
19	FRITZ 10	2819
20	ZAPPA MEXICO I	2817
21	LOOP M1-P	2814
22	LOOP 10.32F	2809
23	SHREDDER 10/10.1	2807
24	FRUIT 2.3.1	2796
25=	ZAP! ZANZIBAR	2788
25=	GLAURUNG 2.1	2788
27	BRIGHT 0.3D	2785
28	FRITZ 9	2778
29	SPIKE 1.2 TURIN	2771
30	DEEP SJENG 2.7	2765
31	HIARCS 10	2763
32	JUNIOR 10/10.1	2762
33	SMARTHINK 1.10 MOSCOW	2759
34	KTULU 8.0	2755
35	SHREDDER 9/9.1	2750
36	THINKER 5.1c	2745
37	TWISTED LOGIC 20080620	2728
38	CHESS TIGER 2007.1	2727
39	NAUM 2.0	2718
40	ALARIC 707	2689

CCRL 40/40 32-bit 1 cpu Rating List

Here is the **CCRL** web address for those who want to visit the site for themselves:

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

Pos	ENGINE	RATING
1	RYBKA 3	3095
2	RYBKA 2.3.2A	3024
3	RYBKA 2.2N	2988
4	RYBKA 1.2F	2975
5	RYBKA 2.1c	2969
6	NAUM 3.1	2968
7	FRITZ 11	2961
8	NAUM 3	2956
9	SHREDDER 11	2940
10	DEEP SJENG WC2008	2929
11	CYCLONE 2.2	2922
12	HIARCS 12	2919
13	DEEP SJENG 3.0	2915
14	ZAPPA MEXICO 2 1.4.BETA 5c	2911
15	TOGA II 1.4 BETA 5c	2908
16	HIARCS PADERBORN 2007	2903
17	NAUM 2.2	2895
18	HIARCS 11.1/11.2	2893
19	ZAPPA MEXICO	2890
20	FRUIT 2.3.1	2886
21	FRITZ 10	2884
22	LOOP 13.6	2883
23	ZAP! ZANZIBAR	2882
24	SHREDDER 10/10.1	2873
25=	BRIGHT 0.4A	2872
25=	GLAURUNG 2.1	2872
27	STRELKA 1.8	2871
28	TOGA II 1.3.4	2867
29	LOOP 12.32F	2857
30	SPIKE 1.2 TURIN	2851
31	JUNIOR 10/10.1	2843
32=	FRITZ 9	2842
32=	GLAURUNG 2.0.1	2842
34	HIARCS 10	2836
35	THINKER 5.1D PASSIVE	2834
36	SHREDDER 9/9.1	2823
37	KTULU 8.0	2806
38	CHESS TIGER 2007.1	2804
39	NAUM 2.0	2803
40	TWISTED LOGIC 20080620	2799

DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2348	Novag EmlidClassic+Zircon2	1957	SciSys Turbostar 432	1759
Mephisto London 68030	2308	Mephisto Milano	1957	Mephisto MM2	1758
Tasc R30-1993	2307	Mephisto Montreal+Roma68000	1955	Fidelity Excellence/3+Des2000	1755
Mephisto Genius2 68030	2300	Mephisto Amsterdam	1950	Novag Jade1+Zircon1	1747
Mephisto London Pro 68020	2274	Mephisto Academy/5	1948	Kasparov A/4 module	1740
Mephisto Lyon 68030	2270	Fidelity 68000 Mach2B	1933	Conchess/4	1734
Mephisto Portorose 68030	2266	Novag SuperForte+Expert B/6	1929	Kasparov Renaissance basic	1730
Mephisto RISC2	2255	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2250	Kasparov Barracuda+Centurion	1925	Novag Super Constellation	1729
Meph Lyon+Vanc 68020/20	2246	Kasparov GK2000+Executive	1925	Mephisto Blitz module	1717
Mephisto Berlin Pro 68020	2244	Kasparov Maestro D/10 module	1922	Novag Super Nova	1704
Kasparov RISC 2500-512	2238	Fidelity 68000 Mach2C	1918	Fidelity Prestige+Elite A	1688
Meph RISC1	2228	Kasparov Explorer+TAdvTrainer	1907	Novag Supremo+SuperVIP	1686
Mephisto Atlanta+Magellan	2223	Kasparov AdvTravel+Bravo	1907	Fidelity Sensory 12	1681
Mephisto Montreux	2215	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2213	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2196	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2192	Kasparov Maestro C/8 module	1893	Conchess/2	1657
Novag Star Diamond/Sapphire	2183	Novag Super Forte+Expert A/6	1887	Novag Quattro	1652
Fidelity Elite 68040v10	2172	Fidelity Travelmaster+Tiger	1884	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2163	Fidelity 68000 Mach2A	1884	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2157	Meph Supermondial2+College	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2143	Mephisto Monte Carlo4	1883	Mephisto Mondial2	1610
Mephisto London 68000	2134	Novag Ruby+Emerald	1878	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2129	Mephisto Monte Carlo	1871	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2118	Kasparov Travel Champion	1869	Novag Constellation/2	1593
Mephisto Vancouver 68000	2115	CXG Sphinx Galaxy	1867	CXG Super Enterprise	1592
Mephisto Berlin 68000	2114	Conchess Plymate Victoria/5.5	1867	CXG Advanced Star Chess	1592
Mephisto Lyon 68000	2113	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2110	Novag Expert/6	1858	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2087	Conchess Plymate Roma/6	1846	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2085	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2083	Fidelity 68000 Club B	1845	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2075	Novag Expert/5	1843	Chess 2001	1500
Fidelity Elite 2x68000v5	2055	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Mephisto Mega4/Turbo18	2046	Fidelity Par Excellence	1833	GGM+Steinitz module	1490
Mephisto Polgar/10	2042	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1485
Novag Citrine	2041	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2041	Novag Forte B	1832	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2036	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2024	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1821	Kasparov Turbo 16K+Express	1472
Mephisto MM6+ExplorerPro	2021	Fidelity 68000 Club A	1817	Mephisto 2	1470
Kasparov Challenger+Cougar	2021	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2021	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Novag Scorpio+Diablo	2010	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1992	Conchess/6	1803	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1985	Excalibur Grandmaster	1797	Sargon Auto Response Board	1320
Mephisto MM4/10	1984	Conchess Plymate/5.5	1797	Novag Solo	1280
Meph Dallas 68000	1981	SciSys Turbo Kasparov/4	1793	CXG Enterprise+Star Chess	1260
Novag Obsidian	1971	Novag Expert/4	1792	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1968	Kasparov Simultano	1791	ChessKing Master	1200
Mephisto Polgar/5	1968	Fidelity Excellence/4	1784	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1967	Conchess Plymate/4	1779	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1964	Fidelity Elite C	1778	Novag Savant	1100
Novag Star Ruby+Amber+Jade21957		Fidelity Elegance	1765	Boris2.5	1060