

SELECTIVE SEARCH 164

THE COMPUTER CHESS MAGAZINE!

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World Chess Champion **VISHY ANAND** and
Computer Chess World Champion programmer
MARK UNIACKE (Hiarcs Chess Explorer)
on VIDEO discussing computers during the
fabulous **LONDON CHESS CLASSIC**.

**Report and Games and lots more inside our
40 page super issue!**

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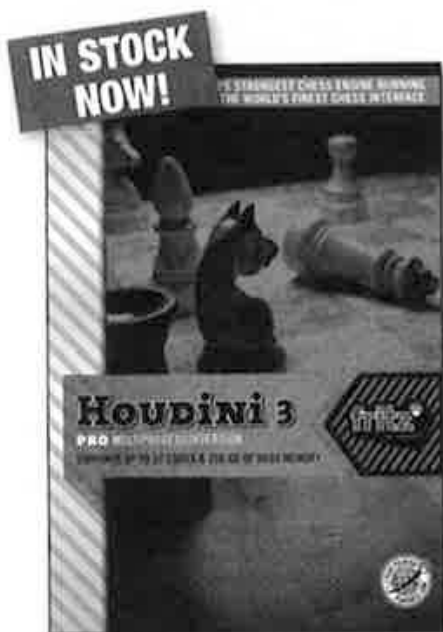
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Houdini 3



Give in to the magic! Only two years ago the Houdini chess engine stormed to the head of the ranking list of engines and since then has been the uncontested number one in the world. The secret of its success: with Houdini chess becomes pure magic! Because the engine of Belgian programmer Robert Houdart can find tricks, even in places where the other engines can make no further progress.

The new version, Houdini 3, goes even further than that and offers yet another increase in playing strength of 50 Elo points thanks to a host of improvements in points of detail. These improvements manifest themselves in different ways in the various phases of the game. Thus, in the opening Houdini 3 demonstrates an even more subtle understanding of space and activity. In the middlegame the program spots even more quickly whenever pieces are in danger of being dominated and in the endgame proper evaluations and solutions to problems are reached much faster thanks



to a quicker and deeper search. During the course of this new development and fine tuning of the engine Houdini played, believe it or not, 10 million test games!

At the same time Houdini 3 offers in its "Tactical mode" a new function, which allows the focus of the analysis to be targeted specifically at tactical ideas and motifs. This function promises extra returns when it comes to the analysis of sharp positions and also for the solving of tactical exercises.

Houdini 3 is supplied with the latest Fritz 13 program interface and thus puts at your disposition all the training and analysis functions of Fritz 13. Included in the package are membership of the chess server playchess.com (12 months classic membership) and online access to the world's largest analysis database "Let's Check!" and the ChessBase Engine-Cloud. Houdini 3 exists as two versions, either "Standard" or "Pro". Be aware: the "Standard" version is in its own right a multi-processor version, because the engine can already make use of 6 cores and a maximum of 4 GB main memory. Yet from the point of view of price it costs less than the "deep" versions of other leading programs. Houdini Pro, on the other hand, is the correct version for high-end users with powerful hardware. The engine can use up to 32 cores and 256 GB main memory and thus develop its maximum calculating power and playing strength.

Houdini 3- Standard multiprocessor version

Supports up to 6 cores and 4 GB of hash. 12 months playchess.com (classic)

£64.95

Houdini 3- Pro multiprocessor version

Supports up to 32 cores and 256 GB of hash. 12 months playchess.com (classic)

£79.95

System requirements:

Minimum: Pentium III 1 GHz, 1 GB RAM, Windows Vista, XP (Service Pack 3), DirectX9 graphics card with 256 MB RAM, DVD-ROM drive, Windows Media Player 9 and Internet access to activate the program, Playchess.com, Let's Check, Engine Cloud and updates.
Recommended: PC Intel Core i7, 2.8 GHz, 4 GB RAM, Windows 7 or Windows 8, DirectX10 graphics card (or compatible) with 512 MB RAM or more, 100% DirectX10 compatible sound card, Windows Media Player 11, DVD ROM drive and Internet access to activate the program, Playchess.com, Let's Check, Engine Cloud and updates.

*Access to "Let's Check!" till 31.12.2015

NEWS AND RESULTS

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

Welcome to another issue of *Selective Search*... no. 164. If your sub. is due for renewal, **please** subscribe again! There will be 2 more issues of the magazine, which will close down with no. 166.

The label on your envelope shows the number of the last issue you will receive of your current subscription, so it's easy to check that, and also you can make sure it's been updated after you've made a renewal payment!

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

PAYING YOUR SUBSCRIPTION

Subscriptions can be paid...

- By **cheque!** I know that cheques can be quite difficult for my readers *abroad* as you have to add an amount of around £10 to include the Bank charges in the UK which apply to foreign cheques even when made out in £ sterling!
- You can send **cash** through the post but you really should register it.
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OUTSTANDING ARTICLES AND THINGS TO DO!

- Some while ago **Augusto Perez** sent me the games of his most recent 10 game Match: the Mephisto **Milano v Saitek Chess Challenger**
- I've still not covered the **12th. ICT Leiden** Tournament!
- Issue 161 looked at a **Robot v Human** match between **KUKA Monster** and Super-GM **Alexander Grischuk** - the Robot won 4½-1½ and was next due to play for the World Robot Title against **CHESSka**. Another still TO DO!
- **Philip ACOCK** has sent me the iPad games from a 10 game Match he ran between **Hiarcs** and **Stockfish**, and there's some interesting ones amongst them - as you'd expect with 2 of

the most interesting engines playing each other!

Here's what I'll promise - if any of the above still haven't been covered by issue 166, then I'll do a **bumper issue** - 40, 44 or 48 pages - whatever is needed to fulfil my obligations! I think the posting weight for a 48 page issue will stay at just under 100 grams, so the UK postage costs wont go up, only the printing cost for the extra pages. Foreign postage will be horrible, but some of those readers haven't renewed since the closing down news, so it wont cost me as much as it might have.

Another thing I'd like to do, in either issue 165 or 166, is to make a list for you of my **Computer Chess Sources**. These will mostly be addresses for Chess websites and Forums where you can find out what's new, keep a check on latest versions and upgrades, get up-to-date Ratings for the commercial engines, strong freebies and new engines, and keep updated with what's new on DVD where there is some great chess teaching for viewing on your PC, get latest Book releases info and lists, and collect important match and tournament Chess results!

One other idea I am still toying with is to produce something like a 48 page issue perhaps twice a year. This could keep everyone updated on all the essential new engines, software, major tournaments and matches, with some games coverage. Would around 100 people be interested at something like £6.50 or £7.50 an issue twice a year?

ON THE MOVE?!

Finally Chris and I expect to be moving in the next month or so. Chris's MS has continued to worsen so that we really need to find a bungalow or ground floor accommodation that we can afford to rent. We believe we are close to having this sorted out, so the next issue will either be in time and include more details... or it will be late and sent from our new home with the appropriate apologies!

COMPUTER CHESS: NEWS & NEW PRODUCTS!

NEW SOFTWARE ENGINES:

- Nothing New this time at present

SOME LATEST VERSIONS:

Here is a list of many of the top engine's latest versions at the time of going to press and in alphabetic order:

- Bouquet 1.6
- Chiron 1.5 (only 30 Elo better than 1.1)
- Crafty 23.5
- Critter 1.6a (may not be better than 1.4)
- Deep Saros 3.5 (but site currently closed down)

- Fritz 13
- Gull Chess II-JA
- Hiarcs 14 + Hiarcs Chess Explorer 1.2
- Houdini 3
- Junior 13.3
- Komodo 5 (SP only)
- Naum 4.2 (final version, work on it finished)
- Pro Deo 1.83c
- Rybka 4.1
- Shredder 12
- Stockfish 2.3.1 (may not be better than 2.2.2)
- Strelka 5.5 (SP only)
- Toga Returns 1.1-JA

ANOTHER RATING LIST CHANGE!

There's another different CCRL MP Table

TWO MAJOR TOURNYS: [i] 4-CORE AND, [ii] 8-CORE...

Two interesting Tournaments involving many of the top engines have been run on the Internet recently: **THE CHAMPIONS 2012 8cpu** and **THE CHAMPIONS 2012 4cpu**. Both took a few weeks to run but have now finished, so here are the results.

THE CHAMPIONS 2012 4cpu

Xeon X5430x2 Octal ChessGUI. 1024mb hash, 3-4-5 piece tablebases, Ponder off, WorldClass2012-2.cgb book (limited to 8 move depth).
40 moves in 29 minutes repeating (equivalent to CCRL 40/40)
All engines 64-bit 4cpu where available. 2 cycles 30 rounds

FINAL STANDINGS

Pos	Engine	/30
1=	CRITTER 1.6A 64-BIT 4CPU RYBKA 4.1 64-BIT 4CPU	20
3	HOUDINI 3 64-BIT 4CPU	19½
4=	STING SF 2 64-BIT 4CPU STRELKA 5.5 64-BIT	18
6	VITRUVIUS 1.11C 64-BIT 4CPU	17
7	BOUQUET 1.5 64-BIT 4CPU	16
8	EQUINOX 1.60 64-BIT 4CPU	15
9	IVANHOE 9.46H 64-BIT 4CPU	14½
10	KOMODO 5 64-BIT	14
11=	HIARCS 14 4CPU STOCKFISH 2.3.1 64-BIT 4CPU	13½
13	DEEPSAROS 3.1A 64-BIT 4CPU	11½
14	CHIRON 1.5 64-BIT 4CPU	11
15	NAUM 4.2 64-BIT 4CPU	10
16	GULL II B2 64-BIT 4CPU	8½

THE CHAMPIONS 2012 8cpu

Xeon X5430x2 Octal ChessGUI. 2048mb hash per engine, 3-4-5 piece tablebases, Ponder off, WorldClass2012-3.cgb book (limited to 8 move depth).
40 moves in 29 minutes repeating (equivalent to CCRL 40/40)
All engines 64-bit 8cpu where available. 4 cycles 52 rounds

FINAL STANDINGS

Pos	Engine	/52
1	HOUDINI 3 64-BIT 8CPU	39
2	STOCKFISH 2.3.1 64-BIT 8CPU	32
3	STING SF 2 64-BIT 8CPU	31½
4	EQUINOX 1.65 64-BIT 8CPU	30
5	RYBKA 4.1 64-BIT 8CPU	29
6	CRITTER 1.6A 64-BIT 8CPU	27
7	AKKAD 0.52B 64-BIT 8CPU	26
8	HIARCS 14 8CPU	24½
9=	ROBBOLITO 0.21Q 64-BIT 8CPU DEEP JUNIOR 13.3 64-BIT 8CPU BOUQUET 1.6 64-BIT 8CPU	23½
12	CHIRON 1.5 64-BIT 8CPU	20
13	HANNIBAL 20121202 64-BIT 8CPU	18½
14	DEEP SHREDDER 12 64-BIT 8CPU	16

Read more:

<http://www.chess2u.com/t6523p30-the-champions-2012-4cpu>

Read more:

<http://www.chess2u.com/t6634p60-the-champions-2012-8cpu>

on page 35, this time I've gone for the CCRL list of each engine's best version! This means that readers can see the ratings for quite a lot more engines, but of course you can't compare the rating improvements of same-name engines. Hope that makes sense - you'll get the idea when you look at the Table. The CEGT is the same as usual so you can see how the various individual engines have progressed there.

COMPUTER CHESS: RESULTS

PETER GRAYSON + ENGINE TESTING...

Peter has just moved house so hasn't done as much testing as usual, especially as he's still waiting for BT to get his 'phone (and therefore Broadband) installed! But he has completed the **Hiarcs14** tests in which it uses its own Opening Book rather than playing the prepared Noomens Openings. Makes quite a difference, as had already been intimated in our last issue.

Noomen's Openings @ 40/5 repeating

- Hiarcs14 - Houdini2.0c Pro 16-44 27%
- Hiarcs14 - Houdini3 Pro 12-48 20%

Own Books @ 40/20 repeating

- Hiarcs14 - Houdini 2.0c Pro 44½-61½ 42%
- Hiarcs14 - Houdini3 Pro 40-66 38%

FRANK HOLT...

In our last issue **Frank** had just run his first test with **Houdini3**, and got a bit of a surprise, as it is claimed to be (and probably is) around 60 Elo better than its predecessor at standard chess, and a bit better still at **Fischer Random (960) Chess**. Instead the earlier Houdini2.0c edged his 960 tourney with 21/36, Houdini3 was 2nd on 20½, just ahead of Critter 1.4 on 19½.

For his second effort Frank returned to standard chess and a long time control of 40/1hr.

This time it was Houdini2.0c that got the strange score, but of course this sort of thing will happen from time to time in shorter tournaments.

FRANK HOLT, 2 GAME MATCHES @ 40/1HR

Pos	Engine	/10
1	HOUDINI 3 PRO	7
2	HOUDINI 1.5A	6
3	HOUDINI 3 TACTICAL	5½
4=	HOUDINI 2.0c PRO CRITTER 1.6A	4
6	STOCKFISH 2.2.2A	3½

Nice to see someone giving the Houdini3 Tactical setting a run! I know Paul Cohen has done some H3T testing and with him it was only marginally behind the default setting, but my (few) results and the general view on the Internet is that H3T loses about 60 Elo in match play, and is about equal to Houdini2.

I did get a better WM-Test result with the Tactical setting, as you'd expect, where it scored 92/100 (best ever on my Quad), Houdini2b got 89, Critter 1.4a 88, Houdini3 and Houdini 2c both got 86. But I've not tried it much in matches or analysis.

Frank has also sent me one of his mate positions that only a few engines can do - where DO you find these Frank?

Frank m/15 White to move



Frank reported that only the old **List504** engine (still available free from the *Chess-Base* website) succeeded, and in 28secs! All the engines find the first 2 moves okay, but most fail to find White's correct 3rd and the vital move that leads to the mate. Indeed, as Frank anticipated, none of my engines got it either on my dual 32-bit PC, but on my quad 64-bit I had three successes: Houdini3 (1½mins), Junior13.3 (2½mins) and Zappa MexicoII (8mins).

#15.g3

1. d4 e7 2. d5+ d4
 The next move is the key. Most engines but showed 3. d7, which will win of course but without a sign of any mate, but correct is:
 3. d5 c5 4. d6+ d6 5. d8 c5
 6. d7+ d4 7. dxa5 c5 8. d7+ d6
 9. d2 c5 10. d4+ d4 11. d4 b4 c5
 12. d7+ d2+ d4 13. d7 14. d7+ g7

HUMANS v COMPUTERS...

I know that the general view, admitted by most GMs in fact, is that, even at the top, Humans no longer have much of a chance.

Frank himself has commented on this before and has sent me a more recent e-mail telling me about "Titan" which he reports "is based at Oak Ridge National Laboratory in Tennessee and tops the 40th. edition of the biannual Top500 list of the worlds fastest computers.

Its super processing powers will help to accelerate the pace of discovery and innovations across a range of scientific fields, from developing more efficient ways to studying climate changes, and finding cures for these elusive diseases. But far too fast for Chess games, Humans are finished."

That's a sad thought 'finished', but I always remind myself that Kasparov didn't hide from this but determined to try and apply it positively and see if he could use the PC engines to show him how he could improve his own game. We have referred to various ways of using the engines in recent issues, for example in my review of Hiarcs Chess Explorer, and a great example of this came to light at the annual Wijk an Zee event recently.

Magnus Carlsen won (yet again) but the best game, almost certainly with some of the preparation coming from his work with PC engines, was the following magnificent effort by **Vishy Anand**... but the finished game owes a lot to him as well, and is the best game I have seen for many years! If you don't play through any other game in this issue, you MUST look at this one.

ARONIAN, LEVON (2802) -

ANAND, VISWANATHAN (2772)

Round 4, Tata Steel Wijk aan Zee.
 Opening D46: Semi-Slav

1. d4 d5 2. c4 c6 3. d3 f6 4. d3 c3 e6 5. e3
 d7 6. d3 dxc4 7. dxc4 b5 8. d3 d6
 9. 0-0 0-0 10. c2 b7 11. a3 c8

All well-known moves so far...
 12. g5 c5!



A strong novelty, almost certainly proposed by a PC engine during Anand's study of this Opening, which Anand stated was part of his preparation for his match vs. Boris Gelfand for the FIDE WC in 2012.

Previously 12... d7+ 13. d7 d4+ 14. d7 g1 d7xg5 15. f3 d7gf6 16. b4 had been seen in Wojtaszek, R-Negi, P Germany 2012.

He also stated that he didn't remember all the details in his analyses, but nevertheless it wasn't that hard to work them out!

13. d7xh7 d7g4! 14. f4?! cxd4 15. exd4



15... d7c5!

A great move, easily overlooked – as it has been for many years by humans – but spotted by the computer, and various engines would choose this!

16. d7e2?

Good or bad White had to opt for 16. d7c5

♖xc5 17. ♖xf8 (17. ♖e2 ♖d4+ 18. ♖h1 ♖xd3 19. ♖xg4 ♖xh7 20. ♖g3 a6+) 17... ♖xd3 18. h3 ♖d4+ 19. ♖h1 ♖df2+ 20. ♖xf2 ♖xf2+ 21. ♖h2 ♖xf8, where Black has the more pleasant position but White retains fair chances to hold. We believe this what what Anand expected, so he is 'on his own' now, but plays simply brilliant chess 16... ♖de5!! 17. ♖xg4

Note: 17. ♖xe5 ♖xd4+ 18. ♖h1 ♖g1+! 19. ♖xg1 ♖f2#;

Or 17. ♖xf8 ♖xd4+ 18. ♖h1 ♖g1+ 19. ♖xg1 ♖f2#, the point of 16... Nde5!! 17... ♖xd4+ 18. ♖h1 ♖xg4 19. ♖xf8



19...f5!

Blocking the White Qc2 path to h7. Anand said that he was very proud of this move. Now the Black queen is ready to come to the h-file

20. ♖g6 ♖f6

'To be honest I didn't see a defence' said Anand...

21. h3 ♖xg6 22. ♖e2 ♖h5 23. ♖d3?!

The endgame is lost anyway after 23. ♖f3 ♖f2+ 24. ♖h2 ♖xf3 25. ♖xf3 ♖xf3 26. gxf3 ♖d3.

23... ♖e3!

And it's over, White decided that he had seen enough as 24... ♖xh3+ cannot be met.

But there's more! In explaining why he was attracted to the strategic and tactical ideas coming from his 12th and 15th moves – even if they were PC-engine produced – Anand pointed out the similarity of this game to Rotlewi–Rubinstein, 1907 – a game with the very same themes but of course played long before the age of computers!

So it's a combination of human genius and computer power support. 'It was the same

concept: bishop on b6, bishop on b7, and Rubinstein's version was even... Rxc3–h3, but essentially the same idea ... ♖h4 and ... ♖xh3 – all these ideas work' 0-1

An absolute masterpiece, **Game of the Year** for 2013 almost certainly!

ENGINE FESTIVAL 2012

Christian Goralski, one of the Hiarc's test team, sent me the following result.

Games were played on Quad PCs using the Shredder GUI and a time control of G/60mins+15secs. It was also a double round Event, so the engines played each other once with White and once with Black.

Pos	Engine	/42
1	HOUDINI 3 64-BIT 4 CPU	37
2	BOUQUET 1.6 64-BIT 4CPU	31
3	EQUINOX 1.65 64-BIT 4CPU	30½
4	RYBKA 4.1 64-BIT 4CPU	30
5	CRITTER 1.6A 64-BIT 4CPU	29½
6	STOCKFISH 2.3.1 64-BIT 4CPU	29
7	NAUM 4.2 4CPU	26½
8	HIARCS 14 4CPU	25½
9=	SHREDDER 1264-BIT 4CPU JUNIOR 13.3 64-BIT 4CPU	22½
11=	HANNIBAL 20121202 64-BIT 4CPU JONNY 4.XX BETA 4CPU	22
13=	SPIKE 1.4 4CPU SPARK 1.0 4CPU	21
15	CHIRON 1.5 64-BIT 4CPU	20½
16	CLUSTER TOGA 1.4BETA5C	17
17	SCORPIO 275 64-BIT 4CPU	13½
18	CRAFTY 235 64-BIT 4CPU	11½
19	GAVIOTA 086BETA1 4CPU	9½
20	ARASAN 15.1 4CPU	9
21	HAMSTERS 0.7.1 4CPU	6½
22	DELPHIL 2.9G 64-BIT 4CPU	4½

The above was all completed by 21st Jan - then my wife and I went down with a nasty dose of 'flu. Chris had her flu jab in October, I didn't bother, but we were as bad as each other. I 'only' needed to finish the Gebruikers article and Front Cover, but for 2 weeks nothing was done. So I apologise that the Magazine is late, but at least it's 40 pages!



after game, often resulting in wild knife-edge time scrambles where it was frequently nearly impossible to know who would win. **Gawain Jones** also played some exciting chess, though he tended to be a little too extrovert and often went a bit too far, but this made most of his games very exciting for spectators either at the Event or watching on the Internet.

Here is one of Luke McShane's astonishing games in which we see an incredibly complex and rare material imbalance.

Early on in the fantastic endgame White had a rook, knight and four (!) connected (!) passed kingside pawns against Black's queen and bishop.

However, both players also had pawns on the a-file and, after Aronian won his opponents, he then had the edge with his now passed a-pawn.

Although it looked scary for both sides, at the very end Black's two queens (!) proved to be too much for White's pieces and some cool manoeuvring led directly to checkmate. An awesome game!

McSHANE L (2713) - ARONIAN L (2815)

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 ♙e7 6.d3 b5 7.♙b3 d6 8.a4 ♙d7 9.c3
0-0 10.♘bd2 ♘a5 11.♙c2 c5 12.♞e1 ♞e8
13.♘f1 ♘c6 14.♘e3 b4 15.h3 ♞b8 16.♘c4
♙e6 17.♙b3 h6 18.♙e3 bxc3 19.bxc3 d5
20.exd5 ♘xd5



21.♞c2

Objectively 21.♙d2 was best, but Luke loves to complicate anything!

21...e4! 22.dxe4 ♘xe3 23.♞xe3 ♞xb3

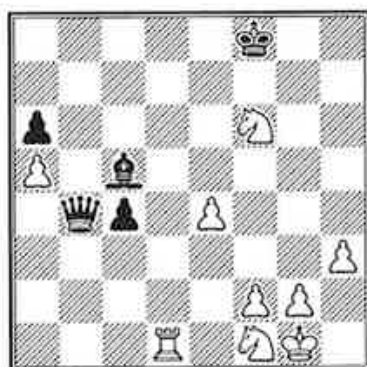
White is now bishop for pawn down, but there's more to come

24.♞xb3 ♘a5 25.♘xa5 ♙xb3 26.♘xb3



And now it's ♖+♗+♘+♙ for ♚+♛.
If you've got a strong engine running you'll possibly be able to decide who this position favours... but without help, and especially over the board, who would know, I'm sure I wouldn't?!

26...♞b6 27.♜bd2 ♞b2 28.♞ae1 ♞d8
29.♜f1 c4 30.♜e5 ♞c5 31.♞f3 ♞b3 32.a5
♞d6 33.♜xf7 ♞f6 34.♞xf6 gxf6 35.♜xh6+
♜f8 36.♜g4 ♞xc3 37.♞d1 ♞b4 38.♜xf6



McShane now has 4 (FOUR) connected passed pawns! Wont that be enough?

38...♜f7 39.♜d5 ♞b2 40.♜de3 c3 41.♞d5
♞e7 42.♞f5+ ♜e8 43.g4 c2 44.♜xc2 ♞xc2
45.♜g3 ♞c7 46.♜h5 ♞d8 47.♜g2 ♞c6
48.♞e5+ ♜f7 49.g5 ♞a4 50.h4 ♞xa5
51.♞f5+ ♜e6 52.♜f4+ ♜d7 53.f3 ♞c2+
54.♜h3 ♞f2 55.♜g4 ♞e1 56.♜g6 a5
57.♞f7+ ♜d8 58.e5 a4 59.e6 ♞b4 60.e7+
♞xe7 61.♜xe7 ♞c5 62.♜h5 a3 63.♜h6 a2
64.g6 ♞c4 65.♜f5 a1♞



And now Black has 2 queens!

66.♞f8+ ♜c7 67.g7 ♞c6+ 68.♜h7 ♞xf3
69.g8♜ ♞h5+ 70.♜gh6 ♞e5 71.♜g7 ♞xh4
72.♞f7+ ♜b6 73.♜gf5 ♞ee4 74.♜g6 ♞e6+
75.♜g7 ♞g5+ 76.♜f8 ♞c8# 0-1

It was good to see a strong return to form by **Michael Adams**, who played more securely than the other Brits and got a deservedly good result, though he was rather helped by Vishy Anand's unexpected blunder in an equal position in their round 7 game.

Adams had neutralised Vishy's opening preparation without any real problems, and even got the pair of bishops to start playing for the win. However with some precise play, and with the help of a powerful knight on d5, White parried the threats and eventually got back to an equal position.

When all eyes had turned away from the game, which it seemed would surely soon end in a draw, Anand blundered big time, and just after reaching the time control.

Adams thought forever, probably in disbelief, but eventually played the killer sequence and it was all over.

ANAND V (2775) - ADAMS M (2710)

1.c4 e5 2.♜c3 ♜f6 3.♜f3 ♜c6 4.g3 g6 5.d4
exd4 6.♜xd4 ♞g7 7.♞g2 0-0 8.0-0 ♞e8
9.♜c2 d6 10.♞d2 a6 11.♞c1 ♜e5 12.b3 c6
13.♞e3 ♜fg4 14.♞d4 c5 15.♞xe5 ♞xe5
16.♜d5 ♞b8 17.h3 ♜f6 18.♜ce3 ♜xd5
19.♜xd5 ♞a5 20.♞c2 ♞f5 21.♞d2 ♞d8
22.♞cc1 b5 23.cxb5 axb5 24.♞fd1 h5 25.h4
♞g4 26.♜e3 ♞d7 27.♞f3 ♞d4 28.♜d5 b4
29.♞c4 ♞e5 30.♜g2 ♞a8 31.♜e3 ♞a7
32.♞cc1 ♞e7 33.♜c4 ♞e6 34.♞c2 ♞f5 35.e4

♙e6 36. ♖xe5 dxe5 37. ♖e3 ♖a5 38. ♙e2 ♖d8
39. ♖xd8+ ♖xd8 40. ♖xc5 ♖xa2



41. ♙c4??

41. ♖xe5 = would have been fine.

For what seemed like an age – I was watching this one on Playchess, and had the advantage of running a PC engine which showed Black's winning move and a big + evaluation instantly – Mickey sat and looked at the board, for over 5 minutes in fact. Did he think it was a trap that he was missing? Or perhaps he, like Anand, hadn't seen the winning move.

But finally he reached out and plonked his queen on the square that White's move had left unprotected...

41... ♖d1! 42. ♖h6

42. ♙xe6 ♖a1 43. ♙xf7 ♔g7 is also curtains
42... ♙h3+

and because now it's 43. ♔xh3 ♖h1 mate,
Anand resigned! 0-1

Finally it must be noted that the 2012 London Chess Classic earned its place in history when young **Magnus Carlsen** went on a game winning spree that took him past Gary Kasparov's long-held world's highest ever rating of 2857 by reaching 2861. And of course he won the event as well, but only because he was sharp enough to spot a 'special' conjured up by Mike Basman!

All of the games were started by chess celebrities or one of the youngsters competing in the many Junior events - the LCC strongly supports *Chess in Schools* and attracted 1,000 children from 55 schools to this year's event, a truly remarkable achievement. The Carlsen-Polgar game was started by Mike Basman who played one of his own favourite opening moves...



... but Carlsen spotted it in time, took it back, and opened with his own preference for Nakamura of 1.c4!

Now I'd like to move onto something else that **Mark Uniacke** showed me on *YouTube*, and again it's something you can look up for yourself by going there and doing a search for 'MatoJelic'!

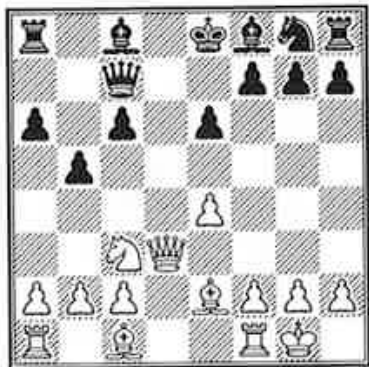
Mato Jelico is a chess coach in Australia and has quite a few OnLine video snippets related to games he uses for his teaching. So you'll find some great efforts by Fischer, Tal, Kasparov, Topalov, Ivanchuk and others. But of course most if not all of these will be the famous games that everyone has seen many times in Great Game Collections, they tend to find a place in all the tactical chess books.

Jelic has noticed that Hiarcs14 plays some very hot tactics as well, and is now using some of its games to demonstrate attacking techniques and skills! Some that you'll find (Hiarcs v Shredder, Hiarcs v Fritz for example) are games that have already appeared in *Selective Search*, but I also found others that Jelic has played himself, at Game in 30, so they are delightfully brand new. Here are three with very light notes, just to whet your appetites!

HIARCS 14 - RYBKA 4

B47. Sicilian Taimanov

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 e6
5.♗c3 a6 6.♙e2 ♖c7 7.0-0 b5 8.♗xc6 dxc6
9.♖d3



9...♙c5?!

9...♗f6 might have been better as now
10.e5?! ♖xe5 11.♞d1 ♙e7 leaves Black with
the advantage. Hiarcs has a longer think
after the move Rybka chose. Mato expected it
to play something like 10.♙e3, but instead it
decides to sacrifice a pawn to start a
surprising attack

10.e5! ♖xe5 11.♞d1

Threatening ♖d8 mate

11...♖c7 12.♙f4

Hiarcs shows a +2.50 evaluation at this
point, and it's just move 12!

12...♙xf2+ 13.♔h1

Not 13.♔xf2? ♖xf4+ 14.♙f3 f5±

13...♖a5 14.♗e4

And now the Hiarcs eval shows +4.50

14...♙h4 15.♗d6+

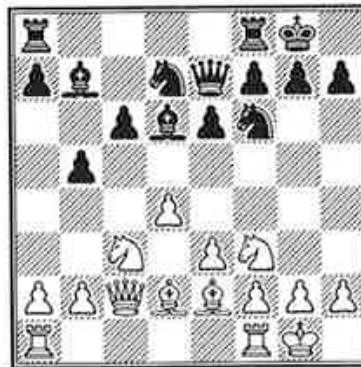


15...♔f8 16.♖f3 ♖c7 17.♗xb5 ♖e7 18.♙d6
axb5 19.♙xe7+ ♙xe7 20.♖xc6 ♙b7
21.♖xb7 ♞e8 22.♙xb5 1-0

RYBKA 4 - HIARCS 14

D46. Semi Slav, avoiding the Meran

1.d4 ♗f6 2.c4 c6 3.♗f3 d5 4.e3 e6 5.♗c3
♗bd7 6.♖c2 ♙d6 7.♙e2 0-0 8.0-0 dxc4
9.♙xc4 b5 10.♙e2 ♙b7 11.♙d2 ♖e7



All theory to here, but now although 12.a3?!
seems to be the most popular move it may be
that 12.♞ad1 is worth checking out. Anyway
Rybka chooses neither and instead plays...

12.♞fc1 a6 13.♗e4 ♗xe4 14.♖xe4 ♞fb8
15.♖g4 c5 16.♞d1 c4 17.a3 ♗f6 18.♖g5
♖c7 19.♙c3 ♙d5 20.♞e1?!



Purposeless and one too many rook moves.
Perhaps 20.♖h4 is better, but I can hear my
readers saying that this would be one too
many queen moves, and 20...a5 would again
leave Black on top. So in the end I conclude
it has to be 20.♙e1 to which Hiarcs would
have replied with 20...♗e4±

20...a5! 21.♖h4 b4 22.axb4

If 22.♙d2 ♗e4+

22...axb4 23.♙d2 ♞xa1 24.♞xa1 c3

Hiarcs has an eval >3.00 here!

25.bxc3?!

Pretty much gifting the game to Hiarcs,
though after 25.♞c1 ♙e4! Rybka's prospects
would still be rather grim

25...bxc3



26.♙c1 c2 27.♘d2 ♖c3 28.♞a6 ♜b1
 29.♞xd6
 Threatening ♜d8 with mate to follow
 29...♞xc1+ 30.♙f1 h6 31.♞d8+ ♔h7 32.♞g3
 ♞xd2
 No doubt announcing m/9 as on my laptop
 33.♞h8+ ♔xh8 0-1
 The mate goes 34.h4 ♖e1 35.♔h2 ♖xf1
 36.♔h3 ♖h1+ 37.♖h2 ♙xg2+ 38.♔g3
 ♘h5+ 39.♔g4 ♖xh2 40.♔xh5 ♙f3#

HIARCS 14 - HOUDINI 1.5

C10. French, with a fairly rare 3rd move by Black

1.e4 e6 2.d4 d5 3.♘c3 ♘c6?!
 A bit dubious – ♘f6, ♙b4 or dxe4 are all
 usually more popular
 4.e5 ♘ge7 5.♘f3 ♘f5 6.h4!?
 A pretty interesting Book move by Hiarcs!
 Deep Blue tried things like this against
 Kasparov, then Kasparov starting using it
 effectively in some of his games, and now it
 appears here in the Hiarcs book
 6...h5 7.g3
 The end of the Hiarcs book, it happily leaves
 its opponent to work out how best to deal
 with the threatened kingside attack
 7...♖d7 8.♙g5 ♙b4 9.♖d3 ♙a5 10.0-0-0
 ♘b4 11.♖e2 0-0 12.♙h3 ♘c6



What now?!

13.g4! hxg4 14.♙xg4 b5?!

14...♘ce7 was a better try, moving a piece
 nearer to the defence of its seriously threat-
 ened kingside. Then Hiarcs would play
 15.h5! so Black would still be in quite a lot
 of trouble

15.♙xf5

Amazing... Hiarcs shows +4.90 with this!
 Again this is just move 15!

15...exf5



Okay, can you guess Hiarcs' next move?

Certainly 16.♘xb5 is tempting – win a pawn
 and stop the threatened ♙xc3 bxc3 leaving
 White with doubled pawns. Or maybe
 16.Rdg1, which does look good!? But there's
 no way I'd seen the Hiarcs choice which is
 brilliant!

16.♙f6!!

Reading +8.00 and the game is over as far
 as Hiarcs is concerned!

16...♙xc3

If 16...gxf6? 17.♞dg1+ ♔h7 18.♘e1 ♔h6
 19.♞g5! fxg5 20.hxg5+ ♔g7 21.♖h5 ♞e8
 22.♖h6+ ♔g8 23.♖h8#. What next... the
 simple recapture on c3?! No way:

17.♞dg1!

Another tremendous move, and Hiarcs even
 indicates that Houdini is to be mated in 8
 after...

17...g6

Other moves were no better!

18.♘d2 ♙xd2+ 19.♔xd2 ♔h7 20.♞g5 ♔h6

20...♘d4? is worse: 21.♞h5+ gxh5

22.♖xh5+ ♔g8 23.♖h8#

21.h5 f4 22.hxg6+ ♖h3 23.♞xh3+ ♙xh3

24.♖h5#

An astonishing game. No wonder Jelic is
 using Hiarcs' games to teach his students
 how to attack! 1-0

The 25 GEBRUIKERS TOURNAMENTS of RIES VAN LEEUWEN! by Rob van Son

The 25 GEBRUIKERS TOURNAMENTS of RIES VAN LEEUWEN! by Rob van Son

On Saturday December 1st last year, I drove for the 24th time to the 'Denksportcentrum' in Leiden. The 25th CSVN gebruikers (users) tournament would start at 10.30 a.m., and this time the competition was open for computers with an Elo-rating up to 2300.

Perhaps you will ask why I didn't attend all of the 25 tournaments? Well, unfortunately I wasn't able to participate in the 12th gebruikers tournament which took place in November 2005. Usually the autumn tournaments were played in October and I had been counting on that when I decided to spend some time in South-Africa in November of that year. Bad luck, but I was present at all the others!

On the 1st of December 2012 I had to drive to Leiden by myself, because my good friend Peter Schimmelpennink had to cancel because of a temporary stay in hospital. I had already reserved the Mephisto Atlanta for him, but the machine never got the chance to prove its chess talent. When I arrived at the tournament, I found out that another Atlanta, with a tuned up capacity of 30MHz, had entered the contest. The realisation that my Atlanta, a standard version running on 20MHz, would be out-calculated anyway was some consolation for the absence of Peter.

It was going to be a special day, because during the annual meeting

decisions would be taken about the future of the CSVN (Computer Chess Association Netherlands). The very existence of the CSVN had earlier been in danger when programmers that used to participate in the simultaneously held Open Dutch Championship Computer Chess stayed away. On December 1st, this tournament could not go through because of a lack of entry applications, and the committee decided to organise a foursome between the programs Kallisto, Pro Deo, The King and Spartacus. The meeting brought the good news that the members had agreed with the proposed new committee, and the computer chess society would continue to exist. Honorary member and co-founder of the CSVN, Professor Jaap van den Herik, had come to Leiden for the occasion of this meeting and gave a long speech, complimenting the committee members for their actions in the past decennia and expressing his confidence in the new committee. Furthermore, he took the initiative to appoint the departing committee members as 'members of merit' and handed them the pictured certificate.

Fortunately, the 25 gebruikers tournaments have never suffered from troubles with the programmers and, with 12 computers, was well attended. Since, during the last five



years, the tournament has been held on Saturday only, the director of the tournament, Ries van Leeuwen, decided to set the thinking time at 30 minutes per computer for the entire game. No separate chess clocks were used, but only the internal clocks of the computers. This is less stressful for the operators, but naturally also takes some of the (healthy?!) tension out of the tournament. After an absence of years, two old acquaintances participated in the tournament again; John Dijkstra with his home-made Hercules WChess and Louis van Bever who operated the Saitek Renaissance Sparc of Hans van Mierlo.

Your author participated with the Mephisto London Pro 68020. Two years ago I won the 21st gebruikers tournament and the Jan Louwman cup with this computer, so I thought I would have a good chance to attain a high ranking again. However, I hadn't realised at this point that this time increased speed and emulated chess computers were also going to participate in the tournament!



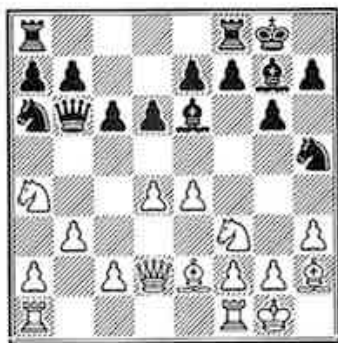
Because the meeting had taken up a lot of time, Ries decided anyway to reduce the playing time to 20 minutes per computer. He wanted to be able to play six rounds.

Rob: The first round started well. In a brilliant attack game my upgraded Berlin->London Pro produced a combination to wipe the Saitek Renaissance Sparc off the board with White.

Meph London Pro 68020 - Saitek Renaissance Sparc

Round 1. B08: Pirc Defence: Classical System

1.e4 d6 2.d4 ♟f6 3.♟c3 g6
 4.♟f3 ♟g7 5.♟e2 0-0 6.0-0
 c6 7.h3 ♟c7 8.♟f4 ♟h5
 9.♟h2 ♟b6N 9...e5 10.♟d2
 ♟d7 has been played a few
 times, but White is consid-
 ered to be better after either
 11.♟ad1 or a4 10.b3
 10.♟d2 was also strong:
 10... ♟f6 (or 10... ♟xb2?!
 11.e5 dxe5 12.♟ab1 ♟a3
 13.dxe5±) 11.♟ab1±
 10...♟e6 11.♟d2! ♟a6
 12.♟a4



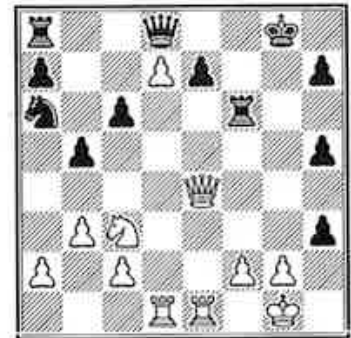
12...♟c7 12...♟b4!? was a
 reasonable alternative. White
 wouldn't want to exchange
 queens, so 13.♟g5
 (13.♟xb4? ♟xb4 14.c3 ♟c2
 15.♟ac1 ♟a3 and there's not
 much in it, even after 16.e5
 dxe5 17.♟xe5 ♟h6!±)
 13...♟f6 14.♟e3 ♟g7 doesn't

look too bad, though 15.e5!
 would keep White's initiative
 13.♟g5 ♟d7 14.e5! This
 could well have been played
 on the previous move, and
 still give White the advantage
 here 14...dxe5 15.♟xh5 f6
 15...gxh5 was little or no
 better after 16.♟d3 (threat-
 ening ♟xh7 mate) 16...f5
 17.♟ae1+- 16.dxe5 fxg5
 17.e6!



A fine move threatening
 ♟xc7 as well as exd7
 17...♟d8? 17...♟e5 was the
 best try, but then 18.♟xe5
 ♟xe5 19.exd7 gxh5 20.♟ad1
 ♟ad8 21.♟fe1! still leaves
 Black in all sorts of trouble
 18.exd7 White should win
 quite easily now, but note
 that 18.♟xd7? would have
 thrown it all away after
 18...♟xd7 19.exd7 gxh5
 20.♟ae1 ♟ad8= 18...gxh5

19.♟ad1 b5 20.♟c3 g4
 21.♟e3 ♟b4 Credit to the
 Sparc for trying to find some
 counterthreats, but it's to no
 avail 22.♟e5 ♟xe5 If
 22...♟xc2 then 23.♟g5! ♟f7
 24.hxg4 e6 (the best defence)
 25.♟xh5 winning 23.♟xe5
 gxh3 24.♟fe1 ♟f6 25.♟e4
 ♟e4! was an even quicker
 finish: 25...♟g6 26.♟g5 1-0
 25...♟a6



26.♟xe7 26.♟xb5! cxb5
 27.♟xa8 ♟xa8 28.d8♟+
 ♟xd8 29.♟xd8+ ♟f8
 30.♟xf8+ ♟xf8 31.♟e5 was
 a clinical way to get the win
 26...hxg2?! If Black had
 tried 26...♟c7! adding
 protection to the e8 square.
 White would have to reor-
 ganise with 27.♟e3 h2+
 28.♟xh2. But now 28...♟g6!
 hoping for an opportunity to
 play ♟g5 leaves White with a



Playing Hall with very busy Operators!

few things to think about, though of course it should win... but there's no room for a silly mistake! 27.♖xf6!! ♖xf6 28.♞e8+ ♔f7 29.♞xa8 ♖h4 30.♞f8+!! Paying a small price for the final victory, a terrific find by the London Pro! 30...♔xf8 31.d8♖+ ♖xd8 32.♞xd8+ 32...♔e7 33.♞a8+- and White can easily collect some pawns so is virtually a rook up 1-0

1st Round:

- Berlin Pro - Rev2 Vancouver ½-½
- Montreux - Hercules WChess 0-1
- Magellan - Gadget 1-0
- London Pro 68020 - Sparc 1-0
- Risc 2500 - Risc 2MB ½-½
- Master Chess - Atlanta 30 MHz 0-1

Rob: In the second round my computer had to play with black against Gadget. Gadget is a chess program written by Hans van der Zijden (editor of Computerschaak magazine) himself. Gadget is named after his cat, and during the game you can see a picture of the cat showing up in his program. The program is written in the programming language Basic and mainly calculates in Brute-Force style and hardly Selectively at all. In fact his search depth during the tournament was 6 or 7 ply. The Berlin decided on the Pirc defence, but in the mid-game it had been brought to the verge of losing. Because of mistakes at crucial moments, Berlin not only managed to escape but even gained victory. In the end Gadget came last with no points.

After the game Hans told me: "I really hadn't expected to score points, especially not when I saw all those who were playing. Still, the program surprised me with a great game against the London Pro.

Gadget is able to give checkmate in 10, but not when you only reach 6 ply! It was only in the endgame that the game was lost.

Another game looked as if it would result in a draw, and there also it played correctly until the endgame.

Because I don't like to be the first to lose, I always make sure my program takes a long time to think at the start. But when pieces start disappearing from the board there is too little time to calculate deeply enough and the opponent will be thinking much deeper because of hash tables which at that stage are much more effective. My program doesn't use hash tables. As a result the endgame is really very bad. So, even if I am lucky and Gadget survives the mid-game tactically, it'll still go wrong in the endgame.

Against the London Pro Gadget had to stop two far advanced connected pawns with the bishop. Rybka rewards this with a rating of 1.2 to Gadget's advantage. But Gadget believes there is still time to win a pawn. A 7 ply calculation would have been sufficient, but Gadget only achieved 6.

However, for me this encourages me to rewrite Gadget completely and make drastic improvements. Then it will probably score some points. But I have to hurry. My cat Gadget is already 14 years old and no longer very healthy. Maybe I should wait till she is dead and write a program for a new animal. No lack of names: Pipo (the Clone), or George (Clony)."

Gadget -

Meph London Pro 68020

Round 2. B07: Pirc Defence:
Miscellaneous Systems

- 1.e4 d6 2.d4 ♗f6 3.f3 ♗c6
- 4.♗b5 a6 5.♗xc6+ bxc6
- 6.♗e2 ♞b8N I could only



find a single game, from 2004, in PowerBooks. It went 6...♗d7 7.0-0 e5= 7.0-0 ♗d7 8.♗bc3 c5 9.d5 e5 10.dxe6?! It's nice to see that Gadget knows the en passant rule, but this yields the pawn centre to Black. Better was 10.b3 ♗e7 11.♗g3 retaining a little more space and mobility 10...fxe6 11.♗f4 ♗e5 12.♞b1 ♗e7 13.♗h5 0-0 14.♞e2 ♞e8 15.♗f4 ♗f6 16.♗e3 ♗g6 17.♗xg6 ♞xg6 18.♞d3 ♗e5 19.♔h1 ♔h8 20.♗d2 ♞b4?!



21.♞e2 White had a nice chance to improve its position by kicking the rook back here with 21.a3! ♞b8 followed by 22.b4 cxb4 23.♞xb4= 21...♞f6? Presumably missing White's strong reply. Simply admitting that 20...♞b4 was a waste of time with 21...♞b8 22.b3 ♗b7 would leave Black at least level, and 21...♗d7 22.a3 ♞b6 was also okay 22.f4! ♗d4 The only choice. 22...♗xc3? would be a serious mistake of course as

23. ♖xc3! forks the queen and the misplaced rook 23. ♘d1! ♖a4 24. c3 ♘d7 25. ♖f3 ♖b5



26. ♖e1! Well played, Gadget again finds the best move. White would still have some advantage after 26. cxd4?! ♖xf1 27. ♖xf1 ♖xd4 28. ♘c3 ♖b4 29. ♖e1±, but the move played is superior!

26... ♖xa2 27. cxd4 cxd4 28. ♘f2 Even better was 28. e5! dxe5 29. ♖b4 ♖d8 30. ♖xe5+- 28... e5 Gadget has a knight for 2 pawns, so the London Pro correctly decides to try and tidy up its pawn centre 29. ♘g4 ♖f7 30. f5 ♖g8 31. ♖e1 c5 32. ♖g3! ♖h8 33. ♖e1 33. ♘xe5 dxe5 34. ♖xc5+- was best 33... ♖c6 34. ♖c1? A strange and very negative choice but Black misses the correct and equalising response! Instead 34. ♖g5 ♖xe4 35. ♖xe4 ♖xf5 36. ♖f3± 34... ♖c4? Counterattacking with 34... h5 was necessary, and after 35. ♘f2 c4 it would be hard to decide who is winning. Which side's passed pawns have the best chance?! 35. ♖g5! This is good and should now win, but my PC engine found something even better in 35. f6!! gxf6 36. ♖h6 ♖g8 37. ♖h4 with ♘xf6 coming next and surely 1-0 35... ♖f7



36. ♖h3?! Gadget had a stone-cold win here with 36. ♖bc1!! ♖b5 or ♖b4 37. f6 ♖b8 (37... ♖xb2?? loses instantly: 38. ♖b1 ♖a3 39. ♖b8+ m/3) 38. fxc7+ ♖xc7 39. ♖f6 ♖a7 40. ♘h6! And 36. f6 was also very strong: 36... g6 37. ♘h6+- 36... ♖b5 37. b4? 37. f6! was again best and would win after, say 37... ♖b7 38. ♖f1 gxf6 39. ♖xf6+ ♖xf6 40. ♘xf6 m/9 37... c4 38. ♖d8?? 38. f6! should still win after 38... ♖b7 39. fxc7+ ♖xc7 40. ♖f6+- 38... c3?? Black's turn to blunder, though it's strange to realise, after being on the very edge of defeat for the past few moves, that it had a drawing chance with 38... ♖b7! 39. ♖a1 ♖xb4= 39. f6! At last! The win is on again 39... c2 40. ♖bc1 ♖xb4



There are two clear ways for White to win the game, both leading to certain mate! 41. ♖f1 ♖c4 42. fxc7+ ♖xc7 43. ♖f8+ ♖g8 (43... ♖g8? 44. ♖f6#) 44. ♖xc8+ ♖xc8 45. ♘h6+ ♖f8 46. ♖f5+ ♖e8

47. ♖h4 ♖d7 48. ♖f6 ♖g5 49. ♖xg5 ♖a1 50. ♖e7#, and 41. fxc7+ ♖xc7 42. ♖h6+ ♖h8 43. ♖e6 ♖xe1+ 44. ♖xe1 c1 ♖ 45. ♖xc1 ♖af2 46. ♘xf2 ♖g8 47. ♖xc6 ♖g7 48. ♖c8 ♖f8 49. ♖g4+ ♖f7 50. ♖c7+ ♖e8 51. ♖d7#. But instead Gadget plays... 41. ♘xe5? 41... dxe5 42. ♖e6 ♖b7 43. ♖xa2 White is still winning, but not by so much, and Black now finds the best defence with a counterattack that means Gadget needs to take some care 43... d3! 44. fxc7+ ♖g8 45. ♖f1 ♖xe4 46. ♖xf7 ♖xf7 47. ♖xf7+ ♖xf7 48. ♖f1+ ♖xg7



So then, dear readers, what do we say? White has rook for 3 pawns, but 2 of those pawns are threatening to queen soon! My computer evaluation is white+250 with 49. ♖a5 to maintain some control over the passed pawns, but Gadget's next changes that 49. ♖f6+?? Now my PC eval is black m/11!! 49... ♖g6! 50. ♖xe5 d2 51. ♖f6+ ♖h5 52. ♖h6+ ♖g4 53. h3+ ♖f5 54. ♖h5+ ♖e6 55. ♖h6+ ♖xe5 56. ♖h5+ ♖d4 57. ♖h2 d1 ♖ 58. ♖h6 ♖f1 59. ♖g3 c1 ♖ Black has missed a couple of the optimum moves to the fastest mate, but now it's showing m/5 there is no hope for White 60. ♖d6+ ♖e5 61. ♖h4 ♖xd6 62. g3 ♖f3 63. g4 ♖h6# 0-1

2nd round:

Rev2 Vancouver - Atlanta 30MHz 1-0
 Risc 2MB -Master Chess 1-0
 Sparc - Risc 2500 ½-½
 Gadget - London Pro 68020 0-1
 Hercules WChess - Magellan 1-0
 Montreux - Berlin Pro 68020 1-0

Rob: In the third round the Berlin/London – with White – had to play against a very special computer, the Hercules WChess of John Dijkstra. For a long time John had owned a beautiful large wooden chess board and chess pieces which he had bought in the eighties at a large department store. He got the idea to turn it into a chess computer, and because of his daily work in the ICT and as an electrical mechanic the technical part shouldn't be a problem. John: "I built a wooden chest around the board with sufficient space underneath it for the hardware and, next to the board, compartments for the operating buttons and the display. I did make LED's in the board, but the board itself was too thick for read relays. It has two computers built in as it were: one for the (MS-DOS) chess program WChess 1.05 of programmer David Kittinger and one program written by myself for the in-and-output of data. Via the serial port, data are being exchanged and the display is provided with the necessary information. The LED's light up when making a move, but because there are no read relays the moves have to be typed in separately. You'll probably remember this way of data entry from the very first Chess Challengers! The hardware runs on a 1,6 GHz Intel Atom processor."

In a Russian game John pushed my Berlin easily off the board with his Hercules (so called because of its large size). The Berlin and his

operator were back with their feet firmly fixed on the ground and expecting little hope of winning the tournament!

It looked as if Hercules was easily going to win each and every game of this tournament, and because of this John generously decided to give it no more than three minutes for the entire game!

Meph London Pro 68020 - Hercules WChess

Round 3, C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

1.e4 e5 2.♘f3 ♘f6 3.♗xe5 d6 4.♘f3 ♗xe4 5.d4 d5 6.♙d3 ♙d6 7.0-0 0-0 8.c4 c6 9.♖c2 ♗a6 10.a3 ♞e8 *All theory so far, and now both 11.♗c3 (23 games in my database, 63% success for White) and 11.c5 have been played 11.cxd5N cxd5 12.♖b3 ♙g4*



13.♗bd2 *Not 13.♖xb7?? ♙xf3! 14.gxf3 ♖h4! 15.f4 ♖g4+ m/14! 13...♗xd2 14.♗xd2 ♗c7 15.f3? To drive the bishop away it had to be 15.h3 when Black's best is 15...♖h4! 16.f4 ♙xh3 17.♗f3 ♖g3 and it's a pawn up with the attack 15...♖h4! 16.f4* *The best defence and the same one as in the line above, but here White hasn't played the disrupting h3 so Black has more time to advance the attack 16...♖f6 16...♗e6 was even stronger*



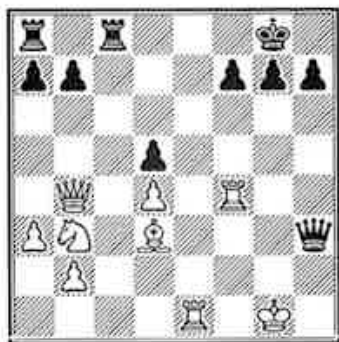
Top: John Dijkstra with his Hercules.
 Next: The Hercules pieces
 Next: The Hercules Keyboard
 Bottom: The Hercules board

in fact: 17.♖xd5 ♙xf4 and if 18.g3 ♙xg3 19.hxg3 ♖xg3+ 20.♖g2 ♖xd3 21.♖xg4 ♗xd4 22.♗f3 ♞e4! 17.♖c3? Gives Black another chance to play ♗e6, and this time Hercules finds it. 17.♙h1

was a sturdier defence and after 17... ♖e6 (which still works well) 18. ♖xd5 ♗xf4 19. ♖b3 ♖xd4+ 17... ♗e6! 18. ♗b3 ♗xf4 18... ♖ac8!? 19. ♗xf4 ♗xf4



20. ♖ae1 If 20.h3!? Black doesn't retreat the bishop but instead plays 20... ♖ac8! 21. ♖ae1 (trying to save the queen with 21. ♖b4? is no good 21... ♗xh3 22.gxh3 ♖g5+ m/8) 21... ♗d7 22. ♖xe8+ ♖xe8 23. ♖e1 ♖xe1+ 24. ♖xe1. Here White is a pawn down and faces a dangerous pair of bishops, but might have some drawing chances if Black plays aimlessly 20... ♖h6! 21.h3 ♖ec8 22. ♖b4 ♗xh3! 23.gxh3 ♖xh3 24. ♖xf4



24... ♖g3+ It was possible to carelessly mess it up even in a winning position like this. E.g. the wrong capture 24... ♖xd3? and White might well be able to draw with 25. ♖f2! ♖e8 26. ♖xe8+ ♖xe8 27. ♖c3! 25. ♗h1? The better defence was 25. ♗f1 ♖xf4+ 26. ♗g2 ♖e8 27. ♖e5!

♖xe5 28.dxe5 ♖xe5 and the win for Black takes some-what longer 25... ♖c6!

Black could still have gone wrong by capturing on d3 with 25... ♖xd3?? when 26. ♖f2 ♖e8 27. ♖e7! should force a draw 26. ♖h4 Sacking pieces to delay the end. If instead 26. ♖e7 ♖h6+ 27. ♖h4 ♖xh4+ 28. ♖xh4 ♖xh4+ 29. ♗g2 ♖xe1 m/10 26... ♖xh4+ 27. ♗g2 ♖g4+ 28. ♗f2 ♖h6 29. ♖e2 ♖h1 30. ♗xh7+ Resigns as 30... ♗xh7 31. ♖e1 ♖h2+ 32. ♗e3 ♖xe2+ 33. ♖xe2 ♖e8+ m/5 0-1

3rd round:

- Montreux - Rev2 Vancouver ½-½
- Magellan - Berlin Pro 68020 ½-½
- London Pro 68020 - Hercules WChess 0-1
- Risc 2500 - Gadget 1-0
- Master Chess - Sparc 0-1
- Atlanta 30MHz - Risc 2MB 1-0

In the fourth round, with the new time settings, my London Pro had to take on his almost as strong playing brother, the Berlin Pro with the original program by programmer Richard Lang. This program is derived from his PC-program Genius 2.0. My London version is only a scant 34 Elo-points higher on the Selective Search rating list and should be playing more active and less boring than the standard program. Alas, it turned out to be a boring game anyway that ended in a draw after 67 moves.

When I asked him afterwards, my opponent and owner of the standard Berlin Pro, Ries van Leeuwen, was happy to look back with me on 25 gebruikers tournaments, and his interesting reminiscences follow after I tell you what happened in rounds 5 and 6.

4th round:

- Vancouver Rev Emulatie - Risc 2 MB 0-1
- Sparc - Atlanta 30 MHz 0-1
- Gadget - Master Chess 0-1
- Hercules WChess - Risc 2500 ½-½
- Berlin Pro 68020 - London Pro 68020 ½-½
- Montreux - Magellan ½-½

Rob: In the fifth round, my London had to take on the Mephisto Montreux operated by another gebruikers regular, Hans van Mierlo, with White. The Montreux defended itself with the Sicilian Rauzer Attack and ultimately managed to break the London's position in the endgame, with some help from unnecessary mistakes made by my machine.

Meph London Pro 68020 - Mephisto Montreux

Round 5. B66: Sicilian: Richter-Rauzer: 7...a6 8 0-0-0 h6

1.e4 c5 2. ♗f3 d6 3.d4 cxd4 4. ♗xd4 ♗f6 5. ♗c3 a6 6. ♗g5 ♗c6 7. ♖d2 e6 8.0-0-0 h6 9. ♗f4 ♗d7 10. ♗xc6 ♗xc6 11.f3 d5 12. ♖e1 ♗b4 13.a3 ♗a5 14. ♗d2 ♖e7 15.e5 ♗d7 16. ♗b1 ♗b6 17. ♗e3 17.f4 is the most popular choice here, initiating a kingside attack – Black should reply with h5! But the LondonPro move is also quite well known 17... ♗xe3 18. ♖xe3 0-0 19.f4



Still theory to here, an impressive effort by the two

dedicated machines. Now 19...b5! 20. ♖e2 b4 is known from a 1991 game, won by Black in 35 moves
 19...♙c5N 20.♙xc5 ♖xc5
 21.♙e2 ♖ad8 22.♙d4 f6
 23.exf6 gxf6 The game is equal here, and now 24. ♙f3 is fine, it would stop Black's reply as 24...e5? 25. ♙xd5. Also 24.b4 forcing Black to move its knight would be good 24.♙f1?! e5! 25.♙dd1 The exchange sac' 25.♙xd5 ♙xd5 26. ♖xd5 was possible as 26...♙xd5? 27. ♙c4 pinning the rook. But Black would have a useful material advantage as the computers draw nearer to the endgame 25...d4 26. ♖a2 a5 27.g3 b5 I like the look of the central break 27...e4!/? when the passed pawn should help the Montreux towards a win 28.b4 axb4 29. ♖xb4 ♙e8 30.fxe5 fxe5 31.♙xf8+ ♖xf8 32.♙f1+ ♖e7 33.♙f5 ♖e6 34.♙g4 ♖a4 35.♙h5+ ♖f6

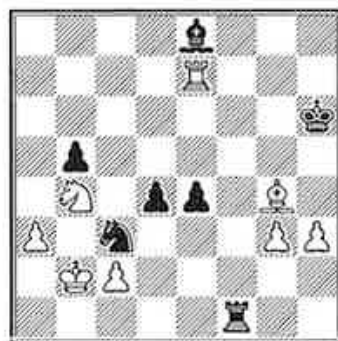


36.♙xh6+?! Very tempting of course, but it lets Black's ♖ progress towards helping the connected central pawns. Therefore better was the steady 36. ♙f5+ ♖e6 37. ♖c1= 36...♙g5! 37.♙h4 ♖c3+ 38.♖b2 38.♖c1!/? to keep a closer watch on the d+e-pawns 38...e4! 39.h3 ♙d6 40.♙h7?! The better way to attack from behind Black's army was with 40.♙h8 forcing the bishop to



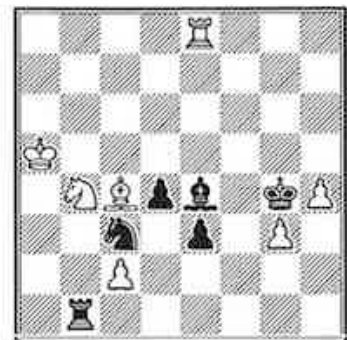
Hans van Mierlo with his Montreux

move, but even then after 40... ♙g6 41. ♙f8 is best as the pin 41. ♙g8 is met by 41... ♙f6+ and Black has the open file 40...♙f6 41.♙g7+?! Probably better were either 41. ♙c7 ♙f2 42.a4 bxa4+, or 41. ♙e7 ♙f1 threatening ♙b1 mate! 42.a4 ♙f7+ 41...♖h6 42.♙e7? Whilst on the previous move there was not much to choose between the rook going to c7 or e7, here there's a big difference as White needs to have the option of saccing the exchange with ♙xc3 to weaken Black's threats. E.g. 42.♙c7 ♖a4+ (42...♙f2?! 43.♙xc3 dxc3+ 44. ♖xc3+ 43. ♖c1+ 42...♙f1



43.a4 Forced because of the threat of ♙b1 mate as in an earlier note 43...♙f7 43... ♖xa4+?! would let White off the hook because of 44. ♖a3 ♙a1+ 45. ♖b3 ♙g6 46. ♖c6 and the attack on the

central pawns could save the game! 44.♙e6 ♙g6? Now that the bishop is protected on f7 there was no reason to move it again and 44... ♖xa4+ is not only possible, but good: 45. ♖a3 ♙f3+ 46. ♖a2 ♙xe6+ 47. ♙xe6+ ♖g7 leaving Black's central pawns stronger than ever! 45.axb5! ♙b1+ 45... ♖xb5?! is nicely met by 46. ♙c4! forking knight and rook and Black must try 46...d3, but after 47. ♙xb5 d2 48. ♙e2 White now has the edge! 46. ♖a3 ♖xb5+ 47. ♖a4 ♖c3+ 48. ♖a5?! 48. ♖a3 e3 49. ♙c4 was safer and White's extra pawn is just about enough compensation for those connected central pawns of the Montreux 48...e3! 49. ♙c4 ♙e4 50.h4 ♖h5 51.♙e8 ♖g4



52.h5? A very weird decision which should enable the Montreux to win. After 52. ♙g8+ ♖f3 53.g4 still has a fighting chance to save the game, e.g. 53...e2 54. ♙xe2+ ♖xe2 55.h5 should be an exciting finish! 52...♖xh5 53. ♖a2?? Just makes things even worse! 53. ♙d3 ♙xd3 54. ♖xd3+ is better, though Black should still win 53...♙a1! 54. ♖b6 ♖a4+? Black still has the better chances after this, but it is surprising that the Montreux missed the easy win

54... ♖xa2! 55. ♔c5
(55. ♕xa2? e2!) 55... ♖a4!
and this attack on the only
piece White has to stop Black
queening is decisive 55. ♔c7
♕xc2 56. ♖b4 ♖c1??

Another serious mistake
which could have cost the
Montreux its chance of
winning. I'd guess that the
computers were very short of
time, it's the only explanation
for the poor moves we are
now seeing, though it must
have been exciting (nerve-
wracking) for the operators
and spectators! 56... ♕g6
57. ♖e5+ ♖h6 58. ♖d6 ♖b2
59. ♕b5 ♖a5 would have
been enough for 0-1 57. ♖d6
♕g6 58. ♕e2+ ♖h6



We now see a pair of
consecutive weak moves from
the LondonPro that finally do
decide the game 59. ♖e7?
59. ♖e6 was needed and,
because of the pin on the
bishop, White might well
survive 59... ♖g7 60. ♖c6+
59... ♖c3 60. ♕c4?? 60. ♕d3
was the only hope but,
because Black's bishop isn't
pinned 60... ♕xd3 61. ♖xd3
♖d1 62. ♖b2 ♖g1 should be
enough to win 60... ♖d1
61. ♖e6 If only it had played
this a couple of moves ago
61... ♖g5 62. ♖e7? 62. ♖c6
was worth a try: 62... ♕b1
63. ♖c5 but 63... ♕f5 64. ♖e5
♖f6+ 62... ♖e4+ 63. ♖c6
♖xg3 64. ♖c5 ♕e4 65. ♖g7+
♖f4 66. ♖f7+ ♖g4 67. ♖g7+

♖f3 68. ♖f7+ ♖f5 69. ♖c6
d3! That settles it 70. ♖d4+
♖f4 71. ♖f8 71... ♖c1!
72. ♖b4 ♖xc4+ 73. ♖xc4 e2
0-1

5th round:

Magellan - Rev2 Vancouver 0-1
London Pro 68020 - Montreux 0-1
Risc 2500 - Berlin Pro 68020 1-0
Master Chess - Hercules WChess
½-½
Atlanta 30 MHz - Gadget 1-0
Risc 2 MB - Sparc 0-1

Rob: In the sixth and last round the
Berlin was supposed to play against
the Mephisto Magellan of Hein Veld-
huis with black. But because of the
long finish in the fifth round involv-
ing Ruud Martin's Revelation
Vancouver Emulation against the
Magellan, there wasn't enough time
to play this game. Our tournament
organiser proposed a draw, which
Hein and I accepted. As a result the
London Pro finished seventh with
three points. This tournament once
more demonstrated that results from
the past are no guarantee for the
future! As there is no London Pro
game, here is the older brother
Berlin Pro's game....

**Mephisto Berlin Pro -
Mephisto Master Chess**

Round 6. B76: Sicilian Dragon:
Yugoslav Attack, 9 g4 and 9 0-0-0

1.e4 c5 2. ♖f3 d6 3.d4 cxd4
4. ♖xd4 ♖f6 5. ♖c3 g6 6. ♕e3
♕g7 7.f3 ♖c6 8. ♖d2 0-0
9.0-0-0 d5 10.exd5 ♖xd5
11. ♖xc6 bxc6 12. ♕d4 e5
13. ♕c5 ♕e6 14. ♖e4 ♖e8
15.h4 h6 16.g4 ♖f4

Although the computers'
books have come to an end,
my database shows five
White choices: ♖c3! ♖xd8
g5 ♖e1 and ♕a6 have all
been tried here 17. ♖e3N No



*harm done, Black's mate
reply is easily met and White
has the better pawn structure*
17... ♖a5 18.a3 ♖ad8
19. ♖xd8 ♖xd8



20. ♕xa7? 20.g5 ♖d5
21. ♖f2 probably leaves
White with the better poten-
tial on its kingside 20... ♖d5!
21. ♖f2 ♖a8? The bishop
escapes easily and Black has
missed its chance. 21... ♕f8!
was the move, not so easy to
find but now playable
because of White's mistake
20. ♕c5xa7. After 22. ♕d3
♕xa3 23.bxa3 ♖xa3+
24. ♖d2 ♖a5+ 25. ♖e2
♖f4+ 26. ♖f1 ♖a8! 27. ♖c5
(27. ♕c5? ♖a1+ 28. ♖e1
♖xe1+ 29. ♖xe1 ♖a1+
30. ♖f2 ♖xh1) 27... ♖xa7
Black is a pawn up 22. ♕c5!
♖f4 23.g5 h5 24. ♖e3 ♖d5
25. ♖e2 ♖f4 26. ♖f2 ♖h8
27. ♖d2 ♖c7 28. ♖f6 ♕d5
29. ♖xd5 cxd5 30. ♕e3



Black has a lot of firepower aimed at White's ♔, but how best to use it?! 30...♖b7 30...♖b8 seems best, now White should defend with 31.a4 ♖b7 32.♙b5= 31.♙xf4?! White's now misses the best defence which was 31.♖b4! ♖c7 32.♖b6± 31...exf4 32.c3 White should be trying to nullify its opponent's threats against its king, so 32.♖b4!/? was again best. 32...♖xb4 (virtually forced) 33.axb4 ♖a1+ 34.♔d2 ♙xb2 35.♙g2= 32...d4!



33.c4 If 33.cxd4 ♖c8+ 34.♔b1 ♖xf3 35.♙g2 ♖g4 leaves Black a pawn down for the moment, but White has loose pawns on d4 and h4 and one will fall as it will be more important to meet the threats against its king 33...♖b8?! 33...d3! would have been incredibly strong here, with the threat of ♖xb2 stopping White's queen from taking the pawn. Best for the BPro would be 34.♖h2 ♖d8 35.♙xd3, but 35...♖b3-+ is a

strong reply and White might be struggling to hold this position 34.♖h3? Isn't it strange how they keep swapping mistakes. It must be the lack of knowledge in the older engines with their lower available memory as, so often, neither of them is able to see correct, even winning or game saving, continuations. 34.♙d3 to stop 34...d3! 34...♖xf3 35.♖f1! ♖e3 36.♖xf4 should be a draw 34...♖b3?? As per Black's last missed opportunity, again 34...d3! 35.♙xd3 ♙xb2+ 36.♔d1 ♖a7. But this time White wouldn't just be struggling, this position is overwhelming for Black 35.♙d3! Should draw!?! 35...♖a2 36.♖c2 ♙f8 37.c5 ♖e6 38.♖h2 ♖e3+ 39.♖d2 ♖xf3 40.c6 ♖c8 41.♙e4 ♖g4 42.♖c4 ♖xh4 43.♖xd4+ ♙g7 44.♖d5



Both have found pretty much the best moves since Black's mistake at move 34, and a draw should still have been our result. But... 44...f5? 44...♖e1+ 45.♔c2 ♔h7 46.b4! (the best try for a win) 46...♖a8 47.c7 ♖c8 48.♖b7 ♖xc7+! 49.♖xc7 ♖xe4+ and this is a draw with optimum play, but I'd suggest that the material imbalance might well result in either of the dedicated machines winning in practice 45.gxf6 ♖xf6? Two mistakes in a row have

made this dangerous for Black. 45...♙xf6 46.♙xg6 ♖e1+ 47.♖d1 ♖e3+ 48.♔b1 ♖e5 49.♖xe5 ♙xe5 and whilst the extra (and advanced) c-pawn gives White excellent chances, the opposite coloured bishops might yet be enough to save Black 46.♖d7! ♖f8? And three mistakes in a row end the game. Only 46...♖f8 could have helped here, but after 47.♙f3 ♔h7 48.c7 ♖a6 49.♖c6 Black's position is hopeless 47.♔b1! Quietly clever 47...♙f6 48.♙xg6 ♖g8 49.♖f5 ♖xc6 50.♖xh5+ ♔g7 51.♖d7+ ♔f8 52.♖h6+ My PC engine is showing m/17 52...♖g7 53.♖f7+ ♔g8 54.♖xg7+ ♙xg7 55.♙h7+ ♔h8 56.♖xc6 ♔xh7 There is no need to show the winning continuation or exact mate here, with ♖+♙ for ♙ it is a win for sure anyway 1-0

Rob: In the sixth round there was a surprise as the apparently invincible Hercules had to admit defeat against the eventual tournament winner, the Atlanta 30MHz. As a result Hercules ended up in fourth place with four points out of its six games.

Hercules WChess - Mephisto Atlanta 30 MHz

Round 6. C45: Scotch Game

1.e4 e5 2.♖f3 ♖c6 3.d4 exd4 4.♖xd4 ♖f6 5.♖xc6 bxc6 6.e5 ♖e7 7.♖e2 ♖d5 8.c4 ♙a6 9.♖d2 ♖b4 10.♖f3 d5 11.a3 ♙xc4 12.♖d1 ♙xf1 13.♔xf1 ♖a6 14.♖a4 ♖b8 15.♙g5 ♖e6 16.♖c1 h6 Not completely new as Adorjan has played this once. White responded with 17.♙h4. 16...♙e7 17.♖d4 ♖d7 is theory and has been played a

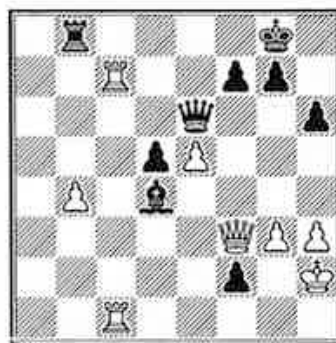
few times with even results
 17.♔e3 ♔e7 18.♖d4 The
 pressure on the doubled
 backward c6-pawn is
 increased 18...♗d7



19.♗b3? The b3 square was
 best left clear for the knight's
 retreat should Black play c5.
 White has a different idea in
 view, but it's not a particu-
 larly good one. 19.♗c2 0-0
 20.h4 c5 21.♖f5 would have
 been close to equal 19...c5!
 20.♗b7 Now b3 is no longer
 available, 20.♖f3 was best.
 Then 20...♗c6 21.g3 c4
 (21...d4? doesn't work, the
 pawn can be taken: 22.♔xd4
 cxd4 23.♗xc6 oops!)
 22.♗d1+ 20...cxd4?! Very
 tempting as 21.♗xa8 would
 be a serious error. But just
 the simple 20...0-0 would
 have been great for Black
 21.♗xc7! 21.♗xa8? ♗b5+!
 22.♔g1 dxe3 23.♗xa7
 ♔g5!-+ 21...♗e6 22.♗xa8
 ♗a6+ 23.♔g1? Hard on its
 poor rook on h1! 23.♔e1
 was surely best, and if
 23...dxe3 24.♗xb8+ ♔d8
 25.fxe3= 23...dxe3



24.♗xb8+ There were three
 traps: [a] 24.♗xa7?? ♗xa7
 25.♗xa7 e2! and an early
 0-1! [b] 24.fxe3? ♗e2
 25.♗xb8+ ♔d8 26.g3
 ♗xe3+ 27.♔g2 (27.♔f1
 allows 0-0 and Black wins)
 27...♗e2+ 28.♔h3 g5
 29.♗c8 g4+ 30.♗xg4
 ♗xg4+ 31.♔xg4 ♔xc7 all
 pretty much forced and leav-
 ing Black with ♔ for ♖pawn.
 [c] 24.♗xa7?? exf2+
 25.♔xf2 ♔c5+ 26.♔e1
 ♔xa7 0-1 24...♔d8 25.♗c1??
 25.♗c8 hangs on for White
 by forcing 25...♔d7 26.♗c2
 exf2+ 27.♗xf2 ♗b6 28.♗xb6
 ♔xb6 and now 29.♔f1 ♔xf2
 30.♔xf2+ 25...0-0?? An
 amazing miss! 25...♗e2!!
 secures the win instantly:
 26.h4 (26.h3 ♗xf2+ 27.♔h2
 ♗f4+ 28.♔g1 0-0-+)
 26...♗xf2+ 27.♔h2 ♗xh4+
 28.♔g1 ♗f2+ 29.♔h2 0-0-+
 26.♗b3! The queen is saved
 and back defending for
 White. But not 26.fxe3??
 ♔b6! 26...♔b6 27.h3 exf2+
 28.♔h2 ♔d8 29.♗f3 ♔d4
 30.g3 ♗e6 31.♗c7 ♗b8 32.b4
 a5 33.♗hc1 axb4 34.axb4



34...♔b2? Threatens
 ♔b2xc1 perhaps, but it was
 better just to take the pawn
 34...♔xe5 and the position
 offers chances for both sides
 35.♗1c2 Saves the rook, but
 strangely it seems 35.♗7c6!
 is better: 35...♗d7 36.♗d6
 ♗e8 37.♗f1! ♔xe5 38.♗xd5
 ♗xb4 39.♗xf2 and, if

anything, White has the
 better prospects though a
 draw is probable with best
 play 35...♔xe5 36.♗7c6 ♗d7
 37.♗xf2 ♗xb4 38.♗c8+ ♔h7
 39.♗f8 ♗e6



40.♗a2? It is important to
 play actively and find threats
 to occupy the opponent, so
 best was 40.♗f3 and if
 40...♗g6 41.♗g2= 40...♗g6
 Or 40...♗h4! 41.♗g2 ♗e4
 42.♗f2 ♔xg3+ 43.♗xg3
 ♗e3!-+ 41.♗e2 ♔d6 42.♗d8
 It was probably better to
 grab the open file with
 42.♗c8!? 42...♗b3 43.♗e3??
 Though I considered White's
 previous move dubious,
 surely to be consistent and
 make the best of it 43.♗xd6
 was correct here, then
 43...♗xd6 44.♗f5+ ♗g6
 45.♗xg6+ ♔xg6 46.♗d2
 ♗b5 47.♔g2. Here Black has
 4 pawns v 2, and its ♔ is
 slightly better placed, but the
 endgame still isn't easy to get
 right for the full point
 43...♔c5! Obvious of course,
 and the ! is to tell readers
 that it's decisive 44.♗de8
 ♔d4 45.♗f3 ♔xe3 46.♗xe3
 ♗xe3 47.♗xe3 ♗e4



48.♞c5 *Of course White musn't exchange queens*
 48...♘g6 48...d4! 49.♞c6+ ♔h5 50.♘g1 ♞f3 51.♞c7 d4! 52.♞e5+ ♘g6 53.♞d6+ Or 53.♞xd4 ♞xg3+ 54.♔f1 ♞xh3+ 0-1 with 3 pawns against 0, as in the line at the end of the game 53...f6 54.♞xd4 ♞xg3+ 55.♔f1 ♞xh3+ 56.♘g1 h5 57.♞e4+ ♞f5-+ 0-1

6th round:

- Sparc - Rev2 Vancouver 0-1
- Risc 2MB - Gadget 1-0
- Hercules WChess - Atlanta 30MHz 0-1
- Berlin Pro 68020 - Master Chess 1-0
- Montreux - Risc 2500 0-1
- Magellan - London Pro 68020 ½-½

Rob: As I said earlier, after the tournament I talked to the departing tournament organiser and (former) committee member Ries van



Leeuwen. Luuk Hofman will succeed him as the new tournament leader for the 26th gebruikers tournament.

I wanted to know from Ries how he looks back on the 25 gebruikers tournaments and what was his original motivation to organise these tournaments.

Ries: "At the end of the last century I thought that the CSVN was a too passive society. This computer chess society is unique in the world, and one of their strong points was the organisation of an annual Open Dutch Championship Computer Chess (ONK). Still, I thought this was too little to attract the attention of a broader chess audience. Ideally, the CSVN should be present with a stand at every chess tournament to supply information and to hand out our magazine 'Computerschaak'. Unfortunately, everything depends on the work of volunteers and at the time only 50 of the 600

members were active. Most of them have a day-job and therefore have little time to be present at chess tournaments with a stand.

In 1997 the twelfth and last Aegon-tournament, a battle between man and machine, was played. Even though this wasn't a real CSVN-tournament, it was organised by our former chairman, Cock de Gorter. The Aegon-tournament always drew a large audience and when they ceased to exist I thought the CSVN should come up with something new. I then proposed the committee to organise a gebruikers tournament for members to stimulate mutual contacts and of course also to revitalise the use of chess computers.

I also thought that, in addition to the annual championship computer chess, we should have a tournament for programmers from Holland and from abroad. This could only be done on condition that programmers from abroad need not be members of the CSVN and that the tournament only lasts one weekend. The latter is important because these participants usually have a day-job and don't have the time to go two weekends in a row to Leiden, as is the case with the ONK. The committee approved my ideas and as the result the first CSVN computer gebruikers tournament was played on 30th and 31st of October 1999 and the first international CSVN tournament on 18 through 20 May 2001. Both tournaments took place at the same location, so that if visitors don't like dedicated chess computers, they can still enjoy the games of the top programs.

I look back with pleasure on 25 users tournaments, although I always hoped for more participants. But computer chess players are probably difficult to motivate.

25th Gebruikers tournament		/6
1	Mephisto Atlanta 30MHz,	Henk van Weersel 5
2	Saitek Risc 2500	Geert Roelof vd Ploeg 4½
3=	Revelation II Vancouver Emulation	Ruud Martin 4
3=	Hercules WChess,	John Dijkstra 4
5	Mephisto Risc 2MB,	Luuk Hofman 3½
6=	Mephisto Montreux	Hans van Mierlo 3
6=	Mephisto Berlin London Pro 68020	Rob van Son 3
8=	Mephisto Berlin Pro 68020	Ries van Leeuwen 2½
8=	Mephisto Magellan	Hein Veldhuis 2½
8=	Saitek Renaissance Sparc	Louis van Bever 2½
11	Mephisto Master Chess	Theo Heukels 1½
12	Gadget	Hans van der Zijden 0



Luuk Hofman takes over 'gebruikers'

Fortunately, there were always a number of enthusiasts showing up that I could win over. The mutual good atmosphere was no doubt decisive in this respect.

I've always had a lot of fun with my Mephisto Berlin Pro 68020. In normal tournament games against human chess players, this machine has never lost in all those years. Only, in the gebruikers tournament different rules apply. Computer-computer games often provide surprising results. I've participated with a dozen chess computers in all those tournaments. The most unreliable machine is the CXG Dominator with a program of Frans Morsch. The Dominator can one moment beat the tournament winner and lose the next game from the weakest participant. Just like a real person!

The 18th Gebruikers tournament (15/16 November 2008) was the last 2-day Event. Nine rounds were played and that was a perfect formula. Unfortunately, I noticed there were people who found an entire weekend too long. I then proposed to play only on Saturday and that found general agreement. We had the misfortune that during the last tournaments there was also a members meeting being held and that made a time difference of at least one round on the total. A weekend tournament brings more tension. Maybe this is something for Luuk Hofman to think about, together with the new committee.



Hein Veldhuis with his Magellan

I have always wanted to honour the Olympic spirit: 'Taking part is more important than winning'. In the end it is all about companionship! Otherwise we probably wouldn't have lasted 25 tournaments. I tried to let each participant win a cup at least once. I even let my own program drop from place three to five once, so a participant that had been competing for years and never won anything, finally could go home with a cup. I think I was reasonably successful in my efforts.

I can easily see Luuk Hofman organising another 25 tournaments. Whether they'll still be called gebruikers tournaments, I don't know. That is up to the new committee to decide, and maybe we should go back to a 2-day weekend tournament. I wish Luuk a lot of success for the upcoming tournaments. I'll be there as much as possible.

Finally, I would like to thank everyone for their participation in the tournaments. They have given me and many others a lot of computer chess fun and that's what motivates us all."

Ries, I. Rob, want to thank you for the initiative and the organisation of the gebruikers tournaments! All participants and your author in particular have very much enjoyed them. I also hope that the Selective Search readers have enjoyed the many reports with photos and games, excellently analysed by Eric!



Ruud Martin and his Rev2 Vancouver emulation

In the preceding pages you'll have enjoyed a number of interesting games with analysis by Eric. I hereby would like to take the opportunity to thank Eric for publishing my articles in such a professional way with various pictures about different chess computer related topics; it has been almost 12 years. Moreover, he always added excellent and expert analyses to the games of the tournaments. Congratulations!

Finally Eric, even when the magazine no longer exists, I'll continue to send you games and photographs of the gebruikers tournaments!

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THE MADRID OPEN - THE FIRST OPEN IN SPAIN TO INCLUDE A COMPUTER ENGINE FOR 20 YEARS, BY AMADOR CUESTA

Amador Cuesta is a long-time *Selective Search* reader and, in fact, something of an expert in the handheld devices market. With Palm and PocketPCs now becoming 'almost museum pieces' (Amador's description!) he has offered to do a piece for us on Smartphones, Phablets and Tablets.

In the meantime he recently sent me news of the recent **Madrid Open Tournament** - the full name is "I Open Internacional Tecnológico Club Puerta del Sol", so I'll stick with Madrid! - in which he entered Critter 1.6a running under the Droidfish 1.45 GUI on a Galaxy II Note. It has a nicely-sized 5½" screen, 1024MB RAM, 4 cores (!), enough memory to use Gaviota tablebases and the Hiarcs14a Opening Book which meant Critter got off to a great start in every game!

Critter was set to G/10 to make sure that its operator, **Pedro Canizares**, a strong player himself and a good friend of Amador's, didn't run short of time.

I asked Amador what the players thought about playing against a computer, and he told me that...

'Nobody was really happy to play against the computer, and one of them (Valles) finished very angry, but they had accepted the Open rules so there was nothing they could say. Critter paid to enter and was not allowed to win any prizes.

Hernando (who came 2nd in the tournament) offered me a draw BEFORE starting the last round, but I said NO'.

Some of them tried anti-computer strategies but the Hiarcs Book is so very strong and complete that they 'entered the middle game with critical positions, where Critter was calculating around 1 million nodes per second. reneria, the Columbian player, fought very, very well until his error Rxa2? ruined his position as he didn't see the long tactical line with which Critter beat him.

It was a shame that Barria, the highest rated player here with 2428, did not play



Left the Galaxy Note SIII, and right the Tourny unit, the Galaxy Note II

against the computer as he unfortunately lost a game to someone else in an early round.

Critter 1.6a was fantastic, its evaluations are very accurate which is crucial. Stockfish is nearly as good but its evaluations are not so reliable and, for me, Critter is the strongest Android chess engine at present by far'.

For those looking into this market, I found the **Galaxy Note II 10.1"** Tablet on Amazon for around £450, or as a Mobile for £80 cost then £40 rent a month. A forthcoming Galaxy Note III 4-core @ 2MHz with 3GB RAM, will run at about twice the speed! **Droidfish** is Amador's recommendation for the best GUI, especially as it has UCI capabilities, and **Critter** the best of the engine choices.

Here are some of the games...

CRITTER1.6/GNOTE2 -

BENJAMIN BOTÉ KOBOLO (1994)

Round 1. B00: Queen's Fianchetto Defence, Nimzowitsch Defence

1.e4 ♘c6 Obviously hoping to get Critter into an opening it might not know much about **2.♗f3 d6 3.d4 ♗f6 4.♗c3 a6** Normally 4...♙g4 is played, and the attempt

to get Critter out of its Hiarc's book doesn't work and White plays the prophylactic...

5.h3! e6 The Book only had 5...e5 so finally Critter is on its own, but with a very satisfactory position **6.♙d3 ♖e7 7.a3 e5 8.d5N** My database found a game that went **8.♙e3 exd4 9.♜xd4 ♜e5 10.♙e2 0-0** but the Critter move looks stronger to me **8...♜b8 9.♜e2 ♜bd7 10.b4 ♜f8 11.0-0 ♜g6 12.♙e3 ♙d7 13.c4 0-0 14.♚c2 h6 15.♙ad1**



White has prepared nicely for a c4–c5 pawn push, with support also for a d–pawn push. Black's counteraction to this is an excellent try **15...♜h5! 16.c5 ♜hf4 16...♙g5** was the best continuation, then **17.♜xg5 hxg5∞ 17.♙xf4 exf4 18.c6 bxc6?! I prefer 18...♙c8 19.cxb7 ♙xb7 20.♚c1± 19.dxc6 ♙e6 20.e5! ♚e8?** The c–pawn is already protected and this turns out badly. **20...♚c8 21.exd6 ♙xd6** was better and, after **22.♙fe1**, Black can try **22...♙e8** though **23.♜ed4±** is still good for White **21.♜ed4! ♜xe5 21...♙d5?! 22.♙fe1! ♚d8 23.♙xg6 fxg6 24.♚xg6+- 22.♙h7+ ♜h8 23.♜xe5 dxe5 24.♜xe6 fxe6 25.♙d7!**



25...♙f6? **25...♙d6** had to be better, saving the c7/pawn and trying to restrict the dangerous rook's opportunities, so if **26.♙g6 ♚c8 27.♙f7**, the exchanges **27...♚xd7 28.cxd7 ♙xf7**, leave Black with just a little



Pedro Canizares

hope **26.♙xc7 ♙c8 27.♙g6 ♚d8 28.♙xc8 ♚xc8 29.c7! f3 30.g3 e4 31.♚c5 e5? But 31...e3 32.fxe3 ♜g8 33.♙xf3** wouldn't change the outcome **32.♙f5! ♚a8 33.♙c1 ♙c8 34.♚b6** wins easily 1-0

CRITTER1.6/GNOTE2 - VICTOR GARCIA DIAZ (2174)
Round 2. B01: Scandinavian Defence

1.e4 d5 2.exd5 ♜f6 2...♚xd5 is usual of course, this is Diaz trying to get the computer into a position which might give it a small advantage but which it (hopefully) doesn't understand so well **3.d4 ♙g4 4.f3 ♙f5 5.♙b5+ ♜bd7 6.c4 a6 7.♙a4 b5 8.cxb5 ♜xd5** The computer book ends in what looks like a rather obscure position

Critter–Diaz after 8...Nxd5



9.bxa6 e6 10.♖e2 ♕d6 *Diaz is brave, 2 Gambit pawns down and twice no effort to recapture yet on a6. If 10...♞xa6 11.♗bc3 ♗xc3 12.♗xc3± and both sides have isolated pawns but White's passed a-pawn gives him an edge 11.♗g3 ♕g6 12.0-0 0-0 13.♗c3 ♞xa6 14.♗xd5 exd5 15.f4 f5 16.♕c2 ♞e8 17.♞e1 ♞f7 18.a4!*



18...h5 19.♞e2 ♞aa8?! *Doubling rooks on the a-file with 19...♞fa8 was probably better than retreating 20.♞e6 h4 20...♞xe6 21.♞xe6 ♖f7 22.♞e2± would leave White with a big advantage, queens off, an extra pawn, passed a-pawn, control of the e-file 21.♞xf7+ ♞xf7 Not 21...♖xf7? 22.♗xf5 ♕b4 (22...♕xf5 23.♕xf5+-) 23.♞e2 ♞ae8 24.♞xe8 ♞xe8 25.♗e3 and White is back to 2 pawns up and still has the passed a-pawn 22.♗e2 c5 23.♗c3! In view of this perhaps 22...c6 would have been safer 23...cxd4 24.♗xd5 Now that White has connected passed pawns on the a+b files, Black's next certainly moves the king in the wrong direction 24...♖h7? 24...♞c8 trying to disrupt the position of White's strong bishop pair was a better choice 25.b4! White prepares a5 25...♗f6 26.♗xf6+ ♞xf6 27.♕d2 ♕f7 28.♕d3*



Excellent use of the bishops 28...♕d5 29.a5



♖h6? *Better was to correct the earlier king move with 29...♖g8 30.a6 ♖f7, but White is still winning comfortably 30.♞e5! ♕e6 30...♕xe5? fails to 31.fx5+ ♖g6 32.exf6 gxf6 and after 33.b5 Black can resign 31.♞ae1 ♕d7 32.b5 ♖g6 33.♞d5 ♕c8 34.a6 ♖f7 Diaz has realised his king move mistake, but it's too late 35.♞c1 g6 36.♞xd4 36...♖e8 37.♞e1+ ♕e7 38.♕b4 is easy 1-0*

VICTOR BARRERA FERNANDEZ (2312) - CRITTER1.6/GNOTE2

Round 3. A07: Réti Opening: New York and Capablanca Systems

1.♗f3 ♗f6 2.g3 d5 3.♕g2 c6 4.0-0 ♕g4 5.d3 ♗bd7 6.♗bd2 e6 7.b3 ♕d6 8.♕b2 *If not an attempt to get the computer out of its Book, certainly one to leave it facing a stubborn defensive set-up! 8...0-0 9.a4 9.c4 is best known but has quite poor results after either 9...a5 or h6 9...♞c7 10.d4 Trying to stop Black's pawns taking control of the centre, but blocking his own bishop's diagonal. Perhaps 10.c4 was better 10...h6 11.c4 ♕f5 12.c5 ♕e7 13.b4 b6! 14.♕c3 a5!*



An excellent move, threatening to destroy White's queenside fightback... and Fernandez goes wrong 15.bxa5? White had to try 15.cxb6 ♖xb6 16.bxa5 ♖a6 17.♗e5 ♣15...bxc5 16.♞c1 c4 17.♞e1 ♞fd8 18.♗h4 ♙h7 19.f4 ♗g4 20.♗f1 c5 21.♗f3 ♞db8 22.h3 ♗gf6 23.♗1d2 cxd4 24.♗xd4 ♙b4 25.♗h2 ♗c5



Material is still equal but White is under enormous pressure 26.♗b5? Best seems to be 26.♞d1 ♙xc3 27.♞xc3 ♙e4 28.♗xe4 ♗fxe4 29.♞e1 h5-+. Now Black has the chance to capture on a5 and with an increase in pressure 26...♞xa5 27.♞a2? 27.♗xc4 was the last chance, but 27...dxc4 28.♙xb4 ♞xb4 29.♙xa8 ♞xa8-+ 27...♗b3 28.♗xb3 cxb3 29.♞b2 ♞xb5! 30.axb5 ♙xc3 31.♞xb3 ♙xe1 32.b6 Has to be tried 32...♙d2 33.♞c7 ♞f8 34.♞c6 ♞a6 35.♞c7 ♞xe2 36.b7 Looks like a final chance but unfortunately it allows Black to mate! 36...♙e4! 37.♞xf7+ (37.b8 ♞ ♞xg2#) 37...♗xf7 38.♞f3 ♙xf3 39.b8 ♞ ♞xg2# 0-1

IVAN VALLES (2382) - CRITTER1.6/GNOTE2

Round 4. B20: Sicilian, unusual White 2nd move

1.e4 c5 2.d3?! ♗c6 3.g3 g6 4.♙g2 ♙g7 5.f4 d6 6.c3 Still trying for a rare line, but the Book knows this as well 6...e5! 7.♗f3 ♗ge7 8.0-0 0-0 9.a4 b6 Reaching the end of the computer book and in a complex position! 10.♗a3 ♙g4 11.h3 ♙c8 12.♗c4 f6 13.♙d2!? Credit to Valles for this as exchanges with 13.fxe5 ♗xe5 14.♗cxe5 dxe5 would keep the game level and clarify things for him a little 13...♙e6 14.♗e3 ♞d7 15.h4 ♞ad8 16.c4 exf4 17.gxf4 f5!



A critical moment 18.♗d5? 18.♗g5 was the best try, adding some defence to the kingside and, after the likely 18...♙xb2 19.♞b1 ♙d4 20.♗h1, though White is a pawn down he has dampened the computer's attack quite successfully 18...fxe4 19.dxe4 ♙xb2 20.h5?! A good idea. Valles worked hard in this game to create chances for himself in some very complicated positions, it is no wonder his collapse towards the end of the game upset him 20...♙g4! I'd guess that White was hoping for 20...♙xa1? 21.♞xa1 ♙g4 22.hxg6 ♣21.hxg6 hxg6 22.♞e1 ♗xd5 23.cxd5 ♗d4 24.♞a2 ♙xf3



25.♞xf3 25.♙xf3 was better, minimising the material loss, and hoping for a computer mistake as 25...♞h3 26.♙g2 ♞b3 27.♞xb2 ♞xb2-+ would be the only way to keep the win. If 25...♗xf3+? 26.♞xf3 ♙d4+ 27.♙e3 White could well draw! 25...♗xf3+ 26.♙xf3 ♞h3 27.♞xb2 ♞xf3 28.f5 ♞de8 29.♞f2 ♞xe4 wins 0-1

The Droidfish Critter has 4/4... can anyone stop it?!

**CRITTER1.6/GNOTE2 -
JORGE RENTERIA (2300)**

Round 5. A59: Benko/Volga Gambit: White castles by hand

1.c4 ♘f6 2.d4 c5 3.d5 b5 4.cxb5 a6 5.bxa6 g6 6.♘c3 ♗xa6 7.e4 ♗xf1 8.♔xf1 d6 9.♘f3 ♘bd7 10.g3 ♗g7 11.♔g2 0-0 12.h3 ♖a5 13.♗e1 ♗fb8 14.e5 ♘xe5 15.♘xe5 dxe5 16.♗xe5 ♗b7 17.♗f3 ♘e8 18.♗e2 ♘d6 19.♘e4

Critter-Renteria after 19.Ne4



19...♘f5 20.♗d2



Renteria has gone the other way to everyone else – he's chosen a well known line, and Critter with the Hiarcs book has kept pace of course. Here theory has 20...♖a7 and Renteria's choice doesn't look all that much different, but it isn't quite as good as it gives the computer a chance to get a little freedom 20...♖c7 21.♗c3 ♘d4 Or 21...♗xc3 22.bxc3 ♗ba7± 22.♗xd4 ♗xd4



23.♗ae1 23.d6!? also looks quite good as, after 23...exd6 24.♘xd6 ♗bb8 25.♘b5! with a nice advantage because 25...♗xb5 is not possible due to 26.♖xa8+ 23...♗xa2?? Missing White's deadly response. Best was 23...♖b6 24.b3 (24.♘g5 fails now because of 24...♗f6! and if 25.d6! ♖xf3+ 26.♘xf3 exd6±) 24...♔g7. Black remains a pawn down but his position is solid and a draw is not out of reach 24.♘g5! Now there is NO defence against this! 24...f6 25.d6! ♖xd6 25...exd6 26.♗e8+ m/9 26.♖xb7 26...♗e5 27.♖b3+ e6 28.♖xa2 winning easily 1-0

**CRITTER1.6/GNOTE2 -
JOSE CARLOS HERNANDO (2174)**

Round 6. B15: Caro-Kann: 3 Nc3: 3...g6 and 3...dxe4 4 Nxe4 Nf6 5 Nxf6+ exf6

1.e4 c6 2.d4 d5 3.e5 g6 4.♘c3 ♗g7 5.f4 h5 6.♗e3 ♘h6 7.♘f3 ♗g4 8.h3 ♗xf3 9.♖xf3 h4 10.♗d3 e6 11.0-0 ♘f5 12.♗f2 ♘d7 13.♘e2 a5N 13...♖e7 was Liberzon-Smyslov, 1966. 13...♗f8 trying to relocate the bishop to a more active diagonal also looks possible

Critter-Hernando after 13...a5

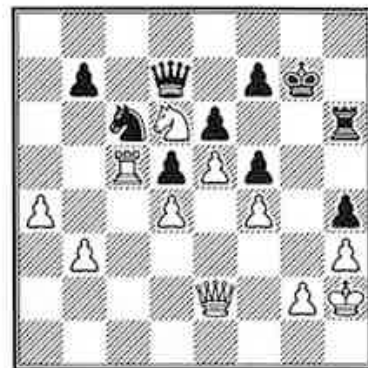


14.b3 ♖f8! 15.a3 15.c4 ♖a3 16.♞ab1 would have come back into theory 15...♗e7 16.c4 ♗f8 Castling by hand to g7, a good idea as keeping the rook on the h-file could be more than useful 17.♗h2 ♗g7 18.♗c3 ♗f8 19.♞g4 ♗h6 20.♞e2 ♗f5 21.cxd5 cxd5 22.♗b5 ♞c8 23.♞fc1 ♞c6 24.♗e1 ♗d7 25.a4 ♗b8 26.♗xf5 gxf5 27.♗c3



27...♞d7? Dropping a pawn for no obvious compensation. Best was 27...♞a6 to protect the pawn as well as free the queen for other duties, and the game is pretty equal. Until this move the first draw against Critter had still looked possible. How did Hernando feel now? At the start of this, the final round, Critter had 5/5 and he had 4½. If he could manage a win he'd be outright first, but he had tamely offered a draw before the game started, and Amador refused! 28.♗xa5 ♞xc1

29.♞xc1 ♗c6 30.♗b6 ♗b4?! Enabling White (a pawn up) to force exchanges. Probably ♞g8 was better, or f6 31.♗c5 ♗xc5 If 31...♗a5 32.♗d6!+- 32.♞xc5 ♞h6 33.♗d6



33...♗xd4? Missing a tactic. 33...♞h8 was probably all there was, but White is still closing in on the win 34.♞b2! ♗c6 35.♗xf5+! ♗h7 35...exf5? 36.e6+ wins the queen 36.♗xh6 ♗xh6 37.♞c1 Critter has ♞+♗ for ♗ 37...♗g7 38.a5 f5 39.exf6+! ♗xf6 40.a6! 40...♗e7 (40...bxa6? 41.♞xc6) 41.axb7 ♞xb7 42.♞xc6 1-0

So there you have it: Critter1.6a running under the Droidfish GUI on a 4-core Galaxy NoteII won every game!? I think Selective Search readers know enough to have expected 1st place... but with 6/6!?

Swiss Perfect - [Standings (round 6) - Sol Diciembre]

Place	Name	Feder	Rtg	Loc	Score	M.buch	buch	prog.
1	Maquina		4		16.5	24.5	31.0	
2-4	Hernando, Carlos	2359	4.5		15.0	23.0	18.5	
	Lopez Del adan, Antonio	2241	4.5		14.5	20.0	16.5	
	Fernandez Barrera, Victor	2312	4.5		14.0	22.0	16.5	
5-8	Renteria, Jorge	2300	4		15.0	24.0	17.0	
	Barria, Daniel	2428	4		14.0	20.5	14.5	
	Bote, Benjamin	1945	4		13.5	20.5	12.0	
	Valles, Ivan	2382	4		12.0	20.0	14.0	
9-11	Estrada, Cesar	2090	3.5		14.5	20.0	14.0	
	Garcia Diaz, Victor	2174	3.5		13.5	21.5	12.0	
	Qasem, Abul	1998	3.5		12.0	17.5	11.0	
12-19	Acero, Enrique	1880	3		13.0	18.5	12.0	
	Aziz Ortego, Omar	2045	3		13.0	17.5	12.0	
	Marawi, Ziad	1985	3		12.5	19.0	12.0	
	Vileneuve, Ruben	1610	3		11.5	17.5	10.0	
	Scala, Eduardo		3		11.0	15.0	8.0	
	Alonso Peñalver, Angel		3		10.5	14.5	6.0	
	Barria, Manuel	1472	3		9.5	15.0	7.0	
	Corral, Juan Maria	1745	3		9.5	14.0	9.0	
20-25	Segovia Sanchez, Pedro	1840	2		12.5	17.5	8.0	
	Sanz Serrano, Alvar	1885	2		11.5	17.0	8.0	
	Perez Bruni, Alefredo	1836	2		11.0	15.0	8.0	
	Lopez, Pedro		2		11.0	15.0	6.0	
	Mauro, Benito	1775	2		10.0	15.5	7.0	
	Ochoa Bryan, Ramon		2		10.0	13.0	6.0	
26-27	Herran, Juan Antonio		1		12.5	19.0	6.0	
	Apaza, Gabriela		1		9.0	12.5	2.0	
28	Cibrien, Alfonso		0		10.0	14.0	0.0	

FINAL TABLE
 taken from the PC
 Tournament file.
 'Maquina' is Spanish
 for 'machine' and was
 Critter of course.

WHERE and HOW IT ALL BEGAN!

This is how it all began...

In ancient Israel, it came to pass that a trader by the name of Abraham did take unto himself a young wife by the name of Sarai. And it so happened that God, wanting to bless her, changed her name to Sarah. However this caused confusion amongst her friends who knew not what to call her, so they removed both the i and the h from her name and replaced them with a dot. Now it is mistaken to write in a sentence Sara. without a comma, it should read Sara., so she became known as Sara Dot Com.

And the Lord had said to Abraham, 'Get thee out of thy country' and he took her down into Egypt. But knowing she was a fair woman to look upon and would be attractive to the princes of Egypt, and because she was such a comely woman, broad of shoulder and long of leg, he renamed her Amazon Dot Com and told them she was his sister.

But it came to pass that when they returned to Israel the people became even more discomfited by this latest change to her name, so she became popularly known as just Dot.

And Dot said unto Abraham, her husband, "Behold now, why dost thou travel so far from town to town with thy goods when thou canst trade without ever leaving thy tent?" And Abraham did look at her as though she were several saddle bags short of a camel load, but simply said, "How my dear?"

And she replied, "I will place drums in all the towns and drums in between to send messages saying what you have for sale, and they will reply telling you who hath the best price. The sale can be made on the drums and delivery made by Uriah's Pony Stable (UPS)."

Abraham thought long and decided he would let Dot have her way with the drums. And the drums rang out and were an immediate success. Abraham sold all the goods he had at the top price, without ever having to move from his tent.

To prevent neighbouring countries from overhearing what the drums were saying, Dot devised a system that only she and the drummers knew. It was known as Must Send Drum Over Sound (MSDOS), and she also developed a new language to transmit ideas and pictures - Hebrew To The People (HTTP).

And the young men did take to Dot Com's trading as doth the greedy horsefly take to camel dung. They were called Nomadic Ecclesiastical Rich Dominican Sybarites, or NERDS.

And lo, the land was so feverish with joy at the new riches and the deafening sound of drums that no one noticed that the real riches were going to the enterprising drum dealer, Brother William of Gates, who bought off every drum maker in the land. Indeed he did insist on drums to be made that would work only with Brother Gates' drumheads and drumsticks.

And one day Dot did say, "Oh, Abraham, what we have started is being taken over by others." And Abraham looked out over the Bay of Ezekiel, or eBay as it came to be known.

He said, "What we need is a name that reflects who we are."

And Dot replied, "Young Ambitious Hebrew Owner Operators."

"YAHOO!" cried Abraham.

And because it was Dot's idea, they named it YAHOO Dot Com. Abraham's cousin, Joshua, being the young Gregarious Energetic Educated Kid (GEEK) that he was, soon started using Dot's drums to locate things all around the country and beyond.

And this worked so well that it soon became known as God's Own Official Guide to Locating Everything (GOOGLE). Which is where and how it all began.

And that's the truth so it is!

THE MEPHISTO WUNDERMACHINES!

SELECTIVE SEARCH SUBSCRIBER STEVE BLINCOE PLAYS 2 MATCHES WITH HIS!

We introduced Steve Blincoe's Mephisto WonderMachine in issue 161 when it played a Match against one of Ruud Martin's creations, the Resurrection1 Fruit 2005, and the WonderMachine won that by an impressive 8-2, a 2635 performance!

We started our second match in the last issue, knowing it would be tougher as it's Ruud's Resurrection2 Rybka2.2 which is 2632 with the SSDF. We expected a good match and that it should be close!

Steve was using the same conditions as in his previous matches:

- 10 games
- Time control 1 minute per move
- The computers are forced to open once each with: **1.e4, 1.d4, 1.c4, 1.Nf3, 1.Nc3** but they use their own books straight after White's first move.

In the first 2 games the games were both won by the side playing White, so we go into game 3 with the score at 1-1 and this time I'm including Steve's **game introductions** before each one.

Steve's Introduction to Game 3: For games 3 and 4 we open with 1.d4. Res II has first go with White and WM is thinking first on move 8 and, for the first time in the match, it is not down a pawn coming out of book! Also for the first time in the match the Res II manages to 0-0, then at move 16 the WM elects to undertake a tactical combination which nets it a R for B+P and it holds onto this material advantage for almost the entire game. However after the tactical skirmishes, although behind in material, the Res II liked the material inequality showing positive evals ranging from +.5 to +1.5 throughout the game, whereas the WM considered itself ahead slightly ranging from +.12 to +.40. An interesting difference of opinion. Soon the WM makes several less than accurate moves and the Res II begins to squeeze and press the WM backwards, suffocating its position. By move 45 both computers were showing evals of +/- 2.45 for White and it's an impressive win by the Res II making this the third straight win for the player with White.

RESURRECTION II RYBKA -

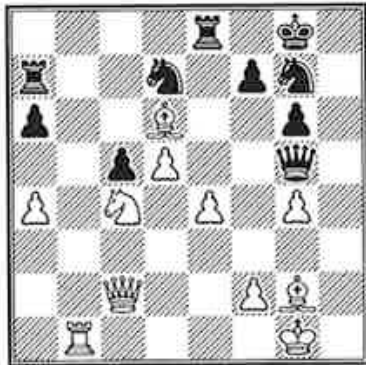
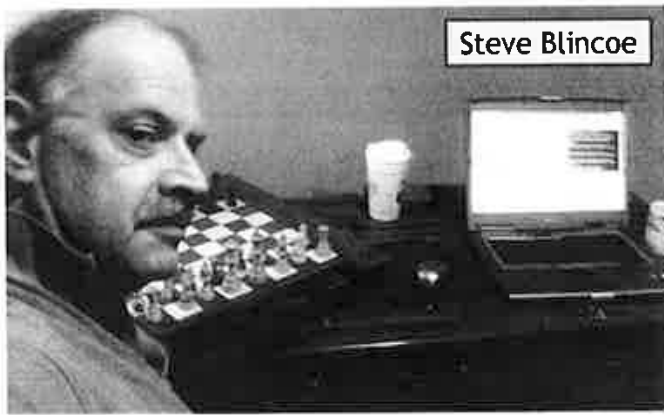
MEPHISTO WUNDERMASCHINE GENIUS 5

Game 3. A70: Modern Benoni: 6 e4 g6 7 Nf3

1.d4 ♘f6 2.c4 e6 3.♗f3 c5 4.d5 exd5 5.cxd5 d6 6.♗c3 g6 7.e4 a6 8.h3 ♕g7 9.♕d3 b5 10.0-0 0-0 11.♕f4 ♜e8 12.♜e1 b4 13.♗a4 ♕d7 14.♞c2N



Despite having been out of their own Books for quite a few moves, this is the first move completely new to theory! Well done to both computers! 14.a3 is known. Black's main problem is how to develop the ♗/b8 and that is needed to release the ♜/a8 14...♞a5 15.b3 ♕xa4 16.bxa4 ♗h5?! An attractive idea for material reasons only as the weakening of its king safety and the new threat from White's central pawns are more than sufficient compensation for ResRybka. 16...♞d8 17.♜ad1 and only then 17...♗h5 to dislodge the bishop would leave Black in a rather passive but decent position 17.♕xd6 ♕xa1 18.♜xa1 ♗d7 19.♜c1 19.e5!/? would also have been strong here I think 19...♜ac8 20.♗d2 ♜a8?! Unnecessary. Counterattacking against the a4/pawn with 20...♗b6 was better: 21.♗c4 ♗xc4 22.♞xc4 ♞xa4± 21.a3 bxa3 22.♜a1 ♞d8 23.♜xa3 ♞f6 24.♗c4! A nice square for the knight, White's position is much easier to play 24...♜a7 25.♜b3 ♞a1+ 26.♜b1 ♞f6 27.♕e2 ♗f4 28.♕f1 ♗h5?! The knight was better where it was, as White couldn't drive it away with g3 because of ♗xh3. The prophylactic 28...g5 was better, but now 29.g3! is playable and improves White's advantage 29...♗g7 30.g4 h5 31.♕e2 hxg4 32.hxg4 ♞d4 33.♕f3 ♞f6 34.♕g2 ♞g5



35. ♖e3?! White would be better protecting the g4/pawn with either f3 or, better still 35. ♖d1 and if 35... f5!? 36. e5+- 35... ♖c8? Missing its chance as 35... ♖e5 would cut off the d6/♖'s routes to safety, and Black would be back in the game after 36. ♖e2 (36. ♖xc5? ♖c7, or 36. ♖xe5 ♖xe5 37. ♖xc5 ♖aa8±) 36... c4!± 36. ♖g3! ♖f6 37. d6 ♖h8 38. ♖d5! ♖g5 39. ♖e7 According to my PC engine 39. ♖d1! protecting ♖/g4 before starting a kingside pawn push was very strong here. Black's best is 39... ♖e6 but 40. f4! ♖h6 and then play 41. ♖e7 when it's even more dangerous! 39... ♖f8 40. ♖c6 ♖aa8 41. ♖e2 ♖e6 42. e5 ♖ac8



43. ♖b7 The Resurrection machine avoids the tempting pawn grab blunder of 43. ♖xa6? as now 43... ♖b8! 44. ♖b7 (44. ♖xb8 ♖xb8 45. ♖xb8 ♖xb8=) 44... ♖xc6

45. ♖xc6 ♖xg4= and should be a draw 43... ♖b8? Only 43... c4! 44. ♖xc4 ♖dc5! 45. ♖b1 ♖d7 would have left the Mephisto with a slight chance of saving the game 44. ♖e7! ♖cd8 45. ♖e4?! 45. ♖d5! ♖d7 46. ♖b1+- 45... ♖d4? 45... ♖c1+ 46. ♖f1 ♖xf1+ 47. ♖xf1 g5 testing White's endgame skills was worth a try 46. ♖d1! Very strong, White must win now! Of the pair of mistakes in the last two moves ResRybka's was the least damaging 46... ♖e6 46... ♖h6 was probably the best try, then 47. e6! ♖xe6 48. ♖e5+ ♖g7 49. ♖xg6+ fxg6 50. ♖xg7+ ♖xg7 51. ♖xg7 ♖xg7 52. ♖a1+ ♖h6 53. ♖e5. A countup of the material might suggest Black could yet save this, but after 53... ♖de8 54. g5+ ♖h5 55. ♖f3+ ♖xf3 56. ♖xe8 ♖b3 57. d7 ♖xd7 58. ♖xd7 the game is White's 47. f4! ♖xf4 48. ♖f3 ♖e6 48... ♖h3+ 49. ♖g2 wouldn't help



49. ♖xg6+! An unpleasant surprise if you hadn't seen it coming, and the key to the win as it's the only move to get the full point! Although this game has belonged to White for quite a long time, it is interesting that it still has to play carefully to get the full point! The beauty of chess!! 49... ♖g8 If 49... fxg6? 50. ♖h1+ is m/11 50. ♖xf8 ♖xf8 51. ♖f5 ♖h6 51... ♖xf5 52. gxf5 ♖g5 53. ♖d5 is 1-0 52. ♖g2 ♖g7 53. ♖f1 ♖d2+ 54. ♖f2 ♖d1 Or 54... ♖xf2+ 55. ♖xf2 ♖e6 56. d7+- 55. ♖f4 ♖e6 56. ♖f5 ♖d2+ 57. ♖f2 ♖h6 58. ♖e3! ♖g7 Not 58... ♖xe3?? 59. ♖h7# 59. ♖d5 Threatening 60. ♖xf7 followed by either ♖xe6 or ♖xe6 depending on Black's reply. So Black starts throwing pieces away to delay the end 59... ♖c6 60. ♖xc6 ♖d8 61. ♖c7 ♖h7 62. ♖e4 62... ♖xf5 63. gxf5+- 1-0

Steve's Introduction to Game 4:

This time Res II is out of book first on move 11, the WM was out on move 15. On move 17 WM posts a knight on d6 which paralyzes the Res II's position and impedes its normal development. Play centers around the d6 square and by move 31 Res II must give up a queen for a rook to prevent mate orchestrated by the pesky knight on d6. After dropping a pawn to boot the Res II calls 'enough' and the match is tied again

**MEPHISTO WUNDERMASCHINE GENIUS 5 -
RESURRECTION II RYBKA**

Game 4. E15: Queen's Indian: 4 g3 sidelines, 4 g3 Ba6 and 4 g3 Bb7 early deviations

1.d4 ♘f6 2.c4 e6 3.♘f3 b6 4.g3 ♖a6 5.♚a4 ♗b7 6.♙g2 c5 7.dxc5 ♗xc5 8.0-0 0-0 9.♘c3 ♗e7 10.♙f4 ♘a6 11.♗ad1 *ResRybka perhaps had 11.♗ac1 in its book, which is generally considered to be better* 11...♚c8 12.♘b5 ♘e4 13.♘d2 ♘ac5 14.♚c2 ♘xd2 15.♙xb7 ♚xb7 16.♗xd2 a6 17.♘d6! *See Steve's intro note on the d6 square*



17...♚c6 17...♙xd6 18.♗xd6 would probably be worse for Black than leaving the knight invader on d6 18.♗fd1 a5 19.b3 h5 20.h3 h4 21.g4 ♙f6 22.♘b5?! *Vacating its deadly outpost square?! Strange as it had a great move available in 22.g5! ♙e7 23.♗d4 and if 23...f5 best, then 24.gxf6 ♙xf6 25.♚g6 ♙xd4 26.♗xd4 ♗f6, the only move to stay in the game. But 27.♚g4 ♗af8 28.♙e5 recovers the exchange with a strong attack* 22...♙e7?! *Missing the opportunity to hit the centre with the d-pawn: 22...d5! 23.g5 ♙e7±. Once again from each side's last moves we have seen the deeper, selective search type engines proving defensively strong and hard to beat, but missing the best*



Steve's WunderMachine with Genius5

more aggressive moves 23.♙d6! ♙xd6 24.♗xd6 So, slightly fortunately, White gets a rook on d6 instead of the knight 24...♚b7 25.♗b6d4 g5? Somewhat wild to say the least – embarrassing after my note a few moves ago! Black should have tried to consolidate with, maybe 25...♚b8 then 26.♘d6 ♚d8± 26.a3 ♗fd8 27.b4 axb4 28.axb4 e5 Since the vacating of the d6 outpost d7–d5 has beckoned, but now, though probably best 28...d5 is too late. E.g. 29.cxd5 e5 30.♗c4 ♗xd5 31.bxc5 ♗ad8 32.♗xd5 ♚xd5 33.c6! and that's 1-0 for sure 29.♘d6! That square again! 29...♚c6 30.bxc5 exd4 31.♚f5 ♚xd6 Giving up the queen, but nothing else would help anyway. E.g. 31...♗f8 32.♚xg5+ ♘h8 33.♘f5! 1-0 32.cxd6 ♗a5 33.♚f6 ♗e8 34.♘f1 ♗e6 35.♚d8+ ♘g7 36.♚xd7 ♗a2 37.♚c7 37...♗axe2 38.d7 ♗e8 39.dxe8 ♚ ♗xe8 40.♗xd4 m/9. A very good game by Mephisto, one to be proud of, and it equalises the score at 2–2. 1-0

Steve's Introduction to Game 5: We come to the pair of games opening with 1.c4, and game 5 brings us to the mid-point of the match. Res II has White. They play down an opening line they both know well, Res II is out of book first on move 19 and WM was out on move 20, in fact the longest "in book" game in either of the two matches. As is often seen with long "in book" games the resulting position was fairly lifeless and by move 25 each side had only a Q+N+B+5P's, and the of bishops came off the board a few moves later

leaving both sides with no real targets. The computers began shuffling their K's and Q's back and forth and I let them go at it for awhile, but a draw was the inevitable result. For the first time in the Match the side with White fails to take the full point.

RESURRECTION II RYBKA -

MEPHISTO WUNDERMASCHINE GENIUS 5

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

1.c4 c5 2.♘f3 ♘f6 3.♘c3 d5 4.cxd5 ♘xd5
5.d4 e6 6.e4 ♘xc3 7.bxc3 cxd4 8.cxd4
♙b4+ 9.♙d2 ♙xd2+ 10.♚xd2 0-0 11.♙c4
♘c6 12.0-0 b6 13.♞ad1 ♙b7 14.♞fe1 ♞c8
15.d5 exd5 16.♙xd5 ♚c7 17.♚g5 h6
18.♚g4 ♞fd8 19.h3



19...♘e7 19...♘b4 has been tried, but
20.♘h4! leaves White completely in charge.
So the Mephisto move looks like an
improvement to me! 20.♙b3 ♘c6 21.♞xd8+
♞xd8 Not 21...♚xd8? which gives White the
chance of securing a big advantage with
22.♞d1 ♚f6 23.♚d7!+- 22.♞c1 ♚e7
23.♚f4 ♞c8 24.♙d5 ♘d8 25.♞xc8 ♙xc8
26.♚b8 ♙e6 27.♘d4 ♔h7

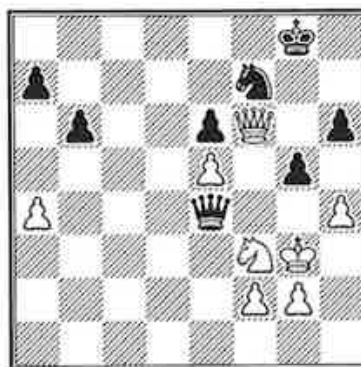


Although Black's pieces are seriously lack-
ing in scope, it is (as Steve has said) hard to



A Ruud Martin Resurrection board

see either side winning this 28.♚f4 ♚d7
29.♚e5 ♚c8 30.♔h2 ♚c3 31.♙xe6 fxe6
32.♘f3 ♚c4 33.♚h5 ♚c7+ 34.e5 ♘f7
35.♔g3 ♚d7 36.a4 ♔g8 37.♚h4 ♚d5
38.♚f4 g5 39.♚f6 ♚e4 40.h4



40...g4 40...♚xa4? would have been an
unhappy mistake after defending so well
because 41.hxg5 hxg5 42.♘g5 ♚b3+
43.♔h4 ♘g5 44.♚d8+ ♔f7 45.♔xg5 ♚c4
46.♚d7+ ♔f8 47.♚xa7 would leave White
with clear hopes of winning the endgame
41.♘h2 ♚xe5+ 42.♚xe5 ♘xe5 43.♘g4
♘f7 44.♔f4± ♔g7 45.♘e5 ♘d6= 46.g4 a6
47.♔e3 b5 48.axb5 ♘xb5 49.♘c6 ♔f6 50.f4
♘d6 51.♔f3 ♔g6 52.♘e5+ ♔g7 53.♘d7 a5
54.♘c5 ♔f6 55.♔e2 h5 56.gxh5 ♘f5
57.♔d3 ♘h4 58.♔e4 ♘f5 59.♔d3 ♘g3
1/2-1/2.

So, is it now a very slight advantage to the
Wundermmachine with ResRybka failing to
win as White?! The score is 2½-2½

Steve's Introduction to Game 6: WM has
White and Res II is out of book first after

only 3 moves! An amazing contrast to the previous game. WM was out on move 7. The game proceeds normally until move 25 when the WM undertakes a dubious combination exchanging two minor pieces for a R+P. Res II liked this combination showing .75+ evals from that move forward. The WM's position slowly deteriorates and by move 46 it is down a full N for nothing. The rest was a matter of technique

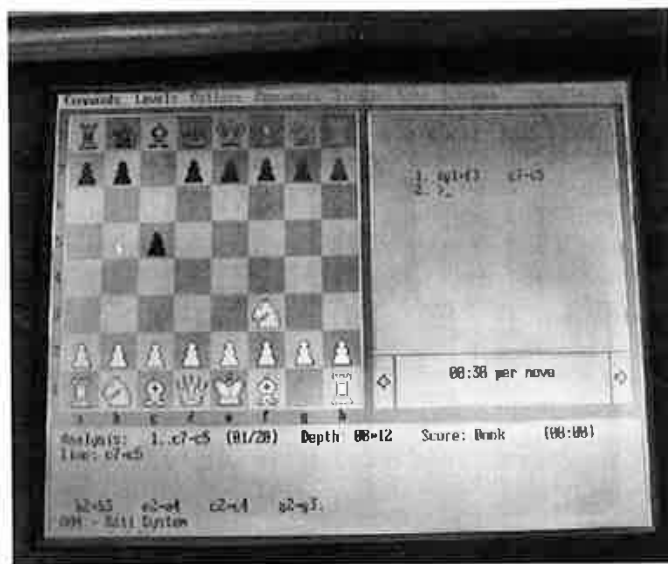
MEPHISTO WUNDERMASCHINE GENIUS 5 - RESURRECTION II RYBKA

Game 6. A85: Dutch Defence: 2 c4 Nf6 3 Nc3

1.c4 e6 2.d4 f5 3.♘c3 ♘f6 4.♙g5 4.♘f3 and 4.♗c2 are certainly better known, but it is surprising that ResRybka has no Book response for ♙g5 4...♙e7 5.e3 0-0 6.♙d3 ♘c6 I've found games with 6...d5 and 6...d6, but not this, and it means that the Mephisto now goes out of Book as well. The Dutch is a strange opening for computers, it will perhaps depend which of them understands what to do with, or about, the f5-pawn! 7.♘f3 ♘b4 8.♙b1 b6 9.0-0 h6 10.♙h4 ♙b7 11.a3 ♘c6 12.♙c2 12.d5! looks good as the knight must move: 12...♘b8 (12...exd5? 13.cxd5 ♘b8 14.♙xf5 and White goes a pawn up with mobility and pressure advantage) 13.♘d4 leaves White in control threatening either ♙g3 or e4 or, if 13...c5 to try and free itself, 14.♘xe6 dxe6 15.d6! Definitely a missed opportunity for the Mephisto machine 12...♘e4 13.♙xe7 ♘xe7 14.♘xe4 fxe4 15.♘d2 d5 16.♗g4 ♗d6 17.f3 ♘f5 18.♙ae1 exf3 19.♘xf3 dxc4 20.♘e5 c5



Although Black has doubled pawns it has gained enough freedom to give its position some life. It is the first game in which either side has managed to equalise from a clear



The PC screen on Steve's WunderMachine!

opening disadvantage, due really to the Mephisto missing the strong 12.d5! as noted above 21.♘xc4 ♗d5 22.dxc5 ♗xc5 Better than 22...bxc5?! which would allow 23.♗d1! ♗c6 24.♙f2 threatening to double rooks on the open d-file 23.b4 ♗c7 24.♙b3 ♙d5 25.♘xb6?! The dubious exchange which Steve has referred to. Better was 25.♘d2 or ♗e2, either of which keep the game close 25...♙xb3 I wonder if the Mephisto analysis when playing its previous move had expected 25...axb6?! It isn't as good: 26.♙xd5 exd5 27.♙xf5 even though Black will get its pawn back with ♙xa3 in a moment. But ResRybka rightly goes for the material imbalance which it has obviously evaluated will favour itself! As in game 3 it seems that the Mephisto miscalculates some pawn+piece values 26.♘xa8 ♙xa8 27.♙c1 ♗b6 27...♘xe3? leads to nothing as 28.♗f3 ♗d8 29.♗xe3 would leave White ahead with ♙ for ♘ 28.♙c5 ♙d5 29.♗f4 ♘d6 30.♙f2?! This achieves nothing for the rook, but it stops the advance of its own king, not such a good thing! It also risks back rank checks. So better was 30.h4, a nice little move gaining some king freedom and preparing a little for the endgame 30...♙h7 31.♗d4 ♙d8 32.♙f4 ♘f5! 33.♗c3 ♙a8 34.♗c2 ♙h8 35.♗c3 ♙b7 36.♙f1



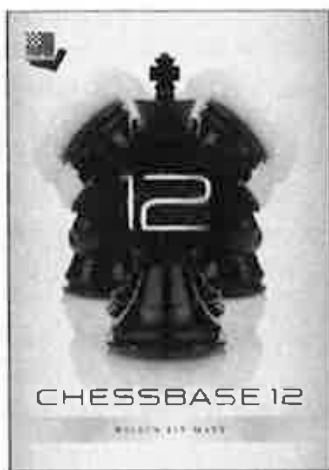
White has wasted a lot of time fiddling around with this rook, and now it's back on f1 anyway! 36...♖d7 37.e4?! I think this finally loses it the pawn is more vulnerable on a white square where Black's bishop can eye it up. 37.♗e5 was the best chance, but the 2 minor pieces against rook and pawn still favours Black when it comes down to attacking enemy pawns 37...♘d6 Threatening ♗xe4 forking ♖ and ♗ 38.♗f8+ ♖h7 39.♗d3 ♗c6 40.♗b1 If 40.e5+ ♗e4 41.♗b1 g6 42.♗f1 ♗g7 then 43.♗f7! threatens a perpetual check draw, but sadly for White 43...♗e8! 44.♗f8 ♗xc5-+ 40...♗xe4 41.♗f4

♖d4 42.♖h1 ♗c7 43.♗f1 43.♗xe4 ♗xe4 44.♗xc7 ♗xb1-+ wouldn't help, if anything it leaves Black with a simpler endgame 43...♗g8 44.♗a1 ♖d2! 45.♗e1 ♗d6 46.♗xc6 Desperation, but if 46.♗c1 then ♗d5! is strong, eyeing g2 and now, if 47.♗f3 instead of exchanging on c6, then 47...♗g5! 46...♗xc6 The game is over, here is how it finished... 47.♗e3 ♗a2 48.h3 ♗c3 49.♗f3 ♗a1+ 50.♖h2 ♗d6+ 51.♗g3 ♗b5 52.♗c5 ♗xc5 53.bxc5 ♗xa3 54.♗xa3 ♗xa3 55.♗g3 a5 56.♖f4 a4 0-1

So a win for the computer playing Black, that wasn't in the script at all! It is worth noting also that the 1.c4 opening hasn't been successful for White - a draw and a loss, and it leaves the score favouring Resurrection Rybka, with 4 games to go...

ResII Rybka 3½ Meph Wondermachine 2½

We should be ready to finish the match in the next issue.



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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 3 x64	3048
2	HOUDINI 1.5A x64	3004
3	HOUDINI 2.0c x64	3000
4	KOMODO 5 x64	2995
5	CRITTER 1.6 x64	2983
6	KOMODO 4.0 x64	2974
7	CRITTER 1.4 x64	2972
8	HOUDINI 1.5A x32	2968
9	CRITTER 1.2 x64	2968
10	STOCKFISH 2.2.2 x64	2963
11	CRITTER 1.4 x32	2956
12	RYBKA 4.1 x64	2951
13	KOMODO 3 x64	2948
14	STOCKFISH 2.3.1 x64	2946
15	GULL II x64	2940
16	STOCKFISH 2.2.2 x32	2937
17	RYBKA 4 x64	2934
18	EQUINOX 1.65 x64	2934
19	STOCKFISH 2.1.1 x64	2926
20	RYBKA 4 x32	2905
21	RYBKA 3 x64	2904
22	KOMODO 3 x32	2898
23	CHIRON 1.5 x64	2845
24	NAUM 4.2 x64	2835
25	DEEP FRITZ 13 x32	2815
26	CHIRON 1.1 x64	2814
27	NAUM 4.2 x32	2812
28	HANNIBAL 1.3 x64	2810
29	HIARCS 14 x32	2809
30	RYBKA 2.3.2A x64	2803
31	SHREDDER 12 x64	2800
32	FRITZ 13 x32	2800
33	SJENG CT 2010 x64	2785
34	GULL 1.1 x64	2785
35	SPIKE 1.4 x32	2775
36	HIARCS13.2 x32	2769
37	DEEP FRITZ 12 x32	2764
38	QUAZAR 0.4 x64	2761
39	SPARK 1.0 x64	2759
40	RYBKA 1.2F x64	2757
41	PROTECTOR 1.4.0 x64	2756
42	JUNIOR 13/13.3 x64	2756
43	JUNIOR 12.5 x64	2750

CCRL 40/40 4cpu Rating List

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

CCRL, 32/64-bit, Best Versions only

Pos	ENGINE	RATING
1	HOUDINI 3 x64	3254
2	CRITTER 1.6A x64	3177
3	RYBKA 4 x64	3168
4	STOCKFISH 2.2.2	3167
5	BOUQUET 1.5	3146
6	IVANHOE 9.46H x64	3129
7	KOMODO 5 [SP] x64	3125
8	STRELKA 5.5 [SP] x64	3121
9	NAUM 4.2 x64	3083
10	HIARCS 14 x32	3081
11	CHIRON 1.1A x64	3076
12	DEEP FRITZ 13 x32	3053
13	DEEP JUNIOR 13 x64	3046
14	SPIKE 1.4 LEIDEN x32	3037
15	DEEP SHREDDER 12 x64 OA=ON	3035
16	GULL II BETA2 x64	3020
17	PROTECTOR 1.4.0 x64	3000
18	ZAPPA MEXICO II x64	2989
19	SPARK 1.0 x64	2980
20	DEEP SJENG CT2010 x32	2949
21	ONNO 1.2.70 x64	2944
22	THINKER 5.4c INERT x64	2936
23	HANNIBAL 1.2 x64	2927
24	TOGA II 1.4.1SE x32	2915
25	BRIGHT 0.4A x32	2909
26	QUAZAR 0.4 [SP] x64	2905
27	TORNADO 4.88 x64	2902
28	MINKOCHESS 1.3 [SP] x64	2868
29	NEMO 1.0.1 [SP] x64	2864
30	LOOP M1-T x64	2859
31	CRAFTY 23.3 x64	2855
32	BOOOT 5.1.0 [SP] x32	2849
33	JONNY 4.00 x32	2839
34	TEXEL 1.01 [SP] x64	2789
35	SCORPIO [SP] x64	2785
36	SMARTHINK 1.20 [SP] x64	2778
37	NARAKU 1.4 [SP] x32	2772
38	FRENZEE 3.5.19 [SP] x64	2771
39	TWISTED LOGIC 20100131 [SP] x64	2769
40	BUGCHESS2 1.9 [SP] x64	2767
41	KTULU 9 [SP] x32	2757
42	BISON 9.11 [SP] x64	2755
43	DIRTY 5SEP2012 [SP] x64	2747

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 Portoroze 68030	2256	Fidelity 68000 Mach2B	1931	Kasparov Renaissance basic	1729
Mephisto RISC2	2247	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	2233	Fidelity 68000 Mach2C	1920	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Kasparov GK2000+Executive	1915	Fidelity Prestige+Elite A	1688
Meph RISC1	2220	Kasparov Explorer+TAdvTrainer	1915	Novag Supremo+SuperVIP	1684
Mephisto Montreux	2211	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	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2178	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2173	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 Portoroze 68020	2136	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2120	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2108	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2107	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2104	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	2081	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portoroze 68000	2077	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2075	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2052	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2034	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2033	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2028	Novag Forte B	1829	Kasparov Turbo 24K	1476
Mephisto MM6+ExplorerPro	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov GK2100+Cougar	2022	Mephisto Rebell	1827	GGM+Morphy module	1472
Kasparov Cosmos+Expert	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Brute Force	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2014	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1983	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1974	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	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