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CHESS PLAYED BY COMPUTERS!

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Editor: Eric Hallsworth

IN THIS ISSUE!

2 Computer Chess BEST BUYS!
3 NEWS, RATINGS + RESULTS
   FROM AROUND THE WORLD, INCLUDING:
   ■ new from ChessBase: FRITZ 10
   + Deep FRITZ 10!
   ■ HYDRA news, and the new
     upgrade RYBKA 2.2
   ■ Deep HIARCS!
   ■ Results, Rating Lists and
     Comments from Pete
     BLANDFORD, CEGT and CCRRL
   ■ Deep FRITZ v KRAMNIK, the
     Match is underway!
   ■ Bobby FISCHER v Svetozar
     GLIGORIC
8 Bill REID's latest Computer Test
   ■ Another FASCINATING position
     to try out on your Computer... and
     yourself of course!
9 Harvey WILLIAMSON takes DEEP
   HIARCS (!) to Leiden
   ■ REPORT, GAMES and PHOTOS
18 Chris GOULDEN's UCI page
19 Rob van SON
   ■ A GREAT MAN v MACHINE
     match - REPORT, PHOTOS and
     all the GAMES
32 The OPEN DUTCH 2006
   ■ The 26th DUTCH OPEN is a
     massive triumph for RYBKA!
34 ERIC's CHRISTMAS message
35 Latest SELECTIVE SEARCH RATINGS:
   PCs & DEDICATED COMPUTERS

Just out: the exciting new
NOVAG CITRINE ... £249
Wood, auto-sensory, 81 LEDs, detachable display, 180 BCF

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Free COLOUR CATALOGUE. Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.15am-4.45pm
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 £7.50, software £2.

• SPECIAL SUBSCRIBER'S OFFER:
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  * but please mention 'SS' when you order to remind the salesperson to do the discount for you!

PORTABLE COMPUTERS [top]
Kasparov/Saitek

ADVANCED TRAVEL (was BRAVO) £34.95 - small plug-in set 160 BCF. Scrolling info display. Great value!
MAESTRO touch screen travel £49.95 - fine product, incl. leatherette cover. Backlight switch on side for easy of use. Decent chess, est'd 130 BCF
EXPERT £99.95 - top value 4½ x 4½ plug-in board, strong Morsch program. Multiple levels, good info display & coach system.

Novaa

STAR RUBY £69.95 - 165 BCF program in touch screen style with stylus, and screen cover case. Batteries only, excellent portable.

TABLE-TOP PRESS SENSORY [top]
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 very good value-for-money buy
TALKING CHESS ACADEMY ** £99.95 - 160 BCF program, packed with features, display & 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.

Novaa

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

TABLE-TOP AUTO SENSORY [top]
Novaa

CITRINE ** £249 - 180 BCF wood auto-sensory with improved, faster Obsidian program, 24,000 opening book. Wood felted pieces, excellent features. New!!

Excalibur

GRANDMASTER £199.95 - big 2" squares, 4" king! Black/silver vinyl board. Auto-sensory surface. Looks great! 150 BCF. Display at both ends of board.

Mephisto

EXCLUSIVE ** - beautiful all wood board 15"x15" with finely carved wood, felted pieces. Superb to play on. Good user-selectable info display - only a few left!
  • With 190 BCF SENATOR (Master) program £499.95
  • For info... £499.95 less 10% = £449!

PC PROGRAMS from CHESSBASE on CD

All run INDEPENDENTLY + will also analyse within ChessBase8.9. Great graphics, big databases + opening books, analysis, printing, moves features.

• For info... £39.95 less 5% = £37.95
• and.......... £75 less 5% = £71.25

FRITZ 10 dvd £39.95 - by Franz Morsch. 60+ Elo stronger, with extra chess knowledge - a marvellous program! Superb Interface, net connection, great Graphics, excellent in analysis and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, Chess Media video training excerpts, and Beginners Course!
DEEP FRITZ 10 £75

JUNIOR 10 £39.95 - new version, the engine which just WON the 2006 World Championships. Very dangerous and aggressive, the nearest you'll get to Tal on your computer! All the latest superb ChessBase features
DEEP JUNIOR 10 £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.
DEEP SHREDDER 10 £75 - one of the very top programs for single, dual & quad processors.

ZAPI! £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!!

ENDGAME TURBO DVDs, set 3 still £39.95 - turn your ChessBase playing engine into an endgame expert with this 9 dvd Nalimov tablbase set!

new - PC PROGRAM - RYBKA on CD

RYBKA2.2 - uci engine with 'Fritz' opening book only £29.95; or Chess Assistant version engine + analysed opening book + 8,000 annotations by GM Kalinin £39.95. IM Vasik Rajlich's RYBKA tops every Rating List due to remarkable levels of chess understanding

PC DATABASES on CD

CHESSBASE 9.0 DVD for Windows £99.95!!
The most popular and best Games Database system, with the top features. 2.8 million games, players ency- clopaedia, multimedia presentations, fast search trees, opening reports + statistics, embed notes, engine analysis, superb printing facilities and much more, incl. recent ChessBase CD magazines & a multimedia CD!
Welcome to another new issue of Selective Search... 127! If your sub. is due for renewal at this time, can I please encourage you to subscribe again! There will be at least 6 more issues of the magazine, so your money won't be wasted!

Occasionally readers ask me to let them know when their sub. is due for renewal. In fact the label on your envelope always shows the number of the last issue 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!

The early December issue is always the hardest for me to get done, not because there's nothing to write about... in fact quite the reverse. It's the busy season. My main job is of course to get the Countrywide Catalogue all typed up, great photos in place, and off to the printers, then out in the post! Most of my UK readers no doubt already have theirs!

I usually start mapping it out in September and this year was no different, especially as I had to change the size of everything down to A5 to avoid paying the new, higher Post Office charges for the A4 size we usually do.

Trying to get Selective Search done at the same time is, in truth, an impossibility - especially because, as soon as the Catalogues have been posted, the phone usually starts to ring off the hook!

Of course I also need to get the magazine to folk so you know what's new, what's going on, and I can tempt you to buy something before you see it advertised somewhere else!

Anyway the end result is that, despite working 60 hours a week for the past 5 or 6 weeks, this is going to reach you late. Equally I'm not sure as I type this whether you'll have a 32 page issue (which is what it's supposed to be anyway) or a 36 page bonus issue, which is what I usually do 'no expense spared'!

Whatever you've got in the end, I know it will be full of computer chess games, and I hope you enjoy it, and have a really good CHRISTmas and a very Happy new Year!
HYDRA

HYDRA (the UAE chess monster under the patronage of the PAL Group) is now being upgraded by main programmer Dr Chrilly Donninger, into a new 64CL version.

However my understanding during the past few months that this was in preparation for its next opponent, Veselin Topalov, seem now to be incorrect. All reference to the Hydra-Topalov match, on the web and in magazines, has completely disappeared, before or during the Kramnik-Topalov match. Topalov’s sorry behaviour - or perhaps most of the blame should be laid on his second, but Topalov is still guilty for allowing and endorsing it - will have endeared him to no-one, and financial backers for the match are probably relieved that it isn’t happening. Or maybe they found there was just time to back out!

Anyway the next Hydra will be doing 200,000,000 positions per second (!!) enabling it to reach middle game search depths of 18 ply regularly!! It is hard to think that Deep Blue 2 would have any chance against Hydra... in fact I would propose it wouldn’t be able to beat the multiprocessor engines we now have available for dual, quad and faster machines.

RYBKA

If you’re one of the few who haven’t got it already and want to, then go to programmer Vasik Rajlich’s own website where you can download the original beta version for free, or pay for and download other, newer versions - www.rybka chess.com

There is the final series 1 version, Rybka1.2f uci, or the new Rybka2.1c uci (though you should also find 2.1o uci there which restored some tactical programming and came out slightly better) and now the new, yes, and
even stronger Rybka2.2 uci version.

Plus there's an option to download a 41MB Opening Book. Note that the latter is in ChessBase format, and so can only be used when running Rybka within the interface of a ChessBase program.

Again please remember that no uci version, Rybka or anything else, comes with ANY interface - it is just an engine, so you will NEED to also have or buy either a ChessBase program, Stefan Meyer-Kahlen's Shredder 10 with its interface, or download the free Arena to run and use it!

**Stop Press!** Rybka 2.2 can also now be purchased from Countrywide on CD! The version with uci engine only + a Fritz-type Opening Book is £29.95, and the Chess Assistant version with their engine, now + uci engine and a full GM annotated opening book is £39.95.

Deep HiarcS!

Now there's a surprise for many I'm sure! Many people think that HiarcS, from the UK's top programmer Mark Uniake, is actually the best program of all - certainly that's a widely held view from top players using their engines for analysis, as HiarcS is 'the chess knowledge' program. But Mark has also been supporting the MAC and Palm systems for HiarcS as well as the PC, and subsequently it's not been easy to find the extra time needed to convert HiarcS to multi-processor code.

But he's been aware the same as everyone else, with quite cheap dual and dual2core PC's arriving in the stores, that the time was coming when he'd need to... and it's arrived!

Read all about it in Harvey Williamson's article elsewhere in this issue and, if you visit
- www.hiarcS.com

you are likely to find that uci versions of HiarcS11 and Deep HiarcS 11 are now available direct from Mark!

**Results & Ratings Section**

**CEGT 40/20 32-bit Rating List**

The CEGT list originally showed that it used the 40/40 time control, but it now calls it 40/20. In actual fact, as far as I can ascertain, each operator plays his games at a time control to simulate 40/40 on a P4/1200. So if the match operator has faster equipment, he plays at an appropriately faster time control. Most are now played on Centrino/2000 or Dual-Core hardware at 40/20 or 40/15, but they all go under the general 40/20 heading.

<table>
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**CCRL 40/40 Rating List**

The CCRL lists continue to use the actual 40/40 time control. Pleasingly both produce separate lists for 'all versions', 'top versions' and other combinations etc. This means I am able to draw out ratings for all of the commercial 32-bit programs and also grab a
useful selection of the top and/or best known 32-bit free (uci) engines. I prefer to do that, then the results can be shown on an equal playing field.

Eventually these are all going to have to be 'equalised' to Dual (2) Core, and then Quad, but for now we'll keep to the 32-bit standard, as that enables us to include the widest range of engines and also compare these lists with the Selective Search lists on the back page!

When we go to Dual Core/Multi Processor then I will still show the 32-bit ratings for engines which are not available in multi-processor, but of course they will be suffering a fairly serious disadvantage if they haven't been supercharged to take advantage of what is even now becoming the standard for 'off the shelf PC' new generation processors.

For a short while the CEGT List disappeared from the web but (gladly) has been resurrected by other keen computer folk. However while that was missing my attention was drawn to the equally excellent CCRL List. In fact I now have one of their leading members, Ray Banks, as a SelSearch reader, so woe betide me if I put the CEGT list in and not the one from CCRL! In truth the CEGT List, by sticking to equal hardware and time controls will be the more accurate anyway!

The CCRL folk are actually very active and show lots of statistics on their site for their main 40/40 Listings. A couple of their lists even compare programs in a way which enables one to 'think about' whether some programs might be very similar (i.e. possibly clones!), and occasionally accusations result from this. Of course when the 'Open Source' code was made available for the strong Fruit and Toga programs it gave others the opportunity to learn and try a few things. But there's a big difference between adding a bit of Toga code to your existing WXYZ program, and adding a bit of your WXYZ program to all the Fruit/Toga code, which some think is happening. But I don't have enough money to afford someone to sue me, so I'm saying no more!

Here is the CCRL web address for those who want to visit the site themselves:

- http://www.computerchess.org.uk/ccrl

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<th>Rating</th>
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A few comments:
- **firstly** both CEGT and CCRL have the new Rybka (2.2) ahead of everything, but the rating in CCRL at 3031 is truly massive, and this at single processor level!
- **secondly** both their lists have Rybka1.2f ahead of Rybka2.1 whereas mine (last time) had 2.1 ahead. I've quite a lot of new results yet to put in so I'm not sure how much mine might change.
- **thirdly** Fritz 10 hadn't been tested when I visited the CCRl page on 20/Nov but it is on the CEGT and looking very healthy!
- **finally** poor Colossus 2006 has dropped 50 Elo points and disappeared way down the order and well off this list. A shame!
RESULTS FROM SELECTIVE SEARCH READERS

PETE BLANDFORD

Pete has been running his G/60 Tournament since 2003, and every time he buys a new program it gets added by playing in Gauntlet mode against the rest! Playing 4 games against every other program now it's got to 26 programs is a major effort, but even since our last issue Shredder 10 has been added and slips into 4th. place. Hiarc10 remains a long way ahead while Junior10 will be tested next!

PETE BLANDFORD, ALL-PLAY-ALL @ G/60

<table>
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<td>26</td>
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To finish here's a very heavily analysed position from nearly 50 years ago.

Fischer, Robert James - Gligoric, Svetozar
Candidates Tournament, 1959

![Chess board](image)

While it is true that Fischer won easily enough from this position with 23...\texttt{d3}, that's partly because Gligoric played \texttt{c3}?! If instead he'd tried 23...a5! then after \texttt{24.d6 \texttt{x6} \texttt{e8}} Black's position, though he's a pawn down, is not so bad at all and there are some drawing chances.

However, after the weaker \texttt{c3}?! the game finished quite quickly: \texttt{24.e3 c4 25.e3 f3 \texttt{xh5} 26.e5 \texttt{xh5} 27.e5 \texttt{c8} 28.e5 \texttt{c3} 29.bxc3 \texttt{xh2} 30.c6 fxe6 31.eh1 \texttt{d4} 32.eh7+ 1-0}

It seems a little strange, in a 'brilliance' which ended only 9 moves later, and which has been so heavily analysed in many books and articles over the years, to hear recently the Rybka folk making quite a bit of noise about it finding 'a much better' 23rd. move for White.

However we think they are right, and there is one - amazingly missed by everyone for all this time. But in this age of ultra-fast computers and powerful programs all sorts of things are being discovered! And a recent Hiarc version in readiness for Hiarc and Deep Hiarc 11 found it even faster (2mins instead of Rybka's 6½ on my Centrino). I haven't had chance to check, but wouldn't be surprised if the new Fritz 10 gets it quickly, and wonder can any other programs find the improvement inside, say, 10 mins?! You'll know when it is found as it's a sacrifice based on an attack against the king... a tip which might well help readers find it for themselves quickest of all!

Forthcoming Events!

**Man v Machine**
- The $1 million 6 game Man v Machine match between DEEP FRITZ and VLADIMIR KRAMNIK is taking place from 25/11-5/12 in the Art & Exhibition Hall, Bonn, Germany. DEEP FRITZ leads 2½-1½ as I write, due to an awful Kramnik blunder in game 2.
So our codebreaker was right when he said “Ignore the antics and focus on the board - exactly what those computer programs will be doing when we finally get them” (Thanks to Chris Tatham for demonstrating that so conclusively in SS126).

But as he waited for time to be called another thought occurred to him: “Unlikely that a program could fall into a trap, but will it ever be possible to program a computer to set one? Must have a think about that.”

It’s White to play and it was clearly tempting for White to take a winning material lead with

1. Qxh8,

but since he knew that time was soon to be called he has sat on his hands and refrained from making the move. After all, there could be problems with it because, after

1. ... c5,

the Queen looks to be stuck in the corner. And, with a man on hand to adjudicate the position who, only a couple of years ago, got a win against Bronstein at Hastings, why take the risk?

Our codebreaker doesn’t take long to make his mind up on this one, but he’s interested in what his opponent thinks about it. In spite of his antics around that Kd4 move, he’ a promising young player.

So he looks at him inquiringly and the young man picks up the cue: “looks like a draw to me,” he says.

But how do the programs evaluate the position? Would they agree with that judgement? And should the adjudicators assume that the ’obvious’ Qxh8 would be played... or not?!

Bill Reid
Harvey Williamson reports on the week-end when he took DEEP HIARCS (!) to play in Leiden!

There are various reasons why HIARCS isn't seen in 'the big tournaments' as often as we would like. One is that we've needed to get a Deep version up-and-running so as to compete with other programs which always run on quite incredible hardware. The other is finding the time and finances to get to the big Events. Harvey Williamson has been working as part of the HIARCS team for some time now and... well, he'll tell you himself!

Let me start with a bit about my background! I joined the Hiarc team about two years ago. My interest in Computer Chess goes back to the early 1980's when I purchased my first Chess Computer. I think it was called a Chess Champion. I then later purchased an Exclusive board with Mephisto III inside and finally a Fidelity Excellence.

I think my interest then waned for a few years until the early nineties and the Kasparov v Short match in London where I was now living. During the match I met Mike Healey who was then running Countrywide Computers. I chatted with Mike and found there were various upgrades available for the Exclusive board that I had. As a result I became a customer of Countrywide and shortly after a subscriber to Selective Search.

I have chatted to Eric many times and eventually ended up testing Hiarc. In fact the first Hiarc I purchased was Hiarc 7 and it's fair to say I have been a fan ever since.

I am a regular player on the ChessBase server and a regular reader/poster on the Computer Chess Club website www.talkchess.com. Many of the names on the list of participants in Leiden were familiar and a number of them I had chatted to on the server and debated with in CCC.

About 6 months ago a friend from the Dutch Computer Chess Association (CSVN), Andre van Ark (the only person at Leiden I had actually met before), suggested we enter Hiarc into the annual Dutch Open in Leiden. This sounded like a good idea and it would also be the ideal platform for the first public appearance of a Hiarc running on more than one processor.

The first job was going to be to persuade Mark Uniacke to write the SMP code so that I would be ready for November the 3rd. I knew it was something he'd been aiming to do for some time and that he'd already outlined and studied the steps that would be needed.

So in early October I went round to visit him at his home where he was having a new office organised. We can't say too much about this in case his wife Lorraine or either of his 2 growing and 'energetic' sons happen across Selective Search lying open on the dining room table, but Chess Computing requires a certain amount of concentration (!) and, when dad can be easily accessed in the house - for whatever reason! - it can be pretty difficult to get much done and avoid mistakes! Enough said!

The new HIARCS HQ!
Encouragingly Mark immediately agreed that a Deep Hiarcs version for Leiden could probably be achieved if he temporarily set aside his round-the-clock work improving the chess, and his equal desire to get new MAC and Palm versions out for sale on the Internet.

With three weeks to go he said that he planned to have it working in two. I actually only received a working version about four days before the tournament. But the engine worked extremely well and gave a speed up of about 1.85x our single CPU engine which was very good.

**Hardware for Leiden**

The other main issue was what hardware I would use, and would I take it (i.e. my own PC) with me or (if I could gain access to something really fast) play by remote. I was offered the use of a very fast, new, Intel Core Duo running at 3.5Ghz... with the new Deep Hiarcs loaded this machine gave over 1000Kns in the start position. Amazing and unprecedented to see Hiarcs running so fast.

At first I was just going to take my laptop and use remote desktop to connect to the fast machine in Germany. But I was a little worried about what would happen if the remote connection failed and so decided to take my own FX60 dual core as a back-up. It's by no means slow at around 675 Kns in the start position but I wanted to see 1000+ at Leiden, especially as I knew there might well be quad 4x or even 8x PCs amongst the competition!

The day before my first ever Computer Chess tournament was due to start I packed my FX60, screen, keyboard and mouse into a large cardboard box and put it all into the boot of my car for the six hour drive, plus the train through the channel tunnel. I did wonder if my computer would survive the journey?!

I had pre-booked the Bastion Hotel in Leiden on the internet. I chose it because it was fairly cheap and they advertised free wireless internet access. This was good for chatting with Mark before and after each day's play. A nice small Hotel very friendly and nice food. Unfortunately I was the only person from the tournament staying there but I am used to travelling abroad on business and chatting to people over a beer at the bar. In my several trips to Holland I have always been amazed that almost everybody speaks very good English.

I woke up in my Hotel room on the morning of the tournament, feeling both excited and nervous at the same time about the first three rounds that lay ahead that day, and used my laptop to check my e-mails. The first one that I read was bad news. The remote machine in Germany was not working and needed a new graphics card, and would be unavailable for my first game. I was disappointed but also very relieved that I had made the effort to bring my own dual-core machine with me - as long as it had survived the journey in one piece.

**Day 1**

I arrived at the playing hall, where various different board games are played and which is called the 'Thinking Sports Centre', about an hour and a half before play was due to begin to find that I was the first there and that the door was
still locked. After about five minutes somebody else walked up to the door and also could not get in. I soon discovered that he was Clemens Kleck, from Germany, who would be operating Loop. I knew Clemens from the ChessBase server, we chatted for about half an hour until the door was opened and we both started unloading our equipment.

After everybody had arrived the first pairings were announced and initially Hiarc was to play Rybka in round 1! Goodness me. Jeroen Noomens (of Rebel fame when he worked with Ed Schröder, but now the opening book guru for Rybka) and I both thought this was a little strange for the 1st round and, after talking to the tournament director, Hiarc was paired instead with Zzzzz. I was much happier about this as a first round match, and Hiarc proceeded to win. Although there was a crucial point in the game where Hiarc exchanged its Rook for a Knight, and Zzzzz’s operator immediately commented that he thought the game was drawn. Luckily his engine went on to lose quickly! We went through the game afterwards and indeed a draw was possible.

In round 2 we faced Joker by Dutch author H.G Muller who once made a chess computer the size of a matchbox. Have a look at his website:-

- [http://home.hccnet.nl/h.g.muller/chess.html](http://home.hccnet.nl/h.g.muller/chess.html)

Then in round 3 with Rybka and Hiarc both on two points it was time for us to play each other. This game like all others was played in a very friendly and relaxed atmosphere and was to be the only game that Hiarc would lose in this tournament. Hiarc put up a good fight (Rybka was running on 8 processors!) and at one point Jeroen and I thought there was a small chance that Hiarc could draw – sadly for us, it was not to be.

Day one over and Hiarc had scored 2/3, so not a bad start. Time to go back to the Hotel for Dinner, sleep and be back for round four in the morning at nine.

**Day 2**

Day two started with a match v The King operated by its programmer Johan de Koning (see the photo below). Hiarc won the game comfortably. During the game while chatting with Johan he discovered that my normal job was with the BBC and I was asked if I could find out what would be in the next series of Dr. Who. I am working on it!

![Photo of Hiarc playing chess](image)

Hiarc had two further games that day, the first a very quick draw v the dangerous Loop.

This gave me chance to go and check out the legendary snack bar that Ernst Walet from the Shredder team had been telling me about for weeks. Ernst had told me several times while playing him on the ChessBase server about his frequent trips to this snack bar. He has
been a regular participant at the Leiden tournament for many years and is Dutch himself. It was like a cross between a greasy spoon and a kebab shop. I was not disappointed, a very nice lunch - but why do the Dutch put Mayonnaise on everything? What is wrong with Ketchup?

After lunch a nice win v Deep Sjeng. At the end of day two we were in second place with 4.5/6.

Now it was time for us all to go to dinner in a local Restaurant. The Restaurant was packed when we got there and sat at our table for eighteen in the middle of the room. An enjoyable evening, nice food and far too much wine. At one point we were taking bets on how long it would take between the first main course arriving and the last. I think nobody got it right and to everybody’s surprise they managed it in a remarkably quick four minutes.

Day 3

The next morning feeling a little hung-over from the night before I woke to the news that our remote hardware had failed again, and was unlikely to take any further part in the tournament. So I had to try to hold on to second place with just my FX60! The first game was against Deep Gandalf and ended in a draw. The next was a big game against Fruit operated by Fons Bleumers (Fonzy) another friend from the Chessbase server. Again another draw.

I was feeling a little anxious and disappointed at this point. I needed to win my final game on my slower PC, and that against the ten times world champion Shredder, to guarantee third place and a small chance of second if Loop slipped up.

However it was a very convincing win by Hiarcs, but Loop also won so HiarcsX MP finished third with 6.5/9. Rybka was the clear winner with an amazing 9/9 but was playing on a very fast computer with 8 CPU’s.

During the tournament it was nice to chat with all of the participants, organisers and the several spectators who were watching the games. There was great interest in Rybka and a large number of people would gather to see if anyone could manage to stop the 9-0 whitewash, the first since that achieved by Rebel in 1992. Sadly (well, that’s my view!) nobody did, although The Baron came very close to getting a draw, while we had lasted much longer than anyone else, going down in 98 moves.

There was also great interest in Hiarcs. A lot of people commented that they had been waiting a long time to see a Deep Hiarcs and also to see Hiarcs in Leiden for the first time. I was asked several times when Mark would release it and was pleased to tell all of them that I hoped it would not be long... in fact it will almost certainly already be available for download and purchase from the Hiarcs’ website by the time Selective Search readers have this article in their hands!

- http://www.hiarcs.com

Leiden seemed like a nice town although I did not get to see any of it. I have seen a few nice pictures posted on the web. Here are a couple of views, the girl by the river is Jan Krabbenbos of the Deep Sjeng team. Next year I must try to find time to have a proper look around.

I was given six bottles of a very strong Dutch beer called Karakter by Hiarcs fan Jon van Spiker because he said, “Hiarcs is full of character!” The tournament was well run, great fun and played in a great atmosphere. I hope to be back next year.
I visited Mark again the day after I returned, to go through the games and to chat about the future of Hiarcs. He had just finished setting up his new office, which now has a nice new trophy in it! There is plenty of space, and peace and quiet for developing the engine while he admires the Cup we won!

Here are the Deep Hiarcs X MP [Multi-Processor] games with some notes:

Round 1

**ZZZZZZ - HIARCS X MP**

Before the first round I found out our remote hardware (Intel E6600/3.5Ghz) had failed. Luckily I had brought my FX60/2.6Ghz with me!


17...Ⱬxf3?  
This move was interesting but with best play white can draw.

18.gxf3 Ⱬxd2 19.Ⱬxd2 Ⱬe5 20.Ⱬxa5 Ⱬh5 21.Ⱬa3 c4 22.Ⱬg3 Ⱬh3 23.Ⱬf5 exf5 24.Ⱬc3 Ⱬh8 25.Ⱬe3 Ⱬd6 26.Ⱬfe1 Ⱬf8 27.Ⱬe2 Ⱬc5 28.Ⱬac1 b5 29.Ⱬc2 Ⱬb4 30.Ⱬd1 f4 31.Ⱬe4 Ⱬe8 32.Ⱬd4 h6 33.Ⱬc1 Ⱬc5 34.Ⱬd2 Ⱬe5 0-1

Round 2

**HIARCS X MP - JOKER**

Got the Intel hardware working but only at 3.15Ghz (not the 3.5Ghz we had hoped). It was a comfortable win over Joker who had rather a liking for early Queen moves!

1.e4 d5 2.exd5 Ⱬxd5 3.Ⱬc3 Ⱬc5 4.d4 Ⱬb4 5.Ⱬf3 Ⱬg4 6.a3 Ⱬh6 7.h3 Ⱬxf3 8.Ⱬxf3 Ⱬd7 9.Ⱬd5 Ⱬe6+ 10.Ⱬe2 Ⱬc8 11.Ⱬc3 c6 12.O-O Ⱬg6 13.Ⱬg5 Ⱬd5 14.Ⱬfe1 Ⱬxc3 15.Ⱬxc3 Ⱬd5 16.Ⱬe3

16...e6 17.c4 Ⱬd6 18.Ⱬf4 Ⱬe7 19.d5 cxd5 20.cxd5 Ⱬf6 21.Ⱬac1 Ⱬc1 22.Ⱬxc1 Ⱬc5 23.Ⱬxc5 O-O 24.Ⱬg5 Ⱬxb2 25.Ⱬc7 Ⱬe5 26.Ⱬxe8 Ⱬa8 27.dxe6 f6 28.Ⱬd6 Ⱬc8 29.e7 b5 30.Ⱬh5 g6 31.Ⱬh6 Ⱬf7 32.Ⱬf8+ Ⱬe6 33.Ⱬxe8 Ⱬa1+ 34.Ⱬh2 Ⱬf5 35.Ⱬg4+ Ⱬxg4+ 36.hxg4+ Ⱬxg4 37.Ⱬd7+ f5 1-0

Round 3

**RYBKA - HIARCS X MP**

Still at 3.15Ghz for our toughest test.

1.e4 c5 2.Ⱬf3 d6 3.d4 cxd4 4.Ⱬxd4 Ⱬf6 5.Ⱬc3 a6 6.Ⱬe3 e5 7.Ⱬb3 Ⱬe7 8.f3 O-O 9.Ⱬd2 Ⱬe6 10.O-O-O Ⱬc7 11.g4 Ⱬc8 12.g5 Ⱬh5 13.Ⱬb1 Ⱬd7 14.Ⱬg1 Ⱬb6 15.Ⱬf2 Ⱬc4 16.Ⱬxc4 17.Ⱬa5 Ⱬc7 18.Ⱬd5 Ⱬxd5 19.Ⱬxd5 b5 20.Ⱬd2 Ⱬab8 21.Ⱬb3 Ⱬc4 22.h4 Ⱬa4 23.Ⱬd1 Ⱬc4
24.\textit{\textcolor{red}{\underline{\text{g2}}}} $\text{\underline{c7}}$ 25.\textit{\textcolor{red}{\underline{c3}}} g6 26.\textit{\textcolor{red}{\underline{f2}}}$ \text{\underline{cc8}}$ 27.\textit{\textcolor{red}{\underline{c2}}}$ \text{\underline{a4}}$ 28.\textit{\textcolor{red}{\underline{c1}}}$ \text{\underline{a8}}$ 29.\textit{\textcolor{red}{\underline{h2}}}$ \text{\underline{c6}}$

62.\textit{\textcolor{red}{\underline{b6}}}$ \text{\underline{c7}}$

Both the Rybka team and ourselves were surprised Hiarcs gave the g pawn up here, was there anything better?

63.\textit{\textcolor{red}{\underline{xg6}}}$ \text{\underline{c3}}+ 64.\textit{\textcolor{red}{\underline{d1}}}$ $\text{\underline{g3}}$ 65.\textit{\textcolor{red}{\underline{b6}}}$ \text{\underline{c7}}$

66.\textit{\textcolor{red}{\underline{b4}}}$ $\text{\underline{d6}}$ 67.\textit{\textcolor{red}{\underline{d2}}}$ \text{\underline{h3}}$ 68.\textit{\textcolor{red}{\underline{d4}}+}$ \text{\underline{c6}}$

69.\textit{\textcolor{red}{\underline{e3}}}$ \text{\underline{h1}}$ 70.\textit{\textcolor{red}{\underline{c4}}+}$ \text{\underline{b7}}$ 71.\textit{\textcolor{red}{\underline{b4}}}$ \text{\underline{a1}}$

72.\textit{\textcolor{red}{\underline{d5}}}$ \text{\underline{d8}}$ 73.\textit{\textcolor{red}{\underline{b5}}}$ \text{\underline{a3}}$ 74.\textit{\textcolor{red}{\underline{e4}}}$ \text{\underline{a7}}$

75.\textit{\textcolor{red}{\underline{c2}}}$ \text{\underline{a5}}$ 76.\textit{\textcolor{red}{\underline{b2}}}$ \text{\underline{h3}}$ 77.\textit{\textcolor{red}{\underline{e3}}}$ \text{\underline{h2}}+$

78.\textit{\textcolor{red}{\underline{b3}}}$ \text{\underline{h3}}$ 79.\textit{\textcolor{red}{\underline{c4}}}$ \text{\underline{h8}}$ 80.\textit{\textcolor{red}{\underline{e7}}+}$ \text{\underline{a8}}$

81.\textit{\textcolor{red}{\underline{f5}}}$ \text{\underline{c8}}+ 82.\textit{\textcolor{red}{\underline{d5}}}$ \text{\underline{b6}}$ 83.\textit{\textcolor{red}{\underline{d6}}}$ \text{\underline{c5}}+$

84.\textit{\textcolor{red}{\underline{e6}}}$ \text{\underline{c7}}$ 85.\textit{\textcolor{red}{\underline{e4}}}$ \text{\underline{c1}}$ 86.\textit{\textcolor{red}{\underline{d5}}}$ \text{\underline{b8}}$

87.\textit{\textcolor{red}{\underline{e6}}}$ \text{\underline{a7}}$ 88.\textit{\textcolor{red}{\underline{a5}}}$ \text{\underline{d8}}$ 89.\textit{\textcolor{red}{\underline{g6}}}$ \text{\underline{d1}}+$

90.\textit{\textcolor{red}{\underline{c4}}}$ \text{\underline{c1}}+ 91.\textit{\textcolor{red}{\underline{c3}}}$ \text{\underline{a5}}$ 92.\textit{\textcolor{red}{\underline{a6}}+}$ \text{\underline{b7}}$

93.\textit{\textcolor{red}{\underline{a5}}}$ \text{\underline{g1}}$ 94.\textit{\textcolor{red}{\underline{a6}}}$ \text{\underline{c1}}$ 95.\textit{\textcolor{red}{\underline{h6}}}$ \text{\underline{c7}}$

96.\textit{\textcolor{red}{\underline{b4}}}$ \text{\underline{f1}}$ 97.\textit{\textcolor{red}{\underline{b6}}+}$ \text{\underline{b7}}$ 98.\textit{\textcolor{red}{\underline{a4}}}$ 1-0

Round 4

HIARCS X MP - THE KING

Day 2 begins, our remote Intel hardware is now at 3.3Ghz.

1.e4 e6

A surprising choice from the normally combative King... perhaps it’s a compliment!

2.d4 d5 3.\textit{\textcolor{red}{\underline{d2}}}$ c5 4.\textit{\textcolor{red}{\underline{gf3}}}$ \text{\underline{c6}}$ 5.\textit{\textcolor{red}{\underline{b5}}}$ a6$

6.\textit{\textcolor{red}{\underline{xc6}}+}$ bx$ 7.0-0$ \textit{\textcolor{red}{\underline{f6}}}$ 8.e5 $\text{\underline{d7}}$ 9.c4 a5

10.dxc5 $\text{\underline{a6}}$ 11.\textit{\textcolor{red}{\underline{e1}}}$ $\text{\underline{xc5}}$ 12.\textit{\textcolor{red}{\underline{c2}}}$ $\text{\underline{d7}}$

13.b3 $\text{\underline{e7}}$ 14.\textit{\textcolor{red}{\underline{f1}}}$ O-O$ 15.\textit{\textcolor{red}{\underline{f4}}}$ a4 16.\textit{\textcolor{red}{\underline{g3}}}$

$\text{\underline{e8}}$ 17.\textit{\textcolor{red}{\underline{a1}}}$ ax$ 18.\textit{\textcolor{red}{\underline{xb3}}}$ $\text{\underline{b7}}$ 19.h3 $\text{\underline{h6}}$

20.\textit{\textcolor{red}{\underline{h5}}}$ \text{\underline{a5}}$ 21.\textit{\textcolor{red}{\underline{d3}}}$ \text{\underline{b6}}$ 22.\textit{\textcolor{red}{\underline{h2}}}$ $\text{\underline{h8}}$

23.\textit{\textcolor{red}{\underline{g4}}}$ \text{\underline{a2}}$

24.\textit{\textcolor{red}{\underline{xg7!}}}$

The culmination of whites plan in manouvering the light pieces to the king side.

24...\textit{\textcolor{red}{\underline{xg7}}}$ 25.\textit{\textcolor{red}{\underline{h6}}+}$ $\text{\underline{h8}}$ 26.\textit{\textcolor{red}{\underline{f3}}}$ $\text{\underline{d8}}$

27.\textit{\textcolor{red}{\underline{xf7}}}$ \text{\underline{g8}}$ 28.\textit{\textcolor{red}{\underline{xe6}}}$ $\text{\underline{c5}}$ 29.\textit{\textcolor{red}{\underline{e3}}}$ \text{\underline{xe3}}$
Round 5
**LOOPS - HIARCS X MP**

Still on the Intel at 3.3Ghz. This was supposed to be a key game for both teams in what now seemed a race for 2nd place. Unfortunately, the programs decided to take the GM draw straight out of Book, something which I expect Eric and Mark will wish to look at for the future?! Clemens and I would have been happy if this had been the last game of the day so we could have gone to the pub, but there was the little matter of one more round to play.

1.d4 d5 2.c4 c6 3.d3f3 e6 4.Wc2 f6 5.g3 d7 6.gf2 O-O 7.O-O h6 8.f4 a6 9.bbd2 bbd7 10.\[a1\] c1 b5 11.a3 b6 12.b4 a5 13.b5 c4 14.b4 d5 15.b5 e5 16.b4 b5 17.b3 b3 18.b3 c6 19.b3 b3 20.b3 b3 21.b3 f6 22.b3 e5 23.b3 g6 24.f2 b6 25.b5 b5 26.b6 b6 27.a5 b7

Round 6
**HIARCS X MP - DEEP SJENG**

Still on the Intel at 3.3Ghz. Hiarcs piled on the pressure until black could no longer hold.


Round 7
**DEEP GANDALF - HIARCS X MP**

Day 3 begins with us 4.5/6 in clear 2nd. Unfortunately more hardware problems with the remote Intel computer left us without it for the important last day. So again my FX60 is required.

1.e4 c5 2.d3f3 d6 3.d4 cxd4 4.b4 e4 5.a4 c6 6.b3 e5 7.b3 e7 8.b4 O-O 9.b5 a6 10.b5 b6 11.b5 b5 12.b5 a4 13.b8 14.b3

Harvey takes a brief break and Andre van Ark operates Hiarcs

15.\[f] 1?!
Hiarcs wins the exchange as a result of this

15...\texttt{a}5 16.\texttt{eb}4 \texttt{b}5 17.\texttt{eb}x\texttt{d}6 \texttt{e}7
18.\texttt{eb}x\texttt{d}7 \texttt{eb}x\texttt{b}4 19.\texttt{eb}6 \texttt{eb}x\texttt{d}7 20.\texttt{eb}x\texttt{d}7 \texttt{ec}4
21.\texttt{eb}6 \texttt{eb}x\texttt{b}6 22.\texttt{eb}x\texttt{b}6 \texttt{eb}c8 23.\texttt{eb}x\texttt{d}3 \texttt{eb}e7
24.\texttt{eb}e3 \texttt{eb}c4 25.\texttt{eb}f3 \texttt{eb}x\texttt{e}4 26.\texttt{ec}2 \texttt{eb}a4
27.\texttt{eb}b3 \texttt{eb}h4 28.\texttt{eb}f3 \texttt{eb}e4 29.\texttt{ec}x\texttt{d}2 \texttt{eb}g4 30.\texttt{eb}h3
31.\texttt{eb}g6 31.\texttt{a}4

31...\texttt{b}4

Up to this point we thought we were on the way to a full point but this move seems to enable white to activate his queenside majority.

32.\texttt{ec}4 \texttt{eb}f6 33.\texttt{eb}e4 \texttt{eb}f8 34.\texttt{eb}b6 \texttt{eb}b8 35.\texttt{a}5
\texttt{eb}b7 36.\texttt{eb}d1 \texttt{eb}f7 37.\texttt{eb}x\texttt{d}6+ \texttt{eb}x\texttt{d}6 38.\texttt{eb}x\texttt{d}6 \texttt{eb}h6 39.\texttt{eb}f1 \texttt{eb}h5 40.\texttt{eb}e2 \texttt{eb}f6 41.\texttt{eb}e3 \texttt{eb}f7
42.\texttt{eb}c5 \texttt{eb}f5 43.\texttt{eb}b6 \texttt{eb}g5 44.\texttt{eb}x\texttt{b}4 \texttt{eb}g4 45.\texttt{eb}d6
\texttt{eb}a7 46.\texttt{eb}x\texttt{g}4+ \texttt{eb}x\texttt{g}4 47.\texttt{eb}c5 \texttt{eb}d7 48.\texttt{eb}g3 \texttt{eb}e4
49.\texttt{eb}b4 \texttt{eb}e8 50.\texttt{eb}x\texttt{e}4 \texttt{eb}e5

51.\texttt{eb}f3 \texttt{eb}x\texttt{f}3 52.\texttt{eb}g4+ \texttt{eb}f6 53.\texttt{eb}x\texttt{f}3 \texttt{eb}h7 54.\texttt{eb}b4
\texttt{eb}h3+ 55.\texttt{eb}e2

After getting into a bit of mess, Hiarcs has recovered and we were now confident of the draw.

55...\texttt{eb}c3 56.\texttt{eb}d2 \texttt{eb}h3 57.\texttt{eb}c2 \texttt{eb}e6 58.\texttt{eb}b2
\texttt{eb}d3 59.\texttt{eb}c1 \texttt{eb}d5 60.\texttt{eb}c2 \texttt{eb}e8 61.\texttt{eb}b3 \texttt{eb}c6
62.\texttt{eb}e3 \texttt{eb}g8 63.b5 \texttt{eb}x\texttt{b}5 64.\texttt{eb}b4 \texttt{eb}x\texttt{g}4+

65.\texttt{eb}x\texttt{b}5 \texttt{eb}x\texttt{d}6 66.\texttt{eb}x\texttt{d}6 \texttt{eb}x\texttt{d}6 67.\texttt{eb}g8
1/2-1/2

Round 8

HIARCS X MP - FRUIT

FX60 again for this game. Both out of book early after white’s unusual 7.a3

1.\texttt{e}4 \texttt{c}5 2.\texttt{eb}f3 \texttt{eb}e6 3.\texttt{eb}d4 \texttt{xb}4 4.\texttt{eb}x\texttt{d}4 \texttt{eb}c6
5.\texttt{eb}c3 \texttt{eb}c7 6.\texttt{eb}e2 \texttt{a}6 7.a3 \texttt{b}5 8.\texttt{eb}g5 \texttt{eb}e7
9.\texttt{eb}x\texttt{e}7 \texttt{eb}x\texttt{e}7 10.\texttt{eb}d2 \texttt{eb}f6

11.\texttt{eb}g5

11.f4 looked much better

11...\texttt{O-O} 12.e5 \texttt{eb}d5 13.\texttt{eb}x\texttt{d}5 \texttt{eb}x\texttt{d}5
14.\texttt{eb}d3 \texttt{f}6 15.\texttt{eb}x\texttt{f}6 \texttt{eb}x\texttt{f}6 16.\texttt{eb}e2 \texttt{eb}b7
17.\texttt{O-O} \texttt{eb}a8

White is now in a real bind which it is difficult to escape from.

18.\texttt{eb}c3 \texttt{e}5 19.\texttt{eb}a1 \texttt{eb}b6 20.\texttt{eb}h4 \texttt{h}6 21.\texttt{eb}g3
\texttt{d}6 22.\texttt{eb}c2 \texttt{eb}c6 23.\texttt{eb}b3 \texttt{eb}h8 24.\texttt{eb}c2 \texttt{eb}b7
25.\texttt{eb}h3 \texttt{a}5 26.\texttt{eb}b3 \texttt{eb}a7 27.\texttt{eb}g3 \texttt{eb}c5 28.\texttt{eb}e4
\texttt{a}4 29.\texttt{eb}b4 \texttt{eb}a7 30.\texttt{eb}c2 \texttt{eb}f7 31.\texttt{eb}x\texttt{d}3 \texttt{g}5
32.\texttt{eb}h3 \texttt{h}5 33.\texttt{eb}x\texttt{g}3 \texttt{eb}f4 34.\texttt{eb}x\texttt{f}4 \texttt{eb}x\texttt{f}4
35.\texttt{eb}h4 \texttt{f}3 36.\texttt{eb}g3 \texttt{eb}g8

37.\texttt{eb}e4!

Exchange sac to relieve some of the pressure
37...\text{x}c4 38.\text{w}xe4 \text{f}f4 39.\text{c}c6 \text{w}e6
40.\text{e}c1 h4!
This looks very dangerous for Hiarcx
41.\text{e}e3 h\times g3 42.h\times g3 \text{w}h3 43.\text{f}x\times f3 \text{c}c8
44.\text{w}x\times c8+ \text{w}x\times c8 45.g\times f4 e\times f4

With queen for rook and bishop Fruit seems to be winning
46.\text{h}h2 \text{c}c6 47.\text{e}e2 \text{d}d5 48.g\times g2 \text{e}e6
49.\text{f}f1 \text{a}a2 50.\text{b}x\times b5 \text{c}x\times a3 51.g\times g2 \text{w}b3
52.\text{e}x\times a4
Ingeniously reaching what we think is a fortress draw.
52...\text{x}a4 53.\text{f}f3 \text{f}f4 \text{c}c6+ 54.\text{f}f3 \text{g}g7 55.
\text{g}g3 \text{d}5 56.\text{g}g2 \text{d}4 57.\text{c}x\times d4 \text{h}h6 58.b5 \text{e}e4
59.\text{g}g3 \text{g}5 60.\text{e}e3 \text{w}d4

With the capture of the d4 pawn tablebases tell us it is a draw! 1/2-1/2

Round 9
Deep Shredder - Hiarcx X MP

Final game with the FX60. Needed to win this one to have a chance of second if Loop slipped up and drew or lost the last game. Hiarcx did its stuff in this game but sadly Loop was not accommodating.

1.d4 d5 2.c4 c6 3.e3 \text{f}f6 4.c3 e6 5.e3 d6 7.d3 \text{b}b7
9.O-O a6 10.e4 c5 11.d5 c4 12.e\times c2 \text{w}c7
13.\text{d}x\times e6 \text{x}e6 14.\text{g}g5 \text{c}c5 15.\text{f}f3 \text{d}d6
16.\text{h}h3 O-O-O 17.f4 h6 18.\text{c}c6 \text{e}e6 19.\text{e}e6+ \text{h}h8 20.\text{w}h3 b4

Hiarcx seemed to love its position here and efficiently drove Shredder back converting to the win quite smoothly and guaranteeing us at least 3rd place.
21.\text{a}a4 \text{c}c4 22.\text{e}e3 g5 23.\text{a}a1 \text{c}c5
24.\text{c}c5
Nxc5 may have held white's position together longer.
24...\text{c}c5+ 25.\text{c}c5 \text{w}c5+ 26.\text{h}h1 \text{h}h8
27.\text{g}g3 \text{a}a1 28.\text{c}c5 \text{c}c7
29.\text{e}e5?! \text{d}d4 30.\text{e}e2 \text{x}b2 31.\text{f}f2+ \text{d}d4
32.\text{x}d4+ \text{c}c4
33.\text{x}xg5 h\times g5
34.\text{f}f1 \text{b}6
35.\text{f}f2 \text{d}5
36.\text{e}e3 \text{c}c5
37.\text{e}f2 \text{f}f4!
38.\text{f}f4 g\times f4+
39.\text{c}c4 c3 0-1

3rd place, and all the effort was worthwhile!
Hi Eric

Here is the report for this issue. There is a slightly different slant this time round. I usually send the league tables and news on the qualifiers every second issue. This time I have done a test tournament as well as sending the 1st division. The format is different as well because following the results at Ridderkerk I want to show in a cross table how Hiarcs X50 had got on against its opponents. I am also doing a test for the Fruit 2.2.1 camp because of an observation they have made relating to the ChessBase packages. So the second cross table gave me the chance to put the recently released Hiarcs X54 UCI up against the latest commercial Rybka, the free Rybka, Fruit and others. I will explain the second test later. So here we go:

Hiarcs guesting for the rested Toga 1.2.1a dutly won the 1st division with Naum 2.0 a surprise close 2nd ahead of Spike and Scorpio. The 2nd place by Naum, although a strong engine was due my entering a wrong figure in the hash tables area which gave it an uneven playing field compared to the other participants. This was only spotted in a log file in my 2nd tournament in Arena where it brings up on the screen a hash table size for each engine. Delfi and Wildcat were relegated. The 2nd Division is not included, but was won by Deep Pharaon 3.5.1, with Aris-tarch 4.50 returning to the 1st. The Baron 1.7

and ET Chess 18/11/05 were relegated. I have not started the qualifying round due to the second enclosed table.

Fruit 2.2.1 had reported a problem on their website and I enclose the paragraph:

"There is a bug in the new Fritz9-GUI and in the latest Update of Fritz8-GUI (namely an update from September 9th 2005) which leads to the effect that Fruit plays with history pruning disabled. That leads to a huge strength drop as some users reported. The bug happens if you open the Engine Properties windows and close it with "OK". After that Fritz always sends history pruning false to the engine regardless which option you choose. Even clicking on "Defaults" has no effect. ChessBase has confirmed that bug and have fixed it, but you need to download the latest Fritz9 gui from their website to correct it. Otherwise I suggest either to use the Fritz 8- GUI from January 2005 or to never touch the UCI-Parameters (it appears Fruit is working correctly if you just load it without changing the UCI-Options)."

Looking at my results with Fruit this time and in the last issue of Selective Search Fruit is actually still in the same position roughly in the table. I have tested this in Fritz 8, Arena and Winboard with Polylgloot during the time of the last two issues. The two Rybka engines won the test, with Hiarcs and Spike putting up a good showing. Spike appears much stronger when taken out of the Winboard environment.

Chris
The BIG HOLLAND Man-Machine MATCH!

BY ROB VAN SON

When I first met Hein Veldhuis (1999) I was completely astonished after I entered his house in Tilburg. I couldn’t believe my eyes! On a big table in the living room, he had put some very special oldies from the past, like the Chess Challenger 10 (1978), the Mephisto I (1979), the Sensory Chess Challenger 9 (1981) and many other really nice models.

Besides enjoying the look of his showpieces, we also played some games against them. Hein showed me all kind of small plastic boxes to store the chess pieces with, on every box a sticker with the name of the computer which they belong to. To avoid confusion with adaptors, he also put name-stickers on each of them. I think, this is a must for big collectors, otherwise you can’t see the wood for the trees anymore - and if you plug the wrong adaptor into a computer.....!

After some nice games of chess, I did an interview for the Dutch magazine ‘Computerschaak’ and Hein showed me some of his very interesting literature about chess computers from the first and second generation (1977-1983). Afterwards, I really had the time of my life when he gave me a Chess Challenger 7 as a present.

As the years went by, Hein and I met each other several times at his or my place or at the several ‘Gebruikers (users) tournaments’ in Leiden.

In 2004, competition organiser of the ‘gebruikers’ Ries van Leeuwen, wanted something special for his 10th tournament. I suggested that a good friend of mine, Wim Luberti (elo 2245) was willing to give a simultaneous against all the peeping and creaking and slowly calculating pieces of chess art. So it happened and despite the loss for Wim (3 out of 11), it was a fantastic event and we all enjoyed every minute of it.

Now in 2006, Hein’s big collection of chess computers has redoubled from 70 computers in 1999 to 140 units nowadays, just as we can say for his huge collection of literature.

His wife, Marie-José, wanted to create a real living room instead of a chess room, so some years ago, they renovated the first floor of their house and moved everything upstairs. After the removal, Hein bought a showcase for his most good-looking computers and decorated the whole thing, besides the computers, with little lights in it and chess pieces, old magazines and so on. If there was a museum for computers in the Netherlands, I think, they would love to borrow his showcase for some months to show it to all kind of visitors. Unfortunately, the big showpieces of chess computers with Exclusive or Munich chessboards don’t fit into it, but Hein is very willing to show them to everybody who wants to see his collection separately.

As from 2001, Hein has been working on a very special database including all the chess computers ever been made in the whole world! During this year, the database had grown to the size of 500 pages in A4 format. He wants to include serial, upgraded, modified models, experimental versions, self-made models and other curiosities. But, it still can take years until the complete job is done. So if there are any questions about this, Hein always advises the chess computer lovers to wait very patiently...

Last year the ‘Computer Chess Association Netherlands’ (CSVN)’ celebrated existing 25 years. Due to the inability of the CSVN board members, nothing special was organized. At the annual meeting, our chairman promised us a special event for 2006. Unfortunately,
this didn’t take place either.

But Hein, inspired by the Wim Luberti simultaneous two years ago, asked Cor van Dongen (elo 2303) of the Dutch chess club ‘Stukkenjagers’ (piece-hunters) from Tilburg, if he was willing to give a simultaneous against 11 very strong dedicated computers, including the now well known Resurrection models of inventor Ruud Martin. It is a remarkable fact that it was Hein who suggested some years ago the name ‘Resurrection’ for Ruud’s self-made module.

Cor van Dongen agreed with Hein to play the simultaneous and so, on 7 May 2006, it took place at the 13th CSVN gebruikerstournemente in Leiden. Cor won, after many hours of intensive chess, with the very impressive score of 7½ points out of 11 games. The Resurrection with the program Fruit ’05 lost its game as did most of the others.

Of course, Hein was very impressed with the successful final result of Cor van Dongen, but wanted more! Shortly after the simultaneous, he contacted Maurice Peek, the captain of the first team of Stukkenjagers. He asked Maurice if he was interested in a friendly match between his team and a CSVN team with the strongest dedicated chess computers ever made. Maurice liked the idea and he saw it as a warming-up for the coming competitions of his team.

Hein had the responsibility to bring all the 10 operators together and make sure that there would be some stand-in operators and computers. Finally the date and location of the match was chosen on 16 September at the home address of ‘De Stukkenjagers’ located at the Grand Café Restaurant De Beurs in the centre of Tilburg. The games would begin at 13.00 p.m.

There is a parking-problem in the centre of Tilburg, so Hein agreed with his operators that they should all come first to his house (where parking is free) and then travel all together with two cabs to the event. Your author of this article had the honour to play with Resurrection Fruit ’05 on the first (and strongest) board and, together with Peter Schimmelpennink (board 9) and Walther Kappelhoff (board 10), we drove in the early morning from Amsterdam to Tilburg. After a small car-problem and a traffic jam, we finally reached Hein’s place and joined the group.

Hein was overloaded with computer-luggage, because he took some demonstration models to the event to let visitors play some games against them. He was very nervous and excited at the same time! Maybe a computer wouldn’t function properly or an operator would make a mistake?

Besides my Resurrection Fruit and the Mephisto Atlanta, I also took my Berlin Pro with me as a stand-in computer. Finally we arrived in ‘De Beurs’ and I replaced the original EPROM Berlin chip with the London Pro update. Actually, a good friend of Hein, the German collector Heinz-Gerd Lehmann and Ruud Martin fixed this for me. So now my Berlin Pro ‘London’ plays a little stronger than before. On the fifth board Ries van Leeuwen actually operated the Berlin Pro ‘London’ of Hein Veldhuis, so I was obviously very interested to see how this played, as well as the Resurrections.

At 13.00 p.m. the moment of truth was upon us! As the games are presented with a few of my photographs, and light notes by Eric, I will also quote some comments of Jeroen Noomen (our board 2) and Hans van Mierlo (our board 3).
Board 1
Resurrection Fruit 2420 (Rob van Son) - Maurice Peek 2376

Black equalised quickly after Fruit didn’t find a proper plan after the opening. Fruit felt well, but started to play planlessly around with its bishop. Maurice consumed quite some time to find the best moves, but suddenly he allowed a dangerous queen sortie by Fruit, that put black on the defensive. With a board full of pieces tactics came into the game and yeah, in this respect comps are deadly. Fruit’s brilliant c4-c5! made it possible to enter black’s position with several white pieces, ending the fight quickly.

Queen’s Fianchetto Defence (quite rare)

1.e4  c6 2. d3 f3 d6 3.d4  f6 4. c3  g4
5.d5  b8 6.e2 g6 7.0-0  g7 8.h3  xf3
9.xf3 0-0 10.g5  bd7 11.xd2 c6
12.xc6  bxc6 13.e3  c7 14.f1  fd8
15.f4  a8 16.xb1  e5 17.e3  f8
18.d3  e6 19.c4 h5 20.b4  b8 21.ed1

21...h7?!
A bit passive giving the Computer a chance to express itself on the queenside. 21...d5
22.exd5 cxd5 23.xc7 xc7 and if 24.xa7 e4=
22.a6 d7 23.b5 d4 24.xd4 exd4
25.e5! dxe5
Not 25...dxc3? 26.bxc6! d8d8 27.exf6 1-0
26.bxc6 d8d8 27.b7 d6 28.xf7 e8?
28...f8 was the best try, but 29.xa7 leaves White 2 pawns up and Black still has to get out of the pin on the d-file
29.e4! b4 30.g5+ 1-0

Above Rob’s Resurrection Fruit. Below in play against Maurice Peek with, nearest, Grooten playing Toga!

Board 2
IM Herman Grooten 2364 - Res. Toga 2400 (Jeroen Noomen)

A typical anti computer opening by IM Grooten and as expected the computer started to play weird things. Losing time with the bishops, an unnecessary queen’s exchange and planless play by Toga meant that only white could win this. Herman failed to take the best of his chances, however. Suddenly the game got really interesting, with all sorts of spectacular pawn exchanges in a double rook ending. Toga seemed to do well, but instead Herman was still trying to win. We played until the board was almost empty and as the old masters used to say: ‘all rook endings are draws’.

D00: 1.d4 d5. Unusual lines
1.d4 d5 2.g5 h6 3.h4 c6 4.c3 f5 5.e3
b6 6.b3 d7 7.f3 g6 8.bd2 e6
9.e2 e7 10.0-0 d6?! 11.g3 xb3?!

There was no real need to exchange queens, especially unnecessary coming from a strong
44.d5!?
Briefly sacrificing a pawn in search of an endgame initiative
44...exd5 45.exd5 fxg4 46.e6+ d7
47.g6
47.fxg4 cxd5 48.xb6 xf4 49.xg6=
47...gxf3 48.dxc6+ c7 49.d3 e7 50.xf3
e2+ 51.h1 xb2 52.f5 xb4 53.f6

53.xb1 54.h2 b2+ 55.h1 d2 56.f7
d1+ 57.h2 d2+ 58.h1 d1+ 59.g1
xg1+ 60.xg1 f8 61.h2 xc6 62.h3
d7 63.f6 ½-½

Board 3
TM London 68030 2315 (Hans van Mierlo) -
Cor van Dongen 2291

Comp killer Cor van Dongen was surprised in the opening by a side line from the London. I had advised Hans van Mierlo to select the Blitz book in this game, as the computer tries for less known and mostly sharp lines with that book. Cor had to use a lot of time, but was able to neutralise white's dangerous looking setup. Then we saw the struggle of bishop (computer) vs. knight (human), in which the computer played some bad pawn moves. It put all its pawns on the wrong squares and needless to say Cor took advantage immediately. So no revenge for the London and for Hans, Cor cashed in without any trouble.

B18: Classical Caro-Kann: 4...Bf5 sidelines
1.e4 c6 2.d4 d5 3.c3 dxe4 4.xe4 f5
5.g3 g6 6.1e2 c6 7.h4?! h6 8.d4 h7
9.c4 f6 10.0-0 d6 11.g5 0-0 12.e1
There isn't much theory since move 7, but everything so far has been played at least once! Now van Dongen boldly goes...

12...\( \texttt{xf4} \)

Other possibilities are: 12...\( \texttt{e8} \), 12...\( \texttt{bd7} \), and 12...\( \texttt{xh5} \)

13.\( \texttt{xf4} \) \( \texttt{bd7} \) 14.\( \texttt{c3N} \)

Hey look what I've found: 14.\( \texttt{a4} \) \( \texttt{d5} \) 15.\( \texttt{e3} \) \( \texttt{b6} \) 16.\( \texttt{xd5} \) \( \texttt{xd5} \) 17.\( \texttt{g3} \) \( \texttt{xf4} \) 18.\( \texttt{xf4} \) \( \texttt{h4} \) 19.\( \texttt{g4} \) \( \texttt{e7} \) 20.\( \texttt{hxh6} \) \( \texttt{g6} \) 21.\( \texttt{g5} \) \( \texttt{f6} \)

22.\( \texttt{d2} \) \( \texttt{h5} \) 23.\( \texttt{d5} \) \( \texttt{x5} \) 24.\( \texttt{b4} \) \( \texttt{xb4} \)

25.\( \texttt{xb4} \) \( \texttt{xd1} \) 26.\( \texttt{exd1} \) \( \texttt{f7} \) 27.\( \texttt{c4} \) \( \texttt{d8} \)

28.\( \texttt{cxd5} \) \( \texttt{xd5} \) Asauskas (2266)—Kasparov (2464), 0–1. But this wasn't Garry, it was S. Kasparov (the rating gives it away!)

14...\( \texttt{d5} \) 15.\( \texttt{wg4} \) \( \texttt{f6} \) 16.\( \texttt{xf3} \) \( \texttt{b5} \) 17.\( \texttt{d3} \)

\( \texttt{xd3} \) 18.\( \texttt{dxd3} \) \( \texttt{d7} \) 19.\( \texttt{g3} \) \( \texttt{h8} \) 20.\( \texttt{a4} \) \( \texttt{a5} \)

21.\( \texttt{d6} \) \( \texttt{e7} \) 22.\( \texttt{xc7} \) \( \texttt{xc7} \) 23.\( \texttt{f4} \) \( \texttt{d5} \)

24.\( \texttt{d6} \) \( \texttt{fxd8} \) 25.\( \texttt{axb5} \)!

Helps Black's queenside pawns somewhat, and 25.\( \texttt{c5} \) looks better

25...\( \texttt{cxb5} \) 26.\( \texttt{f4} \) \( \texttt{b6} \) 27.\( \texttt{xd5} \) \( \texttt{xd5} \)

The \( \texttt{d} \) exchange has only served to emphasise that White's pawns are on the wrong colour squares

28.\( \texttt{c5} \) \( \texttt{h7} \) 29.\( \texttt{h2} \) \( \texttt{g6} \) 30.\( \texttt{g3} \) \( \texttt{a6} \)

31.\( \texttt{e5} \) \( \texttt{f6} \) 32.\( \texttt{e2} \) \( \texttt{h5} \) 33.\( \texttt{f3} \) \( \texttt{f7} \) 34.\( \texttt{f4} \) \( \texttt{g6} \)

35.\( \texttt{f3} \) \( \texttt{f5} \) 36.\( \texttt{g3} \) \( a4 \) 37.\( \texttt{f2} \) \( \texttt{da8} \) 38.\( \texttt{c1} \)

\( \texttt{e8} \) 39.\( \texttt{f3} \) \( \texttt{ec6} \) 40.\( \texttt{e1} \) \( \texttt{e8} \) 41.\( \texttt{g2} \) \( \texttt{g4} \)

42.\( \texttt{f2} \) \( \texttt{f5} \) 43.\( \texttt{g1} \) \( \texttt{ed8} \)

The game appears to be meandering towards a draw, and indeed 44.\( \texttt{f} \) would have encouraged that outcome

44.\( \texttt{g2} \) \( \texttt{e6} \) 45.\( \texttt{ae1} \) \( \texttt{c7} \) 46.\( \texttt{f3} \) \( \texttt{a6} \)

47.\( \texttt{e7} \) \( \texttt{d7} \) 48.\( \texttt{f8} \) \( \texttt{b6} \) 49.\( \texttt{e3} \) \( \texttt{f7} \) 50.\( \texttt{a3} \)

\( \texttt{d7} \) 51.\( \texttt{b3} \) \( \texttt{xb3} \)

White will soon recover the pawn as Black's are now doubled

52.\( \texttt{xb1} \) \( \texttt{c7} \) 53.\( \texttt{xb3} \) \( \texttt{d5} \) 54.\( \texttt{e2} \) \( \texttt{a6} \)

55.\( \texttt{f8} \) \( \texttt{a8} \)

56.\( \texttt{c5} \)

Why not simply 56.\( \texttt{xb5} \) \( \texttt{xf8} \) 57.\( \texttt{c4} \) as the \( \texttt{d} \) is pinned!

56...\( \texttt{a1} \)!

A definite victory

57.\( \texttt{b4?} \)

Having missed good drawing chances twice, this is once too many. Necessary was 57.\( \texttt{ec2} \) and now 57...\( \texttt{f1+} \) 58.\( \texttt{e2} \) \( \texttt{h1} \), threatening \( \texttt{h2} \), 59.\( \texttt{f3} \) \( \texttt{e1} \) 60.\( \texttt{c4} \) \( \texttt{xc4} \) 61.\( \texttt{xc4} \), and White might still be able to hold, though the van Dongen rook will continue to buzz around in White territory

57...\( \texttt{da7} \) 58.\( \texttt{c5} \) \( \texttt{f1+} \) 59.\( \texttt{g2} \)?
Another small mistake. 59...g2 was best, and if 59...fxf2+ maybe df1 is better 60.xf2 B2+ 61.f3 but then 61...d3 intending d3+ might be good enough

59...aa1! 60.a3??

The computer MUST do something about the rook invasion, so 60.a3 was the best try, but then 60...ad1 is best again aiming for d3! and now even 61.f2 g1+ 62.h3 d3 63.h2 xg3, and I doubt if the computer can hold on

60...g4!

This invasion settles it, White can resign now!

61.h2 g1+
A PC program would announce m/10 here!

62.h2 h1+ 63.g2 g1+ 64.f2 xg3 64...f1+ was the route to a quicker mate

65.e4 xf4 66.xf4+ xf4 67.c1+ 0-1

Board 4

WGM Bianca Muhren 2303 - Res. Ruffian 2383 (Ruud Martin)

A Sicilian Najdorf was handled in a positional way by one of Holland's strongest female chess players. Ruffian was put into the defensive and couldn't think of anything active. But Bianca made a mistake and lost a pawn. She made the best of it by putting maximum pressure on the black position. Again Ruffian's eval dropped, but after another mistake by the human player suddenly black's pieces came to life and all was over quickly.

B90: Sicilian Najdorf: Unusual White 6th moves, 6 Be3 Ng4 and 6 Be3 e5

1.e4 c5 2.d3 d6 3.d4 cxd4 4.xd4 f6
5.d3 a6 6.e3 e5 7.f3 c7 8.a4 e7 9.a5 0-0 10.d3 b6 d7

10...h6 11.h4 c6 12.b6 d7 was played in a GM game involving van der Wiel, ending a draw

11.d2

Beginning a manœuvre to put the knight on b6. Black has a cramped position and can't react

11...c5 12.c4 e6 13.b6 ab8 14.0-0 g4 15.ed5 xe3 16.c3 xd3

17.xd3

Although the Black position is very cramped, he does have the bishop pair – might be useful later!

17...e5 18.xd1 g5 19.f5 xg8 20.h4 e6 21.a4 g6 22.b4 c6 23.e3 xh4

Though Black has won a pawn Bianca has all the activity and is at least equal

24.b3 e8 25.c3 e7 26.g3 g5 27.ed5 f8 28.f4 exf4 29.gxf4 h4 30.c7 g4

31.d2 g7 32.c3 e8 33.c4 f8
34. \text{\texttt{d}}d4?
White plans e5, but unfortunately this allows a tactic with the dangerous bishops. But 34. \text{\texttt{g}}g2 h5 (34... \text{\texttt{e}}e6?? 35. \text{\texttt{c}}cxd6 \text{\texttt{x}}xd5 36. \text{\texttt{xd}}x5 \text{\texttt{exd}}8 37. \text{\texttt{w}}xf7+ \text{\texttt{w}}xf7 38. \text{\texttt{c}}xf7 \text{\texttt{d}}5) 35.e5=

34... \text{\texttt{xf}}3! 35.e5 \text{\texttt{bd}}8 36.\text{\texttt{h}}h2 \text{\texttt{xd}}5 37.\text{\texttt{exh}}4 \text{\texttt{dx}}xe5 38.\text{\texttt{xe}}5?!
Probably 38.\text{\texttt{fxe}}5 \text{\texttt{xc}}4 39.\text{\texttt{xc}}4 \text{\texttt{ex}}5 40.\text{\texttt{e}}f4 was better, but White would be 2 pawns down and struggling after 40...\text{\texttt{ec}}7!

38...\text{\texttt{wd}}6! 39.\text{\texttt{xc}}5 \text{\texttt{xf}}6?!
I think 39...\text{\texttt{w}}e6 would have been even better

40.\text{\texttt{f}}f3?!
A little reorganisation with 40.\text{\texttt{h}}h2 \text{\texttt{c}}c6
41.\text{\texttt{w}}c3 is spoiled by 41...\text{\texttt{ed}}1+! 42.\text{\texttt{g}}g2 \text{\texttt{wd}}8 after which 43...f6 will win the \text{\texttt{c}}c5

40...\text{\texttt{w}}e6!

41.\text{\texttt{c}}e5
What else? The exchange sacrifice 41.\text{\texttt{xd}}x5 \text{\texttt{xd}}5 42.\text{\texttt{w}}f2 loses quickly to 42...\text{\texttt{ed}}3!

41...f6! 42.c4 \text{\texttt{c}}c6 43.\text{\texttt{wc}}3 \text{\texttt{fxe}}5 44.\text{\texttt{xe}}5 \text{\texttt{wd}}6
The finish is hopeless as White now needs 45.\text{\texttt{e}}e1 to avoid mate, and will soon have few pieces to play with. In fact 45...\text{\texttt{xe}}1+ 46.\text{\texttt{xe}}1 \text{\texttt{wd}}4+ 47.\text{\texttt{f}}f1 \text{\texttt{xc}}4+ looks like an impending mate anyway 0-1

Despite good results on boards 1 +2, the Computers are now 2½-1½ down!

Board 5

Berlin London Pro 2276 (Ries van Leeuwen) - Remco van der Burght 2231

The game was a good win for the Berlin. Black tried to break through with a king’s attack, but didn’t succeed and after this, a deadly white knight brought a win for white.

A42: Modern Defence: Averbakh Variation
1.c4 g6 2.e4 \text{\texttt{g}}7 3.d4 d6 4.\text{\texttt{c}}c3 \text{\texttt{c}}c6 5.\text{\texttt{e}}e3 e5 6.d5 \text{\texttt{c}}c7 7.\text{\texttt{c}}c5 \text{\texttt{f}}6 8.cxd6 cxd6 9.\text{\texttt{b}}5+ \text{\texttt{d}}7 10.\text{\texttt{xd}}7+ \text{\texttt{xd}}7 11.f3 0-0 12.\text{\texttt{ge}}2 \text{\texttt{e}}8?!

12...b5 has been played, but van der Burght decides to launch a kingside pawn storm and gets the \text{\texttt{c}}c out of the way to enable this

13.0-0 f5

14.\text{\texttt{wb}}3 f4?!
14...\text{\texttt{f}}f6!? looks like a good way to build the attack with a little more insistence

15.\text{\texttt{xf}}2 g5 16.\text{\texttt{ac}}1 \text{\texttt{g}}6 17.\text{\texttt{w}}b5 \text{\texttt{w}}e7
18.\text{\texttt{b}}1 h5 19.\text{\texttt{d}}2 g4

The attack looks dangerous - can the London
Pro hold?!
20.\textw{a}5?! \textd{h}6 21.\texte{c}2 \textf{f}7 22.\textf{c}1 \textd{d}7
23.\textw{b}4 \texth{4}! 24.\textw{b}3 \textg{3} 25.\text\e{e}1 \textg{x}h2+?!
A shame for Black after the tense effort as
25...\texth{3}?! 26.\texth{x}g3 \textf{x}g3 27.\text\e{e}x\text{g}3 \text\e{g}7! looks
quite unpleasant for White
26.\text\f{f}h2 \text\g{g}5 27.\text\f{f}2 \texth{7}
There was another chance to play 27...\texth{3} here, then 28.\textg{x}h3 \text\e{g}7=
28.\text\d{g}1! \text\d{d}8 29.\text\h{h}3!

Now the defence should hold, indeed the
computer will have its own attack now as
well
29...\text\g{g}7 30.\text\w{w}a3 \text\h{h}5 31.\text\e{c}4 \text\e{c}7?
Missing the reply which the \text\d{d}, from d8,
stopped White from playing. The best try
seemed to be 31...\text\g{g}3 32.\text\w{w}xd6 \text\h{h}8 and
now if 33.\text\e{c}4 \text\f{f}7
32.\text\g{g}5! \text\e{g}7 33.\text\e{e}6 \text\e{e}8 34.\text\a{a}5

Computers are relentless once they have
some targets!
34...\text\w{b}5 35.\text\a{a}x\text{g}7
35...\text\a{a}x\text{a}5 36.\text\f{f}c8+ \text\x{g}7 37.\text\w{w}xd6 is an
easy win for White's 2 rooks (and a pawn)
against 2 knights 1-0. The match is level
again at 2\frac{1}{2}-2\frac{1}{2}

Board 6
\textbf{Bram van den Berg 2200 -
Tasc R30 v. 2.5 2353 (Hans van der Zijden)}

This game should have ended in a draw, but
the Tasc R30 spoiled the endgame.

B01: Scandinavian Defence
1.e4 d5 2.exd5 \textw{w}xd5 3.\text\f{f}3
3.\text\f{f}3 is played 'all' the time!
3...\text\e{e}5 4.d4 exd4 5.\textw{w}xd4
5.\text\f{f}xd4 is considered best
5...\text\e{e}6+ 6.\text\e{e}3\text{N}
I was surprised to find a couple of games
with 6.\text\e{e}3 \text\e{c}6 in my database, both drawn
6...\text\e{g}5 7.\textw{w}xe6+ \text\e{e}6 8.\text\f{f}4 \text\e{c}6 9.\text{c}3?!?
9.\text\f{x}c7 seems safe enough, if 9...\text\e{g}8 simply
10.\text\e{g}3=
9...\text\f{f}6 10.\text\f{b}d2 0-0-0

11.\text\f{f}e5?
11.\text\b{b}5 was best
11...\text\f{f}e7?
A strange choice in view of the chance to
play 11...\text\f{f}xe5 12.\text\f{f}xe5 \text\f{x}f2+ 13.\text\f{x}f2
\text\f{x}d2+, and Black is a pawn up and should
already be declared a likely winner
12.\text\f{f}c4 \text\f{a}6 13.0-0 \text\f{f}ed5 14.\text\f{g}3 \text\f{b}5 15.\text\f{b}3
\text\f{h}e8 16.\text\f{f}e1 \text\f{f}5 17.\text\f{x}e8 \text\f{x}e8 18.\text\f{e}1
\text\f{x}e1+ 19.\text\f{d}e1
So we have a minor piece endgame which is
completely equal
19...\text\a{a}5 20.\text\f{f}f1 \text\f{b}4 21.cxb4 axb4 22.\text\f{e}2
\text\d{d}4 23.\text\f{d}3 \text\b{b}7 24.\text\f{c}4 \text\f{a}6 25.\text\f{c}e5
\text\f{b}6 26.\text\f{x}f7 \text\f{x}d3+ 27.\text\f{x}d3 \text\f{x}b2
There is a slight shift in White's favour now he has the 2 bishops

\[ \text{28.} \text{g5} \text{ h6} \text{29.} \text{e4?!} \]

Better was 29. e6 g5 30. xd5 xd5 31. c4 c6 32. d6 returning the exchange to dominate the board with his \( \text{c} \)

\[ \text{29...xe4} \text{30.} \text{exe4} \text{ f6+} \text{31.} \text{f5} \text{ c5} \text{32.} \text{c4} \]

\( \text{c6} \text{33.f4 d4} \text{34.e1 e8} \text{35.e4 d6+} \text{36.d3 e1} \text{37.h3 e3} \text{38.g3 xe4} \]

\[ \text{39.xe4 h5} \text{40.f5 d6} \text{41.d3 g1} \text{42.e4} \]

\( \text{c6} \text{43.g4 hxd4} \text{44.hxg4} \text{b5} \text{45.g5 c4} \]

\[ \text{46.g3} \]

\[ \text{46.f6!} \]

\[ \text{46...c5} \text{47.e5 f8} \text{48.d5 c3} \]

It should be a draw (I think!) but it is certainly tense!

\[ \text{49.f4 e7?} \]

I think either c2 or a4 is better to ensure the draw, but haven't analysed them through 50.c1?

The fault with 49...e7? is that it allowed 50.e6! c5 51.f6 winning. But White has missed it

\[ \text{50...b6??} \]

Giving White a second clear winning chance. With 50...a4 the R30 could still have avoided defeat: 51.e6 xg5! 52.xg5 a3!

\[ \text{and both sides will queen!} \]

\[ \text{51.e6!} \]

Bram gets it right this time! 51...c5 52.f6 g6 (52...xf6 53.g6) 53.d7. 1-0

A flawed endgame, but very exciting, and putting the Humans 3½-2½ ahead

### Board 7

| Mephisto Risc 2 2261 (Luuk Hofman) | Gerben Veltkamp 2164 |

There were many complications on the board, so it's difficult to say what exactly went wrong. Maybe white wanted to attack much too quickly after the opening and didn't protect his king enough. The black pieces became very dangerous which actually resulted in a win for him

C63: Ruy Lopez: Schliemann/Jaenisch Defence

\[ \text{1.e4} \text{e5} \text{2.f3} \text{c6} \text{3.b5 f5?!} \]

Goodness, very rarely seen and not for the faint hearted!

\[ \text{4.d3} \]

4.c3 is the best reply to Black's risky 3rd. move

\[ \text{4...f6} \text{5.exf5} \text{e7} \text{6.xe5N} \]

Of course the Risc2 is out of book! 6.0-0 was best

\[ \text{6...c6} \text{7.g5} \text{xf5} \text{8.xf6?} \]

White should still be looking to castle

\[ \text{8...xf6} \text{9.h5+ g6} \text{10.e2} \]

10.d8

Not 10...cxb5?! 11.xg6+ d8 12.xh8

\[ \text{hxh8} \text{13.c3=} \]
11.\( \text{c} \text{c} 4 \text{ d} 5 \) 12.\( \text{b} \text{b} 3 \text{ e} 5 \) 13.\( \text{f} \text{f} 4 \text{ h} 4 + \) 14.\( \text{d} \text{d} 1 \text{ e} 3 + \) 15.\( \text{c} \text{c} 1 \text{ f} 4 \) 16.\( \text{f} \text{f} 3 \text{ c} 4 + \) 

16...\( \text{e} 8 \)! here would have given White immense problems!

17.\( \text{d} \text{d} 2 \text{ xd} 2 \) 18.\( \text{d} \text{d} 2 \text{ e} 8 \) 19.\( \text{f} \text{f} 3 \text{ e} 3 \) 20.\( \text{xf} 4 \text{ xf} 4 \) 21.\( \text{d} \text{d} 1 \text{ g} 4 + \) 22.\( \text{f} \text{f} 3 \text{ e} 3 \) 23.\( \text{xf} 1 \text{ xh} 2 \) 24.\( \text{a} 4 \)

If 24.\( \text{xe} 1 \)! \( \text{xf} 3 \)! 25.\( \text{gxf} 3 \text{ xf} 3 + \) 26.\( \text{d} \text{d} 2 \text{ f} 4 + ! \) 27.\( \text{c} 3 \text{ xh} 1 \) 28.\( \text{xh} 1 \text{ h} 5 \), and Black's extra pawns on the \( g-h \) files are passed and win the game

24...\( \text{a} 5 \) 25.\( \text{c} \text{c} 1 \text{ g} 3 \) 26.\( \text{g} 5 \text{ h} 5 \) 27.\( \text{b} \text{b} 1 \text{ d} 7 \) 28.\( \text{a} 2 \text{ e} 8 \) 29.\( \text{h} 7 \text{ h} 4 \) 30.\( \text{f} \text{f} 8 + \) \( \text{d} 6 \) 31.\( \text{xg} 6 \text{ g} 5 \) 32.\( \text{f} 7 \text{ e} 6 \) 33.\( \text{f} 8 \text{ e} 7 \)

The R30 has fought well to stay in the game, but now retreats its rook to the wrong square

36.\( \text{f} 2 \)!

Strangely it was better to immediately yield the 2nd rank with 36.\( \text{f} 1 \) and now, after

36...\( \text{e} 2 \) 37.\( \text{h} 7 \text{ e} 7 \), let the g-pawn go with

38.\( \text{c} 4 \text{ xg} 2 \) 39.\( \text{c} \text{d} 5 \). It's not looking good for White, but there's still a chance of a draw

36...\( \text{e} 2 \)!

Now the R30 has to exchange – not what was wanted really

37.\( \text{x} 2 \text{ x} 2 \) 38.\( \text{g} 6 \)

If 38.\( \text{g} 3 \) Black has the neat 38...\( \text{f} 4 + ! \) 39.\( \text{xf} 4 \text{ h} 4 ! \) 0-1

38...\( \text{e} 6 \) 39.\( \text{f} 8 + \) \( \text{e} 7 \) 40.\( \text{g} 6 + \) \( \text{f} 6 \) 41.\( \text{f} 8 \text{ g} 4 \) 42.\( \text{h} 7 + \text{g} 6 \) 43.\( \text{xg} 5 \text{ xg} 5 \) 44.\( \text{c} 4 \)

44...\( \text{e} 6 \) ?!

44...\( \text{d} 4 \) was definitely stronger. The move played gives the Computer a last chance... which it misses

45.\( \text{c} \text{d} 5 \) ?

45.\( \text{g} 3 \) d4 46.\( \text{b} 1 \) and a slight ray of hope

45...\( \text{xd} 5 \) 46.\( \text{xd} 5 \text{ cxd} 5 \)

46...\( \text{cxd} 5 \) 47.\( \text{b} 3 \text{ g} 4 \) 48.\( \text{c} 3 \text{ h} 4 \) it's over.

0-1

Board 8

Mark Clijisen 2134 -

Fidelity Elite AG v11 2291 (Jan Krabbenbos)

A typical loss for a computer. They played for a long time in a closed position, but white got the chance to kill black very slowly with a king’s attack.

A47: 1 d4 Nf6 2 Nf3 b6: Torre, London and Colle Systems

1.d4 \( \text{f} 6 \) 2.\( \text{f} 3 \text{ b} 6 \) 3.\( \text{f} 4 \text{ e} 6 \) 4.e3 \( \text{b} 4 + ? \)

Very rare – 4...\( \text{e} 7 \) is usual

5.c3 \( \text{e} 7 \) 6.\( \text{bd} 2 \text{ N} \)

6.h3 and 6.\( \text{d} 3 \) appear once each in my database

6...\( \text{h} 5 \) 7.\( \text{g} 3 \text{ h} 7 \) 8.\( \text{d} 3 \text{ f} 5 \) 9.\( \text{e} 5 \text{ g} 6 \)

10.0-0 \( \text{e} \text{x} 3 \)

Computers 'know' that bishops are better than knights!

11.hxg3 0-0 12.\( \text{b} 3 \text{ h} 8 \) 13.\( \text{f} 4 \text{ d} 6 \) 14.\( \text{e} 3 \text{ d} 5 \) 15.\( \text{f} 2 \text{ d} 7 \) 16.\( \text{h} 1 ? \)

We've seen this idea many times in the past against the older computers

16...\( \text{c} 5 \)

Trying to open up the game in the centre
17.\( \text{Wd1} \)
17.\( \text{dx}c5?! \text{\( \text{Qxc5} \)} 18.\( \text{Wc2} \text{\( \text{\( \text{Qf6} \)} \) would suit Black quite nicely\)
17...\( \text{Wc8} \) 18.\( \text{a3} \text{\( \text{Qf6} \)} 19.\( \text{\( \text{Qe5} \)} \text{\( \text{\( \text{Qg8}?! \)} \)

Not helping his king too much!
20.\( \text{g4!} \text{\( \text{Qd6} \)} 21.\( \text{\( \text{Qf3} \)} \text{\( \text{c4} \)} 22.\( \text{\( \text{Qc2} \)} \text{\( \text{Qg7} \)} 23.\( \text{g5} \text{\( \text{Qe4}+ \)} 24.\( \text{Qxe4} \text{\( \text{fxe4} \)} 25.\( \text{\( \text{Qh2} \)} \text{\( \text{\( \text{Qxe5} \)} 26.\( \text{\( \text{Qe5} \)} \text{\( \text{\( \text{Qb5} \)} \text{\( \text{Qg8} \)} 28.\( \text{Qg4} \text{\( \text{\( \text{Qc6} \)} 29.\( \text{\( \text{Qh6} \)} \text{\( \text{a6} \)} 30.\( \text{\( \text{Qah1} \)} \text{\( \text{Qf7} \)} 31.\( \text{\( \text{Qf6} \)} \text{\( \text{\( \text{Qe7} \)} 32.\( \text{\( \text{Qg4} \)} \text{\( \text{d7} \)} 33.\( \text{\( \text{Qg3} \)} \text{\( \text{Qe5} \)}

Only move – anything else and 34.\( \text{\( \text{Qh2} \)} \text{wins 34.\( \text{\( \text{Qh3} \)} \text{\( \text{\( \text{e4} \)} 35.\( \text{\( \text{Qg2} \)}

35...\( \text{a5?} \)
35...\( \text{\( \text{Qc7} \)} \text{was best, but fortunately for the computer White now misses the right reply 36.\( \text{\( \text{Qf2}?! \)}

36.\( \text{f5! gxf5 37.gxf5 and the deadly threat of f6! forces 37...\( \text{\( \text{Qg5+} \)} 38.\( \text{\( \text{Qh1} \)} \text{\( \text{\( \text{Qc7} \)} 39.\( \text{\( \text{Qxe6} \)} 1-0 \)

36...\( \text{\( \text{Qc8} \)} 37.\( \text{\( \text{Qh4} \)} \text{\( \text{h7} \)} 38.\( \text{f5!} \text{That does it! A PC program would announce various mates after a minute or so! 38.\( \text{e8} \)
38...\( \text{gxf5} \text{39.g6 is m/8. 38...\( \text{xf5} \) resists longest, but 39.gxf5 is still m/14 39.\( \text{\( \text{Qxe8?} \)} \)

39.\( \text{fxe6! would have been m/13 39...\( \text{\( \text{Qxe8} \)} 40.\( \text{f6} \text{The mate chances have disappeared, though White is still about to win anyway 40...\( \text{\( \text{Qg8} \)} 41.\( \text{\( \text{Qxg7+} \)} \text{\( \text{Qxg7} \)} 42.\( \text{\( \text{Qh1} \)} \text{Now heading for f1! 42...\( \text{\( \text{Qe7} \)} 43.\( \text{\( \text{Qf1} \)} \text{\( \text{c8} \)} 44.\( \text{\( \text{Qf6} \)} \text{\( \text{Qg8} \)} 45.\( \text{\( \text{Qf2} \)} \text{\( \text{b5} \)} 46.\( \text{\( \text{Qh1} \)} \text{\( \text{Qe7} \)} 47.\( \text{\( \text{Qf1} \)} \text{Mate in 11 is back on screen 47...\( \text{\( \text{Qh8} \)} 48.\( \text{\( \text{Qf8+} \)} \text{48...\( \text{Qg8} \text{49.\( \text{\( \text{Qf6+} \)} \text{\( \text{Qxf6} \)} 50.\( \text{\( \text{Qxg8+} \)} \text{\( \text{Qxg8} \)} 51.\( \text{\( \text{Qxf6} \)} \text{wins. 48.\( \text{\( \text{Qf4} \) was the route to mate, but the move played wins easily anyway 1-0} \)

The \textbf{Humans} have a convincing 5½-2½ lead!

\textbf{Board 9} \textbf{Mephisto Atlanta 2220 (Peter Schimmelpenninck) – Fré Hoogendoorn 2124}

After a quick queen-exchange the endgame wasn’t played very well by the Atlanta. The computer lost some pawns and gave up.

\textbf{A41: 1 d4 d6: Tartakower System and Modern Defence 1.d4 d6 2.e4 g6 3.c4 \( \text{\( \text{Qg7} \)} 4.\( \text{\( \text{Qf3} \)} \text{e5 5.\( \text{\( \text{Qxe5} \)} \text{\( \text{Qxd8+} \)} \text{\( \text{Qxd8} \)} 7.\( \text{\( \text{Qe2} \)} \text{f6 8.0-0 c6 9.\( \text{\( \text{Qd1+} \)} \text{\( \text{Qc7} \)} 10.\( \text{\( \text{Qb4} \)} \text{h6 11.b5 \( \text{\( \text{Qe6} \)} 12.\( \text{\( \text{Qc3} \)} \text{\( \text{d7} \)} 13.bxc6 bxc6 14.\( \text{\( \text{Qb1} \)} \text{\( \text{Qh8} \)} 15.\( \text{\( \text{Qb2} \)} \text{\( \text{Qb4} \)} 16.\( \text{\( \text{Qd5+} \)} \text{\( \text{Qxd5} \)} 17.\( \text{\( \text{Qxd5} \)} \text{\( \text{Qc7} \)} \text{\( \text{Qc5} \)} 19.\( \text{\( \text{Qd2=} \)} \text{\( \text{Qc8} \)} \text{17.\( \text{\( \text{Qab8} \)} \text{18.\( \text{\( \text{Qd2} \)} \text{\( \text{c5} \)} \text{19.a3 \( \text{\( \text{Qb6} \)} \text{20.\( \text{\( \text{Qc6} \)} \text{\( \text{xc6} \)} 21.\( \text{\( \text{Qe1} \)} \text{\( \text{f5} \)} \) Fré Hoogendoorn
Fre dominates the board and White needs to get his king into the game, so decides to lash out!

22.f4?! 

22...d3 23.exd3 is a little better, but 23...h6! looks strong. Probably 24.e4+ c7 25.xe5+ fxe5 26.xb6 axb6 27.d3 follows, leaving Black with 2 for 1

22...h6! 23.d3 xdx3 24.xd3 xf4 25.xe4+ c7 26.c5 

If 26.xe5+ fxe5 27.xb6 xb6 28.e2 b3 and Black is up with 2 to follow, 0-1; If 26.d3 xb2 27.xb2 xb2 and Black is up, 0-1

26...b5 27.d3 b3 28.c4 

28...xa3?!

Dramatic, but 28...b7 is objectively stronger, then 29.c6 b6 30.d7+ xc6 31.xb7 xb2 must be 0-1

29.d7+ 

Not 29.xa3? when the pin is exploited by 29...xb1+ 30.xb1 xdx2 0-1

29...d7 30.d1+ c7 31.xa3 e3 32.c1 xc4 33.xc4 

Okay, so the Atlanta is 2 pawns down, but now works very hard to try and save the game

33...e3+ 34.f1 b5 35.c6 d5 36.e2 b6 37.h3 h5 38.c2 d4 39.e7 f5 40.f6 d5 41.c3 c5 42.g3 

42.xc6 43.xg6? 

Walking right into a nasty pin. But even 43.g7, which is best, won't help much after 43.d6 44.f8 xf8 45.g7 c6 46.xc3 d5-+

43.d6

It takes 2 moves to get out of the pin, and then Black just exchanges rooks

44.h6 e6 45.g5 xh6 46.xh6 d5 

47.d2 e4 and it's only a matter of time 0-1

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Board 10

Peter Huibers 2184 - 

Tasc R30 v 2.2 2310 (Walther Kappelhof)

White outplayed the Tasc R30 very well in the endgame. Black lost the exchange and soon after this, the operator resigned for black. Maybe too soon?

B32: Sicilian: Löwenthal and Kalashnikov Variations

1.e4 c5 2.d3 d6 3.d4 cxd4 4.cxd4 e5 5.b5 a6 6.d6+ xdx6 7.xd6 b6 8.xf6 xxf6 9.c3 b4 10.d3 d3+ 11.cxd3 h6 12.b3 0-0 

12...d5 has been played at the top level, but 0-0 seems just as good

13.a3 e8 14.xc1 d5? 

This looks unnecessary as it obtains little compensation for the sacrificed pawn. 14...b5 was good

15.xd5 xd5 16.cxd5 a5 17.xd2 a4 

18.b4 axb3 19.axb3
19...b6
The Tasc might have been better trying to apply some pressure against Peter's pawns with 19...\textit{d}d8!! 20.d6 \textit{e}e6, and now perhaps 21.\textit{c}c7?! \textit{xb}b3 22.\textit{xb}b7 \textit{d}d5. But White would still be ahead because of his extra pawn

20.\textit{c}c7! \textit{a}a2+ 21.\textit{g}e3 \textit{g}g4? 
Just invites White's response. 21...\textit{f}f5 22.\textit{e}e7 \textit{f}6 keeps the R30 within reach of a draw

22.\textit{f}3 \textit{f}5 23.\textit{g}4 \textit{g}6 24.\textit{d}d6 \textit{f}5 25.\textit{xf}5 \textit{xf}5 26.\textit{g}g1 \textit{g}6 27.\textit{g}c1 \textit{d}d8?! 
27...\textit{a}a8 was needed, and maybe 27...\textit{g}5 would have been okay, but really the Tasc needed to protect itself from the onrushing d-pawn; Not of course 27...\textit{x}xh2? 28.d7! 1-0

28.\textit{e}e7! \textit{b}2

29.\textit{cc}7?!
Missing 29.d7 \textit{xd}7 (virtually forced)
30.\textit{c}c7 \textit{xb}3 31.\textit{d}d6 \textit{b}2 32.\textit{c}cxd7 \textit{x}xd7 33.\textit{x}xd7 \textit{x}xh2 34.\textit{x}xe5 winning

29...\textit{x}xb3
The Tasc has some drawing chances again!

30.\textit{c}c3 \textit{xc}c3 31.\textit{xc}c3 \textit{xd}6 32.\textit{xe}5 \textit{f}7 33.\textit{b}b3 \textit{d}d7 34.\textit{b}b4 \textit{f}6 35.\textit{ee}4

\textit{f}5 36.\textit{ed}4 \textit{c}c6 37.\textit{eb}2 \textit{e}7 38.\textit{ed}2 \textit{f}6 39.\textit{f}4 \textit{d}d7 40.\textit{db}4
And surprisingly Walther resigned for the Tasc though, after 40...\textit{b}5! 41.\textit{d}4 \textit{c}c6 42.\textit{c}c3 \textit{g}5 43.\textit{fx}g5 \textit{hx}g5 I don't think White would find it that easy to get the win 1-0

So much for the quotes.

The computers have lost the match with 3\frac{1}{2} points out of 10 games... 3\frac{1}{2}-6\frac{1}{2}.

Before the match every operator spoke with his machine and made the deal that if he could win, his computer should get an update as a reward. Therefore, the machines used every bit and chip to play the best move! The Resurrections succeeded so they certainly will get an upgrade. The Berlin Pro was already equipped with the London update, so Ries van Leeuwen gave him a kiss instead afterwards! The other computers were told that they might get a chance to prove themselves next year.

And Hein? Well Hein had already been busy with this match two months before it actually started. He put several messages on the forum of Kurt Kispert (www.schachcomputer.at) and answered a lot of e-mails concerning the event. During the match, he was captain of the operators, stand-in operator, a sort of helpdesk for us all and made a video of the whole happening too.

After the games, I asked his opinion. He told me: "I was in a dream and this afternoon was for me the ultimate dream that came true!"

Rob van Son, October 2006
Open Dutch 2006 at Leiden
An astonishing triumph for RYBKA

I recall a major shock, many, many years ago in a World Computer Championship, in the days when everything that was any good was a dedicated computer. It was believed that Fidelity just about ruled, with Novag not far behind and Conchess a bit further back. Mephisto's experiments with search extensions in the Mephisto3 module were pretty disappointing, if anything it was weaker than their Mephisto2 'brute force' style program, and they soon reverted to brute force with the Mephisto IV. But then we were told that they had a new Psion program by Britain's Richard Lang - it had come 2nd in the Amateur Championship the previous year - and they'd got it running experimentally on new hardware... a 68000 processor, and they thought it would win the World Championship.

I don't remember that I particularly expected all that much, but soon the stunning news came through that a Mephisto Amsterdam on the fastest hardware had won with 8/8, and another Amsterdam on the proposed commercial hardware had come 2nd with 7/8, and the rest were, basically, nowhere!

For 2-3 years the Mephisto Amsterdam, Dallas and Roma modules reigned supreme (at a hefty price!), and those who could afford them got used to a depth of search which had always been shown as 2 ply... 3 ply... 4 ply and, if left for a long while... 5 ply, to a new display 2/10... 3/11... 4/12. Eventually Fidelity and Novag got their programs transferred to the faster hardware and learned how to take advantage of the new processing power with selective search extension routines. And no sooner had they done that than the PC entered the arena and no-one has totally reigned far and above everyone else since. In their time Shredder, Fritz, Hiarcs and Junior have taken turns at the top of our Rating Lists, but they've never led by much.

Then along came Rybka! I think we've covered its short history over the past 12 months more than adequately, and it is seen to be far stronger than anything else around at the moment, both in its 1.2f, 2.1c and 2.1o (sharper tactically, more like 1.2f), and now there's a new 2.2. It not only tops the Rating Lists but has also monopolised the last two PAL Freestyle Events. Not everyone likes its playing style - but GMs like Petrosian and Karpov occasionally came in for criticism for their more cautious approach! We all like an Alekhine, Fischer, Tal, Shirov or Kasparov!

Open Dutch Participants

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<tr>
<th>Program</th>
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<tr>
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<td>Rybka</td>
<td>4x2 = 8 Core Opteron 2200</td>
<td>Vasik Rajlich, USA/Hungary</td>
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<td>Hiarcs SMP</td>
<td>Core2Duo 6600</td>
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<td>Ant</td>
<td>AMD Athlon64 13040</td>
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<td>Joker</td>
<td>Pentium M 1600</td>
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Of course I was pretty excited with our co-worker and friend Harvey Williamson taking the first ever Deep Hiarcs along - as a first version there was an area of 'beta version, fingers crossed', but home testing suggested it was stable, strong... and fast, so we were hopeful. Of course we knew Rybka would be there (on very fast 8x hardware), as well as other very strong competitors in the always dangerous and highly respected Deep Shredder, the fast improving Loop, the new Deep Hiarcs, Fruit of course, The King and, although they have failed to disturb the market leaders so far, the nevertheless strong Deep Sjeng and Deep Gandalf.
No one could run away with a tournament like this - could they, even though it was the new version Rybka 2.2 playing? It was arguable that it was the strongest ever chess tournament held, and I include major human events such as Linares and the like when I make that statement!

Rybka - HiarcS is elsewhere in Harvey's report. Here are 4 of Rybka's other games!

**Deep Shredder - Rybka** round 2

1.e4 c5 2..gf3 e6 3.d4 cxd4 4.exd4 4.c6 5.d5 6.9c6 7.9xe6 8.9xf6 9.9f7 10.9x7 11.9xe3 Wd4 12.a3 9.xf6 13.0-0-9-c5 14.9xc5 15.9f6 16.9xe5 9xe5 17.9d5 18.9e7 19.9xf6+ 9xf6 20.9d4 9c7 21.9xf5 52.9f1 7.9g1 7.9d4 8.9f7 9.9c5 10.9h1 11.9c6 30.9h3 9d6 31.9e2 9c4 32.9e1 9c2 33.9g1 9d2 34.9c1 9d3 35.9ce1 9xa3 36.9g1 9e7 37.9g1 48.9e7 39.9h8 39.9c8 9a5 40.9bf8 9c3 41.9f4 9d4 42.9f5 9d2 43.9f1 9f4 44.9b1 9h4 45.9be1 9d3 46.9f1 47.9xh3 9xh3 48.9f4 9gh5 0-1

**Deep Gandalf - Rybka** round 4

1.e4 c5 2.9f3 e6 3.d4 cxd4 4.9xd4 4.c6 5.d5 6.9c6 7.9f3 8.9d3 5.9e5 10.9e2 9a7 11.9a7 12.9g4 13.9h4 14.9e2 15.9e4 16.9e4 17.9d1 18.9f5 19.9d2 20.9f5 21.9xe5 22.9f5 23.9e5 9d3 24.9c1 25.9f1 9c7 26.9f1 9f3 27.9f3 28.9f2 29.9d3 0-1

**Rybka - Fruit** round 5

1.9f3 9f6 2.c4 e6 3.9c3 d5 4.d4 c6 5.e3 9bd7 6.9c6 7.e6 8.9d2 9.9g1 10.9d5 11.9b5 0-0 12.9h4 13.9f5 9xg2 14.9e2 9e7 15.9e4 9d4 16.9e4 17.9e4 18.9f5 19.9e4 20.9e4 21.9f5 22.9g6 23.9f6 24.9f6 25.9f6 26.9f6 27.9f6 28.9f6 29.9f6 30.9f6 31.9f6 32.9f6 33.9f6 34.9f6 35.9f6 36.9f6 37.9f6 38.9f6 39.9f6 40.9f6 41.9f6 42.9f6 43.9f6 44.9f6 45.9f6 46.9f6 47.9f6 48.9f6 49.9f6 0-1

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**The King - Rybka** round 9

1.9c4 9f6 2.9c3 9e5 3.9f3 9c6 4.9g3 9c5 5.9g2 9d6 6.0-0 0-0 7.9d5 8.a3 9.b4 9a7 10.9f5 9e6 11.9f2 9f5 12.9g2 9h3 13.9xh3 9xh3 14.9d5 9g4 15.9e5 9f7 16.9d5 9f6 17.9e5 9e7 18.9f5 9g2 19.9x7 9c7 20.9d1 9e6 21.9f1 9d4 22.9f4 23.9f5 24.9f5 25.9f5 26.9f5 27.9f5 28.9f5 30.9a8 9xa8 31.9be2 9xd3 0-1

**Final Table**

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Most of my readers will know that I usually take the opportunity at Christmas or Easter to make some comments about my Christian faith. I’ve decided to make sure that this ends up a full 36 page issue, and then use this one page to wish you a very happy Christmas and good New Year, and also to share something I found out this year!

I was 64 recently, having become a Christian in 1965 when I was 32. So I’ve spent half my life unconverted, and half saved, to use evangelical terminology. I had actually read and lightly studied the Bible a little before I was saved, but it never had an impact on me, and most of the time I was short-tempered, a gambler and drank too much.

As soon as I took Christ as my Saviour I started reading the Bible in earnest, partly because I found I enjoyed it a lot, and partly as a student because I wanted to learn as much as I could. It wasn’t long before I started preaching in local Churches and, as some of you know, I have spent quite a few years of my life pastoring in either a Baptist or Pentecostal Church - whilst also working in computer chess and publishing this magazine! I still do some preaching, but mostly am involved leading worship with my guitar in a new Church we are helping to get started in a town called Chatteris, just a few miles from where I live.

But despite 30+ years of study, I learned something new this year that no-one had ever told me. I found out that the Name Jesus, in its Hebrew form ‘Yeshua’, actually appears nearly 80 times in what we call, rather incorrectly I think, the ‘Old’ Testament. Yeshua is the Hebrew for the One we call ‘Jesus’ in English, just as we call Mattityahu ‘Matthew’, Yochanan ‘John’, and Ya’akov ‘James’ etc. They were of course all Jews and would be called by their Hebrew names during their lives, just as Jesus would have been called... Yeshua.

The reason I didn’t realise that His Name ‘Yeshua’ appears in the ‘Old’ Testament is because it isn’t translated as Yeshua, or Jesus, but - listen to this, I found it quite amazing - it is translated ‘SALVATION’!

Yeshua means Salvation, and is translated in exactly that way in 70 of the 78 ‘Old’ Testament occurrences.

The Jews love to use names with meanings, and we do something similar, mostly with girl’s names: Joy, Peace, Holly, Ivy, Faith, Daisy, Rose, Violet and others are girl’s names that have meaning as character, flowers or colours for example. And in the Hebrew Yeshua/Jesus means Salvation!

No wonder the Pharisees never called Him by His given Name, they would have been calling Him ‘salvation’ to His face!! So instead they called Him ‘this Man’, and ‘He’, and ‘Your master’, e.g. ‘this Man eats with sinners’ (for all sinners that’s GOOD news!), and ‘this Man has done nothing wrong’, but they never could manage to call Him Jesus until Pilate nailed His Name and title above Him on the cross!

And now more than ever I understand why, in a favourite Christmas card Bible verse, when the Angel Gabriel appeared to Mary, he insisted ‘You shall call His Name Jesus’ (Yeshua is what he would have said, he’d have spoken to her in Hebrew), for He will save His people from their sins.

I find this very compelling, very convincing. I remember when Peter, attempting (for a moment successfully) to walk on the water, as he started to sink crying, ‘Lord, save me!’, and Jesus immediately did. And I also remember when I, an angry person, a poor gambler, drinking far too much, and one who had only ever really taken His Name in vain, cried ‘Lord save me!’... that He did it for me also. Salvation is His Name, and that’s what He’s here for.

Thanks for reading the best thing I’ve learned all year, and I hope you didn’t mind me sharing my enthusiasm for it with you! Have a truly great CHRISTmas and a wonderful New Year.

God bless you.... Eric
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 Selective 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

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Please send ARTICLES, RESULTS, GAMES and SUBSCRIPTIONS (!) direct to Eric, at the above address please!
# DEDICATED CHESS COMPUTER RATINGS

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