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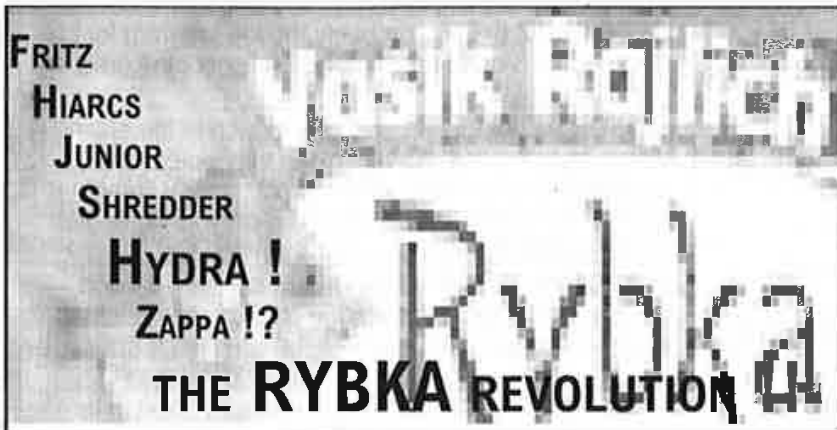
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NEWS AND RESULTS - *KEEPING YOU RIGHT UP-TO-DATE IN THE COMPUTER CHESS WORLD!*

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 wont 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 wont 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 manufascturers. These included:

- Richard Lang, Mephisto and, for PC, Genius
- Ed Schroder, Mephisto and, for PC, Rebel
- Chrilly Doninger, Tiger (a lesser known French company) and, for PC, Nimzo
- The Spracklens, Fidelity and, for PC, Sargon
- Franz Morsch, Saitek and, for PC, Fritz
- Johan de Koning, Tasc + Saitek 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 Hiarcs

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 collaberating 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 <u>hundreds</u> 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 the 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 Chrilly 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 <u>thought</u> 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 Uniacke 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 Hiarcs 10-beta against them.

VERY close!

We sent our final Hiarcs 10 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 wont/can't release it in any form then we wont 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 Hiarcs' 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 Hiarcs10, 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 wont be able to appear in some lists, including either the *SSDF* or *Selective Search* rating lists for a little while. Fritz9 headed the list last time, now Fruit2.21 and Hiarcs10 have this issue to ovetake 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:

Vasik Rajlich

- **www.rybkachess.com**

But do again <u>please remember</u> 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 hs was there at the same time as Anthony Cozzie, the Zappa programmer!
- **Rajlich** is a chess <u>International Master</u> (!) and Rybka means 'little fish' . Apparently it is so named for personal reasons which Rajlich wont 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.

Pos	Engine	Rating
1	RYBKA 1.0BETA 32-BIT	2822
2	FRUIT 2.21	2784
3	FRITZ 9	2782
4	HIARCS 10	2773
5	SHREDDER 9	2750
6	CHESSMASTER 10000	2706
7	KTULU 7.5	2705
8	JUNIOR 9	2682
9	GANDALF 6	2666
10	CHESS TIGER 15	2662
11	LOOP LIST 600	2661
12	SPIKE 1.0A MAINZ	2660
13	RUFFIAN 2.1	2655
14	PRO DEO 1.1	2634
15	SLOWCHESS BLITZ WV2	2632

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

2770. Zappa 1.1 has 2605, Deep Sjeng 1.6 has 2604.

The Utzinger-Buhler site

The ratings on this site are based on a particularly specialised set of openings which only go 5 moves deep! This will give extra weighting as to how well a program understands development, early piece placement and co-ordination. In practical terms, however, the opening books which come with most programs will make this extra emphasis unnecessary as a rule. Still, the ratings are of interest, and gave early confirmation to the CEGT scores that Rybka is good! As at CEGT the time control is 40/40.

Pos	Engine	Rating
1	Rybka 1.0Beta 32-bit	2625
2	Fruit 2.2.1	2596
3	Toga 2.1.1	2590
4	Fritz 9	2581
5	Shredder 9 uci	2544
6	Shredder 8	2515
7	Fritz 8	2505
8	Junior 9	2489
9	Spike 1.0a Mainz	2469
10	Chess Tiger 15	2462
11	Hiarcs 9	2459
12	Loop List 600	2458
13	Chessmaster 10000	2455
14	Ruffian 2.1.0	2454
15	Pro Deo 1.1	2453

The ratings in this table are around 170 Elo *below* those in *Selective Search*.

Rybka's individual scores include:

- Rybka v Toga2.1.1   25½-24½
- Rybka v Fruit 2.2.1   27½-22½
- Rybka v Fritz9   28-22
- Rybka v Shredder9   34-16
- Rybka v Junior9   34-16
- Rybka v Ruffian 2.1   32½-17½
- Rybka v Hiarcs9   36-14
- Rybka v Chessmaster 10000   38-12

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.

Pos	Engine	Score/14
1	Rybka 1.0Beta 32-bit	10½
2	Fruit 2.2.1	10
3	Shredder 7.04	7½
4	Pro Deo 1.1	7
5=	Fritz 8 List 5.12	6½
7	Toga 2.1.1a	5½
8	Ktulu 4.2	2½

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

Pos	Engine	Score/32
1=	Toga 2.1.1 Shredder 9 uci	22
3	Fruit 2.2.1	21½
4	Rybka 1.0Beta 32-bit	21
5	Ruffian 2.1	19½
6	Spike 1.0a Mainz	17½
7	Gambit Fruit 1beta2	17
8	Gandalf 6.01	16
9	Ktulu 7.5	15
10	SlowChess WV2	14½
11=	Naum 1.8 Aristarch 4.50	14
13	Pharaon 3.3	13
14	Zappa 1.1	12½
15=	SOS 5 for Arena List 5.12	11
17	Glaurung Mainz	10½

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 '**Rybka** 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
- 2½   Ikarus
- 2   Spike, Zappa, Shredder, Gandalf
- 1½   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.

Paderborn winter 2005, Final Table

Pos	Engine	Score/
1	RYBKA 1.0BETA 32-BIT	5½
2=	GANDALF ZAPPA SPIKE DEEP SHREDDER	4½
6	FRUIT	4
7=	IKARUS JONNY	3½
9	SOS	3
10	ARGONAUT	2
11	ISICHESS	1½
12	NEUROLOGIC	1

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 wont 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!

Pos	Engine	Rating
1	FRUIT 2.2.1	2852
2	FRITZ 9	2819
3	SHREDDER 9 UCI	2818
4	SHREDDER 8	2805
5	SHREDDER 7.04	2801
6	JUNIOR 9	2786
7	DEEP FRITZ 8	2781
8	JUNIOR 8	2766
9	SHREDDER 7	2765
10	DEEP FRITZ 7	2764
11	FRITZ 8	2752
12	DEEP JUNIOR 8	2749
13	FRITZ 7	2739
14	GANDALF 6	2736
15	HIARCS 9	2735

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.

'Hiarcs 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 **Hiarcs 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 CHESS TIGER 15	2678
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!

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

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 **Hiarcs 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, Hiarcs10 is clearly a major improvement over any previous Hiarcs 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 Hiarcs to excel here more than ever.

Mark Uniacke watching Hiarcs 8 in play aginst GM Bareev

Mark and I have also worked very hard on the new Opening Book, and used enormous computer time thanks to the helpf of another *SelSearch* reader, Harvey Williamson, to enable a beta version of Hiarcs10 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 Hiarcs'!!).

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 Hiarcs evaluate long terms issues more accurately
- Slightly more aggressive playing style, Hiarcs can identify long term attacking motifs before they become apparent to most eyes!
- Completely revised Opeing Book by Mark Uniacke, Eric Hallsworth and Hiarcs!
- 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:

- Hiarcs10beta v Fritz9   20-20
- Hiarcs10beta v Shredder9   20-20
- Hiarcs10beta v Junior9   26½-13½
- Hiarcs10beta v Fruit2.2   19-21
- Hiarcs10beta v Fritz8Bilbao   24-16
- Hiarcs10beta v Hiarcs9   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 Hiarcs 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+2 P4/2000
- Fritz9   27½ - 20½ Fritz8Champ

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

G/25 P4/2000
- 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!

Pos	Engine	Score/88
1	JUNIOR 8	55
2	SHREDDER 7.04 ACTIVE	52
3	JUNIOR 9	50
4=	FRITZ 8 SHREDDER 9	49½
6	SHREDDER 7.04 NORMAL	48½
7	HIARCS 8 BAREEV	48
8	HIARCS 9	47½
9=	FRITZ 8 BILBAO (CHAMP) DEEP FRITZ 8	47
11	SHREDDER 8 ACTIVE	46½
12	JUNIOR 7	46
13	FRITZ 7	45
14	SHREDDER 8	44½
15	CHESS TIGER 14	42½
16=	GAMBIT TIGER 2 CHESS TIGER 15	41
18	SHREDDER 7	40½
19	HIARCS 7.32	38½
20	HIARCS 8	34½
21	CHESS TIGER 15 GAMBIT	34
22	FRITZ 6	32½
23	FRITZ 432	31½

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!

Pos	Engine	Score/20
1	JUNIOR 8	14½
2	SHREDDER 8	13
3	SHREDDER 9	12½
4	SHREDDER 8 ACTIVE	12
5=	HIARCS 9 FRITZ 8 BILBAO (CHAMP) FRITZ 7	11½
8=	HIARCS 8 JUNIOR 7	11
10	CHESS TIGER 15	10½
11	SHREDDER 7	10
12=	FRITZ 8 DEEP FRITZ 8	9½
14=	FRITZ 6 SHREDDER 7.04	9
16=	HIARCS 8 BAREEV GAMBIT TIGER 2 JUNIOR 9	8½
19	FRITZ 532	7
20	HIARCS 732	6½
21	CHESS TIGER 14	5

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!?"

Pos	Engine	Score/10
1	TOGA 2.1	6½
2=	FRITZ 7B SHREDDER 6.02	6
4	FRUIT 2.1	5½
5	GAMBIT TIGER 2	4½
6	HIARCS 8	1½

"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:

Pos	Engine	Score/12
1	HIARCS 10	8½
2	FRUIT 2.21	8
3	JUNIOR 9	7
4	SHREDDER 9	6
5	FRITZ 9	5½
6=	CRAFTY 19.19 FRITZ 5.32	3½

A Late RESULT from the WEB

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

Pos	Engine	Score/44
1	FRITZ 9	30½
2	HIARCS 10	29½
3=	FRUIT 2.21 SHREDDER 9 UCI	27
5	JUNIOR 9	23
6	LOOP LIST	21
7	GANDALF 6	20½
8	CHESS TIGER 2004	20
9	RUFFIAN 2.1	19½
10	KTULU 7.0	19
11	DEEP SJENG 1.6	14
12	NIMZO 8	13

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) **Fruit**2.1 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 Pharaon.

SmarThink after a while in division 1 was relegated in our last issue... but has since gone commercial I believe?! **Zappa**1.1 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!

Division 1

Pos	Engine	/18
1	PRO DEO 1.1 UCI	12½
2	DELFI 4.6	11½
3	TOGA 2.1	11
4	SPIKE 1.0A MAINZ	9½
5	LIST 5.12 UCI	9
6	PHARAON 3.3	8½
7	SLOWBLITZ WV	8
8	ARISTARCH 4.5	7½
9	JONNY 2.83	7
10	GREEN LIGHT CHESS 3.01.2.2	5½

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!

Division 2

Pos	Engine	/18
1	NAUM 1.8	11
2=	SCORPIO 1.6 THINKER 4.7A CRAFTY 20.1 BH32	10
5	ZAPPA 1.1	9
6=	GLAURUNG MAINZ SOS 5 ARENA UCI	8½
8=	SMARTHINK 17A DANCHESS CCT7	8
10	YACE PADERBORN	7

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** juming 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 somwhere.
Finally found it!

POS	ENGINE	SCORE/9
1=	CRAFTY, HIARCS9, ZAPPA1	7
4=	JUNIOR8, RUFFIAN2, KINGOFKINGS	6½
7=	YACE, PHARAON, THINKER4.5, COMETB68, BRINGERXX	6
12	SEARHCERX, GREENLIGHTCHESS2, JONNY2.54, XINIX, MOVEIXX	5½
17	POSTMODERNIT, REBEL12, QUARK, PEPITO, BLACKBISHOP, BODO, ARASAN7.2	5
24	FALCON, THE BARON, AMYAN, AMATEUR, TAO, WILDCAT SPIDERCHESS, CHEZZZ1.03	4½
32	CHEPLA, AVERNOX, MATADORX, RASCAL, OLITHINK4.1, DORKY4 CHIRON	4
39	BUTCHER, HOSSA, DJINNX FRENZEE, CHEETAH	3½
44	ALARM, MESSCHESS, CELES, TINKER	3
48	NULLMOVER, SEE, RYBKA	2½
51	NOONIANCHESS, CHOMPSTER, IKARUS	2
54	TOHNO	0

I've underlined the two of greatest interest: **Zappa** right near the top, and **Rybka** right near the bottom! At that time, around 18 moths 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!!

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
- *SelSearch* reader Carl BICKNELL **interviews Hiarcs** 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 *SelSearch* ratings it should have been just about last.

Instead it won a couple of rather nice games!

Novag Sapphire - Meph Genius 68030

D20: Queen's Gambit Accepted: 3 e3 and 3 e4

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♘f3 exd4 5.♗xc4 ♗b4+ 6.♗d2 ♗xd2+ 7.♘bxd2 ♘c6 8.0-0 ♘f6 9.e5 ♘g4 10.h3 ♘h6 11.♘b3

Targets the regaining of Black's extra pawn on d4

11...♘f5 12.♖e1

12.♗b5 ♕d5 *(12...♗d7!?)* 13.♘bxd4 ♘fxd4 14.♘xd4 is the top theory line
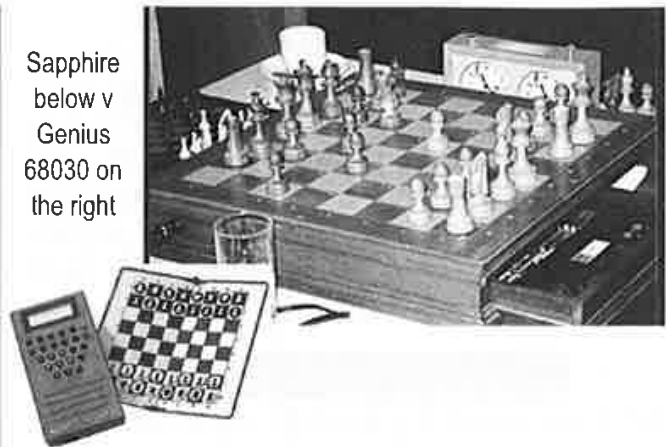
12...0-0 13.♗d3!?

A new idea but it seems fine to me.

13.♖e4 ♗e6 14.♗xe6 fxe6 15.♘bxd4 0-1 Meyer,P (2305)−Heidrich,M (2260)/Germany 1986/GER−chT (17);

13.♖c1 a6 14.♗d3 was Volkov,S (2567)−Tkachiev,V (2634)/Moscow 2002/CBM 088/0-1 (65) − that's the Volkov who lost to Palm Hiarcs!

13...♘h4 14.♘bxd4 ♘xd4 15.♘xd4

Sapphire below v Genius 68030 on the right
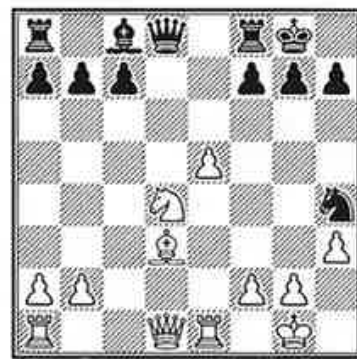
15...♗xh3?!

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.♗xh7+ ♔xh7 17.♕h5+ ♔g8 18.♖e4

White wins back the piece, either the knight or the bishop

18...♘g6

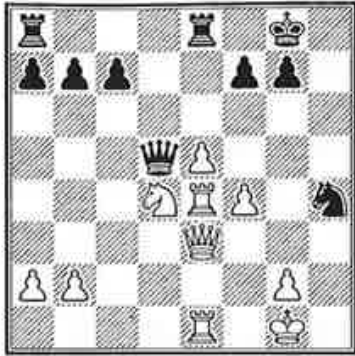The best choice. 18...♕d5?! 19.♕xh4 c5 20.♖ae1±

19.♕xh3 ♕d5 20.♕e3?!

The Black king probably felt safer after this. 20.♖ae1!? looks natural and stronger

20...♖fe8

Now the pressure is on ♙/e5

21.f4 ♘h4 22.♖e1

22...♕xa2??

The Genius 68030 apparently misses the Sapphire reply which, to be honest, is some—what surprising as it isn't such a deep a tactic.

22...♖ad8 was perfectly okay and White has only the smallest advantage after 23.♕g3 *(23.f5? doesn't work now because of 23...♖xe5! and the rook can't be taken because of ♕xg2 mate!!)* 23...♕c5

23.f5!

Releasing an attack on ♘/h4 which has nowhere to go

23...♘xg2

Nothing else it can do

24.♔xg2 ♕xb2+ 25.♖e2 ♕b6 26.f6!

An unpleasant surprise —26. ♖g4! would have hurt much the same!

26...♕c5

If 26...♖xe5 27.♖xe5 ♕xf6 28.♘f5! there's nothing Black can do about the threat of ♕h3 followed by ♖e8+ or ♔f1 and ♖h2

27.♕h3 ♕d5 28.fxg7!

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

28...f6 29.♔f1 ♕xe4 30.♕h8+ ♔f7 31.g8♕+!

31...♖xg8 32.♕xf6+ ♔e8 33.♕e6+ ♔d8 34.♕xg8+ ♔e7 35.♕g7+ ♔d8 36.♕f8+ #4
1-0

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.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 b5 6.♗b3 ♗b7 7.d4?! ♘xd4 8.♘xd4 exd4 9.e5 ♘e4 10.c3 dxc3?!

10...d3 has a much better record for Black! 11.♕xd3 ♘c5 12.♕g3 ♘xb3 13.axb3 ♕e7

11.♕f3 ♕e7?!

11...d5!?

12.♘xc3

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

12...♘c5 13.♘d5 ♗xd5 14.♗xd5 ♖b8 15.♗e3

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

15...♘d3?

15...♘e6 is best, and usually met by 16.♖fd1. Now Black has played 16...g6, but I am going to mark that with a ? because of 17.♗c6, and recommend instead 16...♖d8

16.♗a7 ♘xe5 17.♕c3 ♖d8

Black really had to try 17...b4 even though 18.♕xc7 ♖b5 19.♖ad1! and White has a massive attack

18.♖ae1!

A monster pin!

18...f6 19.f4

13.♗xc4

13.bxc3 was about the same: 13...♗xc3
14.♗c5+ ♔e8 15.♘xc4=

**13...♖c8 14.fxe6 fxe6 15.b3 ♘c6 16.♘xc6+
♖xc6 17.♔c2**

17...♘d5?

It wasn't at all necessary to give a pawn back.
With 17...a6 18.♖he1 ♔f7 I'd have still just
preferred Black

18.♗xd5 exd5 19.♖xd5 b6?!

A bit passive. I'd much prefer 19...♖e6, the
e–file looks dodgy for Black otherwise

20.♖e1! ♔f8 21.♗d4 ♖g6

I think Genius wants to stop White from
getting a rook on the 7th. so maybe 21...♖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 posi-
tion and represented Black's only compensa-
tion

22.g3 ♖d6 23.♖xd6 ♗xd6 24.♔xc3

Well White is now a pawn up, and the game
trundles along fairly quietly now until our
next diagram

**24...♖c8+ 25.♔d3 ♔f7 26.♖e4 g6 27.f4 ♖c1
28.♗c3 ♖d1+ 29.♔c4 ♖c1 30.♖e1 ♖c2
31.♖d1 ♔e6 32.♖d2 ♖c1 33.♖e2+ ♔f5 34.b4
a6 35.♖e8 b5+ 36.axb5 axb5+ 37.♔d5 ♖xc3
38.♔xd6 ♔g4 39.♖h8 ♖c4 40.♖xh7 ♖xb4
41.♖g7 ♔f5 42.♖f7+ ♔g4 43.♖f6 ♔h5
44.♔c5 ♖b2 45.h3 ♔h6**
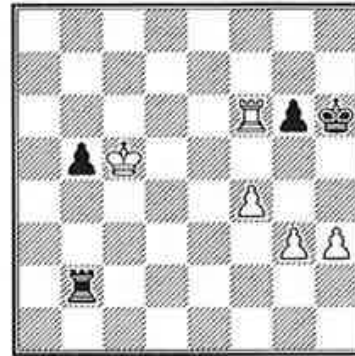
The fact of the matter is that White's advan-
tage is precarious – we are coming to a
moment where draw chances abound if
White makes any sort of error... and this is
such a moment!

46.♖f7?

46.♔d4 ♔g7 47.♖e6 ♖b4+ 48.♔e3 ♖b3+
49.♔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! ♔g5 47.♖xg6+ ♔xf5
48.♖g4! which retains good winning chances

46...♖b3!
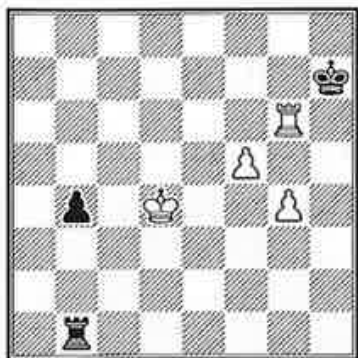
Finding the drawing route following White's
mistake

47.g4 g5??

And losing it again!

47...♖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...♔h5 49.♖h7+ ♔g4 50.♖xh3 ♔xh3 51.f5
b4! *(not 51...gxf5?? 52.g6 f4 53.g7 f3
54.g8♕ f2 55.♕c8+ ♔g2 56.♕g4+ ♔h2
57.♕f3 ♔g1 58.♕g3+ 1–0)* 52.♔xb4 gxf5
53.g6 draw

**48.f5! ♖xh3 49.♖f6+ ♔h7 50.♖g6 ♖b3
51.♖xg5 b4 52.♖g6 ♖b1 53.♔d4**
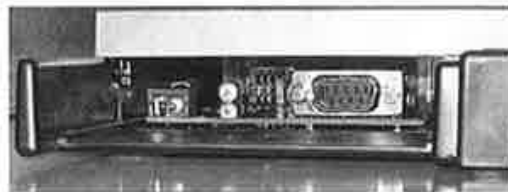
53...♖c1?

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...♖g1! and if 54.♔c4 ♖b1!

54.g5! ♖g1 55.♔e5 b3 56.♔f6

Black has no answer to this

56...♖c1 57.♖g7+ ♔h8 58.♖b7

Threatening ♖b8+ mating

58...♖c8 59.♔g6

59...b2 60.♖xb2 ♔g8 61.f6 ♖a8 62.♖e2 ♖f8 63.♖e8 ♖xe8 64.f7+ ♔f8 65.fxe8♕+ ♔xe8 66.♔f6, and mate follows soon as the g–♙ 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

Pos	Computer	Score/9
1	Tasc R30	7½
2	Resurrection Fruit 204MHz	6
3=	Fidelity Elite v11 72MHz Mephisto RISC 2 Mephisto Berlin Pro 68020	5½
6	Mephisto Genius 68030	4½
7=	Mephisto Magellan Novag Sapphire	4
9	Saitek SPARC 20MHz	1½
10	Mephisto Milano	1

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!

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ROUND 1

Hydra - Kasimzhanov (2670)
Round 1. Opening E92

1.d4 ♞f6 2.c4 g6 3.♞c3 ♝g7 4.e4 d6 5.♞f3 0-0 6.♝e2 e5 7.♝e3 ♞a6 8.0-0 c6 9.d5 ♞g4 10.♝g5 f6 11.♝h4 c5 12.♞e1 ♞h6 13.a3 ♝d7 14.♞d3 g5

The GMs discuss their prospects before the Match

14...♚h8 15.b4 g5 16.♝g3 f5 17.f3 f4 18.♝e1 1-0 Van Wely–Zude/Munich 1992

15.♝g3 ♛e7 16.f3 f5 17.♝f2 f4!

The blocked nature of the position and the GM's advance on the kingside looks promising

18.b4 b6 19.h3!? ♞f7 20.♜b1 h5! 21.♜b2 ♞h6 22.♝e1 ♝f6 23.♞f2 ♚h8 24.♛d3 ♜g8 25.♞b5

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...♜g6 26.♝d1

The GM is about to make a major decision. Thus far the ♖/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...♖ag8

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27.♘xa7 g4!

Breakthrough!?

28.fxg4 ♗h4 29.♘c6 ♕g7!

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.♔h1 hxg4 32.hxg4 what now?! Maybe 32...♔h7 and ♖h8 next, but White seems to me to be holding. If anything Black's ♔ is getting in the way of his own attack

31.♘xg4 ♘xg4 32.♗xg4 ♗xg4

33.♖xf4!?

Everyone expected 33.hxg4, probably

Hydra's 32 processors are in Abu Dhabi, but the moves are relayed to a laptop operated by Ulf Lorenz (left), here waiting for Kasimzhanov to make his move

followed by 33...♗g3 34.♖f3 ♖xg4 and then 35.♔f1=

33...♗h5 34.♕f1

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

34...♗g3?

34...♗f6 35.♖f5 ♕h6 36.♔h1 ♗g4! is close to equal in my view, White would probably play 37.♗d2

34...♖f6 35.♘xe5 (best) 35...dxe5 36.♗xe5 ♖gf8 37.♗xf6 ♖xf6 produces a seriously unbalanced material set–up, but probably almost equal chances. Of course the ♗ 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...♗g5! It is surprising, as it allows the threatened ♖f7, which the other ideas don't, but this is best. After 35.♖f7 ♖f6 36.♖xf6 ♕xf6 37.♕xf6+ ♗xf6, Black has a bishop for 3 pawns and maybe just a tiny advantage?! He's certainly not losing

35.♖f7! ♕h6 36.♗d2 ♗f4 37.♗xf4 exf4 38.♖xf4 ♖g3?!

38...♕g7 was definitely the best chance, and maybe Kasim could have then played on a little longer. But even here 39.e5 ♖h6 (*39...dxe5 40.♖h4!*) 40.♖bf2 dxe5 41.♖e4! is clearly going to be winning for White]

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HYDRA, DEEP JUNIOR AND FRITZ CENTRINO VERSUS GMS PONOMARIOV, KHALIFMAN AND KASIMZHANOV...
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Fritz - Khalifman (2653)
Round 1. Opening C66

1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 d6 5.c3 ♗e7 6.0-0 0-0 7.♘bd2 a6 8.♗a4 b5 9.♗c2 ♖e8 10.♖e1 ♗f8 11.d4 h6 12.♘f1 ♗b7 13.♘g3 g6 14.a4 ♗g7 15.♗d3 bxa4

Or 15...exd4!? 16.axb5 axb5 17.♖xa8 ♕xa8 18.cxd4, and if Black lets the b–pawn go with 18...♘b4!? 19.♗xb5, then he plays19...♖b8 getting suitable pressure for the pawn

16.♕xa4 exd4 17.cxd4

Both players have ended up with isolated q–side pawns

17...♘d7 18.♗e3 ♘b6 19.♕b3 a5 20.♗b5 ♖f8 21.d5 ♘b4 22.♗d4 ♗xd4 23.♘xd4 ♗c8?!

Allows a White minor piece to infiltrate. Better was 23...♕e7

24.♘c6! ♘xc6 25.♗xc6 ♖a7 26.♘e2! ♗d7 27.♘d4 a4 28.♕d3 ♗c8 29.♕e3 ♔h7 30.f4 ♕e7 31.♕c3 ♕f6?

Inviting White's response. It would have been simpler just to go 31...♕d8 but Black's positon is very passive and is no fun to play

32.e5! dxe5 33.fxe5 ♕e7 34.♘b5!


Fritz dominates the game and is playing extremely well

34...♖a6 35.♖ad1

Here 35.d6! looks even stronger: 35...cxd6 36.exd6 ♕g5 37.♖e7!

35...a3 36.bxa3 ♖a4 37.d6 cxd6 38.♘xd6?!

It seems to me that 38.exd6 would have given Fritz a well protected and dangerous passed pawn: 38...♕g5 39.♖d4 ♗d7 40.♗xd7 ♖xd4 41.♘xd4 ♘xd7 42.♖e7 ♘c5 43.♕c4+−

38...♖a6! 39.♗b5 ♖a8 40.♕d4 ♕a7 41.♗c6 ♖b8 42.♖b1 ♗e6 43.♗b7 ♖xb7 44.♘xb7 ♕xb7 45.♖xb6 ♕a7 46.a4 ♖c8 47.♖b4 ♕a8 48.♕f2 ♖c3 49.♖f4
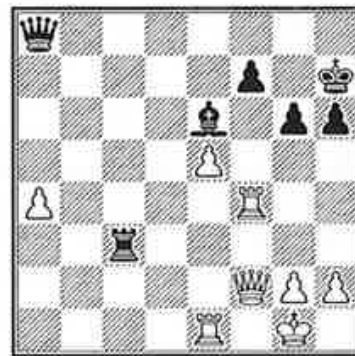
49...♕b7

Centralising with 49...♕d5 was better, especially as it stops a4–a5 for the moment

50.♖f1 ♔g7 51.a5!

This will settle it

51...♕c7 52.♕d4 ♔g8 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 Huebner amongst others, and scores 40% on my database. 8.♕e2 ♖e8 9.a4 seems to have been played once. 8.exd5 is top in the Fritz9 book, expecting 8...cxd5 9.♖e1=

8...♖e8 9.♕e1 a5 10.a4 b6 11.♘h4 ♘c5 12.f3?! g6 13.♖f2 ♖a7 14.♖e2 ♖ae7 15.♕f1

♘h5 16.♗h3 ♘e6 17.♘b3 ♖a7 18.♘g2 ♖c7 19.♗e3 ♘ef4

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

20.♗xf4?!

Was 20.gxf4!? better? 20...♗xh3 21.♗xb6 *(21.fxe5 ♗xe5 22.♗xb6 ♕b8 23.♗c7 ♗xc7∓)* 21...♘xf4 22.♗xa5 ♘xe2 23.♕xe2 d4?! 24.♗xc7 ♕xc7∓ and White has managed to reorganise a little

20...♗xh3 21.♗d2 f5!?

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

22.♕g1 fxe4 23.fxe4?!

Opening the f-file looks a bit dodgy, but 23.dxe4 ♖f7 24.♘e1 c5∓ wouldn't have turned out much better

23...♖f7! 24.♖f1 ♖xf1 25.♕xf1 ♗e7

25...♖f8!?

26.exd5 ♕xd5 27.♔g1 ♘f6 28.♕e1 ♘g4 29.♘e3 ♘xe3 30.♗xe3 ♖f8!

31.♖f2 ♖xf2 32.♕xf2 e4 33.♘c1 c5 34.b3 g5

34...♕h5! also looks very strong

35.c4 ♕c6 36.♘e2

Someone watching on the Internet suggested

Ponomariov to move in the 'must win' game against the relaxed Amir Ban's Deep Junior

36.d4?! but 36...cxd4 37.♗xd4 ♗c5! 38.♗xc5 bxc5. This threatens 39...e3 40.♕xe3 ♕g2 mate, so 39.♕d2 ♕f6 *(39...e3?? 40.♕d5+)* 40.♕d5+ ♔g7 41.♕d1 ♕b2 42.♘e2 e3! winning

36...exd3 37.♘c3 ♗d8 38.♘d5 ♕e6 39.♗d2 ♕e4 40.♘c3 ♕g4 41.♘d5 h5 42.♕e3 ♕d1+ 43.♗e1 ♔g7 44.♔f2 ♗g4

45.♗c3+?

Maybe 45.♗d2! was a fighting chance, then probably after 45...♕c2 46.h4!?

45...♔f7 46.♕d2?!

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

46...♕xd2+ 47.♗xd2 ♗d1!

Swapping the passed d-pawn for two others

48.♔e3 ♗xb3 49.♔xd3 ♗xa4 50.h4 gxh4 51.gxh4 ♗b3 52.♔c3 a4 53.♗g5 ♗xg5 54.hxg5 b5

Ponomariov may as well resign

55.♘f4 b4+ 56.♔b2 ♗xc4 57.♘xh5 a3+ 0-1

A disasterous 0-3 day for the GMs!

ROUND 2

We start with the 'Game of the Day' which astonishingly features TWO <u>major</u> 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...♘bd7?!

In the game won by Black, mentioned in prvious 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.♘gf3 ♕c7 13.♗a6 e4 14.♘g1 ♖b6 15.♖c1 ♘b8 16.♗e2 ♖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 ♖bc8 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 nullyfying 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...hxg3 32.fxg3 g5 33.g4 ♕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 e3/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
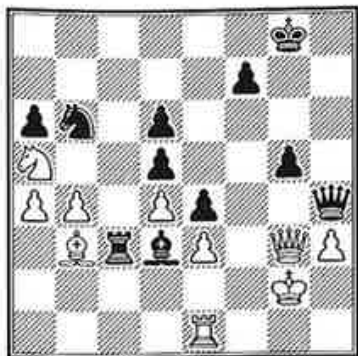
Various moves win quite easily for Black here, and you just don't expect a top PC program to blunder away such an easy point

39...♗c2?

Just 39...♕xg3+ 40.♔xg3 f5! 41.♔f2 f4 wins

Also 39...♔g7 40.♕xh4 gxh4 41.♔f2 ♘c4 wins, as does 39...♘c4 40.♕xh4 gxh4 41.♗d1 ♖a3-+.

Why did Fritz think ♗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.♕xh4, is back to nearly equal. Given a little longer they see that White might even be ahead!

The blunder was explained away by suggest-ing 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.♕xh4 gxh4 41.♖c1! ♖xb3?

It is possible that 41...♗xb3 42.♖xc3 ♗xa4 43.♘c6 ♔g7 would have kept Fritz in the game with slight drawing chances

42.♘xb3 ♗xb3
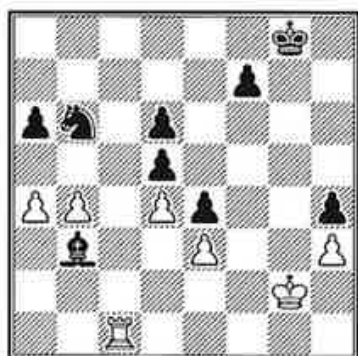
So the computer has 2 minor pieces and a pawn for a rook − definitely a good deal − but by now Fritz will certainly have worked out that there will be a passed pawn coming from White's ♙a4 and ♙b4 and it will be decisive
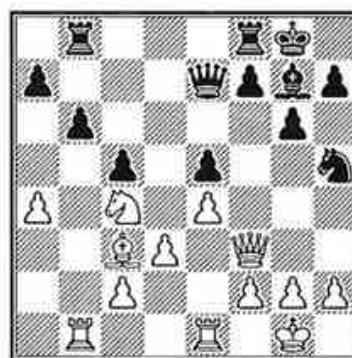
43.a5! ♘c4 44.b5 ♗a4

If 44...axb5 45.a6! ♘b6 46.♖c6 1-0

45.bxa6 ♗c6 46.a7 ♔g7 47.a6! ♗a8 48.♖b1 1-0

Ponomariov had a very big smile on his face after the game!

Kasimzhanov (2670) - Junior
Round 2. Opening B31

1.e4 c5 2.♘f3 ♘c6 3.♗b5 g6 4.0-0 ♗g7 5.♖e1 e5 6.♗xc6 dxc6 7.d3 ♗g4 8.♘bd2 ♘f6 9.♘c4 ♗xf3 10.♕xf3 ♕e7 11.a4 ♘h5 12.♗d2 0-0 13.♖ab1 b6 14.b4 cxb4 15.♗xb4 c5 16.♗c3 ♖ab8

White has a small advantage, but can make nothing of it. Perhaps ♖b5 ♖eb1 and then a later a5 would have given him some play on the queenside

17.♕g4 ♘f4 18.♗d2 ♘e6 19.♘e3 ♕d7 20.a5 bxa5 21.♗xa5 h5 22.♕d1 ♘f4 23.♖a1 ♖b7 24.♗c3 ♖fb8 25.♘c4 ♕e7 26.♗d2 ♘e6 27.h3 ♘d4 28.♗e3 ♔h7 29.♔h2 ♖d8 30.♔g1 ♖db8 31.♔h2 ½-½
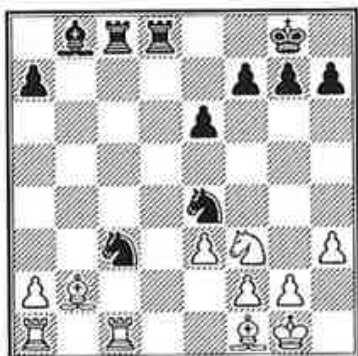
Khalifman (2653) - Hydra
Day 2. Opening D02

1.d4 d5 2.♘f3 c6 3.e3 ♘f6 4.♗d3?!

Very rare. 4.c4 ♗f5 5.♘c3 is the well known main line

4...♗g4 5.♘bd2 e6 6.c4 ♗d6 7.♕b3 b6 8.♕c2 ♘bd7 9.h3 ♗xf3 10.♘xf3 0-0 11.0-0 ♖c8 12.b3 c5 13.♗b2 b5 14.♕e2 bxc4 15.bxc4 cxd4 16.cxd5 ♘xd5 17.♘xd4 ♘c5 18.♗c4 ♗b8 19.♘f3 ♘e4 20.♕d3 ♘dc3 21.♖fc1 ♕xd3 22.♗xd3 ♖fd8 23.♗f1

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...f6 24.♖c2 ♘a4 25.♖xc8 ♖xc8 26.♖c1 ♖xc1 27.♗xc1 ♔f7 28.♗c4 ♗c7 29.♘d4 ♘ac5 30.♔f1 ♗b6 31.g4 ♔e7 32.♔g2 ♘d6 33.♗f1 e5 34.♘b5 ♘xb5 35.♗xb5 ♗a5 36.♗b2 ♔d6 37.♗c4 ♗b4 38.f4 ♘a4 39.♗c1 e4 40.♔f1 a5 41.h4 ½-½

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.♘d2 ♘f6 4.e5 ♘fd7 5.♗d3 c5 6.c3 ♘c6 7.♘e2 a5?!

This doesn't have a very good reputation. 7...cxd4 8.cxd4 f6 9.exf6 ♘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...cxd 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.♗c2 b5 10.b3 ♘b6 11.bxc4 bxc4 12.♖b1 ♔d7?!

Embarking on a strange castling method!

13.♘f4 ♔c7 14.♕f3 ♖b8 15.♘h5! ♕e7 16.♖e1 ♗a6 17.♕g3 g6 18.♘f6!
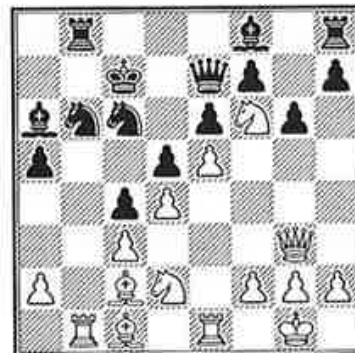
Hydra was masterful with the knights in his match against Adams, especially the gaining of outposts deep in enemy territory

18...♔b7?

Already the GM is severely limited in playable options, but this apparently completes his long-winded castling maneouvre.

However perhaps best was 18...♗g7 though Hydra can still build up an attack at its leisure, just 19.♘f3 h6 20.♘h4 would do quite nicely.

But now, unexpectedly, the roof caves in!

19.♘de4!

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...♔a7

The knight couldn't be taken: 19...dxe4? 20.d5! ♘xe5 21.♕xe5, and if 21...♕c7 (probably best) 22.♗f4 forces 22...♕xe5 23.♗xe5 ♗g7 24.♖xb6+! ♔xb6 25.♘d7+ ♔a7 26.♗xg7. With both rooks en pris Black isn't going to last for long

20.♘d6 ♘c8 21.♗a3 ♖xb1 22.♖xb1 ♘xd6 23.♗c5+! ♔a8 24.♗a4! ♗b7

25.exd6! ♕xf6 26.♗xc6 ♗xc6 27.d7!

Brilliant, White threatens ♕b8 mate. Still it seems Black can protect against both that and d8=♕ with one clever move

27...♗xc5!

Doesn't that solve it?

28.♕c7!

Unfortunately no. Now the ♗/c6 is en pris, and it can't move because of ♕b7 mate

28...e5?

28...♗b4 to block the b—file was the only chance, but even then 29.cxb4 ♕f5 (threat-ening ♕xb1 mate) 30.♕xc6+! ♔a7 31.♕c7+ ♔a8 32.♖e1 1-0

29.dxc5

Announcing mate in 6: 29.dxc5 ♗b5 30.♖xb5 ♕a6 31.d8♕+ ♖xd8 32.♕xd8+ ♕c8 33.♕xc8+ ♔a7 34.♖xa5# **1-0**

Pretty awesome stuff from Hydra.

Fritz - Kasimzhanov, Rustam (2670)
Round 3. Opening B12

1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♘c3 h5!?

4...e6 5.g4 ♗g6 6.♘ge2 c5 is the main line. The GMs have certainly been willing to experiment!

5.♗d3 ♗xd3 6.♕xd3 e6 7.♘f3 ♘h6 8.a4N

8.0-0 ♘f5 9.♘e2 ♗e7 has been played

8...♗e7 9.0-0 ♘f5 10.♘d1 ♘d7 11.♘e3 g6 12.a5 a6 13.c4 ♘h4 14.♘xh4 ♗xh4 15.b3 ♗e7 16.f4 ♖g8

Matthias Feist of ChessBase and Fritz takes a moment to admire the Fritz 'Turk' screen

17.♕e2

Fritz had the exciting 17.cxd5!? cxd5 18.f5 on its display for quite some time, and this looks pretty dangerous for Black. The operator Matthias Feist was quite disap—pointed when it finally chose the quieter ♕e2

17...f5 18.♗a3 ♗xa3 19.♖xa3 ♕e7 20.♖aa1 0-0-0 21.b4 dxc4 22.♘xc4 ♔b8 23.♖ac1 g5!
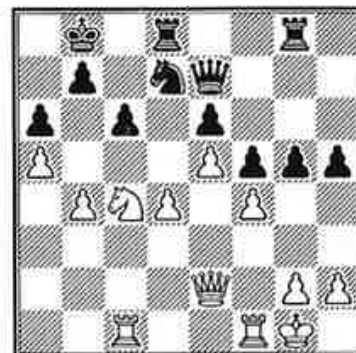
This looks like a promising counterattack!

24.♘d6 gxf4 25.♖c2 ♘f8 26.♕xh5 ♘g6 27.♕f3 ♘h4 28.♕xf4 ♖g4 29.♕h6 ♖dg8!

30.g3

30...罝xd4!?

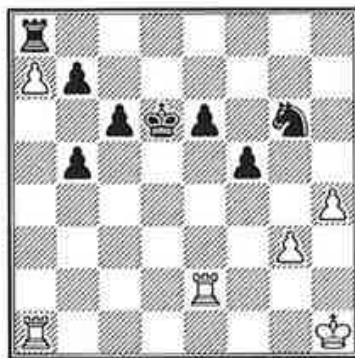Kasim is going for it! 30...包g6 was the safe move

31.豐e3 罝xb4 32.堂h1 包g6 33.豐a3 罝b5!? 34.包xb5 axb5 35.豐d6+ 豐xd6 36.exd6 堂c8 37.a6! 堂d7!

Not 37...bxa6? 38.罝xc6+! 堂d7 39.罝xa6 包e5 40.罝d1+−

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...罝a8 39.罝a1 堂xd6 40.罝d2+ 堂e7 41.罝e2 堂d6 42.h4!

Another passed pawn starts to rush up the board!

42...b4

And yet another, this time the other way!

43.h5 包f8 44.堂g2 c5! 45.罝b2

I think Fritz should have been trying to get its king more into the game here, maybe 堂f3

45...堂c6 46.h6 堂b5 47.g4 c4

What do readers think of 47...fxg4?! 48.堂g3 c4 49.罝f2 b3! 50.罝xf8 罝xf8 51.a8豐 罝xa8

52.罝xa8 b2 53.h7 b1豐 54.h8豐. Chess is an amazing game

48.gxf5 b3!

All my PC engines think that 48...c3 is the move here, but 49.罝e2 b3 50.fxe6 c2 51.罝e5+ and Black may still be in trouble

49.fxe6 包xe6 50.h7 包g5 51.h8皇 罝xh8 52.a8豐 罝xa8 53.罝xa8 包e6 54.罝h8

Here Fritz (and its tablebases) were showing 0.00 and sportingly, 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 unex−pected outcome from a game of high drama deserving more analysis than I've had time for. The drawing move is 48...包c5=. ½-½

Junior - Khalifman,Alexander (2653)
Round 3. Opening C90

1.e4 e5 2.包f3 包c6 3.皇b5 包f6 4.d3 d6 5.c3 皇e7 6.0-0 0-0 7.罝e1 a6 8.皇a4 b5 9.皇b3 包a5 10.皇c2 c5 11.包bd2 包c6 12.包f1 罝e8 13.包g3 皇f8 14.h3 g6 15.a3?!

Interesting. A new move as far as I can see, yet Junior has 皇e3, 包h2 and d4 in its commercial book, and not a3!

15...皇g7 16.皇e3 豐e7 17.b4!

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

17...皇b7 18.皇b3 h6 19.豐e2 堂h7 20.罝eb1 包b8 21.豐a2 罝f8 22.bxc5 dxc5 23.a4 包bd7 24.豐b2 皇c6 25.axb5 axb5 26.罝xa8 罝xa8 27.罝a1 罝xa1+ 28.豐xa1 c4 29.dxc4 bxc4 30.皇c2
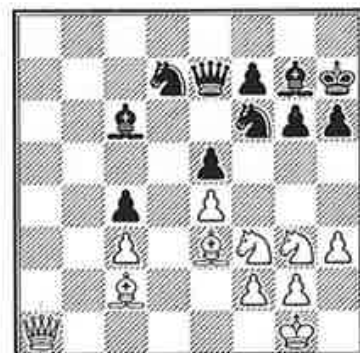
This looks like a draw. Khalifman has a touch more space, Junior a slight edge in mobility

30...♗f8 31.♕a6 ♕e6 32.♘d2! ♘c5 33.♕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

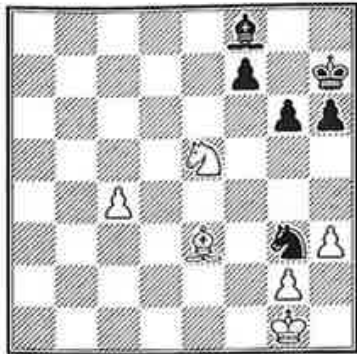**33...♕xc4 34.♘xc4 ♘cxe4 35.♘xe5 ♘xg3 36.fxg3 ♗e4 37.♗xe4 ♘xe4 38.c4 ♘xg3**

39.♘d7!

Winning an immediate pawn isn't quite as good: 39.♘xf7?! ♘f5 40.♗f2 ♔g7 41.♘e5 ♔f6 and now if 42.♘d7+ ♔e7 43.♘xf8 ♔xf8 White wont find it easy to cover the c–pawn's advance onto the white squares c6 and c8

39...♔g8?

39...♔g7 was significantly better to avoid the check and knight manouvre which White now finds. After ♔g7 best is probably 40.c5 but Black can play 40...♘f5 41.♗d2 f6 and the game isn't over by any means

40.♘f6+! ♔g7 41.♘e8+ ♔g8 42.c5! ♘f5

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

43.c6! ♘e7 44.c7

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

44...f5 45.♘d6 ♗g7 46.♔f2 ♗e5 47.c8♕+ ♘xc8 48.♘xc8
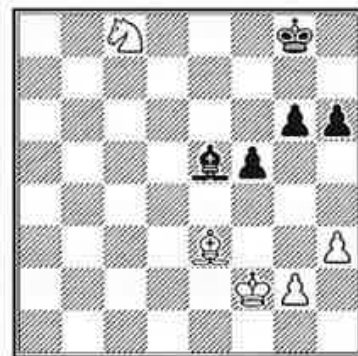
It is now a matter of technique and table–bases!

48...♔g7 49.♔e2 g5 50.♘e7 ♔f6 51.♘c6 ♗d6?!

51...f4!? 52.♗b6 ♔f5 was a better defense

52.♗d4+ ♔e6 53.♗g7 ♔f7 54.♗c3

Not 54.♗xh6? ♔g6 55.♘d4 (now if ♔xh6 ♘xf5+ forking ♔ and ♗) 55...♗b4 56.♗xg5 ♔xg5 and Black might draw this!

54...h5 55.♗b4 ♗c7 56.♘d4 ♔f6 57.♔d3 ♔e5 58.♗c3 ♔f6 59.♗d2 ♗b6 60.♔c4 f4 61.♔d5 ♗xd4 62.♔xd4 ♔f5 63.♗e1 g4 64.hxg4+ hxg4 65.♔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...♔e5 66.♗f2 ♔f5 67.♗d4 g3 68.♔e2 ♔g4 69.♗c3 f3+ 70.gxf3+ ♔f4 71.♗d2+ ♔e5 72.♔f1 etc. **1-0**

So now it's **Computers 6½ The GMs 2½**

The Match is won, but we'll have a look at the last 3 interesting games in our next Issue.

HIARCS 10 BETA GAMES AGAINST ZAPPA (THE COMPUTER WORLD CHAMP) AND A GM (FROM THE PAST) HENRIQUE MECKING

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 Shredder9, and were around equal with Fritz9 and Fruit2.21, 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 draw. Here is game 2:

Hiarcs10-beta - Zappa 2.0 x64

C42: Petroff Defence: 3 Nxe5

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.cxd5 cxd5 10.♘c3 ♘xc3 11.bxc3 ♗g4 12.♖b1 b6 13.♖b5 ♗c7 14.h3 a6 15.hxg4 axb5 16.♕c2 g6 17.♗xb5 ♕d6 18.a4 ♘c6 19.♕a2 ♖fc8

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

20...♕d7 21.g5 ♗b8 22.♖e1 ♗c7 23.c4 dxc4 24.♕xc4 ♗d6 25.♘d2 ♕c7?
25...♕b7!? is better, maintaining the ♖/♘–>♕ pin on the c–file: 26.♘e4 ♗e7±
26.♘e4!

26...♘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...♗e7 but 27.♗f4! ♕b7 28.♕d5+–

27.♕xc7! ♗xc7 28.♘f6+ ♔g7 29.♗b2! ♗d6 30.♖b1 ♘c2 31.d5 ♗a3
Not 31...♗c5? 32.♘d7+! ♔g8 33.♖d1

32.♗e5 ♗c5 33.♖d1
The advance d6 is now nicely prepared

33...♘a3 34.d6 ♘xb5 35.axb5 ♖d8 36.♔g2 h5?!
A counterthreat with 36...♖a2 was the best try, though I guess 37.♘d7+ ♔g8 38.♘xc5 bxc5 39.b6! wins easily enough

37.gxh6+ ♔xh6 38.♖h1+!

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

38...♔g5 39.g4
Threatening f4 mate

39...♖a4 40.♔g3 ♖xg4+
Pretty much forced

41.♘xg4 ♔f5 42.♘h6+ ♔e6 43.♖e1 ♔d5
Or 43...♔d7 44.♗f4 ♖e8 and now another

swing of the rook 45.♖a1!

44.♘xf7 ♖d7 45.♘g5 ♗b4 46.♖b1 ♔xe5 47.♖xb4 ♖a7 48.♖a4 ♖xa4

Avoiding the exchange with 48...♖b7 is of no use after 49.♖a1 ♔xd6 50.♖d1+ ♔c5 51.♘e4+. Now not ♔xb5 because of the fork ♘d6+, so 51...♔b4 52.♖b1+ ♔a4 53.♘c3+ ♔a5, and here the White king and f/pawn advance up the kingside to win

49.d7 ♖a8 50.♘f7+ ♔d4 51.d8♕+ ♖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 ♘f6 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 ♘xc5 10.♕d4 ♕xd4 11.exd4 ♘ce4 12.♘xe4 ♘xe4 13.♗d3 ♘xd2 14.♔xd2 f6 15.♖hc1 ♗d7 16.♗e4 ♗d6 17.g3 ♖b8 18.♘e1 g5 19.♘d3 b6 20.a3 ♔f7

There is no point in castling at this stage

21.♔e3 a5 22.f4 gxf4+ 23.♘xf4 ♖bc8 24.♖ab1 ♖hg8 25.♗f3 ♔e7 26.♗b7 ♖xc1 27.♖xc1 ♖g5

28.♗f3?!
The first small mistake as the ♗ for ♘ exchange actually gives Black a slight initiative. 28.♗e4 ♖b5 29.♖c2 ♖b3+ 30.♘d3! looks very equal to me

28...♗xf4+! 29.♔xf4 ♖f5+ 30.♔e3 ♖b5!
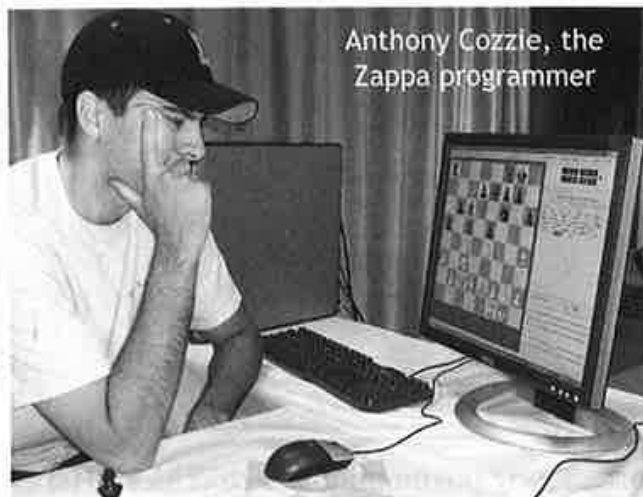
31.♖c2 ♖b3+ 32.♔f2 ♖d3 33.♗e4 ♖xd4 34.♔e3 e5 35.♗xh7 f5! 36.♖c7
Zappa has its eyes on winning a pawn, but it allows Hiarcs time to manouvre nicely on the kingside and, in only a few moves, seriously damage the prospects of White's two pieces

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 ♖xh2 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.♔c3?
Correct king positioning can be critical. Here 51.♔d4 ♖d2+ 52.♔e3 ♖d3+ 53.♔e2 ♖g3 54.a6! ♖xg4 55.a7 ♖g7 56.♖a4 ♗a8 57.♔e3 would have made life harder for Hiarcs. But it should still be a Black win: ♖g4+ stops the e–pawn being taken as things stand

51...e3!
Nothing can help White now, apart from a blunder from Black. It doesn't happen

52.♔d3 e2 53.♔d2 ♔e5 54.♖b5
54.a6 is met by 54...♗f3! 55.♖b5+ ♔f4 56.♖h5! ♖f2!

54...♔d4 55.b3 ♗f3 56.♖b4+ ♔d5 57.♖b5+ ♔c6 58.♖h5
In our previous line the rook on h5 couldn't be taken, but now that Black's ♔ is on c6, covering the a–pawn, of course it can

58...♖xh5 59.gxh5 ♗xh5 60.b4 ♔b5

with a Black mate announcement, m/18.
We'll just see quickly how that goes:
60...♔b5 61.♔e1 ♗g4 62.♔d2 ♗f3 *(not 62...♔xb4?? 63.a6 ♗f3 64.a7 ♔c5 65.a8♕ ♗xa8 66.♔xe2 draw)* 63.♔e1 ♔xb4 64.a6 ♔c3! 65.a7 ♔d3 etc. **0-1**

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

Mark Uniacke,
the Hiarcs
programmer

Hiarcs	½	1	1	½	½	1	½	0	½	½	6
Zappa	½	0	0	½	½	0	½	1	½	½	4

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:

Hiarcs 10–beta GM H Mecking

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.a3 ♗xc3+ 5.bxc3 0-0 6.f3 d6 7.e4 e5 8.♗d3 c5 9.♘e2 ♘c6 10.♗e3?!
The Hiarcs book used in this match had run out here! 10.0-0 ♘e8 11.♗e3 is theory and now in the commercial version! **10...b6 11.0-0 h6 12.♕d2 ♘a5 13.♖ad1 ♗a6 14.♕c1 ♕e8 15.♘g3 ♗c8**

16.♗xh6! gxh6 17.♕xh6 ♕e7?? While this protects the ♘/f6, the ♕ herself is loose. 17...♕d8 18.♕g5+ ♔h8 19.♕h4+ and the difference is that Black can now play ♘h7 because the ♕ is protected by the ♖/f8 **18.♕g5+ ♔h8 19.♕h4+ ♔g7 20.♘h5+ ♔g6 21.f4! ♘g8 22.f5+** *announcing mate in 8* **1-0**

25TH OPEN DUTCH COMPUTER CHESS CHAMPIONSHIP

The 25th. OPEN DUTCH 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 Zzzzzz - were all on some pretty fast stuff, with Fruit and Deep Sjeng at about ½ 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

1.e4 c5 2.♘c3 d6 3.♘ge2 ♘f6 4.d4 cxd4 5.♘xd4 a6 6.♗e3 e5 7.♘b3 ♗e6 8.f3 ♘bd7 9.g4 b5 10.g5 b4 11.♘d5 ♘xd5 12.exd5 ♗f5 13.♗d3 ♗xd3 14.♕xd3 ♗e7 15.♖g1 0-0 16.0-0-0 a5 17.♘d2 a4 18.♘e4 ♕c7 19.h4 b3 20.axb3 axb3 21.♕xb3 ♖fb8 22.♕c3 ♕b7 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.b3 ♖c8 24.♕b2 ♘b6 25.♗xb6 ♕xb6 26.♖ge1 ♖a5 27.♔b1 ♕a7 28.c4 ♖a8 29.♘c3 f5 30.f4 e4 31.♖e2 ♗d8 32.♘b5 ♕a6 33.♘c3 h5?! 34.♘a4 ♖b8 35.♘c3 ♗b6 36.♘b5 Fruit can do little other than shuffle the knight − his rooks are still not organised to help the defence of the a/b files **36...♖a8 37.♘c3 ♖a3 38.♔c2 ♕a5 39.♖ee1 ♗f2 40.♖f1 ♗c5 41.♖h1 ♗b4! 42.♘a4 ♕a7**

The threat of ♕f2+ finishes the game **43.c5 ♗xc5 44.♖a1 ♖xa1 45.♕xa1 ♗d4 46.♕a2 ♕b7 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 round5, 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 ♕xd5 3.♘c3 ♕a5 4.d4 e6
4...♘f6 is the best theory line and, surprisingly, has

a decent record. White scores 57% with 5.♘f3 c6 6.♗c4 ♗f5 7.♗d2 **5.♘f3 ♘d7 6.♗d3 ♗b4 7.0-0 ♗xc3?!** 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 ♕xc3 9.♗d2 ♕b2?!** 9...♕a3 10.♗f4 ♘gf6 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 ♕xa2 14.♕e2** You'll not believe what Usurpator plays next! **14...♕xb1??** Even 14...♘df6 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 ♘f6 3.c4 c6 4.♘c3 dxc4 5.a4 ♗f5 6.♘e5 ♘bd7 7.♘xc4 ♘b6 8.♘e5 a5 9.f3 ♘fd7 10.♘xd7 ♘xd7 11.e4 ♗g6 12.♗e3 e6 13.♗e2 ♗b4 14.0-0 0-0 15.♖c1 15.♕b3 ♕c7 16.♖ac1 ♖fe8 is theory **15...♕c7 16.♔h1 ♖fe8 17.d5 ♖ad8 18.♘b5 ♕b8 19.dxc6 bxc6 20.♘d4 ♘e5 21.♕b3 c5**


The isolated pawn is a problem for Black **22.♘b5 h6?!** 22...♕c8 would save the c/♙, but perhaps Fruit didn't like the look of 23.♖fd1 ♖xd1+ 24.♖xd1 ♖d8 25.f4! **23.♗xc5 ♗xc5 24.♖xc5 ♖d2** Best, trying to create some counter chances **25.♖c2** Trying to stop them! **25...♖ed8 26.♕c3 ♖xc2 27.♕xc2.♕b6 28.♖d1!** Zappa does everything 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**

♗xf5 32.♘xf5 exf5 33.h3 g5 34.♗f1 ♔g7 35.♕b1 ♕f2 36.♕c1 ♔g6 37.♗b5 ♕d4 38.♕e1
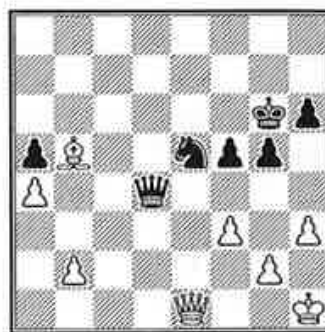
38...g4 Fruit must surely have been tempted by 38...♕xb2?! but 39.♗f1! *(not 39.♕xa5?! ♕c1+! 40.♔h2 ♕f4+ 41.♔g1 ♕d4+ 42.♔f1 ♔f6 and now Black has improved drawing chances)* 39...h5 40.♕xa5 is still good for White **39.fxg4 fxg4 40.♕xa5 gxh3 41.♕c3 ♕e4 42.♕d2 ♔h7 43.♕e2 hxg2+ 44.♔g1 ♕d5 45.♕c2+ ♔h8 46.♗e2 ♔g8 47.b3 ♔g7**
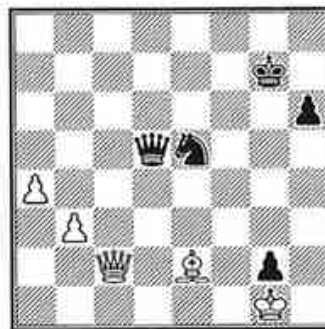
Can White win?! **48.♕f5! ♕d4+ 49.♔xg2 ♘g6 50.♕g4 ♕d5+ 51.♔f1 ♕h1+ 52.♔f2 ♕d5 53.b4 h5! 54.♕c4 ♕f5+ 55.♔e1 ♕e5?** Black's only hope was to continue with the checks: 55...♕b1+ 56.♔d2 ♕b2+ 57.♔e3 ♕e5+ 58.♔e4 ♕c3+ etc. **56.a5! h4 57.♕g4 h3?** 57...♕a1+ was a last try but with little hope now of saving the game **58.♕xh3 ♘f4 59.♕g4+ ♔h6 60.♕f3 ♔g7 61.b5! 1-0**

The end for FRUIT? Well unexpectedly DIEP 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 *SelSearch* 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.

Human/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. **1200**MHz, 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

Deep prog on 8xP4/2000	80
Deep prog on 4xP4/2000	60
Deep prog on 2xP4/2000	40
P4-Ath/2400 Centrino/2000	30
P4/1200	0
P3-K7/500	-60
PPro2-K6/300	-100
PPro2-K6/233	-120
Pent/200	-140
486DX4/100	-200
486/66	-240
386/33	-320

BCF	Engine	Elo	+/-	Games	Pos	vHumans/Games
271	Hiarcs 10	2772	18	666	1	
270	Fruit 2.21	2766	15	864	2	
270	Fritz 9	2760	16	837	3	2670/4
265	Shredder 9	2725	13	1190	4	2640/20
265	Shredder 8	2720	14	1029	5	2619/21
263	Shredder 7.04	2700	11	1668	6	2703/20
259	Junior 9	2679	11	1547	7	
259	Junior 8	2678	12	1481	8	2401/4
259	Fritz 8	2676	9	2592	9	2769/14
259	Fritz 7	2674	11	1587	10	
258	Hiarcs 9	2664	11	1723	11	
256	Chess Tiger 15	2647	11	1642	12	
256	Gambit Tiger 2	2646	11	1720	13	2542/2
255	Chess Tiger 14	2642	12	1315	14	2705/13
254	Shredder 6	2632	12	1316	15	2478/7
253	Fritz 6	2631	10	2081	16	2616/53
253	Hiarcs 8	2628	11	1642	17	2651/14
252	Junior 7	2622	12	1374	18	
252	Gandalf 6	2621	14	1091	19	2701/12
252	Gambit Tiger 1	2617	22	430	20	
251	Rebel Tiger 12	2611	15	872	21	
251	Junior 6	2606	10	1891	22	2621/22
250	Rebel Century 4	2602	21	480	23	2674/4
249	Hiarcs 7-DOS	2596	12	1397	24	
249	Hiarcs 732	2593	9	2347	25	2467/19
247	Shredder 5	2577	14	1018	26	2542/15
247	Shredder 4	2577	16	760	27	2600/15
247	Fritz 516	2576	12	1375	28	2513/6
246	Fritz 532	2575	12	1480	29	
246	Chessmaster 6000/7000	2574	24	353	30	2594/22
246	Nimzo 7	2569	13	1208	31	
246	Nimzo 8	2568	12	1326	32	
245	Rebel Century 3	2567	25	340	33	2655/6
245	Nimzo 98	2566	12	1308	34	2475/10
244	Junior 5	2556	11	1537	35	
244	Gandalf 5	2552	20	513	36	
243	Gandalf 4	2550	13	1147	37	
243	Hiarcs 6	2550	13	1207	38	2592/24
242	Nimzo 99	2539	14	1051	39	
242	Rebel 10	2539	25	333	40	2598/17
242	Rebel Century 1.2	2538	21	460	41	2592/43
242	SOS 4	2536	14	974	42	
242	Rebel 9	2538	14	1063	43	2677/14
242	Rebel 8	2538	19	549	44	
241	Goliath Light	2533	15	846	45	
241	M Chess Pro 6	2533	17	712	46	2504/12
240	M Chess Pro 7	2525	14	1068	47	2600/2
240	Chess Genius 5	2525	13	1207	48	2459/6
239	Shredder 3	2518	33	193	49	2711/2
239	Shredder 2	2514	15	878	50	2218/6

DEDICATED CHESS COMPUTER RATINGS

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2351	Novag Emerald Classic+Amber	1954	Novag Jade1+Zircon1	1760
Mephisto London 68030	2314	Novag Jade2+Zircon2	1954	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephsto Montreal+Roma68000	1953	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1948	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2275	Mephisto Academy/5	1940	Kasparov A/4 module	1740
Mephisto Lyon 68030	2270	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2269	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2260	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2253	Kasparov Maestro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2249	Fidelity 68000 Mach2C	1917	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2245	Kasparov Explorer	1908	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2243	Kasparov Barracuda+Centurion	1908	Fidelity Prestige+Elite A	1688
Meph RISC1	2231	Kasparov GK2000+Executive	1908	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2220	Kasparov AdvTravel+Bravo	1908	Fidelity Sensory 12	1682
Kasparov SPARC/20	2217	Mephisto MM4	1903	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2197	Mephisto Modena	1900	Meph Chess School+Europa	1664
Mephisto London 68020/12	2193	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2184	Novag Ruby+Emerald	1890	Novag Quattro	1652
Fidelity Elite 68040v10	2181	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2165	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2160	Fidelity 68000 Mach2A	1883	Fidelity Elite B	1638
Mephisto Portorose 68020	2143	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2138	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2130	Kasparov Travel Champion	1872	Mephisto Mondial1	1598
Mephisto Berlin 68000	2125	Mephisto Monte Carlo	1872	Novag Constellation/2	1594
Fidelity Elite 68030v9	2119	Conchess Plymate Victoria/5.5	1870	CXG Super Enterprise	1589
Mephisto Vancouver 68000	2117	CXG Sphinx Galaxy	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1858	Kasparov Maestro touch screen	1560
Mephisto Master+Senator	2099	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2099	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2089	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1526
Mephisto MM4/Turbo18	2089	Fidelity 68000 Club B	1845	Kasparov Cavalier	1566
Mephisto Portorose 68000	2086	Novag Expert/5	1844	Chess 2001	1500
Fid Mach4+Des2325+68020v7	2075	Novag Super Forte+Expert A/5	1835	Novag Mentor16+Amigo	1497
Fidelity Elite 2x68000v5	2056	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2044	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1831	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1827	SciSys Superstar original	1475
Kasparov Brute Force	2026	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2010	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1992	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1992	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Kasparov Cosmos+Expert	1992	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1992	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1986	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1985	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1980	Novag Expert/4	1792	CXG Enterprise+Star Chess	1260
Mephisto MM5	1969	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto Polgar/5	1968	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Mondial 68000XL	1965	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1965	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Milano	1956	Fidelity Elite C	1778	Novag Savant	1100
Novag Obsidian+StarRuby	1954	Fidelity Elegance	1764	Boris2.5	1060