

SELECTIVE SEARCH 159

THE COMPUTER CHESS MAGAZINE!

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40 Pages - World Championship part 2 !

MARK & LORRAINE UNIACKE with ERIC & CHRIS (and Connor!) enjoying a Christmas Meal to celebrate the HIARCS victory in the 2011 World Computer Chess Software Championship



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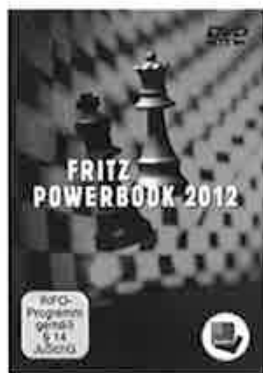
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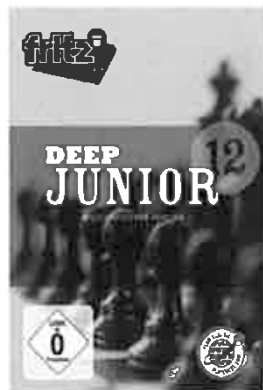
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NEWS AND RESULTS

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

Welcome to another issue of *Selective Search*... no. 159. 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, and also you can 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.*

PAYING YOUR SUBSCRIPTION

Subscriptions can be paid in the following ways...

- By **cheque!** 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!
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I AM CURRENTLY concerned at news that all **Postage rates** in and from the UK are to go up yet again soon, this time apparently by up to 50%!! This could mean the cost of sending *Selective Search* out within the UK will go up by £1 a year, and abroad by £5 or £6 a year! I haven't received the exact new prices as I write these notes, so subscription costs remain the same for now. But if your sub. is due I should pay it now as an increase is inevitable. I make very little profit from around 50 or 60 hours of hard work on each issue, especially if I produce a 40 page issue when it's close to break-even. I am certainly not willing soon to lose money for doing all this preparation and production work, plus posting it out. I'm hoping to get this issue out early to beat the increase!

CHESS: NEWS AND NEW PRODUCTS!

Software Engines: VERY LITTLE has emerged since our last issue - sorry! I haven't even seen anything new amongst the top UCI freebies!

Junior/Deep Junior 13 made it to the Hiarcs website [www.hiarcs.com]. This of course is the new World Champion engine, with its stronger Engine by Amir Ban and Shay Bushinsky, and includes a new Opening Book.

My own scores show it to be clearly stronger than its predecessor:

- Junior 12.5 v Hiarcs 13.1 28-32
- Junior 13 v Hiarcs 13.1 34½-25½

but against the forthcoming Hiarcs WCSC/Hiarcs14

- Junior 13 v Hiarcs WCSC 27-33

I also spotted this result from a G/180mins + 30secs run by Andreas Wutzke on the *Chess-Base* server:

- Junior 13 v Shredder 12 6½-3½

As readers will have seen from last issue's **WCCC** report, and the one on the **WCSC** this time, both Junior and Hiarcs have retained their individual and positive chess playing styles whilst each improving strongly, so that's good news.

Hiarcs WSCS/Hiarcs 14 for PC & MAC!

is nearly ready! Hiarcs 14 will come in its own new Interface (GUI), with some excellent new and faster features than you'll find in *ChessBase* or anything else, including the chance to access the OnLine continually updated Hiarcs Tournament Database, with all the game statistics behind it. I have a *beta-1* copy here and it is easy-to-use from installation through learning to access and use all the features. Clicking on a button at move 15 of a Sicilian Najdorf and having a list of all the games with that position in the vast OnLine

Hiarcs database within barely a second is quite an experience.

There is also a feature to load a pgn database and get immediate facts about the most played openings etc. For example doing this with the recent January TWIC (*The Week In Chess*) pgn database of 1 month's top games produced the following rather interesting, perhaps unexpected information:

The screenshot shows a window titled "Player Information" with a sidebar containing "Players" and "Information". The main content area is titled "[Database]" and displays the following information:

924 games in database *twic-jan12*

Date: 2012.1.01-31
 Rating: 2500-2835
 Total: 924 games (56.8%, +294 =461 -169)

Opening statistics

Slav Defence:	72 games
King's Indian Defence:	44 games
Semi-Slav:	38 games
Caro-Kann Defence:	32 games
Reti Opening:	31 games
Queen's Gambit Declined:	31 games
English 1.c4 Nf6:	30 games
Ruy Lopez, Berlin Defence:	30 games
Nimzo-Indian Defence:	28 games
Grünfeld Defence, Classical:	27 games
English 1.c4 e5:	25 games
Sicilian Defence, Najdorf:	24 games
French Defence, Tarrasch variation:	24 games
Sicilian Defence, Kan variation:	23 games
Queen's Indian Defence:	21 games
Queen's Pawn 1.d4 Nf6 sidelines:	18 games
Semi-Slav sidelines:	18 games
Catalan Opening:	18 games
Ruy Lopez: Closed:	16 games
Sicilian Defence, 2...d6 sidelines:	15 games

The **Hiarc's 14** release will be called **Hiarc's Chess Explorer**, and will contain the Hiarc's 14 World Software Champion engine, new updated Opening Book, and come with the excellent new **Chess Explorer gui**.

At present the plan is to make it available by **download** from the Hiarc's website [www.hiarcs.com], and also on **dvd** from the **Chess & Bridge** shop in London [www.chess.co.uk], or ring 0207 288 1305.

These plans were not quite finalised when I posted these pages to my printers, but I'm pretty sure that's what will happen.

HOPE FOR MEPHISTO BOARD OWNERS?!

A few weeks ago I received an interesting e-mail from one of our subscribers!

Hello Eric,

I am a relatively new subscriber to Selective Search from Germany. I always liked the combination of a PC with a real chessboard (Mephisto PC board, Tasc R30. etc). The DGT project has, in my opinion, the big disadvantage, that it has no LEDs built in. So I was looking to an alternative.

On eBay I found an old Mephisto PC module, which fits in the Mephisto Modular, Exclusive or München boards. It is possible to connect this module to the PC via a parallel port (must be a real parallel port, USB adapters or other adapters won't work). After some research in the Internet it became clear that it will work only with very old software like Fritz 3.06, Genius 3, etc... and not under WindowsXP.

But there was a small program by Nicolas Cominetti called Autoboard, which should make it possible to use the PC-Module and even the Mephisto PC-board as a Winboard engine and WindowsXP. But this had some problems, when using it on modern PCs. Sometimes all works fine, but often the board does nothing, or all LEDs on the board were on, etc.

I contacted Nicolas Cominetti and he sent me the source code and the original specifications for the PC-Board together with some hints how to change the program. After some re-coding and testing now it works on my laptop! I have called the new version MephBoard.

Here are the features:

MephBoard can be used as a Winboard engine under e.g. Arena to establish a connection between the PC-Module or PC-Board and the chess GUI. So it is possible to play against engines on the board, replay games from a database on the board or enter a game on the board to a database.

Using wb2uci, which converts Winboard to UCI, it also works very well under Fritz 13 or ChessBase11 on my laptop. So I can play against Fritz or any UCI engine on a real chess board!

I could mail the program, if you want to.

If you find this helpful, perhaps you could mention this in a future issue of Selective Search. At the moment there is only a readme file in German. But if you would think there is some interest, I could translate this into an English version.

Please note: At the moment the program has only been tested on my laptop! I am not sure, if it works properly on other configurations. But I would be very interested in the experiences other users will make with MephBoard.

Best regards... Thomas Krausche.

My Reply:

from Eric Hallsworth. 13 Feb

Thank you for your e-mail, Thomas, it is good to hear from you!

And you have found something very interesting. When I worked for Countrywide Computers we sold many Mephisto boards, especially the Exclusive. And I know that I have quite a few readers who have these Mephisto boards who purchased them from Countrywide, so I know for certain they will be interested in what you are telling me.

The question is whether there are more of these old Mephisto PC modules available. If there are then I think your news will be very welcome to my readers. But it might not please them if you told them what could be done, then they found they couldn't buy any modules!

Do you know if any or many more PC-modules can be found?

Best wishes, and thanks again... Eric

Thomas replied:

from Thomas Krausche. 13 Feb

Hello Eric,

indeed this could be one of two major drawbacks. The other is the required parallel port, which is often not longer supported on modern PCs.

I used to look on eBay very regularly (only on eBay Germany) and there were three PC-modules and one PC-board available. So both are not very common. But perhaps, some people do have their old modules or board and cannot use them.

Since everything is free, it is perhaps worth to mention it. Must be no big article. What do you think?

Best... Thomas.

My Reply:

from Eric Hallsworth. 13 Feb

Dear Thomas

Yes, I had a feeling this would be the situation but your idea is good - it's free, so we'll mention it. The article can tell people what they'll need and they can see if they can find what they need if they are interested, and if some readers want your offer of an English translation then you could do it then, unless it is something that is quite easy for you to do now?

Best wishes - Eric

And on 26 Feb

Hi Eric,

I have translated and attach the ReadMe file for MephBoard! Feel free to correct my English, but bear in mind it's only an Instruction Leaflet and not a piece of poetry or literature :-)

I offered to take queries from subscribers, but Thomas said it was okay to give you his details, so anyone who wants further help or who already has or has sourced the needed modules and cables and wants the manual, here is his e-mail address:

▪ t.krausche@t-online.de

MEPHISTO MODULES

I've recently been having a clear-out of my office at home and found some interesting things!

Lots of Chess books, many barely read - do others buy Chess books and read only the first couple of chapters, or selected bits, and then buy another book and start reading that instead?! Anyway I'm keeping them for now at least. Also an early Novag Citrine board (the original version which I have didn't have the French Defence included in its opening book, but is otherwise fine), a New York de luxe, an Explorer Pro and two Mephisto MM6 modules with displays (useful upgrades and alternative engines for folk with MM2, Rebell, MM4, MM5 modules in their Exclusive or other modular style board..

I've used our spare bedroom for all my chess books, software, computers, paperwork, old magazines and goodness knows what else in chess for the past few years, but would like to create some space to please my wife! They're all little used, so if anyone's interested:

- Citrine £65 (no box)
- New York de luxe Touch Chess £30
- MM6 module with Display £15

Those prices include UK postage to keep it simple. Please e-mail before sending money so I can confirm the one you're interested in is still available.

FRANK HOLT AND PC TROUBLES!

I've mentioned Frank's PC troubles in a couple of issues, possibly caused by some overheating during sustained engine-v-engine use!

Frank has asked me to let you know that *Novatech*, having seemed at one stage a little unhelpful, have actually replaced the whole Mother-Board which has fixed the problem, and so Frank is up and running again.

He even found a newspaper cutting discussing how *Novatech*, in the midst of general economic gloom, has trebled in size and is now, apparently, the fifth largest PC manufacturer in the UK and *Microsoft's* fastest growing partner! In explaining some of the areas and reasons for their growth and various industry awards, managing director David Furby remarked: "*We still have amazing people taking care of customers at the centre of what we do*".

It's nice to have something good like this to write about.

Frank also sent me an interesting position, worth showing because of the differing responses from the engines. It's a "*straight-forward*" mate in 9, with White to move!



First the solution: 1. ♕e4 e1♞ 2. ♖f8 f2
3. ♗e8 ♜f5 4. ♛c7 ♜e3 5. ♕c6 a6 6. ♗e8 ♜f5
7. ♗f6 ♜e3 8. ♗d7 f1♚ 9. ♗b6#

On my Quad:

- Houdini 1.5a took 1m14 without t/bases, 3m40 with them! That's because tablebases don't help in this position and just slow the mate search part of the engine down. I'm beginning to believe that TB's are best set to low usage in very many cases!
- Houdini 2 not in 10mins
- Hiarcs 13.1 took 1m32. Frank has Hiarcs 12 and it was even faster at 35secs apparently!
- Critter 1.4 not in 10mins
- Stockfish 2.2.2 not in 10mins
- Junior 12.5 was weird, it found a mate in 8 (wrong) in 1min1, but changed to m/9 at 2m26
- Junior 13 took just 9secs and got it exactly right
- Rybka 4.1 also did it almost instantly, but had the wrong move at move 2?! Because Rybka wont update its analysis line on corrections such as this (making it quite useless for some things), the wrong move listing remained on screen for the full 10 mins. But if you click on 1.Be4 e1=N then it instantly shows the correct 2.Kf8.
- Shredder 12 not in 10mins
- Zap Zanzibar took 54secs (Frank)
- Zappa Mexico II took 9secs
- List 5.04 was 40secs (Frank)

PHOENIX CHESS SYSTEMS

Ruud Martin, whose **Resurrection** and **Revelation** boards and programs have been mentioned here from time to time, and which often appear in the famous *Gebuikers* Tournaments, has a new **Revelation II Chess Board** coming out later this year!

It will use a Marvell PXA high performance processor - I don't have note of its running speed yet, but existing Revelation boards already run at 500MHz. It will have 64MB RAM, and will include multiple engines so users will be able to choose from a number of chess engines. The board will use the DGT piece recognition system, and there will be a bigger newest technology OLED display giving detailed chess information. Also PC communication using Bluetooth is included.

The price is likely to be around 2,795 Euro, approx. £2,400.

- Website: www.phoenixcs.nl

COMPUTER CHESS: RESULTS SECTION

FRANK QUISINSKY TOURNAMENT!

I found the following result on a recent visit to *Frank's Chess Page*. The website [www.amateurschach.de] is currently undergoing reconstruction (again!) but Frank had put the result of his most recent Tournament there. Engines were all 64-bit but only played in SP 1-Core mode. The time control: 40/40.

Pos	ENGINE	SCORE/90
1=	HOUDINI 2.0c KOMODO 4.0	51½
3	STOCKFISH 2.2.2	50½
4	RYBKA 4 EXP42	49½
5	STOCKFISH 2.1.1	46½
6	CRITTER 1.4	46
7=	IVANHOE 999946HM ROBBOLITO 0.10	43
9	RYBKA 4.1	40
10	CHIRON 1.1A	28½

A very good result for **Komodo**, when it comes out in MP mode it should be a serious competitor, challenging **Houdini** for the right to be called strongest engine.

Critter 1.4 usually comes out ahead of **Stockfish**, but this time the rolls are reversed.

I don't know what **Rybka 4 exp42** is... probably Frank's personal **Rybka** settings. A good job as the official 4.1 version did badly.

PETER GRAYSON TOURNAMENT!

The scores from **Peter's** latest major Tournament are shown below... but there's more to it than just a Table.

Peter and I have swapped quite a few e-mails during

the Tournament, and some of the things which he has spotted are reminiscent of the article which Ray Couzens wrote for us in our last issue: "**What's Going On In MP Mode?!**" (pages 26-29).

Many testers just run engine-engine matches to get results, especially when trying to get a quick assessment of hoped-for improvement in a new engine version! The games themselves might be watched on-screen while in play, but I reckon many of them never get seen at all, so we often have no idea what's been going on!

We have talked about this before, wondering how reliable our test results are, and Mark Uniacke in despair at the unreliability of testing in the *ChessBase* GUI wrote his own program so that *Hiarcs* testing would take place with no GUI or other interferences in view. Fortunately he also found a way to save the games at the end in a pgn file, so we can still go through them, looking for ways to adjust/improve the engine.

Peter always checks the games, as well as watching them carefully on-screen where possible, and he quickly noticed an amazing score developing between **Stockfish** and **Zappa**. On checking the games he found that **Zappa** was losing some on time, and remembering that the latest versions of both **Critter** and **Stockfish** had some problems with how time was being used, with accusations that either or both were "pinching time" off opponents, even off each other according to the *IPON* site - and Peter has seen this happening here! The **Critter v Zappa** result is also suspect!

By the end **Zappa** had lost 8 to **Stockfish** on time. **Houdini 1.5** also had time losses to **Stockfish**. **Critter** had time wins against **Stockfish**, and *Hiarcs* had 5 time wins (against **Stockfish** (2), **Zappa** (2) and **Houdini1.5** (1)... but sometimes it started matches at a low nps count when it was White against **Rybka**! **Critter** under the Task Manager often showed 51% CPU usage!

As a result Peter has concluded, though it takes twice as long, that matches need to be played on 2 PCs if possible! One re-match result in already is **Stockfish2.2.2 v Zappa MexicoII**, which ended 48-12!

Noomen2012 8 eng 2012

			1	2	3	4	5	6	7	8		
1	Houdini 2.0c Pro x64 2T	3100	0	**	34.0-26.0	36.0-24.0	35.0-24.0	37.5-22.5	53.5-6.5	47.5-12.5	48.5-11.5	293.0 / 420
2	Houdini 1.5a x64 2T	3060	-3	26.0-34.0	**	32.0-28.0	30.5-29.5	33.0-27.0	45.5-14.5	52.0-8.0	47.5-12.5	266.5 / 420
3	Critter 1.4 64-bit 2T	3050	-5	24.0-36.0	28.0-32.0	**	27.0-33.0	34.5-25.5	44.0-16.0	49.0-11.0	52.0-8.0	258.5 / 420
4	Deep Rybka 4.1 x64 2T	3042	-3	24.0-36.0	29.5-30.5	33.0-27.0	**	31.0-29.0	45.0-15.0	47.5-12.5	44.5-15.5	254.5 / 420
5	Stockfish 2.2.2 JA 64bit 2T	3040	-3	22.5-37.5	27.0-33.0	25.5-34.5	29.0-31.0	**	47.0-13.0	44.0-16.0	58.0-2.0	253.0 / 420
6	Spike 1.4 2T	2870	0	6.5-53.5	14.5-45.5	16.0-44.0	15.0-45.0	13.0-47.0	**	37.0-23.0	39.5-20.5	141.5 / 420
7	HIARCS 13.2 MP 2T	2840	-4	12.5-47.5	8.0-52.0	11.0-49.0	12.5-47.5	16.0-44.0	23.0-37.0	**	38.0-22.0	121.0 / 420
8	Zappa Mexico II 2T	2785	-5	11.5-48.5	12.5-47.5	8.0-52.0	15.5-44.5	2.0-58.0	20.5-39.5	22.0-38.0	**	92.0 / 420

Average Elo: 2973 <=> Cat. 29
gm = 0.00 m = 0.00
(1680 Games)

WORLD COMPUTER CHESS CHAMPIONSHIP - *HARDWARE DETAILS*

I wonder how many of my readers have the same sort of 'fun and games' with their Computers that I do?! I did refer to John Hamlen having kindly sent me details of the entered chess engines and their hardware in my Introduction to the WCCC Report and Games in issue 158, but there was, fairly obviously, no such Table of information present! There certainly had been when the article was in course of preparation, but somewhere along the line it disappeared and I only noticed that it had gone missing when I was creating the various magazine pdf files to send to my printers! By then I had 40 pages all nicely filled, so it was too late to do anything about it. But better late than never, here it is, with thanks again to John.

Pos	Engine	Author/s	Inception	Country	Hardware	Score/9
1	JUNIOR	Amir Ban & Shay Bushinsky	1995	Israel	16 cores @ 2.7GHz	6
2=	HIARCS	Mark Uniacke	1980	England	12 cores @ 4.25GHz	5½
2=	SHREDDER	Stefan Meyer-Kahlen	1993	Germany	12 cores @ 3.3GHz	5½
4=	PANDIX	Gyula Horvath	1987	Hungary	4 cores @ 3.0GHz	5
4=	JONNY	Johannes Zwanzger	2002	Germany	800 cores @ 2.2GHz	5
6	THE BARON	Richard Pijl	2001	Netherlands	8 cores @ 3.2GHz	4½
7	BOOT	Alex Morozov	2003	Ukraine	4 cores @ 2.4GHz	3
8	ROOKIE	Marcel van Kervinck	1996	Netherlands	6 cores @ 3.7GHz	1½
9	WOODPUSHER 1997	John Hamlen	1989	England	1 core @ 1.86GHz	0



Above left:
Mark Uniacke seems to be wrestling the 2008 WCCC trophy from Hans van der Zijden who had operated for the now banned Rybka. Hiarcs becomes 2008 Champion, the pair are good friends, and Hans operated Hiarcs this year!



Above right:
Amir Ban and Hans receive the 2011 prizes for Junior (WCCC winner) and Hiarcs (WCSC winner)

Left:
The Tilburg Tournament Hall

THE WORLD CHESS SOFTWARE CHAMPIONSHIP, 2011

The WCSC (World Chess Software Championship) tournament took place a few days after the WCCC (World Computer Chess Championship) event, on which we reported fully in our last issue.

The *very big difference* between the 2 tournaments is the hardware! In the WCCC the programmers can use their own hardware, even as for example, in Jonny's case using Internet access to a remote 800-core Cluster set-up! The exact hardware that was used in the WCCC is shown elsewhere in this issue.

But in the WCSC the engines all use exactly the same hardware, in this case they were all on Core2 Duals @1.83GHZ. The intention was to duplicate as nearly as possible what average users have at home, though in my view many chess users have faster PCs than this! But the idea is good and it becomes a true engine programming test.

For the WCSC event only 5 engines entered, for a **double-round tournament**:

Engine	Author/s	Country
HIARCS	Mark Uniacke	England
JONNY	Johannes Zwanzger	Germany
JUNIOR	Amir Ban & Shay Bushinsky	Israel
PANDIX	Gyula Horvath	Hungary
SHREDDER	Stefan Meyer-Kahlen	Germany

Once again **Hiarcs**, **Junior** and **Shredder** were fancied to be fighting it out for first place, with quite a few experts feeling the Junior might succeed again in view of its superb performance in the WCCC. However I don't think Junior adapts quite as well on 'slower' hardware and, knowing from my own testing that the Hiarcs '14' entry is at least 100 Elo stronger than Hiarcs 13.2, I believed Hiarcs could win. **Pandix** had done well in the WCCC on slower hardware than the others, so I thought that might also be a contender for a top 3 place if any of the others slipped up. **Jonny** wasn't greatly fancied, it had come 4= in the WCCC with Pandix but of course had been on incredibly fast hardware - dropping to a Dual2Core would be very different!

I have chosen the most interesting as well as exciting games and annotated them pretty thoroughly. There are also plenty of diagrams for readers who prefer just to check out or study the key moments of each game.

I've shown each round's results but note that once again with 5 entrants, as in the WCCC with 9 entrants, one engine has a bye each round, so it can be difficult sometimes to work out exactly who is winning!

Round 1 results:-

- Hiarcs - Jonny ½-½
- Pandix - Shredder ½-½

JUNIOR - HIARCS

Round 2. Opening D30, transposes to a QGD

1.e3?!

This surprising opening move was not Junior trying to get Hiarcs out of its book at move 1, but because Amir was having a problem loading his opening book! So he let Junior choose its own first move! Big surprise: 1.e3?! from Junior?!? As it transpires we soon end up in a standard QGD!

1...c5 2.♘f3 ♘f6 3.d4 d5 4.c4 e6 5.cxd5 exd5 6.♙d3

Unusual. 6.♙b5+ ♙d7 7.♙xd7+ ♘bxd7 8.dxc5 ♘xc5 9.0-0; and 6.♘c3 ♘c6 7.♙e2 are the most popular lines.

Now 6...♙d6 7.♘c3 0-0 8.0-0 ♖e8, or 6...♙g4, or 6...♘c6 7.0-0 (7...dxc5 ♙xc5 8.0-0 0-0 is also in PowerBooks!) 7...♙g4 are the continuations we have seen before. But Hiarcs chooses something new...

6...c4N 7.♙c2 ♙d6 8.♘c3 ♘c6 9.h3 0-0 10.0-0 ♖e8 11.♖e1 ♘b4



Black obviously has more space, but I am not sure that it warrants such an early push when development is still needed. However it compresses and restricts White's mobility further so perhaps it is justified

12.♔b1 ♕e6 13.a3 ♘c6 14.e4 dxe4 15.♘xe4 ♘xe4 16.♕xe4

Familiar territory: an isolated passed queen's pawn – usual question: weak or strong?!

16...f5



17.♘g5?!

I imagine that Junior was looking to play d5, but the Hiarcs pawn push and threat puts a stop to that!

But the Junior response is a bit too clever and best was 17.♕c2 ♕d5 18.♖xe8+ ♗xe8 19.♕xf5 g6 20.♕c2 and White has won a pawn, though 20...♗e7 leaves Black with plenty of compensation thanks to its piece activity.

Also equal would have been 17.♕xc6 bxc6 and now 18.♕d2 or 18.♘e5

17...fxe4! 18.♘xe6 ♖xe6 19.d5!? e3!

20.♕xe3

The only chance, all other captures fail badly.

20.fxe3?? ♗h4! 21.dxe6 ♗g3 and stopping the mate threats will cost White its queen.

And if 20.♖xe3? ♖g6!; 20.dxe6? exf2+

21.♔xf2 ♗h4+ wins

20...♖xe3! 21.♖xe3

21.fxe3? ♘e5! 22.♖f1 ♗g5 with a winning attack

21...♘e5 22.b3 ♗f6 23.bxc4 ♖f8 24.♖a2

♕c5 25.♖ee2 b6



26.♖ac2?!

After the failure of its over-optimistic 17.♘g5 Junior has defended perfectly, but here 26.d6!? might have been a better choice. Hiarcs would reply 26...♗xd6 and then if 27.♗xd6 ♕xd6 28.♖e4+ leaves Black with an edge, but Junior might have been better able to hang on for the draw, which just shows how well it has played from the inferior position

26...♗f5! 27.♖ed2 ♗f4 28.d6 ♘xc4 29.d7?

Sadly this doesn't quite work as Black doesn't need to block the pawn immediately, but can force a win of material first.

Probably 29.♖d3 would have been Junior's best defence, though after 29...♕xf2+ 30.♔h1 ♘e5 31.♖d5 ♘d7 Black should still have enough to win

29...♘xd2!

29...♖d8? would give White the chance to recover with 30.♖d5! g6 31.♖xc5! bxc5 32.♗d5+ ♗f7 33.♗xc4 with perhaps even slightly the better chances!

30.♖xd2 ♕xf2+ 31.♔h1 ♖d8



As readers can see Hiarcs has emerged from the complications and exchanges a full bishop ahead. White could have resigned, the rest is straightforward

32.♗b3+ ♔h8 33.♗e6 ♕h4

Nicely adding protection to the endangered

d8 promotion square

34.♖d4

34.g3 wouldn't change anything as Hiarc's would be sure to avoid the 34...♞xd2 trap with its big disadvantage – it allows mate in 2: 35.♞e8+ ♜xe8 36.dxe8♞#. So 34...♞f1+

35.♔h2 ♜f8+ winning

34...♞f1+ 35.♔h2 ♞g5 36.♞c5 ♞f6

37.♞e8+

Worth a try, but again it's something only an over-casual human might fall for!

37...♞f8

37...♜xe8?? 38.dxe8♞+ ♞f8 39.♞xf8#

38.♞e2

38.♞xf8+ doesn't work thanks to the Hiarc's bishop also protecting the d8 square

38...♞xa3 39.♞e8+ ♞f8 40.♞e6 ♞e7

41.♞d5 ♞c5!

41...♞c5 has pretty much forced 42.♞xc5 bxc5 and if 43.♞d5 ♞e7 and Hiarc's wins easily now. 0-1

JONNY - PANDIX

Round 2. D35: Queen's Gambit Declined: Exchange Variation

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.cxd5 exd5

5.♞g5 c6 6.♞c2 h6

A fairly rare variation, though with a nearly 50% record! 6...♞e7 is usual

7.♞h4 ♞d6 8.e3 0-0 9.♞d3 ♞e6 10.♘f3

♘bd7 11.0-0 ♞c7 12.♞ac1 ♞ac8



Here I found a 1998 game with 13.♞e2 which White lost, and a 2006 game with 13.♞g3 which White won. But Jonny chooses...

13.♞b1

It's a little passive but there's nothing actually wrong with it

13...a6 14.♔h1 ♜fe8 15.♞g1 b5 16.a3 ♞b7

17.♘e2 a5 18.♞ge1 b4 19.a4 b3 20.♘d2

♞b4 21.♘c3



The queenside skirmish has come to nothing
21...♞e7 22.♞f5 ♞xf5 23.♞xf5 c5 24.♔g1 c4
25.e4 ♞b4



Trying on the queenside again. White appears to have 3 choices: ♞xf6, exd5, and e5

26.e5

This looks like a sensibly timed thrust in the centre.

26.exd5? wouldn't lead to the expected results if White was hoping to win a pawn:

26...♜xe1+ 27.♜xe1 ♞xc3 28.bxc3 ♘xd5

and the Black queenside pawns have suddenly become incredibly strong! If 29.♘b1 ♘7b6 30.f4 the best try is to aim for a counterattack, but the multi-purpose 30...♞c6 leaves Black well in control.

There was 26.♞xf6 ♘xf6 27.e5 with much the same idea as the game, but with an exchange on f6 first. But now, instead of the game move ♘h7, Black would play 27...♞d7

sending the game in a different direction
26...♘h7 27.♘db1 ♞c6! 28.♞e3

Correctly continuing in counterattack mode
28...♘hf8

A sensible precaution!
29.♞f3 ♞e6



Exchanging queens would of course leave White with few chances as the White queen-side pawns would become even stronger
30. ♖d1

30. ♜xe6 ♜xe6 (or 30...fxe6 which is also good for Black) 31. ♖d1 ♜xd4 32. ♜xd4 ♜xe5 33. ♔f1 (to protect the back rank from a possible ♜e1) 33... ♜xf3 34. gxf3 g5 35. ♙g3 ♜cd8, and the 4 v 2 pawns on the queenside are a winning longer-term advantage for Black

30... ♜b6 31. ♔f1

The alternative was 31. ♜h5 after which Pandix could force the exchange with 31... ♜g6 (though ♜g6 was also strong) 32. g4 ♜xh5 33. gxh5 and now 33... ♜e6+ 31... ♜g6! 32. ♙g3 ♜f8

Exchanging immediately was also fine:

32... ♜xf5 33. ♜xf5 ♜e7+ 33. ♜xe6?!

After stubbornly – and correctly – avoiding this exchange so far, it would have made more sense here to continue with 33. ♔g1 when Black would really want to exchange on f5 and leave White's rook sat there, so 33... ♜e7 34. ♜h5, and Black is still struggling to turn its advantage into something more effective

33...fxe6 34. ♔e2

34. ♜e3 would avoid the rook exchange without giving its opponent anything definite. Perhaps 34... ♜e7 35. ♜e1 ♜c6 would improve Black's position a little

34... ♜xf3?! 35. ♔xf3 ♜f8+ 36. ♔e3 ♜e7 37. f3 ♜c6 38. ♙f2 ♙e7 39. ♔e2 ♜b4 40. ♙e3 g5



Pandix is making slow progress it seems, but you'd expect this game to last much longer yet with things as they stand at present
41. h3 ♜d3!

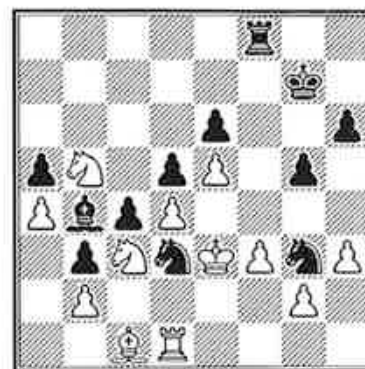
A marvellous outpost for the knight, deep in White's position and also attacking the pawn on b2!

42. ♙c1 ♙b4 43. ♜f1?

It wasn't immediately obvious to me what was wrong with this move, only after seeing Black's next pair of moves did I understand it.

If instead 43. ♔e3 ♜c8 (perhaps Black would delay the knight manoeuvre for a move and play 43... ♔g7 leaving White to return the king 44. ♔e2 first, then 44... ♜c8) 44. ♜xd3 cxd3 45. ♜d2 and Jonny's survival chances would be better

43... ♜c8! 44. ♜b5 ♜e7 45. ♜g1 ♜f5! 46. ♖d1 ♔g7 47. ♜1c3 ♜g3+ 48. ♔e3



48... ♔f7

That was a bit weird, don't you think – why not just play ♔g6 straight away? Fortunately Black does not need to hurry, there is little White can do now but wait and see

49. ♔d2

White might have tried to resolve the problem of Black's pawn phalanx by risking 49. ♜xd3 when 49... ♜f5+ must be played first, and after 50. ♔d2 cxd3 51. ♔xd3 ♜h4!

Here White's best try is to continue with 52.f4! ♖xc3 53.g3, but Black's correct response would be 53...♗b4 and, after 54.gxh4 gxh4 55.♖xf4 ♖g8! the invasion down the g-file will ensure the win 49...♖g6 50.♗e3 ♘f5+ 51.♗e2



51...♖xc3

I was quite surprised to find that Houdini was unimpressed with this idea and preferred 51...♘g3+ 52.♗e3 h5-+. We will see why in a moment]

52.bxc3 ♖b8 53.♖d2?!

Interestingly 53.♘a3! ♘g3+ 54.♗e3 ♗h5 55.♖d2 ♘f5+ 56.♗e2 would have forced Pandix to work much harder. Here 56...♗h4 is best, then 57.♖e1+ ♘xe1 58.♖xe1 ♗g3 59.♗f1 ♘h4 60.♖e2 b2 61.♘b1, and material has remained equal and Black must have a rethink. Probably switching the knight with ♘h4-g6-f4 will get there, but there's still some work to do! This is why Houdini put a ? to 51...♖xc3

53...♘g3+ 54.♗e3 ♘b2

This position is very different to that shown after the line from 53.♘a3. Here it is very clear that Black must win

55.♖b1 ♘xa4 56.♘a3 b2

No point in playing on: 57.♘c2 ♖b3 58.♗f2 ♘h5 59.♘e3 ♘f4 60.♘d1 ♘d3+. 0-1

Round 2 results:-

- Junior - HiarcS 0-1
- Jonny - Pandix 0-1

Round 3 results:-

- Pandix - Junior 0-1

Junior found a sharp Schliemann/Jaenisch Ruy Lopez book line which Pandix didn't have, but played it strategically by fixing the pawns, resulting in a long game.

▪ Shredder - Jonny 1-0

Another long game which was even for 45 moves before Shredder slowly started to assert its authority!

HIARCS - PANDIX

Round 4. D58: Queen's Gambit Declined: Tartakower Defence

- 1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.♘f3 ♖e7
 5.♖g5 0-0 6.e3 h6 7.♖h4 b6 8.♖e2 ♖b7
 9.♖xf6 ♖xf6 10.cxd5 exd5 11.b4 c6 12.0-0
 ♗d6 13.♖b3 ♘d7 14.e4

Not totally new, but rare enough to be likely to put Pandix out of book. Usually the f1/♖ is moved to e1 or d1

14...♖e7 15.a3N

The sole game I'd found with 14.e4 was Karpov-Ljubojevic in 1992, won by White - Karpov was still very strong back then! Anyway here he played 15.♖ab1 dxe4 16.♘xe4, and after 16...♖f4 17.♘g3 ♘f6 18.♖fe1 at which point the game was still even

15...a5 16.e5 ♖e6 17.h3 b5 18.♖d3



The game remains fairly equal, HiarcS has some extra space in the centre but an originally hoped-for kingside attack isn't likely while its queen is protecting the b4-pawn **18...h5**

Criticised in the WCSC official notes, but favoured by Houdini as well as Pandix. 18...♘b6 looks more in keeping with the position, after which White should proceed with 19.♘e2 and there's little or nothing in it.

Stockfish would have played 18...f6 which it rates as good for Black, but most other engines now play 19.exf6 ♖xf6 20.♖fe1 and favour White!?

19.♘e2 ♘b6 20.♘g3 ♘c4!

Hiarcs is very good at getting knights onto good outposts, so wouldn't be keen in its evaluations to see its opponent play this. But it decides not to attack the knight instead carrying on trying to improve the placings of its own pieces

21. ♖fe1 ♜a7

A bit strange, probably planning to double rooks on the a-file, but really 21... ♙c8 would have been better, and after 22. ♜f5 ♙d8=

22. bxa5 ♜xa5

There was a good argument for ignoring the pawn for the moment and playing 22... ♙c8, and if 23. ♜f5 then ♙d8 which is delightfully complicated!

23. a4! h4

The h-pawn is working overtime, but this push might not be so good I think.

Probably moving the bishop was better, either 23... ♙c8 as in the previous note, then if 24. axb5 ♜xb5 25. ♖c2 ♖h6 26. ♙xc4 dxc4 27. ♖xc4 and now 27... h4 can be played, though White still has the best of it after 28. ♜e4

Or 23... ♙a6?! but this alternative bishop move I'm not so keen on: 24. axb5 ♙xb5 25. ♜xh5 ♜fa8 26. ♜xa5 ♜xa5, which isn't as good because 27. ♖c2 definitely leaves White on top.

24. ♜f5



The knight is happy here and the h-pawn is at risk as well

24... ♜fa8

A couple of programs suggested 24... ♙a6 here, but 25. ♖c2! and if 25... ♙d8 26. ♖c1 threatening ♖g5 gives Black too much to handle

25. ♖b1!

Another excellent move, this maintains the pin stopping Black from playing bxa4 as well as eyeing a move over to the kingside!

25...g6

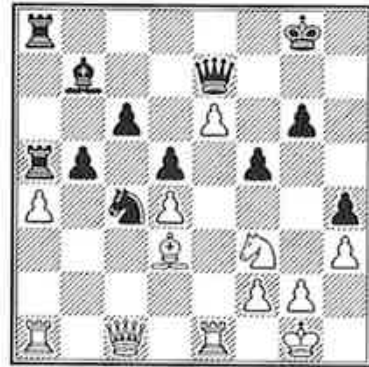
Of course Black is now in some trouble and g6 has just encouraged White to play a move it was threatening to do anyway.

So was there anything better? If so it would have to be an alternative protection for the bishop with 25... ♜e8, but then 26. axb5 ♜xa1 27. ♖xa1 cxb5 28. ♖c1. If Black now tries 28... ♙d8 then after 29. ♜g5 ♖d7

(29... ♙xg5? 30. ♖xg5 is NOT a good idea)

30. ♖f4 f6. Of course White still has a massive attack, and with 31. ♖g4 taking advantage of the pin g4/d7 and Black's unprotected queen, it will be posing too many problems. E.g. best is 31... ♙c8 but White now plays 32. ♜h7! or 32. e6, either of which should win

26. ♜xe7+ ♖xe7 27. e6 f5 28. ♖c1



28... ♜xa4

Again best. Pandix is making this as hard as possible for Hiarcs! Note that if 28... ♜d6?! 29. ♖f4 and now there is nothing better than 29... ♜xa4 anyway, after which 30. ♜xa4 bxa4 31. ♜xh4 and Black isn't likely to survive for much longer

29. ♜xa4 bxa4 30. ♖h6 ♖g7!

The only move to give Black any chance of saving the game. Even the similar 30... ♖h7 is no good: 31. ♖g5 ♜e8 32. e7 ♙c8 33. ♙xc4 dxc4 34. ♖f6! ♖f7 35. ♖xc6 ♜xe7 36. ♜xe7 ♖xe7 37. ♖xc8+ 1-0

31. ♖g5 a3! 32. e7! ♜e8 33. ♜xh4 ♙c8

It was unfortunate for Pandix that it had to play this, blocking its rook off from a return to the h-file. But the f5/pawn has to be protected and if it had played 33... ♜d6 first, ♙c8 would still have to follow

34. ♜xg6



Has Hiarcs self-pinned itself?!

34...♞d6 35.♞a1 ♔h7 36.♞h5+ ♞h6

It would be no good returning the king to g8: 36...♔g8? 37.♞xa3 leaves White is 2 pawns ahead and it has loads of threats: ♞a8 and ♞e5 to mention just two

37.♞xh6+

Sensibly opting for a simple and more sure endgame win

37...♔xh6 38.♞e5 ♞xe7 39.♞xa3 ♞c7

40.♞c3 ♞b7



So Hiarcs is a pawn ahead, but Pandix has successfully thwarted White's efforts to win the c6/pawn, so how does Hiarcs go about winning this!?

41.f4 ♔g7 42.g4! ♞c8

42...fxg4? 43.hxg4 only makes life easier for White

43.♞c2 ♞h8!

Stockfish suggested 43...♞a8 but 44.gxf5

♔f6 45.♞g4+ ♔f7 46.♞g2 is winning

44.♞g2! ♔f6

Yielding to the temptation of 44...♞xh3?

would bring a swift end to the game after

45.gxf5+ ♔f8 46.f6! ♞c8 47.♞g7 ♞h6

48.♞g6+ 1-0

45.g5+ ♔e6

45...♔g7 makes no difference: 46.♔h2 ♞e4

47.♞b2 ♞d6 48.♔g3 ♔g8 49.h4. Progress

seems slow, but the end is inevitable

46.♔h2 ♞c8

There is no choice, Black must try and get the bishop from b7-c8-d7-e8, but it is all going to be too slow

47.♞xc6 ♞d7 48.♞e2+ ♞e4 49.♞e5

49...♞e8 50.♞a2 ♞d6 51.♞a6 ♔e7 52.♔g3

♞h5 53.h4 ♞c8 54.♞a7+ ♔e6 55.♞h7 ♞e8

56.h5 with g6 to follow is one way of ending the game. 1-0

Round 4 results:-

- Hiarcs - Pandix 1-0
- Junior - Shredder ½-½

Round 5 results:-

- Shredder - Hiarcs ½-½
- Jonny - Junior ½-½

The Shredder-Hiarcs game was a Slav and always looked like a draw, but Junior tried very hard in its game against Jonny to create a queenside attack despite Jonny's threat against its king. The exchange of queens didn't end the tension as Jonny sacrificed the exchange to obtain a dangerous passed pawn, but Junior knew enough to return the exchange and get the draw in a very long game.

We reach the halfway point, so a Tournament table is easy to understand so we can see where the engines stand:

Round 5	1	2	3	4	5	6	7	8	9	10	
Hiarcs	½	1	-	1	½						3
Shredder	½	-	1	½	½						2½
Junior	-	0	1	½	½						2
Pandix	½	1	0	0	-						1½
Jonny	½	0	0	-	½						1

SHREDDER - PANDIX

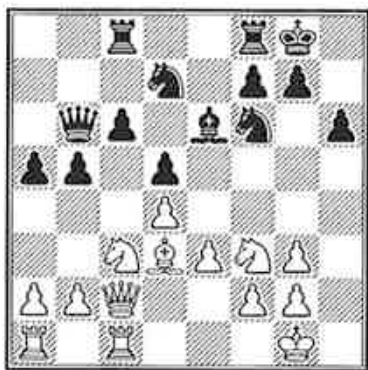
Round 6. D35: Queen's Gambit Declined: Exchange Variation

1.d4 ♞f6 2.c4 e6 3.♞c3 d5 4.cxd5 exd5
5.♞g5 c6 6.e3 ♞d6 7.♞f3 h6

This is fairly rare, but Pandix had played it against Shredder in the WCCC and got a good position, even though the game ended in a draw. So afterwards its programmer Gyula Horvath added the next few moves to

his book in case it occurred again. And it has! Now Shredder is thinking about each move and playing the same moves as before, while Pandix is ready waiting and gaining a lot of time on the clock!

Incidentally 7... ♖bd7 8. ♕d3 ♜f8 9. ♖c2 ♜g6 is the most popular line, with around 100 games in my database and 50-50 results 8. ♕h4 ♕e6 9. ♖b3 b5 10. ♕d3 0-0 11. 0-0 ♜bd7 12. ♖fc1 ♖c8 13. ♖c2 ♖b6 14. ♕g3 ♕xg3 15. hxg3 a5



Finally the Pandix book ends in this very even position, but Black has gained a big time advantage

16. a3 a4 17. b4 axb3 18. ♖xb3 ♖a8 19. ♜e2 ♖fc8 20. ♜f4 ♖d8 21. ♖a2

21. ♜xe6!? fxe6 leaving White with a good bishop for a knight was perhaps better, but the game is still very even

21... ♜b6 22. ♜e5

Attacking the one obvious weakness in Black's position, the backward pawn on c6 22... ♕d7 23. ♖c2 ♖a4 24. ♜xd7 ♜fxd7

24... ♖xe7? was obviously bad because of 25. ♕f5!, and also not 24... ♜bxd7?! when 25. ♕xb5! is good as the c6/pawn is pinned

25. ♕h7+ ♖h8 26. ♕f5 ♜c4



It is Black's turn to attack a weak pawn, at the same time getting the knight to a good square!

27. ♖ca1

I believe that 27. ♜d3 was better, even though it loses the a3/pawn to 27... ♖xa3 28. ♖xa3 ♜xa3. But now 29. ♖c3! ♜c4 30. ♜e5 ♜cxe5 31. dxe5 ♖c7 (still struggling to keep that c6/pawn protected properly) 32. e4 dxe4 33. ♖d1! and White has plenty of compensation and pressure for the 2 pawns 27... ♖ca8 28. ♕xd7 ♖xd7 29. ♜d3 ♖c8 30. ♖c1 ♖4a5 31. ♜c5 g6



32. ♜b3

In a way this drives Black's rook back to a better position as it will maintain its watch on the a-file but also have the option of moving to other files, which it didn't have while sat on a5.

Therefore better, and rather interesting, would have been 32. e4!? ♖g7 (not 32... dxe4? allowing 33. ♖xh6+ ♖g8 34. ♜xe4 ♖d8 (only move) 35. ♜g5+-) 33. ♖f4 dxe4 (which is okay now) 34. ♖xe4, and my engine evaluations give Black a small advantage but any result is probably possible

32... ♖5a7 33. ♜c5 ♖g7 34. a4 ♖g4 35. ♖e1 ♖a5 36. f3

I'm not sure about this, weakening the e3/pawn as it does so virtually forcing itself to make a central break with 37. e4 next move, and opening the game up perhaps with some risk.

The quieter 36. ♖f1 looks better, and if 36... h5 37. ♖e2 ♖xe2+ 38. ♖xe2. While Black has a small endgame initiative here because of the pressure down the a-file, White would certainly have decent drawing chances

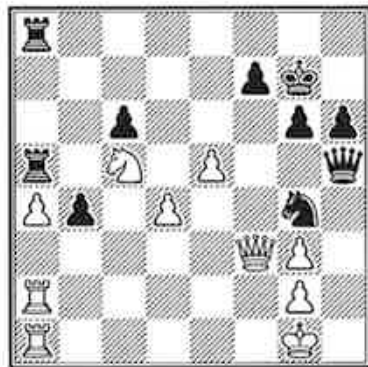
36... ♖g5 37. e4 dxe4 38. fxe4 ♜e3



39. ♖f2?

A slightly surprising mistake by Shredder, through wanting to hang on to the g3/pawn. Instead 39. ♖d2 ♖xg3 40. ♖a3 would give Black some problems of its own instead. Perhaps 40... ♗c4 41. ♖xh6+ ♔xh6 42. ♖xg3 bxa4 would keep Black ahead, but Shredder would surely have retained its own chances now with 43. e5

39... ♗g4! 40. ♖f3 ♖h5 41. e5 b4!



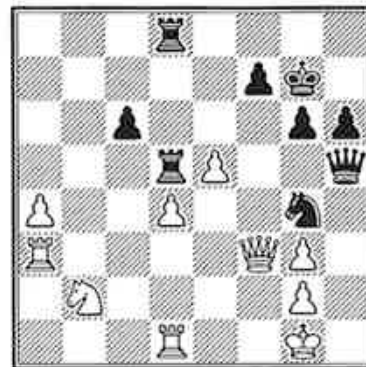
42. ♗d3?

It wasn't immediately obvious to me that this was wrong, I could see that 42... b3 would force 43. ♖a3, but the knight on d3 would stop b2 as the pawn could just be taken. But I was mistaken about this as we shall see and much better was 42. ♗b3 ♖5a7 43. ♖c1 (eyeing again that pawn still on c6) 43... ♖xa4 44. ♖xa4 ♖xa4 45. e6 ♖a7 (45... fxe6?! 46. ♖xc6 leaves White with better chances of saving the game as, after 46... ♖a7 47. ♖b6) 46. ♖xc6 g5. Material is equal but my PC engine assures me that Black is winning.

Indeed White must NOT play 47. d5? 47... fxe6 48. d6 because of 48... ♖h2+ 49. ♔f1 ♗e5! ooops!

Instead 47. ♖c8 is an only move, after which 47... ♖h2+ 48. ♔f1 ♗f6 49. exf7 ♖xf7 50. ♔e2 g4 51. ♖f4 ♖xg2+ 52. ♔d1 ♖f3+

53. ♖xf3 gxf3 54. ♗d2 ♗g4, and though Black still wins, this is a more demanding line and White can certainly play on for a little longer in case of any mistake 42... b3 43. ♖a3 b2 44. ♗xb2 ♖d8! 45. ♖d1 ♖ad5!



A clever switch of attack which I had missed **46. ♖aa1**

If 46. ♖c3 ♖xd4 47. ♖xd4 ♖xd4 48. e6! Now the best way for Black to deal with the threats of ♖xf7+ or e7 is 48... ♖h2+ 49. ♔f1 f5 50. e7 ♖h1+ 51. ♔e2 ♖b1 52. ♗d3 (52. e8 ♗+ ♔f8 53. ♖xc6 ♖e4+ 54. ♖e3 ♖xb2+ m/4; 52. e8 ♖ ♖xb2+ 53. ♔f1 ♖d1+ 54. ♖e1 ♗h2+ 55. ♔g1 ♗xf3+ 56. ♖xf3 ♖xe1+ m/6) 52... ♖xa4. Black would almost certainly win from here, but it would clearly have been the most obstinate defence. Note that if 46. ♖ad3 c5! 47. ♖e4 ♖h2+ 48. ♔f1 h5 49. dxc5 ♖xc5 50. ♖xd8 ♖xg3 51. ♖8d2 ♖xe5 0-1

46... ♖b8! 47. ♗d3 ♖b3 48. ♖e4 ♖h2+ 49. ♔f1 ♗xe5! 50. ♖h4

50. dxe5? ♖dxd3 0-1

50... ♖xh4 51. gxh4 ♗xd3

Finally Pandix has the material advantage it has been threatening to get for the last few moves and my evaluations start to match the computers!

52. a5 ♖d7 53. g3 ♗b4 54. ♖a4 ♗d5 55. ♖e1

It might end 55... ♖d6 56. ♔g2 ♖f6 57. ♖a2 ♖ff3 58. g4 ♖g3+ 59. ♔h1 ♖xg4 etc. So Pandix has done Hiarcs a favour by beating the engine in 2nd place. **0-1.**

Round 6 results:-

- Shredder - Pandix 0-1
- Jonny - Hiarcs ½-½

Round 7 results:-

- Pandix - Jonny ½-½

▪ HiarcS - Junior ½-½

Two more very seriously long 100+ move games. Credit to all parties which tried their utmost to win, but just couldn't!

In round 8, from a Ruy Lopez opening, Junior spent 70 moves probing for a small advantage without getting very far. It had perhaps slightly edged its way in front when this position was reached:

JUNIOR - PANDIX Round 8



74. ♖b4!

The pin that finally gets Pandix to go wrong! If 74. ♖a7 the subsequent exchanges from 74... ♗xa7 75. bxa7 ♗a3 look drawish 74... ♔f6 75. ♗a1 ♔d7 76. ♗b5 ♗c5 77. ♖a4 ♔e7? 77... ♗c3?! was slightly better than the move played, but 78. ♖a7 ♗c6 79. ♗b1 wins 77... ♗c6 was correct and indeed might yet hold the draw as, after 78. ♖a7 ♔e7 79. b7 Black's 79... ♗c7! seems to hold. I think White's best try now is 80. ♗b1 but 80... ♔b8 is a stubborn defence, and it doesn't yet look all that easy for White to win. I did pursue the line for a few more moves to see what progress Junior might have been able to make. Firstly it would probably target the e6/pawn: 81. ♗b6 ♗c1 82. ♖a3+ ♔f7 83. ♖f3+ ♔e7 84. ♖b3. Now, to save the pawn, Black must play 84... ♗c6 85. ♗xc6 ♖xc6 and as a result Black attacks e4! So 86. ♖b4+. There is little point in taking this further, even here there is no guarantee we'd be where Junior and Pandix might have arrived. All I can say is that the White eval. on my laptop has gone up a little so I conclude that there are winning chances, but still some way to go and Black might be able to salvage a draw

However after the game move Junior wins brilliantly...

78. ♗b5! ♔xb6

There was little choice. If 78... ♔d8 79. ♗xd7 Black can't recapture with 79... ♗xd7 to maintain material equality as 80. ♖a8+ ♗c8 81. b7!! wins immediately

79. ♖a3!

Another pin, this time decisive

79... ♔d6 80. ♗c1 ♖c8 81. f3!

A lovely quiet move and Pandix would like to keep everything just where it is, but isn't allowed to!

81... d3 82. ♖xd3+ ♔d5 83. ♖a3 ♔e3 84. ♔f2 1-0

Round 8 results:-

- Jonny - Shredder ½-½
- Junior - Pandix ½-½

Round 8	1	2	3	4	5	6	7	8	9	10	
HiarcS	½	1	-	1	½	½	½	-			4
Junior	-	0	1	½	½	-	½	1			3½
Pandix	½	1	0	0	-	1	½	0			3
Shredder	½	-	1	½	½	0	-	½			3
Jonny	½	0	0	-	½	½	½	½			2½

Now we had 2 truly vital games. While Pandix plays HiarcS, we had also Shredder v Junior. Both NEED a win, even a draw isn't really good enough for either of them!

SHREDDER - JUNIOR

Round 9. D85: Exchange Grünfeld: Unusual White 7th moves and lines with 7 Nf3

1. d4 ♔f6 2. c4 g6 3. ♔c3 d5 4. cxd5 ♔xd5
 5. e4 ♔xc3 6. bxc3 ♗g7 7. ♔f3 c5 8. ♗b1 0-0
 9. ♗e2 ♔c6 10. d5 ♔e5 11. ♔xe5 ♗xe5
 12. ♖d2 e6 13. f4 ♗c7 14. 0-0 exd5 15. exd5
 ♗a5 16. d6 ♗b8 17. ♗a3 ♗f5 18. ♗bd1 ♗c8
 19. g4 ♗d7



This game has followed exactly Hiarcs–Junior from round 9 of the WCCC, see page 25 in SelSearch 158. Now 20.f5 is the theory line and is what Hiarcs played, but Shredder goes instead with...

20.♠f3

This seems fine, threatening ♠xb7

20...♞f6

In turn threatening ♞xc3

21.♠b2 c4 22.♔h1

22. ♠xb7 was not so good as the capture by White allows Black to do the same 22... ♠xg4 and if now 23. ♠xc8 ♞xc8 24. ♞de1 ♠b6+ 25. ♔g2 ♠d7! Trouble in the form of ♠c6! is headed White's way, rendering the win of the exchange of small importance.

But 22.f5 was possible I think, similar to the theory line at move 20

22...♞fe8 23.f5 gxf5 24.♠xb7



The diagram is so that you can try and guess Black's next move. No peeking now!

24...♞c6!

What can we say to this, another typically sharp and challenging Junior move. The idea, I think, is that Junior sees the White king as being in trouble and by this move stops the ♠/b7 from providing any support on the white squares. Brilliant?!

25.♠a3

There are many fascinating variations:

[1]. 25.a4 ♞b8 26. ♞xf5 ♠xf5 27. ♠xc6 ♠d3.

[2]. 25. ♞xf5?! ♠xf5 26. ♠xc6 ♠d3! threatening ♞e2 27. ♠c1 (an only move) 27... ♞e6!.

[3]. 25. ♠xc6?? ♠xc6+ 26. ♔g1 ♠b6+ 27. ♞f2 ♞h4! and White can resign.

[4]. 25. ♞f4 is interesting. 25... ♠b6 26. ♠c1 ♔h8 27. ♞d5 leaves Black with little, and 25... ♞b6 26. ♠f3 ♞eb8 27. ♠a3 is close to equal even though Black wins a pawn with 27... ♠xc3. White has 28. ♞g2 and decent counter chances.

[4a]. So the best idea after 25. ♞f4 seems to be 25... ♞b8 threatening to win the ♠/b7, then 26. ♞xf5 becomes more feasible as after 26... ♠xf5 27. ♠xc6 ♠d3 has lost much of its power, there being no threat of ♞e2. So White can reply 28. ♠g2 ♞xd6 29. ♞g5+ ♞g6 30. ♞xa5 ♞xb2 31. ♞e1 leaving material equal, though the engines still favour Black to grab the pawn on g4 and retain an advantage

25...♠xc3 26.♞g2 ♞b6 27.♠d5 f4



28.g5

It is of interest that Junior's 27th allowed Shredder to win a pawn with 28. ♠xc4 and equally interesting that Shredder didn't take the pawn! Why not?

After 28. ♠xc4 ♞e5! now threatening ♠c6 in particular (note that the immediate 28... ♠c6 wont work without this because of 29. ♠d5) 29. ♞f2 ♠c6+ 30. ♔g1 ♞e4 31. ♠d5 ♠xd5 32. ♞xd5 ♠d4 33. ♞xd4 ♞xd4 34. ♠c5 ♞bxd6 35. ♠xd4 ♞xd4. This would leave White a pawn down with little compensation.

If there was a better move than Shredder's 28.g5 then it is 28. ♞c2! which would have been worth trying. Now if 28... ♔g7 (also 28... ♞b5 was worth checking out) the remarkable 29. ♠xf7 can be played! If 29... ♔xf7 30. ♞xh7+ draws! So 29... ♞e3

30. ♖d5 ♜e5 31. ♗f3 and White is still in the game, if only just!

28... ♜f5 29. ♗xc4

If 29. ♜f3 then 29... ♗e5 30. ♜fe1 c3 keeps Black in charge, but there are lots of tactics. Already Black threatens ♗xd6 and there is only one defence (would we spot it?):

31. ♗e4! but 31... ♜g4! 32. ♜xg4 ♗xg4 33. d7 ♜d8 34. ♜d5 (an only move) 34... ♗c7

35. ♗e7 ♜xd7. Now Black is 2 pawns ahead, but White isn't finished yet... 36. ♗f6 ♜xd5 37. ♗xd5 with ♗xc3 to follow. Black is on top but there's a lot more play in this position

29... ♜e5 30. ♗d5 ♗a4

A subtle improvement for Junior here would have been 30... ♗b5 then, after the same move as in the game 31. d7, Black can retake with the queen and leave the ♗/b5 attacking the ♜/f1. So 31... ♜xd7! 32. ♗c4 ♜e8! ♜

31. d7 ♗xd7 32. ♗f3

A more active defence was better, which was 32. ♗c1 ♜g6 33. ♗xf4 ♜xd5 34. ♜xd5 ♗c6! 35. ♗g1 ♗d4+ 36. ♜xd4 ♗xg2 37. ♜d8+ ♗g7 38. ♗e5+ f6 39. ♗xf6+ ♗f7 40. ♗xg2. But probably Black still has the advantage after

40... ♜e4+ 41. ♜f3 ♜g4+ 42. ♗f2 ♜b1

32... ♜b8



33. ♗h5?

33... ♗e8 was better, Black's best then is 33... ♗e8 to make the bishop exchange result in a double up its rooks: 34. ♗xe8 ♜bxe8. As with many variations I've shown, Black retains an advantage, but certainly no guaranteed win. The 'mistakes' Shredder had made thus far were small ones, Junior had been easing its way towards a win by continually creating different threats

33... ♜be8! 34. ♜b7 ♗c8 35. ♜f3?!

I had a good look at 35. ♜c6 but Black can play 35... ♜5e6! 36. ♜g2 (not 36. ♜xc3?? ♗b7+ 37. ♗f3 (37. ♗g1?? ♜xg5+) 37... ♜e3! 38. ♜b2 ♗xf3+ which wins easily) 36... ♜b5

threatening ♗b7 37. ♗f3 ♗a6 38. ♜g1 ♜e2! 39. ♜g4 (39. ♗xe2?! ♜xe2) 39... ♗b7 winning 35... ♜e4!



White is lost now

36. ♜g2?!

36. ♜xc3 was a more stubborn try to save the game but it still wouldn't work: 36... ♗b7!

37. ♜f3 (37. ♗f3 ♜e3!) 37... ♜4e7 38. ♗xe7 ♜xe7 and White loses it queen next move

36... ♗a6 37. ♜g1

Nothing saves the game now. I checked 37. ♜g4 but Black can simply go for the exchanges 37... ♜xg4 38. ♗xg4 ♜a4 39. ♗c5 ♗xf1 40. ♜xf1 ♜xa2 0-1

37... ♗e2 38. ♗g4 ♜a5 39. ♗d7

39. g6 or ♗e2 would have lasted longer, but things are so bad that 'resign' was also a good choice at this point!

39... f3 40. ♜g3 ♗e5 41. ♜h3

41... f2 42. ♜g1 ♗xf1 43. ♜xf1 ♜h4 44. ♜xf2 (44. ♜xh4 ♜d5+ m/2) 44... ♜xh3 the material loss is decisive, but it's m/9 anyway. Great game. 0-1

Round 9 results:-

- Shredder - Junior 0-1
- Pandix - Hiarc 1/2-1/2

The long Pandix v Hiarc game had seemed to favour Hiarc for a long time, but Pandix kept reminding us of how good it is by regularly finding the best defence. In the end it managed to get opposite coloured bishops on the board and, despite the presence of a rook each, the pawns were too equally distributed for Hiarc to find a way to win.

Round 9	1	2	3	4	5	6	7	8	9	10	
Hiarcs	½	1	-	1	½	½	½	-	½		4½
Junior	-	0	1	½	½	-	½	1	1		4½
Pandix	½	1	0	0	-	1	½	0	½		3½
Shredder	½	-	1	½	½	0	-	½	0		3
Jonny	½	0	0	-	½	½	½	½	-		2½

What more could you ask for a last round! Hiarcs was to play White against Shredder, and Junior had perhaps the slightly easier game in prospect with White against Jonny.

You have already seen the Hiarcs v Shredder game in *SelS 157* with just light notes. I had hoped to have analysis by Vishy Anand (!) for this issue - he had told Mark how impressed he was with the game and said he would try to do something for us. But of course he is also preparing for his own World Championship Match in the not too distant future, so in the end changed his mind. Instead you will have to make do with an improved version of my own original notes!

HIARCS - SHREDDER

Round 10. Sicilian: Kan Variation

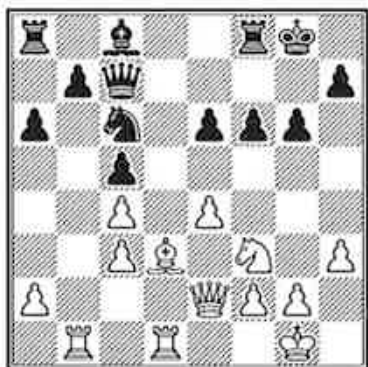
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6
 5.♙d3 ♘f6 6.0-0 ♖c7 7.♗e2 d6 8.c4 g6
 9.♘c3 ♙g7 10.♞d1 0-0 11.♘f3 ♘c6 12.h3
 ♘d7 13.♙e3 ♙xc3 14.bxc3 f6 15.♞ab1!N

Previously Hiarcs only had 15.Bc2 here, but this was a new idea for the Championships. Pleasingly it puts Shredder out of Book!

15...♘c5

Not the move we'd expected! If you want to know what Hiarcs thought Black should play you'll have to buy the Hiarcs Opening Book from Mark's website! Anyway we are now out of book as well

16.♙xc5 dxc5



As the opening books come to an end Mark's Book preparation has got us the sort of position we wanted, active and with complications

17.e5!?

An important move, though double-edged, but it started to break open the game and, hopefully, the Shredder position. It is somewhat committal (for which we give Hiarcs a !!), but now Shredder must decide between ♘xe5 or f5.

The other, less determined approach, would be 17.♗e3 (17.♙c2 was also okay) 17...b6 but now you'd still want to see 18.e5 being played, then 18...♘xe5 19.♘xe5 fxe5 followed perhaps by ♞e1 or ♙e4, but neither seem to give White all that much

17...f5

Full marks to Shredder for making the most active response. In retrospect perhaps taking a few pieces off the board with 17...♘xe5!? would have been wiser! 18.♘xe5 ♗xe5 (the further exchanges resulting from this are better than 18...fxe5?! 19.h4! ♙d7 20.h5 ♙e8 when White hhas 21.♗g4 attacking e6 and leaving Hiarcs in control) 19.♗xe5 fxe5 20.♙e4 attacking the b7/pawn. Black will protect this with ♞a7 or ♞f7, then probably 21.♞b6. Black still has an extra pawn but also has weak ones at b7, c5, e6 and e5. One of them will fall and White will still have an attack, though the position is not as commanding as in the game

I was watching both games on the Internet and kept looking over to the Junior-Jonny game. Junior had opened 1.e4 and Jonny replied 1...e6. So they were in a 'quiet' French Defence. Junior had a typical space advantage but not much more!

18.h4!

A remarkably good move which seems to correctly assess exactly what White has to do. It's the perfect follow-up to White's 17th, starting the kingside assault

18...♘d8!

Threatening ♘f7 next, which will make it much harder for White to proceed.

Houdini2.0b (but not 2.0c which chooses the game move ♘d8) recommended 18...♞e8?! which I think is weaker because of 19.h5! (19.♗e3?! ♘d8 20.♘g5 is similar, but after 20...♙d7 21.♙c2 h6 22.♘h3 ♘f7 I'm not sure that White has much more than a nominal advantage. Maybe 23.♘f4±)

19... ♖d8 20. hxc6 hxc6 21. ♗g5! which looks good for White

19. ♗g5!

Vitally just in time to stop Black's best defence

19... h6

If Black had still tried 19... ♗f7 then 20. ♗xf7 ♗xf7 and now 21. ♕c2 ♕d7 22. ♖d6 leaving White with a definite space advantage. Also Black's dark squares around its king are weak. So we can see that 19. ♗g5 has done it's job, and gets a small reward with Black's preferred response weakening its king protection slightly.

There was probably something to be said for 19... ♖e8 here, which is what Stockfish would have played. However 20. ♕c2 h6 21. ♗h3 leaves White with the initiative

20. ♗h3 ♗f7 21. ♖e1 ♗h7 22. ♗f4



Five moves out of the opening books and Black has been pushed into such a passive position that there doesn't seem to be much it can do. Hiarcs has all the play. Really now I think Shredder should wait carefully and leave it to Hiarcs to see if it can make something of its space and initiative. So it's a critical moment, and I think Shredder makes a mistake in committing its queen over to the queenside

22... ♖a5?

So what SHOULD Shredder have tried? I'd suggest 22... ♖e8. Now I reckon that ♖e3 and ♕c2 give White some advantage, but also that the move Hiarcs played in response to ♖a5 is still the one most worth looking at, so 23. g4 ♖g8. Pretty much the only defence. Now White should play the thematic h5 as in many of the other lines I've shown: 24. h5 gxh5 (not 24... g5? 25. ♗xe6! ♗xe6 26. gxf5+-) 25. ♗xh5 ♗h8 26. ♗f6±. As you see, White's position is good, confirming that the earlier Hiarcs play has deserved the

various exclamation marks I've given it, Black's position is already quite difficult even with best play!

After the dubious 22... ♖a5? Hiarcs has a big chance to turn the kingside attack into something really dangerous, and it takes it expertly

23. g4!

A superb response from Hiarcs.

Also, interestingly, I found that pushing the h-pawn would also have been very strong: 23. h5! g5 (if 23... ♗h8 24. g4! ♖d8 retracting the mistake is best, but 25. hxc6+ ♗xc6 26. ♗xc6 ♗xc6 27. gxf5+ exf5 28. e6 is winning) 24. ♗d5! exd5 25. e6 gives Black massive problems and White should win

23... ♖g8

Shredder needs to start finding top moves every time, and this seems the best way to try and resist. Grabbing the pawn with

23... ♖xc3?! would be worse as 24. h5! ♗g5 (Best! Not 24... gxh5? 25. gxf5! exf5 26. ♖bd1!) 25. ♗xc6 ♖f7 (or 25... ♖d8 26. ♖ed1 b5 27. ♖b3 ♖d4 28. ♗e7!+-) 26. f4 ♗e4 27. gxf5 exf5 28. ♖b6!+- wins

24. h5!

Some engines suggest the tentative 24. ♗f1 which gives Black time to choose between ♖xc3 or getting the queen back to a more central position with ♖c7.

[1]. If 24... ♖c7 25. h5 g5 26. ♕xf5+! ♗h8 (26... exf5?! 27. ♗d5! ♖b8 28. ♗f6+! forking rook and king) 27. ♗g6+ ♗g7 28. ♕c2 ♗d8 29. ♖ed1, and Hiarcs would have so many tactics available that Black would be helpless

[2]. So probably the better of the two is 24... ♖xc3 25. h5 g5 (25... gxh5? 26. gxf5 exf5 27. ♖xh5 game over) 26. ♗xe6 ♗xe6 27. gxf5 ♗xe5 28. ♖b3 and that's also 1-0. So indeed 24. ♗f1 would also have done the job

24... gxh5

24... g5? doesn't work at all because of 25. ♗xe6! ♗h8 26. gxf5 and an easy win

25. ♗xh5 ♗h8

Forced to avoid the knight fork at f6

26. ♗f6 ♖g6

Again the best defence. If 26... ♖g7?! Hiarcs would have 27. ♕xf5! exf5 28. e6! ♗g5 29. e7 forcing 29... ♕e6. But of course White still wins the exchange with 30. e8♖+ ♖xe8 31. ♗xe8 which adds more material power to its existing initiative and other advantages



27.f4!

A marvellous all-out attack, sacrificing the c3-pawn and risking everything. Another idea might have been 27. ♖h1 threatening to attack with rooks up the g-file. Shredder's best in response to this would be 27... ♛d8 and now we'd get 28.gxf5 exf5 followed by the really strong 29. ♛h5! There isn't much Black can do about this, perhaps 29... ♔g7 but 30. ♖bd1 and White has far too many threats

27... ♛xc3

Making the capture we have already looked at above. What were the alternatives here, to avoid the queen going further away from the defence of the kingside?

[1]. If 27... b5 28. ♛f3! is strong: 28... ♖a7 (if 28... ♖b8 then 29.cxb5 axb5 30. ♕xb5 and Black cannot play 30... ♖xb5 because of 31. ♛c6! so would have to settle for something like 30... c4 which would mean being a pawn down and still under attack) 29.cxb5 axb5 30. ♖xb5 ♛d8 31. ♖d1 and again White has too many threats for Black to survive.

[2]. Returning to d8 is no good: 27... ♛d8 28. ♖bd1! ♛c7 29. ♛h2!

[3]. Finally if 27... ♛c7 28. ♛e3 ♖g7 29. ♔f2! making way for ♖g1 or ♖h1 and Black has no good solutions

So I concluded that Black had again played the most active defence in its efforts to try and find a way to save this game.

I was still keeping an eye on the Junior-Jonny game, getting a quick computer evaluation each time I checked their latest position. It seemed that Junior might have over-reached slightly, no doubt having been set to play aggressively (not always so easy against a French Defence!) and on this visit the position seemed fairly quiet but the evaluation showed Jonny was just ahead. Good news for us!

28. ♛e3

Improving the queen's position with a threat, no other moves achieve as much advantage

28... ♛a3

Once more Shredder finds the best defence! I wondered if Black could have tried an exchange sacrifice to relieve the pressure with 28... ♖xf6?! If so then before recapturing White should play 29. ♖b3! and now 29... ♛a5 30.exf6 ♛d8 31. ♛xc5 wins comfortably.

28... b5 was the other move that looked interesting, but it turned out that 29. ♖bc1! is more than good enough as Black's c5-pawn is lost: 29... ♛a3 30.cxb5 axb5 31. ♛xc5. This threatens ♛f8 mate if the Black queen runs away. And if 31... ♕d7 32. ♛xa3 ♖xa3 33. ♖ed1 wins, so Black might as well exchange the queens with 31... ♛xc5+. But after 32. ♖xc5 ♔g7 33. ♕xb5 ♖b8 34. ♕e8 Black is totally lost. The best hope is a sacrifice of the exchange to relieve the pressure with 34... ♖xf6 35.exf6+ ♔xf6 but 36. ♕xf7 ♔xf7 37.gxf5 exf5 38. ♖c7+ ♔f8 39.a4 and White has an endgame win that can't fail

29. ♖b3

29. ♛d2 was a Houdini recommendation but isn't as strong in the end, though White still has an advantage after 29... ♛a4! (or 29... b5 30. ♖e3! ♛a4 31. ♛g2! wins) 30. ♔h2 ♛c6 31. ♖g1! also wins

29. ♔f2! should also be heading for the win, as it threatens ♖g1 or ♖h1 as mentioned in earlier analysis. So Black should try 29... ♛xa2+ 30. ♕e2 fxc4 31. ♛d3 g3+ 32. ♔g2 and now Black's best is 32... ♖xf6 33.exf6 b5 but 34. ♛g6! ends it nicely

29... ♛a5!

Taking the chance to try and get back and help with the defence of the kingside



30. ♖e2 ♖g7

30... ♖b8?! might have seemed better, trying to create some sort of counter-attack on the queenside, but it can be met easily enough by 31. ♖g2! as the g6-rook is still unprotected after this alternative Black play. Now 31... ♗d8 is probably best, but White can get a second rook to the kingside with 32. ♖bb2 ♖g7 33. gxf5! and suddenly Black is helpless. E.g. 33... exf5 34. ♖xg7 ♖xg7 35. ♗g3+! ♔g5 (anything else allows a mate) 36. fxf5 and again only one move delays mate announcements... 36... h5 37. ♔xh5+ and obviously it's all over, immediate mate or not
31. ♔f1!

Hiarcs attacks relentlessly, now threatening to open up the g-file with gxf5, then ♖g2 when ready

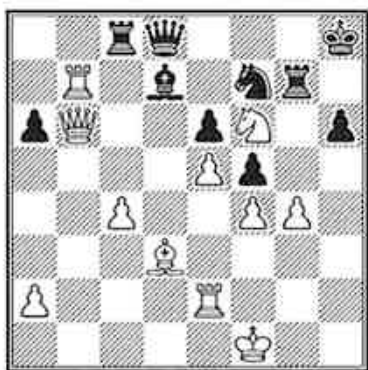
31... ♗d8

The only defence. Suddenly Hiarcs produces an unexpected change in focus...

32. ♗xc5!

Yet another fine move, this timing of a switch to the queenside leaves Black helpless

32... ♕d7 33. ♖xb7 ♖c8 34. ♗b6!



Cleverly choosing to simplify, take out the risks, and head for a safe and comfortable win.

Hiarcs could have returned to an attack on the kingside with 34. ♗e3 and it would have worked fine. But sometimes the engines don't appreciate how much we are enjoying their dynamic play and their evaluations – more concerned with guaranteeing the full point – take over!

After 34. ♗e3 the end would have been something like this: 34... ♕c6 35. ♖a7 ♖a8 36. ♖xa8 ♕xa8 37. gxf5 exf5 38. ♕xf5 which wins easily enough

34... ♕c6

34... ♗xb6 would merely lead to much the same exchanges, reducing material down to a position Hiarcs could never mess up!

35. ♖xb6 ♖xg4 Best 36. ♔xg4 fxf5 37. ♖b7! ♕d8 38. ♕g6 ♖g7 39. f5! ♔xe5 40. ♖xe5 ♖f6 41. ♖c5 exf5 42. ♖b6+ ♖g5 43. ♕d5. Fairly easy moves to find and an easy win

35. ♗xd8+

The rest is now straightforward

35... ♔xd8

At first I thought 35... ♖xd8 was a better defence, but after 36. ♖b6 ♖xd3 37. ♖xc6 it is hard to find any decent move for Black. Best seems to be 37... ♔d8 but 38. ♖c8! and if 38... ♖a7 to clear g7 as an escape square for the king 39. gxf5 ♖g7 40. ♖g2+ ♖f7 41. ♖g8 is overwhelming

36. ♖xg7 ♖xg7 37. gxf5 ♖b8 38. ♕d2 ♖f7

39. ♕c2!

39. ♖e2 h5 40. ♖e3 exf5 41. ♕xf5 also wins

39... exf5

If 39... ♔b7 40. ♕e4! wins.

If 39... ♖e7 40. fxe6 (40. ♔g8+ ♖f8 41. ♔xh6 1-0) 40... ♔xe6 41. ♕d6 wins

40. ♕d6!

Hiarcs has only been a single pawn ahead materially for the past few moves, but has completely dominated the game and is in total control. There is no good answer to this move, the game is over

40... ♖e7 41. ♔g8+ ♖f8

After 42. ♔xh6 ♕e4 seems best, as otherwise White just takes the pawn on f5, but 43. ♖f6+ ♖g7 44. ♕xe4 fxe4 45. ♔f5+ and the rest is extremely easy, so Shredder resigned. One of the very best games of creative, sustained attack I have ever seen! **1-0**

I quickly hopped over to Junior v Jonny, and that now looked like a definite draw. Mark and I shared an excited phone call and indeed the draw was agreed a few moments later. **Hiarcs was WCS Champion!**

Round 10 results:-

- Junior - Jonny ½-½
- Hiarcs - Shredder 1-0

Final Table	1	2	3	4	5	6	7	8	9	10	8
Hiarcs	½	1	-	1	½	½	½	-	½	1	5½
Junior	-	0	1	½	½	-	½	1	1	½	5
Pandix	½	1	0	0	-	1	½	0	½	-	3½
Shredder	½	-	1	½	½	0	-	½	0	0	3
Jonny	½	0	0	-	½	½	½	½	-	½	3

PETER GRAYSON REMINISCES OVER A *HAPPY MEMORY!*

Hi Eric,

There seem to be many coincidences happening recently :-)

Earlier today I was experimenting trying to photograph the pages of the Genius 68030 user manual for someone who enquired if anyone had a copy on the HIARCS Website.

As I was putting it back into its A4 envelope, it was jamming on something. When I removed the culprit it was *Selective Search no.38* for Feb-March 1992, exactly 20 years ago. I was not subscribing back then and cannot remember having it, but must have got it from Mike Healey when I bought the Vancouver 68020 and collected it personally from Countrywide.

The trip to Countrywide in Wilburton is another story and fond memory as I recall I took my father and step

mother with me for a day out and, after being invited in for a cup of tea, my father went off for a walk. About 15 minutes later he came back, chatting away merrily in Polish to Mike Healey's wife (Goska)! He never did say how he just happened to bump into her on his walk but it all seemed so matter of course to him!

Anyway I spent the next hour or so browsing again through your issue 38! *Pages 4- 5* reported on **various tournaments** including the North American Open and even back then there was only one dedicated entry, and that was a Mephisto running on a 68030 at 50MHz. Bulky units as I recall with all the cooling that was needed. The later 68030 CPU's at 33 MHz, such as in the Genius and London 030 that I have, was much more compact and fitted into a standard module holder.

The heading for *pages 12 - 13* is "**Processor Speeds -**

Another Visit" -

how refined you got with Chess MHz as opposed to Chess MIPS for equalising hardware back then!? There's mention of Steve Maughan working out some of the maths that were involved.

Best regards -

Peter

North AMERICAN OPEN Computer Champs. This popular, but too-short (i.e. no. of games played), Annual Event has varied over the years as the DEDICATED machines have TRIED to compete, and then mainly opted NOT to compete, and now started to enter again encouraged by the good MEPHISTO (Richard Lang) performances in the past 2 years as the only dedicated program present in coming 2= and then 1= amongst the likes of DEEP THOUGHT, HITECH and CRAY BLITZ.

Here was the list of entrants:

Program	Machine	Language(s)	Nodes/Sec
Bebe	S-P	Assembler	40K
BP	80486/33	C & Assembler	1.6K
Chess Machine	ARM-2(RISC)/32	??	??
Cray Blitz	Cray YMP 8/64	Fortran, Assembler, C	200K
Deep Thought II	S-P	C + microcode	5M(!)
Delicate Brute	Sun Sparc 2	??	6K
HiTech	S-P	C + Microcode +assem	100K
LaChex	Cray YMP 1/16	Fortran + Assembler	50K
M Chess	80486/33	C + Assembler	5K
Mephisto	68030/50	Assembler	10K
Socrates	80386-33	Assembler	13K
Zarkov	HP9000/732	C	10K

Still only MEPHISTO from the dedicated manufacturers, but a good range of the new PC PROGRAMS was there and, though running on very fast hardware, still not in the DEEP THOUGHT, HITECH and CRAY BLITZ class for speed - as indeed you can see. Incidentally the "??" means it's a secret (i.e. I don't know!). The ZARKOV "super chip" was the fastest processor for the PC entrants, and achieved around 5 or 6 times the speed of an 80486/33 for its program (250MHz can you believe - my Laptop 80286/12 is about 6MHz! So why do I bother!?).

A GOLDEN OLDIE FROM 1992: SELECTIVE SEARCH 38, FRONT COVER

Computer Chess News Sheet **SELECTIVE SEARCH 38** Feb-Mar 1992



Editor's Note: The purpose in publishing **SELECTIVE SEARCH** (launched as the **NEWS SHEET** in 1985) has always been to provide a survey of the **CHESS COMPUTER** scene, with a special emphasis on reliable assessments of the **PLAYING STRENGTHS** of the many machines now available. My work at **COUNTRYWIDE COMPUTERS** is of special help in this as they provide the financial backing and allow me some time off during office hours in which to prepare part of the material. Eric Hallsworth. **PRICE £2 per ISSUE**, or by **SUBSCRIPTION**.

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A **REMINDER LABEL** is included where the Issue enclosed is the **LAST** covered by a reader's current sub. In such a case you will need to send your payment, payable to "**SELECTIVE SEARCH**", to obtain the next Issue.

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ARTICLES, REVIEWS, GAMES sent in by Readers, Distributors, Programmers etc. are always welcome and will receive fair consideration for publication.

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 19 An **INTERESTING ENDGAME**. 21 **ZARKOV/PC** - REVIEW. 24 **RATING LISTS**.

GAME OF THE MONTH - and back to 28 pages (!) **NEXT ISSUE**. Surprised at the front cover of Issue 37? Fewer readers may not know that I am (part-time) Pastor of the Baptist Church in Wilburton - yes, I do **SELECTIVE SEARCH** in my spare time!

Published by **COUNTRYWIDE COMPUTERS**, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB.
 Editor: **ERIC HALLSWORTH**, The Red House, 46 High Street, Wilburton, Cambs CB6 3RA.

Selective Search 160!

- The exciting new **Hiarc's Chess Explorer**, with all its bells and whistles fully up and running, should be available for sale before 160 comes out! - I'll print Screenshots and have a good look at the many new Features.
- **Graham White** has a look at what today's Engines think of "**The Best Opening Novelty of All Time?!**" - A Tony Miles game.
- The last 5 games of **Milano v Advanced Travel**

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A GOLDEN OLDIE FROM 1992: SELECTIVE SEARCH 38, PAGE 12

12

PROCESSOR SPEEDS - ANOTHER VISIT!

We continue carefully with the work from Issues 34 and 37 and, as promised, now attempt to bring all the programs to a common denominator. In other words we take away all of the HARDWARE/PROCESSOR advantages (or disadvantages) and try to find out **which programs would be best** if they were all on EXACTLY the SAME processor?! Isn't this something we have all wanted to know?

Since **Larry Kaufman's** excellent initial work with his CHESS MIPS, the idea has been taken up with some gusto by **myself** (as you know) and the Austrian **MODUL** and Swedish **PLY** Magazines. These two, however, have dealt with the matter at a too simple level, and used Chess MIPS instead of my surely preferable CHESS MHZ.

Perhaps "too simple" is rather harsh, as their method starts correctly by comparing those programs which are available on different processors (e.g. Lyon 68030-Lyon 68020-Lyon 68000; same with Portorose; M Chess 80486-386-286; Polgar 10MHz-5MHz; Conchess 6MHz-4MHz-2MHz; Constellation 3.6MHz-2MHz etc). The ELO DIFFERENCES and SPEED DIFFERENCES are then calculated, added and averaged, and a figure of **76 Elo** is reached for the **AVERAGE speed doubling** factor. Readers from an earlier era will remember that David Levy proposed 100 Elo a long time ago, and this was modified by myself, and others later, to 80 about 4 years ago. So the latter figure has stood up well... but (and, as they say, it is a BIG "but") there is little or, probably, NO doubt that the faster the processing speeds get, the LESS value there is in successive doublings because the extra analysis reached by the computer goes further and further away from the root (1 ply) position, and any changes become both rarer and of less likely importance.

This is where my friend **Steve Naughan** comes in, as he is the **SS resident mathematical genius!** I sent Steve a wide range of figures, more extensive than those used in MODUL (PLY, in fact, copied the MODUL article exactly), and asked him if he could produce a formula to equal the "falling off curve" which I believed would show itself under scrutiny. "Eureka!" A few days later my morning post arrived with a $3\frac{1}{2}$ " floppy disc all ready to load into my Spreadsheet with the most wonderful formula you have ever seen. And it WORKS!

Steve will be writing for **SS/39**, showing and explaining(!) some of the background mathematics; but in general terms his calculations show that, at **1600 Elo** the doubling factor is around **100**, and at **2300** it is around **55!** Thus Levy was right in **Sensory 9** days, but there's quite a difference now! The higher beyond 2300 of course, the more this figure of 55 drops.... we have even been able to reduce the number-cruncher DEEP THOUGHT to 6502/5MHz standard!! - but I will leave that for Steve to explain next time. For now, we can produce a listing with the machines all standardised to, say, a 6502 at 5MHz (5CMHz), or a RISC system at 15MHz (30CMHz) like ChessMachine. In other words, what would Richard Lang's programs have been like if he had been processor-restricted? And what might Dave Kittinger achieve if he could use a 15MHz RISC card?

A GOLDEN OLDIE FROM 1992: SELECTIVE SEARCH 38, PAGE 13

Our final ability, this time, is to see the progress programmers such as Kittinger, Lang and Schroder have made over the years by normalising their successive programs to a single CHESS MHz speed. Next time we will produce our DEEP THOUGHT figure for you - and show you how long each computer would have to think on each move to produce INTERNATIONAL MASTER standard analysis!

Program	CMHz	Actual	@5CMHz	Program	CMHz	Actual	@5CMHz
1 Vancouver 68020	10.8	2306	2244	21 Sup Forte-Exp B/6	6	2027	2009
2 The King-TCH/PC	30	2365	2222	22 MMA	4.9	2000	2002
3 Gideon-TCH/PC	30	2362	2219	23 Amsterdam	6.6	2030	2002
4 Lyon 68020	10.8	2281	2217	24 Monte Carlo	4	1975	1998
5 Portorose 68020	10.8	2243	2177	25 CXG Sphinx	4	1969	1992
6 Almeria 68020	10.8	2213	2145	26 Mach 2C	6.6	2020	1992
7 M Chess 80386/PC	18.8	2255	2141	27 Travelmaster	6.5	2018	1991
8 Milano	5	2126	2126	28 Psion 80386/PC	18.8	2118	1989
9 Scorpio-Diablo	8.8	2153	2101	29 Sup Forte-Exp A/6	6	1992	1973
10 MM5	4.9	2083	2085	30 Turbo King II	5	1965	1965
11 Polgar	4.9	2079	2081	31 Saitek D	10	2019	1947
12 Fid 2325 68020-v7	18	2188	2070	32 Rex 80386/PC	18.8	2077	1943
13 Roma 68020	10.8	2137	2065	33 Zarkov 80386/PC	18.8	2063	1927
14 Academy	4.9	2047	2049	34 SuperMondial I	4	1898	1923
15 Sup Forte-Exp C/6	6	2062	2044	35 Rebell	4.9	1917	1919
16 Dallas 68020	10.8	2114	2040	36 Forte B	5	1918	1918
17 Mondial 68000XL	6.6	2060	2033	37 Par Exc-Des 2100	5	1913	1913
18 Fritz 80386/PC	18.8	2157	2032	38 Forte A	5	1909	1909
19 Monte Carlo IV	4	2007	2030	39 Expert	4	1883	1908
20 Mega IV	4.9	2026	2028	40 Club B	6.6	1935	1905

RICHARD LANG'S PROGRESS:-

Program	CMHz	Actual	@30CMHz
1 Vancouver 68020	10.8	2306	2384
2 Lyon 68020	10.8	2281	2361
3 Portorose 68020	10.8	2243	2325
4 Almeria 68020	10.8	2213	2297
5 Roma 68020	10.8	2137	2227
6 Dallas 68020	10.8	2114	2205
7 Mondial 68000XL	6.6	2060	2199
8 Amsterdam	6.6	2030	2172
9 Psion 80386/PC	18.8	2118	2161

DAVE KITTINGER'S PROGRESS:-

Program	CMHz	Actual	30CMHz
1 Scorpio-Diablo	8.8	2153	2258
2 Sup Forte-Exp C/6	6	2062	2209
3 Sup Forte-Exp B/6	6	2027	2178
4 Sup Forte-Exp A/6	6	1992	2147
5 Forte B	5	1918	2100
6 Forte A	5	1909	2092
7 Expert	4	1883	2092
8 Super Nova	3.2	1826	2066
9 Super Const	4	1823	2042
10 Super VIP	3.2	1788	2035
11 Constellation/2	2	1677	1995

THE SPRACKLEN'S FIDELITY PROGRESS:-

1 2325 68020-v7	18	2188	2232
2 Mach 2C	6.6	2020	2163
3 Par Exc-Des 2100	5	1913	2096
4 Club B	6.6	1935	2089
5 Excellence/3	3	1846	2088

Of course the KAPLAN, MORSCH and SCHRODER progress can all be examined in just the same way! Interesting, isn't it?!

MEPHISTO MILANO v SAITEK ADVANCED TRAVEL, PART 2

The first 2 games of a new **Mephisto Milano** v **Saitek Advanced Travel** match were in our last issue. Long time subscriber **Augusto Perez** (*opposite*) had recently managed to buy a **Milano** on *eBay*, and for a reasonable price, so decided to play a 10 game G/60 match with it against his **Advanced Travel**.

The *SelSearch 157* ratings for these two was:

- Advanced Travel 1912 Elo
- Milano 1950 Elo

Not a big difference in rating terms, so we expected that it could be very close. We forecast maybe the Milano edging it 5½-4½.

The **Milano** is an fine table-top of course, with a really good 2-line graphic display, and a nice Ed Schroder program which used an early form of selective searching. It plays quite positionally but also cleverly at times.

The **Advanced Travel** is a plug-in portable with a Franz Morsch program making it more tactical, so we had expected an interesting style contrast as well as a close match.

The first 2 games confirmed that expectation. Game 1 was won easily by the Milano after a couple of poor moves by the AdvTravel just out of the opening. But game 2 was closer and, although the Milano got a strong advantage in the middle game, it started to meander and went astray. Only a few moves after the AdvTravel had unexpectedly managed to equalise the Milano made a couple of endgame mistakes that allowed the Saitek machine to draw level in the match at 1-1. Usually once a computer gets to a +2.00 or +3.00 evaluation you can consider it 'game over'... but it appears that this might not always the case between these two, with their particular strengths being in different areas?!

So here is game 3!

Milano - Advanced Travel

Game 3. B17: Caro-Kann: Modern Line (4...Nd7)

1.e4 c6 2.d4 d5 3.♘c3 dxe4 4.♗xe4 ♘d7
5.♗f3 ♗g6 6.♗g3 e6 7.♙d3 ♙d6 8.0-0



So far a standard line of the Caro-Kann, but now 8...0-0 (best I think), ♖c7 and sometimes c5 or b6 are known. Instead, out of book by now...

8...♙xg3 9.fxg3

It is noticeable that the PC engines view the bishop pair and the open f-file as already being worth half a pawn to White. Black's pieces are also very restricted!

9...0-0 10.♙g5



10...♖b6 11.c3?!

11.a4 would stop 11...♖xb2 because of 12.♖d2 ♘d5 13.♖f2 ♖b6 14.♖ab1 ♖c7 15.c4 ♘5f6 16.♙f4, and White has so much pressure it's worth well more than a pawn

11...♖xb2

It seems it is safe to win this pawn

12.♖b3 ♖xb3 13.axb3 b6 14.♗e5 ♗xe5

15.dxe5 ♖g4 16.♙e7 ♜e8 17.♙d6 ♜d8
18.♙e4 ♙b7 19.♞f4

As it happens this helps Black improve the position of its knight, so better would have been 19.c4. Of course 19...♗e3 could still be played, but now White would have 20.♞f3 which can be played without a loss of tempo 19...♗e3 20.♙f2 ♗d5 21.♞h4?!

I had a look at 21.♙xh7+!? ♙xh7 22.♞xf7 when Black should play 22...♙c8 which will likely be followed by 23.c4 ♙g6 24.♞fxa7 ♞xa7 25.♞xa7 ♗f6 26.exf6 ♞xd6 27.fxg7



The diagram is for readers who didn't follow this line, so they can see the unusual and interesting position which would have resulted! Chances, amazingly – according to my PC engine – are equal!

Back to the game in which White still needs to find sufficient compensation for the pawn lost/sacrificed at move 11.

21...h6?!

The game remains very even after this move. But 21...f5! was good and Black would have maintained an advantage after 22.♙xd5 cxd5 23.♙e3 a5! ♞

22.♞c1?!

Another mistake! After Black's inferior h6 choice this time the Milano could have equalised with 22.c4 ♗f6 23.♙f3

22...♞d7 23.c4! ♗f6 24.♙f3 ♞ad8



25.♞d1?!

An error that will should have left Black with a

better and long-term advantage from its plus pawn. But after 25.c5 bxc5 26.♙xc5 White could have won the pawn back with 26...♗d5 27.♙xa7=, so this is another missed opportunity probably here through not being able to search quite deeply enough

25...♙h7?!

25...c5! would have taken the square which White should have gone for. I am surprised it wasn't chosen as it improves Black's pawn structure and restricts the scope of the bishop on d6. Then if 26.♙xb7 ♞xb7 27.exf6 ♞bd7 28.fxg7 ♞xd6 29.♞xd6 ♞xd6 30.♙e2 ♙xg7, and Black is still a pawn up and certainly has winning chances. After the series of small mistakes we now get a period of play where both computers find good moves!

26.b4 ♗e8 27.♞hd4 a5 28.bxa5 bxa5

29.♙e4+ ♙g8 30.c5 ♞a8 31.♞a4 f5 32.♙d3

♙c8 33.♙e3 ♙f7 34.♞da1 ♞da7 35.g4 g6

36.♞b1 ♗c7 37.♙f3 ♗d5 38.♞b3 ♙b7

39.gxf5 exf5



The game is still very interesting and it continues to be quite hard in my view to assess which side has the better chances. White has more space over much of the board, and a dangerous looking but isolated fairly advanced passed pawn on e5. But Black also has one on the a-file, even if it's under restraint at the moment, and a 3-2 majority on the kingside where White's pawn pair are still on the back rank!

40.♞b2 ♙c8 41.♙b8 ♞b7 42.♞xb7+ ♙xb7

43.♙d6 ♙c8 44.♙c2 ♗b4 45.♙d1 ♙e6

46.♙e3 ♙c4 47.♙d4

As long as Black doesn't find a way to release its rook and get it to White's 2nd rank this bold advance of the king could serve the Milano's cause well

47...♙b5 48.♙b3+ ♗d5 49.♞a2



Apart from the exchange of a pair of rooks not much has changed, and the AdvTravel might still have a slight edge here – it is still a pawn up, just about! But it does need to find the right next move. Can readers see what it is?! The key is Black's overworked c6 pawn 49...c6??

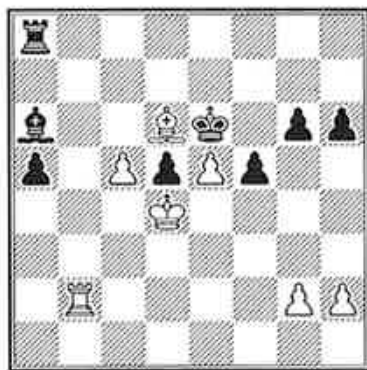
49...a4 was the needed move, to either drive the bishop away, or persuade White to play 50. dxd5+ cxd5 51. cxd5 when 51...d7 52. Ra3 Ra6 is safe enough

50. Bb2

Threatening dxd5+

50...a6 51. dxd5+

White misses the excellent 51. a2! which would nearly be winning already: 51...c8 best 52. Bb6 d7 53. dxd5+ cxd5 54. c6 e8 55. Bb7 f4 56. Be7+ f5 57. cxd5+- 51...cxd5



52. Bb6?

Surely here White should just push the pawn! 52. c6! a4 53. c7±

52...f1??

Push the pawn applies to both sides. For Black 52...a4! would save the game after 53. f8+ f7 54. Bf6+ g8 55. fxh6 a3=. The move chosen unfortunately leaves White's c-pawn looking even more dangerous, and attacking the g2 pawn is unimportant compared to defending against critical issues

53. f8+

Missing 53. b8+!! which wins instantly because the check is accompanied by the bishop cleverly taking Black's rook on a8 completely out of the game! E.g. 53...f7 54. c6! But the advantage is still with White anyway, it definitely has the better chances and it will be hard for Black to save this now 53...f7 54. fxh6 fxg2?!

Winning the pawn is nothing – once again the pawn should have been pushed with 54...a4, though 55. e6+ e8 56. c6 Bc8 57. c7 a3 58. Bb8 is almost certain to end up 1-0. When I say 'almost certain' it is because the computers are running so low on time it isn't possible to be at all sure they will each find optimum moves. If it was PC engines then we could say White will win!

55. Bf6+! e7



Or 55...g8 56. Bxg6+ h7 57. Bxg2 hxh6 58. e6, also winning

56. Bxg6

56. g5! was even better! 56...d7 57. e6+ c7 58. e7+-

56...e4

There was a better defence available with 56...f3!? so as to get to h5 and protect e8. Now best is 57. e6 h5 58. g5+ f8 59. e7+ f7 60. Bf6+ g7 61. Bxf5 f7 and, though White will still win with correct play, you never know!

57. e6! Be8 58. g5+ f8 59. e5 f4 60. h6+ e7 61. Bg7+ d8 62. Ba7 g6 63. xf4 63. c6 and d6 were actually m/10 here 63...d4 64. Bxa5

Again 64. c6! is mate, in 11 this time

64...d3

Missing the mate gave Black the chance to make life more difficult with 64...c7! but 65. d5+ b7 66. Bb5+ and the end still shouldn't be far away

65. d6! e4 66. Ba7! c8 67. Bc7+ b8

68.♔d7

Mate announcements are on display again, and this time it will be all over

68...♖g6 69.♖c8+ ♗b7 70.♖xe8 ♗a7 71.c6 ♗xe8+ 72.♗xe8 ♗b6 73.♗d7 ♗c5 74.c7 ♗d5 75.c8♖ ♗d4 76.e7 ♗e4 77.♖c4+ 77...♗f3 78.e8♖ ♗f2 79.♖e3+ ♗f1 80.♖g3 ♗e2 81.♖cxd3#. 1-0

Just as in game 2 the computer with the early advantage has failed to make the most of its chances. Pushing pawns at the right moment in endgames is a pretty exact science, as is keeping the opponent's pawns under close observation!

	1	2	3	4	5	6	7	8	9	10	
Mephisto Milano	1	0	1								2
Saitek AdvTravel	0	1	0								1

Advanced Travel - Milano

Game 4. D10: Slav Defence: 3 cxd5 (without early Nf3) and 3 Nc3

1.d4 d5 2.c4 c6 3.♗c3 ♗f6 4.♖g5 dxc4 5.a4 ♗d5 6.e4 ♗xc3 7.bxc3

The computers are out of their books in what is quite an interesting position for them. Black is a pawn up but must decide if – and then how – to defend it

7...♖a5?!

7...b5 is the theory line and just about the only move played at IM/GM level. White can play 8.d5 or 8.g3 but usually goes with 8.♗f3 and now 8...g6, ♖g4, h6, ♗b7 and ♗d7 all seem possible, in my order of preference.

I doubt if many humans would choose 7...♖e6 but lots of PC engines would?! Sometimes such a doubtful choice by the many is a clone indicator, but here quite a few known non-clones also like it. Of course it protects the c4/pawn, but blocking e7–e6 and thus the king's bishop's alternative exit isn't very clever.

I did find a game with 7...♖a5, but White has an obvious reply which gives it an equally obvious gain in development

8.♖d2 ♖a6N

This is definitely new, but I had to smile as while most of the games in my database encouraged 8...e6, I did also come across a game with 8...♖e6?! here. But then I noticed the players were <2000 Elo, so I relaxed

9.♗f3 ♗d7 10.♖e2 ♗f6 11.♗e5 ♖e6



Well the bishop's ended up on e6 anyway. Black is now likely to have some problems in the battle for central control, but can still fianchetto the king's bishop into play

12.♖c2 g6 13.♖g5 ♖g7 14.0-0 0-0 15.♖fd1

15.f4 intending f5 at some future moment would have been interesting! What should Black do? Perhaps 15...♖ad8 16.g4 ♗xe4! (the best move, though I'm not at all sure that the Milano would have found it!). If it did the AdvTravel would surely get 17.♗xe7 (17.♖xe4? runs into 17...♖d5! 18.♖e3 f6) and now if 17...♖d5 18.♖xf8 ♗xf8 19.♖f3± the unbalanced material here would be as interesting as the play in the game itself!

15...♖ad8 16.a5 h6 17.♖h4 g5

In the analysis above we had the White king-side pawns advancing, in the game it is Black's!

18.♖g3 ♗d7 19.♗f3 c5!

Nicely timed!



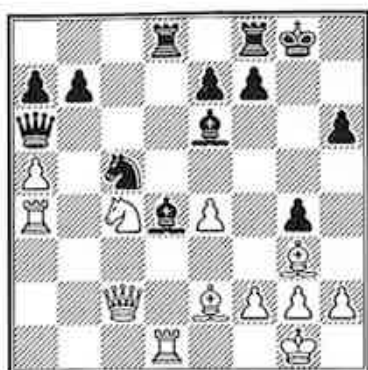
20.♖a4

Probably 20.d5 was best, then 20...♖g4 (only move) 21.♖a4 (as just played in the game) 21...♖xf3 22.♖xf3 ♗e5 23.♖e2, which is nicely complicated! Black is still a pawn ahead, but it's doubled, and White's pieces are gaining momentum

20...g4 21.♗d2?!

21.d5! was again worth looking at, and after 21...♙xd5 22.exd5 gxf3 23.♙xf3, the White bishop pair look quite menacing

21...cxd4! 22.cxd4 ♙xd4 23.♗xc4 ♗c5



Black has got rid of its doubled pawn problem, and is still a pawn ahead, so the balance of the game has moved towards the Milano. White however can play the straightforward ♖b4 where it is well placed and there wouldn't be much in it

24.♖xd4?

It is hard to know why the AdvTravel felt it necessary to sac' the exchange here?! After the move I recommended, 24.♖b4, I really couldn't see any special threat from the bishop and White is still in the game:

24...♗c6 (or 24...♙g7 25.♖db1=, or was perhaps 24...♙xf2+ a threat in the Saitek machine's search? Not really, both 25.♙xf2!! and 25.♗xf2! would leave White comfortably ahead) 25.♗e5 ♙xe5 26.♖xd8 ♖xd8 27.♙xe5 is about level

24...♖xd4

The ♗c4 is under triple attack and MUST move – where to?

25.♗b2??

This blunder should be leading to a quick end. Let's look at the alternatives:

25.♗b6 ♖xa4 26.♙xa6 (26.♗xa4? ♗xa5+) 26...axb6 27.♙f1 ♗b3 which leaves Black ahead, the equivalent of around nearly 2 pawns

And if 25.♗e3, which seems best: 25...♗xe2 26.♗xe2 ♖xa4 followed by either ♗xe4 or ♖xe4 is good for Black, the equivalent of at least a pawn advantage, but White might still have some chances in the inevitable confusion of material imbalances

25...♗xa4 26.♙xa6 ♖c8!

The only move that wins, and that's because of the threat of a back rank mate of course

27.♗b1

If 27.♙c7 then 27...bxa6 28.h3 g3 29.♗d3 ♖d7 and the fall of the ♙/c7 also ensures the loss of the game with it

27...♗c3?!

Still good enough for a big advantage, but not best all the same! Instead 27...♗xb2! would already almost secure victory: 28.♙e2 ♖d2! threatening ♖xe2 or, if the bishop moves, ♖d1! 29.a6 bxa6 30.♙xa6+ 28.♗a1 bxa6 29.f3 ♗e2+ 30.♗f2



30...gxf3

30...♗c1! was best, it's virtually impossible to defend against it. White could try 31.♙e5 but 31...♖d2+ 32.♗g3 f6 33.♙f4 ♗e2+ has become an easy win

31.gxf3

31.♙e5 is no better as after 31...♖xe4 there's only one hiding place for the bishop with 32.♙g3, but 32...♖c1 33.♗a3 ♗d4 threatening ♖e2 mate is the end of the game

31...♖c2?

This is not best at all, surely the Milano isn't going to allow another game to go from win to draw to defeat? 31...♖c1 was strong in my line at move 30, and here also it would have been devastating: 32.♗a3 ♖c3 and if 33.♗xe7 ♖d2 Black wins more material, White has no defence

32.♗e3?

A shame, this spoils my 'could the Milano lose this' attempt at drama in the note to Black's last move. I've suggested avoiding 32.♙e5! in previous notes, but it was best here, though 32...♗c1+ 33.♗g3 ♖dd2 is still winning. Despite some mistakes by Black the AdvTravel just has too far to come back after its blunder at move 25

32...♗c1 33.♗a3 ♖dd2?

This was okay in my previous note, but with the White king now on e3 it will be ineffective and the rook could end up in the way, or even in some danger. Once more the Milano

has given White some chance of saving the game.

33...♖d7 would have won even after 34.♙e5 because of 34...♖b7 35.♘d3 ♖b3!

34.♙e5!



34...♖e2+??

Astonishing. The Milano has allowed its opponent right back into the game. Once more 34...♖d7 was the right move, though now the win isn't quite so certain as Black lost a tempo at move 33, and if White finds 35.♙a4! ♘b3 36.♙b4 there's some counter-play that would have made the next few moves very interesting!

35.♙f4!

There's not that much in it now!

35...f6?!

Even here 35...♖xb2 was better, and after 36.♙xb2 ♖xb2 37.♙xe7 ♖b3 (interestingly 37...♖xh2? would represent a loss of tempo in winning the pawn as now 38.♙xa7 ♖c2 39.♙xa6= and the game is genuinely level!) 38.♙xa7 (38.♙g3 ♘d3 39.♙xa7 ♙h7 40.♙xa6 ♘e5+ and Black still has the better chances, but nothing is certain yet) 38...♘d3+ 39.♙g3 ♘e5 40.♙g2 ♙h7. At this point Black would still have had a small advantage, but not necessarily enough to win]

36.♙c3??

This game is becoming difficult to comment on, because there are so many mistakes and I find it a bit awkward to criticise everything they do. The material imbalances, combined with White having its king close to the centre of the board with major pieces still in play, has just made it too difficult for the dedicated machines to calculate deeply enough. But watching the game live must have been exciting, as one has no idea what might happen next! Anyway this throws away the chance of recovery which the Milano's



mistakes had given to White.

In fact there was a draw available with 36.♙xe7! fxe5+ 37.♙xe5 ♙b3 38.♙e8+! and White repeats checks until there is a 3-fold repetition!

36...♖xh2

36...♖g2! putting a mating net around the White ♙ was also very strong

37.♙e3??

The position was bad, and this mistake simply hastens the end with correct play. Here 37.♙xe7 was easily the AdvTravel's best chance. Black, to win, HAS to find 37...♘e2+ as anything else draws (again with the proviso of best play!), and now 38.♙e3 ♖xc3+ 39.♘d3 ♙f7 40.♙xf6 ♖g2-+

37...♖he2+ 38.♙f4

The safest square for the king, trying to get some distance away from the Black rooks

38...♙f7 39.♙c5



39.♘d1 wouldn't have improved anything 39...♖g2 40.♙xe7 ♘e2+ 41.♙f5 ♘xc3 42.♙d8+ ♙h7 43.♙xf6-+

39...♖xb2??

Unbelievable – amazingly White can get a DRAW after this!

*I have shown the 39...♖g2 idea before, and here it would have won quickly after 40.♗xe7 ♖xc3 41.♗xf6 ♔e2+ 42.♕e5 ♖g5+ 43.♕d6 ♖g6, winning ♗ for ♖ to leave Black with an overwhelming material advantage
But now, if White finds 40.♗xe7...*

40.♗g1+??

A draw!? Oh no! not with this!??!

40.♗xe7! heads for a draw in one line, or a tricky but equal position in another. Let's see:
a. 40...♔d3+ is the simple draw: 41.♕f5 ♖b8 42.♗c7 ♖f8 43.♗g3+ ♕h7 44.♕xf6 ♖g8 45.♗c7 and the position will repeat for a draw
b. 40...♖xe4+ is the tricky one! 41.fxe4 ♔e2+ 42.♕f5 ♔xc3 43.♗d8+ ♕h7 44.♗d4. There's no perpetual or 3-fold repetition here, with still some play in the game, indeed chances are even. Black should push 44...h5 and White could respond similarly with 45.e5

40...♖g2!

It's nice to be able to put a !

41.♗xc1 ♖b5

41...e5+ was even stronger: 42.♕xe5 fxe5+ 43.♕xe5 ♖b5+

42.♗f1 ♖gg5! 43.♕e3 ♖gc5 44.♕d2 ♕h7



45.♗f2

45.♗d3 was worth a try, threatening e5+, and if 45...♖c7 46.e5+ ♕g6 then 47.♗d8 seems best. But 47...♖bb7 would secure Black's position and the extra pawns will/should soon win the game

45...♖c7 46.♗g3 ♖c4 47.♗g1 ♖b3! 48.♕a1
If 48.♗xa7 ♖cxc3 49.♗xe7 ♕g6 50.e5 ♖d3+ 51.♕e2 ♖e3+ 52.♕d2 ♖xe5 53.♗c7 ♖g5 is 0-1
48...♖a4 49.♗c1 ♖xf3 50.♕b2 ♖xe4 51.♗c5

♕c4



A mating net is closing in and White will have to lose material in order to delay it
52.♗g1 ♖e2+ 53.♕c1 ♖b3 54.♕xf6 exf6
55.♗xa7+ ♕g6 56.♗g1+ ♕f7 57.♗d4 ♖b4
PC engines produce a m/26 line here, a sure sign that the game is beyond the AdvTravel now, despite all the earlier comebacks!

57...♕e6 m/26

58.♗d7+ ♖e7 59.♗d2 ♖b5 60.♗xh6 ♕d3
61.♕d2 ♖d7! (m/21) 62.♕e3 ♖xa5 63.♕f4 ♖e5

63...♕g6 would be m/13

64.♗h2 ♖d4+! (m/14) 65.♕f3 ♕e2+ 66.♗xe2

Giving up its queen means it's game over for sure, but there was no salvation in 66.♕f2 anyway after 66...♕h5 67.♗h1 ♖e2+ 68.♕g3 ♖d3+ 69.♕h4 ♕g6 70.♗b7+ ♖e7, and White either gives up its queen anyway, or will be mated very quickly with ♖e4!

66...♖xe2

67.♕xe2 a5 m/9 68.♕e3 ♖d8 69.♕f4 a4 70.♕f5 a3 71.♕e4 a2 0-1

So the **Milano** goes **3-1** up after another even more topsy-turvy game!

I was trying to remember how the **Ed Schroder** search method used to work in his dedicated computer programs. I know it was one of the earliest to try a form of selective searching, but staggered the moves into blocks I think. I'm sure I wrote about it once or twice in earlier days (i.e. 20 years ago!).

I think they used to do an initial brute force 2-ply search - even on a 6502 @ 5MHz this could be done quite quickly - and then split the moves by evaluation into either 3 or 4 groups. Let's assume it was 3, so the next run through the search would increase the top 1/3rd from 2 ply to 3 ply, and some short

extensions for checks and outstanding captures would be applied. On the next run through the top 1/3rd would go from 3 ply to 4 ply, the middle 1/3rd would go from 2 to 3 ply, the last group stayed at 2 ply. And on all the next runs through, every group would be searched an extra ply, so the next time those on 4 would go to 5, 3 to 4, and finally the 2 to 3. This would continue for as long as possible depending on the time control!

You can see the effect as the engine tries to get its search of the best candidate moves as deep as it can without totally ignoring the lower moves. This results in a good 'safety first' effect as the most likely moves are checked more thoroughly in case there's a problem within the longer horizon.

But the other outcome was that a move in the bottom third - and a sacrifice would always end up there as at the initial 2 ply level it would always gets a bad evaluation - would struggle to emerge to the place where its full potential is seen. Sometimes the effect would be picked up later in the search, and sometimes not! Thus the **Milano** plays more positionally and carefully, tries to avoid bad moves, and searches top moves deeper which is also of good advantage in the endgame, but will miss some good attacking moves as they start out and struggle to emerge and promote from the shallower part of the search.

I think we can see this in the games. The Milano plays well and gets into decent positions, but often fails to make the most of them, misses some of its best attacking chances, and thus keeps allowing the Advanced Travel opportunities to fight back. But if its opponent gets into a good position the deeper searching of the most sensible lines do make the Milano quite stubborn when defending. Finally the AdvTravel will need to have some advantage before the endgame is reached, as the Milano will search deeper in simpler (less pieces) positions, and so see the best chances for when to push pawns and organise king support etc.

As for the **Advanced Travel** it is more of a brute force searcher, with small search extensions for captures, exchanges and checks. So it is good at tactics in the main and defends well in this area when it is behind if it sees a counter-attack chance. But on the other hand it can be over-optimistic when the game is level or only slightly in its favour, because it

can embark on double-edged ideas that it doesn't manage to see all that deeply into. Thus it can miss its opponent's best defensive options when it starts an attack of its own. Good fun but not always sound!

Well it's time to look at game 5.

Milano - Advanced Travel

Game 5. B18: Classical Caro-Kann: 4...Bf5 side-lines

1.e4 c6

The Caro-Kann... we're in for a quieter game! What will that mean?

2.d4 d5 3.♘c3 dxe4 4.♗xe4 ♙f5 5.♗g3 ♙g6 6.h4 h6 7.h5 ♙h7 8.♗f3 e6 9.♙f4

9.♙d3 is easily the top line here, but doesn't have the greatest of records (just under 50%). But the Milano's out of book move has been played before

9...♗f6N

9...♙d6 10.♖d2 ♙xf4 11.♗xf4 ♙xc2 12.♗d2 ♗h7♣ has been played in a 2000 Tournament game, and this position favours Black though White won after some mistakes by his opponent

10.♙c4 ♗d5 11.♙xd5 cxd5 12.c3 ♗c6 13.♖b3 ♖d7 14.♗e5 ♗xe5 15.♙xe5 f6 16.♙f4 ♙d3!



Nice - White can't castle with the ♙ here
17.♖d1 ♙c4 18.♖c2 0-0-0

Note that the a2-pawn is poisoned:
18...♙xa2? 19.b3! *Memories of Spassky-Fischer and all Black could do would be*
19...♙xb3 20.♖xb3+-

19.b3 ♙a6 20.♗e2 ♖e8 21.♙e3

Thanks to its 20.♗e2 White could now have castled, and probably that would be the

better move here. So why not 21.0-0!? Probably the Milano would see Black winning a pawn with 21...♞f7 22.♞fe1 ♞xh5 23.♙h2. Okay, this leaves Black a pawn up, but its ♙ is far from safe and development is incomplete, so I'd still prefer White. E.g. after 23...♞f7 24.c4 dxc4 25.bxc4 looks promising!

21...♞c7 22.♙f4 e5 23.dxe5 fxe5 24.♙e3?

24.♙g3 was better, but Black misses its chance so the Milano gets away with its mistake

24...♙xe2

24...d4! would take advantage of the pin on the c3-pawn, so White must play 25.♙c1 and now 25...♙c5 26.c4 ♞c6 27.0-0 b5 leaves Black with a clear initiative from the dangerous central pawn pair

25.♙xe2 ♝d8



The game is about equal again

26.♞f5+

Not 26.♙xa7? b6 and we'd have a Spassky-Fischer situation again, but at the other end of the board! 27.♙xb6 ♞xb6+

26...♙b8 27.f4 ♙d6

This is okay, but even stronger would have been 27...♞e8! threatening exf4. After 28.♙f1 Black could continue 28...♙d6 and would have a nice position

28.fxe5?!

We've seen a couple of poisoned pawn moments, both avoided, but this time 28.♞xd5!? looks as if it would have been okay: 28...exf4 29.♙d4 ♞he8+ 30.♙f2 and the game remains close

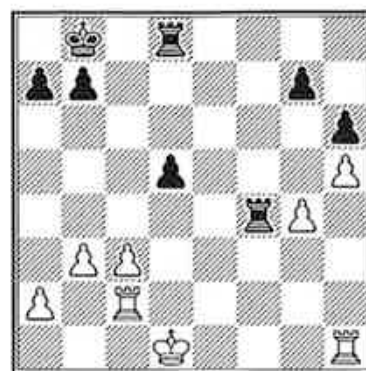
28...♙xe5 29.♞c1 ♞hf8 30.♞d3 ♞de8?!

The rook was fine where it was. I'd have left them where they are and played 30...♞c6

31.♙d1

The king finally looks a bit safer, so Black returns the rook to d8...

31...♞d8 32.g4 ♙f4 33.♞c2 ♙xe3 34.♞xe3 ♞f4 35.♞xf4+ ♞xf4



We'd better have a diagram following the disappearance of the queens and our arrival at a rook+pawn endgame. There's nothing in it, the fact that Black has an isolated d-pawn should not be important, it can be easily exchanged for White's c-pawn

36.♞g2 d4 37.♙d2

If 37.c4 ♙c7=. But not 37.cxd4? ♞dxd4+

38.♙e2 which would have given Black an unnecessary advantage after 38...♞xg4

37...♙c7 38.g5 ♙c6 39.gxh6 gxh6 40.♞g6+ ♙d5 41.♞xh6

I looked at 41.c4+ ♙c5 42.♞h2 ♞df8 43.♞xh6 but it doesn't seem to offer much after

43...♞f2+ 44.♞xf2 ♞xf2+ 45.♙d3 ♞f3+

41...♞f2+ 42.♙d3 ♞f3+

Taking the a2-pawn 42...♞xa2?? and losing the f-file would be suicide, so the AdvTravel must have seen the deadly reply 43.♞f1! Well done. Now 43...♞d6 (43...♙e5? runs into

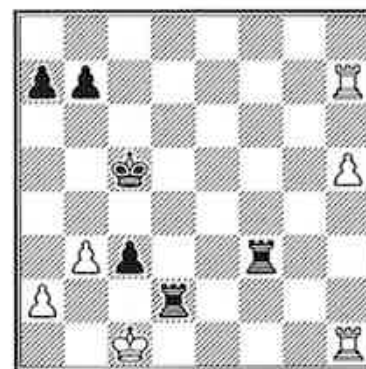
44.♞hf6 and only 44...dxc3+ 45.♙e3 ♞e2+ can delay the end, but of course 46.♙xe2 c2

47.♞6f5+ ♙e6 48.♞c5 is 1-0) 44.c4+ ♙c6

45.♞xd6+ ♙xd6 46.♞h1+-.

The h-pawn can be stopped, but only at too great a cost

43.♙d2 dxc3+ 44.♙c1 ♙c5 45.♞h7 ♞d2



The game should be drawn. I don't think either side can do anything safely to play for a win, as I've shown with a couple of possible tries after the full point. But of course they

are both running low on time now, so will one of them push a pawn too soon, or not soon enough, or send the king in the wrong direction and lose a tempo, or get a rook caught in a pawn cul-de-sac? It shouldn't happen, but...

46. ♖c7+ ♔d4?!

This isn't a big mistake, but it can allow White the chance to exchange a pair of rooks if it wants - which it does! - and that will make its h-pawn that little bit stronger in its promotion efforts with the Black king moving further away!

Instead 46... ♔d6 47. ♖xc3 ♖ff2 48. ♖f1 ♖xf1+ 49. ♔xd2 ♖h1 is a draw

And 46... ♔b6 47. ♖xc3 ♖ff2= is the same
47. ♖d7+! ♔e3 48. ♖e1+ ♔f2 49. ♖xd2+! ♔xe1?

49... cxd2+ was the correct capture to limit the problem precipitated with 46... ♔d4, then 50. ♔xd2 ♖f7 51. ♖e6 ♔g3 52. h6 ♔g4! It looks as if the king has just got back in time, and I think this is a draw, though only with very best and careful play

50. ♖h2! b5?

I believe my readers will all know that 50... ♖f8 had to be played here. Black MUST do something immediate to try and stop the h-pawn. Even then 51. h6 ♖h8 52. h7 ♔f1 53. ♔c2 ♔g1 54. ♖h5 ♔f2 55. ♔xc3 finally looks to be heading for a 1-0

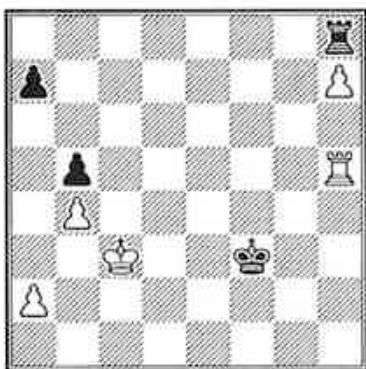
51. h6 ♖f8 52. b4?

Surely a lost tempo. 2.h7! was right of course, then 52... ♖h8 53. a3 ♔f1 54. ♔c2 wins
52... ♖d8!

Taking its chance well

53. ♖h5 ♖h8 54. h7 ♔e2 55. ♔c2 ♔f3

56. ♔xc3



56... ♔g4?!

A king move in the wrong direction. Black here needs to defend the queenside from White's king as best it can, but now it could

easily collapse if the Milano is alert
 Better therefore was 56... ♔e4 57. ♖h4+ ♔d5 58. ♔d3! a6 59. ♖h6 ♔e5 60. ♔e3, and Black has made things as awkward as it can. Now what? ♔d5 or ♔f5? Which way, which one?!

[a]. 60... ♔f5 61. ♔d4! ♔g5 62. ♖h1 ♔g6 63. ♔c5 1-0.

Or [b]. 60... ♔d5 61. ♔f4! ♔c4 62. a3 ♔b3 63. ♖h3+ ♔a4 64. ♔g5! 1-0

Though White wins in both of these lines the situation did need greater accuracy to get to the full point

57. ♖h1 ♔g5 58. ♔d4!
 The Milano, it must be said, is playing this endgame rather well now, especially as the clocks are running down and limiting the depth they can each search to

58... ♔g6 59. ♔c5 ♖xh7?
 Well of course exchanging rooks when White's king is ready to remove Black's remaining pawns just gives the game away. But if 59... ♔g7 60. ♔xb5 ♖b8+ 61. ♔a6 ♔h8 62. ♖h4! (a lovely little waiting move!) 62... ♖a8 63. b5 ♖b8 64. a4 and would be over anyway

60. ♖xh7
 PC tablebases immediately announce m/17
60... ♔xh7 61. ♔xb5 ♔g6 62. ♔a6 ♔f5 63. ♔xa7 ♔e6 64. b5 ♔d5 65. b6 ♔c6 66. b7
 You'd almost think the Milano had tablebases, it has headed for the fastest mate with perfection!

66... ♔c5 67. b8 ♖ ♔c6 68. ♖e5 ♔d7 69. ♔b6
 No doubt announcing m/3 1-0

	1	2	3	4	5	6	7	8	9	10	
Mephisto Milano	1	0	1	1	1						4
Saitek AdvTravel	0	1	0	0	0						1

Readers might be thinking that this match is as good as over, with the Milano 3 up and only 5 games to play. But I already have the next 2 games from Augusto... and it isn't over yet! See our next issue!



THE CEGT AND CCRL 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>

REVISED to realistic levels, engines *at 32 & 64-bit*

Pos	ENGINE	RATING
1	HOUDINI 1.5A x64	3019
2	HOUDINI 2.0 x64	3009
3	KOMODO 4.0 x64	2983
4	CRITTER 1.4 x64	2981
5	CRITTER 1.2 x64	2978
6	STOCKFISH 2.2.2 x64	2976
7	HOUDINI 1.5A x32	2976
8	CRITTER 1.4 x32	2967
9	RYBKA 4.1 x64	2965
10	KOMODO 3 x64	2959
11	RYBKA 4 x64	2957
12	STOCKFISH 2.1.1 x64	2937
13	KOMODO 2.03 x64	2930
14	STOCKFISH 2.01 x64	2929
15	RYBKA 3 x64	2915
16	KOMODO 3 x32	2914
17	RYBKA 4 x32	2911
18	NAUM 4.2 x64	2842
19	NAUM 4.2 x32	2822
20	CHIRON 1.1 x64	2822
21	RYBKA 2.3.2A x64	2814
22	FRITZ 13 x32	2808
23	SHREDDER 12 x64	2800
24	NAUM 4/4.1 x32	2799
25	SJENG CT 2010 x64	2793
26	SPIKE 1.4 x32	2790
27	GULL 1.2 x64	2786
28	HIARCS13.2 x32	2780
29	DEEP FRITZ 12 x32	2773
30	QUAZAR 0.4 x64	2772
31	RYBKA 1.2F x64	2770
32	SPARK 1.0 x64	2767
33	PROTECTOR 1.4.0 x64	2766
34	JUNIOR 13 x64	2766
35	JUNIOR 12.5 x64	2760
36	SPARK 0.5 x64	2757
37	DOCH 1.3.4 x64	2748
38	HANNIBAL 1.1 x64	2740
39	FRITZ 12 x32	2738
40	HIARCS 13/13.1 x32	2737
41	FRITZ 11 x32	2734
42	THINKER 5.4Di x64	2725
43	ZAPPA MEXICO II x64	2721

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 2.0c	3214
2	HOUDINI 1.5A	3201
3	CRITTER 1.4	3181
4	STOCKFISH 2.2.2	3163
5	CRITTER 1.2	3160
6	RYBKA 4.1	3141
7	KOMODO 4	3140
8	STOCKFISH 2.1.1	3132
9	CRITTER 1.01	3125
10	KOMODO 3	3120
11	STOCKFISH 2.01	3117
12	RYBKA 4	3116
13	KOMODO 2.0.3	3107
14	RYBKA 3	3095
15	FRITZ 13	3064
16	NAUM 4.2	3061
17	SJENG 2010 CT	3048
18	NAUM 4/4.1	3047
19	CHIRON 1.1A	3035
20	SHREDDER 12 OA=OFF	3033
21	JUNIOR 13	3026
22	SPIKE 1.4 LEIDEN	3022
23	RYBKA 2.3.2A	3013
24	JUNIOR 12.5	3012
25	HIARCS 13.2	3009
26	GULL 1.0A	2993
27	FRITZ 12	2988
28	HIARCS 13/13.1	2979
29	QUAZAR 0.4	2978
30	HANNIBAL 1.1	2978
31	RYBKA 1.2	2976
32	PROTECTOR 1.4.0	2975
33	GULL 1.2	2972
34	SPARK 1.0	2966
35	NAUM 3/3.1	2961
36	THINKER 5.4D INERT	2959
37	JUNIOR 12	2959
38	FRITZ 11	2957
39	DOCH 1.3.4	2947
40	BOOOT 5.1.0	2945
41	SHREDDER 11	2934
42	JUNIOR 11.1A	2933
43	TOGA II 1.4.1 SE	2928

DEDICATED *CH*ESS COMPUTER RATINGS

Tasc R30-1995	2330	Mephisto Milano	1953	SciSys Turbostar 432	1762
Mephisto London 68030	2301	Mephisto Montreal+Roma68000	1951	Mephisto MM2	1757
Tasc R30-1993	2297	Novag Star Ruby+Amber	1948	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2292	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2268	Mephisto Academy/5	1945	Kasparov A/4 module	1740
Mephisto Lyon 68030	2265	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2256	Fidelity 68000 Mach2B	1931	Kasparov Renaissance basic	1729
Mephisto RISC2	2248	Kasparov Barracuda+Centurion	1930	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	1919	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	2103	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	2026	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebell	1827	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2014	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	1980	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	1970	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Nov EmClassic+Zircon2+Jade2	1965	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1964	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Novag Obsidian	1960	Conchess Plymate/4	1778	Boris Diplomat	1150
Mephisto Mondial 68000XL	1958	Fidelity Elite C	1777	Novag Savant	1100
Nov SuperForte+Expert C/6	1957	Fidelity Elegance	1765	Boris2.5	1060