Selective Search 143
THE COMPUTER CHESS MAGAZINE!

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Editor: Eric Hallsworth
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The COMPUTER CHESS 2009 **WORLD CHAMPION** hat
is being worn by HANS VAN DER ZIJDEN...
the *RYBKA* operator!

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

Welcome to another new issue of **Selective Search**... no. 143. If your sub. is due for renewal, **please** subscribe again! <u>There will definitely be 6 more issues of the magazine!</u>

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CHESS: NEWS SECTION

This issue is packed with chess... lots of games, analysis, plus quite a few interesting positions for you to look at, play through, and think about!

I hope you don't find too many mistakes!

I know that mentioning possible mistakes is a strange way to introduce an issue, but my wife Chris and I have been more than 'over-busy' in the past few months, and I fear it is beginning to catch up with us, especially as we are both well into our sixties!

Chris's mum moved to a flat in our village about 12 years ago, so we could look after her and, in the past 18 months has become increasingly frail and immobile... mind you, she is 94 this month! Anyway it has made a lot of extra work for us, especially since March when we've had to make 3 or 4 visits every day to check up on her and do things for her.

We've now managed to put her in a Nursing Home (rather expensive, UK readers will have seen discussions of this matter in our daily press recently!) and now we are trying to visit her a few miles away 2 or 3 times a week - and are also in the process of clearing her flat so we can cancel the rent. Busy times indeed, and our normal life and the spare time to do our own usual things (like *Selective Search!*) have largely disappeared.

Me? Stressed?

Anyway, the same amount of effort has gone into this issue as always - in fact I think it's quite an interesting one! - but much of the work has been done rather late at night! So if you do find mistakes, please write sympathetically. And if the next issue runs a bit late, you'll know why... but you will always get whatever you've paid for.... sooner or later!!

The END of NAUM?!

I fear it is a sign of the computer chess times when the programmer of the arguably second best program of the moment decides to give up on chess programming, and return to a more productive (i.e. financially rewarding!) way of life.

In fact **Alex Naumov** stopped working on Naum in January of this year, clearly sales of the excellent Naum4 were not what was needed to keep it going. Alex doesn't actually say exactly that...

"Last 2 years I quit my job and dedicated all my time to the engine development. It became more of a job and less the hobby, so I just burnt-out and completely lost desire to continue... since I return to my regular job there wont be much time for future development. There is a bunch of ideas waiting and hopefully I will get some motivation to do some work on them from time to time... and release an update to Naum4 customers".

RYBKA, Larry KAUFMAN, and the Rybka styles

Larry Kaufman is 'inactive' from Rybka work at the moment, though still contributing occasional comments on the Rybka Internet forum. I gather he ceased to be an employee sometime in October 2008, which probably means that his work on piece values has been completed to 'everyone's' satisfaction. That presumably means that only minor changes will have been made to the piece values and the relative values or weights of pieces and pawns during different material stages of the game since Rybka3.

That's just what I'd guess, I don't know - but once all the *material situations* combined with *stage of game variations* have been collated and valued, Vasik would be able to make minor adjustments himself if and when he sees something happen in practice to suggest that a particular weighting needs tuning.

There was quite a lot about this on the Rybka forum recently, and it may still be there. Part of the discussion revolved around the different - *Default, Human, Dynamic* - playing styles available in Rybka.

Larry said: *"I recently concluded that the Rybka3 Human version was actually better for analysis than the Default, and I've switched to using the Human version in my analysis project, with a noticeable improvement in the credibility of the evaluations. Human differs from the Default in two major ways (plus lots of little things): the Default values minor pieces lower and major pieces higher than Human, and the weighting of dynamic factors (compared to static ones) is less in Human. Human uses values that are close to what I believe in myself."*

But Vasik says: *"The Default is more accurate, that's why it is Default! The evaluation terms in the three versions are the same, only the weights differ. The Human version is more materialistic, the Dynamic version less materialistic. In the course of his work Larry found a number of discrepancies between what human Grandmasters believe, and what works in Rybka vs Rybka play. This is how the Human version was born. Rybka3 Human is more materialistic and static than Rybka 3 Default. Rybka 3 Default is more dynamic and tactical than Rybka 2, which was intentional.*

"Material seems to matter less in Computer vs Computer play than what is accepted as true in human practice. This phenomenon was discovered around 2000 or so, probably first by the Junior team. By '02 or '03 all of the top programs were being tuned very aggressively. There was a swing in the opposite direction starting with Fruit '05, but the relative underemphasise on material has remained through today".

There's quite a lot more interesting discussion on the forum's pages, I was particularly struck by a remark from **M Ansari**: *"In chess being active is actually a necessity, being static allows the opponent the chance to gain ground"*. The GMs used to say that the best way to play aganst a computer was *"to do nothing, but to do it well!"*

RESURRECTION boards and Richard LANG programs

Bryan Whitby kindly alerted me to the fact that Ruud Martin's Revelation boards will soon have Richard's Portorose, Vancouver and London programs converted to his module format. You can find out more at...

▪ http://www.phoenixcs.nl

I wouldn't have thought these would be as strong as the Rybka2.2, Sjeng3 or Fruit modules, but it will be nice to see what sort of chess the London program will produce at Revelation speeds!

CHESS: RESULTS SECTION

PARIS 2009, Dedicated Computer Tournament

The Paris 2009 Event took place in May. I gather the time control in use was 30 secs per move, which is a shame as some computers, in particular Novags, don't try to play optimally using a 'Casual' time control... all computers should really be used on a Tournament 60/30 or Blitz G/30 type setting to see them at their best.

Anyway, here is the result regardless...

	ENGINE	RATE	PROGRAMMER	/5
1	MEPHISTO NIGEL SHORT	1999	ED SCHRODER	4½
2=	TIGER GRENADIER	1895	CHR DONNINGER	3½
	MEPHISTO AMSTERDAM	1943	RICHARD LANG	
4=	MEPHISTO MONDIAL XL	1994	RICHARD LANG	3
	NOVAG RUBY	1960	DAVE KITTINGER	
6	NOVAG SUPER EXPERT C	1971	DAVE KITTINGER	2½
7=	CXG DOMINATOR	1948	FRANZ MORSCH	2
	SAITEK BRAVO	1988	FRANS MORSCH	
9	EXCALIBUR GRANDMASTER	1857	RON NELSON	1
10	FIDELITY ELITE AVANTGARDE	1949	D+K SPRACKLEN	0

The **Tiger** is a French branded computer, and runs on an H8 8-Bit processor at 20Mhz, programmed by Chrilly Donninger of Nimzo and Hydra fame! The ratings shown are taken from the **Zanchetta/Echecs** website, and are interesting - worth comparing with *Selective Search* figures! Most of them are higher than ours, from around 20 Elo, but in some cases (e.g. Bravo, Grandmaster and Ruby), 60 or 80 Elo more! They even have the Fidelity Avant Garde *120* higher than I do (1828 on our list!) but, noting that it failed to score here, I'll stick with my figure for this one!

Gerhard SONNABEND

Gerhard still runs his website and occasional tournaments at www.pcschach.de

He maintains a **Rating List** for the best engines, and games are played on a Quad Q-6600 2400MHz PC at 40/30. I've shown where an engine runs and plays using 64-bit.

SONNABEND RATING LIST - TOP 21

POS	ENGINE	% SCORE	ELO
1	RYBKA 3 X64	79.4	2918
2	NAUM 4 X64	67.8	2822
3	RYBKA 2.3.2A X64	66.2	2798
4	DEEP FRITZ 11	59.3	2762
5	ZAPPA MEXICO 2 X64	53.8	2723
6	NAUM 3.1 X64	54.3	2721
7	THINKER 5.4D INERT X64	50.8	2707
8	HIARCS 12.1	50.2	2702
9	HIARCS 12	49.8	2697
10	SHREDDER WM EDITION BONN	48.9	2695
11	DEEP SJENG 3.0 X64	47.7	2685
12	FRUIT 2.4 BETA A X64	46.9	2680
13	DEEP SHREDDER 11 X64	46.5	2676
14	THINKER 5.4A X64	46.2	2673
15	GLAURUNG 2.2 X64	44.7	2666
16	BRIGHT 0.4A	46.6	2659
17	BRIGHT 0.3D	40.7	2638
18	GLAURUNG 2.1 X64	40.6	2637
19	LOOP M1	39.9	2630
20	SPIKE 1.3X6	38.0	2624
21	DEEP JUNIOR 10.1	31.9	2580

RYBKA vs HYDRA?!

I am sorry, that's a bit of an unfair heading... it isn't going to happen as far as I know! But I did mention last time that a match many would like to see would be 40-core RYBKA against DEEP BLUE2 or HYDRA! I said I was sure Rybka would beat Deep Blue, but I wasn't so sure if it would beat Hydra.

I've been reminded that **Hydra** 'only' beat **Deep Shredder8** by 5½-2½ in a match at the end of 2004, with Shredder running on a Quad-Opteron server. See *Selective Search* issues 114-5. The score implies a 150 Elo gap, but of course it's a small sample.

Today's **Shredder11** is 140 Elo stronger than Shredder8 was - play through the games with Shredder11 analysing! - so the implication is that, on a Quad-Opteron, Shredder11 might just hold Hydra?! In which case **Rybka3** on a Quad-Opteron should beat Hydra, and Rybka3 on its 40-Core Cluster would win, well, fairly easily! So says the maths!!

9TH INTERNATIONAL CSVN COMPUTER CHESS CHAMPIONSHIP

The **9th CSVN** tournament was held in Leiden in late June, this year it was held in the memory of **Theo van der Storm** whose great love in life was computer chess and the CSVN tournaments. Quite a few of the top engines were missing, but **Hiarcs, The King, Diep**, the new commercially available **Ktulu9**, and a strong German program **Hansdamf** made for a competitive field.

There is only one candidate for the game of the tournament, it really is an absolute cracker...

Hiarcs 12.280 - Ktulu 9

B10: Caro–Kann: 2 d3 and 2 c4
1.e4 c6 2.♘f3 d5 3.e5 ♗g4 4.♗e2 c5 5.0-0 *In my database only 5.a3 is known here, and Black usually replies with 5...♘c6. But Sebastian Boehme was in charge of the Hiarcs book here!* **5...♘c6 6.c4 dxc4 7.♘a3 ♕c7 8.♘xc4 0-0-0?! 9.a3!?** *I'd have expected 9.d3 but this is a strong reaction to Black castling queenside* **9...♔b8 10.b4 e6 11.♗b2 cxb4 12.♕a4!**

12...bxa3 *The alternative looks to be 12...♖d5 and then 13.♘d6 is best for White,*

followed by 13...♖a5 14.♕b3. Now Black needs to free his kingside pieces with ♘h6 or f6, but either ♘c4 or axb4 from White will still cause Black problems **13.♗c3!?** *Wow, a big shock, I wouldn't have expected this at all. 13.♗xa3 ♗xa3 14.♖xa3 is good for White, but surprisingly 13.♖xa3! is even better: 13...♗xa3 14.♗xa3 ♘h6 15.♗d6! (wins back the exchange) 15...♖xd6 16.exd6 and after 16...♕d7 17.♖a1! Now Black is in big trouble, one of the Hiarcs threats would be ♘a5!* **13...h5** *Protecting ♗/g4 in case of ♘xa3. Black seems to be back in the game* **14.♗a5!** *Another shock, a brilliant find. Now we see that Black ISN'T back in the game!* **14...♘xa5** *If 14...b6 15.♗xb6! axb6 16.♖fb1! with a huge attack!* **15.♘xa5**

15...♗f5 *Aiming to stop Hiarcs playing a rook to b1... but Hiarcs plays it anyway! Was there anything better for Ktulu? 15...♕d7?! doesn't work: 16.♗b5! ♕c7 17.♘xb7! ♗xf3 (if 17...♕xb7? 18.♗c6 ♕b6 19.♖fb1 1-0; or 17...♔xb7?? 18.♖ab1 1-0) 18.♘xd8 and Black has no way of coping with all the threats. If*

18...♕xd8 19.♖fb1! There was one other possibility: 15...♗c5!? Now 16.♖fb1 ♗b6 17.♘c4 ♗xf3 18.♗xf3 ♖d4, a good try, but the simple 19.d3 (19.♖xb6 ♕xb6 20.♘xb6 ♖xa4 21.♘xa4 also wins) 19...♘e7 20.♕xa3. Threatened with 21.♖xb6 Black must now try 20...♗c5 but 21.♖xb7+ ♕xb7 22.♕xc5 ♖d5 23.♗xd5 ♘xd5 24.♘a5 ♕b6 25.♘c6+ ♔c8 26.♕xb6 axb6 27.♖a8+ ♔b7 28.♖xh8 ♔xc6. A long, often forcing line, which leaves us with an endgame Hiarcs must win **16.♖fb1 ♗xb1 17.♖xb1 ♖c8 18.♖xb7+! ♕xb7 19.♘xb7 ♖c1+! 20.♗f1 ♔xb7 21.♘d4 ♘e7** *If 21...♘h6 to stop ♕xa3, then 22.♘b3!* **22.♕xa3 ♖c7 23.♕a6+ ♔a8 24.♘b5 ♖b7 25.g3!** *I really enjoyed this quiet, deadly little move, threatening ♗g2!* **25...♘d5** *Black resigned, White has 26.♕c6! ♗b4 27.♘d6 ♗xd6 28.♗a6! ♖hb8 29.exd6!* **1-0**

Pos	Engine	17
1	Hiarcs	6
2	The King	4½
	Hansdamf	
3=	Diep	4
	Hermann	
6	Ktulu	3
7	Joker	2½
8	Tzunami	0

Prize-winners, Johan de Koning and Harvey Williamson

Ruud Martin's RESURRECTION units take on the TASC R40!

GAMES RUN BY HANS VAN MIERLO, ARTICLE PREPARED BY ROB VAN SON, ANALYSIS BY ERIC HALLSWORTH

Hi Eric,

Well, we were all looking forward to it, and now here they are... the games between the Resurrection engines and the Tasc R40 with The King 2.5 program from 1995.

I'm very grateful that **Hans van Mierlo** made this effort for us to play the games between them. He has got the same Resurrection unit that I have, the Resurrection1 with the Strong-Arm 203 MHz processor... but he also has the Tasc R40.

In the UK you perhaps only had the Tasc R30 in its 1993 and 1995 versions, the R40 had the same engines in it but ran on a RISC 40MHz processor instead of the 30MHz, so it was just a little faster and stronger!

Hans used the full tournament level 40 moves in 2 hours time control, and this applied throughout the whole game however long it lasted! Attached are the pgn-file and also a photo which Hans sent to me.

Eric, enjoy the games and please let me know that you received everything correctly.

Best regards... Rob

Thanks Rob. Hans also sent us a brief overview report of his opinion of the various computers, and we'll start with that and then have a look at the games! I'm sure that our readers know by now that these Resurrection (and Revelation) units that Ruud Martin produces can have 3 or 4 different 'converted' PC engines in them. Hans used 3 in this test...

Resurrection Deep Sjeng 3.0 plays at least 150 Elo stronger than its predecessor, Resurrection Deep Sjeng 1.8. The program had some opening troubles, but played very good chess.

Resurrection Rybka 2.2 had no problems in winning its games. A nice combination of chess knowledge and strong positional play was enough to defeat the Tasc R40.

Maybe a bug was responsible for the second game between **Resurrection Fruit 2.1** and the R40. Resurrection Fruit 2.1 with black should win the endgame, but instead of winning the game, it ended, after three times

Hans van Mierlo

repetition, in a draw.

I think that the **Tasc R40** plays only a bit weaker than the Resurrection engines. You have to remember that the program of the R40, The King 2.5 came on the market in 1995. It was programmed by Johan de Koning. So it's outdated if you want to compare it with the Resurrection engines, and therefore I am very satisfied how it offered resistance against them. The only weak point of the Tasc R40 is how it handles the endgames.

Rob and Eric, have fun with the games and I hope they will be published in the next Selective Search.

Regards... Hans

DEEP SJENG 3.0 RESURRECTION1 - TASC R40 2.5

D26: Queen's Gambit Accepted: 4 e3 e6 5 Bxc5 c5 sidelines

1.d4 d5 2.c4 dxc4 3.♘f3 e6 4.e3 ♘f6 5.♗xc4 a6 6.♘c3 b5 7.♗d3 ♗b7 8.a4 *Not unknown, but 8.0-0 or ♕e2 are better* **8...b4 9.♘e2N** *9.♘b1 is known from a game in which*

Capablanca now played 9...c5= **9...c5 10.♗d2 ♗d6 11.♖c1 ♘bd7 12.0-0 0-0 13.♕b3 ♕b6 14.♖c2 ♖fc8 15.♖fc1 h6 16.♘g3?!** *This is inconsistent with earlier rook moves attempting to start a queenside attack* **16...a5 17.♗e2 ♗c6 18.♗c4 ♔h8 19.♘e1 ♕b7**

**20.♕a2?** *I can't really understand the reason for this, it gives Black an immediate tactic as the ♖/c2 has no escape squares. 20.♗e2 looks okay, then if 20...♗xg3 21.hxg3 ♗e4 22.♘d3, and now while 22...♗d5 looks strong the exchanges 23.♗f3 ♗xf3 24.gxf3 ♕xf3 don't leave Black with much after 25.♗e1 ♘e4 26.♘xc5 ♘exc5 27.dxc5* **20...♗xg3 21.hxg3 ♗e4 22.♘f3** *Not 22.♘d3? now because of 22...♗xd3 23.♗xd3 b3!* **22...cxd4 23.exd4 ♗xc2 24.♖xc2 ♘b6!** *Excellent play by the R40* **25.b3?** *25.♗b3 was better, but White was in a mess anyway, for example 25...♘e4 26.♗e1 ♖xc2 27.♗xc2 ♖c8-+* **25...♘xc4 26.bxc4?** *That pretty much settles it. Even 26.♖xc4 wouldn't help much if Black were to find 26...♕e4!* **26...b3!** *and of course the R40 won... an unexpected start!* **0-1**

The next is an especially interesting game.

Tasc R40 2.5 - Deep Sjeng 3.0 Resurrection1

B22: Sicilian: 2 c3

1.e4 c5 2.c3 ♘f6 3.e5 ♘d5 4.♘f3 e6 5.c4 ♘e7 6.♘c3 ♘g6 7.d4N *7.b3 ♘c6 and now both 8.♗b2 and 8.♕e2 are known* **7...cxd4 8.♘xd4 ♘xe5 9.♗e2 ♗b4 10.f4 ♘ec6 11.♘c2 ♗xc3+ 12.bxc3 ♘a6 13.♗a3 b6 14.♗d6 ♗b7 15.0-0 ♘e7 16.♘d4 0-0 17.♗f3 ♗xf3 18.♕xf3 g6 19.♖ad1 ♖e8 20.g4 f5**
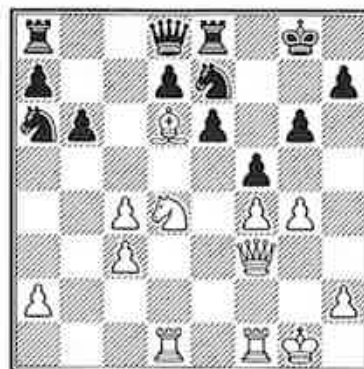
The game is tense, and I'd say offering both sides a chance, but maybe just favouring White with its active rooks and the bishop restricting Black from d6 **21.gxf5 ♘xf5** *Worse is 21...gxf5?! 22.h4 ♘g6 23.h5±. Or 21...exf5?! 22.♖fe1 ♖c8 23.♘b5± is also better for White* **22.♘xf5 exf5** *22...gxf5?? would be an immediately fatal opening of the g-file, allowing 23.♖f2 ♕f6 (23...♕h4 24.♖g2+ ♔f7 25.♗e5 and the double threats of ♖xd7+ and ♖g7 check win the game) 24.♖g2+ ♔h8 25.♗e5 winning the ♕ 25...♕xe5 26.fxe5+-* **23.♕d5+ ♖e6 24.♖fe1 ♕e8 25.♖e5?!** *This would be a wonderfully complicating move to play against a human, but it isn't quite accurate and against a computer a little simplification with 25.♖xe6 dxe6 26.♕b7 was better, and White possibly still has a very small advanatage* **25...♖c8! 26.♕b7 ♘c5 27.♕xa7 ♖xe5 28.fxe5?!** *Another little mistake, inconsequential on its own, but they add up! 28.♗xe5 was better, and after 28...♕d8 29.♖d6 there's not much in it. White briefly wins a pawn after 29...♖a8 30.♕xb6 ♕xb6 31.♖xb6, but Black soon gets it back: 31...♔f7 32.♖b8 ♖xa2 and the game should be drawn* **28...♘e4 29.♕xb6 ♘xc3** *Not 29...♖xc4? 30.♕b3!±. 29...♘xd6 30.♕xd6 ♖xc4 isn't quite as good either: 31.a3!*

Can White make good use of the passed a/△
30.♖d3 ♘e2+ 31.♔f2 ♘f4 32.♖a3 ♕f7 *Not*
32...♖xc4? as it walks into a nasty pin
33.♕b3! Now Black can wriggle a bit, but
must lose material in the end... 33...♕c8
34.♖a4 ♘d3+ 35.♔e3 ♘xe5 36.♖xc4
♘xc4+ 37.♔d3+− **33.♖a4 g5 34.♕b7 ♕e8**
35.♖a7?! *35.c5!? could have guaranteed a*
tense end to the game, it's hard to tell who
would win **35...♖d8** *Again not 35...♖xc4??*
but this time because of 36.♖a8! **36.♕f3**
♕e6!

37.♕g3?! *It was better to move the threat−*
ened pawn with 37.c5 and then after the
probable 37...♕h6 38.e6!? dxe6 39.♖a8
♖xa8 40.♕xa8+ and though White is a pawn
down its pair of q−side passed pawns might
be sufficient compensation. Now Black is
definitely on top **37...♕h6! 38.h4?** *That's got*
to be wrong. There was still a chance to
defend against Black's k−side push with
38.♖a3 **38...g4! 39.♔e1 ♘h5 40.♕c3 ♕f4**
40...g3!? looks strong too! **41.c5??** *This*
was okay a few moves ago, but since then
White's position against the k−side pawns
has become critical. The Tasc needed to play
41.♕d2 but even then 41...♕e4+ 42.♔d1
♘f4−+ **41...g3! 42.♕c2 ♕xh4** *The game is*
over, Hans played on for a few more moves
to make sure... **43.♕b3+ ♔h8 44.♗e7 ♕xe7**
45.♕c3 g2 46.e6+ ♘f6 47.♔f2 ♕g7 48.♔g1
♕h6 *and now even a queen sacrifice on f6*
only delays mate for a short while, so it's
0-1. An interesting as well as exciting game
49.♕xf6+ ♕xf6 50.♖xd7 0-1

So **Sjeng v Tasc** was a **1-1** draw.

The first Fruit v Tasc game was a lengthy 1-0
for Fruit which readers can play through if
they wish!

FRUIT 2.1 RESURRECTION! - TASC R40 2.5

**1.d4 d5 2.c4 dxc4 3.e3 e6 4.♗xc4 c5 5.♘f3
a6 6.♕e2 b5 7.♗d3 ♗b7 8.0-0 ♘f6 9.dxc5
♗xc5 10.♗xb5+ ♘bd7 11.♗c4 ♗xf3 12.♕xf3
♘e5 13.♕f4 ♘xc4 14.♕xc4 ♕d5 15.♕a4+
♕d7 16.♕xd7+ ♘xd7 17.b3 0-0 18.♗b2 ♗e7
19.♘d2 ♖fd8 20.♖fd1 ♖ac8 21.♘c4 f6
22.♖ac1 ♘c5 23.♗d4 e5 24.♗xc5 ♗xc5
25.♖xd8+ ♖xd8 26.♔f1 e4 27.♔e2 ♗e7
28.♘d2 f5 29.♖c7 ♗d6 30.♖a7 ♗b4 31.♘c4
a5 32.♖c7 ♖d5 33.f3 ♔f8 34.h3 h5 35.♔f2
h4 36.♔e2 ♗c3 37.♖c6 exf3+ 38.♔xf3 ♗f6
39.♖a6 ♗c3 40.e4 fxe4+ 41.♔xe4 ♖g5
42.♖a8+ ♔e7 43.♘e3 ♔e6 44.♖e8+ ♔d7
45.♖f8 ♗f6 46.♖f7+ ♔c6 47.♘g4 ♗c3 48.♖f8
♔d6 49.♖d8+ ♔e6 50.♖h8 ♗e1 51.♖e8+
♔f7 52.♖e5 ♖g6 53.♖d5 ♖b6 54.♖d7+ ♔f8
55.♖d5 ♔f7 56.♘e3 ♔e6 57.♔d4 ♖c6
58.♖g5 ♖d6+ 59.♔e4 ♖d7 60.♘c2 ♗c3
61.♖c5 ♗b4 62.♘d4+ ♔f6 63.♖c6+ ♔f7
64.♘f3 ♖e7+ 65.♔d3 ♖d7+ 66.♔e4 ♖e7+
67.♘e5+ ♔g8 68.♖c8+ ♔h7 69.♔f5 ♖b7
70.♖c4 ♗e1 71.♘f3 ♖b5+ 72.♔g4 ♗g3
73.♘xh4 ♗xh4 74.♔xh4 ♔g6 75.♔g4 ♖d5
76.g3 ♔f6 77.h4 ♔e6 78.♖c6+ ♔f7 79.♖a6
♖b5 80.♔f4 ♖d5 81.g4 ♖d4+ 82.♔f5 ♖d5+
83.♔e4 ♖b5 84.h5 ♖g5 85.♔f4 ♖b5 86.♖a7+
♔g8 87.g5 ♖c5 88.♖a6 ♖b5 89.♖a7 ♔f8
90.h6 gxh6 91.gxh6 ♔g8 92.♔g4 ♖b4+
93.♔g5 ♖b5+ 94.♔g4 ♖b4+ 95.♔f5 ♖b6
96.♖xa5 ♖xh6 97.b4 1-0**

Here is game 2 from this pairing. We join this
one after Black's **55...h5**

TASC R40 2.5 - FRUIT 2.1 RESURRECTION!

C23: Bishop's Opening: 2...Bc5
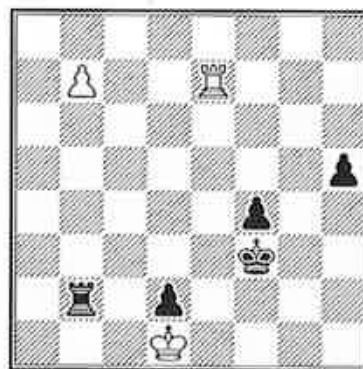
It is pretty clear that Black has a won posi−
tion! **56.♖c7 h4 57.♖h7** *57.b8♕? ♖xb8*
58.♔xd2 ♖h8! wouldn't have helped White
at all **57...♔e4 58.♖e7+ ♔f5 59.♖f7+ ♔e5?!**

59...♔g5! is the easiest way to settle it:
60.♖g7+ ♔h6 61.♖d7 f3 62.♖f7 ♔g5!
63.♖xf3 ♖xb7 64.♔xd2 ♖h7 0-1 **60.♖e7+**
♔f5 *Twofold repetition* **61.♖f7+ ♔e4?!**
61...♔g5 62.♖g7+ ♔h6 63.♖d7 h3 wins
62.♖e7+ ♔d5?! *62...♔f3 63.♖h7 ♔g3*
64.♖g7+ ♔f2 wins for Black **63.♖d7+ ♔e5**
64.♖e7+ ♔d4?! *64...♔f6 was correct and*
would win **65.♖d7+ ♔e4??** *Even now*
65...♔e3 would do the job: 66.♖e7+
(66.♖d3+ ♔e4-+) 66...♔f2 **66.♖e7+**

Hans rightly declared the game a draw here,
because it is a 3—fold repetition, with both
computers showing 0.00. It is surprising that
Fruit walked into this draw, and as it showed
0.00 apparently knowingly... the win wasn't
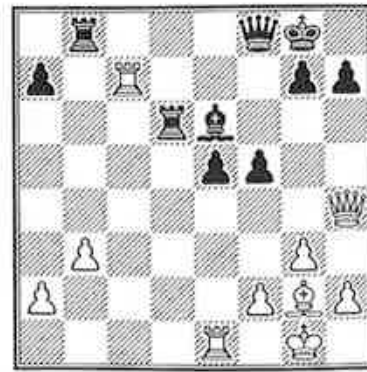*that hard to produce.* ½-½

So **Fruit v Tasc** ended **1½-½**.

Here are the two Tasc games against the
Resurrection Rybka modules!

### TASC R40 2.5 - RYKBA 2.2 RESURRECTION1
B22: Sicilian: 2 c3

1.e4 c5 2.c3 ♘f6 3.e5 ♘d5 4.g3 d6 5.exd6
e6 6.♗g2 ♗xd6 7.♘f3 ♘c6 8.♘a3 0-0 9.♘c4
♗c7 10.d4N cxd4 11.♘xd4 ♘xd4 12.♕xd4
♕e7 13.b3 ♖d8 14.♗a3 ♕e8 15.0-0 e5
16.♕h4 ♘xc3 17.♖fe1= f6 18.♖ac1 ♘d5 f5
20.♘d6 ♗xd6 21.♗xd5+ ♗e6 22.♗xd6 ♖xd6
23.♗xb7 ♖b8 24.♖c7 ♕f8 25.♗g2

Thanks to White's rook on the 7th the Tasc
will soon have connected passed pawns on
the q—side. Okay, they've got a long way to
go, but White should be winning. Rybka
decides to be bold! **25...e4!? 26.♖xa7 ♖c8**
27.g4? *27.♕f4! had to be good, if 27...♖c2*
28.♖c1 ♖xc1+ 29.♕xc1 and White is still
winning. Wouldn't "Tasc beats Rybka" be
some headline — on our front cover!!!
27...♖c2! 28.gxf5 ♗xf5 29.a4? *I know*
you're supposed to push passed pawns, but if
Black had replied with 29...e3 White would
be in some trouble after this. Better was
29.♕e7 ♕xe7 30.♖xe7 ♖xa2 31.b4 which is
level **29...♖g6?!** *Here is the best reply:*
29...e3!? 30.♖a8 ♗c8 31.♔h1 ♕xf2∓
30.♔h1 h6 31.♕f4 *Not 31.♗xe4?? which*
would be fatal after the easily found response
31...♗xe4+ 32.♕xe4 ♕xf2-+ **31...♕c5**
32.♖a8+? *Another mistake. It was better to*
defend with 32.♖f1 ♕xa7 33.♕xf5 and just
about equal, though I note that Rybka3
considers Black to now be edging ahead even
with this improvement for White **32...♔h7**
33.♖g1? *This is NOT White's best move, but*
after checking alternatives I think White's
32nd move had probably already cost it the
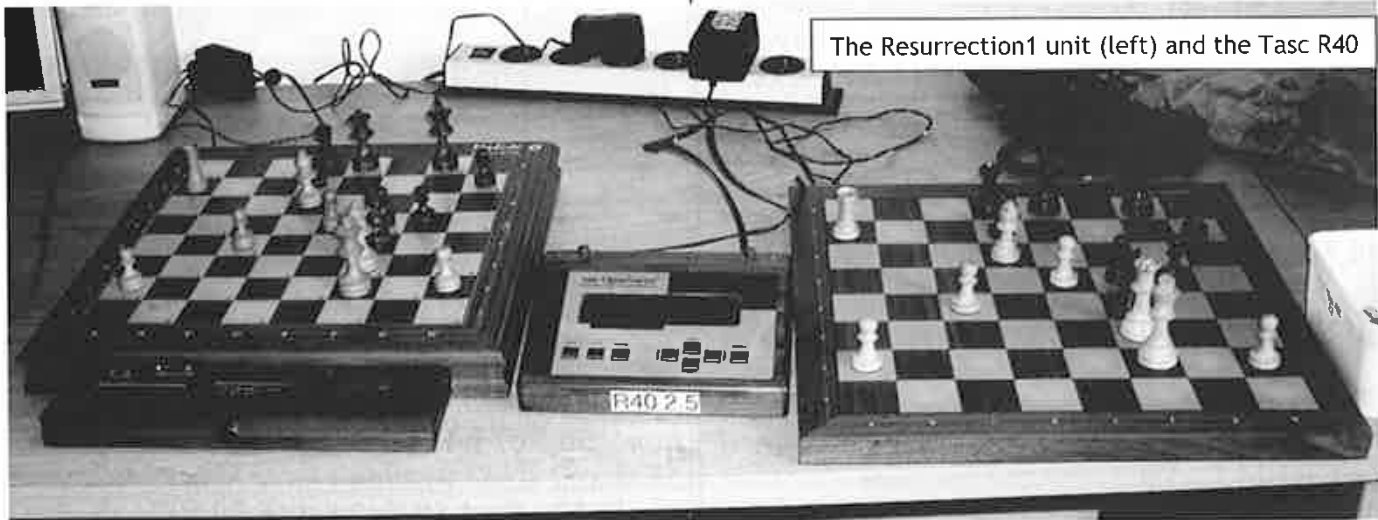
The Resurrection1 unit (left) and the Tasc R40

game. At first I thought White HAD to defend this time with 33.♖f1 but no, after 33...♖xg2 34.♔xg2 it seems e3! is winning. 33.b4 is the bold try, but Black will surely find 33...♕xf2 34.♕xf2 ♖xf2 and the ♗/g2 will go next move so ResRybka should be okay **33...♖xg2! 34.♔xg2** *If 34.♖xg2 then e3! again of course. Now 35.h4 is the best try, but 35...exf2 36.♔h2 f1♘+! 37.♕xf1 ♕c7+ 38.♔g1 ♖c1 winning the queen* **34...e3 35.♖f1 exf2 36.♕f3?!** *36.♖f8 would enable the Tasc to last longer, but it would be no use... 36...♕c6+ 37.♕f3 ♗e4 38.♖xf2 ♕g6+ 39.♔h3 ♗xf3 40.♖8xf3 ♖c5!* **36...♖c3 37.♖d8?** *37.♕xc3 ♕xc3 of course, but even so White should have played it* **37...♖xf3?!** *Ha! Black misses the best way to finish it: 37...♗h3+! 38.♕xh3 ♕c6+ 39.♔xf2 ♖xh3 40.♖e1 ♕c2+ m/9* **38.♔xf3 ♗g6 39.♖xf2 ♕h5+ 40.♔e3 ♕g5+** *and White resigned as, after ♔ moves ♕xd8* **0-1**

We have left the best to last, not by planning it that way, it's just how it's worked out as we end this article with a really good and exciting game!

RYKBA 2.2 RESURRECTION1 - TASC R40 2.5

C40: Latvian and Elephant Gambits

1.♘f3 f5 2.d3 ♘c6 3.♘c3 e5 4.e4 ♘f6 5.exf5 d5 6.♘h4N *6.d4 has been played here a few times with some success, 6.♗g5 hasn't done as well, and 6.♘h4 ♗b4 7.a3 just once, a White win* **6...d4N 7.♘b5?!** *A bit over-optimistic at this stage of the game, probably 7.♘b1 was sounder* **7...a6 8.♘a3 ♗xa3 9.bxa3 0-0 10.g3 ♘e7 11.♗h3 ♘fd5** *Now the rook attacks f5 as well* **12.♗g5** *12.♕f3 was the other way to protect the pawn, and after 12...♕d6 (or 12...♘g6!? 13.♘g2 ♕d6 14.♗d2) 13.♗d2 might be better as 13...♕xa3?! 14.0-0! So Black should play 13...g6 or ♘g6* **12...♘c3** *There's a threat to win material but even so 12...♕d6 as in other suggested lines was best for Black* **13.♕f3 ♕e8 14.0-0 ♗d7 15.♗g2 ♖b8 16.g4!**

This looks promising **16...♗c6!** *Best!* **17.♕h3 ♗xg2 18.♕xg2 ♘c6 19.♖fe1! ♕d7 20.♗d2 ♖fe8 21.♕h3 ♘d5 22.♘f3!** *Attacking the backward pawn on e5...* **22...♕d6 23.♘g5** *And now the h7 pawn!* **23...♘f6** *The Tasc is just managing to hold on so far!* **24.♔g2 ♕c5?!** *Why not 24...♕xa3!? 25.♘e6 ♕d6 26.♕g3 ♘d7 and the material is equal and, as they say, Black is o.k* **25.♘e6!** *An excellent, menacing response* **25...♕xc2 26.♗g5 ♘d5 27.♕f3**

27...♘c3 28.♘xc7 *Or 28.♘xg7!? e4 (28...♔xg7?! 29.f6+ ♔f7 30.♕f5+−) 29.♕h3 is also very strong* **28...♖f8 29.f6?!** *White was doing so well, but this is a move premature and nearly lets Black back into the game. Best was 29.♘e6 ♖f7 and then 30.f6±* **29...gxf6** *29...h6! 30.♗h4 ♘e7! 31.♖xe5 ♘g6 32.♗g3 ♘xe5 33.♗xe5 ♖f7 is a bit tricky and not so easy to find, but would have equalised!* **30.♗xf6 ♖xf6** *As I'm sure you've noticed, the game is complicated! Here my PC and I found 30...e4! 31.dxe4 ♘e5! 32.♕f5 ♖xf6 33.♕xf6 ♖f8=* **31.♕xf6**

31...♖f8! *The only move to stay in the game, yet now White must be careful! There's a mate threat with Black's ♕ + ♖ attacking f2! 31...♕xd3? would have been a major mistake: 32.♕e6+ ♔h8 33.♖xe5 and Black is in trouble, in fact 33...♘xe5 34.♕xe5+ ♔g8 is necessary, but White then has 35.♘e6 forcing 35...♕e4+ 36.♕xe4 ♘xe4 37.♖e1 which should win* **32.♕g5+ ♔h8 33.♕h4! ♕xd3 34.♘e6 ♖f7 35.♘g5 ♖g7 36.♕h5 ♕c4 37.f3**

So White has rook for knight, but Black has a very active position **37...♕g8! 38.♘e4 ♘d5 39.♕h6 ♘e3+ 40.♔f2** *If 40.♖xe3!? Black should play 40...♖g6 41.♕h4 before the recapture 41...dxe3 and now 42.♕e1 ♘d4=* **40...♖g6 41.♕h3 ♘c2 42.g5!** *The best defence, well played ResRybka! 42.♖g1 looks good, but after 42...♘xa1 43.♖xa1 ♕e6 Black has the better pawns, though it's hard to say that it's enough to win as there's plenty still in the game* **42...♘xa1 43.♖xa1 ♕f7 44.♕g4 ♖g8** *Over the next few moves watch as ResRybka fights back and steadily improves the White position, while Black seems to have run out of energy and is treading water* **45.♘f6! ♖d8 46.♕f5 ♖f8 47.♕e4 ♖c8 48.h4! ♖c7 49.♔g3 ♕e6 50.h5 ♖f7 51.♖b1 ♕d6 52.h6**
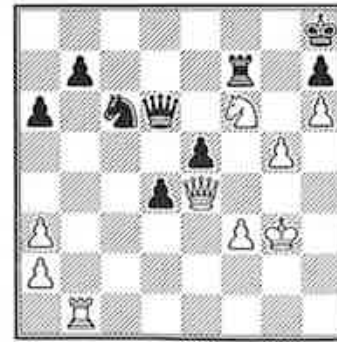
a5?! *52...♘d8!? was a better try. Not 52...♕xa3? 53.♖xb7 ♖xb7 54.♕xc6 ♖f7 55.♘d7 ♖f8 (only move or ♕c8 mate!) 56.♘xf8 ♕xf8 57.♕e4 should be 1-0* **53.a4! ♕e6?!** *The R40 is now in difficulty and there isn't much that can be done to disrupt White's attack. 53...♘b4 was the best move I could find to keep Black in the game, but then 54.♕f5 is strong, and if 54...♕c7 55.♕e6 pretty much forces 55...♕e7 56.♕xe7 ♖xe7 57.♖c1! leaves White close to the full point* **54.♖b5! ♖c7 55.♖d5 ♖e7 56.♕c2 ♕c8 57.♖d6 ♖c7 58.♕d3 ♖f7 59.a3 ♕b8 60.♕b3! ♖c7**
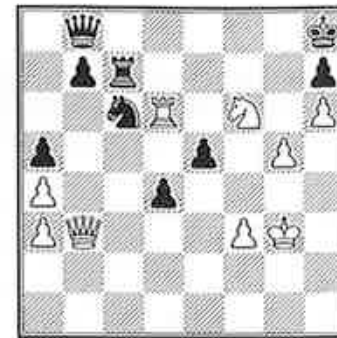
61.♕b1 *There was a m/11 here with 61.♖e6 ♘e7 62.♕d3... but low on time by now ResRybka misses a couple of chances for a quicker win* **61...♕c8 62.♕d3?** *Here 62.g6! hxg6 63.♕xg6* **62...♖f7 63.♕b3 ♕f8 64.♖e6 ♖e7 65.♕b1** *65.♖xe7! ♘xe7 66.♕xb7* **65...♘d8 66.♖xe5 ♘c6 67.♖xe7 ♕xe7 68.♕d3 ♕e5+ 69.f4 ♕e7 70.♔f3 ♕f7 71.♕b1 ♘d8 72.♕b5 ♕e7 73.♕d3 ♘e6 74.♕e4! d3 75.♕xd3 ♕c7 76.♕e4 ♕c6 77.♘d5 ♕d6 78.♔g4 ♕d7 79.♕e5+ ♘g7+ 80.♔h4 b6 81.hxg7+** *and that's m/10* **1-0**

FINAL SCORES	TASC R40 2.5
DEEP SJENG 3.0 RESURRECTION 1	1-1
FRUIT 2.1 RESURRECTION 1	1½-½
RYKBA 2.2 RESURRECTION 1	2-0
TOTAL	4½-1½

18TH. THUERINGER TOURNY, 2009

I promised last time that this tournament would be covered more fully, but now I get to it, space has been grabbed already by other articles.

This was the tournament with a (very big) difference - the actual computer hardware used by each entrant had to be present at the tournament, there was no remote access allowed... and so a 40-core machine was all but impossible. Zappa's 8-core 3.66GHz PC was the fastest thing present, while Rybka was playing on a lowly Dual2Core 2.4GHz Laptop! Most entries were on 4-core (anything from 2.4GHz (Junior, Fruit, Grapefruit, Spike, Glaurung, Sjeng) up to 3.8/4GHz (Cyclone, Hiarcs, Shredder, Thinker). Others on 2-core like Rybka, were Fritz, Naum, Loop, Jonny and Bright.

Pos	Engine	/9
1	ZAPPA	7½
2	RYBKA	7
3=	SHREDDER, SPIKE	6
5	SJENG	5
6=	HIARCS, CYCLONE NAUM, FRITZ, THINKER	4½
11=	JUNIOR, BRIGHT, FRUIT	4
14=	GRAPEFRUIT, LOOP	3½
16	GLAURUNG	3
17=	STOCKFISH, JONNY	2½

There are two games you need to see. The shortest which was a great win by Hiarcs, and the key win by Zappa over Rybka.

HIARCS 12.239 - JONNY 3.07

1.e4 c5 2.c4 ♘c6 3.♘c3 ♘f6 4.g4 *Erdo Gunes was oper–ating Hiarcs and used his own experimental book. Otherwise 4.♘f3 would have been played here* **4...h6 5.♗g2 d6 6.h3 g5 7.d3 ♕b6 8.♘ge2 ♗g7 9.f4 gxf4 10.♗xf4 ♘e5 11.0-0 ♗d7 12.♖b1 0-0-0 13.a3 ♕a6 14.b4 h5 15.g5 ♘h7 16.bxc5 dxc5 17.♘d5 ♘g6 18.♕c1**

18...♖df8? *18...e6 would have been better for Black and I'd expect 19.♘c7 ♘xf4 threatening the fork ♘xe2+, so 20.♕xf4 ♕xa3 21.♕xf7 ♗e5 22.♘xe6 ♕xd3 but after 23.♕f2 the position is still looking quite good for White. Instead the move played gives Hiarcs the chance to find two marvellous moves* **19.♕e3!** ♕a5 *To stop ♕xc5+, but instead* **20.♖xb7!! e5** *20...♔xb7 21.♖b1+ ♔c6 22.e5! and the new threat from ♗/g2 wins easily* **21.♖fb1 ♔d8 22.♖1b5 ♕xa3 23.♘b4** *announcing m/12* **1-0**

RYBKA 3 - ZAPPA MEXICO II

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♘bd7 8.♕f3 ♕c7 9.0-0-0 b5 10.a3 ♗e7 11.g4 ♗b7 12.♗xf6 ♗xf6 13.♗xb5 axb5 14.♘dxb5 ♕b6

15.♘xd6+ ♔f8 16.♘xf7 ♔xf7 17.♖xd7+ ♔e8 18.♖hd1 ♗c6 19.♖7d3 ♔f7 20.g5 ♗e7 21.♖1d2 ♖hd8 22.♖xd8 ♖xd8 23.♖xd8 ♗xd8 24.b4 ♕d4 25.h4 ♗b6 26.♔b2 ♔e7

27.♕d3 ♗e8! 28.♔b3? *It was a mistake to exchange queens and go into such an unbalanced endgame, in which Zappa is king. The expected 28.♕a6 was better* **28...♕xd3 29.cxd3 ♗e3 30.f5 ♗f2 31.fxe6 ♔xe6** *At this point Zappa's eval is only +32, expecting ♔c4. But Rybka impatiently sees the a or b−pawns as its only hope. After it's next Zappa jumps to +158 and the game is as good as over* **32.a4? ♗xh4 33.a5 ♗xg5 34.a6 ♔d6 35.a7 ♗c6 36.♔c4 h5 37.♘b5+ ♔d7 38.♘d4 ♗b7 39.♘f3 ♗f4 40.♔d4 g5 41.♘g1 g4 42.♘e2 ♗d6 43.b5 h4 44.♔e3 h3 45.a8♕ ♗xa8 0-1**

CHRIS GOULDEN's *UCI+WINBOARD ENGINES* PAGES

Date: Thu, 04 Jun 2009 18:16:19 +0100
From: **Chris Goulden**
To: Eric Hallsworth
<eric@elhchess.demon.co.uk>
Subject: **ProAm and Division 3 Latest**

Hi Eric

Please find enclosed the CBV and the spreadsheets for the ProAm, and Division 3.

You will be pleased to know that you can use the fabulous picture from the Wildcat website again following Wildcats quick return to Division 2, and in the ProAm Thinker and the latest Bright are stronger than we thought, see details below.

Here is the report:

Hello again everybody, I will start off first with the **ProAm** test that I did,

I wanted to compare the two Glaurungs following some surprising results of late, and a later version of Thinker as there is a lot of work going on with Thinker at present.

Thinker also has a later version at WBEC Ridderkerk which is version 5.4J, but it is still private at present.

I also wanted to take an excursion into the world of clone engines following a tip off about an engine from your editor. For our overseas readers clone engines are engines where an author has used the majority of someone else's source code with some adjustments. Sometimes they have tried to declare the work as their own engine when taking that engine to a major championship!

Two examples of this were the engines known as List, from a few years back, and Strelka (a Rybka clone) more recently.

The difference with the Cyclone engine that I have included is that the author has openly declared that Cyclone is a copy of the Fruit programme, and he has not tried to smuggle it into a tournament as being solely his own work. As you can see by the final table Cyclone is considerably stronger than the commercial Junior, and the last available version of Fruit, other than the current versions that are now private engines.

The real shock here was that Thinker 5.4C beat them all. This is not a fluke result by Thinker either, as it is ahead of Glaurung 2.2 again at WBEC Ridderkerk at the moment and, more surprisingly, also ahead of the commercial Hiarcs 12.1 and Naum 4.0. I have to add that they do not say if the Hiarcs version is 64-bit like some of the other participants, so I guess that it isn't and that's a small disadvantage to it.

THE PRO-AM

Pos	Engine	/ 14
1	THINKER 5.4C	10½
2	GLAURUNG 2.2	9½
3	GLAURUNG 2.1	8½
4=	BRIGHT 0.4A CYCLONE 3.4	7½
6	JUNIOR 10.1	5½
7	FRUIT 2.3.1	4
8	SPIKE 1.2 TURIN	3

Meanwhile back with our regular tables, in Division 3 Wildcat was promoted back to Division 2 (cue the celebration photo after the event) along with the British programmed Colossus 2008B.

But, sadly, having been in my main divisions for many issues Jonny 2.83 was relegated to the Qualifying section along with the recently promoted Cerebro, who found it heavy going. There is a later version of Jonny which is 2.86 at Ridderkerk but this is a private engine.

DIVISION 3

Pos	ENGINE	/ 18
1	WILDCAT 8	13
2	COLOSSUS 2008B	12
3=	UFIM 8.02 SOS 5.1	9½
5=	PETIR 4.9999 HAMSTERS 0.7.1 PSEUDO 0.7C	9
8	HERMANN 2.4	7½
9	JONNY 2.83	6
10	CEREBRO 30.3D	5½

That's all for now Eric

Cheers! - Chris

Here is a nice short game from the ProAm:

CYCLONE 3.4 - THINKER54C

D97: Grünfeld: Russian System: 7 e4, replies other than 7...Bg4

1.d4 ♘f6 2.c4 g6 3.♘f3 ♗g7 4.♘c3 d5 5.♕b3 dxc4 6.♕xc4 0-0 7.e4 a6 8.♕b3 c5 9.dxc5 ♘bd7 10.♕a3 ♕c7 11.♗e3 ♘g4 12.♗g5 b5 13.h3 ♘gf6 14.♗xb5 ♘xc5

15.♗xf6 axb5 16.♕xa8 ♘d3+
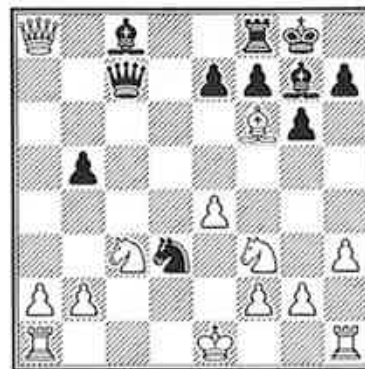
This sharp position is known, in particular from a game Beliavsky−Timman in 1988. The GM played 17.♔f1 here, and eventually got a draw. But the computer doesn't want to trap its own ♖ on h1, so decides on the alternative **17.♔d2?!N exf6 18.♔xd3 ♗b7!** *Already the White king is looking vulnerable on d3!* **19.♕a3** *As White has a material advantage it is possible that giving some back with 19.♕xf8+!? ♗xf8 would have been better. Best then seems to be 20.a3 ♕c4+ 21.♔d2 ♗xe4 22.♖hd1, which is not so easy to assess though Black probably has the better chances* **19...♕c4+! 20.♔c2** *If 20.♔d2 b4!* **20...♗xe4+**
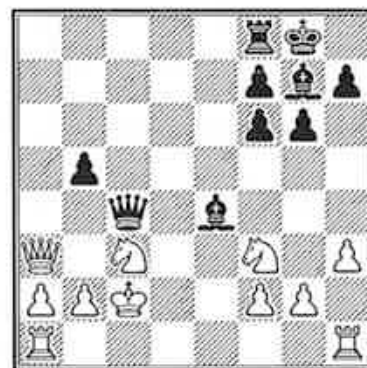
21.♔c1? *The wrong square, but the position was already difficult. Better was 21.♔d1 ♗xf3+ 22.gxf3 ♕d3+ 23.♔e1 ♖e8+ 24.♘e4 ♖xe4+ 25.fxe4 ♕xe4+. Now if 26.♔d1 White loses both rooks to ♕xh1+, so 26.♔d2 and here 26...♗h6+ forces the win of the rooks as already mentioned, or else ♕ for ♗. Either way Black wins but 27.♕e3 ♕d4+ 28.♔c2 ♗xe3 29.fxe3 ♕xe3 30.♖ae1 still has some play in it* **21...♗h6+** *21...b4! was also winning* **22.♘d2** *Anything else allows a quick mate* **22...♖c8 23.♔d1 ♗xd2 24.♕d6** *If 24.♔xd2 b4 25.♕b3 bxc3+ 26.♕xc3 ♕d5+ 27.♔e1 ♖xc3 28.bxc3 ♗xg2 would*

also win easily **24...♝xc3 25.♖c1** *25.bxc3? loses the rooks to* ♕xc3 **25...♕a4+ 26.♚e2 ♕xa2 27.♚f1 ♕xb2** *and White resigned as* **28.♖d1 ♖a8** *(threatening* ♖a1*!)* **29.♚g1 ♝e5** *with mate announcements.* **0-1**

Date: Fri, 19 Jun 2009 21:49:34 +0100
From: **Chris Goulden**
To: Eric Hallsworth
Subject: **Thinker Short Test**

Hi Eric

Here is the short test I promised, putting Thinker 5.4C up against Rybka, Hiarcs and Toga 1.41. I have also enclosed the CBV games file.

My report:

I ran this small tournament following some recent fine results by the Thinker chess engine, both in my tests against engines such as Glaurung, Junior, Fruit and Spike, and at Ridderkerk where it is in 3rd place ahead of a raft of commercial programmes. The private version is up to 5.4j, but 5.4d is now available for download from the Thinker site.

I did it as an all play all 4 times, and Thinker only lost the one individual match as you can see. It beat both Hiarcs and an SE version of Toga compiled by Jim Ablett.

For the ChessBase users among you, Thinker, although a Winboard protocol engine, can be run within ChessBase programmes as a UCI engine by using the wb2uci adapter that I talked about in an earlier *Selective Search*.

The engine will play correctly but will not show the [Thinking] or [Analysis] processes because it deletes the Hash Table and Thinking records after each move. This problem is discussed on the Rybka forum amongst others. So 'Thinker' doesn't show its 'Thinking'! But if you install it and see it appear to stop at ply 1, don't think it isn't working. It's no use for analysis of course, but switch it on to play an engine v engine match and you'll see from the games that it's working fine!

Rybka (2.3.2) won the Tournament, as usual, with Hiarcs being the only engine to take an individual game from it.

THINKER TEST

Pos	Engine	R	T_H	H	T_O	/12
1	Rybka 2.32	x	2½	2	3	7½
2=	Thinker 5.4c	1½	x	2½	2½	6½
2=	Hiarcs 12.1	2	1½	x	3	6½
4	Toga 1.41 SE/JA	1	1½	1	x	3½

There it is Eric I shall check some forums and contacts about the problem with Thinker not showing its thinking when running under the ChessBase programmes!

Cheers! - Chris

HIARCS 12.1 SP UCI - THINKER5.4C
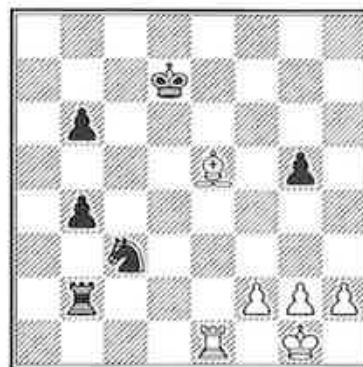
We join this game as it is delicately poised! White has ♝ *for* ♞*, and Black has doubled pawns... but they're more advanced. Who is winning?!* **32.h3?!** *32.g3! was probably correct though it seems White's best hope is a draw: 32...♖c2 33.♖e3 g4 34.f3 ♞d5 35.♖b3∓ is a likely continuation* **32...♖c2 33.♖e3 ♚c6 34.♖d3 ♚c5 35.♚h2 ♞e4** *So far the small inaccuracy at move 32 hasn't done too much harm, but now Hiarcs pushes for too much instead of playing the more cautious 36.f3* **36.f4?! gxf4 37.♝xf4?** *The natural consequence of the previous move, but the* ♝ *needs to stay on the diagonal covering b2. 37.♝g7 was better* **37...♚c4! 38.♖e3?!** *The rook needed to get behind Black's pawns, so 38.♖d7 was better* **38...♞c3! 39.♝e5?** *39.♖e6 was the last chance, but it looks like 0-1 anyway* **39...b3!** *The game is won* **40.♝xc3 ♖xc3 41.♖e4+ ♚d3 42.♖b4 ♚c2 43.♖xb6 b2 44.♖b8 ♖b3 45.♖c8+ ♚d3 46.♖d8+ ♚e4 47.♖d1 b1♕** *with mate announcements!* **48.♖xb1 ♖xb1 49.♚g3 ♚f5** *etc. m/17* **0-1**

THE BORIS HANDROID by *Rob van Son*

Over the years, many articles have been written about the **Novag Robot Adversary**, a chess robot with an arm to move the chess pieces all by itself. It appeared on the market in 1982 and only 2000 units were manufactured by the Hong Kong Company Novag. Two years later, due to the susceptibility to technical trouble, Novag decided to cancel the production. Nowadays there are only a few chess computer collectors in the world who are in the proud possession of a good working robot Adversary.

If you didn't buy the robot when it was on the market, there still is a (very small) chance to get it now by eBay, or maybe if you have good contacts with the big chess computer collectors. Luckily, in November last year, Novag came out with the **2Robot**, a very appropriate name for the successor of the Robot Adversary. This little brother is also able to move the pieces with an arm and is much cheaper to purchase.

Is the Novag Robot Adversary the first commercially available chess robot ever? The answer is yes - but is it also the rarest chess robot in the world? We have to say no to the last question, because in 1980 a chess robot had already been made, but it never was taken into serial production. Only a few prototypes still exist, and in Europe we only know one person who owns one of these prototypes!

We are going back in time, to the year 1980. On 16 September exactly, the German chess player and publicist Hans-Peter Ketterling from Berlin is in a hurry to be in time for the presentation of a brand new chess robot. This robot, named the **Boris HANDroid**, will be introduced at 'Sandy Electronic', the German importer in Munich.

That day would be a very special day. The robot could not only play a game of chess, but was also able to move the pieces completely independent with a special grasping arm. Together with reed contacts on the

64 squares of the 25 x 25 cm sized chess board, the HANDroid precisely registered all the moves of his opponent. The robot was destined to become the first commercially obtainable chess robot for the public and should be available just before Christmas for a price about 3000 Mark (1534 Euros).
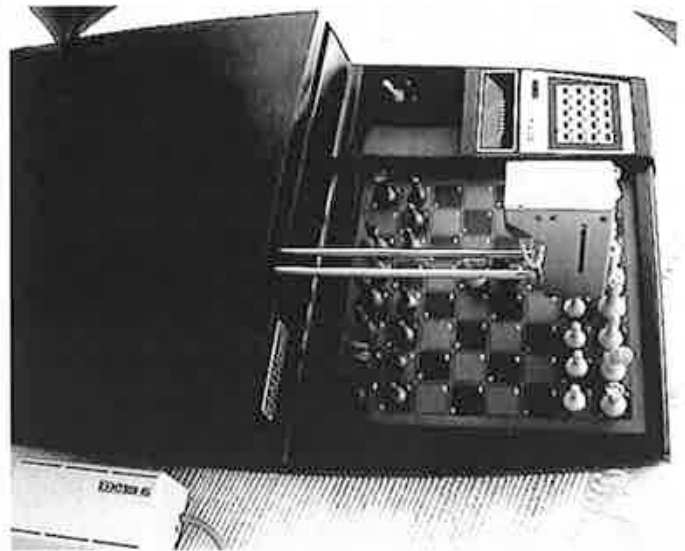
Hans-Peter Ketterling was, just as all the other visitors, very impressed with this chess playing machine. He was honoured that Sandy Electronic allowed him to play a game against the Boris HANDroid. Unfortunately, after 13 moves he had to adjourn the game because there were so many others who wanted to play against the robot too! At home, Hans finished the game with the Sargon 2.5 MGS (Modular Game System) chess computer, which has the same program as the robot.

In Munich, at Sandy Electronic, the Boris HANDroid played very strong and, with his grasping arm, beat most of the visitors. The Sargon 2.5 program was written by the famous programmers couple, Kathe and Dan Spracklen, at the time living in San Diego, California (USA). The hardware of the robot was made by 'Applied Concepts', established in Texas.

At the presentation in Munich, the visitors could order the robot on the spot, so that they only needed to wait another three months to collect their Christmastime-child. Of course, this brand new robot was to be marketed as an exclusive luxury article and therefore not

available in ordinary department stores. In the last quarter of 1980, several advertisements appeared, in which the robot was praised as the ideal chess partner, *'directly coming from the 21st century...!'*

Three months later, a few days before Christmas, the people who had ordered the robot in September at the presentation in Munich thought that they could finally put their marvellous machine under the Christmas tree and show it to their family and friends. But the Boris HANDroid did not appear! Maybe there was a delay in the production of the units? In 1981, the German writer Björn Schwartz published a second supplementary book about the commercially available chess computers. The book also included a description and a picture of the HANDroid. This gave the public a little hope that the robot might still appear on the market.

That hope became an illusion. Boris HANDroid was never released and everyone that had ordered the robot the year before was sitting at home empty-handed. Hans-Peter Ketterling, well-known for his various chess publications, was given the chance to buy the prototype that was presented at Sandy Electronic in September 1980. However, the price asked for the unit was: ´17,000 Mark (8692 Euros)!´ Unfortunately, that price was much too high for Hans-Peter, so he was unable to add the chess robot, which would become the rarest chess robot ever made, to his enormous chess computer collection.

Hans-Peter does not know what happened with the prototype or where it is now. There are rumours that Applied Concepts only produced five prototypes. One unit is believed to be in Denmark and a second one was sold at an auction in London for 10,000 dollar to somebody in Japan.

The big collectors had already reconciled themselves with the fact that they never would be able to obtain one of these prototypes. At the beginning of this century a lot of the collectors kept themselves informed through the website of Kurt Kispert from Vienna (www.schachcompuer.at). In 2002, Rolf Bühler from Zurich (Swiss) asked at Kurt's forum why his chess Robot, a Boris HANDroid, never was mentioned in the lists of the big collectors. Was Rolf the only one
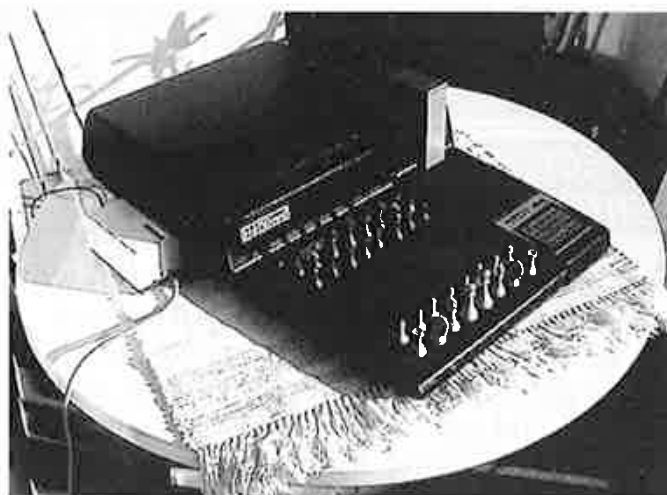
who had such a computer? To make his claim credible, he sent some photos of the robot to Kurt, who put them on his site directly.

The chess computer world was shaking on its foundations! Rolf was very surprised, receiving many exciting e-mails from collectors all over the world. Because of all the reactions, he began to realise that he was in the possession of a very rare chess robot. Your author was very curious to hear the real story from Rolf himself, so I asked him to reveal the mystery around the Boris HANDroid. With great pleasure, Rolf took this opportunity to tell his story for Selective Search.

My Boris HANDroid by Rolf Bühler

In the last century, at the beginning of the eighties, I worked as a gardener for the Siemens Company in Zurich. There I met a lot of technicians and became friends with the deputy manager who maintained good contacts with a subsidiary of Siemens, Video Sonic/Rexton AG. This company represented the company Fidelity Electronics from Miami (USA) in Swiss. They imported several models of their chess computers.

The deputy manager of Siemens brought me into contact with the managers of the purchase department who were responsible for the import of the Fidelity chess computers. Because of this, I bought there my first chess computer, a Fidelity Chess Challenger 7. My interest for chess computers increased, also encouraged by all the good contacts with the employees of Video Sonic/Rexton. Soon, I bought all the available Fidelity computers of that time, and in

1980 I discovered that their strongest model was the Chess Challenger Sensory Voice. I noticed that Fidelity's competitor, the company Applied Concepts from Texas (USA), already had come out with a new chess computer, the Sargon 2.5 MGS (Modular Game System) which was at least equally strong as the Sensory Voice. Applied Concepts claimed that their Sargon was the strongest chess computer available on the market.

A few days later, at Siemens, I kept my eye on an advertisement in which a colleague offered the Sargon for sale, because the computer was much too strong for him to play with. I didn't hesitate for a moment and bought his computer immediately. In this way, I came into possession of the two strongest chess computers of that time. Because I was also interested in their new small travel model, the Boris Diplomat, I contacted the importer of Applied Concepts in Zurich, a company called Pool-Tec AG. Some days later, I visited this company.

I had a chat with one of their representatives and I told him that Fidelity claimed their Sensory Voice as the strongest available chess computer ever made. He encouraged me to test the Sensory Voice with the Sargon 2.5 with special positions and tournament games to find out who really spoke the truth about the claims for the strongest computer. After many tests, the Sargon seemed to be the strongest one. Two years later, in 1982, I visited Pool-Tec again and saw two exactly identical chess robots standing there in a corner, that both had an grasping arm to do their moves completely independently. I was totally fascinated and asked the representative if they were for sale. He told me that the two computers were chess robots, named Boris HANDroid and that they were not for sale due to technical reasons. I told the salesman that I would love to buy one of them, in fact I almost begged the man to sell me one of the robots. He told me just to wait for a while, but a few days later, he called me to say that I could come along to collect a Boris HANDroid. Of course, I had my ears wide open and drove to Pool-Tec at once. This is how I became the new owner of this famous and very rare chess robot.

Fortunately, my retired neighbour, Mr. Ernst Rütti, who used to work as a technician at the company NCR, has a lot of electrical and mechanical knowledge. He informed me very well about the working of the robot's grasping-arm. Once a year he checks the robot and repairs broken parts if necessary.

He explained to me that the power force of the arm is driven by three so-called Servo engines and special gearwheels which are responsible for the way the robot-arm is moving in a notional X/Y and Z-axis. With these axes the arm is able to move itself correctly forwards, backwards, up and down, to the left and to the right to grab and move the chess pieces.

Every time you want to play a new game with the robot, the engines and the gearwheels
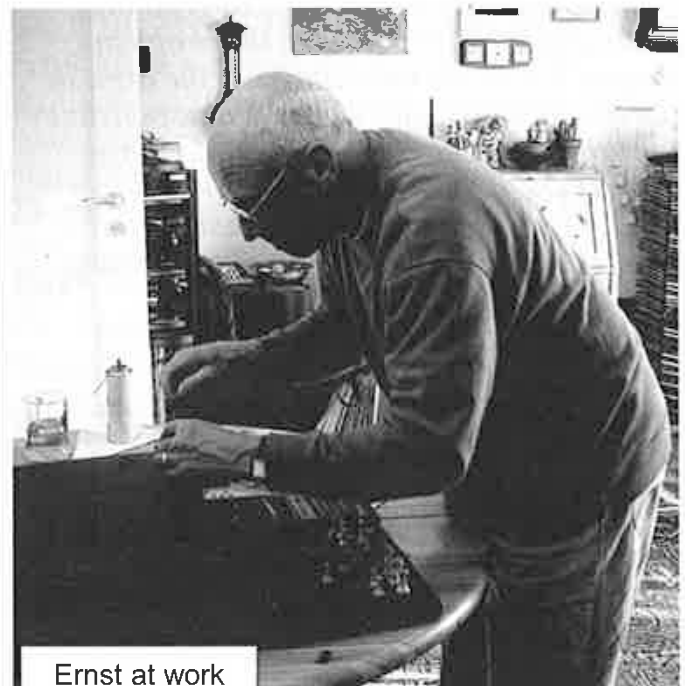
Ernst at work repairing the Boris HANDroid

have to turn the arm in the correct angle. The arm vibrates for a long time until the angle has been found. This makes a loud ticking noise, so that it is almost impossible to play chess after 22.00 hours! Maybe the manufacturer could have improved this by making a special switch for it. I think the starting position of the arm could then be found much faster. You can compare it with a printer who brings the ink-cartridges back in the correct position automatically.

The biggest wear in the arm is a little snare that connects the engines with the mechanism of the arm. Not so long ago, I checked it and noticed that I had to replace it. I know a company in Zurich which is a specialist in selling parts for modelling and I usually buy a new one there.

If the robot is no longer able to grab the chess pieces correctly, then the problem always lies in the mechanism of the arm. In the arm are two bars which are responsible for lifting the chess pieces up- and down- wards. The bars are driven by the engines, the gearwheels and the little snare. After a few games, these bars tend to bend them- selves a little and because of this, the HANDroid is not able to grab the pieces properly anymore. Then I have to manually bend the bars back to let it work correctly again. That is a nice job for the real mechanics-lovers, but certainly not for people who are only interested in playing chess with it. I think this is the main reason why the Boris HANDroid never appeared on the market.

The same as his cheaper brother, the Sargon 2.5 MGS, the Boris HANDroid is equipped with the possibility to exchange the program module. This makes it possible to not only play chess with the robot, but also other games like draughts. If a new and stronger module comes on the market, you only have to buy and replace it with the old one. I don't believe a draughts module ever appeared, because the robot had already too many difficulties playing chess and moving the pieces properly with its arm.

A funny thing to mention is that whenever I win a game, the arm goes forwards and stops

above square e1 for a few seconds and then goes back to its starting position. It looks as if the robot wants to shake hands with me...!

Not so funny is the fact that some time ago, I met again the representative of Pool-Tec, whom I bought one of those two HANDroids from. At this new encounter, I asked the man what happened with the other HANDroid. He told me that one year after our first meeting, he gave the robot to the garbage collector...! I found this incomprehensible but I think he did regret it very much.

Nowadays, I only play a few games a year with the robot. Due to its vulnerability for technical troubles, I think the Boris HANDroid should stay forever in a showcase of a museum. Maybe, some day in the future, I will lend out the robot for an exhibition in the Swiss computer museum.

I'm glad that I was able to tell the Selective Search readers my story of the very rare Boris HANDroid chess robot that should have been the first available robot with grasping arm on the commercial market ever. Unfortunately, it never appeared and it has been a mystery for years what happened to the machines. Well, I only know there were two of them, because I have seen them myself at the Swiss company Pool-Tec. Are there any other units left on this planet? I don't know, but I do hope you have enjoyed my story of the HANDroid of which I'm the proud owner!

Rolf Bühler and Rob van Son, June 2009

THE 2009 WORLD CHESS COMPUTER CHAMPIONSHIPS

This event will be our **main feature** in the **next** issue, but for now here is a brief outline!

We reported in *SelS140* that ICCA chief, **David Levy**, had proposed an 8-core limit for the immediate future WCCC events, the limit to be reviewed as faster hardware becomes more easily accessible/affordable... and that this had caused a storm of protest from some sources who wanted the WCCC event to produce the best chess 'humanly' possible. Others who don't have 40 or 52 Core Clusters were glad to feel they'd have a chance for a change this year!

The outcome was that there were 3 Computer Chess Events this year, in Pamplona, Spain: the **World Championship** and **World Speed Championship** with 8-core limits, and the **Olympiad Computer Chess tournament** with no hardware limit!

The consequence of this was that **Rybka** won *3 titles* instead of 2, losing only 1 game throughout (on time after a PC problem in the Speed chess, in a clearly won position)! We will look at that and plenty of photos and games next time. For now here is the game of the Championships, from the Open Event.

RYBKA - SHREDDER

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0-0 ♘xe4 5.♕e2 ♘g5 6.♘xg5 ♕xg5 7.d4 ♕e7 8.dxe5 ♘d4 9.♕d3 ♕xe5 10.♘c3 ♗c5 11.♕d1 ♘e6 12.♖e1 ♕d4 13.♕f3 0-0

14.♖e4!? *Suddenly starting an attack which will bear on the Black ♚, though at the moment it looks slightly premature!?* **14...♕d6 15.♖h4 ♕e5?!** *The queen is moving around a lot. Perhaps 15...h6 was*

better!? **16.♗d2 f5 17.♖e1 ♕f6**
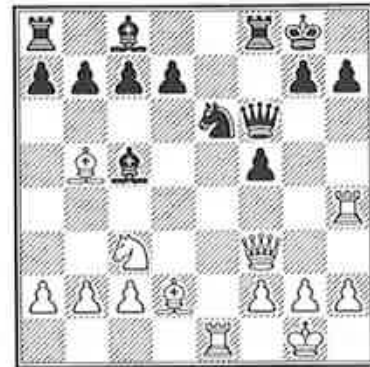
18.♕h3 *Rybka had been showing 0.00 until here, not yet sure it seems if the attack works. But now it jumped to +1.72* **18...♕g6 19.♘d5!!** *The start of a marvellous combination* **19...c6 20.♖xe6!** *Leaving 3 pieces en pris!* **20...♕xe6 21.♘f4 ♕xa2 22.♖xh7!** **cxb5** *Black removes the defender (♕b1+ ♗f1) and so threatens mate, as well as being rook and pawn ahead!* **23.g3!** *Most would play ♖h8+ and try to recover some material* **23...♖f6** *Looks to be best. If 23...b6 24.♖h8+ ♚f7 25.♕xf5++–* **24.♗c3! ♚f7 25.♕h4 ♕a1+ 26.♚g2 ♕a6 27.♗xf6 ♕xf6 28.♕h5+** **28...♚e7 29.♘d5+** *wins the queen. A genuinely marvellous game by Rybka* **1-0**

WORLD 2009 CHAMPIONSHIP		/9
1	RYBKA	8
2=	SHREDDER, JUNIOR, SJENG	6½
5	HIARCS	6
6	JONNY	4½
7	THE BARON	3
8	EQUINOX	2
9	PANDIX	1½
10	JOKER	½

WORLD SPEED		/8	Olympiad OPEN		/5
1	RYBKA	7	1	RYBKA	5
2	SHREDDER	6½	2	SHREDDER	4
3=	JONNY, SJENG	5½	3	SJENG	3
5	HIARCS	5	4	PANDIX	1½
6	PANDIX	3½	5	JOKER	1
7	THE BARON	2	6	EQUINOX	½
8	DANASAH	1			
9	JOKER	0			

INTRIGUING POSITIONS

This section is usually called 'TOUGH & TRICKY' positions, in which **Bill Reid** in particular finds game situations that our normally incredibly strong PC engines still find difficult to work out! In fact the position he shared with us last time was so good it featured on our front page!

Sometimes you and I can spot the answer better than our computers, usually because we recognise the type of position, it's something we've seen before so we almost immediately know exactly what we're looking for. So we're not pretending we're as good as the computer from move 1 to 99, but occasionally we recognise something in a position that the engine doesn't know!

Our first one this time is again from Bill, not particularly one to catch the computers out, but more to show the different results you are likely to get with and without Endgame Tablebases.

However, before that, let's return very briefly to Bill's last effort which none of the computers managed!

SelSearch 143-1

The solution, which not a single computer got, was **1...♔b8**.

After seeing that none of our engines could solve it Bill perceptively wrote: *"But I wonder... is it not the case that the program—mers could deal with positions like that, but choose not to because they are so rare that it's not worth the trouble adding code which*

would slow the program down yet almost never be used. A little defect of that sort doesn't stop their programs getting 3000+ grades, so why bother?!"

Cue his next position...

SelSearch 143-2
Advantage of Tablebases
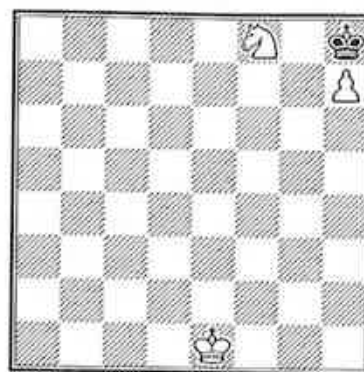
Bill found that his Fritz8 judged this to be a win for White??! *"Surely that can't be right?"* Bill doesn't have Rybka but a friend told him that Rybka - don't know which version - said exactly the same?! Bill understandably couldn't believe all this, so asked if I'd check it out.

The results actually depend to a large degree on whether you've got Tablebases or not! If you've got Tablebases and a program that uses them, then the draw solution and announcement is <u>instant</u>! There's 8 moves, they all draw, time used 0.00!
    So on my Dual2Core laptop Rybka (and Fritz, Hiarcs, Shredder etc etc) all found the instant draw.

But what happens if you try the engines <u>without</u> the Tablebases?
    Well **Fritz** - and that's Fritz11 as well as 8, 9 and 10 - has White at +4.50, and others get it wrong as well, I'll leave you to find out which ones for yourselves.
    What we have here is something that applies especially to these situations just as Bill said in my quote above... *"programmers choose not to deal with it because they are so rare that it's not worth the trouble adding*

code". Even more so in many endgame positions as they <u>know</u> that their engine <u>will</u> use the Tablebases and so <u>will</u> solve them anyway without their help!

Incidentally the ChessBase programs have been released <u>without</u> Tablebases on the cd/dvds in recent times. Originally some 3 and 4-piece Tables were included with the engine, but as these have been extended and enlarged into full 4 and 5 piece sets, you now have to buy them separately, which is why not everyone has them, and why there is sometimes a bit of confusion!

Frank Holt was also responding to the *SelSearch 142* front cover position. He'd found something similar and equally interesting - not an endgame however but a mate in 3 <u>that the programs cannot solve!</u>

SelSearch 143-3
Frank Holt - mate in 3
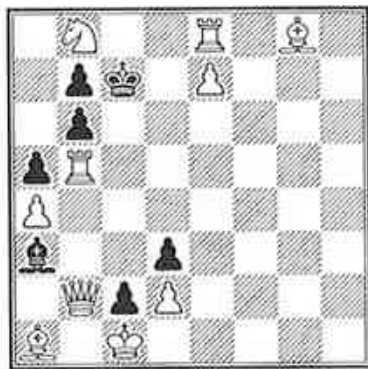

As it happened when we tried a few more engines on this we began to find a few that can do it. It's easy enough – it's only a mate in 3 after all... but some of them can't do it!

<u>Successes:</u>
Bright0.4, Glaurung2.2, Loop13.5, Naum4, Togall.

There may be others of course, I tested 11 and found 5 did and 6 didn't

<u>Failures</u> (they announce mate in 4??!):
Fritz, Hiarcs, Shredder, Sjeng, Rybka, ZapMexico

Looking at the list I note that the failures are mainly the 'big time commercials', and (Naum excepted) the successes are the lesser amateur engines!

Ooops. nearly forgot to give you the solution!

1.♗a2!
Now
1...♗×b2+ 2.♗×b2 ♚d6 3.♗e5 #
1...♚d6 2.♕a3+ ♚c7 3.♗e5 #
1...♗d6 2.♕e5 ♗×e5 3.♗×e5 #
1...♗b4 2.♕×b4 a×b4 3.♗e5 #
1...♗c5 2.♕c3+ ♚d6 3.♕e5 #

Even though I'm involved with the Hiarcs team, and have been for many years, it has to be admitted that for the last 2 or 3 years, Rybka has been the benchmark program. But that doesn't mean it gets everything right!

Here's a position that only Shredder of the programs I've tested so far can understand.

In fact, as I'll show, even after 5 or 6 moves, the other programs I tested <u>still</u> think Black has an easy win.

SelSearch 143-4
Shredder finds the move
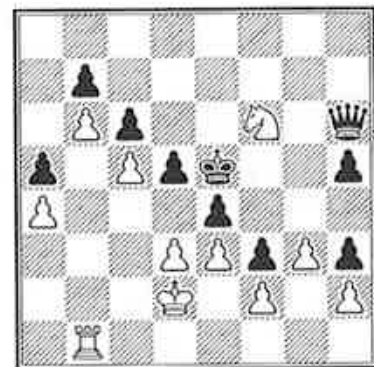
1.♘g4+!
[Deep]Shredder alone finds this, it does so immediately and <u>knows</u> it's a draw
The other programs mostly go for 1.Nd7+, a couple prefer 1.Ne8, with evaluations varying, but around −2.50. When they see Shredder's suggestion, they think it's completely wrong and the evaluations all go worse!
1...hxg4 2.d4+ ♚f6 3.♖h1!
It is critical that the programs find this, putting the rook into prison creates a stalemate threat
3...♕f8 4.♚e1
Another 'only move'! In case you don't believe me, try this... 4.♚c2?? ♕a8 5.♚d2 ♕a6! and the king is caught in the open and

Black will force mate
4...♕a8 5.♔f1
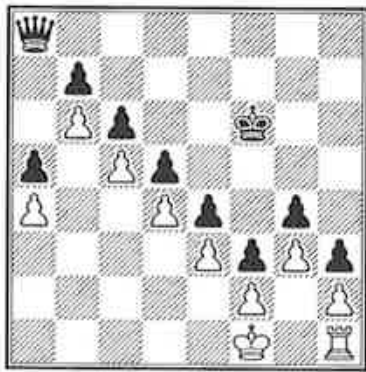
Now Black is stuck. If he moves his king around, White shuffles ♔f1-g1-f1-g1-f1 etc.
   E.g. Deep Shredder 11 UCI: 5...♔e6 6.♔g1 ♔f5 7.♔f1 ♔f6 8.♔g1 ♔e6 9.♔f1 −0.15/30. Don't forget that Shredder showed this line and evaluation 5 moves ago!
   And if instead...
5...♕a6+ 6.♔g1
   Now the queen must retreat to avoid stalemate and after ♔f1 we're back where we were! It's a draw.
   But what of the other programs, even at this stage?

• Rybka 3 32−bit: 5...♔g5 6.♔g1 ♕c8 7.♔f1 ♔g6 8.♔e1 ♕a8 9.♔f1 −4.53/36

• Deep Fritz 11: 5...♔f5 6.♔g1 ♔g6 7.♔f1 ♔h5 8.♔g1 ♕d8 9.♔f1 ♕f8 10.♔e1 ♕a8 11.♔f1 ♔g5 12.♔g1 ♕f8 13.♔f1 ♔f5 14.♔e1 ♕a8 15.♔f1 ♔e6 16.♔g1 ♔e7 17.♔f1 ♔f7 18.♔g1 ♕d8 19.♔f1 ♔e7 20.♔g1 −7.33/32

• Deep Hiarcs 12: 5...♔e6 6.♔g1 ♔f5 7.♔f1 ♕c8 8.♔e1 ♕f8 9.♔f1 ♕a8 10.♔g1 ♕g8 11.♔f1 ♕h7 12.♔e1 ♕d7 13.♔d2 ♕e8 14.♔e1 ♕c8 15.♔f1 ♔e6 16.♔g1 −6.45/35

• Deep Sjeng WC2008: 5...♔f5 6.♔g1 ♔g5 7.♔f1 ♔f6 8.♔g1 ♔f5 −5.65/31

• Glaurung 2.2 JA: 5...♔e6 6.♔g1 ♕c8 7.♔f1 ♕b8 8.♔g1 ♔d7 9.♔f1 ♕a8 10.♔g1 ♔d8 11.♔f1 ♔e7 12.♔g1 ♔f7 13.♔f1 ♔f6 14.♔g1 ♔e6 15.♔f1 ♔f5 16.♔g1 ♕g8 17.♔f1 ♕d8 18.♔g1 ♕d7 19.♔f1 ♕e8 20.♔g1 ♔e6 21.♔f1 ♕f7 22.♔e1 ♔f5 23.♔f1 ♕f8 24.♔e1 ♕e7 −6.96/39

• Naum 4mp2: 5...♔f5 6.♔g1 ♕d8 7.♔f1 ♔f6 8.♔e1 ♕e7 9.♔f1 ♔f5 10.♖g1 ♕f8 11.♖h1 ♕d8 12.♖g1 ♕a8 13.♖h1 ♕f8 14.♔e1 ♕e7 15.♔d2 ♕g5 16.♔e1 ♔f6 17.♔d2 ♕h5 18.♔e1 ♔f5 19.♔f1 ♔g5 20.♔e1 ♕g6 21.♔f1 ♔f5 22.♔e1 ♔f6 23.♔d2 ♕g5 24.♔e1 ♔f5 25.♔f1 ♕g8 26.♔e1 ♔f6 27.♔f1 ♕b8 28.♔e1 ♔f5 29.♔d2

−4.88/48

• Zappa Mexico II: 5...♔e7 6.♔g1 ♔e6 7.♔f1 ♔f6 8.♔g1 ♔f7 9.♔f1 ♔f8 10.♔g1 ♔e8 11.♔f1 ♔f7 12.♔g1 ♔g6 13.♔f1 ♕a6+ 14.♔g1 ♕a8 −4.53/29


What exactly constitutes <u>a brilliancy</u>? In an article in the British Chess Magazine **Lubosh Kavalek** suggests that the game itself doesn't have to be perfect, and the 'brilliant' move doesn't have to even be sound, but it should be something astonishing, beautiful and inspiring... a daring combination, an out-of-the-blue sacrifice, an unusual manoeuvre.

This explanation interested me as only a few days before I had been looking at some of **Tim Krabbe**'s selection in his 'The 100 Most Fantastic Moves Ever Played'. In his introduction he criticises the BCM's own shortlist of '50 Amazing Moves' as rather disappointing, and notes that his '100' only contains 17 of the BCM's '50'! Clearly what is 'brilliant' or 'fantastic' is very much a matter of personal opinion.

Even so I was a bit taken aback by Krabbe's choice for #1:

(1) Averbakh - Spassky
Leningrad, 1956

1.c4 ♘f6 2.♘c3 g6 3.e4 d6 4.d4 ♗g7 5.♗e2 0-0 6.♗g5 c5 7.d5 ♕a5 8.♗d2 a6 9.a4 e5 10.g4 ♘e8 11.h4 f5 12.h5 f4 13.g5 ♕d8 14.♗g4 ♘c7 15.♗xc8 ♕xc8 16.♘f3

Now comes Krabbe's choice for 'the Most Fantastic Move <u>Ever</u> Played'.

16...♘c6?!
   Well 16...♕g4?! 17.hxg6± isn't so palat−able, and White is also ahead after 16...♘d7 17.♘h4±. Black has misplayed the opening!

But is this a great move?

Here is what Spassky himself said: "I played 16...Nc6 because I did not see any other practical resources as my position was so passive. I was very surprised that Yuri Averbakh was thinking about 1 hour (!!... in fact 55 mins!). I considered that after 17.dxc6 bxc6 18.h6! Bh8 White would have two pieces up, and they could manage the win very easy".

GM Mark Taimanov said: "I would rather resign the game than to make such a move".

If readers stick 16...Nc6 on their computers they will quickly see that <u>White should win!</u> **17.dxc6 bxc6 18.♘h4?!**

An immediate small inaccuracy. 18.hxg6 hxg6 19.a5 followed by ♕a4 is stronger, or indeed Spassky's expectation of 18.h6 ♗h8. **18...♕e8 19.hxg6 hxg6 20.♕g4 ♖b8 21.♘d1?!**

21.0-0-0! would have maintained a clear advantage, and is much better than the unremarkable ♘d1. At this point White is still winning but already we've seen the start of Black getting back into the game a little bit. Even so White remained on top through‐ out the game, but Spassky eventually scram‐ bled a draw at move 73.

I suppose it made White waste a lot of time looking for something that wasn't there, and resulted in his opponent playing below his usual standard... and for Spassky high marks for dogged resistance in a difficult rearguard action! But the most fantastic move ever?!

21...♘e6 22.♖a3 ♘d4 23.♖ah3 ♕f7 24.♗c3 ♖fe8 25.♖3h2 ♕xc4 26.♘xg6 ♖e6 27.♗xd4 ♖xg6 28.♕f5 ♕e6 29.♕xe6+ ♖xe6 30.♗c3 d5 31.f3 ♖b3 32.♖h3 c4 33.♔d2 ♖g6 34.♖g1 d4 35.♗a5 ♗f8 36.♖g4 ♖d6 37.♔c2 ♖d7 38.g6 ♖db7 39.♗e1 c5 40.♖gh4 ♗g7 41.♗a5 c3 42.bxc3 ♖a3 43.cxd4 exd4 44.♖xf4 ♖a2+ 45.♔d3 ♖b1 46.♖h1 ♖xa4 47.♔c2 ♖b5 48.e5 d3+ 49.♔xd3 ♖xf4 50.♗c3 ♖xf3+ 51.♔e4 ♖g3 52.♔f4 ♖xg6 53.♘e3 ♖b8 54.♘f5 ♖f8 55.♖h5 ♖e8 56.♔e4 ♖g1 57.♖h3 ♗f8 58.♔d5 ♖d1+ 59.♔e4 ♖c1 60.♔d5 ♖d1+ 61.♔e4 ♖d7 62.♘h6+ ♗xh6 63.♖xh6 ♖h7 64.♖g6+ ♔f7 65.♖f6+ ♔e7 66.♖c6 ♔d7 67.♖xc5 ♖h6 68.♔d5 ♖b6 69.♗a5 ♖b5 70.♖xb5 axb5 71.e6+ ♖xe6 72.♔c5 ♖e5+ 73.♔b6 ½-½

Here are, in my opinion, two 'more deserving'

suggestions. You've probably seen them before. First his #3:

(3) Levitzky - Marshall
Breslau, 1912

After **23.♖c5**
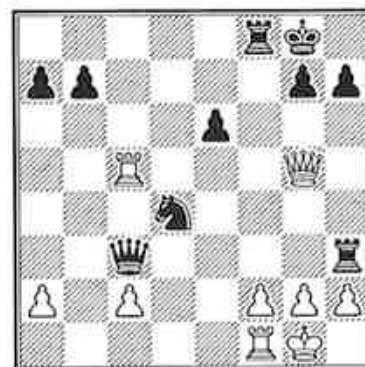
23...♕g3! and White resigned! **0-1**

And then his #9 with a UK player on the wrong end was:

(9) Hindle - Mohring
Tel Aviv, 1964

After **69.♔g6**
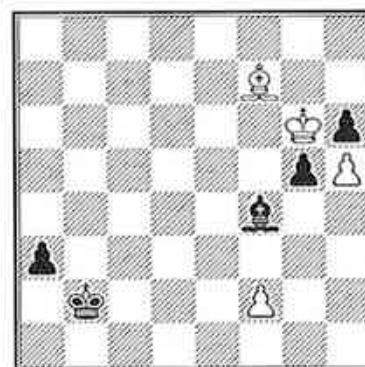
69...♗e3! 70.♔xh6

If 70.fxe3 g4! 71.♔f5 g3 72.♗d5 a2 and one of the pawns must queen

70...g4+ 71.fxe3 g3 72.♔h7 g2 73.h6 g1♕ 74.♔h8 a2 75.♗xa2 ♔xa2 76.h7 ♕g6 77.e4 ♕f7 0-1

SelSearch 143-5

The next one is more complicated... in fact we present it to you unfinished - we've reached some conclusions, but left some work undone and readers might like to join in

and let us have their own findings and ideas!?

From: "Peter Grayson"
To: "Eric Hallsworth"
<eric@elhchess.demon.co.uk>
Subject: A Funny Thing Happened....
Date: Mon, 6 Jul 2009 16:43:28 +0100

Hi Eric

Hope you are well. Over the week-end I ran DF11 in the Playchess engine room using a Book focused away from the Sicilian as Black, and non-King pawn openings as White. Some interesting results that proved that too much focus on the Sicilian in the engine room has created some holes for other lines in the Books being used there.

However the game that was particularly interesting was an A29 English Opening against Rybka3 on an overclocked QX9650 running at 3.8GHz giving an indicated 275kN/s. This is approximately 90kN/s faster than my machines, though to be honest it seemed a little slow, I'd expected 320KN/s.

So the weaker DF11 on my slower hardware should have been taken to the cleaners but, as it turned out it looked as if DF11 was going to be doing the cleaning! But despite showing in excess of +7.00 it missed a critical move and only managed a draw.

When I checked through the game other engines also have the same problem, giving a wild evaluation in a drawn position. White queens first so has a massive material advantage, and it takes a long time, and the realisation comes only after making many moves that Black's critical pieces are untouchable. It all comes down to the limitation of the search horizon.

I've added my comments in the attached game. There's a critical moment at move 45, once 45.Kg6 is played the draw seems forced, but DF11 does not see this until move 67.

If, instead of Kg6, White still seems to win with 45.e5, but I haven't checked the line yet to see if it's conclusive. Maybe other readers might like to go through this and any other potential winning lines at this part of the game!

I replied to Peter after giving the game a quick (too quick!) glance. I had only checked a couple of engines and they both played 45.Kg6. On my Dual2Core laptop Rybka3 had 45.e5 early, but changed to Kg6, and Hiarcs12 as well as (obviously) DF11 also had Kg6 clear first, so I assumed that they all not only had seriously wrong evaluations, but also played DF11's wrong move.

But that's not what Peter had found...

From: "Peter Grayson"
To: "Eric Hallsworth"
<eric@elhchess.demon.co.uk>
Subject: Clarification
Date: Wed, 8 Jul 2009 17:56:58 +0100

Hi Eric,

To clarify the situation with the game I sent you. After Kg6 all engines give wild evaluations pointing to a win for White and only when they get to a lengthy number of moves played and sufficient search horizon can they see the game is a draw. The worst was DJ10 MP that gave +9.0 at several points.

Currently I have DF11, DJ10, H12.1 in GUI11 and Stockfish 1.3.1/JA giving Kg6, and my others giving e5. There was no sign of DF11 changing after 15 mins so it was not just a fast time control oddity.

With my PCs Rybka3 does not consider 45.Kg6 at all, only e5! I noted that Hiarcs12.1 would play 45.Kg6 in ChessBase GUI 11 (from DF11), but only 45.e5! when using the DJ10 GUI 9! The engines perform differently in the different GUIs and I get the best performances in GUI 9 with 512MB hash. The UCI engines will run in GUI 9, as will most ChessBase engines, but unfortunately not DF11 so I cannot compare that.

What causes them to select e5 over Kg6 is unclear, but it looks a better try.

I consider that this game is just one of many demonstrating why I believe fast time controls are of more value than many people give credit.

I intend checking out the e5 line, but on a lighter note, while I was writing the Email to

you I received my PC upgrade components. Deciding against a pair of i7 920's OC'd to 4GHz PC's to a more modest upgrade on my current machines to a Q9550 and 4 Gb PC8500 RAM that should see a healthy 20 to 25% gain at standard clock but with a view on overclocking I bought a pair of Titan Fenrir CPU coolers...

The faster memory should allow better over-clocking. Now, however, on this matter, I've just looked at one of the Titan Fenrir heat pipe coolers... and burst out laughing. Hmm! Just wondering if it will fit in the case?...

If you've watched any of the Terminator movies then a fair comparison is where most people would carry a hand pistol, Arnie carries... a helicopter chain gun... actually, now wondering if it would replace the car's air conditioning unit!! I can always use the Q9550 Intel supplied cooling unit but in comparison it does look like it could get sand kicked in its face.

The picture below shows how it should look once fitted. Think I'll have to give Wimpey a call to arrange scaffolding. Cripes... just how much heat can a CPU generate?

Best regards - Peter
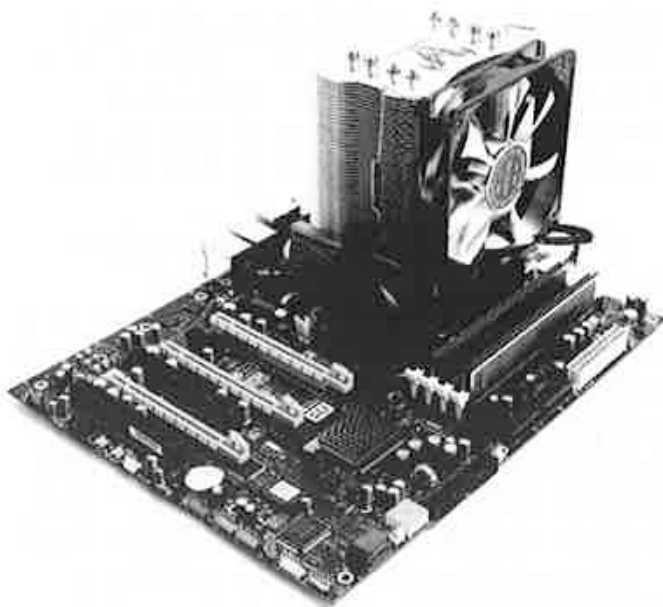
Here's the game, with some diagrams in appropriate places. Also I've left quite a few of the evaluations in, as well as Peter's very helpful notes, and a few comments of my own as I've tried to find a win for White.

Deep Fritz 11 - Rybka 3

A29. Rated game, G/5m Engine Room

1.c4 e5 2.♘c3♘f6 3.♘f3♘c6 4.g3 d5 5.cxd5 ♘xd5 6.♗g2♘b6 7.0-0 ♗e7 8.a3 0-0 9.b4 ♗e6 10.♖b1 f6 11.d3 a5 12.b5 ♘d4 13.♘d2 ♕c8 14.e3 ♘f5 15.♗b2 ♖d8 16.♕c2 ♘d6

Black was out of book playing this move, and put White out of move as DF11's book had expected a4

17.♘b3 ♘f7 18.♘e4 ♗d5 19.f4 exf4 20.♖xf4 ♗xb3

White showed 0.42/17, Black had 0.00/13

21.♕xb3 a4 22.♕a2 ♖xd3 23.♘g5 ♕e8 24.♗e4 fxg5 25.♖xf7 ♕xf7 26.♗xh7+ ♔f8 27.♕xf7+ ♔xf7 28.♖f1+ ♗f6 29.♗xd3 ♖d8 30.♗d4 ♔e6

Here White showed 0.25/20, but Black still had 0.00/19

31.♗f5+ ♔d6 32.♖d1 ♗xd4 33.♖xd4+ ♔e7 34.♖xd8 ♔xd8 35.♗d3 ♔d7 36.♔f2 ♔d6 37.♔f3 ♔c5 38.h3 ♘d5 39.♔e4 b6 40.h4 −0.10/25 5
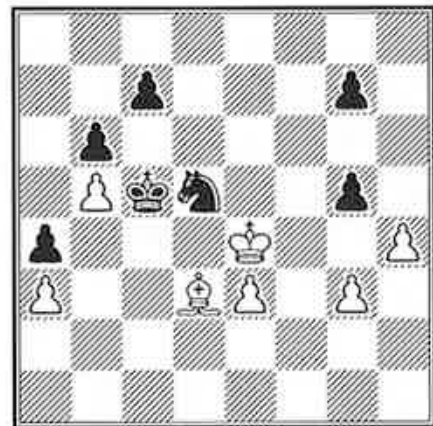
Eric: I have put our first diagram here as I think Black's next is where Rybka starts to go wrong.
40...g4?! −0.07/16 2
    40...gxh4 41.gxh4 ♘c3+ 0.00/23
41.♔f5! *(h5)* 0.51/24 7 **41...c6?!** *(Nxe3+)* 0.62/15 3
    Eric: 41...♘xe3+ might be better, if so would 42.♔g6! be winning for White?
42.bxc6 *0.71/22 4* ♔xc6 *0.69/17 21* **43.e4** *1.88/26 0* ♘c3 *2.75/16 23* **44.h5** *(e5) 3.72/26 0*

Rybka3Human suggests 44.e5 here 4.70/20
44...b5
Peter: Time plays just as important a role

in the endgame as the opening. Here, taking the g4 pawn immediately allows black counter play. 3.99/16 19

45.♔g6?! *(e5)* 3.85/26 0

Peter: 45.e5! This seems best: 45...b4 46.axb4 a3 47.♗c4 ♘e2 (47...a2 48.♗xa2 ♘xa2 49.b5+ 7.82/19 1:20 ; or 47...♔d7 48.b5 7.74/20 3:11) 48.♔xg4 5.12/20 12:03 45.e5!

Eric: Rybka3Human is only interested in this on my D2C, as is Deep Shredder11, but R3Default changes to Kg6 for a while? 5.12/19 5:35

45...b4 3.60/15 2 **46.♔xg7** 4.20/21 0

Deep Shredder 11 UCI suggested 46.e5 here, but it only draws: 46...bxa3 47.e6 ♔d6! 48.♔f7 0.00/21 37

46...bxa3 *(Kc5)* 4.40/16 9

Peter: Forcing the bishop to c4 and tying it down to the b1-h7 diagonal. Black is free to dispose of the e4 and g3 pawns leaving a drawn position whatever the evaluations of the engines say.

47.♗c4 4.96/19 1 **♘xe4** 4.73/18 13 **48.♔g6** 5.21/21 0

Peter: Stopping 48..Ng5 but the King here and eventually Black's pawn on g2 stops White from winning.

Eric: What about 48.h6!? How should Black reply to that?

48...♔c5 5.09/12 12 **49.♗g8** *(Bf7)* 5.85/20 0

49...♘xg3 4.93/11 3 **50.h6** 6.37/18 0 **♘e2!** *(a2)* 5.09/15 1
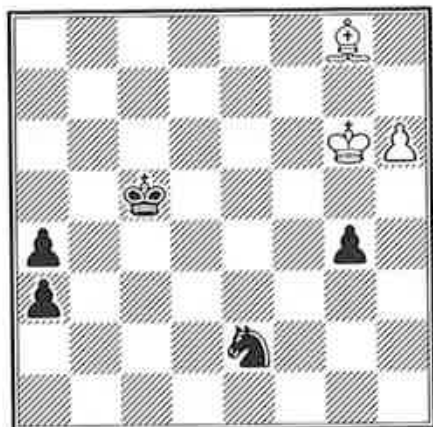
Peter: A critical position for the knight. Fritz's suggestion of a2 would give White the extra move needed to win. 50...a2 51.♗xa2 ♘e2 52.♗b1 g3 (52...♔d4 53.h7 g3 54.h8♕++−) 53.♗e4 ♘c3 54.h7 ♘xe4 55.h8♕+−

51.h7 7.38/16 0 **g3** 5.09/17 1 **52.h8♕**

6.90/15 0 **g2** 5.09/18 3 **53.♕e5+** 7.47/16 2
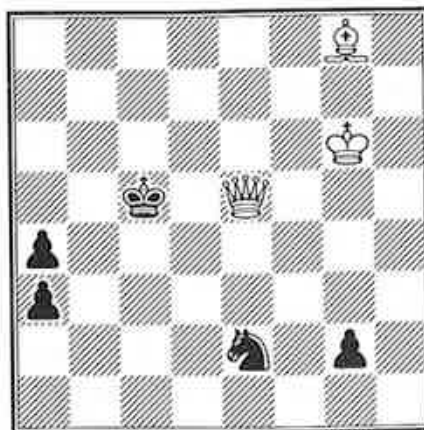
Now the truth should start to dawn... if the queen takes the knight, then g1=♕ with check, and if the queen manoeuvres to take the g2/♗ then ♘f4+ forks ♔ and ♕. But as you can see from the evaluations both engines still think White has a totally won game for quite a few more moves yet

53...♔b6 *(Kb4)* 5.09/19 4 **54.♕d6+** *(Qe3+)* 7.66/17 6 **54...♔b5** 5.09/18 0 **55.♕d3+** *(Qd5+)* 7.66/17 5 **55...♔b6** *(Kc5)* 5.09/19 1 **56.♕e3+** 7.66/17 5 **♔c6** 5.09/19 2 **57.♕e6+** 7.66/17 4 **♔c7** 5.09/19 0 **58.♕c4+** *(Qf7+)* 7.66/17 3 **58...♔b6** 5.09/20 6 **59.♕b4+** 7.66/17 0 **♔c6** 5.09/20 6 **60.♕xa4+** 7.66/17 0 **♔b6** 5.09/20 5 **61.♕b3+** 7.66/17 4 **♔c7** 5.09/20 0 **62.♕f7+** 7.66/17 1 **♔c6** 5.09/20 0 **63.♕e8+** *(Qd5+)* 7.66/17 6 **63...♔c7** *(Kc5)* 5.09/18 4 **64.♕e5+** 7.66/17 3 **♔b6** 5.09/20 0 **65.♕e3+** *(Qb8+)* 7.66/15 1 **65...♔c6** 0.18/18 3 **66.♕e6+** 7.66/15 0 **♔c7** *(Kc5)* 0.18/18 0 **67.♕e7+** 0.94/13 2 **♔c6** 0.18/18 0

At last the engines are <1.00, and both show 0.00 at move 78

68.♕e4+ **♔c7** **69.♕c4+** **♔b6** **70.♕b4+** **♔c6** **71.♗d5+** **♔xd5** **72.♕d2+** **♔c5** **73.♕e3+** **♔b4** **74.♕e4+** **♔c3** **75.♕f3+** **♔d4** **76.♕f6+** **♔c5** **77.♕e7+** **♔d4** **78.♕h4+** **♔d5** **79.♕d8+** **♔e4** **80.♕e8+** **♔d4** **81.♕a4+** **♔e5** **82.♕b5+** **♔d4** **83.♕b6+** **♔e4** **84.♕b1+** **♔d4** **85.♕a1+** **♔e4** **86.♕b1+** **♔d4** **87.♕d1+** **♔e3** **88.♕b3+** **♔d2**

The operators played on for another 12 moves, but I'm sure readers have got the idea by now. ½-½

There we are... plenty of chess and things to think about in this article... hope you've enjoyed it!

CONNY PERSSON TRIES OUT THE NOOMEN'S BOOK!

Persson, Conny - Punzón Moraleda, Jesús

8th European Team Champs - Semifi

In the last couple of issues we've been looking at just one line from the many new and effective ideas that can be found in Jeroen Noomen's *ChessBase* **Opening Book**, produced for Rybka for computer tournament play. Here is the bare bones of what we printed in *SelS 142...*

English attack: an amazing rook sacrifice

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3 e5 7.♘b3 ♗e6 8.f3 ♗e7 9.♕d2 0-0 10.0-0-0 ♘bd7 11.g4 b5 12.g5 b4 13.♘e2 ♘e8 14.f4 a5 15.f5 ♗xb3!? 16.cxb3 a4 17.bxa4 ♖xa4 18.♔b1

18...♖xa2!!
At this point we looked at three ideas... [1] 19.♕xb4, [2] 19.♔xa2, and [3] 19.♘c1
    The latter is the move which Conny played, so first let's see what we said about it...
19.♘c1 *The game is more balanced if the sac' is declined.* **19...♖a8 20.♘b3 ♕b8** *What now? Rybka likes ♗c4, but Jeroen has ♖g1 and h4 as his top moves, with ♖g1*

well tested and scoring 60%! There are only a few games behind h4 but it scores 70%! So we looked at:
[1] 21.♖g1 ♗d8 22.♖g3 ♗b6 23.♕xb4
[2] 21.h4!? *And here we branched again, into 4 more variations!*
[2a] 21...♘c7 22.♕g2 ♖c8 23.f6 ♗f8 24.fxg7 ♗xg7 25.♖xd6 ♘f8 26.♖c6
[2b] 21...♕b7?! 22.♕d5 ♕xd5 23.♖xd5 ♘c7 24.♖d1±
[2c] 21...♗d8 22.♘h3 ♗b6 23.♕xb4 ♕a7 24.♗xb6 ♘xb6=
[2d] 21...♘c5 22.♗c4=.

Conny and Jesus chose to go with [2c] above, so we join their game after **24.♗xb6**

We ended here and showed this as equal. In fact 25.♘c1 is now in both the Rybka and Hiarcs books, but I was avoiding giving all of the lines from Jeroen's hard work! In any case Conny played instead the interesting... **25.♗b5!?** *Incidentally R3 quite likes the look of 25.♘d2 as well as ♘c1, but after 25...♕a2+ 26.♔c2 ♖c8+ 27.♖c3 ♖xc3+ 28.♔xc3 ♕a7 White doesn't have much at all* **25...♕a2+ 26.♔c1** *Now the choice seems to be 26...♘a4 or ♖c8 "I guess!" says Conny :-) but*

instead Punzon played **26...d5!? 27.♖c3** *It would be interesting to know why Conny avoided 27.exd5. The probable immediate continuation looks to be 27...♘d6 28.♕xd6 ♖fc8+ 29.♕c6. Perhaps Conny wasn't keen on the material imbalance that results from this, but if 29.♔d2?! ♕xb2+ 30.♔e1 ♕g2 31.♗f1 ♕e4+ it's a draw. So now 29...♘a4! 30.♖d2. Of course Black has ♖x♕/c6 whenever he wants, but he doesn't need to play it yet, and here 30...g6 would have given Conny quite a bit to think about!* **27...d4 28.♖c6 ♕a7 29.♔d2 ♕b8 30.♖dc1 ♕d8 31.♗d3 ♘d5** *Saccing the knight for 2 pawns. But if 31...♘d7?! 32.♘c5! ♘xc5 (32...♖a7 33.♘xd7 ♕xd7 34.♕c5+−) 33.♖1xc5±* **32.exd5 ♕xd5 33.♔d1 ♕f3+ 34.♗e2 ♕xf5 35.♘d2 g6 36.♕e7 d3 37.♗f3 ♘g7** *37...♖b8 was the alternative, but then 38.♖1c4! is very strong 38...♘g7 (38...♖xb2?! 39.♖c8!+−) 39.♖f6+−* **38.♖f6! ♕h3 w86 39.♕xe5 ♖ae8 40.♕f4 ♘h5 41.♗xh5 gxh5 42.♖c3 ♖e2 43.♕f3 ♕xh4 44.♕xd3**
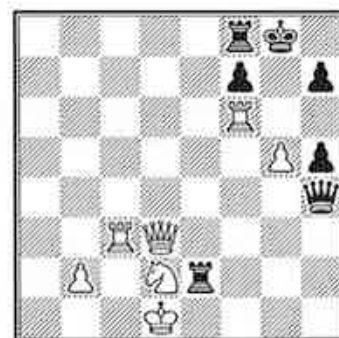
"I'm hoping for my b-pawn to score", concludes Conny... "I'll let you all know how it works out!"

CLIVE MUNRO: *PALM* HIARCS v CHESS GENIUS/*PENT166 PC* .... #2

I don't know if you all keep your copies of **Selective Search**, in the doubtful hope that they might be worth something someday! But if you do and can dig out issue 134 you'll find there on pages 20-24 a 10 game match @ G/60 run by **Clive Munro** in which he played Mark Uniacke's **Palm HIARCS 9.6** against Richard Lang's **Chess GENIUS 7.2**.

The hardware then was Hiarcs on a Palm Zire 21 which runs at 126MHz, and GENIUS on a Pentium/166 PC. In the match Hiarcs at one stage was 3½-2½ ahead, but Genius finally ran out the winner by 5½-4½.

We reckoned that the Hiarcs9 engine was around 100-120 Elo ahead of Genius7 when running on a PC. But Clive managed to present some speed calculations in which he was able to show that Hiarcs runs 10000/3879nps (= 2.58x) faster on his PC than on the Palm Zire and, more importantly Genius runs 91967/22887nps (= 4x) faster! We reckoned that the 4x speed advantage might just be enough to give Genius the win, and so it proved.

But after upgrading to the **Palm HIARCS12** version Clive was keen to replay the match! A pure test of the engine's improvement. On a PC, Hiarcs12 itself is over 100 Elo better than Hiarcs9 so this time, if that improvement was duplicated on the Palm Zire21, we thought Palm Hiarcs 12 might be able to overcome the big speed disadvantage and just get the win.

The first 5 games..... in game 1 readers will find quite a few notes during an interesting Opening.

PALM HIARCS 12.1 - PC GENIUS 7.2

D18: Slav Defence: 5 a4 Bf5 6 e3

1.d4 d5 2.♘f3 c6 3.c4 ♘f6 4.♘c3 dxc4 5.a4 ♗f5 6.e3 e6 7.♗xc4 ♗b4 8.0-0 ♘bd7 9.♕b3?! *In some lines, as in this game, the queen "wins" the b7/pawn. But though Kasparov and Ivanhcuk have played it in general this move is not particularly well liked by players with the White pieces. 9.♕e2 is considered best* **9...a5 10.♘a2** *Going for*

the pawn! 10.♘h4 ♗g4 11.f3 ♗h5 12.g4 ♗g6 13.g5 ♘d5 14.e4 ♘5b6 *is the alterna-tive* **10...♗e7 11.♘h4 ♗g6** *11...♗e4 12.♘c3 ♗d5 is considered better. Now White must decide whether or not to take the pawn* **12.♕xb7** *12.g3!* ♕c7 13.♘c3 *has a good record!* **12...♖b8 13.♕a6** *13.♕xc6?* ♗e4 14.♕a6 ♗b7-+ **13...♗e4N** *13...♖a8 14.♕xc6* ♗e4 15.♕b5= **14.♗e2 c5 15.♗d2 ♖xb2 16.♗xa5 ♕b8 17.♗c3 ♗b7?!** *Not quite best.* 17...♖b6 18.♕c4 ♗d5 19.♕d3 0-0= **18.♕d3 ♗e4 19.♕d1**

Now it is Black's turn to make a major deci-sion! **19...♖xa2** *Genius chooses the sac'!* 19...♖b7 20.a5 0-0 21.a6 ♖a7 *is the alterna-tive, and possibly better. White's passed pawn is quite advanced and well protected for the moment, but isolated* **20.♖xa2 ♘d5 21.♗b2 ♗xh4 22.dxc5** *So White has a pair of isolated passed pawns plus a rook for 2 knights!? It is difficult to judge but probably White is winning* **22...0-0 23.f3?!** *23.♕d4 was better, threatening mate on g7, so* 23...♘7f6 24.a5± **23...♗g6 24.♗b5 ♗f6 25.e4! ♘e3 26.♕xd7 ♖d8**

We now have two strange moments, which decide the game **27.♕c6?** *This isn't best, but*

peculiarly Hiarcs gets away with it! Correct was 27.c6! after which 27...♘xf1 28.♗xf6 gxf6 and then surprisingly 29.♔xf1! sacrificing the queen for a moment. This was perhaps too far away for Palm Hiarcs to evaluate, but now 29...♖xd7 30.cxd7 is winning for White **27...♗xb2??** *But Black messes up. Why not 27...♘xf1!? Now White has 2 replies, but both seem like draws: 28.♗xf6 (or 28.♔xf1 ♕xh2 29.♗xf6 gxf6 30.♗e2=) 28...♕xh2+ 29.♔xf1 gxf6 has transposed, so 30.♗e2=* **28.♖xb2 ♘xf1 29.♔xf1 ♕xh2 30.♕b6 ♖d1+ 31.♔e2 ♖d4 32.♔f2 h6 33.c6 ♖d1 34.♗f1 ♔h7**
34...♕h1!? would have been worth a try! Would PalmHiarcs find the correct reply 35.♕b5, then it should be 35...♖c1 but 36.a5! ought to be winning for White **35.♕c5! ♕h4+ 36.♔g1 ♕e1 37.♕f2 ♕a5! 38.♖c2! ♕c7** *Best. If 38...♖d8? 39.c7! ♖c8 40.♕c5! ♕xa4 41.♖d2! wins* **39.a5!** *This pretty much ensures the win, we'll just play through a few more moves....* **39...♖a1 40.a6** *40.♕b6!?* **40...f6 41.♕d4 ♖a5 42.♕b4 ♗e8 43.e5!**

That does it, well played PalmH! **43...♕a7+** *Black could have captured the pawn 3 different ways, but none work !If 43...♖xe5 44.♕b7 ♕d6 45.c7 Black has a little tactic that delays the end: 45...♖e1 (threatening ♖xf1 ♔xf1 ♕d1+ winning the rook) so 46.♖f2 ♗d7 47.a7 1-0. Or 43...♕xe5? 44.♕e4+! ♕xe4 45.fxe4 1-0. Finally 43...fxe5 44.♕b7 ♕d6 45.♖c4 (necessary to stop ♕d4+) 45...♕d1 46.♖g4! 1-0* **44.♖f2 ♕c5 45.♕xc5 ♖xc5 46.exf6 gxf6 47.♗d3+ f5 48.♖e2 ♗xc6 49.♖xe6 ♗a8 50.♖e8** *and with the queens gone the rest was easy, Black was mated at move 82.* **1-0**

C45: Scotch Game

1.e4 e5 2.♘f3 ♘c6 3.d4 exd4 4.♘xd4 ♗c5 5.♗e3 ♕f6 6.c3 ♘ge7 7.♗c4 ♘e5 8.♗e2 ♕g6 9.0-0 d6 10.f3 0-0 11.♔h1 d5 12.♘d2 dxe4 13.fxe4 ♗g4 14.♗f4 ♗xe2 15.♕xe2 ♗d6 16.♘b5 ♘7c6 17.♘b3 ♖fe8 18.♘xd6 ♕xd6 19.♖ad1 ♕g6 20.♘d4 h6 21.♘f5 ♔h7 22.♕b5 ♖ab8 23.♖d5 f6 24.♖dd1 a6 25.♕b3 ♖bd8 26.♕xb7 ♖xd1 27.♖xd1 ♖b8 28.♕xa6 ♖xb2 29.♗g3 ♖c2 30.♕a3 ♕g4 31.♖e1 ♖e2 32.♕f8 ♖xa2 33.♕c8 ♘d3 34.h3 ♕g6 35.♖e3
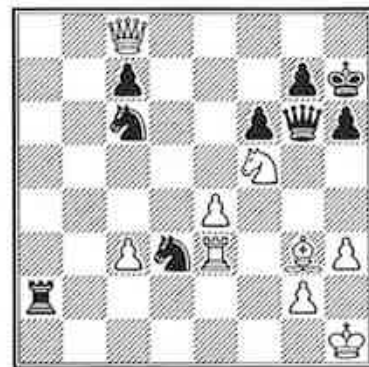
35...♕g5?? *What did Black think it had with this... a back rank mate perhaps, or perpetual check? 35...♘ce5 looks equal. White's best is 36.♕xc7 and now 36...♕g5 37.♕d8 ♘f2+ 38.♗xf2 ♖xf2 39.♖g3 ♕c1+ is a perpetual check and draws* **36.♖xd3 ♕c1+ 37.♔h2 ♖xg2+ 38.♔xg2 ♕c2+ 39.♗f2!** **♕xd3** *After the tactics Hiarcs is bishop for pawn behind* **40.♘g3 ♘e5 41.♕f5+** *41.♕xc7? gives Black the draw, in fact a slight initiative: 41...♕f3+! 42.♔g1 ♘d3 43.♘f5 only move or the knight is lost 43...♕xf2+ 44.♔h1=* **41...♔g8 42.♗d4 ♕d2+ 43.♕f2 ♕d3**
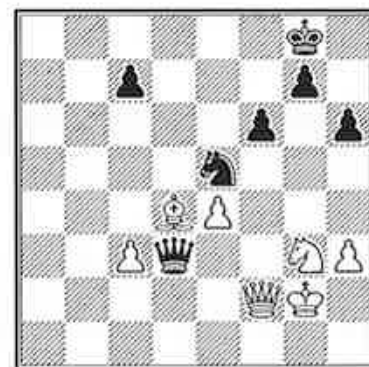
White must decide what to do! Should he exchange queens, or maybe bishop for knight

to leave pawns plus Q+N v Q? We have a few top engine programmers who read SelSearch − in alphabetical order Stefan Meyer−Kahlen, Vasik Rajlich and Mark Uniacke. How do you program this sort of material imbalance − to exchange pieces, or pawns, or neither? **44.♕e2** 44.♕a2+!? ♔h7 45.♗xe5 fxe5 46.c4 c5 47.♕e2! **44...♕xe2+** I confess I would have wondered if this was correct if I hadn't played through the rest of the game and seen how Black now draws **45.♘xe2 ♘d7 46.c4?** Genius must use its extra piece to try and capture Black's c/pawn, while aiming to keep its own pawns on the board. The advance makes this pawn more vulnerable. 46.h4 looks better as 46...♔f7 47.h5 g6 (or 47...♔e7 48.♔g3 ♔d6 49.♔f4 ♔e6 50.♔g4 ♔f7 (if 50...c5 White slips 51.♘f4+ in first, then 51...♔d6 52.♗f2 ♔e7 53.♔f5 ♔f7 and now a little waiting move 54.♗g1 leaves Black having to make a weakening move − move the knight ♗xc5, move the king ♔g6 or ♘e6 etc) 51.♔f5) 48.hxg6+ ♔xg6 49.♘f4+ ♔f7 50.♔g3 is winning according to Rybka **46...c5!** Now White's c4/pawn can't be protected and I don't think that White can actually win this **47.♗e3** If 47.♗c3?! then 47...♘b6! wins the c4/pawn **47...♔f7 48.♘f4 ♘e5 49.♗xc5 ♘xc4 50.♗d4?** Allows Black to force another pawn exchange. 50.♔f2 g5 51.♘d5 gives Black more to think about, though my view is that the game is now a draw **50...♘d2 51.e5 fxe5 52.♗xe5 g5 53.♘e2 h5 54.♗a1 ♘c4 55.♗d4 ♔g6 56.♔f3?** Settles the game as a draw 56.♘g3 was the only chance to see if Black might make a mistake, but now the evaluations drop back to nearly zero **56...g4+ 57.hxg4 ♔g5 58.gxh5 ♔xh5**. A very interesting endgame, I still can't make my mind up if Genius could or could not have won! ½-½

PALM HIARCS12.1 - PC GENIUS 7.2

B05: Alekhine's Defence: 4 Nf3 Bg4

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 ♗g4 5.♗e2 e6 6.0-0 ♗e7 7.c4 ♘b6 8.h3 ♗h5 9.♘c3 0-0 10.exd6 cxd6 11.♗f4 ♘c6 12.d5 ♘b4N 12...exd5 and 12...♗xf3 13.♗xf3 exd5 are both known **13.♘d4 ♗xe2 14.♕xe2 e5 15.♘f5 ♕d7 16.♕e4 g6 17.♘xe7+ ♕xe7 18.♗h6 ♖fe8 19.b3 f5 20.♕e2 ♘a6 21.♖fe1**

♘c5 22.♕d2 ♖ac8 23.♖ab1 ♕f6 24.♘b5 a6 25.♗g5 ♕f8 26.♘c3 f4 27.f3 ♕f5 28.♗h4 ♔g7 29.♖bd1 ♕f8 30.♗f2 ♕e7 31.♗xc5 32.♘e4 ♖c7 33.c5 ♘c8 34.♕f2 ♔g8 35.b4 ♕d8 36.a4 ♖f7 37.b5 axb5 38.axb5 dxc5 39.d6 ♔g7 40.♕xc5 ♘b6 41.♖c1 ♖d7 42.♖a1 ♖f7 43.♖a7
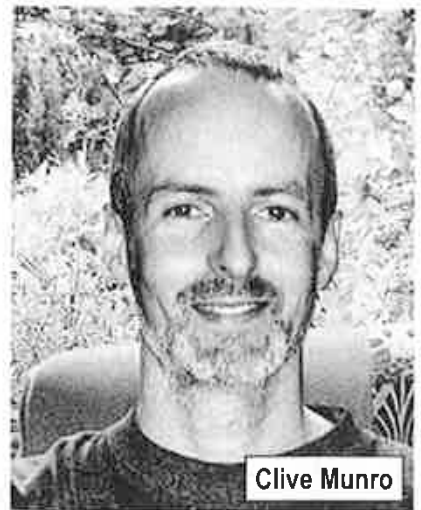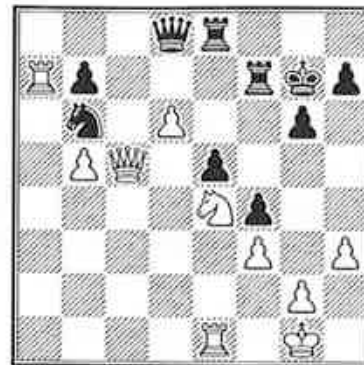
White has built up a fine attack, and Genius suddenly wilts badly under the pressure **43...♘c8??** 43...♖d7 was the best try and might have just held the position **44.♖a8!** **♕d7** Pretty much the only chance **45.b6 ♘xd6 46.♖xe8!** 46.♕xd6?? would be a major mistake as, after 46...♕xd6 47.♘xd6 ♖xa8 48.♘xf7 ♔xf7 49.♖xe5 Black emerges level! 46.♘xd6?! is also inferior, though 46...♖xa8 47.♘xf7 ♔xf7 48.♕xe5 ♖c8 49.♕xf4+ still favours White, but Black would have decent drawing chances **46...♘xe8 47.♕xe5+ ♔h6 48.♕g5+ ♔g7 49.♘c5**

49...♕d4+ *Here Black could have avoided the loss of the ♘/e8 with 49...♕c8, but 50.♖e7! ♔f8 51.♖xf7+ ♔xf7 52.♕d5+ ♔f6 53.♘xb7 and the b-pawn will win material and the game in time* **50.♔h2 ♕f6 51.♕d5 ♕f5 52.♕d4+ ♕f6 53.♖xe8 ♕xd4 54.♘e6+ ♔f6 55.♘xd4 ♖e7 56.♖xe7 ♔xe7 57.♘b3 ♔d6 58.♘a5 ♔c5 59.♘xb7+ ♔xb6 60.♘d8** *and it wasn't long before the White knight was wiping Black's pawns off the board to win easily.* **1-0**

So **Palm Hiarcs** has jumped into an early 2½-½ lead! Here is game 4.

PC GENIUS 7.2 - PALM HIARCS12.1

E12: Queen's Indian: Unusual White 4th moves, 4 a3, 4 Nc3 Bb7 5 a3 and 4 Nc3 Bb7

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 ♗b7 5.♘c3 d5 6.cxd5 exd5 7.♗g5 ♘bd7 8.e3 ♗e7 9.♖c1 *9...c5 Or 9...0-0 10.♗e2 ♘e4 11.♗xe7 ♕xe7 12.0-0 c6* **10.♗b5 0-0 11.0-0 ♕c7N** *11...c4 12.♘e5 ♘xe5 13.dxe5 ♘e4 14.♘xe4 ♗xg5 15.♘d6. Eingorn (2570) − Scherer (2335), Bad Woerishofen 2002, 1-0 in 39 moves* **12.♕c2 c4 13.♗xd7 ♕xd7 14.a4 ♕g4 15.h3 ♕h5 16.b3 ♗a6 17.bxc4 ♗xc4 18.♖fe1 ♖fc8 19.♗h4 ♗a3 20.♖b1 ♘e8 21.♗g5 ♘c7 22.♗f4 ♘e6 23.♗g3 ♗e7 24.♖ec1 f6 25.♘d2 ♗a3 26.♖e1 ♖c6 27.a5 b5 28.♘xb5 ♗xb5 29.♕b3 a6 30.♕xa3 ♖c2 31.♖b2 ♖c6 32.♘f3 ♕e8 33.♕a2 ♕d8 34.♘h4 ♖ac8 35.♕a3 ♖c3 36.♕d6 ♕xd6 37.♗xd6 ♗d3 38.♘f3 ♗b5 39.♗b4 ♖3c6 40.♖d1 ♖c4 41.♖db1 ♖4c6 42.♗e7 ♗d3 43.♖a1 ♗e4 44.♖b6 ♔f7 45.♗b4 h5 46.♘d2 ♗d3 47.♘b3 ♔g6 48.♘c5 ♘xc5 49.dxc5 ♔f7**

White is a passed but blockaded pawn up **50.♖d1 ♗c4 51.♖d4 f5?!** *The wrong pawn as it gives White's ♔ a possible route into*

Black's half of the board. 51...g5 was much better, and if 52.e4!? ♔e6, still resisting **52.♔h2! ♖8c7 53.♔g3 ♔f6 54.h4 ♖e6 55.♔f3 g6 56.g3 ♖c8 57.♔f4 ♖c7**
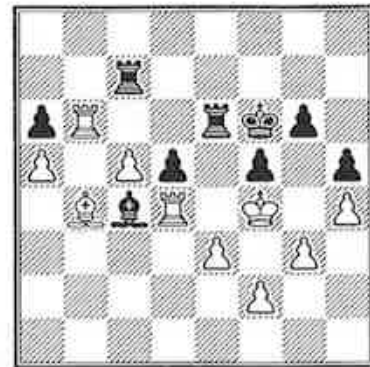
When Clive sent the first 5 games it seemed he'd awarded this one to Genius here. I wasn't sure how Genius could force a breakthrough, but now I do have the rest of the game. Too late for this issue, but PalmH foolishly moved the ♗c4−b5, White won the d5−pawn, then the rooks broke through and won the game. This finish next time! **1-0**

PALM HIARCS12.1 - PC GENIUS 7.2

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d5 9.exd5 ♘xd5 10.♘xe5 ♘xe5 11.♖xe5 c6 12.d4 ♗d6 13.♖e1 ♕h4 14.g3 ♕h3 15.♗e3 ♗g4 16.♕d3 ♖ae8 17.♘d2 ♖e6 18.a4 *It's all well−covered ground in the Marshall Attack so far. Now Black played...* **18...f5** *Which isn't as popular as 18...♕h5 19.axb5 axb5 with 20.♘f1 or ♕f1 next* **19.axb5** *Here 19.♕f1! is considered best, then 19...♕h5 20.f4 bxa4 21.♖xa4 (not 21.♗xd5?! cxd5 22.♕g2 ♖fe8 23.♕xd5 ♔h8 24.♗f2 ♖xe1+ 25.♖xe1 ♖xe1+ 26.♗xe1 ♕e8 27.♗f2 which is frowned upon because 27...h6 probably gives Black the draw). So 21...♖b8 22.♗xd5 is best known with an advantage to White It is not clear what is best for Black after the move played, 19.axb5. Theory suggests it should be 19...f4 or axb5, but neither gets much enthusiasm from players of the Black side it seems!* **19...f4?!** *Or 19...axb5 20.♗xd5 cxd5 21.♕xb5 f4 22.♗xf4 ♗xf4 23.♖xe6 ♗xe6 24.gxf4 ♕g4+ 25.♔h1 ♕xf4 26.♕e2±* **20.♗xf4 ♗xf4 21.♖xe6 ♗xe6 22.bxa6 ♗xd2 23.♕xd2** *Here 23...♘c7 is supposed to be best, but Black needs to know what he's doing as White's attack is very*

dangerous **23...♘f4 24.♗xe6+ ♕xe6 25.♕e3**

We now leave theory all together – the two engines may of course already be out of book, I don't know. White is supposed to have a 'probably winning' attack **25...♕xe3 26.fxe3 ♘d5 27.e4 ♘f6 28.a7?!** *28.b4! ♖a8 29.d5 cxd5 30.b5 was clinical and destructive, almost game over!* **28...♖a8 29.e5 ♘d5 30.h3?!** *Somewhat negative and surprising. 30.c4! ♘b6 31.b3 should still be winning, but now Hiarcs cannot afford any further hesitancy* **30...♔f7 31.♔f2 ♔e7 32.♖a6 ♔d7 33.c4 ♘e7 34.d5?** *From hesitancy Hiarcs suddenly goes to over–eagerness?! The White king isn't close enough yet to enable this advance, and the Black king is well placed to stop it. Having started to centralise the king it looks best to continue that now it is close to supporting the pawns. So 34.♔e3 looks right* **34...cxd5 35.cxd5**

We have the diagram here because there will now be 2 game defining mistakes! **35...♘c8?** *35...♘xd5 was best, and after 36.♖d6+ ♔e7 37.♖xd5 ♖xa7. Possibly White should still win this, but these R+P endgames are notoriously demanding. However White now misses its chance to press home the win* **36.e6+?** *36.♔e3! ♔c7 37.♔d4 ♔b7 (if 37...♘xa7 38.♔c5 ♔b7 39.♖b6+ ♔c8 40.d6! will win) 38.♖a3 ♘xa7 39.♖b3+.*

Now if the king goes to c7 it will be 40.d6+ and 1–0, or if 39...♔c8 40.♔e4 ♔d8 41.♖a3! whic is also winning **36...♔e7!**

The win has gone! Clive rightly played this one on for quite a few more moves to make absolutely sure, but it's a theoretical draw barring a bad mistake somewhere, which doesn't happen! **37.♖c6 ♘xa7 38.♖c7+ ♔f6 39.g4 ♘b5 40.♖f7+ ♔e5 41.♖xg7 ♔xd5 42.e7 h6 43.g5 hxg5 44.♖xg5+ ♔c6 45.h4 ♘c7 46.h5 ♖h8 47.b4 ♔d6 48.♔f3 ♘e6 49.♖a5 ♔xe7 50.♔e4 ♘g7 51.♖a7+ ♔f6 52.♖a6+ ♘e6 53.♖a5 ♖b8 54.b5 ♘c7 55.h6 ♘xb5 56.♖a6+ ♔f7 57.♔f4 ♘c3 58.♔g4 ♖b4+ 59.♔h5 ♖b5+ 60.♔g4 ♔g8 61.♖a7 ♘e4 62.♖g7+ ♔h8 63.♖f7 ♘d6 64.♖a7 ♘f5 65.♔g5 ♘e7+ 66.♔f6 ♘g8+ 67.♔f7 ♘xh6+ 68.♔g6 ♖b6+ 69.♔g5 ♔g8 70.♔f4 ½-½**

That's all for now in this match, which currently has **Palm Hiarcs12.1** narrowly ahead of **PC Genius7.2** by **3-2**. The chess has been very interesting, both sides have played their part with some entertaining chess which has produced quite a few tense and tricky moments.

	1	2	3	4	5	6	7	8	9	10	Tot
PalmHiarcs 12.1	1	½	1	0	½						**3**
PC Genius 7.2	0	½	0	1	½						**2**

At this point I feel that either side could have scored an extra ½-point. Hiarcs was maybe lucky in game 2 to get the draw - that needs more analysis - but then it was on top with good chances in game 5.

Whatever, it's the results that count, Hiarcs is one ahead with 5 to play. But you feel it's not over yet. We will finish the match in our next issue....

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. *Ktulu9* and *Onno* are new commercial engines.

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	3052
2	NAUM 4	2988
3	RYBKA 2.3.2A	2965
4	DEEP FRITZ 11	2939
5	RYBKA 2.2N	2936
6	RYBKA 1.2F	2928
7	FRITZ 11	2917
8	SHREDDER WM (BONN) EDITION	2912
9	NAUM 3/3.1	2892
10	SHREDDER 11	2888
11	THINKER 5.4DI	2883
12=	FRUIT 2.4 BETAA	2876
12=	CYCLONE 3.4	2876
14	DEEP SJENG WC2008	2869
15	TOGA II 1.4 BETA5C	2863
16=	CYCLONE 2.0	2861
16=	GRAPEFRUIT 1.0	2861
18	HIARCS 12	2860
19	DEEP SJENG 3.0	2848
20	HIARCS PADERBORN 2007	2839
21	HIARCS 11.1/11.2	2836
22	ZAPPA MEXICO 2	2832
23=	FRITZ 10	2822
23=	BRIGHT 0.4A	2822
25	NAUM 2.2	2820
26	ZAPPA MEXICO I	2818
27	ONNO 1.0.0	2814
28	LOOP 10.32F	2812
29	GLAURUNG 2.2	2811
30	SHREDDER 10/10.1	2807
31	FRUIT 2.3.1	2797
32	KTULU 9	2789
33	ZAP! ZANZIBAR	2788
34	GLAURUNG 2.1	2785
35	FRITZ 9	2779
36	SPIKE 1.2 TURIN	2772
37	HIARCS 10	2765
38	JUNIOR 10/10.1	2763
39	SMARTHINK 1.10 MOSCOW	2759
40	KTULU 8.0	2756
41	SHREDDER 9/9.1	2750
42	TWISTED LOGIC 20090105	2736

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	NAUM 4	3032
3	RYBKA 2.3.2A	3023
4	RYBKA 2.2N	2989
5	RYBKA 1.2F	2975
6	NAUM 3/3.1	2966
7	FRITZ 11	2960
8	THINKER 5.4C INERT	2949
9	GRAPEFRUIT 1.0 INERT	2940
10	SHREDDER 11	2938
11	CYCLONE 3.4	2927
12	DEEP SJENG WC2008	2926
13	CYCLONE 2.2	2919
14	ONNO 1.0	2918
15	HIARCS 12/12.1	2917
16	DEEP SJENG 3.0	2913
17	ZAPPA MEXICO 2	2911
18	TOGA II 1.4 BETA 5C	2907
19	HIARCS PADERBORN 2007	2899
20	NAUM 2.2	2895
21	HIARCS 11.1/11.2	2893
22	ZAPPA MEXICO	2889
23	STOCKFISH 1.3.1	2886
24=	FRITZ 10	2885
24=	FRUIT 2.3.1	2885
26	LOOP 13.6	2883
27	ZAP! ZANZIBAR	2882
28	BRIGHT 0.4A	2875
29	KTULU 9	2874
30	SHREDDER 10/10.1	2873
31	GLAURUNG 2.1	2869
32	GLAURUNG 2.2	2867
33	LOOP 12.32	2858
34	SPIKE 1.2 TURIN	2850
35	JUNIOR 10/10.1	2843
36	FRITZ 9	2842
37	HIARCS 10	2836
38	SHREDDER 9/9.1	2823
39=	SMARTHINK 1.10 MOSCOW	2816
39=	TWISTED LOGIC 20080620	2816
41	KTULU 8	2806
42	CHESS TIGER 2007.1	2803

DEDICATED *CHESS COMPUTER* RATINGS

Tasc R30-1995	2340	Novag EmldClassic+Zircon2	1954	SciSys Turbostar 432	1758
Mephisto London 68030	2303	Mephisto Milano	1952	Mephisto MM2	1757
Tasc R30-1993	2302	Mephsto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2294	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1746
Mephisto London Pro 68020	2268	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1733
Mephisto Portorose 68030	2261	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2250	Novag SuperForte+Expert B/6	1926	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1729
Meph Lyon+Vanc 68020/20	2240	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2240	Kasparov Maestro D/10 module	1920	Novag Super Nova	1702
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2222	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1685
Mephisto Atlanta+Magellan	2219	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1904	SciSys Superstar 36K	1667
Kasparov SPARC/20	2208	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2188	Kasparov Maestro C/8 module	1891	Conchess/2	1656
Novag Star Diamond/Sapphire	2179	Meph Supermondial2+College	1887	Novag Quattro	1651
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1887	Novag Constellation/3.6	1648
Mephisto Vancouver 68020/12	2158	Novag Super Forte+Expert A/6	1885	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2152	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1636
Mephisto Portorose 68020	2138	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1881	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2125	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1865	Novag Constellation/2	1592
Mephisto Vancouver 68000	2110	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1591
Mephisto Berlin 68000	2109	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1591
Mephisto Lyon 68000	2109	Kasparov TurboKing2	1856	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2105	Novag Expert/6	1855	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2100	Kasparov AdvTrainer+Capella	1848	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2084	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1841	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1832	Novag Mentor16+Amigo	1496
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1831	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Elite+Designer 2100	1831	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Fidelity Chesster	1831	Mephisto 3	1479
Novag Citrine	2030	Novag Forte B	1830	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2029	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2023	Mephisto Rebell	1825	GGM+Morphy module	1472
Mephisto MM6+ExplorerPro	2021	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1472
Kasparov Challenger+Cougar	2021	Novag Forte A	1820	Mephisto 2	1470
Kasparov Cosmos+Expert	2021	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Mephisto Almeria 68000	2018	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Novag Scorpio+Diablo	2005	Kasparov TurboKing1	1805	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1990	Conchess/6	1802	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1984	Mephisto Supermondial1	1801	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1980	Excalibur Grandmaster	1796	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1280
Mephisto Nigel Short	1975	SciSys Turbo Kasparov/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian	1968	Novag Expert/4	1791	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1962	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1962	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1961	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1958	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1954	Fidelity Elegance	1765	Boris2.5	1060