

SELECTIVE SEARCH 160

THE COMPUTER CHESS MAGAZINE!

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Peter Grayson sent me some 'Dogs Playing Chess' pictures: these two were my favourites. I love it that the dog's got its own glass of wine!



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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. 160. If your sub. is due for renewal, **please** subscribe again! There will be 5 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.*

SELECTIVE SEARCH: CLOSING DOWN

It's really a simple matter of economics and an unwillingness to work hard but lose money. If you want to blame someone, blame the great British Post Office and their recent savage increases to our postage costs:

- The UK 1st class stamp has gone up from 46p to 60p
- The UK 2nd class stamp has gone up from 36p to 50p (*nearly 50%*)
- The European air mail stamp has gone up from £1.49 to £2.70 (*almost double!*)
- The Worldwide air mail stamp has gone up from £2.07 to £3.30 (*over 50%*)

This means that, even if I make a big increase to future subscription prices, I will still be losing money for months fulfilling already paid outstanding subscriptions, though I will do this of course. The **Table** at the bottom of the page shows how the maths works out, but the simple facts are:

1. The basic cost of producing 1 copy of an issue of Selective Search, to include paper, printing, envelopes and labels is £2.40
2. A 'proper' business would add in something

- for Internet costs, time OnLine, equipment wear+tear/depreciation, some petrol/traveling costs to Post Office, printers and the like, a little for lighting and heating in the office section of our home. I can't be bothered trying to assess all of that but it's clear that the minimum cost of producing 1 copy of an issue of *Selective Search* is not less than £2.75. I've left staff (my) wages out!
3. Putting an rrp for the magazine at £3.95, recently increased to £4.25, is what is supposed to give me a little profit. But if you multiply £4.25 x 6 issues = £25.50 and add the old postage rates, you can quickly see I wasn't making much anyway as even the UK subscription was far less than that!
4. When I was working with **Countrywide Computers** there were some consolations: it brought some business into Countrywide which was good for them, and as a result also brought in occasional small amounts of commission to me.
5. The magazine has never been a big earner, really only just a small earner, but I enjoyed the work, it was nice to chat to folk I've 'known' for years at Countrywide, and I just felt it was part of a good 'life package'. I'd hoped the small income would support my minimum pension a little in retirement, but I absolutely cannot afford for my pension to be used to support the magazine. A quick glance at the table will make it clear that my overseas readers will have paid less than the absolute *net* cost to me of getting the magazine to you. Not your fault of course, I've told you who to blame, *the postage costs more than the magazine!*
6. Increasing the subscription prices, to take account of these new postage costs, so that the figures would at least ensure the maintenance of the minimum profit margin I am

NET COSTS	Production Minimum	Old p+p	Total per Mag	Old Total per Year	ANNUAL SUB	New p+p	Total per Mag	New Total per Year	ANNUAL SUB
UK 2nd	2.75	0.36	3.11	18.66	24.00	0.50	3.25	19.50	25.00
Europe	2.75	1.49	4.24	25.44	30.00	2.70	5.45	32.70	37.50
Worldwide	2.75	2.07	4.82	28.92	34.00	3.30	6.05	36.30	42.00

used to, would result in annual prices that *even I wouldn't be willing to pay if I was a foreign subscriber!* The UK increase could be fairly nominal, but the overseas ones - e.g. Worldwide £42 - are just silly... but what can I do? Now of course more subscribers will drop off which inevitably results in the pro rata printing cost per magazine going up, and things soon start to get worse all over again.

7. Therefore I have decided to use some common sense and, with considerable sadness after 27 years, to bring **Selective Search** to an end. It will finish with **issue 166**. That will enable me to fulfil all outstanding subscriptions - if I find anyone that has paid beyond issue 166 then you can have your money back pro rata for the issues you wont get, i.e. beyond 166.
8. The final 6 issues **161-166** will come out approx. every 2-3 months. Please note that I wont be trying to meet a bi-monthly deadline, but I will make sure you do get them! I will send 'sub. due' notices, with adjusted annual subscription prices according to the number of issues left, when final subs are due. But I wont be sending 2nd reminders any more, which I have done for years for my UK readers.

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!
- You can send **cash** through the post but you must register it.
- By **PayPal**. If you have a PayPal account you can use it to send your subscription to [erichallsworth@gmail.com]. Even easier, go to my website **www.elhchess.demon.co.uk** and click on Pay Subscription by PayPal, follow the instructions, then click on the 'Donate' button!

COMPUTER CHESS: NEWS, RESULTS & NEW PRODUCTS!

Software Engines: AS I START this section

the latest versions, alphabetical order, are:

- Critter 1.4a
- Fritz 13 (SP only)
- Hiarcs 13.2 (the lively and much stronger Hiarcs 14-WCSC version is due out by 1st June!)
- Houdini 2.0c
- Ivanhoe 999946 (but needs complete new table-bases, so for many 999947 is better)
- Junior 13
- Komodo 4 (SP only)
- Naum 4.2
- Rybka 4.1
- Shredder 12
- Stockfish 2.22

But I did come across a rather interesting result on the Internet.

All-Play-All on an Intel i5/750, 10 games each Match with Ponder OFF so thinking in opponent's time. **40 moves in 25 mins** repeating, and all engines in **32-bit** version and put into **SP** mode.

SUPER TOURNAMENT XVI

Pos	Engine	/70
1	STRELKA 5.1	42
2	HOUDINI 2.0c	39½
3	CRITTER 1.4	39
4	KOMODO 4	33½
5	IVANHOE 9.46H	33
6	SAROS 2.3J	32½
7	RYBKA 4.1	32
8	STOCKFISH 2.2.2	28½

Two immediate observations:

1. What a shock for top place, and
2. Strelka! Aaaagh!

Strelka of course is Uri Osipov's engine which, in its version 2, Vasik Rajlich said was an almost exact copy of his early table-topping Rybka. But when Fabien Letouzey examined the Strelka code, he said it was a direct pinch from his Fruit engine, though with improvements. So the general conclusion is that either Rybka or Strelka (which

first?) copied Fruit and improved on it, and then one of them copied from the other.

But that's enough of that already!

Strelka2.0B appears in 20th place on the IPON list with 2668 Elo - Houdini 2.0 is 1st with 3017.

The Super Tourny XVI result confirms that work has been done on Strelka since version 2, and I found Strelka 5.1 on the Internet for myself. The website where I found it shows Osipov, a computer programmer since around 1983, to be Russian and that Strelka is also known as Arrow... perhaps that's the English translation of Strelka? Yes, it is - little arrow - just found it on Wikipedia! It is SP only but has 32-bit and 64-bit versions. So I played a few games with it on my Dual2Core 32-bit laptop:

- Strelka 5.1 SP v Houdini 2.0c SP 27½-32½
- Strelka 5.1 SP v Houdini 2.0c 2-core 22-38

The SP result is quite close, though Strelka didn't do as well as it did in the Super Tourny XVI. The second result is also of interest because it shows how much better it is to have an MP version and use it... a 73 Elo gain! I tried on my 64-bit Quad as well, to see what further gain there was with 4-core v 1-core, but Strelka crashed in every game.

A few days later I found that Strelka 5.5 had come out. Still SP only and so far just in 32-bit. But the results were now a big shock!

- Strelka 5.5 SP v Rybka 4.1 SP 36½-23½ !
- Strelka 5.5 SP v Houdini 2.0c SP 34-26 !!

These 2 results of course suggest that, *if* they can get Strelka running in MP mode and also (without crashes) in 64-bit, it could be a new #1. Which also means we may not yet have reached the limit for computer chess strength! Slightly exciting!

Then I decided to play one more to repeat the Strelka SP v Houdini 2-core match.

- Strelka 5.5 SP v Houdini 2.0c 2-core 19-41 !!!

Oh dear, perhaps not after all.

PETE BILSON: SAITEK V ALL STARS!

Pete recently bought himself a new **Chess Explorer Pro** and decided to run a match between his 3 top Saitek machines and his top 3 non-Saitek machines, which he called the 'All Stars'.

All Stars-->	Novag Diamond	Mephisto Master	Novag Obsidian	
Saitek Explorer Pro	½-1½	½-1½	½-1½	1½
Centurion	1-1	0-2	1-1	2
Advanced Travel	½-1½	1½-½	1½-½	3½
	4	4	3	11-7

Pete comments: *"My new Explorer's debut doesn't look so good, but it played far better than its score suggests. The little Advanced Travel played exceptionally well and even gave the Mephisto Master a good hiding! I'm only sorry I didn't write the games down as there were some excellent ones, but I will do a return match later in the year."*

RYBKA 5

There was considerable excitement early in April at the announcement that **Rybka5** would be available for download within a few hours.

It included various playing strength claims that would make not only Rybka4 but even Houdini quite out-of-date. I found the posting on 2nd April and joined in the general enthusiasm for about 5 seconds - and then I saw that the news item had been posted on the 1st.

A better April Fool's joke - or is it! - and again from the Rybka team but this time together with *ChessBase*, was their statement that '*... the King's Gambit is now solved*'.

This audacious statement also appeared on the 1st April from an interview on 31st March by *ChessBase's* **Frederic Friedel** of Rybka programmer **Vasik Rajlich**. Frederic wanted to know why Vasik had been so quiet and what he was doing with his 'absurdly powerful chess playing system', referring to

the now 300-core Rybka Cluster!

Vasik replied that it is now, effectively, a 3000 (!) core Machine that he is accessing and that he had been using it *'for purely analytical purposes, to try to solve certain openings. We developed an algorithm which attempts to classify chess positions into wins, draws and losses. Using this algorithm we have just finished classifying the King's Gambit. In other words, the King's Gambit is now solved'*.

'Whoa,' said Frederic (me too!), 'That's quite a lot to digest'.

'It's solved in the sense that we know the outcome, just as we know the outcome for most 5 and 6 piece endings. Except that here we are starting with a single starting position: 1.e4 e5 2.f4 exf4, and now we know the exact outcome of this position, assuming perfect play of course.'

Well, of course I know what my readers' next question is, because if you look in *PowerBooks* for example, you will find in order of

no. of games played preference, all of the following: 3.Nf3, Bc4, Nc3, Be2, Qf3, d4, Nh3, Qe2, h4 and g3. A wide choice! Which one is best?! If now you ask *ChessBase* to sort these in order of best results, the order changes slightly: d4 and Bh3 have 50% (but only one game for Bh3), Nf3 shows 47%, Bc4 46%, Be2 45%, Qf3 41%, Nc3 36%, and the others have been tried only rarely and score 0%!

'Somewhat surprisingly,' continues Vasik, '3.Be2 is the only move that draws for White. Every other move loses by force with best play.'

The article goes on to discuss how the computer coped with the gazillions (actually about 10^{100}) possible continuations, checking each one, though not to mate but an eval >5.12 . And as for how long it all took Vasik was able to answer with an exact figure: 10,750,000 hours of single-core CPU time!!

Readers may know that the late, great **Bobby Fischer** once published a famous



Left: Vasik Rajlich, the top picture shows him on his 3 computers which control the Cimiotti cluster which is top right (50 of 300 cores shown). Cimiotti's clusters distribute tasks to the IBM Power 7 with its 2880 cores (bottom right)



article 'A Bust to the King's Gambit' and Vasik says that his conclusions were amazingly good. Bobby had said that 1.e4 e5 2.f4 exf 3.Nf3 (the most popular line) loses to 3...d6! and 'this is the only winning move against Nf3, just as Bobby claimed'.

In fact Fischer's main line (3...d6 4.Bc4 h6! 5.d4 g5!) holds up incredibly well. 3...d6 is better than the more popular 3...g5? which allows White to draw after 4.h4.'

Here is a copy of the basic Computer Tree produced by the Rybka Cluster under Chess-Base - it doesn't tell us as much as we'd like to know.



King's Gambit solved 1/2-1/2
C33 Rybka/IBM cluster 01.04.2012

1.e4 e5 2.f4 exf4 3.♗e2! The only move that leads to a draw. [3.♗c4 ♜f6! and White loses.]
[3.♗f3 is indeed winning for Black. d6! In fact , Fischer's main line holds up incredibly well:
(For instance the more popular 3...g5 allows White to draw after 4.h4!)
4.♗c4 h6! 5.d4 g5! (an exclamation denotes any move which gives a better theoretical result than every alternative)]
3...d5 4.exd5! and White can hold a draw against any attack Black can play.

1/2-1/2

So Frederic's next question was probably inevitable, we'd have all asked it! 'Will chess professionals, and chess amateurs for that matter, have access to your King's Gambit "tablebases" if I may call them that?'

Sadly: 'There is a problem of size that makes it simply impractical to keep it locally on your computer. However we will make it available OnLine, in the near future'.

April Fool's joke, or some serious stuff? What do readers think... and what do we think of 3.Be2?! Guess it depends if you think we're having our legs pulled!

CHESSWAR XVII, ALL PLAY ALL 40/40

The latest ChessWar tournament has started. The scores after 8 rounds are:

Pos	Engine	/8
1	Spike 1.4	6½
2=	Komodo 4.402 Crittter 1.4	6
4	Junior 13	5½
5=	Shredder 12 Stockfish 2.22 Sjeng c't 2010	5
8=	Onno 1.2.70 Hiarcs 13.2 Bobcat 3.25 Naum 4.2 Now 2.3	4½
13=	Fruit 090705 Protector 1.4.0 Thinker 5.4d inert Spark 1.0 Wadduuttie 20120407	4
18=	Hannibal 1.2 Twisted Logic 20100131 Bison 9.11 Bright 0.5c Chess Tiger 2007.1	3½
23=	Zappa Mexico 2 Boot 5.1.0 Crafty 23.4	3
26=	Dirty 30Apr2012 Cipollino 3.25 Brutus 8.05 Equinox 1.30	2½
30	Pharaon 3.5.1	2

PETER GRAYSON TOURNAMENT - UPDATE!

We showed the scores from Peter's latest Tournament in our last issue, but also commented on some strange results, losses on time, and evidence of some engines pinching computer time usage from the opponent (!). We also referred to Ray Couzen's interesting questions in his article in *SelS 157* 'What's Going on in MP Mode?' and Mark Uniacke's, mine and other Hiarcs' testers frustrations with sometimes wildly varying results when trying to test even the smallest changes in Hiarcs. Even an exact match

re-run could produce anything up to a 25% variation, hopeless for serious testing!

Peter's Tourny total points scored, shown in a fuller table on page 7 of *SelS 158* were:

Pos	Engine	/420
1	HOUDINI 2.0c PRO	293
2	HOUDINI 1.5A	266½
3	CRITTER 1.4	258½
4	RYBKA 4.1	254½
5	STOCKFISH 2.2.2	253
6	SPIKE 1.4	141½
7	HIARCS 13.2	121
8	ZAPPA MEXICO II	92

Peter promised he would replay the most dubious matches, which mostly involved Zappa Mexico II - which he has now done - and here is his report with a **revised Final Table** at the bottom of the page!

Hi Eric,

Thought I had better update you on the 8-engine match with a re-run of all the dubious Zappa Mexico games.

They *did* influence the final positions, seeing Rybka move back into third position above Critter and Stockfish - just!

Again this highlighted many potential issues of running matches on a single PC and also perhaps some of the quiriness of the Chessbase GUI too. Maybe the new HIARCS GUI will be better suited for this type of testing? I hope it supports Autoplayer, full UCI protocol and Database with Engine Match

support, as well as the usual opening book per engine capability.

Next tests will be 2 PC matches of HIARCS 14 to compare against H13.2 performance by replacing 13.2 in the original 2PC 6 engine match I ran a while back.

The match results are shown below.

I also had in mind the *SelS 158* Ray Couzens article regarding variability between SP and MP engines that I meant to reply to.

I recall carrying out much testing in the Rybka 2.3.2a to HIARCS 11.2 MP era to evaluate the impact on problem solving and found that when compared to when SP engine versions were used as the control, the MP showed a 70% probability improvement for dual MP and 80% probability improvement for quad core MP engines.

The test was running the same position 100 times and comparing each solving time to the SP engine's time. Of course, the results were rather more complex because it highlighted that the times could sometimes be only marginally faster or slower, but also sometimes massively faster or slower when compared to the SP engine... and anywhere in between of course.

The only MP engine then that gave close to deterministic results was Deep Junior 10. **Task Manager** confirmed the number of threads in use at any given time was variable so there appeared to be some attempt to synchronise the threads to give a degree of repeatability but at cost of overall CPU time. To complicate matters even further, hash and the GUI used also contribute to the variability, even for SP engines!

Best regards..... Peter

Noomen2012 8 eng 2012

			1	2	3	4	5	6	7	8		
1	Houdini 2.0c Pro x64 2T	3100	-2	**	34.0-26.0	36.0-24.0	36.0-24.0	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	3055	0	26.0-34.0	**	30.5-29.5	32.0-28.0	33.0-27.0	45.5-14.5	52.0-8.0	47.5-12.5	266.5/420
3	Deep Rybka 4.1 x64 2T	3040	-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
4	Critter 1.4 64-bit 2T	3037	-3	24.0-36.0	28.0-32.0	27.0-33.0	**	34.5-25.5	44.0-16.0	49.0-11.0	46.5-13.5	253.0/420
5	Stockfish 2.2.2 JA 64bit 2T	3022	-3	22.5-37.5	27.0-33.0	29.0-31.0	25.5-34.5	**	47.0-13.0	44.0-16.0	48.0-12.0	243.0/420
6	Spike 1.4 2T	2870	-2	6.5-53.5	14.5-45.5	15.0-45.0	16.0-44.0	13.0-47.0	**	37.0-23.0	39.5-20.5	141.5/420
7	HIARCS 13.2 MP 2T	2835	-1	12.5-47.5	8.0-52.0	12.5-47.5	11.0-49.0	16.0-44.0	23.0-37.0	**	38.0-22.0	121.0/420
8	Zappa Mexico II 2T	2810	-1	11.5-48.5	12.5-47.5	15.5-44.5	13.5-46.5	12.0-48.0	20.5-39.5	22.0-38.0	**	107.5/420

Average Elo: 2971 <=> Cat 29
gm = 0.00 m = 0.00
(1680 Games)

THE **BEST** OPENING NOVELTY OF ALL TIME?

BY **GRAHAM WHITE**

I am always glad to get an article by e-mail from **Graham White**, our friendship goes back many years, indeed to my Eureka days when we worked together testing Novag computers. He always has something interesting to share and this time he has gone back to 1986 to look at a remarkable opening novelty played by the great English innovator, GM **Tony Miles**.

I have used the heading from the top of his e-mail as the title for his article: THE BEST OPENING NOVELTY OF ALL TIME?

White: **Miles Anthony J** (ENG) (2570)

Black: **Beliavsky Alexander G** (SLO) (2585)

Opening E13

Played at Tilburg, Netherlands, 1986

This article was an idea which came from the recent arrival of a new book by the Sahovski Informator team, 1000 TN!!

After some researching I found the following amazing game played by our late great Tony Miles against Alexander Beliavsky at Tilburg in 1986. (Although I was also very interested to see that Miles was also on the voting jury for the edition in question!)

This was a very different era for Chess; Kasparov was the newly crowned 13th World Champion, computer chess was in its infancy (the Mephisto Amsterdam; rating circa 2000, was the strongest program), and there was a new publication '*Selective Search*' still in its infancy! So I was interested to test Miles' novelty against today's strongest programs, do they find it and is it sound?

Here's Miles' game;

1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.Nc3 Bb4 5.Bg5 Bb7 6.e3 h6 7.Bh4 g5 8.Bg3 Ne4 9.Qc2 d6 10.Bd3 Bxc3+ 11.bxc3 f5



This complex variation was one of the discussion points of the mid 1980's, a sort of hybrid Nimzo - Queen's Indian, and the structure now resembles a Dutch!

12.d5 Nc5 13.h4 g4 14.Nd4 Qf6 15.0-0 Nxd3 16.Qxd3 e5 17.Nxf5 Bc8



This position had been seen before, and not just once!

Kasparov in a training match versus Timman in 1985 had played 18.Nd4!? ed 19.cd and succeeded in winning a highly complex game, mainly because he was Kasparov rather than the strength of White's gambit!

Miles had also had this position in a 'TV Match' versus Timman earlier in 1986 and had lost after 18.e4

18.f4!!

This is Miles' spectacular improvement from all previous theory, which ended the arguments over this particular line as Black never chanced this set-up again after 1986, not at

least according to my database.

The idea is that (for the meagre investment of one minor piece!) White achieves three elements for a decisive attack against Black's undeveloped position and uncastled king: 1) Opening the f-file; 2) Opening the h2-b8 diagonal; and 3) Release of the central blockage for White's d-pawn to advance and open the d-file.

So, how would our strongest programs get on in this position? I first tested this position on **Rybka3** (2 lines of analysis), at first it likes e4 (+0.4) but after 1 min it has f4!! second as +0.3, and after 3 minutes it has f4!! as +0.8. Next up, **Houdini2** running on the excellent new Chess King Software. It has f4!! after just 7 seconds and after 2 mins 20 secs it is +1.08. Finally, **Hiarcs12** did not find f4!!. However, it always has f4!! as second and with a small plus, and it suggests a line mentioned by Miles as interesting, which is 18.e4 Bf5 19.f4 gf 20.Rf3 and which is unclear, Black has very good play for the pawn. I do not want to extend this article unduly by proving that Black cannot defend this agreed complex position successfully. Beliavsky succumbed rapidly and nobody has ventured this line again. Houdini also demonstrates that there is no way to stave off the attack. For the record, here's how Miles finished him off...

18...Qxf5 19.e4 Qh5 20.fxe5 dxe5 21.c5 Kd8 22.d6 Qe8 23.dxc7+ Kxc7 24.Qd5



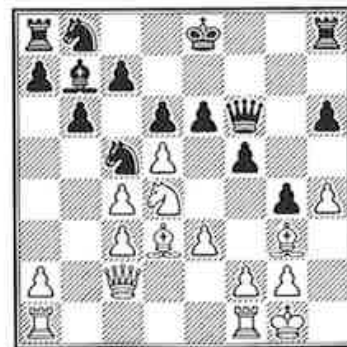
24...Nc6 25.Rf7+ Bd7 26.Raf1 Rd8 27.R1f6 Kc8 28.cxb6 axb6 29.Qb5 1-0

So back to the initial question: Is this the best novelty of all time? Well, suffice it to say, this is the first and so far only time that the

voting panel for Informator were unanimous in selecting the same game.

Great stuff Graham, thank you. I thought I'd just stick my nose in briefly to mention a way of avoiding getting in such a mess that could be played just before 18.f4, and then because I wanted to satisfy my own curiosity as to the strength of 18.f4 a couple of the defensive tries I looked at. After that a few notes of what one or two different engines to the ones Graham used thought of it all!

First, after 15.0-0



The last chance to get out of this line is now, with 15...♘ba6!?

I hope readers will forgive me for not going on to show what I think is White's best reply – I have engine and opening book programmers reading my magazine and I'd like to keep some Hiarcs' secrets in house!

15...♘xd3 16.♙xd3 e5 17.♘xf5 ♕c8 18.f4! ♙xf5

There has been some suggestion that, if you've still foolishly allowed yourself to get into the mess that the brilliant 18.f4 produces, then 18...gxf3 might be better here. But after 19.♙xf3 ♕xf5 20.♙xf5 I concluded it would have been better to stay with 18...♙xf5 and maybe make a change on the next move

19.e4 ♙h5

Perhaps 19...♙g6 could be tried, though I'm still not going to pretend that things look especially good for Black after 20.fxe5 ♘d7 21.e6!

20.fxe5 dxe5 21.c5 ♔d8

I spotted 21...♕a6, but it looks better at first

glance than it actually is... White's reply 22.c4! ♖d7 23.♟f5+- is both easily found and pretty conclusive.

Now, after

22.d6! ♟e8 23.dxc7+ ♔xc7 24.♟d5
... all hope for Black is gone!

I checked a few more engines on my quad laptop on the situation after 17...Bc8:



- Deep Rybka 4.1 found 18.f4 in 25secs
- Hiarcs WCSC found 18.f4 in 10mins
- Houdini 2.0b found 18.f4 in 32 secs
- Houdini 20.0c found 18.f4 in 3mins 49
- Critter 1.4 found 18.f4 1min 30
- Stockfish 2.22 found 18.f4 in 9secs!
- Junior 13, Fritz 13 and Shredder 12 all failed to find 18.f4 in 15mins, sticking instead with 18.e4

Once the engines which had found 18.f4 were faced with the problem of responding to it they all quite quickly had evaluations of >2.00 for White. It's a great move!

Finally a word about **Tony Miles**. His best remembered game was surely the one when he beat the then World Champion **Anatoly Karpov** with Black, responding to Karpov's 1.e4 with 1...a6!?! in this 1980 game.

Anatoly Karpov - Anthony Miles

1.e4 a6 2.d4 b5 3.♟f3 ♟b7 4.♟d3 ♟f6
5.♟e2 e6 6.a4 c5 7.dxc5 ♟xc5 8.♟bd2 b4
9.e5 ♟d5 10.♟e4 ♟e7 11.0-0 ♟c6 12.♟d2
♟c7 13.c4 bxc3 14.♟xc3 ♟xc3 15.♟xc3
♟b4 16.♟xb4 ♟xb4 17.♟ac1 ♟b6 18.♟e4
0-0 19.♟g5 h6 20.♟h7+ ♟h8 21.♟b1 ♟e7
22.♟e4 ♟ac8 23.♟d3 ♟xc1 24.♟xc1 ♟xb2
25.♟e1 ♟xe5 26.♟xd7 ♟b4 27.♟e3 ♟d5
28.♟xd5 ♟xd5 29.♟c3 ♟c8 30.♟e2 g5
31.h4 ♟g7 32.hxg5 hxg5 33.♟d3 a5 34.♟g3
♟f6 35.♟g4 ♟d6 36.♟f1 ♟e5 37.♟e1 ♟h8
38.f4 gxf4 39.♟xf4 ♟c6 40.♟e2 ♟h1+
41.♟d2 ♟h2 42.g3 ♟f3 43.♟g8 ♟g2 44.♟e1
♟xe2 45.♟xe2 ♟xg3 46.♟a8 ♟c7 0-1

One report said: "Playing with the black pieces, Miles bamboozled his legendary opponent with an eccentric choice of opening, 1.e4 a6(!); an opening that would have provoked incredulity if it was played in a local league match, let alone at the stratosphere of chess!

Karpov is said to have later referred to it as the 'Incorrect Opening'. The result sent shockwaves through the Soviet Chess Establishment. Not only had a Soviet World Champion suffered defeat at the hands of a Western player, but the manner in which he had lost was considered the ultimate humiliation.

Soviet chess magazines failed to mention that it ever took place and the game remained a taboo subject for some time afterwards. For his part, Miles revelled in his moment of glory, mocking those who excoriated his impudent choice of opening by labelling it the 'Birmingham Defence' after his home city!"



LUUK'S LOVE FOR CHESS COMPUTERS!

A SPECIAL INTERVIEW-REPORT BY ROB VAN SON

It is a beautiful spring day in April, and I am on my way to the old centre of the Dutch city of Duivendrecht, a town near Amsterdam. I have an appointment with **Luuk Hofman**, one of the greatest computer chess collectors in the Netherlands.

I want to talk to Luuk about his great passion: *'collecting chess computers'*. For this, we need to go to the attic of his house, which can only be entered through a long vertical open staircase. Fortunately, that stretch is not as long as the ordinary staircase we climbed first, which has the sloping top of a thick pole attached to it, and which a visitor can hold onto firmly.

Luuk jumps, despite his 61 years of life, on the stairs as he ascends a low stepladder. My legs – trained by cycling to the office - manage to get me up, while I firmly hold the rail that, according to Luuk, has been there for more than 50 years. Once upstairs you are fully rewarded for your effort, because you feel and see very clearly that you have arrived in Luuk's domain.

First, I see in the front part of the attic all kinds of tools on the slanting wall. From

hammer to pliers, from screwdriver to wrench, it is all there. Is it possible that Luuk repairs his own chess computers? In the rear part of the attic, I finally enter the place I have been so keen to see. The tools on the wall are now replaced by chess computers, which are fitted with brackets to cope with gravity! Luuk says that these 'hanging' computers don't actually function anymore, they only serve as decoration.

I look around me and, befitting a true collector, there is a further large showcase containing a selection of the finest and rarest chess computers ever made! The showcase can be illuminated so that each antique electronic chess genius can be shown as new. It seems as if time has stood still.

Yet that is not entirely true, because if I turn my head I can see Luuk's desk containing a flat screen LCD monitor connected to a modern PC. In daily life, Luuk works for the municipality of Amsterdam, where he handles legal affairs for the division 'Work and Income'. In his early youth Luuk struggled with ear infections, which years later resulted in hearing problems. Fortunately, he is able to work quietly at home, behind his



Rob, left; Luuk, right



PC in his loft, surrounded by these many beautiful historic chess computers.

In his childhood, Luuk learned chess by playing against his brother and other relatives. The beauty of chess fascinated him, but he found that there was a remarkable contrast between his fascination for chess, and the tension during a game. Luuk has been working for the municipality of Amsterdam since 1978, large offices, and occasionally participated in tournaments organised at his workplace. It did not really please him because he could not easily cope with the stress during a game and - sometimes - while replaying and analysing a lost game. It did not give him any rest, and he therefore decided not to participate in this kind of chess anymore. He never joined a chess club either, because playing each week a long game or participating in an external competition again caused too much stress. Even so, during his lunch break, Luuk plays rapid games against his colleagues and that is no problem for him. His scores are usually fairly equal and after lunch everyone goes 'relaxed' back to work.

In the late seventies Luuk noticed a small ad in the Dutch newspaper *'Het Parool'* in which the Royal Purveyor of toys, the Merkelbach company, located at Kalverstraat 30 in Amsterdam, were advertising chess computers. He saw this ad as a gift from heaven and went the next day straight to Merkelbach. He bought the **Novag Chess Champion Mk1**. Back then, Luuk earned 500 guilders per month and the purchase of the Mk1 swallowed almost his entire salary. Back home he began to play immediately against his new electronic chess friend. He was very enthusiastic now that there existed a machine that you could play against at any time of the day, an opponent which was always willing and never got upset after a loss. In addition, playing chess against the computer caused no tension to him because there was no human opponent! Luuk: *"It was wonderful to enter a move and to see which counter move the computer would give. I enjoyed this immensely!"*

Despite this enthusiasm for his new acquisition, he became very disappointed after only a few days.



Inside Luuk's attic



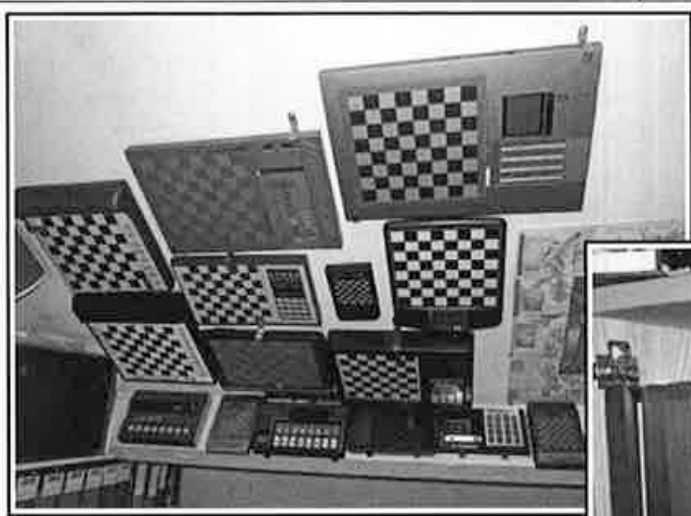
Luuk: "The Mk1 played very weakly, and at the higher levels there was enough time to do the garden before the computer made a counter move. I went back to the salesclerk at Merkelbach and explained my disappointment. He told me that he now had a stronger computer for me, the **Fidelity Chess Challenger 7**. Luckily I could exchange the Mk1 and went back home satisfied, and with a stronger opponent in my bag."

At the same time, Luuk bought the **Fidelity Chess Challenger 10**, later called the 10-A version because this model initially refused to castle, which some *Selective Search* readers might remembers. Furthermore, he bought the **Fidelity Chess Challenger Voice**, the first chess computer that could speak out aloud his moves. Luuk now had good contacts with the importer of these chess computers, Wegam Trading in Amstelveen.

Luuk: "It must have been around 1980 that I asked **Wegam Trading** if they were able to make my Fidelity computers calculate a bit faster. I played almost every evening and night against my computers because I was so curious about their moves and responses! However, if you selected the higher levels,

you sometimes had to wait three minutes before the computer played. Fortunately, the employee of the Wegam technical service said that it was possible to accelerate the crystal in the heart of the computer that ran at 4 MHz standard, up to 5.2 MHz. The employee could also convert my Chess Challenger 10A to a 10B version that would now do castling. The Chess Challenger Voice had a hard nasal voice that you could turn off. Because I often played chess late at night, I didn't want the loud sound to wake my wife and children. Turning off the voice was an option, but then the fun was less. In this case also, Wegam provided the solution by building in a special resistor and an adjusting screw at the rear of the device. This screw does not stick out at the bottom, but with the aid of a screwdriver the volume of the voice can be set. After these adjustments, I considered the 'Voice' to be my most favourite chess computer, not just because of his controlled voice, but also because of his human playing style. I played about as strong as the 'Voice.' According to collector Hein Veldhuis, no one else on this planet is in the possession of this kind of converted Chess Challengers!"

In 1980 a brand-new chess computer came



Above: Luuk's hanging computers
Right: the first Chess Challenger



on the market, the **Chafitz Sargon 2.5 MGS** (Modular Game System), manufactured by Applied Concepts (Texas, USA). Just before this computer appeared, there were rumours that the Sargon would play much stronger than its predecessors did. In a normal tournament game, the computer was rated between 1600 and 1800 Elo.

Luuk: "As soon as the Sargon 2.5 was for sale at Merkelbach, I rushed to the store to get it. The unit cost 1500 guilders (680 Euro) and because I didn't earn so much money, I had to take out a loan. This was quite normal in those days. The MGS Chafitz Sargon heralded a new era. Until the appearance of this model, I mostly played games for fun against the predecessors of the Sargon. Frequently, I could laugh at their counter moves.

With the introduction of the Sargon, playing chess against the computer was suddenly a lot more serious. The rating of this computer was not as high as they told me in the ads (\pm 1450 Elo), but still this machine could beat many human players. Moreover, the Sargon was the first chess computer with a so-called 'permanent brain', which means that the computer also calculates in the time of the opponent. There was a new feature that I watched with mixed feelings, the 'take back' key. By this, I was encouraged to move faster and take risks, more than I did against my older computers without permanent brain where taking back a move was not possible yet! Around this time I was pleased that my family and friends had noticed that I already played a lot stronger because of all the practising against my electronic pals."

In the first half of the eighties Luuk's passion for chess computers became much bigger. "I was working as assistance officer at the municipal Social Services, the forerunner of the current division Work and Income. Gradually I discovered that Merkelbach was not the only company that was selling chess computers. During lunchtime, I walked in the Beethovenstraat in the southern part of Amsterdam, near my workplace. There, suddenly, I saw a Fidelity Chess Challenger Voice in the window of a shop called **Foto Witteman**'. I immediately went inside and

expressed my interest to the owner of the shop, **Piet Witteman**. He had the same fascination for chess that I have.

We both played not so strongly, but were deeply impressed by the first chess computers that could now reach a large audience. Because of our good contact, Piet asked me if I would like to test new chess computers for him! Every time when a new shipment arrived, he called me and asked me to test the new electronic harvest. We had a number of test positions that the computers had to solve in a certain time. Usually they managed it, but not always, as we saw with the Rebel 5.0 module. Piet's store in photographic products changed in the mid eighties into a shop specialised in the sale of chess computers. The cameras and film rolls disappeared into the background. Wonderful for people like me."

On the 21st of January 2006, your author (Rob) visited Piet, on the recommendation of Luuk Hofman. He had sold his shop in 1992, but still lives above his former business. Piet, then already 78 years old, told me a lot about the past. Below, I will give you a part of the conversation, supplemented with information from Luuk.

Around 1978, a Chinese friend of Piet Witteman visited his shop with a chess computer, a **Fidelity Chess Challenger 3**. Piet was immediately obsessed with this chess miracle and his friend let him borrow it. He was supposed to give it back after a while but, in the end, his Chinese friend told him that he could keep the computer. This was the trigger for Piet to add this new product to his assortment.

Piet did good business, sold many chess computers, and bought new models from the importers of chess computers, respectively Wegam Trading in Amstelveen and Electronics Nederland in Amsterdam. Luuk told me that Piet bought most of the chess computers on consignment. He could put the computers in his shop to sell, but they remained the property of Wegam and Electronics until he had sold them. Therefore, he paid for them afterwards. Defective computers of

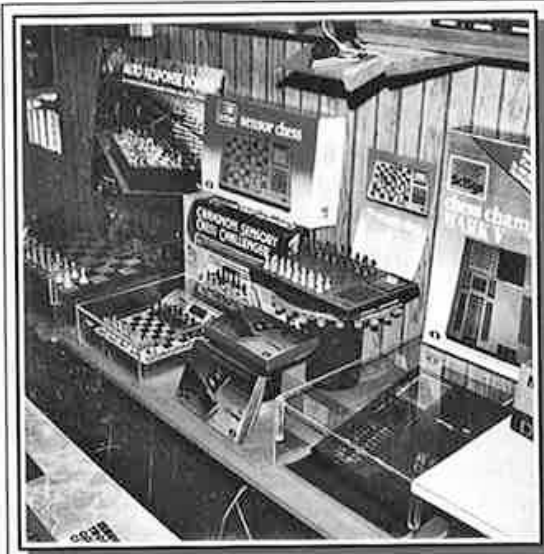
customers he personally took to the importers and sometimes they repaired the machines on the spot. "Repairs done while you wait!"

Luuk: "Sometimes, I joined Piet when he went to the importers. In the storerooms, there were all these shelves with chess computers. I saw for example a hundred **Novag Constellations** on several shelves. These are good memories!"

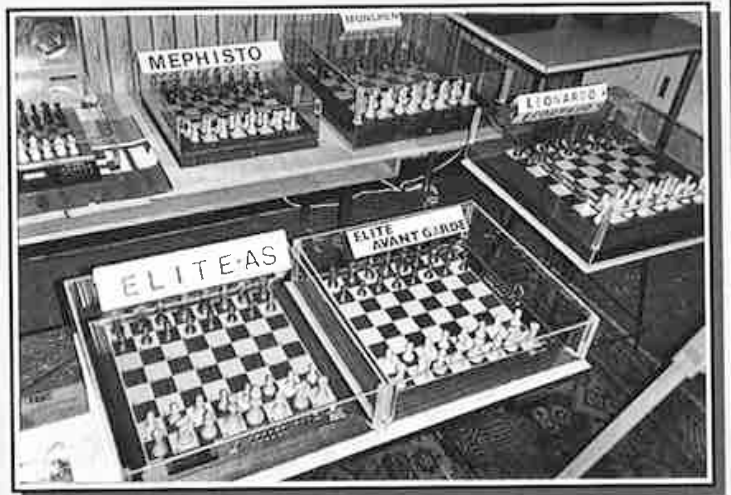
The best selling computer was the **SciSys Mark V**, at the time being heralded as world champion of commercial chess computers. The Mark V won this title in 1981 in the German city of Travemünde. Even in the late eighties Electronics reported that they still

had 50 Mark V machines in their storeroom and asked Piet if he was interested. Piet bought them for 50 guilders each and sold them for 150 guilders to his customers. Furthermore, Luuk told me that he is in the possession of a rare successor of the Mark V, the **SciSys Mark VI** with Auto Response Board. The Mark VI is about 20 Elo stronger but the connected **ARB board** made this particular computer very special! The production was soon stopped because this board sadly also proved to be the cause of various technical problems.

Piet Witteman personally checked every chess computer to see if everything was



The Foto Witteman Shop



functioning well. In the eighties the test work was mainly done by Luuk Hofman, while Piet sold chess computers in the store. Between 1985 and 1990 there were more chess computers than cameras in the window of his shop. The late computer expert Jan Louwman visited his shop regularly.

Here is a quotation from one of my previous articles:

In the eighties, the German collector **Manfred Vellmer** did good business in Amsterdam for the development of his collection. In the CSVN magazine 'Computerschaak' he read an advertisement of Foto Witteman, at the time situated in the Beethovenstraat in Amsterdam. In addition to Foto-cameras and roll films, Witteman also sold chess computers.

After a telephone contact, Manfred later visited the shop and this is what he told me: *"Mister Witteman said that there were a lot of American sailors coming into Amsterdam who regularly played their Fidelity chess computers during their trip. Yet they would squander so much money that then they sold him their chess computers to get some money again. Mister Witteman and I developed a good contact and a couple of times a year he sent me a card announcing whenever he had acquired some beautiful Fidelity machines. One day, it was around 1990, I again received a card like that but now he announced that he had a chess robot in his shop. A few days later I bought the rare **Novag Robot Adversary** for only 600 guilders!"*

I can add to this quote something that Piet Witteman also told me during my visit, that he bought the Robot from Electronics for only 300 guilders. The Robot was manufactured in 1982 and was already eight years old. Maybe he now regrets this, because a true collector today pays four times this amount - or even more - for such an exclusive chess robot. Perhaps he also regrets that he did not sell the robot to his friend and tester Luuk Hofman...?! Luckily, collector Hein Veldhuis is in possession of a Novag Robot Adversary.

At the beginning of the nineties, the chess computer market collapsed and Piet decided to stop his business. On the 1st of January 1992, Foto Witteman finally closed their doors. In that same year, Piet had also reached the age of 65, so he could enjoy his retirement. He sold his store to a company that sells all kinds of literature.

Luuk: *"During my test work in the eighties for Piet Witteman, I bought several chess computers at cost price. In the early eighties, I bought the luxury version of the Sargon 2.5, called **Sargon 2.5 ARB** (Auto Response Board). It was a beautifully made wooden computer with reed contacts, equipped with every comfort available at the time. For a lot of money, I also bought the stronger **Sargon 4.0** program from Piet. I remember that he once said to me "I now have a great chess computer in my possession, the **Fidelity Prestige**; it costs 5000 guilders (2269 Euro)." This computer appeared in 1982 and was the flagship of the U.S. supplier, Fidelity Electronics. Unfortunately, I just did not have enough financial resources to buy the Prestige.*

*Not much later, the **modular Mephisto boards** of the German manufacturer Hegener + Glaser, based in Munich, came on the market. I was very interested in buying the Mephisto Munich board and I exchanged my Sargon ARB to get the new board. Unfortunately, at the time, I did not think of the value and rarity that this computer would have many years later. At the end of the eighties, I had over 40 chess computers in my possession. So I was actually already a collector, although I was unaware of it."*

At the beginning of the nineties, the PC was on the rise and significantly fewer chess computers were sold. It then became increasingly common to purchase software on a diskette and install it on your PC. Several such chess programs appeared on the market. Now you could play chess on the PC! No large chessboard with real chess pieces anymore, but a chess program that you play against using a mouse and a monitor. The PC can be used for multiple purposes and a chess program is simply much cheaper than a

strong dedicated chess computer. It also takes up less space.

Luuk: "With the collapse of the dedicated chess computer market and the rise of the PC and software, my interest in computer chess was almost completely gone. New PCs appeared in rapid succession and became more powerful each year. In addition, the chess programs were getting stronger and soon you had an electronic chess master at home.

I see the dedicated chess computer and the chess software as two different worlds. In the second half of the nineties, there also came man-machine matches, such as the match between **Gary Kasparov** and **Deep Blue**. These games were played at a level that I didn't understand at all. For me, this was the reason to put my chess computers away in a cabinet in the attic and never look at them again."

Due to the new developments, Luuk was no longer interested in playing chess himself or against his chess computers. In 2005 he decided to clean his attic. "During the cleaning, I found an old VHS video with a recording of the chess computer manufacturer ScySys (Scientific Systems, later Saitek). The video contained recordings from 1986, in which the ScySys Company presented their latest range of chess computers. Throwing the video away was my first thought, but perhaps somebody else would be interested? I searched the Internet and found the e-mail address of collector Hein Veldhuis. I sent him an e-mail asking if he was interested in this old videotape. It only took a few minutes for him to reply and tell me that he certainly wanted to buy this tape. I didn't want money for it, so I just sent him the video.

After that, we frequently swapped mail with each other and eventually arranged for me to pay him a visit. At that time, Hein already possessed over 200 chess computers and talked

enthusiastically about his hobby. In addition, sales of **second hand** chess computers on the German, English and American eBay sites were booming. Several beautiful models were on offer for reasonable prices. At one point, I wanted to buy them all! I checked the eBay sites almost every day, but I was especially fascinated by beautiful wooden chess computers even though they played very weakly. It happened regularly that manufacturers brought the most beautiful models on the market, but these computers could hardly play chess. Through my contacts with Hein and the new opportunities on the Internet I became enthusiastic again, after 14 years!"

Luuk: "It is impossible to obtain all the chess computers that ever appeared. But that is of course the beauty of collecting. There will always be the desire for certain hard-to-get computers. I don't think it would be okay if I ever got my collection fully complete. I would lose interest then!"

With so many old computers still in use, there is always a chance that one of the electronic parts will break or malfunction. But where do you get these fixed in the 21st century? The former manufacturers have stopped their activities many years ago. Are defect components of chess computers from the late seventies still available? Fortunately, your author discovered some years ago,



Inside Luuk's Showcase - 1

through a website of a collector, that **Arno Kreuzberg** from the German city of Düsseldorf is able to repair these oldies. In a highly professional way, he brings the defective old chess computers back to life. A few years ago, your author obtained an old **Fidelity Prestige** from the estate of pioneer **Jan Louwman**. The Prestige was broken, but Arno repaired it very well. The computer is still functioning fine right now!

Arno repaired several computers for **Luuk**. "I saw a few years ago that on the U.S. eBay a **Fidelity Chess Challenger 1** was on offer. This was the first chess computer in the world, brought on the market by the American manufacturer Fidelity Electronics in March 1977. A few months later, this model was succeeded by the Chess Challenger 3, named after the three adjustable levels of play. The first Challenger was later marked with number 1 behind its name, to distinguish it from its successors. Moreover, this model had swapped (wrong) board co-ordinates and - according to hearsay - only 1000 copies were produced. A rare model, so I wanted to buy it! The American seller was not accepting price offers and

would sell the computer only after being paid 1200 U.S. dollars in advance. Excited, I clicked the button "buy immediately."

I was nervous, wondering what the hell I was doing, but I wanted the machine so badly! After some time I received the computer and it proved to be defective. Only two red lights lit up and, furthermore, there was no life inside anymore. I contacted Arno Kreuzberg, who told me that the heart of the computer was broken. There I was with a beautiful, rare, but not-functioning Chess Challenger, for which I already paid 1200 dollars. Filing a complaint with eBay proved to be useless, since they referred me to the seller and the latter adamantly claimed that the computer was in good condition when he sent it to me. Fortunately, Arno offered hope for some relief. Through his contacts on the Internet, he searched for the broken components. After about three months, he reported to me that he had succeeded. I quickly drove to Düsseldorf and he repaired my Chess Challenger, and for a very reasonable price!"

In the late eighties Luuk had 40 chess computers in his possession, but stopped with his hobby. In 2005, he picked up his hobby again and began to collect at a high rate. How many chess computers does he have nowadays?

Luuk: "Actually I'm not that interested, but because you asked me I checked my collection and there must be at least 350 units, and then I haven't counted my old chess software. I am now quite cured and don't collect as fanatically anymore. I am satisfied with what I have now, but there are still a number of chess computers which I would like to get."

I often wondered why people collect all kinds of stuff. Is it a longing for things past? A longing not to want to lose the things you are familiar with in this fast dynamic world? Or do people want to leave something to confront later generations with something that was?

Luuk: "I think it's the love for material. Just as people may immediately fall for someone, it also can happen with products!"



Inside Luuk's Showcase - 2

*In my case, it was the love for chess computers. It is not only the possession, but also especially watching these beautiful machines. I am fascinated when the computer calculates and the red light flashes. I am always curious about the huge miracle that is about to happen; the response move of the computer! Chess Robots also appeal to my imagination because they are able to carry out their moves independently. I have the **Milton Robot**, the **Excalibur Phantom Force** and the **Novag 2Robot** in my collection."*

For the last few years, Luuk has had his own website, exclusively dedicated to chess computers:

▪ www.schaakcomputers.nl

The site provides a wealth of information on the subject and there are many beautiful pictures to see. Part of his site also contains Hein's chess computer database, which he expands every year. What are his plans?

Luuk: *"I still have to work on the necessary business updates, but I also want to add an Applet to each chess computer. This is a small program that allows the visitor to replay one of my games against the corresponding computer directly with the mouse on the screen. However I still have to upload a lot of Applets with games so, for now, there is work to do! I hope that the readers of this article will visit my website. It is really worth it!"*

Luuk, thanks for this interesting conversation. Would you like to say something else to the readers?

Luuk: *"Rob, I first want to thank for wanting to do an interview with me, so I had the chance to tell my story in detail. I hope everyone who reads Selective Search, will find it an interesting story. Hopefully I successfully conveyed my feelings, namely my love for chess computers!"*

Rob van Son, April 2012



Inside Luuk's Showcase - 3

PAUL COHEN AND ENGINE RATINGS

Paul Cohen - ex Eureka boss and Novag main distributor in the UK - has continued his computer chess interests over the years as well as, I'm glad to say, a friendship (and magazine subscription!) with me!

More recently, however, he has been struck down 'a la Frank Holt' with a PC problem that, like Frank's, has taken some time to sort out. His very fast PC had crashed completely just as a major tournament he was running was nearing completion but, at last a few weeks ago, I got news that he was finally up-and-running again.

Then came his result, rather strangely presented, and which he sent to me with an, as always, amusing e-mail:

My beast is back in action. It was out of action from December 12th last year and I think you can guess how good it feels to have it back.

It's in fine fettle now and may even be a shade faster. Cryo have fitted two new Corsair coolers, one for each processor. It's current Fritz Mark is 21,216! Pretty cool eh? That may be a significant understatement as the test program claims to only recognise 8 of the 12 processors. I tried quoting Jesus, 'seek and ye shall find' but to no avail.

When the machine went down I was in the middle of my 100 game matches at 15 minute per game and an all-play-all tournament, having just downloaded Houdini 2c. Now I've completed the tournament the results are in some ways history as some newer engines have become available since I last had possession of my machine, but still hopefully they're of some interest. The outstanding emergent fact is that Houdini 2c is the unequivocal champion, way out in front of everything else. I ran my tests giving each engine an assumed 3000 Elo at the start. Consequently my results are relative. Not absolute. I don't know whether you know how to 'normalise' them relative to CEGT or CCRL? Perhaps add 200 points to each? Houdini won all of it's head-to-head matches. It finished 22 Elo ahead of Houdini 1.5a.

I'll quote the full results. As I say it's old, but still potentially interesting:-

Houdini 2c	3091 Elo
Houdini 1.5a sd14	3069 Elo
Houdini 2 sd14	3056 Elo
Houdini 2 sd10	3052 Elo
Houdini 2.0b sd 14	3047 Elo
Critter 1.2	3007 Elo
Fire 2.2	2997 Elo
Rybka 4	2995 Elo
Fire 2.1	2968 Elo
Stockfish 2.01	2971 Elo
Hiarcs 13.2	2881 Elo
Fritz 12	2858 Elo

As usual in all my tests I've used the MP versions of each program, running on 6 processors and SSE24 options, where available. The SD (Split Depth) options for Houdini are finally resolved. Size 14 is best on my machine, confirming Robert Houdini's test procedure. Sorry Kate Moss!

I think Houdini 2c is truly amazing . An all round competent performance. The opening book seems wider and deeper than anything else with Houdini last out of book nearly always even when playing black. They always said of Capablanca that you had to beat him 3 times for each game. Once in the opening, once in the middle game and finally in the end game. Houdini seems a bit like that but not the Capablanca in my Applied Concepts Boris cartridge. Nostalgia!

The outcome from this was a discussion of how the Rating System works, as the Chess Federations don't use the 'simple' method that Paul has used - i.e. finding (or guessing) a tournament average and using that as a basis for every player or engine's tournament rating! So I e-mailed Paul as follows:

Hi Paul

Good to have you and your PC back and in proper working order!

I think the way you've done the ratings is fine, making the tourney average 3000 and creating individual figures from the results. If we got a list of all the entrants' ratings on your equivalent equipment from the CEGT or

CCRL site, we might end up with a different tournament average, but if the maths is right you'd just shove everything up or down a bit by the difference!

Could you send the actual TOTAL scores (no need for the individual match scores), I think *SelSearch* readers prefer to see those rather than the calculated Elo grades, though I might print both.

Re ratings, there's 2 ways to do it, as I expect you know. The EASY way, which you've used and I prefer in some ways as the finished ratings make more instantly obvious sense - if 2 players get the same score they get the same rating! So you find the average for all the entrants, and produce performance rating from those. But the USCF/ECF way is where you calculate each player's performance rating from his scores against the average of HIS actual opponents. It makes a difference, which is more exaggerated with only a few players, so I'll do that for my Example 1.

- A is 3100 and draws 5-5 with B, and beats C by 6-4
- B is 3000 and draws 5-5 with A, and beats C by 6-4
- C is 2900 and loses 4-6 to both opponents

So:

- A got 11/20
- B got 11/20
- C got 8/20

The EASY way.

Tourney Ave is 3000

- A scores 55% which = +40 Elo on TourneyAve = 3040 tournament performance
- B scores 55% which = +40 Elo on TourneyAve = 3040 tournament performance

- C scores 40% which = -80 Elo on TourneyAve = 2920 tournament performance

The CORRECT way.

Look at each Player's matches

- A scores 3000 (3000 + 0 against B), and 2980 (2900 + 80) against C, so average = tourney rating = 2990
- B scores 3100 (3100 + 0) against A, and 2980 (2900 + 80) against C, so average = . Tourny rating = 3040. For B this is the same as the EASY method, which is correct because B's actual opponents have the same average as the tourney average... 3000
- C scores 3100-80 = 3020 against A, and 3000-80 = 2920 against B, so average and tourney rating is 2970

I don't like this method as the tourney ratings suggest that C has scored almost as well as A, whereas he came last by 3 points

The CORRECT calculation can equally be done like this, with the same result:

- A scored 55% against ave. opponents 2950 = 2990: B scored 55% against ave. opponents 3000 = 3040: C scored 40% against ave. opponents 3050 = 2970

I sent Paul a Spreadsheet showing this outcome calculated by a PC (that's a Personal Computer, not a Paul Cohen... or an Eric Hallsworth) - see bottom of page. Don't you think it looks strange to see Comps A and B scoring the same (11/20) but getting different 'Correct' ratings, and Comp C within 20 Elo of Comp A despite losing 6-4 to it? Whatever, this IS the CORRECT method.

Anyway the differences don't look so 'strange' when there are more players in the Tourney, so I awaited Paul's news of the actual scores for each Computer with interest!

TOURNY Name	RATINGS		Simple Rating	Correct Rating
	Rating/ EstdRating	Score 20		
1 Comp A	3100	11	3040	2990
2 Comp B	3000	11	3040	3040
3 Comp C	2900	8	2920	2970

Here it is....

Well that's a tour-de-force on rating!

As it happens I'm something of a wreck at the moment. I was prescribed Statins for cholesterol and my system was not very impressed! Still it gives me a happy release from trying to follow the intricacies of pairing 132 match scores and I presume the final outcome is going to depend heavily on the input assumptions used to kick the whole thing off.

I can just about manage to give the total point scores for each program, as follows:-

Houdini 2c	692/1100
Houdini 1.5a sd14	658
Houdini 2 sd14	638½
Houdini 2 sd10	633
Houdini 2.0b	624
Critter 1.2	562½
Fire 2.2	544½
Rybka 4	541
Fire 2.1	503½
Stockfish 2.01	498½
Hiarcs 13.2	368
Fritz 12	336½

I am considerably relieved to note that the individual match scores do indeed add to the 6600 point match total, as expected!

Thanks for reminding me Fritz 13 is SP only. The Fritz team is acting weirdly in not coming forward with their MP version, the more so as it was they who introduced us to multi-core programs! Also ChessBase's insistence on writing 'Che ss' repeatedly on their web-site is a trifle worrying. That reminds me that I could dub my planned match as being between Germany, Sweden, The Slovak Republic, Belgium, Israel, Russia and The United Kingdom. I hope the promised MP version of Komodo arrives on time to include the USA. They always come in late!

Finally whilst admitting that I'm increasingly unsure about most things I am still fairly sure that the W5680 chips in my machine do in fact include the SSE24 super instruction set. This chip and it's family are the belated developments of 'i' chips for multi-processor systems and they use DDR3 memory unlike the original XEON multi-processor systems. The thing that's novel about my Cryo system is that it is based around a giant mother-board which enables the X & W chips to be over-clocked. Perhaps your friend Peter can throw some light on the matter. Incidentally, because of the size of this motherboard I've dubbed it the mother of all mother-boards.

Thanks for taking time out from the pressures you are under. I was both surprised and pleased to receive your follow-up messages yesterday.

Very best regards - Paul

TOURNAMENT	RATINGS			
Name	Rating/ EstdRating	Score	Simple Rating	Correct Rating
1 Houdini 2.0c	3074	692	3103	3096
2 Houdini 1.5a sd14	3061	658	3078	3073
3 Houdini 2.0 sd14	3060	638.5	3064	3058
4 Houdini 2.0 sd10	3060	633	3060	3054
5 Houdini 2.0b	3060	624	3053	3048
6 Critter 1.2	3020	562.5	3009	3007
7 Fire 2.2	3010	544.5	2996	2995
8 Rybka 4	2976	541	2993	2995
9 Fire 2.1	2980	503.5	2966	2968
10 Stockfish 2.01	2977	498.5	2962	2964
11 Hiarcs 13.2	2869	368	2867	2879
12 Fritz 12	2848	336.5	2844	2858

CCRL ratings adjusted to equal Paul's 3000 Elo average!

THREE GAMES/POSITIONS WITH INTERESTING MOMENTS

Peter Grayson sent this one from his big tourney covered in issue 159 and this issue.

Deep Rybka 4.1 - Zappa Mexico 2



Black has just played 51...c3! Any brave souls like to work out who is winning this before you switch your engines on?!

52.e6 ♖xd4! 53.♖xd4 cxb2

Here is the game's key moment as far as this particular study is concerned? What should White (Rybka) play now?

54.♖d7+?

Giving Black's king a free tempo. Instead 54.♖d1! draws: 54...a4 55.♔d3 a3 56.e7! a2! (better than 56...♙xe7?! 57.♔c3 a2 58.♔xb2 which appears to give White some winning chances, though if 58...♙f6+! 59.♔xb3 a1 ♖ 60.♖xa1 ♙xa1 and tablebases say correct play would draw) 57.e8 ♖ b1 ♖+ 58.♖xb1 axb1 ♖+ 59.♔c4, also a draw. If Black moves his bishop White gets perpetual check with 60. ♖d7+, and if 59...b2 60.♔xb4 ♖c2 61. ♖e7+ and again perpetual check 54...♔c6 55.♖d1

Still best here, but now it's one move too late. Black gained a vital tempo when its king moved from the 7th to the 6th rank. Rybka however still shows 0.00

55...a4 56.♔d3

Rybka is still showing 0.00, but Houdini now has b460 and others also have Black ahead

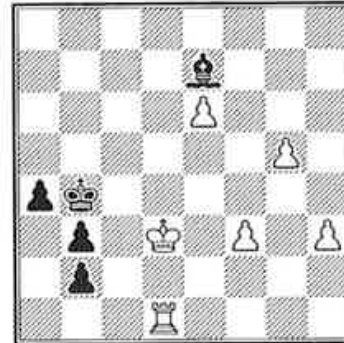
56...♔b5 57.g4

Rybka was still showing 0.00 here in Peter's game record, but after

57...♙e7

it's eval collapsed to b611 in playing 58.g5

Now Zappa boldly ignored ♙xg5 and played 58...♔b4



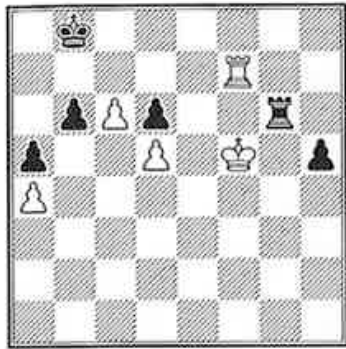
going on to win easily after... 59.g6 a3 60.g7 a2 61.g8 ♖ b1 ♖+ 62.♖xb1 axb1 ♖+ by which time it was making mate announcements 0-1

Something someone said on the Internet drew my attention to our next incident:

Grover, S (2532) - Sadler, M (2660)

Played in the 74th Tata Steel GMC Wijk aan Zee, 29.01.2012

1.d4 e6 2.c4 b6 3.e4 ♙b7 4.♙d3 ♗c6 5.♗e2 ♗b4 6.♗bc3 ♗xd3+ 7.♖xd3 ♗e7 8.d5 d6 9.f4 ♖d7 10.0-0 ♗g6 11.♖g3 ♙e7 12.f5 exf5 13.exf5 ♗e5 14.b4 0-0-0 15.♙e3 ♗xc4 16.♙d4 ♖de8 17.♖g7 ♙d8 18.♖g3 ♖hg8 19.♖d3 ♗e5 20.♙xe5 ♖xe5 21.♗d4 ♙g5 22.♔h1 ♙e3 23.♗f3 ♖ee8 24.a4 a6 25.♖ae1 ♙h6 26.b5 a5 27.♗e4 ♖d8 28.h3 ♔b8 29.♖e2 ♔a7 30.♖c4 ♙g7 31.♖c1 ♔b8 32.f6 ♙h6 33.♖cc2 ♖d7 34.♗d4 ♙f4 35.♗c6+ ♙xc6 36.bxc6 ♖c8 37.♖b2 ♖xg2 38.♖xg2 ♖xh3+ 39.♔g1 ♙e3+ 40.♗f2 ♙xf2+ 41.♖bxf2 ♖e1+ 42.♖f1 ♖e3+ 43.♔h2 ♖h6+ 44.♔g3 ♖g5+ 45.♔h3 ♖h5+ 46.♖h4 ♖xh4+ 47.♔xh4 ♖xf1 48.♖g8+ ♔a7 49.♖c8 ♖xf6 50.♔g5 ♖g6+ 51.♔f5 h5 52.♖xc7+ ♔b8 53.♖xf7



Black is a pawn up, but White's pawn on c6 looks to be sufficient compensation and the game is probably equal and should be a draw I'd think

53...♖h6??

Short probably thought that the h-pawn was the only hope of counterplay and that he needed to get support behind it as soon as possible. Instead you might be surprised to find that a computer engine evaluation will have jumped to >w10.00 after this move, which probably deserves more than two '??' Incredibly however Black will get away with this awful blunder

53... ♖g8 is correct, and if White responds with the dangerous looking 54. ♗e6! ♖h8 now either [1] 55.c7+ 55... ♗b7 56. ♗d7 h4 57.c8 ♖+ ♖xc8 58. ♗xd6+ draws, or [2] 55. ♗xd6 h4 56. ♖b7+ ♗c8 57. ♖c7+ which is also a draw

54. ♗g5??

Perhaps my readers saw for themselves what is wrong with 53... ♖h6? even without my comments. With them you'll have certainly noted how very short of squares the Black rook is on h6. It is perhaps slightly less obvious how it can be trapped, but this is how you do it: 54. ♖f8+!! which wins outright! 54... ♗c7 (54... ♗a7? 55.c7 m/6) 55. ♖e8! Black is running out of moves. Let's try 55...h4 56. ♗g5 ♖h7 57. ♗g6. The rook is lost. 57...h3. Perhaps the pawn can save the day? 58. ♗xh7 h2 59. ♖e1. Sadly no, which is the other reason for the ! alongside 55. ♖e8! **54... ♖h8**

And now the game IS drawn.

The reason I included this game with its amazing oversights by both players is that, even more amazingly, it won the 100 Euros prize for the Best Game of the Day!

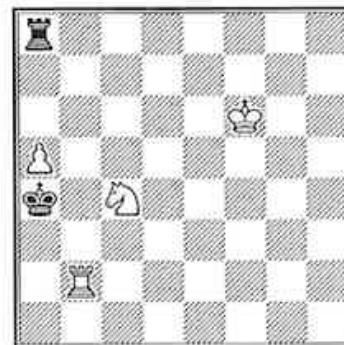
I know some die-hards don't like to admit it, but sometimes a few minutes with a computer engine can save you from some serious embarrassment, as it would have here!

55. ♗h4 ♖e8 56. ♖d7 ♖e4+ 57. ♗h3 ♖xa4
58. ♖xd6 ♖c4 59. ♖d7 ♗c8 60. ♖b7 ♖c5
61. ♖xb6 ♖xd5 62. ♖a6 ♗c7 63. ♗h4 ♖c5
64. ♗h3 ♗d6 65. ♗h4 ♖e5 66. ♗h3 ♖f5
67. ♗h4 ♗c7 68. ♗h3 ♖f3+ 69. ♗h4 ♖f5
70. ♗h3 ♖e5 71. ♗h4 ♖d5 72. ♗h3 ♖d3+
73. ♗h4 ♖a3 74. ♗xh5 a4 75. ♗g4 ♗d6
76. ♗f4 ♖a1 77. ♗e3 a3 78. ♗d2 a2 79. ♗c2
♖h1 80. ♖xa2 ♖h2+ 81. ♗b3 ♖xa2 82. ♗xa2
♗xc6 ½-½

Our third position comes from Mike Conroy, a reader from good old Burnley, Lancs. He is his Club and County captain and has found Bill Reid's articles on how computers cope with adjudications particularly interesting, as the East Lancs League still has adjudications at move 50.

He says, *Not many games each season are borderline, but some of the computer analysis sent in is way off line!* Mmmm!

He has produced a 'History of Lancashire Chess, 1871-2009' which includes this adjudication from the 1887 Roses battle, a narrow 26-24 win for Lancashire. It helped Mike complete the notes for his own book when he found the game had also appeared in BCM in 1908 as a Study! Black (Lancashire) to play:



As Mike writes in his book, *'The object Black has in view is of course to keep up a stale-mate position by perpetual checking.'* Here he played **50...Rf8+**, it went to the adjudicators and they declared it a draw.

But could White have won, were Yorkshire robbed, and was 50...Rf8+ best?

MEPHISTO MILANO v SAITEK ADVANCED TRAVEL, PART 3

We covered games 1-5 of this match, run by **Augusto Perez**, in issues 158 and 159. Now we arrive at the climax, the last 5 games! The score when we left it was:

	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

Advanced Travel - Milano

Game 6. D30: Queen's Gambit Declined: Systems without Nc3

1.d4 d5 2.c4 e6 3.♘f3 ♘f6 4.♙g5 ♙e7
5.cxd5 exd5 6.e3 h6

I am not at all against this, though 6...0-0 or c6 are more popular

7.♙f4N

I have both 7.♙xf6 and ♙h4 in my database, but not this

7...0-0 8.♙d3 ♘h5 9.♙e5 f6 10.♙g3 ♘xg3
11.hxg3 c6 12.♘c3 ♙g4 13.0-0 ♘d7 14.♙c1
f5 15.♙c2 g6 16.♘h2 ♘f6 17.♘xg4 ♘xg4
18.♙fe1 ♙g5 19.♘a4 ♙d6 20.♙c5 ♙e6
21.♙c3 ♙ae8 22.♘c5 ♙e7 23.♙c2 ♙c7
24.♙d1 ♙f7 25.♙xg4 fxg4



The computers have played this well so far, and the game is quite even. But now one or two mistakes start to creep in

26.♙c2

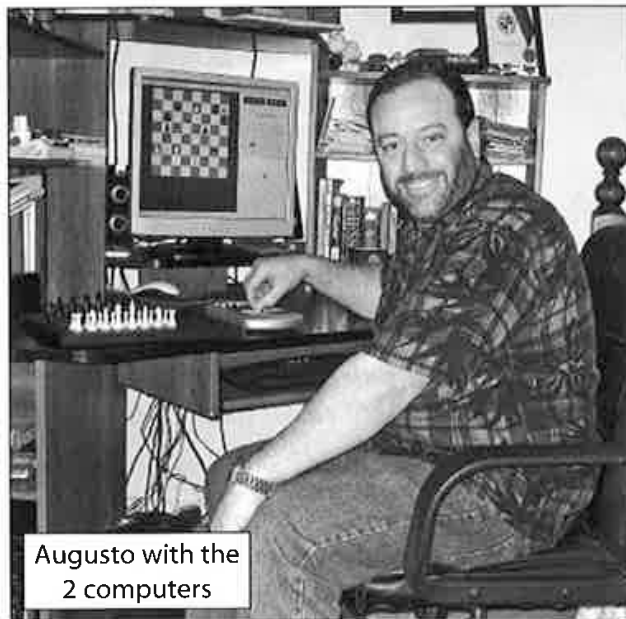
I prefer 26.♘d3 looking to move to a better outpost on e5

26...♙fe7 27.♙d3 ♘h7 28.♙e1?

Missing a tactical point. Fortunately Black does the same! 28.b4 would keep the game pretty equal

28...a5?

28...♙xe3! The pawn can be taken because



Augusto with the 2 computers

29.fxe3? allows 29...♙xg3 after which 30.♙e2 seems best, but 30...♙xe3! 31.♙c2 ♙xe2 32.♙xe2 ♙e3+ 33.♙xe3 ♙xe3+ 34.♘f1 ♙xc1 and Black is 3 pawns ahead! But this conclusion to the exchanges was too deep for the computers to see

Therefore instead of 29.fxe3? best was 29.♙f1 and then 29...♙3e7 just leaves Black 1 pawn up, though it's still a nice advantage
29.♙d1

So it's still close to equal!
29...♙c8 30.♘d3 ♙f5 31.♘e5 h5 32.♙c5 ♙f8
33.♙d2?!

This turns out to be a small mistake, it would have been better to exchange queens to avoid kingside threats 33.♙c2 ♙xc2
34.♙1xc2=
33...h4!



34.gxh4

Not 34.♙xa5? hxg3 35.fxg3 b6 36.♙a4 c5

The pawn can't be taken because of ♖xe5, so 37.♞e2 b5 38.♞a3 cxd4 39.♜xg4 dxe3 with a probably winning advantage. This is a lengthy variation and the AdvTravel did well to avoid it!

34...♙xh4 35.g3 ♙f6 36.♜d3 ♞a8?

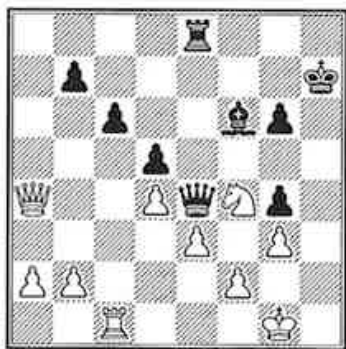
A great shame, the attack should be on the kingside with 36...♞h8! after which 37.♜f4 ♜g7! with lots of unpleasant threats such as ♞e4 and g5

37.♜f4 a4

37...g5 38.♜g2 ♜g7 threatening ♞h8 would have retained a small advantage for Black, but instead the position is equal once again!

38.♞a5 ♞ec8 39.♞b4 ♞xa5 40.♞xa5 ♞e4

41.♞xa4



41...♞f3?!

Once again 41...g5!/? deserved consideration and after 42.♜g2 ♜g7 as in earlier variations

42.♞c2!

Now White has an attack on f6 and some winning chances!

42...♞e4 43.♜d3

Simplification with 43.♞d1 ♞xd1+ 44.♞xd1 would see White a pawn up with the better winning chances

43...♞e7 44.a3?!

A disappointing lack of conviction. White is still better after this, but 44.b4! ♞e4 45.b5 cxb5 46.♜f4 is hard to meet. If 46...♞xc2 47.♞xc2 ♞d7 48.♞c5+

44...♞e8 45.♞b3



45...♞e7

I think 45...♞xe3! draws: 46.fxe3 ♞xe3+ 47.♜h2 ♞e2+ etc

46.♜c5

The AdvTravel threatens to win material with ♜xb7, but the Milano cleverly sees that there is an alternative to the simple pawn saving 46...b6

Instead White could have retained an advantage with 46.♞c2! ♞g7 47.♜e1.

46...♙g5! 47.♞c3?

Not 47.♜xb7?? ♙xe3! 48.fxe3 ♞f7 which is m/12. I'm sure the Milano didn't see the mate, but it clearly saw it would be under a dangerous attack!

47.♞e1 is the only saving move I can find after which Black would play 47...b6 and now 48.♜a4 is probably about equal

47...♜h8!

Renewing ♞h7 threats

48.e4

The best try, well found. Not 48.♜xb7?? ♞h7 m/2

48...♞e2! 49.exd5

49.♜d3 would hang on a bit longer, but 49...♞h7! would still force White into mate delaying sacrifices

49...♞e1+ 50.♜g2 ♞h7 51.♞c1 ♙xc1

52.♞d1 ♞xd1 53.f4 gxf3+ 54.♜f2 ♞h2# 0-1

Milano - Advanced Travel

Game 7. A34: Symmetrical English: 2 Nc3, lines with ...d5

1.c4 ♜f6 2.♜f3 c5 3.♜c3 d5 4.cxd5 ♜xd5 5.e3 ♜xc3 6.bxc3

Here I have 6...g6 (easily the most popular), ♜c6, ♜d7 and e6 in my database, but the AdvTravel out of its book plays 6...♙g4N 7.♙c4 e6 8.♞a4+ ♜e7 9.♜e5 ♙f5 10.♙a3



10...♔f6?

I think 10...♖c7 was the only defence! But even then either 11.f4 or 11.d4 is good for White

11.f4! ♔d6 12.g4! ♕e4 13.0-0 ♕c6 14.♖xc6 ♖xc6 15.e4!



Threatening e5 and already a won game
15...♔g6

15...♕f8 was an alternative, but then a surprise: 16.d4! g6 (16...cxd4? 17.e5+ ♔g6 18.♖c2+ 1-0) 17.f5 wins!

16.♖c2

This is a decent enough move, and should win, but the Milano has missed a chance to go almost immediately to a destructive 6-1 scoreline!

16.e5! was game over: 16...♕e7 17.♖h1 f5 (definitely not 17...♖xd2?? 18.♕c1!)

18.♕xe6 wins

16...♕e7 17.g5?!

Again the Milano misses something really strong. This time it was 17.d4! As in the line above, f6 or f5 loses the e6-pawn to Bxe6, so let's try something else: 17...♕h4 18.e5+. Now if 18...♖h6 19.g5+, so instead 18...f5 19.♕xe6 ♖xd4 20.cxd4 ♖xd4+ 21.♔g2 ♖e4+ 22.♖xe4 fxe4 23.♕xc5 and White emerges a bishop to the good

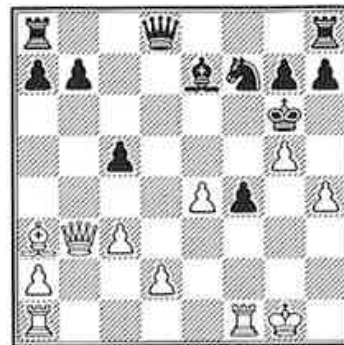
17...e5 18.♖b3?!

What is going on? For three consecutive

moves the Milano has missed the best move, and each time the certainty of the win becomes less sure. Here 18.f5+! ♔xg5 19.d4 ♔f6 20.♖f2, threatening ♖h4+, would give White the full point

18...exf4! 19.h4 ♖e5! 20.♕xf7+?

20.♖xf4! first and then, after 20...h5 21.♖af1! should keep White ahead
20...♖xf7



Now it's about equal. PC engine evals have dropped from White +10.00 to almost 0.00 over the last 3 moves! Astonishing!

21.♖e6+ ♔h5 22.♖xf7+ g6 23.♖xf4

23.d4!? could have been better
23...♖f8 24.♖h2 ♖d7 25.♖g2 ♔xh4 26.♖xf8 ♖xf8 27.♖b1 ♖f7



28.c4??

The advantage had already swung Black's way, and this allows a check which is obviously much more powerful than the Milano had realised.

The best I can find is 28.d4 and after Black's 28...♕xg5 29.♕c1 gives White some drawing chances. What a turnaround!

28...♖d4+ 29.♔h1 ♖f2 30.♕b2 ♖xd2
31.♕c3 ♖xg2 32.♕xd2 ♖xd2 33.♖xb7 ♖xa2



The AdvTravel is much too good tactically to lose from a position like this and the remaining moves need no comment
 34.e5 ♖e2 35.♙xa7 ♖xe5 36.♔g2 ♔xg5
 37.♙a3 h5 38.♙g3+ ♔f5 39.♙f3+ ♔e4
 40.♙a3 g5 41.♙c3 g4 42.♔g3 ♔d4 43.♙c2
 ♙e3+ 44.♔g2 h4 45.♔g1 h3 46.♙c1 g3

My PC engine is showing m/8
 47.♙d1+ ♔xc4 48.♙c1+ ♔d5 49.♙d1+ ♔e5
 50.♙f1 c4 51.♙b1 ♙c5 52.♔h1 ♙e2
 [52...♙e2 53.♙b8 ♙e1#] 0-1

An utterly astonishing win for the Advanced Travel... PC engines had shown the Milano evaluation at +10.00 at one point!?!)

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

Game 8 was a draw, neither computer ever really established much of an advantage.

Advanced Travel - Milano

Game 8.

1.♔f3 d5 2.d4 ♔f6 3.c4 e6 4.e3 ♙e7 5.♔c3
 0-0 6.♙d3 c5 7.cxd5 exd5 8.0-0 b6 9.b3 ♙g4
 10.h3 ♙h5 11.g4 ♙g6 12.♙xg6 hxg6 13.dxc5
 bxc5 14.g5 ♔e4 15.♙xd5 ♙xd5 16.♔xd5
 ♙d8 17.♙b2 ♔c6 18.h4 ♙a5 19.♙fd1 ♙ad8
 20.♙d3 ♔b4 21.♔xb4 cxb4 22.♙ad1 ♙c8
 23.♔d4 ♙fd8 24.f3 ♔c3 25.♙e1 a6 26.♔f2
 ♙d5 27.a3 bxa3 28.♙xa3 ♔b5 29.♙a1 ♙c3
 30.♙dd1 ♔xd4 31.♙xd4 ♙c2+ 32.♔f1 ♙f5
 33.f4 ♙h2 34.♙c1 ♙b5 35.♙d6 ♙c3 36.♙b1
 ♙a5 37.e4 ♙aa2 38.♙e3 ♙h1+ 39.♙g1 ♙d2
 40.♙d8+ ♔h7 41.♔g2 ♙xh4 42.♔g3 ♙h1
 43.♙d1 ♙b4 44.♙d7 ♙b2 45.♙b7 ♙xb3+
 46.♔g2 ♙h4 47.♙xf7 ♙g4+ 48.♔h2 ♙h4+
 49.♔g2 ♙g4+ 50.♔h2 ♙h4+ 51.♔g2 ½-½

Milano - Advanced Travel

Game 9. B18: Classical Caro-Kann: 4...Bf5 sidelines

1.e4 c6 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 almost the only move played here
 9...♔f6N

This is new. In my database a game went
 9...♙d6 10.♙d2 ♙xf4 11.♙xf4 ♙xc2 with a
 small advantage to Black, a pawn up, though
 White won eventually

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



Trapping Whites' king in the centre
 17.♙d1 ♙c4 18.♙c2 0-0-0

Not 18...♙xa2? the pawn is poisoned
 because of 19.b3 ♙xb3 20.♙xb3+
 19.b3 ♙a6 20.♔e2 ♙a3 21.♙h3 ♙d6 22.c4
 ♙c6 23.♙xd6 ♙xd6 24.♙g6?!

White should have played 24.c5 first, then
 after 24...♙e8 25.♙g6= is okay
 24...dxc4!

Taking the pawn which should have been
 moved

25.♙xg7 ♙e8

25...♙hd8! was better and if 26.bxc4 e5=
 26.♙f3 e5



27.d5

Not 27.♖xh6?? exd4! threatening the devastating c3, so 28.bxc4 ♕xc4 and 0-1
27...♖xd5 28.♖c1 ♖e6

28...♖ed8 looks a little more promising
29.bxc4 ♖d8

Always watch out for pins! 29...♕xc4? would be a disaster because of 30.♖xc4 ♖xc4 31.♖c3!+-

30.♖xh6 ♖g8 31.♗g3 ♕xc4 32.♖fc3 b5 33.♖h7 ♖d8 34.♗e4



34...♖d7?

The AdvTravel doesn't seem to know what to do with its rooks at the moment. 34...♖b8 keeps things equal, White can play 35.a4 or ♗d2 and there's nothing in it
35.♖f5! ♖b8?

Not now! 35...♖d4 was best
36.♗c5!

Here the Milano has done well to see deeply enough to know that this works
36...♖xc5 37.♖xc4 bxc4 38.♖xe6 ♖d4 39.♖b1+?

White still has an advantage after this but I believe that all of my readers would have played 39.h6! and had rather big smiles on their faces!

39...♖c7 40.♖xf6 c3



Now this IS a dangerous passed pawn and MUST be watched!

41.♖a6??

Surely the Milano isn't going to throw away another win?!

I think there were two moves that retained some advantage for White. One was 41.♖f7+ followed by a long series of checks that might come out with White still just on top.

The other was 41.♖c1 blocking the pawn and therefore the obvious choice. Now 41...♖c4 is best as if 41...c2 42.♖f7+ ♔d8 43.♖g8+ and finally ending with a check on g6 followed by ♖xc2. Again White would still have had an edge

41...c2 42.♖b7+ ♔d6!

Now Black threatens mate starting with c1=♖+ ♖xc1 ♖xc1+
43.♖b8+ ♔e7 44.♖b7+ ♖d7 45.♖xd7+ ♔xd7 46.♖b7+ ♔e8 47.♖a8+ ♔f7 48.♖f3+ ♔g8 49.♖b3+?

To keep the checks and drawing hopes going White needed 49.♖a8+ ♔g7 50.h6+ ♔xh6 51.♖h8+ ♔g6 52.♖g8+ ♔f6 53.♖h8+. But Black can finally escape with 53...♔e7 54.♖g7+ ♔e6 55.♖h6+ ♔d5! 56.♖d2+ ♔c6 57.♖h6+ ♔b5. Now White plays 58.♖c1 but Black's chance has arrived with 58...♖c3+ 59.♔e2 ♔c4! which wins
49...♔g7 50.h6+

Maintaining queen checks wont work now either: 50.♖b7+ ♔h6 51.♖a6+ ♔xh5 52.♖e2+ ♔h4 53.g3+ (53.♖e4+ ♔g5 m/12) 53...♔h3 54.♖f1+ ♔h2. Again the checks are over and, after 55.♔d2 c1♖+ 56.♖xc1 ♖xf2+ 57.♔d3 ♖d4+ 58.♔e2 ♖g4+ 59.♔d3 e4+ 60.♔d4 e3+ 0-1

50...♔h8 51.♖e3 c1♖+

Tablebases show this to be m/16

52.♖xc1 ♖xc1+ 53.♔e2

53...e4 now shows as m/12 0-1

	1	2	3	4	5	6	7	8	9	10	
Mephisto Milano	1	0	1	1	1	1	0	½	0		5½
Saitek AdvTravel	0	1	0	0	0	0	1	½	1		3½

Advanced Travel - Milano

Game 10. A29: English Opening: Four Knights Variation with 4 g3

1.c4 e5 2.♗c3 ♗f6 3.♗f3 ♗c6 4.g3 ♖b4 5.♕g2 0-0 6.0-0 e4 7.♗g5 ♕xc3 8.bxc3 ♖e8 9.d3 exd3 10.exd3 h6 11.♗f3 d5 12.cxd5 ♗xd5



I don't know when the computers ran out of their Book moves, but they've managed to stay in theory up to here! It's a slightly unusual position with neither side seeming keen to occupy the centre with pawns. Here 13.♖c2 and ♜b2 have been played, but the AdvTravel goes with...

13.♖b3N

As it's what one or two of the top PC engines would play it looks a good novelty!

13...♞b6 14.♞e1 ♞xe1+ 15.♞xe1 ♞e6

16.♖c2 ♖d7 17.♞b1 ♞e8

Black's position has become much more active over the last 2 or 3 moves

18.♞e3 ♞f5 19.♞c5 ♞e5

19...♞e5!? 20.♞d1 ♞a4+ was another, quite promising, possibility

20.♞xb6 axb6 21.♞f3 b5 22.♞e4 ♞xe4

23.dxe4 ♖e7 24.f3 ♖c5+ 25.♞g2



25...♞h5

I would have preferred returning the rook to e8 to maintain its domination of the e-file as well as giving it chances to also move over to d8 or a8 if required... I think Black is ahead after this

However as we shall see over the next few moves, Black also advances its queen and knight to obtain some pressure, so the Milano's choice also has its plus points

26.♞d3! ♖c4 27.h3?!

One of my PC engines produced an interesting and active defence here that seems to keep the game at least level for White: 27.g4 ♞g5 28.♞g3 27...♞g5 28.a3 ♞d4 29.♖d2 ♞b3 30.♖d1?!



White should have tried 30.♖c2 when Black must reply 30...♞d4. Now after 31.♖d2 Black can either accept a repetition draw with ♞b3, or try 31...♞c6 after which 32.♞e1=

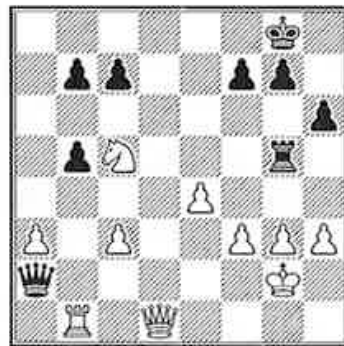
30...♞c5!

Tempting White into a tactical mistake **31.♞xc5?**

Best would have been 31.h4 ♞xd3 32.hxg5 ♖a2+ 33.♞g1 ♖f2+ 34.♞h1 ♞e5 35.g6 ♞xg6 36.♞xb5 ♖xg3 37.♞h5 when Black's advantage from its aggressively placed queen is minimal.

The interesting 31.♞f2?! ♖xc3 32.♖d8+ ♞h7 33.♖xc7 ♞xe4 34.♖xc3 looked okay to me until I saw that Black first has 34...♞xg3+! 35.♞h2 and only then the recapture 35...♞xc3 which would leave the Milano on top

31...♖a2+!



Better than 31...♞xc5 when White has 32.♖c2+

Nor 31...♖xc5?! and now 32.♖d8+ ♞h7 33.♖d3 ♖xa3 34.e5+ ♞g6 35.h4 is equal! **32.♞f1??**

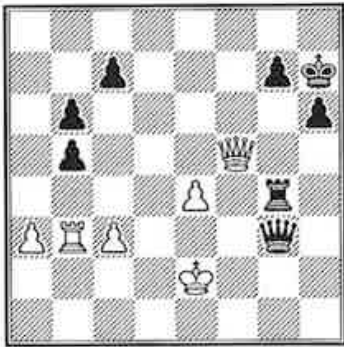
White gets lucky with this poor move as the Milano misses the resulting win.

32.♔h1 was correct, leading to 32...♞xc5
33.♞d8+ ♔h7, though of course White is still struggling. It needs to get its queen back to defensive duties but after 34.♞d3 ♞xa3, with the c3-pawn dropping next, Black should win
32...♞xc5?!

Missing 32...♞xg3! when it's almost game over: 33.♔d3 ♞g2+ 34.♔e1 ♞g1+ 35.♔e2 ♞g2+ 36.♔f2 ♞xf2+ 37.♔d3, and now the quiet 37...c6 securing the b5-pawn leaves White without a decent move
33.♞b3 ♞h2 34.♞d8+ ♔h7 35.♞h4?!

35.♞d4 would have given Black more to think about (sorry, calculate) 35...♞h5
36.♞f2 ♞h1+ 37.♔e2 ♞c1+
35...f5?!

35...♞c2! wins: 36.♞e7 ♞c6! 37.♞b4 ♞d6!
0-1
36.♞e7 ♞xh3+ 37.♔f2 ♞h2+ 38.♔f1 b6
39.g4 ♞g3 40.♔e2 fxg4 41.fxg4 ♞g5
41...♞xg4+ would have been m/14:
42.♔d2 ♞g2+ 43.♔c1 ♞h5! etc
42.♞d7 ♞xg4 43.♞f5+



43...♞g6?

This gives White a slight chance to reorganise some sort of a defence. As we have seen the Milano has really struggled over the last 2 or 3 games to close out the winning positions its better chess understanding has gained for it. The Advanced Travel tactics do seem to be sharper

The quick win came from 43...♔g8
44.♞e6+ ♔f8 45.♞xb5 ♞h2+ 46.♔d3 ♞g3+
47.♔c4 ♞a2+ 48.♞b3 ♞c2+ 49.♔d5 ♞d3+
50.♔c6 ♞d6+ 51.♞xd6+ cxd6+
44.e5?!

There were better defensive tries. 44.♔d2 gets the king a little safer and, after 44...c6 45.♞b4 ♞h2+ 46.♔d3. Though Black should

still win, you never know now the computers are running low on time and not able to search deeply

44.♞xb5 was also better: after 44...♞xc3 perhaps 45.e5!/? though Black's 2 extra pawns certainly *should* be enough
44...c6

44...h5! was best: 45.♞b4 ♔h6. Here White would like to play 46.♞e4 but 46...♞g5! wins
45.♔d2 ♞g5+!

Correct, this should settle it as exchanging the queens virtually guarantees Black an endgame win. It also takes away the risks of the AdvTravel finding a cute ♞+♞ tactic!
46.♞xg5 ♞xg5 47.c4 ♞xe5 48.cxb5 ♞xb5 49.♞xb5?

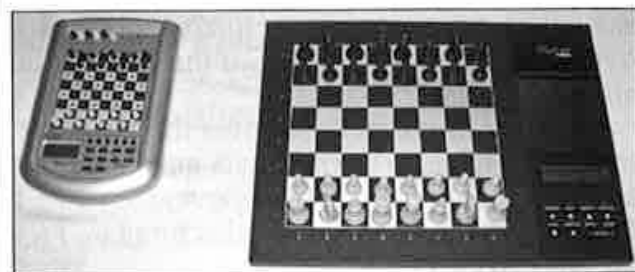
My readers will know instantly that this is wrong, White must keep the rooks on as the pawn only ending is clearly lost.

So 49.♞c3 (or maybe also ♞h3) must be played. Now 49...c5 50.♔e2 h5 51.a4 ♞a5 52.♞b3, and White can keep going for a little longer
49...cxb5 50.♔e3 g5

Tablebases are now showing m/17
51.♔f2 h5 52.♔g2 ♔g6 53.♔f3 g4+ 54.♔f4 ♔f6 55.♔g3 ♔e5 56.♔g2 ♔f4 57.♔f2 h4 58.♔f1 ♔g3 59.♔g1 h3 60.a4 bxa4 61.♔f1 h2 62.♔e2 h1 ♞ 0-1

I hope my readers have enjoyed this Match, I certainly did. It is a nice change for me to put analysis to games where I can recognise the ups-and-downs and some of the mistakes for myself. Usually I have to rely on a fast searching PC to seek out the tiny inaccuracies that are often both few and far between, and hard to recognise (for me), in games involving the strongest PC engines!

	1	2	3	4	5	6	7	8	9	10	
Mephisto Milano	1	0	1	1	1	1	0	½	0	1	6½
Saitek AdvTravel	0	1	0	0	0	0	1	½	1	0	3½



HIARCS CHESS EXPLORER AND THE IMMORTAL GAME!

HIARCS CHESS EXPLORER is almost with us, but while we're waiting I thought I'd show you how it deals with **Game Analysis!**

As it happens I'd recently had some correspondence with one of my readers about the famous **Immortal Game** between Anderssen and Kieseritzky, so I decided to use that as it's always a joy to play through it! Of course you probably know it has its flaws - some quite serious - but it's still wonderful.

Note especially that Hiarcs14 WCSC tells us that the game was almost equal before Black's blunder at move 16. Then Anderssen nearly threw the game away with his poor 17th and awful 18th moves - after 18.Bd6?? he should really have lost, but Kieseritzky returned the favour at moves 19 and 20!

Anderssen - Kieseritzky London 1851

1.e4 e5 2.f4 exf4 3.♙c4 ♖h4+ 4.♔f1 b5
 5.♙xb5 ♜f6 6.♜f3 ♗h6 7.d3 ♜h5 8.♜h4?!
 -0.32
 [8.♜c3 0.07 c6 9.♙c4 ♙a6 10.♙xa6 ♜xa6
 11.♔g1 ♙b4 12.♜e2 0-0 13.c3]
 8...♗g5 9.♜f5



9...c6?! -0.06
 [9...g6 -0.32 10.h4 ♗d8 11.♗e2 ♜c6
 12.♔e1 ♙b7 13.♙xc6 dxc6 14.♜c3 ♗d7
 15.♗f1 0-0-0 16.♙d2 ♔b8 17.♗b1 ♙a6
 18.b4 ♜f6]
 10.g4?! -0.79
 [10.♙a4 -0.06]
 10...♜f6 11.♗g1 cxb5? 0.68
 [11...h5 -0.45 12.h4 ♗g6 13.g5 ♜g4
 14.♙a4 d5 15.♗e1 dxe4 16.♗xe4+ ♔d8
 17.♜d4 ♗xe4 18.dxe4 ♙c5 19.c3 f3

20.♜xf3 ♙a6+ 21.♔g2]
 12.h4 ♗g6 13.h5 ♗g5 14.♗f3 ♜g8 15.♙xf4
 ♗f6 16.♜c3



16...♙c5? 4.96
 [16...♗c6 0.94 17.♗g3 d6 18.♜xd6+
 ♙xd6 19.♙xd6 ♜d7 20.♜d5 ♙b7 21.♜c7+
 ♔d8 22.♜xa8 ♙xa8 23.c4 ♜gf6 24.b3 ♗e8
 25.e5 ♜g8 26.♗e1]
 17.♜d5? 1.98
 [17.d4 4.96 ♙f8 18.♙e5 ♗c6 19.♜xg7+]
 17...♗xb2 18.♙d6?? -2.00
 [18.♗e1 1.98 ♜c6 19.♜c7+ ♔f8 20.♜xa8
 ♜e5 21.♗g3 d6 22.♗g2 ♙d7 23.♜c7 ♜f6
 24.♙g5 ♜g8 25.♜d5 h6 26.♙e3]
 18...♗xa1+ 19.♔e2



19...♙xg1?? 2.20
 [19...♗b2 -2.00 20.♔d1]
 20.e5 ♜a6?? #2
 [20...♙a6 2.20 21.♜c7+ ♔d8 22.♜xa6
 ♙b6 23.♗xa8 ♗c3 24.♔d1 ♗c6 25.♗xb8+
 ♗c8 26.♗xc8+ ♔xc8 27.♙f8 ♔b7 28.♙xg7
 ♔xa6 29.♙xh8 ♙d8 30.c4 bxc4 31.dxc4
 ♙g5]
 21.♜xg7+ ♔d8 22.♗f6+ ♜xf6 23.♙e7# 1-0

Lovely and nice clear presentation by HCE!

A BIT OF SAD NEWS CHEZ HALLSWORTH

I occasionally include in the magazine a photo of myself, plus perhaps my wife Chris, and sometimes our dog Connor. Sadly we lost the lovely Connor just after Easter. I had told some readers who used to ring me when I was at Countrywide that we had found out about 18 months ago that he was epileptic, and we've had him on special drugs since last Autumn, so we anticipated that he might not have a really long life. But he was just short of 6 years old, and so strong and cheerful during the 'in-between' periods, that it was still a great shock to lose him during a series of fits that neither we nor our vets could get him out of.

We had a couple of 'dogless' weeks during which we missed him terribly but, as is our wont, finally decided to rescue another homeless dog being looked after by our friends at GSD Homefinders. So now we have Fergal who is 4 years old. He'd been a sort of symbolic 'beware of the guard dog' since 4 months old, permanently kept in an outdoor kennel on a farm - never been in the house, not even house-trained and utterly bored. But when the husband left home the wife decided to get rid of him and fortunately found our friends' Rescue place, so now he's here!



Connor left, Chris and Fergal right



Selective Search 161!

- The exciting new **Hiarcs Chess Explorer**, with all its bells and whistles fully up and running, should be available for sale on DVD on June 1st! - I'll print Screenshots and have a good look at the many clever Features.
- **Steve Blincoe**, one of our American readers, has a **Mephisto 'Wonder Machine'**! That's a marriage between 1996's best engine, Richard Lang's Chess Genius, Mephisto's beautiful auto-sensory Munchen board, and the engine running on a PentiumIII @ 866MHz! So how does it get on against **Resurrection Fruit** and **Resurrection Rybka**?!
- **Jim Crompton** has been running a dedicated tournament between his **Mephisto's Atlanta + Berlin Pro**, the **Novag Star Diamond**, and **Fidelity Mach4**, and we'll be having a look at the best games from those!

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NEW ITEMS ARE ALSO ADDED
EACH AND EVERY WEEK

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>

CEGT REVISED to realistic levels, 64-bit, some 32-bit

Pos	ENGINE	RATING
1	HOUDINI 1.5A x64	3017
2	HOUDINI 2.0 x64	3007
3	KOMODO 4.0 x64	2981
4	CRITTER 1.4 x64	2980
5	CRITTER 1.2 x64	2977
6	STOCKFISH 2.2.2 x64	2975
7	HOUDINI 1.5A x32	2973
8	CRITTER 1.4 x32	2972
9	RYBKA 4.1 x64	2964
10	KOMODO 3 x64	2958
11	RYBKA 4 x64	2944
12	STOCKFISH 2.1.1 x64	2936
13	STOCKFISH 2.01 x64	2933
14	KOMODO 2.03 x64	2928
15	RYBKA 3 x64	2911
16	KOMODO 3 x32	2911
17	RYBKA 4 x32	2909
18	EQUINOX 1.35 x64	2843
19	NAUM 4.2 x64	2841
20	CHIRON 1.1 x64	2822
21	NAUM 4.2 x32	2821
22	RYBKA 2.3.2A x64	2811
23	FRTZ 13 x32	2808
24	NAUM 4/4.1 x32	2802
25	SHREDDER 12 x64	2800
26	HANNIBAL 1.2 x64	2798
27	SJENG CT 2010 x64	2792
28	SPIKE 1.4 x32	2789
29	GULL 1.2 x64	2784
30	HIARCS13.2 x32	2778
31	DEEP FRITZ 12 x32	2772
32	QUAZAR 0.4 x64	2769
33	SPARK 1.0 x64	2768
34	RYBKA 1.2F x64	2766
35	JUNIOR 13 x64	2765
36	PROTECTOR 1.4.0 x64	2764
37	JUNIOR 12.5 x64	2759
38	SPARK 0.5 x64	2755
39	DOCH 1.3.4 x64	2745
40	HANNIBAL 1.1 x64	2738
41	FRITZ 12 x32	2737
42	HIARCS 13/13.1 x32	2733
43	FRITZ 11 x32	2730

CCRL 40/40 32-bit 1 cpu Rating List

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

An EQUAL comparison of the engines, all 32-bit,

Pos	ENGINE	RATING
1	HOUDINI 2.0c	3212
2	HOUDINI 1.5A	3200
3	STRELKA 5.1	3197
4	CRITTER 1.4	3186
5	STOCKFISH 2.2.2	3161
6	CRITTER 1.2	3159
7	KOMODO 4	3141
8	RYBKA 4.1	3140
9	IVANHOE 9.46H	3140
10	STOCKFISH 2.1.1	3131
11	CRITTER 1.01	3125
12	KOMODO 3	3123
13	VITRUVIUS 1.11C	3117
14	STOCKFISH 2.01	3116
15	RYBKA 4	3115
16	KOMODO 2.0.3	3107
17	RYBKA 3	3094
18	FRITZ 13	3062
19	NAUM 4.2	3060
20	NAUM 4/4.1	3046
21	SJENG 2010 CT	3045
22	CHIRON 1.1A	3034
23	SHREDDER 12 OA=OFF	3033
24	SPIKE 1.4 LEIDEN	3021
25	JUNIOR 13	3021
26	RYBKA 2.3.2A	3012
27	JUNIOR 12.5	3011
28	HIARCS 13.2	3007
29	GULL 1.0A	2992
30	QUAZAR 0.4	2988
31	FRITZ 12	2988
32	HIARCS 13/13.1	2978
33	PROTECTOR 1.4.0	2976
34	HANNIBAL 1.1	2976
35	RYBKA 1.2	2975
36	GULL 1.2	2972
37	SPARK 1.0	2966
38	NAUM 3/3.1	2961
39	THINKER 5.4D INERT	2958
40	JUNIOR 12	2958
41	FRITZ 11	2957
42	DOCH 1.3.4	2947
43	BOOT 5.1.0	2945

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	1931	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	1915	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1915	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2210	Kasparov AdvTravel+Bravo	1915	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
Mephisto Almeria 68020	2102	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2101	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	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebel	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