

SELECTIVE SEARCH 124

THE COMPUTER CHESS MAGAZINE

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Editor: Eric Hallsworth

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SPECIAL FEATURE THIS ISSUE!
GM TONY KOSTEN PARTNERS HIARCS 10
IN THE PAL/CS FREESTYLE TOURNY

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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 £5, table-top £7, software £2.

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PORTABLE COMPUTERS [por]

Kasparov

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

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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 very strong 200 BCF touch screen model with pen. Fits just nicely in the pocket in its pouch case. Only a few left! Mains/battery

TABLE-TOP PRESS SENSORY [tbl]

*Kasparov - the price where you see ** incl. adaptor!*

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

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 and features, in attractive 13"x10" board. Strong, with good info display, and 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 [asl]

Excalibur

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- **ONE** only with 205 BCF **MAGELLAN** program **£699**

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FRITZ 9 dvd £39.95 - by Franz Morsch. Extra 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 dvd £39.95 - Mark Uniacke's latest version. Simply outstanding: knowledge packed yet searching deeper for high powered tactical play... 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

ZAP! £39.95 - the ChessBase version of the 2005 World Champion program. 2 engines - Paderborn and Reykjavik - on the CD, and in both 32-bit and 64-bit versions. Comes with its own Opening Book, Games Database and usual ChessBase features

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

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

Welcome to another new issue of **Selective Search**... 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

The very **SPECIAL FEATURE** of this issue is undoubtedly the fact that we have a **major article** by a British Grandmaster who, having used a PC engine (**Hiarcs**) in a recent tournament, has written about the experience for *Selective Search*!

Tony Kosten has represented 'us' in Olympiads on more than one occasion and now runs a major website (ChessPublishing.com) specialising in the Opening!

Chess
PUBLISHING
COM

This site is well worth visiting, especially if you are playing Club, Internet or Correspondence chess! Keeping up-to-date at the GM and strong Tournament level is hard enough nowadays, but getting yourself aware of new wrinkles, catches, traps and just good ideas with so much going on in today's chess world is something we need specialist help for - unless we are happy to learn the hard way and be on the wrong end too often!

There are various sections to which users can subscribe (1.e4 e5... French... Dragons... Open Sicilians... Anti-Sicilians... d-Pawn Specials... Kings Indian... Daring Defences... etc). You can try 1 site for £12 a year, but adding others brings the price per site down quite quickly! There's also a very large annotated games section and everything is in all of pdf, pgn and ChessBase format.

Finally to whet your appetite you'll be pleased to know that some *free* material in the form of a study on the *Classical & Rubinstein Defences* by another British GM, Neil McDonald, is available. To get this visit the 'Free Preview' page where you'll also get extra information about the other Sections.

HOW DID WE MANAGE TO GET TONY KOSTEN TO WRITE FOR US!?

A regular *SelSearch* reader for many years, **Harvey Williamson** is also involved with me in the testing of Hiarcs versions for Mark Uniacke, and plays Correspondence Chess.

As such he subscribes to ChessPublishing.com and has corresponded with Tony Kosten and some of the other resident GMs there on various occasions - one of the benefits of being a subscriber is that you can ask the resident experts specific questions by e-mail on their particular openings!

In February the **PAL/CS Freestyle Chess Tournament** (Prize Fund \$16,000) was announced.

Players could enter on their own, as could Computer Engines... or a Player could enter in partnership with a Computer Program! So Harvey asked Tony if he fancied having a go with Hiarcs at his side, which he did - joining 147 other entrants from 30 different countries - and afterwards Tony agreed to write an article for us, and analyse some of the games they played!

A *Selective Search* privilege in my view, and you'll find the article starting on page 18.

ZAP! (EX ZAPPA)

ChessBase have recently released **Zap!** which is the new name for **2005 World Computer Chess Champion Zappa**.

This should be - no, correct that, should have been a decent boost to Spring sales. Unfortunately the thing was blighted with bugs from the word 'go': the engine could play illegal moves (!), on some computers the engine

couldn't be unloaded, and on others nothing else could be loaded. And the first bug 'fix' stopped it from working with dual core machines! I found that in Analysis mode the engine (and your PC!) locked up when it tried to analyse a game that ended in mate.

If it had been wonderfully strong we might not have minded - I say 'we' because I'm a purchaser too, I pay for my own software and buy pretty well everything I can so that I can test it, get some games and a rating, and hopefully support other purchasers with problems. But the early results with the 32-bit version on my Centrino indicated it is about 60-80 Elo behind Hiarcs10, Fruit2 and Fritz9.

So far I've tested the 'Paderborn' WCCC winner, but there's also a later 'Reykjavik' engine on the CD. Maybe that's a bit better.

Also there are 64-bit versions of both these engines and I gather they do run quite a lot faster, so maybe it is particularly competitive on a 64-bit PC?! Of course you can get a 64-bit version of Rybka if you've got the right hardware, so maybe the expression '*particularly competitive*' is a bit incautious!

Everything looks much the same as it does on all the *ChessBase* programs, but it is on CD rather than DVD which perhaps means a few more folk can purchase it at its £39.95.

The latest bug fix download (22/April) now on the *ChessBase* website under *Support* appears to sort out most/all of the problems.

RYBKA

If you've one of the few who haven't got it already and want to, then go to

■ www.rybkachess.com

There you can download the original beta version for free, or pay and download the latest **Rybka1.1/1.2** version and be given the option to also 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!

If you buy the **Rybka1.2** version please be aware that programmer **Vasik Rajlich** has

said that he has concluded since its appearance - and since user results started to come in! - that it isn't quite right ("*it is likely there is a misstep somewhere*") and that **1.1** might be better! *SelSearch* will start to test it and get it on the Rating List when he makes his mind up!

In the meantime he has issued a further 9 test versions on his website, which represent the various steps between 1.1->1.2, and is asking purchasers to send in results of at least 100 games between each pair of versions to help him work out where he's gone wrong. He's the I.M, and we're doing the work for him!

RESULTS SECTION

More results have come in, showing how **Rybka**, our *SelSearch 122/3* top-rater **Hiarcs 10**, and the new **Zap!**, **Fritz 9** and **Fruit 2.21** are all doing, and these follow.

Always keep an eye out for the different time controls in use - it is often useful to compare these and see how they affect some programs!

Because of Tony Kosten's major article I am trying to minimise the RESULTS section so as to get all of that and everything else in!

CSS Rating List - Rybka & Zap!

The latest Computer Schach & Spiele Rating List is again of great interest. Whilst the SSDF use a slower time control than anyone else (40/2), and many, like CEGT, use a sort of middle 40/40, the CSS testers use a fairly fast one, namely G/10mins+10secs.

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

Since then they have also tested the **Spike1.1** upgrade (Spike1.0a Mainz was on 2704). The new version has jumped into 6th. place, ahead even of World Champion **Zap!** for which the CSS are again the first to produce a result... but it isn't as good as I'm sure *ChessBase* hoped when they signed the program on.

As reported in our last issue, CSS said they would test **Rybka** when version1.1 finally

came out... and it has. Otherwise the top 4 placings would have been unchanged, but of course it doesn't need a prophet to tell you what is now at the top of their list... and by rather a lot!

There is still 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	RYBKA 1.1	2901
2=	FRUIT 2.21 FRITZ 9	2802
4	HIARCS 10	2794
5	SHREDDER 9 UCI	2776
6	SPIKE 1.1	2743
7=	SMARTHINK 1.00 CHESS TIGER 15	2701
9	ZAP! PADERBORN	2700
10	LOOP LIST 600	2693
11	JUNIOR 9	2687
12	KTULU 7.5	2685
13	PRO DEO 1.1	2667
14	THE KING 3.33	2666
15	GLAURUNG 1.0.1	2660
16	GANDALF 6.0	2650
17	SLOWCHESS BLITZ WV2.1	2646
18	RUFFIAN 2.1	2638

It gets boring (even for me) to keep saying it, but the above figures suggest that the 32-bit version of Rybka is 50 Elo better than Kasparov was in his prime! I don't believe it!

PEJ Ratings, Rybka, no Zap

In fact at present, and presumably because of the running problems many folk have been experiencing with **Zap** (I'm going to leave out the '!' from now on), most results for it are quite slow coming through.

There's nothing yet for it on the usually speedy **CEGT 40/40 List**, nor is there on the following one.

However it is another using the 40/40 time control and with the top 22 programs all playing 20 games against each other, so they play 420 games each!

Latest PEJ-Rangliste @ 40/40

Pos	Engine	Rating
1	RYBKA 1.1 32-BIT	2883
2	HIARCS 10	2802
3	FRUIT 2.21	2797
4	TOGA II 1.1A	2795
5	FRITZ 9	2775
6	SHREDDER 9	2774
7	SPIKE 1.1	2742
8	THE KING 3.33	2709
9	KTULU 7.5	2699
10	SMARTHINK 1.00	2697
11	CHESS TIGER 15	2669
12	PRO DEO 1.1	2668
13	LOOP LIST 600	2666
14	GANDALF 6	2657
15	GLAURUNG 1.01	2648
16	NAUM 1.91	2647
17	JUNIOR 9	2643
18	SCORPIO 1.7	2637
19	RUFFIAN 2.1	2635
20	SOS 5.1 FOR ARENA	2628
21	SLOWCHESS WV2	2611
22	ARISTARCH 4.50	2593

Like the ratings in the CEGT table, the PEJ ones are also some 25 Elo higher than the *Selective Search* figures.

CCT CHESS 8

A couple of issues ago, when we were introducing **Rybka**, I published the Final Table from the 2004 **CCT6 Tournament**.

That was to show **Zappa1** then 1= with **Hiarcs9** and **Crafty** with 7/9, and **Rybka** very near the bottom with 2½/9.

That was at a time when **Rybka** was known - from the knps on screen - to be a very fast searcher. Now the programmer says it is a knowledge-based slow searcher, but many experts doubt that this is so. Whether it is or it isn't doesn't detract from the fact that it's flipping good!

Anyway the result of the **CCT8 Tournament 2006** has just come in...

CCT Chess 8, 2006. G/50+3

Pos	Engine	/9
1	RYBKA	8
2=	HIARCS10, ZAPPA2, JUNIOR9, THE BARON	6½
6=	SPIKE1.1, FRUIT2.21, ARASAN	6
9	DIEP	5½
10=	IKARUS, CHEPLA, FRENZEE, PETIR, GLAURUNG, CHEZZZ, RASCAL	5
17=	CRAFTY, BERTA, QUARK, BUTCHER, BODO, DJINN, PMESS	4½
24=	THINKER, HOSSA, AVERNO, POSTMODERNIST, K9, TORNADO, EVEANN	4
31-38	<i>Lots of others, all new names to me, scoring from 1 - 3½</i>	

Rybka won 7 and drew 2 games - with Thinker and Junior. **Hiarcs** lost to Rybka and Spike, **Zappa** lost to Rybka and Junior, **Junior** lost to Petir and Hiarcs, whilst **The Baron** lost to Rybka and Fruit.

To complete the picture as **Fruit** didn't do quite as well in the CCT8 as it normally does, I note that it lost to Zappa, Hiarcs and Spike and didn't meet Rybka at all!

A **Blitz Tournament (G/5+1)** was also held and that was won by **Hiarcs10** with 6/7, followed by Glaurung on 5, ChessThinker, Crafty64-bit and Spike on 4½, and Fruit and Rybka (!) on 4. Zappa and Junior don't appear to have played in the Blitz tourney.

CCRL 40/40 Ratings

The CCRL List appears to be British-based and is another at 40/40, this time calling itself a 'Pure' list.

It points out that if several similar versions of the same engine are used in a Rating List is can easily distort that list. E.g. if someone tested ALL the many various versions of Rybka and they ALL did particularly well against a particular engine 'A', it would definitely give the impression that Engine 'A' was worse than it really is. It might have played maybe 120 games against Rybka versions, but only 20 games against other Engines against which it does much better.

The CCRL is therefore a 'cut down' Table in which only the BEST version of each Engine appears.

Pleasingly both Rybka and Zap have already made it to this List, so it is very useful, except for the ridiculously high level at which it is set! Having complained already about seeing Rybka at 2901 on the CSS List, it is now shown at 2989 on this one. Even though it is the 64-bit version, surely to goodness! Someone will be telling me Hydra is 3200 next... well maybe that is?! Nevertheless we can still compare the ratings between the programs.

CCRL 40/40 Rating List

Pos	Engine	Rating
1	RYBKA 1.1 64-BIT	2989
2	DEEP SHREDDER 9 - 2CPU	2876
3	HIARCS 10 DEFAULT	2849
4	FRUIT 2.21	2847
5=	FRITZ 9 DEEP JUNIOR 9 2CPU	2840
7	SPIKE 1.1	2803
8	ZAP! PADERBORN	2793
9=	CHESSMASTER 10 XPERIENCE SMARTHINK 1.00	2765
11	KTULU 7.5	2761
12	CHESS TIGER 15	2739
13=	GANDALF 6.0 NAUM 1.91 64-BIT	2726
15	GLAURUNG 1.0.2	2723
16	SLOWCHESS BLITZ WV2	2717
17	ARISTARCH 4.50	2705
18	WILDCAT 6	2666

OTHER RESULTS

RESULTS from Selective Search READERS

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 our last issue Frank had pitched the free uci engines Fruit and Toga in with some strong stuff, and the 2004 version of Zappa.

Frank Holt: G/1hr - 12 rounds

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

Fruit has now gone commercial, but the earlier, free uci version above was already pretty good, as can be seen. Since then Frank purchased Hiarcs10 and Fritz9 and has now included them in new Tournaments.

Frank Holt: G/1hr - 2 rounds

Pos	Engine	Score/10
1	FRTZ 9	6½
2=	HIARCS 10 TOGA 2.1 JUNIOR 8	6
5	SHREDDER 9	3½
6	TIGER 15	2

An incredibly close fight for the top 4 positions! The next Tournament was played at a new time control...

Frank Holt: G/15+10secs - 4 rounds

Pos	Engine	Score/20
1	TOGA 2.1 FRUIT 2.1	11½
3=	HIARCS 10 SHREDDER 9	11
5	FRTZ 9	8½
6	JUNIOR 8	6½

Once more it was amazingly close for the top 4 positions... with the pair of uci engines coming out 1=!

In our final Tournament Frank used the range of time controls he is best known for: a series of standard time controls ranging from 40/30mins to 40/1hr, and a range of blitz time controls going from G/30mins to G/90mins.

The final table looked like this, and there will be more next time...

Frank Holt: Various - 12 rounds

Pos	Engine	Score/48
1	FRTZ 9	27
2	TOGA 2.1	25½
3	HIARCS 10	23
4	SHREDDER 9	22½
5	JUNIOR 8	22

In a recent e-mail Frank told me that he'd be adding Rybka and Spike for his next venture! We'll look forward to those results for our next issue!

CARL BICKNELL

Carl has played some more matches - he uses some very fast dual core hardware which the Deep programs are able to take advantage of. However that didn't enable them to win his Tournaments, with the top places being taken by Hiarcs and Rybka. First the results and then some comments from Carl!

Carl Bicknell. G/5

Pos	Engine	Score/14
1	HIARCS 10	9½
2	RYBKA 1.1	9
3=	DEEP SHREDDER 9 FRUIT 2.21	7½
5=	FRTZ 9 DEEP JUNIOR 9	6½
7	FRTZ 7	6
8	FRTZ 5.32	3½

As I mentioned last time, 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 lower opposition.

And now some match scores involving Hiarcs 10. Carl is preparing a full review of Hiarcs 10 for us. Part I appeared in our last issue and part II would have been this time except it would be slight 'Hiarcs 10 overkill' in view of the major article by Tony Kosten. So Carl deferred and agreed to leave it for issue 125.

However here are some latest scores as he builds up a Games + Results database for his research.

- Hiarcs 10 v Fritz 532 15-5
- Hiarcs 10 v Fritz 7 12-8
- Hiarcs 10 v Fruit 2.21 10-10
- Hiarcs 10 v Fritz 9 9½-10½
- Hiarcs 10 v Deep Junior 9 11½-8½

"All these were Blitz on a dual core machine, so the win against Deep Junior is a great result", says Carl, who also comments on Rybka as follows...

"Hiarcs is very impressive. It gets outplayed by Rybka, but Rybka can't land haymakers like Hiarcs can! In fact as part of my review I'm going to show a game which demonstrates how bad Rybka is at attacking! Hiarcs and Junior, and to a lesser degree Fritz, are MUCH better at king attacks. As someone wryly said on the Internet: 'Rybka is both the best and the worst'

"At the moment I see Hiarcs' style as being similar to Kasparov and possibly with a bit of Nimzowitch mixed in, since it sometimes goes for complex manoeuvres in closed positions. Rybka is like Petrosian. Fritz is direct like Fischer. Shredder? Hmmm... like Kramnik perhaps. Junior is like Tal in some positions although I've noticed it can be quite passive in other positions. I think you've mentioned this as well!"

GEORGE from Berkeley, CA

I've recently had some e-mail correspondence with 'George' which has been interesting because I've often wanted to get closer to the Excalibur computer ratings than I have been able to.

George (a 1585 USCF player - about 1385 Elo he says) sent me the ratings he would attribute to some of the Excalibur machines, but also included his figures for a Fidelity Designer 2000 and a Novag Amber. As we have SelSearch figures for those it enables us to reach some conclusions from his Excalibur estimates.

It isn't quite straightforward - in one case our figure is 150 Elo lower than George's, and in another it is 250! By his own estimate he believes Elo is -200 from USCF. In fact most USA folk believe it is about -120, while the SSDF and I have always argued that it is more like George's -200 for computers!

In the TABLE below I have shown George's estimates and the 'official' SelS

figures where we have them. Also I have played the Radio Shack 2150 and it is very similar to the Stratos program. The final column shows suggested figures for the remaining Excalibur machines after deducting 180 from George's estimates where there is no SelS figure. In using 180 I think I am being fair to the Excalibur computers, and it gives us a good idea what to expect from them.

Computer	George	Sel Search	Suggest
Novag Amber	2100	1954	1954
Fidelity Designer 2000	2000	1755	1755
Radio Shack 2150L	2000	1812	1812
Excalibur King Arthur	1600		1420
Excalibur Talking LCD	1400		1220
Excalibur Kingmaster	1300		1120
Excalibur LCD	1200		1020

Finally from tests and a small number of games I've played involving the Saitek Maestro and the Excalibur Touch Chess (which is the same program as the King Arthur above) I have estimated in our Countrywide Catalogue that the Touch Chess is 1480 Elo. The above table would put it at 1420, not too great a difference, but I will drop my figure a bit for our next Catalogue!

Peter BILSON shares Berlin 68000 scores

Peter has been testing his Mephisto Berlin 68000 recently, all at G/60 and against a variety of opponents.

To be honest his results are a bit down on what I'd have expected, so readers will find it has dropped a little in our ratings since the last issue!



- Berlin 68000 v Saitek Cougar 13½-15½
- Berlin 68000 v Saitek Centurion 13½-9½
- Berlin 68000 v Novag Diamond 1 10½-12½
- Berlin 68000 v Novag Jade 2 13½-8½
- Berlin 68000 v Fidelity Mach2C 9-5
- Berlin 68000 v Mephisto Polgar 5-4
- Berlin 68000 v Meph Nigel Short 6-4
- Berlin 68000 v Saitek Virtuoso 6-2

Pete feels the Richard Lang programs are a bit too passive, and that the Berlin drew more than one game that it should really have won.

Clive MUNRO - a new Super Tourny!

In our Issues 119-121 Clive ran a major 20 Engine all-play-all Tournament with many free uci engines against one or two of our then table-toppers and a few older versions such as Fritz5, Hiarcs8Bareeve and others.

Hiarcs9 won and therefore plays again to defend its crown, and this time there's a whole new range of opposition.

Also Clive is running 2 side-by-side tourneys - one at G/90+30, which is the one that interests me, and the other at G/5.

Here's the scores after 8 rounds!

	G/90+30	/8		G/5	/8
1=	FRITZ 8	5½	1	FRITZ 8	7
	FRITZ 9	5½	2=	FRITZ 9	6
	FRUIT 2.1	5½		JUNIOR 9	6
	HIARCS 9	5½		CM10-SMYSLOV	6
	JUNIOR 9	5½	5	FRUIT 2.1	5½
	RYBKA 1.0BETA	5½	6=	RYBKA 1.0BETA	5
7	SLOWCHESS	5		TOGA 1.2	5
8=	CMMASTER 10	4½	8	SHREDDER 8	4½
	HIARCS 10	4½	9=	HIARCS 10	4
	PRO DEO 1.1	4½		KTULU 7.0A	4
	SPIKE 1.1	4½		SPIKE 1.1	4
12=	RUFFIAN 2.1	4	12=	HIARCS 9	3½
	TOGA 1.2	4		SLOWCHESS	3½
14	SHREDDER 8	3½	14=	DEEP SJENG 1.6	3
15=	CM10-SMYSLOV	3		RUFFIAN 2.1	3
	DEEP SJENG 1.6	3		SOS 5.1	3
17	SOS 5.1	2½	17=	CMMASTER 10	2½
18	KTULU 7.0A	2		PRO DEO 1.1	2½
19	FRITZ 5.32	1½	19=	FRITZ 5.32	1
20	ARISTARCH 4.5	½		ARISTARCH 4.5	1

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 coordinates with the human FIDE Chess Olympics also held in Torino between May 25-June 4 2006!

The REPORT, RESULTS and MAIN GAMES will be in our next Issue

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.

HYDRA V VESELIN TOPALOV

The PAL Group representing the Abu Dhabi based Hydra team have offered \$1million to the 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.

I also hear that Topalov is set to play a reunification match against Kramnik in September - that's good news!

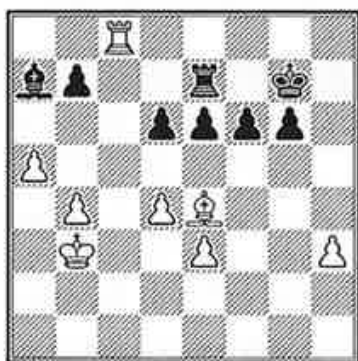
PLANNED FOR THE NEXT ISSUE !

- 2006 World Computer Chess Championships!
- A look at some of the most interesting moments from the Play-Off Games in the Freestyle (man+machine) Tournament
- Leiden (PC) and Gebruikers (Dedicated) tournaments. There was also another IM Simultaneous against the Dedicated Machines, and Rob van Son is back with some photos!
- Palm HIARCS wins a major GM/IM Tourny in the Philippines! The headline in the inq7express national publication said 'Paragua untouchable, nails 4th straight title'. But as they admit further down, GM Paragua (2617) did not come top - 'Actually the Palm Hiarcs9.6 software beat Paragua in the 7th round and ended with the best score but as a guest participant!'
- Hydra v Nickel. We looked at this in issue 122, page 33. A few more moves have been played so we'll try and catch up next time!
- Another COMPUTER TESTER from Bill REID!

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

TIME FOR ADJUDICATION - Bill Reid

A day has passed and it's time our code breaker got back to that position he was adjudicating when he decided to head out to the cinema.



White to play

For some reason he had been reluctant to write down 'draw' but, if he was missing something, what was it? It had been a great night at the Daffodil. The Ealing comedies never let you down. Wonderful entertainment - and thought provoking too. Alec Guinness was superb as the chief robber, backed up by Peter Sellers and Frankie Howerd. There were five crooks altogether, and, on the other side, a little old lady, played by Katie Johnson, who was Guinness's landlady. She found out about the crime, and had to be fixed. So - all those tough, wily crooks against one little old lady. But who won? She did!! Thought provoking indeed.....

"Well, there aren't any little old ladies on a chess board. The nearest we get is the weakest piece of all, which is a man - the King - sitting on b3 well out of the action. Could he take on the Black pieces and win? At least there are only two of them and not five. So, let's have a think.....

How can we get him active? What if we go **1.♖a8**. That forces **1...b6**. And now **2.♗x a7**.

Looks crazy. Give up the best piece on the board for a bishop stuck in the corner?? But think Ealing Comedy! Now, after, **2...♗x a7**, White plays **3.bc** and the only answer to that is **3...♗f7**. Following which, that King comes into his own!

- 4.♔a4! f5
- 5.♕f3 e5
- 6.♔b5 ♖f8
- 7.b7 ♗f6
- 8.♔b6 ed
- 9.ed ♔g5
- 10.♔a7

And it's all over. There are other possible tries for Black. For example, **1...b5** in answer to **1.♖a8**, but then

- 2.♕d3 e5
- 3.♗x a7 ♗x a7
- 4.♕x b5 ed
- 5.ed ♗f7
- 6.♕c6 ♗e6
- 7.♔a4 d5
- 8.♔b5 ♗d6
- 9.♔b6 ♖h7
- 10.a6 f5
- 11.♕a4 ♖h8
- 12.a7

and the King wins again. So, get out the pen and write down "*Win for White*". Good thing I put off the decision last night. One day, of course, we shall have computer programs that will come up with the answer in seconds.

But chess is a strange game. If I hadn't gone to the Daffodil¹, that team might still have been in Division 2 next season. And, talking of next season, it's a good thing it's a few months away. Bulganin and Khrushchev are headed for Portsmouth in the cruiser Ordzhonikidze, and will be spending time in London. There won't be much chess for a while. GCHQ is going to be very busy."

And what of our Computer friends? No! Oh dear! Shredder alone chose Ra8, Rybka had it 2nd. best, but both for wrong reasons as they wouldn't then make the vital capture Rxa7!

But Eric says that three readers rang to ask: *'Is it Ra8 etc?'* Well done! *3-0 to us!!*

¹ The Daffodil, in Cheltenham, which opened as a cinema in 1922, showed its last film in 1963. It is now a restaurant, but its architecture has been well preserved, together with features such as the original projectors and 'kissing seats'. Well worth a visit!

SAITEK'S TRAVEL CHAMPION 2100 TAKES ON THE ALL-SINGING ALL-DANCING NOVAG STAR DIAMOND

This article is the proof you needed that I really do (eventually) get round to the 'PLANNED FOR THE NEXT ISSUE' articles we list at the end of the NEWS section!

John Bennett's Star Diamond v Travel Champion 2100 games have been sat in my 'must do soon' tray for a little while now - indeed it is 3 or 4 issues ago since we looked briefly at game 2 from the match and saw the TC2100 miss a chance to go ahead! In the event both games 1 and 2 were drawn, so it's all square as we rejoin the match at game 3.

Game 3 at G/60.

Travel Champion 2100 - Star Diamond

D02: 1 d4 d5 2 Nf3 sidelines, including 2...Nf6 3 g3 and 2...Nf6 3 Bf4

1. d4 f6 2. d4 d5 3. e4 c5 4. e3 d6
5. d5?!

Unusual, mostly one sees 5. c3 e6 6. d5
5... Bb6! 6. Bb1N

An early departure from theory. As far as I can find only 6. dxc5 Bxb2, and now either 7. e3 7. Bb1 or 7. Bb1, have been played here, but even these moves don't fully recover from the doubtful 5. d5

6... cxd4 7. dxd4 dxd4 8. exd4 Bxd4 9. e5+
e7 10. e3 g4 11. Bxg4 dxg4 12. e7+
xd7 13. e4 e5 14. f3 exd4 15. fxe4 Be8+
16. d1 e6



We've almost reached the endgame already, and White will have to play very accurately and cautiously to save this

17. h4?!

17. Bf1!? f6 18. d3 was the best try

17... Be3! 18. Bf1 f6 19. d3 Be4 20. g5 fxg5
21. hxg5 c6 22. Bh1 e4 23. a3 c5 24. g6
h6 25. d2 xd2 26. exd2 Be8 27. Bb1
B8e6 28. Bhf1 Bxg6 29. Bf2 Bxe1 30. ex1
h5 31. d1 Bf6



32. Bxf6?

Of course it is usually vital to keep the pieces ON the board when you're a pawn or two down. So 32. Bf6 h4 33. e2 was much better

32... gxf6 33. d2 d6 34. d3 e5 35. a4

In truth 35. e2 makes no difference after 35... e4!

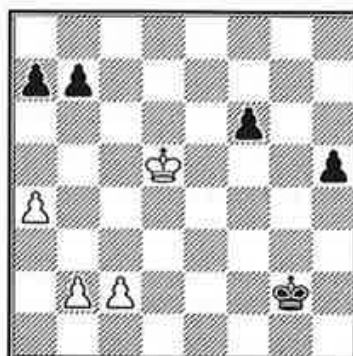
35... f4 36. exd4?

TC goes all greedy and allows the Novag an easy run for his h-pawn. 36. e2 was best, though 36... g3 37. f1 f5! with f4 and f3 to follow soon wins

36... g3 37. exd5

Might as well now

37... xg2



The diagram should have been enough for readers to see that White has won, but the remaining moves are included for completeness

38.♔d6 h4 39.♕c7 f5 40.♕xb7 h3 41.b4 h2
42.♕xa7 h1♚ 43.♕b6 f4 44.a5 f3 45.a6
♚g1+ 46.♕c6 f2 47.a7 f1♚ 48.a8♚ ♚f3+
winning White's new queen and the game
0-1

Game 4 at G/60

Star Diamond - Travel Champion 2100

E12: Queen's Indian: Unusual White 4th moves, 4 a3, 4 Nc3 Bb7 5 a3 and 4 Nc3 Bb7

1.d4 e6 2.c4 ♘f6 3.♘f3 b6 4.a3 d5 5.cxd5
exd5 6.♘c3 c6?!

Unusual. Loads of games have been played with 6...♗b7 7.g3 ♗e7 8.♗g2 0-0

7.e3N

7.♗f4 is the only theory move I'm quickly aware of

7...♗d6 8.♗d3 0-0 9.0-0 ♖e8 10.♚c2 ♗g4



11.♘e1?!

A bit strange?! It is one thing to try and avoid a drawish line, but quite another to opt for a very passive position.

11.e4!? dxe4 12.♘xe4 ♗xf3 13.gxf3 ♘xe4
14.fxe4 ♗xh2+ 15.♔g2 keeps the game going in an equal position, but of course 15.♔xh2 ♚h4+ draws immediately

11...c5! 12.h3 ♗h5 13.♗b5 ♖e7 14.♚f5 ♗g6
15.♚g5 cxd4 16.exd4 h6 17.♚h4 a6 18.♗a4 ♗c7

18...♘bd7! was best, but now White responds wrongly to the game move!

19.g3?

A mysterious choice to me which soon loses



Above the Novag Star Diamond with its (free) carry case. Right the Travel Champion 2100



material. Surely just 19.♘f3 and the game is still quite equal

19...b5! 20.♗b3 ♘c6 21.♗xh6 ♖xe1
22.♖fxe1 gxf6 23.♖ac1 ♚d6 24.a4 ♗b6!
25.♖cd1 ♘g7 26.axb5 axb5 27.♔f1 ♗e4
28.♘xe4 dxe4



29.♗c2

The alternative was giving back the exchange with 29.♖xe4 ♘xe4 30.♚xe4 but there is still a material imbalance, as Black has a ♘ for 2x♗ and can continue with 30...♖f8! 31.d5! f5! 32.♚h4 ♘e7 with good chances for the win

29...♖a2 30.♙xe4 ♘xd4 31.♙g2?!

After my remark in the previous game – about exchanging pieces when you're material down – I shouldn't really recommend 31.♙f4!? ♙xf4 32.gxf4 but after 32...♖xb2 33.♖b1 ♖xb1 34.♙xb1. However White's chances, though not good, are probably better than they are in the game

31...♙b4 32.♙d5?

Really there was only 32.♖b1 worth playing here, then 32...♙d2! 33.g4 ♙d3+ 34.♙g1 ♘e2+ 35.♙h1 ♘e4 but White can play on a little bit longer with 36.♖bd1

32...♖xb2 33.♖e3 ♙a4 34.♖ed3 ♖xf2+!



Destroying White's position completely

35.♙xf2 ♘f5+

The double attack on White's ♙ with of course the accompanying check, ends the game! A magnificent finish by the Travel Champion 0-1

So it's level again at 2-2. Some effort by the portable TC2100 which we rate at 1992 Elo compared to the Star Diamond at 2184.

Game 5 at G/60

Travel Champion 2100 - Star Diamond

A30: Symmetrical English: Double Fianchetto and Hedgehog

1.c4 c5 2.♘f3 ♘f6 3.g3 b6 4.♙g2 ♙b7 5.0-0 g6 6.b3 ♙g7 7.♙b2 0-0 8.♘c3 d6 9.e3

Here there is a choice of 9...e6, 9...a6 and 9...♘bd7 for Black, but the StarD plays...

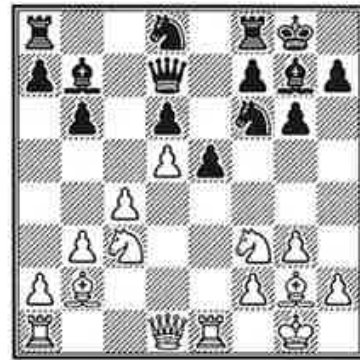
9...♘c6?! 10.d4 cxd4 11.exd4 ♙d7N

I found a 1997 game (played between non-GMs) with 11...d5 12.♘e5 e6 in my database. It ended in a draw

12.d5

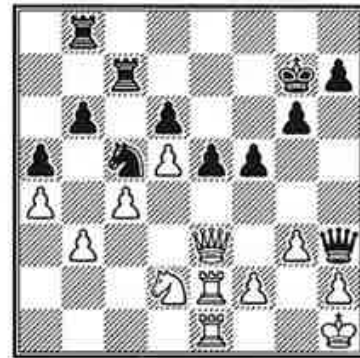
TC takes the square the StarD left open!

12...♘d8 13.♖e1 e5



White looks to have something of a space advantage and better placed minor pieces, but over the next 25 moves isn't able to turn into anything decisive

14.a4 ♙c8 15.♙e2 ♘b7 16.♖a2 a5 17.♖aa1 ♘c5 18.♘d2 ♖d8 19.♖ad1 ♙f5 20.♘ce4 ♘fxe4 21.♙xe4 ♙g5 22.♙g2 ♙f5 23.♙a3 ♙c2 24.♖c1 ♙d3 25.♙d1 ♙f5 26.♖c3 ♙h6 27.♘f3 ♙h5 28.♘h4 ♙g4 29.♙f3 ♙xf3 30.♘xf3 f5 31.♙e2 ♘e4 32.♖c2 ♖ab8 33.♙c1 ♙xc1 34.♖exc1 ♙h3 35.♖e1 ♖f8 36.♙e3 ♖f7 37.♖ce2 ♙g7 38.♙h1 ♖c7 39.♘d2 ♘c5



40.f4?!

Much better was 40.♘f3 because if 40...e4 41.♘g5! causing severe discomfort to Black's queen

40...e4!

Jumping straight into the hole. Now it is Black which has more space.

I've got to tell you this – under Analysis Mode within Zap, the engine said "Your bishop gains space". I've looked all over the place for this fortunate bishop, but can't see one anywhere!

41. ♖d4+ ♜f7 42. ♜g2 ♜g4

Black's queen certainly looks dangerous on either h3 or g4, but note that it has very few ways to escape if attacked by, say, h3

43. ♜e3 h6 44. ♜ge2?!

44.h3! here would have been interesting. Black cannot go 44... ♜h5? because of 45.g4! So the StarD would have to play 44... ♜d1+ 45. ♜h2 and now if 45...g5 46. ♜g1 ♜c2 then White can play 47.fxg5 hxg5 48. ♜c3! and is probably winning

44... ♜d3!

What a square for the ♜ – in fact now I think the advantage is definitely swinging towards the StarD!

45. ♜a1 ♜e8



46. ♜c3

It's expecting too much of a portable, but Hiarcs reckons the sac' 46. ♜f3! is still level! After 46...exf3 47. ♜e6! Black can return the knight with 47... ♜e5 or try 47... ♜xe6 48.dxe6+ ♜g8 49.e7 ♜f2+ 50. ♜g1 ♜h3+ draw. Very interesting

46... ♜cc8 47. ♜c2 h5 48. ♜f1?

Again an attempt to take advantage of the imprisoned Black ♜ is best. So 48.h4! and now 48... ♜h3+ 49. ♜g1 ♜cd8 50. ♜f1! is getting very complicated – even with PC help, so I'm unsure who's winning!

48...h4!

Solves lots of problems for the StarD, not least those of its queen

49. ♜g2 hxg3 50.hxg3 ♜h8+ 51. ♜g1 ♜h3!



52. ♜h2?!

It's getting close to the time when White must play very exactly if the game is to be saved. Here was a chance to perhaps keep the draw with 52. ♜e2!? and now I think 52... ♜ch8 is best, then 53. ♜h2! ♜xh2 54. ♜xh2 ♜xe2 55. ♜xe2. Now Black can still try 55... ♜f6 followed by ♜g8 and g5 to break through, but whether it's enough to win I don't know

52... ♜h5!

After this White collapses and the next pair of moves leave the TC helpless

53. ♜ge2?

53. ♜e2 ♜h8 54. ♜xd3 exd3 55. ♜e6+ ♜g7 56. ♜e7+ ♜h6 57. ♜g5+ ♜h7 58. ♜e7+ ♜g7 and Black should still win though it's certainly not all over yet!

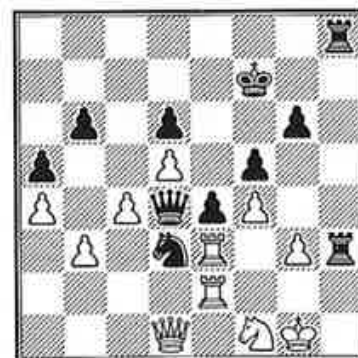
53... ♜e8! 54. ♜d2

54. ♜c3!?

54... ♜h8!

Threatening ♜a1+

55. ♜d1 ♜d4 56. ♜f1 ♜eh8!



Three humdingers on the trot from the StarD and the game is almost over

57. ♜d2 ♜h1+ 58. ♜g2 ♜xf1! 59. ♜xf1 ♜h1+ 60. ♜g2 ♜h8!

Announcing mate in 7

61. ♖xe4 fxe4 62. ♖xe4 ♖h2+ 63. ♔f3 ♖xd2

and now the TC would have to resort to sacrifices such as 64. ♖e7+ ♔xe7 to delay the mate 0-1

So we come to the final game with the **Star Diamond** 3-2 ahead, and with White for the last game.

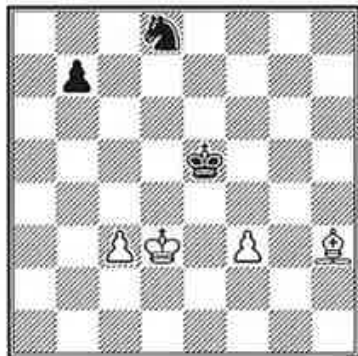
However for some 50 moves there is never anything in it. Computers give White a small plus evaluation, but with equal opponents the draw always looks likely.

Game 6 at G/60

Star Diamond - Travel Champion 2100

B33: Sicilian; Pelikan and Sveshnikov Variations

1.e4 c5 2. ♘f3 ♘c6 3.d4 cxd4 4. ♘xd4 ♘f6
 5. ♘c3 e6 6. ♘db5 d6 7. ♙f4 e5 8. ♙g5 a6
 9. ♙xf6 gxf6 10. ♘a3 ♙e6 11. ♘c4 f5 12. exf5
 ♙xf5 13. ♘d5 ♙g8 14. c3 ♙e4 15. f3 ♙xd5
 16. ♖xd5 ♖h4+ 17. ♔e2 ♙d8 18. ♙d1 ♙g6
 19. b3 f5 20. ♘e3 f4 21. ♖e4 ♘e7 22. g3 ♙xg3
 23. ♘g2 ♖h5 24. hxg3 ♖xh1 25. gxf4 ♘c6
 26. fxe5 dxe5 27. ♙xd8+ ♔xd8 28. ♘e3 ♖h2+
 29. ♙g2 h5 30. ♖h7 ♙e7 31. ♖g8+ ♔d7 32. a4
 ♘d8 33. ♘f1 ♖h4 34. ♖d5+± ♙d6 35. ♘e3
 ♖f6 36. ♙h3+ ♔c7 37. ♘c4 ♖e7 38. ♙f5 ♖f6
 39. b4 ♖e7 40. b5 axb5 41. axb5 ♙c5 42. ♔d1
 h4 43. ♔c2 ♙g1 44. ♘xe5 h3 45. ♖c4+ ♙c5
 46. b6+ ♔xb6 47. ♘d7+ ♔c6 48. ♖a4+ ♔d5
 49. ♘xc5 ♖xc5 50. ♖e4+ ♔d6 51. ♙xh3 ♖d5
 52. ♖xd5+ ♔xd5 53. ♔d3 ♔e5



54. ♔e3 ♘e6??

Just amazing, I can hardly believe the Travel Champion did this and, if I get one in s/hand sometime, I must find 5 mins to test how long it takes to change its mind.

54... ♔d5 definitely keeps Black in the game.

The best continuation is 55. f4 ♔c4 56. ♔d2 b5! 57. f5 ♔c5 which is likely a draw!

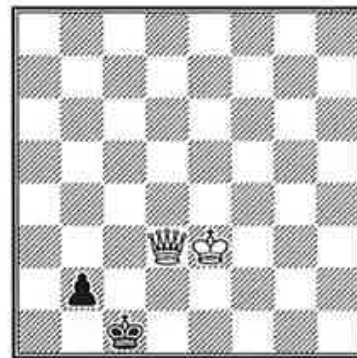
55. ♙xe6 ♔xe6 56. ♔e4

A PC engine would tell you that this is m/20, and 56.c4 would be m/19!

56... ♔d6 57. ♔f5 ♔d5 58. f4 b5 59. ♔g6 ♔c4
 60. f5 ♔xc3 61. f6 b4 62. f7 b3 63. f8 ♖ b2
 64. ♖a3+

64. ♖f5! would have been m/11

64... ♔c2 65. ♖a4+ ♔c1 66. ♖c4+ ♔d2
 67. ♖b3 ♔c1 68. ♖c3+ ♔b1 69. ♔f5 ♔a2
 70. ♖c4+ ♔a1 71. ♖a6+ ♔b1 72. ♔e4 ♔c1
 73. ♖f1+ ♔c2 74. ♖d3+ ♔c1 75. ♔e3



75...b1♘!

Cute, stopping ♖d2 mate... but of course to no avail in the end

76. ♖e2 ♘a3 77. ♔d3 ♔b1 78. ♔c3 ♘c4
 79. ♖d1+ ♔a2 80. ♖c1 ♘a5 81. ♖b2# 1-0

In the end, then, the **Star Diamond** gets a 4-2 win over our **Travel Champion 2100**. According to our Ratings it should have scored a ½pt more but, of course, in such a short match small variations are almost inevitable.

To stay completely up-to-date with our **SECOND-HAND STOCK** readers need to visit our website and go to the 'Specials' page.

At the time of writing we have:

- Novag Opal Plus £25
- Saitek Cosmos (the earlier Expert) £40
- Saitek Centurion (new, last one) £40
- Saitek Cougar £45

and also one brand new

Mephisto Exclusive Magellan £625

www.elhchess.demon.co.uk/specials

The CEGT KNOCK-OUT TOURNAMENT

We just squeezed in the early news about the **CEGT Knock-out Tournament** at the end of the Results Section last time.

The time control - of necessity as so many games were being played - was Blitz: 40/4 with the games played on very fast hardware: AMD64 X2/4400 machines!

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 were:

Group A: Rybka13d/64 17½, CM9000-Metallicus 13½, Pseudo0.7c 10½, Glaurung1.0.2 10

Group B: Hiarcs10 15, GambitTiger2 14½, LoopList600 13, ProDeo1.1 13

Group C: Fruit2.21 15, Pepito1.59 12, Aristarch4.51 11½, SlowChessBlitzWV2 11

Group D: ChessTiger15 14½, Gandalf6.01 13½, Spike1.1 12½, CraftyCito1.4.3/64 12

Group E: Toga2.1a/64 14½, Movei00.8.352 12½, Ktulu7.5 11½, Thinker4.7a 11½

Group F: Fritz9 14½, Naum1.91/64 14, CM9000-Pestilence 11½, Nimzo8y14 11

Group G: Ruffian2.1.0 13½, Junior9 13, SmarThink1.0/64 11, Jonny2.89 10½

Group H: Shredder9.1 16, Zappa1.1/64 10½, DeepSjeng1.6 10½, Scorpio1.7 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

With 32 engines left, they were split into 2 groups of 16 and scheduled to play 6 games against each opponent, so 90 games each

altogether.

Thus the draw for round 2 was critical! Everyone wanted to know, 'Where's Rybka?!'

As it happens it was with Toga, Hiarcs, Junior, GambitTiger, Tiger15, Ruffian and 2 Chessmaster (CmX) versions. I'd like to know who made the draw!! The other group was much easier! The **top 4 professional programs** from each group would qualify for a knockout phase, and the **top 4 amateur programs** from each group would qualify for their own knockout phase.

Here are the Group Scores:

A	Engine	/90	B	Engine	/90
1	Rybka1.1-64	72	1	Fruit2.21	61½
2	Toga1.2.2a	55½	2	Fritz9	58
3	Hiarcs10	54	3	Shredder9.1	57
4	Junior9	49½	4	SmarThink-64	52½
5	CmX Berean	47½	5	CmX Metallicus	49
6	GambitTiger2	47½	6	CmX Milan2.3	49
7	CmXPestilence	45½	7	LoopList 600	49
8	Ruffian2.1	45	8	Ktulu7.5	48
9	ChessTiger 15	43½	9	Spike1.1	45½
10	Glaurung1.0.2	½41	10	Gandalf6.01	42
11	Scorpio1.7	40½	11	ProDeo1.1	41
12	SlowChessBlitz	40	12	Jonny2.89-64	39½
13	Naum1.91-64	37½	13	Zappa1.1-64	38
14	Wildcat6	37	14	SOS5.1 Arena	33
15	CraftyCito-64	35½	15	Movei00.8.352	31
16	Aristarch4.51	28	16	Anaconda2.0.1	26

A few shocks!

Not so much in Group A perhaps, where Rybka-64bit won with ease, and the other 'favourites' all qualified. One small surprise was the older GambitTiger2 qualifying, and Tiger15 not, though there was in fact only 4 points between them.

But in Group B there were some real jolts for well-rated engines, seeing the highly rated Spike, the commercial Gandalf, and also Pro Deo failing to get into their top 8.

The **Rules** declared that any amateur program qualifying in the top 4 of its Group would be able to play in both Section Finals, but as a commercial version of the 64-bit SmarThink program is now available on the 'net, this Rule would only benefit Toga!

The Professionals

The draw for the **last 8** gave Fritz9 the thankless task of playing against Rybka! The other matches seemed more even... Junior v Shredder, Toga v Fruit (2 very similar programs because their programmers used to collaborate quite considerably before Fruit went commercial on the Internet. HiarcS had SmarThink, probably a good draw even though the latter was running in a 64-bit version.

Professional Results: the Last 8

Rybka 1.1-64	Fritz 9	27½-12½
Junior 9	Shredder 9.1	18-22
Toga 2.1.2-2a	Fruit 2.2.1	19-21
HiarcS 10	SmarThink 1-64	25½-14½

Shredder drew the short straw for the next round, and got absolutely clobbered. But we expected Fruit v HiarcS to be very close... which it wasn't!

Professional Results: the Last 4

Rybka 1.1-64	Shredder 9.1	31-9!
HiarcS 10	Fruit 2.2.1	15½-24½

In the Final, Fruit did little better than Shredder had in its semi!

Professional Results: the Final

Rybka 1.1-64	Fruit 2.2.1	29-11
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There's absolutely no doubting Rybka's strength computer v computer, even allowing for the fact that it was permitted to use its superfast 64-bit version..

The Play-Offs of the Top Amateurs

As I've already mentioned, Toga was also given a place in the Amateur play-off, and started out favourite of course. In the first round it beat Pro Deo quite easily.

Amateur Results: the Last 8

Toga II 1.2.2a	Pro Deo 1.1	26-14
SlowChess WV	Jonny 2.89-64	23½-16½
Glaurung 1.0.2	Spike 1.1	20½-19½
Scorpio 1.7	Zappa 1.1-64	19½-20½

The Amateur Play-Offs are already much more exciting, with the last pair of matches only being decided right at the end. Zappa 1.1 is of course the forerunner - and running again on 64-bit - to the 2005 WCCC winner which has just gone commercial. Spike is very highly rated by many people and on most 'all inclusive' PC Rating Lists, and it was probably 2nd favourite for the Amateur title, ahead even of Pro Deo. So maybe Glaurung is good!?

Toga dispensed with SlowChess very easily in the semi-finals, but Glaurung v Zappa was another very close one!

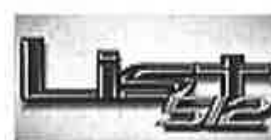
Amateur Results: the Last 4

Toga II 1.2.2a	SlowChess WV	27½-12½
Glaurung 1.0.2	Zappa 1.1-64	21½-18½

But if anyone was expecting a close finish, in view of Glaurung's great efforts leading up to the Final, they were in for a huge disappointment as it turned into the most one-sided match in the whole play-offs.

Amateur Results: the Final

Toga II 1.2.2a	Glaurung 1.0.2	32-8
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British GM **TONY KOSTEN** partners *Hiarcs10* in the PAL/CSS Freestyle Internet Chess Tournament

Report and Games by Tony Kosten

In early March Harvey Williamson suggested I partner the new version 10 of the Chess program **Hiarcs** (by Mark Uniacke) in the coming Internet 'Freestyle' tournament, and I found the idea intriguing, so happily accepted.

Actually, I had first used **Fritz** as an analysis partner for my books and annotated games, but had switched to **Hiarcs** some years ago since Mickey Adams recommended it to me because of its greater strategic understanding.

In Mark Uniacke's own words: "*Hiarcs is rather unique in the computer chess world because it not only has tactical abilities but is also a capable positional player.*"

One of the key features for chess players is that Hiarcs is able to learn from the positions you analyse and use this information to improve its analysis especially earlier in analysed variations."

Mark also sent me lots of useful information about its strengths and those of its likely principal opponent, Rybka, which was a new name to me but apparently was now the favoured engine on Playchess.com.

Your editor, Eric, asked me to provide a little background information about myself and the computers I was using:

- I've been a GM for 16 years.
- I have no experience of playing this type of Partner (Centaur) chess, and had never played online before (what a complete and utter waste of time).
- I played from home with an oldish AMD/1700 for the 'net connection, and my trusty Centrino/1400 laptop to analyse with Hiarcs10. My girlfriend also looked at some lines on her more recent Centrino - when she didn't have something better to do!
- I had no idea who was running what in the Tournament, but suspect that most of them were Rybkas, either running alone or with

some slight human help.

- The reason I didn't do better in the Tournament was not because of Hiarcs!
- By all means freely browse

ChessPublishing.com - it is an opening site where 10 GMs and a number of IMs analyse the latest theory on a monthly basis. There are PDF eBooks and ChessBase eBooks as well. I guess it is for pretty serious players, as is the forum



Round 1 arrived. Although Mark had suggested I get a lot of practice playing with and against computers using a pseudo beforehand, I had just been too busy with *ChessPublishing.com* ...

My first strategy was to take the computers out of their book as early as possible, and to try to keep the positions closed.

(1) Tony Kosten - Spaghetti Chess

ECO: A20

Rated game, 45m + 5s

CSS Freestyle Tournament, 18.03.2006.

Analysis by Tony Kosten

1 c4 e5 2 d3 Nf6 3 e4



One of my anti-computer systems! It has two advantages: there is no theory so the program has to start 'thinking' for itself, and it generally leads to closed positions where tactics have less importance.

3...Nc6 4 g3 Bc5 5 Bg2 0-0 6 h3 d6 7 Ne2
Be6 8 0-0



At this point most analysis modules give about one pawn in Black's favour!

8...Nd7

An interesting choice, Black wants to open the f-file and attack f2.

8...Qd7 is often tried by our silicon friends when 9 Kh2 intends f4-f5 followed by a kingside pawn avalanche.

8...Nd4 is maybe the best move (for a computer!), hoping to generate some central action with ...c6 and ...d5, and transposes into Tony Kosten-Datena (from Rd 4): 9 Nbc3 c6 10 Kh2 a6 11 f4 b5 12 f5 Bd7 13 g4 charge! 13...Nxe2 14 Nxe2 h6 15 Qe1!? (heading for g3 to prepare h4 and g5) 15...bxc4 16 dxc4 Rb8 17 b3 Re8 when Black is reacting with ...d5 on almost any of White's moves.

Although I later burst through on the h-file (following h4 and g5) my opponents had sufficient central counterplay, and made a pretty draw with a rook sac to gain a perpetual.

9 Kh2 f5 10 exf5 Rxf5 11 f4



This is my plan 'B' in case Black plays ...f5, I now want to play g4 and f5 with a useful mobile kingside majority, plus use of the e4



and d5 squares.

11...Rf8!

Well played, after...

11...a6 say, 12 g4 Rf8 13 f5 Bf7 14 Nbc3 White has a real advantage and after 15 Ng3 then g5 would be coming when the black king will be mown down.

12 Nbc3 Kh8 13 g4



Intending f5.

13...exf4!

Positionally necessary, and tactically correct.

14 Bxf4

Time to get a piece developed.

14 d4?! doesn't win a piece because of 14...Bb6 15 d5 (15 b3 is no better: 15...Bxg4! 16 hxg4 Qh4+ with a powerful attack) 15...f3! 16 Rxf3 Rxf3 17 Bxf3 Nce5 and White has achieved nothing, except weaken his position and hand Black the e5-square!

14...Bb6

Now d4-5 was really a threat.

15 Na4!

The opening hasn't gone quite as I planned, so time to has come to grab the bishop pair, a sure-fire positional advantage in most positions.

15...Qe8 16 Nxb6 axb6?!

I don't like this too much - why allow doubled pawns unnecessarily? The open a-file has no value.

17 b3



17...h5

Looking for some action on the kingside.

18 gxh5!

18 g5 Qg6 19 d4 Bf5 is alright for Black who has some play on the light squares.

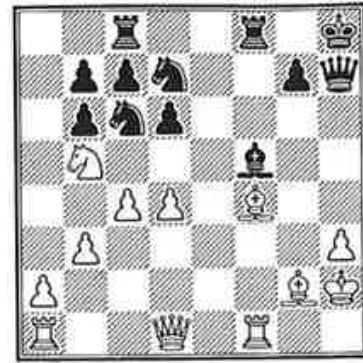
18...Qxh5 19 Nc3

Offering an exchange of queens that Black must refuse - White's bishops and better structure give him an almost winning advantage in the endgame.

19...Qh7 20 Nb5

A great square for a knight in this structure - it will tie Black to the c7 square, and the knight can hardly be dislodged as Black has no a-pawn after his 16th move.

20...Rac8 21 d4 Bf5



22 Bg5

I wasted a lot of time hereabouts because Hiarcs liked the look of...

22 Nxc7!? Bd3!

a) 22...Rxc7?! 23 Bxd6 is the point 23...Rcc8 24 Bxf8 Rxf8 25 Qd2 and the black pieces are misplaced;

b) 22...Bc2!? 23 Qd2 (23 Qe2 Bd3 24 Qe6 Bxf1 25 Rxf1 Rxc7 unclear) 23...Rxc7 24 Bxd6 Rxf1 25 Rxf1 Rc8 26 Qf4 with compensation for the piece, but is this really better for White?

23 Rf3 (23 Bxd6 Bxf1 24 Bxf1 Rf2+ 25 Bg2 Qg6 forces 26 Bg3 when 26...Rxc7+ 27 Kxc7 Rxc7 didn't appear that clear to me; 23 Ne6 Bxf1) 23...Rxc7 24 Bxd6 Rxf3 25 Qxf3 Rc8 and once again I have the feeling that White has thrown away his positional edge.

22...Qg6 23 Qd2 Nf6 24 Bxf6!?

A practical decision. Obviously I wasn't too happy about parting with my strong bishop, but with time running out I decided to simplify.

24 Bh4 was the alternative, to avoid the ...Ne4 fork.

24...Rxf6 25 Rf2

I preferred this to 25 Rf4 because after 25...Qh7! 26 Raf1 Black has the resource 26...Rcf8! because 27 Nxc7? meets 27...g5 attacking both the rook and the knight.

25...Qh5 26 Raf1 g6 27 Qc3 Qg5



28 Rf4

I regretted playing this after the game, short of time I had been swayed by Hiarcs although I wanted to play 28 Qg3! Qxg3+ 29 Kxg3 to play a simple endgame where I enjoyed a better structure and the annoying pressure on c7, 29...Rf7 (to free the c8-rook from its defensive duties) 30 Bxc6! (30 Be4 Rcf8 31 h4 Nd8?! 32 Bxf5 gxf5 33 d5 was one nice line where Black's knight ran out of squares.) 30...bxc6 31 Na7 Re8 32 Nxc6 Re3+ 33 Rf3 Bxh3 34 Rxe3 Bxf1 Black regains the pawn, but on the further 35 Nd8 Rd7 36 Ne6 White has a clear plus because of his extra space and more active pieces.

28...Rf7 29 c5



This move seemed to get Hiarcs very excited! 29 Bxc6?! bxc6 30 d5+ Kg8 31 dxc6 wins a pawn, but I was worried about the retort 31...Bxh3! 32 Qxh3 Rh7 33 Rf8+ Rxf8 34 Rxf8+ Kxf8 35 Qxh7 Qe5+ and Black draws with a perpetual - computers see this sort of variation very easily!

29...dxc5 30 dxc5+ Qf6 31 cxb6 cxb6 32 Qxf6+ Rxf6

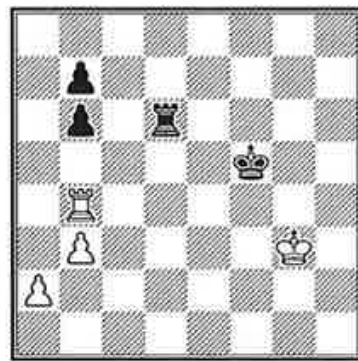


White has a nominal advantage, but the weak b-pawns aren't that easy to attack.

33 Nc3 Re6 34 Ne4 Rd8 35 Ng3 Bd3 36 R1f2 Rd7 37 h4 Re1 38 Ne4 Kg7 39 Bh3 Re7 40 Nd6 R1e2 41 Bg2 Rxf2 42 Rxf2 Rd7 43 Ne8+ Kh6 44 Rf8 g5 45 Rf6+ Bg6

Spaghetti Chess offered a draw here, which wasn't too unreasonable, as I was very low on time, but I played on anyway!

46 Be4 Ne7 47 Kh3 Rd4 48 Nd6 Kh5 49 Bxg6+ Nxg6 50 hxg5 Nf4+ 51 Kg3 Kxg5 52 Rf5+ Kg6 53 Rxf4 Rxd6 54 Rb4 Kf5



55 Kf3

I could have continued here but didn't see much point against a computer armed with Tablebases! My first lesson was that it would be difficult to exploit a tiny advantage in an endgame!

1/2-1/2

So to round 2. The format of the Tournament was that we were to play 8 games each in a Swiss system, with the top 8 qualifying for a **Grand Final** to be played early in April. In the event of a tie-break, which was probable in view of the numbers involved, there would be a Tiebreak Tournament taking place the day immediately after this event.

(2) King Crusher - Tony Kosten

ECO: E62

Rated game, 45m + 5s CSS Freestyle
Tournament, 18.03.2006
Analysis by Tony Kosten



(Diagram after White's 28th move).

On this occasion the entrant had volunteered that it was a Rybka1.1 and, in fact, 'King Crusher' would eventually qualify for the final with 6/8 and then get a creditable 3½/7 in the final itself.

In the previous play I had hoped that my efforts on the f-file (against the isolated f2-pawn) was more important than 'Crusher's' play on the g-file, but this had proved to be false. At this point I was short of time and didn't like my position at all! 0.41/16 51

28...Rf4!!

Hiarc had spotted this neat trick, and I decided to go for it as it brings about opposite-colour bishops, which increase the chances of drawing.

28...Bf5 is a perfectly playable alternative.

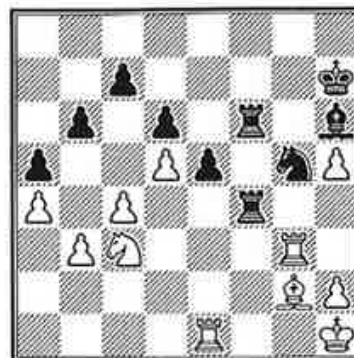
29 fxc4

The g5-bishop is hanging, and 29 Bxf4? allows 29...exf4 30 Qe2 fxc3 31 fxc4 gxh2 32 Kxh2 Be5+ with a likely winning attack.

29...Nxc5 30 gxc5 Bh6 31 Qd3 R8f6 32 Nc3 Qh7 33 Qxh7+

33 Be4 Nxe4 34 Rg8+ Qxc8 35 Rxc8+ Kxc8 36 Nxe4 Rf7 is OK for Black.

33...Kxh7 34 Re1

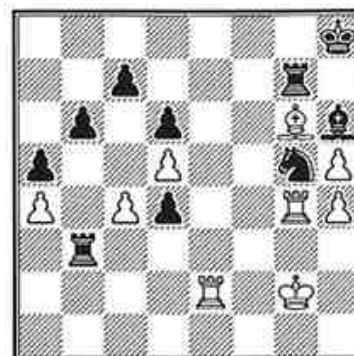


34...Kh8

Why this strange move? Experience tells me that it pays to put all your pieces on the opposite colour complex to your opponent's bishop!

35 Nb5 Rf7 36 Kg1 R4f5 37 Re2 Rf4 38 h3 Nh7 39 Be4 Ng5 40 Bg6 Rf3! 41 Rg4 Rg7 41...Nxc3+ 42 Kg2 R7f6 43 Bc2 leaves the black pieces a bit loose.

42 Kg2 Rxb3 43 Nd4!? exd4 44 h4



44...Ne4!

44...Nf7? 45 Re8+ Rg8 46 Rxc8+ Kxc8 47 Bc2+ Kf8 48 Bxb3 is the neat tactical point of White's 43rd move.

45 Rxe4 Rb2+ 46 Kh3 Rb3+ 47 Rg3 Rxc3+ 48 Kxc3 d3

I didn't like the way my rook had become so passive, but felt pretty sure no computer would let the d-pawn get to d2!

49 Re8+ Rg8 50 Rxc8+ Kxc8 51 Bxd3 Kg7



Here I offered a draw as this position is as equal as can be, but my opponent was a computer! We shuffled our kings back and forth for 50 moves ...

½-½

Things hadn't been going too well, so by round 6 I decided to play more normally in the opening and then see if there was a possibility to obtain a position that the computer wouldn't be able to evaluate properly.

(6) Tony Kosten - Damenkiller

ECO: C66

Rated game, 45m + 5s CSS Freestyle
Tournament, 19.03.2006
Tony Kosten

1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6

In the final round 3...a6 was played and, after 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 d6 8 c3 0-0, I tried 9 d4 against Rainer Zufall, hoping to test some analysis of GM Renet's on Chesspublishing.com. But against a computer I am quite sure that 9 d3 is best!

4 d3



This move offers White nothing, objectively,

but seems a good choice against a computer!

4...d6 5 c3 Be7 6 Nbd2 0-0 7 0-0 Bd7 8 Re1 Re8 9 Nf1 Bf8 10 Ba4 a6 11 h3 b5 12 Bc2 b4!? 13 c4!



Closing the centre and making the strategic factors primordial!

13...Nd4

Otherwise I may have played d4 myself.

14 Nxd4 exd4

However, now Black has a 'dead point' on d4 which allows White to play as though he has a kingside majority.

15 Ba4!

Would you like to swap your good bishop for my bad one?

15...c6

"No"!

16 Bd2 Qb6 17 Ng3 Qc5 18 f4



I simply intended Qf3 followed by bringing the queen's rook over and starting a kingside pawn advance. Black has no counterplay on the queenside, and is also static in the centre.

18...Kh8 19 Qf3 Rab8?!



Tactically dodgy.

20 e5!

Objectively strongest, and after analysing with Hiarc I was already quite sure I would win from here!

Still, I could also continue in slower positional style by 20 Qf2 Qb6 21 Ne2 to force 21...c5 when 22 Bxd7 Nxd7 leaves White with a better structure and better bishop.

20...Qa5

20...dxe5 21 fxe5 Rxe5 22 Rxe5 Qxe5 23 Bf4 is the point, skewering the queen against the rook.

21 exf6 Qxa4 22 fxg7+

Going for the king, after some debate with my girlfriend (!) as I was tempted by 22 Rxe8 Rxe8 23 b3 Qa3 (23...Qa5 24 fxg7+ Bxg7 25 Ne4) 24 fxg7+ Bxg7 25 Ne4 Qb2 26 Qd1 when both d6 and b4 are en prise.

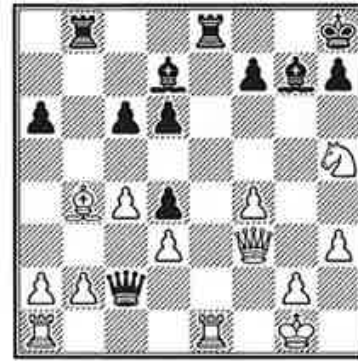
22...Bxg7 23 Nh5



23...Qc2

This is the problem, the black queen gets some activity.

24 Bxb4!



24...c5

24...Rxb4?? loses immediately to 25 Rxe8+ Bxe8 26 Qg4 Bh6 27 Nf6 Bg7 28 Nxe8 Bh6 29 Nxd6 with repeated mate in one threats!

25 Nxg7 Kxg7 26 Ba5 Rbc8

26...Qxb2 27 Bc7 Re3 28 Qd5 Rg3 29 f5 is easily winning, 29...Rc8 30 Bxd6 Re3 31 Be5+ etc., the attacking power of opposite-colour bishops is well-known.

27 Rxe8 Rxe8 28 Bc7

Hitting the base of the pawn chain.

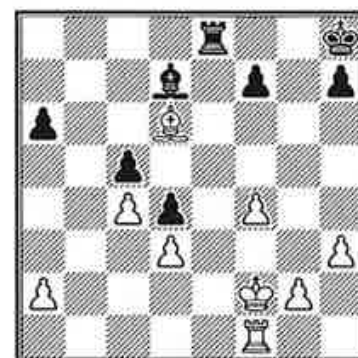
28...Qxb2 29 Rf1 Qd2

Aiming to swap queens and hope for some drawing chances in the endgame.

30 Qg3+!

It is important to send the king to h8, one square further from the centre, as this could make all the difference between a draw and a win!

30...Kh8 31 Bxd6 Qe3+ 32 Qf2 Qxf2+ 33 Kxf2



I think this ending is won for White, as though I only have one extra pawn in an opposite-colour bishop ending the c5 and d4 pawns can only be defended by the rook whereas the d3-pawn can be defended by my

rook and king.

33...Rc8

33...Re3 is the alternative: 34 Rd1 Bf5 35 Bxc5 Rxd3 36 Bxd4+ Kg8 37 Rxd3 Bxd3 38 c5 must be a win - I have two extra pawns, and can create passed pawns sufficiently far apart to avoid a light-squared blockade.

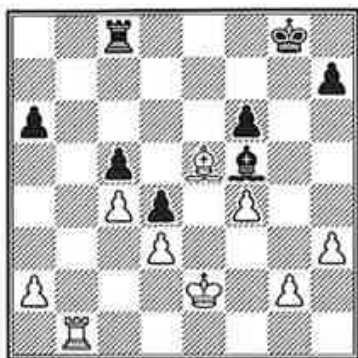
34 Rb1 Bf5 35 Be5+

At this point my opponent offered a draw, which is curious as a) he is losing b) when you are worse it is considered bad etiquette to offer a draw.

35...Kg8 36 Ke2

This is the advantage I referred to on move 33.

36...f6!?



A bit desperate, although it is true that 36...Rc6 37 g4 Bc8 38 Rb8 is hopeless, 38...Kf8 39 Kf3 Ke7 40 f5 f6 41 Bf4 h5 42 Ke4 hxg4 43 hxg4 and Kd5 with total domination.

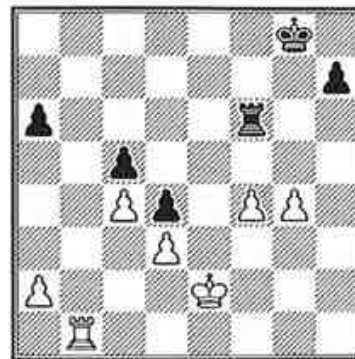
37 Bxf6 Rc6 38 g4

Simplest.

38...Bxg4+

38...Rxf6 39 Rb8+ Kg7 40 gxf5 Rh6 41 Rb7+ Kf8 42 Rc7 Rxh3 43 Rxc5 also wins easily.

39 hxg4 Rxf6



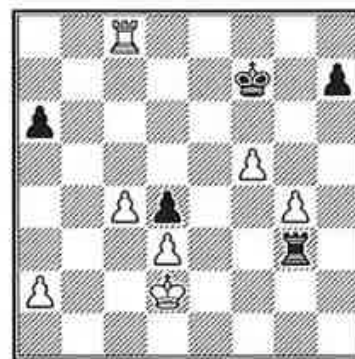
40 f5

White is not just a pawn up, but has positional plusses too, for instance more active king and rook.

40...Rh6 41 Rb8+ Kf7 42 Rb7+ Kg8 43 Rc7 Rh3 44 Rxc5 Re3+

44...Rh2+ allows the king to advance, 45 Kf3 Rxa2 46 g5 and Ke4, etc.

45 Kd2 Rg3 46 Rc8+ Kf7



47 c5

The computer indicated a quick win by advancing the white bishop pawns, and as I was a bit short of time I decided not to argue!

47...Ke7

47...Rg2+ 48 Kc1 Ke7 49 c6 Rf2 50 Ra8 Kd6 51 Rxa6 Kc7 52 Ra7+ Kxc6 53 Rxh7 Kc5 54 a3 Rf4 55 Rg7 is quite hopeless.; 47...Rxc5 48 c6 Ke7 49 f6+! Kxf6 50 Rf8+ Ke7 51 c7 queens.

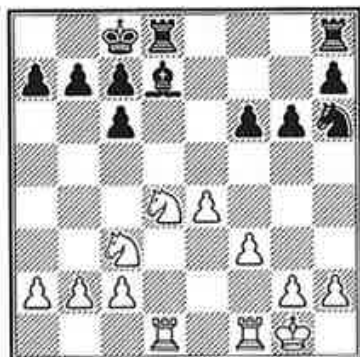
48 c6 Rg2+ 49 Ke1 Kd6 50 f6 Rxc5 51 f7
51 f7 Rf4 52 f8Q+ wins the rook.

1-0

(7) Goldbar - Tony Kosten

ECO: C60

Rated game, 45m + 5s CSS Freestyle
Tournament, 19.03.2006
Analysis by Tony Kosten



After 13 moves an exchange Spanish type of position has been reached where the dark-squared bishops have been exchanged, thus 'robbing' Black of the bishop pair.

However, as the queens are also exchanged the black king is unlikely to be a target on the queenside and can often prove to be a strength: Black plays with an extra unit in the battle on the queenside!

White's advantage resides in his kingside pawn majority, Black's doubled c-pawns hindering the advance of Black's queenside pawns.

Curiously, it was only around now that I realised that I could anticipate my opponent's moves by clicking on my own 'Openings Book' tab to see what the computer's book recommended. Do all the engines use the same book?

14 b4!?

Whereas this seems correct, as it stops Black from playing ...c5 easily, chasing the d4-knight from the centre and freeing the black bishop, there is a downside: White acts on the side where he has less pawns and therefore should be weakest.

It makes more sense (in my view) to attempt to use the extra kingside pawn.

Incidentally, I was ready to counter this with the known plan ...Rfe8 and ...Nf7-d6.

14...b6

Already I was thinking that I might be able to use b4 to open the queenside by, say, ...Kb7,

...Ra8 and ...a5.

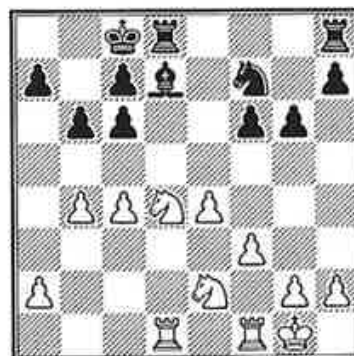
If 14...Nf7 then 15 Na4 b6 16 Nb2 intends c4-c5 while keeping the c4-square well covered.

15 Nce2

Continuing along the same path, White wants to force c4-5 to fix the black queenside on light squares.

15 Na4?? c5

15...Nf7 16 c4



16...c5!

The best move, by far and, to its credit, Hiarcs' immediate choice! Black gives himself isolated doubled c-pawns but this is only temporary as the c4-pawn is easily won and so White's queenside advances only succeed in giving Black a free passed c-pawn!

17 bxc5 bxc5 18 Nb5!?

I prefer 18 Nb3 Be6 19 Na5 (19 Nxc5?! Bxc4 20 Kf2 Ne5 is nice for Black whose bishop is better than any of the knights.) 19...Ne5 20 Nf4 Bxc4 21 Nxc4 Rxd1 22 Rxd1 Nxc4 with a likely draw.

18...Be6 19 Nxa7+ Kb7 20 Nb5 Rxd1 21 Rxd1 Bxc4 22 Nec3 Ra8!?



This amounts to a positional 'trick'!

22...Kc6 is normal, 23 a4 Nd6 24 Rb1 Ra8 looks fairly equal.

23 Rd7

No computer can resist this move which appears to win a pawn!

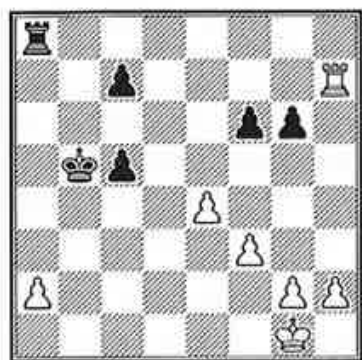
23...Bxb5 24 Nxb5

24 Rxf7 Bc4 25 Rxh7 Ra3 26 Nd5 Bxd5 27 exd5 Rd3 28 Rh6 Rd2!? (28...c4 29 Rh4 c3 30 Rc4 Rxd5 31 Rxc3 Rd1+ 32 Kf2 Rd2+ 33 Kg3 Rxa2 draws) 29 Rxg6 c4 30 Rxf6 c3 31 Rc6 c2 queens the pawn, although White gets 3 dangerous passed kingside pawns in exchange. 32 h4 Rd1+ 33 Kf2 c1Q 34 Rxc1 Rxc1 35 g4 Kc8 36 g5 Kd7 37 h5 Rh1 38 h6 Ke7

24...Kc6 25 Rxf7

25 Rxc7+ Kxb5 26 Rb7+ Kc4 27 Rxf7 Rxa2 28 Rxf6 Kd3 is similar to the game, the passed c-pawn is the dominant factor.

25...Kxb5 26 Rxh7



26...Kb6!

The second c-pawn is useful to stop White checking from behind, so it is worth expending a move to save it.

27 Rh4

White realises the problems he is in.

27...Rxa2 28 Kf1!

A good decision, as without the king the c-pawn will cost White a rook.

28...Kb5 29 Rh7 c6 30 Rb7+ Kc4 31 Rf7

31 Rb6 is no help: 31...Kd3 32 Rxc6 c4 33 Rd6+ Ke3 (with a menace of mate!) 34 Rd1 Rf2+ 35 Kg1 c3 36 Rc1 c2 winning.

31...Kd3 32 Rxf6



32...Ke3?

Panic in time trouble!

32...c4! must be right, although it might only be a draw anyway:

a) 33 Rxg6 Ke3 (33...c3 34 Rxc6 c2 could prove a bit messy - White's 4 pawns could prove difficult to handle in time trouble, in fact it was when I saw this line that I plumped for my faulty 32nd move.) 34 g3 Ra6! 35 Rd6 c3 36 Rd1 c2 37 Rc1 Kxf3! wins;

b) 33 Rxc6 c3 34 Rxg6 Ke3 35 g4 Kxf3 36 Rf6+ Ke3 and Black will next win the rook when the white pawns are not enough.;

c) 33 Rd6+ Ke3 34 Ke1 (34 Rd1 Rf2+ 35 Kg1 c3 wins) 34...Rxg2 35 Kd1 g5 with excellent winning chances;

33 Ke1! best, I think, in order to answer ...Ke3 with Kd1. So 33...Rxg2 34 Rxc6 g5 35 h3 Rh2 with some chances to win.

33 g4 c4 34 Rxc6

Best, I had hoped for 34 Rxg6? when Black has 34...Ra6! 35 Rd6 c3 36 Rd1 c2 37 Rc1 Kd2 wins.

34...Kxf3 35 Ke1 Ke3



36 Kd1

Now the sharing of points is close.

36...Kd3 37 Rd6+ Kxe4 38 h4 Rh2 39 Rxc6
39 Re6+ Kd3 40 Rd6+ Kc3 41 Rxc6
39...Rxc4 40 Kc2 Rh3 41 Rd6 Rg3 42 Rd8
Rxc4 43 Kc3 Ke5

1/2-1/2

Summing up:

- In the end **Hiarcs** and **I** scored **4 1/2/8** to secure **31=** position, quite reasonable all things considered.
- Lack of serious preparation left me (and the other strong GMs most probably) at a serious disadvantage against specialists with quick machines.
- The limited time (45 minutes + a few seconds per move) was also difficult to handle – I wasted lots of time checking analysis on two different computers, and trying to guess my opponent's next move! Next time I will try to make sure my opening 'preparation' goes much deeper.
- Computers seem to be getting stronger, but I am not really sure why! Is it because they see farther, that their analysis is more selective? Is human positional judgement less important than we like to think? Maybe both!
- One thing is still sure: in open or semi-open positions their tactical ability is impressive, but in closed positions where tactics are non-existent and long-term planning the key, our silicon friends still seem incredibly naïve and weak, so there is hope for us humans yet!

The next 'Freestyle Tournament' will be in June and **Tony** is hoping to partner **Hiarcs** again. This time it will be played at G/60+15 which should help the humans participate more usefully! Many players partnering computers got into regular time trouble and found themselves having to either ignore the playing engine altogether, or switch themselves off, so as to meet time controls!

Results

The first leg of the **PAL/CSS Freestyle Chess Tournament** (\$16,000 prize fund) saw a player with the handle **V.Varkey** come clear first with **7 1/2/8**. He partnered, no prizes for guessing, a **Rybka1.1 32-bit**. **Vigi Varkey**

is a programmer from India, now living in London and, as far as anyone has been able to ascertain is completely unknown in the chess scene. Everyone inevitably wondered if he could achieve something similar in the final.

Those sharing 2-7 place on 6/8 included some interesting names:

Zor_champ. This is the mighty **Hydra!**

Also 2= was **Rajlich/Rybka1.1**. This of course is **Rybka's** IM programmer **Vasik Rajlich** partnering his own engine!

That another qualifier, **KingCrusher**, was also a **Rybka** - be it partnership or solo, we don't know - has already been mentioned.

Our friend **Arno Nickel**, who is involved with **Hydra** in various Correspondence/Internet matches, played as **Ciron**, and also got 6/8. **Arno** played using an engine, but we don't know which one, though probably **Fritz!**

8 'teams' scored **5 1/2/8** to reach the next day's play-off where only one could go through, and of these **Relic Rybka1.1** was the one to qualify for the final.

There was a great buzz when it was found that **Star Wars** was GM **Hikaru Nakamura**, and **Kasimdzhanov** was exactly who you'd expect, though in the end he watched rather than played. **Star Wars** came 106th with **2 1/2**.

11 GMs had taken part, 12 IMs and various Correspondence titleholders! 30 other entrants had International Elo ratings.

The Event has been run once before, and last time 3 GMs qualified for the last 4 whereas this year none qualified for the last 8! That is the main reason for changing the time control to 60+15 for the next Event.

The **FINAL** was full of long games and a fair number of draws (including **Zor/Hydra** v **Rajlich/Rybka**), but in the end:

Freestyle G/45+5 Championship #2

5 1/2/7	Zor_champ (Hydra)
5	
4 1/2	Rajlich+Rybka
4	Relic Rybka1.1
3 1/2	Kingcrusher Rybka1.1
3	Klosterfrau
	VVarkey Rybka1.1
2 1/2	Ciron (Nickel)
2	Equidistance

10th International PADERBORN Computer Chess Event

Starring: RYBKA, ZAPPA, SHREDDER AND FRUIT

Just the list of Entrants is a real appetiser! However in fairness this event took place 3 or 4 months ago and the Rybka version was actually the original beta1.

As well as those listed above (Rybka, Zappa, Deep Shredder and Fruit), also entered were Spike, Diep and Gandalf, though Diep didn't turn up in the end.

The FULL LIST in alphabetical order:

Program	Author	Country
Argonaut	Ralf Doerr	Germany
Deep Shredder	Stefan Meyer-Kahlen	Germany
Fruit	Fabien Letouzey	France
Gandalf	Steen Suurballe	Denmark
Ikarus	Muntsin Kolss	Germany
IsiChess	Gerd Isenberg	Germany
Jonny	Johannes Zwanzger	Germany
Neurologic	Jochen Peussner	Germany
Rybka	Vasik Rajlich	USA
SOS	Rudolf Huber	Germany
Spike	Volker Bohm	Germany
Zappa (2!)	Anthony Cozzie	USA

Hydra had also been announced but, in fact like Diep, didn't play.

The organisers have been very shy about sharing with us what hardware everything was on! We do know that Shredder ran on multi-processors, and almost certainly Diep, Gandalf, Neurologic and Zappa did as well. Rybka would be on 64-bit hardware. The time control was G/120, guaranteeing some good chess!

The Event took place a few weeks after we had all realised that, in Rybka, a very strong, new chess program had emerged. So the most attractive issue about Paderborn this time was the meeting of this new **Rybka** with the surprise 2005 World Computer Champion, **Zappa**, plus the then *Selective Search* and *SSDF* top-rated program **Fruit**, and its predecessor at the top, **Shredder**.

Round 1

- Ikarus - Zappa ½-½ !
- Fruit - IsiChess ½-½ !
- Argonaut - Shredder 0-1
- Rybka - Jonny 1-0
- Neurologic - Spike 0-1
- Gandalf - SOS 1-0

No massive surprises, though both Zappa and Fruit would be disappointed to be held to draws by, theoretically, weaker opponents.

The Rybka - Jonny game is well worth looking at, especially for any readers who haven't seen Rybka in play against other engines.

Rybka 1.0 Beta - Jonny

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙xc6 dxc6
5.0-0 f6 6.d4 ♙g4 7.c3 ♙d6 8.♙e3 ♖e7
9.♘bd2 exd4 10.cxd4 0-0-0 11.h3

11.♖c2 ♜e8 and now 12.e5 or 12.♞fc1 are theory. 12.e5 has been played more often but the latter has the better record

] 11...♙h5 12.♞e1 ♙b4 13.♞c1



13...♞d7

13...♙b8 is best, then after 14.d5 cxd5 15.exd5 ♖d7 and now White can try to create some q-side pressure with perhaps ♙f4 or ♞c4, but any advantage is small

14.d5 cxd5 15.exd5 ♖f7 16.♘c4?!

This causes mayhem, but isn't really all that good. 16.♖a4 ♙xf3 17.♖xb4 ♙xd5 18.♖c5! ♘e7 19.♖a7! gives White a definite advantage with a developing q-side attack

16...♙xe1 17.d6



17...c6?!

The best defence was 17...♔a5. Now White should play 18.♖xa5 and after 18...♗e7 19.♘d4 ♕xf3 20.gxf3 ♜xd6 21.♙xd6 ♘d5. Of course this isn't going to be quite good enough anyway, as Rybka has ♕ for ♖, but even after 22.♙c5 ♘xe3 23.fxe3 Black can still hope to make White's life as difficult as possible with 23...♞d8!

18.♙d4! ♕b4

If Black tries to run the king across the back rank with 18...♔d8 then 19.♞xe1 ♔e8 20.♕d2+ ♔f8 but 21.g4 ♕g6 22.♗b6 is close to overwhelming

19.♙a7! ♞xd6

There is nothing else. For example if 19...♕xd6? then 20.♙a8+ ♕b8 21.♕f4 is m/11

20.♙a8+ ♔d7 21.♘xd6

21.♘xd6 ♔xd6 22.♞d1+ and to delay mate only 22...♙d5 will do, but now of course the queen is lost: 23.♞xd5+ 1-0

▪ **Round 2**

- Shredder - Gandalf ½-½
- Spike - Rybka 1-0 !!!!!
- Zappa - Fruit 1-0
- IsiChess - Ikarus 0-1
- SOS - Argonaut ½-½
- Jonny - Neurologic 1-0

Goodness... the Rybka myth up in the air already. Spike is strange - it is rated very highly by most people and has obtained some great results. Yet it just crashed out of the CEGT Knockout, even in the Amateur Play-Offs!

I know, you want to see the Rybka game!



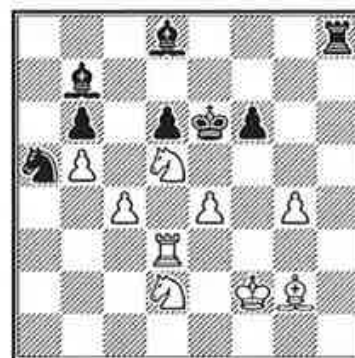
Before we do I should draw attention to Zappa's excellent win over Fruit in a very long 144 move game!

Spike 1.1 X1 - Rybka

1.d4 ♖f6 2.c4 e6 3.♗c3 ♕b4 4.♙c2 c5

This is the line of the Classical Nimzo-Indian in which Black sacrifices a pawn. Some 40 moves later Rybka is still the pawn behind! Quite a few humans have found in the past year or so that it isn't always so easy to get a sacrificed pawn back against a strong program! 4...0-0 is the other way to play the line

5.dxc5 0-0 6.a3 ♕xc5 7.♗f3 ♗c6 8.♕g5 b6 9.♞d1 ♕b7 10.e4 h6 11.♕h4 g5 12.♕g3 ♗h5 13.b4 ♕e7 14.b5 ♗a5 15.♗e5 d6 16.♗g4 ♙c7 17.♗xh6+ ♔g7 18.♗g4 ♗xg3 19.hxg3 ♞h8 20.♞xh8 ♞xh8 21.♗b1 ♙c5 22.♙c3+ f6 23.f3 ♞h1 24.♗e3 a6 25.a4 g4 26.♞d3 gxf3 27.gxf3 ♙g5 28.g4 ♔g6 29.♗d2 ♙e5 30.♙d4 ♙xd4 31.♞xd4 ♞h8 32.♞d3 ♔f7 33.f4 axb5 34.axb5 ♞h2 35.f5 ♕c8 36.♕g2 ♕b7 37.fxe6+ ♔xe6 38.♔f2 ♞h8 39.♗d5 ♕d8



40.♞c3 ♔f7

40...♕c8!?

41.♖f1 ♘e6 42.♗g3 ♕a8?!

42...♗e5!?

43.♗f5 ♕b7?!

The second time in the last few moves that Rybka has returned a piece to the square it just left. It was evaluating itself at -0.99 here

44.♖d3! ♕xd5

I think this is best. Rybka can't play 44...♗xc4? because of 45.♖d4! ♗a5 46.♗f4+ ♗f7 47.♗xd6+

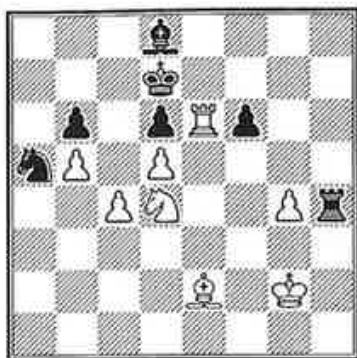
45.exd5+ ♗d7 46.♖c3 ♕e7 47.♕f1!

To release the ♖ from the defence of the ♖/c4

47...♕f8 48.♖e3 ♗b7 49.♖a3 ♗a5 50.♗d4 ♖h2+ 51.♗g3 ♖h1 52.♗g2 ♖h4 53.♕e2!

The ♕ protects both the c4 and g4 pawns from here, so releases the rook to roam!

53...♕e7 54.♖e3 ♕d8 55.♖e6!

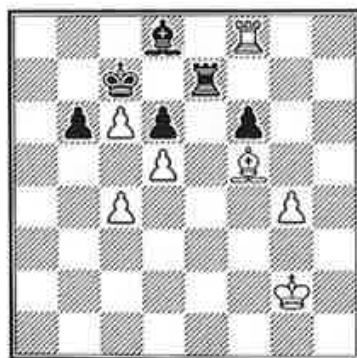


55...♖h8 56.♗c6! ♗xc6

If Rybka had avoided the exchange with 56...♗b7?! then 57.♗xd8 ♖xd8 58.♖xf6 ♖g8 59.♖f7+ ♗c8 60.♗g3 looks good enough for the win

57.bxc6+ ♗c7 58.♕d3 ♖f8 59.♕f5 ♖f7

60.♖e8 ♖e7 61.♖f8



61...♖e3?

Trying to stop the White ♗ advancing, but

unfortunately Black needed his rook on 7/8th ranks to defend, and White now cleverly stops it getting back!

61...♖g7 was the only chance! Then I'd expect 62.♗g3 ♖e7 63.♗h4 ♖e2 64.♗h5 wins. If nothing else this line shows why Rybka tried 61...♖e3

62.♕e6! b5 63.♖f7+

63.cxb5 ♖b3 64.♖f7+ ♗b6 65.♖b7+ ♗c5 66.c7! is also 1-0

63...♗b6 64.♖b7+ ♗c5 65.c7 ♕xc7

66.♖xc7+ ♗b4 67.cxb5 ♗xb5 68.♖f7 ♗c5

69.♖xf6 1-0

▪ **Round 3**

- Ikarus - Spike 1-0 !
- Gandalf - Zappa 1/2-1/2
- Rybka - Shredder 1/2-1/2
- Fruit - Jonny 1/2-1/2
- Argonaut - IsiChess 1-0
- Neurologic - SOS 0-1

Well, Spike's fame lasted for only 1 round! In fact a look at the TABLE after 3 rounds is scarcely believable!

- 2 1/2 Ikarus
- 2 Spike, Gandalf, Zappa, Shredder
- 1 1/2 Rybka, Jonny, Argonaut, SOS
- 1 Fruit
- 1/2 IsiChess
- 0 Neurologic

In the 4th round Ikarus would play Shredder, and Zappa was to meet Rybka!

▪ **Round 4**

- Shredder - Ikarus 1/2-1/2
- Spike - Gandalf 0-1
- Zappa - Rybka 0-1
- Jonny - Argonaut 1/2-1/2
- SOS - Fruit 0-1
- IsiChess - Neurologic 1-0

So Rybka is on the move, a great win for Gandalf over Spike, and Fruit wakes up at last.

I just wonder which game you'd like to see from round 4!

Zappa - Rybka

1.d4 ♘f6 2.♘f3 e6 3.c4 b6 4.a3 ♙b7 5.♘c3 d5 6.cxd5 ♘xd5 7.♖c2 ♘xc3 8.bxc3 ♙e7 9.e4 0-0 10.♙d3 c5 11.0-0 ♖c7 12.♗e2 ♘c6

The ♘ usually goes to d7, but this looks okay
13.♙b2 ♘a5 14.e5 cxd4 15.cxd4 ♘b3!?

This allows White to win a pawn, but Rybka anticipated it all and wasn't concerned

16.♙xh7+ ♔xh7 17.♗d3+ ♔g8 18.♗xb3 ♙d5 19.♗e3 ♗b7 20.♙fc1 b5 21.♘e1 a5



Readers can now see the queenside pawn push which Rybka considered sufficient compensation for the sacrificed h-♖

22.f3 ♙fc8 23.♘d3 b4 24.♘c5 ♗b6 25.♙c2 b3 26.♙c3 ♙c6 27.♙ac1 ♙ac8 28.h3 ♗b5 29.♔f2 a4 30.♗e2 ♙h4+ 31.♔f1 ♗b8 32.♔g1 ♙g5 33.♙b1 ♗b6 34.♙c1 ♙e7 35.♙e3 ♗a5 36.♙cc1 ♙h4 37.♔h1 ♙6c7 38.♙d2 ♗a7 39.♙c3 ♙e7 40.♙e3 ♙c6 41.♙e1 ♗a5 42.♙ec1 ♙b8 43.♗b2 ♗b5 44.♔h2 ♙d8 45.♙f4 ♙a5 46.♙e3 ♙b6 47.♙ec3 ♙bc8 48.♙e3 ♙d8 49.♙3c2 ♔h7 50.♙d2 ♔h8 51.♙dd1 ♔g8 52.♙e1 ♗b8 53.♔h1 ♙e7 54.♙g1 ♗b5 55.♙ge1 f6 56.exf6 ♙xf6 57.♗d2 ♙c4 58.♔h2



Nothing much has changed! White is still a pawn ahead, but Black's queenside pawns



Two photos of Zappa's Anthony Cozzie



have become more dangerous... and then, here it comes

58...♙xc5! 59.dxc5 b2!?

It looks slightly risky, leaving the support of the a-♖, but there's no doubt that this has put Zappa under a lot of pressure

60.♙b1

The natural choice, but maybe 60.♙cd1!? was better. Then 60...♙d8! is surprisingly met by 61.♗xd8+ ♙xd8 62.♙xd8+ ♔f7 63.♙d4 and after 63...e5 64.♙e4 with a hugely unbalanced position which probably just favours Black enough for it to win, e.g... 64...♙d3 65.♙xe5 b1♗ 66.♙xb1 ♗xb1+

60...♙d8! 61.♗f2

61.♗c2? ♙d3!

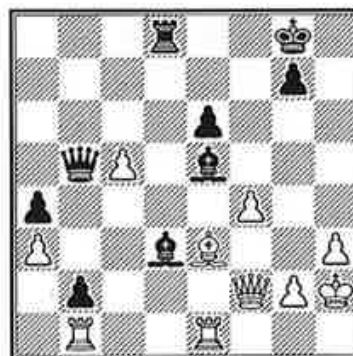
61...♙d3!

Now you can see why I suggested 60.♙cd1!?

62.♙g5?!

Unfortunately Black is able to ignore this apparent pin. The best try seems to be 62.♙f4 and now 62...♗c4 63.♙d6 ♗a2 64.♙xb2 ♗xb2 65.♗g3 with some drawing chances thanks to the passed c-♖

62...♙d4! 63.♙e3 ♙e5+ 64.f4



64...♙xb1 65.♗xb1 ♖d3! 66.♗d2

No choice! If 66.♗e1?! ♙c3! 67.♗g1 ♙f6 with ♗xa3 to follow, and winning

66...♙f6 67.♗xd3

Again no real choice. If 67.♗e1? ♗xa3 and if 68.c6 ♗d6!-+

67...♗xd3 68.♙g1 ♗d2! 69.h4!?

A bit like desperation, but worth a try

69...♙f7! 70.h5 ♙e7 71.c6

71.♙e3 makes little or no difference:

71...♗d3 72.♙c1! bxc1♗ 73.♗xc1 ♗xa3

74.♗c4. The c-♙ is White's last hope, but

74...♙d7 would provide more than sufficient restraint

71...♙d6

That just about finishes a great game!

72.♙a7 ♙xc6 73.♙b8 ♙d5 74.f5 exf5

75.♙f4 ♗d3 76.h6 gxh6 0-1

Next Ikarus was to meet Gandalf - so often a disappointment but performing well here - Zappa had another tough one against Shredder, whilst Rybka was drawn to play Argonaut.

▪ **Round 5**

- Gandalf - Ikarus 1-0
- Zappa - Shredder 1-0 !
- Rybka - Argonaut 1-0
- Jonny - Spike 0-1
- Fruit - Neurologic 1-0
- SOS - IsiChess 1-0

A round of decisive results with Ikarus beginning to drop out of it, Rybka and Zappa making a charge, Spike ending its losing sequence, and Fruit getting a 2nd win on the trot. We'd better have a look at the league Table after 4 rounds.

- 4 Gandalf
- 3½ Rybka
- 3 Ikarus, Zappa, Spike, Fruit
- 2½ Shredder, SOS
- 2 Jonny, Argonaut
- and the rest

The top 2, Rybka and Gandalf, were to meet in round 6. Fruit's opponent was Ikarus, Zappa had it 'easy' v Argonaut, and Shredder even easier against the scoreless Neurologic.

▪ **Round 6**

- Rybka - Gandalf 1-0 !
- Ikarus - Fruit ½-½
- Spike - SOS 1-0
- Argonaut - Zappa 0-1
- Neurologic - Shredder 0-1
- IsiChess - Jonny 0-1

So Rybka goes top after such a dreadful beginning! With just 1 round to go it held a ½ point lead over Gandalf, Zappa and Spike, and its last game was to be with Black against Ikarus.

▪ **Round 7**

- Ikarus - Rybka 0-1
- Zappa - Spike ½-½
- Gandalf - Fruit ½-½
- Shredder - IsiChess 1-0
- Jonny - SOS ½-½
- Neurologic - Argonaut 1-0 !

So Rybka triumphed again, though whether the **Final Table** truly depicts the excitement of 10th. Paderborn from when it was sat mid-table with just 1½ out of 3 - and that in a mere 7 round event - I don't know! Finishing with 4 straight and excellent wins was a terrific performance, leaving it a full point clear!

It was good also to see Zappa confirm that it is a pretty decent program, though it does seem to need, as at Paderborn, really fast multi-processor (or fast 64-bit?) hardware for us to see it at its very best. Gandalf and Spike deserve a mention as well for their excellent results coming 2= in a very strong field.

10th Paderborn Final Table

Pos	Program	/7
1	Rybka	5½
2=	Gandalf Zappa Spike Shredder	4½
6	Fruit	4
7=	Ikarus Jonny	3½
9	SOS	3
10	Argonaut	2
11	IsiChess	1½
12	Neurologic	1

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.

11 May 2006

Hi Eric

Please find enclosed my latest spreadsheets and reports from the last run of divisions. I've only sent divisions 1 and 2 this time, as it has been a pretty hectic period - more about that later!

For issue 123 I took the decision to remove the engines that had gone commercial since the last issue. This included Smarthink, List... and also Pro Deo... although this is free it is based on the commercial Rebel 12 and may be boring for readers.

Our last issue was a good one for our editor as he had been talking about Toga for some time, and it duly won the 1st division with the commercials missing, and got ahead of Delfi this time. It appears to be around 2700 Elo.

This time it made a poor start with an early loss to Glaurung and draws against SlowBlitz and Aristarch, so reaching just 3/5. But only SlowBlitz got ahead with 3½, and Spike started even worse and was on 2 at this stage. Both Toga and Pharaon came on strongly at the end...

Division 1

Pos	Engine	/18
1	TOGA II 1.2B2	13
2	PHARAON	12
3=	SLOWBLITZ WV2.1 SCORPIO 1.7	11
5	SPIKE 1.1	8½
6	DELFI 4.6	7½
7=	ARISTARCH 4.50 PSUEDO 0.7c	7
9=	GLAURUNG 1.0.2 THINKER 4.7A	6½

The latest version of Scorpio made a good showing and, as can be seen, the top 4 were well clear of the rest. Delfi dropped well down and a previous

winner not all that long ago, Aristarch, needed a draw in the last round to stay up, and just got it. But Thinker, which has been in the top flight for ages - and keeps getting improved versions - was finally relegated.

Last time's 2nd division winner, Danchess, was not included this time as the Scorpio programme is by the same author and they are of similar strength. There were surprises in division 2!

Division 2

Pos	Engine	/18
1	WILDCAT 6	12
2=	NAUM 1.91 ZAPPA 1.1	11
4=	GLC 3.01.2.2 L G EVOLUTION	10
6=	ET CHESS 181005 SOS 5 ARENA UCI	9½
8=	KING OF KINGS 2.56 CRAFTY 20.1 BH32	6
10	YACE PADERORN	5

Wildcat has been very up and down at this level, but the latest version won with a point to spare.

Zappa wont be promoted as there is now the commercial version, so it will drop out and Naum will go up to div.1 with Wildcat.

Crafty, a div.1 member for a long time, was relegated only last issue and goes down yet again! It has also been relegated from a much bigger division at Ridderkerk, so it is clearly beginning to struggle against all these up-and-coming engines!

These engines can usually be downloaded from the Ridderkerk site:

▪ <http://wbec-ridderkerk.nl>

You'll find a newer version of **Toga** was placed there very recently (May 11), as well as **Colossus 2006**, a famous and favourite old program which has just been resurrected... and it's pretty good! In fact in the Ridderkerk test area I see that it has beaten L G Evolution and Quark so, if it can get past the likes of Crafty and The Barron in my tests it might get into our division 2 for next time!

Speak to you soon... **Chris**

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 *Se/Search* Rating List the most accurate available anywhere for Computer Chess.

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

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

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. 1200MHz, or Centrino 1000MHz, with 256MB RAM.

USERS will get slightly more (or less!) if their PC speed differs significantly: A doubling/halving of 1200 MHz speed = approx. +/-30 Elo.

A doubling in MB RAM = 3-4 Elo.

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

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

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	2779	15	866	1	
271	Fruit 2.21	2773	15	939	2	
269	Fritz 9	2748	14	975	3	2670/4
266	Shredder 9	2726	13	1230	4	2640/20
265	Shredder 8	2720	14	1029	5	2619/21
262	Shredder 7.04	2699	11	1668	6	2703/20
261	Zap	2692	49	90	7	
259	Junior 9	2678	11	1547	8	
259	Junior 8	2677	12	1481	8	2401/4
259	Fritz 8	2675	9	2660	9	2769/14
259	Fritz 7	2674	11	1587	10	
258	Hiarcs 9	2663	11	1723	11	
256	Gambit Tiger 2	2646	11	1720	12	2542/2
256	Chess Tiger 15	2644	11	1743	13	
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	2621	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

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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS (!) direct to Eric, at the above address... thank you!

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2352	Novag Jade2+Zircon2	1964	Novag Jade1+Zircon1	1760
Mephisto London 68030	2314	Mephisto Milano	1956	SciSys Turbostar 432	1760
Tasc R30-1993	2310	Mephisto Montreal+Roma68000	1954	Mephisto MM2	1759
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1948	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2277	Mephisto Academy/5	1941	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1931	Conchess/4	1735
Mephisto Portorose 68030	2270	Novag Super Forte+Expert B/6	1928	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1925	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Maestro D/10 module	1921	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Fidelity 68000 Mach2C	1918	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2246	Kasparov Explorer+AdvTravel	1913	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2244	Kasparov Barracuda+Centurion	1913	Fidelity Prestige+Elite A	1688
Meph RISC1	2231	Kasparov GK2000+Executive	1913	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2221	Kasparov Bravo	1908	Fidelity Sensory 12	1682
Kasparov SPARC/20	2218	Mephisto MM4	1904	SciSys Superstar 36K	1668
Mephisto Montreux	2217	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2198	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	2185	Novag Ruby+Emerald	1891	Novag Quattro	1652
Fidelity Elite 68040v10	2182	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2166	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2161	Fidelity 68000 Mach2A	1883	Fidelity Elite B	1638
Mephisto Portorose 68020	2144	Meph Supermondial2+College	1882	Mephisto Mondial2	1611
Mephisto London 68000	2140	Mephisto Monte Carlo4	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	Kasparov Travel Champion	1872	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2119	Mephisto Monte Carlo	1872	Novag Constellation/2	1594
Mephisto Vancouver 68000	2118	CXG Sphinx Galaxy	1870	CXG Super Enterprise	1589
Mephisto Berlin 68000	2117	Conchess Plymate Victoria/5.5	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	2100	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Mephisto Milano Pro	2100	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Novag Sapphire1+Diamond1	2090	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	2057	Fidelity Par Excellence	1833	GGM+Steinitz module	1496
Mephisto Mega4/Turbo18	2050	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1480
Mephisto Polgar/10	2045	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	2027	Mephisto Rebell	1824	GGM+Morphy module	1472
Mephisto Almeria 68000	2022	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2011	Fidelity 68000 Club A	1817	Mephisto 2	1470
Mephisto MM6	1998	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	1998	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Kasparov Cosmos+Expert	1998	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1990	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1988	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
Novag Obsidian+StarRuby	1970	Kasparov Simultano	1792	Fidelity Sensory Voice	1250
Mephisto MM5	1969	Excalibur Grandmaster	1785	ChessKing Master	1200
Mephisto Polgar/5	1968	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
Novag Emerald Classic+Amber	1964	Fidelity Elegance	1764	Boris2.5	1060