Selective Search 123
THE COMPUTER CHESS MAGAZINE

Est. 1985

Editor: Eric Hallsworth

Apr-May 2006

£3.95
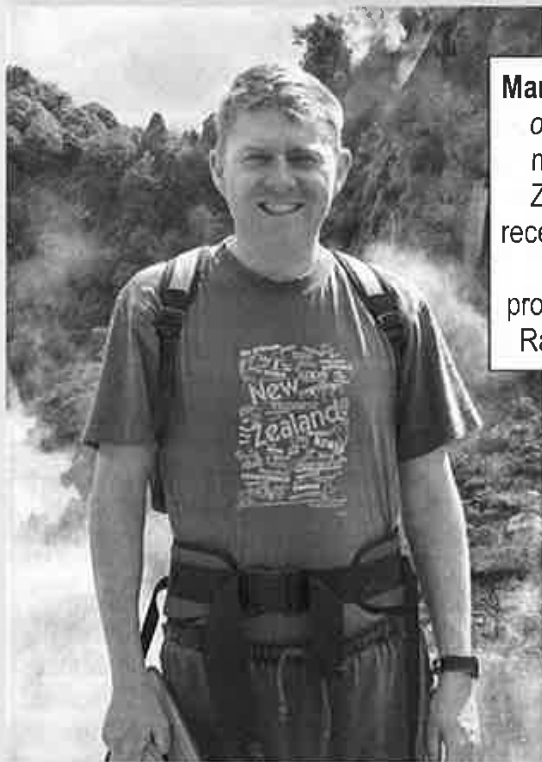
Mark Uniacke *'on top of the world'* on a mountain in New Zealand during a recent family holiday - his **Hiarcs 10** program still tops our Rating List as well!

- **SUBSCRIBE NOW** to get a REGULAR COPY of the LATEST ISSUE and RATING LIST mailed to you as soon as it comes out!
- **£22** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£25**, elsewhere **£30**. For FOREIGN PAYMENTS CHEQUES must be in POUNDS STERLING, or (best for you) use a CREDIT CARD.
- **PUBLICATION DATES**: Feb, Apr, Jun, Aug, Oct, Dec.
- **ARTICLES, REVIEWS, or GAMES** sent in by Readers, Distributors, Programmers etc. are always welcome.

Visit the SELECTIVE SEARCH and COUNTRYWIDE web pages:
www.elhchess.demon.co.uk
Reviews, Photos, best possible U.K prices for all Computer Chess Products. Order Form, Credit Card facilities, etc.

CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

The **RATINGS** for these computers and PC 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 on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £4, table-top £6, software £2.

- **SPECIAL SUBSCRIBER OFFER: until end May...**
- **15% OFF** DEDICATED COMPUTER prices shown,
- and **10% OFF** ALL SOFTWARE prices shown.

.. but *please* mention *'SS'* when you order to remind us!

PORTABLE COMPUTERS [por]

Kasparov

ADVANCED TRAVEL (was BRAVO) £34.95 - plug-in set with Centurion program! 160 BCF. Scrolling info display. Amazing value!

MAESTRO touch screen travel £49.95 - new version of the Cosmic/Touch Screen, great product, incl. Leatherette cover. Backlight switch on side for easy operation when needed. Decent chess, est'd 130 BCF

EXPERT £99.95 - replaces COSMOS - great value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system.

Novag

STAR RUBY £79.95 - 165 BCF program in touch screen style with stylus, and secure screen cover. Batteries only, excellent pocket portable

STAR SAPPHIRE £179.95 - the long-awaited and very strong 200 BCF touch screen model. Fits just nicely in the pocket in its pouch carry case with pen. Only a few left and wont be replaced!

TABLE-TOP PRESS SENSORY [ps]

EXPLORER £49.95 - excellent value, neat design. Batteries only, with info display and 160 BCF program

Kasparov - the price for these 3 incl. adaptor!

CHALLENGER £69.95 - Cougar '2100' program in newly designed board, a v.good value-for-money buy

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

MASTER £139.95 - the Milano Pro program + features, in attractive 13"x10" 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

STAR DIAMOND £199.95 - brilliant, strong 9"x9" play area 200 BCF model. Hash-tables + big Opening Book + includes nice carry case

AUTO SENSORY [as]

Excalibur

GRANDMASTER £199.95 - big 2" squares, 4" king! With green/white vinyl board in USA tournament style. Full auto-sensory surface. Looks great! Plays to 150 BCF. Display at both ends of board

Mephisto

EXCLUSIVE - All wood board 15"x15" and nicely carved wood, felted pieces. Superb to play on, display for user-selectable info
- With 190 BCF **SENATOR** (Master) program **£449**
- *ONE* only with 205 BCF **MAGELLAN** program **£699**

PC PROGRAMS from CHESSBASE on CD

All run INDEPENDENTLY + will also analyse within ChessBase8/9. Great graphics, big databases + opening books, analysis, printing, max features.
BUY ANY 2 items from this ChessBase section, and deduct £5, buy ANY 3 and deduct £12.50 !

FRITZ 9 £39.95 - by Franz Morsch. Extra chess knowledge for real top strength - a beautiful program! Superb Interface, 'net connection, terrific Graphics. Excellent in both analysis and play, game/diagram printing. Good hobby levels, set your own Elo, many helpful features and includes 1 million Games database + three Chess Media video training excerpts, and Beginners Course!

DEEP FRITZ 8 £75 - probably the top program for single, dual & quad processors. Earlier engine drew 4-4 with *Kramnik*!

JUNIOR 9 £39.95 - an updated version of the engine which drew 3-3 with *Kasparov*. Is very potent and aggressive, also highly suited to computer v computer chess. The nearest you'll get to Tal on your computer!

DEEP JUNIOR 9 £75 for dual & single PCs!

HIARCS 10 £39.95 - Mark Uniacke's latest version. Simply outstanding: knowledge packed yet searching deeper+stronger than ever! All the latest superb *ChessBase* features + Opening Book by Eric Hallsworth.

SHREDDER 9 £39.95 - Meyer-Kahlen's latest in its great ChessBase Interface. Feature-packed & knowledge-based playing stylish chess. Plus the usual big Opening Book and Games Database

CHESS TIGER 15 £39.95 - the *ChessBase* version gives compatibility with other *ChessBase* products, which the Lokasoft version doesn't. Same strong Tiger program, playing style settings include Gambit etc. Jeroen Noomens quality opening book, and CD also includes main 4 piece Tablebases

POWERBOOKS DVD £39.95 - turn your *ChessBase* playing engine into an **openings expert**! 20 million opening positions + 1 million games!!

ENDGAME TURBO DVDs, set 2 or 3 £39.95 - turn your *ChessBase* playing engine into an **endgame expert** with this 4/9 dvd Nalimov tablebase set!

PC DATABASES on CD

CHESSBASE 9.0 DVD for Windows £99.95 *!!*
The most popular and best Games Database system, with the top features. 2.8 million games, players encyclopaedia, multimedia presentations, fast search trees, opening reports + statistics, embed notes, engine analysis, superb printing facilities and much more, incl. recent ChessBase CD magazines & a multimedia CD!

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

Welcome to another new issue of **Selective Search**... 123! 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 that you will receive of 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!

NEWS

I am glad to say that some of the fuss about **Rybka** has finally died down. Perhaps folk like me who paid, and were promised a finished version in February, have got fed up of having to download interminable 'upgrades' only now to be told that the final 1.2 version wont be out until May! As I write (March 22nd) version 1.1 has just been released!

Also when Jeroen Noomens' Opening Book (in *ChessBase* only format?!) appeared for it, we were all then expected to download a 41MB file (!) and told there might be changes to that in due course, requiring further downloads. For those who see it through to the end I reckon it will be the most expensive piece of chess software *ever*!

If you've not got it already and still want to, then go to

- **www.rybkachess.com**

From there you can now download the original beta version for free, or pay and download the latest beta version and be given the option to download the 41MB Opening Book.

But do again please remember that, as it's a UCI engine, **Rybka** will NOT run unless you have a ChessBase program or Arena or Winboard or something to run it in!

RESULTS SECTION

More results have come in, showing how **Rybka**, our *SelSearch 122* top-rater **Hiarcs 10**, and the new **Fritz 9** and **Fruit 2.21** are

doing, and these follow. However there are so many other things going on - and some important chess games to cover - that I am trying to minimise the RESULTS section this time so as to get everything else in!

Latest CEGT 40/40 Rating List

Pos	Engine	Rating
1	RYBKA 1.01-13B	2871
2	FRUIT 2.21	2785
3	FRITZ 9	2783
4	HIARCS 10 HM=ON	2774
5	TOGA II 1.1A	2772
6	SHREDDER 9	2756
7	GAMBIT FRUIT 1.04BX	2755
8	THINKER 5.0B	2730
9	SPIKE 1.1	2721
10	FRITZ 8 BILBAO	2721
11	SMARTHINK 1.00	2709
12	KTULU 7.5	2700
13	CHESSMASTER 10000	2696
14	JUNIOR 9	2693
15	HIARCS 8 BAREEV	2687

The ratings in the CEGT table are about 25 Elo higher than *Selective Search* figures.

A 64-bit version of Rybka1-13d is also shown at an astonishing 2914 Elo. This is about 60 Elo higher Kasparov at his best, surely that's not right... in fact I think we will find the Rybka ratings are all too high, probably due to the limited 5 move Openings the programs have to play with ?!

Others of interest:

Hiarcs9	2680
ChessTiger15	2672
Gandalf6	2666
Ruffian1.05	2659
Ruffian2	2654
ProDeo1.1	2647
Deep Sjeng	2609
Zappa 1.1	2606

It is worth comparing the above with another

new Rating List I have come across, as it also uses the same time control but a different set of Openings and, so far, not as many engines are involved:

Computer Schach2 - BFF-Liste (40/40)

Pos	Engine	Rating
1	HIARCS 10 HM=ON	2770
2	FRUIT 2.21	2768
3	TOGA 2.1.1A	2754
4	SHREDDER 9	2728
5	FRITZ 9	2726
6	SPIKE 1.1	2709
	etc....	

Incidentally hm=ON activates the Hypermodern setting in Hiarcs. This is what we used with Hiarcs8 against Bareev, and there's quite a few folk believe it gives Hiarcs a few extra Elo. Obviously we tested it <u>thoroughly</u> prior to release, and our results at a wide range of time controls indicated that the default setting was fractionally better. But the gap was so tiny maybe we were wrong!

SSDF (Sweden) Ratings: 40/2 Time Control!

The Ratings we showed from the popular and valuable **SSDF Rating List** in our last issue came out when **Hiarcs 10** had only just reached them.

However their latest list is an update with Mark Uniacke's new program now included, and it just failed to replace **Fruit** in top place! Also I note that **Fritz** and **Shredder** have changed places here with Fritz having dropped a few points from past time.

I may be wrong, but I don't think the SSDF is too impressed with the way **Rybka** is being promoted and sold.

I'm sure programmer Vasik Rajlich hoped that the Opening Book (by Jeroen Noomens, ex Rebel), which you can now download to go with it, would persuade them to start testing his latest beta version.

Whatever, the SSDF seem to have decided to wait until it's a finished release rather than test lots of beta versions. Even then it sounds as if they question whether it is right for an independ <u>uci</u> engine to have a *'ChessBase'* format opening book when the sold product has nothing to do with *ChessBase* at all!

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 personally think it is hard to believe that Fruit - or for that matter Hiarcs - on a P4/1200, is as strong as Kasparov was at the height of his powers, but maybe I'm wrong.

SSDF Rating List 40/2

Pos	Engine	Rating
1	FRUIT 2.2.1	2853
2	HIARCS 10 HM=ON	2845
3	SHREDDER 9 UCI	2815
4	FRITZ 9	2807
5	SHREDDER 8	2806
6	SHREDDER 7.04	2802
7	JUNIOR 9	2786
8	DEEP FRITZ 8	2782
9	JUNIOR 8	2767
10	SHREDDER 7	2767
11	DEEP FRITZ 7	2765
12	FRITZ 8	2752
13	DEEP JUNIOR 8	2750
14	FRITZ 7	2739
15	GANDALF 6	2738
16	HIARCS 9	2736
17	PRO DEO 1.1	2727
18	CHESS TIGER 2004	2725

So the *SSDF* and *CEGT 40/40* both have Fruit just ahead of Hiarcs10, but the *BFF Liste* and *SelSearch* have it the other way round. Either way they both edge Fritz9, but there's never more than a few points in it.

Note that there are also indications in *some* of these lists that Fritz9 might not be as strong as first thought and could be dropping just below Shredder9! Even at the lower figures it is still some 50 Elo better than Fritz8!

CSS Rating List

The latest <u>C</u>omputer <u>S</u>chach & <u>S</u>piele Rating List is also of great interest. Whilst the SSDF

use a slower time control than anyone else (40/2), and CEGT use a sort of middle 40/40, the CSS testers use a fairly fast one, namely G/10mins+10secs.

It is useful to compare the differences and how they affect some programs!

'Hiarcs is back' was the header for the **CSS Rating List** posted on their website in early January. With a massive effort they had managed to play their 480 games and were the first to include **Hiarcs10**.

Since then they have also tested the **Spike1.1** upgrade (Spike1.0a Mainz was on 2704). Although the new version has jumped up in 5th. place, the top 4 placings are unchanged with **Fruit** holding on to top spot!

They have stated that they will test **Rybka** when version1.1 finally comes out, but there is no mention of **Toga** and I have no idea why they are not testing that at present.

CSS Rating List. G/10+10secs

Pos	Engine	Rating
1	FRUIT 2.21	2810
2	HIARCS 10	2797
3	FRITZ 9	2792
4	SHREDDER 9 UCI	2772
5	SPIKE 1.1	2740
6	SMARTHINK 1.00	2700
7	CHESS TIGER 15	2697
8	JUNIOR 9	2693
9	LOOP LIST 600	2689
10	KTULU 7.5	2686
11	PRO DEO 1.1	2667
12	GANDALF 6.0	2662
13	CHESSMASTER 10000	2660
14	GLAURUNG 1.0.1	2652
15	RUFFIAN 2.1	2647

OTHER RESULTS

RESULTS from Selective Search READERS

TONY SHERLOCK

When I made reference earlier to the fact that some of the lists were showing **Fritz9** to have dropped a little from its earliest results, I had **Tony** particularly in mind! He rang me after he received the last magazine issue to tell me that he just could not believe that Fritz9 was better than **Shredder9**. To support that he gave me his engine-engine score, all games played at 40/2 - a monumental effort Tony!

- Fritz9 73½ - 86½ Shredder9

I remember that another reader, **Paul Walsh**, used to play all his matches at 30/1hr or 40/2hr, and he also insisted that the Shredder7-8-9 versions were even stronger than the ratings! But because they were always top until recently, I guess we didn't worry about a few Elo too much!

I do believe that, in a match situation, Shredder9 is very hard to beat. But I also think that, due its more cautious, defensive playing style, however skilful, it probably doesn't beat some of the lesser programs as heavily as does Fritz9, and some big wins by Fritz9 against lower ranked opponents help it recover to a higher rating.

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 therefore get included in our **Rating List**.

For his last 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!?"

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

Frank Holt: G/1hr

Pos	Engine	Score/48
1	SHREDDER 9	33
2	TOGA 2.1	26
3	FRUIT 2.1	23½
4	SHREDDER 8	21½
5	ZAPPA 1.1	16

A few weeks ago **Frank** purchased Hiarcs10 and Fritz9 and is playing them in a new Tournament - alongside the original Rybka beta version. We'll look forward to that result for our next issue!

CARL BICKNELL

Carl's contributions have been missing for an issue or two, but he's just completed an Interview/Article with **Mark Uniacke** for *SelSearch* and has sent in two interesting **Tournament Results** for us:

Carl Bicknell. G/4+2

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

Carl Bicknell: G/5mins

Pos	Engine	Score/20
1	HIARCS 10	15
2	FRITZ 9	11
3	SHREDDER 9	10½
4	RYBKA BETA 1.13	9½
5=	CRAFTY 19.19 FRITZ 5.32	7

I think it is an interesting and useful idea of Carl's to include one or two 'weaker' opponents, so one can see how well the 'top' programs do in getting good wins against weaker opposition. The low position of Rybka was a bit of a surprise, but this was the last beta version before endgame coding and tablebases.

FORTHCOMING EVENTS!

COMPUTER CHESS WORLD CHAMPS!

The first details for the next **Computer Chess World Championships** have just been announced.

They will be held in **Torino, Italy** in conjunction with the 11th. Computer Olympiad (all sorts of other well-known and weird and wonderful games!), and co-ordinates with the human FIDE Chess Olympics also held in Torino between **May 25-June 4 2006**!

More news and details of entrants will follow next Issue or when available.

DEEP FRITZ V VLADIMIR KRAMNIK

The next $1million **Man v Machine** match is scheduled to take place between Nov 25 and Dec 5 later this year. It will be a 6 game match between **Kramnik** and **Deep Fritz**, and will be held in the *'very prestigious'* Art & Exhibition Hall in Bonn, Germany.

The *ChessBase* web site announces **Kramnik** as the *'human World Champion'*, which I think Topalov would strongly dispute as he recently won the official FIDE world Title crown in an Event which Kramnik chose not to play in!

They also announce **Deep Fritz** as *'the world's strongest chess program'* which a few other programs ahead of it, both in and not in the Rating Lists, would also no doubt dispute. Other than that everything's fine, and we look forward to the match!
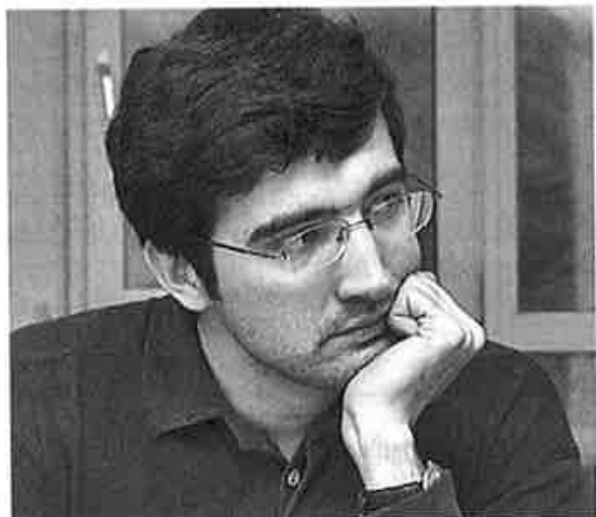
Kramnik, as I expect most readers know, has been unwell for some months with a serious, but not life-threatening, rheumatic disease.

Nevertheless he is now rumoured to be playing a World Championship *unification match* with Topalov in September before going on to meet Deep Fritz. Some comeback if it all happens!

Concerning computers Kramnik had this to say, *"For me playing the computer is a very serious challenge. I think that it is maybe one of the last opportunities for a human being to beat the machine. I consider the computer to be the favourite, and I mean in any match against any human being. They have really become incredibly strong. But we are still at a point in history where there is a chance".*

HYDRA V VESELIN TOPALOV

There are also strong rumours that the PAL Group representing the Abu Dhabi based **Hydra** team have offered $1million to (the real) current World Champion **Topalov** and challenged him to see if he can do any better than Mickey Adams did! Readers will recall that match went ½-5½.

That's all I know at present, but if Topalov has accepted, as I hear he has, then this also will be scheduled for the end of the year sometime. More a.s.a.p!

But talking of **Abu Dhabi** another rumour reaching me is that this is where **Rybka** might be headed!?

If so the *'scheduled for May 2006'* Rybka1.2 release might be the last one PC users get, and we'll see Hydra and Rybka compete head-to-head for the World's best but, for us, unavailable software+hardware combination.

I'll bet Chrilly Doninger's thrilled :-[]

VERY LATE NEWS FROM CEGT

CEGT are running a major **Knock-out Tournament** at Blitz **G/4**.

They started with 8 Groups of 10 Engines (all to be on single processors, but some were included in their 64-bit versions - we never quite seem to get a level playing field!).

It's an all-play-all with White and Black, so 20 games were played by every engine in each Group, and the **top 4** in each of those Groups progress into 2 new Divisions of 16 Engines each!

Those progressing from the 1st Group stages are:

Group A: **Rybka**13d/64 17½, **CM9000-Metallicus** 13½, **Pseudo**0.7c 10½, **Glaurung**1.0.2 10
Group B: **Hiarcs**10 15, **GambitTiger**2 14½, **LoopList**600 13, **ProDeo**1.1 13
Group C: **Fruit**2.21 15, **Pepito**1.59 12, **Aristarch**4.51 11½, **SlowChessBlitz**WV2 11
Group D: **ChessTiger**15 14½, **Gandalf**6.01 13½, **Spike**1.1 12½, **CraftyCito**1.4.3/64 12
Group E: **Toga**1.1a/64 14½, **Movei**00.8.352 12½, **Ktulu**7.5 11½, **Thinker**4.7a 11½
Group F: **Fritz**9 14½, **Naum**1.91/64 14, **CM9000-Pestilence** 11½, **Nimzo**8y14 11
Group G: **Ruffian**2.1.0 13½, **Junior**9 13, **SmarThink**1.0/64 11, **Jonny**2.89 10½
Group H: **Shredder**9.1 16, **Zappa**1.1/64 10½, **DeepSjeng**1.6 10½, **Scorpio**1.7 10

4 versions of ChessMaster 9000, each with different Preference settings, were allowed to enter after they had had their own knockout. Two got through the 1st. Group stages and two didn't.

Others amongst those failing to qualify were:
SOS5.1, TheBaron1.7, CometB69, Tao5.7, Yace0.99, Phalanx22, Zarkov4.86, Delfi4.6, Pharaon3.3, Ikarus0.18, Nimzo2000

PLANNED FOR THE NEXT ISSUE !

- **Frank HOLT's** very latest results arrived just after I'd finished the NEWS. Tournaments include Fritz9, Hiarcs10, Toga2, Shredder9 etc.
- More games **Excalibur Grandmaster** from Pete BILSON still planned
- **Tony KOSTEN** partnered **Hiarcs10** in a recent Internet event - we're trying to persuade him to do a little report for us!
- **Jim CROMPTON's** match between Star Diamond v RISC 2500, a tough one.
- **Hydra v Nickel**. We looked at this in issue 122, page 33. A few more moves have been played so we'll catch up next time!

... and who knows what else? We *never* get it all in, but honestly *we always do our best!*

12TH GEBRUIKERS, WINTER 2005: MAN v (DEDICATED) MACHINE!

As with our main **Gebruikers** report elsewhere, the fact that **Rob van Son** was not present at the Winter event means that I am unable to provide the usual coverage. As however I already know, at the time of writing this intro, that *SelS123* will be *packed*, maybe the fact that I don't have all of the games and photos is for the best. Whatever Rob, we do miss you - make sure you go next time!

Even more embarrassingly the only 3 games I've managed to retrieve from the Gebruikers website were wins by the computers. Anyway, here goes!

R Hylkema (1950) - Meph Montreux

D00: 1 d4 d5: Unusual lines

1.d4 d5 2.♗g5 f6 3.♗h4 ♘c6 4.e3 e5

Michael Adams once played 4...♘h6 here, against van Wely in 1997

5.♗b5 exd4 6.exd4 ♗d6N

Here 6...a6 and 6...♘ge7 have been played

7.c3

I noticed 7.♕h5+!? which would mess up Black's king position somewhat

7...♕e7+ 8.♘e2 ♕e4 9.♗g3 ♗xg3 10.hxg3 ♕xg2 11.♖g1 ♕h2 12.♘d2 ♘ge7 13.♘f1 ♕h6 14.♘e3 0-0 15.♗d3?!

15.♘f4 ♖d8 16.♕f3 looks better

15...♖d8 16.♕c2 f5 17.0-0-0 ♕f6 18.g4! fxg4?!

18...f4 19.g5 ♕d6 20.♗xh7+ ♔f7 is better and, after 21.♘f5 ♘xf5 22.♗xf5 f3, the game is quite tense!

19.♗xh7+ ♔h8

20.♖h1!

20.♘xg4? is no good because of 20...♗xg4 21.♖xg4 ♕h6+ 22.♘f4 (if *22.♔b1* the ♗/h7 is lost) 22...♖f8!

20...g6?

This really should have cost the Montreux the game! Only 20...♖d6 offered some hope to Black, though it is still difficult after 21.♖dg1!

21.♗xg6+ ♔g8 22.♗h7+ ♔f8 23.♘g3 ♗e6 24.♘gf5 ♘xf5

Rather peculiarly Rybka here thought this to be a quite serious blunder, and instead suggested 24...♔f7?! However now it recommended 25.♔b1? as best for White, whereas surely with 25.♖h5! ♗xf5 26.♘xf5 White would be well in control

25.♗xf5

This is much better than 25.♘xf5?! ♘e7 26.♘g3 when, with 26...♗f7 Black might have got back into the game

25...♗xf5 26.♘xf5 ♖d7 27.♖h5 ♖e8 28.♖dh1 ♘e7

29.♖h8+

Here 29.♖h7! was even stronger: 29...♕g5+ 30.♔b1. Now ♘h6 is threatened so Black is almost forced to play 30...♕xf5 31.♕xf5+ ♘xf5 when 32.♖xd7 followed by ♖xd5 gives White a big advantage. Nevertheless he's still winning after the move played!

29...♘g8 30.♔d1?

This I don't understand. Perhaps he was getting nervous, or maybe trying to play a non-move while he worked out how to pursue the attack. Anyway 30.♘e3! g3 31.♖1h6 had to be better

30...♖f7! 31.♖1h5 ♕a6
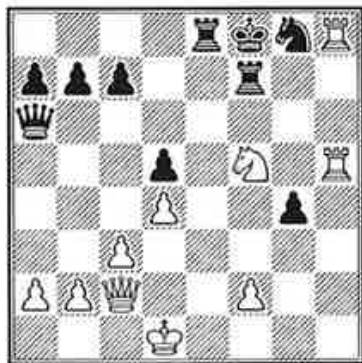
32.♘e3??

Very unfortunate, and obviously missing Black's killer reply! Correct was 32.♘g3 and after 32...♕f6 a little reorganisation with 33.♕d2 ♕g6 34.♔c1 ♖fe7 35.♕f4+·♖f7 36.♘f5 maintaining the pressure with a definite advantage

32...♖xe3!!

No doubt a nasty shock for Hylkema – Black simply removes the errant defender

33.c4

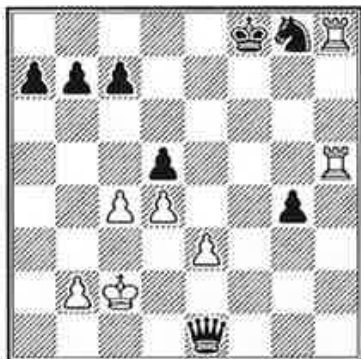Absolutely not 33.fxe3?? ♕f1+ 34.♔d2 ♖f2#

33...♕xa2 34.fxe3

Although in one sense it's game over, Black still has to be careful!

34...♕a1+

Grabbing the pawn would be a deadly mistake: 34...♕xc4?? 35.♖xg8+! ♔e7 36.♕xc4 dxc4 37.♖c5+− and now White has a rook for 2 pawns, which would soon become 1!

35.♔d2 ♖f2+ 36.♔c3 ♕e1+ 37.♔b3 ♖xc2 38.♔xc2

Two major blunders, one from each side, but the second one was White's and it's all over as Black starts to polish a few pawns off

38...♕e2+ 39.♔b1 ♕d3+ 40.♔a1 ♕f1+ 41.♔a2 ♕xc4+ 42.♔b1 ♕d3+ 43.♔a2 ♕xe3

44.♖h1 ♕xd4 45.♖f1+ ♔g7 46.♖hh1 ♘h6 47.♖c1 c6

White saw that 48.♖ce1 ♘f5 is hopeless and resigned. **0-1**

Leslie Tjoo (1826) - Mephisto Atlanta
C49: Four Knights: 4 Bb5 Bb4

1.♘c3 ♘f6 2.e4 e5 3.♘f3 ♘c6 4.♗b5 ♗b4 5.♗xc6 dxc6 6.♘xe5 ♕e7 7.f4 ♗xc3 8.bxc3 ♘xe4 9.♕f3 ♗f5 10.0-0 ♕c5+!?N

10...f6 11.♘d3 0-0 is theory, but the Atlanta's TN seems fine to me

11.♔h1 0-0 12.a4?!

12.d3 here instead of the next move was better, then if 12...♘xc3 13.d4! ♕xd4 14.♗b2 f6 15.♗xc3 ♕c5 16.♖fb1 fxe5 17.♗b4 ♕xc2 18.♗xf8 which might just favour White

12...♖fe8 13.d3 ♘xc3 14.♗e3?!

White's pawn sacrifice might have worked better if it had been followed by a line similar to that shown above: 14.d4!? ♕xd4 15.♗b2! f6 16.♗xc3 ♕c5. But now if 17.♖fb1 fxe5 Black's rook is still on e8, so ♗b4 wont work and 18.♖xb7 is the best he can try, but 18...♗g4! 19.♕xg4 ♕xc3 must be good for Black

14...♕b4 15.♗d2 ♕d4 16.♖a3 ♘d5 17.c3 ♕c5 18.♖b3 ♘b6

White is in some trouble and it is not easy to find a good move here. I've looked at:
19.♕h5 ♗e6 20.c4 but 20...f6!∓
And 19.c4?! f6 20.♘g4 and now 20...♕d6∓

19.♖a1? 19...f6! 20.♘g4 ♕d5

20...♗xg4! was even better: 21.♕xg4 ♕f2!

21.♕xd5+ cxd5 22.♘e3 ♗xd3 23.a5 ♘c4 24.♘xc4 dxc4 25.♖xb7 ♖e2

26.♗e1?

26.♖b2 was the only chance, then 26...♖ae8 27.♖g1 has a small chance of holding for a draw

26...♗e4! 27.♖xc7 ♖xg2!

Ow!

28.♖xc4 ♗f3

29.h4 ♖e8! and White has had it **0-1**

Berlin Pro - Van der Wosten (1857)

A30: Symm. English, Double Fianchetto/Hedgehog

1.c4 c5 2.♘f3 b6 3.d4 cxd4 4.♘xd4 ♗b7 5.f3 e6 6.e4 d6?!N

We are in rare territory. As far as I can see 6...♗c5 7.♘c3 ♘c6 is all that has been played before

7.♘c3 a6 8.♗d3 ♗e7 9.0-0 ♘d7 10.♗e3 ♘gf6 11.♕d2 ♕c7 12.b3 0-0 13.♖ad1 ♖ad8 14.♗c2 ♔h8 15.♘de2 ♖g8 16.♘g3 ♘c5 17.♗f4 ♘e8 18.♘ge2 ♗a8 19.♖fe1 ♗h4 20.♘g3 ♗e7 21.a3 ♘f6 22.b4 ♘b7 23.♗b3 ♘e8 24.♗e3 ♖b8

Black is trying to 'do nothing, but do it well' – a method which can work against Richard Lang's slightly passive programs – but der Wosten's position is so cramped it wouldn't be palatable for everyone

25.♘a4 b5 26.cxb5 axb5 27.♖c1 ♕d8 28.♘b6 ♗g5 29.♗xg5 ♕xb6+ 30.♗e3 ♕a6 31.a4!

A nice way to maintain the initiative

31...♘f6 32.a5 ♘d8 33.♗d4?!

33.♖c7! looked strong here, and if 33...♖b7 34.♖ec1!

33...e5 34.♗e3 ♘e6 35.♖ed1 ♖bd8 36.♗b6 ♖d7 37.♕a2 ♖e8?!

The best way to meet the attack was to allow the pawn to be taken with 37...♕b7! 38.♗xe6 fxe6 39.♕xe6 and now 39...d5! However this doesn't really get Black back into the game as the Computer has 40.exd5 ♖xd5 41.♖e1 with a clear advantage in material and pressure

38.♘f5! d5 39.exd5 ♘f4 40.d6

40...♕b7?

Black didn't need to prepare e4, he should have played it straight away: 40...e4 41.♕d2 ♘e6 but 42.fxe4 ♗xe4 43.♖f1! is still winning for White. Now Black's position collapses as White plays the killer move

41.♖c7! ♖xc7 42.dxc7 e4 43.♘d6

The best Black could try would be 43...exf3 44.♘xb7 ♘e2+ *(44...♗xb7?! 45.a6!)* 45.♔f2 ♘g4+ 46.♔xf3 ♘xh2+ but the knight checks can't last for ever! **1-0**

All the Results:

■ LUDDEN (2288)	½-½	POCKET FRITZ2
■ BLOK (2018)	½-½	POCKET CHESS TIGER
■ ROERING (2115)	½-½	TASC R30
■ VAN WIJK (2087)	1-0	BERLIN PRO 68020
■ HYLKEMA (1950)	0-1	MEPHISTO MONTREUX
■ VAN DER LEIJ (1918)	1-0	NOVAG DIAMOND
■ VAN PUTTEN (1920)	0-1	MEPHISTO MAGELLAN
■ DE KLEIJNEN (1834)	0-1	SAITEK RISC 2500
■ TJOO (1826)	0-1	MEPHISTO ATLANTA
■ VAN DER WOSTEN (1857)	0-1	BERLIN PRO 68020

MAN v MACHINE, Bilbao 2005: The FINAL GAMES!

Readers will recall that we left the Nov. 2005 **Man v Machine** with the **Computers** already guaranteed the win with a 6½-2½ lead and only 1 round to play.

Hydra and **Deep Junior** both had 2½/3 and the score for the GMs would have been worse if Ponomariov and Fritz hadn't swapped blunders in round 2, with Fritz unexpectedly making the last and therefore losing one!

But the GMs were still playing for pride! In our first game I have to say that the PC operators let us down. The players reached a blocked position by move 8 and, in reality, a draw by move 18. Yet the operators made Ponomariov play on to move 153 before agreeing the draw, and our diagrams show the central pawns were in exactly the same positions at the end as they were at move 8!
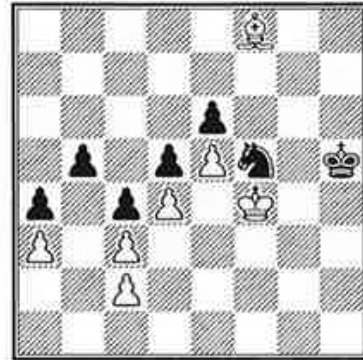
Deep Junior - Ponomariov, Ruslan

Man vs Machine, round 4

1.e4 e6 2.d4 d5 3.♘c3 ♗b4 4.e5 c5 5.a3 ♗xc3+ 6.bxc3 ♕a5 7.♗d2 ♕a4 8.♕b1 c4

An impatient Ponomariov in play against DJ

and 145 moves later...

Ponomariov studies his final game during dinner

Kasimdzhanov, Rustam - Hydra

Man vs Machine, round 4. A30: Symmetrical English: Double Fianchetto and Hedgehog

1.♘f3 ♘f6 2.c4 b6 3.g3 c5 4.♗g2 ♗b7 5.0-0 e6 6.♘c3 ♗e7 7.d4 cxd4 8.♕xd4 d6 9.♖d1 a6 10.b3 ♘bd7 11.e4 ♕c8 12.♕e3

Perfectly playable, though 12.♗b2 is better known

12...♕c7 13.♗b2 0-0 14.♘d4

Kasimdzhanov in play against Hydra on the final day

In these types of positions Black usually has a decent position if he can make the freeing break d5. So already that square is overprotected by both sides

14...♖ac8N

14...♖fe8 15.♖ac1 ♖ad8 *(15...♖ac8 is in Fritz)* 16.♖c2 ♕b8 was Valdes–Granados, 2001, ½-½

15.h3 ♖fe8 16.♖e1 ♗f8 17.♖ad1 ♕b8 18.♖e2 h6 19.♕d2 ♘c5

So e4 has become a focus of attention as part of the fight for d5

20.♖de1 ♕a8 21.♔h2 ♖ed8 22.♕e3 d5!

The Hydra team: Donninger, Lutz, Lorenz and a hardware rep

The ! is because the break is achieved. However Kasimdzhanov will get some attacking prospects on the kingside, but he will decide it is too risky to make a telling advance

23.cxd5 exd5 24.e5 ♘fe4 25.♖d1 b5 26.♖c2 ♕b8 27.♘ce2 ♖e8 28.f3 ♘f6 29.♘f5 ♘fd7 30.f4 g6 31.♘h4 ♘f6 32.♘d4 ♘fe4 33.♖dc1 ♕a7 34.♘e2 ♕b8

35.♘d4

The GM goes for a second repetition. The best attempt for the full point is probably 35.♗d4!? ♘e6 36.♗a7 ♕a8 37.f5, but it already looks double–edged and the GM's now have a lot of respect for Hydra in such positions!

35...♕a7 36.♘e2 ♕b8 ½-½

Khalifman, Alexander - Fritz

Man vs Machine, round 4. E12: Queen's Indian: Unusual White 4th moves, 4 a3, and 4 Nc3 Bb7

1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.♘c3 ♗b7 5.♗g5 h6 6.♗h4 ♗e7 7.e3 ♘e4 8.♘xe4 ♗xe4 9.♗xe7 ♕xe7 10.♗e2 0-0 11.0-0 d6 12.♘d2 ♗b7 13.♗f3 c5 14.♗xb7 ♕xb7 15.♘f3 ♘d7 16.dxc5 dxc5 17.♕c2N

17.♕d6 has been the theory move, then 17...♖ad8 after which White plays either rook to d1 in a battle to control the d–file
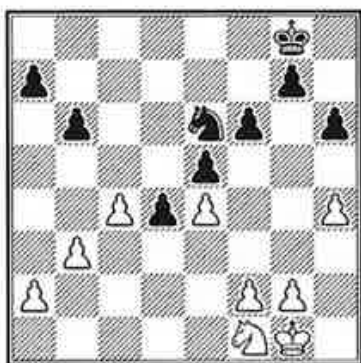
17...♖ad8 18.♖fd1 ♖fe8 19.h3 ♕c7 20.b3 ♘f6 21.♖ac1 e5 22.♖xd8 ♖xd8 23.e4 ♕d6
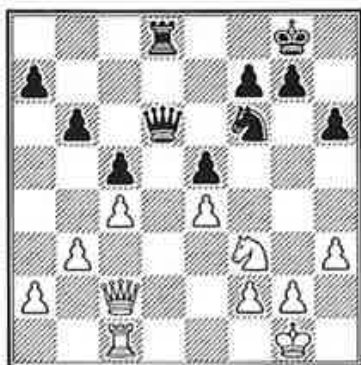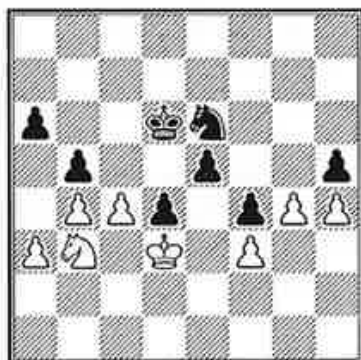
It seems Fritz has won the d-file!

24.罝e1 包h7 25.包h2 f6 26.包f1 豐d3 27.豐xd3 罝xd3 28.h4 包f8 29.罝e2 包e6 30.罝d2 罝d4 31.罝xd4?!

Closing in on tablebase territory. Probably 31.f3 was both better and wiser

31...cxd4

32.包d2 含f7 33.g3 g6 34.含f1 f5 35.含e2 包c5 36.f3 h5 37.b4 包e6 38.exf5 gxf5 39.含d3 含e7 40.a3 a6 41.包b3 含d6 42.包d2 b5 43.包b3 f4! 44.g4

The game is becoming very tense for both Khalifman and the Fritz operator and team!

44...hxg4 45.fxg4 bxc4+ 46.含xc4 e4 47.包xd4 f3

Perhaps 47...含e5!? 48.包c6+ 含f6 49.包d4 f3 was nominally better due to the better

The three GMs: Khazimdzhanov, Khalifman and Ponomariov - to be congratulated as this trio worked as a team and fought to the end this year!

placing which results for Black's king. Now I think it must be a draw

48.包xf3 exf3 49.含d3 含e5 50.含e3 包d4 51.h5! 含e6?!

Was 51...含f6! a better try. Perhaps, but if Khalifman found 52.a4! (which I'm sure he would) he'd still get the draw

52.h6 含f7 53.g5 含g6 54.a4 包c2+ 55.含xf3 包xb4 56.含e4 包c6 57.含d5 包d8 58.含c5 包e6+ 59.含b6 包xg5 60.含xa6 ½-½

So an honourable draw on the last day, for a final score of:

GM's 4, Computer 8

The individual scores were:

GM's (all ex World Champions!)

- 1½/4   **Ponomariov, Kasimdzhanov**
- 1   **Khalifman**

Computers

- 3/4   **Hydra, Deep Junior**
- 2   **Fritz**

It is little wonder that Kramnik now views the Computers as favourites in "any" match against "any" opposition! But hopefully that wont put the organisers off maintaining this Tournament for another year or three! The attendances each day were good, the event appeared to be enjoyed enthusiastically by everyone concerned, and it provided us all with some interesting chess!

The CHRIS GOULDEN Column:
UCI and Winboard Engines, Latest News and Tables

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. His review each issue helps us greatly in keeping a check on up-and-coming newcomers from the amateur programmer ranks and, usually, they are freely available on the Internet.

21 March 2006
Hi Eric

Please find enclosed my latest spreadsheets and reports from the last run of divisions.

I took the decision to remove the engines that have now gone commercial since the last issue. This included Smarthink, List... and Pro Deo - although free this is based on the commercial Rebel 12 so may be a boring one for the readers.

Division 1

Pos	Engine	/18
1	TOGA II 1.1A UCI	13½
2	DELFI 4.6	10½
3=	SLOWBLITZ WV2 PHARAON 3.3	10
5	SPIKE 1.1	9½
6	THINKER 4.7A	9
7	ARISTARCH 4.5	8½
8=	SCORPIO 1.6X6 NAUM 1.91	7½
10	CRAFTY 20.1 BH32	4

First up, this was a good one for our editor as you had been talking about Toga for some time. Toga duly won the first division with the commercials missing, and got ahead of Delfi this time. Although Toga is based on Fruit the author still makes free versions available. I have left it in as a grade marker for the time being and there is also a newer version than the one that played here. Toga appears to be around 2700 Elo.

    Delfi was second again and, because of the reshuffle, Crafty was promoted early but found it too heavy going and was relegated straight away,

as is Naum having scored fewer wins than Scorpio.

In the Second division although Danchess won it, it will not be included next time as the Scorpio programme is by the same author and they are of similar strength at about 2605 Elo.

    The upgraded Glaurung and Pseudo will be promoted as second and third place. There was also a very good showing from the new ET Chess who was nearly promoted at the first time of asking.

Division 2

Pos	Engine	/18
1	DANCHESS CCT7	15
2	GLAURUNG 1.0.2	13
3	PSEUDO 0.7C	10½
4=	ZAPPA 1.1 PO ET CHESS 181005	10
6=	SOS 5 ARENA UCI WILDCAT 6	7
8	GLC 3.01.2.2	6½
9	Johnny 2.83	6
10	THE BARON 1.7.0	5½

I will be relegating two engines here but promoting 3 from the qualifiers to make up for Danchess.

The amazing thing in the second division was Jonny 2.83 which has in effect dropped straight through two divisions, which gives you an idea of the second division strength now.

    The three coming up from the Qualifiers will be Yace Paderborn, Little Goliath Evolution and King of Kings 2.56.

    I had mentioned recently about Chepla and Chiron but they have gone private making them unavailable other than in much earlier versions which did not qualify.

Speak to you soon.

Chris

Again many thanks for all your work, Chris, and particularly the 'Review & Report comments' you always send me to highlight the main changes for everyone!

Carl Bicknell reviews the new HIARCS 10!

HIARCS 10 Review by Carl Bicknell

I have enjoyed testing chess programs for about 17 years now. It started at school when I was given my first chess computer – a Kasparov Conquistador, which played at about 120BCF. Then a few years later I got hold of a Vancouver 68000 (190BCF) and I was amazed at how strong it was. Suddenly I had a real tool to analyse my chess games with!

Soon however, everyone started switching to the PC. At one point in time I tested just about every dedicated chess computer and PC program. I got hold of HIARCS 3, 4, 5, 6, 8... and now finally version 10 is here.

HIARCS always had an attractive style of play, mainly because I felt it played positively like it was trying to win and it showed good awareness of kingside attacks without being unbalanced. I enjoyed other early chess programs too, like The King, MChess and Junior, but I felt their ability to kill the enemy king came at a high price... poor endgame play / bad in closed positions.

I liked Genius a lot since it occasionally reminded me of my hero Capablanca but I tore my hair out at some of its passive moves that Capa would never make. HIARCS was clearly capable in all phases of the game and, if I'm blunt, I liked it because I felt that it, along with Fritz, had a playing style I could partially mimic, and my grading has slowly gone from about 130 to 180BCF as a result.

I work with computers, I specialise in building them and as such I get to play around with hardware most people don't have. The test system I'm using is an Athlon FX 60, a dual core 2.6Ghz machine with 2 GB RAM. I reckon it's equivalent to a Pentium 4 running at 4GHz for single threaded programs like HIARCS, and about 7.5 GHz for ones like Deep Shredder 9.

The first thing I noticed about all the latest programs is just how comprehensive a package one gets. A decent game database is provided, clear, sharp graphics with lots of simple tools to analyse are in abundance. Make no mistake this is a program that is designed to do work, it's not a "game" in the high street pac-man sense where you 'play' on it – this program wants to help you find answers to chess mysteries or else, if you challenge it to a game, it'll bite your head off. With that in mind I wanted to see just how strong it was.

The difficulty in reviewing a chess program these days is that they are all *very* capable at all phases of the game. Consider for example the following position:
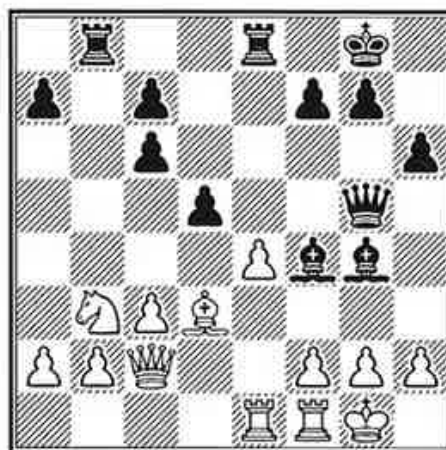
Black wins by **1...♗×h2!! 2.♔×h2 ♗×f3! 3.g×f ♕h5+ 4.♔g2 ♕g6+ and ♖e5**

This used to be my benchmark position at University for deciding if a program was any good (I've got better at testing chess programs since then!). Some of the timings are comical:

Vancouver 68000: 31 hours 5 minutes!!
M Chess (12Mhz 286) not solved in 24 hours.

I was amazed when HIARCS 3 (Pentium 166Mhz) solved this in 40 seconds. That was 10 years ago.
Rebel 8 managed it in 6 minutes on the same hardware.

Just for fun I unleashed HIARCS 10 on this position and it solved it instantly. Not in 1 second, faster than that. Most modern programs do, which is why testing them has

become hard. I have a book of 450 hard tactical tests, most programs these days will solve 95% of them in under 5 seconds, that's the tactical firepower you get when you buy one of these things.

So how does HIARCS 10 stick out from the crowd? Well I decided to ask its creator Mark Uniacke the same question and, along with some other questions and answers, this is what he said:

Interview with Mark Uniacke, Programmer of HIARCS.

Q1: Mark tells us about yourself and family, what do you do on a day to day basis?

I am married to a New Zealander and we have two boys.

Apart from the usual commitments with a family, on a day to day basis I work on HIARCS including website development, customer support, testing, and sometimes design and development of HIARCS ;-)

Q2: How did you get involved in chess programming and why the name HIARCS?

It's a long story, I was a strong junior chess player and enjoyed computer studies at school. It was not long before I combined my two intellectual passions to produce a chess program.

The HIARCS name came about in a school physics classroom after seeing how bad all the early chess machines were. It stands for Higher Intelligence Auto Response Chess System. Full details of the origins of the name can be found on the HIARCS website http://www.hiarcs.com/beginning.htm

Q3: I believe I'm right in saying that you, Eric and myself have something special in common besides being HIARCS fans! How and when did you become a Christian? What has it meant for you and does your awareness of Jesus as Lord affect the way you program HIARCS?

I went to a Church of England primary school and so I had a "connection" with God from those early days, but I only really became a Christian in early 1998 after a number of "co-incidents" led us to Jesus. A faith in Jesus of course has an impact on my life and how I lead it but I am not sure how it affects my programming of HIARCS.

Q4: For people who have never heard of HIARCS, how is it distinctive amongst the rest of the chess programs?

I think HIARCS is distinctive because it tries to take a different path by trying to put more emphasis on chess knowledge and use that to direct everything else, e.g. move selection, search and evaluation. It also seems to have grown its own style and "never say die attitude" which often leads to the unexpected which I like.

Q5: HIARCS is one of the most popular chess programs ever. We'll see in a later article why it's so strong, but apart from strength why do you think it has so many fans?

I think its style of play is distinctive and interesting and that appeals to chess players looking for something special - it is not just another bean counter like so many other chess programs.

Q6: Obviously you've done a lot of work between version 9 and the latest release, version 10. Can you tell us specifically what areas HIARCS has improved in?

It has improved in so many areas affecting all phases of the game and it has become even more aggressive. I include the release information about the new version below:

"HIARCS has long been renowned for its human-like playing style, now HIARCS 10 goes much further with improved chess knowledge, a more aggressive style and an ability to search very deeply for the truth of a position. New chess knowledge enables HIARCS 10 to identify deep attacking motifs long before they become apparent especially concerning king attacks and unbalanced positions and material. HIARCS 10 often prefers initiative and attacking

options over more materialistic concerns associated with traditional chess programs.

Matched to this new chess knowledge HIARCS 10 searches much more deeply than its predecessor often enabling it to find new unexpected moves and ideas much faster.

New enhancements mean that while playing or analysing games, HIARCS 10 is able to learn more about the positions and moves it sees to improve its chess strength in future games. This feature is essential for all chess players who analyse chess games, studies, positions and openings as it enables HIARCS 10 to understand deep strategic or tactical ideas while analysing with you. With HIARCS 10 you get an intelligent chess partner, which actually learns and improves with you!

The new HIARCS 10 opening book is included which has been significantly enhanced with the latest GM theory and a wealth of novelties to provide a huge repertoire of finely tuned variations. This is the work of computer chess expert Eric Hallsworth and HIARCS author Mark Uniacke who have combined to provide an exceptional new opening book.

These features all add up to make HIARCS 10 an essential tool for chess players of all strengths making the chess games you play or analyse much more interesting, unpredictable and exciting than ever before".

Q7. I started using HIARCS at version 3 and I found it to be a very aggressive chess program for the time. Mark, this may be a little unfair but I felt versions 6, 7 and 8 were a touch stodgy by comparison. Then with version 9 HIARCS seemed to be playing very sharply again. HIARCS 10 is rumoured to be the most aggressive HIARCS ever – can you tell us about this?

I too like the aggressive style of play particularly against the enemy king. So in HIARCS 10 I worked hard to make it better understand attacking motifs against the king and allied this with an ability to search much more deeply in attacking lines so it could produce the long term attacking ideas we find so appealing to see in chess games.

HIARCS 10 is much less materialistic than any other HIARCS before and this coupled with its "love" of dynamic positions leads to some very interesting chess games.

Q8: If you had to pick one player from history that plays like HIARCS - who would it be? Do you try to model HIARCS on particular players or just "see what happens"?

I cannot really pick one player; it is very difficult because in some way it does them and HIARCS a disservice. I try to make HIARCS play in the style I would like to see chess played. It always falls short of my objective but each releases gets closer to my hypothetical perfect chess player.

Q9: Naturally there are other very strong chess programs out there like Fritz, Shredder, Junior, The King, Toga II to say nothing of Rybka. In what areas do you think HIARCS excels over its rivals? Be specific!

I think HIARCS is normally better in king attacks than its rivals. Also surprisingly for a "slow searcher" it seems to grasp deep tactics very quickly. It's a finder of strong and interesting moves. It does not use the *'play it safe strategy'* like many other chess programs.

Q10: The program Rybka is causing a bit of a storm at the moment. The author claims he uses something called bit boards as his programming base. Is HIARCS programmed this way? What are the alternatives and pros and cons of your way?

Bitboards are a very old concept used since 1970 when two different groups invented them. Bit boards are just a data structure for representing chess concepts like the position, they favour 64 bit processors but are cumbersome for smaller and older 16 bit and 32 bit devices, e.g. Palm devices. HIARCS uses a different but nonetheless interesting hybrid approach.

11. What are your opinions of Hydra? Do you think it's the strongest thing out there?

It has not played anywhere near enough games to know. Clearly it's very strong, how strong I don't know.

12. Can you give us a "dummies guide" at how HIARCS searches? Does this differ from other chess programs?

HIARCS tries to search good moves more deeply while avoiding wasting time on less important variations. There can be a huge difference in the depth of search of different variations; some are searched only a few moves while others variations can extend to 60 plies or more. The details of the search are different to other chess programs, but nearly all chess programs search in a similar way to some extent.

13. How have you succeeded in adding more chess knowledge and yet increased HIARCS' tactical strength?

HIARCS is able to use its chess knowledge to help direct its search and evaluate tactics in positions. It is tactically stronger than before as a result.

14. Is the knowledge you've added mainly in the search or just general knowledge about chess positions?

Various elements of chess knowledge have been added or modified. Sometimes I even remove some "knowledge" which is not productive or is ineffective. It's difficult to put ones finger on any one thing as many parts have been improved.

15. With HIARCS 8 we heard about the use of pruning to keep the search profile streamlined. Do you incorporate fail-low pruning and how has this developed with HIARCS 10?

In each HIARCS version I improve the search and this usually requires improved pruning of various types. I have continued to work on the profile of the search in HIARCS 10.

15. How do you think you've succeeded over the years to *keep on* increasing HIARCS strength when many other programmers like Richard Lang and Marty Hirsh - who were once your rivals - hit a plateau?

I have many ideas and keep trying to improve the program with them. I hope I am still able to continue to make progress. So far this has been the case and I have already made some progress towards HIARCS 11!

16. Dual Core processors are upon us. I heard the other day they're even being installed into laptops now, which means multi processor machines are no longer the private domain of the Rich and Famous. For a long time HIARCS has been a single CPU program only. Do you have any plans to make it threaded?

Yes, 2006 will see a multithreaded HIARCS and perhaps some other surprises.

17. If you did would you compete in the World Championships? Why / Why not?

Maybe yes, if I thought the conditions were right. We shall see.

18. Are there certain programs or types of players that HIARCS has a bit of a sweet spot with and always takes to the cleaners? Are there any it finds unusually difficult? Why?

Inevitably there are opponents who fit into both categories, which is why it is important to play against many different opponents to get a true measure of chess playing strength.

19. Is it now a well deserved break? When will the work begin again? What plans do you have for HIARCS 11?

No real break, HIARCS 11 is already underway. My plans for HIARCS 11 are to make it much stronger than before! ;-)

Carl has promised us more for next time!

Novag STAR RUBY v Fidelity MACH 3

Eric Gallula, a long time French subscriber to *Selective Search*, sent me 6 games between the new touch screen portable **Novag Star Ruby**, and the old 68000 processor table-to **Fidelity Mach3**. The time control was **G/15**.

Of course the latter used to do battle with Richard Lang's early Mephisto Almeria and Lyon 68000 machines for top place in our Rating List. For the record the *SelS 122* ratings for the pair were:

- Novag STAR RUBY..... 1954
- Fidelity MACH3............ 1985

... so the expectation was for a close match with maybe the Fidelity just edging it by ½ a point!? And game 1, with the Star Ruby playing White, was indeed a draw. So here is game 2.

Fidelity Mach3 - Novag Star Ruby

D25: Queen's Gambit Accepted: 4 e3: sidelines and 4...Bg4

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 ♗g4 5.♗xc4 e6 6.h3 ♗h5 7.♘c3 ♘bd7 8.0-0 ♗d6 9.e4 e5 10.dxe5 ♘xe5 11.♗e2 0-0 12.♘d4 ♗xe2 13.♕xe2 ♘g6 14.♖d1 ♕e8

14...♕c8 15.♗g5 ♗e5 is better known – e.g. Portisch–Miles, Tilburg 1978 1-0 – but it has a poor record

15.♘db5N

15.♗g5 or 15.♘f5 are known but I don't think there's anything wrong with the Mach3 choice

15...♗e5 16.♗g5 ♕b8 17.♗xf6 ♗xf6 18.♕c4 ♗e5
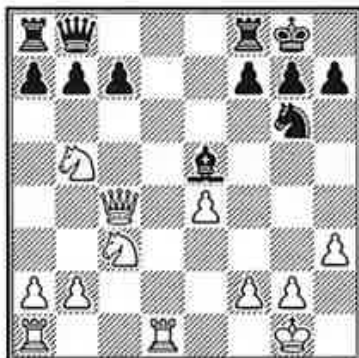
No less than five of White's next six moves are with a knight, and to little or no avail
19.♘d4 ♖d8 20.♘f5 c6 21.♖ac1 ♘f4 22.♘e7+ ♔h8 23.♘f5 ♕c7 24.♘d4?! ♖ab8

24...♕e7! would have punished the Mach3 quite seriously after 25.♔f1 ♘xg2! as if 26.♔xg2 ♗xd4 would put Black material up
25.♖d2?
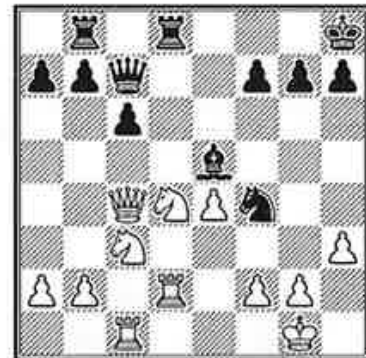
It was probably best to play something like 25.♔f1 to further cover e2
25...♕d6!?
This is good, but again there was something better: 25...b5! and the queen is in BIG trouble. 26.♘cxb5 *(if 26.♕c5? ♖xd4 27.♖xd4 ♘e6! 0-1, or if 26.♕xc6? ♕xc6 27.♘xc6 ♖xd2 28.♘xb8 ♗xb8 0-1)* 26...♕a5 27.♘c3 ♗xd4 28.♖xd4 ♕g5! threatening ♕xg2 mate, 29.♖xd8+ ♖xd8 30.g3 ♘xh3+ 31.♔g2 ♕xc1 0-1
26.♘f3?!

Continuing a series of second best moves, and this one probably leaves the Star Ruby with too big an advantage for the Mach3 to come back!
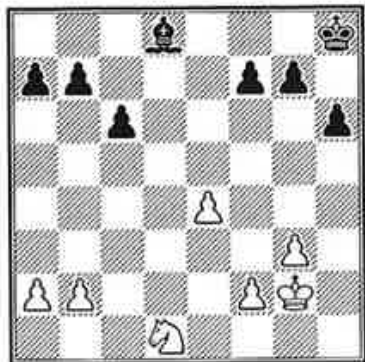26.♖cd1 was the best try, then 26...♕g6 27.g3 ♘xh3+ 28.♔f1 and White is only a pawn down, though might have to face 28...♖e8 which certainly keeps an initiative with Black as well
26...♕g6 27.♖xd8+ ♖xd8 28.g3 ♘xh3+ 29.♔f1 ♗f6

29...♗xg3! was even better: 30.♖d1 *(30.fxg3?? ♕xg3 31.♕e2 ♖d3 0-1)* 30...♖xd1+ 31.♘xd1 ♗c7 and Black is 2 pawns to the good
30.♖d1 ♖xd1+ 31.♘xd1 h6 32.♕d3 ♘g5 33.♘xg5 ♕xg5 34.♔g2 ♕a5 35.♕d7 ♕d8

36.♕xd8+ ♗xd8

We'd better have a diagram for the endgame!

37.f4! ♗b6 38.♔h3 ♗d4 39.♔g4 g6 40.e5 ♔g7 41.♔f3 h5 42.♔e4 ♗c5 43.a3 b6 44.♔f3 a5

So far it's been somewhat tentative, and the Star Ruby has made little progress to take advantage of the extra pawn. His bishop of course can cover both sides of the board quicker than White's knight, but the latter can work on and against both square colours

45.♔g2?

The wrong way for the king to be going. 45.♘c3 was best, then maybe 45...♗d4 46.♘d1. Now, would the Star Ruby find 46...c5! or make do with 46...f6. Either should be heading for a win, but c5 is harder to meet

45...♗d4 46.♘c3??

Suicidal, simply gifting Black a distant passed pawn when the time comes.

If 46.♔f3, which was best, then 46...c5 47.a4! f6 48.exf6+ ♔xf6 49.g4! Here Black wont want to exchange and may struggle to find the best move, so White could still have slight drawing chances

46...♗xc3 47.bxc3 b5 48.♔f3 f6! 49.♔e4

If 49.e6?! then 49...♔f8 50.f5 gxf5 51.♔f4

c5! 0-1

49...fxe5 50.♔xe5 c5! 51.♔d5 b4! 52.axb4 h4?

That's a bit strange as 52...cxb4! 53.cxb4 axb4 wins easily. Still Black's okay

53.gxh4 cxb4 54.cxb4 axb4 55.♔c4

PC programs with tablebases are announcing mate here, but it's worth just watching what the dedicated machines do with their still fairly low −/+ evaluations, each trying to change the outcome

55...♔f6!
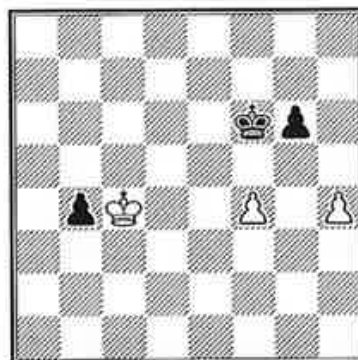
56.♔d4

56.♔xb4 was best, but 56...♔f5 57.♔c3 ♔xf4 58.♔d3 ♔g3 59.♔e4 ♔xh4 60.♔f3 g5 61.♔g2 ♔g4 etc

56...♔f5 57.♔c4 ♔g4

57...♔xf4!

58.♔d4 ♔xh4 59.♔c4 ♔g3 60.♔b3?!

The Fidelity just wont take the pawn!

60...♔xf4 61.♔xb4

Hurray

61...g5 62.♔c3 ♔e3

And we can leave it there as the win is secure

0-1

Game 3, again with Fidelity as White in the 'odd' games, was another draw. So the Star Ruby led 2-1 going into game 4. It's a repeat of the opening played in game 2!

## Fidelity Mach3 - Novag Star Ruby
D25: Queen's Gambit Accepted

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6 4.e3 ♗g4 5.♗xc4 e6 6.h3 ♗h5 7.♘c3 ♘bd7 8.0-0 ♗d6 9.e4 e5 10.dxe5 ♘xe5 11.♗e2 0-0 12.♘d4 ♗xe2 13.♕xe2 ♘g6 14.♗g5?!N

14.♖ad1, a theory move, was seen in game 2!

14...h6 15.♗e3 ♗b4 16.♖ad1 ♗xc3?!

16...♕e8!?

17.♘e6! ♕e8

Black can hardly respond to the knight fork by grabbing it: 17...fxe6? 18.♖xd8 ♖axd8 19.bxc3 and White almost has a materially won game already!

18.♘xf8 ♘xf8 19.bxc3 ♕xe4 20.♕b2 ♕c6
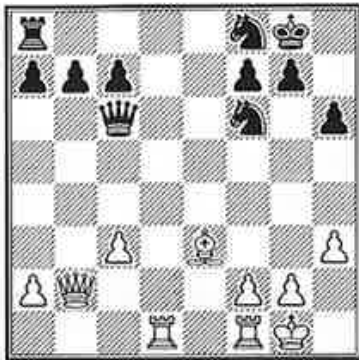
With the win of the exchange for a pawn the Fidelity is clearly on its way to securing its first win of the match and squaring it at 2–2

21.♗d4 ♘e4 22.f3 ♘d6 23.♖fe1 ♘e6 24.♗f2 ♘b5 25.♖e3 ♘d6 26.♕b3 ♖e8 27.♖de1 ♘c4 28.♖d3 b6 29.a3 a6 30.a4 ♔h7 31.♖dd1 ♔h8 32.♖e4 ♘d6 33.♖h4?

This is a mistake, but fortunately for White the Star Ruby misses an equalising reply! 33.♖e2 was correct

33...♖d8?

33...g5! is surprisingly the correct reply, despite first impressions from 34.♖xh6+ ♔g7, as now White must play 35.♖xe6 and after 35...♖xe6 it's about equal!

34.♖h5 ♘c4 35.♖xd8+ ♘xd8 36.♖h4 ♘d6 37.♕c2 ♘e6 38.♕d3 ♘c5 39.♕d4 ♘f5 40.♕d8+ ♔h7

White still has the exchange for a pawn, but
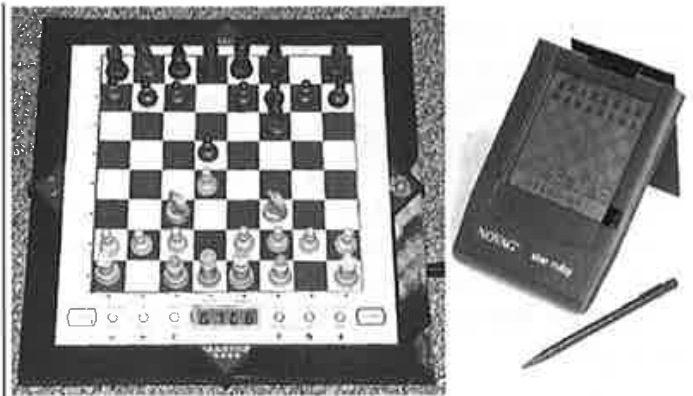
On your left the famous Fidelity Mach3, here in the later Designer 2265 board which is what Eric Gallula used in this match, and on your right, the Novag Star Ruby,

is about to make a mistake

41.♖c4?

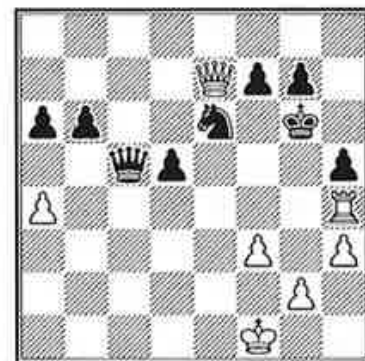41.♖g4 is the move, then 41...f6 42.♕d2! It's given up the attack, but reorganised, still material ahead

41...♘d6! 42.♖g4 ♘e6! 43.♕e7 ♕xc3

The material is unbalanced, but approximately equal as, now, is the game

44.♗g3 h5!

The Star Ruby is playing out of its skin

45.♖h4 ♔g6! 46.♗xd6 cxd6 47.♔f2 ♕c5+ 48.♔f1 d5!

49.♕e8??

The exchange 49.♕xc5!? bxc5 was unpalatable, but after 50.g4 hxg4 51.fxg4 the rook has some chance of overcoming the knight and pair of passed central pawns

49...♘f4?

The problem for game analysers is to present a game fairly, but in a good light as far as possible, so folk enjoy playing through it. Constant interruptions *'better was...'* can be a bit boring for readers: *'did either of them play ANY good chess'*!!

However I cannot ignore the fact that here 49...♛c1+! wins outright. If I ignore this readers will either have inadequate game coverage or, worse still, think I'm getting too old! 50.♔e2 ♛c2+ 51.♔e1 ♞c5 52.♖d4 ♛c3+ 53.♖d2 ♞b3 54.♛e2 ♛xd2+ 55.♛xd2 ♞xd2 56.♔xd2 ♔g5 and an easily won pawn endgame. No doubt beyond the dedicated machine's horizon to get this far

50.g4?!

50.♖xf4 was necessary, then best play would go 50...♛c1+ 51.♔f2 ♛xf4 52.♛c6+ f6 53.♛xd5 ♛h4+, and Black wins either △/a4 or △/h3 to remain 2 pawns ahead, but the queens are still on the board

50...♛c4+ 51.♔f2

We need another diagram so readers can assess whether the Fidelity misses something in the draw by repetition phase. You see Black needs to avoid repetitions, while White goes for them! But sometimes in jumping onto the 0.00 evaluation chance the program can miss a second best move (say -1.00) which keeps a draw just in sight. If the 0.00 evaluation is genuinely correct (i.e. the opponent <u>cannot bypass it</u>) then you want to play for it. But if the opponent can vary and bypass the draw line, then it may be that White's second best move would have been a better practical chance! Hope you get the idea! I've marked 2 or 3 of them but a reader might perhaps find an opportunity I missed?!

51...♛c5+?!

51...♞d3+ was straightforward: 52.♔g1 ♛c5+ 53.♔h1 ♛c1+ 54.♔h2 ♛f4+ 55.♔g2 ♛d2+ 56.♔h1 ♞f4!-+

52.♔f1!

Here 52.♔g3?? ♞d3 would be much worse

52...♛c4+?! 53.♔f2!

53.♔g1? ♛d4+ 54.♔f1 ♛d1+ 55.♔f2 ♞d3+

is no good

53...♞d3+!

Breaks out of the repetition sequence

54.♔g2 ♛a2+ 55.♔h1 ♛b1+ 56.♔g2 ♛c2+ 57.♔h1 ♞f4 58.gxh5+ ♔h7 59.♖xf4 ♛c1+ 60.♔g2 ♛xf4 61.♛c6 ♛g5+ 62.♔h2 ♛f4+?!

Running back into repetition territory

63.♔g2!

63.♔g1? ♛g3+ 64.♔f1 ♛xf3+ is no good

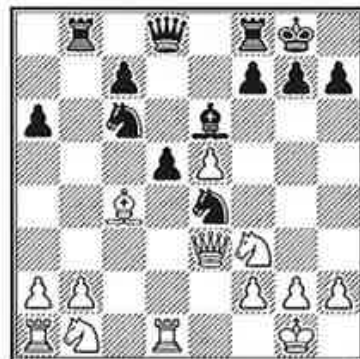**63...♛g5+ 64.♔h2! ♛xh5 65.♛xb6 ♛xf3 66.♛d4 ♛e4 0-1**

So the little **Novag Star Ruby** leads 3-1 and, with the Mach3 again drawing as Black in game 5, it needed to win as White in the last round to gain some credibility!

Fidelity Mach3 - Novag Star Ruby
C81: Open Ruy Lopez: Keres Variation (9 Qe2)

1.e4 e5 2.♞f3 ♞c6 3.♗b5 a6 4.♗a4 ♞f6 5.0-0 ♞xe4 6.d4 b5 7.♗b3 d5 8.dxe5 ♗e6 9.♛e2 ♗e7 10.♖d1 0-0 11.c4 bxc4 12.♗xc4 ♗c5 13.♗e3 ♗xe3 14.♛xe3 ♖b8N

14...♞e7 and ♛b8 have both been played. Of course the Opening Books in the dedicated computers cannot go as deeply as can Hiarcs10 and Fritz9 or the ChessBase data-base, but they generally have done pretty well in this match!

15.♗d3?!

There was no need to move the bishop, the △/e5 is pinned!

Definitely better was simple development with 15.♞c3 and, after the inevitable 15...♞xc3, just 16.bxc3 The pawn is still pinned and attacked twice, so the queen has to stay on the d−file for its protection

15...♛e8

15...f5!?

**16.♗xe4 dxe4 17.♕xe4 ♖xb2 18.♘c3 ♖b4
19.♕e3 ♗g4 20.♘d5 ♗xf3 21.gxf3 ♖b7
22.♖ac1?!**

Heading into an exchange that improves the
Black piece placements. 22.f4 looks okay

**22...♘xe5 23.♘xc7 ♕e7 24.♘xa6 ♕f6
25.♘c5**

If White protects the f3 pawn with 25.♖c3?!
then 25...♖b2! is good; If the Mach3 moves
the pawn 25.f4 then perhaps 25...♘g6
26.♘c5 ♖e7 and the pawn falls anyway

25...♖b2 26.♘e4 ♘xf3+ 27.♔h1

27.♔g2!? isn't really any better as 27...♘h4+
forces to h1 after all

27...♕f5 28.♘g3 ♕g4

The only real plus White has is the a/pawn...
it needs to start running a.s.a.p. But Black
has its pieces around White's king!

**29.♖d3 ♘h4 30.a3 ♕h3 31.♖g1 ♘g6
32.♖gd1 ♘h4 33.♖g1 ♖b1**

The rook can't be taken because of ♕g2 mate

34.♕e4 ♖fb8 35.♖gd1?

35.♘e2!? was a better try, so as to kick the
Black queen away from his king a little

35...♖xd1+ 36.♖xd1 ♘g6

Please note the beginner's move 36...h6 to
avoid the back rank mate possibilities. As it
thus frees the ♖/b8 it is also the BEST move!

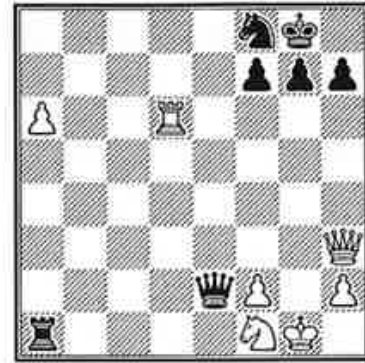**37.♕f5 ♕h6 38.♔g1 ♖e8 39.a4!**

Not forgotten!

39...♕h4 40.a5 ♕b4?!

40...♕a4 just had to be better

**41.a6! ♕a4 42.♖d6 ♖e1+ 43.♘f1 ♘f8
44.♕d3?!**

White's only real problem is the knight
pinned on f1. Therefore 44.♔g2! and the
game is probably just about even

44...♕g4+! 45.♕g3 ♕e2!-+ 46.♕h3 ♖a1

47.f4?

Most other moves were better than this – it
weakens itself as well as the king protection.
47.♕g2 was best

**47...♕c4 48.♕d3 ♕xf4 49.♖b6 ♕g5+ 50.♕g3
♕c5+ 51.♕f2 ♕c4 52.♕f5 ♖xa6 53.♖xa6
♕xa6**

Now 2 pawns ahead Black should be able to
win. We'll play on for a little longer to see if
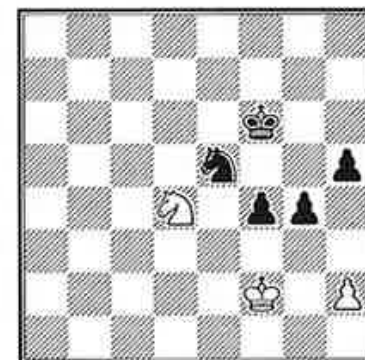the Mach3 can resist

54.♔g2?

54.♘e3!?

54...♕g6+! 55.♕xg6 ♘xg6

2 extra pawns and now the queens gone – it
must be enough

**56.♔g3 f6 57.♔g4 ♘e5+ 58.♔f5 ♔f7
59.♘g3 g6+ 60.♔e4 ♔e6 61.♘e2 f5+
62.♔f4 h6 63.♘d4+ ♔f6 64.♔g3 g5! 65.♔f2
h5 66.♔g3 f4+ 67.♔f2 g4**

Almost without doing anything the Star
Ruby is overwhelming its opponent, and
indeed won after not too many more moves
0-1

A great win by **4½-1½** for the **Star Ruby!**

RYBKA meets HUMAN opposition!
Morovic (2551) and Matta (2452) question Rybka's supposed 2800 status!

The News section of last month's issue was nearly swamped with information about the new **Rybka** program. There is no question from the results shown that it has presented a major challenge to existing software, both commercial and amateur.

Indeed all of those results suggest that Rybka in its Beta/Preview2 stage then was around 30 or 40 Elo stronger than even the top 3 in *Selective Search...* Hiarcs10, Fruit2.21 and Fritz9. Some feel that the latest Beta version (1-13d) is another 15-20 Elo stronger!

The claim was/is that this has all been done by knowledge. However most programmers and computer chess experts, who noted that the 2004/5 version of a weak Rybka was sheer search speed, have strongly suggested otherwise! And if anyone has the time to check Rybka's analysis at the game start position, and other early positions with just 2 or 3 moves played, will find it comes up with some pretty unusual ideas for how to develop!

In a strange way it has done us all a favour! Just when we thought that programming limits had been nearly exhausted, and that faster computers, 64-bit and multi-processors would be the key to all major future improvement, Rybka has shown us that 'the end is not so nigh' as we had thought.

Indeed, in fairness, the sudden arrival of Fruit and the big improvements in the upgrades Fritz8->9 and Hiaarcs9->10 have shown that there *is* still life in computer chess programming. I am now expecting that the 'Rybka challenge' will see further Elo point gains later in 2006!

Okay, so **Rybka** is giving all but the top 3 or 4 PC programs a *very* hard time. But how does it do against strong humans?

Here are 3 games, the first 2 from a mini-match against GM **Morovic** (who also kindly put annotations with the 2 games, to which I've added just a few extra notes), and then a one-off game it played against an up-and-coming 17 year old IM, Bassem Amin Matta.

Rybka 1.01 Beta 32-bit - Morovic, Ivan
Opening B43. Game 1, Jan 2006

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6 5.♘c3 ♕c7 6.♗d3 ♗d6!?

An interesting move that hasn't been played lately. Nevertheless it gives good chances for Black.

7.♕g4 ♗e5

7...h5 8.♕g5 ♗e7 9.♕g3 ♕xg3 10.hxg3 d6 is theory, but seems to favour White after 11.g4

8.♗e3

An alternative was 8.♘de2!? ♘f6 9.♕h4 d6 10.f4 ♗xc3+ 11.♘xc3 ♘bd7 with chances for both sides.

8...♘f6 9.♕h4 ♘c6 10.♘f3 ♗xc3+ 11.bxc3 h6!

The only move to avoid the annoying 12.Bg5, or even 12.Bh6!! After 11...h6 Black's chances are equal.

12.♕g3

Another possibility was 12.♗g5 ♘h7 with equality.

12...♕xg3 13.hxg3

13...d5! 14.exd5

If 14.e5 ♘d7 15.♗d4 0-0 the threat of 16...f6 would cause White some problems.

14...♘xd5 15.♗d2 e5! 16.0-0-0

If instead 16.0-0 ♘de7 17.♖fe1 f6 Black would have an easy game

16...♘f6

If 16...♘de7?! 17.♖de1! f6 18.♘h4 White would have the initiative.

17.♘xe5 ♘xe5 18.♖de1 ♘fg4 19.f4 ♗e6 20.fxe5

After this forced combination, Black seemed to have no problems, nevertheless the next manoeuvre by Rybka in the purest Karpov style causes some problems.

20...♖c8 21.♖h4! ♖c5 22.♗e2 ♘xe5

23.♖b4

Here is the point. White maintains its material advantage, and Black must play with precision to secure the draw.

23...0-0

23...♗xa2?! 24.♗e3 ♖c7 25.♗b6 ♖e7 26.♗c5 ♖e6 27.♖xb7 ♘d7 28.♗b4 ♗d5 29.♖c7 ♘b6 30.c4 ♗xg2 31.♗c5!±

24.♖xb7 ♖a5 25.♗f1?!

After this move, it is Rybka that must play for the draw.

Another possibility was 25.♖b6 ♗xa2 26.♖xa6 ♖xa6 27.♗xa6 ♖a8 and it is equal.; There was also 25.♗f4 ♖e8 26.♗xa6 ♖xa6 27.♖xe5 ♖c8 with mutual chances.

25...f6 26.♖b6 ♗xa2 27.♖xa6 ♖xa6 28.♗xa6 ♗d5 29.♗f4 ♖a8 30.♗f1 ♘c4 31.♔b1 ♘a3+ 32.♔b2 ♘c4+ 33.♗xc4 ♗xc4

Draw. An interesting game for the theory of 6...Bd6!? After passing this test against Rybka I became very confident about facing it with White in the second game! ½-½

Morovic, Ivan - Rybka 1.01 Beta 32-bit
Opening E71. Game 2, Jan 2006

1.d4 ♘f6 2.c4 g6 3.♘c3 ♗g7 4.e4 d6 5.h3 0-0 6.♗e3!?

An interesting move idealized by David Bronstein in 1953, and played recently in the active chess match Karpov–Morovic, October 2005.

6...c5 7.dxc5 ♕a5

This is Black's best reply.

8.♗d3 dxc5 9.e5 ♘fd7 10.f4

Here we see White's idea in this opening: get a spatial advantage in the centre, and paralyse the line of action of the bishop on g7

10...♖d8 11.♘f3!

Another possibility was 11.♕e2 ♘c6 12.♘f3 ♘d4! 13.♘xd4 ♘xe5! 14.fxe5 cxd4 15.♗d2 dxc3 16.♗xc3 ♕b6 and Black has no problems.

11...♘xe5 12.♘xe5 ♗xe5 13.fxe5 ♗f5

14.e6N

This move was found at home after long hours of analysis and causes serious problems even for my opponent Rybka.

In the game Romero Holmes – Juseinov, White played the looser 14.0-0? and after 14...♖xd3 (or 14...♗xd3 15.e6 f5) 15.♕e2 ♖xc3 16.bxc3 ♗e6! Black started to gain the initiative.

14...fxe6

Another move for the studious is 14...f6

15.0-0 ♗xd3 16.♕f3! ♘c6

If 16...♗xf1?? 17.♖xf1 ♔h8 (17...♘c6? 18.♕f7+ ♔h8 19.♗h6 ♖g8 20.♘e4 followed by mate in a few moves) 18.♗h6 (threatening 19.♕f8+ ♖xf8 20.♖xf8 mate) 18...♘d7 19.♕f7 ♖g8 20.♘e4!+−

17.♗h6!

During the game, I wasn't sure whether to continue the attack with 17.♕f7+ ♔h8 18.♗h6 ♖g8 19.♖ad1! ♗f5! (19...♗xf1 fails once more to 20.♘e4 followed by an inevitable mate) and now the spectacular 20.♘b5! g5!! The only move (the natural 20...♖ad8

fails to 21.♘xa7!! ♖xd1 22.♖xd1 ♕xa7 23.♖d8 ♘xd8 24.♕xe7 followed by mate) 21.♘d6 *(threatening 22.Qf6!! exf6 23.Nf7#)* 21...♕c7!! 22.♘xf5 exf5 23.♖xf5 ♘d4! 24.♖xg5 ♖xg5 25.♗xg5 ♘e2+ 26.♔h1 ♘g3+ with a perpetual check.

Nevertheless I played more ambitiously!

17...♗f5!

A tough psychological blow since I had only expected 17...♔h8 after which 18.♖ad1!

[Eric: Here Morovic suggested that *18...♗c2?* was the only move, and adds that after *19.♕f7 ♖g8* the demolishing shot *20.♖d6!!* wins in all variations, with which I agree. Better would be 18...♗f5 and now White needs 19.g4 ♖xd1 20.♖xd1, and after 20...♖g8! 21.♔f1 to stay ahead]

18.g4!

All other moves leave Black with a small advantage

18...♖d3! 19.♕g2 ♕c7

20.♗f4!

The '!' is Morovic's as he says: 'I spent nearly all my time on this move since the alterna─ tives [a] 20.♔h1 ♕g3! 21.♕xg3 ♖xg3 22.♔h2 ♖xc3 23.bxc3 ♗d3∓, as well as [b] 20.♘e2 ♕d7?! *(20...♘d4!?=)* 21.gxf5 *(21.♖ae1!?±)* 21...exf5 don't seem very convincing for White, especially playing a fast time control against the computer.

[Eric: Hiarcs suggests 20.♖f4!? ♘d4 21.♖af1=]

Though I played 20.Bf4 instinctively, it turned out to be best, Morovic concludes.

20...e5! 21.♘d5 ♕d6 22.♗h6 ♘d4

If 22...♗e6?! 23.♖f2! ♗xd5 24.♖af1 Black would be struggling for the draw due to the threats on the 7th and 8th ranks

23.♖ae1!

Better than 23.gxf5 ♖g3 24.♕xg3 ♘e2+ with an unclear position that possibly just favours Black after 25.♔f2 ♘xg3 26.♔xg3 gxf5

23...♗e6 24.♘f6+!

Unfortunately, I only found this vital tactical manoeuvre as I was about to lose on time. The original idea I had of 24.♘e3?! seems to lose to 24...♖d2!

24...♔h8

Bad would be 24...exf6 25.♕xb7 with a winning double attack

25.♘e4 ♕c6

26.♕h2!?

[Eric: Though very short of time it seems Morovic is still playing for a win through the complications. The peaceful 26.b3 would be more likely to conclude the game in a draw]

26...♕c7 27.♘g5!! ♗g8!

[Eric: 27...♗xc4 would lose due to 28.♕f2 ♕b8 29.♕h4 ♕g8 30.♖xe5 with a decisive attack for White]

28.b3!

28.♕xe5+ would also give an advantage 28...♕xe5 29.♖xe5 ♘c6 only move 30.♖xc5 however my 30 seconds on the clock didn't let me think

28...b6 29.♖xe5?

This mistake due to time trouble throws away the game. Instead after 29.♕f2! Black, only with difficulty, could have managed to draw according to Rybka with 29...e4! only move 30.♖xe4 ♖e8 31.♘f7+ *(31.♖fe1!? ♕d6 32.♖f4=)* 31...♗xf7 32.♗g7+ ♔xg7 33.♕xf7+ ♔h6 34.g5+ ♔xg5 35.♖g4+ ♔h6 36.♖h4+ ♔g5 and draw

Also worth considering was 29.♕xe5+ ♕xe5 30.♖xe5 with a certain White advantage. This was what I wanted to play with seconds on the clock yet my hand went for the rook!...

29...♖g3+

A decisive intermediary move (zwischenzug)

30.♔f2

30.♕xg3? ♘e2+

30...♖c3! 31.♔g1 ♖c2 32.♕h1 ♖d8

Not 32...♕xe5?? 33.♘f7+ ♗xf7 34.♕xa8+ ♗g8 35.♕xg8+ ♔xg8 36.♖f8#

33.♖fe1?

[Eric: 33.♕e4 was the best try, then Rybka would play 33...♖e2 and Morovic would have to make do with 34.♕xe2♘xe2+ 35.♖xe2 ♕g3+ 36.♔h1 and now Rybka's 36...♕h4 will force a winning material advantage]

33...♘e2+

[Eric: The rest is easy... 34.♖5xe2 ♖xe2 35.♔f1 *(35.♖xe2?? ♕g3+ 36.♕g2 ♖d1+ and mate next)* 35...♖xe1+ 36.♔xe1 ♕e5+ 37.♕e4 ♕a1+ 38.♔e2 ♕xa2+ etc] **0-1**

Of course wins on time count, so **Rybka** gets the match by 1½–½.

But you can't help feeling that Morovic would have at least drawn game 2 – and just maybe won it – if he'd been able to keep even another minute or two on his clock for the final stages. The 2551 Elo GM's notes also suggest that he was not as fazed (or pressured) by Rybka as super–GMs Kramnik, Anand and Bareev were by Fritz, Junior and Hiarcs some 2–3 years ago!

I wonder?!

Bassem Amin Matta is a 17 year old IM from Egypt, and is the current Arab Champion.

In fact he got his 1st. GM norm winning the Arab Men's 2005 title in September, and his 2nd. GM norm winning the Arab Mens Under 20 title two months later. He had previously won the African Under 20 title, and is now rated at **2452** Elo.

The **Rybka** version in play was 1-13b which is still pretty much the strongest version out.

Bassem Amin Matta - Rybka 1–13b

Opening A05. Single challenge game

1.e4 c5 2.♘f3 d6 3.d3 g6 4.g3 ♗g7 5.♗g2 ♘c6 6.0-0 ♘f6 7.c3 0-0 8.♖e1 ♗g4 9.h3 ♗d7?!

I am not sure which borrowed Opening Book Rybka was using, but must guess that it was already playing on its own at this point. Why? Well, theory is 9...♗xf3 but Rybka's strong emphasis on mobility means it dislikes exchanging a bishop which has more immediate squares to go to than its opponents, especially as the exchange would release more squares to the enemy piece!

10.♗f4 ♕c8 11.♔h2 ♘h5 12.♗e3 b5 13.a3 a5 14.d4 ♖d8
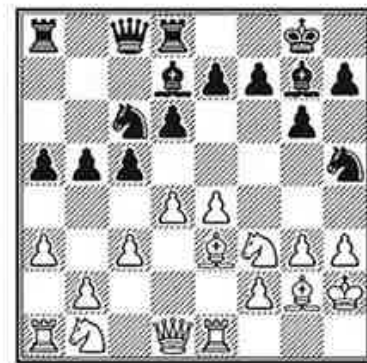
15.♘bd2

15.dxc5 would win a pawn, but White would be subjected to a ♖–>♕ pin on the d–file

15...♕c7 16.dxc5 dxc5 17.♗xc5 ♗e6

I prefer 17...♖ab8 with threats to push the b–pawn

18.♕e2 ♘e5 19.♗d4 b4?

I have to admit I am confused by this! Was this Rybka? Yes it was! It is clear (to me, anyway) that ♖ab8 still needed to be played to prepare b4. Now Rybka must loses material

20.axb4 axb4 21.♖xa8 ♖xa8 22.cxb4

White has a big advantage, we could almost say winning already. However, although my 1-13d version of Rybka only flirts with 19...b4? briefly at the beginning of the search, it's eval even now is still only -100, so both it and version 1−13b clearly feel there is more compensation for the 2 pawns than I do!
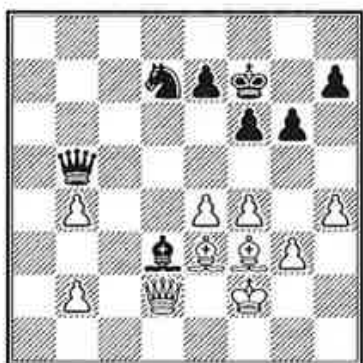
22...♖c8 23.♗c5 ♕d7 24.♘xe5 ♗xe5 25.♘c4 ♗c7 26.♘b6 ♗xb6 27.♗xb6 ♘f6 28.♖d1 ♕a4 29.♗c5 ♕e8 30.♖c1 ♘d7 31.f4 f6 32.♗e3 ♖xc1 33.♗xc1 ♕c8 34.♗e3 ♗c4 35.♕d2 ♔f8 36.♕c3 ♕a6 37.♕a3 ♕d6

Exchanging queens would end any hopes Black might still have

38.♕c3 ♕a6

The evaluation function will make Rybka play this in the hope of a repetition of moves

39.h4 ♗f1 40.♕d2 ♕b5 41.♗f3 ♗d3 42.♔g1 ♔f7 43.♔f2

43...f5?!

I'm not sure about this. 43...e5 seems better to me. It's a shame because Rybka has done well to stay in the game, and even improved its chances of drawing during the last 10 moves or so

44.e5

44.exf5 gxf5 45.♗d4 also looks promising

44...♗c4 45.♕c3 ♗d5 46.♗e2 ♕b7 47.b5! ♘f8?!

Apparently preferring to be a blockader on e6 to keeping a check on White's advancing b−pawn

48.b6 ♘e6 49.♕d3 h5 50.♕b5 ♕a8 51.♕a6 ♕c6 52.b7?!

I didn't expect Bassem to give the valuable b−pawn up. Is the subsequent pin on the ♘/e6 worth so much?! Perhaps this and the queens coming off makes it right!

I prefer 52.♕a3 and if 52...♕c2 53.♕d3 ♕c6 54.♕c3 ♕b7 55.b4

52...♕xb7 53.♕xb7 ♗xb7 54.♗c4 ♗c8 55.♔e2 ♔e8 56.♔d3 ♘d8 57.b4!
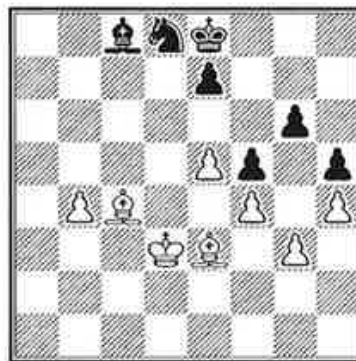
Well, here comes the other pawn, and supported by the two bishops plus an improved king position now that queens are off the board

57...♗e6 58.♗b5+ ♗d7 59.♗a6 ♗e6 60.b5 ♔d7?

A mistake. 60...♗d5 was right so that Black controls the b7 square

61.♗b6! ♗b3 62.♗xd8 ♔xd8 63.b6! ♔d7 64.♗b5+ ♔c8 65.♗c6 ♗f7 66.♔d4! ♔d8 67.♔c5 ♔c8 68.♗d5?!

Bassem misses the very deadly 68.e6! after which 68...♗xe6 69.♗e8! and that's that. But the miss wont affect the game result

68...♗e8 69.♗g8 ♔b7 70.e6 ♗a4 71.♗f7 ♗d1 72.♗xg6 ♗g4 73.♗e8 ♗f3 74.♗b5 ♗d1 75.♗c6+

75.♗c4! was best, threatening ♗d5+

75...♔c8
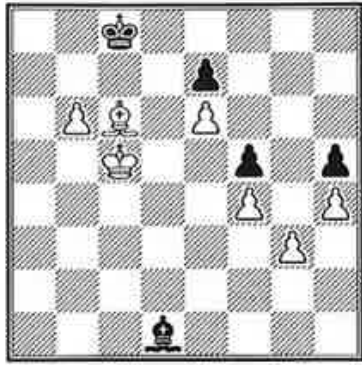
76.♔d5?

This also is a small mistake which White will have a chance to correct. 76.♔d4 was correct
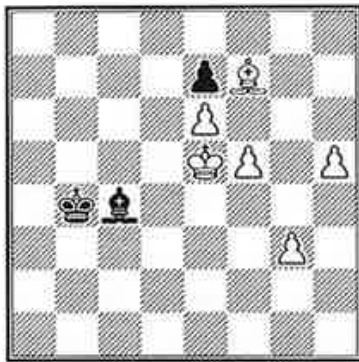
76...♗f3+ 77.♔c5 ♗d1

Playing for the repetition draw again, and giving Bassem the chance to correct his mistake!

78.♔d4! ♗e2 79.♔e5 ♗g4 80.♗e8 ♔b7 81.♗g6

81.♗xh5 would also win as, after 81...♗xh5 82.♔xf5! and the ♗ cannot stop the pawns rolling up the board

**81...♔xb6 82.♗xf5 ♗e2 83.♗g6 ♔c5 84.f5 ♗d3 85.♗xh5 ♗c4 86.♗f7 ♔b4 87.h5**

and it beats me why someone didn't pull the plug on Rybka here, but they played on for another 27 moves!

87...♗a2 88.h6 ♔c5 89.h7 ♗d5 90.h8♕ ♗c6 91.♕d8 ♔b5 92.♕xe7 ♔c4 93.f6 ♗a4 94.g4 ♗c6 95.g5 ♔b3 96.g6 ♗b5 97.g7 ♗c6 98.g8♕ ♗f3 99.♕d6 ♗e4 100.♔xe4 ♔c3 101.e7 ♔c2 102.e8♕ ♔c1 103.♗e6 ♔c2 104.f7 ♔c1 105.f8♕ ♔c2 106.♕eb8 ♔c1 107.♕fd8 ♔c2 108.♕f7 ♔c1 109.♕fb7 ♔c2 110.♔f4 ♔c1 111.♗g4 ♔c2 112.♕6e7 ♔c1 113.♕ee8 ♔c2 114.♕7c8# 1-0

TIME FOR ADJUDICATION - BY BILL REID

It's early April, 1956. With Bulganin and Khruschev firmly in command in Moscow, things are a bit quieter at GCHQ and, for her part, HMS Romola is relaxing with HMS Plover on some minesweeping practice off the Scilly Isles.

But chess is still on the agenda, and our code breaker in Cheltenham is studying this position:
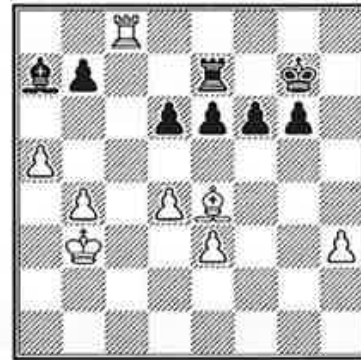
White to Play

It seems to be a dead draw. At first sight you might think White has an advantage - that rook looks a lot better than the poor old Black bishop stuck on a7. But where is it all going?

1. b5 b6 2. a6 d5 3. ♗f3 f5

And then what? There's just no way White can cash in on that passed a-pawn. So, it's very tempting to write down *"Draw"* and nip off to the cinema. *"The Lady Killers"* is showing at the Daffodil tonight - mustn't miss that!

But, somehow there's a lingering doubt. And it is quite an important decision. This game will decide which team gets promoted to the top division of the North Gloucestershire League. So, maybe better to put it on one side and have another look tomorrow.

Was that the right idea? Or should he just have written down "Draw" and posted the form off? What does your computer program think?

HIARCS AT LARGE!
WE LOOK AT SOME OF THE LATEST HIARCS10 AND PALM HIARCS GAMES

First we have a couple of **Hiarcs 10 PC** game played on the Internet, where many Tournaments and Invitation Cups are being run nowadays.

As you'd expect from our *SelSearch 122* top-rated program, Hiarcs10 has been doing very well. In one recent Tournament which was run on a League basis and then became a knockout Cup, Hiarcs qualified for the Cup section quite nicely in 2nd. place behind a 64-bit Rybka... and then got drawn against Rybka in the semi-final! Ouch.

Also games played by the SSDF are now becoming available. Here's a stunner from the Hiarcs 25½-14½ win over Shredder9.

Hiarcs 10 - Shredder 9 UCI

B84: Sicilian Scheveningen: 6 Be2 a6, lines without early Be3

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3 e6 7.♗e2 ♗e7 8.f4 0-0 9.0-0 ♕c7 10.g4

10...♖e8?!

10...d5 is the top move here. Both the move played and ♘c6 are considered doubtful

11.g5! ♘fd7 12.♗d3!

Best. 12.f5 is also shown as a possibility, but it is largely untried. I think 12...♘e5 13.f6 ♗f8 14.♕e1 certainly looks fine for White

12...♘c6

Maybe 12...♘c5 is worth looking at?! Or perhaps we should just say the 10...♖e8?! line is best avoided altogether!?

13.♕h5
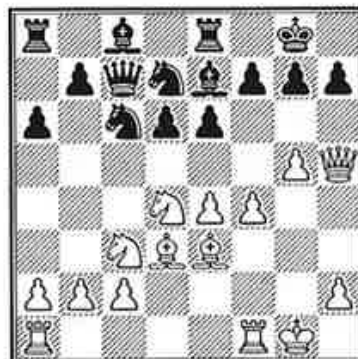
13...♕b6?

The only move here is considered to be 13...g6, but even then, after 14.♕h4 ♗f8 *(or maybe 14...h5 to stop the immediate threats – but few would want to play with Black's kingside pawn formation from here!)* 15.♖f3 ♗g7 16.♘de2 and already White has a very strong attack

In fact 13...g6 has been tried a few times, but with little success. However it isn't the fault of g6, it's the earlier moves we've queried that should be blamed.

In tournament practice, after 13...g6, there has followed 14.♕h4 ♗f8 15.f5 ♘de5 16.♖ae1 b5 17.♘xc6 ♕xc6 18.♗d4 b4 19.♘e2 exf5 20.♘f4 ♗b7 21.♖e3 fxe4 22.♖h3 h6 23.gxh6 exd3 24.h7+ ♔h8 25.♕f6+ ♗g7 26.♕xf7 ♕h1+ 27.♔f2 ♕g2+ 28.♘xg2 Rafiei–Kotanjian/Iran 2005, 0-1, but Black outrated his opponent by nearly 300 Elo points

It is partly more interesting because Shredder has the better 13...g6 in its book, but with a question mark!? So 'over–the–board' it had to find something else, but really nothing else is playable!

14.♘f5 ♕xb2?!

I suppose objectively 14...♕c7 is better for possible defensive resources than grabbing the b2 pawn. But it would make no difference to White's immediate reply... 15.♘xg7 ♔xg7 16.♕h6+ ♔h8 17.e5 threatening mate on h7 and forcing 17...f5 18.exf6 ♘xf6 19.gxf6 winning easily

15.♘xg7 ♔xg7

15...♕xc3 is no better, nothing can save the game now: 16.♘xe8 ♘d4 17.♖ad1 ♔f8 18.♘c7 ♕xc7 19.♕xh7 ♔e8 20.♗xd4

16.♕h6+ ♔h8 17.e5

If Shredder hadn't resigned it would probably have gone 17...♘f8 (only move) 18.♘e4 ♘g6 19.♘f6! ♗xf6 (only move) 20.gxf6 ♖g8 21.♖f3 and m/9 **1-0**

Hiarcs is now playing in the **World Open League** where the following excellent game caught my eye! It's partly memorable for some great chess played by Hiarcs, but perhaps even more so because, if you note the game heading, it's an early try at a *new development* **Hiarcs uci** version, hot from Mark Uniacke's latest programming conversion work. It seems pretty good!

HIARCS X40 uci - P4/2600 - Deep Gandalf 7.0/64bit/3800

Opening C91. Time Control G/90m + 30s

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 0-0 8.c3 d6 9.d4 ♗g4 10.♗e3 ♗h5 11.♘bd2 d5 12.exd5 exd4 13.cxd4 ♘xd5 14.a3

A new move in this position. Previously 14.♖c1 failed in Mannion−Radulski, 2004, which went 14...♘a5 15.♗c2 f5! 16.♘f1 ♘c4 17.b3 ♘cxe3 18.♘xe3 ♗b4 0-1

14...♘xe3 15.fxe3 ♗h4 16.♖e2 ♖c8 17.♖c1 ♘a5 18.♗c2 ♗g4 19.b4 ♘b7 20.h3 ♗e6 21.♗b3 ♖e8 22.e4!

22...♗g3

Or 22...c6 23.♗xe6 fxe6 24.♘xh4 ♕xh4 which perhaps turns out a little better for Black. White would probably play 25.♘f3 and after 25...♕g3 26.♕e1 ♕d6 27.♕c3 and White has some advantage due to the strong central pawns

23.d5 ♗d7 24.e5 ♗f5?!

Black's bishops are getting in a mess. Probably better was 24...♖e7!? so that, if 25.e6 there is an escape square with 25...♗e8. Even so 26.♘d4! followed by either ♕f1 or ♘e4 is beginning to look ominous

25.♘f1 ♗f4 26.♖c6!

26...♕d7?!

Probably the game was already lost, but this settles it. The best try was 26...a5 and after, no doubt, 27.♕d4! ♗h6 But at this time control Hiarcs would now have come up with the very strong looking 28.g4! and one of the bishops seems certain to fall and probably for only one pawn

27.♕d4! ♗h6

Now Hiarcs finds a real humdinger!

28.♖xh6!

With a Hiarcs eval. of +391

28...gxh6 29.♘e3! c5 30.♕f4 ♗g6 31.♘g4!

Relentless

31...♕d8 32.♕xh6

32.♘f6+ was good, but the move played (eval. +558) was even better

32...♔h8 33.♘g5 ♖g8

34.♘xh7!

Some programs only see 34.♗c2 here

(Gandalf was one and, surprisingly, Rybka is another). But the move played, with an eval. of +1056, is absolutely conclusive

34.♘xh7 ♔xh7 and now the other knight jumps in to threaten ♕xh7 mate: 35.♘f6! ♖g7 36.♗c2! **1-0**

In *SelSearch 117* we saw **Palm Hiarcs9.1** beat the 2616 rated GM **Jan Gustaffson** by 3-1, and then in issues *119-120* we had a look at the games in which is beat the 2682 rated GM **Sergey Volkov** by exactly the same score!

So the claim that **Hiarcs** on a 400MHz **Palm** unit is a GM is not an idle one. Recently the 9.6 version challenged 2660 rated GM **Piotr Bobras** at G/15m+5secs. Could it do it again?!

Piotr Bobras - Palm Hiarcs 400MHz

Game 1. B46: Sicilian: Taimanov: 5 Nc3 a6

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e6 5.♘c3 a6 6.♘xc6 bxc6 7.♗d3 d5 8.0-0 ♘f6 9.♖e1

This puts Palm Hiarcs out of its Book
9...d4

Generally 9...♗b7 or ♗e7 are considered better, but we are still in theory with the move chosen by PH.

In fact I note that 9...♗e7?! runs into 10.e5! ♘d7 11.♕g4, so I guess just 9...♗b7 is best
10.♘b1 e5 11.♘d2 ♗e6N

We finally leave theory here, where 11...♗b4 and 11...♕c7 have both been played, with mixed results!

12.♘c4 ♗b4 13.♗d2 ♗xd2 14.♕xd2 ♗xc4 15.♗xc4 0-0 16.c3 c5 17.cxd4

Hiarcs
programmer
Mark
Uniacke

17...cxd4

Inferior is 17...exd4? 18.♖ac1! ♖e8 19.e5 ♘d7 20.♕f4, pretty much forcing 20...♖e7 and now with 21.e6 fxe6 22.♖xe6 White would be well on top

18.b4

Starting to exercise the potential distant passed pawn, a nightmare for computers of the past. At the British Championships in Plymouth (quite some years ago) I once watched Paul Lamford do this sort of thing in game after game against the 'great' Mephisto Lyon 68020

18...♕d6 19.a4 ♖fb8! 20.b5?

In truth Black's previous move was to stop just this, and it shouldn't have been played. 20.♖ab1 was best

20...axb5 21.♗xb5?

The distant passed pawn remains more distant this way, but it's a mistake. With 21.axb5 ♘xe4 22.♕d3 White would still have had some drawing chances after 22...♖xa1 23.♖xa1 ♘c5 24.♕f3 ♖f8 25.♖a8

21...♘xe4! 22.♖xe4

Note that now 22.♕d3? fails due to 22...♘c3! threatening e4 to which there is no good response

22...♖xb5! 23.♖ae1 ♖xa4 24.f4 f6 25.fxe5?

25.♕c2 was the last hope, though 25...♖a8 26.♕c4+ ♕d5. Here White has little choice but to exchange queens even though, being material, down he doesn't want to. So 27.♕xd5+ ♖xd5 28.fxe5 f5 29.♖f4 g6, and I don't think White should draw this, but as PalmH has no hashtables, well he might have had some chance

25...♖xe5!

The move played is clearly better than 25...fxe5? 26.♕c2 ♖a8 27.♕c4+ ♕d5

28.♕xd5+ ♖xd5 29.♖xe5 and a position very similar to our last note
26.♕c2 ♖a8
26...♖a8 27.♕c4+ ♕d5 and now after 28.♕xd5+ ♖xd5 there is no capture for White on e5 and Black would win easily. **0-1**

Palm Hiarcs 400MHz - Piotr Bobras

Game 2. B33: Sicilian: Pelikan and Sveshnikov Variations

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 e5 6.♘db5 d6 7.♗g5 a6 8.♘a3 b5 9.♘d5 ♗e7 10.♗xf6 ♗xf6 11.c3 0-0 12.♘c2 ♗g5 13.a4 bxa4 14.♖xa4 a5 15.♗c4 ♖b8 16.b3 ♔h8

PalmH goes out of its book around here but continues to find the top theory moves, and his opponent leaves theory first at move 23!
17.♘ce3 g6 18.0-0 f5 19.exf5 gxf5 20.f4 exf4 21.♘c2 ♘e5 22.♘d4 ♗d7 23.♖a2 ♘xc4N

23...♖g8 has been played, but probably ♘xc4 is just as good. Fruit suggests that 23...a4!? might give Black a small edge after 24.♘xf4 ♕c8

24.bxc4

24...a4 25.♘b5!
With the bishop's protection of the a4/pawn now blocked Black doesn't have much choice but to exchange
25...♗xb5 26.cxb5 ♖xb5 27.♕d4+!
The more obvious ♖xa4 was okay as well, but this is very energetic
27...♗f6 28.♘xf6 ♕xf6 29.♖xa4 ♖c5 30.♖a3 ♖e5
Keeping the game alive rather than exchanging queens and almost certainly heading for a draw

31.♖a6! ♖e6?!
31...♖e2 was better, and if 32.♕xf4 ♕xc3 33.♖xd6 then 33...♕c5+ 34.♔d4+ ♕xd4+ 35.♖xd4 ♖g8 should be a draw
32.♖xf4 ♕xd4+ 33.♖xd4 ♖c8 34.♖d3
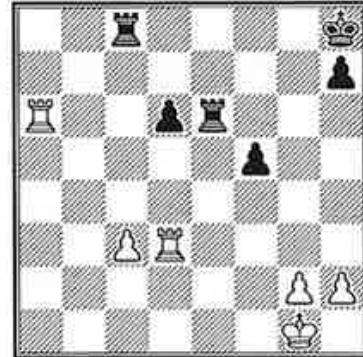
34...♔g7
Probably ♖c7 should have been played first, to stop the check on the 7th rank and the subsequent attack against h7
35.♖a7+! ♔g6 36.♖g3+ ♔f6
36...♔h6 wouldn't save the pawn: 37.♖h3+ ♔g6 38.♖axh7
37.♖xh7 ♖e2 38.♖d3 ♖c6 39.♖h6+ ♔e5 40.♖h8
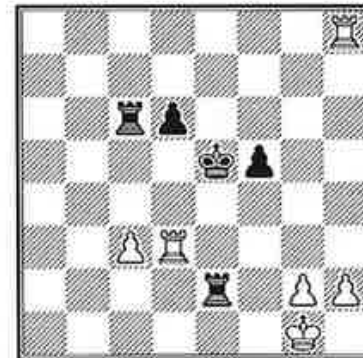
The threat seems obvious, but Bobras must have missed it or he'd have played ♖c2 or ♖e1+ ♔f2 ♖c1 for example, or even ♖e4 so the king would protect the rook
40...d5? 41.♖e8+ ♖e6 42.♖d8 ♔f4!
A superb trap, but PalmHiarcs doesn't fall for it!
43.g3+
43.♖3xd5?? (and ♖8xd5) fall to mate in 2 43...♖e1+ 44.♔f2 ♖6e2#
43...♔g4 44.♖g8+ ♔h3 45.g4+ ♖6e3?
Best was 45...♔h4, but after 46.gxf5 ♖6e5 47.♖f3 ♖e1+ 48.♔g2 ♖5e2+ 49.♖f2 ♖xf2+

50.♔xf2 ♖e5 51.f6 ♖f5+ 52.♔e3 ♖xf6
53.♔d4 White should win

**46.♖xe3+ ♖xe3 47.gxf5 ♖e5 48.♖g3+ ♔h4
49.♖f3!**

49...♔g5 50.f6 etc **1-0**, making it 2-0 for
Palm Hiarcs

Palm Hiarcs 400MHz - Piotr Bobras

Game 3. B33: Sicilian: Pelikan and Sveshnikov
Variations

**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 e5 6.♘db5 d6 7.♗g5 a6 8.♘a3 b5
9.♘d5 ♗e7 10.♗xf6 ♗xf6 11.c3 0-0 12.♘c2
♗g5 13.a4 bxa4 14.♖xa4 a5 15.♗c4 ♖b8
16.b3 ♔h8 17.♘ce3 g6**

PalmH is now out of book, but once more
finds top theory moves on its own for a while

**18.0-0 f5 19.exf5 gxf5 20.f4 exf4 21.♘c2
♘e5 22.♘xf4**

We're still in theory here, but now Bobras
varies, though with a perfectly acceptable
move.

Previously 22...♗b7 and 22...♕b6+ have
been tried, but White won on both occasions
though there is nothing obviously wrong
with Black's position after either the latter or
the ♘xc4 played here

22...♘xc4N 23.bxc4 ♖b2 24.♘e3 ♗b7

This is okay, but 24...♕b6! looked especially
good for Black here

25.♘ed5 ♗f6??

25...♖e8!? was strong, and maybe Black
(with the 2 bishops) is even ahead after
26.♕a1 ♖d2 27.♖a2 ♖xa2 28.♕xa2 ♕c8

26.♕c1!

Computers don't miss chances like this!
26.♘e6 wont work yet because of 26...♖g8!
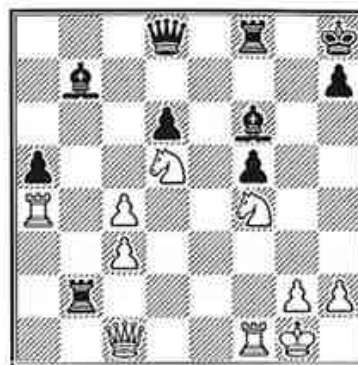
26...♕e8??

Sad, but how can the game be saved?

26...♖b3? is no good because of 27.♘e6 and
there is no longer a threat against g2 along
the 2nd rank

26...♗xd5 was the only hope, but 27.♕xb2
♗c6 28.♖a2 is clearly better for White

27.♘xf6+−

27.♕xb2?! is the more visibly obvious but
less attractive alternative after 27...♗xd5
28.♖xa5 ♗xc4.

But on seeing 27.♘xf6 Bobras resigned as
27...♖xg2+ 28.♘xg2 ♖xf6 29.♖a2+− **1-0**

Game 4 was a short 21 move draw, but Palm
Hiarcs won again in game 5 - the complicated
finish is worth checking out! **Hiarcs** is White:
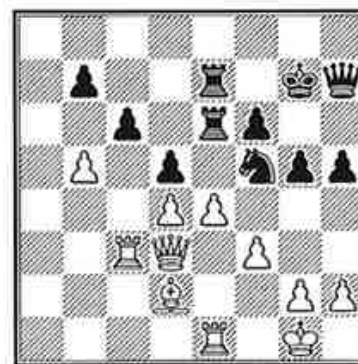
**34...♘d6 35.bxc6 bxc6 36.♖xc6 dxe4
37.♕a6 exf3 38.♖xe6 ♖xe6 39.♖c7+** *Note
that 39.♖xd6?? would lose the game to
39...♕b1+ (not 39...♖xd6? 40.♕xd6 ♕b1+
41.♔f2 which gets Black nowhere) 40.♕f1
♕xf1+ 41.♔xf1 fxg2+ 42.♔xg2 ♖xd6−+*
39...♘f7 40.♕xe6 1-0

They drew again in game 6, so it ended...

PalmHiarcs9.6 5-1 GM Piotr Bobras

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
272	Hiarcs 10	2780	16	836	1	
271	Fruit 2.21	2773	15	909	2	
269	Fritz 9	2753	15	945	3	2670/4
266	Shredder 9	2729	13	1230	4	2640/20
265	Shredder 8	2721	14	1029	5	2619/21
262	Shredder 7.04	2701	11	1668	6	2703/20
260	Junior 9	2680	11	1547	7	
259	Junior 8	2678	12	1481	8	2401/4
259	Fritz 8	2677	9	2660	9	2769/14
259	Fritz 7	2674	11	1587	10	
258	Hiarcs 9	2664	11	1723	11	
256	Chess Tiger 15	2646	11	1743	12	
256	Gambit Tiger 2	2646	11	1720	13	2542/2
255	Chess Tiger 14	2643	12	1344	14	2705/13
254	Shredder 6	2631	12	1356	15	2478/7
253	Fritz 6	2630	10	2081	16	2616/53
253	Hiarcs 8	2628	11	1642	17	2651/14
252	Gandalf 6	2622	14	1091	18	
252	Junior 7	2617	12	1419	19	2701/12
252	Gambit Tiger 1	2616	22	430	20	
251	Rebel Tiger 12	2610	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	2576	14	1018	26	2642/15
247	Shredder 4	2575	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	Hiarcs 6	2551	13	1207	37	2592/24
243	Gandalf 4	2550	13	1147	38	
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	Rebel 9	2537	14	1063	42	2677/14
242	SOS 4	2536	14	974	43	
242	Rebel 8	2535	19	549	44	
241	Goliath Light	2533	15	846	45	
241	M Chess Pro 6	2532	17	712	46	2504/12
240	M Chess Pro 7	2525	14	1068	47	2600/2
240	Chess Genius 5	2524	13	1207	48	2459/6
239	Shredder 3	2517	33	193	49	2711/2
239	Shredder 2	2514	15	878	50	2218/6

DEDICATED CHESS COMPUTER RATINGS

Model	Rating	Model	Rating	Model	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	1984	SciSys Turbo Kasparov/4	1793	Novag Solo	1280
Meph Dallas 68000	1981	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
Novag Obsidian+StarRuby	1966	Fidelity Excellence/4	1784	Boris Diplomat	1150
Mephisto Mondial 68000XL	1965	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Nov Super Forte+Expert C/6	1965	Fidelity Elite C	1778	Novag Savant	1100
Mephisto Milano	1956	Fidelity Elegance	1764	Boris2.5	1060