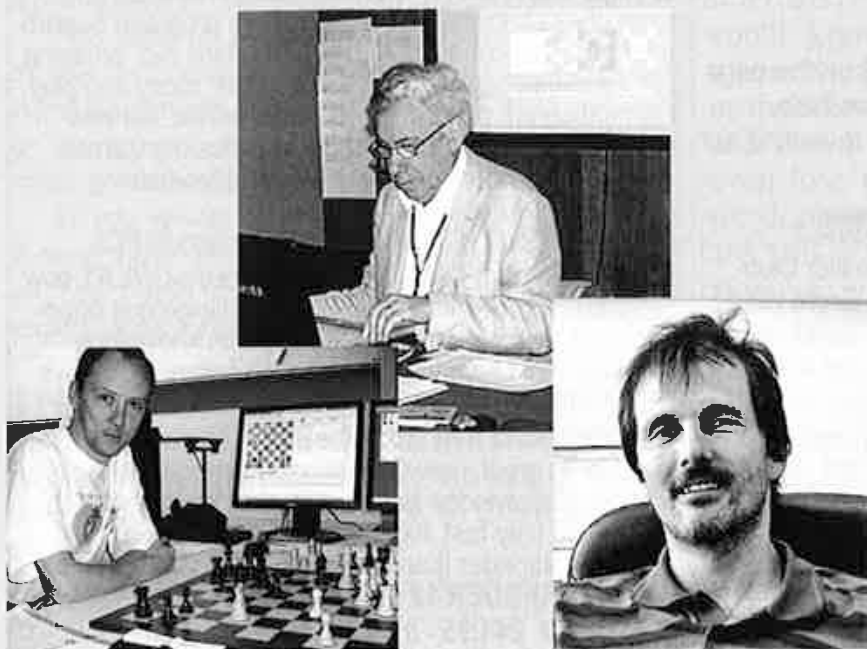


SELECTIVE SEARCH 153

THE COMPUTER CHESS MAGAZINE!

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David Levy (ICGA, centre) has been asked by Fabien Letouzey (Fruit, left) and 15 other top programmers to investigate the origins of Vasik Rajlich's Rybka (right)

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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

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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:

10% OFF all **DEDICATED COMPUTERS** on this page and **5% OFF** all **SOFTWARE** prices shown here.

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

PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £38.50 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £55 - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess. est'd 130 ECF

NEW YORK de luxe touch chess £72.50 - best graphics of all the touch screens, with backlight, incl. stylus, quality carry pouch. Batteries only. est'd 125 ECF

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

TABLE-TOP PRESS SENSORY [ps]

where you see ** the price includes the adaptor!

STAR AQUAMARINE £64.50 - lovely Novag chess computer with the Carnelian1 program in a very attractive press-sensory board. Nice 130 ECF program, display for moves. plenty of levels. low price

EXPLORER PRO £74.50** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries. with info display and 170 ECF program

CHALLENGER £69.50** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £149** - 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.

CARNELIAN2 £79 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves. plenty of levels.

OBSIDIAN £135 - 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 £235** - New 180 ECF all wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted Staunton pieces, 64 leds, wide range of playing levels + separate info display system to access excellent range of features. With serial port cable for PC connection.

PC PROGRAMS from CHESSBASE on CD

All run **INDEPENDENTLY** + will interact with other ChessBase engines + ChessBase9/10. Great graphics, big databases + opening books, analysis, top features.

▪ For info.... £42.50 less 5% = £40.25!

▪ and..... £84.50 less 5% = £80!

FRITZ 12 dvd £42.50 - by Franz Morsch. 40 Elo stronger than Fritz11, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent new features for analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, 13 hours of Chess Media video training excerpts. and Beginners Course!

DEEP FRITZ 12 £84.50 for single/dual/multi PCs

HIARCS 13 dvd £44.95 - 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 13 £84.95 for single/dual/multi PCs!

SHREDDER 12 dvd £42.50 - Stefan Meyer-Kahlen's latest in its great, new ChessBase Interface. Feature-packed & knowledge-based, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!

DEEP SHREDDER 12 £84.50 for single/dual/multi PCs.

JUNIOR 12 £44.95 - the ChessBase version of the 2004 World Champion program by Ban & Bushinsky.

DEEP JUNIOR 12 £84.95 - for single/dual/multi PCs

POWERBOOKS dvd £44.50 - turn your ChessBase playing engine into an **openings expert!** 23 million ranked opening positions + 1.5 million games!!

ENDGAME TURBO 3 with 9 dvds (!) £44.50 - turn your ChessBase playing engine into an **endgame expert** with this **9 dvd** Nalimov tablebase set!

RYBKA 4 for PC on dvd

RYBKA 4... IM Vasik Rajlich's RYBKA uci engine, the Computer Chess World Champion for the last 3 years. Incredibly strong, a remarkable program.

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

▪ **SP Rybka4 £42.50, MP Deep Rybka4 £84.50**

▪ Convakta's **AQUARIUM** version in new Chess Assistant interface, again with full features.

▪ **SP single Rybka4 £42.50. MP Deep Rybka4 £84.50**

PC DATABASES on CD

CHESSBASE 11 STARTER on dvd £129.95

The **best** Games Database system, with the top features. 4+ 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 11 package £224.95**



NEWS AND RESULTS

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

Welcome to another new issue of *Selective Search*... no. 153. If your sub. is due for renewal, **please** subscribe again! There will be at least 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 that, as well as make sure it's been updated after you've made a renewal payment!

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

TWO MONTHS CAN BE A LONG TIME in anyone's life! I have already laboured you with some of my woes over the last 2 issues, and was glad to see the back of 2010, not our family's best year.

But so far 2011 isn't looking any better. What have we done to deserve this?!

My Brother-in-law

We knew in January that my **brother-in-law's** cancer had possibly returned, and sadly it has. He had major surgery near the end of January - a massive 10 hour operation, trying to avoid chemotherapy - and has stayed in intensive care ever since, with my sister getting a 6 a.m. phone call asking her to come into Bradford Hospital on his most critical days. I won't go into the details except to say that, at the moment, he's still there. I have quite a few family in Yorkshire and we are going up at Easter to see them all.

My wife Chris

Then also during Jan/Feb we finally got some results for all of the tests **my wife Chris** has been having to find out what's wrong with her legs. She's been struggling for about 5 years, but just getting worse. The local doctors and hospital have done tests, scans and X-rays, given her exercises to do, given her physiotherapy, and had her wearing thin stockings, thick stocking, short stockings, long stockings, new shoes - you name it - but they didn't really know what to do.

Finally we managed to get her an

appointment at the excellent Addenbrooke's Hospital in Cambridge and, after 4 visits there, we've been told she has MS (multiple sclerosis). If you know anything about MS you'll know that this is not good news. It means we have to get ready for the medical probability that she won't be able to get up and down stairs in the near future, and may even lose the use of her legs altogether. But we don't know yet how developed it is as we are still waiting for the dear NHS Specialist Nurse to give us an appointment to get more detailed information.

Countrywide Computers

A few days before we got this news I was warned by Chess & Bridge that they were looking at **Countrywide's future**, but that they would give me 3 months notice if they decided to close the Wilburton office. Obviously I hoped that I'd get as long as possible before this happened, but while we were still only in the middle of February the news came through that Countrywide would be relocated into the Chess & Bridge premises in London during May! Sadly I won't be going as well!

I started my life in computer chess in 1985, spent a couple of happy years with Paul Cohen at Eureka in Brighton, then a year and a bit with Terry Knight and Competence in Brighton, before moving to Wilburton in 1989 to work with Mike Healey at Countrywide. When Mike sold Countrywide to Malcolm Pein of Chess & Bridge in 2001, I was invited to stay on as manager, an offer which I happily accepted.

It is an amazing thing, but I have not had a single day off work due to my own ill health in those 9½ years since 'the takeover'! I think I'd only had 4 days off in the previous 11 years as well. I've had 3 days off for funerals, and taken short one or two hour breaks to drive Chris to the doctor's or hospital on maybe half a dozen occasions, but I've always managed to work through my own minor coughs, colds, the odd dose of flu', and even a bout of shingles! And I've survived on just 2 weeks holiday a year as well, one paid and one not paid. It's a record I'm proud of, and I

reckon few even much younger than myself could match it!

But on June 1st I wont be setting my alarm clock, and will be having a lie in!

Selective Search

Of course my dear readers will be wondering what all of this might mean for **Selective Search**?!

Well, for the time being at least - no major changes!

The magazine doesn't make a lot of money for me, but I don't lose money. Even the small income from it will be welcome in the future and, if I could get a few more subscribers it would be even more worthwhile!

Of course it has also fitted in very nicely with my work for Countrywide, adding to their sales potential as well as putting me in a place where I learned about new products quickly and easily.

It also meant subscribers had somewhere they could ring me - for a chat, to tell me about something they knew about to make sure I did as well, and also to buy things from me! Plus the Broadband connection at the office has been useful, I will have to find alternative ways of gathering information without it becoming too expensive!

Obviously I'll be keeping a closer watch on how it works out financially and how it fits into other life changes we may well need to make. But for the moment nothing changes, **keep subscribing!**

Paying your Subscription

In fact one thing will have to change a little. I have been able to take **Credit Card payments** for subscriptions for most of the past 20 years, as I had access to the Countrywide credit card machine and then paid Countrywide a commission on all renewals.

However at some time towards the end of May I will lose this possibility, and all subscriptions will have to be paid by cheque! This can be quite difficult for my readers abroad as you have to add an amount of up to £10 to include the Bank charges in the UK which apply to foreign cheques even when made out in £ sterling. So of course my readers abroad always use a credit card.

Let's say for the moment that I will keep the magazine going up to and including an

issue 160. This should change if things go well! If you want to update your payment to get all the way up to and including issue 160, **the Chart below** will show you how much to pay. Ring, e-mail or post me your credit card info before mid-May and I will extend your subscription to issue 160.

You can find out when your sub. runs out from the Address Label on your envelope.

Runs out	UK	Europe	RoW
153	£28.00	£35.00	£40.00
154	£24.00	£30.00	£34.00
155	£20.00	£25.00	£28.00
156	£16.00	£20.00	£23.00
157	£12.00	£15.00	£17.00
158	£8.00	£10.00	£12.00
159	£4.00	£5.00	£6.00

Of course if you're in the UK and normally pay by cheque, there is no need to do this at all if you don't want to. Just wait for your renewal reminder in the usual way!

The Next Issue

I probably need to warn you that **the next issue**, 154, will almost certainly be a little late. Although the final date for transferring the Countrywide business into the Chess & Bridge set-up is 31st May, computer and software stock, paperwork, invoices, spare pieces, manuals, cupboards, cabinets and other fittings, old PC, mailing lists and other things will need to be moved over during the month of May.

I don't have definite dates yet, nor do I know how much work this will involve, but I imagine it will be virtually impossible to complete work on issue 154 and get it out while this is happening.

Chris, Connor and I have our week's holiday in Hunstanton (Sunny Hunny) in early June, which we still intend to take, so I will aim to get issue 154 to my printers before we go away. They can print it, and I will get it posted out to everyone as soon as we come back. This probably means it will drop through your letterbox around 16/17th June.

Don't forget this! If you ring me to ask why it's late... I wont be there! But don't panic, you WILL get it!

CHESS: NEWS SECTION

AS FOR THIS ISSUE you will find again that it's a little different, but I do hope you ENJOY it! Really our pages should have been packed with the Games, Photos and News from **Leiden**. It will be interesting when we do get to it, because it will include the revelation that the Leiden organiser, **Cock de Gorter**, was caught by **Harvey Williamson** using a cracked (stolen) copy of Junior 12!

Although there is a UCI version available from the Hiarcs website and, now, also a Junior 12 *ChessBase* version, Cock didn't want to pay so got himself an illegal cracked UCI copy and started openly using it! But when Harvey challenged him and explained his "disapproval", Cock responded, not by apologising, but by banning Harvey from all future Leiden events! It will be a good read!

Actually **STOLEN** chess programs and **CLONED CODE** is the very reason that Leiden is being left over (again) to next time. We had a **cloning article in issue 152**, but much more has come to light since then. It is not only a very important matter but also makes necessary reading for anyone interested in computer chess, integrity, deceit, moral standards, and err... the law!

You will find this major expose under the heading, "**Cloning, the Chess Programmers Fight Back!**"

**JUNIOR/DEEP JUNIOR 12 CHESSBASE
HIARCS/DEEP HIARCS 13 CHESSBASE**

Don't forget about these new engines!

Both come in the latest ChessBase Interface, with excellent opening books and Play-chess Internet access.

Both are quite a bit stronger than their predecessors, and the Hiarcs13 dvd actually has the latest Hiarcs13.2 engine in it. **ChessBase** themselves have been particularly complimentary about the **Hiarcs** engine in a Press Release: "*... for more than 20 years HIARCS has been among the world's leading engines. HIARCS has always cultivated a very human chess style and profits in its calculation from a high degree of chess knowledge!*"

There are **special prices for readers** as this is likely to be the last 2 months you can buy from Countrywide through me!

JUNIOR 12 SP VERSION

£42.95 LESS SEL/SEARCH 5% DISCOUNT = £40 + £2.50 P+P

JUNIOR 12 MP VERSION

£84.95 LESS SEL/SEARCH 5% DISCOUNT = £80 + £2.50 P+P

HIARCS 13 SP VERSION

£42.95 LESS SEL/SEARCH 5% DISCOUNT = £40 + £2.50 P+P

HIARCS 13 MP VERSION

£84.95 LESS SEL/SEARCH 5% DISCOUNT = £80 + £2.50 P+P

PROFESSIONAL HIARCS OPENING BOOK

£22.95 LESS SEL/SEARCH 5% DISCOUNT = £21 + £2.50 P+P

You can also buy these as UCI engines direct from the Hiarcs website:

- www.hiarcs.com

POWERBOOKS 2011

I mentioned this last time as well. The normal **PowerBooks 2011 dvd** price is £44.95, but I've done a deal and have **SIX** copies available to *Selective Search* readers for

£36.95 LESS THE 5% DISCOUNT = £35 + £2.50 P+P

It contains 23 million (!) opening positions, derived from 1.5 million high class tournament games, which are also on the dvd.

CHESS: RESULTS SECTION

TCEC - THORESEN CHESS ENGINE COMPETITION

I've shown results at **Martin Thoresen's** site where he runs Matches and Tournaments at long time controls, 40 moves/100 mins, on a fast 6-core Intel i7 computer. Ponder is Off so the engines use all 6 cores on their moves.

His latest double round Tournament had 8 top engines playing. He uses 3 pts for a win, but programmers prepare the engines expecting 1 pt for a win, ½ for a draw, so I've been naughty and converted his final scores...

• 1	Houdini 1.5	9½/14
• 2	Rybka4	8½
• 3	Stockfish 2	8
• 4=	Ivanhoe B47	7
• 4=	Critter 0.9	7
• 6=	Hiarcs 13.2	5½
• 6=	Shredder 12	5½
• 8	Naum 4.2	5

Martin then played the 2 top engines against each other in a 40 game match, which ended

- Houdini 1.5 v Rybka 4 23½-16½

His interesting website is at
 • <http://www.tcec-chess.org>

SEDATCHESS

The latest **Gladiators 2011** tournament was also well underway at SEDAT's website. G/60+10secs when we went to press for 152.

Gladiators Tournament 2011

- Houdini 1.5 x64 46/71
- Rybka 4 x64 38½/71
- Naum 4.2 x64 36/70
- Stockfish 1.9 x64 34/71
- Critter 0.90 x64 33½/71
- Shredder 12 x64 24/70

Final scores next time, I said, and so here they are!!

Rank	Program	Author	Country	Score	Elo
01	Houdini 1.5 x64 T4	Robert Houdart		94.5/140	3346
02	Stockfish 2.0.1 JA x64 T4	Tord Romstad		88.5/140	3323
03	Deep Rybka 4 x64 T4	Vask Rajlich		84.0/140	3303
04	Naum 4.2 x64 T4	Aleksandar Naumov		73.5/140	3254
05	Critter 0.90 x64 T4	Richard Vida		70.0/140	3250
06	Deep Shredder 12 x64 T4	Stefan Mayer Kahlen		55.5/140	3176
07	Hiarcs 13.2 T4	Mark Uniacke		47.5/140	3140
08	Deep Fritz 12 T4	F.Morsch & M.Feist		46.5/140	3135

The Next Issue - 154

In our next issue we will bring you all the latest news on the **Cloning Wars**, hopefully my belated **Leiden Report** and Games, an amazing miniature between the **Novag Sapphire 2** and the **Mephisto Atlanta**, sent to me by *SelSearch* reader John Sexton. There's also a **GM game** from Harvey Williamson which he got Stockfish, Houdini and Hiarcs to analyse, and concluded, "there's some moves computers can't find, you can still deceive them occasionally". Which reminds

me, there will be something from **Bill Reid** as well! And no doubt plenty of other things will crop up in the next 2 months, so it will be another packed issue I'm sure!

SPECIAL OFFERS

Don't forget, this is the last time you will be able to buy from me at the **Inside Front Cover** special offer prices, with the extra subscriber 5% and 10% discounts.

Plus... Extra Special offers this time:

JUNIOR 12 SP VERSION, RRP £44.95

£42.95 LESS SEL/SEARCH 5% DISCOUNT = £40 + £2.50 P+P

JUNIOR 12 MP VERSION, RRP £89.95

£84.95 LESS SEL/SEARCH 5% DISCOUNT = £80 + £2.50 P+P

HIARCS 13 SP VERSION, RRP £44.95

£42.95 LESS SEL/SEARCH 5% DISCOUNT = £40 + £2.50 P+P

HIARCS 13 MP VERSION, RRP £89.95

£84.95 LESS SEL/SEARCH 5% DISCOUNT = £80 + £2.50 P+P

PROFESSIONAL HIARCS OPENING BOOK, RRP £44.95

£22.95 LESS SEL/SEARCH 5% DISCOUNT = £21 + £2.50 P+P

POWERBOOKS 2011, RRP £44.95

£36.95 LESS THE 5% DISCOUNT = £35 + £2.50 P+P

NEW YORK DE LUXE TOUCH CHESS, RRP £72.95

NORMALLY £72.50 LESS 10% = £65.25 + £6 P+P

FOR THIS ISSUE ONLY: £66.95

LESS MY 10% DISCOUNT = £60 + £6 P+P



Novag OBSIDIAN v Kasparov CENTURION

Pete Bilson sends me some of his dedicated computer games from time to time, and every now and then one of them proves to be really interesting, a "must" for *Selective Search*. This is one such game!

Pete gives them a few opening moves to make sure the game should be interesting, often there's a material or pawn structure imbalance that mean the computers soon have to start making some fairly critical decisions.

Obsidian - Centurion

B33: Sicilian: Pelikan and Sveshnikov Variations

1.e4 c5 2.♘c3 e6 3.♗f3 ♘c6 4.d4 cxd4
5.♗xd4 ♗f6 6.♗db5 d6



As you can see Pete has given them a fairly standard Sicilian Four Knights to play from. The position is considered as very even so now it's down to the computers. They stay in theory for a few moves!

7.♙f4 e5 8.♙g5 ♙e6

8...a6 9.♗a3 b5 is considered the better variation for White

9.♙xf6

The first move they've played not in my Book. I have 9.♗d5 ♖c8 10.c3. Also possible, shown in Powerbooks and played quite often I see is 9.a4

9...gxf6 10.♗d5 ♖c8 11.♙d3

This and one or two other moves are in Powerbooks, including 11.c3 and 11.Nbc3

11...♗g8N

The first totally new move, our dedicated friends have done well to stay with the theory in this challenging opening.

To stay with theory 11...f5! was needed,

then 12.0-0 and now either 12...f4 or 12...a6 are known

The move chosen by the Centurion is partly with the threat to win material (Rxf6) but also so it has a reply to White's next

12.♙f3 ♗g6 13.0-0 ♙h6



It's about to get quite complicated!

14.♙h5?

A weak threat which is easily repelled and in fact turns the advantage over to Black

14.♗e3 seems best, then 14...a6 15.♗c3. White now has the better pawn structure and king safety, but it's all still to play for!

14...♙g4! 15.♙h4 ♙f3! 16.g3 a6!

Another good move by the Centurion

17.♗bc3



17...♗d4?

Lets the Obsidian back into the game.

17...♙g7 would have been okay, but 17...♙f8 seems even better. Now probably 18.♖ae1 ♖h6! The queen has no escape square, so 19.♗xf6+ is best, then 19...♙xf6 20.♙xf6 ♖xf6+ and Black has ♙ for ♖

Get the game position on a board if you can't visualise it because Black is about to do

something very interesting after the Obsidian's next move!

18.h3?

Taking a vital escape square off its own queen which puts her in serious danger

If 18.♖h3 ♕g7! and not 19.♖xh7?? ♔f8! followed by ♖h6 winning the queen

But 18.♘e3 looks okay. Black needs to get its king safe, so 18...♔f8 19.♖h3

After the game move 18...♕g7 preparing to play Rh6 would win, as in a line I suggested at move 18. Also 18...♔f8 would win. But the Centurion goes for something even more dramatic! I hope you've still got this on your chess board!

18...♕d1?!

The trouble with a move like this is that, by its very nature it comes with a health hazard warning 'beware and think twice before you touch me!' So a human opponent would be alerted immediately. Of course as he'd be playing a mid-range chess computer he might think it's a blunder.

What will the Obsidian think? 19.♖axd1 or 19.♖fxd1!?

Sadly for the Centurion there is one calm reply that completely turns the game in White's favour, and the Obsidian finds it!

19.f4!

The only reply that wins!

19.♖axd1?? ♘f3+ 20.♔h1 ♘xh4+. Ouch!

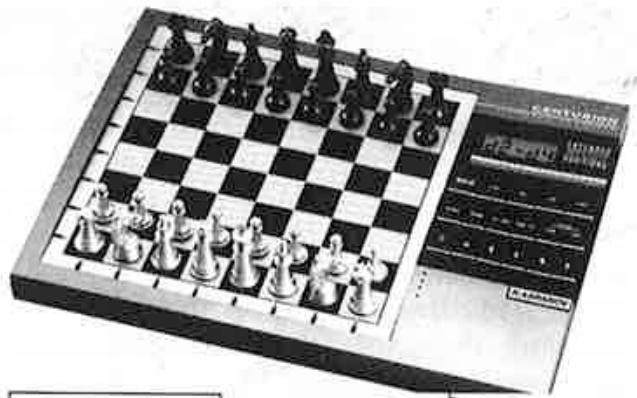
And of course 19.♖fxd1 runs into the same

Even 19.f3 doesn't quite work after 19...♕xc2 20.♕xc2 ♘xc2 and now 21.♖ad1 ♘e3 22.♘xe3 ♕xe3+ 23.♔g2 ♖b6 24.♖b1 ♖d4 leaves Black a pawn ahead with clear winning chances

19...♘f3+?

The 19...♕g7 20...♖h6 plan was probably worth continuing with, though it doesn't lead to a win any more due to 20.fxe5 ♖h6 21.exf6! ♖xh4 22.fxg7, and if 22...♔d7 so that 23.g8=queen can be met with 23...♖xg8, instead it would be 22...♔d7 (22...♖g5 would be better: 23.g8♖+ ♖xg8 24.♘f6+ ♔f8 25.♘xg8 and White is 'just' a piece up) 23.♖xf7+! ♔c6 24.♘e7+ 1-0

20.♖xf3! ♕xf3 21.f5



The Centurion above, the Obsidian below



21...♕g5

There is nothing better

22.♖xh7 ♖h6 23.♖g8+ ♔d7 24.♖xf7+ ♔c6 25.♘b4+

I loved 25.♕xa6! when I saw it: 25...bxa6 26.♘b4+ ♔c5 27.♖a7+ and Black must lose its queen just to delay mate!

25...♔b6 26.♘cd5+ ♔a7 27.♕xa6! ♖b8 28.♘c6+

After 28...♔xa6 (28...♔a8 29.♘xd8 #9) 29.♘xd8 ♕xe4 30.♖c7 ♕xd5 31.♖xb8 ♕e3+ 32.♔h2 ♖h7 33.♖d1 we see that White wins easily. Lots of fun, an enjoyable game to play through with its various surprises! 1-0

CLONE WARS.... part II

The CHESS PROGRAMMERS FIGHT BACK!

In our last issue we had an article, *Cloning Concerns*, by Peter Skinner. He made reference in it (see right hand column, page 17) to the suggestions that **Rybka** might be a clone of **Fruit** but, as he said, nothing had been definitely proven. So his main area of concern was the engines Ippolit, Robbolito, Fire, Ivanhoe and Houdini which appear (from their play) to be clones or at least very closely associated to Rybka. Vasik Rajlich, the Rybka programmer, will have seen their code as some of it has been made Open Source, and has claimed that they are Rybka clones. We haven't seen the Rybka code of course, so we can't be sure.

Of course free strong chess engines are a source of concern to me, as they greatly reduce my sales of commercial engines. Anyone can buy one copy of a ChessBase or Convekta engine and then obtain free UCI engines off the Internet and greatly reduce the number of commercial engines they buy! We have seen that happening over the past 2 years, it has hurt Countrywide income, and my pocket as well because of reducing sales commission! It is a small part of why Countrywide is about to be absorbed into its owners, Chess & Bridge, and I will soon be without a job!

It hurts others more than me. Some programmers such as Mark Uniacke of Hiarcs and Stefan Meyer-Kahlen of Shredder - and others - have the sale of their chess engines in one form or another as pretty much their sole source of income.

But when some of these new programs are clones, based on code originally stolen from a proper chess programmer, and then built up using Open Source code released by some of the other cloners, then the folk whose livelihood is in the chess business can start to get a bit cross!

Let's have a look at a bit of algebra!

- If $S = F$ (essentially the same but with improvements)
- And if $S = R$ (with some improvements, but still essentially the same)

- Then clearly $R = F$, or is at least very close to it, but no doubt also with some improvements

The **first** statement was made by Strelka programmer S, Osimov, and can be seen on Wikipedia! The **second** statement was made by Rybka programmer V. Rajlich. The **third** is my conclusion!

S stands for **Strelka**, F stands for **Fruit**, R stands for **Rybka**. If Strelka is very much like Fruit, and Strelka is a Rybka copy/clone, then Rybka must be like very much like Fruit as well. That's the theory.

Here is what it says on Wikipedia, re **Strelka**:

Controversy about the recognition in the world

In May 2007, a new chess program Strelka, produced by Yuri Osipov.

Soon, there were allegations that Strelka was a clone of Rybka 1.0 beta, in the sense that it has been redesigned and slightly modified version of Rybka . [3] Several players have found that Strelka led to an identical analysis with Rybka in a variety of positions, with the same the most errors and weaknesses in certain cases.

Osipov, however, has repeatedly said on the forums that Strelka was based on Fruit , not Rybka, and that any similarities are because Rybka was also based on the Fruit, or because he instigated the evaluation function to be as close as possible to Rybka . [4] [5]

With the release of Strelka 2.0 beta has been included source code .

Creator Rybka, Vasik Rajlich , said that the code pointed to "evidence" that Strelka 2.0 beta was a clone of Rybka 1.0 beta, although not without some improvements in certain areas. On this basis, he called the code of his own and intended to re-release it under his own name, [6], although later he did not. He also claimed that «Yuri Osipov» was a pseudonym.

Authorship Osipova support Bryan Hofmann, Dann Corbit and Sergei Markov (Sergei S. Markoff), who had the opportunity to get acquainted with the original files.

But did Vasik Rajlich really say that Strelka was a Rybka copy or clone?!

When the origins of Strelka became the subject of heated debate in the computer chess forums, Vasik pitched in with his own comments, claiming that Strelka

was a clone of Rybka, and posted the following on the Rybka forum:

By Vasik Rajlich Date 2008-01-11 12:26

I've taken a look this morning at the Strelka 2.0 sources. The picture is quite clear. *(I could have easily underlined the words "quite clear" - Eric)*

Vast sections of these sources started their life as a decompiled Rybka 1.0. The traces of this are everywhere. The board representation is identical, and all sorts of absolutely unique Rybka code methods, bitboard tricks and even exact data tables are used throughout. Significant portions of the search and evaluation logic are not fully disassembled - the author has left in hardcoded constants and used generic names (such as "PawnStruScore03" & "PawnStruScore13", "PassedPawnValue03" through "PassedPawnValue73, etc) which show that he hasn't yet fully understood what is happening.

In some cases, these traces do also extend beyond the inner search and evaluation kernel. For instance, Rybka and Strelka are the only engines which I know about which don't report "seldepth" and "hashfull". Rybka's UCI strings are used throughout.

The author did at first make attempts to hide the Rybka origins, for example by masking the table values in earlier Strelka versions. He also made significant attempts to improve the program. The attempts at improvement are not very original, but they are everywhere. They include PV collection, null verification (and in fact changes to the null implementation itself), some endgame drawishness heuristics, a handful of new evaluation term, a new approach to blending between opening and endgame eval terms, and so on. They also do include various structural changes, such as knight underpromotions, on-the-fly calculations of many tables, the setting of piece-square table values, etc. These changes are extensive and no doubt lead to differences in playing style and perhaps a useful engine for users to have, but they do not change the illegality of the code base.

In light of the above, I am claiming Strelka 2.0 as my own and will release it in the next few days under my own name. The name of the author with the pen name "Osipov" will be included if he comes forward with his own real name, otherwise an anonymous contribution will be noted. The contributions of Igor Korshunov will also be confirmed and noted if appropriate. All usage permissions will be granted with this release.

I do not see obvious signs of other code usage, but perhaps this deserves a closer look. Some of the transplanted ideas, such as the null verification search, are rather naive implementations of the approach in Fruit/Toga, although my first impression is that that code

itself is original. The Winboard parser from Beowolf which was added to Strelka 1.0 seems to have been completely removed. If someone else does find other signs of code theft, please get in touch with me and I will give proper credit in the upcoming release.

If someone has suggestions about an appropriate license, and in particular the pros and cons of the GPL for a chess engine and for this unusual scenario, or if someone would be willing to help in preparing this code and license for release, please also get in touch with me.

As this code is two years and several hundred Elo old, I am not going to launch any major action. However, 'Osipov' has already threatened to repeat the procedure with Rybka 2.3.2a. (He did this after I declined to grant him rights to commercialize Strelka.) If this situation does repeat with a newer Rybka version, I will not just stand and watch any more. In the meantime, if someone has information about 'Osipov', please get in touch with me.

ALL OF THIS appeared on the Internet quite some time ago, and arguments have gone forwards and backwards time and again about if Strelka is a Fruit copy/clone, or a Rybka copy/clone, or Ippolit a Rybka copy/clone, or any/all of Ivanhoe, Firebird, Fire, Saros and Houdini copies or clones of Rybka.

The Rybka programmer has frequently accused the Ippolit-Ivanhoe-Firebird-Houdini series of being copies or clones of stolen Rybka code, and does not allow any mention of their names or rating lists containing their names on the Rybka web Forum. But in the background - and it would be the height of hypocrisy if it were true - there has always been this suggestion that maybe Rybka itself is a clone, though of course that has been strenuously denied by their team and its supporters.

So what has started it off again?!?

The Fabien Letouzey e-mail

Fabien Letouzey is the programmer of Fruit and, with versions 2.0 and 2.1, he released the actual source code for it (under the GPL licence), though he did not make the code available with the commercial release of version 2.2 because, with its final improvements, it became probably the strongest chess engine available at the time.

Indeed it is worth noting here that Fruit2 placed second, behind newcomer Zappa, in the 13th World Computer Chess Championship in Reykjavik in 2005, see *Selective Search* 120, page 4 and pages 17-27, and 2 months later it was also 2nd behind Fritz9 in the *Selective Search* rating list - see issue 121.

It is also worth noting that in 2004 an early Rybka

version had come 48= with 2½/9 in the CCT6 (see Selective Search 122 page 13), but by the end of 2005 it had jumped to the top. You can read quite a lot into this regarding the sudden timing of Rybka's improvement, but on its own the evidence is circumstantial!

And finally before we read Fabien's e-mail... **where does the GPL Licence come in? The terms of the GPL licence** (under which Fruit's source code was released) allow licensed code and ideas to be used if the new work, and the entire source code of the derivative work, is also released under a GPL licence. Of course any attempt to commercialise work which is based on an open source project released under GPL license is in breach of the terms of that license.

So, out of the blue, in January 2011, an e-mail by Fabien appeared on one of the Chess Forums:

"Hello,
Long time no see.

First, I am not back to computer chess, sorry about that. I just want to clarify a few things. Sorry if that's old but there is some misunderstanding I need to fix, and I found out only yesterday. Bear in mind that I am mostly unaware of what has happened for five years though.

First there was the Strelka case. Dann approached me with some "Strelka" source code for me to check. I had never heard of it. I assumed it was some closed-source free engine and that people wanted to know whether it was based on the Fruit source code.

The short answer was "no", it was not a verbatim copy of the source code. All the code had been typed (can't say "designed" though, see below) by an individual. So legally there was no issue that I knew of. It was however a whole re-write (copy with different words if you like, similar to a translation) of the algorithms. Not just an extraction of a couple of ideas as is common, and normal.

That being said, some original changes and ideas were also included in the program. So it was, as has since been stated many times in forum I suppose, a bitboard re-write of Fruit with some personal (or otherwise) ideas. Also note that the source code Dann sent me might not be that from the 2.0 version.

Edit: I've just had a look at the 2.0 sources. On top of what I said above, there are many constant and function names that are identical to Fruit's. I remember noticing it back then as well.

Hope it helps, because my email answer to Dann was unusually short and cryptic even by my standards. And Dann, please next time make it clear when you want a public statement instead of a private opinion, thanks.

I want to point out something immediately: there was no mention of Rybka whatsoever. Indeed I was unaware

of any relation between Strelka and Rybka, this is precisely what I learned only yesterday. I insist because it seems I have often been quoted about "not caring" about the (possible) Fruit/Rybka relationship, but this is not so. Strelka did not look like a problem because I assumed it was free.

Next, I was approached by Ryan (I think) and Christophe Theron about whether I could help with some "possible Fruit code inside Rybka" issues. I answered "yes, but how?", but did not get a reply. This did not make me really aware of a clone possibility however because I thought they were talking about some insignificant UCI-handling code or whatnot. Also this was several years after the initial Rybka release, and I guess quite a few people had a close look at it. Apparently Chrilly did?

Now if someone could tell me a bit more about the major events last five years and the current state of affairs, I'd be much obliged.

A few things I noticed yesterday, can you confirm?
- Rybka search info was obfuscated in some way (like displaying depth-3 or something), any pointers on details please?
- Vasik claimed that Strelka 2.0 is a clone of Rybka 1.0 (and you know what that would imply!)
- Zach Wegner found many Fruit ideas (and nearly identical code) in Rybka 1.0; I think someone else did, too

- Some even stronger open-source program appeared as a decompilation of Rybka (with own ideas, sounds familiar), what came up of looking at those?

Any questions, now is the one time to ask.

Thanks for your attention,
Fabien Letouzey".

Fruit2/2.1 was issued with its Source Code for other programmers to see what they could find that might be useful for helping to improve the coding of their own engines - Bob Hyatt has done the same sort of thing with Crafty.

I think it was an early version of Loop/List that got banned from a tournament because it was a Crafty clone - yes, List by Fritz Reul at Graz in 2003 - there may well be others.

But under the GPL Licence any sort of commercial use is NOT ALLOWED, and copying/cloning the code, renaming it, entering it in tournaments, or selling it is NOT the idea at all, even if some changes or improvements have been made or added.

Fabien had clearly thought that Strelka was a rewrite of Fruit2/2.1 but, as Fruit2/2.1 was Open Source and Strelka was as well, and available for free, he wasn't at that time bothered it would seem. But now he has been alerted to the Rybka-Strelka cloning claims, so if Rybka

= Strelka and, as is **his** opinion, Strelka is based on Fruit, then he **is** interested. Rybka has earned some folk quite a bit of money.

Enter **David Levy**, the ICCA/ ICGA Chairman

Cloning Chess Engines

By David Levy

Introduction

The cloning of chess engines appears to have been steadily on the rise in recent years and is a practice strongly disapproved of by the International Computer Games Association (ICGA). In the world of computer chess cloning not only damages the commercial opportunities for the original programmers, it also steals the kudos of tournament successes. Genuinely achieving a great result in a top level chess tournament requires years of painstaking effort by a highly skilled and highly motivated programmer or team of programmers, yet the creation of a clone steals the glory and public acclaim from its rightful owner. The ICGA would like to see this disgusting practice stopped and those who perpetrate the cloning publicly exposed for what they are. This article is the ICGA's opening shot in that struggle.

We start by considering two aspects of cloning, and presenting links to various Internet postings (by others) on specific allegations, as well as some additional quotations.

The Langer Case

First we consider cases where an entire chess engine has been ripped off, without any attempt being made to change its code. The first such case to come to the attention of the ICGA (which was then called the ICCA), was at the 1989 World Microcomputer Chess Championship in Portoroz, where play took place in the very same hall where, 31 years earlier, the 15-year-old Bobby Fischer qualified for the first time for the Candidates stage of the World Chess Championship. I well remember how, during the first round of the 1989 event, I was impressed with the play of the program Quickstep, entered by a German programmer, Herr Langer. I became less impressed shortly afterwards when Richard Lang, then the programmer of the Mephisto range of chess computers, revealed that the user interface of Quickstep was identical to that of his own program. The matter was investigated on the spot by interrogating Herr Langer who at first denied that he had copied the Mephisto Almeria code. But when Richard Lang demonstrated a bug in his own program, and it was found that exactly the same bug existed in Quickstep, Mr. Langer confessed and was immediately

disqualified. Mr Langer's embarrassment was compounded by the fact that he and his wife were on their honeymoon in Portoroz, and his wife witnessed his unmasking and his disqualification.

The Espin Case

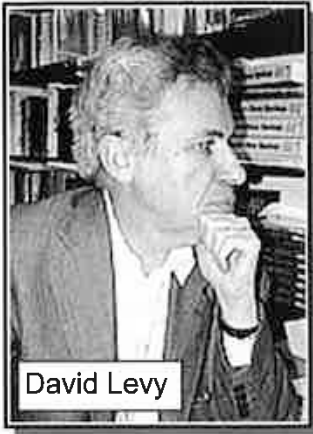
Much more recently the ICGA experienced a 21st century attempt at something similar, when the FIDE Master Johnadry Gonzalez Espin of Habana, Cuba, applied to enter the 2010 World Computer Chess Championship in Kanazawa, Japan. After making great efforts, successfully, to help Espin obtain a visa to participate in Japan, the ICGA was informed that "his" program Squarknll is a clone of the program Robbolito 0.85g3 with only 3 values changed in the entire code. Espin was duly barred from entering the tournament and will not be permitted to take part in ICGA events in the future. For more information about the Espin case visit [this ICGA news item](#) or [this post](#) at Susan Polgar's blog.

The Rybka-Fruit Case

In cases such as the antics of Langer and Espin very little proof is needed to establish the cloning. But in some cases there is a more sophisticated cloning effort, when the clone programmer(s) attempt to hide their actions by making changes to the code of "their" program, presumably hoping to obscure the original source of the algorithms, ideas and the original code itself. The most serious allegations we have come across of this type relate to Rybka, currently the world's top rated chess program and the winner of the World Computer Chess Championship in 2007, 2008, 2009, 2010. Rybka's programmer is Vasik Rajlich, an International Master. For more than three years we have been hearing rumours in the computer chess world that Rybka's engine was derived from the program Fruit, programmed by Fabien Letouzey, which placed second in the 13th World Computer Chess Championship in Reykjavik in 2005. Soon after his success in Reykjavik Fabien Letouzey made his program open source, under a Gnu Public License (GPL), so its copyright is now controlled by the Free Software Foundation.

In order to consider how the published Fruit source code might have influenced the development of Rybka, it is perhaps useful to examine some of the history of both programs. First let us go back a few years, to a time before the Fruit source code was made public. The Hiarcs forum contains the [results](#) of the CCCT6 tournament, played on January 31st and February 1st 2004, in which Rybka finished in 53rd place out of 54 contestants. On the Fruit Web site we find the following [details](#) of the open source versions of Fruit.

"It made its first appearance to the public in March 2004. Fruit was then just a basic program with a very



David Levy

simple evaluation and basic search. However since then it made skirmish progress adding about 100 Elo to each new release (1.5, 2.0, 2.1 and Fruit 2.2). The latest version from Fabien is "Fruit Beta 05/11/073 compiled on November, the 3rd 2005. Since then no new versions were released.

Until Version 2.1, Fruit was open source. But with Fruit2.2 becoming the strongest engine, the author decided to close the source code to avoid clones which might participate in official tournaments."

And furthermore, Fruit 2.1 was released with source code on June 17th 2005 under the GNU GPL license.

Let us now consider the point in time when it became clear that Rybka had become enormously strong. From Wikipedia we learn that:

"Vasik Rajlich started working on his chess program at the beginning of 2003. The first Rybka beta was released on December 2, 2005 . . . In December 2005, Rybka participated in the 15th International Paderborn Computer Chess Championship. Rybka won the tournament with a score of 5½ points out of 7, ahead of other engines such as Gandalf, Zappa, Spike, Shredder and Fruit."

So Rybka's first outstanding tournament success would seem to have been in December 2005, six months after the date of the release of the open source version of Fruit 2.1. One can understand from this coincidence of timing how many computer chess experts might have been led to think that Rybka's development owed a considerable debt to the Fruit source code.

But as I have mentioned, at first the Rybka-Fruit case was mere rumour. More recently, however, these rumours have become firm allegations, made by expert chess programmers and supported by evidence which appears on the surface to be rather compelling, both in its nature and in its volume. At this point in time I do not intend to make any definitive statement of my own on these allegations, but will allow the reader to form their own opinion after reading the following.

First, here is a posting by **Zach Wegner**, who currently develops (with the full permission of Anthony Cozzie, the original Zappa programmer) an upgraded version of Zappa, the World Computer Chess Champion in 2005. Wegner participated in the 2010 World Computer Chess Championship with their program which is called Rondo.

Evaluation

Rybka's evaluation has been the subject of much speculation ever since its appearance. Various theories have been put forth about the inner workings of the evaluation, but with the publication of Strelka, it was shown just how wrong everyone was. It is perhaps ironic that Rybka's evaluation is its most similar part to Fruit; it contains, in my opinion, the most damning evidence of all.

General Differences

Simply put, Rybka's evaluation is virtually identical to Fruit's. There are a few important changes though, that should be kept in mind when viewing this analysis.

- Most obviously, the translation to Rybka's bitboard data structures. In some instances, such as in the pawn evaluation, the bitboard version will behave slightly differently than the original. But the high-level functionality is always equivalent in these cases; the changes are brought about because of a more natural representation in bitboards, or for a slight speed gain. In other cases the code has been reorganized a bit; this should be seen more as an optimization than as a real change, since the end result is the same.
- All of the endgame and draw recognition logic in Fruit has been replaced by a large material table in Rybka. This serves mostly the same purpose as the material hash table in Fruit, since it has an evaluation and a flags field.
- All of the weights have been tuned. Due to the unnatural values of Rybka's evaluation parameters, they were mostly likely tuned in some automated fashion. However, there are a few places where the origin of the values in Fruit is still apparent: piece square tables, passed pawn scores, and the flags in the material table.

Evaluation Detail

In this section, which we skip here for being slightly too technical, the author goes into more depth about the details of each aspect of the evaluations and their similarities and differences. You can read it in the [PDF version of this article](#).

Responses from Vasik Rajlich

When it was suggested in 2007 in an Internet posting that Rybka was a clone of Fruit, Vasik Rajlich strongly denied it

"Osipov's speculation is not correct. Rybka is and always was completely original code, with the exception

of various low-level snippets which are in the public domain.

Rybka's scores are minimax score – they are propagated up the search tree. In principle, they should be from the tip of the PV, but because Rybka takes the PV from the hash table, this may not always be the case.

Re depth, this is simply a tool to drive the iterative search. By conventional I mean 'in the normal range'.

Vas”

David Levy then asked Vasik to comment on Zach Wegner's analysis, and to elucidate on his earlier comments stating 'quite clearly' that Strelka was a clone of Rybka. I have shown Vas' statement earlier, but when Levy asked him further about it he replied...

“Hi David,

I'm not really sure what to say. The Rybka source code is original. I used lots of ideas from Fruit, as I have mentioned many times. Both Fruit and Rybka also use all sorts of common computer chess ideas.

Aside from that, this document is horribly bogus. All that “Rybka code” isn't Rybka code, it's just someone's imagination.

Best regards,
Vas”

And when I (David Levy) asked for clarification as to whether this response meant that the Rybka 1 source code was original, Vasik replied:

“All of the Rybka versions are original, in the sense that I always wrote the source code myself (with the standard exceptions like various low-level snippets, magic numbers, etc).”

We're back to David Levy's original **Cloning Chess Engines Article**

Fringe Problems

There is one other type of offence that I would like to mention here in connection with cloning, namely entering a cloned program created by someone other than the entrant, in a tournament, with the entrant knowing it be a clone. One might draw an analogy between the criminal law offence of theft and the crime of handling goods knowing them to be stolen. This offence in the computer chess world is similar to one that recently caused something of a scandal in the Netherlands, when a board member of the Dutch Computer Chess Association (CSVN), the body that organises the prestigious Leiden tournaments entered a pirated copy of Junior in one of the major online annual tournaments. (See [here](#) for more details.) Put simply, if

someone knows that a program has been ripped off, either by cloning or through piracy, they will not be permitted to use a ripped off copy to compete in any ICGA event.

How to investigate such allegations and deal with cloning?

The ICGA intends to set up a forum for investigating prima facie claims of cloning in the world of computer strategy games. Claims that are proven to the satisfaction of the ICGA will result in sanctions being imposed by the ICGA on the offending persons, who will be named and shamed on the Internet.

Setting up such a forum for chess will require the support of leading members of the computer chess fraternity. We will need people willing to examine and compare source codes and to write reports on what they discover. The ICGA does not have a source of funds to pay for any such work, so anyone helping us will be a volunteer. Our current thinking is to make this chess forum open only to those who have already participated with their own chess program in an ICGA event. Anyone who comes into this category will be most welcome as a founder member of the group.

The first thing we need is someone willing to set up and operate a bulletin board where members of the forum can “meet” and exchange views. Will someone volunteer to do this to help the ICGA on its way to stamping out these insidious practices?

Then Levy on February 21st, 2011 11:04

Thanks to all of you who have thus far shown an interest in this matter. There are too many comments for me to reply to every one, so I hope that the following will deal with most of your comments.

First the question of Herr Langer in Portoroz, who had cloned a Richard Lang program

As my article points out, Herr Langer confessed to having copied Richard Lang's program, when it was pointed out to him that Richard Lang's program had a bug that was reproduced exactly in “Langer's” program. When the accused confesses, backed up by evidence such as this, there is no real need to examine source code.

The main point I would like to make right now is that the ICGA is in the process of setting up a tribunal in which chess programmers will be able to discuss allegations of cloning and whatever evidence is available to support or disprove such allegations. The ICGA will be strongly guided by this tribunal in its decisions as to the truth or otherwise of such allegations, and in its decisions as to what sanctions if any should be imposed on those found by the tribunal to have cloned the programs of others. This tribunal will

thus be a kind of court, in which anyone accused of cloning will be judged by their peers. If any of you can find anything wrong in this approach please say so.

Finally, I would like to comment on the suggestion that my mind is already made up in the case of the Rybka-Fruit issue.

What I have said is that I believe the evidence presented thus far against Vaskik Rajlich is rather compelling in its volume and nature. This is quite a natural reaction when the vast majority of evidence presented in this discussion had been on the "prosecution" side. Although Vasik Rajlich has replied to some of his accusers, he has not yet, I believe, presented a substantive case for his defence. He will, as part of the process and regulations of the tribunal, be invited to present whatever evidence and arguments he wishes. All of the tribunal discussions will be conducted with the real names of those posting on the tribunal's forum – no anonymity allowed – so no-one will be able to hide behind the cloak of a handle. It is my belief that in this way Vasik will receive a fair hearing from his peers, and that his peers will, in the end, be able to make a fair and balanced judgment on the case.

As to the question of accusations against other chess programs, they will also form part of the tribunal's deliberations, which will be conducted on a case-by-case basis.

The ICGA has already received two offers to host the tribunal's forum, and a decision is likely to be taken in the next few days as to which offer will be taken up. I shall post further information about the forum during this week.

David Levy

Additionally in a new statement on chessvibes from Febr 21st, **David Levy** wrote (in extract):

The ICGA will be strongly guided by this tribunal in its decisions as to the truth or otherwise of such allegations, and in its decisions as to what sanctions if any should be imposed on those found by the tribunal to have cloned the programs of others. This tribunal will thus be a kind of court, in which anyone accused of cloning will be judged by their peers. If any of you can find anything wrong in this approach please say so.

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And then on 1st. March 2011 we got this - **the PROGRAMMERS fight back!** And if anyone should think this is a light matter they should read the list of programmers who co-signed this at the end!

Open letter to the ICGA about the Rybka-Fruit issue
Dear David Levy, Jaap van den Herik and the ICGA Board,

Recently the author of Fruit, Fabien Letouzey, wrote an open letter to the computer chess community where he raised the concern that Rybka 1.0 beta may be a derivative of Fruit 2.1 in [this public post](#).

Since then it has emerged from highly respected sources like Zach Wegner, Bob Hyatt and others that there is a lot of evidence that has been accumulated over the last few years that Rybka 1.0 beta is a derivative of Fruit 2.1.

Zach Wegner has presented evidence of alleged significant copied/derived Fruit evaluations in Rybka 1.0 beta [here](#).

A collection of evidence of the many cases of alleged copied/derived Fruit structure, code & data appearing in Rybka 1.0 beta has been put together in [this PDF](#) by Mark Watkins.

It is also worth considering that prior to Rybka 1.0 beta, previous Rybka versions were many hundreds of Elo points weaker than the Rybka 1.0 beta version that suddenly emerged in public in December 2005, just a few months after the open source public release of Fruit 2.1 under the GPL license. That same month Rybka beta entered and won the International Paderborn Computer Chess tournament.

The evidence alleges that by using and deriving code, data and structure from Fruit 2.1, Vasik Rajlich was able to make dramatic and huge progress with "his" program Rybka to the detriment of his fellow competitors. In our view this has made competitions involving Rybka grossly unfair.

As chess programmers we find this overwhelming evidence compelling. We believe Rybka is a Fruit derivative albeit an advanced one.

It is very likely that later Rybka versions have

derived and benefited from Rybka 1.0 beta and hence in the circumstances our view is they should also be considered derivatives of Fruit 2.1 until proven otherwise.

We wish to make an official complaint to the ICGA that Rybka is a Fruit 2.1 derivative. Furthermore we believe it is a breach of the GPL license under which Fruit 2.1 was released.

We believe as an unauthorized Fruit derivative Rybka's entry into ICGA events has been contrary to the ICGA rules and the rules of fair play.

We ask the ICGA to carefully review the evidence, assess its validity, and act accordingly.

We note that the ICGA is intending on setting up a tribunal to assess such allegations and we believe this evidence should be strongly considered in that process.

In addition, we think the ICGA should in future insist that all authors of entries to ICGA events must submit to the ICGA the same executable(s), that is taking part in the ICGA event, where they can be stored for future analysis of potential derivative claims should they arise. Each author should also make a full and clear statement as to the originality of the entry, its contributors and any acknowledgements. Should justified suspicions exist authors must be willing to submit source code on a private and confidential basis to a select group of impartial programmers to privately determine source code origin.

Co-signed by the following chess programmers,
Fabien Letouzey, Zach Wegner, Mark Uniacke, Stefan Meyer-Kahlen, Ed Schröder, Don Dailey, Christophe Theron, Richard Pijl, Amir Ban, Anthony Cozzie, Tord Romstad, Ralf Schäfer, Gerd Isenberg, Johannes Zwanzger, Volker Bohm, Shay Bushinsky

A question worth considering is, **what punishments could be considered by the ICGA** for anyone who is found "guilty" of a cloning or derivative offence? I found the following likely answer in part of the Charter of the ICGA forum:

[h] The ICGA shall consider the reports and recommendations of the Panel and shall at its sole discretion decide upon what action if any should be taken. The sanctions that the ICGA might take against those found guilty of cloning or creating a derivative include but are not limited to:

[i] Banning the guilty person(s) from participation in future ICGA events for any period deemed appropriate by the ICGA;

[ii] Publicizing, wheresoever it deems appropriate, the allegations and the names of those who have been investigated by the Panel and the findings of the Panel;

[iii] Recommending to other computer event

organizers the exclusion of persons who have been found guilty by the Panel.

[iv] Annuling any titles that have already been awarded to programs that have since found by the Panel to have been clones or derivative programs, and demanding the return of any prize money paid to the offending programmer(s).

Please note that much of this information has been published on various Chess Forums, notably **Open Chess, TalkChess** and **Chess Vibes**.

We now wait to see if the **ICGA** will take action, or if **Vasik Rajlich** will respond on behalf of Rybka.

The RATING LISTS

One of the decisions to be made for all Computer Chess RATING LISTS, in magazines (are there any others now besides *Selective Search*?) or on the Internet, is which engines to include in the Rating Lists.

Some recently started to include Houdini, Strelka and others, some have stayed the same 'for now', while others are removing them! Some websites and forums wont allow either Posts or Rating Lists with the ones they allege are clones to be mentioned, others seem to have decided that, well, *if* Rybka is a clone it's too late to do much about it, so we might as well include everything.

For the past year I have been showing the CEGT and CCRL PC Engine Ratings: they have many testers and use a wide range of hardware, far more than I could manage on my own even when I included the SSDF results. For the time being they are retaining Rybka's results and also now include one or two of the alleged (and probable) clones, but only in their 64-bit versions. The CCRL calls many of them, including Rybka, '*Controversial*'. If the ICGA comes out against some engines, whichever ones they may be, then I would hope that the CEGT and CCRL would come out against them as well. If an engine wont be allowed (or daren't enter!) the Computer World Championship or other Major Events, then they shouldn't be on the Rating Lists either. Am I right on that?!

Readers, and my reader programmers, are welcome to write in with their views.

21ST GEBRUIKERS - PART 2: BY ROB VAN SON AND ERIC HALLSWORTH

We had a look at the first 2 rounds of 21st. Gebruikers in our last issue, but I ran out of space! The entrants were:

- **Mephisto London Pro**
- **Mephisto Atlanta**, these 2 owned by Rob, the Atlanta operated by his friend Peter Schimmelpenninck
- **Mephisto Berlin Pro**, Ries van Leeuwen
- **Mephisto Magellan**, Hein Veldhuis
- **Mephisto RISC2**, Luuk Hofman
- **Kasparov RISC 2500**, Hans van Mierlo
- **Mephisto Master**, Markus Pillen
- **Novag Sapphire**, Alphons Termaat
- **Resurrection Sjeng 1.8**, Xavier Goossens
- **Novag Super Expect C**, Gerrit Hoogeveen

For this Gebruikers event only chess computers with an Elo below 2300 in their Dutch ratings were allowed, so there were 10 computers in total, and they played 6 rounds using a time control of 30 minutes on the clock for each computer.

In Rob's introduction last time we mentioned that Hans van Mierlo was not satisfied with the results of his Saitek Risc 2500.

"It is very interesting to mention is his game against my Berlin London Pro. The London played with White and opened 1 e2-e4. The Risc 2500 played 1...d7-d5! He wanted to play the Scandinavian!?! Well, I haven't seen this for a long time and Hans started to look sad. At the 8th move, Black played e7-e5 and that was a terrible blunder. After 16 moves, Hans resigned the game for the Risc 2500. I really didn't expect that, neither did he!"

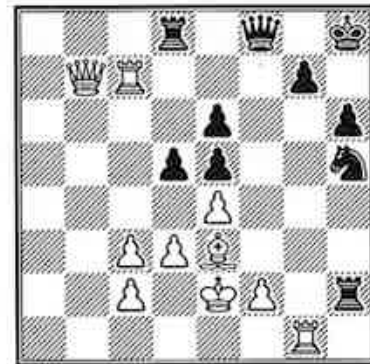
I expect you have been looking forward to seeing that game, but first there was a game from round 1 which I should have included last time, as it introduces you to the **Sjeng 1.8** PC program converted by Ruud Martin to run in one of his Resurrection units.

MEPH BERLIN PRO 68020 - RES DEEP SJENG 1.8

1.e4 e5 2.♘c3 ♘f6 3.♙c4 ♙b4 4.♘f3 ♘c6
 5.0-0 0-0 6.d3 ♙xc3 7.bxc3 d6 8.♙g5 ♙e6
 9.♙xe6 fxe6 10.♚b1 ♚b8 11.♚b3 ♚d7
 12.♚ab1 b5 13.♙e3 h6 14.h3 a5 15.a4 bxa4



16.♚xa4 ♘d4 17.♚xa5 ♚a8 18.♚b4 ♘xf3+
 19.gxf3 ♘h5 20.♚c4 ♙xf3 21.♚b7 ♙xh3
 22.♙xc7 ♚e8 23.♙g2 ♙h4 24.♙f3 ♙h2
 25.♙g1 ♙h8 26.♚c6 ♚d8 27.♙e2 ♚f8
 28.♚d7 d5 29.♚c6 ♙d8 30.♚b7



30...♘f4+?!

The knight isn't as well protected here as it might seem but, more importantly, it has forsaken its protection of g7.

30...♚b8 31.♚a7 and here 31...d4 32.cxd4 ♘f4+ is okay as after 33.♙d2 ♘h3 looks to be a draw

31.♙d2 d4?

Falls into tactics that prove to be beyond the Sjeng program.

A bit of 'chase me Charlie' along the 7th and 8th ranks with 31...♚b8 32.♚a7 ♚a8 33.♙f7 ♚e8 34.♚e7 ♚xe7 35.♙xe7 followed by 35...♘g2± would have been a better continuation

We had a tendency to feel that Richard Lang's programs for Mephisto were sometimes a little slow at seeing tactics, but here

the Berlin engine plays with great power
32.cxd4! exd4?

If 32...♙g2?! 33.♞xg2 ♘xg2 34.♙xh6
 gxh6 35.♞f7! ♞g8 36.♞c7 threatening
 37.♞xe5 m/2 wins

Black's best try was probably 32...♘g2
 33.♞f7 ♞g8 34.dxe5 ♞f8, but 35.♞e7 will
 eventually put White 3 pawns up
33.♙xd4! ♞xd4?!

If 33...♞xf2+, which is best, then 34.♙xf2
 ♘xd3 35.♙d4 ♘c5 and now the surprising
 36.♙e3!! allowing 36...♘xb7 but 37.♙xg7+
 ♞xg7 38.♞gxg7 ♘a5 39.♞ge7 wins for White
34.♞c8! ♞xf2+ 35.♙e3 ♞xe4+ 36.dxe4 ♘h5
37.♞xf8+ ♞xf8 38.♞d7 1-0

Right, let's update everyone properly on the
 results from the first 2 rounds:

Round 1

- Berlin Pro - Res1 Sjeng 1.8 1-0
- London Pro - Meph Risc2 1-0
- Master - Atlanta 1-0

*(That was a surprise, although the Master is
 a later model from Mephisto than the
 Atlanta, the latter had hash tables so ran
 faster).*

- Magellan - Novag Sapphire 0-1

*(Another big shock, and we showed you how
 the Sapphire did it in our last issue)*

- Risc 2500 - Super Expect C 1-0

Round 2

- Master - Berlin Pro 1-0
- Novag Sapphire - London Pro 0-1
- Atlanta - Risc 2500 0-1

*(The Risc 2500 had actually won its first 2
 games, so at this stage Hans van Mierlo was
 very happy with it! The Atlanta on the other
 hand had lost both its first 2 games!)*

- Meph Risc2 - Meph Magellan ½-½
- Super Expert C - Res1 Sjeng 1.8 0-1

2 Master, LondonPro, Risc2500
 1 Sjeng1.8, BerlinPro, Sapphire
 ½ Magellan, Risc2
 0 Atlanta, SuperExpertC

So, on to round 3! Here is the game that
 Rob's upgraded **London** lost to the previous

version, the Berlin. Of course 1 game in
 isolation can always go wrong. The London
 upgrade has proved to be worth about 30 Elo,
 but in this game the **Berlin Pro** plays
 extremely well!

MEPH LONDON PRO - MEPH BERLIN PRO

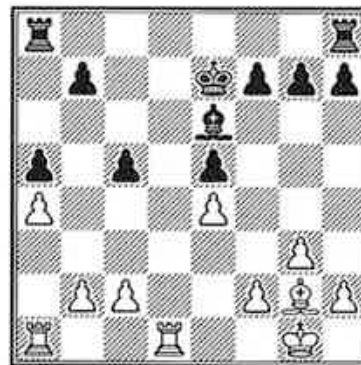
B47: Sicilian: Taimanov: 5 Nc3 Qc7 6 f4, 6 g3
 and 6 Be2

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6
5.♘c3 ♘c6 6.g3 ♞c7 7.♙g2 ♘f6 8.0-0 ♙e7
9.♞e1 ♘xd4 10.♞xd4 ♙c5 11.♞d1 d6
12.♙e3 e5 13.♘d5

13.♞d2 ♙e6 is a little more popular
13...♘xd5 14.♙xc5N

I can only find a game with 14.♞xd5 in
 my database, but White lost so the London
 finding a new move is probably a good idea
14...♞xc5 15.♞xd5 ♙e6 16.♞xc5 dxc5
17.♞ed1

Now Black cannot castle queen side
17...♙e7 18.a4 a5



19.♙f3?!

I'm not sure that this is a good plan. In
 fact it stops White playing f2-f4 which
 would have been better here

19...♞hd8 20.♙h5 f6 21.♙e2

The ♙ has wasted quite a bit of time
21...♞d4 22.c3?

Loses a pawn. Obviously White didn't
 like the look of 22.♞xd4 cxd4, but 22.f3
 would have been a reasonable alternative
22...♞xd1+ 23.♞xd1 ♙b3 24.♞d2 ♙xa4
25.♙c4 ♙c6 26.♙d5 ♞d8 27.♙g2 f5!?

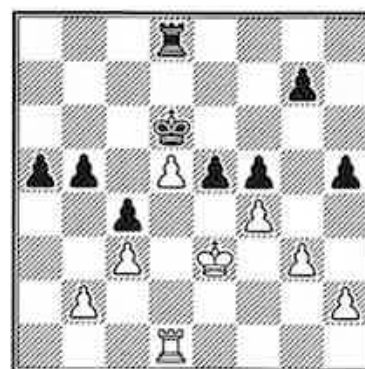


28.♔f3??

A pawn down and approaching the endgame meant that White was already struggling, but now it has fallen apart

Not 28.exf5 ♕xd5+ of course, but 28.f3 c4! 29.♔f2 ♕xd5 30.exd5 would have made Black work much harder for the win
28...c4

I also found 28...fxe4+! 29.♔xe4 ♖xd5 30.♖xd5 ♔e6 which would have been immediately decisive and 0-1
29.♔e3 ♕xd5 30.exd5 ♔d6 31.f4 h5 32.♖d1 b5



33.h4?

The attempt to block the position is misguided, this leads to a quick end

33.♖g1 e4 34.h3 was better, but 34...♔c5! 35.♔e2 ♖xd5 should still win for Black
33...e4! 34.♔d4 a4! 35.♖e1 ♖c8 36.♖e2 ♖c5 37.♔e3 ♖xd5 38.♔f2 ♖d3 39.♖c2 ♔c5

Getting ready to force an entry point for himself on the queenside

40.♔g2 b4! 41.cxb4+ ♔xb4 42.♖e2 c3 43.bxc3+ ♔xc3

White could resign, the Berlin Pro has played this beautifully

44.♖e1 a3 45.♔f1 a2 46.♖a1 ♔b2 47.♖xa2+ ♔xa2

After 48.♔e1 there are various routes to m/8, this is one: 48...♔b1 49.g4 hxg4 50.♔e2 ♖f3 51.♔d2 g3 52.h5 g2 53.♔e2 g1♖ 54.h6 ♖f1+ 55.♔d2 ♖d3#. 0-1

Mostly we are aiming to cover Rob's games with his London Pro, but some of the other games are very interesting as well. The **Super Expert C** hadn't scored a point yet, but gives the **Mephisto Risc2** a big fright in this game!

NOVAG SUPER EXPERT C - MEPH RISC 2

1.e4 c5 2.c3 e5 3.♖f3 ♖c6 4.♕c4 ♖f6 5.♖g5 d5 6.exd5 ♖xd5 7.d4 exd4 8.♖e2+ ♕e7 9.♖e4 ♖f6 10.♕xf7+ ♔f8 11.♖e2 d3 12.♖e3 ♖g4 13.♖e6+ ♕xe6 14.♖xe6 ♖ge5 15.♕h5 ♖c8 16.♖xc8+ ♖xc8 17.0-0 c4 18.♖e1 ♖d8 19.♕f4 ♖d5 20.♖d2 g6 21.♕d1 g5 22.♕e3 ♕f6 23.♖e4 ♔e7 24.♕xg5 ♕xg5 25.♖xg5 h6



At this point in the game the Super Expert was certainly threatening to cause another shock. It is a healthy pawn up and should be able to cope with Black's advanced c+d/pawns. Just retreating the ♖ to e4 would be good

26. ♖f3?

Correct was 26. ♖e4 ♜f8 27. ♖d2±

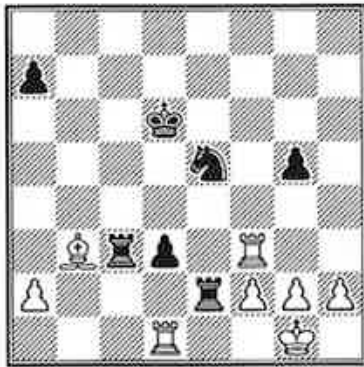
26... ♜c5 27. ♖xc6 hxg5!

Black equalises. 27... bxc6 wouldn't, with 28. ♖e4± White would still have the advantage

28. ♖xb7 ♜b8 29. ♖a6 ♜xb2 30. ♖xc4 ♖d6

31. ♖b3 ♜xc3 32. ♜e3 ♖g4 33. ♜f3 ♜e2

34. ♜d1 ♖e5



The game was still level, Black's advanced d-pawn with its rook support just about counters White's extra pawn

35. ♜e3?

With 35. ♜f6+ ♖c5 36. ♖f1 ♖b4 37. ♜b1 it would be hard to say for sure who is winning. Black must play 37... ♖c5 and now 38. ♜e1! ♜xe1+ 39. ♖xe1 ♜c1+ 40. ♖d2 ♜g1 41. ♜e6±.

After the game move Black can now exchange rooks and its d-pawn becomes much stronger!

35... ♜xe3 36. fxe3 ♖g4! 37. ♜d2 ♖e5

Not 37... ♖xe3? 38. ♖f2 ♖f5 39. g4 ♖d4 40. ♖e3 ♖xb3 41. axb3 ♜xb3 42. ♜a2 and



Gerrit Hoogeveen & his Super Expert C, watched by Xavier Goossens, the Res1 Sjeng owner

White gets a draw!

38. ♖d1 ♖xe3 39. ♖b3

39. ♖f2 is no longer any good as Black can now play 39... ♖c4!

39... ♖e4 40. ♖f2 ♜c2 41. ♖e1?!

Getting rid of the pawn with 41. ♜xc2 costs a piece, so would not really make that much difference in the end: 41... dxc2

42. ♖xc2+ ♖xc2+

41... ♖xg2+ 42. ♖d1 ♖e3+ 43. ♖e1 ♜c1+ 44. ♖d1 ♖d4

44... ♖d4 45. ♖f2 ♜xd1 46. ♜b2 ♜f1+ 47. ♖g3 ♖c4 48. ♜b7 d2 wins easily. 0-1

Other round 3 results

▪ Risc 2500 - Mephisto Master	1-0
▪ Res1 Sjeng1.8 - Sapphire	0-1
▪ Magellan - Atlanta	½-½

So Hans van Mierlo's Kasparov **Risc 2500** is the outright leader with 3/3, a point ahead of a group of machines on 2/3. But that was all about to change.

MEPH LONDON PRO - SAITEK RISC 2500

B01: Scandinavian Defence

1. e4 d5?!

Rob says that Hans was already starting to look a little sad, they had not seen this in a computer game for a long time

2. exd5 ♜xd5 3. ♖c3 ♜a5 4. d4 ♖f6 5. ♖f3 c6 6. ♖e5 ♖bd7 7. ♖c4 ♜c7 8. ♜f3

I wish I'd still got a Risc2500 as I'd like to know when it came out of its Opening Book!



It was obviously out of its Book now, as we'll realise from its next move!



8...e5??

You know, I'm sure, that the Scandinavian isn't all bad! Here 8...♖b6 9.♙f4 ♖d7 is a popular continuation, well known to theory, and the game is pretty even 9.dxe5 ♘d5

Perhaps in playing 8...e5? the Risc2500 thought that it would be able to continue with 9...♘xe5 as 10.♘xe5 ♖xe5+ 11.♖e3 is equal, but of course White would play 10.♖e2! and after 10...♘fg4 11.f4! wins easily 10.♘xd5 cxd5 11.♖xd5 f6?

Not good at all, but the game was already lost after that 8th move

11...♙e7 would enable Black to hold on for a little longer. After the probable 12.♘d6+ ♙xd6 13.exd6 ♖xc2 14.♙d3 ♖c5 it would have escaped only a pawn down for the moment, though the ♖/d6 gives White a strong added bonus!
12.♘d6+



The game is over!

12...♙xd6 13.exd6 ♖d8 14.♙b5 a6 15.♙a4 ♘f8 16.♙e3 h6

17.♙b3 ♖e8 18.0-0 followed by 19.♖ae1 is terminal. How long is it since you've seen the Risc2500 vanquished in just 16 moves?! Not that Rob minded! 1-0

Here's another from round 4.

MEPH BERLIN PRO - MEPH RISC2

C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♙d3 ♙d6 7.0-0 0-0 8.c4 c6 9.♖c2 ♘a6 10.♙xe4 dxe4 11.♖xe4 ♖e8 12.♖d3 ♙g4 13.♙g5 ♖d7 14.♘bd2 h6 15.♙h4 ♘b4 16.♖b3 a5 17.a3 a4 18.♖c3 ♘a6 19.♙g3 f6 20.♙xd6 ♖xd6 21.♖fe1 b5 22.cxb5 cxb5 23.♖c2



Some of the things that happen in these dedicated computer games quite surprise me! They make me wonder why I didn't manage to beat them more often myself! Yet the truth is that the Risc2 was a regular opponent in our testing for early Hiarc1+2 versions, as we thought it was an opponent we could trust and that could give Hiarc (on a very early

PC processor) a decent game. And that was the Hiars that won the World Championship and Uniform Platform events in 1991!

23...f5?

A really loose move, unfair on its own bishop, and the pawn soon has to be protected by another weakening move as well, as we shall see

23...♖d7 24.♗xe8+ ♗xe8 25.♖c1 ♖e7 would have been fine

24.h3! ♗xf3 25.♗xf3

Not 25.gxf3? ♗xd4 26.♗f1 ♖c5=
25...g6 26.♗xe8+ ♗xe8 27.♖c1 ♗g7 28.♖c6!

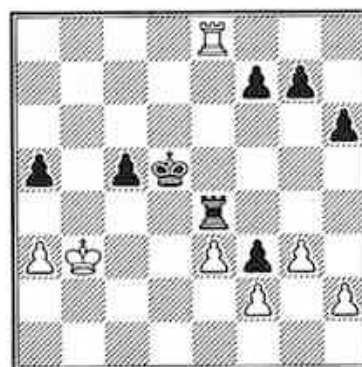


Luuk Hofman's RISC2 plays against Hein Veldhuis' Magellan, watched by players & spectators!

tournament, and was on 1/2/3, just above the Super ExpertC on 0/3. They met in round 4.

MEPH ATLANTA - NOVAG SUPER EXPERT C

We join the game it's White to play, move 33.



33.♗xe4??

A bad mistake, letting Black's king get nearer to the key pawns. Probably the Atlanta analysed that its 34th move would block the enemy king's route and would also threaten the pawn on c5... not realising it is poisoned!

33.♖d8+ had to be tried, then 33...♗e6 34.h3=

33...♗xe4 34.♗c4 g6 35.a4?

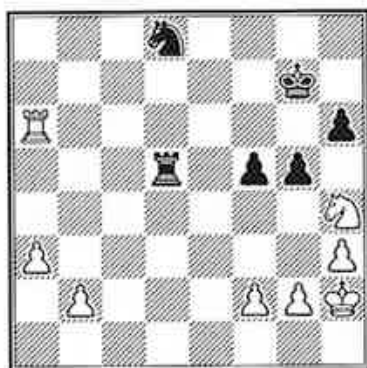
Trying to find something it can move! 35.♗c3 was best, but note that 35.♗xc5?? ♗d3! 0-1

35...h5 36.h3 f6 37.h4 g5! 38.♗c3 ♗d5 39.♗d2 ♗c4 40.hxg5 fxg5 41.e4 ♗d4 42.e5 ♗xe5 43.♗e3 h4

It's all over. A PC engine showed 44.gxh4 gxh4 45.♗xf3 h3 46.♗g3 c4 47.♗xh3 c3 48.♗g4 c2 49.f4+ ♗e4 50.♗g5 c1♖ 51.♗f6 ♗xf4 52.♗e7 ♗e5 53.♗f7 ♗f5 54.♗e8 ♖c7 55.♗f8 ♗f6 56.♗e8 ♖e7# 0-1

A pawn up, the enemy pawns all over the place, so let's exchange queens!

28...♖xc6 29.♗xc6 ♗b8 30.♗b6 ♖c8 31.♗xb5 ♗c6 32.♗b7+ ♗g8 33.d5 ♗d8 34.♗a7 ♖c1+ 35.♗h2 ♖d1 36.♗xa4 ♗xd5 37.♗a6 ♗g7 38.♗h4 g5



Can you spot White's reply, a nice surprise
39.♖d6!

39.♗f3 would have won eventually as well, but the move played is much nicer!
39...♗xd6 40.♗xf5+

40...♗f6 41.♗xd6, and that's ♗+5♖ v ♗+2♖ - too much for anyone! **1-0**

Rob's Atlanta, operated by his friend Peter Schimmelpenninck, was having an awful

Other round 4 results:

- Novag Sapphire - Master ½-½
- Res1 Sjeng1.8 - Magellan ½-½

3 LondonPro, BerlinPro, Risc2500
 2½ Sapphire, Master
 1½ Risc2, Res1 Sjeng1.8, Magellan
 and others

We join the London Pro's round 5 game
 after Black's 15th move.

MEPH MASTER - MEPH LONDON PRO



We're not long out of theory, White's
 response to the attack on its ♔ should just be
 16.♔e3, but the Master tries something a bit
 too clever

16.♖d5?!

Not fatal, but White's small advantage
 passes to Black

16...♖xd5 17.♔xg7 ♖e3 18.♚e2 ♖xf1
 19.♔xf8 ♖xf8 20.♚xf1



The slightly strange sequence of
 exchanges leaves White with ♔ for ♖, but
 Black's pieces are more active

20...♚a5! 21.b3 ♖e6

21...♚xa2!? 22.♚d1 c4
 22.♚c1 ♖d4 23.♚b2 ♚c3 24.♔f2 c4
 25.♔e2?!

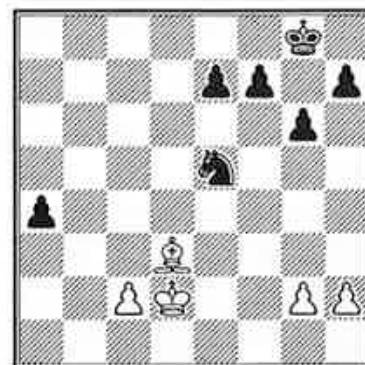
The Master is very adept at complicating
 matters though, objectively, 25.♚b1 might
 have been sounder!

25...cxb3 26.axb3 ♚xb3 27.♚xb3 ♖xb3
 28.♚e3 ♖c5 29.♔d3

Exchanging queens, though losing a
 pawn, was the other possibility: 29.♚xc3
 ♖xe4+ 30.♔e3 ♖xc3 and now best is
 31.♔f3-+

29...a5! 30.♔e2 a4 31.e5 dxe5?

31...a3! would have ended it here! 0-1
 32.♚xe5 ♚xe5+ 33.fxg5 ♖d7 34.♔d2 ♖xe5

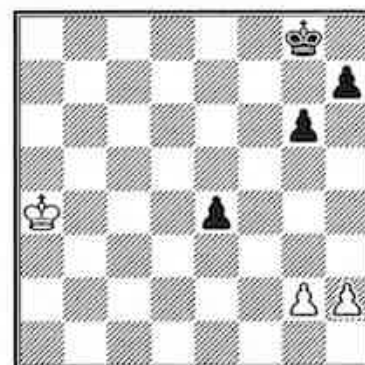


I think White must keep its ♔ on here, but
 the Master disagrees!

35.♔c3?

35.♔b5!? a3 36.♔c3 with some chances
 of a draw perhaps

35...♖xd3! 36.cxd3 e5 37.♔b4 f5 38.♔xa4
 e4 39.dxe4 fxe4



40.♔b4

The king can just get back, but...

40...♔g7! 41.♔c3 ♔f6 42.♔d2

42.♔d4 ♔f5 43.g3 h5 44.♔e3 ♔g4
 45.♔xe4 ♔h3! 46.♔f4 ♔xh2 makes no
 difference, Black still queens and wins
 42...♔f5 43.g3 h5 44.♔e2 ♔g4 45.♔e3 ♔h3
 46.♔xe4 ♔xh2 0-1

This win put Rob's London Pro in top spot
 with one game to play as the Risc2500 and

BerlinPro (=top with Rob's machine before this round), met in this round and drew!

Other round 5 results:

- Meph Risc2 - Sapphire ½-½
- Risc2500 - BerlinPro ½-½
- Meph Magellan - Super Expert C 1-0
- Meph Atlanta - Res1 Sjeng1.8 ½-½

- 4 LondonPro
- 3½ BerlinPro, Risc2500
- 3 Sapphire

It is a great shame that I don't have all of the **Novag Sapphire** games! It was already doing very well as you can see and, in this the final round, it beat the **Risc2500** to reach 4/6 and therefore overtaking it!



In fact the end of the Tournament was a bit of a damp squib - for everyone but Rob! Before the last round started he needed to win to be sure of top place, but the Sapphire had drawn as I've mentioned, and the **Berlin Pro** made an early mistake at move 18 against the **Magellan** and was completely lost by move 26, though the operator played on hoping for a most unlikely miracle.

So the **London Pro** just needed a draw, but it was Black against the **Res1 Sjeng1.8**.

RES. SJENG 1.8 - MEPH LONDON PRO

B42: Sicilian: Kan Variation: 5 Bd3

- 1.e4 c5 2.♟f3 e6 3.d4 cxd4 4.♞xd4 a6
- 5.♙d3 ♞f6 6.0-0 d6 7.c4 g6 8.♞c3 ♙g7

All well established theory to here where

9.♙e3 is the most popular move for White. But Sjeng's choice is also quite well known
9.♟f3 0-0 10.♙f4 ♞h5 11.♙g5 ♖b6N

11...♖c7 has appeared in a few games but this move, as far as I know, would be new if tried in top level play

12.♖d2 ♞f6 13.♙e3 ♖c6 14.♙h6 ♞bd7

Not many folk would want to play 14...♙xh6 15.♖xh6, but some of the PC engines think it's okay!?

15.♙xg7 ♞xg7 16.♙ad1 ♞e5 17.♞xe5 dxe5 18.♖e3 b6 19.♖g3 ♖c7 20.♙d2 ♙b7 21.♙c2 ♙fd8

21...♖xc4 22.♖xe5= was also possible
22.♙fd1 ♙xd2 23.♙xd2 ♙d8 24.♙xd8 ♖xd8



25.♖e3

25.♖xe5 would allow Black to play 25...♖d2. Now 26.g4 is forced and the game is still level after 26...h6=. Note that after 26...♖xc2? White has 27.g5! which is exactly why we commented that 26.g4 was forced, and 27...h5 28.gxf6+ ♞h6 29.h4± would follow giving White an advantage
25...♖d4

There's quite a battle going on for White's e4 pawn!

26.♖d3 ♞g4

Threatening ♖xf2+ and mate follows
27.♖e2 f5 28.h3 ♞f6 29.♞h1?!

Looks like an "I don't know what to do move". In fact neither side finds a way to make progress over the next few moves
29...fxe4 30.♞g1 ♞f7 31.♞h2 h6 32.a3 h5 33.♞g1 h4 34.♞h1 ♙c6 35.a4 a5 36.♞g1 ♞f8 37.♙b3 ♞d7 38.♙c2 ♞c5



39. ♖d1?

Too much fiddling around with the bishop, and this time it allows Black to make some progress

39. ♖e3 ♗xe3 40. fxe3 was better and would be interesting! Black is a pawn up but has 3 blocked and tripled on the e-file! But White's b/♖ is backward so there's possibly not much in it

39... ♖d3! 40. ♖b3?

No! It was best on c2 where it came from the previous move! So 40. ♖c2 ♗e7

(40... ♗xc4?! 41. ♗e3 ♖xb2 42. ♖xe4 ♖xa4 43. ♗h6+ ♗e7 44. ♗xh4+ ♖) 41. ♖b1 ♖d6! ♠ 40... ♖f7

There was also 40... ♖c1! 41. ♗c2 ♖xb3 42. ♗xb3 e3!

41. ♗d2?

Getting the bishop back to 41. ♖c2 eyeing the e4/♖ again was still best. It keeps moving around but doesn't end up where it would be best!

41... ♖c5! 42. ♗h6

Best. If for example 42. ♗c2, to protect the ♖, then 42...e3! is very strong

42... ♖xb3 43. ♗h7+ ♗f8 44. ♗xh4



44... ♖e8?

Gives White a chance of getting back into the game

44... ♖c5! was MUCH better, and if

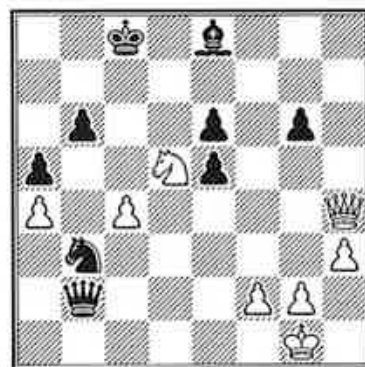
45. ♗f6+ ♗e8 46. ♗xg6+ ♗d7 47. ♗g7+ ♗d6 48. ♗f8+ ♗c7 49. ♗g7+ ♖d7 then the checks have run out and Black, with ♖ for ♖ and also c4 then a4 due to fall, is winning

45. ♖xe4 ♗xb2

45... ♖c1 was best, then probably White would try 46. ♗f6+ ♖f7 47. ♗h8+ ♗e7

48. ♗f6+ ♗e8 49. ♗h8+ ♗d7. Once more the checks have ended, so 50. ♗f8 ♖e2+ 51. ♗h2 ♗xe4 52. ♗xf7+ (the checks start again) ♗d6 53. ♗f8+. It would be a very long variation if we kept going, but once again the checks should come to an end when White interposes its queen, and will still have ♖ for ♖ and a win

46. ♗h8+ ♗e7 47. ♗h4+ ♗d7 48. ♖f6+ ♗d8 49. ♖d5+ ♗c8



This would be draw but, oh no! not with.. **50. ♖xb6??**

50. ♗e7! rescues the draw, e.g: 50...exd5 51. ♗xe8+ ♗b7 52. ♗d7+ ♗b8 53. ♗d8+ ♗b7 54. ♗d7+ ♗a6 55. ♗c8+ ♗a7 56. ♗d7+ ♗a8 57. ♗c8+ ♗a7 58. ♗c7+ ♗a8 59. ♗d8+ ♗a7 60. ♗d7+ ♗b8 61. ♗d8+ ♗b7 62. ♗d7+= **50... ♗b7!**

Now Black can win again.

Not 50... ♗b8? when 51. ♗d8+ is correct and would/should then be back to a draw again!

51. ♗e7+ ♗xb6 52. ♗xe8 ♗c1+ 53. ♗h2 ♗xc4 54. ♗xg6?!

It was more important to leave the queen where it could make nuisance checks (and maybe steal a draw). Also with 54.g3 the ♗ would still protect the important ♖/a4 though 54... ♖d4 55. h4 ♗c2 will win for Black as long as it made no mistakes during another series of checks 56. ♗d8+ ♗c6-+ etc

54... ♖c5 55. ♗e8 ♗xa4

and White resigned. Even if Sjeng did somehow find its way to a draw through the checks it was now known that the London

Pro would win the tournament! But almost certainly Black would have won in the end anyway! 0-1

The round 6 results:

- Res1 Sjeng1.8 - London Pro 0-1
- Novag Sapphire - Risc2500 ½-½
- BerlinPro - Meph Magellan 0-1
- Super Expert C - Meph Master 0-1
- Meph Risc2 - Meph Atlanta ½-½

The Risc2 and Atlanta both had poor tournaments for two normally strong dedicated computers, but at least they shared the honours in the last round! As already mentioned the Sapphire did exceptionally well and far exceeded its expected result, and the Mephisto Master also produced a very good performance.

Of course Rob was very pleased with his victory, and wrote:

"The London Pro is my Berlin Pro 68020 which I have also used on former tournaments, but now I changed the standard Eprom to the London program.. I didn't expect that the London should play much better and win more games than with the standard program, but what happened..! I (and of course my Berlin u/g to London) won the tournament easily with 5 points out of 6 games!!"

"Well Eric, you will understand that I'm a proud man and for the immediate future I

will not change the London Eprom anymore. So the first place for me, and that means a big trophy and a bottle of red wine!"

Cheers - Rob!



Above: Ries and Alfons, watched by Resurrection creator Ruud Martin

Below: The Prizewinners, Ries, Ruud and Alfons

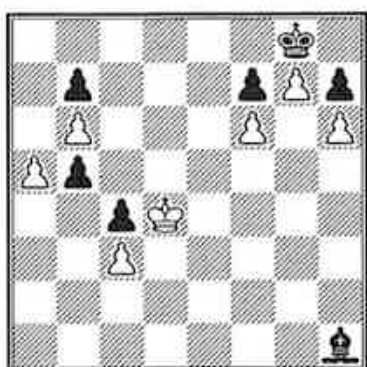


Pos	FINAL TABLE - GEBRUIKERS 21	1	2	3	4	5	6	7	8	9	10	SCORE/6
1	MEPHISTO LONDON PRO	x	1	0	1	1		1	1			5
2	NOVAG SAPPHIRE	0	x		1	½	1	1	½			4
3=	MEPHISTO BERLIN PRO	1		x	½	0	0	1	1			3½
3=	MEPHISTO RISC 2500	0	0	½	x	1				1	1	3½
3=	MEPHISTO MASTER	0	½	1	0	x				1	1	3½
3=	MEPHISTO MAGELLAN		0	1			x	½	½	1	½	3½
7=	RESURRECTION1 SJENG 1.8	0	0	0			½	x		1	1	2½
7=	MEPHISTO RISC2	0	½	0			½		x	1	½	2½
9=	NOVAG SUPER EXPERT C				0	0	0	0	0	x	1	1
9=	MEPHISTO ATLANTA				0	0	½	0	½	0	x	1

BILL REID'S "TIME FOR ADJUDICATION" TOUGH POSITIONS FOR COMPUTERS... AND SOMETIMES US!

In *SelS* 152 Bill shared another of those 'Time for Adjudication' positions where the team captains were keen to agree on a result in order to save the five shillings they would have to spend in sending it to a local chess master.

White to move



In this case it took the captains no time at all to decide it had to be a draw. But would the computer programs agree with them? And, if not, does that mean that those old team captains for once came to a wrong decision?

Eric: You will recall that I encouraged you to have a go at this, as the engines which I tested produced some wildly varying evaluations. They all wanted to play 1.Kc5, but the lowest evaluation I got for ages on my dual2core hardware was +2.48 from Junior12. Toga wasn't as bad as some with +5.97, Shredder12 had 7.86. But even the great Houdini showed +8.76 and, even more embarrassingly, Rybka was +10.97 and Zap-Mexico2 +14.28?!?!

Then, right near the end, **Stockfish2.1** actually showed 0.00 after 1min 30 secs... and it doesn't use tablebases!

Here was Bill's solution:

First of all many thanks to Eric for printing that beautiful picture of the Isle of Lewis king. That really brings home to us what a different game chess was when it was natural for us to talk with our pieces. If readers would like to confront the king himself, they



More pictures of the ISLE OF LEWIS chess set

can find him and the other pieces of that set in the British Museum, where there are also copies available for readers to purchase.

Accounts of how the programs dealt with that position which the Lewis King judged so splendidly show that they could indeed gain from an ability to get talking with the chessmen!

But how did they get on with this, my new position, where the team captains settled for a draw?

1.♔c5 b4

It's no good trying to defend the pawn with 1...♙c6?? because, after 2.a6 it's mate in 4: 2...bxa6 (2...♙d7 3.a7 ♙c8 4.a8♚ b4 5.♚xc8#) 3.♔xc6 b4 4.b7 bxc3 5.b8♚#

2.♔xb4 ♙d5

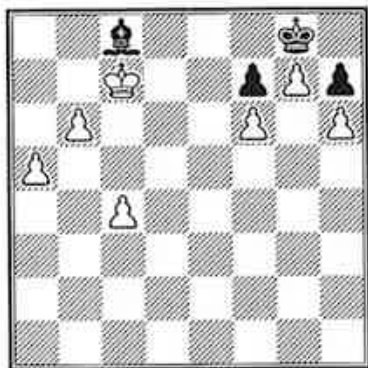
Eric: While Stockfish knows this is a draw, Rybka4 still has w+10.98

3.♔c5 ♙g2 4.♔xc4 ♙e4 5.♔c5 ♙d3 6.♔d6 ♙b5 7.♔c7 ♙a6 8.♔c8 ♙d3 9.♔xb7 ♙b5 10.♔c7 ♙a6 11.c4 ♙c8

And now Fritz8 thinks it's all over, i.e. 1-0?! Three connected pawns all lining up to queen! He rates the advantage at +11.28. But human players can easily see that if a pawn goes onto a White square defended by the king, then the bishop will capture it and the king can't take the bishop because then Black would have no legal moves. But Fritz8 is



getting a bit elderly now, I'm sure more modern programs must have seen that the old team captains were right.



Eric: No, Bill, they don't. Amazing isn't it, it seems so obvious to us! Only Glaurung has joined Stockfish and knows it's a draw, after about 1 min. The rest still have their big + evaluations... Houdini 8.76 after 6 mins, Junior12, which was the best apart from Stockfish with 2.48 at the beginning but is now up to 6.35, Rybka4 shows 9.38?! A fine bunch of Adjudicators they'd make! But of course many congratulations to **Stockfish!**

Other readers found exactly the same.

Brian Deane gave engines an hour to process it on his 4 CPU machine, and enjoyed seeing the widely varying opinions. He had as his lowest **APILchess** (an engine I don't know) showing an excellent 0.66, but at the other end CometB68 14.25! Nearly as bad as Zappa!

Incidentally Brian also told me that Deep Sjeng 1.6 after an hour on our 151-2 position had come up with a mate in 5!! If only it was so easy!! The general consensus is that it's a mate in 36, though Rybka had mate in 30, and that still needs checking. Even worse for Sjeng was that its mating move was 1.Kb3, but then 1...Kxa8 of course is an instant draw, White can only win by keeping the knight as we saw with the analysis last time.

Peter Grayson wrote: "Bill's position in SelS 152 seems easy to the human eye, to identify as a draw. But similar to your findings, all but one engine gave a high score for White in the 10 minutes I allowed for analysis. Whatever the way and timing of White's pawn advance, provided Black's bishop keeps control of the a8/h1 or c8/a6 diagonal,

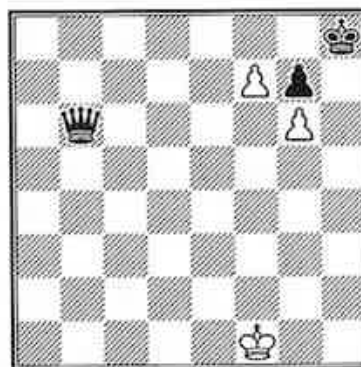
it can pick off the pawns as they advance with immunity. If White captures the bishop it is immediate stalemate! **Stockfish**, despite or maybe because it does not use tablebases, was the only engine that could find this on my hardware. Fairly quickly too!"

And here is **Bill's new position**. First his introduction.

What we were looking at in that last position was, of course, an example of 'Statics'. As I suggested in 2003 in my booklet 'Thought Processes in Chess', it can sometimes pay to think of parts of the game as 'Tactics and Statics' rather than 'Tactics and Strategy'.

So let's check out another statics position that this time didn't even get to the eyes of the team captains. Those old players just agreed the draw between themselves.

Black to move



This one is a bit simpler than the last one, though poor old Fritz8 still doesn't get it.

However I'm sure that more modern programs will quickly come up with a correct evaluation. (Bill wrote those words without knowing how the engines were faring after Black's 11...Bc8 in the previous position. If he'd seen that he might not have been so generous in his expectations!).

Comparing the listings in the 2003 SelS 102 with those in 2011 SelS152, I see that the top rating has gone up from 2684 to 3104! However, does that mean that today's programs have acquired some insight into Statics?! Or is it just that their calculating abilities have become much deeper? Maybe some study of how they judge this position will help us answer that question?!

PETER GRAYSON AT WORK ON HIS OWN OPENING BOOK FOR THE INTERNET

Hi Eric!

On the theme of something a little different for Selective Search, which you said you'd like if someone could come up with something, I thought it might be interesting to see just how much work goes into maintaining a good private Opening Book for use in Blitz Chess on the Playchess server!

I have to admit that I have not been so active more recently, due to my father's ill health, but include for you an example of what is needed to remain reasonably competitive, particularly when you have hardware like mine that is starting to show its age.

The first game was a loss when playing using my main 'nick'. Then I have discussed the work that went into changing the loss into a win, and some of my reasoning behind it. Then there was a brief flurry of 4 games, followed by a slight gap before a fifth game that seems to have signalled the end of Black efforts to play this line against me. I have a second 'nick' at Playchess and strangely all of the later games were against that rather than against my main 'nick' from the first game.

Okay, here is the original game, which my PC, playing White, loses. I have left the computer evaluations in, which I have noticed you often like to do in the articles, to help readers discover the critical game moments. B/0 means a Book move.

Where a move is in brackets after the move played it indicates the opponent expected something different, e.g. 19.dxc5 (Nxf5) 0.13/12 3 is **move played**, move expected by opponent, evaluation/depth and time taken

The opening is the Caro-Kann, Advance Variation, ECO classification B12.

GRAY BLITZ RYBKA 3 - PUREPOWER RYBKA 3

- | | |
|-----------|---------|
| 1.e4 B/0 | c6 B/0 |
| 2.d4 B/0 | d5 B/0 |
| 3.e5 B/0 | ♙f5 B/0 |
| 4.♙e3 B/0 | e6 B/0 |



- | | |
|-----------|---------|
| 5.♘d2 B/0 | ♘d7 B/0 |
| 6.♘g3 B/0 | |



6...♙c7 0.02/13 2

Incredibly, having been taken out of its book, my opponent's Rybka 3 – which is of course using a different Book to my own! – has played a move that created all sorts of problems and for which I could not find a quick solution.

My Book did enable my engine to stay in opening theory for quite a few more moves, but not convincingly. Therefore counter measures were going to be needed at an earlier point, which is what I will show you after this game!

- | | |
|------------------|------------------|
| 7.♘h4 B/0 | ♘e7 0.09/13 2 |
| 8.♙e2 (c4) B/0 | 0-0-0 -0.17/13 5 |
| 9.0-0 B/0 | f6 -0.19/13 3 |
| 10.f4 (c3) B/0 | g5 -0.30/12 2 |
| 11.fxg5 B/0 | fxe5 -0.37/14 9 |
| 12.c3 (Nb3) B/0 | h6 -0.54/12 5 |
| 13.♙g4 (Qa4) B/0 | hxg5 -0.33/13 6 |

My Book has also now come to an end

- | | |
|------------------------|---------------------|
| 14.♙xg5 -0.14/12 3 | e4 -0.43/13 2 |
| 15.♙e2 0.00/13 11 | a6 -0.29/14 0 |
| 16.♙h5 0.04/12 2 | ♖b8 -0.22/13 0 |
| 17.♘b3 0.00/13 7 | ♗a8 -0.23/15 0 |
| 18.♙f2 (Bf4) 0.00/14 2 | c5 (Rg8) -0.11/12 2 |

- 19.dxc5 (Nxf5) 0.13/12 3 ♖xc5 -0.04/13 2
 20.♖xc5 0.12/14 3 ♗xc5 -0.07/14 0
 21.♖xf5 (Raf1) 0.04/14 9 exf5 -0.11/15 3
 22.♗af1 0.05/15 0



My engine threatens to win a pawn, and the opponent decides that it's okay and that Black's resulting pressure is sufficient compensation

- 23.♗xe7 (Bf7) 0.04/12 4 ♗c6 (Bh6) -0.11/14 5
 24.♗xf5 0.01/13 4 ♘d4 -0.21/14 0
 25.cxd4 0.00/14 2 ♗xd4 -0.28/15 1
 26.a3 (Kh1) 0.00/14 0 ♗c4 (Rd3) -0.24/14 2
 27.b4 (Kh1) -0.13/12 2 ♗c2 -0.31/12 0
 28.♗e3 -0.18/13 2 ♗c3 -0.29/14 0
 29.♗d4 -0.22/14 4 ♗d8 -0.31/15 0
 30.♗g7 -0.21/14 1 ♗d6 -0.39/15 6
 31.♗g5 -0.18/15 0 ♗c7 -0.34/14 5
 32.♖h1?! -0.21/14 0

The more active 32.♗f6, threatening exchanges, would have suited White, and was better. Now the pressure against my engine starts to increase very noticeably

- 33.g3 -0.19/12 1 ♗d6! (Rxa3) -0.46/14 6
 34.b5 -0.33/12 1 ♗xa3 (e3) -0.37/13 0
 35.♗f6 (R5f2) -0.35/12 0 ♘a5 -0.54/13 1



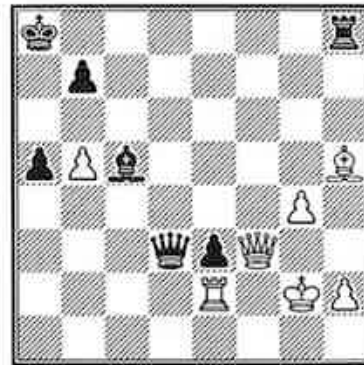
- 35... ♗d4 looks better, the move Black has

played gave White the chance of a helpful ♗ exchange... which he spurned!

- 36.♗g7?! -0.50/11 1

36.♗xd2 ♗xd2 37.b6!? was surely right, and seems to give White some drawing chances

- 37.♗f2 -0.48/13 2 ♗e3 (Qd4) -0.64/13 2
 38.♗e2 -0.51/11 2 ♗c5 -0.72/12 0
 39.♗f7 (Bg4) -0.50/12 2 ♗h8 -0.84/12 1
 40.♗f5 -0.50/12 0 ♗c1+ -1.09/11 0
 41.♖g2 -0.56/13 0 ♗g1+ -1.11/13 11
 42.♖h3 -0.49/14 0 ♗c5! -1.11/15 3
 43.♗ef2 -0.92/13 1 e3! -1.11/14 0
 44.♗a2 (Re2) -1.00/14 5 ♗xf5 (Qc1) -1.03/12 1
 45.♗xf5 -0.85/12 1 ♗b6 -1.08/15 0
 46.♗g2 -1.10/14 5 ♗c1 -1.33/15 1
 47.♗e2 (Ra2) -1.09/13 5 ♗h1 -1.33/13 0
 48.g4 -1.36/13 5 ♗d1 (Ka7) -1.52/15 0
 49.♗f3 -1.18/12 1 ♗d3 -1.45/15 0
 50.♖g2 -1.22/12 1 ♗c5 (Qxb5) -1.54/14 0



- 51.♗a2 -1.49/11 1

Even 51.g5 offered White no chance after 51... ♗h7!

- 52.♗f7 -1.41/14 0 ♗f8 -2.47/14 7
 53.b6 -1.25/10 1 ♗d4 (Qxb5) -2.87/14 8
 54.g5 -3.58/13 5 ♗xb6 -3.58/13 3
 55.♗h5 -3.58/12 6 ♗c8 -3.78/14 1
 56.♗g4 -4.76/12 2 ♗c5 -4.82/14 0
 57.♖h3 -4.76/13 2 ♗xg5 -5.02/14 4
 58.♖g2 -4.76/10 0 ♗h8+ (Bc7) -5.62/12 3
 59.♗a4 -6.00/11 6 ♗g8 (Bc7) -5.38/8 0
 60.♖h1 -4.72/9 5 ♗d5 -6.46/10 0
 61.♗f5 -7.31/9 4 ♗d2 -8.02/10 0
 62.h3 (Qc8+) -7.31/8 1 ♗h8 -7.67/11 0
 63.♗c8+ (Rf4) -6.42/6 0 ♗c3 (e2) -7.47/9 1
 64.♗xc8 -7.18/9 0 ♗xc8 -7.85/10 0
 65.♗e4 -7.63/13 0 e2 -8.25/12 4
 66.♗d7 -7.92/12 0 ♗f2 -8.30/12 0
 e1♗+ -9.86/12 1

- 67. ♖xe1 -7.91/13 1 ♗xe1 -10.13/14 0
- 68. ♗e8 (Bb5) -9.68/11 1 ♖a7 (Rd4) -10.28/11 2
- 69. ♖g1 (Bb5) -9.69/10 0 ♗h4 (Bg3) -12.07/11
- 70. ♖h1 (Ba4) -11.18/9 0 ♖b6 -19.91/11 0
- 71. ♖g1 -17.84/12 0 ♖c5 -20.30/10 0
- 72. ♖h1 -24.56/12 2 b5 -#13/10 0
- 73. ♗h5 (Bg6) -24.56/11 1 a4 (b4) -#12/8 0
- 74. ♖g1 (Bf7) -#12/6 0 a3 -#10/5 0
- 75. ♗f7 -#10/4 0 a2 -#9/4 0
- 76. ♗xa2 -#9/4 0 ♖xa2 -#8/4 0
- 77. ♖h1 -#8/3 0 b4 -#8/3 0
- 78. ♖g1 -#6/3 0 b3 -#5/3 0
- 79. ♖f1 -#5/3 0 b2 -#4/3
- 80. ♖e2 -#4/3 0 b1 ♖+ -#3/3 0
- 81. ♖e3 -#3/3 0 ♖d5 -#2/3 0
- 82. ♖f3 -#2/3 0 ♖e4#

After game ANALYSIS of what went wrong, and a proposed remedy.

Here were the opening moves up to the proposed improvement:

- 1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♗e3 e6



The move I decided to look at was...

5.h4!!

The intention is to deviate from those first game moves as soon as possible to avoid any repeat of 6... ♖c7.

5.h4 is in tradition with the earlier Caro-Kann ideas, but of course engines will not know this and rely on the book for help in these early stages of openings.

5... ♖b6

Provided engine moves are predictable it becomes any easy task to lure them into distant traps. Black needs to play ..h6 quickly! Maybe f6 is an alternative.

6.b3 c5

Or 6...h6. I also added lines for this as possibly Black's best defence that is again in keeping with the early ideas of the Caro-Kann.

7.g4

The reason for 5.h4. Engines believe the Bishop entrapment is not real and that is correct, but the means of keeping the material balance creates a horrible time, positional and spatial imbalance for Black that soon reveals an untenable situation.

7... ♗g6 8.h5

The point about Black missing out h6 is that White is able to keep forcing the play.



8...cxd4

This looks to redress the balance by exchanging opposite coloured bishops

There is also 8... ♗e4 which I had thought could be Black's alternative try.

9.f3

As with the main line, keeping the pressure on the Bishop is key.

9... ♖c6

Black tries to develop and contending for the centre seems the best approach without h6 or f6. Strange that none of the engines went down this route!

If 9...cxd4 the ensuing idea for White is similar to the main line. 10. ♗xd4 ♗xc2 11. ♖xc2 ♖xd4 12. ♖c8+ ♖e7 13. ♗b5 ♖xe5+ 14. ♖e2 ♖xa1 15. ♖c5+ ♖f6 16.g5+ ♖xg5 17. ♖g1+ ♖f6+-
10.fxe4 cxd4 11.exd5 dxe3 12.dxc6 ♖xc6 13. ♖f3

Or 13. ♖d4 ♗c5 14. ♖a4 ♖xa4 15.bxa4 ♗d4 16.c3 ♗xe5 17. ♗g2±. Does Black have sufficient compensation for the piece?

13... ♖d8

13... ♗b4+? 14.c3 ♗xc3+ 15. ♖xc3 ♖xc3+ 16. ♖e2+-)

14. ♗d3 ♖h6±

9. ♗xd4 ♗xc2 10. ♖xc2 ♖xd4

Here Black's Queen has been pulled out of

position and White very quickly establishes an advantage by threats against the King.

11.♖c8+ ♔e7 12.♗b5

It is essential to maintain pressure against Black's King and further enhances White's development.

12...♞xe5+

Providing a possible escape path for the King, a quick root back to the Kingside for the Queen and better than the immediate capture of the Rook on a1. However, the Rook is just a decoy!

13.♘e2 ♞xa1 14.0-0

Completing White's development. In contrast Black has only the Queen developed as was the point of White's ideas.



14...♘f6 15.♘bc3!

Keeping Black's Queen out of the game.

15...♞b2

The only square for the Queen.

16.♞xb7+

Now White can recover material and set up the Queenside pawn imbalance that should make for an easy win.

16...♘bd7

16...♘fd7 is played by several of the engines in the ensuing games, but White's position was strong enough for a 100% record! with 17.♞d1±

17.♞xa8 ♞d2 18.♞xa7 ♞g5

White's queenside pawns will be enough to win. Just important now to ensure Black has no tricks left and the following move 19.f3 seemed better to me than the 19.Re1 suggested by engines. So...

19.f3 g6 20.♞e1

Having consolidated the g4 pawn, Re1 was now playable with the threat of a future Nxd5.

20...♞g8

Or 20...♞e5 21.f4±

21.♔f1 ♞h4 22.♗xd7 ♘xd7 23.♘f4 ♔e8

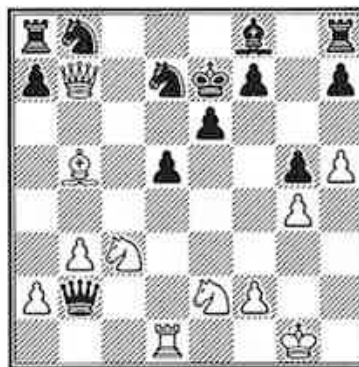
24.♘cxd5 ♗d6 25.♘c7+ ♗xc7+-

So, all of this and potential sidelines went into my

Book, and I sent my Nicknamed Engines out into battle again! Here are the games, each with a diagram at the point where my engine goes out of book!

ANGEL OF LIGHT RYBKA 3 - SEDATCHESS6

1.e4 B/0 0 c6 B/0 0 2.d4 B/0 0 d5 B/0 0
3.e5 B/0 0 ♗f5 B/0 0 4.♗e3 B/0 0 e6 B/0 0
5.h4 B/0 0 ♞b6 -0.32/13 3 6.b3 (Bc1) B/0 0
6...c5 -0.49/13 4 7.g4 (Nf3) B/0 0 7...♗g6
-0.61/12 2 8.h5 B/0 0 cxd4 0.00/12 4
9.♗xd4 B/0 0 ♗xc2 -0.01/13 2 10.♞xc2 B/0
0 ♞xd4 0.18/14 9 11.♞c8+ B/0 0 ♔e7
0.18/14 0 12.♗b5 B/0 0 ♞xe5+ 0.18/13 22
13.♘e2 B/0 0 ♞xa1 0.18/14 18 14.0-0 B/0 0
♘f6 0.38/14 6 15.♘bc3 B/0 0 ♞b2 0.38/14
15 16.♞xb7+ B/0 0 ♘fd7 0.31/14 12 17.♞d1
B/0 0 g5 0.31/14 10



18.♘d5+ 1.66/11 4 !!! exd5 1.45/12 0
19.♘d4 1.85/13 5 ♔f6 1.79/12 0 20.♞xa8
1.85/13 1 ♗d6 (Bc5) 1.79/12 0 21.♞xd5
1.85/11 0 ♗e5 2.19/13 8 22.♞f3+ 2.44/13 0
♗f4 2.36/14 5 23.♞e4 2.48/14 3 ♘e5 2.36/13
4 24.♘f5 2.48/14 2 ♞e8 2.36/13 4 25.♗xe8
2.48/14 0 ♘xg4 2.36/13 5 26.♞e7+ 3.31/14
22 ♔xf5 3.41/11 0 27.♞xf7+ 5.07/10 7 ♘f6
3.41/10 0 28.♗b5 5.07/11 2 ♗e5 (Kg4) 3.41/9
2 29.♗d3+ 4.11/12 0 ♔f4 10.74/11 4 30.♞e6
(Qc4+) 7.54/8 1 30...♘e4 9.77/8 4 31.♗xe4
7.96/9 12 ♔xe4 12.18/11 0 32.f3+
SedatChess6,Rybka 3 Human resigns. 1-0

ANGEL OF LIGHT RYBKA 3 - POPOVLAD RYBKA 3

1.e4 B/0 0 c6 B/0 0 2.d4 B/0 0 d5 B/0 0
3.e5 B/0 0 ♗f5 B/0 0 4.♗e3 B/0 0 e6 B/0 0
5.h4 B/0 0 ♞b6 -0.23/11 5 6.b3 (Bc1) B/0 0
6...c5 -0.31/11 7 7.g4 (Nc3) B/0 0 7...♗g6
-0.44/10 5 8.h5 (Nc3) B/0 0 8...cxd4 0.00/11
27 9.♗xd4 B/0 0 ♗xc2 0.00/12 5 10.♞xc2

B/0 0 ♖xd4 0.00/13 11 11.♞c8+ B/0 0 ♔e7
 0.00/13 0 12.♙b5 B/0 0 ♞xe5+ 0.00/13 15
 13.♗e2 B/0 0 ♞xa1 0.00/14 12 14.0-0 (Qc5+)
 B/0 0 14...♗f6 0.06/10 9 15.♗bc3 B/0 0
 ♞b2 0.04/12 7 16.♞xb7+ B/0 0 ♗fd7
 0.04/12 27 17.♞d1 B/0 0 g6 0.46/11 15
 18.♞xd5 B/0 0 ♙h6 0.54/11 7 19.♞d3 B/0 0
 ♞d8 0.54/11 20 20.♞xa8 B/0 0 ♞a3 0.53/10 7



21.♗d4 0.62/11 6 ♗c5 0.53/10 0 22.♗f5+
 1.18/12 11 gxf5 1.00/11 0 23.♞xd8 1.66/13
 16 ♔xd8 0.99/13 0 24.♞xb8+ 1.51/13 3 ♔e7
 0.99/13 0 25.♞e5 1.51/14 9 ♔f8 0.99/12 8
 26.♗e2 (g5) 1.62/15 35 26...♗e4 (Kg8) 1.14/9
 1 27.♞h8+ (gxf5) 1.52/11 5 27...♔e7 1.14/6 0
 28.♗d4 1.75/12 28 ♔d6 2.04/9 0 29.♗c6
 1.75/12 3 ♞c1+ 1.78/8 4 30.♔g2 2.15/13 26
 ♞c3 1.64/10 0 31.♞d8+ (Qb8+) 2.71/12 11
 31...♔c5 1.64/8 0 32.♙a4 (a4) 2.78/13 14
 32...♙f4 (Nd6) 1.23/7 2 33.♙b4+ 4.02/8 1 ♔c4
 2.79/9 7 34.♙b3+ 4.11/11 0 ♔b5 3.58/10 12
 35.♞d7 4.22/13 0 ♔b6 3.58/10 2 36.♗a5
 4.22/14 18 ♞xb4 3.58/11 0 37.♗c4+ 4.22/13
 18 ♔c5 3.58/11 0 38.♞e7+ 4.28/14 13 ♗d6
 3.58/11 0 39.♞xa7+ 4.28/14 1 ♔d5 3.58/11 9
 40.♗a5+ 4.28/14 0 ♔e4 4.46/12 9 41.♞a8+
 4.28/14 0 ♗b7 4.46/12 7 42.♙c2+ 4.28/14 0
 ♔d5 4.46/11 6 43.♗xb7 4.22/14 0 ♔d4
 4.66/11 2 44.gxf5 (Nd8) 4.62/14 9 44...♞c4
 3.77/10 1 45.♙d1 (Qa7+) 4.81/14 6 45...♞d5+
 (Kc3) 3.38/8 0 46.♙f3 5.32/12 4 ♞xf5
 3.72/11 0 47.♞h8+ (Qd8+) 5.32/11 1 47...♙e5
 (Qe5) 3.72/8 0 48.♞d8+ 6.89/9 0 ♔c3 6.22/9
 3 49.♗c5 7.09/11 0 ♔b2 6.96/9 1 50.♞d2+
 11.37/11 0 ♔a1 (Ka3) 6.65/8 4 51.♙e4 (Qe1+)
 14.81/9 0 51...♞xe4+ (Qg4+) 13.54/8 3
 52.♗xe4 Popovvlad,Rybka 3 ñääåõñÿ (Lag:
 Av=1.86s, max=7.3s) 5.11/8 0 1-0

ANGEL OF LIGHT RYBKA 3 - ACID MOON

1.e4 B/0 0 c6 B/0 0 2.d4 B/0 0 d5 B/0 0

3.e5 B/0 0 ♙f5 B/0 0 4.♙e3 B/0 0 e6 B/0 0
 5.h4 B/0 0 ♞b6 -0.31/12 2 6.b3 (Bc1) B/0 0
 6...c5 -0.54/11 5 7.g4 (Nf3) B/0 0 7...♙g6
 -0.79/12 3 8.h5 B/0 0 cxd4 0.00/14 21
 9.♙xd4 B/0 0 ♙xc2 0.00/15 11 10.♞xc2 B/0
 0 ♞xd4 0.00/15 19 11.♞c8+ B/0 0 ♔e7
 0.00/15 0 12.♙b5 B/0 0 ♞xe5+ 0.00/15 3
 13.♗e2 B/0 0 ♞xa1 0.00/16 4 14.0-0 (Qc5+)
 B/0 0 14...♗f6 -0.11/12 1 15.♗bc3 (Qxb7+)
 B/0 0 15...♞b2 0.05/12 2 16.♞xb7+ B/0 0
 ♗fd7 0.24/12 3 17.♞d1 B/0 0 g6 0.36/12 8
 18.♞xd5 B/0 0 ♙h6 0.41/13 11 19.♞d3 B/0 0
 ♞d8 0.41/12 11 20.♞xa8 B/0 0 ♞a3 0.41/12 9

The first 20 moves are the same as the previ-
 ous game, so the diagram opposite can be used to
 play on from here!

21.♗d4 0.55/11 5 ♙g7 (Nc5) 1.05/11 2
 22.♗c6+ 1.43/10 3 ♗xc6 1.45/12 0 23.♞xc6
 1.72/13 4 ♙xc3 1.52/13 2 24.♞xc3 1.65/14 6
 a6 1.51/14 1 25.♙a4 1.70/15 7 ♗c5 1.51/14
 0 26.♞xd8 1.70/15 27 ♔xd8 1.68/16 0
 27.♞f6+ 1.70/16 4 ♔c8 1.69/16 0 28.♞xf7
 1.75/17 8 gxf5 1.69/17 0 29.♞e8+ (Qf8+)
 1.79/17 1 29...♔b7 (Kc7) 1.62/17 1 30.♞e7+
 2.24/18 20 ♔b6 1.73/17 0 31.♞d6+ 2.61/17
 11 ♔b7 1.73/17 0 32.♙c6+ 2.61/17 0 ♔c8
 1.73/16 7 33.♙d7+ 2.61/18 5 ♔b7 1.73/16 2
 34.♞c6+ 2.60/18 7 ♔a7 2.35/16 0 35.♞c7+
 2.60/18 11 ♗b7 2.44/18 0 36.♙c8 (Bxe6)
 4.20/18 9 36...♞b4 3.95/14 0 37.♙xb7
 5.03/15 6 ♞xb7 4.14/17 0 38.♞xb7+ 5.02/14
 0 ♔xb7 4.14/16 0 39.g5 5.02/15 4 ♔c6
 4.14/16 1 40.♔h2 5.01/14 1 e5 (Kd5) 4.14/13
 3 41.♔g3 (Kh3) 5.09/15 5 41...e4 (Kd5)
 5.12/13 5 42.b4 5.09/14 4 ♔d5 (Kb5) 7.07/12
 0 43.♔h4 5.11/12 0 ♔c4 7.55/11 3 44.a4
 (Kxh5) 6.37/12 0 44...♔xb4 3.75/9 0
 45.♔xh5 6.34/11 1 ♔c3 (Kc4) 6.00/9 0
 46.♔h6 5.11/9 0 ♔d2 (e3) 6.57/11 2 47.♔xh7
 6.49/11 0 ♔e2 6.68/11 0 48.g6 6.95/11 1
 ♔xf2 6.68/11 0 49.g7 Acid moon,Rybka 3
 resigns (Lag: Av=1.30s, max=5.7s) 6.95/11 0
 1-0

ANGEL OF LIGHT RYBKA 3 - DAVDA RYBKA 3

1.e4 B/0 0 c6 B/0 0 2.d4 B/0 0 d5 B/0 0
 3.e5 B/0 0 ♙f5 B/0 0 4.♙e3 B/0 0 e6 B/0 0
 5.h4 B/0 0 ♞b6 -0.16/9 4 6.b3 B/0 0 c5
 -0.25/10 7 7.g4 (Cg1-f3) B/0 0 7...♙g6
 -0.44/9 6 8.h5 (Cb1-c3) B/0 0 8...cxd4
 -0.69/9 5 9.♙xd4 (Ae3-f4) B/0 0 9...♙xc2
 -0.70/9 1 10.♞xc2 B/0 0 ♞xd4 -0.70/10 2

11.♖c8+ B/0 0 ♔e7 -0.70/11 0 12.♙b5 B/0 0 ♜xe5+ -0.70/10 3 13.♗e2 B/0 0 ♞xa1 0.00/12 17 14.0-0 (Dc8-c5+) B/0 0 14...♗f6 0.07/11 15 15.♗bc3 B/0 0 ♞b2 0.00/11 3 16.♞xb7+ B/0 0 ♗fd7 0.03/11 8 17.♞d1 (Db7xa8) B/0 0 17...g6 0.28/9 15 18.♞xd5 B/0 0 ♙h6 0.44/9 3 19.♞d3 B/0 0 ♗f6 0.64/8 1



20.♞xa8 2.69/10 5 !!! ♗e5 0.68/10 0 21.♞e4 (Td3-h3) 2.58/13 9 21...♗xd3 1.84/7 3 22.♞xd3 2.58/14 0 ♗g7 (Ke7) 2.50/9 11 23.♞d4+ 3.56/11 2 ♗g8 3.29/11 7 24.♙e8 3.81/13 1 ♞a3 3.40/11 6 25.♙xf7+ 3.91/14 5 ♗xf7 3.40/12 3 26.♞xh8 4.11/15 22 gxf5 3.59/13 0 27.♞xb8 4.12/14 2 hxf4 3.39/13 4 28.♞e5 4.17/16 7 ♙g7 (g3) 3.67/12 0 29.♞h5+ 4.29/14 0 ♔e7 (Kf8) 3.67/12 0 30.♞xh7 4.31/14 8 ♗f7 (Kf8) 3.67/12 0 31.♞h5+ 4.56/13 0 ♔e7 (Kf8) 3.96/11 1 32.♗g2 4.70/15 6 ♙xc3 4.17/11 0 33.♗xc3 4.70/16 1 ♞b4 4.33/10 2 34.♞e5 4.70/16 0 ♞b7+ 4.36/11 0 35.♞e4 4.72/17 2 ♞c8 4.37/12 0 36.♞d4 (De4-h7+) 4.92/16 3 36...♞a6 (Qc6+) 4.39/8 0 37.♗e4 (Dd4xg4) 5.27/12 1 37...♞a3 4.80/8 1 38.♞g7+ (Dd4-e5) 5.36/11 3 38...♗d8 5.04/9 2 39.♞e5 5.58/11 6 ♞a6 5.82/10 0 40.♞b8+ 5.89/13 3 ♞c8 5.82/11 0 41.♞xa7 (Db8xc8+) 6.23/13 5 41...♞c6 5.45/9 0 42.♞d4+ 6.76/13 4 ♗c7 (Ke8) 5.65/10 0 43.♞c5 (Rg2-g3) 7.07/12 1 43...e5 (Qxc5) 5.91/7 0 44.♞xc6+ (Dc5xe5+) 7.15/10 1 44...♗xc6 7.32/10 1 45.a4 (Rg2-g3) 8.36/12 5 45...♗d5 7.71/9 0 46.♗c3+ (a4-a5) 8.39/11 0 46...♗c5 7.52/8 0 47.a5 DAVDA,Rybka 3 32-bit rinde (Lag: Av=1.33s, max=4.8s) 9.26/11 0 1-0

ANGEL OF LIGHT RYBKA 3 - LASKER#77 RYBKA 3

1.e4 B/0 0 c6 B/0 0 2.d4 B/0 0 d5 B/0 0 3.e5 B/0 0 ♙f5 B/0 0 4.♙e3 B/0 0 e6 B/0 0

5.h4 B/0 0 ♞b6 -0.31/14 8 6.b3 (Bc1) B/0 0 6...c5 -0.45/13 4 7.g4 (Nc3) B/0 0 7...♙g6 -0.36/13 11 8.h5 B/0 0 cxd4 0.00/13 7 9.♙xd4 B/0 0 ♙xc2 0.00/14 4 10.♞xc2 B/0 0 ♞xd4 0.00/15 9 11.♞c8+ B/0 0 ♔e7 0.00/15 0 12.♙b5 B/0 0 ♞xe5+ 0.00/15 11 13.♗e2 B/0 0 ♞xa1 0.00/16 9 14.0-0 (Qc5+) B/0 0 14...♗f6 0.00/14 3 15.♗bc3 B/0 0 ♞b2 0.33/13 8 16.♞xb7+ B/0 0 ♗fd7 0.43/13 23 17.♞d1 B/0 0 g6 0.64/13 13 18.♞xd5 B/0 0 ♙h6 0.86/14 27 19.♞d3 B/0 0 ♞d8 0.90/14 23 20.♞xa8 B/0 0 gxf5 0.90/13 19 21.♞xa7 B/0 0 ♙g7 0.90/12 16 22.♞a5 B/0 0 ♙xc3 1.59/12 2

Peter's engine is still in his newly prepared Book, and the opponent's evaluation shows Black is already in big trouble
23.♗xc3 B/0 0 ♞c1+ 1.74/12 2 24.♗g2 B/0 0 ♞g5 1.74/12 1 25.♞a3+ B/0 0 ♞c5 1.78/13 1 26.♞xc5+ B/0 0 ♗xc5 1.87/16 1 27.♞xd8 B/0 0 ♗xd8 2.01/18 4 28.gxf5 B/0 0 ♗ba6 2.00/17 1



29.♙xa6 2.05/19 10 ♗xa6 2.05/19 0 30.♗f3 2.23/20 10 h6 2.24/19 0 31.♗e3 (a3) 2.38/19 3 31...♗b8 (Nc5) 2.44/16 1 32.b4 2.93/19 5 ♗d7 (Kc7) 2.44/20 0 33.♗e4 3.02/19 6 ♗c7 2.44/21 4 34.♗f4 (Kd4) 3.07/20 0 34...♗c6 (Nb6) 2.85/16 3 35.a4 3.32/16 0 ♗d5 3.37/17 2 36.a5 3.98/19 4 f5 (Kc6) 3.75/18 0 37.♗c5 4.19/19 2 ♗f6 3.94/18 7 38.a6 4.99/20 29 ♗d6 (Ne8) 5.12/19 0 39.a7 4.99/18 0 ♗d5+ 5.12/17 8 40.♗g3 4.98/23 0 ♗b6 (Nc7) 5.12/17 2 41.♗a4 (f4) 5.12/22 33 41...♗a8 3.94/15 0 42.♗f4 5.08/17 27 ♗c6 5.12/16 0 43.♗c5 5.08/16 23 ♗d6 5.12/15 0 44.♗d3 5.08/14 4 ♗d7 5.12/16 2 45.♗e5+ (Ke5) 6.01/14 1 45...♗e8 6.18/14 6 46.b5 6.50/16 12 ♗d8 (Ke7) 7.50/14 0 47.♗f7+ 8.31/12 6 ♗e7 7.93/13 0 48.♗xh6 10.96/14 12 ♗f6 8.81/14 0 49.♗g8+ (f3) Lasker#77,Rybka 3 resigns (Lag: Av=0.21s, max=0.8s) 10.94/12 1 1-0

THE CCRL AND CEGT RATING LISTS!

The very interesting **CCRL & CEGT Website Groups** have **COMPLETE RATING LISTS** for a wide range of PC hardware, and include old, new, interim and free versions, though they don't always both test exactly the SAME engines! I extract from the lists their ratings for engines when they're running on a *Single Processors*.

CEGT 40/20 32/64-bit 1 cpu Rating List

■ <http://www.husvankempen.de/nunn>

Helps compare SOME engines at both 32 & 64-bit

Pos	ENGINE	RATING
1	HOUDINI 1.5A x64	3201
2	RYBKA 4 x64	3131
3	STOCKFISH 2.01 x64	3120
4	RYBKA 4 x32	3103
5	STOCKFISH 1.9.1 x64	3100
6	RYBKA 3 x64	3099
7	STOCKFISH 1.8 x64	3092
8	CRITTER 0.90 x64	3076
9	RYBKA 3 x32	3050
10	NAUM 4.2 x64	3030
11	KOMODO 1.3 x64	3027
12	NAUM 4.2 x32	3008
13	CRITTER 0.80 x64	3006
14	KOMODO 1.2 x64	3002
15	RYBKA 2.3.2A x64	2995
16	SHREDDER 12 x64	2983
17	NAUM 4/4.1 x32	2976
18	SJENG CT 2010 x64	2975
19	GULL 1.1 x64	2975
20	CRITTER 0.70 x64	2975
21	SPIKE 1.4 x32	2969
22	DEEP FRITZ 12 x32	2961
23	RYBKA 2.3.2A x32	2960
24	PROTECTOR 1.4.0 x64	2957
25	RYBKA 1.2F x64	2949
26	SPARK 1.0 x64	2948
27	HIARCS13.2 x32	2946
28	KOMODO 1.2 x32	2944
29	SPARK 0.5 x64	2940
30	DOCH 1.3.4 x64	2932
31	DEEP FRITZ 11 x32	2930
32	RYBKA 1.2F x32	2927
33	FRITZ 12 x32	2925
34	HIARCS 13/13.1 x32	2922
35	FRITZ 11 x32	2913
36	THINKER 5.4D INERT x64	2909
37	SPARK 0.4 x64	2905
38	ZAPPA MEXICO II x64	2904
39	SHREDDER WM (BONN) EDITION x32	2902
40	NAUM 3.1 x64	2894
41	THINKER 5.4D INERT x32	2890
42	SHREDDER 11 x64	2890
43	JUNIOR 12 x64	2888

CCRL 40/40 32-bit 1 cpu Rating List

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

An EQUAL (all 32-bit) comparison of the engines

Pos	ENGINE	RATING
1	STOCKFISH 2.01	3118
2	RYBKA 4	3115
3	STOCKFISH 1.9.1	3103
4	RYBKA 3	3097
5	CRITTER 0.90	3093
6	STOCKFISH 1.8	3086
7	STOCKFISH 1.7.1	3072
8	NAUM 4.2	3058
9	NAUM 4/4.1	3048
10	SJENG 2010 CT	3038
11	SHREDDER 12 OA=OFF	3033
12	CRITTER 0.80	3027
13	SPIKE 1.4 LEIDEN	3025
14	KOMODO 1.3	3024
15	RYBKA 2.3.2A	3018
16	HIARCS 13.2	3009
17	KOMODO 1.2	3000
18	GULL 1.0A	2999
19	FRITZ 12	2990
20	PROTECTOR 1.4.0	2981
21	HIARCS 13/13.1	2981
22	CRITTER 0.70	2980
23	RYBKA 1.2F	2977
24	SPARK 1.0	2973
25	KOMODO 1.0	2965
26	NAUM 3/3.1	2963
27	JUNIOR 12	2961
28	FRITZ 11	2959
29	THINKER 5.4D INERT	2957
30	BOOOT 5.1.0	2957
31	DOCH 1.3.4	2949
32	SHREDDER 11	2936
33	JUNIOR 11.1A	2934
34	CYCLONE XTREME	2933
35	TOGA II 1.4.1 SE	2930
36	GRAPEFRUIT 1.0	2930
37	SJENG WC2008	2928
38	SPARK 0.4	2925
39	HIARCS 12/12.1	2921
40	SJENG 3.0	2917
41	ZAPPA MEXICO 2	2913
42	TOGA II 1.4 BETA5C	2909
43	HANNIBAL 1.0A	2908

DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2331	Novag EmlDClassic+Zircon2	1952	SciSys Turbostar 432	1762
Mephisto London 68030	2302	Mephisto Montreal+Roma68000	1952	Mephisto MM2	1757
Tasc R30-1993	2299	Mephisto Milano	1950	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2294	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2269	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2260	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2250	Novag SuperForte+Expert B/6	1923	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2239	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2236	Kasparov GK2000+Executive	1919	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2221	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2210	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Kasparov SPARC/20	2209	Mephisto MM4	1904	SciSys Superstar 36K	1667
Mephisto Atlanta+Magellan	2208	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2179	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2176	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2157	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2151	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2137	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2131	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2123	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2108	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2107	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Meph Master+Senator+MilPro	2104	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Mephisto Almeria 68020	2103	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2085	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2029	Novag Forte B	1829	Kasparov Turbo 24K	1476
Kasparov Brute Force	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto MM6+ExplorerPro	2022	Mephisto Rebell	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2017	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1981	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1969	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1963	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1961	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1957	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1953	Fidelity Elegance	1765	Boris2.5	1060