

SELECTIVE SEARCH 161

THE COMPUTER CHESS MAGAZINE!

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It seems something has just given Super-GM
ALEXANDER GRISCHUK the shock of his life.
To find out what, turn to page 8!

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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. 161. If your sub. is due for renewal, **please** subscribe again! There will be 5 more issues of the magazine, which closes down with no. 166!

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.

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SELECTIVE SEARCH: CLOSING DOWN

I want to thank you most sincerely for all of the responses to the news that I will be closing *Selective Search* down, with the final issue being no. 166. Your disappointment made me feel quite sad, and I appreciated the various suggestions that were made to see if some way could be found to keep it going for a little longer.

My favourite response was probably the one sent from my good friend from Eureka and Novag days, **Paul Cohen**...

Hi Eric

I emerged from hibernation, awoken by natural instinct when 160 arrived on the mat!

Brilliant as always. in fact arguably the best ever. I don't quite know whether you are closing shop on purely financial grounds but if you would like to continue publishing I for one would sign on at £10 per edition. I suspect many others would as well. That's around £1.00 per week. What better hobby interest could anyone wish for at that price. If you are minded to, perhaps you could test your readership. You can blame the suggestion on me. If the feedback is positive consider me signed. By all means quote me!

Cheers - Paul

Thanks Paul! I wonder: if I'd done that 12 months ago when I retired from Countrywide, would I now be somewhat financially better off than I am, or would 90% of my readers have left?!

Anyway the substantial response has persuaded me to remain slightly open, and I've taken on board another good idea which **Ray Couzens** proposed, and that is to run the subs for a shorter period. In other words see how I feel when we get to issue 165 perhaps and, if I feel up to it, let readers know that I will be offering a 2 or 3 issue renewal from 166. That could keep it going for a little longer without me having to make a major commitment of keeping it going for another 12 months all the time.

It's a neat idea, but all I'll say for now is that I will probably keep to my stated intentions, but I will at least be thinking about it.

NEWS REDUCTION!?

Another fear I have had is that, slowly but surely I would run out of Articles! Firstly the cloning issues of the last 12 or 18 months have affected the Chess Engine Tournaments significantly - clones are not allowed in most events - e.g. the World Championships - and where they are allowed most anti-cloners refuse to play! Thus some tournaments no longer take place, and others have much smaller entry lists.

Secondly retirement means that my own buying power is significantly reduced! As a

result it is very difficult for me to do **Reviews** of new products as, in most cases, I can't afford and won't have them! So far this has only affected my non-purchase of ChessBase 11, but that was partly because I am very comfortable with ChessBase 10!

More recently it has stopped me from getting **Deep Fritz 13**, which is the first major new engine that I won't have purchased for many, many years. But others are on the horizon I'm sure, probably a Houdini 3, a Komodo 5, maybe others.

Another area I haven't been able to keep up with is Pocket PCs, iPads and the like! Some computer chess programmers have headed off in these popular and more remunerative directions with their engines, but sadly without me. I feel that the magazine should be looking at these products, but can't because your editor is a somewhat impoverished dinosaur! Perhaps one or two of my readers might like to help out in this area, rather as Chris Goulden once did by covering WinBoard engines for the magazine?!

Anyway, as it happens I've been overwhelmed with items for this issue: dedicated matches run by Jim Crompton and Augusto Perez, news of Robots playing chess, Steve Blincoe's WonderMachine, Rob van Son and the latest Gebruikers event, Leiden 12th ICT 2012, the World Computer Rapid Chess Championships, as well as various Internet Engine Tournaments, and updates from Peter Grayson, Frank Holt and other regulars. Some of these are in this issue, and some have to be held over to next time through lack of space... my apologies to those who have sent articles which are delayed.

COMPUTER CHESS: NEWS & NEW PRODUCTS!

SOFTWARE ENGINES:

▪ Deep Fritz 13

The **Frans Morsch FRITZ** engine is always popular, and rightly so as it is a very strong playing engine and *ChessBase* almost always manage to include something innovative for a Fritz release.

The **RATING LISTS** show that the **DEEP** version once again has some programming improvements compared to the original SP



Fritz13 release... and of course it runs a lot faster on your Multi-Processor PCs!

The *Chess & Bridge* inside front cover advert, with Special £75 Offer, will tell you about some of the new features, of

which the *Engine Cloud* is the most interesting. This new function makes it possible to run deep position analysis, blunder searches, engine matches, etc., using engines located on remote computers, instead of overloading your own system.

If you go to the *ChessBase* website
▪ www.chessbase.com

you will be able to view very helpful videos, done by Nick Murphy, taking you through the use of a cloud engine, accessing remote engines as well as other features.

▪ Critter 1.6a

It was version 1.6 first time out, but as usual kept crashing on MP machines, especially between games in engine-engine matches. This happens with quite a few new releases and goes back to the days when the first clones of Fruit (which was and is SP only) were first converted to run in MP and crashed. But it is surprising that whatever change had to be made to stop Critter1.2 and 1.4 crashing in MP mode keeps getting forgotten when a new version is released! Anyway Critter1.6a came out a few days later and isn't totally crash proof, but much better. Disappointingly it seems to be only a few Elo (<10) stronger than 1.4a, indeed some lists even have it up to 10 Elo behind 1.4a!

▪ Komodo 5 (SP only)

This is disappointing in my view. When Komodo4 came out late in 2011 the website promised that an MP version was in the works and should be out for Christmas. This didn't happen, but the wording was changed to say 'in the works', and 'soon'. However no

Komodo4 MP was ever released, and now Komodo5 is out and is again SP only. The website also still reads 'MP in the works', but there's no mention of 'soon'?! On a better note the new engine is showing to be clearly stronger at 27 Elo above Komodo4 on the IPON site. But that's nothing like enough if you've got a Dual, Quad or better, as they add +40/50 (dual) or +70/80 (quad) to MP engines and therefore, if you've got MP hardware, they leave Komodo SP lagging behind.

Of the rest I read a lot of good things about **Gull2** (another clone), but it got clobbered here 41½-18½ by Critter1.6a. There is also a **StingSF** which is a Stockfish derivative, but designed to be better at finding sacrifices. That side of it seems to work, but the standard issue Stockfish is stronger in all match and general analysis situations.

COMPUTER CHESS: RESULTS!

PETER GRAYSON TOURNAMENT - UPDATE!

We've been following Peter's latest Tournament since it first appeared in *SelS 159* and with the following scores:

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

There was also further discussion related to the strange happenings in MP mode, referred to above and which **Ray Couzens** also wrote about in *issue 157*. We've had evidence of some engines pinching computer time usage from their opponents, as well as engine crashes and wildly varying results compared with the greater stability of SP mode. Peter promised he would replay the most dubious matches, which mostly involved Zappa Mexico II - and which he did for *SelS 160*:

Pos	Engine	/420
1	HOUDINI 2.0c PRO	293
2	HOUDINI 1.5A	266½
3	RYBKA 4.1	254½
4	CRITTER 1.4	253
5	STOCKFISH 2.2.2	243
6	SPIKE 1.4	141½
7	HIARCS 13.2	121
8	ZAPPA MEXICO II	107½

As we see Rybka moved back into 3rd place (just), and the Stockfish score dropped as its result v Zappa Mexico2, originally a silly (and revealing!) 58-2, became a more reasonable 48-12.

Of course **Critter 1.6a** has materialised since these results, so Peter is now updating the Critter1.4 results to the new version. Results so far are

- Critter 1.4 v Houdini 2.0c Pro 24-36
- Critter 1.6a v Houdini 2.0c Pro 27½-32½
- Critter 1.4 v Stockfish 2.2.2 34½-25½
- Critter 1.6a v Stockfish 2.2.2 30½-29½

A nice improvement against Houdini, but not repeated in the match against Stockfish, though clearly the 1.4 result was a bit of surprise, most Critter1.4 v Stockfish2.2.2 results were much closer than Peter's.

For comparison here were my own results in a Tournament I ran. Slightly different, Peter uses the Jeroen Noomen's 30 game opening suite and I use my own of the same size, so the openings and hardware are different:

	H2	C1.4	C1.6	/120
HOUDINI 2.0c PRO	xxx	32	33	65
CRITTER 1.4A	28	xxx	31	59
CRITTER 1.6A	27	29	xxx	56

I also played **Critter 1.6a** against the **Sting 120710** engine which I mentioned earlier, and Critter won 22½-17½.

Peter also e-mailed: "I've taken a step back in time! I always liked the Ed Schroder Rebel

programs, particularly Rebel 9 and 10, so when I read that he had released a new version of Pro Deo, 1.8, I was interested enough to find out what level it is at. My guess was Fritz6/7 and, as I no longer have Fritz6 (the disk went kaput) I played it against Fritz7 in XP Home 32-bit."

▪ Pro Deo 1.8 v Fritz 7 28-32

"For this I'd used the Rebel10.mvs book converted into ctg format, but there seemed to be too many 1.b3 openings (there are 5 main lines, all set to an equal 20%), so I ran it again with the supplied Pro Deo book, but the result was a little worse..."

▪ Pro Deo 1.8 v Fritz 7 25½-34½

"I expected it to get mashed against Hiarcs, and it was!"

▪ Pro Deo 1.8 v Hiarcs 13.2 5-55

LEIDEN, 12TH ICT, 2012

There isn't room in this issue (sorry) for proper coverage of either the 24th Gebruikers or 12th ICT Leiden 2012.

Gebruikers will be of great interest to many, it was a <2000 Elo event and saw such computers as Super Expert C, Galileo and Renaissance D, Polgar, Monte Carlo, Sphinx Galaxy, Sargon4, Fidelity Prestige Glasgow and Mephisto MM6 entered. Result, games and photos next time.

The Leiden report and games will have to wait until next time as well. This once major bi-annual Event in the Computer Chess calendar - in 2010 Rybka, Hiarcs, Sjeng, Spike, Spark, Shredder, The Baron, The King and Jonny were amongst a total of 20 entries, but in ICT 11, 2011 after the fall-out from the Cloning Scandal, only 8 played. Pandix won with 7/7, Goldbar was 2nd with 5... as you see, a very different entry list!

This year again saw a much-reduced entry list, but as the Leiden and CSVN organisers had backed Rybka's position against the ICGA, Rybka was back! As we have reported Rybka does have some supporters in this matter, for example Ed Schroder and Chris Whittington have sided with Vasik Rajlich.

But most programmers have supported the ICGA ban, so went play at Leiden.

Anyway here is the result, I have the games for coverage of the best next time:

	1	2	3	4	5	6	7	8	
1 Rybka	•	½	1	1	1	1	1	1	6.5/7
2 Critter	½	•	½	½	1	1	1	1	5.5/7
3 Pandix	0	½	•	1	½	½	1	1	4.5/7
4 Spark	0	½	0	•	½	1	1	1	4.0/7
5 The King	0	0	½	½	•	½	1	1	3.5/7
6 Pro Deo	0	0	½	0	½	•	1	1	3.0/7
7 Redqueen	0	0	0	0	0	0	•	1	1.0/7
8 Spartacus	0	0	0	0	0	0	0	•	0.0/7

CHESSWAR XVII, ALL PLAY ALL 40/40

In *SelS 160* the latest ChessWar tournament had started, and we showed the scores after 8 rounds are. Here I repeat those alongside the FINAL scores from this 15 round Event:

Pos	Engine	/8	Pos	Engine	/15
1	SPIKE 1.4	6½	1	SPIKE 1.4	11½
2=	KOMODO 4.402	6	2	CRITTER 1.4	10½
2=	CRITTER 1.4	6	3	KOMODO 4.402	10
4	JUNIOR 13	5½	4	HIARCS 13.2	9½
5=	SHREDDER 12	5	5=	STOCKFISH 2.2.2	9
5=	STOCKFISH 2.2.2	5	5=	SHREDDER 12	9
5=	SJENG C'T 2010	5	7=	PROTECTOR 1.4.0	8½
8=	ONNO 1.2.70	4½	7=	NAUM 4.2	8½
8=	HIARCS 13.2	4½	9=	SJENG C'T 2010	8
8=	BOBCAT 3.25	4½	9=	HANNIBAL 1.2	8
8=	NAUM 4.2	4½	11=	FRUIT 090705	7½
8=	NOW 2.3	4½	11=	JUNIOR 13	7½
13=	FRUIT 090705	4	11=	ONNO 1.2.70	7½
13=	PROTECTOR 1.4.0	4	11=	THINKER 5.4D INERT	7½
13=	THINKER 5.4D INERT	4	11=	SPARK 1.0	7½
13=	SPARK 1.0	4	11=	BOBCAT 3.25	7½
13=	WADDUUTTIE	4	11=	CHESS TIGER 2007.1	7½
18=	HANNIBAL 1.2	3½	11=	BISON 9.11	7½
18=	TWISTED LOGIC	3½	11=	BRIGHT 0.5c	7½
18=	BISON 9.11	3½	11=	EQUINOX 1.30	7½
18=	BRIGHT 0.5c	3½	11=	BRUTUS 8.05	7½
18=	CHESS TIGER 2007.1	3½	22=	NOW 2.3	7
23=	ZAPPA MEXICO 2	3	22=	TWISTED LOGIC	7
23=	BOOT 5.1.0	3	22=	CRAFTY 23.4	7
23=	CRAFTY 23.4	3	25=	WADDUUTTIE	6
26=	DIRTY 30APR2012	2½	25=	ZAPPA MEXICO 2	6
26=	CIPOLLINO 3.25	2½	25=	BOOT 5.1.0	6
26=	BRUTUS 8.05	2½	28	CIPOLLINO 3.25	4½
26=	EQUINOX 1.30	2½	29	DIRTY 30APR2012	4
30	PHARAON 3.5.1	2	30	PHARAON 3.5.1	2½

WBEC RIDDERKERK, PREMIER DIVISION

Ridderkerk's major Premier division Tournament is in progress, involving 24 engines in an All-Play-All 4 games each match. It's reached about the half-way stage!

I like including Tournaments like this occasionally - we miss Chris Goulden's WinBoard/UCI articles, which told us a lot about up-and-coming (and not so up-and-coming!) amateur engines. Many readers prefer to play against less formidable opposition, using the top engines more for study and analysis, so this is a way of letting you know what's about. I'm pretty sure you can get all of these engines by going through the Ridderkerk listings on his site, so just visit...

▪ <http://wbec-ridderkerk.nl>

...if you want to catch up or keep up!

Pos	Engine	/44
1	STOCKFISH 2.2.2	35½
2	HANNIBAL 1.2	31
3	BOOOT 5.1.0	29
4=	EQUINOX 1.35	28
4=	BARON 3.3A	28
4=	SPARK 1.0	28
7	RICK48-W4B	27½
8	SPIKE 1.4	27
9	BOBCAT 3.25	24½
10=	WADUUTTIE 13-05-2012	24
10=	ZAPPA MEXICO 2	24
12	TORNADO 4.88	23½
13	FRUIT 2.34N	23
14	CRAFTY 23.4	22
15	SCORPIO 2.7	20
16=	BUGCHESS2 1.9	18
16=	JONNY 4.00	18
18	CHRONOS 1.99	16½
19=	FRENZEE 3.5.19	14½
19=	KTULU 9.0	14½
19=	DEUTERIUM 2.01.30.1016	14½
19=	CHESS TIGER 2007.1	14½
23	MOVEI 0.08.438	14
24	PHARAON 3.5.1	8½

FRANK HOLT...

Frank maintains regular contact and has been testing **Strelka5.5** in 32-bit mode matches. Here are his scores:

- Strelka 5.5 v Robbolito 0.085e4 2½-1½
- Strelka 5.5 v Fritz 12 3-1
- Strelka 5.5 v Komodo 3 1-3
- Strelka 5.5 v Houdini 1.5a 3-3
- Strelka 5.5 v Hiarcs 12 5-1
- Strelka 5.5 v Shredder 11 5½-1½
- Strelka 5.5 v Critter 1.2 2½-1½
- Strelka 5.5 v Critter 1.4 1-3
- Strelka 5.5 v Critter 1.6 1-3

Frank also comments with amazement on his findings when checking the Strelka pawn and piece evaluations. You do this by taking each piece off the board in turn and checking the evaluation at the subsequent 'start of game' position. We once had a massive table in *SelS* showing the results for lots of engines, and comparing them to the standard (human) theory of: pawn =1, knight + bishop =3, rook =5, queen =9. Most engines have higher values, but none as high as Strelka! E.g. the rook is 9.29, and the queen 20.95. Goodness.

Finally an Internet game @ 8 hrs a move, not yet finished, Houdini is showing +0.95

ZAPPA MEXICO II - HOUDINI PRO 2.0C

1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.♖c2 0-0 5.a3 ♙xc3+ 6.♗xc3 b6 7.♙g5 ♙b7 8.e3 d6 9.f3 ♘bd7 10.e4 c5 11.♘h3 h6 12.♙e3 d5 13.e5 ♘e8 14.♘f4 ♘c7 15.0-0-0 ♖c8 16.♙b1 dxc4 17.♙xc4 b5 18.♙a2 c4 19.♗a5 ♘b6 20.♙d2 ♘cd5 21.♘xd5 ♙xd5 22.♗xb5 ♙c6 23.♗a5 ♙a4 24.♖c1 ♗xd4 25.♙c3 ♗d7 26.♙b4 ♖fd8 27.♙d6 ♖c6 28.♗b4 ♖dc8 29.♙a1 ♙b3 30.♙xb3 a5 31.♗b5 ♖xd6 32.♗xa5 ♖a8 33.♗xa8+ ♘xa8 34.exd6 cxb3 35.♖hd1 ♙f8 36.♖d3 ♙e8 37.♖xb3 ♗a7 38.♖bc3 ♗a6 39.♖c7 g6 40.h3 ♙d8 41.♖xf7 ♗xd6 42.♖g7 ♘b6 43.♖xg6 ♗d2 44.♖g8+ ♙e7 45.♖c7+ ♙f6 46.♖f8+ ♙e5 47.♖c5+ ♙d4



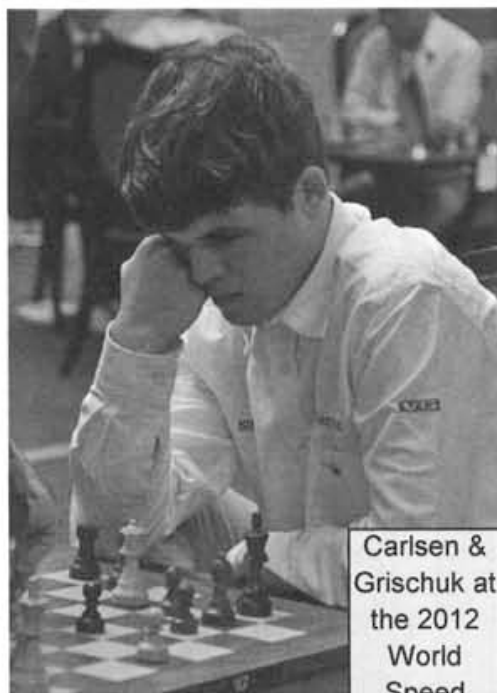
"Don't panic, don't panic" ... it's just GM Alexander GRISCHUK taking on the ROBOTS!

"Don't panic, don't panic" was the shout of one of the characters in the brilliant UK TV series, "Dad's Army"! The frenzy of the cry, hilariously repeated almost every week, inevitably caused plenty of panic amongst the elderly members of the Home Guard all on its own!

The utter shock seen on Alexander Grischuk's face in our front cover photo immediately reminded me of the TV program. But before we look at the reasons why this article will interest all of my Computer Chess readers, and see exactly what caused such a look of fear, let's first have a brief look at the brilliant Russian GM who currently stands on 2763 Elo on the FIDE Chess Rating List.

He's 28 years old and his 2763 grading puts him in 11th place in the FIDE list, just 1 Elo from being in the top ten. So we can rightly call him a Super GM. Top of the list is the young chess genius Magnus Carlsen on 2837, 2nd is Aronian on 2816, then come Kramnik 2802, Radjabov 2788, Karjakin 2784, and World Champion Vishy Anand who's on 2780.

However Tournament Chess (40/2) is not really Grischuk's forte, he's even better at fast chess! In the



Carlsen & Grischuk at the 2012 World Speed Champs



recent World Rapid Championships, an All-Play-All with 16 GMs participating, he came 5th:

- 1. Karjakin 11½/15
- 2. Carlsen 10½
-
- 5. Grischuk 9

Even better, in the World Blitz Championships, an All-Play-All double-round Event, again with 16 GMs playing, he came first!:

- 1. Grischuk 20/30
- 2. Carlsen 19½
- 3. Karjakin 18½

As you can see young Magnus Carlsen came 2nd in both Events. He plays in bursts, having long runs with brilliant play and results, but more recently these have been occasionally interspersed with some poorer games. Readers may recall that he started badly in the last London Chess Classic, but came with a rush at the end, and the same happened here as he ended with 7½/8 to fight back from mid-table to 2nd place.

But we're here to talk about Grischuk, and now I must reveal the cause of the shocked look on his face in our front cover photo. Its name is KUKA... And KUKA is a chess robot! Full name KUKA Monster, created by the German

company KUKA Robotics. Grischuk and KUKA were in Moscow for the World Chess Championship Robotics final between KUKA and CHESSka.

CHESSka has the bigger reputation, it is the brainchild of Russian coach, father of WGM Alexandra Kostenuik and the Godfather of robot chess, Konstantin Kostenuik. CHESSka has already won the World Robot Championship having been around for a few more years than KUKA, and was the first chess Robot to play games against the likes of Kramnik and Karjakin, as well as Alexandra Kostenuik. I understand it has some wins against well-known GMs, though I have been unable to find details of the various scores in these matches.

There are other robot makers showing interest in developing chess robots, particularly the FANUC Corporation in Japan and ABB of Sweden, but KUKA Robotics expected that their new Robot on the block would wrest the Title from CHESSka.

Prior to the actual World Robot Championship matches it had been arranged for the newcomer, KUKA, to play a 6 game Blitz Match against Grischuk! This event drew large crowds to the Strastniy Boulevard in Moscow, as our photos show.

I must apologise to readers that I am unable to offer even an estimated rating for either CHESSka or KUKA. I don't know anything about the programming teams, nor whether they have reputations as engines known under different names on PC software. Nor do I know what hardware the engines were running on... did the machinery hide Deep



Blue type computing power (unlikely), a 100/200-core Cluster similar to that used by Rybka, Sjeng, Jonny and others, or perhaps a more basic type of 4-Core Laptop... or was another GM hidden under the table operating the Robot, as in the famous Turk - probably not!? Would either Robot be able to compete with Houdini, Critter, Rybka, Stockfish, Hiarcs, Fritz or Junior playing on my Quad Laptop, or some 8-12 Core PC hardware similar to that used by such as Harvey Williamson, Paul Cohen and others? I'm

sure there are folk who know the answers to these questions, but they are not saying. Recalling that neither Kasparov nor Kramnik could beat Fritz and Junior a few years ago on much more modest hardware than even I have at home nowadays, I guessed that Grischuk might have his work cut out.

Grischuk was scheduled to play White in the first 3 games, and then Black in the last 3... this was to avoid the lengthy operation of changing the KUKA settings and board orientation between every game. As a result it was generally expected that Grischuk would gain some sort of lead in the first 3 games and then try to hang on to his lead as Black. As we will see, it was only in the third game that he finally obtained a winning advantage as White.

GRISCHUK, ALEXANDER - KUKA MONSTR

Exhibition Match, 2012, game 1. C63: Ruy Lopez: Schliemann/Jaenisch Defence

1.e4 e5 2.♘f3 ♘c6 3.♙b5 f5 4.♘c3 fx4
5.♘xe4 ♘f6 6.♘xf6+ ♚xf6 7.♚e2 ♙e7
8.♙xc6 dxc6 9.♘xe5 ♙f5 10.0-0 0-0 11.d4

♙d6 12.c3 ♙e6 13.♙e3N

According to my database Kramnik has played 13.f4! here and obtained a small advantage

13...♙xe5= 14.dxe5 ♖xe5 15.♗fe1 ♗fe8
16.♙d4 ♖xe2 17.♗xe2 ♙f7 18.♗ae1 ♗xe2
19.♗xe2 ♗d8 20.h3 ♗d7 21.b4 b6 22.a3 ♙c4
23.♗e5 ♙f7 24.f3 a5 25.♙f2 axb4 26.axb4
h6 27.g4 ♗d8 28.♗f5+ ♙g8 29.♗e5 ♙f7
30.h4 ♙e6 31.♙g3 ♙d5 32.♗f5+ ♙g8
33.♗e5 ♙f7 34.f4 ♗a8 35.f5 ♗a1 36.g5



White has a space advantage, but it's not likely to be enough for more than a draw
36...♗f1 37.g6+ ♙f8 38.h5 ♗f3+ 39.♙g4 ♗f1
40.♗e3 ♗g1+ 41.♗g3 ♗f1 42.♗g1 ♙f3+
43.♙h4 ♗xg1 44.♙xg1

The opposite coloured bishops now virtually guarantee it's a draw

44...♙e4 45.♙g4 ♙d3 46.♙d4 ♙g8 47.♙e5
♙e2+ 48.♙h4 ♙d3 49.f6 gxf6 50.♙xf6 c5
51.bxc5 bxc5 52.♙e5 c6 53.♙d6 c4 54.♙f4
♙g7 55.♙e5+ ♙g8 56.♙d4 ♙e2 57.♙e3 ♙g7
58.♙d4+ ♙g8 59.♙e3 ♙g7 60.♙d4+

Twofold repetition
60...♙g8 61.♙e3 ½-½

Grischuk never really looked like winning this one. Let's move on to game 2.

GRISCHUK, ALEXANDER - KUKA MONSTR

Exhibition Match, 2012, game 2. C63: Ruy Lopez: Schliemann/Jaenisch Defence

1.e4 e5 2.♗f3 ♗c6 3.♙b5 f5 4.d3 fxe4
5.dxe4 ♗f6 6.0-0 ♙c5 7.♖d3 d6 8.♗c4 ♖e7
9.♗c3 ♙d7 10.♗d5 ♗xd5 11.exd5 ♗d4
12.♗xd4 ♙xd4 13.♙e3



The computer must just avoid 13... ♙xb2?
14.♗ab1 ♙a3 15.♙xd7+ ♖xd7 16.♖c3+-,
which it does

13...♙xe3N 14.fxe3 0-0-0 15.a4 ♗hf8
16.♗xf8 ♗xf8 17.♗f1 ♙f5 18.♗f3 a6 19.♙xa6
bxa6 20.♖xa6+ ♙d8 21.♗xf5 ♗xf5 22.♖a8+
♙d7 23.♖c6+ ♙d8 24.♖a8+

Twofold repetition
24...♙d7 25.♖c6+ ½-½

GRISCHUK, ALEXANDER - KUKA MONSTR

Exhibition Match, 2012, game 3. B67: Sicilian: Richter-Rauzer: 7...a6 8 0-0-0 Bd7, lines without
9 f4 Be7

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6
5.♗c3 ♗c6 6.♙g5 e6 7.♖d2 a6 8.0-0-0 ♙d7
9.f3 ♙e7 10.♙b1 ♖c7 11.♙e3 h5 12.♙d3
♗e5 13.f4N ♗xd3 14.cxd3 ♗g4 15.♙g1 ♗c8
16.h3 ♗h6?!

The knight seems wrongly placed here.
16... ♗f6 looks better to me and, if 17.♖e2 to
enable e5, then 17...b5 18.e5 dxe5 19.fxe5
♗h7=
17.♙e3



Black now makes a couple of serious mistakes which give Grischuk his chance to take the Match lead

17...0-0?

17...b5 was correct, then I think the GM would be likely to continue with 18.f5 or 18.♖c1, either of which would give him a small but clear edge

18.g4! hxg4??

This second mistake gives the GM a dangerous attack with a huge advantage. After the much safer 18...♖h7 White would probably continue with 19.f5 b5 20.g5 and certainly have good winning chances, but after the move actually played the game should be his!

19.hxg4 ♖xg4



20.♖dg1??

There is a trap with this move and KUKA has to avoid 20...♖xe3?? 21.♖h2 ♖h4 22.♖xh4 f5 23.♖xg7+ ♖xg7 24.♖h7+ ♖f6 25.♖h6#. But you really wouldn't expect a computer to fall into a mate in 5!

Instead Grischuk should have played the winning 20.f5! intending 21.♖g2! which was seriously strong, and against which I cannot find a saving defence, it would be 1-0

20...f5!

Best, and KUKA is firmly back in the game

with chances of saving it.

21.♖f3??

White has ruined his position. 21.exf5 was best and, after 21...exf5 22.♖d5 ♖d8 now 23.♖g2. This isn't an attack along the g-file as White has no immediate way to threaten the protected g4/knight, but instead the intention is ♖h3! which would maintain a small attacking advantage

21...♖f6! 22.♖d4 ♖xd4 23.♖xd4 ♖b6

24.♖f3 ♖f2 25.♖xf2 ♖xf2 26.♖h4 ♖xd3

Grischuk has fallen 2 pawns behind and is himself in serious danger of losing a game he should have won. However he manages to save the game through good use of his king-side attack

27.♖g5 ♖f2 28.♖f1 ♖xc3 29.♖xf2 ♖g3

30.♖fh2 ♖g1+ 31.♖c2 ♖c8+ 32.♖d2 ♖f8

33.exf5 e5 34.f6 gxf6 35.♖h8+ ♖g7

36.♖h7+ ♖g6 37.♖xd7 fxg5 38.♖xd6+ ♖f5

39.fxg5 ♖xg5 40.♖e2 ♖e8 41.♖d7 ♖a1

42.♖xb7 ♖xa2 43.♖f2 a5 44.♖e3 ♖a1

45.♖g7+ ♖h6 46.♖g3 ♖e1+ 47.♖d2 ♖h1

48.♖e3 ♖b8 49.♖e4 ♖b5 50.♖g8 ♖h4+

51.♖d3 ½-½

So the GM has failed to take a lead as White, the score stands at 1½-1½. Now we'll have a look at the games where Grischuk was Black.

KUKA MONSTR - GRISCHUK, ALEXANDER

Exhibition Match, 2012, game 4. E60: King's Indian: Unusual lines and Fianchetto Variation without Nc3

1.d4 ♖f6 2.c4 g6 3.g3 c5 4.♖f3 cxd4

5.♖xd4 ♖g7 6.♖c3 0-0 7.♖g2 ♖c7 8.♖d5

♖xd5 9.cxd5 ♖a5+ 10.♖d2 ♖b6 11.♖c3 e5

12.♖b3 d6 13.♖c1N ♖d7 14.♖d3 f5 15.0-0

e4 16.♖d2 ♖e5 17.♖a5 ♖d7 18.♖xe5 dxg5=

19.e3 ♖fc8 20.♖c4 ♖a6 21.d6 ♖e6 22.b3

♖c6

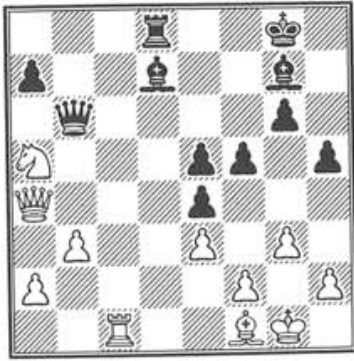
22...♖xc4? would be an early mistake due to

23.d7! ♖d8 24.♖xc4+-

23.♖fd1 ♖d8 24.♖b4 b5 25.♖a5 ♖xc1

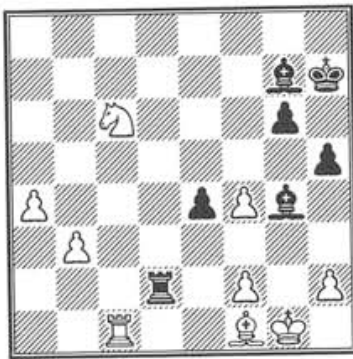
26.♖xc1 ♖xd6 27.♖xb5 ♖b6 28.♖a4 h5

29.♖f1 ♖d7



Unfortunately this simple attack on KUKA's queen allows the Robot to produce a strong combination

30. ♖c6! ♗h7 31. ♖xa7 ♖xa7 32. ♖xa7 f4
33. gxf4 exf4 34. exf4 ♗g4 35. ♖c6 ♖d2 36. a4



36... ♗h6?

Grischuk would still have had some chances of drawing with 36... ♗b2 37. ♖b1 ♗f6

37. ♖e5! ♗xf4 38. ♖xg4 hxg4 39. ♖c4 ♖b2
40. a5! ♖xb3 41. a6 ♖a3 42. ♖xe4 ♗d6
43. ♖xg4 ♗c5 44. ♖c4 ♖a5 45. ♗d3 ♗h6
46. ♗g2 g5 47. ♗e4 ♗a3

If 47... ♖xa6 then 48. ♖xc5 ♖a4 49. ♗f3 wins easily

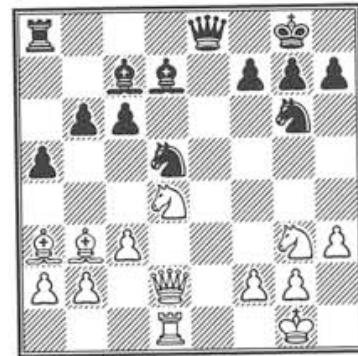
48. ♖c7

48... ♗h5 49. a7+- 1-0

KUKA MONSTR - GRISCHUK, ALEXANDER

Exhibition Match, 2012, game 5. C65: Ruy Lopez: Berlin Defence (3... Nf6), unusual lines and 4 0-0 Bc5

1. e4 e5 2. ♖f3 ♖c6 3. ♗b5 ♖f6 4. d3 ♗c5 5. c3 0-0 6. 0-0 d6 7. ♖bd2 a6 8. ♗a4 ♗a7 9. h3 ♖e7 10. ♖e1 ♖g6 11. ♖f1 c6 12. ♗b3 N d5 13. exd5 ♖xd5 14. ♗e3 ♗b8 15. ♖d2 ♖e8 16. ♖g3 ♗c7 17. ♖ad1 ♗d7 18. ♗c5 b6 19. ♗a3 a5 20. d4 exd4 21. ♖xe8+ ♖xe8 22. ♖xd4



22... ♗f4

Or 22... ♖f6=

23. ♖d3 a4?!

Grischuk is playing a little over-aggressively, but of course he needs to play for a win to equalise the match.

23... ♖f6 was again better, and if 24. ♖df5 ♗e6 25. ♗xe6 fxe6 26. ♖d6 ♖d7=

24. ♗xd5 cxd5 25. ♖df5 ♗e6?

Almost certainly Grischuk missed White's reply to this, an oversight which sadly causes the GM to fall apart when he sees KUKA's move.

25... ♗xg3 26. ♖xg3 ♗e6± would not have been too bad

26. ♖xg7! ♗xg7 27. ♖h5+ ♗g8??

We have to call this a time and position pressure blunder, but 27... ♗h6 28. ♖xf4 ♖xf4 29. ♖e3! would have left the Robot with good winning chances anyway

28. ♖f6+

Winning the queen: 28... ♗h8 29. ♖xe8 ♖xe8 30. ♖b5+- 1-0

The match is lost, the Robot leads 3½-1½. Can the GM recover and win the final game?

KUKA MONSTR - GRISCHUK, ALEXANDER

Exhibition Match, 2012. Game 6. A06: Réti

Opening: 1 Nf3 d5

1. ♖f3 ♘f6 2. ♘c3 d5 3. e3 c6

Grischuk has decided to try and put the computer out of its book early with this rare move – and succeeds. A good idea in the match situation

4. h3 N

4. d4 would have stay within my book theory, then 4... ♙f5 5. ♙d3

4... g6 5. d4 ♙g7 6. ♙d3 0-0 7. 0-0 ♘bd7

8. ♖e1 c5 9. a3 ♖e8 10. b4 b6 11. bxc5 bxc5

12. ♖b1 e5 13. ♙b5 e4 14. ♙c6 exf3 15. ♙xa8 fxg2



16. ♘xd5

Note that 16. ♙xg2?! would give Black the chance to cause problems with 16... ♘b6!

17. ♙c6 ♘e4. Now the Robot would have to play 18. ♘xe4, but after Grischuk's 18... ♖xe4 if 19. ♖h1 (which seems best), then

19... ♗g5+ 20. ♙f1 cxd4 and the GM would have had a promising attack

16... ♘e4

So White has ♖ for ♘, but Black still has definite pressure on the kingside, so it's hard to say who is winning

17. f3 ♘g5 18. ♘f4 cxd4 19. ♙xg2

19. ♘xg2? would be a serious mistake because of 19... ♘xh3+ 20. ♙h2 ♘b6 as

21. ♙c6 doesn't work due to 21... ♗c7+ winning for Black

19... ♘b6 20. ♙c6 ♙d7?

A shame as it allows KUKA to remove the important second attacker of the h3 pawn. Instead the pawn should have been taken with 20... ♘xh3 keeping the game level after 21. ♘xh3 ♙xh3+ 22. ♙xh3 ♗c8+ 23. ♙g2 ♗xc6=

21. ♙xd7 ♗xd7 22. exd4 ♖xe1 23. ♗xe1 ♗c6 24. d5!



24... ♗xc2+

The alternative I looked at was 24... ♘xd5?! 25. ♘xd5 ♗xd5, but 26. ♖b8+ ♙f8 27. ♗e3 and if 27... h6 28. h4 ♘e6 29. ♗e4 and the Robot is in sight of the win

25. ♙d2 ♙c3 26. ♖d1 ♘c4?

The ♘ certainly shouldn't be on the c-file, and the move gives White an easy-to-find reply which makes this clear.

The best try was with 26... h6 but 27. h4 ♘h7 28. ♗e2 with d6 to follow, and White wins soon enough

27. ♖c1! ♗b2 28. ♖xc3 ♘xd2 29. ♗c1

29... ♗xc1 (29... ♗a2? 30. ♖c8+ ♙g7 31. ♖c2 ♗b3 32. ♗xd2 ♗xf3+ 33. ♙h2 1-0) 30. ♖xc1 ♘dx3 31. ♖c8+ ♙g7 32. d6! 1-0

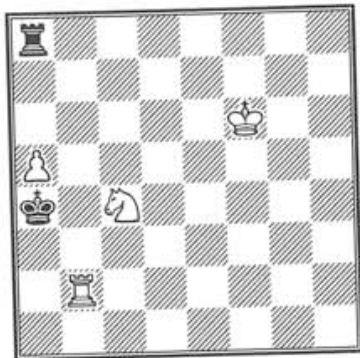
So a perhaps slightly embarrassing 4½–1½ defeat for Grischuk against KUKA.

In our next issue we shall see how the obviously mighty KUKA got on against current champion CHESSka in their World Robot Championship match!



TRICKY POSITIONS, ESPECIALLY FOR COMPUTER ENGINES!

Let's start with the third position in our last issue, which came from **Mike Conroy**, a reader from good old Burnley, Lancs. who produced a 'History of Lancashire Chess, 1871-2009' in which he included 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 wrote in his book, 'The object Black has in view is of course to keep up a stalemate position by perpetually checking.' Here he played **1...Rf8+**, it went to the adjudicators and they declared it a draw.

But could White have won, were Yorkshire robbed, and was **1...Rf8+** best?

Well firstly **1...Rf8+** is as good as anything, the game is lost whatever Black plays... against best play from White!

E.g. **1...Ra6+** is met by **2.Rb6!** Ra8 3.a6 and engines are showing m/20.

After **1...Rf8+** White can continue with **2.Ke7** or **2.Ke5**. Mike's book article showed:

2.Ke7 Rf7+ 3.Kd6 Rf6+ 4.Kc5 Rf5+ 5.Kb6 Rf6+ (5...Rb5+ 6.Ka6) 6.Nd6! Rxd6+ 7.Kc5 Ra6 (7...Re6 8.a6) 8.Rb4+ Ka3 9.Kb5 Ra8 10.Ra4+ Kb3 11.a6 wins

Some of the engines I tested chose **2.Ke5**, and most of them, being much more up-to-date in endgame coding and depth of search capability on dual and quad core PCs, were quickly aware that White has a win. But we've seen that **2.Ke7** wins, does this? In fact Mike kindly had already sent me alternative

analysis showing this alternative way of winning, and the top computer engines confirmed: **2...Rf5+ 3.Kd4 Rf4+ 4.Kc5 Rf5+ 5.Kb6 Rf6+ 6.Nd6**, a variation joining our first solution.

Quite a few of today's top engines understand all of this pretty quickly, so by all means boot up your PC and have a look at the very neat technique that's involved!

Some more TRICKY POSITIONS

I don't get many responses to these Articles - those I get are encouraging, but few in number. Maybe readers would prefer solutions to accompany the positions so that, if they and/or their PC engines are struggling, they can limit the search time?!

So here's a few I've recently added to my own **EH Test Suite** for you to have a look at, but for a change the first move/s of the Solutions are given at the end of the Article!

EH 101. White to play



EH 105. From Sturua - Kutirow, 1976. White to play



The next 3 are Endgames. Readers must have realised by now that, though I'm not that good at them in practice, I find many of them quite fascinating!

EH 106. From Szabo - Pirc, 1938.
White to play



EH 107. From Smyslov - NN, 1937.
White to play



Most moves leave White in some trouble, but there is just one chance, as unlikely as the move might seem!

EH 113. From Kotov - Botvinnik, 1955.
Black to play



CURRENT IPON RATINGS: (SP, PermBrain=ON)

1	Houdini 2.0 STD	3026
2	Houdini 1.5a	3018
3	Komodo 5	3009
4	Critter 1.4a	2983
5	Komodo 4	2982
6	Critter 1.6a	2973
6	Komodo 3	2973
8	Stockfish 2.2.2 JA	2961
8	Deep Rybka 4	2961
10	Deep Rybka 4.1	2960
11	Critter 1.2	2959
11	Houdini 1.03a	2959
13	Komodo 2.03 DC	2958
14	Stockfish 2.1.1 JA	2947
15	Critter 1.01	2930
16	Stockfish 2.01 JA	2928
17	Rybka 3 mp	2909
18	Stockfish 1.9.1 JA	2908
19	Critter 0.90	2902
20	Stockfish 1.7.1 JA	2893
21	Rybka 3 32b	2856
22	Stockfish 1.6.x JA	2839
23	Komodo 1.3 JA	2837
24	Chiron 1.1a	2832
25	Deep Fritz 13 32b	2831
26	Naum 4.2	2829
27	Critter 0.80	2824
28	Fritz 13 32b	2818
29	Komodo 1.2 JA	2809
30	Rybka 2.3.2a mp	2803
31	Deep Shredder 12	2800
32	Hannibal 1.2	2797
33	Gull 1.2	2795
34	Gull 1.1	2792
34	Critter 0.70	2792
36	Deep Sjeng c't 2010 32b	2789
36	Naum 4.1	2789
38	Komodo 1.0 JA	2784
39	Spike 1.4 32b	2783
40	Deep Fritz 12 32b	2779
41	Rybka 2.2n2 mp	2777
42	Rybka 1.2f	2766

EH101. 1.d5 cxd5 2.e5+ fxe5
 3.gh5+ 1-0
 EH105. 1.bxe6!! wins 1...fxe6 2.ee1 d6
 3.gf4 1-0
 EH106. 1.f3! wins 1...d5 2.f2 1-0
 EH107. 1.b4! wins 1...cxb4 2.gxb6 b3
 3.gd3 1-0
 EH 113. 1...g5!! wins 2.fxg5 d4+ 3.gxd4
 [3.exd4 g3] 3...g3 0-1

THE MEPHISTO WUNDERMACHINES!

SELECTIVE SEARCH SUBSCRIBER STEVE BLINCOE PLAYS 2 MATCHES WITH HIS!

The **Mephisto WonderMachine** is extremely rare - to say the least! Only 10 were made!! Some don't even know it exists!

Though the PC-module which turns **Richard Lang's** already powerful **Genius2** program into a WonderMachine doesn't quite fit into the original Munich board dimensions, it is still definitely right to call it a dedicated chess computer

Karsten Bauermeister has an original, which he calls the **Mephisto Miracle Machine**, but it is not quite the same as **Steve Blincoe's** true, upgraded WonderMachine whose games we have for our issues 161 and 162.

Let's first take a look at the original Mephisto production. As I have said there were just 10 of them produced in 1993 and they cost (then) around £6,500 each. The **Genius2** playing engine used a 32-bit 80486 processor running at 66MHz with 4MB RAM and had a >100,000 position Opening Book. It was the only true dedicated chess computer really capable of challenging the reign of the Tasc R30/40. I am told they were rather temperature sensitive as the heat generated in the Munich board was enormous, despite the provided fans at the side!

From these original 'Miracle' machines came the **two** Wonder Machines, supercharged by Mephisto themselves to run on **866MHz Pentium3** processors, and also upgraded to use Richard Lang's later **Genius5** program! Wow, PC technology in a superb board, and *Selective Search* reader Steve Blincoe has one of these, which he bought from a former employee at Mephisto!! We believe that the other one is owned by Richard Lang himself.

The photos opposite will enable readers to picture my verbal descriptions!

A Rating for the WonderMachines?!

Let's compare the *SSDF* and *SelSearch* ratings for similar machines:



	<i>SSDF</i>	<i>SelSearch</i>
Tasc R30 2.5	2370	2330
Meph WonderMachine 66MHz	2335	[2330]
Meph Genius 68030 33MHz	2294	2292

As you can see the *SSDF* has a bigger gap between the Tasc and Mephisto machines than I do, but the speed doubling to 66MHz for the WonderMachine must be worth 40 Elo, so I'm assuming a 2330 Elo figure for the original WonderMachine at 66MHz.

But what about Steve's?! His, on a P3/866, will be more than 12x faster, which is getting close to 4 speed doublings (66-> 132-> 264-> 528-> 1056) which means around 250 Elo. So my estimate is that Steve's machine

will be around 2580 Elo.

If so, then what sort of opponent should Steve test it against? Thanks to Ruud Martin's Phoenix system Resurrection and Revelation boards we do have some good possibilities, and Steve decided to play 2 matches. The first against **Resurrection1 Fruit 2005** which has an SSDF 2395 grading, and a second against **Resurrection2 Rybka2.2** which is 2632 with the SSDF. Should be good!

Steve used the same conditions as in his **Rev Hiarc vs Res II Rybka** match, (see *SelS 156/157*), and won by **Hiarc**. 10 games, time control 1 minute per move, and Steve forces the computers to open once each with:

1.e4, 1.d4, 1.c4, 1.♘f3, 1.♘c3

He set his WM for Solid Play + Normal Book, and I've left Steve's helpful insights and notes before each game, then added light in-game notes and diagrams of my own.

Game 1, and WM has White first. ResF was out of book at move 8 but played moves in WM's book through move 10. Oddly once out of book on move 11 the WM showed an eval of -0.87, not to mention it being down a B for a P.

As the game progressed WM was able to create two connected passed centre pawns which eventually ResF had to stop by sacking a bishop and, with material now even, the game drifted into a draw.

MEPH WUNDERMASCHINE GENIUS 5

RESURRECTION FRUIT-05

B22: Sicilian: 2 c3

1.e4 c5 2.c3 ♘f6 3.e5 ♘d5 4.d4 cxd4 5.♘f3 ♘c6 6.cxd4 d6 7.♙c4 ♘b6 8.♙xf7+ 8.♙b5 is much more popular, but this sac' is known. No computer would play it from its own choice of course as it leaves White bishop for pawn down, but its aggressive central pawns and Black's damaged king position offer decent enough practical compensation **8...♙xf7 9.♘g5+ ♙g8 10.e6 ♗e8 11.d5**



WM, now out of book, has played a theory move, and I think Black should reply ♘b4 11...♘e5 12.f4 h6 13.fxe5 hxg5 14.exd6 exd6+ 15.♘c3 ♙e7 16.♗d3 ♗h5 17.♙e3 ♙f6 18.g3 ♗h6 19.♙xb6 axb6 The player with the material advantage should usually go for exchanges, and here 19...♙xc3+ 20.bxc3 axb6 might have been better **20.♙c1 g4 21.♙c2 ♙xc3+ 22.bxc3 ♗a5**



23.e7? This looks like a mistake to me, but it goes unpunished. **23.♙d2** was best, Black plays **23...♙e6 24.dxe6 ♗xe6+** clarifying the material situation down to a pawn plus and then **25.♙d1 ♗e8 26.♙f1+** isn't so bad **23...♙f6?** Black is still ahead after this, but why not **23...♙xd5!** because saving the queen with **24.♗c4** allows **24...♙e6+!** **25.♙e2 ♗xe2+ 26.♙xe2 ♙e6.** Black, now a full bishop up and with a great attack, would surely win **24.♙e2 ♙d7 25.c4 b5 26.c5 dxc5 27.♙f1 ♙f3 28.♗e4 ♗a8 29.d6**



29...b4? 29...♙c6 would still secure the point: 30.♖e5 ♖xe5 31.♗xe5 ♗xf1+ 32.♔xf1 ♔f7 Black is again a bishop ahead and also now has the passed pawns under control 30.♗xf3 gxf3 31.♖xb7 fxe2 32.♖xa8+ ♔f7 33.e8♖+! ♙xe8 34.♖a7+ ♔e6 35.♖e7+ ♔d5 36.d7! A great fightback by WM! 36...♙xd7! 37.♖xd7+ ♔c4 38.♖xg7 ♖xh2 39.♖e5 ♖g1+ 40.♔xe2 PC evaluations now show 0.00 40...♖d4 41.♖e6+ ♖d5 42.♖e3 ♔b5 43.♖d3+ ♔c6 44.♖a6+ ♔d7 45.♔e3 ♖e6+ 46.♖xe6+ ♔xe6 47.♔e4 c4 48.♔d4 c3 49.♔d3 ♔d5 50.a4 bxa3 51.♔xc3 ♔e4 52.♔b3 ♔f3 53.♔xa3 ♔xg3 ½-½

Game 2. ResF now had White and was out of book first after move 7. We see another Sicilian and once again we see ResF finding the next few moves in the WM's book on its own. Both computers were out of book at move 10. At this time control WM is searching a consistent 7 ply full/19 selective while the ResF is hitting anywhere from 6/24 to 8/26.

ResF sacks a pawn to initiate an attack against the WM's king, and WM castles right into the line of fire, but is able to find solid defensive moves to defend its position while the Res tries to reorganise its attack. Then WM goes pawn hunting and picks up 2 more, but this allows the ResF to win the exchange resulting in an unusual R for N+3P's deficit. ResF is able to win back a pawn restoring material equality and another draw by 3-fold repetition is agreed upon.

RESURRECTION FRUIT-05

MEPH WUNDERMASCHINE GENIUS 5

B92: Sicilian Najdorf: 6 Be2

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♙e2 e5 7.♘b3 ♙e6 8.f4 ♖c7 9.0-0 ♘bd7 10.♙e3 ♖c6 The computers are out of their books. 10...♙e7 is probably the strongest theory move here 11.♘a5 ♖c7 12.f5 ♙xf5 13.♗xf5 ♖xa5 14.♗b1 ♗c8 15.♔h1 ♙e7 16.g4 h6 17.♖d2 d5 18.exd5 ♙b4 19.d6 b5 20.♗c1 ♗c6 21.♙d3 ♗xd6 22.♖g2



Planning g5, the first real sign of any compensation for the pawn sac' at move 12 22...♙xc3 23.bxc3 0-0? Castling into White's attack. Better was 23...♖c7 and if 24.♖a8+ ♖d8 25.♖g2 ♖c8 retaining the pawn advantage and with little to fear 24.g5 hxg5 25.♗xg5 The position here is about level but the WM now outmanoeuvres its opponent and finds ways to win 2 more pawns 25...♗c8 26.♗xg7+ ♔f8 27.♗g1 ♖xc3 28.♖g3 ♔e8 29.♖h3 e4 30.♙e2 ♖xc2 31.♗g2 ♖c3 32.♗g7 ♘f8 33.♗l g3 ♗cc6 34.♗g1 ♖a3 35.♗e1 ♖xa2 WM is now 3 pawns ahead and is surely winning 36.♙f4 ♖e6 37.♖h8 ♗d5 38.♙h6 ♔e7 39.♗g3 ♗c8 40.♙c1 ♘g6 41.♖g7



41...♗g8?! Black would probably have won after 41...♘h4! when 42.♙g4 seems best, but 42...♘f5! Now White doesn't want to exchange pieces, but what else can it do? 43.♙a3+ ♔d8 44.♙xf5 ♗xf5 45.♗d1+ ♗d5+ 42.♖h6 ♗h8 43.♖e3 ♔e8 44.♙b2 ♘e7 45.♖f4 ♖f5? After 45...♗d6 Black would still have the better game: 46.♙g4 ♘xg4 47.♙xh8 f5+ 46.♖b8+ ♗d8 47.♖b6 ♘d7 48.♖e3 ♗h4 49.♗d1 ♖f4 50.♖g1! ♖h6 51.♙c1



51...♖h8? Black's final chance for a win was with 51...♖b6, but 52.♙e3! ♖c7 53.♙g7! defends strongly and White should draw despite Black's 3 extra pawns! E.g. if 53...♗e5 54.♙g8+ ♗xg8 55.♗xg8+= 52.♙g4 a5 53.♙g5 ♙xg4 54.♙xg4 ♗e5 55.♙h4 ♙c8 56.♗g2 ♗f6 57.♙xf6 ♗xf6 58.♙f1 ♗c6 59.♙xe4 ♗f8 60.♗f3 ♗d5 61.♙d1 ♗c6 62.♙f1 ♗d5 63.♙d1 Twofold repetition 63...♗c6 64.♙f1 ½-½

Though game 2 was another draw I wouldn't call it uninteresting. Once ResF sacked its first pawn evals were bouncing up and down on both computers after almost every move. Internet users now made a good point that actually the "Active" setting is the Genius default, so I'll use Active from now on!

Game 3. ResFruit had Black and was out of book first after move 6. As in the first two games, though out of book, it found the next few moves in WM's book before both computers came out of book at move 10.

The more active WM offers its b2 (poisoned) pawn to the ResF right out of book, and ResF could not resist. A flurry of exchanges ensues with the result leaving the WM up a bishop for 2 pawns, though at the cost of its king stuck in the centre unable to castle on either wing until move 29!

WM eventually wins back both pawns, wisely trading pieces in the process, and converts its advantage to R+N+3P's vs R+N. The rest was a matter of technique.

MEPH WUNDERMASCHINE GENIUS 5

RESURRECTION FRUIT-05

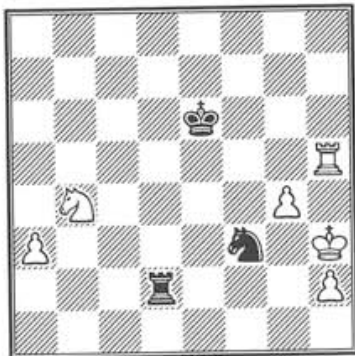
E78: King's Indian: Four Pawns Attack: 6
Be2 c5 7 Nf3

1.d4 ♗f6 2.c4 g6 3.♗c3 ♙g7 4.e4 d6 5.f4

0-0 6.♗f3 c5 7.♙e2 cxd4 8.♗xd4 ♗b6 9.♗c2 ♙d7 Both computers are out of their books after this. 9...♗c6 is in PowerBooks, then 10.♗d4 ♗b6= 10.♙e3 ♗xb2?! It was rather dangerous to take the pawn, Black really should have resisted the temptation with 10...♗c7 11.♙d4! ♗xe4 If 11...♗e8 12.♗a4! wins the queen. The best Black can then try is 12...♙xa4 13.♙xb2 ♙xb2 14.♙b1 ♙c3+ 15.♗f1 ♗d7, getting N+B+P for the queen, and stopping White from castling 12.♗xe4 ♙xd4 13.♗xd4 ♗c6 14.♗b5 ♙f5 15.♗bc3 ♙xe4 16.♗xe4 f5 17.♗g5 h6 18.♗f3 ♗b4+ 19.♗d2 ♗c5 20.♙b1 ♙ab8 21.♗b3 ♗b6 22.a3 ♗e3 23.♗d5+ ♗h7 24.♗f3 ♗xf3 ResF could avoid the exchange with 24...♗b6, but then 25.♗f2 ♗c7 26.0-0+- 25.♙xf3 g5 26.c5 ♙fd8 27.cxd6 ♙xd6 28.fxg5 hxg5 29.0-0 ♗e5 30.♙be1!



White is finally making its bishop for 2 pawns count and putting its opponent under some pressure, but ResF defends carefully 30...♗g6 31.♙h5 e6 32.♗c5 ♗f4 33.♙f7 ♗g7 34.♙xe6 b6 35.♗a6 ♙f8 36.♙c4 ♙c8 37.♙e7+ ♗f6 38.♙c7! ♙xc7 39.♗xc7 ♙d2! 40.♙f2 ♙d7 41.♗b5 a6 42.♗c3 b5 43.♙f1 ♗e5 44.♗a2 ♙d6 45.♗b4 ♗f6 46.g3 ♗g6 47.♙d3 a5 48.♙xf5+ ♗e6 49.♙xb5 ♗e5 50.♙xa5 ♗xd3 51.♙xg5 ♗e5 52.♙h5 ♙d1+ 53.♗g2 ♙d2+ 54.♗h3 ♗f3 55.g4!



55...♖xh2? A shame, White's progress has been slow against ResF's resistance... until now. This mistake effectively ends Black's realistic chances in practice. Instead 55...♗e5 56.♖h6+ would allow Black to play on for a while with 56...♔f7 57.♔g3 ♕d4 56.♖f5! ♖e2 57.♖f8 ♔e7 58.♖f4 ♔d6 59.g5! ♔e5 60.♖f6 ♖e3+ 61.♔xh2 ♖xa3 62.♗c6+ ♔d5 63.g6 ♖a2+ 64.♔h3 ♖a3+ 65.♔h4 ♖a4+ 66.♔g5 ♖a1 67.♖f4 ♔xc6 68.g7 M/17 according to tablebases 68...♖a8 69.♖f8 ♖a2 70.g8♖ ♖g2+ 71.♔f6 ♖xg8 72.♖xg8 ♔d5 73.♖d8+ ♔e4 74.♖d7 ♔e3 75.♔f5 75...♔f3 76.♖e7 ♔g3 77.♖e3+ ♔f2 78.♔f4 ♔g2 79.♖f3 ♔h2 80.♖f2+ ♔h1 81.♔f3 ♔g1 82.♔g3 ♔h1 83.♖f1# 1-0

I noticed a few interesting features during the WunderMachine's last game. Obviously I can make moves on the Mephisto board and have them displayed on the screen, but I can also indicate my move on the screen using the mouse, and it will display on the board! Another perk: on occasion when the WM is pondering for a long time the screen will minimise the display of the playing board reverting to the Windows desktop and then sound a continuous and louder than normal tone to wake the operator up (!) when it has its move ready. Once the move is made on the board the tone stops. I find this very useful myself because I have more than once almost dozed off during the games. If the WM didn't weigh almost 30+ pounds I would carry this thing around with me during the day to signal to me whenever I nod off (an increasingly common occurrence these days).

Game 4. ResF takes its turn to open with 1.d4, and is again first out of book, on move 5, but again finding book moves. Both computers were on their own by move 7 but

after 2 more moves they had transposed into a position in WM's book at move 9! Finally both computers were out of book for good at move 10 and the opening had left ResF with an isolated QP. The play centred around the win/defence of the isolated pawn which results in the WM winning two different pawns. Eventually the queens pawn also falls and soon after the game goes to the WM, a total crush of ResF. WM now leads 3-1.

RESURRECTION FRUIT-05

MEPH WUNDERMASCHINE GENIUS 5

D24: Queen's Gambit Accepted: 3 Nf3 Nf6 4 Nc3

1.d4 d5 2.c4 dxc4 3.♗f3 c5 4.d5 ♗f6 5.♗c3 e6 6.e4 exd5 7.exd5 ♖d6 8.♖xc4! 0-0! 9.0-0 a6 10.♖e1 10.a4 and 10.♖g5 are better known, so now both computers exit their books 10...h6 11.♖d3 ♗bd7 12.♖d2 ♖c7 13.♗e4 ♗xe4 14.♖xe4 ♗f6 15.♖b1 ♖g4 16.h3 ♖h5 I think 16...♖xf3!? 17.♖xf3 ♖h2+ 18.♔h1 ♖e5± looks promising 17.g4 ♖g6 18.♖c3 ♖xb1 19.♖xb1 ♗d7 20.♖c2 ♖fe8 21.♖e4 ♖ad8 22.♖bel



22...♖xe4 23.♖xe4?! 23.♖xe4 would have maintained White's slight advantage, and after 23...b5 24.g5!± 23...b5! 24.♖e2 24.g5 was still best: 24...h5! 25.♗h4= 24...♖b8 25.b3 ♖f8 26.♖a5?! The attack on the rook unfortunately gives Black the chance to add support its queenside majority. Better was 26.♗e5 ♗xe5 27.♖xe5 26...♖c8! 27.♖d1 ♗f6 28.♖e3 ♖d6 29.♖e5 c4! 30.♖d2? If 30.bxc4 ♖xc4 31.♖e1 ♖a4± 30...cxb3 30...b4!? 31.axb3 ♖a3 32.♗d4 b4 33.♗c6 ♖xb3



34.♙xb4?! 34.g5 looks best, Black's plus pawn advantage is not so great after 34...hxg5 35.♙xb4 ♙xb4 36.♙xb4 ♙xb4 37.♙xb4 34...♙xh3 35.♙xf8 ♙xg4+ Wisely avoiding 35...♙xf8?! 36.♙f4! ♙xg4 37.♙e7+ ♙h7 38.♙f5+ g6 39.♙xg6! and Black needs to play carefully, though chances are about equal 36.♙h1 ♙xf8 37.♙h2 37.♙e3? falls into a knight fork: 37...a5! 38.♙xa5 ♙h4+ 39.♙g2 ♙g4 0-1 37...♙h8 38.♙h1



White has wasted a couple of almost always vital tempii with king shuffling, and now the WM takes its chance to finish the game 38...♙h5! 39.♙e2 ♙h3+ 40.♙g1 ♙f4 41.♙f1 ♙g4+ 42.♙h2 ♙c8 43.f3 ♙h4+ 44.♙g1 ♙g3+ 45.♙h1 h5 46.♙e4 ♙xd5 47.♙e5 ♙f4 48.♙c4 ♙e8 49.♙xf7+ ♙g8 50.♙h6+ gxh6 51.♙xf4 51.♙e4 would also be m/12: 51...♙h4+ 52.♙g1 ♙c8 53.♙xf4 ♙xf4 etc 51...♙e1 My PC engine is showing m/12: 52.♙xe1 ♙xe1+ 53.♙g2 ♙d2+ 54.♙g3 ♙d6 55.♙f2 ♙xf4 56.♙e1 h4 57.♙e2 h3 58.♙f2 ♙g7 59.♙e2 h2 60.♙d1 h1♙+ 61.♙c2 ♙hc1+ 62.♙d3 ♙cd2# 0-1

Game 5. WM has White and I open with 1.c4 for it. ResF goes out of book at move 6, and both are out at move 8 in a fairly quiet game featuring wholesale exchanges of

pieces and pawns by move 30. Neither computer scores the position greater than +/-0.50 up to there. Some subtle positional manoeuvring takes place for another dozen moves or so when the WM hits upon a tactical motif which eventually wins a pawn at move 60. The game reduces to a R+2P vs. R+P ending which looked theoretically drawn to me (not that I could draw with either of these power house computers if there were only 2 kings left on the board!), but the two chess computers agreed as the game fizzled out to a draw

MEPH WUNDERMASCHINE GENIUS 5

RESURRECTION FRUIT-05

English Opening, Four Knights variation

1.c4 ♙f6 2.♙c3 e5 3.♙f3 ♙c6 4.d4 exd4 5.♙xd4 ♙b4 6.♙xc6 bxc6 7.♙b3 a5 8.♙g5 0-0 9.e3 d5 10.♙e2 h6 11.♙h4 g5 12.♙g3 ♙e4 13.cxd5 cxd5 14.♙f3 ♙xc3+ 15.bxc3 a4 16.♙a3 ♙e8 17.♙xe4 ♙xe4 18.0-0 h5 19.h3 h4 20.♙h2 c6 21.♙fd1 ♙f6 22.♙d4 ♙f5 23.♙ad1 ♙g7 24.♙c5 ♙ae8 25.♙a7 g4 26.hxg4 ♙xg4 27.♙xg4+ ♙xg4 28.♙c1 ♙g6 29.♙fl h3 30.gxh3 ♙xh3+ 31.♙e2 ♙g2 32.♙d2 ♙f6 33.♙f4 ♙h4 34.♙g3 ♙e4 35.♙g1 ♙e6 36.♙c7 ♙g8 37.♙d8+ ♙h7 38.♙f4 ♙g7 39.♙b8 ♙e8 40.♙b4 ♙f3 41.♙e1 ♙e4 42.♙b8 a3 43.♙e5+ f6 44.♙xf6+ ♙xf6 45.♙f8+ ♙e5 46.♙g7+ ♙f6 47.♙xg2 ♙xg7 48.♙xg7 ♙h4 49.♙a7 ♙h1+ 50.♙d2 c5 51.♙xa3 ♙fl 52.♙e2 ♙c1 53.f3 c4 54.♙a6 ♙c2+ 55.♙e1 ♙xc3 56.♙d2 ♙d3+ 57.♙e2 d4 58.f4+ ♙d5 59.♙a5+ ♙c6 60.exd4 ♙xd4 61.♙e3 ♙d3+ 62.♙e4 ♙b6 63.♙a8 ♙d6 64.♙c8 ♙b5 65.f5 ♙b4 66.♙e5 ♙d1 67.f6 ♙e1+ 68.♙d6 ♙d1+ 69.♙e7 ♙e1+ 70.♙f8 ♙a1 71.f7 ♙xa2 72.♙b8+ ♙c5 73.♙e8 ♙f2 74.f8♙+ ♙xf8+ 75.♙xf8 ½-½

Game 6. ResF must open with 1.c4 and is out of book after only 3 moves! Goodness. WunderBoy wins a pawn early on and saddles ResF with weak doubled pawns to boot. ResF spends several moves trying to trade off one of the doubled pawns, and does accomplish it, but in the process WM wins a full knight for nothing, and then a pawn soon followed. ResF was dead lost by move 30 resulting in the shortest game of the match

MEPH WUNDERMASCHINE GENIUS 5

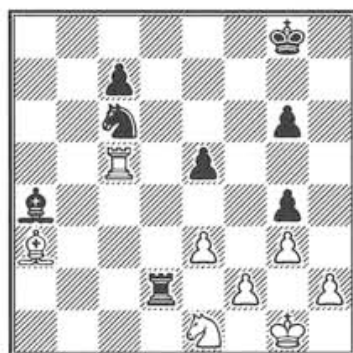
RESURRECTION FRUIT-05

E05: Open Catalan: 5 Nf3 Be7

1. d3 f6 2. c4 e6 3. g3 d5 4. g2 e7 5. 0-0 6. d4 dxc4 7. a3 Although 7. c2 is the main move for White it is surprising that this fairly popular reply puts ResF out of book 7... xa3 8. bxa3 c6 9. b2 Bb8 Although both computers are now out of book they follow a theory line in my database to move 15! 10. Bc1 b5 11. a4 a6 12. axb5 axb5 13. a4 a6 14. axb5 Bxb5 15. Re1 e7N 15... Re8 was theory: 16. Ba1 d5= 16. Ba1 Bfd8 17. Bc1 Bd7 [17... e8 18. f1=] 18. a3 e8 19. e3 d4 20. c2 f5 21. Bb1 c3 22. d4



22...g5 Now White recovers its pawn. My PC engine surprised me by finding a move I missed completely here: 22... exd4!? White must reply with 23. Bxb5 (23. exd4? dxd4 24. exe4 (24. a2?? is even worse as 24... d2+ 25. f1 d1+! 26. g1 xa2 is 0-1) 24... dxc2 25. exc2 Ba8+) 23... Bxb5 24. exd4 dxd4, and the eval is shown as 0.00, but with 2xg against d+3xh 'uncertain' is the safe judgement! 23. exe4 fxe4 24. d2 e5 25. Bxe4 Bg6 26. Bxg6+ hxg6 27. d5 Bxd5 28. Bc1 Bd8 29. d1 g4 30. Bxc3 Bd1 31. Bc1 Bxc1 32. Bxc1 Bd2 33. Bc5 a4 34. Bc4 b5 35. Bc5 a4



Twofold repetition 36. f1?! 36. Bc4 b5 37. Bc5= would have been a draw 36... f7?! It seems to me that WM's refusal to take the draw gave ResF two possible tries for a winning chance: 36... Ba2!? 37. Bc1 e4 and WM would have to play carefully from its squeezed position. Or 36... e4 37. g2 Ba2 38. Bc1 d4! 39. Bxc7 d3 40. dxd3 exd3 and here I think White would have to find 41. h3 to keep its chances of drawing 37. Bc1 It's a draw now unless we get an outright blunder 37... Bd6 38. f3 gxf3 39. dxf3 e7 40. dxe5 Bd1+ 41. e2 dxe5 42. Bxe5+ d6 43. Bxe4 Bxc1 44. Bd4+ c5 45. Bxa4 Bc2+ 46. f3 Bxh2 47. Ba5+ b4 48. Ba6 c5 49. Bb6+ c3 50. Bxg6 c4 51. e4 d4 52. Bd6+ c5 53. e5 Bh1 54. Bd2 Re1 55. g4 Bxe5 56. Bg2 Bg5 57. f4 Bg6 1/2-1/2

Game 8. ResF must open with 1. Nf3 and this time they both play 12 theory moves before ResF exits its book on move 13, with WM going out next move. Both sides play evenly until move 24 when the Res starts to drift and then winds up dropping a knight for 2 pawns. The WM wastes no time in winning back 1 pawn and then proceeds to totally outplay the Res in a difficult looking R+B vs R ending

RESURRECTION FRUIT-05

MEPH WUNDERMASCHINE GENIUS 5

D41: Queen's Gambit Declined: Semi-Tarrasch with 5 cxd5

1. d3 c5 2. c4 f6 3. d3 d5 4. cxd5 dxd5 5. d4 e6 6. e4 dxc3 7. bxc3 cxd4 8. cxd4 b4+ 9. d2 dxd2+ 10. Bxd2 0-0 11. Bc4 d7 12. 0-0 f6 13. e5 d5 14. Bfc1N 14. d5 d7 15. f4 is in PowerBooks 14... b6 15. d5 f6 16. d4 b7

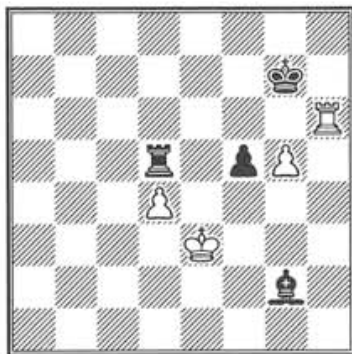


17. exf6 White had more space so I think the

freeing exchange is inferior to 17. ♖d6 ♗e7 18.g3 when Black will find it hard to come up with any sort of plan and could be the one to drift 17...gxf6 18.a4 ♖h8 19.a5 ♜c8 20.f3 ♜g8 21.axb6 axb6 Not of course 21...♗xb6?? 22.♞ab1! ♗c6 23.♙b5 ♗b6 24.♙f1 ♞xc1 25.♞xb6 ♞xf1+ 26.♖xf1 axb6 27.♗h6 winning 22.h4 ♜c6 23.g4 ♜g7



24.♞ab1? The series of exchanges 24.♙xd5 ♞xc1+ 25.♞xc1 ♗xd5 26.♗e3 would have taken the game into an equal endgame 24...f5! WM takes its chance brilliantly, and draws a second mistake from ResF 25.♖g5? 25.♙xd5 was again the best try: 25...♞xc1+ 26.♞xc1 ♙xd5 27.♖g3 ♙xf3 and now 28.g5 is best, though Black is a pawn up and 28...♗d6 looks nice 25...h6 26.♙xd5 Best. If 26.♖h3 ♞xc4! and now if 27.♗xh6+ ♞h7 28.♗xe6 ♗b8! threatening ♗g3+ 26...♗xd5 27.♞xc6 ♙xc6 28.♞xb6 hxg5 29.hxg5 ♗d6 Missing the decisive 29...♞b7! and after 30.♞xb7 Black wins with 30...♙xb7 31.gxf5 exf5 32.♗h2+ ♖g8 33.♗h5! hoping for a perpetual check, but it shouldn't happen after 33...♗xd4+ 34.♖f1 ♗d6+ 30.♗h2+ ♗xh2+ 31.♖xh2 ♙xf3 32.gxf5 exf5 33.♖g3 ♙e4 34.♖f4 ♞d7 35.♖e3 ♖g7 36.♞h6 ♞d8 37.♞e6 ♙g2 38.♞h6 ♞d5



39.♞a6? I think that 39.♖f4 might have made WM's task harder. E.g. 39...♙e4

40.♖e3 ♞d7 41.♞f6 ♞f7 42.♞b6 ♞e7 and I'm struggling to make any progress despite the material advantage 39...♙h3! 40.♞b6 ♞d7 41.♞f6 ♙g4 42.♖d3 ♙h5 43.♖c3 ♞f7 44.♞h6 ♙f3 45.d5 ♙xd5 46.♖d4 ♙a8 47.♞a6 ♙b7 48.♞b6 f4 49.♞b1 ♖g6 50.♞g1 ♞e7 51.♞b1 f3 52.♞b2 ♖xg5 53.♖c3 ♖f4 54.♖d4 ♞d7+ 55.♖c5 ♙e4 56.♞h2 ♖g3 Mates have appeared on my PC screen 57.♞h1 f2 58.♞f1 The rook can't delay g1=♗ for long and the game is lost: 58...♖g2 59.♞a1 f1♗ 60.♞xf1 ♖xf1 61.♖c4 ♖f2 62.♖b5 ♖e3 63.♖c5 ♙d5 64.♖b5 ♖d4 65.♖b4 ♙c4 66.♖a4 ♖c3 67.♖a5 ♞b7 68.♖a4 ♞a7# 0-1

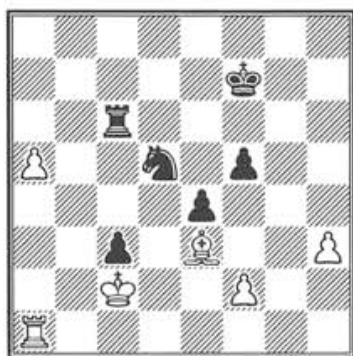
Game 9. WM's last game with White is its 1.Nc3 opening, and both computers are out of book by move 3! Always interesting (and sometimes amusing) to see a game where the computers are on their own so early on. Here WM develops its queen's bishop on move 4, only to move it back to c1 on move 6?! So the game sees ResF on the offensive with the WM playing defensively for the first time in the match. Around move 50 an even endgame is reached when suddenly the WM simply outplays the ResF. What makes this more amazing is that ResF was slightly outsearching WM for most of the endgame, hitting 9/26 while WM was hitting 9/23.

MEPH WUNDERMASCHINE GENIUS 5 RESURRECTION FRUIT-05

1.♖c3 d5 2.♖f3 ♖f6 3.d4 ♖c6 [3...g6 4.♙f4 ♙g7 5.e3 0-0 6.♙e2 c5 or c6, would keep the computers in more familiar territory 4.♙f4 ♖h5 5.♙g5 h6 6.♙c1?! Losing a few tempii, surely 6.♙d2 was better 6...♙f5 7.♖h4 ♙h7 8.e4 ♖f6 9.e5 ♖e4

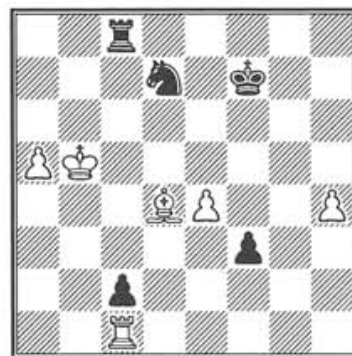


10. ♖xe4?! A small but definite mistake. WM is lucky and gets away with it! 10... ♗xe4?! 10... dxe4! The pawn is protected by the B/h7 and is immediately a big thorn in White's position. Best is 11. ♗e3 (providing an escape square for the N/h4 with 11.g3 doesn't work because of 11... ♗xd4!) 11... g5 12.e6 gxh4. White is already a knight down at move 12, but it's not as bad as it looks only because of 13. ♗c4! fxe6 14. ♗xe6 ♖d6 15. ♗g4! ♖b4 16.0-0-0! Of course we don't know if WM would have found this response or appreciated the attacking opportunity it gives White 11. ♗b5 e6 12. ♖f3 ♗e7 13.0-0 0-0 14.c3 ♖d7 15. ♗e3 ♗fe8 16. ♗f4 a6 17. ♗a4 a5 18. ♗b5 ♗ed8 19. ♖d2 ♗f5 20. ♗a4 h5 21. ♗fe1 h4 22.h3 ♗h7 23. ♖b3 ♗c2 24. ♗ac1 ♗f5 25.c4 dxc4 26. ♗xc4 a4 27. ♖c5 ♗xc5 28.dxc5 a3 29.bxa3 ♗xa3 30. ♗g5 ♗d3 31. ♗g4 f5 32. ♗f3 ♖d4 33. ♗xd3 ♗xd3 34. ♗xd7 ♗xd7 35. ♗b1 c6 36. ♗b2 ♗c3 37. ♗eb1 ♗xc5 38. ♗xb7 ♗xb7 39. ♗xb7 ♗xe5 40. ♗xh4 ♗a5 41. ♗b2 e5 42. ♗d8 ♗d5 43. ♗g5 c5 44. ♖f1 ♗d7 45.a4 ♗a7 46. ♗a2 c4 47.a5 c3 48. ♗c1 ♗a6 49. ♗a3 ♖b5 50. ♗a2 ♖f7 51. ♖e2 e4 52. ♗e3 ♖c7 53.g4 g6 54.gxf5 gxf5 55. ♖d1 ♖d5 56. ♗a1 ♗g6 57. ♖c2 ♗c6



As Steve says, it's 'equal' here... except that the pawn structure is unbalanced, both sides have passers. Black seems to be doing more of the pressing 58. ♖b3 f4 59. ♗d4 c2 60. ♗c1 f3? Now Black is over-pressing. 60... ♗a6 61. ♗xc2 ♗xa5= 61.h4? Missing its first chance, but it will get another! 61. ♗xc2! ♗a6 62. ♗c5!+- 61...e3?! 61... ♗a6 62. ♗xc2 ♗xa5= as in the variation at move 60 62.fxe3 ♖c7 62... ♖f6!/? was possibly better, and after 63.e4 (best, it is vital to stop f3-f2!) 63... ♖xe4 64. ♗xc2 ♗d6 which still keeps ResF in the game with drawing chances 63.e4! ♖e6 64. ♗b6 ♖c5+ 65. ♖c4

♖d7+ 66. ♖b5 ♗c8 67. ♗d4



67... ♖f6? 67... ♖e6 probably still got the draw: 68.a6 ♖e5 69.a7 ♖c6= 68.a6! ♖xe4 69.a7 ♖e6 70.h5! Excellent timing for a switch of sides - the sight of this would certainly destroy lots of humans 70... ♖d5! Black manages to keep calm, but one slip now will be curtains! 71. ♗b6! ♖d6+?! 71...f2 was probably best, forcing 72. ♗xf2 ♖xf2, but 73.h6 ♗h8 74. ♗xc2 ♖e4 75.h7 ♖f6 76. ♗c7 ♖d6. Now this looks for all the world as if White MUST win... but how!? Finally I decided that 77. ♗g7 would do it! 77... ♖d5 78. ♗g6+ ♖e5 79. ♖a5 ♗a8 80. ♗g7 ♖f5! 81. ♖b5! ♗h8 82. ♖c6 ♖f6 83. ♗b7! ♗c8+ 84. ♖b5! and that, I think, does it for 1-0! 72. ♖a6! ♖e4 73. ♗xc2 ♗f8 74.h6 ♖e5 75.h7 f2 75... ♗h8 76. ♗c7+ ♖f6 77. ♗b8 wins 76. ♗xf2 ♖d5 77. ♗b2 ♖c4 78. ♗d4 78. ♗b8 ♗f6+ 79. ♖b7 ♗f7+ 80. ♖b6 shows m/16. It looks weird that the computers prefer 78. ♗d4, but they find a long mate for this before they find a mate in the 78. ♗b8 line! In fact after 78... ♖xd4 79. ♗b8 shows m/13 so it really is the quicker route it seems?! Eventually 78. ♗b5 produces the same: 78... ♗d8 79. ♗b8 m/13] 1-0

Game 10. ResF opens with 1.Nc3 and soon loses a pawn for no compensation after its knight goes on a bizarre fishing expedition getting stuck at the edge of the board at move 25. The loss of two more pawns soon follow as the Res is basically playing a piece down with its errant knight off in 'La La Land' stuck on a6 and doing nothing. Eventually the WM's three extra P's bring the game and match to a close

SELECTIVE SEARCH SUBSCRIBER **JIM CROMPTON** RUNS A STRONG TOURNAMENT WITH **4 TOP DEDICATED COMPUTERS** - pt.1

It's always a pleasure to receive an article or some games from a subscriber who we don't hear from all that often, and I was especially glad to hear from **Jim Crompton** when he told me about the Tournament he was proposing and gave me a list of the dedicated chess computers he would be using:-

- Mephisto Berlin Pro (2235)
- Mephisto Atlanta (2207)
- Novag Star Diamond (2175)
- Fidelity Mach 4 (2071)

I have shown the *Selective Search* ratings as from issue 160 alongside each entrant, and placed them in rating order - it's a strong group as you can see!

It will be especially interesting to see how the older, but aggressive **Mach4** (Dan and Kathe Spracklen) manages in such company, especially against the quieter and more positional styles of the **Berlin Pro** (Richard Lang) and **Star Diamond** (Dave Kittinger). The fourth member of the group, the **Atlanta** (Franz Morsch) is also has an aggressive engine, so we have 2 aggressive and 2 positional computers. It should be good!

The time control for the games was **Game in 1 hour**, and Jim decided he would run the Tournament as an All-Play-All, the computers playing each other 4 times, so 24 games in all, 12 for each computer.

Jim sent me the games as each match finished and, for this issue, we will look at the best games from the first 2 matches, the other games will then go into issues 162/3.

With only a 60 Elo gap between the machines in our first match we can expect a close one between the 2 more positional styles, though the odds slightly favour a 2½-1½ win for the Berlin Pro. Let's see...



STAR DIAMOND - BERLIN PRO

Game 1. ECO: A15. Reti Opening transposing to an English and then a Queen's Indian!

1.♘f3 ♘f6 2.g3 b6 3.♙g2 ♙b7 4.0-0 e6 5.c4
♙e7 6.♘c3 0-0 7.d4 ♘e4 8.♚c2 ♘xc3
9.♚xc3 c5 10.♙d1 d6

All theory so far, and now White usually

plays 11.b3, but the move chosen by the Star Diamond is also known and definitely okay

11.♙f4 cxd4 12.♗xd4 ♖c8!?!N

I couldn't find that this has been played before, which is perhaps strange as it seems quite reasonable. The games I did find all went. 12...♙xg2 13.♙xg2 a6 and all three resulted in White wins!

13.♙xb7 ♖xb7 14.♗f3

14.♗b5 would have been more active – allowing a queen exchange so early when there's nothing to fear is a little bit boring!

14...e5 15.♙c1± is fine for White

14...♗xf3 15.♗xf3 ♖d8 16.e4 ♗a6 17.e5 dxe5 18.♗xe5 ♗b4 19.♙d2 ♙d6 20.♙c3 ♙xe5 21.♙xe5 ♖xd1+ 22.♖xd1 ♗xa2



So Black has won a pawn, but White could regain it with 23.♖a1 ♗b4 24.♙c7. Instead Novag played the more interesting...

23.♖d7 f6 24.♙d6 ♗c1 25.♙f1 ♗d3 26.b4 ♖c8 27.♙e2

27.♖xa7 was also possible, then 27...♖xc4 28.♙e2 ♗c1+ 29.♙e3 ♖c3+ 30.♙e4 would give White's king an interesting and even more positive early advance up the board for the endgame!

27...♗c1+ 28.♙e3 ♖xc4 29.♖d8+ ♙f7 30.♖d7+ ♙g6 31.♙f8 ♙f5 32.♖xg7



32...a5

The BP decides to establish its passed pawn, but 32...e5 33.♖xh7 ♖c8 34.♙d6 ♖c2 35.♖xa7 ♖e2+ 36.♙f3 e4+ 37.♙g2 ♗d3± also looked attractive

33.bxa5 ♖c3+ 34.♙d2 ♖c8 35.♙d6

Why not 35.axb6!? ♗b3+ 36.♙e3 and after 36...♖xf8 37.g4+! No doubt the Novag was unable to evaluate how much the advanced passed b-pawn would compensate for the ♗ for ♠ sac', but after 37...♙e5 38.♖d7 White is certainly not losing

35...bxa5

Now it is Black that has the passed pawn that it was aiming for, and with it also a small advantage

36.♙c7?!

If 36.♖xh7 ♗b3+ 37.♙e2 ♖c2+ 38.♙f3 a4 White would have 39.♖h5+ and this might have given it a better chance than the game move

36...♗b3+ 37.♙c3 a4! 38.♖xh7 ♙g6 39.♖e7 e5 40.♙b2 ♗d4



Good play by both sides, this is a very interesting game so far, and my early remark at move 14 about the queen exchange now seems rather out of order, so I take it back!

41.♖d7?

White's best chance was 41.♙xe5 fxe5 42.♖xe5 and if 42...♖a8 43.♙a2 a position which I think can be held

41...a3+! 42.♙b1?

Obviously a serious loss of tempo, compounding the error last move. [Even 42.♙a2 (or ♙a1) leaves White in trouble after 42...♗b5 43.♙a5 ♖c2+ 44.♙a1 ♗d4 but with 45.♖b7 it can play on for a while longer and hope for a mistake from its opponent]

42...♖a8! 43.♙a2 ♖a7!

Excellent from the Berlin Pro

44.♖xd4?!

44.♖d8 ♜xc7 45.♔xa3 ♜c2-+ isn't much better

44...exd4 45.♙f4 d3

White could resign but Jim played on until the StarD showed -9.99, which it did after...

46.h4 ♜a4 47.♙d2 ♜c4 48.♙e3 d2 49.♙xd2 ♜c2+ 50.♔xa3 ♜xd2 51.♔b4 ♜xf2 52.♔c4 ♜g2 53.♔d5 ♜xg3 which is in fact m/14. 0-1

BERLIN PRO - STAR DIAMOND

Game 2. ECO: D25. Queens Gambit Accepted, an opening played quite frequently by Richard Lang programs

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 ♙g4 5.♙xc4 e6 6.h3 ♙h5 7.0-0 ♘bd7 8.♘c3 ♙d6 9.e4 e5 10.♙e2 0-0 11.♙e3 ♜e8

It's been mainline theory up to here, but now 12.d5 (which has a 75% record) or dxe5 (which I quite like) are usually played..... but not...

12.♘xe5?! ♙xe2 13.♞xe2 ♘xe5 14.dxe5 ♙xe5 15.f3 ♞e7 16.♞c4 ♜ad8 17.♜fd1 a5 18.♜xd8 ♜xd8 19.♞b5 ♙xc3 20.bxc3 b6



White has bishop for knight, and the pawn structure is unbalanced, perhaps slightly favouring Black, so both sides have chances which are pretty equal

21.♙f4 h6 22.♞c4 ♘e8 23.♞b1 ♞f6 24.♙e3 ♞d6 25.♞b5 ♞e6 26.♞b3?!

This time the Mephisto is looking to exchange queens, but the Novag machine comes up with a strong response. 26.♞e2 was best and if the StarD tried to break open the centre with 26...f5 27.exf5 ♞xf5 28.♞e1 looks to be equal

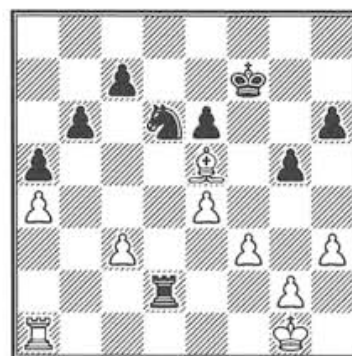
26...♜d3! 27.♞xe6?!

27.♞c2 was better, and after 27...♞c4 28.♙d2

27...fxe6 28.♙d4

A nice idea, trying to block-in Black's active rook, but the StarD keeps it active with...

28...♜d2! 29.♜a1 ♘d6 30.♙e5 g5 31.a4 ♔f7



32.g4?

Pretty much killing its own kingside pawn majority. 32.c4 ♘xc4 33.♙xc7 ♞b2 34.♙g3 keeps the game close, Black's active rook and distant pawn majority give it an edge 32...♘c4!

An inspired choice by the StarD - it gives up its potential from the queenside pawn majority to obtain a stronger material advantage

33.♙xc7 e5! 34.♞b1 ♜d7 35.♙xb6?

35.♙xb6 was correct. Black plays 35...♜xc7 and now 36.♜xh6 keeps White in touch, though the advantage is certainly with the StarD

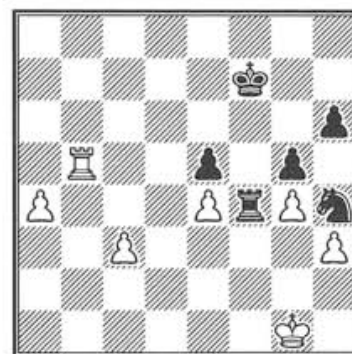
35...♞b7!

Black quickly takes advantage of the opportunity to win the bishop with this pin

36.♞b5 ♜xb6 37.♜c5

Best, exchanging 37.♜xb6? ♘xb6 with ♘xa4 to follow would be a decisive, losing mistake

37...♘d2 38.♜xa5 ♜f6 39.♔g2 ♘xf3 40.♞b5 ♘h4+ 41.♔g1 ♜f4



42.a5!

Can the pawn save the game?!

42...♖xe4 43.a6 ♖a4! 44.♖b6 ♗g6 45.♖b7+ ♗e7 46.♖b6

Or 46.a7 ♖a2 47.♔f1 ♔e6 48.♖b6+ ♔d5 49.♖b7 ♗c6, and White is a little better than in the game but it is hard to see the BPro saving the game even from here

46...♗d5 47.♖c6?

White has no chance after this, its rook can't get down to the first rank when Black's pawns start running. 47.♖b5 was better even though it allows ♗xc3

47...e4! 48.♔f2 ♖a2+ 49.♔e1 e3!

I now have mates showing on my PC screen 50.♖c4 ♗f4 m/9 51.♖xf4+ gxf4 0-1

BERLIN PRO - STAR DIAMOND

Game 4. ECO: A45.

1.d4 ♗f6 2.c4 e6 3.♗f3 b6 4.a3 ♖b7 5.♗c3 d5 6.cxd5 ♗xd5 7.♖c2 ♗xc3 8.bxc3 c5 9.e4 ♗c6 10.♖b2 ♖e7 11.♗d3 0-0 12.0-0 cxd4 13.cxd4 ♖c8 14.♖e2



The computers, both of which have big opening books for dedicated machines, are still in theory here. Now 14...♗f6 is best known, I have 19 games for it but White scores nearly 70%

14...♖d6 15.♖fc1 ♗a5 16.♖a6 ♖xa6 17.♖xa6 ♗c6 18.♖c2 f6 19.♖ac1 ♖c7 20.♖b5 ♖fc8 21.d5 exd5

Avoiding the exchange with 21...♗d8 could lead to a series of exchanges: 22.♖xc7 ♖xc7 23.♖xc7 ♖xc7= 22.♖xd5+



22...♔h8

Not 22...♖xd5 23.exd5 which reveals big trouble for Black on the c-file, and the knight will have to be jettisoned

23.♖c3 ♖d8?!

23...♖d8 was correct and White can exchange queens, or try 24.g4=. But now White can make the exchange and the pin on the knight this time does yield an advantage 24.♖xd6 ♖xd6 25.h3?!

Back rank king safety is definitely in order, but 25.g3 ♔g8 26.♔g2 was the best way to obtain it

25...♔g8 26.♔f1 a6 27.a4 ♗d8 28.e5! ♖e6 29.♖d3

Swapping the pin on the knight for a different idea, and White is taking good advantage of the greater scope it has for its major pieces

29...♖e8 30.exf6 gxf6



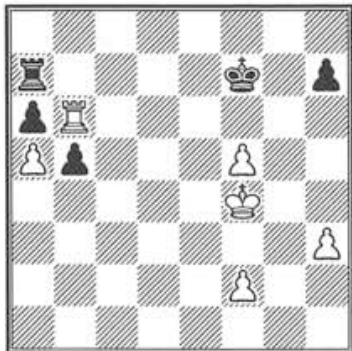
31.♗xf6?!

An interesting idea, the sacrifice reveals a new way to attack the beleaguered knight. However pressing with 31.♖d6 was stronger, even against best play. Black replies 31...♗e5 and 32.♗xe5 fxe5 33.♖xc7 ♗xc7 34.♖c6 keeps White on top 31...♗xf6 32.♖d6 ♗e5 33.♖xc7 ♗xf3 This and Black's next save the day!

34.gxf3 ♖e5 35.♞cd7 ♖xd6 36.♞xd6 ♞b8
37.♗e2 b5?!

This condemns the rook to defensive duties again. Better was simply 37...♗g7

38.a5! ♞a8 39.f4! ♗f7 40.♗f3 ♞a7 41.f5
♗e7 42.♞b6 ♗f7 43.♗f4



It shouldn't be easy for White to win this as long as Black continues to shuffle its king around e7-f7-e8-f8. But having done this successfully over the past few moves the Novag machine suddenly lashes out unwisely 43...h5??

The pawn will surely be lost and White will have too many winning kingside passed pawns.

Let us test my theory with 43...♗f8 44.♗e5 ♗e7 45.f6+ ♗f7 46.♞c6. Mmmm. now it's getting tricky and I'm not so sure! 46...b4! (everything else loses) 47.♗d4 (47.♞b6?! ♞c7!) 47...♞b7! 48.♞b6! Endgames are wonderfully interesting aren't they!?

44.♗g5! h4 45.♗xh4 ♗e8 46.♗g5 ♗f7
47.h4 ♗g7 48.h5

The BPro seems to know exactly what to do!

48...♗h7 49.f6! ♞d7 50.♞xa6 b4 51.f4 b3

And resigns. 51...b3 52.♞b6 ♞d3 53.♞b7+ ♗g8 54.f7+ ♗f8 55.h6 b2 56.h7 m/11. 1-0

	1	2	3	4	
Star Diamond	0	1	½	0	1½
Berlin Pro	1	0	½	1	2½

So that was the match between the 2 Computers generally considered to be 'positional' in style. Now we turn to our second match between the more aggressive, tactical machines! Game 1 and 3, where the Atlanta as White, were both drawn, so we will concentrate on games 2 and 4!

MACH 4 - ATLANTA

Game 2. Opening: B15. Caro-Kann by transposition

1.e4 g6?!

Rare from a computer, mostly because the earlier engines don't always play the subsequent positions so well

2.d4 ♖g7 3.♗c3 c6

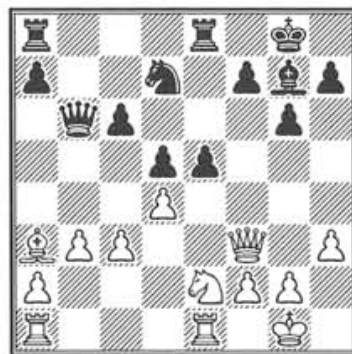
3...d6 4.♗f3 ♗f6 5.♖e2 0-0 would have transposed to a Pirc

4.♗f3 d5 5.exd5 cxd5 6.♖b5+ ♗c6 7.0-0
♗g4 8.h3 ♖xf3 9.♞xf3 ♗f6

9...e6 is usually played here, but this is fine

10.♖xc6+ bxc6 11.♞e1 0-0 12.b3 ♗d7

13.♖a3 ♞e8 14.♗e2 ♞b6 15.c3 e5!



A nicely timed advance that gives Black a useful initiative

16.♖b2 exd4 17.cxd4 ♞e6 18.♞ac1

18.♗f4 was much better and would have eased some of the pressure after 18...♞xe1+ 19.♞xe1 ♖xd4 20.♖xd4 ♞xd4 21.♞e7. Here the rook on the 7th is good compensation for the lost pawn

18...♞ae8! 19.♖c3 ♞a6 20.♞c2?

I'm not sure what this is supposed to achieve, as ♞e1 as a follow-up is not possible. So 20.♗g3 was better, trying to resolve the e-file troubles a little

20...♞e4

This is okay, but the excellent 20...c5! would have had White in really big trouble. Best would be 21.♞xd5 cxd4 22.♞xd7 dxc3 23.♗f1, but Black's chances are much the better after 23...♖h6!

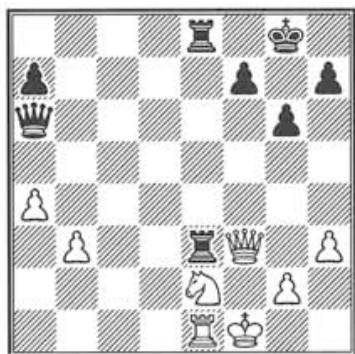
21.♗f1?!

My previous note will have forewarned readers that 21.b4 was best, to stop c5 being played. But 21...♞c4 22.a3 ♗b6+ is still strong for Black

21...c5!



Well done, found at the second opportunity
 22.dxc5 d4! 23.♞d2 ♘xc5 24.♙b4 ♙h6
 25.♞xd4
 Or 25.♞c2 d3! 26.♞xc5 ♞xe2 when 27.♞c4
 seems best, but 27...♙xa2-+
 25...♞xd4 26.♙xc5 ♞de4 27.a4 ♙d2 28.♙e3
 ♙xe3 29.fxe3 ♞xe3



White could probably resign already
 30.♙f2 ♞8e6 31.♙g1 ♞xe2 32.♞xe2 ♞xe2
 The Atlanta is a full rook ahead
 33.♙d4 ♙a5 34.♙f4 ♙b6+ 35.♙f1 ♞b2
 36.h4 ♞b1+
 The PC engine I am using says this is m/17.
 36...h5 would have finished it in m/12
 apparently!
 37.♙e2 ♙e6+ 38.♙d2
 38.♙e3 would have delayed the mate a little:
 38...♞e1+! 39.♙xe1 ♙xe3+ etc. 0-1
 38...♙e1+
 And Jim generously allowed the Atlanta to
 complete the mate after...
 39.♙d3 ♞xb3+ 40.♙d4 ♞b4+ 41.♙c5 ♞xf4
 42.♙c6 ♙c1+ 43.♙d5 ♙c4+ 44.♙d6 ♞d4+
 45.♙e5 ♞d5+ 46.♙f6 ♙xh4# 0-1



MACH 4 - ATLANTA

Game 4. ECO: D00. Versesov Opening

1.d4 d5 2.♘c3?!
 So we're in for another quite rarely seen
 opening!
 2...♘f6 3.♙g5 ♘bd7 4.♘f3 h6 5.♙f4 e6
 Now PowerBooks shows 6.e3 (but with lots
 of White losses), and 6.♙d2 (1 game, a
 draw). In my database there was also 6.♘b5
 which has been played successfully but not
 at the top levels... and there were 2 games
 with 6.a3, which follows in this game on
 move 7. But the Mach4 first chooses...
 6.♙d3N ♙b4 7.a3 ♙a5



8.0-0-0?!

Brave but rather risky, especially as the Atlanta finds the strongest reply. Instead 8.b4 ♖b6 9.e4= looks best

8...c5! 9.h3 ♜h5?!

9...c4 was obviously okay and would have stayed with the theme. Also simply 9...0-0 was fine, advantage Black

10.♗h2 ♜hf6

Black has just thrown away a tempo

11.♖b1 0-0 12.♗d6?

White is fortunate to get away with this 12.♞e3 ♗b6 13.♜a4 would still be close to equal despite the uncoordinated state of White's pieces

12...♞e8?

I suppose this is the obvious reply, but Black could have played the intermezzo 12...♗xc3! 13.♗xf8 ♜e4. The Mach4 would have little choice but to go with 14.♗xc5, but a new series of exchanges 14...♗xb2 15.♖xb2 ♜xf2! 16.♞d2 ♜xh1 leaves Black comfortably in charge

13.dxc5 ♗xc3 14.♞xc3 ♜e4 15.♞d4 b6 16.c6 ♜xd6 17.cxd7 ♗xd7



A lot has happened already in this game! In the end White's king finally seems to be relatively secure, the Mach4's only disadvantage is being slightly behind in development: pawn/e2 bishop/f1

18.g3

Rather slow I think?! 18.e3 was the quicker and better way to release the bishop

18...♞c8! 19.e3 ♞c7! 20.♗d3 e5!



Excellent by the Atlanta, forcing me to take back my "White's king is relatively safe" remarks at move 17!

21.♜xe5 ♜f5! 22.♗xf5 ♗xf5 23.♜d3 ♞xc2+ 24.♖a1 ♗e4?!

24...♞c4! would almost be game over, White's best is 25.♜e1 (25.♞xd5? ♗e6 26.♞b5 ♞d8 0-1) but 25...♞xd4 26.♜xc2 ♞xd1+ 27.♞xd1 ♗xc2 28.♞xd5 ♗b3 leaves Black with ♗ for ♖

25.♜b4 ♞xf2 26.♞hg1 ♞ed8 27.♖a2 ♞e2 28.♖a1 ♞c5 29.♜d3 ♗xd3 30.♞xd3 ♞e8



White is clearly in trouble, it's a pawn down and under attack. The best chance would be with 31.♞b3 or ♞d2, but instead...

31.b4?

This only serves to help the Atlanta, and it grabs the chance without hesitation

31...♞c2! 32.♞xd5 ♞xe3 33.♞xe3

Anything else would have allowed mate in only a few more moves

33...♞xe3 34.♖b1

Not 34.♞a8+?? ♖h7 and now there is only 35.♞g8+ ♖xg8 36.♖b1 ♞b3+ 37.♖a1 ♞a2#

34...♞d2

Forcing...

35.♞xd2 ♞xd2

Once again Jim plays through to the bitter

end, to make sure, though of course White has no chance at all

36.♖c1 g5 37.g4 ♖d3+ 38.♙b2 ♖xh3
39.♖c4 ♖d3 40.♖c8+ ♙g7 41.♖c7 a6 42.♖a7
♖d6 43.b5 axb5 44.♙c3 ♖g3+ 45.♙b4 ♖b8
46.♖a6 ♖c8

This is m/9, though the Atlanta hasn't seen it and now fiddles around a bit, mopping pawns up instead

47.a4 ♖xa6

E.g 47... ♖c4+ here was m/6

48.axb5 ♖a5+ 49.♙b3 ♖xb5+ 50.♙c3 ♖e2

51.♙b4 ♖xg4+

52.♙b5 ♖c8 53.♙xb6 g4 54.♙b5 g3

55.♙a5 ♖b7 56.♙a4 g2 57.♙a5 g1 ♖

58.♙a4 ♖a1#. Plenty of incident but finally it's 0-1

	1	2	3	4	
Atlanta	½	1	½	1	3
Mach 4	½	0	½	0	1

So after the 1st round of games the Tournament Table looks like this:

	At	BP	SD	M4	/4
Atlanta	x		x	3	3
Berlin Pro		x	2½		2½
Star Diamond		1½		xx	1½
Mach 4	1			x	1

In our next issue we will cover the games:

- Mephisto Berlin Pro v Fidelity Mach 4
- Mephisto Atlanta v Novag Star Diamond

SELECTIVE SEARCH 162!

- 12th. ICT @ Leiden - Report & Games
 - 24th. Gebruikers - Rob's Report & Photos, with Eric's Game Analysis
 - The 6th Annual World Computer Rapid Chess Championship (WCRCC) 2012
 - More Games from Jim Crompton's Matches
 - The World Robot Championship: ChessKA v KUKA
 - The Mephisto WunderMachine v ResurrectionII Rybka
 - The latest Augusto Perez Match: Mephisto Milano v Saitek Chess Challenger
 - ... and all the usual NEWS, Rating Lists etc.
- can we squeeze it all in?!

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Our 'new' dog Fergal with 2 young friends



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	3010
2	KOMODO 5 x64	3005
3	HOUDINI 2.0 x64	3003
4	CRITTER 1.6	2990
5	KOMODO 4.0 x64	2981
6	CRITTER 1.4 x64	2978
7	HOUDINI 1.5A x32	2974
8	STOCKFISH 2.2.2 x64	2973
9	CRITTER 1.2 x64	2973
10	CRITTER 1.4 x32	2965
11	RYBKA 4.1 x64	2961
12	KOMODO 3 x64	2954
13	RYBKA 4 x64	2942
14	STOCKFISH 2.0.1 x64	2931
15	STOCKFISH 2.1.1 x64	2930
16	KOMODO 2.03 x64	2927
17	KOMODO 3 x32	2909
18	RYBKA 3 x64	2908
19	RYBKA 4 x32	2905
20	EQUINOX 1.35 x64	2843
21	NAUM 4.2 x64	2837
22	DEEP FRITZ 13	2823
23	CHIRON 1.1 x64	2821
24	NAUM 4.2 x32	2819
25	RYBKA 2.3.2A x64	2808
26	FRITZ 13 x32	2806
27	NAUM 4/4.1 x32	2801
28	SHREDDER 12 x64	2800
29	HANNIBAL 1.2 x64	2800
30	SJENG CT 2010 x64	2790
31	SPIKE 1.4 x32	2785
32	GULL 1.2 x64	2781
33	HIARCS13.2 x32	2776
34	DEEP FRITZ 12 x32	2770
35	QUAZAR 0.4 x64	2767
36	SPARK 1.0 x64	2766
37	RYBKA 1.2F x64	2764
38	PROTECTOR 1.4.0 x64	2762
39	JUNIOR 13/13.3 x64	2762
40	JUNIOR 12.5 x64	2757
41	SPARK 0.5 x64	2753
42	DOCH 1.3.4 x64	2743
43	HANNIBAL 1.1 x64	2736

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	3238
2	HOUDINI 1.5A	3227
3	STRELKA 5.1	3224
4	STRELKA 5.5	3215
5	CRITTER 1.4	3206
6	CRITTER 1.6	3192
7	CRITTER 1.2	3176
8	STOCKFISH 2.2.2	3175
9	KOMODO 4	3148
10	RYBKA 4.1	3146
11	IVANHOE 9.46H	3146
12	VITRUVIUS 1.11C	3143
13	DEEP SAROS 2.3J	3142
14	STOCKFISH 2.1.1	3140
15	CRITTER 1.01	3132
16	KOMODO 3	3131
17	STOCKFISH 2.0.1	3121
18	RYBKA 4	3121
19	KOMODO 2.0.3	3109
20	GULL 2 B2	3107
21	RYBKA 3	3092
22	FRITZ 13	3054
23	NAUM 4.2	3049
24	NAUM 4/4.1	3031
25	SJENG 2010 CT	3030
26	SHREDDER 12 OA=OFF	3013
27	CHIRON 1.1A	3013
28	SPIKE 1.4 LEIDEN	2997
29	JUNIOR 13/13.3	2996
30	RYBKA 2.3.2A	2987
31	JUNIOR 12.5	2984
32	HIARCS 13.2	2979
33	HANNIBAL 1.2	2975
34	GULL 1.0A	2959
35	QUAZAR 0.4	2955
36	FRITZ 12	2955
37	PROTECTOR 1.4.0	2944
38	HIARCS 13/13.1	2941
39	GULL 1.2	2937
40	RYBKA 1.2	2936
41	SPARK 1.0	2927
42	NAUM 3/3.1	2920
43	THINKER 5.4D INERT	2916

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	2269	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	2236	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
Mephisto Atlanta+Magellan	2208	Mephisto MM4	1904	SciSys Superstar 36K	1667
Kasparov SPARC/20	2208	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	2174	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	2070	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 Rebell	1827	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2014	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1980	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1974	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1970	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Nov EmClassic+Zircon2+Jade2	1965	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1964	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Novag Obsidian	1960	Conchess Plymate/4	1778	Boris Diplomat	1150
Mephisto Mondial 68000XL	1958	Fidelity Elite C	1777	Novag Savant	1100
Nov SuperForte+Expert C/6	1957	Fidelity Elegance	1765	Boris2.5	1060