

# SELECTIVE SEARCH 156

## THE COMPUTER CHESS MAGAZINE!

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Programmer Mark Uniacke with his  
HiarcS 13 running on the iPad

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# FRITZ 13 - DUE OUT 17/10/11



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## NEWS AND RESULTS

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

Welcome to another issue of *Selective Search*... no. 156. 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!

*I cannot take credit card renewals now, but I have organised a PayPal account for myself (erichallsworth@gmail.com). You can access it at my website and renew your sub. quite easily.*

#### CHESS: NEWS SECTION

**NEWS** has been a bit slow coming in during the past 2 months. There are still rumblings going on about the **ICCA/ICGA** ban on **Vasik Rajlich** and **Rybka**, and it may be the aftermath of all of this that is keeping folk a bit quiet?!

For example the entry list for the last **Leiden Tournament** was noticeably small and lacking in top engines, and the **CSVN** has since decided not to abide by the **ICGA** ruling! As I write these notes there are rumours of a backlash from the **programmers** who made the original complaint.

**Peter Grayson** has also responded with his own questions about the ruling, and I am printing his e-mail and comments in full in the magazine, and will also make sure other developments are included where appropriate so that readers are as up-to-date with everything as I can possibly keep them!

But I am still concerned about the scarcity of news - any magazine needs events, news, things to be happening etc. or it will not be so easy to fill it with good stuff!

However I've gathered together some interesting articles and games for this one, including one **Mark Uniacke** and I played against his **Hiarcs** engine, and there's news of **Houdini2** as well, so I hope you will enjoy issue 156!

#### SELECTIVE SEARCH

A sincere thanks to everyone who has taken the opportunity to re-subscribe using **PayPal**! I set this up because I don't have access to a credit card facility since my retirement, but PayPal seems to work well, so thank you!

#### PAYING YOUR SUBSCRIPTION

For the moment all subscriptions can be paid in the following ways...

- by **cheque!**
- or you can send **cash** through the post but you must register it, or do whatever alternative your country requires for sending cash if you are not in the UK. I know that cheques can be quite difficult for my readers abroad as you have to add an amount of around £10 to include the Bank charges in the UK which apply to foreign cheques even when made out in £ sterling!
- by **PayPal**. If you have a PayPal account you can use it to send your subscription to [erichallsworth@gmail.com] or, even easier, go to my website **www.elhchess.demon.co.uk** and click on Pay Subscription by PayPal in a central box near the top, read the instructions there and then click on the 'Donate' button!

#### THE LONDON CHESS CLASSIC

**This brilliant**, now it seems annual, event takes place again this year at the **Olympia Conference Centre** in Kensington, London, and from 3rd-12th. December.

**Viktor Korchnoi** will again be present as a guest of honour, there are very many special events, especially for schools and younger players - and by inviting an extra GM this year the LCC has introduced the brilliant idea that each GM will have a 'day off' in which he will become a part of the commentary team for the other games!

The players for the main event are: **Magnus Carlsen** 2823, **Vishy Anand** 2817, **Levon Aronian** 2807, **Vladimir Kramnik** 2791, **Hikaru Nakamura** 2753, **Michael Adams** 2733, **Nigel Short** 2698, **Luke McShane** 2671, and **David Howell** 2633.

## NEW: HOUDINI 2 - STANDARD AND PRO VERSIONS NOW READY

The arrival of the new **Houdini 2** was announced on **Robert Houdart's** website in mid-September... but you have to pay for it. In fact the price, shown as 59 Euros for the Pro version, ended as a bit of surprise to me as it worked out at £65 after the addition of UK VAT, a bit high I think for an engine which requires you to get an Interface from someone else to run it, however good it is! And even in saying that I've ignored questions about Houdini's legitimacy, many, maybe most, believe it has emerged from the Ippolit and Fire code that became available last year! And if it's true that they came from Rybka, which came from Fruit...

Robert, who is in his mid-40's and hails from Belgium, is a Mechanical Engineer by trade. His main interest in life, after his family and work, is Astronomy. Indeed he is currently building his own 110cm Telescope, a major undertaking!

His website doesn't tell how he became involved in chess or computer chess, but he has offered if I send him a list of questions that he will be pleased to answer them, so I have the opportunity to find out a bit more about his background.

But my readers want to know about the **new Houdini2** really, don't you?!

It's easy to purchase off the Internet, just go to...

▪ <http://www.cruxis.com/chess>

... which will take you to his website. The prices are shown as 39.95 Euro for the Standard version, and 59.95 Euro for the Pro version. VAT will be added as you make the payment, then you will get a download link for the version you have chosen and a code that you will need later at installation time. It will run on Windows and Linux and the price includes free upgrades for 6 months.

The **Standard** version is shown as the best buy for most users with standard hardware, and will support up to 6 cores and 4GB hash.



Robert Houdart, left with the beginnings of the telescope he is building, below with daughter Friedl



The **Pro** version is shown as for high-end users with powerful hardware. This supports up to 32 cores and 32GB hash, NUMA-architecture, and Large Pages. When you buy the Pro version the download includes the Standard version as well. Both downloads include 32-bit and 64-bit engines.

It should be said that **Houdini 1.5a** also supported some of these Pro features, and it is still available for free on the website.

There is a useful method to detect whether your PC makes Large Pages available, but Houdini Pro will detect the possibility of NUMA configuration automatically at start-up, and then adapt its memory management and thread interaction accordingly.

There is also a simple feature so that you can check your PC/PCs for the best Split Depth setting. This parameter defines the minimum depth at which work will be split between the cores on your PC. The default is 10, but 12 or 14 can be better on certain hardware, so the "autotune" feature will run a test to determine which Split Depth gets the

fastest kN/s on your hardware.

Unfortunately this proved a bit confusing on my quad hardware! The *Autotest* showed sd=14 as my fastest, sd=10 came 2nd very narrowly ahead of sd=12 which came 3rd. SD=16 was a close 4th, but SD=18 was way behind.

However when I tried the 10, 12, 14 and 16 settings on the **WM-Test** I got a different result! SD=12 got 86/100 and in a slightly faster time than SD=10 which also got 86. SD=16 scored 84, but SD=14 only got 82?! So I guess users will have to decide for themselves which is the optimum setting, by running *Autotest*, the **WM-Test** or playing matches!

### How much better than Houdini 1.5?!

That's the next question isn't it! I usually run the **WM-Test** fairly soon after getting any new engine - in some ways it's a bit of an indicator nowadays of whether a new version has gone in a 'safety-first' direction, which can be shown when an upgrade scores lower than the predecessor! I prefer an engine to score higher so that it is solving more difficult positions which is generally much more useful for users. I already had a result for Houdini 1.5a of course, and it had scored 86/100. So when the default SD=10 of H2Pro also scored 86 - which is a very good score of course - I was fairly content. But getting a lower score later, after I'd found that *Autotest* indicated SD=14 was quicker, was a disappointment.

I next went to the **IPON** website to check how it was doing there - **Ingo Bauer** is always very quick to get engine matches running. He plays his matches in SP v SP - a shame as most engines are now MP but get no benefit from the vital MP coding. However he does play them with Permanent Brain on, which is how they would play in a proper Match.

Sure enough his early scores were soon in place, though not showing a big improvement. Here is the current IPON top 10, but note that the Houdini 2 version is the Standard and NOT the Pro version:

Name	Elo	No of games
1 Houdini 2.0 Std	3019	2400
2 Houdini 1.5a	3010	4000
3 Komodo64 3 SSE42	2967	2500
4 Deep Rybka 4.1 SSE42	2956	3200
5 Critter 1.2	2955	2700
6 Deep Rybka 4	2954	4900
7 Komodo 2.03 DC SSE42	2952	2700
8 Houdini 1.03a	2951	3200
9 Stockfish 2.1.1 JA	2942	3000
10 Critter 1.01 SSE42	2923	2800

9 Elo is not a lot! Soon I was getting scores in from my friend **Paul Cohen**. I'd had so many e-mails from him it got a bit confusing amongst all the discussions on Split Depth, Large Memory Pages with memory running out and slowing things down sometimes, and other issues. Then he kindly sent me a summary and saved the day! These were all on the default SD=10.

Engine	v Houdini 1.5a	v Houdini 2 Pro
Fire 2.2	43½-56½	35-65
Rybka 4.1	38-62	37½-62½
Critter 1.2	39½-60½	45-55
Hiarcs 13	31-69	33½-66½
Fritz 12	13-87	26½-73½
Stockfish 2.1	34-66	40½-59½
Houdin 2 Pro	52½-47½	

One or two show an improvement for **H2Pro**, and the new version won their head-to-head match as shown, but in most cases **H1.5a** has the better score. Paul has now run the *Autotest* on his PC (6cores @ 4.3GHz), and it showed SD=14 would be better. So far, that is just proving to be the case in a match, with SD=14 **35-33** ahead of the default at this time.

Finally my own scores! Played on my Quad Laptop, no NUMA, no Large Pages.

	H2P	H1.5	H2	R4	/180
Houdini 2 Pro	xx	30½	31½	40	102
Houdini 1.5a	29½	xx	31	34	94½
Houdini 2 Standard	28½	29	xx	36½	94
Rybka 4.1	20	26	23½	xx	69½

## PETER GRAYSON ON THE RYBKA JUDGEMENT & OTHER THINGS!

I didn't get many reader responses sharing views on the ICCA/ICGA Rybka judgement, or offering thoughts on how *Selective Search* should react and deal with clones and alleged engine clones in the future.

But I did get a reasoned response from **Peter Grayson** who, thankfully, is now feeling much better after his heart attack, and returning to normal and computer chess life. Incidentally he tells me that he has grown  $\frac{1}{4}$ " since! He's been a constant 6'4" since age 18, but is suddenly officially 6'4 $\frac{1}{4}$ "! Whatever has caused this odd fact, Peter is giving thanks to God for the fact that the attack happened when he was in a hospital visiting his father - because of its nature he was probably in the only place where it was possible for him to survive it! So we thank the Lord for that.

I have left Peter's letter in it's entirety, including some web references for those who may want to do some follow-up of their own.

Hi Eric,

Hope you are well. My recovery is progressing excellently and I expect to move from my current limited phased return to work and be back full time from early autumn.

Thought I would add my comment to your SS155 editorial regarding the publishing of games by engines of questionable origin.

There is still significant controversy over the ICGA ruling on the Rybka engine being a derivative of Fruit and I think that until a legal ruling on the matter is forthcoming then it is right and proper to continue reporting on games played by it. Similarly despite claims by the Rybka author that the Ippolit code was cloned there was never any supporting evidence and consequently the claim was cast into doubt. Therefore derivatives that have made use of ideas from that code should be considered clean until proven otherwise.

As editor and publisher of the magazine it must be a tough decision for you but my view

is that a magazine, and probably the sole remaining one, devoted to reporting exclusively on the computer chess world should not take the role of censor. I recall from early on that *Selective Search* editorials questioned the origins of Rybka but any sensationalism has always been tempered with reality. That reality is despite any controversy, computer chess enthusiasts still want to know which is the strongest chess playing program whether commercial or free. These engines exist and cannot be ignored.

How long the Ippolit based "new wave" free engines are likely to continue after any Rybka court ruling is unclear. Apart from Houdini, the Fire(bird) and IvanHoe engines never seemed to make much progress after initial releases. I have read the IvanHoe development has ceased. There has been no development this year.

With or without Rybka the unquestioned status, free Critter and Stockfish UCI engines seem to be knocking on the door for strongest engine title and the outlook for commercial chess engines remains bleak because their authors have been unable to make the progress we all hoped for. It seems strange that programmers who try to make a living from their chess product and therefore can spend more time on it cannot make the same progress as these non-commercial engines. Let us hope that 2012 sees the breakthrough we have been waiting for from the commercial engines.

From a personal point of view, the Rybka affair has left some niggling doubts on the integrity of the ICGA evidence providers.

The primary question is on whose authority was the reverse engineering of Rybka started? There was no legal requirement and it certainly was not at the request of Fabien Latouzey or the Free Software Foundation. Therefore these consequential questions need answers.

Why was Zach Wegner author of the sub 2200 Elo ZCT engine reverse engineering Rybka long before any ICGA enquiry? How was he qualified as sufficiently expert to judge Rybka code when there was certainly a significant difference between his and Vasik Rajlich's chess programming capability? Almost like the pupil marking the teacher!

Why was evidence of RE Rybka code provided by Franklin Titus used in the Mark Watkins ICGA report when he was already previously accredited with involvement in the controversial IvanHoe engine?

IvanHoe 999947c (UCI)  
C source; Win32/64 Linux 32/64; Ippolit derivative  
- this is a Franklin Titus build

IvanHoe 999950r (UCI)  
IvanHoe 999950t (UCI)  
C source; Win32/64 Linux 32/64; Ippolit derivative  
- these are Franklin Titus builds

<http://computer-chess.org/forum/index.php?mode=thread&id=1177>

<http://computer-chess.org/forum/index.php?mode=thread&id=1112>

Code provided by Rick Fadden was used. He claimed Strelka was an absolute copy of Rybka 1.0 Beta but position analysis comparisons proved that not to be the case. On being challenged by Dann Corbit the position shifted from clone to fraud. Strelka included Fruit 2.1 code as well as Rybka and therefore the Fadden expertise and conclusions seemed to be discredited but still used in the Mark Watkins ICGA report.

[http://www.talkchess.com/forum/viewtopic.php?topic\\_view=threads&p=184885&t=20730](http://www.talkchess.com/forum/viewtopic.php?topic_view=threads&p=184885&t=20730)

Also in that post Fabien Latouzey is quoted as saying Strelka does not equal Fruit. So why did he change his opinion some years later? Who persuaded him?

Best regards, Peter

Not long afterwards I got another e-mail. Peter had been called into a situation which reminded him immediately of Frank Holt's comments in our last issue!

Hi Eric,

As Frank Holt revealed in SS155, keeping the PC air ways clear and electronic board surfaces clean is particularly important when running CPU intensive software.

I was asked to look at a friends PC because it kept "cutting out". On removing the side cover the attached picture says it all.



I think this is a more common problem than many imagine but where the PC is just used for browsing the Internet and word processing it is not realised until it stops working. The dust issue can be made even worse when the PC is placed close to a radiator.

A 1" paint (dusting) brush and a vacuum worked wonders!

Regards, Peter

Peter of course has been testing the new **Houdini 2** and also, like others no doubt, getting some surprising results. For example the non-Pro version scores 2 more than the Pro version manages on the Richter Test!

Also interesting is the new Autotune feature for Split Depths. This is designed to help users find the best setting for their PC, but doesn't always give the same result as running something like the WM-Test!

# CSVN AND LEIDEN, EARLY AND LATE 2011

The June 2011 ICT11 Event, run by the CSVN at Leiden, had a very moderate entry list, to say the least!

For comparison here was the Final Table from ICT10 in 2010, as in *SelSearch 154*:

Pos	Engine	/9
1	RYBKA	8½
2=	SPIKE, SJENG, HIARCS	6
5=	SPARK, SHREDDER	5½
7=	JONNY, THE BARON, THE KING	5
10=	SCARAMANGA/NOW, NIGHTMARE, ROOKIE, REDQUEEN	4½
14=	HERMANN, GOLDBAR	4
16	KALLISTO	3½
17	JOKER	3
18	HANSDAMF	2½
19	FRIDOLIN	1½
20	DOLPHIN	1

And here is the new Table, for ICT11:

Pos	Engine	/7
1	PANDIX	7
2	GOLDBAR	5
3=	NIGHTMARE, ROOKIE	4
5	THE KING	3
6	REDQUEEN	2½
7	HERMANN	2
8	SPARTACUS	½

So, as you see, almost NONE of the top engines turned up! There were probably 2 reasons for this:

1. The CSVN Chairman's (Cock de Gorter) ban of Hiarcs and Junior following Harvey Williamson's complaint about de Gorter using illegally copied Junior software, a program marketed by Mark Uniacke and Hiarcs. Many other programmers were pretty unhappy to learn that the CSVN Chairman was doing such things with any engine, so were not so willing to play this time, in support of Harvey, Amir Ban and Shay Bushinsky

(the Junior programmers).

2. The Rybka scandal had just broken and folk were unsure how to react and uncertain as to what the outcome would be.

This is a great shame for the computer chess community, there are few enough tournaments already in the annual calendar, but one sympathises with the programmers' stand!

It was also a big shame for **Gyula Horvath**, the Hungarian programmer of **Pandix**, which is a name from out of the past, an engine that was once quite close to the top engines but has largely disappeared from the scene in recent years. One must always respect an engine that scores 100% (7/7), especially as it was running on a mere Core2Duo, though I gather only working in SP!

Something of a surprise was the poor showing of Johan de Koning's **The King** in such company, only scoring 3/7. Bart Goldhoorn's **Goldbar** did a little better than usual but was on Quad hardware, as were Nightmare and Hermann.

## 31ST DUTCH OPEN, LEIDEN, 14-16 OCT 2011

So what can we expect for the next Event in Leiden, taking place in a couple of weeks?!

Well, the CSVN has changed their mind and decided that Harvey, Amir and Shay are now welcome again - so that's good news.

But they've reacted surprisingly to the ICCA/ICGA ban on Rybka. They initially supported the ban as '*they had insufficient knowledge so... chose to rely on the authority of the ICGA*'. However noting that the Rybka code which the ICGA experts examined is not that from a World Championship event (it can't be, Rajlich wont supply it for viewing, but the ICGA state that the code they DID see proved that Rybka is a Fruit clone!), they have declared '*serious doubts as to the rightfulness of the ICGA decision*' and decided not to abide by the Rybka sanction.

The **16 programmers** who filed the complaint against Rybka are, to say the least, not impressed! They are writing to the CSVN and are, I guess, most unlikely to play at the next Leiden unless something changes. Sad!

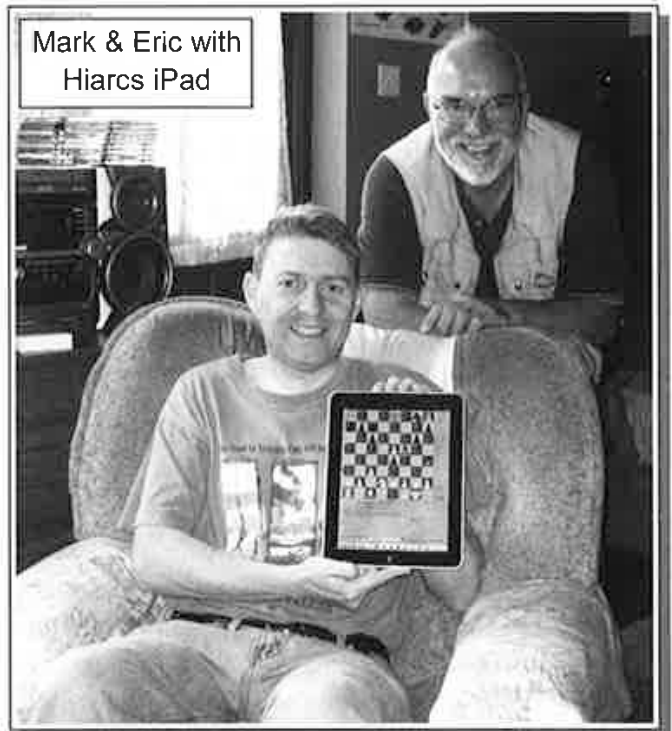


## HIARCS 13.3 FOR THE iPad!

Our friends **Mark & Lorraine Uniacke** visited us for the second time in only a few weeks in mid-September. The main reason was that Lorraine had made Chris a beautiful quilt to help keep her warm when the winter weather arrives - coming soon I think!

But having brought along his Revelation Hiarcs dedicated computer last time - which is the subject of a separate article elsewhere in this issue - this time he brought along **Hiarcs 13.3** running on an **iPad**! I don't have an iPad myself, or know much about them, so have shown the *Comet* advert wording for it below to help any others as ignorant as I am in these things. I found the same unit at the same price also available at *PCWorld* and I'm sure there's plenty of other places you can buy one! The processor speed isn't discussed in the advert - it's mostly only chess people who want to know that! - but the one Mark had with him was an ARM A4 1GHz which means that Hiarcs rates at 2925+ Elo on it, and he tells me the newer ones are faster!

This of course means that **Hiarcs on the iPad** is very strong indeed. It is running about 5x faster than it does in the Revelation board, and about 5x faster than it did in the



Pocket PC Fritz unit that scored 9½/10 and rated at 2900+ when winning the IM+GM Mercosur Cup in Argentina.

All of the details together with a long feature list can be found at

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

The **iPad2 with Wi-Fi** is ideal if you have a wireless high-speed Internet router in your home, or when you are out and about using your iPad2 near a wireless hotspot — such as in a coffee shop or school library. The iPad2 is thinner and lighter, so it feels even more comfortable in your hands. And it makes surfing the web, checking email, watching films, making FaceTime video calls and reading books so easy. Two powerful cores in one A5 chip mean iPad2 can do twice the work at once. Multitasking is smoother, apps load faster and everything just works better. With up to nine times the graphics performance, gameplay on iPad2 is even smoother and more realistic. And faster graphics help apps perform better — especially those with video. You'll see it when you're scrolling through your photo library, editing video with iMovie and viewing animations in Keynote. There are two cameras - one on the front and one on the back. They may be tiny, but they're a big deal. They're designed for FaceTime video calling, and they work together so you can talk to your favourite people and see them smile and laugh back at you. The front camera puts you and your friend face-to-face. Switch to the back camera during your video call to share where you are, who you're with or what's going on around you. If it's worth filming, let the back camera roll. It's HD, so every movie you shoot is a mini-masterpiece. And you can take wacky snapshots in Photo Booth. It's the most fun a face can have. iPad2 is one big, beautiful display — 9.7 inches of high-resolution photos, films, web pages, books and more. LED backlighting makes everything you see remarkably crisp, vivid and bright even in low light places. The iPad2 is designed to show off everything in portrait and landscape, so with every turn (even upside down), the display adjusts to fit. Because it uses a display technology called IPS (in-plane switching), it has a wide, 178° viewing angle. Hold it up to someone across the room, or share it with someone sitting next to you, and everyone gets a brilliant view. You use your fingers to do everything, from surfing the web, typing e-mailing, reading books and swiping through photos — it is easier and a lot more fun. **£ 399**

There you will also find details of PC Hiarc, PC Junior, Mac Hiarc + Junior, the special Opening Book, iPhone + iPad Chess, Palm + Pocket Chess, and the forthcoming Chess Explorer for which details are still in wraps!

From the iPad page you can go direct to the Apple "Apps" website to make your purchase and complete the 11MB download. **Hiarc13.3 for iPad** is shown there at \$9.99 which means around £6.50 I think!

You don't get quite the full range of features that you'd get with the *ChessBase* Hiarc 13 on your PC, but the list is long. Here is a selection::

- The latest **Hiarc13.3** engine which plays at around 2950 Elo, depending on your iPad speed.
- Adjustable Elo strengths, carefully prepared and tested to simulate human play at equivalent levels. Lots of other levels including Adaptive etc.
- Permanent brain feature for constant analysis and quick response.
- Adjustable playing styles.
- Very full range of playing time controls.
- Interface tailored for the iPad screen giving high resolution graphics and detailed chess information.
- Intuitive and friendly user interface menus with short cut icons, plus Help screens.
- Portrait + landscape views, 8 high quality piece sets and 9 board colour schemes.
- Game navigation buttons.
- Coach recommendation - very fast and useful.
- Lots of coaching features including move quality assessment by coloured square highlights. Excellent for novice + hobby players (and above sometimes!).
- First-class PGN support including import + export of full databases, then game data listing for selecting games from any database. Some GM databases are



included with the program at purchase.

- Very strong Hiarc opening book included + free book updates from [www.hiarc.com](http://www.hiarc.com) in the future.
- Detailed statistics of book positions, variations and ECO codes shown.
- Playing modes for White, Black, 2 player games, continuous Analysis and interactive Replay.



# RADIO SMALL V FIDELITY DESIGNER 2265

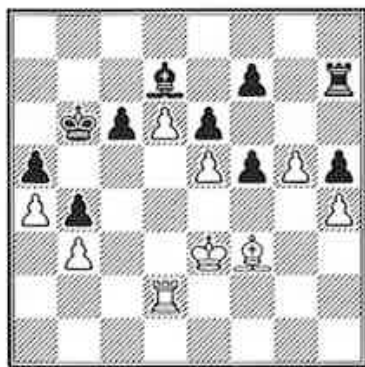
## Human v Computer Challenge Match

A brave member of the Internet *Chess Forums*, known as **RadioSmall** - perhaps not SO brave, his real name is withheld! - recently started to post his games against a **Fidelity Designer 2265**. Just right for some simple chess instruction in *Selective Search*!

**Game 1** was a Main Line Closed Catalan, but we're not going to join it until late in the game, as it was rather long. Actually this was very encouraging as it suggested that the Match might well be a close one.

### 1. Designer2265 - RadioSmall

The computer has just played **165.♖d2**



**165...♖g7?**

What a shame after all of the hard work.

165...♖h8 would probably hold the draw with best play: 166.♕f4 ♖c8 167.♙xh5 ♖h8 168.♙xf7 ♖xh4+, yes, that should be a draw **166.♖g2**

166.♙xh5! could have been played straight away: 166...c5 167.♙e2 ♖g8 168.♖c2 ♙c6 169.♕f4 and White will soon be able to advance the h-pawn

**166...♕b7?**

166...c5! was the best chance, then after 167.♙xh5 f4+! 168.♕xf4 ♖h7. Now the best try for White to win seems to be 169.♙xf7! ♖xf7+ 170.♕e3 (if 170.♕g4?! ♙c6 171.♖d2 c4! 172.bxc4 ♙xa4 with obvious drawing chances) 170...♖f5 171.g6! ♖xe5+ 172.♕f2 ♖f5+ 173.♕g3 ♖f8 174.h5. But now Black has some neat counterplay with 174...e5!

175.h6 ♙f5! 176.♕h4 ♖h8 177.♕h5 ♙xg6+! 178.♖xg6 ♕c6 and Black may well draw **167.♙xh5 ♖h7 168.♙xf7 ♖xf7**

If 168...♖xh4 169.g6 f4+ 170.♕f2 f3 171.g7 fxg2 172.g8♖ 1-0 **169.g6**

The Designer2265 ends the game confidently

**169...♖g7 170.h5 ♙e8 171.h6 ♖xg6 172.d7 ♖xg2 173.dxe8♖ ♖g3+ 174.♕f4 ♖xb3 175.♖h5 ♖b1 176.h7 b3 177.h8♖**

No doubt with mate announcements **177...♖f1+ 178.♕e3 1-0**

### 2. RadioSmall - Designer 2265

A21. English Opening by transposition

**1.d4 ♗f6 2.c4 d6 3.♗c3 e5 4.♙g5 exd4 5.♖xd4 ♙e7**

End of book

**6.♗f3 0-0 7.e3 ♗c6 8.♖d1 h6 9.♙h4 ♙f5! 10.♗d4?!**

10.♙d3 ♙e6 11.0-0 maintains equality. This game is an instructive reminder that you have to try and get castled as soon as possible

**10...♗xd4 11.♖xd4 ♖e8 12.♖d1?!**

Over cautious. With 12.♙e2 ♗e4 13.♙xe7 ♖xe7 14.♗d5 ♖e8 and now 15.0-0 the game would still be almost equal

**12...♗e4! 13.♙xe7 ♖xe7**



Black's attack down the e-file is very dangerous because White has failed to castle, but it is about to get worse as RadioSmall misses a tactic **14.♙d3??**

Can you see why that's wrong, and what Black's response should be?!

14.♔e2 would have kept White in the game. Black would respond with 14...♖f6 or 14...♗xc3 15.bxc3 ♖e5 and White would have to play carefully  
14...♗xf2 15.♗xf2 ♖xe3+

Mate in 10 even against best play  
16.♗f1 ♔xd3+ 17.♖xd3 ♖xd3+ 18.♗g1 ♖e3+ 19.♗f1 ♖e5 20.g3  
20.g4 ♖f3+ 21.♗g1 ♖xg4+ 22.♗f2 ♖f4+ 23.♗g2 ♖g5+ 24.♗h3 ♖g4#  
20...♖f5+ 21.♗g2 ♖f3+ 22.♗h3 ♖h5# 0-1

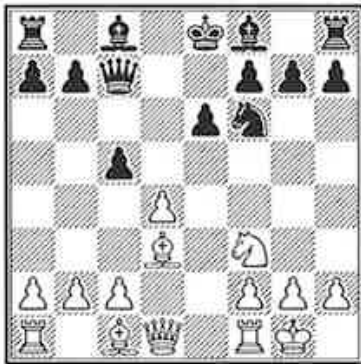
### 3. Designer 2265 - RadioSmall

C10. French with 3.Nc3 but unusual Black reply

1.e4 e6 2.d4 d5 3.♗c3 dxe4

Fairly rare, 3...♗f6 (or ♔b4) is usual. 4.e5  
♗fd7 5.f4 c5=  
4.♗xe4 ♗d7 5.♗f3 ♗gf6 6.♗xf6+ ♗xf6  
7.♔d3 c5 8.0-0

Theory shows 8...cxd4 or 8...♔d7?! next, but RadioSmall's idea also seems quite a good one  
8...♖c7



9.♔b5+ ♔d7 10.♔xd7+ ♖xd7 11.dxc5?!

This allows Black to equalise, better was 11.♔e3  
11...♔xc5 12.♖xd7+ ♗xd7 13.♔f4 0-0  
14.♖ad1 ♗f6 15.c3 ♖fd8 16.h3 ♗d5 17.♔g3  
♖ac8 18.♖d3 ♗f6 19.♖fd1 ♖xd3 20.♖xd3  
♗e4 21.♔h4 h6 22.♗d2 ♗xd2 23.♖xd2 g5  
24.♔g3 ♔b6 25.♖d7 ♖d8 26.♖xb7 ♖d1+  
27.♗h2

### The Fidelity DESIGNER 2265

Fidelity and Novag were the market leaders in the early 1980's, closely followed by **Conchess**, with **Mephisto** and **SciSys** trailing a little. The processors (usually the 6502) were slow and Brute Force type programs had the edge over Selective Searching. But **Mephisto** took over the top places in the Rating Lists when they were the first to move to the 68000 processors and a Richard Lang program called the **Amsterdam** with faster searching which together made Selective Search Extensions work well for the first time.



Fidelity were a little slow to react, but finally the Spracklens produced the **Club** series of programs for them. Then the **Mach2** machines came out, though on pretty ordinary plastic boards, and finally in 1987 the **Mach3**, which at last got Fidelity past Mephisto's Amsterdam. Unfortunately for them Richard Lang hadn't stopped in the meantime, and the Dallas, Roma, Almeria and Portorose had all come out, a new version each year, so while the Mach3 was nearly 100 Elo above the Amsterdam, Lang and Mephisto had since found another 250 Elo!

Nevertheless the **Mach3** had a more interesting and aggressive program, and when it appeared in the **Designer 2265** version it at last had a decent board and display system to match the enjoyable program quality.

The 2265 rating figure comes from its USA after playing 40 games against rated Americans who took time out from their USA Championship games to play against the computer for some prize money. At that time *Selective Search* rated it at 2125 Elo (the Portorose was 2304, the Amsterdam 2045). A glance at our back page will now show the Mach3/Designer2265 on 1983.



27...Rd2

Black's choice is by no means fatal, but better was 27...f5 28.Rb8+ c7 29.Rb7+ c8 and after 30.b8 xf2 31.bxa7 h4 Black's kingside pawns should be worth more than the computer's extra pawn

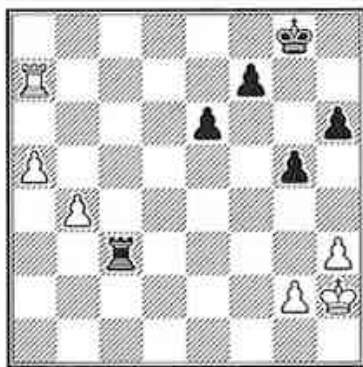
28.a4 xf2?

As we shall see, the pawn is poisoned. Again the best choice was 28...f5 and now White should play 29.a5 xa5 30.Rxa7 b6 31.Rb7 xf2 32.bxf2 Rxf2 33.b4=

29.bxf2 Rxf2 30.b4 Rc2

The alternative was 30...a6?! Then 31.a5 c8 32.Rb6 c7 33.Rxa6 e5 but 34.c6! should be winning for White

31.Rxa7 Rxc3 32.a5



RadioSmall's position is obviously difficult, but if he follows the "rooks behind pawns" rule there are still chances of a draw 32...e5?

Nimzowitch's 'My System', which still teaches plenty of good sense, would indicate 32...Rb3! 33.Ra8+ c7 34.Rb8 Ra3 35.Rb6 c8 36.a6 c7 37.b5 c6. The computer still has good chances with 38.Rb7+ c8 39.Rxf7 c8 40.Rf6+- but by getting the rook behind the a+b pawns RS (my shorthand for RadioSmall) has obviously made the ending much more difficult for White

33.b5 e4

33...Rb3 was probably better, but White would have to commit a serious blunder to miss the win

34.a6 e3 35.b6 e2

Getting the pawn to the 7th looks good, but White has an obvious reply and the computer's a+b pawns cannot be stopped with Black's king still so far away

36.Rc7 g4 37.hxg4 Rc1 38.Rxc2 Ra1

39.Rc8+

After 39...c7 40.b7 Rb1 41.b8 Rxb8 42.Rxb8 is m/8. White can't be stopped. 1-0

#### 4. RadioSmall - Designer 2265

Part of the Torre, London and Colle Systems

1.d4 b5?!

It's not often you see this from a computer

2.f3 f6 3.c3

3.g5 and 3.e3 are the usual moves here, but I did find some games with 3.c3

3...e6 4.Bb3 c6?!

4...a6 was the only move in my database here that could get a recommendation, but I expect that the computer was already out of its book anyway, and came up with this!

5.a4 bxa4 6.Rxa4 d6 7.g5 e7 8.fbd2 0-0 9.e3 fd7 10.Ba2 Bb6 11.f4

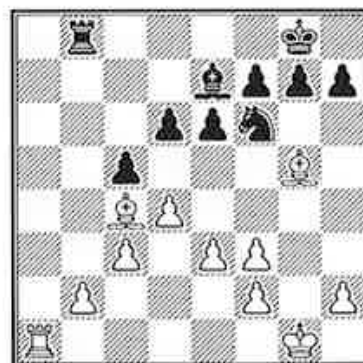
It could have been worth taking advantage of the B+B on the a-file by playing 11.f6 or 11.b4 here. Either would give White some initiative

11...Bb8 12.f2 b7 13.0-0 c5 14.Ra1

14.f5! was best, and if the likely 14...d5, 15.c4 b7 16.fxb7 Bxb7 17.f2 with a more than useful advantage on the queenside

14...fb6 15.Rxa7 Rxa7 16.Bxa7 fxc4

17.fxc4 xf3 18.Bxb8 Rxb8 19.gxf3



We've almost arrived, and rather suddenly, into the endgame

**19...d5?!**

19...♞xb2 20.♞a8+ ♔f8 21.♙f4 ♞b6 22.dxc5 dxc5 23.e4 would leave White with a slight advantage through a better centre and the pin along the 8th

19...cxd4 looks best, and now 20.cxd4 ♞xb2 21.♞a8+ ♔f8 22.♙f4. White still has the 8th rank pin, but Black's centre is strong **20.♙f1?!**

RS misses 20.♙f4! ♞c8 21.♙b5 cxd4 22.cxd4 ♘e8 23.♞a7 and he has a rook on the 7th to go with his extra pawn, so a clear enough advantage with hopes of getting his first win! It's fairly even again now **20...cxd4 21.cxd4 ♞xb2 22.♞a8+ ♔f8 23.♙f4 h6 24.♞d8 ♘h7 25.♙d3 f5! 26.♙a6 g5**

This kingside pawn advance equalises the game for Black

**27.♙d6 ♔f7 28.♞d7+ ♔g6**



**29.♙xf8?!**

Not best as it enables Black's knight to get itself free and into the action. 29.♙e5 was best, then 29...♞b6 30.♙c8=

**29...♘xf8 30.♞d8 ♘h7 31.♞d6 ♔f6 32.♙c8 ♘f8 33.♞c6 g4 34.fxg4 fxg4 35.♔g2 ♞a2 36.♙a6 ♞d2 37.♙c8 h5**

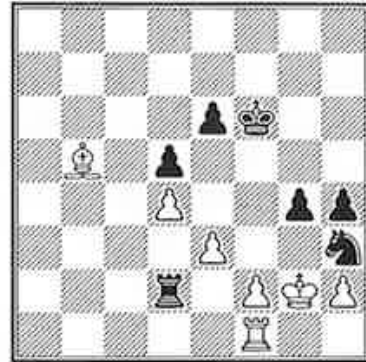


**38.♙a6**

White has lulled himself into repeating moves once too often. Now that Black's kingside pawns have advanced this is no longer as good as it was before. 38.♔g3 was best, and if 38...♔f5 39.♞d6 the game stays about equal

**38...♘h7! 39.♞c1 ♘g5 40.♞f1**

The king should have gone here: **40.♔f1 40...h4 41.♙b5 ♘h3**



Black has built up some very dangerous kingside threats, and RS must be careful **42.♙c6?!**

42.♙a6 keeps the bishop on a diagonal that offers more scope for involvement **42...♞b2 43.♙a8?**

Just compare the bishop's opportunities here with those from the b5 square a couple of moves ago. This pair of moves give Black all the opportunity it could want **43...♞c2?!**

43...♘g5! would make it very hard for White to find a decent move, e.g: 44.♙c6 (44.h3 g3!) 44...♘e4 45.♔g1 h3 winning **44.♙b7 ♔f7?**

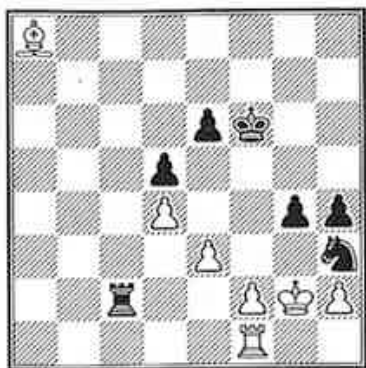
With two poor moves the computer has gone astray, and White might yet be able to get back into this game.

44...♞a2! 45.♙c6 ♘g5 46.♔h1 h3 47.♙b5 ♘e4 wins the f2-pawn and soon the game **45.♙a8?**

It is always important to try and find the best squares for each piece, so from my previous comments on what I think of the bishop on a8 readers will not be surprised to know that 45.♙a6 was correct, and the continuation might be 45...♔e7 46.♙d3 ♞a2 47.♙b5 and it is not so easy to see how Black can progress! **45...♔g6?!**

Black misses the winning 45...♖g5 this time

46.♙b7 ♜f6 47.♙a8?



47.♙a6 could possibly obtain a draw, as per note to move 45

47...♗g5! 48.♙b7 ♗e4 49.♙a8 g3??

49...h3+! wins: 50.♜g1 ♗d2 0-1  
50.♜h3??

The final mistake of a fault-ridden ending by both sides. 50.hxg3 hxg3 51.♙b7 gxf2 52.♙a6 ♞c3 53.♜f3 is still not totally clear, e.g 53...♗d2+ 54.♜xf2 ♗xf1 55.♙xf1 and winning from here is not completely straightforward!

50...♗d2 51.♞d1 gxf2 52.♜g2 f1♞+  
53.♞xf1+ ♗xf1+ 54.♜xf1 ♜f5

After 55.h3 ♜e4 56.♙b7 ♜xe3 57.♙a6 ♜xd4 the rest would be easy 0-1

For those keeping count, the Designer 2265 leads by 4-0.

### 5. Designer 2265 - RadioSmall

French, unusual 2nd moves

1.e4 e6 2.d3

I was surprised to find 20,000 games in my database with this unexpected move from the computer. This is already the second surprise in the match from the Designer 2265's opening book, I must admit I had forgotten what a wide range of interesting lines it contained to challenge the human opponent's opening knowledge!

2...d5

This is the main reply, though c5 is also quite popular and, I think, actually has slightly the better record

3.♗d2 dxe4

3...♗f6 is the main line

4.dxe4 ♗d7

Puts the Designer out of its book

5.♗gf3 ♗gf6 6.♙c4 ♙d6 7.♞e2 e5 8.0-0 0-0  
9.♞d1 ♞e7 10.a4 a5 11.♗b3 ♗c5 12.♗xc5  
♙xc5 13.♙d2 ♙g4 14.♙g5 ♞fd8 15.c3 ♞ac8



Well RS has caught up with his development and can be said to have equalised

16.b3 c6 17.♞ab1 ♞xd1+ 18.♞xd1 ♞d8?

Missing a tactic – can you see it?!

18...♙h5 or h6 kept the game equal

19.♞xd8+ ♞xd8 20.♙xf7+!

RS admitted on the *Forum* that he completely missed this. The e5-pawn is loose and the ♙g4 under-protected, so Black cannot capture the bishop

20...♜f8

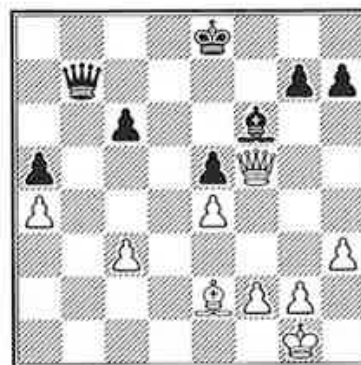
20...♜xf7? 21.♗xe5+ (21.♞c4+? isn't good at all because 21...♜e8 22.h3 (not 22.♞xc5?? ♞d1+ 23.♗e1 ♞xe1#) 22...♙xf3 23.♞xc5 ♙xe4 24.♞xe5+ ♞e7 25.♞xa5+ leaves Black with knight for two pawns)

21...♜f8 22.♗xg4

21.♙c4 ♙e7 22.h3 ♙xf3 23.♞xf3 ♞d7

24.♙e3 b5 25.♙e2 bxa4 26.bxa4 ♞b7

27.♙g5 ♜e8 28.♙xf6 ♙xf6 29.♞f5



29...h6?

Allows a check that is the beginning of the end.

29...♜d8 30.♞xh7 ♞b3, or 29...♜e7

30. ♖xh7 ♜b2 are both better, though White would still have good winning chances of course

30. ♖e6+ ♔d8 31. ♖d6+ ♜d7

Not 31... ♘e8? which allows 32. ♕h5+, winning immediately as Black can only sacrifice to delay mate with 32...g6

33. ♕xg6+ ♜f7 34. ♖e6+

32. ♖c5 ♕e7

Just loses two pawns quickly. Best was 32... ♖b7 33. ♖xa5+ ♔d7+-

33. ♖xe5 ♕f6 34. ♖xa5+ ♜c7 35. ♖c5 ♖e5

36. ♖xc6 ♖xc3?

Allows mate in 3

With 36... ♖c7 Black makes the game last longer, but 37. ♖d5+ will win soon enough 37. ♖d6+ ♔e8 38. ♕h5+ g6 39. ♕xg6# 1-0

## 6. RadioSmall - Designer 2265

Slav Defence

1. d4 ♟f6 2. ♟f3 d5 3. c4 c6 4. ♟c3 dxc4 5. a4 ♟f5 6. e3 e6 7. ♕xc4 ♟b4 8. 0-0 0-0

The game has followed a popular theory line, but here 9. ♖e2 or 9. ♟h4 are more popular than the move chosen, though it isn't unknown

9. ♟e5 ♟bd7 10. ♟d3 ♕d6 11. ♖e1N ♟b6

12. ♟b3 ♟bd5 13. f3



13... ♖a5?

Hands the initiative over the White, which he takes!

13... ♖c7 would keep a small advantage. White should play 14. h3 encouraging Black to retreat with 14... ♕g6 then 15. e4 ♟b4

14. e4! ♟xc3 15. bxc3 ♕g6

White sees the threat to his c3-pawn and decides to meet that. But I'm sure most readers would see the double attack which 16. e5! gives, and would play that

16. ♕b2?!

In fact 16. ♖c2 is the better way to defend the pawn, then 16... ♟d7 17. ♕f4 ♕xf4 18. ♟xf4±.

Best of all would be 16. e5 ♖xc3 17. ♟b2! ♕c7 18. ♖e3 ♖b4 19. exf6, though Black would be able to start an attack with 19... ♖fd8! which partly compensates for the ♟ for ♟pawn material deficit

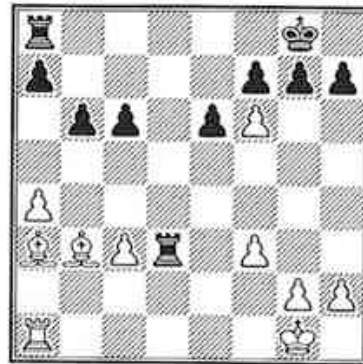
16... ♕c7 17. ♟c5 b6 18. ♟d3 ♖g5 19. ♕a3 ♖fd8 20. ♖e2 ♖h5 21. e5?!

21. g3 looks to be better

21... ♕xd3!

21... ♟d5?! would not have been as good after 22. ♕xd5 cxd5 23. ♟f4±

22. ♖xd3 ♕xe5 23. ♖xe5 ♖xe5 24. dxe5 ♖xd3 25. exf6



25... ♖xc3

Or 25... gxf6!?

26. ♖b1?

26. ♕d1 was the only move, followed perhaps by 26... ♖d8 27. ♕b2=

26... c5!

The bishops are in trouble

27. ♕c1

The only chance. If 27. fxg7? ♖d8! White must play 28. ♖b2 and now 28...c4!-+

27... gxf6

27... ♖d8!?

28. ♕f4 c4! 29. ♕d1 ♖d8 30. ♕e2 ♖c2 31. ♟f2 ♖a2 32. ♖c1 ♖c8 33. g4 e5 34. ♕e3 c3 35. h4 ♟g7 36. ♟f1 ♖xa4 37. ♕b5?!

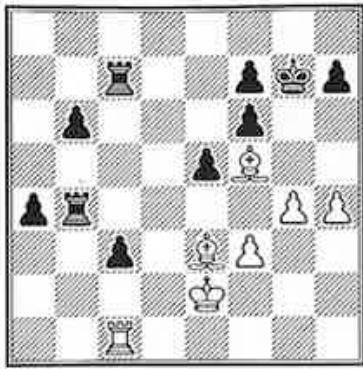
A touch risky, White should probably have tried to keep the ♕ safe and in the defence, so I'd prefer 37. ♕d3

37... ♖b4

37... ♖a5! was even stronger, then 38. ♕d7 ♖c7+-

38. ♕d7 ♖c7 39. ♕f5 a5 40. ♔e2 a4





White's problems are easy to see!  
**41.♔d3 ♖b3 42.♔c2 b5 43.f4 b4 44.fxe5 ♖b2+ 45.♔d3 fxe5 46.♔e4 f6?**

Why not 46...b3!  
**47.g5 ♖c4+?**

A second consecutive mistake, can White get back into this?! Surely 47...c2! was right  
**48.♔d5! ♖xh4**



**49.gxf6+?**  
 49.♔e6! fxc5 50.♙xc5 ♖hh2 51.♙f6+ would have got the pulses racing. Black should be able to escape from the attack, but only with care!

**49...♔xf6 50.♖f1 h5?!**  
 50...♖d2+ 51.♔c6 b3! wins  
**51.♙e6+?**

We're seeing a lot of mistakes in this R+B+Pawns ending. We always used to say that the dedicated machines were weak in the endgame, but I know from personal experience that humans can be too!

51.♙d7+ ♔g7 52.♖g1+ was another opportunity for White to perhaps save the game  
**51...♔g7??**

Here, perhaps surprisingly, 51...♖f4 was the ONLY winning move. After 52.♖h1 ♖f3 White would resign  
**52.♖g1+?**

52.♔xe5! draws, as indeed does ♖f7+  
**52...♔h8?**

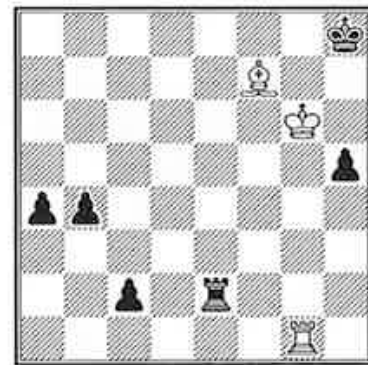
52...♖g4 53.♙xg4 hxg4 keeps Black's winning chances alive  
**53.♙g5?**

Again 53.♔xe5 looks likely to draw, eg 53...a3 54.♖g8+ ♔h7 55.♖b8 ♖g2 56.♙f5+ ♔g7 57.♖b7+  
**53...♖f4?**

An astonishing series of seven consecutive mistakes coming from both sides.

53...♖d4+ 54.♔xe5 ♖e2+ 55.♔xd4 ♖xe6 keeps Black on top, though the win is no longer certain

**54.♔xe5!**  
 Yes! The top engines show 0.00 after this!  
**54...♖f3 55.♙f6+ ♖xf6 56.♔xf6 ♖f2+ 57.♔g6 ♖e2 58.♙f7 c2**



**59.♔h6?**  
 59.♙d5 b3 60.♖f1 ♖e8 61.♖f5 ♖g8+ 62.♔f6 ♖g7 63.♖e5 draws, though both sides have to find the best moves, one mistake and either could lose!

59.♖h1 also draws: 59...♖g2+ 60.♔f6 ♖f2+ 61.♔g6 ♖g2+ 62.♔f6 and 3-fold repetition soon.

Can Black now finally win this?!  
**59...♖g2!**  
 I was glad of the chance to use a '!'  
**60.♖e1 ♖g8 61.♔xh5 ♖c8 62.♖c1 b3!**

Black can't go wrong from here  
**63.♔g6 ♖c6+ 64.♙e6 ♖xe6+ 65.♔f7 ♖h6 66.♖g1 ♖h4**

White could play a few checks, but when they run out either the b or c pawn will run home 0-1

## 7. Designer 2265 - RadioSmall

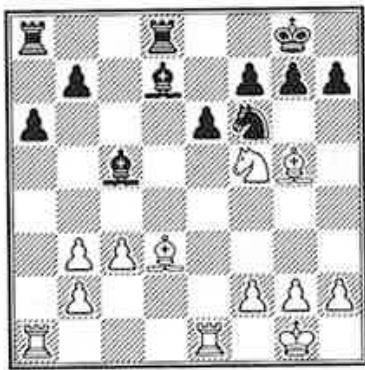
French Defence, less usual Black 3rd move

1.e4 e6 2.d4 d5 3.♘d2 dxe4 4.♘xe4 ♘d7  
5.♘f3 ♘g6 6.♘xf6+ ♘xf6 7.♙d3 c5 8.0-0

So far this repeats game 3, but RadioSmall played ♖c7 in that game. Now he changes to the more popular theory move 8...cxd4 9.♘xd4 ♖b6N 10.c3 ♙e7 11.♖a4+?!

The queen belongs on the kingside, ♖e2 or ♖f3 were better, or precede the queen decision with 11.♙e3 perhaps 11...♙d7 12.♖b3 ♖xb3 13.axb3 a6 14.♙e1 0-0

I note that RS has been getting himself castled much more quickly since the disasters earlier in the match 15.♙g5 ♖fd8 16.♘f5 ♙c5



Black has equalised!

17.♘h6+

A little trap (played by an 'old' computer?) which looks quite clever, but I think White should really have proceeded more normally with b4 or ♘e3

17...♔f8

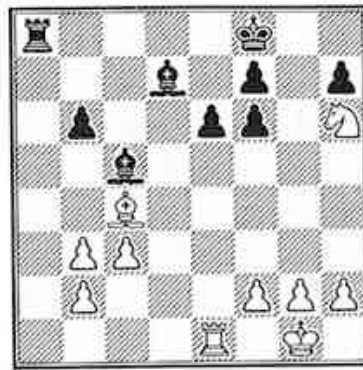
Not 17...gxf6 when 18.♙xf6 ♖e8 19.♙e4 is good for White

18.♙xf6 gxf6 19.♖a5?!

This seems to have frightened RS into missing the best continuation... surely 19.♘g4 looks better

19...b6?!

A shame. If 19...♙b6! 20.♖h5 (20.♖aa1?! f5! trapping the ♘h6) 20...♙c6-+ 20.♖xa6 ♖xa6 21.♙xa6 ♖a8 22.♙c4

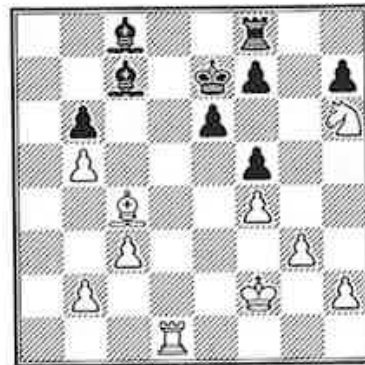


22...f5! 23.b4

23.g4 was better, to rescue the knight: 23...b5 24.♙f1 ♔g7 25.g5=

23...♙e7 24.f4 ♙d6?!

24...b5! keeps a small plus for Black after 25.♙b3 ♙d8 26.g4 ♔g7 when White pretty much has to play 27.♘xf7 ♔xf7 28.gxf5 ♖d1 ♔e7 26.g3 ♖f8 27.b5 ♙c7 28.♔f2 ♙c8



29.♖a1?!

White's ♘h6 is still at risk and ♙c4-e2-h5 or ♔f3 trying for a rescue were both better

29...♔f6! 30.♖a7 ♙d6 31.♖a8 ♔g6 32.♘xf5 exf5

So RS has a ♙ for 2 pawns and therefore a useful advantage, perhaps headed for his first full point, a draw for sure!

33.♖a7 ♙e6 34.♙e2?!

Exchanging with 34.♙xe6 fxe6 and then perhaps 35.♔e2 was better

34...♙c5+! 35.♔g2 ♖d8 36.b4 ♙d5+ 37.♔h3 ♙e3 38.♔h4



Black can certainly win from here!

**38...♗e4?!**

Not best, but Black still has an advantage.

38...♗b3! 39.♞e7 ♗e6 40.♗h5+ ♖f6

41.♞a7 ♞d2! is 0-1

Or 38...♗e6!? 39.♗h5+ ♖f6 40.♞a1 ♞d2!  
also wins

**39.♗h5+ ♖g7?**

39...♖h6 was correct, and after 40.♞xf7  
♞d6! 41.♞e7 ♗d2 should still get the full  
point

**40.♞xf7+**

Saves the game

**40...♖g8 41.♞a7 ♞c8 42.♗f7+ ♖h8 43.♖g5!**



Now Black must be careful, but he isn't!

**43...♞xc3?**

43...♗g1 and ♞b8 both draw. Eg after ♗g1

44.♖h6 ♞f8 45.♞e7 ♗xh2=

44.♗e6! ♞c2 45.♞e7 h6+??

A blunder which allows mate. But even  
with 45...♗xf4+ Black cannot save the game  
after 46.♖f6 as only a sac' such as 46...♗e5+  
47.♖xe5 followed by 47...h5 can delay the  
inevitable

**46.♖g6 ♞xh2 47.♞e8# 1-0.** A great shame  
and collapse, RS was certainly winning a  
few moves ago.

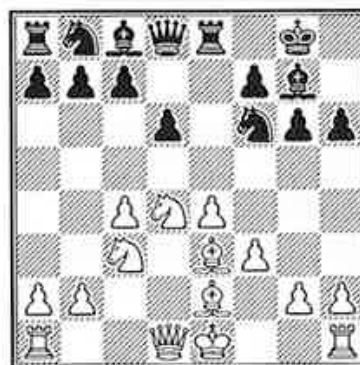
## 8. RadioSmall - Designer 2265

King's Indian, Classical

**1.d4 ♗f6 2.c4 g6 3.♗c3 ♗g7 4.e4 d6 5.♗f3  
0-0 6.♗e2 e5**

So far so good, this is main line stuff. But  
next the best continuation is 7.0-0... always  
make sure you get castled!

**7.♗g5 exd4 8.♗xd4 h6 9.♗e3 ♞e8 10.f3**



**10...♗d7N**

Here 10...♗bd7 is recommended in  
PowerBooks, but scores 0% from 3 games.  
In my database 10...c6 is the top move and  
scores 75%! 10.♗c6 is the other move there  
and scores 50%

**11.0-0**

Good! I feel happier now!

**11...♗c6 12.♞d2 ♗xd4 13.♗xd4 ♞e7**

**14.♞ae1 a6 15.♗d5 ♗xd5 16.♗xg7 ♖xg7**



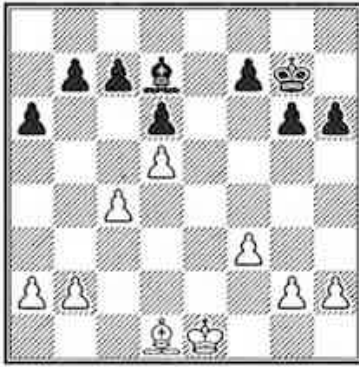
**17.exd5?!**

I realise this is attractive because it opens  
a veiled attack on the Black queen, but  
17.cxd5 ♞ac8 18.♗c4 maintains better pawn  
structure for the future

**17...♞e3+ 18.♞xe3 ♞xe3 19.♖f2! ♞ae8**

**20.♗d1 ♞3e5 21.♞xe5 ♞xe5 22.♞e1 ♞xe1**

**23.♖xe1**



Well, we're into an endgame, and it's equal, so let's see if they can both play a bit better this time

**23...c5 24.♔d2**

Taking the pawn en passant with 24.dxc6!? ♟xc6 and now 25.♔f2 leaves White with a small advantage, having 2 pawn islands against 3

**24...b5! 25.b3 g5 26.♔e3 ♟g6 27.g4 bxc4 28.bxc4 f5! 29.♟c2 ♔f6 30.h3 a5 31.♟d3 ♔e5 32.♟c2 ♟c8**



Both sides are angling for any small advantage they can find. Now RadioSmall, whose position has deteriorated a little as Black has gained space, makes a small mistake

**33.♟a4?!**

33.♟d1 h5 34.♟e2 (not 34.gxh5?! f4+ 35.♔f2 ♟f5+) 34...♟d7 35.♟d1=

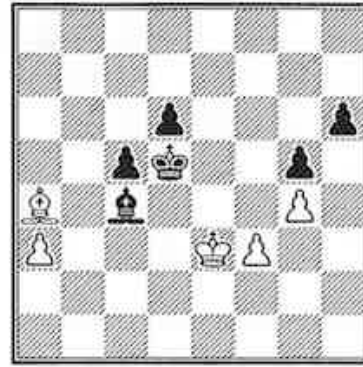
**33...♟a6 34.♟b3?**

No doubt RS missed Black's quick reply. Here 34.♔d3 was definitely better. Then only 34...♔f4 maintains any advantage for Black after 35.gxf5 ♔xf5 36.♟d7+ ♔

**34...a4! 35.♟xa4 fxg4**

The immediate 35...♟xc4! was even better as, after 36.gxf5 ♟xa2 with either ♟xd5 or ♔xf5 to follow, Black should win quite easily

**36.hxg4 ♟xc4 37.a3 ♔xd5**



Black is only 1 pawn ahead, but with same coloured bishops it should be enough to win, barring mistakes!

**38.♟e8 ♔e5 39.a4 d5 40.a5 d4+ 41.♔d2 ♟d5?**

The bishop stopped the a-pawn progressing, so this isn't as accurate as 41...♟a6 42.♔c2 ♔f4! 0-1

**42.a6!**

White has been given the chance to keep trying with this pawn, so it is worth seeing if Black will make another mistake

**42...c4 43.♟d7 ♟xf3 44.♟c8 c3+ 45.♔c1**

Tablebases announce m/9 after this, so to be correct 45.♔c2 was better, but after 45...♟c6 46.a7 ♟e4+ it's clear the game is lost anyway

**45...d3**

Of course

**46.♟b7 ♟xg4 47.♔b1 d2 48.a7 d1♚+**

The end is 49.♔a2 ♟e6+ 50.♟d5 ♟xd5+ 51.♔a3 ♚b3# 0-1

## 9. Designer 2265 - Radio Small

An Irregular, but not unique Opening!

**1.♟c3 d5 2.e4 d4 3.♟ce2 e5 4.♟g3 ♟f6**

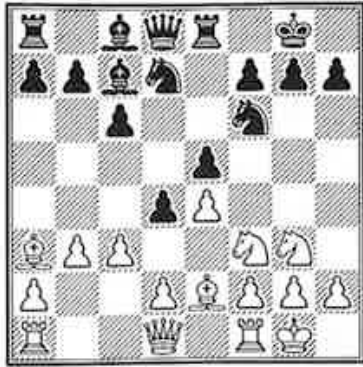
**5.♟f3 ♟d6 6.♟b5+N**

6.♟c4 is considered best, with a 50-50 record

**6...c6 7.♟e2 0-0 8.0-0 ♟c7**

It's not exactly a bad move, but I can't see the purpose of moving it again when there are other pieces still in need of development

**9.b3 ♟bd7 10.♟a3 ♟e8 11.c3**



**11...c5?!**

It looks as if 11...f8 was best here, clearing the way for the c8 to get moving. Then if 12.cxd4 exd4 13.c2 g4= 12.c2 b6 13.c4 h6 14.b4 a5 15.bxc5 bxc5?!

The wrong recapture. I think we saw this in an earlier game where RS has preferred to capture towards the centre (normally a good idea), but at the expense of damage to his pawn structure... here leaving the a-pawn isolated.

After the alternative 15...xc5 16.d3 dxc3 17.cxc3 g4 18.cxc5 bxc5 although Black's pawn structure is still slightly worse the position is not far from equal 16.cxd4 cxd4 17.acl



17.b3! with a double attack on f7 would have been very strong because f8 to save the pawn loses the exchange to xf8!

Now Black has the chance to play g6 or a4, but instead goes with... 17...b6?! 18.b3!

The computer finds the winning move this time! 18...a4

If 18...f8!? to keep the pawn, but lose the exchange (as mentioned above), then 19.cxf8 cxf8 20.e5 e5 21.cxb6

xc4 22.cxc4 a6! 23.cxd4 xf1 24.cxf1 sees White 2 pawns up, but Black's chances would be a little better than in the game 19.cxf7+ h7 20.d1 h8?

Black's reluctance to lose the exchange leaves the rook on a very poor square. Here it is much weaker than a bishop, so it might as well have been exchanged for the bishop!

Instead 20...e7 21.cxe7 cxe7 22.d5 b8 23.cxa4 c5 was better, trying to organise a counterattack 21.f5! a6



**22.e7?!**

The Fidelity machine misses the killer move 22.e7!! b8 23.cxf6 xf6 24.g5+ hxg5 25.c6! threatening cxf6 and h5 mate

**22...h5??**

But RS blunders and allows mate.

The best try, though not so easy to find perhaps, was 22...e8 23.g6+ h8 24.c6 c8 even though 25.cxe5 b7 26.f7+ still wins for White

**23.g5+**

Announcing mate in 4

23...h6 24.f5+ xg5 25.h4+ f4 26.c3# 1-0

**10. RadioSmall - Designer 2265**

The opening transposes into a Symmetrical English

1.d4 f6 2.c4 e6 3.c3 c5 4.f3 cxd4 5.xd4 c6 6.cxc6 bxc6 7.g5

7.e4 or g3 are usual, but this also appears in my database although Black does have a pretty good record against it, usually by playing 7...e7

7...b4N 8.b3?!

Not best, it allows Black to develop for

free with threats. Instead 8.♖c2 was okay  
8...♜b8! 9.g3 ♖a5 10.♙xf6 gxf6



11.♙g2?!

Trying to get himself castled (he's been reading my notes), but you can castle on either side and unfortunately this allows the computer to win the c4-pawn, a capture that is even more valuable because of the exchanges which will precede it.

I rather liked 11.0-0-0 and after 0-0 12.e3 which was surely better

11...♙xc3+ 12.♖xc3 ♖xc3+ 13.bxc3 ♙a6  
14.c5 ♜b5 15.0-0

15.a4!? was interesting as 15...♞xc5  
16.♙d2 ♙e7 17.♞hb1 would minimise the importance of losing a pawn

15...♞xc5

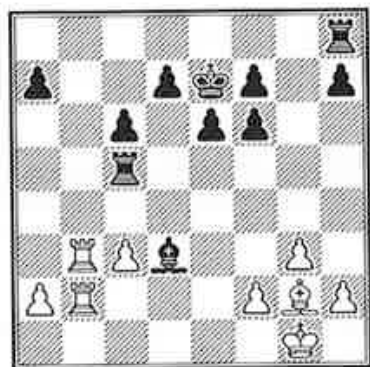
Winning a pawn, and the c3 and e2 pawns are also now en pris

16.♞ab1

Threatening ♜b8 of course

16...♙e7 17.♞b3 ♙xe2 18.♞fb1 ♙d3

19.♞1b2

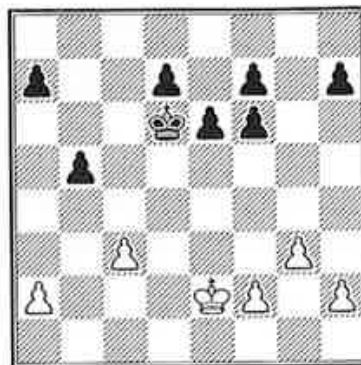


19...♜b5! 20.♙f1

White doesn't want to exchange pieces being 2 pawns behind, but it's pretty much unavoidable after Black's strong 19th move. However the better way to do it was 20.♞xb5 cxb5 21.♙f1 ♙xf1 22.♙xf1 a6 23.a4 bxa4

and 24.♞a2 might just get a draw  
20...♙f1 21.♙xf1 ♜hb8! 22.♞xb5 ♞xb5  
23.♞xb5

This exchange was avoidable with 23.♞c2 then probably 23...d5 24.♙e2 but Black's 2 extra pawns should win  
23...cxb5 24.♙e2 ♙d6



25.♙f3?

It was wrong to make this king move towards the kingside, which Black's reply underlines!

Programming the dedicated computers to switch the king's play in the endgame from king safety to make it more active was always something of a problem. Here though we see a human fault in tending to be more concerned with what they want to do than what the opponent is threatening, and we sometimes use the king overoptimistically.

25.♙d2 ♙c5 26.♙d3 was a better defence  
25...♙c5! 26.♙g4 ♙c4 27.♙h5 ♙xc3  
28.♙h6

This persistence is White's best chance, but a count-up of queening moves required indicates it is doomed to failure unless the computer messes up  
28...b4 29.h4 ♙b2 30.♙xh7 ♙xa2 31.h5 b3  
32.♙g7 b2 33.h6 b1♖ 34.h7 ♖g6+ 35.♙h8?

35.♙f8 was needed, but even then mate soon follows with 35...♖xh7 36.f4 d5 (surprisingly this is the quickest route!) 37.f5 d4 38.fxe6 fxe6 39.g4 d3 etc  
35...d5?!

The computer misses 35...f5 which was m/4: 36.g4 f6 37.g5 ♖f7 38.f3 ♖f8#. Now 36.g4 would delay it to m/9 if 36...d4  
36.f4? f5

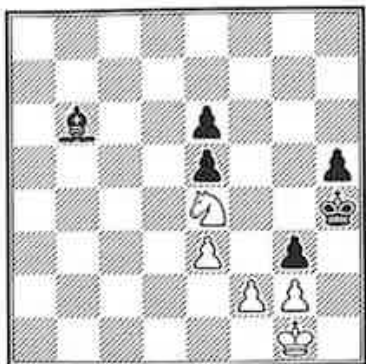
Mate in 4 this time!  
37.g4 f6 38.g5 ♖f7 39.gxf6 ♖f8# 0-1

It's 10-0 for the computer – we'll stop there!

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

Going back to that position I showed in *SelS 154/5* I see it posed some problems for the programs.

White to move



Eric's research turned up only two - **Houdini** and **Critter** - which discovered the winning move, 1.f3, though it had been so obvious to our old team captains. But, hold on! Houdini's evaluation on playing that move was only +1.05. Would the team captains have judged that enough to indicate a win for White? Critter was a bit more optimistic and suggested +1.83, but even so that doesn't look like a sure win. And then its line of analysis went on for another 19 moves and White had still not clinched the win.

But my old friend Fritz8 says that, after 1.f3 and following Critter's analysis to 9.Kxe6

**1...Bxe3+ 2.Kf1 Bf4 3.Ke2 Bh6 4.Kd3 5.Kc4 Bf8 6.Kb5 Be7 7.Kc6 Ba3 8.Kd7 Bb2 9.Kxe6** ...the game is over and Fritz now says it's mate in 10.

So it looks as though the latest programs are still not very good at figuring out positions where a sense of statics is the key to finding the win.

*Eric: In fairness to Critter and other newer engines, if you follow Critter's analysis line above for a few moves, they start to show mates as well. The Critter analysis was shown as it appeared at the root position, but if you step through the moves it will show a*

*mate announcement at 7.Kc6, then m/10 after 2 secs with 8.Kd7, m/8 with 9.Kxe6 and a faster m/5 with 11.Ng5 than the original principal variation.*

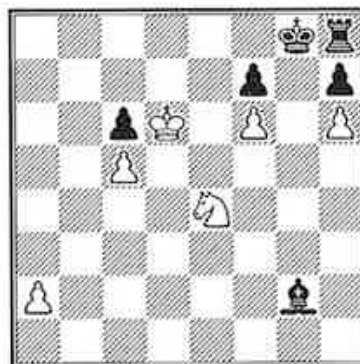
Back to Bill: I have found another one which may confirm that the engines still struggle with statics, but first the old position from *SelS 79* which I suggested readers try again!

*Here was Bill's new one in issue 155.*

So we know that today there are some engines that could at least see the win 1.f3. So are they now getting abilities to see beyond material and positional advantages?

Here is a position that might be useful in testing that out:

Black to move



I first published this in *SelS 79*, in 1998! Those old programs then all agreed that this was win for Black, but immediately threw the win away by playing 1...BxN?? However at that time the top rating was 2775. Now it's 3211. So surely they will do a lot better?

*Eric: I got some responses from readers who had a look! There was a lot of disappointment that, so many years on, there were still quite a few who failed. I gave engines on my Dual2Core 5mins each to see what they found, and the successful ones were:*

- **Deep Rybka4.1:** 1...Kf8 found in 3m 38.
- **Deep Junior 12.5:** 1...Kf8 found in 26secs.

- **Stockfish 2.1.1:** 1...Kf8 found in 42secs
- **Zappa Mexico2:** 1...Kf8, but ZM2 had an advantage in that I was called away to do something else and when I came back to my PC found it had solved it in 8mins. None of the other engines were given this long.
- **Houdini1.5** did not solve it in the required time on my hardware, but **Amador Cuesta** e-mailed that on his hardware it found 1...Kf8 in 1m 16 at depth 19. In view of this I tested Houdini2 Pro and it found 1...Kf8 but needed 9m 17

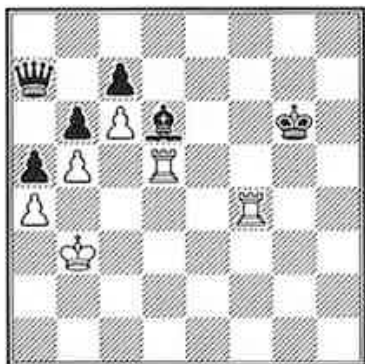
*All the others I tested (Critter, Fritz, Hiarcs, Shredder, Sjeng and Naum) failed, but possibly some would manage it in under 5mins on my newer Quad, and I decided to test Bill's next one on the faster hardware!*

*However Peter Grayson and Amador told me that on faster 64-bit hardware others did succeed: Hiarcs13.2 (365s), Critter (311s), and Spike1.4 (14s! I didn't test that).*

**Back to Bill:** Well, as promised I enclose a further contribution that I hope will be suitable for 156... but it gets harder to produce this stuff! I'm getting a bit old, and it does get a bit repetitious.

Are there younger players out there who might make some progress on that road, where I am getting stuck - figuring out how humans might make use of concepts such as 'statics' to get wins against the top programs?!

Black to Move



Based on evaluation of pieces, it looks as if the way to go is 1...BxR. But then White plays 2.Rd8 and the Black queen is permanently trapped.

Our human player would of course go

1...Qb8 and, with queen and bishop free to roam the board, those White rooks are not going to be able to save the game.

But what would the programs do?

However, playing around with positions of this sort can get a bit boring. The questions they pose are, first of all, 'what are we learning from them about weaknesses in computer programs?' And the second is, 'do they indicate ways in which human players might be able to exploit these weaknesses and defeat highly rated programs?'

The answer to these questions, I suggest, is that while accurate calculation must be very important in the process of finding chess wins, there is always the possibility that there are game winning (or game saving) strategies that are over the horizon of calculation. The simplest way of expressing this feature of the game is to use the word 'visualisation'.

The human mind is capable of visualising and can imagine how features conducive to a win, such as statics, might arise as a game progresses. A chess player can then ponder on strategies that might bring them about. But what about programs? It seems unlikely that ways could be found of making them capable of 'visualisation'.

And so we come to my second question (one far too hard for me to answer): could cultivation of the art of visualisation provide humans with means of defeating top rated programs?

*Eric: Well there's something for Selective Search folk to think about! Any ideas or contributions will be welcome.*

*I love Bill's contributions, but must admit that, when I put them into one of my laptops, I always half hope that 'at last' a good number of the engines will show they know what it's all about! But I'm often disappointed.*

*As far as the new position is concerned, changing to my Quad Laptop, using ten top 64-bit engines, giving them 30 minutes each and trying desperately to find an engine that could decide against 1...Bxf4, made little difference. I only found one! Please let me know if anyone out there finds some.*



# MARK UNIACKE & ERIC HALLSWORTH TAKE ON REVELATION HIARCS

Mark and Lorraine Uniacke came to visit us for lunch a few weeks ago. It is ages since we met up, but retirement makes such pleasant events more possible!

Mark brought his **Hiarcs13 iPad** version to show me, still a work in progress, but close to finished then - see article elsewhere on the finished product. I'd also asked him to bring his 'Revelation' **Hiarcs13** board with him, so I could take a few photos of it. This new product was mentioned in the *News Section* of our last issue and I had managed to get hold of the games of a Match between **Revelation Hiarcs** and **ResurrectionII Rybka**, run by Steve Blincoe, which I wanted to include in this issue - you'll find that match after Mark's and my game!

As it happens Mark has his 'Revelation' Hiarcs in a Mephisto Exclusive board rather than one of Revelation programmer Ruud Martin's, but the module is exactly the same.

So we set the board up on my dining room table and Mark started to play a few moves whilst I took photographs. We joked together at his 5th. move which is not really a recommended book line but, as a result, when I finished with the photos the game had become rather interesting, so we sat down together to see how we got on!

Here is the game!

**White: Uniacke & Hallsworth (Consultation)**

**Black: Hiarcs13.1 Revelation**

Opening E32: Nimzo-Indian, Classical

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♚c2 0-0  
5.♙g5?!

At this point I was still taking photos of Mark in readiness for the Revelation Hiarcs v Revelation Rybka article... so I cannot be blamed for it! The Hiarcs13f book isn't all that keen on it! In fairness we hadn't really decided to take the Revelation board on at this time, so Mark was just playing moves he liked while I snapped away. But our wives Lorraine and Chris were on the Internet



looking at some of the doll's clothes which Lorraine designs and makes (if anyone has a wife or daughter who might be interested in this, go to: <http://sewingforsasha.blogspot.com>). So a couple of moves later, with the game already interesting, we decided to have a go! **5...c5!**

Inevitably RevHiarcs has chosen the best reply here, and both sides stay in theory for a few more moves

6.e3 cxd4 7.exd4 ♘c6 8.♘f3 d5 9.♙d1 h6  
10.♙h4 ♗e8(N) 11.♙d3



Mark and I felt our position was quite active at this time and, as I'm sure you'd know and can tell, we weren't thinking of playing anti-computer chess!

11...♙e7 12.a3 dxc4 13.♙xc4 ♙d7 14.0-0  
♗c8!

We quickly saw that this was a good move

by Black, and over the next few moves became even more aware of the difficulties it caused us down the c-file

**15.♘a2**

This is the bishop's third move but we thought it was necessary to move it rather than protect it

**15...♗h5**

We'd expected 15...♗d5!? and would probably have replied with 16.♘g3

**16.♘xe7**

After game analysis suggests we missed the best move here, which was 16.d5. To be honest I'm not sure that we even considered it! Anyway after 16.d5 exd5 17.♘xd5 ♘xh4 we'd have 18.♖g6! which definitely looks nice for White!

**16...♗xe7 17.♗e5 ♗f6 18.♘b1 ♘c6 19.f3!**



Mark insisted on this, and of course he's right. The threat of a piece landing on e4, especially if the c6/♘ gets off the c-file at the same time, would be too much for us.

But there's an extra advantage! We've been looking at how we might get to play ♖h7+ after our 18.♘b1 and of course f3 means we threaten to play ♗g4 attacking Black's only defence at this time against the queen check **19...♗ed5!**

A fine pressure move! We spent quite a bit of time here trying to decide how to defend against it and in the end resolved to keep active

**20.♗g4 ♘b5 21.♖fe1 ♗xg4 22.fxg4**

We'd talked about using the f-file once or twice, and now it was beginning to actually look promising that we could use it

Of course we also looked at 22.♖h7+ but decided that 22...♗f8 23.fxg4 allowed 23...♖xc3 24.bxc3 ♖g5! which we didn't fancy at all, though later analysis suggests



that 25.♖c1 is equal

**22...♗f6**

We had our second longish think here. We partly wanted to play ♖d2 to get our queen off the c-file and make sure nothing nasty happened to us. But we couldn't see any obvious way for Black to hurt us yet, so in the end we decided to stay as active as we could, and came up with...

**23.h4!? ♗f8**

Best, we were threatening g5 hxg5 hxg5 and the ♗ would have to move!

**24.g5! hxg5 25.hxg5**

We played this quite quickly, but 25.♖f2!? ♘c4 26.hxg5 also had some potential. If 26...♗g8 27.♘g6! Of course the mate threat is met easily enough with one of the rooks moving onto the 7th, but I think we'd have retained some initiative if we'd gone this way **25...♗d5!**

Threatening us down the c-file yet again, very annoying. We decided our best chance was...

**26.♖d2**

Sadly of course this ended our threats of ♖h7-h8+. Still, our queen was safer off the c-file and this also protects the loose g5-pawn.

But while analysing with Hiarcs on PC a couple of days after the game, I saw that it suggested 26.♖e5!? which looks better and better the more I look at it. Did we consider this Mark, I don't think we did?!? Black can play 26...a6, or ♘a6 or ♖b6, but I think all of these are still good for White, and ♖h7 is

still available for us!

26...♙c6 27.♙e4

This one was my fault, but we agreed on it partly because we were worried about an attack on g2. It's not a bad move and the game is still level, but probably the move mentioned previously, ♖e5 which Mark preferred, was best

27...♜xc3 28.bxc3 ♙xe4 29.♖xe4 ♗a5



We weren't so happy now. Our pawns are a bit of a mess and we feared an endgame was going to be good for Hiarc

30.g6!

We came up with this together after about 15 secs! Previous to that we'd intended ♖b1. Whatever else we did, we really didn't want to give Hiarc time to co-ordinate its pieces

30...f6

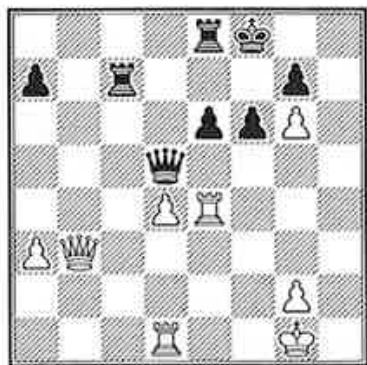
We didn't expect 30...fxg6?! as we felt that either ♗e2 or ♗b2 would be okay, and we'd also have chances to attack along the g-file perhaps

31.♗b2?!

Although we'd already had our eyes on this with the threat of ♗xb7 and then ♗f7 mate, it might not have been best

Instead 31.♖de1 looks a touch better, if 31...♗xc3 32.♗f2!

31...♖xc3 32.♗xb7 ♖c7 33.♗b3 ♗d5!?



I seem to recall that this surprised us, and we certainly had a long chat and think about what to do next! To avoid major piece exchanges would necessitate 34.♗b4+ (or maybe 34.♗e3 but we weren't sure how ♖c3 would turn out) 34...♙g8 35.♗e1 (protecting the rook), but 35...♗f5! looks to leave Black on top and, with the major pieces that would still be on the board, we thought that Hiarc would be able to beat us with tactics.

So we looked at mass exchanges, aware that our pawn structure was definitely worse, but decided in the end that it was our best chance of a draw!

34.♗xd5 exd5 35.♖xe8+ ♙xe8 36.♖e1+

Must keep the rook active

36...♙d7 37.♖e3

And try and stop Black getting its rook going!

37...♖c4!

Mmmm, unpleasant! Now we had a discussion on the merits of ♖b3 or ♖h3. We didn't think there was much in it and decided on ♖e3-h3-h7

38.♖h3

If 38.♖b3 probably 38...♙c7 and then 39.♖h3 to see if we could help the g6/pawn get home now that the enemy king had moved further away. But 39...♙d6 40.♖h7

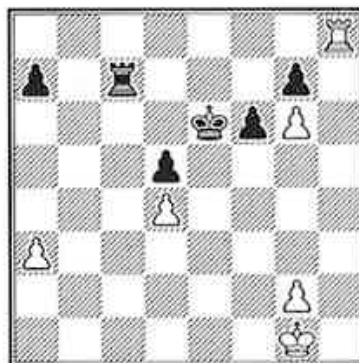
♖c7 which looks, I think, about equal

38...♙e6 39.♖h7 ♖c7

The same as the alternative line we'd looked at, but here Black's king is on e6 instead of d6. We didn't think it made much of a difference, but computer analysis suggests our play has given Black a bit of a chance!

40.♖h8!

Definitely best, a pat on the back!



40...a5?!

We were quite pleased to see this. We'd expected 40...♔f5 and had considered then playing 41.♖d8 but then Black has 41...♔e4, which looks better for Black than 41...♔xg6 when we just play 42.♗xd5 and should save the game.

Now we had one of our first long looks at g4! You can see that it makes it much harder for Black's king to get into our kingside and, if there's a pawn chase, this g-pawn is a tempo nearer to queening. In the end we rejected it because of ♖c4, and we were also concerned that Black might post its rook on our 2nd rank and then our king would be stuck on the 1st rank!

**41.♗a8 ♔f5!**

*'This isn't looking good!'* We both felt the same. The king had dropped onto the very square 41.g4 would have stopped! But with our next we threaten Black's key pawn on d5, and that is enough to save the g6 pawn, at least for now

**42.♗xa5 ♔e4**

Again we looked at g4 now, but decided it was better to get our rook back behind Black's pawns

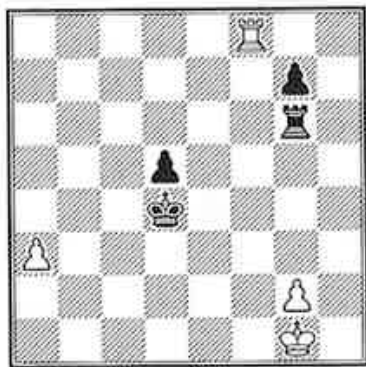
**43.♗a8 f5 44.♗e8+!**

We were very pleased with this move! We didn't want Black's rook on the e-file where it would restrict our king, and even though we lose our d-pawn, to take it Black temporarily slows down its immediate hopes of ♠d5-d4

**44...♔xd4 45.♗f8**

Throughout the game we have tried to make Hiarc respond to what we were doing rather than leave it with too much freedom!

**45...♗c6 46.♗xf5 ♗xg6 47.♗f8**



Back to the 8th., though probably ♗f7 was better to try and keep Black's rook quiet. We



were also beginning to look at ♠a3-a4, it would be important to time that push as accurately as we could if we got the chance **47...♔e4?!**

If 47...♔c3 we'd intended 48.♗f3+ ♔c4 49.♔f2 to get our king nearer to Black's potential queening file. But after the move played we were free to get the king nearer immediately, and I think our game saving chances improved somewhat here as, in this alternative line I think 49...d4 would have been quite ominous!

We looked at 48.a4 (?), ♗f7 (!?), and the move we now went with...

**48.♔f2 d4 49.a4?!**

After game analysis indicates that 49.♗f7! would have almost secured the draw right here. We kept looking at both it, and ♗f3 to contain Black's king, but still hadn't played it!

**49...♔d3**

If 49...♗a6 then 50.♗g8 seems to obtain the draw

**50.a5**

When are we going to play 50.♗f7! you might well ask. My laptop again indicates it would get the draw here as well with best play. I remember that we also considered ♔e1, and I now think that could have been slightly better as well

**50...♗a6**

RevHiarc had a long think about 50...♔d2 and I think we had a bit of luck with it changing to the move it played.

The reason is that, if Hiarc had played

50...♔d2 we'd have been all right if we'd played 51.♖f7 at last, and we would probably have got the draw.

But we'd seen the 50...♔d2 move and actually chatted about 51.g4? should it have been played... and if we'd gone with that it would have been a disaster: 51...♞a6 52.♖f4 d3 53.♞a4 ♖f6+ 54.♔g3 ♔e3! and wins.

Maybe we'd have changed our minds if 50...♔d2 had happened, but maybe not! **51.♞g8!**

Best. We expected 51...g6 or maybe 51...♖f6, even 51...♞a7... all analysed in a moment. But after the move played by RevHiars Mark and I quickly found a way to keep Black's king and rook at bay, as you'll see. In analysis afterwards I found that the position is actually a tablebase draw with best play **51...♞xa5?!**

51...g6 was probably Black's best try, but as long as we had found 52.♔e1 ♞e6+ 53.♔d1 we should have drawn, Black is making no progress

If 51...♞a7 52.♔e1 also looks like a draw

Finally if 51...♖f6+ 52.♔e1 g6 (if 52...♞g6 53.♞b8! draws) 53.♞b8 looks to draw as well.

Of course it's a different thing analysing these moments afterwards with the assuring 0.00 tablebase evaluations! In play one wavers between hopeful and optimistic, but it took a few moves of watching our opponent struggling to find a plan over the board before we became fully confident!

**52.♞xg7 ♖f5+ 53.♔e1 ♞e5+ 54.♔d1 ♞a5 55.♔e1 ♞c5 56.♞a7 ♞e5+ 57.♔d1 ♞b5 58.♔e1 ♞g5 59.♞a2 ♔c3 60.♞a7 ♔c2 61.♞a2+ ♔b3.** So ½-½... great fun!

## An OPEN LETTER from TOP PROGRAMMERS to the CSVN

*This Letter was sent on September 21, 2011 and I got a copy just in time to include it in this issue of SelSearch.*

Dear Cock de Gorter, CSVN board and CSVN members,

As past participants of the CSVN tournaments we feel that your decision to allow Rybka back in your tournaments is ill-reasoned and damaging to computer chess. Your statements regarding the decision-making are misleading and those about the evidence are all factually false:

- The ICGA panel consisted of experienced computer chess specialists, some commercial, some hobbyists, and some pure academics. At the end of the investigation, not a single person in the panel said that they believed Vasik Rajlich was innocent.
- Experts who have long-defended Vasik Rajlich have changed their minds because the investigation results leave them in no doubt regarding his breaking of rule 2 of the ICGA: Rybka is without a shred of doubt a direct derivative of Crafty/Fruit and Mr. Rajlich concealed these origins from the Tournament Director. Furthermore, he has not provided any clarification for the found similarities.
- All Rybka executables considered in the investigation were distributed to rating lists and/or users. Version 2.3.2a participated in the 2007 WCCC.

- In the past the ICGA has investigated entries that raised suspicion and for which a complaint was filed by one of the participants. Cheaters have been caught before and Rybka is no exception.

The sanctioning of Rybka is upsetting news for all involved in computer chess. The public condemnation of a many-times World Champion and well-known representative of the field does not reflect well on the field's image. The decision to ban Rybka was consequently not taken lightly.

However, it is unacceptable to us that you base your decision making on opinionated Internet postings and put aside the extensive expertise that the ICGA has gathered. Your lack of judgment, which is further exemplified by your recent handling of the Junior/HIARCS incident, is a sign that your once-respectable tournaments are not in good hands any more. Under the current direction we can therefore not enter your tournaments.

Regards,

*Amir Ban, Don Dailey, Robert Hyatt, Gerd Isenberg, Marcel van Kervinck, Stefan Meyer-Kahlen, Fabien Letouzey, Thomas Mayer, Daniel Mehrmann, Gian-Carlo Pascutto, Richard Pijl, Ralf Schäfer, Mark Uniacke, Ben-Hur Carlos Vieira Langoni Júnior, Harvey Williamson*

# REVELATION HIARCS v RESURRECTION II RYBKA

## Top DEDICATED Hardware Match run by Steve BLINCOE

I mentioned in the last issue that **HIARCS 13** had become available for **Ruud Martin's Resurrection** and **Revelation** boards. Sadly you can't buy these new any more, but a USA reader **Steve Blincoe** already has two, so he was able to buy the Hiarc modules to go with others he owns, and run a **Rev Hiarc13 v ResII Rybka2.2** match for us!

### Preview to the Match by Steve

In order to see some variety in play I will force each computer to open with:

- 1.e4, 1 game each
- 1.d4 .....
- 1.c4 .....
- 1.Nf3 .....
- 1.Nc3 .....

The games take about 2½-3 hours each, playing at 1 minute per move. It's unlike running a PC engine match where the operator sets up the match and goes out for dinner (or goes to sleep!) while the match plays on without him. Here of course the moves have to be made by hand (that's my job) so I try not to start a match unless I know I can sit there and take care of it all the way through. So depending on what I am doing that day I might have time for only one game, or maybe sometimes two.. most days none at all of course, but there was a long holiday weekend during this match so I had some extra free time.

### As to the PGN

- I have both computers set up alongside my laptop on my desk
- I load up CM9000 (the only PC engine I own) and then I transfer the moves to the PC engine which then records the game. It also creates the Fen notation for posting diagrams on the Forum website to make it easier for browsers to follow the game
- I barely have enough desk space left for the mouse!

Cramped Regards.... Steve



In our photo of Steve he is playing in the Paris 2008 tournament, via the Internet, with a Saitek Renaissance Sparc

Before we get started, the **ResurrectionII** modules were both running on Xscale PXA255 processors @ 500MHz with hash. The engines were **Hiarc13.3** using the Hiarc book tournament setting, and **Rybka2.2n8** using the Noomens standard book.

Okay, here we go.

### Rev-Hiarc 13.3 - Res II-Rybka 2.2n8

Game 1. B33. Sicilian, Pelikan & Sveshnikov Variations

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6  
 5.♘c3 e5 6.♘db5 d6 7.♙g5 a6 8.♘a3 b5  
 9.♘d5 ♙e7 10.♙xf6 ♙xf6 11.c3 0-0 12.♘c2  
 ♙g5 13.a4 bxa4 14.♗xa4 a5 15.♙c4 ♗b8  
 16.b3 ♘h8



17.♘ce3

17.0-0 is often played first, then 17...f5  
 18.exf5 ♙xf5 19.♘ce3

17...g6 18.0-0

Hiarcs is the first to leave Book!

18...♙d7

I found f5 in my database, and it is quite popular here

19.♞a2 ♘e7 20.♘xe7 ♙xe7 21.♘d5 ♙g5

22.f4 exf4 23.♞d4+ ♔g8 24.♘xf4 ♙f6

25.♞e3



25...a4

Rybka invites Hiarcs to create an outside passed pawn. It will be isolated but Hiarcs gladly grabs the chance. 25...♙g7!? 26.♘d5 ♘h8 was a solid alternative

26.bxa4 ♙e5 27.♘d5 ♞c8 28.♞d3 ♙c6

I prefer 28...♞c5 just to stop White's next move

29.a5! ♙xd5 30.♙xd5

Not 30.exd5? ♞h4! threatening ♞xh2 mate 31.g3 ♞xc4 and winning the ♙

30...♞xc3 31.♞d2 ♞c7 32.♞f2 ♞d3 33.♔h1

♙d4 34.♞e2 ♞c3 35.a6!



Black's brief attack has ended and its ♞ is not best placed to stop the advancing pawn! 35...♞a7

The only other try I could find was 35...♞c1!? 36.♞d2 ♞xf1+ 37.♞xf1 ♞a7 which might give Black a slightly better chance of holding out for a draw 36.♞d2

36.g3 was better, giving the White king an escape square, but now Black goes wrong 36...♙e5?

This threat is weaker than the attack it had on f2/g1, and one that only encourages Hiarcs to play the move it should have played a moment ago! 36...♞c7! was best, getting the ♞ into place to relieve the ♞ of a-file duties, then if 37.♞b1 ♞b8± 37.g3 ♞c7



38.♞b1!

The only way to win, but this will do it!

38...♙c3 39.♞d1 ♞d4

There is nothing better

40.♞xd4 ♙xd4 41.♞b7 ♞xb7

If 41...♞fc8 then simply 42.a7 ♞xb7

43.♙xb7 ♞c1+ 44.♔g2 ♙xa7 45.♞xa7 ♞c7

46.♞a8+ ♔g7 47.♙d5 wins

42.axb7 ♙b6 43.♞a8 ♙c7 44.♞c8 ♙b8

45.♙c6 h5 46.♙e8 ♙a7 47.♞a8 ♙c5 48.b8♞ winning comfortably 1-0

### Res II-Rybka 2.2n8 - Rev-Hiarcs 13.3

Game 2. D45. Semi-Slav that becomes a QGD

1.d4 ♘f6 2.c4 c6 3.♘c3 d5 4.e3 e6 5.♘f3

♘bd7 6.♞c2 ♙d6 7.g4 dxc4 8.♙xc4 ♘d5

9.♘e4 ♙e7 10.♙d2

Rybka leaves its Book first this time

10...b5 11.♙d3 ♙b7 12.0-0

Now Hiarcs also goes out of its Book, the position is equal

12...♞c8 13.a4 c5 14.dxc5 b4 15.♙b5 0-0

16.c6 ♘b8 17.♘d4 a6 18.♞b3 ♘xc6

19.♘xc6 ♙xc6 20.♙xa6 ♞a8

White is a pawn up, but Black has good counterplay on the queenside

21.♞c4 ♙xa4 22.♙xb4 ♙xb4 23.♞xa4 ♞h4

A nice switch of the attack

24.♞fa1 ♙e7 25.♞e2 ♞ab8 26.♙d3 ♞h3

27.♞a7 ♙d8 28.♘c3 ♘f6 29.f3 h5 30.g5

♟d5 31.♖h1 ♕xg5



32.♟xd5

32.♞g1 might have been better, then 32...♕f6 33.♞e4 and Black's advantage doesn't amount to much

32...exd5 33.♞g1 ♕f6 34.♞g3 ♜h4 35.♞a2 ♞fd8 36.♜c2 d4 37.♞a4 ♞bc8 38.♜d1 ♖f8



We come to a critical stage in the game with White's position difficult but certainly manageable with care

39.♜a1?!

The queen on the attempted attack has gone the wrong way. 39.♜f1 was better, and if 39...♕e5 40.♞g2 ♞c7 41.exd4 ♕xd4 42.♞a1 seems to be just about surviving

39...♞e8! 40.♕f5?

It looks as if 40.♕c4 was the only chance. Black can take the e3-pawn with the rook or d-pawn, and probably 40...dxe3 is best, then it has to be 41.♕b5. But 41...e2 is obviously strong, forcing 42.♕xe2 and now 42...♕d4 43.♞g2 ♜f6-+ should be enough for Black I think

40...♞cd8 41.♜a3+ ♖g8 42.♕e4?!

Missing Black's brilliant exchange sac' reply, but even 42.♕d3 leaves Rybka in serious trouble after 42...♞xe3

42...♞xe4! 43.fxe4 ♜xe4+ 44.♞g2 ♞c8 45.♜a1 h4!



46.h3 ♜f3 47.exd4 ♞c2! 48.♜g1 ♜xh3+ brilliant and irresistible attack, and my PC engines was now making mate announcements

49.♜h2 ♜f3 50.♞a3 ♞c1+ 51.♜g1 ♞xg1+ 52.♖xg1 ♕xd4+ 53.♖h2 ♕e5+

53...♜f4+! was a quicker route to mate 54.♖h1 ♜f1+ 55.♞g1 ♜f4 56.♖g2 ♜h2+ 57.♖f1 ♕d4 58.♞g2 ♜h1+ 59.♖e2 ♜xg2+ 0-1

### Rev-Hiarcs 13.3 - Res II-Rybka 2.2n8

Game 3. E15. Queens Indian

1.c4 ♟f6 2.d4 e6 3.♟f3 b6 4.g3 ♕a6 5.b3 ♕b4+ 6.♕d2 ♕e7 7.♕g2 c6 8.♕c3 d5 9.♟e5 ♟fd7 10.♟xd7 ♟xd7 11.♟d2 0-0 12.0-0 ♞c8 13.e4 b5 14.♞e1 dxe4 15.♕xe4 bxc4 16.bxc4 ♟b6 17.c5 ♟d5 18.♜c2 h6

Both engines leave their Books in the next couple of moves, Hiarcs goes first showing -0.03

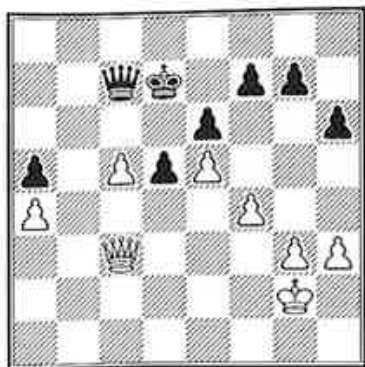
19.♕g2



19...♞b8 20.♟f3 ♕f6 21.♟e5 ♜c7 22.♕e4 ♞fd8 23.♞ab1 ♞xb1 24.♞xb1 ♟xc3 25.♜xc3 ♕b5 26.♕c2 ♕xe5 27.dxe5 ♞d5 28.a4 ♕e2 29.♕e4 ♞d8 30.h3 ♕d1 31.♞b4 ♜d7 32.♜e1 ♜e7 33.♜e3 ♜d7 34.♖h2 a5 35.♞c4 ♖f8 36.♕g2 ♜c7 37.♞d4 ♞xd4 38.♜xd4 ♕b3



39.f4 ♔d5 40.♖c3 ♕e7 41.♔xd5 cxd5  
42.♔g2 ♕d7



This position is worth some study for those interested, as Hiarc seems to fall into a sort of zugzwang situation after its next move, which Rybka takes advantage of quite superbly!

43.♔f3?

My analysis with PC engine help suggests that 43.c6+ was needed here, then we'd have 43...♖xc6 44.♖xa5 and the game should be drawn

43...♔c6 44.♔e3

Rushing to defend the c-pawn  
44...♖a7 45.♔d4 h5! 46.h4?

Hiarc had to play 46.g4 then 46...h4 47.f5 g6 48.fxe6 fxe6 49.g5 might still draw with best play

46...♖a6 47.♔e3 ♖c4



48.♖a1

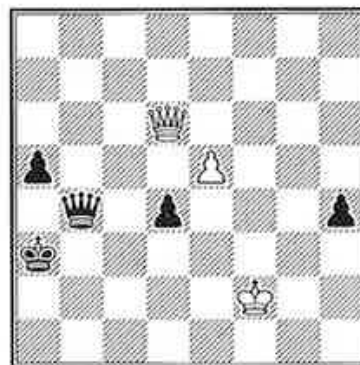
If 48.♖xc4 dxc4 49.♔d4 c3 50.♔xc3 ♔xc5 and now whichever way the White king goes, the Rybka king gets in and Black wins

48...♖b3+ 49.♔f2 ♔xc5 50.♖c1+ ♔b4  
51.♖c7 ♖b2+ 52.♔g1 ♖c3 53.♖xf7 ♖xg3+  
54.♔f1 ♖xh4 55.♖xe6 ♖xf4+ 56.♔e2 ♖c4+  
57.♔e1

57.♔f3 would have given Black more to

do

57...h4 58.♖e7+ ♔xa4 59.♖xg7 d4  
60.♖d7+ ♔a3 61.♖d6+ ♖b4+ 62.♔f2

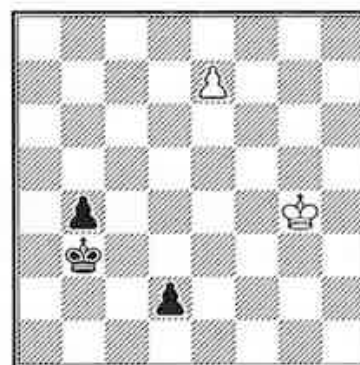


Black has a win here with 62...a4 or ♔b3, but instead...

62...h3?? 63.♔g3

The game is level!!

63...♔b3 64.♔xh3 ♖c3+ 65.♔g4 d3 66.e6  
d2 67.e7 ♖b4+ 68.♖xb4+ axb4



It is now a tablebase draw, but of course the Revelation modules don't have them, so Steve rightly decides to play on!

69.e8 ♖ d1 ♖+

I have it easier than the players now, as I have tablebase analysis in view. 70.♔h4, ♔g5 and ♔f5 all draw, but...

70.♔f4?

Allows m/71 if 70...♖d5!

70...♔a2? 71.♖a8+

White has a draw again with best play  
71...♔b2 72.♖g2+ ♖c2 73.♖d5 b3

Now 75.♔g5 gets the draw

74.♔e5?

Here Black has 5 winning moves: 74...♖f2 m/45, ♖g6 m/49, ♔c1 m/50 and 2 others with longer mates

74...♖h2+? 75.♔e6?

75.♔f6 drew

75...♖e2+?

75...♖f4, ♖f3, ♖g3 and ♖c7 win  
76.♔f6

This now draws again for White with best play

76...♖f2+ 77.♔e6?

77.♔g6 and ♔g7 held the draw

77...♖e3+

Black now showing tablebase mates again

78.♔f7 ♖f4+?

78...♔c3 was the winning move, all other moves only draw, including this!

79.♔e7?

One sees what a difference tablebases make. Here ♔g6 or ♔g7 or ♔g8 would draw

79...♔a3

Black is back on track and now manages to win well without further errors!

80.♖a8+ ♔b4 81.♖b7+ ♔c3 82.♖c6+ ♖c4

83.♖f6+ ♖d4 84.♖c6+ ♔d2 85.♖g2+ ♔d3

86.♖f1+ ♔c3 87.♖f3+ ♔c4 88.♖f1+ ♔c5

89.♖c1+ ♔d5 90.♖h6 ♖e5+ 91.♔d7 b2

92.♖c6+ ♔d4 93.♖b6+ ♔c4 94.♖c6+ ♖c5

95.♖e6+ ♖d5+ 96.♔e7 ♖xe6+ 97.♔xe6

and White is finally lost as Black just plays b1=♖ 0-1

### Res II-Rybka 2.2n8 - Rev-Hiarcs 13.3

Game 4. B19. Classical Caro-Kann, Bf5 is main line

1.e4 c6 2.d4 d5 3.♘d2 dxe4 4.♘xe4 ♙f5

5.♘g3 ♙g6 6.h4 h6 7.♘f3 ♘d7 8.h5 ♙h7

9.♙d3 ♙xd3 10.♖xd3 e6 11.♙f4 ♖a5+

12.♙d2 ♙b4 13.c3 ♙e7 14.c4 ♖c7 15.d5

cxd5



The engines go out of Book here. The position is very even

16.cxd5 ♖d6 17.♖b3 ♖xd5 18.♖xd5 exd5

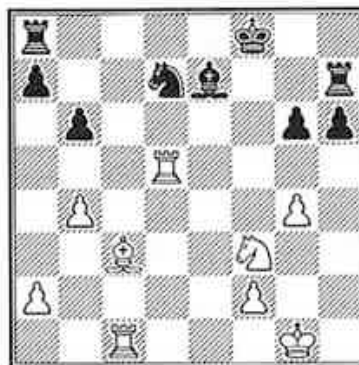
The early queen exchange with Black a pawn up leaves the game heading for a draw because Hiarcs is struggling to get castled

19.♘f5! ♔f8 20.♖c1 ♙c5 21.0-0 ♘g6  
22.♙c3 b6 23.b4 ♙e7 24.♖fe1 ♙d8 25.g4 g6

The best defence

26.hxg6 fxg6 27.♘e3 ♖h7 28.♖ed1 ♙e7

29.♘xd5 ♘xd5 30.♖xd5



With material now level and Black 'castled by hand' the game looks like a draw

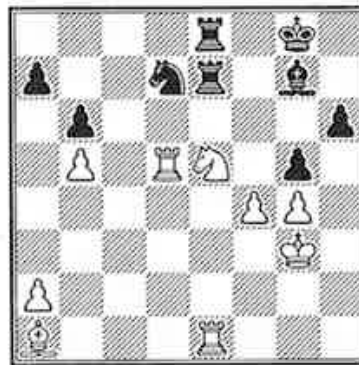
30...♘f6 31.♖d4 ♖c8 32.♘e5 g5 33.b5 ♖e8

34.♖d3 ♔g8 35.♔g2 ♘e4 36.♙a1 ♙f6

37.♖d5 ♘c5 38.♖e1?!

This gives Hiarcs a chance to apply some pressure. 38.♔g3 or ♘d3 were both better and keep Rybka level

38...♖he7! 39.♔f3 ♙g7 40.♔g3 ♘d7 41.f4



41...h5?!

41...gxf4+ retained some winning chances for Black after 42.♔xf4 ♘f8 43.♔f5 ♘e6 44.♙c3 ♖f8+ 45.♔e4 ♘c7!±

42.gxh5 ♘f6 43.♖d2

White should draw easily now

43...♘xh5+ 44.♔g4 ♘xf4 45.♔xg5 ♘h3+

46.♔f5 ♖c7 47.♔g4 ♘f4 48.♖d6 ♙f8 49.♖c6

♘d5 50.♖xc7 ♘xc7 51.a4 ♘d5 52.♙d4 ♙g7

53.♔f5 ♘e7+ 54.♔g5 ♘d5 55.♖e4 ♙h8

56.♖e1 ♙g7 57.♖e4 ♙h8 58.♖e1 ♙g7 ½-½

And we're out of magazine space, so we have to leave it there until next time. Rev Hiarcs leads narrowly over Res Rybka by 2½-1½!

# 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	HOUDINI 2.0 x64	3182
3	CRITTER 1.2 x64	3167
4	RYBKA 4.1 x64	3149
5	KOMODO 3 x64	3140
6	RYBKA 4 x64	3129
7	CRITTER 1.2 x32	3126
8	STOCKFISH 2.01 x64	3118
9	STOCKFISH 2.1.1 x64	3118
10	KOMODO 2.03 x64	3115
11	STOCKFISH 1.9.1 x64	3096
12	RYBKA 3 x64	3094
13	RYBKA 4 x32	3094
14	CRITTER 1.0 x64	3085
15	RYBKA 3 x32	3049
16	NAUM 4.2 x64	3027
17	KOMODO 1.3 x64	3019
18	NAUM 4.2 x32	3002
19	RYBKA 2.3.2A x64	2995
20	SHREDDER 12 x64	2982
21	SJENG CT 2010 x64	2978
22	NAUM 4/4.1 x32	2975
23	GULL 1.1 x64	2974
24	SPIKE 1.4 x32	2973
25	GULL 1.2 x64	2972
26	HIARCS13.2 x32	2964
27	PROTECTOR 1.4.0 x64	2958
28	DEEP FRITZ 12 x32	2956
29	SPARK 1.0 x64	2951
30	RYBKA 1.2F x64	2950
31	JUNIOR 12.5 x64	2941
32	SPARK 0.5 x64	2940
33	DOCH 1.3.4 x64	2931
34	DEEP FRITZ 11 x32	2930
35	HANNIBAL 1.1 x64	2927
36	HIARCS 13/13.1 x32	2921
37	FRITZ 12 x32	2920
38	FRITZ 11 x32	2914
39	THINKER 5.4D INERT x64	2911
40	SPARK 0.4 x64	2904
41	ZAPPA MEXICO II x64	2903
42	SHREDDER WM EDITION BONN	2901
43	BODOT 5.1.0	2878

## 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	HOUDINI 1.5A	3201
2	CRITTER 1.2	3158
3	RYBKA 4.1	3144
4	STOCKFISH 2.1.1	3140
5	CRITTER 1.01	3128
6	STOCKFISH 2.01	3119
7	RYBKA 4	3118
8	KOMODO 2.0.3	3110
9	STOCKFISH 1.9.1	3104
10	RYBKA 3	3097
11	CRITTER 0.90	3092
12	NAUM 4.2	3062
13	SJENG 2010 CT	3048
14	NAUM 4/4.1	3048
15	SHREDDER 12 OA=OFF	3035
16	SPIKE 1.4 LEIDEN	3024
17	KOMODO 1.3	3023
18	JUNIOR 12.5	3017
19	HIARCS 13.2	3016
20	RYBKA 2.3.2A	3015
21	KOMODO 1.2	3001
22	FRITZ 12	2990
23	HIARCS 13/13.1	2982
24	HANNIBAL 1.1	2980
25	PROTECTOR 1.4.0	2978
26	RYBKA 1.2F	2977
27	SPARK 1.0	2974
28	NAUM 3/3.1	2963
29	GULL 1.2	2963
30	JUNIOR 12	2962
31	THINKER 5.4D INERT	2960
32	FRITZ 11	2959
33	DOCH 1.3.4	2949
34	BODOT 5.1.0	2947
35	SHREDDER 11	2936
36	JUNIOR 11.1A	2934
37	TOGA II 1.4.1 SE	2930
38	GRAPEFRUIT 1.0	2930
39	CYCLONE xTREME FURY	2929
40	SJENG WC2008	2928
41	SPARK 0.4	2925
42	HIARCS 12/12.1	2921
43	SJENG 3.0	2917

## DEDICATED *CH*ESS COMPUTER RATINGS

Tasc R30-1995	2331	Novag Star Ruby+Amber+Jade21952	SciSys Turbostar 432	1762	
Mephisto London 68030	2301	Mephisto Montreal+Roma68000	1951	Mephisto MM2	1757
Tasc R30-1993	2298	Mephisto Milano	1950	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2-68030	2292	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2268	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2265	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2258	Fidelity 68000 Mach2B	1931	Kasparov Renaissance basic	1729
Mephisto RISC2	2248	Kasparov Barracuda+Centurion	1928	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Novag SuperForte+Expert B/6	1923	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2237	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2235	Fidelity 68000 Mach2C	1917	Novag Super Nova	1701
Kasparov RISC 2500-512	2231	Kasparov GK2000+Executive	1912	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1912	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2210	Kasparov AdvTravel+Bravo	1912	Fidelity Sensory 12	1681
Kasparov SPARC/20	2208	Mephisto MM4	1904	SciSys Superstar 36K	1667
Mephisto Atlanta+Magellan	2207	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2191	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	2175	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2164	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2156	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2150	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2136	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2120	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2108	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2107	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2106	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Meph Master+Senator+MilPro	2105	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Mephisto Almeria 68020	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2077	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2071	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2052	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	2034	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2033	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2028	Novag Forte B	1829	Kasparov Turbo 24K	1476
Mephisto MM6+ExplorerPro	2027	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebell	1825	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2021	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	1983	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1974	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	1962	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1961	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1959	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1957	Fidelity Elite C	1777	Novag Savant	1100
Novag EmlidClassic+Zircon2	1954	Fidelity Elegance	1765	Boris2.5	1060