Mark Unicke’s new
HIARCS 10 is OUT
and makes the TOP
of the Rating List!

Fritz
HIARCS
Junior
Shredder
HYDRA!
ZAPPA!?
THE RYBKA REVOLUTION

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IN THIS ISSUE!
2 Computer Chess BEST BUYS!
3 NEWS + RESULTS, including:
■ The RYBKA REVOLUTION - shock as ultra strong NEW program emerges: History, Results, Ratings, Opinion, the CRILLY View - also a great HIARCS 10 is out, results and features - READER RESULTS from Mark RENNER, Chris GOULDEN, Frank HOLT, Pete BLANDFORD, Carl BICKNELL - UCI Engine update etc.
14 12th. GEBRUIKERS
■ TOP Dedicated Machines - including RESURRECTION FRUIT & TASC R30 - slug it out again. GAMES & many PHOTOS
20 MAN v MACHINE #2
■ HYDRA, Deep JUNIOR and FRITZ take on three World Champions: PONOMARIOV, KASIMZHANOV & KHALIFMAN. Analysed GAMES & PHOTOS
30 Match: HIARCS 10-beta v World Champ ZAPPA; also HIARCS v GM MECKING
■ 10 game ZAPPA Match, analysed GAMES and PHOTOS
35 Latest SELECTIVE SEARCH RATINGS:
PCs & DEDICATED COMPUTERS
CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

RATINGS for these computers and programs are on the back pages. This is not a complete product listing - they are what I think are the BEST BUYS bearing in mind price, playing strength, features and quality.

Further info/photos are in Countrywide's colour CATALOGUE, available free if you ring or write to the address/phone no. shown on the front page.

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**TALKING CHESS ACADEMY** £99.95 - good 160 BCF program, and packed with features incl. display and voice option.

**MASTER** £139.95 - the Milan Pro program + features, in attractive 13" x 10" board. Strong, with info display, incl. plastic carry case.

**Novag**

**OBSIDIAN** £125 - 167 BCF with nice carry case! Good board. wood pieces.excellent features/chess

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Welcome to another new issue of Selective Search... 121! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! There will still be at least 6 more issues of the magazine, so your money won’t be wasted!

Occasionally readers ask me to let them know when their sub. is due for renewal. In fact the label on your envelope always shows the number of the last issue you will receive for your current subscription, so it’s easy to keep a check on it and also make sure I’ve updated you correctly after a payment has been made!

SORRY this issue is late. I’ve been quite poorly during January, but am (nearly) okay now.

NEWS

I think this will be either the most interesting or the most boring issue ever of Selective Search, depending on where you’re coming from.

This expectation is based on the fact that some of my readers probably won’t have the foggiest idea what our front page main headline even means....

Fritz
Hiarcs Junior
Shredder
HYDRA!
ZAPPA!?
THE RYBKA REVOLUTION!!

I will, as always, try my very best to maintain some balance and include a little of something for everyone, but recent events virtually force me to concentrate on the single issue above, beyond all others, at least in the NEWS section!

It's really quite frustrating. This issue should have had the new Hiarcs 10 as its central attraction... and believe me, Hiarcs 10 is very good! But.....

A BIT OF HISTORY
(20 years in a few lines!)
When the early PCs first emerged their programming leaders were mostly the same ones who had already been programming for some time for the commercial dedicated chess computers manufacturers. These included:

- Richard Lang, Mephisto and, for PC, Genius
- Ed Schroder, Mephisto and, for PC, Rebel
- Chirily Doninger, Tiger (a lesser known French company) and, for PC, Nimzo
- The Spracklens, Fidility and, for PC, Sargue
- Franz Morsch, Sablet and, for PC, Fritz
- Johan de Koning, Tasc + Sablet and, for PC, Chessmaster/The King
- David Kittinger, Novag and, for PC, W Chess

... they were soon joined by one or two others:

- Marty Hirsch in the USA with M Chess
- Mark Uniacke in England with Hiarc

The list isn’t intended to be complete, but it would be wrong not to mention that, every 2 or 3 years, a new name would emerge and join the top few. These included:

- Bob Hyatt and his free, open source program Crafty. Although Crafty has never managed to quite get itself into the top 4 or 5, the availability of its code has helped get many other programmers started along the way!
- Amir Ban and Shay Bushinsky with Junior
- Stefan Meyer-Kahlen with Shredder
- Christophe Theron with Tiger

Theron’s Tiger joining the top group was a bit of a surprise in its day, but he had done quite a lot of collaborating with Ed Schroder as they tried to help each other improve areas of weakness. Probably Theron made the greater gain from this and for about 4 or 5 years after his emergence a ‘top 5’ settled down, all programs taken on by ChessBase. These were Fritz, Junior, Hiarcs, Shredder and Tiger.

Nimzo was in the group briefly but faded and Doninger went off in another direction!!

In their turn all except Nimzo and Junior topped our Rating List at one time or another, and either briefly or for long periods.
Shredder for example has been top in one version or another for pretty much the last 3 years despite the best efforts of the others! And in fairness to Junior, though never managing to top our Ratings, it has twice edged Shredder in World Championship play-offs to show how strong it becomes when on powerful multi-processor hardware.

During the last couple of years many (amateur) programs have been under development, either in ChessBase or, more often, UCI format. There are literally hundreds of these and occasionally it has seemed that one of them might join the top 5 or 6 without ever quite making it: List, Ruffian, Gandalf and Sjeng are among these, and have all now gone commercial in one way or another. There's also Ed Schroder's Pro Deo. Chris Goulden does a great job for Selective Search in testing all of the most promising of these so we can judge quite well which are the best and which are the most likely to 'break through' and challenge the commercial leaders.

But until recently these leaders have managed to remain out on their own, with the notable exceptions of Deep Blue and Hydra.

Deep Blue2 was made famous by its 3½-2½ victory over Gary Kasparov, but has long since been dismantled of course, and is now used for USA weather forecasting! The name really represented a massive piece of University hardware more than the especially programmed chess engine running within it. Many people hoped they might be able to buy it, but that was never the owners' intention. There was only one, it was totally hardware dependent, and its main frame computer couldn't be purchased and wouldn't fit into any house anyway!!

Hydra is similar in some ways, though the hardware is much more manageable! This, as my readers already know, is what Chrlily Doninger went to when he left Nimzo behind. The Hydra research has come a long way and a very high quality chess program is now built into the 64-computer main frame so that it is probably more than reasonable to claim that it is already the strongest chess playing entity in the world. This suggestion is easily backed up firstly from its 5½-2½ defeat of Deep Shredder at a time when the latter was 25 Elo points clear top in our PC Rating List. Then even more recently is thrashed the British GM Michael Adams by an astonishing 5½-½ in London.

That was really an aside, as neither Deep Blue nor Hydra has anything to do with progress in the commercial PC market... except that the day will come when both Hydra and/or its derivatives, and the top PC engines on 64-bit multi-processors will all be stronger than any humans and will challenge each other for top chess bragging rights.

As far as the PCs are concerned we had thought that most gains in the last couple of years were really due much more to the hardware - PCs getting faster - than the software. The top programs weren't making so much progress year-by-year and were beginning to bunch at the top, and the leading emerging amateur programs were slowly but surely catching up!

The biggest sign of the amateur's catch-up came about 6 months ago when 2 programs called Fruit and Toga suddenly came out with new versions which jumped in the ratings and got, it seemed, within about 50 Elo of the top. We soon learned that the programmers had done some work together and shared ideas! Even better for all the other programmers was that these were both open source programs, so you could download them off the Internet and read how they were programmed and check out the actual code for yourself!

No doubt most did... and I'd include the commercial folk with that as well.

Just before the 2005 World Championship new (free!) versions of Fruit a came out, and it was clear they were (at least) right on the heels of Shredder9, Fritz8, Junior9 and Hiarcs9. In fact results at that time showed Fruit in particular edging Fritz8 and Hiarcs9, beating Junior9 with a bit to spare, and only Shredder9 seemed to be stronger. Mark Utiacke and I were delighted to find that our beta-version for Hiarcs10 also was just beating the new Fruit2.1 as well as Shredder9 narrowly, and it gave us hope that we might actually become the strongest commercial program at release date. We'd heard the new Fritz9 was also claiming a big jump forward,
but we still thought we had a very good chance! That hasn’t really changed... except for what I’m about to tell you, starting after the next couple of paragraphs!

The 2005 World Championship proved a real eye-opener. It was covered in detail in issue 120 but, to remind readers, in 1st place was an almost unknown called Zappa!

In its UCI free version 1.1 it was rated at least 100 Elo below the top programs. Okay, programmer Anthony Cozzie (USA) might well have found some good code within Fruit that helped him make good improvements... but to score 10½/11 was unprecedented! Yes, it was on some fast hardware, but so were Deep Sjeng (7½) and Deep Shredder (7½) and Deep Junior (6½) and others.

The only program with any claim to perhaps be close to Zappa was Fruit which, on a single processor only, came 2nd with 8½/11!

This must have set all of the leading programmers thinking - certainly it came as a shock to Mark Uniacke and me. As it happens Zappa has still not come out commercially - a mystery! But Fruit has, along with the new Fritz9. Mark and I bought ourselves copies of both and started testing Hiarc10-beta against them.

VERY close!

We sent our final Hiarc10 version off to ChessBase and eagerly awaited its release.

We were quite relaxed. Maybe Zappa is stronger, but maybe it isn’t. Perhaps it is only really suited to superfast multi-processor 64-bit hardware (the programmer admits it is weak at Blitz!). But if Cozzie won’t/can’t release it in any form then we won’t know. Commercially we ‘just’ need to be up with Fritz9, Fruit2.21 and Shredder9, and we’ll be looking good! at least for now.

And then it happened, one week-end in early December!

**The RYBKA factor!**

I logged on on Monday 5th December quite oblivious to the week-end’s events. But the chess computer news and web sites were talking of nothing else 

...................... Rybka !

It had been sent out to a few volunteer testers (not me, as I’m known to be a Hiarc’s man!) and their reports were that it was ‘beating everything!’ This just doesn’t happen. Even Fruit had behaved with a little bit of propriety!

Where to get it! Fortunately it was announced that the programmer had decided to make it freely available on the Ridderkerk site for just 24 hours. He changed his mind later and retracted it, but for me and no doubt many others, his reconsideration of his marketing plan came too late, and I got it.

And they are right... it is beating everything!

A few days later the same beta version was made available on Rybka’s own web site for around £20.

For the next page or so I think the best thing I can do is share with you some results and rating lists from around the Internet. This will update you not only on Fruit2.21, Fritz9 and Hiarc10, and their relation to Shredder which used to be top, but also of course Rybka.

Please note that Rybka does NOT appear in every list. The reason is that, in its earliest development and until February, it is without an Opening Book!

So only testers who use a fixed set of opening positions to run their engine-v-engine tests are including Rybka as a standard UCI engine.

But testers who only test a program with its own opening book, and therefore (correctly) allow the programs’ to choose their own openings as part of the test of their relative strength, can’t yet test Rybka.

For this reason it won’t be able to appear in some lists, including either the SSDL or Selective Search rating lists for a little while. Fritz9 headed the list last time, now Fruit2.21 and Hiarc10 have this issue to overtake Fritz and head it... but it will surely be a ‘once only!’ You’ll be able to see what Rybka might be from what is presented here.

Here, first, is the Rybka release schedule
and other information. If you want to visit the Rybka site yourself to learn more or purchase one of the beta/preview versions, then go to:

- www.rybka chess.com

But do again please remember that, as a UCI engine, Rybka (like Fruit, discussed in our last issue) will NOT run unless you have a ChessBase program or similar to run it in!

- Rybka's programmer is Vasik Rajlich. He grew up in Prague but has since spent most of his time in the USA where he quite recently went to University. Interestingly he was there at the same time as Anthony Cozzie, the Zappa programmer!

- Rajlich is a chess International Master (!) and Rybka means 'little fish'. Apparently it is so named for personal reasons which Rajlich won't divulge! It is available in 32-bit and 64-bit versions, the 64-bit running approx. 60% faster (if you have a 64-bit PC of course!).

- Rybka 1.0 Beta released 4 Dec 2005. Went straight to the top of various Internet rating lists. However this version had various small bugs which caused occasional crashes, did strange things trying to delay mating its opponent (though it always won in the end from such positions), and lost occasionally on time. In analysis it would only show 1 line and that was sometimes truncated

- Rybka 1.01 Preview 2 was released 22 Dec 2005. This engine is stable and its handling of mates, whilst not perfect, is considerably better. It will now show 2 or more lines when in analysis mode. There is still no endgame tablebase access and no specialised endgame knowledge at all!

- Rybka 1.1 came out 9 Jan 2006 and the improved checkmating had been taken out as there were new problems. The search was supposed to be better and the time management had been improved. Still no endgame tablebase access, but that arrived late Jan in Beta1-13.

- Rybka 1.2 is scheduled for Feb 2006. However so far the releases have come later than expected and have NOT included all of the improvements hoped for, so the final 'finished' version MIGHT be later than hoped for. It will have a dedicated opening book by Jeroen Noomen, basic endgame heuristics, tablebase access, proper checkmating, contempt factors, user options to change playing styles. At this time it will be possible to test it fully for all Rating Lists!

Here then is an extended RESULTS SECTION, the first ones have all the latest Rybka engine results, using special opening sets. Intermixed are a few without Rybka, but these show how Fritz9, Fruit2.21 and Hiarcs10 are getting on using their own proper opening books.

**CEGT 40/40**

The first results and ratings appeared on the CEGT site, and immediately put Rybka on top, ahead of Fruit2.21 (which had been top for 3-4 weeks), Fritz9 and then Shredder. I am showing the very latest list which now also has Hiarcs10.

The matches for these ratings are all played using the Nunn testsuite which comes with various ChessBase programs.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rybka 1.0Beta 32-bit</td>
<td>2822</td>
</tr>
<tr>
<td>2</td>
<td>Fruit 2.21</td>
<td>2784</td>
</tr>
<tr>
<td>3</td>
<td>Fritz 9</td>
<td>2782</td>
</tr>
<tr>
<td>4</td>
<td>Hiarcs 10</td>
<td>2773</td>
</tr>
<tr>
<td>5</td>
<td>Shredder 9</td>
<td>2750</td>
</tr>
<tr>
<td>6</td>
<td>Chessmaster 10000</td>
<td>2706</td>
</tr>
<tr>
<td>7</td>
<td>Ktuli 7.5</td>
<td>2705</td>
</tr>
<tr>
<td>8</td>
<td>Junior 9</td>
<td>2682</td>
</tr>
<tr>
<td>9</td>
<td>Gandalf 6</td>
<td>2666</td>
</tr>
<tr>
<td>10</td>
<td>Chess Tiger 15</td>
<td>2662</td>
</tr>
<tr>
<td>11</td>
<td>Loop List 600</td>
<td>2661</td>
</tr>
<tr>
<td>12</td>
<td>Spike 1.0A Mainz</td>
<td>2660</td>
</tr>
<tr>
<td>13</td>
<td>Ruffian 2.1</td>
<td>2655</td>
</tr>
<tr>
<td>14</td>
<td>Pro Deo 1.1</td>
<td>2634</td>
</tr>
<tr>
<td>15</td>
<td>SlowChess Blitz WV2</td>
<td>2632</td>
</tr>
</tbody>
</table>

The ratings in the CEGT table are about 20 Elo higher than Selective Search figures.

The 64-bit version of Rybka was also shown for a while at 2861 Elo. This is a higher rating than Kasparov at his best?!

Also Toga 2.1.1 appears on some CEGT lists and not others. Where it appears it is on
Chris GOULDEN joined in!
Normally Chris only does UCI and WinBoard engines which are available free. But he decided to do a **Pro-Am 2005 tourney** just to see where Rybka came!

Sorry, I don’t know the time control, but Chris usually plays a fairly fast Blitz.

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/14</th>
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<tbody>
<tr>
<td>1</td>
<td>Rybka 1.0Beta 32-bit</td>
<td>10½</td>
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<tr>
<td>2</td>
<td>Fruit 2.2.1</td>
<td>10</td>
</tr>
<tr>
<td>3</td>
<td>Shredder 7.04</td>
<td>7¼</td>
</tr>
<tr>
<td>4</td>
<td>Pro Deo 1.1</td>
<td>7</td>
</tr>
<tr>
<td>5</td>
<td>Fritz 8</td>
<td>6½</td>
</tr>
<tr>
<td>5</td>
<td>List 5.12</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Toga 2.1.1A</td>
<td>5½</td>
</tr>
<tr>
<td>8</td>
<td>Kutulu 4.2</td>
<td>2½</td>
</tr>
</tbody>
</table>

Because of the close finish Chris then played a head-to-head between Rybka and Fruit. Like the old human World Champs it was designated at ‘first to score 8½’.

- Rybka 1.0Beta - Fruit2.21 9-4

**UCI League A Tournament**

For once, the only time so far, Rybka doesn’t win! The time control is G/15+5

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/32</th>
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<tr>
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<td>Toga 2.1.1</td>
<td>22</td>
</tr>
<tr>
<td>2</td>
<td>Shredder 9 UCI</td>
<td>21½</td>
</tr>
<tr>
<td>3</td>
<td>Fruit 2.2.1</td>
<td>21</td>
</tr>
<tr>
<td>4</td>
<td>Rybka 1.0Beta 32-bit</td>
<td>21</td>
</tr>
<tr>
<td>5</td>
<td>Ruffian 2.1</td>
<td>19½</td>
</tr>
<tr>
<td>6</td>
<td>Spike 1.0A Mainz</td>
<td>17½</td>
</tr>
<tr>
<td>7</td>
<td>Gambit Fruit 1Beta2</td>
<td>17</td>
</tr>
<tr>
<td>8</td>
<td>Gandalf 6.01</td>
<td>16</td>
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<tr>
<td>9</td>
<td>Kutulu 7.5</td>
<td>15</td>
</tr>
<tr>
<td>10</td>
<td>SlowChess WV2</td>
<td>14½</td>
</tr>
<tr>
<td>11</td>
<td>Naum 1.8</td>
<td>14</td>
</tr>
<tr>
<td>11</td>
<td>Aristarch 4.50</td>
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<td>13</td>
<td>Pharaon 3.3</td>
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<tr>
<td>14</td>
<td>Zappa 1.1</td>
<td>12½</td>
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<tr>
<td>15</td>
<td>SOS 5 for Arena</td>
<td>11</td>
</tr>
<tr>
<td>15</td>
<td>List 5.12</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Glaurung Mainz</td>
<td>10½</td>
</tr>
</tbody>
</table>
**Paderborn, winter 2005**

We would normally have a special section for the Paderborn and Gebruikers events. We will this time as well but, just in case they have to be held over for the next issue, I thought we’d better include the Paderborn result here, as it is relevant to the ’Rybk… issue’. Especially as Zappa2 played as well!

In fact RYBKA did lose a game in this 7 round tournament, and that in round 2 which caused a lot of discussion! But the loss wasn’t to Zappa, it was to Spike! However ZAPPa did beat Fruit!

After 'only' drawing with Shredder in round 3 Rybka was left trailing a little. But also in this round Spike lost to Ikarus (which drew with Zappa in round 1) so all sorts of things were happening. The leaders were:

- 3  Ikarus
- 2½  Spike, Zappa, Shredder, Gandalf
- 2    Argonaut, Rybka, Jonny, SOS
- 1    Fruit

But normal service was about to be resumed, and RYBKA finished off with wins against ZAPPa, ARGONAUT, GANDALF and IKARUS.

Other notable results were GANDALF beating SPIKE, and ZAPPa beating SHREDDER.

I have the games from Paderborn and there’s obviously a few that folk would want to see. So, if not this time, then issue 123.

**SSDF Ratings**

The latest Ratings from the popular and valuable SSDF Rating List came out about this time. Hiarcs 10 had only just reached them, so testing was only just starting.

And of course they won’t be testing Rybka until it has its own opening book and is a finished rather than a Beta version.

But Fruit2.2.1 and Fritz9 have reached their list, so that it is of great interest, especially because of the SSDF’s time control - they are probably the only folk still sticking with 40/2hrs: even the big human Tournaments have speeded up a little from that. Perhaps that is why Fruit (after 450 games!) has a bigger gap over Fritz than in any other list.

Of course we will be keenly awaiting their next list which should have Hiarcs10 and Rybka1.2 showing!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Rating</th>
</tr>
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<td>Fruit 2.2.1</td>
<td>2852</td>
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<tr>
<td>2</td>
<td>Fritz 9</td>
<td>2819</td>
</tr>
<tr>
<td>3</td>
<td>Shredder 9 UCI</td>
<td>2818</td>
</tr>
<tr>
<td>4</td>
<td>Shredder 8</td>
<td>2805</td>
</tr>
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<td>5</td>
<td>Shredder 7.04</td>
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<tr>
<td>6</td>
<td>Junior 9</td>
<td>2786</td>
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<td>7</td>
<td>Deep Fritz 8</td>
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<tr>
<td>10</td>
<td>Deep Fritz 7</td>
<td>2764</td>
</tr>
<tr>
<td>11</td>
<td>Fritz 8</td>
<td>2752</td>
</tr>
<tr>
<td>12</td>
<td>Deep Junior 8</td>
<td>2749</td>
</tr>
<tr>
<td>13</td>
<td>Fruit 7</td>
<td>2739</td>
</tr>
<tr>
<td>14</td>
<td>Gandalf 6</td>
<td>2736</td>
</tr>
<tr>
<td>15</td>
<td>Hiarcs 9</td>
<td>2735</td>
</tr>
</tbody>
</table>

For PC programs the SSDF ratings are approximately 80 Elo higher than those in Selective Search, although both are based on the engines running on 1200MHz machines. I think it is hard to believe that Fruit, on a P4/1200, is as strong as Kasparov at the height of his powers, but maybe I’m wrong.

But disregarding that issue, it is always relevant to see the Swedish figures, especially as they include Deep versions (and I don’t).
**CSS Rating List**

The latest Computer Schach & Spiele Rating List is on this occasion of more interest than the Swedish list. However whilst the SSDF use a slower time control than anyone else, CSS use a fairly fast one, namely G/10mins+10secs.

*‘Hiarc is back’* was the header for the CSS Rating List posted on the CSS website 3/January. With a massive effort they had managed to play enough games (480) with Hiarc 10 to include it.

The faster time control hasn't stopped Fruit getting to 1st place yet again. On CSS there will again be no Rybka until it becomes fully commercial with its own opening book.

| Pos | Engine            | Score/
|-----|-------------------|--------
| 1   | FRUIT 2.21        | 2811   |
| 2   | HIARCS 10         | 2809   |
| 3   | FRITZ 9           | 2806   |
| 4   | SHREDDER 9        | 2784   |
| 5   | SPIKE 1.0A MAINZ  | 2704   |
| 6   | LOOP LIST 600     | 2699   |
| 7   | KTULU 7.5         | 2690   |
| 8+  | JUNIOR 9          | 2678   |
|     | CHESS TIGER 15    |        |
| 10  | CHESSMASTER 10000 | 2667   |
| 11  | RUFFIAN 2.1       | 2659   |
| 12  | GANDALF 6.0       | 2658   |
| 13  | PRO DEO 1.1       | 2659   |

The other thing I note in the CSS Table is how far behind Junior and Tiger are. In the Swedish list Junior is only 30 Elo behind Shredder, but here it is a massive 100! It indicates that Junior needs fastest hardware and slower time controls to be at its best... and even then it is in danger of slipping off the pace being set by the latest newcomers and upgrades.

**SchachWerkstatt**

This G/30 list appeared on 4/January.

I've not heard of these folk before, but they have ALL the new programs listed and G/30 is a useful time control!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>RYBKA 1.0BETA 32-BIT</td>
<td>2828</td>
</tr>
<tr>
<td>2</td>
<td>DEEP SHREDDER 9</td>
<td>2807</td>
</tr>
<tr>
<td>3</td>
<td>HIARCS 10</td>
<td>2801</td>
</tr>
<tr>
<td>4</td>
<td>FRUIT 2.2</td>
<td>2779</td>
</tr>
<tr>
<td>5</td>
<td>SHREDDER 8</td>
<td>2767</td>
</tr>
<tr>
<td>6</td>
<td>FRITZ 9</td>
<td>2754</td>
</tr>
<tr>
<td>7</td>
<td>SHREDDER 7.04</td>
<td>2725</td>
</tr>
<tr>
<td>8</td>
<td>TOGA 2.1</td>
<td>2711</td>
</tr>
<tr>
<td>9</td>
<td>JUNIOR 9</td>
<td>2701</td>
</tr>
<tr>
<td></td>
<td>others...</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>HIARCS 9</td>
<td>2699</td>
</tr>
<tr>
<td>11</td>
<td>HIARCS 8</td>
<td>2663</td>
</tr>
<tr>
<td>12</td>
<td>HIARCS 7.32</td>
<td>2611</td>
</tr>
</tbody>
</table>

The SchachWerkstatt list is quite close to our own, and is only levelled about 20 Elo higher.

**HIARCS 10 ChessBase**

Of course all this Rybka revelation stuff came out at just the wrong time for the excellent Hiarc 10! Just when people would have otherwise been buying it in the usual large numbers, everyone's attention was taken elsewhere!

Nevertheless, and disregarding whatever happens when Rybka has an Opening Book, Hiarc10 is clearly a major improvement over any previous Hiarc and is a top 3 program, as can be seen from the results and ratings already shown. The knowledge has been extended and improved again, and the search greatly refined to take full advantage of that. Much positional chess is about small advantages that often need much careful nurturing before they become effective, so the new ability to search deeper and quicker enables Hiarc to excel here more than ever.
Mark and I have also worked very hard on the new Opening Book, and used enormous computer time thanks to the help of another SelSearch reader, Harvey Williamson, to enable a beta version of Hiarc10 itself to evaluate, correct, improve and to some degree even order the various lines. (So if anyone finds a bad line in this one, it's not my fault, it's Hiarc's!!)

The dvds finally reached the UK just in time to get them to customers for Christmas!

New FEATURES

- New 3D Animations - you can play against the (in)famous Turk, or the Robot Mia.
- Improved chess knowledge added and a deeper, improved search structure, helping Hiarc evaluate long terms issues more accurately
- Slightly more aggressive playing style, Hiarc can identify long term attacking motifs before they become apparent to most eyes!
- Completely revised Opie Book by Mark Uniacke, Eric Hallsworth and Hiarc!
- Improved coaching and training, including a natural language 'position tutor' to explain a basic factor of the current situation on the board to you in plain English
- A giant database of over one million games!
- Improved server functions for playing on the Internet
- Alternative forms of chess added, including FischerRandom (Chess960) and Giveaway

Results from our own testing:

- Hiarc10beta v Fritz9 20-20
- Hiarc10beta v Shredder9 20-20
- Hiarc10beta v Junior9 26½-13½
- Hiarc10beta v Fruit2.2 19-21
- Hiarc10beta v Fritz8Bilbao 24-16
- Hiarc10beta v Hiarc9 24-16

Other results coming in from all over the place are confirming at least the above. Scores v both Fritz9 and Fruit2.21 are all very close, though the indications are that we are just a touch better than Fritz9. Only in the Utzinger 5-move match is Fritz ahead. Almost all testers show us leading in matches v Shredder9 and, funnily enough, Utzinger here has Hiarc leading 31-19!

The first from the SSDF has H10 25½-14½ v Shredder9 and 19-21 v Fruit2.21.

OTHER RESULTS

RESULTS from Selective Search READERS

MARK RENNER

Mark played some engine-engine chess between Fritz9 and Fritz8 Champ during the Christmas and New Year break.

G/4 P4/2000
- Fritz9 27½ - 20½ Fritz8Champ

G/5 P4/2000
- Fritz9 99½ - 56½ Fritz8Champ

- Fritz9 27½ - 24½ Fritz8Champ

G/5 P4/2000
- Fritz9 80½ - 35½ Fritz6

PETE BLANDFORD

Pete updates us occasionally with his two MAJOR tournaments.

In his Blitz 2003 (that's when it started!) he plays G/60 (not really Blitz at all!) and each program plays 4 games against each other. When a new program comes out it has a massive number of games to catch up with!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/88</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>JUNIOR 8</td>
<td>55</td>
</tr>
<tr>
<td>2</td>
<td>SHREDDER 7.04 ACTIVE</td>
<td>52</td>
</tr>
<tr>
<td>3</td>
<td>JUNIOR 9</td>
<td>50</td>
</tr>
<tr>
<td>4</td>
<td>FRITZ 8</td>
<td>49½</td>
</tr>
<tr>
<td>5</td>
<td>SHREDDER 9</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>SHREDDER 7.04 NORMAL</td>
<td>48½</td>
</tr>
<tr>
<td>7</td>
<td>HIARCS 8 BAREEV</td>
<td>48</td>
</tr>
<tr>
<td>8</td>
<td>HIARCS 9</td>
<td>47½</td>
</tr>
<tr>
<td>9</td>
<td>FRITZ 8 BILBAO (CHAMP) DEEP FRITZ 8</td>
<td>47</td>
</tr>
<tr>
<td>11</td>
<td>SHREDDER 8 ACTIVE</td>
<td>46½</td>
</tr>
<tr>
<td>12</td>
<td>JUNIOR 7</td>
<td>46</td>
</tr>
<tr>
<td>13</td>
<td>FRITZ 7</td>
<td>45</td>
</tr>
<tr>
<td>14</td>
<td>SHREDDER 8</td>
<td>44½</td>
</tr>
<tr>
<td>15</td>
<td>CHESS TIGER 14</td>
<td>42½</td>
</tr>
<tr>
<td>16</td>
<td>GAMBIT TIGER 2</td>
<td>41</td>
</tr>
<tr>
<td>18</td>
<td>SHREDDER 7</td>
<td>40½</td>
</tr>
<tr>
<td>19</td>
<td>HIARCS 7.32</td>
<td>38½</td>
</tr>
<tr>
<td>20</td>
<td>HIARCS 8</td>
<td>34½</td>
</tr>
<tr>
<td>21</td>
<td>CHESS TIGER 15 GAMBIT</td>
<td>34</td>
</tr>
<tr>
<td>22</td>
<td>FRITZ 6</td>
<td>32½</td>
</tr>
<tr>
<td>23</td>
<td>FRITZ 432</td>
<td>31½</td>
</tr>
</tbody>
</table>
In Pete's 40/2 they are again playing an All-Play-All, but some programs still have a few games to catch up. I have assumed that the unfinished games will be drawn so as to produce a Table that is easy for everyone to make quick sense of!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/20</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>JUNIOR 8</td>
<td>14½</td>
</tr>
<tr>
<td>2</td>
<td>SHREDDER 8</td>
<td>13</td>
</tr>
<tr>
<td>3</td>
<td>SHREDDER 9</td>
<td>12½</td>
</tr>
<tr>
<td>4</td>
<td>SHREDDER 8 ACTIVE</td>
<td>12</td>
</tr>
<tr>
<td>5</td>
<td>HIARCS 9</td>
<td>11½</td>
</tr>
<tr>
<td>6</td>
<td>FRITZ 8 Bilbao (Champ)</td>
<td>11½</td>
</tr>
<tr>
<td>7</td>
<td>FRITZ 7</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>HIARCS 8</td>
<td>11</td>
</tr>
<tr>
<td>9</td>
<td>JUNIOR 7</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>CHESS TIGER 15</td>
<td>10½</td>
</tr>
<tr>
<td>11</td>
<td>SHREDDER 7</td>
<td>10</td>
</tr>
<tr>
<td>12</td>
<td>FRITZ 8</td>
<td>9½</td>
</tr>
<tr>
<td>13</td>
<td>DEEP FRITZ 8</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>FRITZ 6</td>
<td>9</td>
</tr>
<tr>
<td>15</td>
<td>SHREDDER 7.04</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>HIARCS 8 Bareev</td>
<td>8½</td>
</tr>
<tr>
<td>17</td>
<td>GAMBIT TIGER 2</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>JUNIOR 9</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>FRITZ 532</td>
<td>7</td>
</tr>
<tr>
<td>20</td>
<td>HIARCS 732</td>
<td>6½</td>
</tr>
<tr>
<td>21</td>
<td>CHESS TIGER 14</td>
<td>5</td>
</tr>
</tbody>
</table>

"It's Toga and Fruit v the BIG BOYS next", says Frank!

**CARL BICKNELL**

Carl's contributions have been missing for an issue or two, but he's just completing an Interview/Article with Mark Uniacke for our next issue and, in the meantime, sent in the result of Double-Round Tournament he's just finished:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>HIARCS 10</td>
<td>8½</td>
</tr>
<tr>
<td>2</td>
<td>FRUIT 2.21</td>
<td>8</td>
</tr>
<tr>
<td>3</td>
<td>JUNIOR 9</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>SHREDDER 9</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>FRITZ 9</td>
<td>5½</td>
</tr>
<tr>
<td>6</td>
<td>CRAFTY 19.19</td>
<td>3½</td>
</tr>
<tr>
<td>7</td>
<td>FRITZ 5.32</td>
<td></td>
</tr>
</tbody>
</table>

**FRANK HOLT**

Frank continues to run a range of interesting tournaments and matches for us - usually a new one for each issue!

Always remember that in Frank's tests he uses two PCs. This makes his results more reliable than engine-engine testing, and they are also suitable for our Rating List.

For his first Tournament he had downloaded the latest free uci version Toga2.1. I told Frank it was good, but he thought I meant 'good' as in 'decent, okay' rather than 'good' as in GOOD, and pitched it in with some older commercial versions and the final free version of Fruit, which was also 2.1.

"I felt perhaps being Amateur these programs would probably be about 2700, so I matched them for that. Just how wrong could I be, they walked over them!?"

**A Late RESULT from the WEB**

Dr Torsten Schoop
40/120 All-Play-All 4 match Games

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>Score/44</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FRITZ 9</td>
<td>30½</td>
</tr>
<tr>
<td>2</td>
<td>HIARCS 10</td>
<td>29½</td>
</tr>
<tr>
<td>3</td>
<td>FRUIT 2.21</td>
<td>27</td>
</tr>
<tr>
<td>4</td>
<td>SHREDDER 9 UCI</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>JUNIOR 9</td>
<td>23</td>
</tr>
<tr>
<td>6</td>
<td>LOOP LIST</td>
<td>21</td>
</tr>
<tr>
<td>7</td>
<td>GANDALF 6</td>
<td>20½</td>
</tr>
<tr>
<td>8</td>
<td>CHESS TIGER 2004</td>
<td>20</td>
</tr>
<tr>
<td>9</td>
<td>RUFWIAN 2.1</td>
<td>19½</td>
</tr>
<tr>
<td>10</td>
<td>KTULU 7.0</td>
<td>19</td>
</tr>
<tr>
<td>11</td>
<td>DEEP SJENG 1.6</td>
<td>14</td>
</tr>
<tr>
<td>12</td>
<td>NIMZO 8</td>
<td>13</td>
</tr>
</tbody>
</table>
UCI engines UPDATE by Chris GOULDEN

For newcomers: **CHRIS GOULDEN** runs a relegation and promotion system, with new UCI engines starting in either his 3rd. or a 4th. division, and having to work their way up... if they're good enough.

**LAST TIME, DIVISION 1:**

In recent issues we have seen **Pro Deo** and **Aristarch** doing very well, and more recently (and unsurprisingly) **Fruit2.1** has forced its way into division 1 where it came 1= last time out. **Crafty**, which spent many, many months in division 1, has dropped to the 2nd division and is beginning to struggle even to stay there!

The newcomer, **Toga**, is on its way up and, having quickly forced its way into division 2 won immediate promotion to division 1 in our last issue. In fact this has come on in leaps and bounds since its programmer collaborated with the Fruit programmer - a situation which has come to an end now that Fruit has gone commercial.

**DIVISION 2:**

**Spike0.9** had briefly got into div.1 but dropped back down. However the upgrade version 1.0Mainz is supposed to be quite a bit better so we thought we might see it get back. However it just missed out last time, coming behind Toga and Pharaoh.

**SmarThink** after a while in division 1 was relegated in our last issue... but has since gone commercial I believe?! **Zappa1.1** is another in division 2 - the later version2 which won the 2005 World Champs must be quite a lot stronger!

After the last issue, and with so many newcomers emerging, Chris wisely decided to revamp the divisions to include 10 instead of 8 programs! So Spike got its promotion after all!

Here are the results of Chris' TOP TWO divisions after the revamp!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>/18</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Pro Deo 1.1 uci</strong></td>
<td>12½</td>
</tr>
<tr>
<td>2</td>
<td><strong>DELF 4.6</strong></td>
<td>11¼</td>
</tr>
<tr>
<td>3</td>
<td><strong>Toga 2.1</strong></td>
<td>11</td>
</tr>
<tr>
<td>4</td>
<td><strong>Spike 1.0a Mainz</strong></td>
<td>9½</td>
</tr>
<tr>
<td>5</td>
<td><strong>List 5.12 uci</strong></td>
<td>9</td>
</tr>
<tr>
<td>6</td>
<td><strong>Pharaon 3.3</strong></td>
<td>8½</td>
</tr>
<tr>
<td>7</td>
<td><strong>SlowBlitz WV</strong></td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td><strong>Aristarch 4.5</strong></td>
<td>7¼</td>
</tr>
<tr>
<td>9</td>
<td><strong>Jonny 2.83</strong></td>
<td>7</td>
</tr>
<tr>
<td>10</td>
<td><strong>Green Light Chess 3.01.2.2</strong></td>
<td>5½</td>
</tr>
</tbody>
</table>

A good win by **Pro Deo**, but the main point of interest is the major improvement in the latest 4.6 version of **Delfi**. **Toga 2.1** came 3rd. but the 2.2 version upgrade will participate next time and opinion elsewhere suggests it could win - unless Chris got the Rybka beta while it was free (i.e. still classed as an amateur). It isn't long since **Aristarch** topped this division, but this time it barely avoided relegation! Such is the progress of others!

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>/18</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>NAUM 1.8</strong></td>
<td>11</td>
</tr>
<tr>
<td>2=</td>
<td><strong>Scorpio 1.6</strong></td>
<td>10</td>
</tr>
<tr>
<td>2=</td>
<td><strong>Thinker 4.7a</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Crafty 20.1 BH32</strong></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><strong>Zappa 1.1</strong></td>
<td>9</td>
</tr>
<tr>
<td>6=</td>
<td><strong>Glauring Mainz</strong></td>
<td>8½</td>
</tr>
<tr>
<td>6=</td>
<td><strong>SOS 5 Arena uci</strong></td>
<td></td>
</tr>
<tr>
<td>8=</td>
<td><strong>SmarThink 17A</strong></td>
<td>8</td>
</tr>
<tr>
<td></td>
<td><strong>Danchess CCT7</strong></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td><strong>Yace Paderborn</strong></td>
<td>7</td>
</tr>
</tbody>
</table>

**SmarThink**, having just been relegated from division 1, was nearly relegated immediately from div.2 this time! Another sign of the massive progress being made by others - this due no doubt in part to the open code Fruit and Toga versions. This has enabled programmers to make valuable improvements to their own coding, or perhaps some folk are tweaking Fruit and Toga and renaming them?! So we see unknown newcomers
Naum and Scorpio jumping straight out of div.2 into division 1. And Chris reports that he has two more, Chiron and ET Chess, both entering div.2 next time, the latter having already beaten Fritz8 in a short match!

Chris's other results, involving Rybka, were given earlier in the News section! Again many thanks for all your work, Chris, and particularly the 'review comments' you send which enable me to make the brief reports from all your work, highlighting the main changes!

**Zappa and Rybka in 2004!**

Ha! I was searching through some old results, trying to see what I could find out about Rybka and Zappa from the past. I did know that Zappa shows a 1= result from 2004 in the CCT6 Tournament, and that I'd kept a printed copy of it somewhere.

Finally found it!

<table>
<thead>
<tr>
<th>POS</th>
<th>ENGINE</th>
<th>SCORE/9</th>
</tr>
</thead>
<tbody>
<tr>
<td>1=</td>
<td>CRAFTY, HIARCS9, ZAPPA1</td>
<td>7</td>
</tr>
<tr>
<td>4=</td>
<td>JUNIOR8, RUFFIAN2, KINGOfKINGS</td>
<td>6½</td>
</tr>
<tr>
<td>7=</td>
<td>YACE, PHARAOHN, THINKER4.5, COMETB68, BRINGERXX</td>
<td>6</td>
</tr>
<tr>
<td>12</td>
<td>SEARHCERX, GREENLIGHTCHESS2, JONNY2.54, XINI, MOVEIXX</td>
<td>5½</td>
</tr>
<tr>
<td>17</td>
<td>POSTMODERNIT, REBEL12, QUARK, PEPTO, BLACKBISHOP, BODO, ARASAN7.2</td>
<td>5</td>
</tr>
<tr>
<td>24</td>
<td>FALCON, THE BARON, AMYAN, AMATEUR, TAO, WILDCAT, SPIDERCHESS, CHEZZZ1.03</td>
<td>4½</td>
</tr>
<tr>
<td>39</td>
<td>CHEPLA, AVERNOX, MATADORX, RASCAL, OLITHINK4.1, DORKY4, CHIRON</td>
<td>4</td>
</tr>
<tr>
<td>44</td>
<td>BUTCHER, HOSIA, DJINNX, FRENZEE, CHEETHA</td>
<td>3½</td>
</tr>
<tr>
<td>48</td>
<td>NULLMOVER, SEE, RYBKA</td>
<td>2½</td>
</tr>
<tr>
<td>51</td>
<td>NOONIANCHESS, CHOMPSTER, IKARUS</td>
<td>2</td>
</tr>
<tr>
<td>54</td>
<td>TOHNO</td>
<td>0</td>
</tr>
</tbody>
</table>

I've underlined the two of greatest interest: Zappa right near the top, and Rybka right near the bottom! At that time, around 18 months ago, Rybka was known as a very fast searcher! The programmer now claims that it is all knowledge, and the size of the program and the nodes per second it 'achieves' suggest that this is so.

However many of those in the 'know' reckon this is a camouflage and that the unusual 'knowledge' feature of the program is that is has almost none (!) and the program is really a very fast, deep searcher with an excellent evaluation function!!

Chrilly Donninger (of Hydra fame) says that: "The main chess knowledge which sets Rybka apart is ignorance... most of the published chess knowledge is completely useless... it can harm your play!... it is often more important to remove knowledge features than to add them... if knowledge is wrong the program hangs on to an 'advantage' which does not really exist or even worse, it sacrifices another (perhaps real) advantage to retain the false one!... much better for the program is intelligent ignorance! For example, at first very reluctantly, but on the advice of GM Lutz, I was persuaded to remove the 'everyone must have' Piece Square Tables from Hydra... pieces cannot be evaluated just because they are on a particular square but only in relation to other pieces... the program now plays considerably stronger without them".

Of course whatever Rajlich has done with Rybka since mid-2004 we have to admit that it's working! And the respected Donninger's views give us all some food for thought!!

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**Planned for the Next Issue!**

- Man v Dedicated Machine Event involving the Atlanta, Berlin Pro, Montreux, Tasc R30, Magellan, Diamond, Risc 2500, Pocket Fritz and Pocket Tiger
- Sel/Search reader Carl BICKNELL interviews Hiarc programmer Mark UNIACKE!
- More games Excalibur Grandmaster from Pete BILSON
- Peter GRAYSON on Processors and Chess
- Jim CROMPTON's match between Star Diamond v RISC 2500, a tough one.
- A super new position from Bill REID!

... and who knows what else? We never get it all in, but we always do our best!
12TH. GEBRUIKERS - WINTER 2005
TASC R30 AND GENIUS 68030 TAKE ON RUUD MARTIN'S RESURRECTION FRUIT!

Unfortunately our own roving reporter Rob van Son was unable to get to Gebruikers for the November tournament - the first time he and his friend, another regular, Peter Schimmelpennink had missed it!

I have managed to grab most of the round by round results and a couple of photographs, but only 3 games so far. So inevitably this is a somewhat brief report, but the games I've got are rather good!

Despite our heading and the presence of not only Resurrection Fruit (est. at least 2450, of which more later), Genius 68030 (2304), Tasc R30 (2352), Exclusive Magellan (2220), Berlin Pro (2245), the Sparc 20MHz (2217) and a Mephisto RISC2 (2260), the real star of the show was the little Novag Sapphire (2090). It didn't win the tournament but, based on Sel/Search ratings it should have been just about last.

Instead it won a couple of rather nice games!

Novag Sapphire - Mep Genieus 68030
D20: Queen's Gambit Accepted: 3 e3 and 3 e4

1.d4 d5 2.c4 dxc4 3.e4 e5 4.d3 exd4
5.exc4 d4+ 6.d2 dxd2+ 7.dxd2 d6
8.0-0 d6 9.e5 d4 10.h3 d6 11.d3

Targets the regaining of Black's extra pawn on d4

11...d5 12.e1

12.d5 d5 (12...d7) 13.bxd4 dxd4
14.dxd4 is the top theory line

12...0-0 13.d3?!

A new idea but it seems fine to me.

13.e4 d6 14.exd6 fxe6 15.bxd4 0-1
Meyer,P (2305)—Heidrich,M
(2260)/Germany 1986/GER—chT (17);
13.e1 a6 14.d3 was Volkov,S
(2567)—Tkachev,V (2634)/Moscow
2002/CBM 088/0-1 (65) — that's the Volkov
who lost to Palm Hiarcis!

13...h4 14.bxd4 dxd4 15.dxd4

15...dxd3?!

Embarking on a variation which will encourage White to temporarily sacrifice a piece for an attack. Probably better was 15...g5?!
16.g4 h5=

16.dh7+ dh7 17.wh5+ dg8 18.e4
White wins back the piece, either the knight or the bishop

18...g6
The best choice. 18...d7?! 19.xh4 c5
20.eae1=+

19.xh3 dh5 20.xh8+!

The Black king probably felt safer after this. 20.eae1!! looks natural and stronger

20...fe8
Now the pressure is on /e5

21.f4 sh4 22.e1
22...\(\texttt{\textit{xa}}\texttt{2??}}

The Genius 68030 apparently misses the Sapphire reply which, to be honest, is somewhat surprising as it isn't such a deep a tactic. 22...\(\texttt{\textit{ad}}\texttt{8} \) was perfectly okay and White has only the smallest advantage after 23.\(\texttt{\textit{wg}}\texttt{3} \) (23.\(\texttt{\textit{f}}\texttt{3?}} \) doesn't work now because of 23...\(\texttt{\textit{exe}}\texttt{5?}} \) and the rook can't be taken because of \(\texttt{\textit{xg2}} \) mate!!) 23...\(\texttt{\textit{c}}\texttt{5}

23.\(\texttt{f}5\)!

Releasing an attack on \(\texttt{\textit{g/h4}} \) which has nowhere to go

23...\(\texttt{\textit{gxg2}}

Nothing else it can do

24.\(\texttt{\textit{gxg2}} \) \(\texttt{\textit{xb2+}} 25.\(\texttt{\textit{e2}} \) \(\texttt{\textit{b6}} 26.\(\texttt{f6!}}

An unpleasant surprise —26.\(\texttt{\textit{g4}} \) would have hurt much the same!

26...\(\texttt{\textit{c5}}

If 26...\(\texttt{\textit{exe5}} 27.\(\texttt{\textit{exe5}} \) \(\texttt{\textit{xf6}} 28.\(\texttt{\textit{f5!}} \) there's nothing Black can do about the threat of \(\texttt{\textit{wh3}} \) followed by \(\texttt{\textit{exh8+}} \) or \(\texttt{\textit{fxf1}} \) and \(\texttt{\textit{bh2}} \)

27.\(\texttt{\textit{h3}} \) \(\texttt{\textit{d5}} 28.\(\texttt{fxg7}}!

The Sapphire's conduct of the attack has been first class and it has taken its chance in excellent style

28...\(\texttt{f6} 29.\(\texttt{\textit{f1}} \) \(\texttt{\textit{xe4}} 30.\(\texttt{\textit{h8+}} \) \(\texttt{\textit{f7}} 31.\(\texttt{g8\texttt{++}}

Here is the Novag Sapphire's game against a 68030 72MHz boosted Fidelity Elite version 11, which probably rates at around 2150.

**Novag Sapphire - Fidelity Elite v11**

C78: Ruy Lopez: Archangelsk/Möller Defences

1.e4 e5 2.\(\texttt{\textit{f3}} \) \(\texttt{\textit{c6}} 3.\(\texttt{\textit{b5}} \) a6 4.\(\texttt{\textit{a4}} \) \(\texttt{\textit{f6}}

5.0-0 b5 6.\(\texttt{\textit{xb5}} \) \(\texttt{\textit{exe7}} 7.d4?! \(\texttt{\textit{exe4}} 8.\(\texttt{\textit{xd4}}

exd4 9.e5 \(\texttt{\textit{exe4}} 10.c3 \) \(\texttt{\textit{dxc3}} \)!!

10...d3 has a much better record for Black!

11.\(\texttt{\textit{exe4}} 12.\(\texttt{\textit{g3}} \) \(\texttt{\textit{xb3}} 13.\(\texttt{\textit{axb3}} \) \(\texttt{\textit{e7}}\)

11.\(\texttt{\textit{exe4}} \) \(\texttt{\textit{e7??}}\)

11...\(\texttt{d5}?!\)

12.\(\texttt{\textit{exe3}}

The machines are out of their books, but note that this line is considered to favour White

12...\(\texttt{\textit{exe5}} 13.\(\texttt{\textit{d5}} \) \(\texttt{\textit{xb5}} 14.\(\texttt{\textit{exe5}} \) \(\texttt{\textit{g8}}\)

15.\(\texttt{\textit{exe3}}

Although the computers left their books a few moves ago they have stayed in theory. Now however Black is about to go wrong!

15...\(\texttt{\textit{exe3}}\)

15...\(\texttt{\textit{exe6}} \) is best, and usually met by 16.\(\texttt{\textit{exe6}}\). Now Black has played 16...\(\texttt{\textit{g8}} \), but I am going to mark that with a ? because of 17.\(\texttt{\textit{exe6}}, \) and recommend instead 16...\(\texttt{\textit{exe8}}\)

16.\(\texttt{\textit{a7}} \) \(\texttt{\textit{exe5}} 17.\(\texttt{\textit{exe5}} \) \(\texttt{\textit{d8}}

Black really had to try 17...\(\texttt{\textit{exe5}} \) even though 18.\(\texttt{\textit{exe5}} \) 19.\(\texttt{\textit{exe5}} \) \(\texttt{\textit{exe1}} \) and White has a massive attack

18.\(\texttt{\textit{exe1}} \)

A monster pin!

18...\(\texttt{\textit{f6}} 19.\(\texttt{\textit{f4}}

19...\(\texttt{\textit{exe1}} \)

19...\(\texttt{\textit{exe1}} \) would have been a bit better.
13.\textit{\&xc4}
13.bxc3 was about the same: 13...\textit{\&xc3}
14.\textit{\&c5+ \&c8 15.\&xc4=}

13...\textit{\&e8 14.fxe6 fxe6 15.b3 \textit{\&c6 16.\&xc6+ \textit{\&xc6 17.\&c2}}}

17...\textit{\&d5?}
It wasn't at all necessary to give a pawn back. With 17...\textit{\&a6 18.\textit{\&he1 \&f7} I'd have still just preferred Black

18.\textit{\&xd5 \textit{\&xd5 19.\&xd5 b6?!}}
A bit passive. I'd much prefer 19...\textit{\&e6, the e-file looks dodgy for Black otherwise

20.\textit{\&e1! \&f8 21.\&d4 \textit{\&g6}}
I think Genius wants to stop White from getting a rook on the 7th, so maybe 21...\textit{\&c7 was better. The way played results only in a rook exchange and loss of the pawn on c3 which was nicely embedded in White's position and represented Black's only compensation

22.g3 \textit{\&d6 23.\&xd6 \textit{\&xd6 24.\&xc3}}
Well White is now a pawn up, and the game trundles along fairly quietly now until our next diagram

24...\textit{\&e8+ 25.\&d3 \&f7 26.\&e4 g6 27.f4 \&e1}
28.\textit{\&c3 \&d1+ 29.\&c4 \&e1 30.\&xe1 \&c2}
31.\textit{\&d1 \&e6 32.\&d2 \&e1 33.\&e2+ \&f5 34.b4 a6 35.\&e8 b5+ 36.axb5 axb5+ 37.\&d5 \&xc3}
38.\textit{\&xd6 \&g4 39.\&h8 \&e4 40.\&xh7 \&xb4}
41.\textit{\&g7 \&f5 42.\&f7+ \&g4 43.\&f6 \&h5}
44.\textit{\&c5 \&b2 45.h3 \&h6}

The fact of the matter is that White's advantage is precarious -- we are coming to a moment where draw chances abound if White makes any sort of error... and this is such a moment!

46.\textit{\&f7?}
46.\textit{\&d4 \&g7 47.\&e6 \&b4+ 48.\&e3 \&b3+}
49.\textit{\&f2 \&f7 50.\&b6 b4 might have also been headed for a draw, it looks (to me) quite hard for White to win this}

Best was 46.f5! \textit{\&g5 47.\&xg6+ \&xf5 48.\&g4! which retains good winning chances}

46...\textit{\&b3!}
Finding the drawing route following White's mistake

47.g4 g5??
And losing it again!

47...\textit{\&xh3! draws, but you'd need a top PC program with tablebases to show that. Here's the main line: 48.g5+ (or 48.\&xb5 g5=) 48...\textit{\&h5 49.\&h7! \&g4 50.\&xh3 \&xh3 51.f5}
\textit{b4! (not 51...\&gxh5?? 52.g6 \&f4 53.g7 \&f3 54.\&g7 \&f2 55.\&c8+ \&g2 56.\&g4+ \&h2 57.\&f3 \&g1 58.\&g3+ 1-0) 52.\&xe4 \&gxf5 53.g6 draw}

48.f5! \textit{\&xh3 49.\&f6+ \&h7 50.\&g6 \&b3}
51.\textit{\&xg5 b4 52.\&g6 \&b1 53.\&d4}
53...Ec1?
A wasted move – you can see what Genius is trying to do: keep White's king from crossing to the b-file. But Black's response shows that the rook really needed to jump straight to the g-file. So 53...Eg1! and if 54.Ec4 Eb1!

54.g5! Eg1 55.Ee5 b3 56.Ed6
Black has no answer to this

56...Ec1 57.Eg7+ Eh8 58.Ed7
Threatening Eb8+ mating

58...Ec8 59.Ed6
59...b2 60.Exb2 Eh8 61.f6 Ea8 62.Ee2 Ef8
63.Ee8 Exe8 64.f7+ Ef8 65.fxe8 g5+ Exe8
66.Ed6, and mate follows soon as the g–A queens 1-0

Unfortunately (for Ruud anyway) despite all the previous results Resurrection Fruit has had, and the expectations here, it was not to be. Instead the famous old Tasc R30 took top honours! I also believe the R30 beat Resurrection Fruit in their individual game, which I will try to get hold of.

Gebruikers Winter 2005

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HYDRA, DEEP JUNIOR AND FRITZ CENTRINO VERSUS GMs PONOMARIOV, KHALIFMAN AND KASIMZHANOV...

World Champions from the recent past, every one of them!

Bilbao, Nov. 2005 hosted the 2nd. TOP COMPUTERS v TOP HUMANS match. In fact after last year's rather heavy defeat for the humans - at the hands of the same 3 programs - the decision was made put 3 ex-World Champions into the human team!

For the record last year's 2004 Event was covered in SelSearch 115+116, and showed:

- Hydra 3½/4
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The World Champion humans line-up was:

- Ponomariov (2704), won the title in 2002.
- Kasimdzhanov (2670) the 2004 winner.
- Khalifman (2653), who won the title in 1999.

If there was a slight feeling last year that a couple of the GMs didn't take their losses too seriously, and allowed some of the poor positions they got to slip away without too much of a fight, this year the chess was of a very high and competitive standard throughout!

ROUND 1

Hydra - KasimzhanoV (2670)
Round 1. Opening E92

1.d4 ½f6 2.c4 g6 3.½c3 ½g7 4.e4 d6 5.½f3 0-0 6.½e2 e5 7.½e3 ½a6 8.0-0 c6 9.d5 ½g4 10.½g5 f6 11.½h4 c5 12.½e1 ½h6 13.a3 ¾d7 14.¾d3 g5

The GMs discuss their prospects before the Match

14...½h8 15.b4 g5 16.¾g3 f5 17.f3 f4 18.¾e1 1-0 Van Wely-Zude/Munich 1992
15.¾g3 ¾e7 16.f3 f5 17.¾f2 f4!

The blocked nature of the position and the GM's advance on the kingside looks promising
18.b4 h6 19.h3!? ½f7 20.¾b1 h5! 21.¾b2 ¾h6 22.¾e1 ¾f6 23.¾f2 ¾h8 24.¾d3 ¾g8 25.¾b5

This looks like the sum of Hydra's attacking prospects, poor by comparison with KasimzhanoV's formidable build-up. But perhaps Hydra's kingside defences can meet the need!
25...¾g6 26.¾d1
The GM is about to make a major decision. Thus far the B/a8 has been tied to the defence of the a7. Perhaps that's where it should stay, but Kasim wants to join it in the attack!?

26...Bag8

Now it's easy for me to put '?!' or '!' all over the place with the benefit of hindsight. And equally it can sometimes spoil the game when it is at such a tense stage. So I've put nothing and will let readers see what they think for themselves. All I will say is that I think 26...Bg7 would have been equal!

27.Bxa7 g4!

Breakthrough!?

28.fxg4 h4 29.c6 wg7!

The three major pieces all bear down imposingly on the g-file and surely threaten mate

30.c3 hxg4?!

An alternative idea was 30...f6, but if 31.Bh1 hxg4 32.hxg4 what now?! Maybe 32...Bh7 and Bh8 next, but White seems to me to be holding. If anything Black's B is getting in the way of his own attack

28.Bg4 Bg4 32.Bg4 Bg4

33.Bxf4?!

Everyone expected 33.hxg4, probably

followed by 33...Bg3 34.h3 Bg4 and then

35.f1=

33...Bh5 34.Bf1

Suddenly White also has an attack, but Black has two or three ways of trying to meet it

34...Bg3?

34...f6 35.h5 Bg6 36.Bh1 Kg4! is close to equal in my view, White would probably play 37.h4?

34...f6 35.Bxe5 (best) 35...dxe5 36.Bxe5 Bxf4 37.Bxf6 Bxf6 produces a seriously unbalanced material set-up, but probably almost equal chances. Of course the B here is much less useful than it proved to be on g5 in the variation we just looked at. Now White's threat is more potent

34...Bg5! It is surprising, as it allows the threatened Bf7, which the other ideas don't, but this is best. After 35.Bf7 Bf6 36.Bxf6 Bxf6 37.Bxf6+ Bxf6, Black has a bishop for 3 pawns and maybe just a tiny advantage!! He's certainly not losing


38.Bxf4 Bg3?!

38...Bg7 was definitely the best chance, and maybe Kasim could have then played on a little longer. But even here 39.e5 Bf6 (39...dxe5 40.Bh4!) 40.Bb2 dxe5 41.Bxe4! is clearly going to be winning for White]

39.De7

39.De7! Bg5 40.Bh4 and the threat of Bf5 wins material and the game. Quite a shame for the GM who mostly played a great game against the mighty Hydra. 1-0
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27.\( \text{a}7 \) g4!

Breakthrough?!

28.fxg4 \( \text{h}4 \) 29.\( \text{c}6 \) \text{g7}!

The three major pieces all bear down imposingly on the g-file and surely threaten mate

30.\( \text{c}3 \) h4xg4?!?

An alternative idea was 30...\( \text{f}6 \), but if 31.\( \text{h}1 \) hxg4 32.hxg4 what now?! Maybe 32...\( \text{h}7 \) and \( \text{h}8 \) next, but White seems to me to be holding. If anything Black's \( \text{c} \) is getting in the way of his own attack

31.\( \text{xg}4 \) \( \text{xg}4 \) 32.\( \text{xg}4 \) \( \text{xg}4 \)

followed by 33...\( \text{g}3 \) 34.\( \text{f}3 \) \( \text{f}4 \) and then 35.\( \text{f}1 = \)

33...\( \text{h}5 \) 34.\( \text{f}1 \)

Suddenly White also has an attack, but Black has two or three ways of trying to meet it

34...\( \text{g}3 \)?

34...\( \text{f}6 \) 35.\( \text{f}5 \) \( \text{h}6 \) 36.\( \text{h}1 \) \( \text{g}4 \) is close to equal in my view, White would probably play 37.\( \text{d}2 \)

34...\( \text{f}6 \) 35.\( \text{xe}5 \) (best) 35...dxe5 36.\( \text{xe}5 \) \( \text{g}8 \) 37.\( \text{xf}6 \) \( \text{xf}6 \) produces a seriously unbalanced material set-up, but probably almost equal chances. Of course the \( \text{c} \) here is much less useful than it proved to be on \( g5 \) in the variation we just looked at. Now White's threat is more potent

34...\( \text{g}5 \)! It is surprising, as it allows the threatened \( \text{h}7 \), which the other ideas don't, but this is best. After 35.\( \text{f}7 \) \( \text{f}6 \) 36.\( \text{xf}6 \) \( \text{xf}6 \) 37.\( \text{xf}6+ \) \( \text{xf}6 \), Black has a bishop for 3 pawns and maybe just a tiny advantage?! He's certainly not losing

35.\( \text{f}7 \) \( \text{h}6 \) 36.\( \text{d}2 \) \( \text{f}4 \) 37.\( \text{xf}4 \) \( \text{xf}4 \)

38.\( \text{xf}4 \) \( \text{g}3 \) ?!

38...\( \text{g}7 \) was definitely the best chance, and maybe Kasim could have then played on a little longer. But even here 39.e5 \( \text{h}6 \) (39...dxe5 40.\( \text{h}4 \)! 40.\( \text{b}2 \) dxe5 41.\( \text{e}4 \) is clearly going to be winning for White]

39.\( \text{e}7 \)

39.\( \text{c}7 \)! \( \text{g}8 \) 40.\( \text{h}4 \) and the threat of \( \text{f}5 \) wins material and the game. Quite a shame for the GM who mostly played a great game against the mighty Hydra. 1-0
Fritz - Khalifman (2653)
Round 1. Opening C66

1.e4 e5 2.d3 c6 3.b5 a6 4.d3 d6 5.c3 
6.0-0 0-0 7.bbd2 b6 8.a4 b5 9.c2 
8.e8 10.f8 h6 11.d4 b6 12.f1 b7 
13.g3 g6 14.e4 g7 15.d3 bxa4
Or 15...exd4!? 16.axb5 axb5 17.xa8 wxa8 18.exd4, and if Black lets the b-pawn go with 18...b4!? 19.bxb5, then he
plays 19...b8 getting suitable pressure for the pawn
16.a4 exd4 17.cxd4

Both players have ended up with isolated q-side pawns
17...d7 18.e3 b6 19.b3 a5 20.b5 
21.g6 22.d4 23.d4 24.d4 
25.c8?!
Allows a White minor piece to infiltrate.
Better was 23...c7
24.c6! dxc6 25.xc6 a7 26.e2! d7 
27.d4 a4 28.wd3 c8 29.wc3 w7 30.f4 
31.wc3 w66?
Inviting White's response. It would have been simpler just to go 31...wd8 but Black's position is very passive and is no fun to play
32.c5! dxe5 33.fxe5 w7 34.b5!

Fritz dominates the game and is playing

49.b7
Centralising with 49...wd5 was better, especially as it stops a4—a5 for the moment
50.f1 g7 51.a5!
This will settle it
51...c7 52.wd4 w8 53.a6 1-0

The GMs are yet to score and greatly need Ponomariov to get something against Junior.

Ponomariov (2704) - Deep Junior
Round 1. Opening A6

1.f3 d5 2.d3? f6 3.g3 c6 4.bd2?!
2.d3 was rare, and this is even more so!
4...bd7 5.g2 e5 6.0-0 d6 7.e4 0-0 
8.h1
New. 8.e1 e8 9.c3 has been played by Hubner amongst others, and scores 49% on my database. 8.e2 e8 9.a4 seems to have been played once. 8.exd5 is top in the Fritz9 book, expecting 8...exd5 9.e1=
8...e8 9.e1 a5 10.a4 b6 11.h4 c5 
12.f3?! g6 13.f2 a7 14.e2 e7 15.f1

34.a6 35.ad1
Here 35.d6! looks even stronger: 35...xd6 
36.exd6 w5 37.w7!
35...a3 36.bxa3 w4 37.d6 cxd6 38.xd6?!
It seems to me that 38.exd6 would have
given Fritz a well protected and dangerous passed pawn: 38...w5 39.d4 d7 40.xd7 
Exd4 41.xd4 xd7 42.w7 xc5 43.wc4—
38...a6! 39.b5 w8 40.wd4 wa7 41.c6 
b8 42.xb1 c6 43.xb7 xb7 44.wb7 
xb7 45.xb6 wa7 46.a4 w8 47.b4 wa8 
48.w2 c3 49.f4

49...w7
\[ \text{h5} 16. \text{h3} \text{e6} 17. \text{b3} \text{a7} 18. \text{g2} \text{c7} 19. \text{e3} \text{ef4} \]

The game hasn't really been going anywhere and White's pieces especially look quite unco-ordinated.

\[ 20. \text{xf4}?! \]

Was 20.\text{gxf4}?! better? 20...\text{xf3} 21.\text{xb6} (21.\text{fxe5} \text{xe5} 22.\text{xb6} \text{b8} 23.\text{xc7} \text{xc7}\}) 21...\text{xf4} 22.\text{xa5} \text{xe2} 23.\text{xe2} \text{d4}?! 24.\text{xc7} \text{xc7}+ and White has managed to reorganise a little.

\[ 20...\text{xf3} 21.\text{d2} f5?! \]

Doing well to avoid the temptation of 21...d4?! blocking the centre.

\[ 22.\text{g1} fxe4 23.\text{xe4}?! \]

Opening the f-file looks a bit dodgy, but 23.\text{dxc4} \text{f7} 24.\text{e1} c5+ wouldn't have turned out much better.

\[ 23...\text{f7}! 24.\text{xf1} \text{xf1} 25.\text{xf1} \text{e7} 25...\text{f8}?! \]

26.\text{exd5} \text{xd5} 27.\text{g1} \text{f6} 28.\text{e1} \text{g4} 29.\text{e3} \text{xe3} 30.\text{xe3} \text{f8}! 31.\text{xf2} \text{xf2} 32.\text{xf2} \text{e4} 33.\text{c1} \text{c5} 34.\text{b3} \text{g5} 34...\text{h5}! also looks very strong.

\[ 35.\text{c4} \text{c6} 36.\text{e2} \]

Someone watching on the Internet suggested

\[ 36.\text{d4}?! \]

but 36...\text{cxd4} 37.\text{xd4} \text{c5}! 38.\text{xe5} \text{bxc5}. This threatens 39...\text{e3} 40.\text{exe3} \text{g2} mate, so 39.\text{d2} \text{f6} (39...\text{e3}?? 40.\text{d5}+) 40.\text{d5}+ \text{g7} 41.\text{d1} \text{b2} 42.\text{e2} \text{e3}! winning.

\[ 36...\text{exd3} 37.\text{c3} \text{d8} 38.\text{d5} \text{e6} 39.\text{d2} \text{e4} 40.\text{c3} \text{g4} 41.\text{d5} \text{h5} 42.\text{e3} \text{d1}+ 43.\text{e1} \text{g7} 44.\text{f2} \text{g4} \]

\[ 45.\text{c3}?! \]

Maybe 45.\text{d2}! was a fighting chance, then probably after 45...\text{c2} 46.\text{h4}!?

\[ 45...\text{f7} 46.\text{d2}?! \]

With the 2 bishops and an extra pawn, the exchange of queens should help Junior finish the game.

\[ 46...\text{xd2}+ 47.\text{xd2} \text{d1}! \]

Swapping the passed d-pawn for two others.

\[ 48.\text{e3} \text{xb3} 49.\text{d3} \text{xa4} 50.\text{h4} \text{gxh4} 51.\text{hxh4} \text{h3} 52.\text{c3} \text{a4} 53.\text{g5} \text{xg5} 54.\text{hxg5} \text{b5} \]

Ponomariov may as well resign.

\[ 55.\text{f4} \text{b4}+ 56.\text{b2} \text{xc4} 57.\text{hxh5} \text{a3}+ 0-1 \]

A disastrous 0-3 day for the GMs!
ROUND 2

We start with the 'Game of the Day' which astonishingly features TWO major blunders, one by each side!

**Ponomariov (2704) - Fritz**

Round 2. Opening A45

1.d4 ♘f6 2.c3

Once more Ponomariov has gone for an infrequently played line

2...d5 3.♗f4 ♘f5 4.e3 e6 5.♗b3!?

Puts Fritz out of book, but I found 4 games using this on my database and scoring 2-1-1

5...♗d7?!

In the game won by Black, mentioned in previous note, he chose to protect the b7/pawn with 5...♗c8 here. Inspired by the 0-1 this has been tried since, and the player with Black got a draw against a 200 Elo higher rated opponent!

6.♗xb7?! ♘d6 7.♗xd6 cxd6 8.♘a6 ♕b8

9.♗a3 ♕b6 10.b4!

A pawn ahead and now blocking the queen-side attack eases the pain of being so far behind in development

10...0-0 11.♗d2 e5 12.♗g3 ♕c7 13.♗a6 e4

14.♗g1 ♕b6 15.♖c1 ♘b8 16.♗c2 ♕c8

17.♗d1 ♗d7 18.♗e2 ♘b5 19.0-0 ♗bd7

20.♗b3 ♕h5 21.♗e1 ♕h4 22.♗h3 ♕b7 23.♖a5 ♕bb8 24.♗a4 ♕a6 25.♗b3 ♕b6 26.♗b2 ♕d7

27.a3 ♕c7 28.♗a2 ♘b8 29.♗f4 ♕f5

29...♗xc3 30.♗xc3 ♘xc3 31.♗xd5 ♘bxd5

32.♗xd5=

30.a4 ♗d3

The bishop is visibly strong here, but generally White is still a pawn ahead and has succeeded so far in nullifying all of Fritz's efforts to pressurise him. However it is still too early to start taking risks!

31.♗g4?

What?! 31.♗b2, 31.♗d2 or 31.♗ed1 were all okay, though basically doing no more than waiting to see what Fritz would try next.

But readers will find it hard to believe my explanation for this clearly bad g4? move: Ponomariov forgot (!) about en passant. Of course if the pawn couldn't be taken then g4 would be fine, but the GM realised his blunder even as his hand was still on the pawn on the g4 square. He held it there, frozen in time for 15 seconds, but there was nothing he could do as leaving it on g3 gets the same result. So he let it drop

31...♗xg3 32.♗xg3 ♕g5 33.♗h7 34.♗h5

You'd think 34.♗xd3 might be better, especially as it gets rid of the pesky bishop. But 34...exd3 35.♗g2 ♗e4 threatening d2 forking the rooks 36.♖f1 d2 37.♗c2 ♘xc3 38.♗xc3 ♘xc3 39.♗f3 protecting the c3/pawn, but now 39...♗c1 is a killer blow

34.♗xh5 35.gxh5 ♕xh5

Material is back to level for now, but White has a really weak pawn on h3, whilst Black's rook pair dominate the c-file and the ♕d3 is causing havoc, especially in crippling the White rooks! Surely the GM can't last long!?

36.♗h2 ♕h4 37.♗g2 ♘xc3 38.♖xc3 ♘xc3 39.♗g3
Various moves win quite easily for Black here, and you just don't expect a top PC program to blunder away such an easy point 39...\texttt{c2}? 
Just 39...\texttt{Bxg3+ 40.\texttt{Bxg3 f5! 41.\texttt{Bf2 f4 wins}}
Also 39...\texttt{Bf7 40.\texttt{Bxh4 gxf4 41.\texttt{Bf2 Bc4 wins, as does 39...Bc4 40.\texttt{Bxh4 gxf4 41.Bd1 Bf3+}.}}
Why did Fritz think \texttt{c2} was better. Other programs don't and, in fact, once shown the mistake only need a fairly short time to decide that White's response, 40.\texttt{Bxh4}, is back to nearly equal. Given a little longer they see that White might never be ahead!
The blunder was explained away by suggesting the resulting White passed (and deadly) pawn was too far deep in the horizon for Fritz to see. But I doubt that. No other program falls for it, and most (including Fritz) have extensions to cover for exchanges, checks, passed pawns that can move and other critical end of line issues.
40.\texttt{Bxh4 gxh4 41.Bc1! Bxb3?}
It is possible that 41...\texttt{xxb3 42.Bxc3 Bxa4 43.c6 Bg7 would have kept Fritz in the game with slight drawing chances.}
42.Bxb3 Bxb3

So the computer has 2 minor pieces and a pawn for a rook – definitely a good deal – but by now Fritz will certainly have worked out that there will be a passed pawn coming from White's \texttt{a4} and \texttt{b4} and it will be decisive.
43.a5! \texttt{c4 44.b5 a4}
If 44...\texttt{axb5 45.a6! Bb6 46.c6 1-0}
45.bxa6 \texttt{c6 46.a7 Bg7 47.a6! a8 48.Bb1 1-0}
Ponomariov had a very big smile on his face after the game!

\textbf{Kasimzhanov (2670) - Junior}
Round 2. Opening B31
1.e4 c5 2.d3 Bc6 3.a4 g6 4.0-0 Bg7

White has a small advantage, but can make nothing of it. Perhaps \texttt{Bb5 Bb1} and then a later a5 would have given him some play on the queenside.

Khalifman (2653) - Hydra
Day 2. Opening D02

1.d4 d5 2..gf3 c6 3.e3 gf6 4.gd3?!
Very rare. 4.c4 df5 5.gc3 is the well known main line
4...gg4 5.gh2d2 e6 6.c4 gh6 7.wb3 b6
8.gc2 gh7 9.h3 hf3 10.hf3 0-0 11.0-0
ge8 12.h3 c5 13.hh2 b5 14.ge2 xh4
15.xc4 exd4 16.exd5 fd5 17.dh4 c5
18.ge4 bh8 19.f4 ef4 20.wd3 dhc3
21.cc1 xd3 22.xd3 zd8 23.cf1

With queens off the board the totally balanced position enables Khalifman to easily steer clear of any trouble as he navigates his way to a comparatively easy draw, a rarity when playing against Hydra!

23...fe6 24.cc2 cc4 25.ccxe8 ccxe8 26.ce1
fxe1 27.exc1 ef7 28.cc4 ec7 29.cc4
dc5 30.cf1 bb6 31.cg4 ec7 32.cg2 cd6
33.cf1 e5 34.hb5 db5 35.xb5 a5
36.db2 fd6 37.cc4 db4 38.fd4 da4 39.cc1
e4 40.cf1 a5 41.h4 1/2-1/2

So the GMs win day 2 by 2-1, and pull the score back to:

- Computers 4 The GMs 2

ROUND 3

Hydra - Ponomariov Ruslan (2704)
Round 3. Opening C06

1.d4 e6 2.e4 d5 3.cd2 cd6 4.e5 fd7 5.d3
c5 6.c3 ec6 7.ge2 a5?!
This doesn’t have a very good reputation.
7...xd4 8.xd4 f6 9.xf6 xf6 is best
8.0-0 c4?
This appears only twice on my database,
both times played by quite lowly players and without success. 8...xd4 or 8...a4 would have been better, but Ponomariov is obviously thinking that a blocked centre against a computer will have its advantages for him
9.cc2 h5 10.b3 gh6 11.xc4 xc4 12.cc1
d7?!
Embarking on a strange castling method!
13.cc4 ef7 14.cc3 bh8 15.cc5! wc7
16.cc1 cc6 17.cc3 gc6 18.cf6!

Hydra was masterful with the knights in his match against Adams, especially the gaining of outposts deep in enemy territory
18...cc7?
Already the GM is severely limited in play–able options, but this apparently completes his long–winded castling manoeuvre.

However perhaps best was 18.cc7 though Hydra can still build up an attack at its leisure, just 19.cc3 h5 20.cc4 would do quite nicely.

But now, unexpectedly, the roof caves in!
19.cc6!

Sacrificing knights for pawns and rooks for knights comes quite easily to computers (and Topalov!) where there are serious tactics on offer. But most normal humans would probably never even consider it. Obviously Ponomariov didn’t!

19.cc7
The knight couldn’t be taken: 19...dxe4?
20.cc5! cc5 21.xxc5, and if 21...wc7
(probably best) 22.cc4 forces 22...wc5
23.xc5 cc7 24.xc6+! xc6 25.cc7+ cc7 26.cc7. With both rooks en pris Black isn’t going to last for long
20.cc6 cc8 21.cc3 xb1 22.xb1 xd6
23.cc5+! cc8 24.cc4! cc7
25.exd6! \(\text{fxf6}\) 26.\(\text{axc6}\) \(\text{bxc6}\) 27.d7!
Brilliant, White threatens \(\text{b8}\) mate. Still it seems Black can protect against both that and \(d8=\text{Q}\) with one clever move
27...\(\text{xe5}\)!
Doesn't that solve it?
28.\(\text{Bc7}\)!
Unfortunately no. Now the \(\text{Q}/c6\) is en prise, and it can't move because of \(\text{b7}\) mate
28...e5?
28...\(\text{b4}\) to block the \(b\)-file was the only chance, but even then 29.\(\text{cx}\text{b4}\) \(\text{f5}\) (threatening \(\text{b1}\) mate) 30.\(\text{xc6}\)++! \(\text{a7}\) 31.\(\text{c7}\)+ \(\text{a8}\) 32.\(\text{Ec1}\) 1-0
29.\(\text{dxc5}\)
Announcing mate in 6: 29.\(\text{dxc5}\) \(\text{b5}\) 30.\(\text{xb5}\) \(\text{a6}\) 31.\(\text{d8}\)+ \(\text{d8}\) 32.\(\text{xd8}\)+ \(\text{c8}\) 33.\(\text{xc8}\)+ \(\text{a7}\) 34.\(\text{xa5}\)\# 1-0
Pretty awesome stuff from Hydra.

Fritz - Kasimzhano, Rustam (2670)
Round 3. Opening B12
1.e4 c6 2.d4 d5 3.e5 \(\text{f5}\) 4.d3 h5!?
4...\(\text{c6}\) 5.g4 \(\text{g6}\) 6.\(\text{ge2}\) c5 is the main line.
The GMs have certainly been willing to experiment!
5.\(\text{d3}\) \(\text{xd3}\) 6.\(\text{xd3}\) e6 7.\(\text{f3}\) \(\text{h6}\) 8.a4N
8.0-0 \(\text{f5}\) 9.\(\text{e2}\) \(\text{e7}\) has been played
8...\(\text{e7}\) 9.0-0 \(\text{f5}\) 10.\(\text{d1}\) \(\text{d7}\) 11.\(\text{e3}\) g6
12.a5 a6 13.c4 \(\text{h4}\) 14.\(\text{hxh4}\) \(\text{hxh4}\) 15.b3
\(\text{e7}\) 16.\text{f4} \(\text{g8}\)

This looks like a promising counterattack!
24.\(\text{f6}\) gx\(\text{f4}\) 25.\(\text{c2}\) \(\text{f3}\) 26.\(\text{hxh5}\) \(\text{g6}\)
27.\(\text{f3}\) \(\text{h4}\) 28.\(\text{xf4}\) \(\text{g4}\) 29.\(\text{h6}\) \(\text{g8}\)!
30...\[\text{Kasim xd4!?}\\]
Kasim is going for it! 30...\[\text{Qg6} was the safe move\\]
31.\[\text{Ve3} \text{Exb4} 32.\[\text{Qh1} \text{Qg6} 33.\[\text{Va3} \text{Qh5?!}\\]
34.\[\text{Qxb5} \text{axb5} 35.\[\text{Qd6+} \text{Exd6} 36.\text{Exd6} \text{Qc8} 37.\text{Qa6!} \text{Qd7}!\\]
Not 37...\[\text{bxa6?!} 38.\text{Qxc6+! Qd7} 39.\text{Qxa6} \text{Qe5} 40.\text{Qd1+}--\\]
38.a7
You'd think the passed pawn on the 7th should do it! But the endgame proves to be just as complicated and unclear as the middle game has been\\]
38...\[\text{xa8} 39.\text{Qa1} \text{Qxd6} 40.\text{Qd2+ Qe7} 41.\text{Qe2 Qd6} 42.h4!\\]
Another passed pawn starts to rush up the board!
42...\[\text{b4}\\]
And yet another, this time the other way!
43.\[\text{h5 Qf8} 44.\text{g2 c5!} 45.\text{hb2}\\]
I think Fritz should have been trying to get its king more into the game here, maybe \[\text{Qf3}\\]
45...\[\text{c6} 46.h6 \text{hb5} 47.g4 c4\\]
What do readers think of 47...\[\text{fxg4?!} 48.\text{g3 c4} 49.\text{Qf2 b3!} 50.\text{xf8} \text{xf8} 51.\text{a8 c8}\\]
52.\[\text{xa8} b2 53.h7 b1\text{Q} 54.\text{h8Q. Chess is an amazing game}\\]
48.\[\text{gxh5 b3!}\\]
All my PC engines think that 48...\[\text{c3} is the move here, but 49.\text{Qe2 b3} 50.\text{fxe6} c2 51.\text{Qe5+} and Black may still be in trouble\\]
49.\[\text{fxe6 Qxe6} 50.\text{h7 Qg5} 51.\text{h8Q} \text{Qxh8} 52.a8\text{Q} \text{xa8} 53.a8\text{Q} Qe6 54.Qh8\\]
Here Fritz (and its tablebases) were showing 0.00 and sporting, as Ponomariov was running short of time, Matthias Feist offered a draw. Interestingly almost all the other programs (and with tablebases as well) show White still with an advantage, some big (the 'great' Rybka has White \(+400?? for over 2 minutes), and some small (Shredder and Hiarcs <100). A draw was a good and unexpected outcome from a game of high drama deserving more analysis than I've had time for. The drawing move is 48...\[\text{Qc5=.} ½-½\\]

**Junior - Khalifman, Alexander (2653)**

Round 3. Opening C90

1.e4 e5 2.\[\text{Qf3} \text{Qc6} 3.\text{Qb5 Qf6} 4.d3 d6 5.c3 \[\text{Qe7} 6.0-0 0-0 7.\text{Qe1} a6 8.\text{Qa4} b5 9.\text{Qb3} Qa5 10.\text{Qc2} c5 11.\text{Qbd2 Qc6} 12.\text{Qf1 Qe8} 13.\[\text{Qg3 Qf8} 14.h3 g6 15.a3?!\\]

Interesting. A new move as far as I can see, yet Junior has \[\text{Qe3, Qh2} and d4 in its commercial book, and not a3!\\]
15...\[\text{Qg7} 16.\text{Qe3 Qe7} 17.b4!\\]

Textbook strategy by Junior, starting to squeeze into the Black position

17...\[\text{Qb7} 18.\text{Qb3} h6 19.\text{Qe2} \text{Qh7} 20.\text{Qeb1} \[\text{Qb8} 21.\text{Qa2} \text{Qf8} 22.\text{Qxc5 dxc5} 23.a4 \text{Qbd7} 24.\text{Qb2} Qc6 25.axb5 axb5 26.\text{Qxa8 Qxa8} 27.\text{Qa1 Qxa1+} 28.\text{Qxa1} c4 29.dxc4 bxc4 30.\text{Qc2}
This looks like a draw. Khalifman has a touch more space, Junior a slight edge in mobility

30...\(\text{\textit{Q}}\text{f8} 31.\text{\textit{Q}}\text{a6} \text{\textit{Q}}\text{e6} 32.\text{\textit{Q}}\text{d2}! \text{\textit{Q}}\text{c5} 33.\text{\textit{Q}}\text{xc4}\\)

The series of exchanges will leave material equal, but Junior will have created a slightly distant passed pawn, much more valuable than Khalifman's 3-2 kingside majority

33...\text{\textit{Q}}\text{xe4} 34.\text{\textit{Q}}\text{xc4} \text{\textit{Q}}\text{xe4} 35.\text{\textit{Q}}\text{xe5} \text{\textit{Q}}\text{xg3} 36.\text{\textit{Q}}\text{xg3} \text{\textit{Q}}\text{e4} 37.\text{\textit{Q}}\text{xe4} \text{\textit{Q}}\text{xe4} 38.\text{\textit{Q}}\text{c4} \text{\textit{Q}}\text{xg3}\\

39.\text{\textit{Q}}\text{d7}!

Winning an immediate pawn isn't quite as good: 39.\text{\textit{Q}}\text{xf7}?! \text{\textit{Q}}\text{f5} 40.\text{\textit{Q}}\text{f2} \text{\textit{Q}}\text{g7} 41.\text{\textit{Q}}\text{e5} \text{\textit{Q}}\text{f6} and now if 42.\text{\textit{Q}}\text{d7}+ \text{\textit{Q}}\text{e7} 43.\text{\textit{Q}}\text{xf8} \text{\textit{Q}}\text{xf8} White won't find it easy to cover the c-pawn's advance onto the white squares c6 and c8

39...\text{\textit{Q}}\text{g8}?

39...\text{\textit{Q}}\text{g7} was significantly better to avoid the check and knight manoeuvre which White now finds. After \text{\textit{Q}}\text{g7} best is probably 40.\text{\textit{Q}}\text{e5} but Black can play 40...\text{\textit{Q}}\text{f5} 41.\text{\textit{Q}}\text{d2} \text{\textit{Q}}\text{f6} and the game isn't over by any means

40.\text{\textit{Q}}\text{f6}+! \text{\textit{Q}}\text{g7} 41.\text{\textit{Q}}\text{e8}+ \text{\textit{Q}}\text{g8} 42.\text{\textit{Q}}\text{c5}! \text{\textit{Q}}\text{f5}\\

But now White doesn't need to spend time moving the bishop!

43.\text{\textit{Q}}\text{c6}! \text{\textit{Q}}\text{e7} 44.\text{\textit{Q}}\text{c7}\\

Black will be forced to give up his knight to stop the pawn successfully queening

44...\text{\textit{Q}}\text{f5} 45.\text{\textit{Q}}\text{d6} \text{\textit{Q}}\text{g7} 46.\text{\textit{Q}}\text{f2} \text{\textit{Q}}\text{e5} 47.\text{\textit{Q}}\text{c8}+ \text{\textit{Q}}\text{xe8} 48.\text{\textit{Q}}\text{xc8}\\

It is now a matter of technique and tablebases!

48...\text{\textit{Q}}\text{g7} 49.\text{\textit{Q}}\text{e2} g5 50.\text{\textit{Q}}\text{e7} \text{\textit{Q}}\text{f6} 51.\text{\textit{Q}}\text{c6} \text{\textit{Q}}\text{d6}?!\\

51...\text{\textit{Q}}\text{f4}!? 52.\text{\textit{Q}}\text{b6} \text{\textit{Q}}\text{f5} was a better defense

52.\text{\textit{Q}}\text{d4}+ \text{\textit{Q}}\text{e6} 53.\text{\textit{Q}}\text{g7} \text{\textit{Q}}\text{f7} 54.\text{\textit{Q}}\text{c3}\\

Not 54.\text{\textit{Q}}\text{xh6}? \text{\textit{Q}}\text{g6} 55.\text{\textit{Q}}\text{d4} (now if \text{\textit{Q}}\text{xf5+ forking \textit{Q} and \textit{R}}) 55...\text{\textit{Q}}\text{b4} 56.\text{\textit{Q}}\text{xg5} \text{\textit{Q}}\text{xg5} and Black might draw this!

54...\text{\textit{Q}}\text{h5} 55.\text{\textit{Q}}\text{b4} \text{\textit{Q}}\text{e7} 56.\text{\textit{Q}}\text{d4} \text{\textit{Q}}\text{f6} 57.\text{\textit{Q}}\text{d3} \text{\textit{Q}}\text{e5} 58.\text{\textit{Q}}\text{c3} \text{\textit{Q}}\text{f6} 59.\text{\textit{Q}}\text{d2} \text{\textit{Q}}\text{b6} 60.\text{\textit{Q}}\text{f4} \text{\textit{Q}}\text{f4} 61.\text{\textit{Q}}\text{d5} \text{\textit{Q}}\text{xd4} 62.\text{\textit{Q}}\text{xd4} \text{\textit{Q}}\text{f5} 63.\text{\textit{Q}}\text{e1} g4 64.\text{\textit{Q}}\text{xg4+ hxg4} 65.\text{\textit{Q}}\text{d3}!\\

Khalifman would recognise White must win. With tablebases Junior was quite probably announcing a mate of some sort. Fruit says m/25, Fritz says 33. 65...\text{\textit{Q}}\text{e5} 66.\text{\textit{Q}}\text{f2} \text{\textit{Q}}\text{f5} 67.\text{\textit{Q}}\text{d4} g3 68.\text{\textit{Q}}\text{e2} \text{\textit{Q}}\text{g4} 69.\text{\textit{Q}}\text{c3} f3+ 70.\text{\textit{Q}}\text{xf3+} \text{\textit{Q}}\text{f4} 71.\text{\textit{Q}}\text{d2+} \text{\textit{Q}}\text{e5} 72.\text{\textit{Q}}\text{f1} etc. 1-0\\

So now it's Computers 6½ The GMs 2½
Just before Hiarcs 10 came out we managed to organise a match with one of our final beta versions against the World Champion Zappa 2! The hardware for both engines was around 3000MHz, but Zappa has 64-bit capability and was on a 64-bit machine, so had a speed advantage over us.

Yes, we were a bit nervous. The Zappa 10½/11 in the World Championship would make anyone nervous, but we knew we had got past Shredder 9, and were around equal with Fritz 9 and Fruit 2.21, so it seemed like a good idea at the time! The agreed time control was G/90+30, and our Hiarcs operator Harvey Williamson committed to play a 10 game Match, all on the Internet.

Game 1 was a draw. Here is game 2:

```
[Chessgame start]

1.e4 e5 2.\(e\)f3 \(\text{d}f\)6 3.\(\text{d}xe\)5 \(d\)6 4.\(e\)f3 \(\text{d}xe\)4
5.d4 d5 6.\(\text{d}d\)3 \(\text{d}d\)6 7.0-0 0-0 8.c4 \(c\)6 9.exd5
exd5 10.\(\text{c}c\)3 \(\text{d}xc\)3 11.bxc3 \(g\)4 12.\(b\)b1 \(b\)6
13.\(b\)b5 \(c\)c7 14.h3 a6 15.hxg4 \(a\)xb5 16.\(w\)c2
\(g\)6 17.\(\text{a}xb\)5 \(w\)d6 18.a4 \(\text{c}c\)6 19.\(w\)a2 \(f\)e8

20.g3N
White has an advantage now he is secure against the threat of \(w\)h2 mate. 20.\(a\)a3 is the other way of dealing with it, and this has been played at GM level.

20...\(w\)d7 21.g5 \(b\)b8 22.\(e\)e1 \(c\)c7 23.e4 dxe4
24.\(w\)xc4 \(d\)d6 25.\(d\)d2 \(w\)c7?
25...\(w\)b7?! is better, maintaining the \(w\)-pin on the c-file: 26.\(e\)e4 \(c\)e7

26.\(e\)e4!
```

26...\(b\)b4?!
Black's game is in trouble now, but as we shall see allowing the exchange of queens doesn't help matters! Therefore better was 26.\(f\)e7 but 27.\(f\)f4! \(w\)b7 28.\(w\)d5+
27.\(w\)xc7! \(w\)xc7 28.\(f\)f6+ \(g\)g7 29.\(b\)b2! \(d\)d6
30.\(b\)b1 \(c\)c2 31.d5 \(a\)a3

Not 31.\(c\)c5? 32.\(d\)d7+! \(g\)g8 33.\(d\)d1
32.\(e\)e5 \(e\)c5 33.\(d\)d1

The advance d6 is now nicely prepared
33.\(a\)a3 34.d6 \(b\)b5 35.axb5 \(d\)d8 36.\(g\)g2
h5?!
A counterthrust with 36...\(a\)a2 was the best try, though I guess 37.\(d\)d7+ \(g\)g8 38.\(x\)xc5
bxc5 39.\(b\)b6! wins easily enough
37.gxh6+ \(x\)hx6 38.\(h\)h1+

Completely changing the focus of the attack – the game is as good as over

38.\(g\)g5 39.g4
Threatening \(f\) mate

39...\(a\)a4 40.\(g\)g3 \(x\)g4+
Pretty much forced

41.\(x\)g4 \(f\)f5 42.\(h\)h6+ \(e\)e6 43.\(e\)e1 \(d\)d5
Or 43...\(d\)d7 44.\(f\)f4 \(e\)e8 and now another
swing of the rook 45...a1!
44...xf7 ed7 45...g5 bh4 46...h1 xe5
47...xb4 4a7 48...a4 xa4
Avoiding the exchange with 48...b7 is of no use after 49...a1 xd6 50...d1+ ec5
51...e4+. Now not xb5 because of the fork
d6+, so 51...b4 52...b1+ 4a4 53...c3+
4a5, and here the White king and f-pawn
advance up the kingside to win
49.d7 e8 50...f7+ ...d4 51.d8 4b+ xd8
52...xd8
and the rest would be easy 1-0

Hiarcs also won game 3, but games 4 and 5
were drawn, so we move on to game 6.

Zappa 2.0 x64 - Hiarcs 10-beta
D45: Semi-Slav: 5 e3
1.d4 d5 2...f3 4f6 3.c4 e6 4...c3 c6 5.e3 a6
6...b3N
A Zappa special. There are so many known
moves to choose from: b3, cxd5, g3, ...d2,
e2, a3, a4 and others, but Zappa plays this
rarity!
6...bd7 7...d2 dxc4 8...xc4 c5 9.dxc5
e5 10...d4 ...xd4 11.exd4 ec4 12...xe4
e4 13...d3 ...xd2 14...xd2 f6 15...h1
d7 16...e4 ...d6 17.g3 4b8 18...e1 g5
19...e3 b6 20.a3 ...f7
There is no point in castling at this stage
21...e3 a5 22.f4 gxf4+ 23...xf4 4b8
24...b1 4h8 25...f3 ...e7 26...b7 ...xc1
27...xc1 g5

28...f3?!
The first small mistake as the ... for ...
exchange actually gives Black a slight initia-
tive. 28...e4 ...b5 29...c2 ...b3+ 30...d3! looks
very equal to me
28...xf4+! 29...xf4 ...f5+ 30...e3 ...b5!

31...c2 ...b3+ 32...f2 ...d3 33...e4 ...xd4
34...e3 e5 35...xh7 f5 36...c7
Zappa has its eyes on winning a pawn, but it
allows Hiarcs time to manouvre nicely on the
kingside and, in only a few moves, seriously
damage the prospects of White's two pieces
36...f6! 37...b7 ...e6 38...xb6 ...g4 39...b8
...g7 40...f8+ ...f7 41...h8

Black's imprisoned pieces don't look at all
happy
41...a4 42...d3 ...g5 43...a8 ...h5 44...a6+
...g7 45...xf5
It's all Black can do, win as many pawns for
the bishop as possible
45...xf5 46...xa4 ...f2! 47...b4 ...f6 48...a4
...h2 49...g4 ...d5 50...a5!
But now this is looking interesting! Of
course computers don't panic, they just
evaluate White is +2.00, or Black is +2.00,
and as long as they've got it right they're
okay. But I'd panic a bit!
50...e4+
51.\textcolor{red}{\textit{c}3}

Correct king positioning can be critical. Here
51.\textcolor{red}{\textit{d}4} \textcolor{blue}{\textit{d}2}+ 52.\textcolor{red}{\textit{e}3} \textcolor{blue}{\textit{d}3}+ 53.\textcolor{red}{\textit{c}2} \textcolor{blue}{\textit{g}3}
54.\textcolor{red}{\textit{a}6!} \textcolor{blue}{\textit{x}g4} 55.\textcolor{red}{\textit{a}7} \textcolor{blue}{\textit{g}7} 56.\textcolor{red}{\textit{a}4} \textcolor{blue}{\textit{a}8} 57.\textcolor{red}{\textit{c}e3}
would have made life harder for \textit{Hiarcs}. But it should still be a Black win: \textcolor{blue}{\textit{g}4}+ stops the e-pawn being taken as things stand.

51...\textit{e}3!

Nothing can help White now, apart from a blunder from \textit{Black}. It doesn't happen.

52.\textcolor{red}{\textit{d}3} \textcolor{blue}{\textit{e}2} 53.\textcolor{red}{\textit{d}2} \textcolor{blue}{\textit{e}5} 54.\textcolor{red}{\textit{b}b5}
54.\textcolor{red}{\textit{a}6} is met by 54...\textcolor{blue}{\textit{f}3}! 55.\textcolor{red}{\textit{b}5}+ \textcolor{blue}{\textit{f}4}
56.\textcolor{red}{\textit{h}5}! \textcolor{blue}{\textit{f}2}!

54...\textcolor{red}{\textit{d}4} 55.\textcolor{blue}{\textit{b}3} \textcolor{red}{\textit{f}3} 56.\textcolor{blue}{\textit{b}4}+ \textcolor{red}{\textit{d}5} 57.\textcolor{blue}{\textit{b}5}+ \textcolor{red}{\textit{c}6} 58.\textcolor{blue}{\textit{h}5}

In our previous line the rook on h5 couldn't be taken, but now that \textit{Black}'s c8 is on c6, covering the a-pawn, of course it can

58...\textcolor{red}{\textit{x}h5} 59.\textcolor{blue}{\textit{g}xh5} \textcolor{red}{\textit{x}h5} 60.\textcolor{blue}{\textit{b}4} \textcolor{red}{\textit{b}5}

with a Black mate announcement, m/18.

We'll just see quickly how that goes:
60...\textcolor{blue}{\textit{b}5} 61.\textcolor{red}{\textit{a}1} \textcolor{blue}{\textit{g}4} 62.\textcolor{red}{\textit{d}2} \textcolor{blue}{\textit{f}3} (not 62...\textcolor{red}{\textit{xb}4}?? 63.\textcolor{blue}{\textit{a}6} \textcolor{blue}{\textit{f}3} 64.\textcolor{red}{\textit{a}7} \textcolor{red}{\textit{c}5} 65.\textcolor{blue}{\textit{a}8} \textcolor{blue}{\textit{xa}8} 66.\textcolor{red}{\textit{xe}2} draw) 63.\textcolor{red}{\textit{c}1} \textcolor{red}{\textit{xb}4} 64.\textcolor{red}{\textit{a}6}
\textcolor{blue}{\textit{c}3}! 65.\textcolor{red}{\textit{a}7} \textcolor{red}{\textit{d}3} etc. 0-1

\textit{Zappa} at last won a game (8), but the final Match score looked like this:

\begin{tabular}{|c|c|c|c|c|c|c|c|c|}
\hline
\textbf{	extit{Hiarcs}} & ½ & 1 & ½ & 1 & ½ & 0 & ½ & ½ & 6 \\
\hline
\textbf{	extit{Zappa}} & ½ & 0 & ½ & ½ & 0 & ½ & ½ & ½ & 4 \\
\hline
\end{tabular}

The Hiarcs-Mecking match turned out to be difficult (impossible) to cover. To be blunt Mecking simply failed to cope as soon as Hiarcs started exerting pressure, and the PC engine won 5-0. Then, understandably, the GM decided he'd had enough. One example:

\textbf{Hiarcs 10-beta GM H Mecking}

1.d4 2.c4 3.d3 4.b4 5.a3 6.bxc3 7.bxc3 8.bxc3 9.\textcolor{red}{\textit{e}2} 10.\textcolor{blue}{\textit{e}3}?? While this protects the h6, the \textit{w} herself is loose. 17...\textcolor{red}{\textit{f}d8}
18.\textcolor{red}{\textit{g}5}+ \textcolor{blue}{\textit{h}8} 19.\textcolor{blue}{\textit{h}4}+ and the difference is that Black can now play \textcolor{blue}{\textit{h}7} because the \textit{w} is protected by the \textit{f}8.
18.\textcolor{red}{\textit{g}5}+ \textcolor{blue}{\textit{h}8} 19.\textcolor{blue}{\textit{h}4}+ \textcolor{red}{\textit{g}7}
20.\textcolor{red}{\textit{h}5}+ \textcolor{red}{\textit{g}6} 21.\textcolor{blue}{\textit{f}4}! \textcolor{red}{\textit{g}8} 22.\textcolor{red}{\textit{f}5}+
announcing mate in 8 1-0

16.\textcolor{red}{\textit{x}h6}! \textcolor{blue}{\textit{x}h6} 17.\textcolor{red}{\textit{x}h6} \textcolor{blue}{\textit{f}7}??
The 25th OPEN DUTCH Computer Chess Championship was held in mid-November 2005, at Leiden.

It was of particular interest this time as the new World Champion program, Zappa2, was entered! In the WCCC it was on an 8x multi-processor, this time it played using a 2xAMD dual core, so that means 4x2200!

Also there was FRUIT. This time the WCCC runner up was on faster hardware as, instead of a fast single processor it was on an AMD dual core, so 2x2400. Could FRUIT reverse the World Championship standings?

Other significant entries were Pro Deo 1.1 (AMD64/3000), The King (AMD64/3500), Deep Sjeng (2xAMD64/2200), Diep (Quad Opteron 2400), and Gandalf (2xDual Core = 4x2200).

So Zappa, Gandalf and Diep - oh yes, and Zzzzz - were all on some pretty fast stuff, with FRUIT and Deep Sjeng at about 1/2 their speed, the AMD64's a bit further back, and the rest of the field of 16 on more standard P4/2500 or Centrino/1700 machines.

Also worth a mention is Holland's Harm Geert Muller who had entered the 10th Dutch Open with his program Usurpator and didn't want to miss the 'special occasion' 25th. So, after a 15 year break, he made a big reappearance. Sadly it seems he hadn't done too much work on his program which failed to score.

ZAPPA, FRUIT and DIEP all started off with wins in the first two rounds. Then, while ZAPPA was beating GANDALF, FRUIT met DIEP in round 3.

**FRUIT - Diep**


All theory to here. Black has good compensation for his pawn in the massive threats down the a-b files. Note that White's rooks are not well placed to deal with this.


23... e5 27. w7 28. a6 29. c4 w5 30. w5 31. w5 32. w5 33. w5 34. w5 35. w5 36. w5 37. w5 38. w5 39. e4 40. e4 41. e4 42. e4 43. e4 44. e4

The threat of w5+ finishes the game. 43. c5 wxc5 44. w5 wxc5 45. w5 wxc5 46. w5 wxc5 0-1

But FRUIT won in round 4 while ZAPPA and DIEP fought out a lengthy draw, so when ZAPPA also drew with the KING in round 5, and FRUIT only drew with XiniX, the leaderboard was not quite what we'd expected:

* 4½/5  - Diep
* 4  - Zappa
* 3½  - FRUIT, The King
* 3  - Ktulu, Tao

ZAPPA and FRUIT met in round 6, but first you should have a quick look at the shortest game of the tournament!

**XiniX - Usurpator**

1.e4 d5 2.exd5 wxd5 3. c3 w5 4. d4 e6

4... w6 is the best theory line and, surprisingly, has
a decent record. White scores 57% with 5...fx3 c6 6...c4 d5f 7...e2 5...f3 d7 6...d3 b4 7.0-0
dxc3?! Of course this is not right, exchanging for and giving White a big pawn centre, but it isn't losing either. 7...gf6 was best 8.bxc3 bxc3
9...d2 b271! 9...e3 10...f4 gxf6 11...xc7 b6 still isn't too bad 10...f4 c5 11.d5

11...exd5? 11...e7 to block the e-file, isn't quite an 'only move' but it's not far from it 12...e1+ d8
13...b1 cxa4 14...e2 You'll not believe what Usurpator plays next! 14...xh4?? Even 14...d6
leads inevitably to mate, but at least it's m/10 and not mate full stop! 15...e8# 1-0

Zappa - Fruit

1.d4 d5 2...f3 d6 3.c4 c6 4...c3 dxc4 5.a4 d5
6...e5 b5d7 7...xc4 c6 8...e5 a5 9...f3 d7f
10...xd7 0-0-0 11...c1 15...b3 c7 16...c3 d8 is theory 15...c7 16...h1 e8 17.d5 a8 18...b5
db8 19...xc6 bxc6 20...d4 c5 21...b3 c5

The isolated pawn is a problem for Black 22...b5
h6?! 22...c8 would save the c5, but perhaps Fruit didn't like the look of 23...f1 xd1+ 24...d1
d8 25.f4! 23...xc5 ...xc5 24...xc5 ...d2 Best, trying to create some counter chances 25...c2
Trying to stop them! 25...e8 26...c3 ...c2
27...xc2 ...b6 28...f1! Zappa does everything
to right to make its extra pawn count 28...xd1+
29...xd1 ...e3 30...d4 f5! And Fruit correctly
wants to get some pawns off the board! 31.exf5

38...g4 Fruit must surely have been tempted by
38...xd2? but 39...f1! (not 39...xa5? ...c1+!
40...h2 ...d4+ 41...g1 ...d4+ 42...f1 ...f6 and now Black has improved drawing chances) 39...h5
40...xa5 is still good for White 39...g4 40...xa5 gxd3 41...c3 ...e4 42...d2 ...h7 43...a2
hxg2+ 44...a1 ...d5 45...c2+ ...h8 46...a2 ...g8
47...b3 ...g7

Can White win?! 48...f5! ...d4+ 49...g2 ...g6
50...g4 ...d5+ 51...f1 ...h1+ 52...f2 ...d5 53...b4 h5!
54...c4 ...f5+ 55...e1 ...e5? Black's only hope was
to continue with the checks: 55...b1+ 56...d2
...b2+ 57...e3 ...e5+ 58...e4 ...c3+ etc. 56...a5! h4
57...g4 h3? 57...a1+ was a last try but with little
hope now of saving the game 58...h3 ...f4
59...g4+ ...h6 60...f3 ...g7 61.b5! 1-0

The end for FRUIT? Well unexpectedly DEEP managed to lose its next 2 games to GANDALF and PRO DEO, while FRUIT ended with 3 wins over TAO, THE KING and GANDALF, so squeezed into 2nd place behind, of course ZAPPA!

- 7½/9 ZAPPA
- 6½ FRUIT
- 6 THE KING
- 5½ DIEP, KTULU, GANDALF
- 5 PRO DEO, DEEP SJENG, TAO, ISIChess
- 4½-0 6 OTHERS
## PC Programs - RATING LIST and Notes

### The HEADINGS:

**BCF**. These are British Chess Federation ratings. They are calculated from Elo figures by (Elo - 600)/8.

**Elo**. This is the main Rating system in popular use Worldwide. The BCF and Elo figures shown in Selective Search are calculated by combining each Computer's results v computers with its results v humans. I believe this makes the Sei/Search Rating List the most accurate available anywhere for Computer Chess.

**/+/-**. The maximum likely future rating movement, up or down, for that particular program. The figure is determined by the number of games played and calculated on standard deviation principles.

**Games**. The total number of Computer v Computer games played.

**vHumans/Games**. The Rating obtained and no. of Games played in Tournaments v rated humans.

### A GUIDE to PC Gradings:

The RATINGS shown represent the programs on a Pentium4/AMD at approx. 1200MHz, or Centrino 1000MHz, with 256MB RAM.

**Users** will get slightly more (or less!) if their PC speed differs significantly.

A doubling/halving of 1200 MHz speed = approx. +/-30 Elo.

A doubling in MB RAM = 3-4 Elo.

The GUIDE below will help readers calculate approximately what rating their program should play at when used on such alternative hardware.

### Comp-v-Comp PC GUIDE, if Pentium4/1200 = 0

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<th>BCF</th>
<th>Engine</th>
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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS to Eric at the above address... thank you!
DEDICATED CHESS COMPUTER RAGINGS

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