

# SELECTIVE SEARCH 162

## THE COMPUTER CHESS MAGAZINE!

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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. 162. If your sub. is due for renewal, *please* subscribe again! There will be 4 more issues of the magazine, which closes down with no. 166!

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#### COMPUTER CHESS: NEWS & NEW PRODUCTS!

I told you last time that my fears that we might soon start running out of worthwhile **News** was well wide of the mark as I'd been overwhelmed with items for future issues: 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 those were in that issue and some are included this time,

but we've also now got some new engines, including **Hiarcs 14** and **Hiarcs Chess Explorer**, plus the finish of a big **Ridderkerk** tournament, so some articles are again held over to next time through lack of space... my apologies to those who have sent articles which are delayed.

#### SOFTWARE ENGINES:

▪ **Deep Fritz 13** and **Critter 1.6a** were covered in our last issue. **Deep Fritz 13** continues to show up well as a good improvement in terms of its Elo rating, but **Critter 1.6a** has disappointed somewhat and doesn't appear to be quite as strong as its **1.4a** predecessor.

I also mentioned **Komodo 5** but disappointingly this is still SP only.

▪ **Hiarcs 14 (SP & MP)** packaged with **Hiarcs Chess Explorer**

is reviewed elsewhere, but I will mention here that our forecast of something like an 80 to 100 Elo improvement over the Hiarcs 13 series has clearly been achieved. In engine v engine tests using a neutral Book it is 80+, and if you use the new Hiarcs opening Book with the engine then it's 100+!

▪ **Stockfish 2.3/2.3.1**

arrived in late September. It would be silly to moan about something free, but I will repeat a warning given before that, if you're doing lots of engine v engine testing it is best to wait for a few days when these new versions come out. Once again, as with most Critter releases, Stockfish had to be 'bug fixed' a few days after 2.3 arrived, so 2.3.1 is the one to get - assuming another bug fix doesn't come out while this is at the printers - which is very possible as, in my early Tests, 2.3 was no better than 2.2 and 2.3.1 was a bit worse!

The website makes no real claim to Elo improvement, despite the change of version number. It is mainly a '*clean-up of the code*', but a change to the evaluation for

rooks/queen attacking pawns is supposed to give about 10 Elo but, as I've said, it hasn't worked for me.

We knew it would come sometime and it is now looks as if many of the top engines are hitting a brick wall for chess progress as 'upgrades' get rarer and achieve little.

▪ **Crafty 23.5**

is **Bob Hyatt's** latest version, UCI compiled by **Jim Ablett**. Over the years the helpfully written open source code of Crafty has helped many new programmers to get started with their first chess engine and, although the time when it was one of the top engines has long since gone, it is nevertheless an interesting, active and enjoyable engine to play against. So it is nice to report that the newest Crafty seems also to be a +40 Elo improvement, though of course such gains are always easier to achieve for engines that are a few hundred Elo behind the leaders! At IPON **23.3** had 2588, and **23.5** has 2628.

I have shown the current IPON rating list opposite which shows the difficulty many are having making progress, with the Stockfish 2.3.1 score having just come in.

However as far as the **IPON ratings** are concerned **Peter Grayson** brought me up with a bit of a jolt with some information he sent me recently about the reliability of our various...

▪ **Testing Methods!**

I have generally recommended **Ingo Bauer's IPON** list for 2 main reasons:

1. It tests the engines in SP mode, which is supposed to be more reliable
2. It tests with 'Thinking in Opponent's Time/Permanent Brain' switched on, which is more realistic as that's how the engines play in proper Tournaments.

The time control is a bit short at G/5+3, but Ingo has chosen an Opening Database of 75 different openings, so each engine plays 150 games against each other engine. This means most of the engines have played >2,000 games, so the standard deviation figures (likely maximum error) are low!

Name	Elo	+	-	Games	Score	Oppd
1 Houdini 2.0 STD	2025	8	8	5650	78%	2791
2 Houdini 1.5a	2018	10	10	4000	79%	2775
3 Komodo 3	2004	10	10	2450	74%	2822
4 Komodo 4	2982	8	8	4650	75%	2781
5 Critter 1.4a	2981	8	8	5200	75%	2780
6 Critter 1.6a	2974	9	9	2800	71%	2822
7 Komodo 3	2972	11	11	2600	74%	2779
8 Deep Rybka 4	2961	8	8	4900	74%	2770
9 Stockfish 2.2.2 JA	2960	8	8	5100	74%	2728
9 Stockfish 2.3.1 JA	2960	10	10	2850	69%	2795
9 Deep Rybka 4.1	2960	7	7	6650	71%	2797
12 Critter 1.2	2959	10	10	3100	72%	2787
13 Houdini 1.03a	2958	10	11	3200	79%	2727
Komodo 2.03 DC	2958	11	11	2700	74%	2769
15 Stockfish 2.1.1 JA	2947	10	9	2500	69%	2795
16 Critter 1.01	2929	10	10	2800	70%	2772
17 Stockfish 2.01 JA	2928	10	10	3100	72%	2755
18 Rybka 3 mp	2909	9	9	4200	77%	2701
19 Stockfish 1.9.1 JA	2908	10	10	3000	71%	2748
20 Critter 0.90	2902	9	9	3400	68%	2748
21 Stockfish 1.7.1 JA	2892	11	10	2900	73%	2712
22 Rybka 3 32b	2886	13	13	1700	70%	2707
23 Stockfish 1.6.x JA	2889	11	11	2600	69%	2698
24 Komodo 1.3 JA	2887	9	9	3200	69%	2768
25 Chiron 1.1a	2882	7	8	5250	58%	2806
26 Deep Frita 12 32b	2829	9	9	3600	48%	2841
Naum 4.2	2829	6	6	9750	57%	2781
28 Critter 0.80	2824	10	10	2800	64%	2717
29 Frita 12 32b	2818	8	8	4300	54%	2790
30 HIARCS 14 WCSC 32b	2817	9	9	3900	48%	2834
31 Komodo 1.2 JA	2808	9	9	3700	59%	2742
32 Rybka 2.3.2a mp	2803	9	9	3500	62%	2716
32 Deep Shredder 12	2800	5	6	10650	53%	2774
34 Hannibal 1.2	2796	9	9	4050	46%	2827
35 Gull 1.2	2794	7	7	6750	49%	2803
36 Gull 1.1	2792	10	10	3100	54%	2761
Critter 0.70	2792	12	12	1900	58%	2729
38 Deep Sjeng v't 2010 32b	2789	7	7	7750	48%	2800
Naum 4.1	2789	11	11	2300	64%	2689
40 Komodo 1.0 JA	2784	10	10	2900	61%	2707
41 Spike 1.4 32b	2782	7	7	6850	47%	2803
42 Deep Frita 12 32b	2778	7	7	6300	52%	2764
43 Rybka 2.2n2 mp	2777	11	12	2100	62%	2687
Naum 4	2777	10	10	2700	60%	2702
45 Gull 1.0a	2769	11	11	2300	55%	2725
46 Rybka 1.2f	2766	11	11	2400	60%	2649
47 Stockfish 1.5.1 JA	2764	12	12	1900	59%	2696
48 spark-1.0	2758	6	7	7450	44%	2802
Protector 1.4.0	2758	7	7	6950	45%	2800
50 Hannibal 1.1	2751	8	8	4900	44%	2797
51 HIARCS 12.2 MP 32b	2747	7	7	6800	43%	2801
52 Deep Junior 13	2745	9	9	3600	40%	2819

Regarding our concerns about the reliability when testing in MP-mode, dual or quad, **Ray Couzens** wrote about it in issue 157, and **Peter Grayson** and I have referred to it on quite a few occasions, particularly in issues 159-160-161, and Peter has even spent much time replaying matches which produced dubious results, especially where there had been engine crashes and there was evidence of some engines pinching its opponent's computer time!

Recently Peter was involved in a debate on the Internet on the possible impact of Ponder=On/Off, and by doing some tests realised just how complex the issues are. He set up 4 Opening Lines so that 2 engines - Stockfish 2.2.2 64-bit and Deep Rybka 4.1 64-bit - both set to 1 thread (SP mode) could play over them as White and Black in a large number of cycles, to see if the games played were much the same, i.e. with little move variation.

Amazingly only 11 games of the 40

played were the same, and this included 4 short draws! In 11 games Rybka deviated before 10 moves had been played, and in 18 Stockfish deviated, again before 10 moves had been played. I was somewhat shocked! Even so, this is better than the variability you get with MP mode when even more search permutation changes are introduced when multiple cores divide up the work!

Readers mustn't despair! The Rating Lists we use involve literally thousands of games being played and, although they vary slightly, the differences are quite small and largely leave the engines in almost exactly the same ranking order.

Almost in desperation at the sometimes crazy and definitely unhelpful results we got from using any *ChessBase* GUI, **Mark Uniacke** ended up writing his own Test Program for playing matches to assess the value of changes made to the Hiarcs code. It doesn't use any GUI, which is the cause of most of the problems almost certainly, so you can't watch the games at all. But you can see the scores as they come through and they are saved in PGN format so we can play through them afterwards. However, although any UCI engine can be used, each needs a little program writing to set it up before a match. Using this we found results were much more reliable, and replaying matches produced almost exactly the same scores every time. So it was easy for to know whether his latest Hiarcs beta version was better (or not) than its predecessor, a fact which I am sure contributed considerably towards correct decisions on code changes and, as a result, very pleasing Hiarcs progress.

I have asked Mark to see whether such a program could be made commercial or even incorporated into a future **Hiarcs Chess Explorer**. The difficulty is that with Mark having to write the code specifically for each engine match, it isn't easy to incorporate a method so that users could simulate this by, perhaps, answering a series of questions and pointing the Test program to each engine's place on the user's hard drive. Also it would probably have only a very small market - most users I imagine like to watch games while they are being played, our Test

program is really just a (reliable) results producer!

**COMPUTER CHESS: RESULTS!**

**FRANK HOLT...**

**Frank** maintains regular contact. Last time we saw his Strelka results and he has now sent me these:

**FRANK HOLT, G/1HR ON QUAD I7**

Pos	Engine	/10
1	<b>HOUDINI 2.0c PRO</b>	6½
2	<b>HOUDINI 1.5A</b>	6
3	<b>DEEP RYBKA 4</b>	5
4=	<b>CRITTER 1.6</b> <b>STOCKFISH 2.2.2</b>	4½
6	<b>CRITTER 1.4</b>	3

Then Frank ran tests just comparing Houdini1.5 and Houdini 2.0c Pro, with results that disappointed him:

	<b>HOUDINI 1.5A</b>	<b>HOUDINI 2.0c</b>
<b>CRITTER 1.4</b>	1-1	1½-½
<b>CRITTER 1.6</b>	½-1½	1-1
<b>HOUDINI 1.5</b>	½-1½	2-0
<b>HOUDINI 1.5A</b>	xx	1-1
<b>HOUDINI 2</b>	1-1	xx
<b>IVANHOE MOD5A</b>	0-2	½-1½
<b>STOCKFISH 2.2.2</b>	1-3	1-3
<b>DEEP RYBKA 4</b>	½-1½	2-0
<b>FIREBIRD 1.1</b>	½-1½	1-1
	<b>13 out of 18</b>	<b>8 out of 18</b>

The '*Houdini cp. Test*' was done at G/10, so Frank's results suggest 1.5a is better at faster time controls, and any 2.0c benefits are only realised at longer time controls, as per its narrow win in the G/1hr result.

Frank also sent me a couple of 'tricky' positions which I'll have a look at for possible inclusion on my separate pages for such things elsewhere! Thanks Frank!

As quite a few readers cleverly anticipated the Internet game @ 8 hrs a move between **Zappa Mexico II** and **Houdini 2.0c Pro** ended in a draw as soon as the material dropped to a tablebase conclusion!



## SELECTIVE SEARCH SUBSCRIBER JIM CROMPTON RUNS A STRONG TOURNAMENT WITH 4 TOP DEDICATED COMPUTERS - pt.2

It's always a pleasure to receive an article or games from a subscriber who we don't hear from all that often, so I was particularly 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)

Those are the *Selective Search* ratings from issue 160 - it's a strong group as you can see!

I thought it would 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) also has an aggressive engine, so we have 2 aggressive and 2 positional computers!

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. He sent me the games as each match finished and, for issue 161, we looked at the best games from the first 2 matches, with the following results:

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

The 2 matches for this issue will each be between an 'Aggressive/Tactical' program against a 'Positional/Defensive' one. First the match between the top-rated **Berlin Pro** (2235) and the lowest-rated **Mach 4** (2071)!

Game 1, with the **Berlin Pro** as White, was drawn.

### Fid Mach4 - Meph Berlin Pro

Game 2. ECO E19: Queen's Indian, Old Main line

1.d4 ♘f6 2.c4 e6 3.♗f3 b6 4.g3 ♕b7 5.♙g2 ♙e7 6.0-0 0-0 7.♗c3 ♗e4 8.♖c2 ♗xc3 9.bxc3 9.♖xc3 is played more often, leaving Black to choose from 9...c5, f5, ♙e4 and d6 among others 9...f5!? A sharp reply which is probably why 9.bxc3 isn't all that popular! Now White should play 10.d5 but the Mach4 is out of book and instead chooses... 10.♙f4N c5?! 10...♙e4! 11.♖d1 ♗c6 would have given Black equality at least 11.d5! ♙f6 12.♗ad1 ♖e8 13.♙d6! ♙e7 14.♙xe7 ♖xe7



15.e4 This is good enough for a small advantage, but the Mach4 would have been well on top if it had found 15.♗d4! ♖d8 (worse is 15...cxd4?! 16.d6! ♖xd6 17.♙xb7 winning the exchange) 16.dxe6 ♙xg2 17.♗xf5± 15...fxe4 16.♖xe4 ♖f6 17.♖d3 e5 18.♗fe1 d6 19.♖d2 h6 20.♗e3 ♖f5?! 20...g5 was definitely better, and if 21.♙h3 ♙c8 21.♗h4 ♖g4 22.♖d3! ♙a6





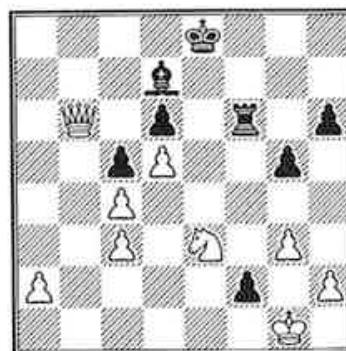
23. ♖f3? In view of the analysis which follows the next move it is apparent that 23. ♖e4 was better. Then 23... ♖xc4 24. ♗b1 (not 24. ♗xc4 ♗xd1+ and the tables are turned in favour of Black) 24... ♖xa2 25. ♗c2 ♗f6 26. ♗de1 (now the ♖/a2 is en prise) 26... ♖c4 27. ♖h7+ ♖h8 28. ♗e4! and after the queen moves 29. ♗xc4 leaves White close to the win! 23... ♗d7? Of course it is not so easy for our dedicated friends to analyse through the complicated exchanges 23... ♗xf3 24. ♗xf3 ♖xc4 25. h3 ♖xd3 26. hxg4 and see that Black has almost equalised, though the position is still very active 24. ♖e4! And White stays ahead! 24... ♗f6 25. ♖h7+ Okay my readers, where should the king go?! 25... ♖f7? 25... ♖h8 was the only chance: 26. ♗g6+ ♗xg6 27. ♗xg6 ♗a4! Finding this counterattack would be vital, but White would stay on top after 28. ♗f3! ♗xd1+ 29. ♖g2 ♗xf3+ (forced to stop the mate ♗f8) 30. ♖xf3+- 26. f4! exf4 27. ♖g6+! ♖f8



28. ♗e8+ ♗xe8 29. ♖xe8 ♖xe8 30. ♗e1+ ♖d8 31. ♗e4 ♖c7 32. ♗e8 ♖c8 33. ♗e7+ ♖d7



34. ♗xd7+ Capturing on g7 first with 34. ♗xg7! gave a quicker win: 34... fxc3 35. hxg3 a5 and now 36. ♗xd7+ 34... ♖xd7 35. ♗xa8 g5 36. ♗xa7+ ♖d8 37. ♗xb6+ ♖e8 38. ♗g2 The rest is easy enough to give the Mach4 an excellent win 38... f3 39. ♗e3 f2+



40. ♖g2 Correct! One's impulse would be to block the queening square with 40. ♖f1, but now Black can play 40... ♖h3+ 41. ♖e2 f1 ♗+ 42. ♗xf1 ♖xf1+ 43. ♖e3 ♖xc4. While White should still win it would not be as straightforward as in the game 40... h5 41. ♗b8+ ♖f7 42. a4 ♖g4 43. a5 ♖e2 44. ♗b1 h4 45. gxh4 gxh4 46. h3 ♖g7 47. ♗f5+ ♖f7 48. ♖xf2 ♖xc4 49. ♗e4 ♖b5 50. ♖e3 This is m/10. The Berlin Pro makes the best reply with 50... ♗xf5 but resigned after 51. ♗xf5+ 1-0

So a surprise as the Mach4 takes a 1½-½ lead. On to game 3.

### Meph Berlin Pro - Fid Mach 4

Game 3. ECO C63: Ruy Lopez: Schliemann/Jaenisch Defence

1. e4 e5 2. ♗f3 ♗c6 3. ♖b5 f5 4. d3 fxe4 5. dxe4 ♗f6 6. 0-0 d6 7. ♗c3 ♖e7 8. ♗d3 ♖g4 9. h3 ♖xf3 10. ♗xf3 0-0 11. ♗d3





All good theory so far, but now Black's best is the solid 11... ♖h8. Instead the Mach4 (out of its book) comes up with 11... ♖b4N 12. ♖c4+ d5 13. exd5 ♖bxd5?! In my notes to the opening I referred to 11... ♖h8 being the theory move for king safety. Here we have an example of why that was so, as it needed to be played here: 13... ♖h8 14. ♖e2 ♖bxd5 15. ♖xe5 ♖d6 and White, though a pawn up, must decide where to put the queen and actually only has a small advantage I think 14. ♖d1! a6 15. ♖xd5 Now the threat of a really nasty discovered check forces 15... ♖h8 16. ♖xc7 White clearly has much the better position as well as an extra pawn 16... ♖xd5 17. ♖xb7 ♖b6 18. ♖xb6 ♖xb6



We're virtually in the endgame and White has 2 plus pawns and must surely equalise the match 19. ♖c6 ♖ac8 20. ♖e4 ♖c5 21. ♖d2?! Readers wont need me to tell them that this is poor. Locking in its own bishop also means that the queen's rook is also kept out of the game. 21. ♖f1 was much better 21... ♖f4 22. ♖b7 ♖cf8 All credit to the Mach4, it is producing a series of best moves in a strong attempt to take advantage of White's poor 21st move 23. ♖xa6 ♖xf2 24. ♖h1 ♖a4 25. ♖xf2 Exchanging to simplify is of course best for White 25... ♖xf2

26. ♖b5 ♖b6 27. c3 ♖d5



28. ♖d3? It was time to push that outside passed pawn, there would be little Black could do. So 28. a4! and maybe 28... e4 29. a5 e3 30. b4 ♖a7 which would certainly be quite exciting to watch! 28... h6? A shame as Black had been gifted a much stronger 28... e4! here. And after 29. ♖c4 e3 30. a4 ♖a7± the expected win for White is nothing like as certain! 29. a4! ♖d6? Again 29... e4 was best, though now 30. ♖c4 e3 31. a5± is a tempo better for White than in the note to the previous move 30. ♖c4 e4 31. ♖g1 You'll not be surprised to know that 31. a5! was much better. Fortunately for White it can now afford a small inaccuracy, as long as there's not too many! 31... ♖c5 32. ♖xd5 ♖f5+ 33. ♖h2 ♖d6+ 34. g3 ♖xd5 35. a5!



35... ♖d3? A pointless waste. Noting that the White queen's rook is still immobilised by its ♖/c1 then 35... ♖d1! keeping them both quiet would be best 36. a6! ♖xg3+ 37. ♖g2 ♖b8 There was nothing else 38. a7 ♖xa7 39. ♖xa7 And the rest was easy... 39... ♖d1 40. ♖e3 ♖e1 41. ♖d4 ♖e2+ 42. ♖f1 ♖d2 43. b4 ♖d3 44. ♖xg7 ♖d1+ 45. ♖e2 ♖xd4 46. cxd4 ♖xg7 47. b5 ♖f7 48. b6 PC engines are showing mates now, and the Mach4 also saw that the end was close and resigned 1-0

That tied this match at 1½-1½, and game 4 was drawn, so this was a very good result indeed for the 160 Elo out-rated Mach4.

	1	2	3	4	
Berlin Pro	½	0	1	½	<b>2</b>
Mach 4	½	1	0	½	<b>2</b>

A definite surprise, I'd certainly expected the deeper searching and supposedly better knowledge of the Berlin Pro to win.

Let's see if our other more 'passive style' entrant, the Star Diamond, can do any better. For this match of course I'd again be expecting the newer, higher rated tactical Atlanta program to win, but this time it's only a 30 Elo gap, so another draw is equally possible!

### Star Diamond - Atlanta

Game 1. ECO C01: French: Exchange Variation

1.e3?! Hello! What book settings are you using Jim?! Advantage Atlanta already  
 1...e5 2.d4 exd4 3.exd4 d5 After this move we are happily presented with a full range of options - we've transposed into a French Defence! 4.♗d3 ♘c6 5.c3 ♗d6 6.♘f3 ♘f6 7.0-0 0-0 8.♞e1 Not new, but [8.♗g5 ♞e8 9.♘bd2 is better known 8...♞e8 9.♗g5N I found a couple of games with 9.♘bd2 ♞xe1+ 10.♞xe1 9...♞xe1+ 10.♞xe1 ♗g4 11.♘bd2 h6 12.♗h4 ♗f4 13.♘e5 ♘xe5 14.dxe5 g5 15.♗g3 ♗xg3 16.hxg3 This is better than 16.exf6?! ♗f4 16...♘d7 17.♞e3 c6 18.f3 ♗e6 19.♘b3 ♞b6 20.♞e1 c5 Exchanging first with 20...♞xe3+ 21.♞xe3 was right and now 21...c5 is equal 21.♗c2 a5 22.a4



22...♞a6?! A strange development choice. 22...♞e8 seems better 23.♗d1 ♗h8 Dithering! 24.♗f1 24.f4! would have been strong, then after 24...♗g7 25.fxg5 with quite a lot of pressure against Black's exposed king, especially with the Atlanta's major pieces on the other side of the board! 24...c4 25.♘d4 ♞xb2? 25...♞a8 26.f4 f6 was slightly better, but Black would still be in some trouble. Best seems to be 25...♘f8!? 26.f4 ♗g4, but the Star Diamond could stay ahead with 27.♗d2 26.♞b1 Of course 26...♞a3 27.♘xe6?? Inviting Black's rook into the game, and with a threat against d6! I've mentioned 27.f4! before, and played here it would have left White clearly on top after 27...♗g4 (27...♞f8 28.f5!) 28.♞xb7 27...♞xe6 28.♗f5



28...♗g7?? I am totally unable to account for this very poor move from a computer like the Atlanta. With 28...♞e7 29.f4 ♞c5 the game would have been close to equal. Even taking the pawn with 28...♞xe5 would not be so bad after 29.♞d4 ♞a2± 29.♗xe6 fxe6 30.♞xb7! The game is over - a quick win for the lower rated Novag! 30...♞xa4 31.♞b6! My PC screen shows m/12 already 31...♞d1+ 32.♗f2 ♞d2+ 33.♗g1 ♞e1+ 34.♗h2 ♞xe5 35.♞c7?! Missing a mate with 35.♞c6 ♗g6 36.♞xd7 ♞f5 37.♞e8+ ♗f6 38.♞f7+ ♗e5 39.♞c7+ ♗f6 40.♞g7# 35...♗g6? 35...♞xc7 would have lasted longer, but after 36.♞xc7 g4 37.♞xd7+ White still wins easily 36.♞xd7 g4 37.♞f7+ ♗g5 38.♞g8+ 38.f4+ ♞xf4 39.gxf4+ ♗h4 40.g3# 38...♗f5 39.♞xg4+ ♗f6 40.♞g7+ ♗f5 41.♞f7+ ♞f6 42.♞xf6# 1-0

### Atlanta - Star Diamond

Game 2. ECO C56: Two Knights: 4 d4 exd4 5 0-0 Nxe4

1.e4 e5 2.♘c4 ♗f6 3.d4 exd4 4.♗f3 ♗c6  
5.0-0 ♗xe4 6.♞e1 d5 7.♙xd5 ♞xd5 8.♗c3  
♞a5 9.♗xe4 ♙e6 10.♗eg5 0-0-0 11.♗xe6  
fxe6 12.♞xe6 ♙d6 13.♞e2 ♞h5 14.h3 ♞he8  
15.♙d2 ♗e5 16.♞xe8 ♞xe8 17.♗xd4 ♞xe2  
18.♗xe2 ♗c4 19.♙e3 ♗xb2 20.♗f1 ♗c4  
21.♙d4

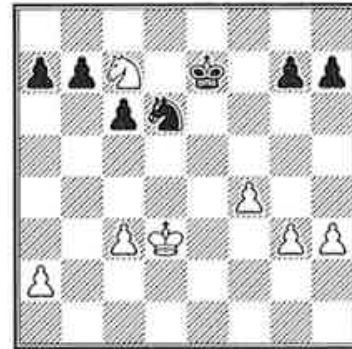


A position which has been reached before, and it looks drawish 21...♙e5 It's unlikely that the computers were still in their books here as we left main theory 4 or 5 moves ago. In fact there's just one game in my database and White played 22.♞d1 (which looks best) but lost. However Black outrated him by 240 Elo! 22.♙xe5 ♞xe5 23.♞d1 ♗d6 24.♗e1 ♗d7 25.f3 ♗c6 26.g3 ♞d5 27.c3 ♞xd1+ 28.♗xd1 ♗c4 29.♗d4+ ♗d5 30.♗b5 c6

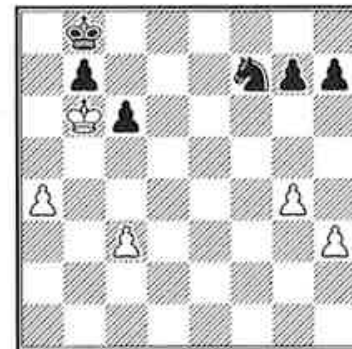


31.♗c7+? Black's correct reply to this rather puts this knight out of the game. Preferable was the centralising 31.♗d4 and if 31...g6 (31...a5 32.♗c2 g6 33.♗d3+) 32.♗e1, and wait to see if Black can find a way to win... it should be a draw 31...♗e5! 32.f4+ ♗f6 33.♗c2? The wrong way,

though it's probably not so easy for the Atlanta to calculate why. But if 33.♗e2 ♗e7 34.f5! ♗d6 35.g4 and some drawing chances 33...♗e7! 34.♗d3 34.f5? doesn't work now of course because of the check 34...♗e3+ 35.♗d3 ♗xf5 winning 34...♗d6



35.f5?! Well now, was this sacrifice really necessary? Will it save the knight? It looks better to try 35.g4 ♗d7 36.♗a8, even though 36...c5 37.♗e3 ♗c8 38.f5 ♗b8 39.♗f4 ♗xa8 does win the knight quickly. But perhaps White has a small chance after 40.♗e5 to make something of its kingside pawn majority with Black's king so far away 35...♗xf5 36.g4 ♗d6 37.♗d4 ♗d7 38.♗a8 ♗f7! To stop 39.♗e5 39.♗c5 ♗c8 40.a4 ♗b8 41.♗b6 axb6+ 42.♗xb6



The material difference has ended up the same as in my note to move 35, but White has much less of an advantage from its king position here and the game cannot be saved 42...♗e5 43.g5 ♗d7+ 44.♗a5 ♗a7 45.♗b4 ♗b6 46.h4 c5+ 47.♗a3 ♗a5 48.♗b3 ♗e5 49.h5 c4+ 50.♗a2 ♗xa4 51.♗b2 ♗d3+ 52.♗c2 g6 53.h6 ♗a3 54.♗d2 ♗b3 0-1

Goodness, 2-0 to the Star Diamond!

### Star Diamond - Atlanta

Game 3. ECO E12: Queen's Indian:

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.a3 d5 5.cxd5  
exd5 6.♗c3 ♙e7 7.g3 0-0 8.♙g2 Now  
8...♙b7 is almost always played, though c5  
and c6 have also been seen infrequently  
8...♗bd7N 9.♗e5 ♙b7 10.♖a4 We're back  
in a Book line, from Bareev-Miralles, 1987!  
10...♗xe5 11.dxe5 ♗e8 12.0-0



12...a6?! Allows 13.♗xd5 which, weirdly,  
White doesn't play! 12...c6 was correct, then  
13.♖d1 ♖b8 14.e4 b5 15.♖c2 d4 16.♗xd4  
♖xe5 17.♖d7 ♙c8 18.♙f4, as in Bareev-  
Miralles, a lovely tactical challenge for both  
sides! 13.♖d1 We'd better look at 13.♗xd5!  
♙xd5 when 14.♖d1! c6 15.e4 certainly looks  
pretty strong. Perhaps the Star Diamond  
saw that material equalises after 15...♗c7  
16.exd5 cxd5 and couldn't search deeply  
enough to see that 17.♖c6! gives White a  
fine attack 13...b5 14.♖d4 c6 15.♙f4 ♗c7  
16.♖b6 ♖b8 17.e4 ♙a8 18.♖a5



18...♙c5 Black's position looks cramped, but  
the freeing 18...d4! 19.♗e2 c5 would have  
provided both freedom and the better posi-  
tion to play with 19.exd5 cxd5 20.♗e4 This  
is playable because the pawn on d5 is pinned  
of course, but really 20.♖ac1 would have

been best, and White has a small edge after  
20...♙b6 21.♖b4 thanks to slightly better  
development 20...♙b6 21.♖b4 ♗e6 22.♖ac1  
The rook should have stayed on the a-file,  
which the Atlanta emphasises with its reply.  
Although I criticised 20.♗e4, having got to  
here jumping the knight to the d6 outpost  
would have turned it into quite a nuisance:  
22.♗d6 and if 22...♙c5 23.♖d2 ♙xd6  
24.exd6= 22...a5! 23.♖c3 b4! 24.axb4  
axb4 25.♖e1 ♙d4



As can be seen Black has completely freed its  
position and has some threats 26.♗d6  
Losing a pawn. The alternative was to sac'  
the exchange with 26.♖xd4 ♗xd4 followed  
by 27.♗d6 when Black will have some diffi-  
culties due to not being able to place rooks  
on either c8 or e8. Whether this is worth the  
sac' and actually better than the game  
continuation, I'm not sure... I think perhaps  
it is... just 26...♙xb2 27.♖c2?! 27.♖b1!?  
♙c3 28.♖e2 looks better 27...♙d4 28.♖a2?  
Not so good, and Black's reply underlines  
the poorness of the last two rook moves.  
28.♖cc1 b3 29.♖b1 was better, though  
29...b2 would continue to make White  
uncomfortable 28...b3! 29.♖a6 b2 30.♗f5  
Or 30.♖b1 ♖c7 31.♖d1 ♗xf4 32.gxf4  
♖b4!-+ 30...♗xf4 31.♗xd4 ♗d3!



32.♖f1 *The only move to stay in the game*  
 32...♗xe5 33.f4?? *The position was bad enough already, and this mistake simply hastens the end.* 33.♖b1 *was the only real hope, but after 33...♗e8 34.♖a2 ♗c4 35.♖d1 ♖b6 Black should win, although the presence of all the major pieces means care must be taken, mistakes can happen, as we know!* 33...♗c4! 34.♖d3 ♗e3! *This is quite cute but isn't decisive, whereas stronger moves such as ♗e8 or ♖e7 were certain ways to win* 35.♖b1! *Best. Black has too much material after 35.♖xe3 b1♖ 36.♖xb1 ♖xb1+ 35...♖c8 36.♖a7? 36.♖a2 was maybe still a last chance, and after 36...♗xg2 37.♗xg2 Black would need to know it must exchange queens with 37...♖c4 38.♖xc4 dxc4+ 39.♖xa8 ♖xa8 then 40.♖xb2 c3 41.♖c2 ♖ad8 to guarantee the win* 36...♖c1+! 37.♗f2 ♖b4 38.♖xe3 ♖xb1 0-1

So the Atlanta has pulled it back to 1-2, so can draw the Match with a win in the last game.

### Atlanta - Star Diamond

Game 4. ECO C09: French Tarrasch: 3...c5 4 exd5 exd5 5 Ngf3 Nc6

1.e4 e6 2.d4 d5 3.♗d2 c5 4.exd5 exd5  
 5.♗gf3 ♗c6 6.♗b5 ♗d6 7.0-0 ♗ge7 8.dxc5  
 ♗xc5 9.♗b3 ♗d6 10.♗bd4 0-0 11.c3 ♗g4  
 12.♗e2 ♖e8 13.♖e1 *All theory to here, but now 13...♖d7 is usually played (though it has an awful record), and I also see some games with 13...a6 which fares a little better. Instead the Star Diamond goes with...*  
 13...♗f5N 14.♗xf5 ♗xf5 15.b3 ♗c5



and gets a decent position after the Atlanta's weak... 16.♗d4?! 16.♗g5 ♖d6 17.♖d2=

16...♗d4?! *Capturing with the wrong piece. Instead 16...♗d4!?* 17.cxd4 ♗b4! *would have favoured Black and given the StarD a chance of ending the match with a win!* 17.cxd4 ♖f6 18.♗e3 ♗b4 19.♗d2 ♗a3 20.♗c3 ♗d6 21.♗f3 ♖xe1+ 22.♖xe1 ♖h6 23.g3 *Covers f4* 23...♖e6 24.♗g2 ♗a3 25.♖d2 ♖e8 26.♗b4 ♗xb4 27.♖xb4 ♗e4 28.♖e1 ♖d7 29.f3 ♗d3 30.♖xe8+ ♖xe8 31.h4 ♖d7 32.a3 h5 33.♖a5 ♖c6 34.♖xa7 ♖c1+ *Most computer engines show 0.00 from here to the end* 35.♗h2 ♗f1 36.♖c5 ♖b2 *The mate threat ♖xg2 forces White to go for perpetual check* 37.♖c8+ ♗h7 38.♖f5+ ♗h6 39.♖g5+ ♗h7 40.♖f5+ ♗h6 *Twofold repetition* 41.♖f4+ ♗g6 42.♖g5+ ♗h7 43.♖f5+ ½-½

So another surprise, the **Star Diamond** wins:

	1	2	3	4	
Star Diamond	1	1	0	½	<b>2½</b>
Atlanta	0	0	1	½	<b>1½</b>

... good if you're a Novag fan of course! My expectation that the pair of top-rated computers would be running away with this after playing both the lower rated opponents, just hasn't happened...

	Elo	At	BP	SD	M4	
Atlanta	2207	x		1½	3	<b>4½</b>
Berlin Pro	2235		x	2½	2	<b>4½</b>
Star Diamond	2175	2½	1½		x	<b>4</b>
Mach 4	2071	1	2	x		<b>3</b>

... which has worked out very nicely for us - the Match for top spot between the **Atlanta** and the **Berlin Pro** will come in our next issue and, unexpectedly (for me anyway), the **Star Diamond** lies in wait - if the top 2 draw it can win the Tournament with a good result against the **Mach4!**

See you again in issue 163!

# REVIEW OF: **HIARCS CHESS EXPLORER, WITH 2011/2 WORLD COMPUTER CHAMPION DEEP HIARCS**

**HIARCS CHESS EXPLORER and HIARCS/DEEP HIARCS 14 Review**

By Eric Hallsworth

It isn't often that a new product comes onto the market offering a range of genuinely innovative and really useful features, but after years of carbon copy chess programs **HIARCS** brings us something fresh that's also very good! I sometimes look at the various database and engine products around and wonder what more can be done to help players benefit from their time spent with computer chess software. Even when they do include one or two new features, it is rare that anything truly makes me sit up and take notice. Indeed sometimes the changes to a GUI to incorporate a new idea have ended up making it more complicated, awkward and harder to use. Everything in HIARCS is logical and straightforward, it is easily the most intuitive chess program on the market!

So the arrival of the feature packed, easy to use and fast running **HIARCS Chess Explorer** is very welcome. Actually there are two parts to this DVD product which includes installations for both PC and Mac, for 1 up to 16 cores, and uses high quality graphics (including high res Retina Macs). Programmers Mark Uniacke and Michal Rudolf are particularly proud of their excellent Chess GUI (Graphical User Interface) which is called **HIARCS Chess Explorer** (HCE from now on!), but many *Selective Search* readers will be just as excited with the new **Deep HIARCS 14** chess engine, which is the current World Computer Chess Champion. The innovations are in the HCE GUI, but it is better to start with a brief look at the engine, for reasons that you will see.

## Hiarcs/Deep Hiarcs 14

**Deep HIARCS 14** won the World Championship at the end of last year, clinching the title with a brilliant last round win against



Deep Shredder in a game which has already appeared in the magazine. HIARCS 14 is much stronger than earlier version 13 was, by about 100 Elo in fact, but strength hasn't been the only important thing about HIARCS engines over the years. It is often said that HIARCS is *"the most human-like chess engine available"*, and I agree. I read on the Internet a suggestion that this expression was just *"an advertising sound-bite"*, but I'd go along with Kasparov's view that *"HIARCS is much better positionally than Deep Blue"*. Current World Champion Vishy Anand confirmed that he used HIARCS to prepare for his victorious World Title match in 2010 against Topalov and very recently, after beating Boris Gelfand to retain his Title, he said in an interview that *"generally I use HIARCS"*.

I make these points because HIARCS is primarily what we call a 'knowledge' program, as opposed to the general current trend for 'speed' programs which predominate at the present time. Because these are built on minimal chess knowledge, being instead designed to do the fastest and deepest possible 'number-crunching' searches, they mostly work in much the same way and therefore play the same moves and in the same style as each other. A 'knowledge' program like HIARCS is initially built by giving the program the sort of chess theory basics that

we all need to know something about: central control, mobilisation, flank attacks, rooks on open files or behind passed pawns or on the 7th, pawn structure, weak, strong, doubled, isolated and passed pawns, changing pawn and piece values, knight outposts, prophylaxis, good and bad bishops, the initiative, threats using pins, forks, double attacks, king safety... and here I will just say "etcetera"! Of course we are glad of the fast speeds of our modern PCs as well - they enable the engine search to get really deep to check on hidden tactics or issues that might lie in wait further down the line. But it is positional understanding that gets players a good position in the opening, and out of the opening and into the middle-game. We all know it is much easier to win from a decent position offering advantages, an initiative, or prospects that we can work with.

Now don't get me wrong, the fast number-crunching deeper search method works well, especially in computer Engine v Engine matches, but where they gain an advantage it is usually achieved by the more passive or defensive approach which results from this style of programming. These engines tend to play careful, cautious, 'sound' moves, waiting for an inaccuracy by their opponent which they are then very adept at taking advantage of. Thus they are hard to beat but don't, in my opinion, provide the best ideas that a player needs to win his games.

For newer readers and before I look at some of the special advantages of HCE, I need to make a confession. I have worked with Mark Uniacke on the HIARCS program for quite a few years, and we still remain very good friends. Most of you know this already of course! In the early HIARCS' days I was its Opening Book programmer! That goes back to the days of DOS and I would sit for hours on end with MCO, BCO, NCO and the latest issue of *CHESS* magazine, inputting openings via the HIARCS board, rating each move with a number from 0-7, and saving each line and its variations when I'd finished. 7 was for the top moves which we wanted played in Tournaments, while 5 and 6 were good tournament back-ups. 3 and 4

represented 'interesting' moves which could often work nicely against human opponents, and also gave a good variety to the book for the users' benefit, but without weakening HIARCS too much in Random mode. And of course 0 (uuugh), 1 and 2 were 'don't play' moves, but were included together with the correct responses so that players could learn how to deal with an opening mistake made by their opponent. Mostly the numbers were derived from the evaluation symbol or comments made in whichever book I was reading, but occasionally even then HIARCS would show a strong opinion, and I'd modify the rating. Our opening book grew nicely from the first HIARCS through to HIARCS 6. Then Windows arrived - what a difference that and superfast PCs and then Internet access and Broadband have made to everything. We can multi-task and work at crazy PC speeds, and I've become outdated! Now games are gathered from the Internet, then rapidly incorporated into the HIARCS opening book databases, and HIARCS itself goes through the lines deciding on the 0's and 7's, and everything in-between. Needless to say it is much better at doing it than I ever was and, if we are willing to admit it, than nearly any and every player on the planet! The thing is that it is because HIARCS is a knowledge program that it is so successful at doing this, and I am of the firm opinion that it has the strongest opening book available anywhere. Mark has proved this frequently in the past 12 months by playing matches against other contenders and claimants, and winning every one with the 'continually being updated' HIARCS book.

You will see the importance of this as we come to our section on the HIARCS Chess Explorer. But just before I go there, let me add that HIARCS 14 is itself a UCI engine, so will work fine in your *ChessBase* or *Chess Assistant* software. In the same way you can use all other available UCI engines such as Critter, Houdini, Junior, Rybka, Shredder and Stockfish within HCE and play against them at the same full range of levels, and with the option of a genuinely useful Chess Coach feature to point out mistakes, why it's a mistake, and show missed good moves!



**The start of a game against HiarcS, showing named Opening, moves so far, dvd Opening Book stats, and early HiarcS14 analysis**

When playing against HIARCS itself you can use human play realism level settings all the way from 750 to 3000 Elo, and HCE will also maintain a player rating for you if you wish!

**The HIARCS Chess Explorer GUI**

The product is also particularly impressive when it comes to the GUI! It is designed first and foremost to give any player the maximum information and detailed Chess help available, from excellent move-by-move assistance and advice when playing a game, through to incredibly fast methods of obtaining and separating all sorts of information about any and all players in any PGN database, and brilliant extraction and filtering of detailed information and statistics on any and all of the Openings. You wont need to put up with painfully slow 'while you brew-up' searches any more, with HIARCS all database searches are incredibly fast and extremely versatile. All you need are the comprehensive Opening Books and Databases provided on the DVD and, if you want to go even further, you can stay permanently up-to-date as users get Internet access to the HIARCS Chess Server to view and use the OnLine HIARCS opening books and databases. Each OnLine book is a regularly updated tree of chess moves, statistics and games from different sources, automatically and seamlessly handled by HIARCS Chess Explorer. Everything is prepared for you and multiple databases can even be handled

simultaneously! For example *CHES* magazine created "*The Trends in Chess Openings*" column using it, by extracting a PGN file of major games from the previous month and showing their 'Hit Parade' of the Top Twenty Openings played during the month. You can do this with any database, or any part of a database - find the top openings in use between 1900-1920, in the 1950's, in Karpov's games for his full career, or any period, or just his wins, or losses... etc. From here any other statistics you want such as win percentages, use frequency etc. and the individual games themselves can also be accessed instantly. Incidentally while on the subject of OnLine possibilities, if you're doing some work on Endgames the full 6-piece Nalimov Tablebases (1,000 GB!) can also be accessed OnLine directly via HCE!

Of course most of us are not too likely to be playing against Nigel Short or Gawain Jones, much less Magnus Carlsen or Vishy Anand next weekend, but PGN files of weekend Tournaments, Bundesliga games, the 4NCL Divisions etc. can be downloaded from lots of Club and other websites, so you can do searches on someone that you might meet next weekend. Create an Opening Tree of your opponent's games, find out what they like to play and how they respond to different lines. Now slip over to one of the HIARCS books and see what the top players are doing in these lines, what moves your opponent hasn't met (yet!), and look for potential Book improvements, or new ideas with HIARCS



14. And should it be that you've managed to get a place in a Simul against the great Victor Korchnoi at the next London Chess Classic, well, now you know what you can do to get ready!

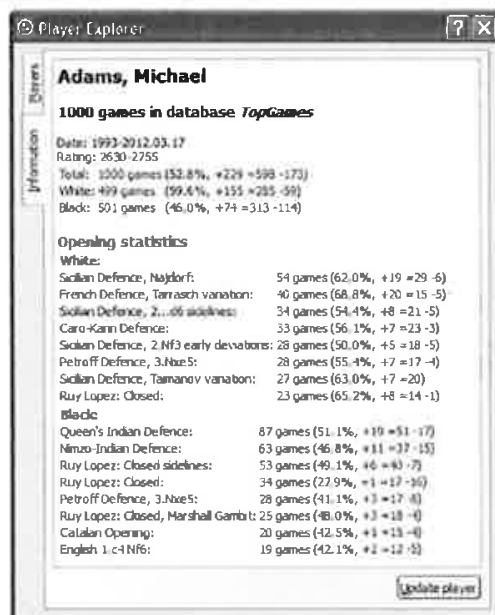
### Some Search Examples!

- **Korchnoi** find all games by Korchnoi
- **Korchnoi-** find all white games by Korchnoi
- **-Korchnoi** find all black games by Korchnoi
- **Korchnoi- 0-1** find all games lost by Korchnoi as white!
- **2012.06** find all games from last June
- **2011** find all games from 2011
- **1-0** find all games won by white (note: use 1/2 or 1/2-1/2 for draw)
- **B17** find all games with ECO B17
- **Site:London** find all games played in London (general form is Tag:Value)
- **>2400** find all games with average Elo above 2400
- **B10-B17** find all Caro-Kann games
- **2001-2012** find all games from XXI century
- **Kasparov D80-D99** find all Kasparov games when Grünfeld was played
- **Kasparov Karpov** find all Karpov-Kasparov games
- **Kasparov- -Karpov** find all Karpov-Kasparov games where Kasparov was white
- **Kasparov Site:London** find all games played by Kasparov in London
- **Kasparov Karpov Site:London 1-0 0-1 !1/2** find all decisive games between Kasparov and Karpov played in London
- **Kasparov Karpov !1/2** find all games decisive games between Kasparov and Karpov
- **Zvj- Dre** find all games with White starting "Zvj" and Black starting "Dre", matches (Zvjaginsev v Dreev)

### An INDEPENDENT REVIEW on the ZFChess website discussed some of the EXPLORER Functions

#### Finding and viewing Games

On opening a PGN database, a statistics tree is generated for the whole database. This can take time for large databases, but once it is done, game statistics for the database in any position are instantaneous. For a fairly large database of 232,000 games this took 31 seconds on my laptop. (By comparison, Chessbase 11 took 1min 50secs to create an opening tree from a .cbh file of the same games). For the latest "Week in Chess" of 4400 games, it took less than a second. If a database is reopened, the last game previously viewed is automatically displayed; an icon also gives quick access to



a list of recently opened games. There is a database size limit of 1 million games.

#### Game Explorer

Once the database is opened, the games list is shown in the "Game Explorer". As well as the 7 mandatory PGN tags (White, Black, Event, Site, Round, Date, and Result), White Elo, Black Elo, ECO and game length are shown. Columns can be sorted by clicking on the field headers.

#### Header Search

The games list can be filtered by filling in fields in a header search dialog box, as is usual in PGN readers. A drop down list of names from the database is given when typing into the White, Black, Event and Site fields.

#### Quick Search

A potentially much faster way to filter the games is to type directly into the Quick Search field at the top of the "Game Explorer". For example, simply typing "karpov" and hitting Enter will immediately show all the games in the database in which Karpov played; "-short karpov 1992" shows the games between Short and Karpov in 1992, in which Short played black; and "C00-C19 >2600 !1/2" shows all the decisive games that opened with the French defence in which the players had an average rating of more than 2600. Field names can also be specified, e.g. "round:8". The Quick Search is applied to all games in the database rather than to the current filter set, so it can't be used to refine search results.

#### Opening Explorer

The "Opening Explorer" shows statistics for each move played in the board position. Different sources for the

statistics can be selected: a local or an online opening book, the current database, or the current filter set. The statistics shown are the number of games played, the percentage score of the white player, the player's average rating, the rating performance, and the year in which the move was last played. When the source is an opening book, there are move annotations and an additional field showing the "playability" of the move. With the current database selected as the source, a box can be checked so that the games list is automatically filtered to show only games containing the current board position. With the filter as source, a quick search can be used to show a player's opening move statistics.

### Player Explorer

One other way to explore the database is using the "Player Explorer". Selecting a player from a list brings up win/draw/loss statistics for that player, and shows statistics for the player's 8 most frequently played openings as white and as black. The statistics are clickable and filter the games list. For example, Kasparov's most frequently played opening as black in the "Top Games" database is the Sicilian, Najdorf. It shows there are 58 games. He won 21, drew 33, and lost 4, scoring 64.7%. Clicking on the "-4" will list his 4 losses with that opening in the "Game Explorer". Note that in a large database, the top 8 openings may cover less than half of a player's games.

It isn't really possible to look at all of the features that you'll want to use, but I think many of us like going through our own games - an important key to self-improvement - so I'll mention that. Setting HIARCS 14 or your chosen UCI engine to Analyse a played Game is easily done with a good range of options to find mistakes or get suggested improvements. I either load the game from its pgn file or input the moves from scratch if necessary, then get HIARCS to do a 5 or 10 secs a move analysis of it first. Next I play through the game with HIARCS in 'live Analysis' mode, checking through the improvements it has already suggested and watching for evaluation swings before including other variations and adding my own notes. All of the popular chess symbols etc. can be used, I add diagrams where I want them, and usually print the game before saving it to one of my databases.



### The ZFCheSS Review quoted earlier listed a selection of HIARCS CHESS EXPLORER strengths:

The database functions are fast and searches are effectively instantaneous. The Quick Search is a quick and natural way to search, like typing into the address bar of a web browser. Once a database is open, one can very quickly filter the games list to find what one is looking for. Similarly, the live updating of the games list gives instant results for a position search. Instant tree statistics for a database or filter set are easily accessible.

In the playing mode, the HIARCS 14 engine seems to do a very good job of emulating different playing strengths by making natural-looking, sub-optimal moves. With the coach option, it makes a very forgiving opponent that is both a useful trainer and enjoyable to play against.

The board looks good, and the smart move entry is swift. The tabbed display allows multiple databases open at the same time. The help function is very good.

The impression HIARCS Chess Explorer gives is of turbo-charged access to games and statistics in a PGN database, and of being a genuinely useful playing partner. In terms of quality, this first release proved to be completely robust, and the documentation was refreshingly thorough.

Finally Context Sensitive Help is available all of the time while you use HCE - pressing [F1] is likely to take you directly to the appropriate help for the function you have just been using. Also an excellent pdf manual file is included describing all of the features and how to use them, there's a detailed Text Tutorial, and pages filled with Screenshots and Display Dialogues for all Actions just as they appear 'in use'. You can't really go wrong with **Hiarcs Chess Explorer**.

## PETER GRAYSON'S TOURNAMENT UPDATES

Peter, as always, has been busy. His latest Tournament Table in issue 161 had been updated following the replay of dubious matches. These mostly involved Zappa Mexico II which had suffered from the time pinching offences of others, and various PC crashes when an engine locked-up under the *ChessBase* GUI. The opening database in use here was one of **Jeroen Noomen's** well-known but older test suites.

			1	2	3	4	5	6	7	8		
1	<b>Houdini 2.0c Pro x64 ZT</b>	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	<b>Houdini 1.5a x64 ZT</b>	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	<b>Deep Rybka 4.1 x64 ZT</b>	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	<b>Critter 1.4 64-bit ZT</b>	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	<b>Stockfish 2.2.2 JA 64bit ZT</b>	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	<b>Spillo 1.4 ZT</b>	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	<b>HIARCS 13.2 MP ZT</b>	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	<b>Zappa Mexico II ZT</b>	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

Testing new engines over so many games (420 for any new entrant) of course takes ages, and Peter was also preparing for retirement, so he decided to simplify the test a little by reducing the number of engines involved and also use the new **2012 Noomen's Test Suite**, leaving us with a Table now looking like this:

				1	2	3	4	5	
1	<b>Houdini 2.0c Pro x64 GTB</b>	3100	-2	**	34.5-25.5	35.0-25.0	39.5-20.5	53.5-6.5	162.5 / 240
2	<b>Stockfish 2.2.2 JA 64bit</b>	3045	0	25.5-34.5	**	35.0-25.0	34.0-26.0	47.0-13.0	141.5 / 240
3	<b>Critter 1.4 x64 GTB</b>	3005	-6	25.0-35.0	25.0-35.0	**	31.0-29.0	41.0-19.0	122.0 / 240
4	<b>Deep Rybka 4.1 x64 LP</b>	2995	-5	20.5-39.5	26.0-34.0	29.0-31.0	**	42.5-17.5	118.0 / 240
5	<b>HIARCS 13.2 MP</b>	2830	0	6.5-53.5	13.0-47.0	19.0-41.0	17.5-42.5	**	56.0 / 240

Then on 1st August I got an update....

*Hi Eric,*

*It's been further delayed because of the very hot weather, but I've finally completed the **Critter 1.6a** matches. It dropped points compared to 1.4 against Rybka, now losing narrowly after a very exciting finish to the match with Rybka amazingly winning 9 of the last 12 games, but improved slightly against Houdini and even more against Stockfish (this time reversing a defeat) and Hiarcs.*

				1	2	3	4	5	
1	<b>Houdini 2.0c Pro x64 GTB</b>	3100	-3	**	34.5-25.5	32.5-27.5	39.5-20.5	53.5-6.5	160.0 / 240
2	<b>Stockfish 2.2.2 JA 64bit</b>	3045	-8	25.5-34.5	**	29.5-30.5	34.0-26.0	47.0-13.0	136.0 / 240
3	<b>Critter 1.6a x64 GTB</b>	3035	-2	27.5-32.5	30.5-29.5	**	28.5-31.5	47.0-13.0	133.5 / 240
4	<b>Deep Rybka 4.1 x64 LP</b>	3006	-4	20.5-39.5	26.0-34.0	31.5-28.5	**	42.5-17.5	120.5 / 240
5	<b>HIARCS 13.2 MP</b>	2820	-5	6.5-53.5	13.0-47.0	13.0-47.0	17.5-42.5	**	50.0 / 240

And then of course Hiarcs 14 came out!

*Hi Eric*

*I've completed testing **Deep HIARCS 14** with the Noomen 2012 test suite. The predicted gain of 100 Elo held up well. Only completed late last night so not much time to go through games with any detail, but I've made a note of a few of the games I observed and need to revisit.*

*The improved Deep HIARCS performance over 13.2 has also helped the table's Elo balance.*

Here are comprehensive details comparing the H13.2 and H14 results, with win-loss-draw figures included, followed by my new FULL Table:

HIARCS 13.2 MP (2820) -	Houdini 2.0c Pro x64 GTB (3100)	6.5 - 53.5	+1/=11/-48
HIARCS 13.2 MP (2820) -	Deep Rybka 4.1 x64 LP (3006)	17.5 - 42.5	+8/=19/-33
HIARCS 13.2 MP (2820) -	Stockfish 2.2.2 JA 64bit (3045)	13.0 - 47.0	+2/=22/-36
HIARCS 13.2 MP (2820) -	Critter 1.6a x64 GTB (3035)	13.0 - 47.0	+1/=24/-35

Deep HIARCS 14 (2920) -	Deep Rybka 4.1 x64 LP (3015)	22.0 - 38.0	+9/=26/-25
Deep HIARCS 14 (2920) -	Critter 1.6a x64 GTB (3035)	21.5 - 38.5	+5/=33/-22
Deep HIARCS 14 (2920) -	Stockfish 2.2.2 JA 64bit (3050)	17.5 - 42.5	+4/=27/-29
Deep HIARCS 14 (2920) -	Houdini 2.0c Pro x64 GTB (3100)	16.0 - 44.0	+4/=24/-32

				1	2	3	4	5	
1	Houdini 2.0c Pro x64 GTB	3100	-4	**	34.5 - 25.5	32.5 - 27.5	39.5 - 20.5	44.0 - 16.0	150.5 / 240
2	Stockfish 2.2.2 JA 64bit	3050	0	25.5 - 34.5	**	29.5 - 30.5	34.0 - 26.0	42.5 - 17.5	131.5 / 240
3	Critter 1.6a x64 GTB	3035	0	27.5 - 32.5	30.5 - 29.5	**	28.5 - 31.5	38.5 - 21.5	125.0 / 240
4	Deep Rybka 4.1 x64 LP	3015	0	20.5 - 39.5	26.0 - 34.0	31.5 - 28.5	**	38.0 - 22.0	116.0 / 240
5	Deep HIARCS 14	2920	0	16.0 - 44.0	17.5 - 42.5	21.5 - 38.5	22.0 - 38.0	**	77.0 / 240

Next, mostly because some lists still have the free Houdini 1.5a ahead of the commercial Houdini 2.0c, but also to get a head-to-head score between these 2 using the newer Noomen's 2012 Test Suite, Peter decided to re-introduce **Houdini 1.5a!**

Hi Eric,

As anticipated the head to head clash was closely contended taking longer than anticipated with 3 games exceeding 200 moves, one of which went to 282 moves and an additional 10 games fell within 150 to 200 moves.

These were all draws bar one of them; game 14 that was a 199 move win when with queens still on the board, a pawn blockade position seemed to be preventing progress. After move 135 the following "middle-game" position arose



whereupon H2.0c played **136.f4!** to break up the central pawn blockade with devastating consequences for 1.5a. **136...exf 137.Bxf4 Bg7 138.e5!** and 2.0c went on to overrun Black. Fascinating because it was still in the middle-game at that move and it's very unusual for a win to arise that late in a game, they tend to peter out into a draw.

Although 1.5a won the head to head with 2.0c by the narrowest of margins, worse results against Critter and Deep Rybka meant 2.0c Pro remained ahead by approximately 15 points. However there seem some significant changes influencing playing style from 1.5a to 2.0c so it certainly had some work done it. Perhaps another case where the Elo difference does not tell the whole story.

			1	2	3	4	5	6	
1	<b>Houdini 2.0c Pro x64 GTB</b>	3100	**	29.5 - 30.5	32.5 - 27.5	34.5 - 25.5	39.5 - 20.5	44.0 - 16.0	180.0 / 300
2	<b>Houdini 1.5a x64 GTB</b>	3080	30.5 - 29.5	**	26.0 - 34.0	34.5 - 25.5	36.0 - 24.0	45.5 - 14.5	172.5 / 300
3	<b>Critter 1.6a x64 GTB</b>	3055	27.5 - 32.5	34.0 - 26.0	**	30.5 - 29.5	28.5 - 31.5	38.5 - 21.5	159.0 / 300
4	<b>Stockfish 2.2.2JA 64bit</b>	3050	25.5 - 34.5	25.5 - 34.5	29.5 - 30.5	**	34.0 - 26.0	42.5 - 17.5	157.0 / 300
5	<b>Deep Rybka 4.1 x64 LP</b>	3020	20.5 - 39.5	24.0 - 36.0	31.5 - 28.5	26.0 - 34.0	**	38.0 - 22.0	140.0 / 300
6	<b>Deep HIARCS 14</b>	2920	16.0 - 44.0	14.5 - 45.5	21.5 - 38.5	17.5 - 42.5	22.0 - 38.0	**	91.5 / 300

A few days later I e-mailed Peter to let him know that a new Stockfish, 2.3, had come out, though with no real claims for much improvement, and soon got his response, and details of his latest undertaking:

Hi Eric,

*I formally retired mid August and must say it is the best job I never had!*

*I noted the release of Stockfish 2.3 but have had some other things to look at as I have been comparing Deep HIARCS 14's performance against Houdini 2.0c Pro at longer time controls and with DH14's new internal book active. Anyway Stockfish 2.3.1 has now been released.*

*I have to admit that the more I think about it the less justification I see to exclude the transportable book that comes with HIARCS products, and any other engines for that matter. Because some engines cannot use tablebases, Stockfish for example, does not mean testing is done without TB's. Just tough on the engines that cannot use them. So what is the difference, if a package is supplied with an Openings Book that is not GUI restricted, shouldn't it be included in tests*

*Playing with longer time controls reduces the number of games in a day so I introduced a fast play finish using 40/20 + 40/20 and then All in 20. Most of the games seem to be decided before the fast finish kicks in. The HIARCS package as opposed to just the engine seems much better, as I would expect it to be. The score so far is:*

20'/40+20'/40+20'						
1	<b>Houdini 2.0c Pro x64 GTB</b>	+12/-16/6	58.82%	20.0 / 34	+62	
2	<b>Deep HIARCS 14</b>	+6/-16/12	41.18%	14.0 / 34	-62	
						Stop Press, 3rd Oct
						Houdini2 32½
						Hiarcs14 25½

*As time permits, I'll try and get 100 or so games in to see what impact the internal book and learning have with more games.*

Best regards, Peter

Eric: Many thanks as always Peter, your efforts to keep right up-to-date with new engine release ratings are much appreciated... and also your willingness to try out new ideas! Maybe we should use our prepared Opening Test Suites to get position variety in the Matches, but leave Books switched On so that they kick-in after the prepared lines are finished? That way we'd get our 30 prepared and different openings, to see and rate how the engines deal with different chess issues, but also enable the Books to help out if and when they can? I realise this will mean the engines end up in openings they wouldn't normally choose to play in, but perhaps it's a viable compromise?!

## 6TH WORLD COMPUTER RAPID CHESS CHAMPIONSHIPS, 2012

This important Annual Internet Event, the **World Computer RAPID Chess Champs**, took place during July. This year there were 12 entrants, so an 11 Round All-Play-All tournament took place, with a G/25+4 time control.

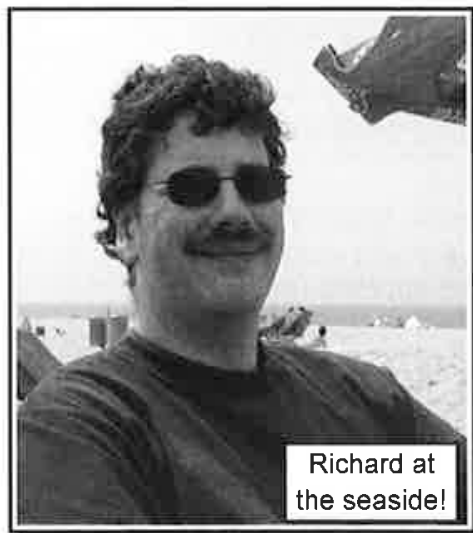
Inevitably the engines were on some totally different hardware, for example **Sjeng** was on a 208 (one list said 240!) Cluster of Intel e5 xeon, while **The Baron** was on an 8 core set-up, **Nightmare** and **Tornado** were on 6 cores, and still others were on mere 4-core Quads. Big difference! So of course Sjeng (showing an ICC Elo of 2929) was the big pre-Tournament favourite, a program called Somnus (actually a Crafty version) was 2nd favourite (2883), and these were followed by Nightmare (2667), The Baron (2590), Arasan (2521), Goldbar (2511), Tornado (2478), Telepath (2376), Tinker (2346), and then 3 others at around 2000.

I am always interested in how **Richard Pijl's** The Baron does, not particularly because of some interesting games it has played against Hiarcs in various tournaments but because, if Hiarcs isn't playing, Richard often borrows Harvey Williamson's 8-core PC, as he did this time.

Richard reports that **The Baron** was a slightly modified version of the 3.30a that has been competing in the Premier Division of the last WBEC tournament, but by mistake he loaded an old Opening Book for the 1st round against Goldbar instead of the new one prepared for him by Sebastian Böhme. So it opened with 1.d4 instead of the intended 1.e4, but The Baron won easily enough anyway.

The mistake was quickly rectified for the rest of the Tournament, but before we jump to the exciting situation that had arisen after 8 rounds we'll have a look at a couple of other interesting moments.

In round 2 The Baron had White against one of the main competitors: Tornado. After a long Sicilian Najdorf bookline a volatile but



equal position was reached. The Baron appeared to have a nice supported knight on c6, but Tornado had a similar beast on f4. Tornado obtained a strong pair of knights where the Baron's pair of bishops were not finding the right squares. It also had the worse pawn structure and one of the bishops was tied down trying to defend this. Richard says that he *"expected to get at most a draw from this game. Until Tornado started to complicate things"*...

### The Baron - Tornado

Notes by Richard Pijl



#### 32..N4xd5!?

*Unexpected as it solves part of the Baron's problems. But it is hard to see in what other way Tornado can make progress.*

#### 33.Bxd5!?

*Also a surprise. An alternative would have been 33.Nxe5 dxe5 34.Rxe3 Nxe4 (34..Nxe3 35.Bxa8 gives the advantage to the Baron)*

35. Rxe4 and the position seems to be very equal.

33.. Nxd5 34. Rd1 Rc8?

Sacrifices the exchange to keep the pawn, but now the Baron will get the advantage.

34.. Nb6 or 34.. Ne7 would have been better

35. Nd8! Rxd8 36. Bxd8 Bd4 37. Rd3 Rf5

38. h4 Kf7 39. Bg5 Ke6 40. Re1 Bc5 41. a3

Nf4 42. Bxf4 Rxf4 43. Re4 Bf2?!

Tornado should probably not allow further trade-downs as the queen-side pawn majority of the Baron will be decisive.

44. Rxf4 exf4 45. Rd1 Bxh4

Winning the pawn on h4 locks out the bishop from action.

46. Rh1 g5

Giving up the pawn on h7 is not an option as the rook will be snacking more pawns

47. Kc2 Kd5 48. Kd3 a5 49. Rc1

and the Baron won after 27 more moves.

Indeed the Baron won all of its games on the first day... but so did Sjeng, they were both on 8/8!

With only three more games to play it was clear that the 10th. round game **Baron v Sjeng** would probably be decisive, but The Baron would also still have Nightmare, another strong program to play, in round 11.

The first game for Baron on the second day was with White against Telepath which managed to force the game into the unknown after just 4 moves.

Richard says: "A quick look in the database told me that only 2 games were known with that line, both won by black. But Baron played a novelty on move 5 and managed to convert the initial Sicilian into something that resembled a King's Indian. Without a book guiding the program through that type of position it is hard to follow the correct plan. The Baron blew up the central pawn structure, created a passer there and then forced a queen exchange, so the passer became a winning advantage."

While this was going on Sjeng was playing Tornado and ran into early trouble.

## Tornado-C - Sjeng

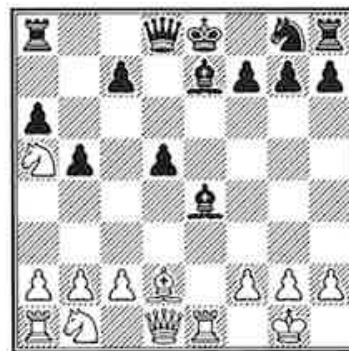
1. e4 e5 2. ♘f3 ♘c6 3. ♗b5 a6 4. ♗a4 b5  
5. ♗b3 ♘a5 6. 0-0 d6 7. d4 exd4 8. ♘xd4 ♗b7  
9. ♗d2 ♘xb3 10. ♘xb3

Now 10... ♘f6, ♗b8, ♗c8 and ♘e7 are all known to theory, with ♘f6 having the best record. But instead Sjeng plays

10... ♗e7

Whether this was a book idea or Sjeng's own choice I don't know, but it could have run into trouble!

11. ♘a5 ♗xe4 12. ♗e1 d5



Black is a pawn ahead but with poor pawn structure

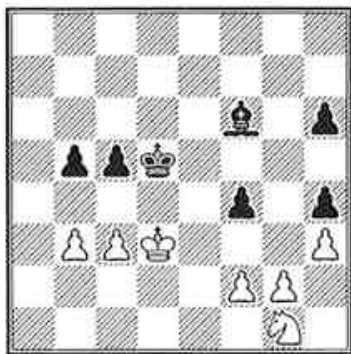
13. ♘c3?!

Instead why not 13. ♗c3!

13... h5 14. ♗xg7 ♗h7 giving the pawn back hardly seems playable, White returns the bishop to c3 with 15. ♗c3 leaving Black's position in a right mess

So 13... ♘f8 seems pretty much forced, but this would obviously leave Black with serious development problems and Sjeng could have been struggling to get anything out of the game

13... ♗d7 14. ♘xe4 dxe4 15. ♗c3 ♘f6  
16. ♗xf6 ♗xd1 17. ♗axd1 ♗xf6 18. ♗xe4+  
♘f8 19. c3 h5 20. ♘b7 ♗e8 21. ♗xe8+ ♘xe8  
22. ♘c5 a5 23. ♗d7 ♗d8 24. ♗d5 c6 25. ♗d6  
♗h6 26. ♗xh6 gxh6 27. ♘f1 ♘e7 28. h3 ♗b6  
29. ♘e4 ♘e6 30. ♘e2 f5 31. ♘g3 h4 32. ♘f1  
f4 33. ♘d2 ♘d5 34. b3 a4 35. ♘f3 axb3  
36. axb3 ♗d8 37. ♘d3 ♗f6 38. ♘g1 c5



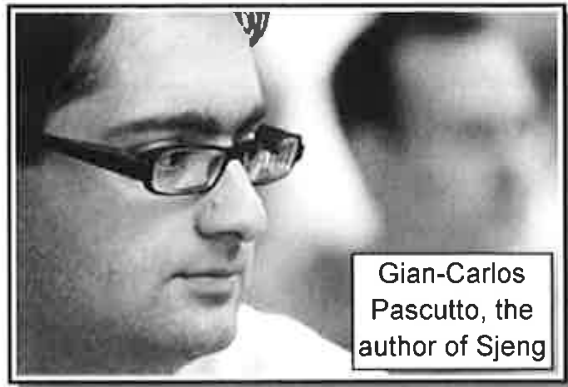
*Tornado's next move results in a blocked pawn structure, with the Sjeng pawns all on the wrong coloured squares, and neither side can win*

39.c4+ bxc4+ 40.bxc4+ ♔e5 41.♟e2 ♙e7  
 42.f3 ♙d6 43.♞c3 ♙c7 44.♞b3 ♙a5 45.♞a4  
 ♙b4 46.♞b5 ♙a3 47.♞b6 ♙b4 48.♞c6 h5  
 49.♞b6 ♙a3 50.♞b5 ♙b4 51.♞a6 ♙a3  
 52.♞b6 ♙b4 53.♞c6 ♙a3 54.♟c3 ♞d4  
 55.♟b5+ ♞e3 56.♟xa3 ♞f2 57.♞xc5 ♞xg2  
 58.♞b6 ♞xh3 59.c5 ♞g3 60.c6 h3 61.c7 h2  
 62.♟b5 h1 ♞ ♞c8 ♞xf3 64.♞f5 ♞g4  
 65.♞e5 ♞g2 66.♟c3 f3 67.♟d5 ♞g6+  
 68.♞a5 ♞c6 69.♟f4+ ♞f2 70.♟d3+ ♞g2  
 71.♟e1+ ♞f1 72.♟d3 f2 73.♟f4 ♞a8+  
 74.♞b4 ♞g1 75.♞g5+ ♞f1 76.♟d3 ♞e4+  
 77.♞c3 ♞f3 78.♞d2 ♞e2+ 79.♞c3 ♞e1+  
 80.♞d4 ♞e8 81.♞f5 ♞e2 82.♞c3 ♞g1  
 83.♞g5+ ♞h2 84.♞h4+ ♞g1 85.♞g3+ ♞f1  
 86.♞h2 ♞f3 87.♞c4 ♞f5 88.♟xf2 ♞xf2  
 89.♞h1+ ♞e2 90.♞xh5+ ♞e3 91.♞e5+ ♞f3  
 92.♞f6+ ♞e3 93.♞e6+ ♞f4 94.♞d6+ ♞g5  
 95.♞d4 ♞xd4+ 96.♞xd4 1/2-1/2

Draw agreed, and The Baron leads the Tournament by a 1/2 point!

So **The Baron** was on 9/9, **Sjeng** had 8 1/2. **Tornado** had 7 1/2 and the rest were out of it.

So they came to round 10 and what was almost sure to be the decisive game for the tournament. Richard had a good look at the games Sjeng had played in previous rounds and adapted his book to avoid lines that Sjeng had been successful in. Initially in the game this seemed to have been successful. The Baron was happy with the position it got and Sjeng apparently not so. Then the Baron tried to force things:



Gian-Carlos Pascutto, the author of Sjeng

## Deep Sjeng - The Baron

Notes by Richard Pijl

1.d4 Nf6 2.Nf3 g6 3.c4 Bg7 4.d5 c6 5.Nc3  
 xcd5 6.cxd5 Qa5 7.Qd4 0-0 8.Bd2 d6 9.e3  
 Na6 10.Rc1 Bd7 11.a3 Rfc8 12.Be2



### 12.. Nc5!?

*In the exchange that follows an unbalanced material position arises where The Baron has a queen and three pawns against three pieces.*

### 13.b4 Qa3 14.bxc5 Rxc5 15.O-O

*Or 15.Qh4!? h6 16.O-O g5 17.Nxg5 hxg5  
 18.Qxg5 Rac8 19.Ra1 Qb2 20.Ra2 Qxa2  
 21.Nxa2 Rxd5 22.Qf4 Rxd2 23.Nc1 Rxc1  
 24.Rxc1 Rxe2 to mention another wild line*

### 15...Nxd5 16.Qxd5 Rxd5 17.Nxd5 e6 18.Nc7 Rc8

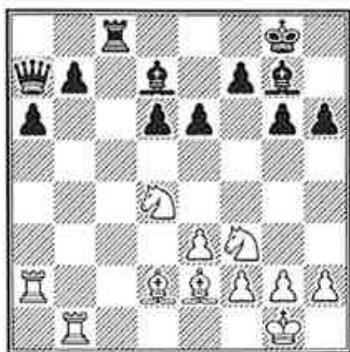
*Perhaps 18..Rb8 would have been better to prevent the rook exchange.*

### 19.Nb5 Qa6 20.Nbd4

*The rook exchange looks good as well*

### 20...Qb6 21.Ra1 a6 22.Rfb1 Qa7 23.Ra2 h6





**24.Ne1**

Moving the knight towards the black pawns on the queen side with the goal to block/eat them.

**24...Kh7 25.Rab2!**

Luring the pawns forward so that they will be easier to attack

**25... b5**

Forced. Rb8 would be admitting that black is basically lost.

**26.Ra2**

Now the a-pawn is terribly weak. It becomes clear that having a queen for three pieces is really a disadvantage when your extra pawns are basically sitting ducks. No matter what the computer evaluation says here ...

**26...Qb7 27.Bf3 d5 28.Bd1 Qb6 29.Rba1 Ra8 30.Nec2 Bc8 31.Ba5 Qb8 32.Rc1 Bb7 33.Nb3 Bf8**

33..Be5 is not essentially different

**34.Bd2 Bd6 35.g3 Qd8 36.Na5 Bc8 37.Bf3 Qf6 38.Ne1 Bd7 39.Nb7 Bf8 40.Nc5 Bxc5 41.Rxc5 Rc8**



**42.Bc3?**

Exchanging rooks first on c8 is probably better

**42..Qd8?**

Missing our chance to get out of trouble with 42..e5!, e.g. 43.Rxc8 Bxc8 44.Bd2 (44.Bxd5

Qd6 45.Rd2 b4) d4 45.exd4 exd4 and the active queen may start to make the difference. 43.Rxd5 is another option, followed by 43..Rxc3 44.Rxd7 e4! 45.Bd1 Kg7 and the activity of the white pieces is reduced while the black queen is hyperactive

**43.Nd3 Rxc5**

What else?

**44.Nxc5 Bc8**

With the black bishop hemmed in by its own pawns, it is very clear that white is better now. 4 attackers against 2 defenders, although it took 50 more moves until the Baron resigned.

**45.Kg2 Qc7 46.Bb4 Qc6 47.Kg1 e5 48.Bg2 g5 49.Ra3 f6 50.Ra1 h5 51.Rc1 e4 52.Nb3 Qe8 53.Rc7+ Kg6 54.Nd4 Qd8 55.Ba5 Bd7 56.Bh3 Bxh3 57.Rg7+ Kxg7 58.Bxd8 h4 59.gxh4 gxh4 60.Nc6 Kf7 61.Nb4 Bc8 62.Nxd5 Bb7 63.Nb4 Ke6 64.Kg2 Kf5 65.Nc2 Bc8 66.Nd4+ Ke5 67.f4+ exf3+ 68.Kxf3 h3 69.Ke2 f5 70.Kd3 Kd6 71.Ba5 Kc5 72.Nc2 Kd5 73.Nb4+ Ke5 74.Bc7+ Ke6 75.Kd4 Kd7 76.Ba5 Kd6 77.Nd3 Bb7 78.Bb4+ Kc6 79.Nf2 Kb6 80.Nxh3 a5 81.Bc5+ Kc6 82.Nf4 Kd7 83.h4 Ke8 84.Ne6 Bc8 85.Ng5 f4 86.exf4 Bg4 87.Bb6 a4 88.Bc5 Kd8 89.Ke5 Bd1 90.f5 Bh5 91.f6 Ke8 92.f7+ Bxf7 93.Nxf7 Kd7 94.Kd5 b4 1-0**

So the positions were reversed, now Sjeng led with 9½/10, and The Baron was 2nd with 9. In the final round The Baron had to hope for Deep Sjeng to drop half a point or more against Crafty, but in fact Sjeng won rather quickly, so Baron's win over Nightmare was unfortunately to no avail.

Name	SB	T	N	G	A	S	T	T	P	D	J	/11
1 Sjeng 2929	x	1	=	1	1	1	1	1	1	1	1	10½
2 TheBaron 2590	0	x	1	1	1	1	1	1	1	1	1	10
3 Tornado-C 2478	=	0	x	=	1	1	1	1	1	1	1	8½
4 NightmareX 2667	0	0	=	x	=	1	=	1	1	1	1	7½
5 Goldbar 2511	0	0	=	=	x	=	=	1	=	=	1	6
6 ArasanX 2521	0	0	0	0	=	x	1	=	1	1	1	6
7 Somnus 2883	0	0	0	=	=	0	x	1	=	1	1	5½
8 Tinker 2346	0	0	0	0	0	=	0	x	=	1	1	4
9 Telepath 2376	0	0	0	0	0	=	0	=	=	x	=	4
10 ParrotC 2000	0	0	0	0	0	=	0	0	=	x	=	3
11 Dshawul 1978	0	0	0	0	0	0	0	0	0	=	x	1½
12 JabbaChess 20000	0	0	0	0	0	0	0	0	0	=	0	½

## 24TH GEBRUIKERS BY ROB VAN SON AND ERIC HALLSWORTH

Hi Eric,

*Last Saturday we played another **Gebruikers tournament!** This time the **24th edition!***

***Ries van Leeuwen** had intended to start the tournament at 10.00, but we began late at 11! Only chess computers with Elo's below 2000 were allowed to participate, but this caused a great field of competitors, with 10 computers and 9 operators present. We used the old wooden chess clocks again and Ries gave each computer 45 minutes per game. Unfortunately there are not enough hours in a day, so after two rounds, we changed the levels to game in 30. Hans van Mierlo didn't use an external chess clock, but that's because he was operating two computers!*

*Also this time our CSVN meeting took a long time too, so after 4 rounds Ries had to begin the awards ceremony.*

*Anyway, we enjoyed the tournament very much and are looking forward to the next - and probably the last - CSVN gebruikers tournament. Ries will again be our tournament organiser for the 25th Gebruikers, to take place somewhere in October this year.*

*Eric, below I have given you the results per round and the final ranking. We didn't all write down the games, so I only have a small pgn-file to send you. Also in separate e-mails, I will send you some nice photos for you and your readers to enjoy!*

*Best regards, Rob*

Okay, let's have a look at some the games! But I'd like to say something first. You know, it's easy enough to find some move faults in these dedicated computer games... when I'm using Hiarcs and Houdini on a Quad-laptop! But how would I do without them?! I've no doubt that I'd have readers e-mailing with notes of the faults they'd found in my analysis! Maybe we'll have a look at an old game from an early Gebruikers from a few years ago, when I was maybe using a Mephisto Lyon or similar as my analytical partner. And we'll get Hiarcs to analyse both the game and my analysis, see what I missed and what I got wrong! Could be a good laugh for readers for my final issue!



**Round 1**

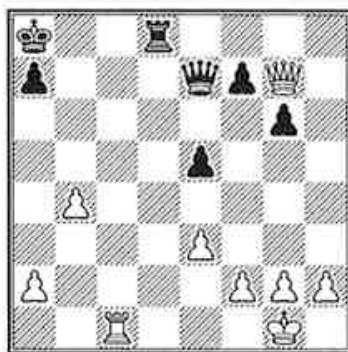
**MEPHISTO POLGAR- CXG SPHINX GALAXY**

D30: Queen's Gambit Declined:  
Systems ex Nc3

1.d4 ♟f6 2.c4 e6 3.♟f3 d5  
4.♟g5 ♟e7 5.e3 dxc4 6.♟xc4  
c5 7.♟c3N 7.0-0 0-0 8.dxc5  
♟xc5 9.♟c3 is usual, but  
there's nothing wrong with the  
move played 7...♟b6 8.♟b1 If  
8.0-0 then definitely not  
8...♟xb2?? 9.♟b5! 8...cxd4  
9.♟xd4 ♟c5 10.♟b5+ ♟d7 11.♟f3 ♟c6  
12.♟xc6



12...♟xc6 Better than 12...♟xg5?! 13.♟xe7  
♟xe7 14.♟xd7 ♟xd7 15.♟d1± 13.♟xc6+  
bxc6 14.0-0 0-0-0? The wrong side, though  
it goes unpunished. 14...0-0 was correct,  
then 15.♟xf6 ♟xf6 16.♟e4 ♟e5± 15.♟e4?!  
Missing 15.♟xf6! which gives White a big  
advantage after 15...♟xf6 16.♟bc1 ♟c7  
17.♟a4± 15...♟xe4 16.♟xe7 ♟xe7  
17.♟xe4 ♟d6 18.♟bc1 ♟c7?! 18...♟d7 was  
better. Now Black comes under heavy attack  
19.♟a4! ♟b7 20.♟b4+ ♟a8 21.♟xc6! ♟hd8  
22.♟xd6 ♟xd6 23.♟e4+ ♟d5 24.♟xh7 g6  
25.♟c1 ♟d8 26.♟g7 e5 27.b4!



27...♟c7 Best. If 27...♟xb4?!  
28.♟xf7! 28.♟b1 Not  
28.♟xc7?? of course:  
28...♟d1# 28...♟e7 29.a3 ♟d6  
30.h3 ♟c7 31.b5 ♟c2 32.♟f1  
♟c7 33.e4 ♟d3 34.♟b1 ♟d4  
35.a4?! A nice idea, though  
35.♟e1 was preferable from a  
practical point of view  
35...♟xa4 36.♟f8+ 36.♟h8+!  
was a more dangerous  
follow-up to the previous  
move. After 36...♟b7 37.♟f6!  
Black's position is precarious!

36...♟b7 37.♟d1



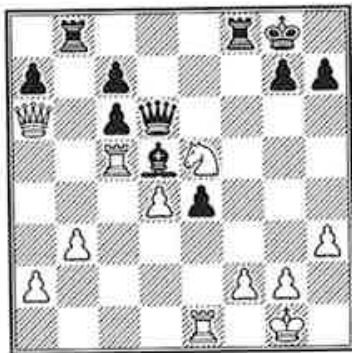
37...♟xe4? 37...♟d4 was best, and if 38.♟e1  
♟d2± 38.♟a1? Best was 38.b6! ♟xb6 (or  
38...axb6 39.♟a1 threatening ♟a8 mate)  
39.♟b1+ ♟a5 40.♟a3+. Black can nearly  
resign 38...♟c4 39.♟a6? Again 39.b6 was  
best, though the game isn't over this time  
after 39...♟xb6 40.♟xf7+ ♟c7 as Black  
might be able to hang on. The last 2 moves  
have cost the Polgar all of the advantage it  
has had since early in the game! 39...e4!  
40.g3 e3! 41.♟e8?? What?! This loses a  
game the Polgar had won at move 38.  
41.♟g2 is needed, 41...exf2 (41...e2?!  
42.♟e8±) 42.♟f6!= 41...exf2+ My PC  
program announced this as m/16 almost  
instantly, but watch what happens now!  
42.♟xf2 ♟c2+?! 43.♟f3 ♟c3+??  
43...♟c3+! is the only win, but as 42...  
♟c2+?! wasn't optimum it's now showing  
only m/31! However 43...♟c3?? is an awful  
mistake, and the Galaxy is incredibly fortu-  
nate to get away with it 44.♟g4?? Amaz-  
ingly 44.♟e3! draws because ♟xa7  
threatens mate for White! So Black must  
exchange 44...♟xe3+ 45.♟xe3 and we're  
left with ♟+3pawns each, and a draw  
44...♟d4+! m/7 45.♟g5? ♟c5+ m/3

46.♖e5 ♜xe5+ 47.♔h4 ♜g5#  
*A very entertaining game despite the awful blunders near the end 0-1*

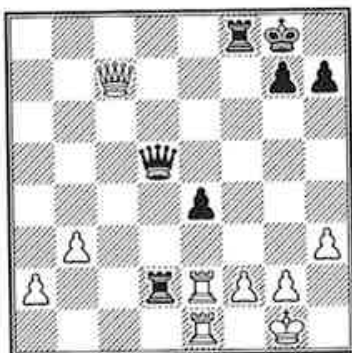
**MEPHISTO MMIV - SARGON 4.0**  
**ARB 16 MHZ**

ECO Opening D35

- 1.d4 d5 2.c4 e6 3.♘c3 ♘f6  
 4.♙g5 ♙e7 5.cxd5 exd5 6.e3  
 0-0 7.♙d3 ♙e6 8.♘f3 ♘c6  
 9.0-0 ♘g4 10.♙xe7 ♜xe7 11.e4  
 dxe4 12.♙xe4 f5 13.♙xc6 bxc6  
 14.♞d2 ♞d6 15.h3 ♘f6  
 16.♞fe1 ♙d5 17.♘e5 ♘e4  
 18.♘e4 fxe4 19.♞ac1 ♞ad8 20.♞a5 ♞b8  
 21.b3 ♞be8 22.♞c5 ♞b8 23.♞a6



23...♞a8? 23...♞b4 keeps the game equal.  
 24.♞a5 (not 24.♘xc6? ♞b6!-+; nor  
 24.♞xa7? ♞xd4 25.♘g4 ♙d2-+) 24...♞xd4  
 25.♘g4 ♙d3= 24.♘xc6 ♙xc6 25.♞xc6 ♞f4  
 26.♞c2 ♞ad8 27.♞xa7 c6 28.♞c5 ♙d5  
 29.♞xc6 ♞xd4 30.♞ce2 ♞f5 31.♞b6 ♞d5  
 32.♞c7 ♙d2



33.♞c4! Forcing exchanges which pretty  
 much guarantee the win for White 33...♞xc4  
 34.bxc4 ♞xe2 35.♞xe2 ♙d8 36.♞xe4 The  
 pair of queenside passed pawns win the  
 game 36...♙d1+ 37.♔h2 ♙d2 38.a4 ♞xf2

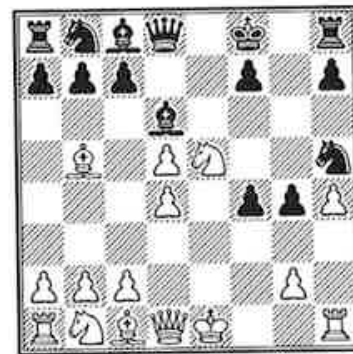


- 39.c5 ♞c2 40.♞e8+ ♔f7  
 41.♞c8 ♞a2 42.♞a8 ♔e6  
 43.♞a7 ♔d5 44.♞xg7 ♔xc5  
 45.♞xh7 ♞xa4 46.g4 ♔d5  
 47.♔g3 ♔e5 48.♔h4 ♙d4  
 49.♔h5 ♔f4 50.g5 ♔g3  
 51.♔g6 ♙d6+ 52.♔f5 ♙d5+  
 53.♔f6 ♙d6+ 54.♔e7 1-0

**MEPH CHESS ACADEMY - NOVAG**  
**SUPER EXPERT C**

C39: King's Gambit Accepted: 3  
 Nf3 g5 4 h4

- 1.e4 e5 2.f4 exf4 3.♘f3 g5  
 4.h4 g4 5.♘e5 ♘f6 6.♙c4 d5  
 7.exd5 ♙d6 8.d4 ♘h5 9.♙b5+ ♔f8



10.♘g4? Must be out of Book, this gives  
 the Novag a chance to create a major attack,  
 and it doesn't disappoint. 10.0-0 or 10.Nc3  
 are theory 10...♘g3! 11.♞h2 ♞e7+  
 12.♘e5N I was amazed to find a game in  
 my database – an N. Daum had tried  
 10.♘g4? in a game in Berlin in 2006, and  
 now went 12.♔f2, but his opponent won  
 quickly with 12...h5 13.♘e5 ♙xe5 14.dxe5  
 ♞c5+ 15.♔e1 ♞g1+ 16.♙f1 ♞xf1+  
 17.♔d2 ♘e4# 12...f6?! 12...♙xe5! the  
 reply in my database game to 12.♔f2 would  
 have won quickly: 13.dxe5 ♞xe5+ 14.♔f2  
 ♙g4+ 13.♙xf4 fxe5 14.♙g5 Now Black  
 would still be winning with 14...♞f7, but  
 instead plays... 14...♞g7? giving its oppo-  
 nent counterplay 15.c3?? Oh dear?!  
 15.♞f3+! ♘f5 16.♙d3! and the Academy is  
 still in the game! Surprising! 15...exd4  
 16.♞xd4 16.♞f3+ is met by 16...♞f7-+  
 16...♞xd4 17.cxd4 ♘f5 18.♞h1 h6 19.♙f6  
 ♞g8 20.♙e5 ♞xg2 21.♘d2 ♙xe5 22.dxe5  
 ♘g3 23.♞f1+ ♘xf1 24.♙xf1



Hein Veldhuis with his daughter Joyce. She is learning to play chess and enjoyed a share of operating the Renaissance!

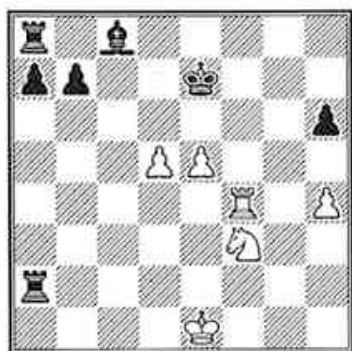
**Round 2**

**CXG SPHINX GALAXY - SAITEK  
RENAISSANCE D+**

D31: Queen's Gambit Declined:  
Semi-Slav

1. d4 d5 2. c4 c6 3. d4 e6 4. dxc3 dxc4 5. a4  
b4 6. e3 b5 7. d2 a5 8. axb5 dxc3 9. dxc3  
cxb5 10. b3 b7 11. d5 f6 12. bxc4 b4  
13. dxf6 gxf6 14. a4+ d7

*It is amazing that, from here, the game lasts so much longer!* 24... h2 25. c1 d7  
26. f3 xb2 27. xc7 b6 28. c4 xc4  
29. xc4 xa2 30. f4+ e7



31. f6 *I'm sure readers have spotted the one chance for White in those advanced central passed pawns. They shouldn't be enough to save the game, but even so White must try 31. d6+ sooner rather than later. So 31... e8 32. f6 and even though a rook down, hope for the best,. After all Black's extra e is still on its a8 home square 31... h5 31... g4! 32. d6+! d7 33. f7+ c6 34. d4+ 34. f8!? would make Black 'think': 34... a4 35. d8 e4+ 36. f2 but 36... b5! finally frees up Black's pieces 34... d5 35. d7 d7 36. xd7+ xe5 37. f3+ f4 38. d4 e8+ 39. f1 b6 40. f7+ g4 41. g7+ h3 42. f5 a5 43. g5 c8 My PC engine shows m/9 44. g3+ h2 45. e3 c1+ 46. e1 cc2 47. e4 g2 48. e2 axe2 49. d6 g2# A perfect mating finish by the Novag. 0-1*

- MM IV - Sargon 4.0 1 - 0
- Galileo D+ - Monte Carlo 1 - 0
- Polgar - Galaxy 0 - 1
- Renaissance D+ - Prestige 1 - 0
- Schach Akademie - Super Expert C 0 - 1



*Now White usually plays 15. d4 or 15. d1 and chances are about even 15. dx6?N c3+?! Missing the best reply: 15... fxe6! d1 b3! but the game move still leaves Black in charge 16. d2 fxe6 17. a2 c1+ 18. e2 e7 19. b5 hb8! 20. g5+ f8*



21. xa5? *This seems like an unnecessary sacrifice that makes things worse. The best chance lay with 21. f4+ g8 22. d4 though 22... d8 but White still has a problem! It would like to exchange queens with 23. a1 xa1 24. xa1, but after 24... a4 Black's connected passed pawns are running down the queenside 21... c3?! 21... b3! would win outright 22. e4 a6 Or 22... xa5*

23. ♖xa5 ♜a8! 23. ♖f4+?!  
 23. f3!? might have offered  
 White some hope, and after  
 23... ♖d4 24. ♔e1. But if Black  
 would finally play 24...b3 the  
 Renaissance stays in charge  
 23... ♔e7 24. ♖h4+ ♔f8 25. ♔d1



Ruud Martin



16...0-0 Avoiding the proba-  
 bly disastrous 16... ♖xg4?

17. ♖g5! 17. ♖g5 ♔b4 18. a3 ♔d7 19. ♜c1  
 ♔c6 20. ♖d3 The mate threat ♖xh7 is easily  
 met, but White has the edge at this point  
 20...g6 21. ♖h3 ♔g7

25...b3! Hurrah! 26. ♖f4+ ♔g8 27. ♖g4  
 ♜b6 27...b2! 28. ♜g5 ♜d6 29. ♖f4 ♖c2+  
 Missing 29... ♔xc4! m/9 30. ♔e1 ♖c1+  
 31. ♔e2 ♔xc4+ 32. ♔f3 ♜xd2 33. ♖e3 ...and  
 resigns as 33... ♜f8+ 34. ♔g4 ♔xf1 leaves  
 White with no hope at all 0-1

Super Expert C - Galileo D+ 1 - 0  
 Galaxy - Renaissance D+ 0 - 1  
 Prestige - MM IV ½ - ½  
 Sargon 4 - Schach Akademie 1 - 0  
 Monte Carlo - Polgar 1 - 0

**Round 3**

**MEPH MM IV - MEPH MONTE CARLO**

C02: French: Advance Variation

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♔c6 5. ♔f3 ♖b6  
 6. ♔e2 cxd4 7.cxd4 ♔ge7 8. ♔c3 ♔f5 9. ♔a4  
 ♖a5+ 10. ♔d2 ♔b4 11. ♔c3 ♔xc3+ 12. ♔xc3  
 ♖b6 Part of a major battle for the  
 d4-pawn! If the computers were still in  
 Book here I'd expect 13. ♔b5 or 13. ♔a4  
 would be chosen. I did find a game in my  
 database with White's choice, but it isn't as  
 good 13. ♔b5 a6 14.g4 ♖a5+N 14...axb5  
 15.gxf5 exf5 was played in my database  
 (Club level) game 15. ♔c3 ♔h6 16. ♖d2



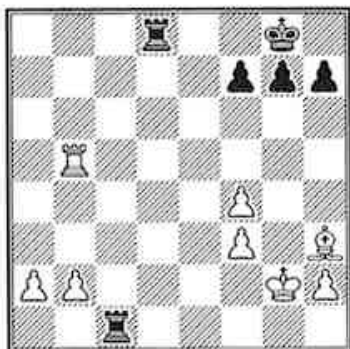
22. ♔xh7?! Very tempting, but too  
 ambitious, though it's nice to see it from a  
 computer! 22. ♖e3 was possible, but better  
 was to play 22. ♜d1 first, and after 22... ♖b6  
 then 23. ♖e3 with some pressure 22... ♔xh7  
 23.g5 The only realistic follow-up  
 23... ♔xd4 24. ♖xh6+ ♔g8 25. ♔g4 ♔c6  
 26.f4! Applause from your annotator, the  
 MMIV is still boldly trying to make the sac'  
 work 26...d4? The Monte Carlo's turn to go  
 wrong. It should have made its own sac' with  
 26... ♔xe5 27.fxe5 and then 27...d4! ♣  
 27.b4?? Returns the favour, this time  
 fatally. Remarkably 27.0-0 dxc3 28. ♜xc3  
 would draw! Only 28... ♔e7 meets the h-file  
 mate threat, 29. ♜h3 ♖c5+ forcing perpetual  
 checks (anything else and White mates. E.g.  
 29... ♖b6+?? 30. ♜f2 ♖xf2+ 31. ♔xf2 ♔c6  
 32. ♖h7#) 30. ♔g2 ♔c6+ 31. ♔f3 ♖c2+ etc  
 ½-½ 27... ♖xa3 28. ♔e2 ♖xb4+ 29. ♔f2 d3  
 30. ♜cd1 dxe2 After 31. ♜xd7 ♖xf4+ 32. ♔f3  
 ♜ad8 33. ♜xd8 ♜xd8 Black has too much  
 material, together with mate threats. If  
 34. ♜e1 ♔xe5 m/9 0-1

**FID PRESTIGE GLASGOW - CXG**  
**SPHINX GALAXY**

B46: Sicilian: Taimanov: 5 Nc3 a6  
1.e4 c5 2.♘f3 e6 3.d4 cxd4  
4.♗xd4 ♗c6 5.♗c3 a6 6.g3  
♗f6 7.♗xc6 bxc6 8.e5 ♗d5  
9.♗xd5 exd5 10.♙g2 d6  
11.exd6 ♙xd6 12.0-0 0-0  
13.♞e1 ♞b8 14.c4 ♙b4 15.♞e2  
♙g4 16.f3 ♙f5 17.cxd5 cxd5  
18.♙f4 ♞b6+ 19.♔h1 ♞bd8  
20.♞c1 ♙c5 21.♞e5 ♙e6  
22.♞d3 ♙d4 23.♞e2 ♞b5 24.♞xb5 axb5  
25.♞d2 ♙b6 26.♙f1 ♞c8 27.♞cd1 ♙a5



The game was well-played and fairly even up to here, but now some mistakes start to creep in 28.♞xd5? 28.♞d4 looks best for White, and if 28...♞c2! 29.b4 ♙b6 30.♞4d2 keeps it equal 28...♙xd5 29.♞xd5 ♞fd8 30.♞xb5 ♙d2 31.♙h3?? ChessBase says "strolling merrily down the path to disaster", and I can't really disagree, however corny it is! The best defence was simply 31.♔g2 after which Black should start to bring his king into the game with 31...♔f8 and now 32.b3 ♞c2 33.♔h3 ♙xf4 34.gxf4 ♞xa2 35.♙c4+ 31...♞c1+ 32.♔g2 ♙xf4 33.gxf4



33...♞a1? Gives the Galaxy a last gasp chance to save the game. 33...♞d2+ would

have won nicely as, after 34.♔g3 g6! (restricting White's bishop), 35.♞g5 f6 36.♞g4 ♞xb2 0-1 34.a3?! Missing 34.♔g3 which would have given the Fidelity some genuine drawing chances: 34...♞xa2 35.♙f1 ♔f8 36.♙c4 ♞a1 37.♞b7! 34...♞d2+! 35.♔g3 g6?! 35...♞g1+! 36.♞b8+? At first I thought White now still had a chance after 36.f5 ♞g1+?! 37.♔f4 ♞xh2 38.f6! slowing the Black king's entry into the endgame. But instead 36...g5! is much better than my initial choice. 37.f4 is now best, but 37...♞d3+ 38.♔g2 h5-+ 36...♔g7 37.♞b7 The rest is straightforward 37...♞g1+ 38.♔h4 ♞xh2 39.b4 h6 40.♞b5 ♞gh1 41.♔g3 ♞xh3+ 42.♔f2 ♞3h2+ 43.♔e3 ♞a1 44.♞a5 ♞ha2 45.♔d4 ♞xa3 46.♞xa3 ♞xa3 and Black has R+3P v 3P, it's all over 0-1

- Renaissance D+ - Super Expert C 1 - 0
- MM IV - Monte Carlo 0 - 1
- Galileo D+ - Sargon 4 1 - 0
- Prestige - Galaxy 0 - 1
- Schach Akademie - Polgar ½ - ½

**Round 4**

**CXG SPHINX GALAXY - SAITEK GALILEO D+**

D35: Queen's Gambit Declined: Exchange Variation

1.d4 d5 2.c4 e6 3.♗f3 ♗f6 4.♙g5 ♙e7  
5.cxd5 exd5 6.♗c3 c6 7.e3 0-0 8.♙d3 ♗bd7  
9.0-0 ♗e4 10.♙xe4 ♙xg5 11.♗xg5 ♞xg5  
12.♙d3 ♗f6 13.f4N Theory has 13.♞c2 ♞e8 and now 14.♞ae1 or 14.b4 13...♞h6 14.♞d2 ♞e8 15.♞ae1 ♙e6 16.♞c2 ♞e7 17.♔h1?! I am a little disappointed nowa-days to see how often this 'safe' move gets played. Here 17.e4 dxe4 18.♗xe4 maintains equality 17...♞ae8! 18.a3 ♞h4 18...♙d7!? 19.b3 ♗g4 20.g3 ♞h3



It's fairly level, though White's king protection is suspect 21.f5? Bold, but weakens its own pawn structure, and this one becomes vulnerable. 21.♖d1 ♕d7 22.♖d2 would add protection to the backward e3-pawn, though perhaps Black still stands better after 22...c5] 21...♕d7 22.♖d1 ♖xe3 23.♖xe3 ♖xe3 24.♖xe3? Quite poor, exchanging when a pawn down... and this gives Black's rook a dominating position on the e-file. 24.♖d2 ♖h6 25.♖xe3 ♖xe3 26.♖xe3 ♖xe3 27.♖d1 ♖ was best 24...♖xe3 25.♖g1 f6?? Lets White back into the game. The Galileo only had to find 25...♖g4! 26.♖g2 ♖xd4+ 26.♖d2! ♖e8 27.♖f4 ♖h6 28.♖a5 ♖h5 29.♖f1?! It was more appropriate to improve its queen's position with 29.♖d2 and after 29...♖f7 30.b4 ♖ 29...♖e3? 29...♖g4! was much stronger, as after 30.♖xa7 h5 31.♖f4 ♖d1+ 32.♖f1 ♖xb3 30.♖d2 ♖f3 31.♖d1? 31.♖e1 ♖xf5 32.♖e2= 31...♖xf5 32.♖e2 ♖e4 33.♖c1 ♖f5 34.♖xf3



34...♖xf3 35.♖c3 ♖h1+ 36.♖f2 ♖g2+ 37.♖e1 ♖g1+ 38.♖e2 ♖xh2+ 39.♖d1 ♖g1+ 40.♖e2 ♖g2+ 41.♖e1 ♖h1+ 42.♖e2 ♖h5+ 43.♖e1 ♖h1+ Black is searching for the win, and it's getting dodgy as this is twofold repetition! 44.♖e2 a6 A break from the repeating checks 45.♖f4 ♖g2+ Start again! 46.♖d1 ♖g1+ 47.♖e2 ♖h2+ 48.♖e1 h6

49.♖b8+? A bad idea! With 49.♖f2 ♖h1+ 50.♖f1 ♖h5 51.♖f2 White would again challenge its opponent to find a way to avoid repeating moves 49...♖h7 50.♖xb7 A very poisoned pawn. White's queen has gone AWOL but could have got back into play with 50.♖f4, though Black would have 50...♖g1+ 51.♖e2 ♖xd4! 50...c5! White is lost after this 51.♖xa6 cxd4 52.♖d3 White resigns: 52...♖g1+ 53.♖d2 ♖f2+ 54.♖d1 ♖f1+ 55.♖d2 ♖f3 forces the loss of more material due to the threat of ♖d1 mate 0-1

- Monte Carlo - Renaissance D+ 1 - 0
- Galaxy - Galileo D+ 0 - 1
- Super Expert C - MM IV ½ - ½
- Polgar Sargon 4 0 - 1
- Schach Akademie - Prestige ½ - ½

**FINAL TABLE**

	Computer	Operator	/4
1=	Saitek Galileo D+ Mephisto Monte Carlo Saitek Renaissance D+	Hans van Mierlo Ruud Martin Hein Veldhuis	3
4	Novag Super Expert C	Geert Roelof	2½
5=	Mephisto MM IV CXG Sphinx Galaxy ARB Sargon 4	Ries v Leeuwen Rob van Son Hans van Mierlo	2
8=	Fid Prestige Glasgow Chess-Academy	Luuk Hofman Peter Schimmelpennink	1
10	Meph Polgar 5MHz	Henk van Weersel	½

Many thanks to Rob as always, though it is sad to hear that there will probably only be one more Gebruikers event. A sign of the times. At least we will be able cover it in one of the final issues of *Selective Search* - perhaps it's appropriate that they will be coming to an end almost together!



## TRICKY POSITIONS FOR ALL, BUT ESPECIALLY COMPUTER ENGINES!

### TRICKY POSITIONS from 161

Last time I showed you a few Positions I've recently added to my own **EH Test Suite**, but for a change the first move/s of the Solutions were given at the end of the Article, as they are this time (next page)! So, having given the solutions along with the problems, I shouldn't really need to come back to them.

But unfortunately I messed up and in position EH 101 I showed the board as it was **AFTER** the solution move! Oooops.

Here is the correct position so you can test your engines properly - my apologies.

#### EH 101. White to play and win



#### A Smyslov game. White to play and win

I think my readers might be more likely to get this one than their PC engines – hope I'm right on that!



#### EH 125. White to play and win

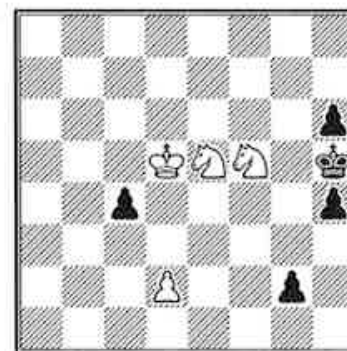


#### EH 128 from Frank Holt. White to play and mate in 15

This one *is interesting*: a couple of engines produced false mate announcements!



#### EH 129. White to play and draw



Known as the "*Behting Study*". Black threatens  $g1=\text{♚}$ , so what can White do? Your PC will probably suggest either  $1.\text{♕f3}$  which covers the queening square – but if so does  $1...h3!$  win?! Or  $1.\text{♕g7+ ♜g5}$   $2.\text{♕f3+}$  which now checks and covers the queening square, but does  $2...♜g4$   $3.\text{♕f5}$   $h3!$  win in the same way. What do you think, is one of these or something else the move to save the game?

**EH101.** 1.♖d5 cxd5 2.♗e5+ fxe5  
3.♖xh5+ 1-0

*Smyslov game.* 1.♗g3! blocking the pawns so that Black's bishop is dead. Most engines want to play 1.♗xg5? and only Zappa seemed to recognise that this allows 1...g3 freeing the bishop ♖xd4 2.♗d2 ♗d5 3.b4 by this point some engines also reckon 3.♗e3 wins 3...♗c4 4.b5 ♖xb5 5.♗c3 ♗c5 6.b3 ♖b6 7.♗b4 ♗c6 8.♗c4 ♗d7 9.b4 ♗c7 10.♗c5 ♖b7 11.♗b5 ♗c7 12.♗c5

**EH 125.** 1.g8♗! Hiarc5 14 and Houdini2 got the under-promotion. Maybe some others do as well, but the rest that I tested wrongly play 1.f6? which only draws.

**EH 128.** 1.♖h8 Most of the engines choose this, and some have the correct mate in 15 (Houdini2 in 15secs! Hiarc5 14 in 1min 2secs, Critter1.6 in 3mins 5secs, though Stockfish2.3.1 no mate found). But amazingly Rybka4.1 announces m/14, and Junior13.3 mate in 13, both of which are false!/? 1...♗h6 2.♖xf6 ♗g5 3.♖h8 Rybka's 14 move 'quicker' mate try goes instead 3.♖f7+? ♗h4 4.♗g6 ♗h3 5.♖xb3 ♗e7 6.♖xd3+ ♗g2 7.♗xf5 g3 8.♖e4+ f3 9.♗g4 ♗h2? 10.♗xf3 gxf2 11.♖h7+ ♗g1 12.♖g6+ ♗g5 13.♗g3 #14. Trouble is Black can play 9...gxf2 and the mate takes much longer! 3...♗h6 4.♖e8+ ♗h4 5.♖e1 ♗g5 6.♖e7+ ♗h5 7.♖e6 ♗g5 Junior's mistake was similar in not finding Black's best defence. Here it suggested 7...♗f8? 8.♖xf5+ ♗h4 9.♖xf4 ♗d2 10.♖h2+ #13, but of course the correct 7. ♗g5 delays the mate correctly 8.♖e8+ ♗h4 9.♖e1 ♗h5 10.♖h1+ ♗h4 11.♖c6 ♗g5 12.♗g7 ♗f6+ 13.♗xf6 f3 14.♖e8+ ♗h6 15.♖g6#

**EH 129.** 1.♗c6!! g1♖ 2.♗xh4! Now if 2...♗xh4 3.♗f3+ wins the queen, so... 2...♖h1+ The only check, but... 3.♗hf3 Black's king is immobilised by the knights, which also protect each other as well as the d2-pawn! White leaves these 3 where they are and now just moves his king around, making sure only not to get stalemated in a corner – then he'd have to move a pawn or knight! It's a cast iron draw! ½-½

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# 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 1cpu Rating List

■ <http://www.husvankempen.de/nunn>

CEGT, 64-bit, some 32-bit for comparison

Pos	ENGINE	RATING
1	HOUDINI 1.5A x64	3009
2	KOMODO 5 x64	3006
3	HOUDINI 2.0 x64	3005
4	CRITTER 1.6 x64	2989
5	KOMODO 4.0 x64	2978
6	CRITTER 1.4 x64	2974
7	HOUDINI 1.5A x32	2972
8	CRITTER 1.2 x64	2972
9	STOCKFISH 2.2.2 x64	2971
10	CRITTER 1.4 x32	2962
11	STOCKFISH 2.3.1 x64	2960
12	RYBKA 4.1 x64	2958
13	KOMODO 3 x64	2952
14	STOCKFISH 2.2.2 x32	2944
15	RYBKA 4 x64	2938
16	STOCKFISH 2.1.1 x64	2928
17	GULL II BETA2 x64	2928
18	RYBKA 3 x64	2908
19	KOMODO 3 x32	2906
20	RYBKA 4 x32	2903
21	EQUINOX 1.50 x64	2902
22	NAUM 4.2 x64	2837
23	HIARCS 14 x32	2824
24	DEEP FRITZ 13	2824
25	CHIRON 1.1 x64	2819
26	NAUM 4.2 x32	2817
27	RYBKA 2.3.2A x64	2808
28	FRITZ 13 x32	2804
29	SHREDDER 12 x64	2800
30	HANNIBAL 1.2 x64	2800
31	GULL 1.1 x64	2789
32	SJENG CT 2010 x64	2788
33	SPIKE 1.4 x32	2782
34	HIARCS13.2 x32	2774
35	DEEP FRITZ 12 x32	2768
36	QUAZAR 0.4 x64	2765
37	SPARK 1.0 x64	2764
38	RYBKA 1.2F x64	2764
39	PROTECTOR 1.4.0 x64	2760
40	JUNIOR 13/13.3 x64	2760
41	JUNIOR 12.5 x64	2755
42	DOCH 1.3.4 x64	2741
43	FRITZ 12 x32	2732

## CCRL 40/40 32-bit 1cpu Rating List

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

CCRL, all 32-bit. Recent level lowering (still high?!)

Pos	ENGINE	RATING
1	HOUDINI 2.0c	3140
2	HOUDINI 1.5A	3132
3	STRELKA 5.5	3127
4	STRELKA 5.1	3126
5	CRITTER 1.4	3115
6	CRITTER 1.6A	3111
7	CRITTER 1.2	3090
8	STOCKFISH 2.2.2	3088
9	KOMODO 5	3083
10	STOCKFISH 2.3.1	3076
11	RYBKA 4.1	3066
12	KOMODO 4	3065
13	VITRUVIUS 1.11C	3064
14	IVANHOE 9.46H	3062
15	STOCKFISH 2.1.1	3060
16	DEEP SAROS 2.3J	3057
17	KOMODO 3	3052
18	STOCKFISH 2.0.1	3045
19	RYBKA 4	3045
20	DEEP SAROS 3.0	3044
21	RYBKA 3	3021
22	GULL II BETA2	3005
23	BOUQUET 1.5	3005
24	FRITZ 13	2989
25	NAUM 4.2	2986
26	HIARCS 14	2984
27	SJENG 2010 CT	2969
28	SHREDDER 12 OA=OFF	2956
29	CHIRON 1.1A	2956
30	SPIKE 1.4 LEIDEN	2943
31	JUNIOR 13/13.3	2941
32	RYBKA 2.3.2A	2936
33	JUNIOR 12.5	2932
34	HIARCS 13.2	2927
35	HANNIBAL 1.2	2924
36	QUAZAR 0.4	2908
37	FRITZ 12	2908
38	PROTECTOR 1.4.0	2896
39	HIARCS 13/13.1	2896
40	RYBKA 1.2	2892
41	GULL 1.2	2892
42	SPARK 1.0	2884
43	THINKER 5.4D INERT	2875

## DEDICATED **CH**ESS **C**OMPUTER **R**ATINGS

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	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	2206	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	2176	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	2121	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	2105	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	2072	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	1981	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