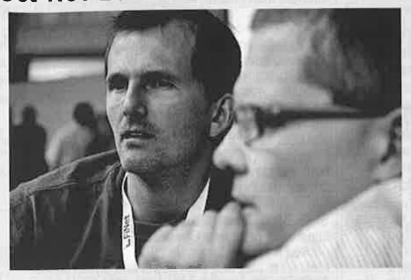
SELECTIVE SEARCH 144 THE COMPUTER CHESS MAGAZINE!

Est. 1985 Oct-Nov 2009



Pressure! WHAT pressure?!

Vasik Rajlich (Rybka)

and Stefan Meyer-Kahlen (Shredder)

watch their programs playing in a vital game!

More inside...

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Editor: Eric Hallsworth £3.95

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

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

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

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

Further info/photos are on my website and in Countrywide's colour CATALOGUE, available free if you ring or write to the address/phone no. shown on the front page. Postage: portable £6, table-top £7.50, software £2.

SPECIAL SUBSCRIBER'S OFFER: 5% OFF all DEDICATED COMPUTERS on this page and 5% OFF all SOFTWARE prices shown here.

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

PORTABLE COMPUTERS [por]

ADVANCED TRAVEL £36.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £56.95 - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess, est'd 130 ECF

NEW YORK de luxe touch chess £75 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only, est'd 125 BCF

EXPERT £95 - top value! 41/2"x41/2" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

TABLE-TOP PRESS SENSORY [DS]

where you see ** the price includes the adaptor!

EXPLORER PRO £69.95** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries, with info display and 170 ECF program

CHALLENGER £64.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £145** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

CARNELIAN 2 £79.95 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

OBSIDIAN £125 - 170 ECF with a nice carry case! Good looking Novag board with decent wood pieces. Plays good chess and has an excellent range of features and levels, info display etc

TABLE-TOP AUTO SENSORY [as]

CITRINE £229** - New 180 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

GRANDMASTER £189 - big 2" green/white squares, 4" king! 20" x 20" vinyl tournament size board, with large good quality felted plastic pieces. Auto-sensory surface, the Grandmaster looks great on the table! 150 ECF. Displays at both ends of the board - one with full info the other with clock times and move info.

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

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FRITZ 11 dvd £39.95 - by Franz Morsch. 80 Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!

DEEP FRITZ 11 £79.95 for single/dual/multi PCs HIARCS 12 dvd £36.95 - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always DEEP HIARCS 12 £75 for dual, multi & single PCs!

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

DEEP SHREDDER 11 £75 - for single/dual/multi PCs. JUNIOR 10 £35 - the ChessBase version of the 2004 World Champion program by Ban & Bushinsky. DEEP JUNIOR 10 £65 - for single/dual/multi PCs

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

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

RYBKA 3 for PC on dvd

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

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

SP Rybka3 £39.95, MP Deep Rybka3 £79.95

Convekta's AQUARIUM version in new Chess Assistant interface, again with full features.

"SP single Rybka3 £42.95. MP Deep Rybka3 £79.95

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £110

The best Games Database system, with the top features. 3.9+ million games, players encyclopaedia, multimedia presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection updates and much more! MEGA version 10 £265









NEWS AND RESULTS

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

Welcome to another new issue of **Selective Search...** no. 144. If your sub. is due for renewal, **please** subscribe again! There will definitely be 6 more issues of the magazine!

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

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

CHESS: NEWS SECTION

FRITZ 12 due in OCTOBER!

The next upgrade, to **Fritz 12**, of the always popular *ChessBase* engine is due out within a week or so of this magazine issue reaching readers. Obviously there will be a full report next time!

All of the operations within Fritz12, and its new completely redesigned ergonomic

interface, will run faster than ever. It should be easier and clearer to use in every way, with faster and more visible access to most functions.

The new database, with faster searching through the player list, will contain 1.5 million games, and there will be 12 hours of video teaching and lessons from Kasparov, Shirov, Kramnik, Anand and Kasimdzhanov who analyse GM games, discuss new opening theory and brilliant middle game combinations.

The usual free 12 month Premium Membershipsubscription to Playchess.com is in there as always.

Fritz12's new opening book is by Alex Kure, and the strength of the playing engine... well, no-one is saying as yet, except it's "even stronger". So we'll have to wait and see! There's still no mention either as to whether it is single processor only or available in SP and MP versions - if you remember Deep Fritz11 came out 3 or 4 months after the SP Fritz11!







Above left - Fritz 12, a 3D screenshot, and right - the Fritz 12 box

WinBoard X-Board 4.4 and JAWS

You will have read a little about WinBoard in *SelSearch* from time to time, because our UCI/WinBoard expert **Chris Goulden** mentions it occasionally in his articles.

While the *ChessBase* interfaces basically 'only' run their own engines and UCI engines, the WinBoard, Arena and Shredder interfaces run UCI and WinBoard, but not the *Chess-Base* engines!

Of course Chris has shown us how to get WinBoard engines up and running in *Chess-Base* but I think it is right to say that these still run slightly better in one of the other environments, whilst the Shredder interface suggests you use UCI wherever possible.

Anyway WinBoard/XBoard is a useful alternative for UCI and, especially, WinBoard engines as long as you don't want to use Fritz & Co. The reason I mention it here is that there is a new (4.4) version out, and a 4.4 JAWS version. My subscribers who are visually impaired in any way might well know that JAWS is a screen reader, so WinBoard 4.4 JAWS is especially for them!

It reads out loud the information that is in the display. It can be controlled completely from the keyboard, and is equipped with a Special Menu to have JAWS recite the position of pieces on the board, the last move played etc., and also has accelerator keys to activate the Menu items.

You need to get a connection to the Internet and go to...

www.open-aurec.com/wbforum

From there navigate to the WinBoard 4.4

downloads and click on...

Install WinBoard 4.4 for JAWS

The file is just over 1MB but the download includes the Fruit2.1 optional demo chess engine!

To learn about JAWS itself you need...

 www.freedomscientific.com/products/fs and navigate to the JAWS page.

One of my readers, John Gallagher, comes into the category of JAWS users, and does a lot of work helping Blind Chess players, and he rang to tell me that WinBoard 4.4 JAWS works with it perfectly! Incedentally John is a subscriber and reads every issue of *SelSearch* using a screenreader with the pdf files which I put onto a CD for him!

LONDON CHESS CLASSIC: major UK tournament coming soon...













Before the London event will be the **Tal Memorial** in Moscow, 5-14th November, where Anand, Aronian, Carlsen, Kramnik, Leko, Ivanchuk, Gelfand, Morozevich, Svidler & Ponomariov are all taking part in a 10 player all-play-all. Very tasty!

But of even more interest to us of course is the LONDON CHESS CLASSIC which will take place at the Olympia Conference Centre, 8-15th December 2009.

The 8 players in this all-play-all are World no.3 Magnus Carlsen (only 18 years old, currently being trained by Gary Kasparov! and surely destined to be a future World Champion), ex World Champ Vladimir Kramnik, the exciting Hikaru Nakamura from the USA, China's new 2692 Elo talent Hua Ni, and then 4 Brits! Michael Adams, the very much back to form Nigel Short who's rating has recently passed Adams', the very likeable Luke McShane who sadly doesn't appear in tournaments very often now, but was something of a chess prodigy and who still plays regular high level Club chess abroad. and finally the new **British** Champion, with a terrific score of 9 out of 11. another 18 year old, David Howell.

It's a star-studded field and all of the players are combative, so it promises to be a very exciting event!

If you're in, or can get to London, you can watch the games of course, and there will be plenty of other tournaments & rapidplays, an every night evening blitz, plus coaching and other events taking place over the same period, all in the Auditorium. There's plenty of seating and of course a giant Screen displaying the moves of all the main tournament games, and a <u>GM Commentary Room</u> where Julian Hodgson, Joanathan Rowson, Malcolm Pein and others will discuss the games in progress and answer questions!

- Mon 7/Dec will be the Opening Ceremony and a Blindfold Display.
- Tue-Thu 8-10/Dec: Rounds 1, 2 and 3 starting at 2pm...
- Fri 11/Dec: Rest Day
- Sat-Mon 12-14/Dec: Rounds 4, 5 and 6, again

starting at 2pm

Tue 15/Dec: Final round 7 starting at 12noon.

Tickets are £10 a day (or £50 for all 7 rounds), and children are free (!). You can already purchase these NOW by ringing the CHESS shop on **020 7388 2404**.

New HIARCS products!

The welcome new **Palm Hiarcs 12.1** was announced in issue 141 with a brief review, and every indication that it is much stronger than the 9.6/9.7 version. In fact it is currently playing in Clive Munro's re-match especially to get a direct comparison score with the PH9.6 result against Genius7.2 on a Pentium166, and the second half of this match is covered elsewhere in this issue.

But a couple more matches/results are now to hand. Firstly, and still in progress:

Palm Hiarcs12.1 v Revelation Rybka2.2 9-2

Also a small 'Pocket Championship' was organised, and the result of that also went Hiarcs' way...

	MARKET NAME	ENGINE USED	/14
1	HIARCS CHESS PRO FOR PALM	HIARCS 12.1Q	81/2
2	SCIDPOCKET 1.3 POCKETPC	Toga II 1.2.1a	61/2
3	CEBOARD 2.0 POCKETPC	FRUIT 2.3.1	6

We've covered some of the successful exploits of **Pocket Fritz 3** in recent issues, but in the last few weeks **Pocket Fritz 4** has been playing in the **Mercosur Cup!** As readers will know PF3 was based on **Hiarcs 12**, and now PF4 is based on **Hiarcs 13**!

Having thought that Pocket Fritz 3 had really excelled in the Mercosur Cup last year, scoring a fairly amazing 8/10 for a 2690 Elo grading, this year's performance defies a suitable 'amazing, marvellous, astonishing' description as it has scored 9½/10 for an incredible 2938 Elo grade! It was 3 full points clear of the 2nd placed players. Last year Rob van Son was rejoicing that he could go on his holidays with "a GM in my pocket"... next time round he can take a

SuperGM with him! Mercosur games - a couple of very interesting ones, and a couple of very quick PF4 wins, plus full details, in our next issue.

There is no date for the PC release of Hiarcs 13 just yet, either as a UCI version available direct from Mark, or as a *Chess-Base* version available from me, but I will of course keep you all posted on that news!

But *ChessBase* have just agreed with Mark the necessary details to bring **Pocket Fritz 4** out sometime during October!

Just a Pocket Fritz 4 is about to come out, **Pocket Fritz 3** has appeared on the well known SSDF rating list! With them it has a 2749 Elo rating and is "the strongest non-PC entrant so far".

Here are its scores on a 624MHz Ipaq:

•	PF3 v ZapZanzibar/1200	8-12
	PF3 v Gandalf6/1200	2-3
	PF3 v Fruit2.3.1/400	131/2-61/2
	PF3 v Revelation Rybka	10-2
•	PF3 v Nimzo8/450	18-2
•	PF3 v PF3+Glaurung2	13-7
	PF3 v PF2	1/2-11/2
	PF3 v Palm Hiarcs9	18-2

The early score PF3 v PF2 is likely to change of course... as a matter of interest PF3 is showing at a staggering 240 Elo above PF2, though it should be said that there is a 624/400MHz advantage to the new program which will help a little. It will be very interesting to see what Pocket Fritz 4 can achieve!

Finally **Hiarcs** is now available for the **iPhone** and **iPod Touch**. Of course it is the strongest program available for both of these, but also has lower level settings and coach move warning etc. for beginners through to hobby strength users. It can also analyse games, save/load/e-mail games, and comes with a 1 million move opening book!

You can buy and download it from the **Apple App Store**, and it is pretty cheap at around £10 I believe. If you want more information you can read about it here:

www.hiarcs.com/iHiarcsChess.htm

A quote on the Internet says: "This is big time, Hiarcs is the strongest mobile chess engine there is!" and all the reviews on the Hiarcs chess forum are also very positive indeed.

A RUMOUR - M CHESS?!

I mention elsewhere in the magazine how nice it would be to see a new version of the popular **Junior** engine - there was hearsay earlier in the year that a UCI and non-ChessBase version might be coming out, but that's all gone very quiet again. However a UCI Junior has played in a couple of tournaments, including the World Championship, recently, so maybe it is still a possibility.

There's now a rumour that Marty Hirsch might be working again on M Chess with the intention of bringing a multi-processor and maybe even 64-bit version out. I don't know any more than that, but it would be nice if it happens!

Incidentally I have zip versions of M Chess 5 and Chess Genius 3, both of which are DOS programs but are running fine under WinXP on my machines. I'm conscious that my SelSearch renewal offer of Hiarcs 7 is getting a bit old in the tooth, so I might change it to a CD with both of these on in the near future! They are very different: Genius is quiet and careful, M Chess is wild and dangerous, and sometimes a bit over the top!

CHESS: RESULTS SECTION

Frank HOLT

Frank has just completed a TEST using various RYBKA versions, a double round all-play-all @ G/30mins.

	Engine	/8
1	RYBKA 3 DEFAULT	61/2
2	RYBKA 3 HUMAN	4
3=	R YBKA 3 960 R YBKA 3 DYNAMIC	31/2
5	К ҮВКА 2.3.2A	21/2

An easy win for the **R3Default** engine scoring 5-0=3, while the Human setting came 2nd despite drawing all 8 games!

In Frank's second set of results he played the various Deep Rybka3 versions against various other top engines. Rather strangely **R3 Human** did best this time, and Rybka 3 Default didn't do so well!

The Rybka scores:

	Rybka 3 Human	71/2/8
*	Rybka 3 960	6
	Rybka 3 Dynamic	6
	Rybka 3 Default	5

The Opposition scores:

•	Deep Hiarcs 12	3/8
	Deep Fritz 11	2
	Deep Shredder 11	2
	Bright 0.4a3 MP	1/2

Only **Hiarcs** got a draw against **R3Human** which won all it's other games! **Bright** obviously struggled and just got a single draw, and that against the default Rybka 3.

Frank also sent me another of his mate positions that gives computers a hard time - he's good at finding these!

You'd think even a mate in 12 would be a doddle for today's PC speeds and high quality programs! Try this one out, White to play and m/12. Unless you've got really fast 4-core or 8-core hardware, be prepared to leave it on all night! Before they find it the search will show that they've gone way past depth 23, as if there is no mate... typically 1.Bb3 0.00



UCI Engines League

I've been showing **Gerhard Sonnabend**'s rating list recently, but his website and listing has changed somewhat this month. However I did find the website of the *UCI Engines Ligue (UEL)* so here's their list instead!

The website is in French, but I've worked out that it shows only FREE and freely available UCI (not WinBoard) engines, and just the BEST version from each programmer. Noting also that there's no sign of Toga or Cyclone, I think it only shows original engines and not those which have been built on someone else's code! I noticed Glaurung is missing but that StockFish is included - the latter is based on Glaurung but I believe the programmers are now collaborating, so only StockFish gets shown!

UCI ENGINES LEAGUE LIST

Pos	ENGINE	ELO
1	STOCKFISH 1.4	2804
2	К ҮВКА 2.2N2	2788
3	BRIGHT 0.4A	2690
4	FRUIT 2.3.1	2679
5	SPIKE 1.2 TURIN	2658
6	DELFI 5.4	2609
7	Twisted Logic 20080620	2595
8	Naum 2	2594
9	ALARIC 707	2582
10	Вооот 4.15.0	2568
11	CoLossus 2008B	2559
12	CYRANO 0.6.B17	2557
13	WILDCAT 8	2544
14	BISON 9.8	2540
15	SLOWCHESS BLITZ WV2.1	2538
16	Pharaon 3.5.1	2538
17	Ruffian 1.0.5	2524
18	LIST 5.12	2509
19	Movei 0.08.438	2505
20	HAMSTERS 0.7.1	2504
21	ARISTARCH 4.50	2500
22	ALFIL 8.1.1	2494
23	CRITTER 0.40	2481
24	AMYAN 1.61	2472



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4 WORLD CLASS PLAYERS FACE THE
4 HIGHEST RATED ENGLISH GRANDMASTERS

Further Information at www.londonchessclassic.com and in next month's CHESS

18th. Thueringer Tourny, 2009

We've looked briefly at the Thuringer Tournament in our last 2 issues, and showed the dramatic Hiarcs-Jonny and decisive Rybka-Zappa games.

This was the tournament with a (very big) difference as the actual computer hardware used by each entrant had to be present at the tournament, and no remote access allowed, so 40-core machines were all but impossible.

Zappa's fact 8-core In 3.66GHz PC was the fastest thing present, which helped it to its win, while Rybka, which is usually on the fastest hardware wherever it goes, played lowly Dual2Core 2.4GHz Lapton (like the one I try to do the analysis on!).

Most entries were on 4-core (anything from 2.4GHz Fruit. (Junior. Spike, Glaurung, Sjeng) up to 3.8/4GHz (Cyclone, Hiarcs, Shredder. Thinker). Others on | To retake with one of the 2-core like Rybka, were Fritz, | pawns - if so, which one? -Naum, Loop, Jonny and Bright.

Here are 4 more games, all well worth playing through!

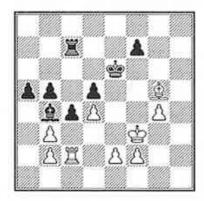
First we look at an amateur program that gets quite a lot of coverage in Chris Goulden's pages, playing against an old favourite for which many of us would like to see an upgrade, as much as anything because of its attacking, innovative style.

THINKER 5.4D - DEEP JUNIOR

From round 1.

1.2f3 2f6 2.g3 d5 3.kg2 c6 4.0-0 gg4 5.d4 bd7 6.c4 e6 7.曾b3 曾b6 8.h3 拿xf3

9.\$xf3 h6 10.\(\mathbb{Z}\)d1 \(\mathbb{W}\)xb3 11.axb3 &b4 12.公c3 空e7 13.h4 a5 14.鼻f4 b6 15.罩dc1 18.cxd5 2xd5 19.2xd5+ exd5 20.hxg5 hxg5 21.\(\mathre{2}\)g4 置c7 22.置c2 包f6 23. \$f5 包h5 24. **空**g2 **空**f6 25.g4 **②**g7 26. 单d3 包e6 27. 图h1 空e7 28.单f5 空d6 29.罩h5 c5 32. **Qxg5 c4 33.** 全f3 b5



As we start our game analy-Grapefruit, sis Junior is about to be asked an interesting question 34.bxc4

or the rook?!

34...bxc4 keeps the position more closed: 35.臭d2 罩b7 White is still a pawn up, but it will be very hard to break through. This is probably drawn with best play; 34...dxc4 opens the position and results in more passed pawns. But 35.e4 a4 36.\$f4 \(\Begin{aligned}
\Begin{aligned}
\Begin{alig equal, though of course the position requires much more care to keep it that way

35.\mathbb{H}xc4 dxc4

If 35...bxc4 36. \(\frac{1}{2}\)c1 a4 37.e3 Now 37...f5 seems better than the more cautious f6, and after $38.gxf5 + \Phi xf5$ it has to be 39. \(\preceq e2. \) White still has the extra pawn, and bishops are same colour. Even so a draw remains the most likely outcome

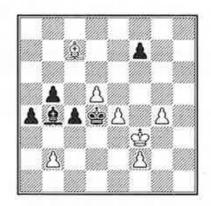
36.e4 a4 37.d5+ **♣e5**?!

the Black king successfully monitoring the White pawns and keeping the draw safe 38.身f4+!

Forcing Black to retreat or make a major commitment of the king into White's territory

38...**⊈**d4

No choice. If 38... **☆***f6?!* 39.g5+ (39.e5+ ₾e7 40.₾e4 might also lead to a win, I'm not 100% sure) 39... \$\dot{9}e7 40. de2 dd7 41. de3 c3 42.bxc3 \&xc3. It looks tense... which program will get close to queening first? The computers reckon that White wins: 43. 色d3 息b2 It is worth noting that Junior was showing itself +0.12here. Thinker wont show evals during a game so I don't know what it had 39.单c7



39...c3?

And indeed a draw it could have been with 39...a3! 40.bxa3 &xa3 41.d6 ₾d3 42.e5 c3 43.d7 &e7 44.e6 (but definitely NOT 44.d8\\ + I think 41... 也b3 gives Black a small chance of saving the game: 42.e5 a3 43.e6 fxe6 44.d7 a2 45.兔e5 兔e7, but with 46.也e2 I believe White still wins

42.d7 鼻e7

Junior was showing itself just -0.39 here, but I think that probably the game is now lost 43.皇d6! 皇d8 44.皇xa3 b4 45.皇c1 空c2 46.皇f4 空d3 47.e5 b3 48.皇c1 空c2 49.皇a3 空b1?

To be consistent with its last 2 moves it might as well have tried 49...b2 50. 兔xb2 查xb2, but White would be winning with 51. 查e4 查c3 52.f4 50. 查e4 查a2 51. 兔c1 查a1 52.兔e3 查a2 53.兔d4 查a3 54.f4 查a4 55.f5 1-0

As Zappa won the tournament we should have a look at another of its games!

ZappaMexico II - Deep Fritz 11

From round 3. Opening C95

1.e4 e5 2.ᡚf3 ᡚc6 3.Ձb5 a6 4.Ձa4 ᡚf6 5.0-0 Ձe7 6.፰e1 b5 7.Ձb3 d6 8.c3 0-0 9.h3 ᡚb8 10.d4 ᡚbd7 11.ᡚbd2 Ձb7 12.Ձc2 c5 13.ᡚf1 cxd4 14.cxd4 exd4 15.ᡚxd4 g6

There were quite a few games in this tournament where the computers stay in their Books beyond anything in the GM Databases. There's nothing beyond here in my Big

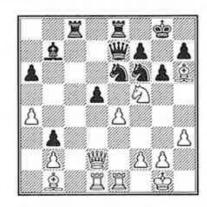
Database, but Zappa, Fritz and Hiarcs would all be in book for another couple of moves each

16.a4 b4 17.包g3 罩e8N 18.臭h6 包c5 19.營d2



19...置c8?!

19...d5 is equal, then I'd expect 20.e5 (20. \(\text{\Delta} \) df5 b3
21. \(\text{\Delta} \) xe7+ \(\text{\Exe} \) is also level)
20... \(\text{\Delta} \) fe4 21. \(\text{\Text{\Text{\Delta}} e3 \) \(\text{\Delta} \) c8
20.\(\text{\Delta} \) adf5!
With White now having a rook on d1 this move has become much more danger—ous for Black than it was in the line shown above
21...\(\text{\Delta} \) b3 22.\(\text{\Delta} \) b1 \(\text{\Delta} \) 6
23.\(\text{\Delta} \) xe7+\(\text{\Text{\Delta} xe7 24.\(\text{\Delta} \) f5!



24...**₩d8**

As this seems to be best, I conclude that Black is already in trouble once White finds the next move after a short think. Not 24...gxf5? as 25.exf5 wins the knight: 25... 全h8 (25... 公d8?? 26.營g5+ m/2) 26.fxe6 fxe6 27.營g5+25.營e3! 宮c7?!



This looks like another mistake, which Zappa is quick to take advantage of. It's not clear what Black was trying to do, and better was to move with a threat of its own, e.g. 25... \$ c6 and now 26. 幽g3 勾h5 27. 幽f3 d4. Even now White can play 28. ②xd4 ②xd4 29. №e3 but there's a neat response in 29...�f5 which keeps Black in the game with some chances, though White is certainly ahead 26.e5! 勾d7 27.勾d6 罩e7

28.2xb7 Exb7 29.Exd5
White emerges from the tactics a pawn ahead and it has the 2 bishops, with the one on h6 looking particularly menacing

29... 豐e8 30. 邑d6 邑c7?!
Why does Fritz want to keep putting its rook back on c7?
30... 白ec5 at least saves the b3 pawn, at least for now
31. 豐xb3 白dc5 32. 豐a3 a5
33. 皇a2 白g7 34. 皇g5 邑ed7
35. 皇d2! 邑c8

If Black tries to save the pawn: 35... \$\mathrev{\mathred{B}}a8?! 36.\mathred{\mathred{Q}}d5\$
\$\alpha b7 37.e6 \mathred{\mathred{B}}xd6 \mathred{\mathred{B}}xd6\$
\$40.\mathred{\mathred{B}}xa8 \mathred{\mathred{B}}a7 \mathred{41}.\mathred{\mathred{Q}}d5+ then White will soon be 3 pawns ahead anyway and must win. Also 35... \$\mathred{\mathred{D}}b7?! fails as 36.e6! \$\mathred{\mathred{D}}xd6 \mathred{\mathred{G}}7.exf7+ \$\mathred{\mathred{D}}xf7 \mathred{\mathred{B}}38.\mathred{\mathred{B}}xe8+ \$\mathred{\mathred{D}}xe8 \mathred{\mathred{B}}9.\mathred{\mathred{B}}xa5 \mathred{\mathred{B}}s \mathred{\mathred{G}}\$
\$36.\mathred{\mathred{G}}xa5 \$\mathred{\mathred{B}}a7 \mathred{\mathred{G}}?!

36.2xa5 Za7 37.e6?! Here I believe that the immediate 37.b4 was better, then 37... a4 38. a4 a4 and 39. ab3 is winning 37... acxe6 38.b4

A move late but still best and still winning

38... 世e7 39. 罩ed1 世g5 40. **皇**b6 罩e7 41. a5 世b5 42. 世b2 罩ee8 43. 罩6d5 世a4 44. 世b3 世xb3?!

Exchanging queens when material down is, as here, not usually best, but even after 44... 對c6 White has 45.b5 對a8 46.單d7 and must win 45.皇xb3 1-0

In the next game that I have chosen we see that Junior can still play a bit when there's tactics around!

DEEP FRITZ 11 - DEEP JUNIOR

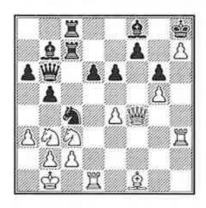
From round 6

1.e4 c5 2.包f3 d6 3.d4 cxd4
4.包xd4 包f6 5.包c3 a6 6.皇g5
e6 7.f4 皇e7 8.營f3 營c7
9.0-0-0 包bd7 10.g4 b5
11.皇xf6 包xf6 12.皇g2 皇b7
13.g5 包d7 14.a3 0-0 15.h4
国ac8 16.查b1 包b6 17.h5
包c4 18.區h3 營a5 19.營g3
區c7 20.h6 g6 21.包b3 營b6
22.f5 區fc8 23.fxg6 hxg6



The game looks evenly balanced. Of course Black has & for 句, and they've castled opposite sides in this Sicilian Najdorf, but now 24. 幽f4 would earn an = symbol as both sides would

have possibilities **24.h**7+?!



26...包xb2!

This capture works whereas in the alternative line begin—ning 24. \(\forall f4\) above, after 27...\(\forall xb2\) then 28.\(\overline{A}xf7\) would be possible and give White an edge

A sacrifice that diverts Black from playing &xc3+
If 32. 如b1 &xc3 33. 图xc3
图xc3 is an easy 0-1
32... 图xb5 33. 如b1 图xc3
34. 图xc3 图e5 35. ②d4 图xd4
36. 图xd4 &xd4 37. 图c7 &xe4
0-1

Having had the rare opportunity to give a defeat suffered by Rybka in our last issue, I must remind readers that to come 2nd. on a dual core machine was no mean feat. So here is its win over Sjeng,



which was on a 4 core

Rybka 3 - Deep Sjeng

From round 9. Opening: B42

1.e4 c5 2.包f3 e6 3.d4 cxd4
4.包xd4 a6 5.兔d3 兔c5 6.包b3
兔e7 7.豐g4 g6 8.豐e2 d6
9.0-0 包d7 10.包c3 包e5 11.f4
A popular move in the latest
computer books, the human
databases show 11.a4
11...包xd3 12.cxd3 包f6 13.e5
包d7

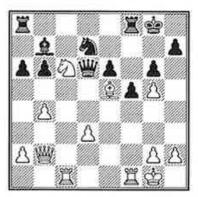
13... □d5 is the 'computer book' move here, I'm not sure if Sjeng was out of its book or trying something new on purpose

14.exd6 營b6+ 15.皇e3 營xd6 16.呂ac1 0-0 17.�a5 皇d8 18.�e4 營b8?!

18... 当e7 looks better to avoid the position becoming cramped on the queenside 19.b4! f5 20.包g5 当d6 21.当b2 b6 22.包c6!?

This is bold play, 22. 4 c4 was the alternative

22...\$\\$\frac{1}{2}\$ d4 \$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$\\$25.\$\\$\\$\\$\\$\\$\\$\\$\\$



Readers will be getting used to the fact that the diagrams are put in place where something is about to happen!

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I'd prefer 25... ①xe5 26. 營xe5 營xe5 27. ②xe5, and now with 27... 呂ac8 Black should be perfectly okay. White's ② is strong and a nuisance on e5, but Black's pawns are better 26. ②e7+ ②f7 27. ②f4 營e4 28. 呂fd1

The pressure on Sjeng is building almost move by move, but there's no alarms yet — as long as Black keeps finding the best moves! I'll try and show you some of the mistakes it avoids!

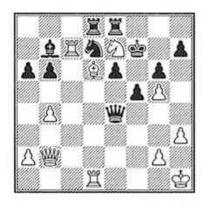
28...**里ad8**

Not 28... \\ \Bigsig fd8? 29. \Bigsig c7 \\ \Bigsig xf4 \\ 30. \Bigsig xb7 \\ \Bigsig \)

29. 2d6 營e3+ **30. 2ph1 営fe8**If 30... 營xg5?! 31. 邑c7! 營g4
32. 邑e1 **2e4** 33. **2c6**! ±

31.罩c7 營e4

Not 31... &a8?! 32. Exd7!
This threatens 图f6+ mate, so 32... &xg2+ 33. Axg2 图xg5+ is forced, but 34. &g3 Exd7
35. Axf5 exf5 36. Exd7+ and here White has a bishop for 2 pawns, so can equalise down as well as win another pawn 32.h3

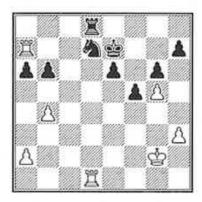


So far so good, Sjeng has put up a very accurate defence despite every effort of Rybka to unhinge it!

32... **営xe**7

Right again, this is better than 32... 兔d5?! 33. 公xd5 exd5 34. 營b3 營e3 — the only move with a chance here in fact! 35. 呂d3 營e1+36. 內h2 呂e5 37. 營a4 內e8 38. 營c6 呂e6 39. 呂c8! 呂xd6 40. 呂xd8+ 內xd8 41. 營xd6 營e5+42. 營xe5 公xe5 43. 呂xd5+. Phew, I need to learn to play a simpler game, that was mind boggling. Anyway we emerge at a won endgame for White

33.奧xe7 營xg2+ 34.營xg2 敻xg2+ 35.查xg2 查xe7 36.呂a7!



Games are sometimes won or lost on the smallest of issues. Without this single pawn—winning move at the end of the complications, which the Rybka evaluation suggests that it had seen for some time in advance, White might not have been able to win this game at all!

At first I thought Rybka was wrong — one of my over—inflated moments — and that Sjeng had a final chance to save the game with the neat 37... \(\Delta c5\), but had missed it. In part I felt it deserved a draw after its great defence under severe attack. But on analysing deeper in fact I found that 38.\(\Delta a7 + \Delta d7 \)
39.\(\Delta dxd7 + \Delta xd7 40.a4 sees White safely home



38.罩a7 e4 39.a4 e3 40.罩d6 空e7

It's too late for 40...f4 to save the day, 41. 查f1 covers the pawns and now 41... 查e7 42. 罩d3 查e8 43. 罩d4 and if 43...f3 44. 罩e4+ wins 41. 罩xb6 罩a8?!

Exchanging rooks was a bad idea, but the game was now lost anyway

42.罩xa8 ②xb6 43.罩a7+ 垫d6 44.垫f3 1-0

Thueringer was a great tournament, and my thanks go to Timo Klaustermeyer again.

Timo is one of the event's organisers as well as the Zappa operator, and he provided me with all of the games as well as the hardware details and links to some photos taken during the tournament. A fine win for him with Zappa as well, but also a very good result for Rybka on lowly d2c hardware!

Pos	Engine	/9
1	ZAPPA	71/2
2	Rувка	7
3=	SHREDDER, SPIKE	6
5	SJENG	5
6=	HIARCS, CYCLONE NAUM, FRITZ, THINKER	41/2
11=	JUNIOR, BRIGHT, FRUIT	4
14=	GRAPEFRUIT, LOOP	31/2
16	GLAURUNG	3
17=	STOCKFISH, JONNY	21/2

CLIVE MUNRO: PALM HIARCS V CHESS GENIUS/PENT166 PC #2

<u>LAST TIME</u>: in *SelSearch134*, on pages 20-24, we had 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 was Hiarcs on a Palm Zire 21 running at 126MHz, and GENIUS on a Pentium/166 PC. In the match Hiarcs at one stage was $3\frac{1}{2}$ - $2\frac{1}{2}$ ahead, but Genius finally ran out the winner by $5\frac{1}{2}$ - $4\frac{1}{2}$.

After upgrading to Palm HIARCS 12 Clive was keen to replay the match as a pure test of the engine's improvement. On a PC Hiarcs12 itself is over 100 Elo better than Hiarcs9, so if that improvement was duplicated on the Palm Zire21, we thought Palm Hiarcs 12 might be able to overcome the PC's big 4x speed disadvantage and just get the win.

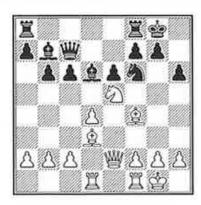
We showed the first 5 games last time (SelSearch143). Game 6 was a quick 24 move draw, so as we come to game 7 it's...

	1	2	3	4	5	6	7	8	9	10	Tot
PalmHiarcs 12.1	1	1/2	1	0	1/2	1/2					31/2
PC Genius 7.2	0	1/2	0	1	1/2	1/2					21/2

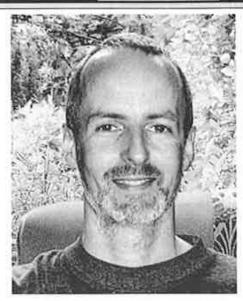
Palm Hiarcs 12.1 - PC Genius 7.2

Game 7. B17: Caro-Kann: Modern Line (4...Nd7)

1.e4 c6 2.d4 d5 3.වc3 dxe4 4.වxe4 වd7 5.වg5 වgf6 6.\$d3 e6 7.ව1f3 \$d6 8.e2 h6 9.වe4 වxe4 10.xe4 වf6 11.e2 b6 12.වe5 \$b7 13.0-0 ሤc7 14.\$f4 0-0 15.፰ad1



We are still in theory, and both 15... \mathbb{\pi}ad8 and 15... \mathbb{\pi}fd8 are recommended here

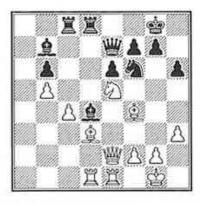


Clive Munro

15... 第ac8N 16. 第fe1 c5 17.dxc5 单xc5

17...增xc5? would be a big mistake because of 18.包d7! The knight can be taken 18...包xd7, but then 19.鱼xd6+— when, of course, the bishop can't be taken because of 鱼h7+ followed by 互x增!

18.a3 **&d6** 19.c4 **当fd8** 20.h3 **&c5** 21.b4 **&d4** 22.**由**2 23.**由**2 23.**由**2 23.**由**2 24.axb4 **24**.axb4 **25**.b5



The c4-\(\tria\) is now backward, and perhaps Black has a slight advantage... better make that HAD a small advantage, after its next move...

25... **幽c5**?

Missing a tactic. 25... 全c3 was best, and after 26. 至f1 曾c5. Note that here 27. 包xf7 is not recommended because 27... 空xf7 can be played and wins the knight

26. ②xf7 含xf7??

The only chance was 26... 奠xf2+27. 豐xf2 豐xf2+28. 查xf2 查xf7. Now material is equal and White's advantage is a positional one 'only' because of its powerful bishops and Black's pawn weaknesses, but the game would still need winning

27. 對xe6+!

This wasn't possible in the line just given as the \mathbb{H} was on f1 instead of e1

27...查f8 28.皇g6

Threatening \mathbb{\mathbb{H}}f7 mate

28... Id7 29. Le5 Ld5 30.cxd5



When Genius played 29...\$\d200d5 one assumed the idea was to retake now with 30...\$\d200dxe5 and although it is material down after 31.\d200dxe5, \d200de e7 would still offer some sort of a defence

30...\$xf2+??

Now the game is lost

31.南h1 營e7

The resulting queen exchange of course is good for White, but this is unfortunately the only defence to stop the even worse \(\preceq\)xf6 gxf6 Qxf6+ and an easy win

32.\\xe7+\\xe7 33.d6\\xe6?!

33... 型d7 was better, but still insufficient after 34. 型f1 单c5 35. 单f5!

White is a full bishop up, and Black could have resigned here

38... 皇f2 39. 皇c7 皇d4 40. 皇d6+ 堂g8 41. 堂h2 皇f2 42. g4 皇h4 43. 堂g2 皇d8 44. 堂f3 皇f6 45. 皇c7 皇d4 46. 堂e4 皇c5 47. 堂d5 h5 48. gxh5 堂f8 49. 皇d6+ 皇xd6 50. 堂xd6 堂g8 51. 堂c6 堂f8 52. 堂xb6 堂e7 53. 堂c7 堂f6 54. b6 堂g5 55. b7 堂f4 56. b8豐

56... 查g3 57. 營f8 查g2 58. 營xg7 查g3 59.h6 查h2 60.h7 查g2 61.h8 營 查g3 62. 營d4 查g2 63. 營d2+ 查g3 64. 營hc3+ 查h4 65. 營f4# **1-0**

Whereas game 6 was a very short draw, in

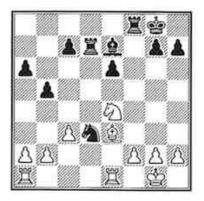
fact pretty much drawn out of Opening Book, game 8 was a very lengthy 139 move affair, but also ending up drawn.

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

Palm Hiarcs 12.1 - PC Genius 7.2

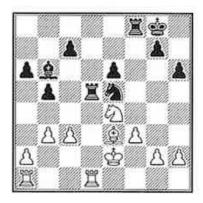
Game 9. C83: Open Ruy Lopez: 9 c3 Be7

1.e4 e5 2.包f3 包c6 3.臯b5 a6 4.臯a4 包f6 5.0-0 包xe4 6.d4 b5 7.臯b3 d5 8.dxe5 臯e6 9.臯e3 臯e7 10.c3 0-0 11.包bd2 閏d7 12.罝e1 罝ad8 13.臯c2 臯f5 14.包xe4 臯xe4 15.臯xe4 dxe4 16.豐xd7 罝xd7 17.e6 fxe6 18.包d2 包e5 19.包xe4 包d3



We are still in theory and this position has proved a tricky choice now for White. In fact even our Hiarcs book hasn't settled on which is the best move! The candidates are: Ξ e2, Ξ ed1, and Ξ eb1. Of these Ξ e2 has been played most often and has a decent record so gets my vote

20.閏ed1 閏d5 21.b3 包e5 22.皇g5 皇a3 23.f3 皇c5+ 24.蛰f1 皇b6 25.空e2 h6 26.皇e3



26...\(\mathbb{L}\)xe3?!

I'm not sure that the exchange isn't a mistake,

it brings the endgame closer but centralises White's king for it in readiness.

26... 當fd8 27. 彙d2 中f7± looks slightly better 27. 中xe3 當fd8 28. 萬xd5 萬xd5 29.a4 a5 30.axb5 萬xb5 31. 包d2 包c6 32. 萬a4 中f8 33. 萬c4 包e7 34. 中d3 c6 35. 萬a4 萬h5 36.g4 萬xh2 37. 萬xa5 包g6 38. 萬a8+ 中f7 39. 萬a7+ 包e7 40. 包c4

I think White could have started a queenside pawn advance with 40.b4!? here

40... ช่า f6 41. Ød6 g5 42. Øe4+ ช่า f7 43. ช่า d4 ጀከ3 44. ช่อ3 ช่า f8 45.c4



45...當h2?!

≅h1 gave the rook more scope to be a nuisance

46.9 f2

46.②c5! was strong, and if the likely 46...e5 then 47.②d7+ 空f7 48.②xe5+ finally winning a pawn and beginning to look like getting a win

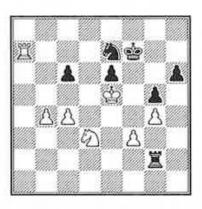
White has been finding it difficult to make progress, and with 47...h5!? Black would add to that problem! 48.位c5 (48.gxh5?? would be a terrible blunder: 48...位f5+ 49.位e4 程e2#!) 48...hxg4 49.位xe6+位e8 50.位xg5 g3! and the growing threat of this passed pawn just about makes up for Black being a pawn down

48. 空e4 罩g2?

Why does Genius keep shuffling this rook from g1 to g2 to g1 etc?! Moving it to f1, d1, or b1 would have been far more useful 49.单e5! 单f7 50.b4!



Palm Hiarcs screen



Black goes temporarily a pawn up, but now has a lost game

55. ②d6+ 蛰f8 56. 蛰xe6 罩e3+ 57. 蛰d7 ②d5? Presumably not seeing the check and knight fork, which is a bit surprising. 57... 蛰g7 would have put up stiffer resistance

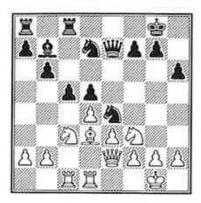
and Black's king can't do anything to stop the b-pawn queening 1-0

So **PalmH12** is **6-3** up and has won the match, but the last game is quite interesting so it's included to round everything off nicely!

PC Genius 7.2 - Palm Hiarcs 12.1

Game 10. D58: Queens Gambit Declined, Tartakower Defence.

1.d4 包f6 2.c4 e6 3.包f3 d5 4.皇g5 皇e7 5.包c3 h6 6.皇h4 0-0 7.e3 b6 8.皇d3 皇b7 9.0-0 包bd7 10.豐e2 c5 11.置fd1 包e4 12.皇xe7 豐xe7 13.cxd5 exd5 14.置ac1 置fc8



We've been in theory to here, but this is quite rare

15.**鼻a**6

This interested me. We have this as our only move in the Hiarcs book, but it is marked? to stop Hiarcs playing it, so one of our team workers (not me that I can remember!) has found something they're not keen on.

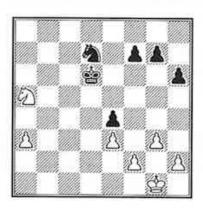
But what would be better? 15.h3 or 15.\dot\dot\beta b1 perhaps, but nothing looks that pleasing

24... 營h5 25.h4 營e5=

25. 包d4 營e8 26.b4 営d7 27.營c6 包f6 28.a3 營d8 29.營c2 a5?!

This allows a pawn exchange which will suit White, as we shall see. Probably the quiet g6 was better, the game has draw written all over it

30.bxa5 bxa5 31.營c6 罩d5 32.營c8 營f8 33.營xf8+ 查xf8 34.罩c8+ 查e7 35.罩a8 包d7 36.罩xa5 罩xa5 37.包c6+ 查d6 38.包xa5



So, is the passed pawn on the a-file enough to win?!

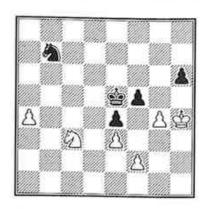
38...包c5 39.g4 垫d5 40.垫g2 g6 41.h4! g5 42.垫g3 gxh4+ 43.垫xh4 垫d6?!

43... ②d3 looks much better, pretty well forcing 44. 查g3, and now 44... ②c5 forces White to try something else to avoid repetition, such as 45.f4 exf3 46. 查xf3 when 46... 查e5 might still get Black the draw

44. Øc4+! ውd5 45. Øb6+ ውc6 46. Øc8 ውd7 47. Øa7 ውe6 48. Øb5 ውe5 49. Øc3 Ød3 50. ውg3

50.a4! was sharper and good here, but White should still be winning

50...อิc5 51.a4 อิb7 52.อิh4 f5?!



This looks a bit desperate!

56. ชh5 ปี a5 57. ชh4 ปี c4 58. ปี b5 ช่f6 59. ช่g3 ช่e5 60. ช่g4 ปี a5 61. ปี d4 ช่d5?!

As this lets Black to close in on the \(\Delta \) on e4 I think \(\Delta \)c4 might have been better. Probably Black can't save the game anyway, but it's always important to make it as difficult as possible!

62.堂f4 包c4 63.包e2 包b2 64.包c3+ 堂c4 65.包xe4 [65.a5!] 65...包xa4 66.包f6 堂c5 67.堂f5 堂d6 68.e4 堂e7 69.f4 堂f7 70.包d5 包c5 71.e5 堂e8?

71... De6 was a last chance to delay the end or try and confuse the issue. Now it's over 72.e6! 1-0

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

Well, we got it exactly right for once, the final score is just what we expected, providing excellent confirmation of just how good the Palm Hiarcs 12 is!

THE 2009 WORLD CHESS COMPUTER CHAMPIONSHIPS A PICTORIAL REPORT WITH GAMES!

There is a difficulty in doing a report like this when (1) the results are already known to most readers, (2) one program won everything, (3) it led from start to finish in each event, and (4) we can all guess who it is!

Rybka, of course!

We have also already discussed the difference of opinion that exists between those who have and then, understandably, want to use Cluster systems, and those who don't have them and don't want them to be allowed.

Of course a 48-core Cluster is a very expensive piece of kit, and some programmers simply can't afford them - indeed we still see 4-core and even 2-core machines at some events, but even an expensive but 'standard' 8-core machine is well out-powered by a Cluster!

Nevertheless those who have access to a Cluster and have done the extra programming to enable their engine to run on a Cluster want their program to be fully represented and able to play at its very best. So it's "the even playing field" v "the best chess possible" that's under discussion.

Wisely, I think, ICCA chief, David Levy decided to cater for both parties this year by proposing an 8-core limit for the 'official' World Championship and World Speed Championship, but a 'no hardware limit' for the Olympiad Computer Chess Open tournament!

10 engines played in the main WCCC event. The Equinox team struggled with time even in this, so didn't enter the **Speed** event, and a Spanish program called Danasah took its place, the other 9 entries being the same, although Junior dropped out as well, see later. In the **Open Olympiad** event just 6 of the programs played.

The consequence of this was that **Rybka** won <u>3 titles</u> instead of 2, losing only 1 game throughout (on time after a PC problem in the Speed chess, in a clearly won position)!

In addition it won the game, in my opinion, of this or any other Computer tournament, in

the Olympiad Open, and against Shredder. We checked this out last time, and it's worth another look - here is the position where it gets very interesting!

Both programs have been showing 0.00.

RYBKA - SHREDDER



14.罩e4!?

Rybka expects Shredder to now play \(\frac{1}{2}\)d6 and whilst thinking in its opponent's time, appears to plan 15.\(\frac{1}{2}\)e1 showing 0.00 and offering a draw if Shredder wants to repeat the position.

Shredder is also expecting this to happen! But suddenly Rybka shows something different in its display... 15.\mathbb{\mathbb{Z}}h4!? the start of an attack that looks, well, perhaps slightly premature?!

14...增d6 15.**罩h**4

Rybka still shows 0.00 playing this – I expect we've all seen this happen even with our own 1–2–4–8–core machines. It means Rybka has found something, it's sure it's okay, but it hasn't fully completed the calculations for a definitive evaluation, so plays the move showing the old evaluation... in this case it's still the 0.00

The other thing we've all seen is Rybka's evaluation jumping by +1.00 or even more, whilst Fritz-Hiarcs-Naum-Shredder-Zappa are unwavering that nothing much has changed at all! Rybka has found something the others don't yet see! It is simply excellent at spotting small positional mistakes, or opportunities for itself well before the others,

and a sign of this is usually that it starts to respond quite quickly for the next 2 or 3 moves, very sure of itself.

This happens here: for the next 3 moves Shredder thinks for a long time, plays just what Rybka expects, and Rybka responds immediately! It's evaluation also jumps to +1.72!

I would invite my readers to look again at the position after \$\mathbb{E}\$h4 and see if they can honestly say that they can see how "White's won this", which is what Rybka is saying! We've all pored over the game for Shredder and the only possible improvement we've found is 15...h6, maybe. So it seems with 15.\mathbb{E}\$h4 that Rybka might already have a won game, and knows it, and knows already how to implement it!

15... 쌀e5?!

The queen is moving around a lot. Perhaps 15...h6 was better!? I wonder what Rybka had prepared for this?!

16.Bxh6? gxh6 17.Rg4+ Ng5 18.h4 f5 is beginning to look good for Black 16.Bc4 Qe5 is okay for Black 16.Qh5!? maybe?

16. \$d2 f5 17. 罩e1 營f6



18.營h3 營g6 19.夕d5!!

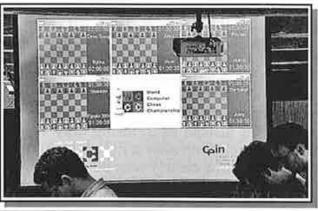
The start of a marvellous combination 19...c6 20.\(\mathbb{A} \text{xe6}! \)

Leaving 3 pieces en pris!

20... 對xe6 21. 包f4 對xa2 22. 異xh7! cxb5

Black removes the defender to the deadly looking 23. Wb1+ with which Shredder, now that 23... £f1 isn't available, threatens mate. And it is still also a rook and pawn ahead! The only thing favouring Rybka, apparently, is its evaluation!





23.g3!

Most would play \(\mathbb{B}h8+ \) and try to recover some material

23...當f6

Looks to be best. If 23...b6 24. 图h8+ 空f7 25. 學xf5++-

24.皇c3! 查f7 25.營h4 營a1+ 26.查g2 營a6 27.皇xf6 營xf6 28.營h5+

28... 空e7 29. 包d5+ wins the queen. A genu-inely marvellous game by Rybka 1-0

I have tried really hard to get hold of the **Olympiad** and **Speed** games. I'd have especially liked to see the rest of the OLYMPIAD OPEN games, to see if there was another at all like the one above, though apart from Shredder and Sjeng (the latter also on a large cluster for the Open) the other opposition was not all that strong.

The **Final Table** tells the tale of the **Olympiad Open**, Rybka won all its games, Shredder lost to Rybka but won all its other games, Sjeng lost to the top two but won its other 3 games.

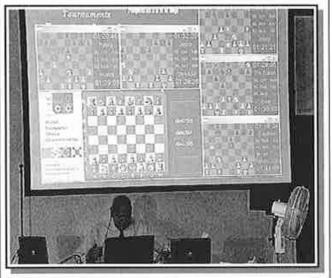
	Olympiad ODEN	/5
	Olympiad OPEN	75
1	Rybka	5
2	Shredder	4
3	SJENG	3
4	PANDIX	1½
5	JOKER	1
6	Equinox	1/2

Before we leave Cluster issues (photo of Rybka's opposite), Hiarcs' Mark Uniacke tells me that Rybka and Sjeng aim to run on 96-core Clusters in the next big tournament, the Open Dutch in late October.

As far as the SPEED event was concerned, **Rybka** started off with a loss to **Jonny** - how often that program has caused an upset in WCCC events! Rybka's operator - again **Hans van der Zijden** of Rubik cube fame - says the setting of G/2 was wrong because of the Internet time delays. So it was already short of time when its screen showed "Xb2xd4" having played Bb2xd4 on the previous move! Hans took the move back and Rybka then played a normal move - in a









clearly winning position - but the time had dropped to '0' so Jonny luckily got the full point. Rybka won all its other Speed games.

Junior had also started out in the Speed chess, but Amir Ban found himself much too slow using the mouse and, after 3 defeats mostly down to him, he withdrew!

Here is the Final Table from the World Speed Championship:

	WORLD SPEED CHAMPS	/8
1	Rувка	7
2	SHREDDER	61/2
3=	JONNY SJENG	5½
5	HIARCS	5
6	PANDIX	31/2
7	THE BARON	2
8	Danasah	1
9	Joker	0

I'm going to hop back a bit now, so that the photographs will make more sense!

The Olympiad and World Championship events were all held in **Pamplona**, **Spain**.

At the Reception speeches the players received a warm welcome, and their Hotel, a historic building, was of a high standard. Also the daily press took an interest, including publishing some of the games!

The 'benefit' of having the daily and local press turned out to be a bit double-edged... quite a few of the participants (you might have gathered this from last year's photos) do like a drink, and the editor of the local paper was offended by the amount of alcohol on the tables and refused to print any photos!

On a brighter note the local Mayor was an improvement on those one often sees, and she along with Jaap van den Herik gave the welcoming speeches before the tournament.

She was also photographed making the first move, d2-d4, for Rybka in the opening game against Sjeng. Much to everyone's amusement she had to make the opening move 3 different times in order to satisfy all the assembled photographers, at which point the Sjeng operator, Johan de Koning, claimed a draw by 3-fold repetition! The draw was









refused and, in reality, it was round 7 before Rybka's 1-0 run came to an end with a draw!

This year the team that prepared **Rybka** consisted of main programmer **Vasik Rajlich**, of course, plus Lukas Cimiotti again who has created, built and continually develops the many-Core Cluster, designing it to play the highest possible level of chess.

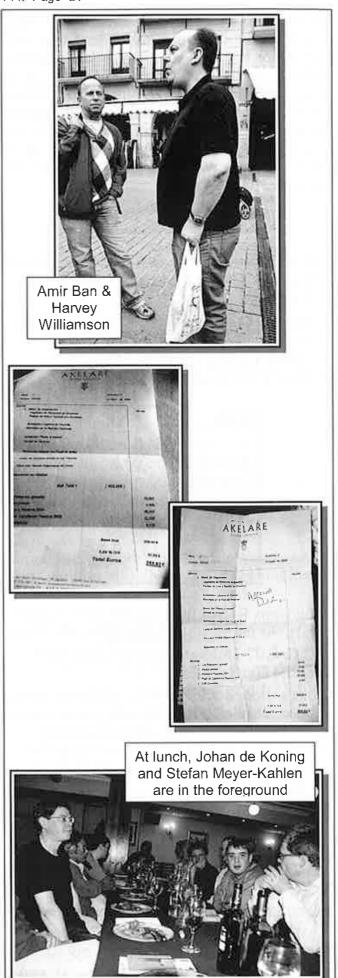
The opening book this time was done by Nick Carlin who combined Jeroen Noomen's well-known book with his own ideas, then added computer-automated statistical work produced from many human and computer databases. This is the modern method used by most book developers who let the program work out what is ! (to be played) and what is ? (not to be played), narrowing the book considerably from the package we get commercially, to try and ensure their program only plays lines that come out of preparation at least equal. They all aim for the same!

Finally of course was **Hans van der Zijden** who was Rybka's main operator again for all the events... he had a very busy time!

Amongst the photographs you will see the gathered dignitaries before the opening speeches, the Pamplona mayor, some shots of the games in progress and display screens analysing during the games. Also the operators at mealtime and the like, and photos from the day trip around Estella and Pamplona. These included a Church which was literally in the middle of nowhere (and Harvey and Johan had forgotten their coats and the fact that it sometimes does rain in Spain). They are quite beautiful places with some superb scenery, other Churches, a Citadel and a spectacular chaotic Castle. Pamplona is also a bull fighting centre.

Finally amongst the photographs you will see an astonishing bill for a meal for three! This was Harvey who went out with Amir Ban and his girlfriend to a 3-star Hotel. Not having Hans with them they were lacking for helpful Spanish interpretation - at least that was their excuse for the bungle! A second photo shows the same bill with David levy's 'passed' endorsement of it, so I'm not sure who paid for the meal in the end!

I want to include a couple of games, so must leave the leisure time coverage. I mentioned that Rybka went 6-0 before finally Shredder



got a draw with it round 7. Then Hiarcs drew with it in round 8, but Rybka's lead was such that Junior had to beat it in the last round to dethrone it and become Champion. "It is easier to throw a 9 darter", suggested Hans, but in the event Junior put up a good struggle and appeared to miss getting a draw only due to using a high contempt factor setting in its effort to get the win. That game next time, for this issue, from round 1...

RYBKA - DEEP SJENG

1.d4 d5 2.c4 c6 3.\Df3 \Df6 4.\Dc3 a6 5.e3 b5 6.c5 g6 7.\Df2 d3 \Df3 8.e4 dxe4 9.\Dxe4 \Df3 g4 10.\Df3 xf6+

A change as the Rybka Noomens' book plays 10.a4



Sjeng stops Rybka from castling (if 15.皇d2? 營xb2). So far this looks quite good for Black 15.全f1 勾d7 16.bxa6 勾xc5 17.營a3 罩fb8

Rybka's piece activity is non-existent, partly tied down to defending the a+b pawns, and the \triangle fl blocks one rook. But I can't help remembering it's Rybka and looking at that pawn on a6!

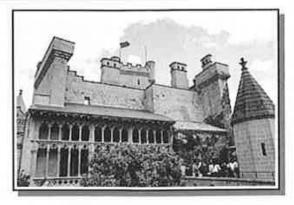
19...\$d4 20.h4!

Rybka is going to sac' a pawn to free the rook

20... 包e4 21. 国h3 皇xf2 22. 皇d3 皇a7 23.b3 包c3 24. 国c2 皇d4 25. 空e1 皇g7 26. 皇c4 包d5 27. 皇e3 e6

Rybka had expected Sjeng to exchange with 27... ②xe3 28. \(\text{Zxe3} = \text{here} \)

28.g4 \Bbb8 29.\Ba2 f5













This will give Sjeng connected central passed pawns to go with its extra pawn, but the Rybka evaluation rose from 0.00 to 0.20 when it saw it!

30.gxf5 gxf5

Not 30...exf5?! 31.a7! 罩b7 32.罩a6± **31.垫f1 垫f7 32.೬f2 ೬e5 33.罩d3 单d6** 33...**೬**c7 is better as on c7 the piece is protected





35.b4!

An astonishing move!

35...\(\partia\)xb4

The sacrifice must be accepted. If 35...h6 or anything similar then 36.b5! cxb5 37.\(\delta\)xd5 exd5 38.\(\delta\)xd5 \(\delta\)e6 39.\(\delta\)xb5 winning

36.罩a4 **≜e7 37.罩b3 包c7?!**

38.罩b7 勾d5 39.垫g2 勾c3

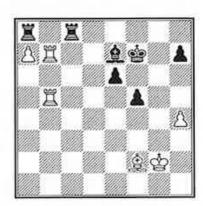
There doesn't seem to be much Black can do even when White chooses to improve its position quite slowly. If 39...h5 40.\(\hat{2}\)xd5

cxd5 41.\done{2}e3 threatening 42.\done{2}g5! because Black's bishop is pinned

40.\a5!

The \(\text{\text{de6}} \) is also pinned, so White threatens \(\text{\text{\text{X}}} \) \(\text{\text{S}} \)!

40... 2b5 41. &xb5 cxb5 42. 里axb5



Amazingly Black is still a pawn up, but the game must be Rybka's

42... \medic 2 43. \medic 5!

You can do these outrageous things when you have a pawn on the 7th which your opponent has to try and contain

43... 匿a2 44. 臣cc7 臣e8 45. 臣b8 e5 46. 臣xe8 查xe8 47. 臣c8+ 查f7 48. a8 暨 邑xa8 49. 邑xa8 1-0

Junior had a good Main Tournament and this next game reminds us of its combinative abilities when it sees half a chance!

JUNIOR - HIARCS

1.e4 c5 2.\$\Delta\$f3 d6 3.d4 cxd4 4.\$\Delta\$xd4 \$\Delta\$f6 5.\$\Delta\$c3 a6 6.h3 e6 7.g4 b5 8.\$\Delta\$g2 \$\Delta\$b7 9.0-0

This hasn't been seen so often. White usually plays 9.a3 to stop b4, or the more aggressive 9.g5

9... 2 fd7 10.f4 b4

Hiarcs plays this out of Book. Despite the outcome of this game it seems okay to me. Known is 10...心c6 11.兔e3 罩c8 (or 11...兔e7) 12.心xc6 罩xc6=

11.9 ce2 9 c5 12.2e3?!

I prefer 12.位g3 as it protects the e4 pawn and builds up some pressure on the kingside



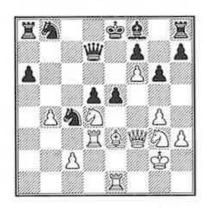
Junior has recovered one pawn but doesn't seem as yet to have enough compensation for the other one

18... **公b2 19.** 豐f3! 豐d7 20.f6!?

Typically aggressive Junior play. Up to here the Hiarcs eval had been showing itself at around +0.35, but after an early jump on seeing this move it started to drop ply by play until it played its next move showing only +0.10

20...g6 21.置e1! 包c4

This is no time for 21...\(\hat{2}\)xb4 even if it does win a pawn and fork the rooks! White just plays 22.\(\hat{2}\)d2, and if 22...\(\hat{2}\)xd2 23.Rxe5+! wins, so Black has to play 22...\(\hat{2}\)d6 and now 23.\(\hat{2}\)b3 followed by \(\hat{2}\)xd5 is good for White 22.\(\hat{2}\)d3



22... **凹b7?!**

I think the best defence was 22... **...**







From the top:

Rybka (Hans van der Zijden) v **Junior** (Amir Ban)

Shredder (Stefan Meyer-Kahlen) v **Joker Sjeng** (Johan de Koning) v **Hiarcs** (Harvey) <u>Below</u>: Group Prize-winners photo



23. Ødf5!

Hiarcs had not expected this and the previous 0.08 evaluations drops to -1.54. Refusing the sacrifice with 23... 全xb4 leaves White still able to play 24. 至xd5 and now 24... ②xe3+25. 至xe3 0-0 (only choice) 26. ②h6+ 查h8 27. 至b3!+—

23...gxf5 24.置xd5 營c6?!

24...包c6 was the only other try, but after 25.包xf5 国d8 26.包g7+ 奠xg7 27.fxg7 国g8 28.国c5 is pretty good for White, though there's still a bit of work to do

25. 2xf5 2d7 26. 2c5 2c8 27. 2ed1

Hiarcs very nearly got away with it here as Junior had 27. 公d4? on screen for quite a long time. If it had played this then 27... 學xf6 and Black actually has the advantage: 28. 公f5 全xc5 29.bxc5 公xc5 30. 至d4 0-0 31. 至xc4. This leaves White a pawn down in fact, but with drawing chances.

However the move Junior did play, after 6 minutes, wins, and the Hiarcs eval drops to -2.01 in recognition of its problems

28. 兔xf8 罩xf8 29. 夕g7+ 含d8 30. 罩xd7+ was also winning 30... 含c8 31. 營xc6 罩xc6 32. 分f5

28...\$xc5

28... ②b2 29. **\$\mathref{L}\$**xf8 **\$\mathref{L}\$**xd1 30. **\$\mathref{L}\$**e7 **\$\mathref{L}\$**e3+ (anything else and 31. ②d6+ leads to mate) 31. ②xe3 **\$\mathref{L}\$**xf6 32. **\$\mathref{L}\$**xf6 **\mathref{L}\$**xf6 33. **\$\mathref{L}\$**xe5+ wins

29.bxc5 罩g8 30.空h2 豐xf6 31.豐xc4 罩g5 32.豐e4

	WORLD 2009 CHAMPIONSHIP	/9
1	Rувка	8
2=	SHREDDER, JUNIOR, SJENG	61/2
5	HIARCS	6
6	JONNY	41/2
7	THE BARON	3
8	Equinox	2
9	PANDIX	11/2
10	Joker	1/2

Like most issues, I start thinking 'where am I going to get some material for this one?!'... and end them running out of space. A couple more of the games next time hopefully!





At the Prizegiving ceremony:

Top Hans van der Zijden
Then Hans, Amir Ban and Stefan
M-K, all in their funny hats!
Right the Shannon Trophy for the WCC
Champion
Below the Open
Event Prize
winners





CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

As Thinker5.4a had won Division 1, Chris entered it an Glaurung2.2 into a Pro-Am with Bright, Cyclone, Junior10, Fruit, Spike and others. Thinker5.4c came 1st. with Glaurung 2nd!

In Division 3 we rejoiced that Wildcat8 came top, which gave us an excuse to print our favourite photograph again. It and 2nd placed Colossus were both promoted to division 2. Surprisingly Jonny dropped out of division 3 altogether, this after being in Chris's lists for many years and having occasional but notable past success in some games against top programs in major tournaments.

Finally Chris ran a 'Thinker Test' to try and establish just how good it is, and it came 2= with Hiarcs12.1, behind Rybka2.32, but well ahead of Toga!

Date: Thu, 06 Aug 2009 19:43:50 +0100

From: Chris Goulden To: Eric Hallsworth

<eric@elhchess.demon.co.uk>
Subject: Division Scores

Hi Eric

Please find enclosed the report and supporting CBV files and spreadsheets from Divisions 1 & 2.

There were one or two surprises including a shift in power relating to the pecking order of recent engines: it looks like Scorpio and Spike have had their day in the top four slots due to new or improved engines coming through.

Please note that I will be out of circulation relating to chess engine testing after tonight for six working days as I am going in to hospital tomorrow.

Nothing major, but I will not be allowed to do any IT related work while convalescing. I will still be on time with my Division 3 and the ProAm testing for the following issue though!



Now for the report:

Hello again everybody. In <u>Division 1</u> **Thinker** made it two titles in a row - but only just, because of the last round scores.

I had sent Eric the scores with 2 rounds to go and showing 1= Glaurung and Bright with 11½, then 3rd Thinker with 11, and the nearest to these was Delphi on 8½

But Glaurung drew with Boot in round 17 and then failed to beat Delfi with White, again only drawing. Meanwhile Bright lost in round 17 to Scorpio, so its last round win against Twisted Logic wasn't enough. But Thinker beat Delfi and then the subsequently relegated Alfil.

As it happens Thinker would have won anyway with a last round draw via the 'more wins' rule, as it had tied the head to head with Glaurung with 2 draws.

The recently promoted Bugchess was quickly relegated along with Alfil, but the performance of the tournament must be credited to **Bright 0.4a** for tying for 2nd. place with **Glaurung**.

Scorpio and Spike, who used to regularly get the 3rd and 4th spot, have now fallen to mid table, and it may not be all that long before they are fighting for survival in this division.

DIVISION 1

Pos	Engine	/18
1	THINKER 5.4c	13
2=	Bright 0.4a GLAURUNG 2.2	121/2
4	DELFI 5.4	9
5	SPIKE 1.2 TURIN	81/2
6=	Scorpio 2.1 Twisted Logic 20080620	8
8	Вооот 4.15.0	71/2
9	BUGCHESS 2.V1.6.3	6
10	ALFIL 8.11	5

In a very tight group in <u>Division 2</u>, where all the engines are capable of beating each other, **Colossus** won, two points clear of Alaric who returns to Division 1 following its relegation last time. But Alaric only just made it thanks to a last round win over Pharaon which not only drew it level with Slowchess but also gave it 1 more win... again, the head to head between the this pair was equal. The Baron and Movei were relegated, but they are more suited to longer time controls and fare better at the Ridderkerk tournament.

DIVISION 2

Pos	Engine	/18
1	CoLossus 2008B	12
2=	ALARIC 707 SLOWBLITZ WV 2.1	10½
4=	CRAFTY 22.10 WILDCAT 8	9½
	Frenzee FEBO8	
7	DEEP PHARAON 3.5.1	9
8	E.T.CHESS 130108	7
9	THE BARON 2.23	61/2
10	MOVEI 0.08.438	6

There are no recent completely new engines on the block to talk about at the moment, but on the clone side of chess programming there is a very strong newish release of a program called **Stockfish 1.4**, which is a declared clone of Glaurung and which has been compiled by Jim Ablett. We believe that the Stockfish and Glaurung teams are, in fact, collaborating.

On the not so good side I have to report that the 'author' of the Cyclone engine, Norman Schmidt, although having declared that Cyclone is a clone of the Fruit program, has since unfortunately tried to rename and sell programmes based on code created and copyrighted by other authors. The details can be seen in a short paragraph at the WBEC Ridderkerk site in the new engines area.

That's all for now Eric speak to you soon

Chris.

Readers will see from the date of the e-mail that this report reached me in early August. Chris had worked hard to get it to us before his operation.

I've spoken to him since and he is recovering well though, as is often the case, it has

taken a little longer than expected.

What it really needs is a couple of good wins for his favourite football team, Altrincham (Alty) in the Blue Square Premier. Still, they got a draw against our best known local team Cambridge United recently, so they're doing okay. Even nearer to me than Cambridge and also in the Blue Square Premier are Histon who I go to watch occasionally. They are, or were, just a small village team but famous locally for 5 consecutive promotions before they reached their current status, where they seem to have got stuck. Last year they were nationally famous amongst football fans for a couple of weeks when they knocked Leeds Utd out of the F.A.Cup, but this year so far they seem to be struggling a bit!

Anyway Chris, we send you our very best wishes for a speedy and full recovery!



















HOW I GOT INTO CHESS! #1.... PETE BILSON

Peter Bilson's name will already be known to most of you from contributions he makes to *Selective Search* from time to time, with dedicated computer match scores, comments on different machines, and games he sends me.

We have recently been continuing our discussions relating to the **Novag Citrine** and its stablemate the **Obsidian**, trying to decide whether or not they really are exactly the same apart from a small difference in speed size and the much bigger opening book in the Citrine.

Actually bigger isn't always better! It depends very much on whether the bigger book is tuned for results or variety! Saitek and Mephisto opening books have almost always been tuned to play the best and most computer-suitable lines in order to get good results. Novag's computers lean a bit more towards greater variety, especially when they are bigger and, whilst this is great for the human opponent (i.e. the owner who bought it!) it often doesn't help with regard to Elo points in computer v computer games! If you play through Novag games in SelSearch you will soon see that this is true, and attention is occasionally pointed to unusual lines that they will play, not always successfully!

Pete himself isn't sure that the programs are exactly the same, but if there is any difference it will be negligible as programmer Dave Kittinger hasn't done any work on the Novag program for quite some time. I think that the different feel about the games comes from the wider book and the feeling this can give that the Citrine might not be quite so secure.

What we have all seen from both Frank Holt's and Pete's recent results is that the Obsidian and Citrine both struggle against the Franz Morsch 'early Fritz conversion' program/s. It's tighter book and aggressive program in the Expert, GK2100, Cougar and Challenger have regularly scored well against the Novag pair. The 6-4 score for **Challenger** in our most recent coverage from Augusto Perez' games is the closest the Novags have got!

As an aside here, Pete didn't feel when



Peter Bilson. The Trophy is his pride and joy from when he won his School Chess Championship, at the age of 15.

"I haven't won anything since!" he says

playing through the Augusto games that the Challenger was as aggressive as his Cougar or Expert, though again, according to Saitek, it is exactly the same program!? I was pretty sure that, when the Challenger came out, I tested it alongside the Expert and earlier versions on one or two positions, checking the node count and timing of the move selections, and concluded they were almost identical, but of course I can't find the paper with those results on now, so maybe we need to look at this again to make sure?! Unfortunately Pete had an accident with his Cougar and it stopped working, so he wasn't able to check this for us... but in a more recent letter apparently it's come back to life, so I expect he'll do this for us when he gets chance.

In fact he stated in his original letter on the Citrine v Challenger issue: "I just didn't see the sheer fighting aggressive play from the Challenger in Augusto's games that typified the 2000 or 2100 programs. I'm honestly certain that if I were to play a ten game match with either the Cougar or Expert, the Challenger would be steam-rollered!" Maybe there's someone else out there with a Challenger and either a GK2100 or a Cougar who can also run one or two tests or a match for us?

In a moment this will bring us to Pete's latest match, the **Novag Citrine** vs his **Mephisto Exclusive Polgar** (5MHz). Ed Schroeder's Polgar shows at 1952 on our Rating List and isn't as aggressive in its play as the Morsch programs. In general the Novag Citrine and Obsidian have done much better against earlier Saitek models such as Turbostar, Stratos, Corona, the previous Novag range Super Forte/Expert, and got a 6½-3½ win against Schroeder's earlier MM4. So a match against the Polgar, which came out shortly after Ed's MM5 and Nigel Short, looked like a very good idea!

But right in the middle of Pete's letter enclosing his book of all the Citrine v Polgar games, he sidetracked (just like I do!) into a very interesting and quite different subject:

HOW I GOT INTO CHESS

"The Citrine is a very nice machine to use, excellent board and pieces and, despite any grumbles and criticisms I sometimes may seem to have, one thing remains constant - **Chess is the best game on this planet!** I love it Eric, and always have, always will.....

"I was taught to play while in hospital. I had suffered a really bad leg injury when being knocked off my cycle! This was many years ago - I was just 12 years old! In the next bed to mine in hospital was a chap, same name as me, Peter. He would take out from his side locker a board, and then set up these strange looking pieces - two of them on either side had horses heads?!!

Then while looking from a book he would begin to move these strange pieces around the board. I watched, fascinated. Suddenly he would pick up a piece and move it all the way to the other side of the board. "He's cheating," I thought.

This same, strange ritual took place every day, and as always I couldn't take my eyes off that board. Then Peter, who had by now noticed how interested I was, asked if I would like to learn how to play.

"Oh yes," I said, "please teach me."

So he did. It took me some time to remember it all, but gradually I got the moves right, and then started to play. If I played a silly move, Peter would stop and ask me to explain why this was a very bad move.

Despite my efforts to see why I often failed, he would then pick up a piece, move it to another square, and say, "This is why!" He had picked up a horse's head piece and placed it where it forked two of my pieces. I have it as a lasting memory.

So it went on, day after day, I just couldn't wait to get another game going - quite simply, I was hooked!

But then came the day when Peter was well enough to go home, and with him went his board and pieces. For some days I felt completely fed up - with no chess my time in hospital seemed duller even than before. A week had passed since Peter had gone, still no chess, and now I felt really fed up!

But then, out of the blue, one evening during the visiting hour, in walked Peter! Under his arm there was a folded board, and in his hand a small box with all the pieces, and from inside his jacket pocket a book... a 'learn how to play chess' book! I felt as if he had saved my life! He showed me how to read the (old) descriptive notation so that I would know which piece to move where, and I was up and running.

Each day I sat in my bed, board and pieces at the ready, to go over again and again every word, every move in that marvellous book. Finally came the day when I too left the hospital and ever since my appetite and enthusiasm for this great and wonderful game has never, ever diminished even one tiny little bit.

I owe Peter a great debt of thanks, for it was he opened the door for me into this greatest of games. Like I said, Eric, I was just twelve years old then, and now I'm 70. Despite my efforts to find him, I never did. Peter at that time would be in his early twenties and now, if he is still with us, must be in his eighties. One thing for certain, Eric, I owe him! Peter

It seems more than likely that other readers must have interesting background stories to tell of how they became attracted to chess or chess computers, so I hope there will be a volunteer for "How I Got Into Chess #2"!

My own is entirely boring, my dad taught me! He wasn't a particularly good player, always played the French Defence as Black (which tells you that I always opened 1.e4), and wouldn't play me again after I beat him! Well, now we must get to the Citrine v Polgar games!

The Citrine made the worst of all possible starts by losing 3 of the first 4 games! The time control for all of them is G/60.

CITRINE - POLGAR

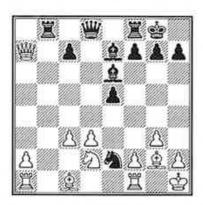
Game 1. A29. English Opening, Four Knights variation with 4.g3

1.c4 e5 2.\(\Delta\)c3 \(\Delta\)f6 3.\(\Delta\)f3 \(\Delta\)c6 4.g3 d5 5.cxd5 \(\Delta\)xd5 6.\(\Delta\)g2 \(\Delta\)b6 7.0-0 \(\Delta\)e7 8.d3 \(\Delta\)e6

It's been standard theory to here, but now 9.a3 or 9.\(\mathbb{g}\)e3 are the most common moves. 9.a3 in particular has a good record 9.\(\varthit{0}\)d2

The Citrine plays this out of Book, but it's not a complete novelty as I found 3 games in my database where it was played, with Black playing 0-0 and having an advantage 9... \(\Delta \text{d5 10.} \)\(\Delta \text{b3 } \Delta \text{d4 11.} \)\(\Delta \text{xb7?}

Not so good, the pawn isn't exactly poisoned but it will certainly cause a bit of stomach ache! 11. ₩d1 0-0 12. ♦ c4=



A fairly unusual position but Black has a small advantage through its use of the open files and better black—squared bishop. Note that one of White's isolated pawns must fall: if 15. № e3 ②xc3, but after 16. ⑤f3 this is in fact a little better for White than the game move

15. 2c4?! 豐xd3 16.豐xc7

16...\(\partial\)xc4

16... \(\frac{1}{2} d5 \) 17. \(\Delta e3 \) \(\frac{1}{2} d6! \) would have given the Citrine even more cause for alarm

17.增xe7 営fe8 18.增a7

I wish the Citrine would take the opportunity to centralise and properly involve its queen with 18. \(\mathbb{U}\)c5 after which if 18... \(\Delta\)xc3 19.\(\mathbb{L}\)e3 is interesting

18...2 xc3 19.a3?!

19.a4! doesn't seem much different, but look: 19... \\delta d4 20. \delta xd4 exd4 21. \delta g1 \delta e6 22.a5! and a counter—threat is developing

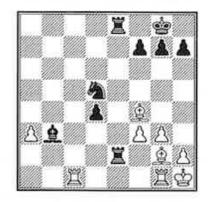
19... **營d4 20. 營xd4 exd4 21. 置g1 置e2! 22. 身f4 置be8 23.f3**

23. 2fl! 2d5+24. 2g2 and Black's bishop isn't on its optimal diagonal, but if it returns to c4 White will repeat moves!, so 24... 2b3 25. 2fl and that's slightly better for White than in the game

23... \$\&\delta d5!\$ was stronger. Then White can't play \$\&\delta f\$\)1, so 24. \$\Bar{\textsf} gc\$1 but 24... \$\forall f\$ just waiting, and White is struggling to find any move that doesn't make things worse! If 25.g4 \$\Bar{\textsf} b2\$ aiming to double rooks on the 7th and winning

24.\ac1

24. 魚f1 was again best. Now there isn't a check so 24... 閏2e6 25. 閏g2 and White's drawing chances improve again 24... 包d5



25.**臭**d6?

Apparently forgetting all about....

25...d3!

Now 26.ዿf1 is compulsory, so stop d2, but... **26.፰b1? ዿc2! 27.፰bc1 신e3**

Actually 27...d2! was fine: $28. \exists xc2 \ d1 \ \exists 29. \exists xd1 \ \exists e1 + 30. \ \underline{\$}f1 \ \exists xd1 \ 31. \ \underline{\$}c5 \ \exists xf1 + and Black has rook for pawn winning easily 28. \ \underline{\$}f1 \ \exists f2 \ 29. \ \underline{\$}h3?$

29. 皇f4 鼍xf3 (29...d2 30. 皇xe3 dxc1 營 31. 皇xc1 鼍xf3 32. 堂g2 should also be enough for the point) 30. 皇xe3 鼍fxe3 31. 鼍g2 was the last chance... even with this Black should win

29...d2! 30.桌c5 dxc1營 31.Exc1 置e2 32.桌d7 買e5 33. \$b4 買f2

and Peter had mercy on the Citrine and pressed the 'Stop' buttons! 0-1

Polgar - CITRINE

Game 4. B06. Modern Defence

1.e4 g6?!

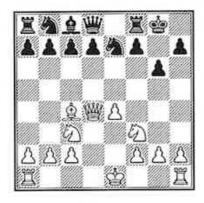
What was I just saying earlier!

2.d4 臭g7 3.包c3 e5?!N

The outcome of the Citrine playing a rare line is that it's already put itself out of Book! 3...c6 or 3...d6 are the best known choices here

4.\$e3 &e7 5.&f3 exd4 6.\$xd4 \$xd4?! 6...0-0 7. \$\(\textit{\textit{2}}\) \(\textit{2}\) \(\textit{\textit{2}}\) \(\textit{2}\) \(\textit{2}\) \(\textit{2}\) \(\textit{3}\) \(\textit{3}\) \(\textit{2}\) \(\textit{3}\) \(\textit{3}\) \(\textit{2}\) \(\textit{3}\) \(\te better, though 9.0-0-0 still looks good for

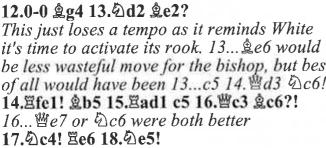
7. **曾xd4 0-0 8. \$c4**



The game has hardly started, but already White could seriously claim to be close to winning

8...d6 9. 2 d5 2 x d5 10. 2 x d5 c6 11. 2 b3 2 e8

This just loses a tempo as it reminds White it's time to activate its rook. 13... \(\mathbb{2}\)e6 would be less wasteful move for the bishop, but best of all would have been 13...c5 14. \dd d3 \d\c6! 14.罩fe1! &b5 15.罩ad1 c5 16.豐c3 &c6?! 16... ₩e7 or \@c6 were both better



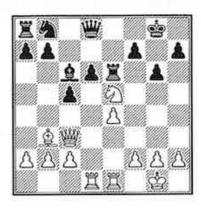
Next page.

Top: a Mephisto Exclusive board

Below: the Novag Citrine







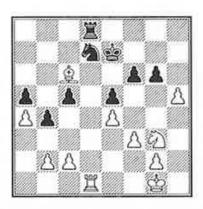
18... **Ee7?**

18... \\delta f6 19.\delta xe6 dxe5 minimises the losses, but 20. \$d5+-

19. ወg4! h5 20. ወf6+ ውf8 21. ወxh5 ፰e5! outright

22. 對xe5 dxe5 23. 異xd8+ 含e7 24. 異d5?! A strange choice which allows Black to prolong the game a little. Best was 24.\mathbb{\mathbb{Z}}ed1! gxh5 25.\(\mathbb{Z}c8\) f6 26.\(\mathbb{Z}dd8\) \(\mathbb{L}xe4\) 27.\(\mathbb{Z}xb8\) $\exists xb8\ 28. \exists xb8\ and\ the\ game\ is\ over\ with$ White a full rook ahead

24...\(\dag{\textit{g}}\)xd5 25.\(\dag{\textit{g}}\)xd5 \(\Dag{\textit{d}}\)5 \(\Dag{\textit{d}}\)7 26.\(\Dag{\textit{d}}\)g3 \(\mathred{\textit{g}}\)d8 27.f3 f6 28.\(\mathbb{Z}\)d1 b5 29.\(\mathbb{L}\)c6! a6 30.a\(\text{d}\) b4 31.h4 a5 32.h5



32...夕f8

Of course 32...gxh5? would let White in with 33. 4\(\frac{1}{2}\)f5+!

With the Polgar surging ahead $3\frac{1}{2}$ - $\frac{1}{2}$ already, in what is only a 10 game match, the Citrine urgently needed to get a win in game 5

CITRINE - POLGAR

Game 5. E76. Kings Indian, Four Pawns Attack

1.d4 \$\alpha\$f6 2.c4 g6 3.\$\alpha\$c3 \$\mathrew\$g7 4.e4 d6 5.f4 0-0 6.\$\alpha\$f3 c5 7.d5 e6 8.dxe6 fxe6 9.\$\mathrew\$e2



The Citrine has played a 'proper' opening this time and the computers leave Book with the position quite tense

9... \$\dag{\text{h}}\$ 10.g3! \(\prec{1}{2}\)xc3+?!

We saw the trouble the Citrine got into in the last game, exchanging the important fian—chetto bishop

11.bxc3 &c6 12.0-0 b6 13.f5! gxf5 14.exf5 &g7 15.fxe6 &xe6 16.&g5! \(\extrm{\text{Z}}\) xf1+

The Citrine looks altogether a different computer so far in this game, and Black is trying to exchange some major pieces in its struggle just to survive

17.\(\mathbb{g}\)xf1

Best. If 17. 營xf1?! then 17... 包e5! makes it harder for White to win the h7 pawn with such a big advantage: 18. 皇d3 營e7 19. 皇xh7+ 查h8 20. 包xe6 營xe6 and Black, though a pawn down, has some counter chances

18. ②xe6!

17... 學e7

Strong and already almost winning 18...包xe6 19.皇g2! 邑c8 20.豐g4+ 空h8 21.皇g5?

A tempting move for sure, but in fact White had something much stronger in 21. 全d5! 公cd8 22. 全f4, preparing 23. 是e1. Note that 23... 公xf4 allows 24. 世g8 mate, so Black should try 22...世e8, then 23. 是e1 世g6 24. 世xg6 hxg6 25. 皇xe6 公xe6 26. 是xe6 1-0 21...世xg5 22. 世xe6 世g8 23. 世xd6 公a5?! Self—trapping the knight. Of course the computers are programmed to avoid major piece exchanges when they are a pawn or more down. Nevertheless here 23...世d8 24. 世xd8 would have given Black better chances of saving the game as, though White also has ② for ③ advantage, it also has doubled pawns!

24. 皇d5 幽g7 24... 幽f8 25. 幽e5+ 幽g7 26. 幽e6 骂f8 27. 骂f1 $\Xi xf1 + 28.$ $\Delta xf1$ 幽f8+ 29. $\Delta g1$ $\Delta g7$ would put up a better fight, but White effectively has an extra piece and will win the $a7/\Delta$ etc. with a series of checks

25.閏f1! **必xc4**?

Desperation and, even worse, this loss of the exchange also leaves White's 兔 on its perfect diagonal. But it is too late to matter as 25... 包b7 26.兔xb7 莒e8 wouldn't help Black last much longer after 27.兔d5

The fightback didn't last long enough, Polgar eventually won another game, and the match!

HANS LAMMER'S ROBOCHESS AT THE NEMO SCIENCE CENTRE ROBOT EXHIBITION... BY ROB VAN SON

Our regular contributor Rob van Son is always coming up with great ideas for Selective Search. I recently got a very interesting e-mail from him about further work relating to CHESS ROBOTS. At this particular time it seems there is plenty of work being done with regard to Computer Robots. I read only last week that a team at Cambridge University had won a prize for a speaking Draughts Robot which apparently beats everyone while it chats about the game. Now I hear that David Levy. who is well known to everyone involved in Computer Chess because of all his work within the ICCA, has just won the Loebner Prize for 2009. This is an annual prize given for the most human computer - okay, it has nothing to do with chess, but it reminds us that some of our chess programmers are also today's leading edge innovators and developers. The Loebner Prize is a sort of World Championship for Conversational Software, and the programs are trying to reach a place where the judges, by asking various questions and talking to the program via their keyboard, cannot tell for certain if the program is a Human or a Computer. So far no program has managed to fool the judges, but David's 'Do-Much-More' was considered to be the nearest this year. But now it is time to return to Rob's e-mail....

Hi Eric,

In Selective Search no. 100, I did the interview with Hans Lammers, founder of the chess robot 'Robochess.' Maybe you remember the article about Robochess, the robot made of stuff that was ready to be thrown out, as Hans bought most of the parts at an army and electronics dump-store in the city of IJmuiden.

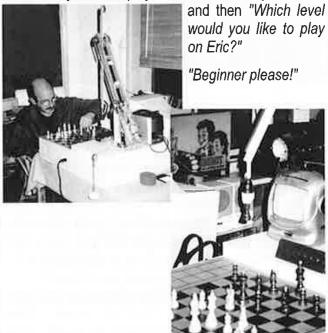
At the moment, there is a special Robot exhibition at the NEMO Science Centre in Amsterdam.

The Science Centre, located in the neighbourhood of the railway Central Station, is a specially designed big building with five floors packed with scientific an technological things. Mostly children, but also their parents and grandparents, can do all kinds of interactive experiments there.

SELECTIVE SEARCH 100 dates back to 2002, when Hans Lammers, the creator of Robochess, was 46. She was 70cm long x 50cm wide, but 110cm high with her underarm in resting position. We call Robochess 'her' for she not only makes all her own moves, but also speaks with the voice of Lucia Lammers, Hans's wife! Unlike the original 18th Century 'Turk' the wooden trunk or base of the unit was too small for a human, so there was never any suggestion that Lucia was hiding inside... indeed the first Robochess only weighed 30 kilo - just under 5 stone.

From Rob's interview with Hans we learned that his original field of interest was music, having written some rhythm and blues songs, and also built his own guitar. He hadn't done any technical studies in his school days, but had a very creative instinct, and had done some detailed work on clocks and various precision instruments. His original desire was to build a robot that did the house vacuum cleaning (!), but he swapped that idea to a Chess Robot, and set about learning goniometry (the maths needed to calculate the positions of the piece-moving arm), and digital electronics to enable the step-motors of the robot-arm communicate with the PC.

The chess program Hans used was Richard Lang's Psion2, but he writes his own programs to communicate between Psion, the PC and the Robot-arm mechanism, and then programs to handle the speech chips, and speakers, and all the short texts of WAV-files recorded by his wife. These even work interactively with the player as she asks for your name



Hans Lammers with his Robochess is present at the robot exhibition. Two times a week, he teaches the children about Robochess or gives information to the adult visitors. Last Friday, I visited Hans, and filmed Robo with my new camera. Afterwards, I took some snapshots from the video. Attached, I send you some of them.

But there is more... Hans Lammers is working, together with students of the Amsterdam college of advanced higher education, on a new robot-project. They are working on a new prototype of a chess robot!! Hans is making the head and the students are creating the robot-arm.

Eric, you probably understand, that they are creating a *new* Turk. Not a Turk like the one of Wolfgang von Kempelen, but a brand new machine without a human inside. It will be a new Turk, but fully operated by computer hardware and (chess) software.

Maybe it will take another year before the project is finished, but visitors at the NEMO are already able to see the first prototypes of the new chess robot. In a second e-mail, I will also send you some pictures of Hans and this new project. I hope you like them.



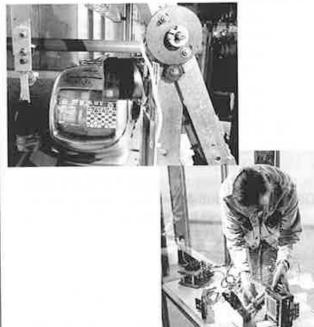
It will be a great idea if you tell the readers about the new project, Hans and the students are very busy with it. Hans is a bit like an absent-minded professor who forgets to answer e-mails or telephone calls, but that is the best way for him to work on the project. Fortunately his co-ordinator Hans Slemmer keeps me informed about the progress and development of the new 21st Century Turk!

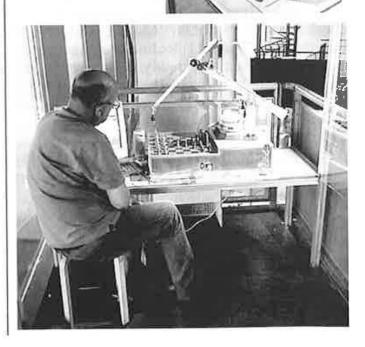
Of course I have already planned an interview for *Selective Search* with Hans Lammers and the coordinator of it all: Hans

Slemmer. I don't know yet exactly when, but I think the interview will perhaps be in the Spring of next year.

Best regards, Rob







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 ratings for available engines on a Single Processor 32-bit.

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	Кувка 3	3053
2	Naum 4	2988
3	Кувка 2.3.2 а	2965
4	DEEP FRITZ 11	2938
5	Rybka 2.2n	2935
6	Rувка 1.2 _F	2928
7	FRITZ 11	2916
8	SHREDDER WM (BONN) EDITION	2912
9	Naum 3/3.1	2893
10	SHREDDER 11	2888
11	THINKER 5.4DI	2885
12	CYCLONE 3.4	2877
13	DEEP SJENG WC2008	2867
14	Toga II 1.4 BETA5C	2863
15=	CYCLONE 2.0	2861
15=	GRAPEFRUIT 1.0	2861
15=	HIARCS 12/12.1	2861
18	DEEP SJENG 3.0	2848
19	Onno 1.1.1	2844
20	HIARCS PADERBORN 2007	2837
21	HIARCS 11.1/11.2	2836
22	ZAPPA MEXICO 2	2832
23	FRITZ 10	2821
24	Naum 2.2	2820
25	ZAPPA MEXICO I	2818
26	BRIGHT 0.4A	2817
27	LOOP 10.32F	2812
28	SHREDDER 10/10.1	2807
29=	GLAURUNG 2.2	2797
29=	FRUIT 2.3.1	2797
31	Ктици 9	2794
32	ZAP! ZANZIBAR	2788
33	FRITZ 9	2779
34	SPIKE 1.2 TURIN	2772
35	HIARCS 10	2765
36	Junior 10/10.1	2763
37	SMARTHINK 1.10 Moscow	2760
38	Ктици 8.0	2755
39	SHREDDER 9/9.1	2750
40	Twisted Logic 20090105	2735
41	CHESS TIGER 2007/2007.1	2728
42	FRITZ 8 BILBAO	2713

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	Кувка 3	3096
2	Naum 4	3030
3	Кувка 2.3.2 а	3021
4	Rувка 2.2N	2988
5	Rувка 1.2f	2975
6	Naum 3/3.1	2966
7	FRITZ 11	2960
8	THINKER 5.4c INERT	2954
9	GRAPEFRUIT 1.0	2940
10=	SHREDDER 11	2937
10=	STOCKFISH 1.4	2937
12	CYCLONE 3.4	2927
13	DEEP SJENG WC2008	2926
14	Hiarcs 12/12.1	2916
15	DEEP SJENG 3.0	2913
16	ZAPPA MEXICO 2	2911
17	Onno 1.0	2909
18	Toga II 1.4 beta 5c	2907
19	HIARCS PADERBORN 2007	2904
20	Naum 2.2	2895
21	HIARCS 11.1/11.2	2892
22	ZAPPA MEXICO	2889
23	FRUIT 2.3.1	2885
24	FRITZ 10	2884
25	LOOP 13.5/13.6	2883
26	Zap! Zanzibar	2881
27	BRIGHT 0.4A	2875
28	SHREDDER 10/10.1	2873
29	GLAURUNG 2.1/2.2	2868
30	Ктици 9	2860
31	SPIKE 1.2 TURIN	2848
32	Junior 10/10.1	2843
33	FRITZ 9	2841
34	HIARCS 10	2836
35	SHREDDER 9/9.1	2823
36	Twisted Logic 20080620	2820
37	SMARTHINK 1.10 Moscow	2817
38	Ктици 8	2806
39	CHESS TIGER 2007.1	2803
40	FRITZ 8 BILBAO	2799
41	DELFI 5.4	2791
42	Вооот 4.15.0	2789

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1993 2301 Mephsto Montreal+Roma68000 1952 Fidelity Excellence/3+Des2000 17	757 754 744
Tasc R30-1993 2301 Mephsto Montreal+Roma68000 1952 Fidelity Excellence/3+Des2000 17	
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	637
	633
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Novag Sapphire2+Diamond2 2124 Kasparov Travel Champion 1867 Mephisto Mondial1 15	597
Fidelity Elite 68030v9 2113 CXG Sphinx Galaxy 1865 Novag Constellation/2 15	591
Mephisto Vancouver 68000 2109 Conchess Plymate Victoria/5.5 1865 CXG Super Enterprise 15	591
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	419
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Fid Mach3+Des2265+68000v2 1984 Mephisto Supermondial1 1801 Morphy Encore+Prodigy 1	358
Mephisto MM4/10 1980 Excalibur Grandmaster 1796 Sargon Auto Response Board 1	320
Meph Dallas 68000 1976 Conchess Plymate/5.5 1794 Novag Solo 1	280
Mephisto Nigel Short 1975 SciSys Turbo Kasparov/4 1792 CXG Enterprise+Star Chess 1	260
Mephisto MM5 1964 Novag Expert/4 1790 Fidelity Chess Challenger Voice 1	260
Mephisto Polgar/5 1964 Kasparov Simultano 1790 ChessKing Master 1	200
Novag Obsidian 1963 Fidelity Excellence/4 1783 Fidelity Chess Challenger 10	175
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Novag Star Ruby+Amber+Jade21952 Fidelity Elegance 1765 Boris2.5	060