SELECTIVE SEARCH MAGAZINE
CHESS PLAYED BY COMPUTERS!

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KING TAKES PAWN !

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

Welcome to another new issue of **Selective Search**... 129! 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 wont be wasted!

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

If you renew by credit card, please note that I must have the security code (last 3 numbers on the back) as well as the card number and expiry date - thanks!

NEWS SECTION

RYBKA 2.3, 2.3-LK, AND 2.3.1

If you're one of the few who haven't got Rybka and want it, then go to programmer **Vasik Rajlich**'s own website where you can keep up-to-date with its progress and plans, and from where you can download the original beta version for free, and find out how to pay for and download other, newer versions, including multi-processor and 64-bit.

- www.rybkachess.com

There is the final series 1 version, **Rybka1.2f** uci, and now, after **Rybka2.1c** uci, Rybka 2.1o uci which restored some tactical programming and came out slightly better, the even stronger **Rybka2.2** and 2.2n uci. versions, and now the latest **Rybka2.3** which will shortly bring the Rybka2 series to an end.

There are also options to download a major Rybka Opening Book done by Jeroen Noomen, though you probably need to have Broadband as these are big files!

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 interface to run and use it!

For **Rybka2.3** whether you are buying or upgrading to 32-bit, 64-bit, single processor or multi processor, there are/were three versions available! As well as 2.3 there is Rybka2.3-**LK**, with the 'LK' standing for **Larry Kaufman**. I wonder how many of my

long-time readers remember Larry and his very presentable (in its day) **Rex** engine, and especially his quarterly **Computer Chess Reports** which used to reveal things about Fidelity, Novag and Mephisto machines that nobody was supposed to know!! Because Larry has written a couple of particularly interesting papers on such issues as PAWN VALUES, INITIAL PIECE VALUES, and VALUES OF PIECES IN COMBINATION, which are of particular importance to chess computer programmers, I had assumed that Larry had retained his interest in computer chess over the years. But when I e-mailed him to say *'hi!'* after Vasik had kindly given me his e-mail address, I learned that though his love for chess had never waned, it is a re-emerging involvement in computer chess, and that mainly due to a measure of excitment at the arrival of Rybka.

I have to say that, so far, in my tests with the <u>Default</u> and <u>LK</u> versions, Vasik's default has tended to be better, but there is a chance that Larry's work will progress Rybka in games against humans, and his ideas are to be pursued further for Rybka3.

Mind you, I have just obtained a massive file of 2,700 games between **Computers and Humans**, compiled since the early 1960's. It includes games by Mac Hack, Bobby Fischer v GreenBlatt, the David Levy challenge etc., a Kasparov simul in 1985, then through to Aegon games from the early 90's (even some of Larry Kaufman's games against computers appear there!) - but right at the end there's a series of no less than 46 games between Rybka2.2 v ex super-GM Gata Kamsky which the computer appears to be leading by 42-0=4, so I'm not sure Rybka's play v humans is all that 'bad' anyway! On the other hand I see that GM Ahmed Adly (2507 Elo) is 0-13=1 down to Fritz10, so perhaps it's just

the age of the Computer!?

*Note: as we near going to press a new **Rybka** 2.3.1 version has been made available - this updates and extends the Larry Kaufman input, and there are other corrections and fixes as 2.3 initially didn't appear to be quite as strong as 2.2. Oh. that programs were tested a bit more before release!*

[DEEP] HIARCS 11.1 SMP UCI

I know it was a (very pleasant) surprise for many folk that we were able to announce the arrival of **Hiarcs11 uci** in both **single** and **multi** processor versions.

If existing or potential new owners now visit

- www.hiarcs.com

... you will find version **11.1 uci** is available - in fact it's a <u>free</u> upgrade for existing Hiarcs11 owners!

Quite notable further playing strength progress has been made which is discussed at Mark's site, and there's also a stronger updated Opening Book available.

New purchasers can just go straight to the 11.1 version (single or multi processor available) with confidence. It is definitely stronger than the initial Hiarcs11 version, and that in turn is quite a lot stronger than Hiarcs10. I'm only sorry you can't buy them off me, only direct from Mark himself.

To demonstrate this, here are results from **Peter Grayson**. His matches are played at 40/4 but on 2 PC's which are Dual 4800 AMD/64 machines with PonderON and the programs using their own Opening Books!

■ DHiarcs11 v DJunior10	34½-25½
■ DHiarcs11 v DShredder10-64	32-28
■ DHiarcs11 v DFritz10	26-34
■ DHiarcs11 v Rybka2.2 mp/32	21½-38½
■ DHiarcs11 v Rybka2.2 mp/64	14-46
■ DHiarcs11.1 v DJunior10.1	57-29
■ DHiarcs11.1 v DShredder10-64	46½-36½
■ DHiarcs11.1 v DFritz10	32-28
■ DHiarcs11.1 v Rybka2.3 mp/32	32½-55½
■ DHiarcs11.1 v Rybka2.3 mp/64	33½-60½

***STOP PRESS!*: Rybka 2.2** can 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 own engine, the uci engine, and a full GM annotated opening book is **£39.95**. Once owners of this have registered it they can upgrade online at the Chess Assistant site to the new 2.3 versions over the Internet.

UPGRADES FOR JUNIOR AND ZAP!

If you already have either Junior10 or Zap, it's definitely worth visiting the *ChessBase* website

- www.chessbase.com

as you'll find in their download/support sections that there are *free* upgrades for both Junior (**Junior 10.1**) and Zap (**Zap Zanzibar**).

Both are improvements on the original vesions. In the case of **Junior10.1** the claim is 50 Elo, though so far I think it's more like maybe 20-25 Elo. Still nice to have!

But the **ZapZanzibar** upgrade is definitely good - even on single processors there's a clear improvement, and if you have multi-processor or 64-bit (or both!) then it's possible that you'll find that the new *ChessBase* Zap and Hiarcs11.1 uci are the closest you can currently get to Rybka! It's even worth buying the *original* ChessBase Zap in order to get the upgrade! In fact if you buy it from me (£39.95 + 2 p/p), I'll put the upgrade file on a separate CD for you free of extra charge!

RESULTS & RATINGS SECTION

From this issue the popular and important **CCRL** and **CEGT** Rating Lists will have their own page. This enables me to make those lists a little longer, to include more engines, and also to place them side by side which makes it easier for everyone to make comparisons!

When you get there you will be interested to see that the CEGT folk still have Rybka 1.2f ahead of all the other, later, Rybka versions. As it was only a single processor version we can only compare it against other single processor Rybka ratings. It would have been interesting to know if it would still have been 'the best Rybka' if it had also been developed in multi-processor form as well, which of course the Rybka2.1/.2/.3 versions are!

RESULTS FROM SELECTIVE SEARCH READERS

FRANK HOLT

No, Frank hasn't deserted us I'm glad to say!

But if you send a <u>letter</u> to the wrong address, due to a small mistake on the envelope, the Post Office usually gets it there, especially if the postcode is right even though nearly everything else is wrong. It's the human touch, perseverance, local knowledge and common sense!

But make a mistake on an e-mail address <u>and you've had it</u>! Frank was changing his Internet connection before Christmas, missed out the *'h'* in elhchess, and that was that. Anyway during a recent chat on the 'phone we realised what had happened, and Frank has since kindly sent me copies of everything as far as possible. That includes some results for the Novag Citrine which are in a separate article, and the following PC Engine Tournaments!

FRANK HOLT. G/15+10. ATHLON/1800 + P4/2800

Pos	Engine	Score/20
1	TOGA II 1.2.1A	13½
2	RYBKA 1.0.1	12½
3	SHREDDER 10	10
4=	HIARCS 10 FRUIT 2.1	8½
6	FRITZ 9	7

*"A wonderful achievement by the free **Toga** program, even coming ahead of the renowned Rybka,"* says Frank

FRANK HOLT. VARS 40/30->40/60

Pos	Engine	Score/24
1=	SHREDDER 10 RYBKA 1.0.1	14
3	TOGA II 1.2.1A	12
4	FRITZ 9	10½
5	HIARCS 10	9½

FRANK HOLT. VARS G/30->G/90

Pos	Engine	Score/24
1=	SHREDDER 10 TOGA II 1.2.1A	13½
3	RYBKA 1.0.1	13
4	FRITZ 9	12
5	HIARCS 10	8

*"The 'star' of the last two events was clearly **Shredder10**, which came 1= in both! The*

free Rybka1.0.1 was only a ½pt behind.

"*Fritz9 and especially Hiarcs10 were*", says Frank, "*dismal*". Ouch!
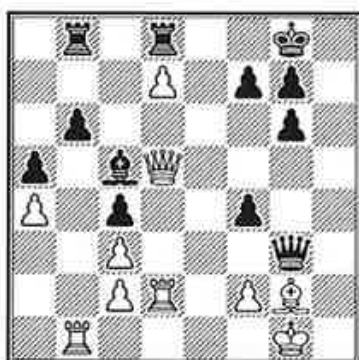
Other results from Frank:

Blitz G/30+10

- 1   **Rybka 1.0.1**   12½
- 2   **Shredder 10**   12
- 3   **Hiarcs 10**   10½
- 4   **Fruit 2.1**   5

Rapid G/60+10

- 1   **Toga 1.2.1a**   13½
- 2   **Rybka 1.0.1**   10½
- 3   **Shredder 10**   10
- 4   **Fruit 2.1**   7

AN INTERESTING POSITION - "*EASY FOR HUMANS*"

Someone put this on the Internet... <u>White to play</u>

It was described as an "*interesting position*", with the comment that it is "*easy for humans to see the winning move, but computers cannot do it!*"

So I booted into Hiarcs11, which had just been released, and it found the '*obvious for humans*' move <u>very</u> quickly. At first the evaluation was still slightly negative, but it stayed with the move and the evaluation soon started to go up quite quickly.

I'm afraid I lost interest - "*the feller hasn't bothered to check the current programs properly*", I thought to myself, feeling he'd wasted my time.

Then, a few days ago, while I was finishing off work on some anlysis ready for this magazine issue, I decided it was time I tidied up my databases a little, and saw this position still sat there. I nearly deleted it but, at the last moment, decided to check how quickly the other programs found the winning move!

Rybka2.3.1 = no
Fritz10 = no
Junior10 = no
Zap! Zanzibar = no

Ahaa! So it's me that didn't bother to test the programs well enough, and the Internet correspondent was right! - it is comparatively easy for humans to spot the winning move, but (most) computer engines appear to find it very hard.

Can you see the winning move folks?... and please let me know which programs can join Hiarcs11 in doing it, as I've only had the time to test the four above and I'd like to think there are some others!

Perhaps there are too many different tactical themes, or the threat of f3 looks too deadly, or the programs can't see how a promotion can work with the back rank so well protected... there, you've got a hint! They certainly see it fairly quickly once I've played White's move against them!

FOR OUR *NEXT* ISSUE....

Rybka and GM **Jaan Ehlvest** have just completed an unusual match! It was played at pawn odds, with <u>the computer</u> starting without a different pawn each game, but always having White. For game 1 it was without the h2 pawn, and for game 8 it was without the a2 pawn. It is worth looking at one or two of the games properly so, although some readers will already know the result, I wont spoil others' fun by putting it here! Next time!

I also have a new **David Wiekrykas** game - he doesn't seem to need the programs to start without a pawn! But that might be a challenge for the future for you David, as removing a computer's pawn clearly produces early open lines, and might make your winning methods harder to produce?!!

And finally I'm still looking at 'the win **Kramnik** could have had' in game 1 of his match with **Deep Fritz**. Malcolm Pein assures me I'm wasting my time, with best play Kramnik was guaranteed 1-0. But I've read everyone's analysis and I'm still not convinced they are trying as hard to find all the best saving moves for Fritz as they are winning ones for Kramnik! Maybe I'll be brave.

BILL REID: "TIME FOR ADJUDICATION"

To kick off in modern times, Eric asked in *SelSearch 128* 'What about 1.c5 as chosen by Deep Fritz 10 in that adjudication position where all the other programs blundered with 1.Qxh8?'
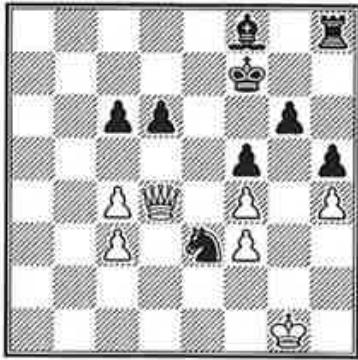
Hugh's thought about that had been: **1.c5 ♗g7 2.♕×e3 ♖e8 3.♕ moves d5 4.♕ moves ♖e6**, and, though White is a point ahead on material, there's no way he can make any progress. But very interesting that **Deep Fritz** chooses to draw where all the other programs chose to lose!

Back to 1956. No more games to be adjudicated, so our codebreaker can be back in Cheltenham with a bit of time to relax before he heads out for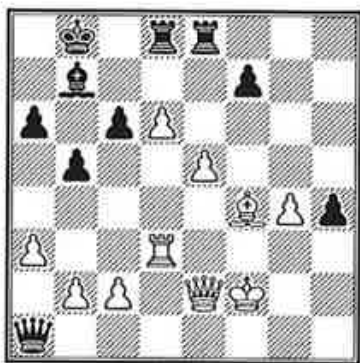 his Saturday evening visit to the Daffodil. It's *'Private's Progress'* this week. Should be good. But better have just a quick look at that position where he fixed the draw. Did he deprive the Stroud man of a win?

White to Play

He had been looking for some way of making a quick adjudication decision and had

spotted **1...♔a8** in reply to **1.d7** which allows White to capture the rook on e8, but is easily shown to result in a draw after

2. de=♕	♖×e8
3. ♕d2	♖c8
4. ♖d8	♕×b2
5. e6	fe
6. ♖×c8+	♗×c8
7. ♕d8	½-½

– an outcome that the player of the Black pieces had been quite happy with.

However, after 1. d7, Black can, of course, try for the win with **1...♖e6** and now what happens? Hmm. The best line looks to be:

2. ♗g5	f6
3. ♗×f6	♖×f6
4. ef	♕×b2
5. ♕e7	

The best try? If instead 5.f7, then 5...c5 6.♕e7 ♕×c2+ looks to be a straightforward draw. But now, after 5. ♕e7

5. –	♕×c2+
6. ♔e1	♕×d3
7. ♕d8+	♔a7
8. ♕e7	♕g3+

and it's still a draw? Anyway, no chance of Black winning.

And so, happy now that he had not deprived the player of the Black pieces of a win, our codebreaker went off to the cinema.

But was that final position drawn? Might not White have been winning? What do the programs think?

Could it be that the cunning 1...♔a8 was the only way for Black to save the game and, in fact, deserved a few exclamation marks?!!! Or maybe 6...♔c7 instead of ♕×d3 was another way to change the outcome?

A few things to think about - please send your ideas and analysis in to Eric!

NOVAG *CITRINE* - REVIEW & GAMES

"About time", I can hear some of you say!

Now if I published this magazine for no reason other than financial gain, I'd definitely have had a Review in ages ago, to try and sell as many as possible. However I wanted to get hold of a few results and games before doing too much and, now that I have some... here we are!

We've had the photograph in a few times...

... so I'm sure everyone has gathered by now that the **Citrine** is a good-looking, wood, auto-sensory machine. The total board size is 370x370mm, playing area 304x304mm (that's 12" square for old-fashioned folk like me). The squares are 38mm (1½"), and the king height is 62mm (2½"). That's about perfect for my coffee table!

To complete the discussion of its appearance, there are leds in the corner of each square, so 64 in all which makes it as clear as you can which piece needs moving and then which square it's to go to. Ah. yes, one more thing... the funny spherical object which appears at the top right of the board - or the top left on some web photos I've which have managed to reverse the board and get the king and queen on their wrong coloured squares as well :-) ... this is a 'function' piece for users to apply to different squares on the board to access the Menu and choose features, set levels, take back moves etc. I guess it will also double as a spare queen if you should ever get so lucky!

Also the display is a new idea - you don't even need it plugged in once you've selected your playing time control etc. though I think most people will want to use it for clock times, analysis, evaluations, or setting up positions etc.

All the necessary leads, including a mains adaptor, are provided - there's even a PC connector cable, but thus far no software has appeared on the Novag site, so I'm not sure that anyone can use it! Perhaps Novag are waiting for Ray Couzens to buy one and write some proper software for it, as he did for the Star Diamond?! Problem was they didn't want it (goodness knows why) when he'd done it, though the features it offered with export of games in pgn to PC was excellent. But apart from that (sarcastic, I apologise) gripe, the machine is great.

I think the 'function' piece Menu system takes a little getting used to, but after you've pressed the 'Menu button' on the side of the board, the display guides you along quite nicely and then, when you've done everything you wanted, just press the Menu button again. Not having the usual buttons with their accompanying labels taking up room on the surface of the board leaves the finished article looking very smart.

Incidentally you don't need to go into the Menu system to take back a move - just wait until the computer has made it's move, play it as directed on the board, and then put the piece straight back where it came from, and the computer will illuminate the square leds of previous moves for you take back as many as you wish.

There are 64 levels (one for each square on the board) and these include some for Novices and Beginners, as well as a range for Tournament and Blitz chess. In addition there's a 'Random moves' setting which means the top move wont always get chosen, and an 'Easy' setting to switch off the computer's thinking when it's your turn to move.

We were originally told that the **Citrine** was a slightly improved version of the **Obsidian** program, but with a faster (20MHz instead of 16MHz) processor, and a bigger (24,000 positions instead of 8,900) Opening Book. I believe that is the case.

Novag CITRINE Results

Most users have had very good results. The maths say that, if the **Obsidian** is 1980 Elo then the **Citrine** will be about 2040 Elo. On the box it shows 2330 USCF, but we'll have to ignore that! The majority of folk believe it is higher than my 2040 however - one even considers it close to 2200! - but in one of Frank Holt's matches there was a 'blip' that puts it just under 2000. That, so far, is the only question mark on the rating and, as I write, having put all the results received so far into my rating program, the calculation is coming out showing the Citrine at 2057 Elo.

In our last issue I referred to my own 6-4 result against the Obsidian, which confirmed quite nicely the small improvements in programming, processor speed and book size.

I also referred to a 1½-4½ against the very strong Atlanta (2222 Elo) and a 4-0 win against the Chess Challenger (2001 Elo).

The latter was a bit surprising - we are not doubting it, these things happen - but **Frank Holt** has played a 30 game match against the **Advanced Travel** (1914 Elo), and that is almost the same program as the Challenger but on a slightly slower processor. So his score giving the **Citrine** only a **16-14 win** was a bit unexpected.

On the other hand Frank also played some games against Hiarcs, Genius and Tiger on his **Palm/126MHz** unit. The ratings I gave for these in our last issue, and on a Palm/126 were 2575, 2359 and 2151 respectively, from many games, so you'd not expect the Citrine to be getting much in those games. However:

- v Palm Hiarcs/126 it scored 1½-4½
- v Palm Genius/126 it scored 2½-6½
- v Palm Tiger/126 it scored 2½-4½

These of course are good scores, better than we might expect. And then **Eric Gallula** from France sent me some interesting scores, these against the Novag **Scorpio** (2012 Elo) where they were level at 1-1, and then against an old overclocked 24MHz Palm unit loaded in turn with Genius, Tiger and Hiarcs!

I showed ratings for the 16/20MHz Palm units in our last issue. Of course these are pre-ARM units and the programs run much slower on them, but even so to learn that **the Citrine leads Palm Hiarcs by 5-1** and is 100% against the other two was a shock!

I must have my pre-ARM Palm figures too high, but even if we knocked a full 150 Elo off the Palm Hiarcs/20 figure and concluded it was only 2000 Elo, the Citrine performance from this match so far is still 2260 Elo!

However the Palm Hiarcs/20 figure was based on quite a few games Mark Uniacke and I played against a Novag Diamond and a Saitek Cougar, during the development of Palm Hiarcs before the ARM conversion. Its results were good and I don't believe the 2150 Elo figure I gave can be that much too high. I recall we were quite confident of it at the time, as we were testing 'critically' to make absolutely sure the Palm Hiarcs program was ready for first release.

Finally here's some other readers' scores

- Citrine v Mephisto Nigel Short   5-0
- Citrine v Star Diamond   4½-4½
- Citrine v Obsidian   1-1
- Citrine v Star Ruby   5-3

Perhaps a few of the **Citrine**'s games will help readers decide for themselves!

Advanced Travel - Citrine

G/1hr - FrankHolt, 2007
B20: Sicilian: unusual White 2nd. moves

1.e4 c5 2.b4 cxb4 3.a3 d5 4.exd5 ♕xd5 5.♗b2

Citrine Book ends

5...bxa3

5...e5 6.axb4 ♗xb4 7.♘c3 ♗xc3 8.♗xc3 ♘c6 is known

6.♘xa3

On my database I found a few games here where Black now played either ♘c6 or ♘f6, though the only one with noted GMs was in 1923 between Spielmann and Saemisch! The latter played ♘c6 but White won

6...♗f5 7.♘b5

Frank says the AdvTravel went out of Book here, though I must admit the big PC Book programs all exited after Black's 5...bxa3

7...♘a6 8.♖xa6 ♕e4+ 9.♘e2 bxa6 10.♘c7+ ♔d8 11.♘xa8 ♕xa8 12.♕a1

By pure count–up Black is a pawn ahead, but this in no way makes up for his king being out in the open, and White's attack along the a1-h8 diagonal. In fact Black must tread very carefully!

12...♗xc2?

Far too optimistic.

Best was 12...♕b8 but even then after 13.♘d4 ♗d7 *(♗xc2 is still bad)* 14.♗xa6 ♘f6 Black's game is not easy

13.♗xg7 ♔xg7

Frank thought this might be a mistake and suggested ♕b8 which was also the AdvTravel's 'hint' move. 13...♕b8 14.♗xh8 ♗h6! might indeed offer some practical chances, but Black is now ♖ for ♙ down!

14.♕xg7 ♕b7 15.♘c3!!

Frank gives this the !! *"Without this the ending would have been different"*

Indeed it would! If 15.♕xh8? ♕b1+! 16.♘c1 ♕xc1+ 17.♔e2 ♕d1+ 18.♔e3 ♕e1+ 19.♗e2 Best! *(19.♔f3? ♕e4+ 20.♔g3 ♕g6+ and Black has the edge!)* 19...♕xh1 20.♕xg8+ ♔d7 and the Citrine would have very decent drawing chances

15...♔e8 16.♗c4! ♔d7 17.0-0

17...♕c6 18.♕d4+ ♔c8 19.♕xh8 ♕xc4

20.♕xg8+ ♔d7 21.♖e1 a5 22.♕f8 ♕c5 23.♕xf7

and the Citrine resigned – a quite unusual game after the explosive start and 12...♗xc2?? **1-0**

Citrine - Advanced Travel
G/1hr - Frank Holt, 2007
D20: Queens Gambit Accepted

1.d4 d5 2.c4 dxc4 3.e4 e5 4.♘f3 exd4 5.♗xc4 ♗b4+ 6.♗d2 ♗xd2+

The AdvTravel goes out of its Book

7.♘bxd2 c5

7...♘c6 8.0-0 and now perhaps 8...♕f6 9.b4 a6 is considered a better line

8.♕a4+ ♘d7 9.e5

The Citrine goes out of Book with this as well but, interestingly, although 9.b4 is found in Fritz10, the Citrine move was played in a 1995 game shown below, after Black's reply

9...♕b6

9...♘h6 10.0-0 0-0 11.♕c2 ♕e7 12.♖fe1 ♔h8 13.e6 fxe6 14.♗xe6 d3 15.♕xd3 ♕d8 16.♖ac1 b6 17.♕c4 ♕f6 18.b3?! *(White would surely have won with 18.♕d5!)* 18...a6 19.♗d5 ♖a7 20.♖e6 ♕d8 21.♖e2 ♘f6 22.♗e6 ♗b7 23.♖ce1 ♗c6 24.♕c2 ♖e7 25.♗c4 ♖xe2 26.♖xe2 b5 27.♗d3 ♕d6 28.♖e1 ♖d8 29.♗f1 ♘f7 30.♕f5 g6 31.♕e6 ♔g7 32.♕xd6 ♖xd6 33.♖c1 ♖d5 34.♗e2 ♘d6 35.♔f1 ♘f5 36.♔e1 ♗d7 37.h3 ♘d4 38.♘xd4 ♖xd4 39.♖xc5?? Falling to a simple capture and knight fork *(39.♗f3±)* 39...♖xd2 40.♖c7 *(40.♔xd2 ♘e4+ 41.♔d3 ♘xc5+-+)* 40...♖d6 41.g4 ♘d5 42.♗f3 ♘xc7 0-1 Vitartaite–Sarakauskiene, 1995

10.♗b5

10...♕g6?!

Another early mistake, this time by the Advanced Travel

10...a6! would have been good, even though the bishop doesn't need to move *(if axb5 Qxa8)*. But 11.♘c4 ♕c7 12.♗xd7+ ♔xd7 13.♕c2 f6!? looks okay
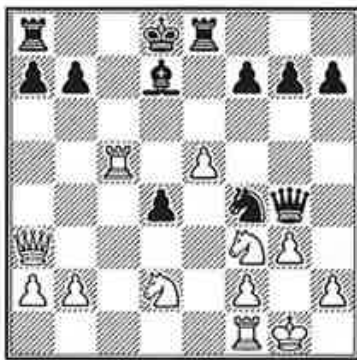
11.♖c1! ♔d8 12.0-0 ♘e7 13.♕a3 ♘d5 14.♖xc5! ♘f4

Not 14...♘xc5? 15.♕xc5 ♘b6 16.♕xd4+! ♗d7 17.♘e4 and Black is in real trouble, especially with ♖d1! looming

15.♘h4 ♕g4 16.♗xd7 ♔xd7

Frank says, *"Both sides were optimistic about their chances here, and playing for the win"*

17.g3 ♖e8 18.♘hf3

18...♗c6?

The bishop looks safe, but is it?

I think 18...♖c8 was Black's best choice, then I'd expect 19.♕a5+ b6 20.♖xc8+ ♔xc8 21.♕xa7 ♘e2+! and though Black would be a pawn down, there is still plenty of tension in the game, including the passed pawn on d4!

19.♖xc6

For the second time in the game the rook offers itself as a sacrifice in taking an enemy piece

19...♘e2+

If 19...bxc6 20.♕d6+ ♕d7 21.♕xd7+ ♔xd7 22.gxf4 d3 23.♖d1 and White should win

20.♔h1 bxc6 21.♖e1 ♘xg3+ 22.hxg3?!

"Was this best?" asks Frank. *"22.fxg3!? had been expected and this way the h–file doesn't risk coming under attack"*

22...♕h3+ 23.♔g1 ♕d7 24.♖e4!

Black's d/♙ is his opponent's last hope and

needs to be dealt with!

24...c5 25.♕xc5 ♖c8! 26.♕b4 ♖c1+ 27.♔g2 ♔c8 28.♘c4!
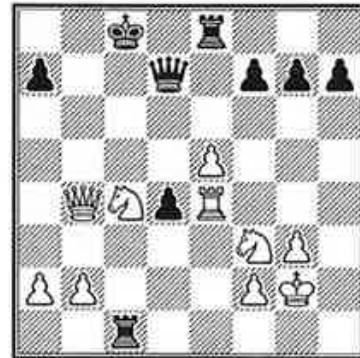
Embarking on a bold attack instead of grab– bing the pawn

28...♔c7 29.♘d6 d3?

This looks like a counter–attacking chance, but really defence was the order of the day and 29...♖c6 was a better idea

30.♖d4 ♖b8 31.♕a5+ ♔c6 32.♕a4+!

PC programs announce a mate with this move, and Black could have resigned. However Frank lets us see the conclusion

32...♔c7 33.♕xa7+ ♔c6 34.♕xb8 h6 35.♕b5+ ♔c7 36.♕b7+ ♔d8 37.♘xf7+ ♔e8 38.♖xd7 ♖c7 39.♖xc7 ♔f8 40.♖c8# *"A very interesting game with the enjoyable Citrine sacrifice offers"* **1-0**

Okay, let's take a look at one of Eric Gallula's Palm games....

Palm Genius/24MHz - Novag Citrine
G/30. C01: French Exchange Variation

1.e4 c5 2.♘f3 d6 3.♗c4 e6 4.d4 d5 5.exd5 exd5 6.♗b5+ ♗d7

The programs go out of Book here, but stay in theory for some while longer

7.♕e2+ ♕e7 8.0-0 ♕xe2 9.♗xe2 ♘c6 10.♖e1N

10.♘c3 has been played at GM level a couple of times, with 50-50 results

10...0-0-0 11.♗f4 ♘f6 12.c3 ♖e8 13.♘bd2 ♘e4 14.♗d3 f5 15.♖ad1 g6 16.♗b5 h6 17.♘xe4 fxe4 18.♗xc6 bxc6 19.♘e5 ♖e6 20.♘xd7 ♔xd7 21.♗e5 ♖h7 22.♖e2 ♖f7 23.a3 a5 24.c4 ♗e7 25.♖c2 ♗h4 26.cxd5

cxd5

I have noted that many of the games covered in the Citrine article, and Gebruikers, are won and lost quite early, but here we have reached move 26 before the first sign of which way the game might go

27.g3?!

Slightly weakening both his king and the f2/♙, and possibly restricting his ♗/e5 [27.f3 cxd4 28.♗xd4 exf3 29.gxf3=

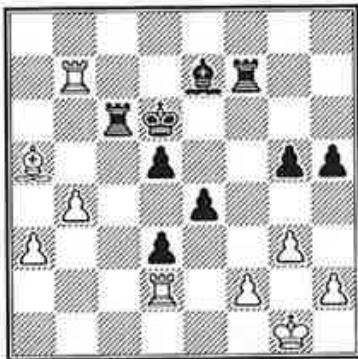**27...♗e7 28.♗f4 g5 29.♗d2 cxd4 30.♗xa5 ♖a6 31.b4 d3 32.♖c7+ ♔d6 33.♖b7 h5 34.♖d2 ♖c6**

35.♖b6

The Citrine has taken its chance well, and at this point White's only real hope has to lie with the a + b pawns. So I'd suggest 35.b5!? ♖c1+ 36.♔g2 ♔e6 37.♖b6+ ♔e5 38.♖c6. It's unfortunate that this also means that the supporting a/♙ falls to 38...♗xa3, so I can see why PalmGenius didn't try the idea, even though practically I think it was best

35...♗f6!

35...♖xb6?! 36.♗xb6 ♔c6 37.♗e3 leaves things better for White than in the game

36.a4 ♖fc7 37.♖xc6+ ♖xc6 38.b5 ♖c4 39.♖a2

It has been a gallant try by White, and here – in keeping with the queenside push – the best chance was 39.b6!? ♖xa4 40.b7! I realise that 40...♖a1+ 41.♔g2 ♖b1! spoils the idea, but it does give White a moment to change the blockading piece by 42.♖a2 ♖xb7 43.♗d2! which would be a small improvement

39...♖c2 40.♗b4+ ♔e6 41.♖xc2 dxc2 42.♗a3 d4
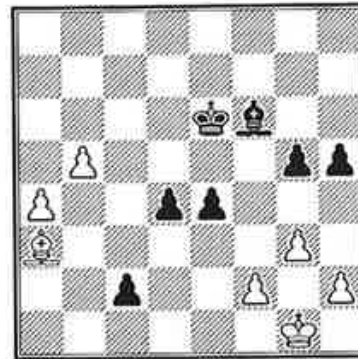
43.a5?!

If 43.b6, though it was better, Black still wins easily with 43...♔d7!

43...d3! 44.♗c1 ♗c3 45.♗e3 d2 46.a6 d1♕+ 47.♔g2 ♕f3+

.... and it's mate in 5. A good game, pretty exciting at times! **0-1**

In the Citrine v Palm games the Hiarcs program managed to get a couple of draws. Here's one it got by stubborn endgame defence, though the Citrine did miss a couple of winning pawn breakthrough chances!

HiarcsPalm Vx/24Mhz - Novag Citrine

After **81.♔e4**
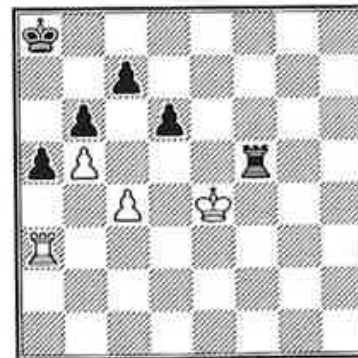
At this stage what Black (2 pawns up) needs to do is engineer a pawn breakthrough. The

program gets several opportunities to do this

81...♖f2?

81...♖c5! wins: 82.♔d4 ♔b7 83.♖b3 c6! Breaking through, now 84.bxc6+ ♔xc6 0-1

82.♔d5! ♔a7 83.♔c6 ♖c2 84.♖a4 ♔b8 85.♔d5 ♖d2+ 86.♔e4 ♔b7

86...c6! here also wins, breaking through: 87.♖a1 *(or 87.bxc6 ♔c7)* 87...cxb5 88.cxb5 ♖b2 0-1

87.♖a1 ♖c2 88.♔d4 ♔a7

Again 88...c6!

89.♔d5 ♖f2 90.♔c6 ♖f7?

90...♖f4! wins: 91.♔d5 ♖f5+ 92.♔d4 ♖c5 93.♖e1 d5 94.cxd5 ♖xb5 0-1

91.♖a3 ♔b8 92.♖g3 ♖f8 93.♖h3
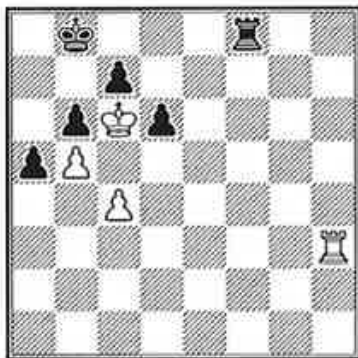
Last chance!

93...d5?

And here 93...a4! will still win: 94.♖a3 ♖f5 95.♖xa4 ♖e5 96.♖a2 ♖c5+ 97.♔d7 ♖xc4 0-1

94.♔xd5 ♔b7 95.♔d4 ♖f7 96.♖a3 ♖f4+ 97.♔d5 ♖f5+ 98.♔e4 ♖c5 99.♔d4 c6 100.♖xa5 ♖xc4+ 101.♔xc4 bxa5

And now it is a certain draw barring blunders, and there were none. Perhaps it is not unfair to say that the way that Palm Hiarcs continually found the most stubborn defence, even facing defeat, deserved ½-½

Finally, for this time, here's another from the same match.

Novag Citrine - HiarcsPalm Vx/24MHz

G/30. D53: Queens Gambit Declined

1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♗g5 ♗e7 5.e3 h6 6.♗f4 ♗b4 7.♘f3

6...♗b4 was rare (0-0 and c6 are usual), and

now this exits theory as 7.♗d3 and 7.♕c2 are all that's known in GM practice

7...♘c6 8.♗e2 dxc4 9.♗xc4 ♘d5 10.♗xd5 exd5 11.0-0 ♗xc3 12.bxc3 g5 13.♗g3 g4 14.♘e5 ♘xe5 15.♗xe5 f6 16.♗f4 ♗f5 17.♕b3 b6 18.c4 c6 19.cxd5 ♕xd5 20.♕xd5 cxd5 21.♖fc1 ♔f7 22.♖c7+ ♔g6 23.f3 gxf3 24.gxf3 ♖hc8 25.♖ac1 ♖xc7 26.♖xc7 ♗d3 27.♔f2 h5 28.h4 a5 29.a4 ♗f5 30.♖c6 ♗d7 31.♖xb6 ♗xa4 32.♗e5 ♖f8 33.♖a6 ♗c2 34.♗d6 ♖d8 35.♗e7 ♖e8 36.♗xf6 a4 37.♗g5+ ♔f7 38.♗f4 ♖e6 39.♖a5 ♗b3 40.♖a8
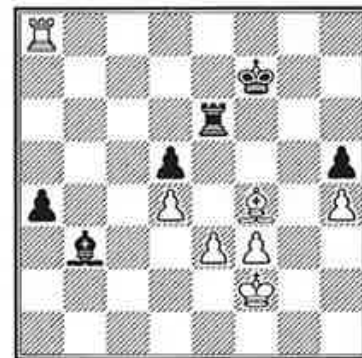
The game has been very even throughout, and still is. White may have an extra pawn, but Black's passed a4/♟ with the strong ♗/b3 support could prove very dangerous. Note that the bishops are opposite colour, so would either side perhaps want to swap rooks!?

40...♖e8!?

Probably PalmHiarcs evaluates itself just behind, i.e. the a4–pawn doesn't compensate for being a pawn down, so it concludes that swapping rooks would be good for it, as it should be able to hold an opposite coloured bishops ending

41.♖xe8

Is this !? or ?!

If 41.♖a6 ♖e6 42.♖a5 ♖e8 43.♗g5, I don't think the game is going anywhere

41...♔xe8 42.♗d6 ♔d7 43.♗b4 ♗c2 44.♔g3 ♔c6 45.♔f4 ♔b5 46.♗a3
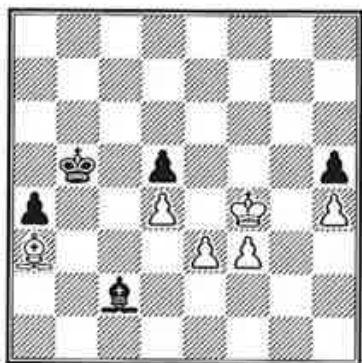
46...♔c4?!

46...♗d1 looks to be best, then 47.e4 ♔c6 and a draw still looks pretty likely. Fortunately for PalmH the Citrine misses the best reply this time

47.♗b2?!

If 47.♔e5! then Black might have been in trouble: 47...♔b3 48.♗c5 a3 49.♗xa3 ♔xa3 50.f4, and we're headed for a very interesting finish, but I think after 50...♗h7 51.♔xd5 White would win

47...♔b3 48.♗c1 a3??

Of course we'd all have been tempted by this, I certainly would

Best again, however, seems to be 48...♗d1, tying White's king to f4. Then 49.e4 dxe4 50.fxe4 a3 51.♗xa3 ♔xa3 52.d5 ♔b4 and a draw?

49.♗xa3 ♔xa3 50.♔e5!
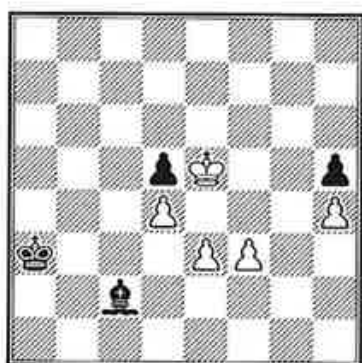
50...♗b3?

Again you can see why the PalmH went for this − protect the d5/△ to stop the easy breakthrough when three connected passed pawns would be unstoppable. Unfortunately for Black the Citrine very quickly finds a winning response against this

In fact the ineffective−looking 50...♔b4 was

the best chance, though even then I found that 51.f4 ♗h7 52.♔xd5 almost certainly still wins for White

51.f4! ♔b4 52.f5 ♗c2 53.f6 ♗g6 54.♔xd5! ♗f7+
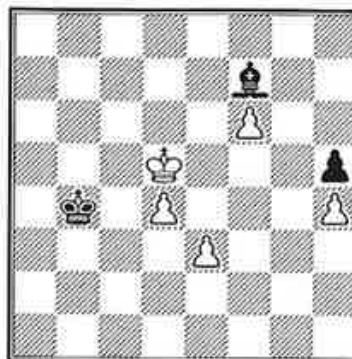
55.♔d6!

Well played Citrine, much better than 55.♔e5 ♔b5 after which 56.♔d6 has become the <u>only</u> winning move, but a full tempo has been lost. As always the trouble with losing a tempo is that, if it doesn't immediately affect the outcome of a game, it usually necessitates total accuracy thereafter, as it would here

55...♔c4 56.e4 ♔xd4 57.e5 ♔e4 58.e6
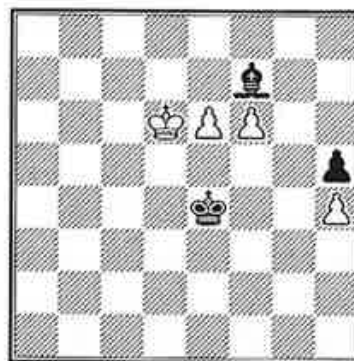
58...♗xe6?

Of course that loses outright, but the game was gone anyway. If 58...♗g6 59.f7, and mate in 10, 11 or 12 (my PC engines aren't agreed which it is!)

59.♔xe6 ♔f4 60.f7

.... and that's mate in 9! **1-0**

I'm impressed with the Citrine − it looks very good on my coffee table, and it plays some good chess. We can get too used to the near perfect computer play of the PC engines, and become critical of the dedicated machines, but this is about my level after a day's work!

GEBRUIKERS 14 PART2, MORE 'GOLDEN OLDIES' GAMES

Here are some more games and photos from the **14th Gebruikers** tournament, which we started to cover in our last issue. Thanks as always to **Rob van** Son for getting the games and his photographs to us!

Even with a long time control of G/1hr there are still some moments of great surprise and amusement!

MK IV SciSys - Chess Professor CXG

Round 4. B12: Caro-Kann: Advance Variation

1.e4 c6 2.d4 d5 3.e5 ♗f5 4.g4?! *Very unusual, of course, though not quite a Novelty! ♘c3 or ♘f3 are played regularly* **4...♗e4 5.f3 ♗g6 6.h4 h5 7.♘c3 hxg4N** *7...e6 is the only move that appears here in my BigDatabase* **8.fxg4 ♘d7 9.♘f3 ♘h6?!** **10.♗xh6?! ♖xh6 11.♕d2 e6** *At last!* **12.0-0-0 ♗e7 13.h5 ♗e4**

Walter Kappelhof with the CXG Chess Professor

14.♘xe4? *Loses material, but I'm sure the reason would be beyond the MarkIV's depth of search. The problem is Black's potential ♗g5 pinning ♔+♕. Instead 14.♕f4 ♗xf3 15.♕xf3 ♗g5+ 16.♔b1 ♕b6 17.♕d3 would be pretty level* **14...dxe4 15.g5 ♖h8 16.♗c4??** *16.g6 would minimise the losses: 16...exf3 17.gxf7+ ♔xf7 18.♕d3! ♔g8 19.♕xf3* **16...exf3 17.♖dg1 g6 18.hxg6??** *Oh dear... that's it now! 18.♕f4 ♘f8 19.c3 ♖xh5 20.♖xh5 gxh5 21.♕xf3 was a slim fighting chance* **18...♖xh1**

19.♖xh1 *The trap 19.gxf7+!? hoping for 19...♔xf7?? 20.♕f4+ ♔e8 21.♖xh1 was worth a try! Presumably the Professor would have played 19...♔f8, winning easily, but you never know!* **19...♗xg5 20.♖h8+ ♘f8 21.gxf7+ ♔xf7 22.♗xe6+ ♔xe6 23.♖h6+ ♔f7 24.♖f6+ ♗xf6** *24...♕xf6! 25.exf6 ♗xd2+ 26.♔xd2 ♖e8 was a quicker win* **25.exf6 ♕xf6 26.♕e3 f2 0-1**

Super Enterprise CXG - MK IV SciSys

A40: Unusual replies to 1 d4

1.d4 e5?! *You get 1.e4 d5 often enough, but not 1.d4 e5. It really deserves a smiley :−)* **2.dxe5 ♘c6 3.♘f3 ♕e7 4.♕d5 f6 5.exf6 ♘xf6 6.♕d1 d5 7.♘c3 ♗e6 8.♘d4N** *I actually found a game from 1999 in my database, but they varied here with 8.e3 0-0-0 9.♗e2*

Black won eventually due to a serious blun—der by White, an E Kreuger (2264 Elo)
8...♘xd4 9.♕xd4 ♕c5 10.♕xc5 ♗xc5 11.♗f4 0-0-0

Black is way ahead in development, good value for the pawn he 'sacrificed' at move 1! **12.e3 ♘e4 13.♘xe4 dxe4 14.♗b5 ♖hf8?** *A small mistake, as we soon see. 14...♗e7 was best* **15.♗g5! ♖d5 16.♗c4! ♗b4+?**
16...♖xg5 17.♗xe6+ ♔b8 was clearly better. Now Black loses the exchange **17.c3 ♗d6 18.♗xd5 ♗xd5 19.0-0 ♗c4 20.♖fd1 ♖f5 21.♗h4 g5 22.♗g3 ♗xg3 23.hxg3 a5 24.♖d2 h5**
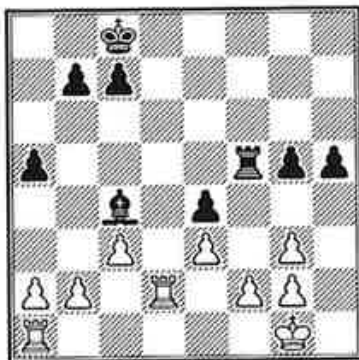
A brave try! **25.♖d4 ♗d5?** *25...♗d3 would have made life more difficult for the Super Enterprise* **26.♖ad1! c6 27.c4! ♗e6 28.♖xe4 ♖f6 29.♖d6! ♗xc4 30.♖xf6** *White has 2x♖ for a ♗, so the operators stopped the game here.* **1-0**

I know that Rob was hoping I'd squeeze a couple more of the MarkIV's entertaining games in this issue, so there we are.

Readers also might wonder why he often tries to enter the weakest possible computer on these occasions − I can reveal the real reason... the Tournament booby prize is usually a bottle of red wine!

Rob with his MarkIV

The next game, though flawed by some unex-pected blunders for two of the better comput-ers, is however very interesting

ELITE AG 2100 FID - SUPER ENTERPRISE CXG
B01: Scandinavian Defence

1.e4 d5 2.exd5 ♕xd5 3.♘c3 ♕a5 4.d4 ♘f6 5.♘f3 ♗g4 6.h3 ♗xf3 7.♕xf3 c6 8.♗d2 ♘bd7 9.0-0-0
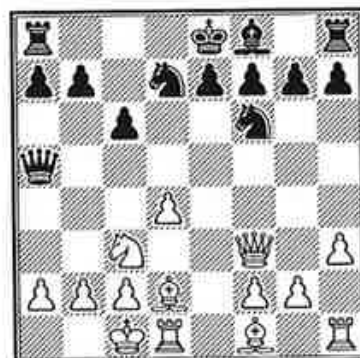
We've been in theory so far, and here both 9...0-0-0 and 9...e6 have been seen. However there is a quite amazing series of mistakes by both sides over the next few moves! **9...e5?N 10.dxe5 ♘xe5 11.♕g3?** *What a pity that White didn't find 11.♕f5! Now 11...♘fd7*

12.f4! *The knight is pinned because of* ♕xa5 *and* 12...♘c4 *unpinning whilst protecting the queen doesn't work because of* 13.♕e4+! *which wins the* ♘ *whatever Black does.* 11...♘c4 *would be the other try, but here* 12.♖e1+! ♚d8 13.♕xa5+ ♘xa5 14.♘e4 ♘xe4 15.♖xe4 b6 (protecting the knight) 16.♗a6 *threatening b4 and the knight is lost anyway now that b7 is no longer a safe square for it. Either way* 11.♕f5! *wins* **11...0-0-0 12.♗e2 ♘g6 13.h4 ♗d6 14.♕h3+ ♚b8 15.g3?** *Pointless.* 15.♕f3 *kept the game equal, but now it is the Super Enterprise which has every chance of gaining an advantage* **15...♗b4 16.h5**

The Fidelity Elite Avant Garde 2100, here in play against the Chess Challenger 7!

16...♘e5 *This time it is Black's turn to miss a good chance:* 16...♖xd2! 17.♚xd2 ♕xa2! 18.hxg6 ♕xb2 (threatening ♕xc3+ ♚c1 ♕a1 mate), so 19.♚e1 ♕xc3+ 20.♚f1 fxg6 *and the CXG machine would be winning* **17.f4??** *An awful mistake, surely Black must win now! Necessary was* 17.g4 *when* ♖xd2! 18.♖xd2 ♘d5 19.♖xd5 cxd5 20.♖d1 *would be tense, but it's probably equal* **17...♘ed7??** *Well, I don't know!* 17...♖xd2! *here wins outright:* 18.♖xd2 (18.♚xd2 ♗xc3+ 19.bxc3 ♘e4+ 20.♚e1 ♕xc3+ 21.♚f1 ♕e3 22.♕g2 ♘xg3+ 23.♚e1 ♘xh1 0-1) 18...♗xc3 19.♖d3 ♘xd3+ 20.♗xd3 ♗d4 0-1 **18.a3** *And the game is level again... for one move anyway!* **18...♗c5?!** 18...♖he8 19.♗c4 ♗xa3 20.♘a2 ♕b6 21.♗c3 (21.bxa3?? ♕d4 22.♘c3 ♕xc4 0-1) 21...♗f8= **19.h6 g6 20.♗c4 ♖hf8 21.f5 ♘h5?** *This knight had to stay where it was, to stop the very reply which White finds. Best was*

probably the other knight 21...♘d7–e5. *There have been so many mistakes and changes in fortune in this game* **22.♘e4!**

22...♕a4?? 22...♕b6 *was necessary* **23.♘xc5 ♘xc5** 23...♕xc4 *might save the queen, but* 24.♘xd7+ ♖xd7 25.fxg6 *and Black has 2 pieces en pris and can only save one!* **24.♗b4! ♖xd1+ 25.♖xd1** *There is no*
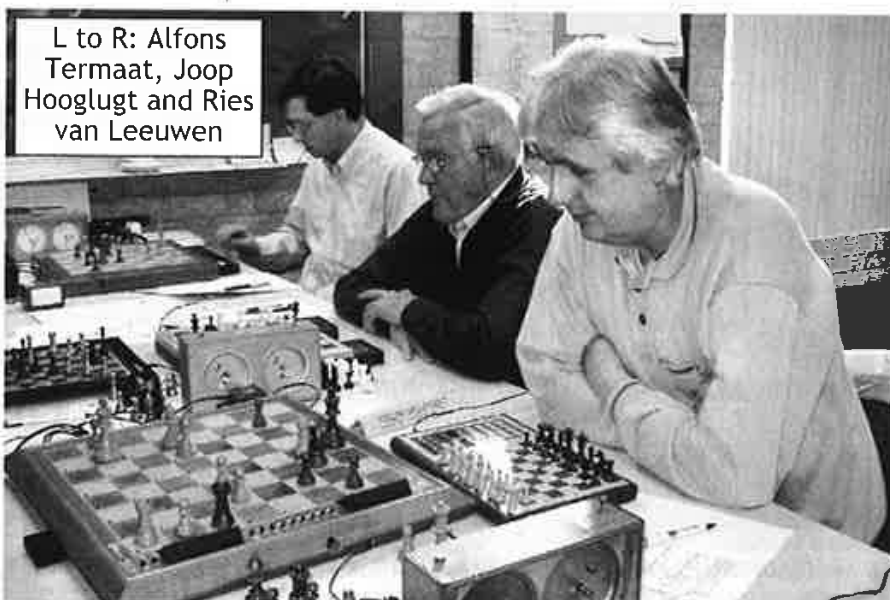
L to R: Alfons Termaat, Joop Hooglugt and Ries van Leeuwen

way now to save the queen **25...罝e8 26.b3 罝e4 27.bxa4** *27.bxa4 罝xc4 28.罝d8+ 含c7 29.fxg6! and now the only way to avoid mate seems to be 29...含xd8 but 30.gxh7 gets White another* 嘗*!* **1-0**

In the last issue I told you that the Chess Challenger7 and the SciSys MarkIV scored just 1 point between them, and that I would let you see who got it, and how!

CHESS CHALLENGER7 FIDELITY - MK IV SCISYS
C40: Latvian and Elephant Gambits

1.e4 e5 2.包f3 f5?! *Not a Gambit that scores too many points!* **3.包c3 fxe4 4.包xe5**

4...d5??N *Surely the game is already lost in the opening. 4...嘗f6 and 4...包f6 are the best ways to try and stay in the game, but 2...f5 was already a major handicap for Black, and this is just awful* **5.嘗h5+! g6 6.包xg6! hxg6 7.嘗xh8 包f6 8.d4 exd3 9.皇xd3 嘗e7+ 10.含f1?!** *10.皇e3 was best* **10...皇f5**

The astonishing thing about this game is that it actually lasted 67 moves!! With its next move Challenger7 could have won it now! **11.皇f4** *Already the exchange and a pawn up here 11.皇xf5! gxf5 12.皇g5 wins the knight as well, and it's all over* **11...皇xd3+ 12.cxd3**

含f7 13.罝e1 嘗c5 14.嘗h3 包bd7 15.a4 罝e8 16.罝xe8 含xe8 17.嘗g3 皇d6? 18.嘗xg6+ 含f8 19.皇xd6+ cxd6 20.嘗g5 嘗d4 21.嘗f5 嘗e5 22.嘗xe5 dxe5 23.h4 e4 24.dxe4 dxe4 25.h5 a5 26.h6 含g8 27.罝h3 b6 28.包d1 包e5 29.罝b3 包c4 30.罝c3 包e5 31.包e3 含f7 32.罝c7+ 含e6 33.h7 包g6 34.罝g7 包h8 35.包c4 包d5 36.罝g5 包f7
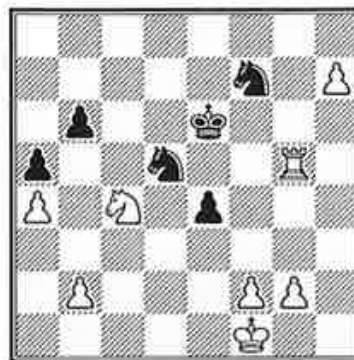
37.h8嘗! *I've spared my readers all of the frequent improvements which could have been shown for both sides. But this neat idea just about guarantees that Black cannot save the game* **37...包xh8 38.罝e5+ 含d7 39.罝xd5+** *I'm leaving it there, I hope you don't mind!* **1-0**

The tournament winner was the **SciSys TurboKing1**, with a remarkable 7/7. Going through some of its games I would say it won as much by perseverance and serious error avoidance, as by any of its own dynamic endeavours. Most of its games were quite long - in fact it took 40 moves to beat the 0/7 MarkIV, and 49 to beat the Challenger7.

It and the **Fidelity Avant Garde 2100** were the two top-rated machines, but in their own head-to-head game the Fidelity virtually gifted the SciSys machine the point with an endgame blunder.

TURBOKING 1 SCISYS - ELITE AG 2100 FIDELITY

1.d4 包f6 2.c4 g6 3.包c3 皇g7 4.e4 d6 5.皇e2 0-0 6.包f3 e5 7.dxe5 dxe5 8.嘗xd8 罝xd8 9.皇g5 包bd7 10.0-0-0 罝f8 11.包d5 包xd5 12.exd5 b6 13.皇d2 皇b7 14.皇b4 罝fe8 15.含b1 a5 16.皇c3 包c5 17.罝hf1 包a4 18.皇e1 皇c8 19.含c1 皇g4 20.b3 包c5 21.h3 皇f5 22.皇c3 包e4 23.皇d2 皇f8 24.含b2 皇c5 25.皇e3 包g3 26.罝fe1 皇xe3 27.fxe3 a4 28.b4 皇d7 29.c5 包xe2 30.罝xe2 bxc5 31.bxc5 皇b5

well draw) 53...♖xa5 54.♔d6 ♖a3 55.c6 ♖xh3 56.c7 ♖c3, *and White will have to play very well to be sure of the win. But in the game the Fidelity made it much easier for the tournament winner....* **51...♖g3?? 52.a6! ♖b3+ 53.♔xc6 ♖xh3 54.a7 ♖a3 55.♔b6** *55.♖c8+!! would settle the issue here, but it's a win for White now anyway* **55...♖b3+ 56.♔a6 ♖a3+ 57.♔b7 ♖b3+ 58.♔c8 1-0**

Hans van Mierlo entered the 2 top-rated machines: the winning TurboKing, with which he is above, and the Fidelity Elite 2100. As his pair of computers came 1st and 2nd he generously allowed Heukels (3rd with the MM2), and Kappelhof (4th with the Chess Professor) to move up into the 2nd and 3rd positions for the Prize Giving

Pos	Computer	Score/7
1	**SciSys TurboKing1**	7
2	**Fidelity Avant Garde 2100**	5½
3=	**Mephisto MM2** **CXG Chess Professor**	4
5	**CXG Super Enterprise**	3½
6	**Mephisto MM1**	3
7	**Fidelity Chess Challenger 7**	1
8	**SciSys Chess Champion Mk4**	0

Gebruikers 14 - Final Table

32.♖f2 f5 33.d6 a3+ 34.♔c3 ♗a4 35.♖d5 e4 36.d7 ♗xd7 37.♖xd7 exf3 38.♖xf3 c6 39.♖c7 ♖e6 40.♔b4 ♖ae8 41.♔xa3 ♖xe3+ 42.♖xe3 ♖xe3+ 43.♔b4 ♖e4+ 44.♔b3 ♖e3+ 45.♔a4 ♖e4+ 46.♔a3 ♖e3+ 47.♔b4 ♖e4+ 48.♔a5 ♖e6 49.♔b6 ♖e2 50.a4 ♖xg2 51.a5
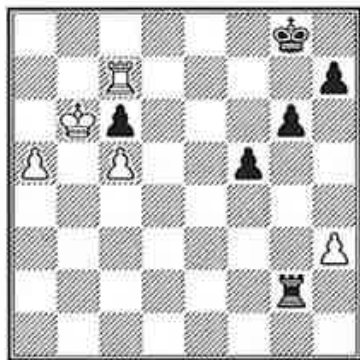
Black is struggling here, but still has some chances of getting the draw with 51...♖b2+ 52.♔xc6 ♖a2 53.♖b7 (if 53.♖a7? then f4! might very

Theo Heukels   Hans van Mierlo   Walther Kappelhof

CHRIS GOULDEN's UCI/WINBOARD PAGE

From: "Chris Goulden"
To: "Eric Hallsworth"
Subject: Latest
Tournament
Feb 2007

Hi Eric

Please find enclosed xls file for the tournament, and the news ready for the next magazine issue.

Report:

I am having a rest from the divisions for this issue, as I try to run the divisions every two issues only. I am also having a rethink of tournament ideas for future issues because so many of the top engines from my divisions are starting to go commercial, which damages the standard of my tournaments somewhat.

Toga II, is the best freebee left out there hhhm! and if we ignore the **Rybka 1.0 beta** version, then there is then no point in Toga being in my 1st division as it is <u>well</u> clear of the rest of the amateurs.

Naum, which is in this issue's tournament, has now also gone commercial, as version 2.1, and I think **Spike 1.3**, which is a private version updating the freely available 1.2 and doing rather well at Ridderkerk, also looks to be gearing up to go commercial as well. I also expect to lose **Scorpio 1.91** soon after the latest version did well in the recent CCT9 tournament. So you can see the problem.

Enough of my whimpering and on to the enclosed tournament file.

The idea here was to get **Rybka 2.3** and **Hiarcs 11** in the same tournament, but the Rybka camp was two weeks late with the release so we were left with 2.2.

Rybka virtually gave the other engines a two point start. It beat Naum in round 1 but then lost to Hiarcs 11 with white in round 2, and immediately after that lost Fruit 2.2.1 with black.

Hiarcs 11 however let Rybka off of the hook by only drawing two of the next three rounds and losing to Fruit in between the draws!

In the meantime Hiarcs X54 had started with a win against Fruit and then 2 more straight wins and, although it couldn't maintain such a strong beginning, nevertheless finished half a point ahead of Hiarcs 11.

It still wasn't enough to win! Rybka amazingly did not make too many mistakes after the shock start and scored 8-0=3 in rounds 4-14 inclusive, and ended with 10½/14.

You will recall me talking about the problem with Fruit and early versions of the Chessbase interfaces a couple of issues back Well there was no such problem here as Fruit had a reasonable showing with 7 from 14 considering the company it was in. But I did cheat and ran this tournament in Winboard and used the Polyglot interface for the UCI engines: Scorpio, Spike and Naum are all Winboard based.

The other tournament highlights were Hiarcs X54 drawing twice with Rybka, and Rybka getting the return victory against Hiarcs 11. The best result of note for the amateurs was Spike 1.2 Turin beating the commercial version of Fruit twice.

There it is Eric. PS: Rybka 2.3 has since arrived, I will have to see what other new versions become available for my next tournament.

All the best.

Chris.

Pos	Engine	/14
1	RYBKA 2.2 UCI 32-BIT	10½
2	HIARCS X54 UCI	8½
3	HIARCS 11 UCI	8
4=	TOGA 1.2.1A UCI FRUIT 2.2.1 UCI	7
6	SPIKE 1.2 TURIN	6½
7	SCORPIO 1.91	5
8	NAUM 2.0	3½

CATCH-UP TIME - *4 MAJOR* SOFTWARE TOURNAMENTS

It is strange how time can sometimes just run away: an important Event takes place, there's no room for it in the current issue, where it should appear - and suddenly I'm having to print old news.

Nevertheless it is important for collectors of the magazine to have the records available for any future checking of what happened, so here is my effort to get you all up-to-date!

[1] OCT 2006, WORLD ONLINE BLITZ

Time Control G/10mins+10secs
9 round Swiss, 18 entrants
Hardware unknown

Pos	Program	Score/9
1	FRITZ 9 (!)	7½
2=	HIARCS 10.145 DEEP GANDALF	6½
4	RYBKA 2.1c	6
5	DEEP SHREDDER 10	5½
6=	ZAP PADERBORN TOGA II 1.2.1	5
8	LOOPMP 12.32	4½
9=	FRUIT 2.1 CHESS TIGER 15.0 PRO DEO 1.1	4
12=	DEEP SJENG 1.6 CRAFTY 20.14 CHESSMASTER 10000	3½
15=	ARISTARCH 4.5 SPIKE 1.2 TURIN RUFFIAN 2.1.0 DEEP JUNIOR 10 (!)	3

Quite surprising to see the oldish **Fritz9** at the top, Fritz10 wasn't entered. Harvey Williamson told me that it had a specially prepared book which caught a few opponents out - including Hiarcs I'm sorry to admit.

And at the bottom is the new **Deep Junior**, however it was the 10.0 and not the newer 10.1 version - though how much difference that would have made, who knows!?

Rybka doesn't fail that often, but here it ended up 4th. though the better 2.2 and 2.2n versions were about to come out.

FRITZ 9 - HIARCS X.145

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e3 e5 7.♘b3 ♗e7 8.f3 0-0 9.♕d2 ♗e6 10.0-0-0 ♕c7 11.g4 ♖c8 12.g5 ♘h5 13.♔b1 ♘d7 14.♘d5 ♗xd5 15.exd5 a5 16.a3N

Here the Hiarcs book only ~~has~~.... make that had 16.♗h3 a4 17.♘c1 , the same as Fritz10 ~~has~~.... err had

16...♘b6 17.♖g1 a4 18.♘c5 ♘f4 19.♗xf4 ♕xc5 20.♗e3 ♘c4 21.♗xc4 ♕xc4 22.h4 ♗d8 23.h5 ♖c7
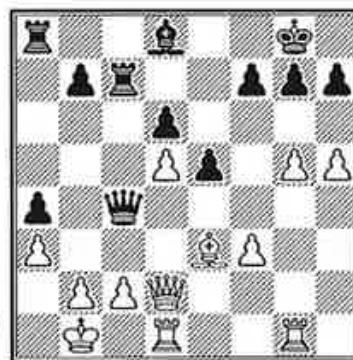
By here the Fritz evaluation was showing +1.38

24.♖g4 ♕a6 25.g6 fxg6 26.hxg6 ♗f6 27.gxh7+

And now Fritz had +3.11. All in all Hiarcs did well to escape with a draw in this one!

27...♔h8 28.♖b4 b5 29.♕d3 ♖ac8 30.c3 ♖c4 31.♖h1 ♖xb4 32.cxb4 ♕b7 33.♕f5 ♖f8 34.♕e4 ♗d8 35.f4 exf4 36.♗xf4 ♕e7 37.♕xe7 ♗xe7 38.♗d2 ♖f5 39.♗c3 ♗f6 40.♗xf6 ♖xf6 41.b3 axb3 42.♔b2 g5 43.♖g1 ♖f5 44.♔xb3 ♔xh7 45.a4 ♖f3+ 46.♔a2 bxa4 47.♖xg5 ♖b3 48.♖g4 ♔h6 49.♖c4 ♔g7 50.♖f4 ♔g6 ½-½

[2] DEC 2006, PADERBORN

Pos	Program	Score/7
1	RYBKA	6½
2	DEEP SHREDDER	6
3	DEEP GANDALF	4½
4=	JOHNNY GRIDCHESS SPIKE	3
7=	DIEP IKARUS ISICHESS	2½
10	CHIRON	1½

Only 10 programs competed, and only a very few of the top engines. Also by now **Rybka2.2n** had come out, so it was a little one-sided except for a strong, late effort by **Deep Shredder10**. The problem was that it had lost its game to Rybka in round 2, so that although Deep Shredder won all its other games, the gap at the top appears narrow only because Rybka was held to a draw in the last round by Spike. Spike otherwise was a disappointment again, considering its good reputation gained over the last 4 or 5 months.

DEEP GANDALF X - RYBKA PADERBORN

Gandalf has just played **32.♔h1**.

From Rybka, sometimes criticised as 'pas−sive', comes a stunning reply. In the end the threat of a queenside breakthrough wins more material than the sacrifice cost!
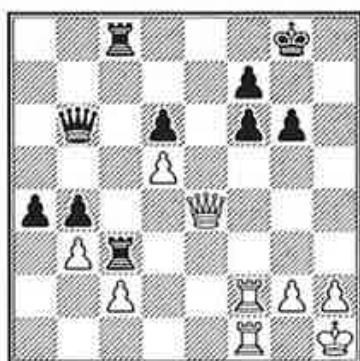
32...♕xf2! 33.♖xf2 axb3 34.♕xb4 bxc2! 35.♖xc2 ♖xc2 36.h3 ♖2c5 37.♕b7 ♖e8 38.♕b3 ♔g7 39.♕d1 ♖e5 40.♔h2 ♖exd5 41.♕e2 ♖c1 42.h4 ♖cd1 43.♕f3 ♖1d2 44.♕e3 ♖a2 45.♔g3 ♖dd2 46.♕b3 ♖xg2+ 0-1

DIEP - DEEP SHREDDER

White has just taken a bishop with **26.♘xb7**

Instead of taking back, 26...♕xb7 27.g3±, Shredder came up with...

26...♘g5!?
Great stuff. Now there followed the fairly necessary

27.♕xe8+ ♖xe8 28.♖xe8+ ♔g7 29.♗c8
Trying to save the knight, but now came

29...♘f3+ 30.♔h1 ♕d2 31.♖f1 ♕d3 32.♖a1 ♕d4 33.♖c1 ♕f4 34.gxf3 ♕xc1+ 35.♔g2 h5 36.h4 g5 37.hxg5 ♕xg5+ 38.♔f1 ♕b5+ 39.♖e2 ♕c6 40.♖g2+ ♔f6 41.♖g8 ♕xf3+ 42.♔g1 ♕e3+ 43.♔h1 h4!

44.♔h2 ♕e5+ 45.♔h3 ♕a1 46.♔g2?
46.♔xh4 ♕h1+ 47.♗h3 ♕xb7 48.♖g4 was a better chance − in the game the White ♘ and ♗ never moved after 29.♗c8

46...♕xa2+ 47.♔h3 ♕b1 48.♖h8?
Foolish desperation. 48.♔g2 would have laster longer

48...♕e1! 49.♔g2 ♔g7
After 50.♖d8 ♕g3+ 51.♔f1 h3, 52.♗xh3 is

forced so the rejoinder 52...♕xh3+ wins **0-1**

[3] ICC's CCT9 INTERNET CHAMPIONSHIP, FEB 2007

Time Control G/50mins+3secs
7 rounds Swiss, 54 entrants. **Top 37:-**

Pos	Program	/7
1	RYBKA 2.2	6
2=	HIARCS 11 SCORPIO SPIKE	5½
5=	NAUM LOOPLIST CHIRON ZAP!	5
9=	JUNIOR DIEP THE BARON CRAFTY TRACE FRENZEE POSTMODERNIST	4½
16=	PHARAON CHESSTIGER THINKER BOOOT AVERNER HOMER ARASAN NATWARLAL	4
24=	AMATEUR BODO ALARIC PETIR NOW RASCAL CHEZZZ SYMBOLIC DANASAH	3½
33=	PROPHET NPMESS BERTA THINKER NOONIANCHESS	3

- 17 others scored from ½ to 2½, but they are all newish programs to me and, on their records so far, lower ranked entries
- Rybka, Junior, and Zap! were each on 8 processor machines
- Hiarcs, Naum, Loop, Scorpio, Diep, Frenzee, Alaric, and Homer were on 4 processor machines
- Most of the rest were on Duo technology, and a small number were on fast AMD Athlon machines.

LOOP LIST x64 4xMP - HIARCS 11.1 4xMP UCI

LoopList has just played **21.♗e3**, *which looks a quite frightening pin. Fortunately for Hiarcs it was ready and waiting with a perfectly good reply!*
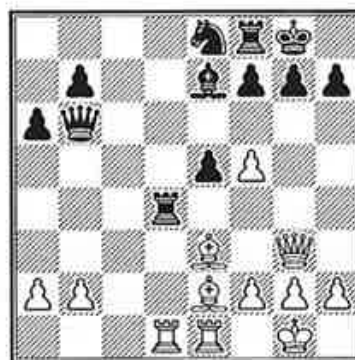
21...♖xd1! 22.♗xb6 ♖xe1+ 23.♗f1 ♘f6
We now have an unusual material imbalance: White ♕+♗ for Black's 2x♖+♘

24.♕c3 ♖d1 25.h3
This serves 2 purposes — it gets rid of back rank threats and stops Black playing ♘g4. Note if 25.♕xe5?! ♖e8!

25...e4! 26.g4 ♖d7 27.♕c2 h6 28.♗a5 ♖e8 29.♗c3 e3 30.fxe3 ♗c5

31.♔h1 ♗xe3 32.♗g2 ♗g5 33.♔g1 ♖ed8 34.♕a4
34.♗f3 was the alternative, then 34...♘d5 35.♗xd5 ♖xd5 36.♕e4 ♗f6 37.♔f2 (37.♗xf6 gxf6 doubling Black's pawns is also a possi-bility, but after 38.♔f2 ♔g7 39.♕b4 ♖d2+ Black is well on its way to scoring the full

point) 37...♗xc3 38.bxc3

34...b5!

Just how good is this move? Rybka, for example, doesn't think too much of it, evaluating that Black's advantage has dropped from −/+ to =/+. Instead it would play the (in my opinion) rather mundane 34...♗d2. Of course White isn't going to exchange bishops, allowing a rook onto its 2nd. rank, but will likely go with 35.♗e5 and I can't see that Black has got anywhere at all

35.♕b3

Alternatives:

[1] 35.♕a5 ♖d1+ 36.♔f2 ♖e8. Black now has 3 pieces ganging up on the White ♔, but 37.♗f3 appears to give some saving chances: 37...♗h4+ 38.♔g2 ♖d3 39.♕xa6!? ♖ee3 40.♕a8+ ♔h7 41.a3 ♖xf3 42.♕xf3 ♖xf3 43.♔xf3 ♘d5. With ♘ for ♙ and the bishops the same colour I think Black should win okay, and I'm sure both programs know which side will want to exchange a pair of pieces and which will want to exchange off some pawns.

[2] 35.♕xa6? ♖d1+! 36.♗f1

(or 36.♔f2 36...♗h4+ 37.♔e2 ♖c1 38.♔e3 (38.♔f3 ♖c2 39.♗xf6 gxf6 40.♕b6 ♖d1 41.b3 ♖e1 and the mate threat, ♖f2+, guarantees the win). Now comes a series of virtually forced moves resulting in a win for Black: 38...♗g5+ 39.♔f3 ♖d3+ 40.♔e2 ♖e3+ 41.♔f2 ♖c2+ 42.♔g1 ♖ee2 43.♕a8+ ♔h7 44.♕f3 ♗e3+ 45.♔h1 ♖xg2)

36...♘d5 and now if 37.♗a5 (surprisingly 37.h4 ♗xh4 38.♗a5 ♘e3 39.♗xd8 ♖xf1+ 40.♔h2 ♖f2+ 41.♔h1 ♗xd8-+ is about the same, but of course Black is still well on top) 37...♘e3 38.♔f2 (note that here 38.♗xd8?? cannot be played because of the bishop's position still on g5: 38...♖xf1+ 39.♔h2 ♗f4#) 38...♖xf1+ 39.♔e2 ♖dd1-+

So it seems clear that 34...b5 is vindicated

35...♖d3 36.♕a3?!

I don't know that 36.♔f2 was that much better after 36...♗d2! 37.a3 ♗xc3 38.bxc3 ♖c8-+

36...♖d1+! 37.♔f2 ♗h4+ 38.♔e2 ♖c1 39.♕b3

White has to stop ♖c2+

39...♖e8+! 40.♔d3 ♘d7 41.♕a3 ♗g5 42.♗e4

After 42...a5! 43.b4 axb4 44.♕xb4 ♖c8 45.♗b2 ♘c5+ 46.♔e2 ♖c4! 0-1

Scorpio claimed a few big-name scalps, including Junior and Hiarcs.... but not Rybka!

RYBKA - SCORPIO

1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.d4 d5 6.♗d3 ♗d6 7.0-0 0-0 8.c4 c6 9.♖e1 ♖e8 10.♘c3 ♘xc3 11.bxc3 ♖xe1+ 12.♕xe1 h6 13.c5!?
Locking the centre... but also making Black's queenside development more difficult

13...♗c7 14.♘e5 ♕f6
14...♗e6 is the best known theory line, but it doesn't have a great record after 15.f4 ♕c8, thanks to 16.♖b1!

15.♘g4 ♕e6 16.♗d2 b6 17.♘e3 ♗d7 18.♕b1 ♕f6 19.♕b3

Black's knight is stuck at b8 which in turn locks in the ♖/a8. This needs sorting out so foraging forward with the queen is not necessarily recommended!

19...♕f4?!
19...♕h4 was slightly better, then if 20.g3 retreat to 20...♕h5. But even here 21.♖e1 looks strong

20.g3! ♕f3 21.♖e1! ♕f6 22.a4
White's pieces are so much more active than Black's − I'm not sure that Black isn't already close to being lost!

22...g6 *Something active is needed, and urgently, so I'd strike out with 22...g5!? and try to do something on the kingside as Rybka*

is in control everywhere else on the board

23.a5! ♕d8

23...bxa5?? would lose the rook to 24.♕b7!

24.f4
There is still a way to win the rook:
24.♗xg6! fxg6 25.♘xd5! cxd5 26.♕xd5+.
Rybka is a curious (but very successful)
program, I'd have thought all the top
programs would have done this

24...♗h3 25.f5 ♘d7 26.fxg6 fxg6 27.c4?!
♕f6 28.cxd5 ♖f8 29.dxc6+ ♔g7 30.♕d1!
♕xc6 31.♗c3 ♘f6 32.♕c2!

I think Rybka is really smart at keeping
options open for its pieces. Scorpio seems to
have reacted well to White's probing, but
Rybka is adept at finding and playing against
any new weakness quite naturally

32...♕f3 33.cxb6 ♗xg3 34.hxg3 ♕xg3+
35.♔h1 ♘g4 36.d5+ ♔g8 37.♘xg4 ♗xg4
38.♗f1 ♗d1?!
The slightly better 38...♖f5 offered little hope
as 39.♗g2 axb6 40.d6! looks enough to win
with ease

39.♖xd1 ♖f2 40.♕xf2 ♕xf2 41.bxa7 ♕xa7
42.♖d4 ♕d7 43.a6 ♔h7 44.♖e4 ♕xd5

45.♗g2!
Black should resign

45...♕h5+ 46.♔g1 ♕d1+ 47.♗f1 ♕c2?
Either 47...♕d7 or ♕d5 delay the end,
putting mates over the immediate horizon

48.♖e7+
m/10

48...♔g8 49.a7 ♕b3?
It is strange to see a good engine on fast
hardware allowing a mate in 2 when there
were delaying moves available: 49...♕a4
m/8

50.a8♕+ ♕b8 51.♕xb8# 1-0

[4] ICC's CCT9 Internet Blitz Championship, Feb 2007

9 round Swiss, 37 entrants. **Top 20:-**

Pos	Program	/9
1	HIARCS11	7½
2	LOOPLIST	7
3=	THE BARON POSTMODERNIST SPIKE, NATCHESSX NAUMXMP	6
8=	JUNIOR THINKER ARASAN, CHESSTIGER2007	5½
12=	SCORPIO PETIR	5
14=	CRAFTY DANASAH CHIRON BERTA, HOMER DELTOMATE LEARNLEMMING	4½

"Hey!", I hear you say, *"Where were Rybka*
and Zap. How many points did they score,
they must have done pretty badly?!"

No, sorry to disappoint, there's no headline
failure *"Rybka flops!",* they just didn't play in
the Blitz tournament! I promise you, there
were no big names at all amongst the remaining 17 entries.

THE *CCRL* AND *CEGT* RATING LISTS!

The **CCRL** and **CEGT** Website Groups each has a **COMPLETE RATING LIST** which includes old versions, new versions, interim versions, free versions - you name it! - and every one on a wide range of hardware. The RATINGS and other info on the sites is very interesting. I extract from the lists all the major Single Processor 32 bit ratings, so that the lists shown here can be more easily compared with my *"Selective Search"* Rating List.

CEGT 40/20 32-bit Rating List

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

- http://www.husvankempen.de/nunn

Pos	Engine	Rating
1	RYBKA 1.2F	2941
2	RYBKA 2.2N	2939
3	RYBKA 2.3.1	2937
4	RYBKA 2.3LK	2924
5	RYBKA 2.1C	2905
6	RYBKA 1.1	2902
7	FRITZ 10	2831
8	LOOP 10.32F	2816
9	SHREDDER 10	2813
10	HIARCS 11 UCI	2808
11	TOGA II 1.2 BETA2	2804
12	ZAP! ZANZIBAR	2802
13	FRITZ 9	2782
14	HIARCS X50 UCI	2781
15	FRUIT 2.2.1	2777
16=	NAUM 2.1	2771
16=	SPIKE 1.2 TURIN	2771
16=	HIARCS 10 UCI HYPERMODERN	2771
19	HIARCS 10 CHESSBASE	2770
20	JUNIOR 10	2764
21	KTULU 8	2760
22	SHREDDER 9.1	2751
23=	CHESS TIGER 2007	2728
23=	THINKER 5.0B	2728
25	FRITZ 8 BILBAO	2715
26	HIARCS 8 BAREEV	2706
27	SMARTHINK 1.0	2703
28	JUNIOR 9	2688
29	CHESS TIGER 2004	2687
30	HIARCS 9	2675
31=	CHESS TIGER 15	2670
31=	GLAURUNG 1.2.1	2670
33	SCORPIO 1.8	2668
34=	GANDALF 6	2660
34=	CHESSMASTER 10000	2660
36	RUFFIAN 2.1	2650
37	PRO DEO 1.2/1.3	2644

CCRL 40/40 32-bit Rating List

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

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

Pos	Engine	Rating
1	RYBKA 2.2	2995
2	RYBKA 1.2	2977
3	RYBKA 2.1	2970
4	RYBKA 1.1	2960
5	HIARCS 11.1	2889
6	RYBKA 1.0	2884
7	HIARCS 11	2876
8	ZAP! ZANZIBAR	2875
9	SHREDDER 10	2872
10=	FRITZ 10	2871
10=	LOOP 10.32F	2871
12	HIARCS X50 HYPERMODERN UCI	2864
13	TOGA II 1.2.1A	2861
14	LOOP 12.32	2852
15	SPIKE 1.2 TURIN	2850
16	NAUM 2.1	2846
17	FRITZ 9	2842
18	FRUIT 2.2.1	2840
19=	HIARCS 10	2839
19=	JUNIOR 10	2839
21	HIARCS X54 UCI	2827
22	JUNIOR 10.1	2825
23	SHREDDER 9	2823
24	HIARCS 10 HYPERMODERN	2818
25	KTULU 8	2803
26	FRITZ 8 BILBAO	2800
27	CHESS TIGER 2007	2793
28	SCORPIO 1.9	2786
29	ZAP! PADERBORN	2781
30	JUNIOR 9	2779
31	ZAP! REYKJAVIK	2765
32	GLAURUNG 1.2.1	2759
33	SMARTHINK 1.0	2756
34	CHESS TIGER 15 GAMBIT	2735
35	CHESSMASTER 10000	2734
36	GANDALF 6	2723
37	RUFFIAN 2.1	2722

Intensive Care for CHESS COMPUTERS!
ROB VAN SON INTERVIEWS REPAIR EXPERT ARNO KREUZBERG

Our good friend and regular contributor **Rob van Son** has come up with many excellent articles for *Selective Search* over the years, interviewing various keen dedicated chess computer users and collectors. This is another fascinating piece which will be of interest to everyone... but especially if you've got a favourite old computer that no-one seems to be able to repair!

Rob says that translating everything from German to English, with the many technical expressions, was a tough job - but he enjoyed it and hopes we also enjoy the results!

INTENSIVE CARE FOR CHESS COMPUTERS!
BY ROB VAN SON

In 2003, I came into the possession of one of the greatest showpieces among all chess computers, a **Fidelity Prestige Elite Avant Garde version 2**. This beautiful machine was part of the collection of the late Dutch computer chess expert Jan Louwman, who died on the 4th of December 2002.

Fidelity, Miami HQ, in their heyday!

The company, **Fidelity Electronics**, at the time based in Miami (USA), manufactured The Prestige Challenger in 1982. It was their intention to bring a chess computer on the market which had only the best on board. The Prestige has a nice big wooden chessboard with led lamps and reed contacts, so that you don't have to press the sensor fields or read the moves on the display anymore. But it still has an information display and an easy to use control panel. A strong chess program from the famous couple Kathe and Dan Spracklen and a lot of levels inside completes it!

In those days **Jan Louwman** played many test games with the Prestige and let it participate in all kinds of chess computer competitions. In the late eighties he brought the Prestige to a store in Rotterdam and let it upgrade with faster hardware and a much stronger chess program, the Elite Avant Garde 2. Actually, this program is equal to the Fidelity Mach III chess computer, but it's equipped with a more extended opening book. In the nineties, Jan mainly busied himself with testing PC-programs and his interest for the dedicated machines began to slip away. He stopped playing test games with the Prestige.

I became the owner of the Prestige and I certainly wanted to play some games against it. I turned the switch on and the computer announced itself with a discreet tune. I played the move d2-d4 and the computer replied with d7-d5. Then I did c2-c4 and the Prestige played e7-e6. After Nb1-c3 there was no response anymore. Maybe the machine fell asleep because of the boring opening? I tried to wake it up by turning the switch off and on again. Yes, I heard the tune again and wanted to play a more exciting opening move. Therefore I played e2-e4 but that also was a wrong decision. The Prestige simply refused to give a countermove!

What a shame, the computer turned out to be broken. What should I do? I know some chess computer collectors, but they are not able to repair these machines. Luckily, I

checked the website of **Kurt Kispert** (www.schachcomputer.at) and found a link 'reparaturen' (repairs!). I clicked on it and read about a certain **Arno Kreuzberg** who repairs oldies.

I e-mailed him and explained the trouble with the Prestige. Shortly after, I received a reply from him. He wrote me that he thought it was only a minor thing and saw no problem to fix it. Some weeks later I drove, together with the Prestige, to Düsseldorf in Germany, the place where Arno lives. We had a very nice talk and he said he would e-mail me as soon as he had investigated the computer. A week later, the machine was already repaired! Until now, my Prestige works perfectly well and I participated twice with it in the CSVN gebruikers (users) tournaments in Leiden.

I have since heard from the big collectors that during the last few years, they had already been sending their broken chess computers to Arno. They all were very satisfied because Arno handles everything correctly. Many of their computers have been expertly done and will function again for years. So I thought it's time to have a good conversation with *the man who makes the impossible possible*, let's meet Arno Kreuzberg!

Rob: *Arno, when did you take your first interest in technique and electronics and how old were you then?*

Arno: In the early sixties, I was five or six years old, when I screwed my fathers clock open. After having inspected the inside of the clock, I decided to put the screws back and after that the clock was still ticking! At that early age, I was already interested in electro-technical and mechanical machines.

Later, in my teens, it was a challenge to rebuilt transistor and tube-amplifiers. Together with a friend, we created a lot of noise, but not everybody was happy with the sound coming out of them. We also built Disco-lights and all that kind of stuff.

Rob: *What did you want to be when you grew up?*

Rob's Prestige AG2, perfectly done by Arno

Arno: Actually, I wanted to become a lawyer or a journalist, but I still had a big interest in technique. An uncle of mine was engineer in a telecommunication company and he sometimes took me to his office. So I decided to go to different technical schools after secondary school, to receive professional training in telecommunications engineering, information, network and industrial technology. I became an officially certified engineer.

Rob: *What is your profession at the present time?*

Arno: I'm working for the local authorities in Düsseldorf as a project manager in network technology and electronic emergency equipment. Beside my job, I was looking for a hobby that would bring me into contact with nice folks from all over the world. The computer chess scene in combination with internet is a good place to meet very enthusiastic people.

Rob: *When was your first contact with the chess game and how old were you then?*

Arno: A good friend from Austria taught me the game when I was twelve years old. Two years later, I was already winning some games from him. In the late sixties there were no chess computers, maybe at best in the laboratories of big companies like IBM or Bell labs.

Rob: *Did you belong to a chess club?*

Arno: In 1984, during my studies in Essen, I started a chess club, together with some study

mates. We played several times against different institutions in our region, like the police chess club or the local tax department. We had no specific name for our chess club but we were officially registered.

Rob: *Are you still playing chess, and may I ask what your rating is?*

Arno: Nowadays, I sometimes play one or two minutes blitz games with a friend and during the games we like to drink a good glass of red wine to keep the spirit high. During my study time, I was rated about 1850-1900, but these days I don't play as strong. I still have no problem defeating a chess program like the Mephisto MMV module though.

Rob: *When did you come into contact with computer chess?*

Arno: In 1979. I became very inspired and fascinated by computer chess when I saw the chess match between international chess master David Levy and the American chess program Chess 4.8, which was live broadcasted from the ZDF television studio in Hamburg. The chess program was running on a CDC Cyber 176 mainframe computer in the USA and all the moves were transmitted by satellite to Hamburg and carried out by a big robot arm in front of Mr. Levy.

Rob: *The first commercial chess computers were sold as from 1977. When did you buy your first one and could you tell me the name of that chess computer?*

Arno: I remember this if it was yesterday! In the early eighties, big warehouses in Düsseldorf like Horten and Karstadt showed several demonstration models of chess computers and everybody could play test games against them. I spent several weeks there! Then, on 23 July 1983, I decided to buy the Fidelity Chess Challenger Sensory 9 at the Horten warehouse for 495 Mark and a matching adaptor for 35 Mark. So that's about 265 Euros. Unfortunately, after a short time the computer broke down and, due to the bad service of the Horten salesman, I asked for my money back. After this, I bought a new one at the Karstadt warehouse.

Arno Kreuzberg

Rob: *Did you also buy other chess computers in the eighties and do you have favourite ones?*

Arno: Yes, later in the eighties, I bought a Novag Savant Royale, a SciSys Mark V, a Mephisto Brikett II, an Exclusive chess board with the Mephisto MM V module and a Fidelity Elite A/S. Many years later, in the 21st century, I became the proud owner of the Sargon 2.5 ARB (Automatic Response Board). This beautiful chess computer is, beside the Fidelity machines, one of my favourites. A real collectors-item!

Rob: *Have you ever tried to build a chess computer all by yourself or write a chess program?*

Arno: It's not so difficult to build the hardware for a chess computer. But in fact, the real problem is to create the brains of a computer, I mean to write a good chess program. In the late eighties, together with a good friend, I spent lots of time to write a chess program on my Atari-ST computer in

Omikron-Basic and the computer language C. The program played very weak and we added a few graphics to it, but we did it more for fun. We couldn't bring the program to a much stronger chess level.

Rob: *It's not easy to repair old dedicated chess computers. When the warranty has expired, people usually don't know where they can have it fixed. In the long run their beloved machines end up in the attic or disappear in the waste container. Collectors already know that you're the man who can bring those old machines back to live again. When did you start repairing chess computers and could you tell me some more about this?*

Arno: In 2003, I contacted somebody who was selling the Sargon ARB through the internet by e-bay. The man told me that his computer didn't function properly anymore. Because he lived not far from my place, I invited him to come to my house to let me take a look at his Sargon computer. After some technical tests, I discovered the defect and repaired his machine. He was very pleased that I brought his Sargon back to live again and we agreed that he would keep the computer and not sell it to me anymore. Some time later he sold me another Sargon ARB, which was not defective, for a low price.

Later on I found out that the man was a big passionate chess computer collector. He was in possession of a lot of beautiful chess computers and all his machines were in a perfect condition. And so the story went from mouth to mouth, and soon he came back to me with some defective chess computers from one of his acquaintances. I became well-known in the scene since the collectors knew that there was somebody who was able to repair the old pieces of electronic chess art!

In October 2003, at the 3rd DACH chess computer tournament in the German city of Kaufbeuren, I met the Austrian Kurt Kispert, who has a nice website completely devoted to chess computers. He was very willing to add a new link to his site, called 'reparaturen' which means 'repairs.' Just a click on the link and visitors can see my address details.

Rob: *How does this work? Someone calls you or sends you an e-mail with the message that he/she has a chess computer that is totally broken down. What do you say to this person?*

Arno: First, I try to find out by a little talk what kind of defect the computer has. I also want to know if there have been repairs before, because that happens very often and if that's the case, the damage usually will be much bigger. There are also chess computers, like the SciSys Mk I, which will cost more in postage than the repair itself. I inform people about this to avoid disappointments.

When I believe I can repair the computer; I will ask the customer to send the chess computer to me under my general conditions, which I will have sent to him earlier. Sometimes, after a chat with the customer, I will find out that only the adaptor is defect and not the computer. Then there's no need to send the unit to me, which saves a lot of postage.

Rob: *Suppose a person lives in the USA, is it possible for them to send the chess computer to you? And if you are able to repair it, what is the chance that the machine will arrive back in the States without damage caused by the postal services or customs?*

Arno: I already have received several beautiful chess computers from collectors living in the USA. Usually, the to and fro transports go without problems, but things can go wrong. For example, I had repaired a very good looking wooden Mephisto ESB (electronic chess board) 6000 computer and sent it back to a customer in the USA. On the way back, somebody has checked the machine, and when the owner received it, the computer was damaged to such an extent that I couldn't repair it anymore. Another time, a Fidelity Phantom chess robot arrived at my home totally destroyed. Even the wire of the American adaptor was cut off!

When a customer sends a chess computer to me, it always has to be declared as zero value. Normally, computers sent from within the European Union give no problems, but machines which are sent from a country

outside the EU can give trouble at the customs. When, for example, a chess computer from the USA arrives in Germany with a high declared value, I have to go to the German customs to fill out all kinds of declarations that I will directly send the computer back to its owner after the repair. In that case, the customs will define the machine as zero value, and until now they did not make any trouble about this. The annoying thing is that it costs me a lot of time. In the case of the Fidelity Phantom, which I just told you about, the chess robot arrived literally as zero value!

<u>Rob</u>: *Who is responsible for the transports, I mean, if something goes wrong, how do you deal with it?*

<u>Arno</u>: The duty of the customs is to examine all imports. Due to the threat of terror, it's important that they do their job very accurately. Most people can understand that. I know, from my own experience, that it's almost impossible to blame a customs-official that he/she didn't do their job correctly and therefore damaged a chess computer.

A customer can cover oneself against damage by taking out a transport insurance in their own country; before the package is sent to me. I'm very willing to assist with this. When I send a chess computer back to a client, I always send it insured for an amount up till 500 Euros. A higher amount is possible, if that's what the customer wants. This is very important, because a package could also get lost during the transport. Until now, lost packages have always turned up again. Only once a computer got lost for six months and precisely this happened in Germany! Normally, the transport gives no problems at all when the declarations are filled out correctly with zero value and chess computer only for repair.

<u>Rob</u>: *Do you repair all kinds of brands? I can imagine that you don't have all the electronic parts of old dedicated chess computers. Suppose, you want to repair a customer's computer but you don't have all the components, because the computer is 20 years old. How do you come into the possession of a specific component?*

In the workshop: Performing an EPROM check

<u>Arno</u>: I repair all kinds of brands. Nowadays, it's getting much harder to find some of the components of the old chess computers. On the internet, I have to search intensively to find a specific CPU (Central Processing Unit). For example, the 65C02-P4 processor, which operates in some of the Fidelity chess computers. The C is for C-Mos technology, the P stands for Plastic environment and the 4 means that the processor operates with 4 MHz. Also hard to find is the Motorola 68000 16 MHz processor in DIL environment. DIL means Dual in Line, which stands for the design of the housing of the CPU. Sometimes, I do find these parts in a country far away.

When I cannot find a specific component myself, I write to one of my former foreign colleagues from the mobile phone companies Ericsson and Group 3G and ask them to help me find it. Once, I received a dozen CPU's from Venezuela, which operated perfectly well in some of the old chess computers from the manufacturers Applied Concepts and Fidelity.

I occasionally buy old defect chess computers, just to use some specific parts to repair a computer. In that case, I hope that the component which I need for the repair still functions, so that I can transfer it to the customer's chess computer. For example, the 'voice-synthesizer' of the old Fidelity Chess Challenger Voice can be used in all the Fidelity Elite computers with speech synthesis.

Rob: *I can imagine that some repairs will cost you a lot of time. On average, how much time do you spend to fix a chess computer and how many computers do your repair in one month?*

Arno: It takes an average of two hours to fix a chess computer. Of course, it depends how complicated a defect is. If it is very complicated, a repair can take much more time. In one month, I can fix about four computers.

Rob: *Did you ever have to disappoint somebody, because you were not able to repair the machine?*

Arno: Unfortunately, this happens also. Sometimes, special parts of a chess computer are defective and can't be replaced anymore. Only the manufacturer can provide these components and with the old dedicated machines, most of them ceased to exist many years ago. For example, components which are difficult to replace are GALS, MASKENROMS, some Single-Chip-Computers, and displays of the Novag Savant computers.

Rob: *What do you mean with GALS and MASKENROMS?*

Arno: A GAL (Generic Array Logic) is a special chip and already programmed by the manufacturer. It gives the CPU instructions how to read and write the ROM (Read Only Memory) and the RAM (Random Access Memory). A GAL is normally programmed in a special Security Fuse mode and therefore it can't be reproduced, unlike an EPROM (Erasable Programmable Read Only Memory) chip. So if a GAL is defect, your whole computer is out of order!

MASKENROMS are chips with the chess program already burned in and are much cheaper to produce than EPROMS. You can't erase a MASKENROM, unlike an EPROM. The big advantage is that you can put a bit pattern as a sort of Art Mask over the silicon and in this way program thousands of chips at the same time. I do have an EPROM programming machine, but it can't read the MASKENROMS. If this chip is defect, the computer has no brains anymore...
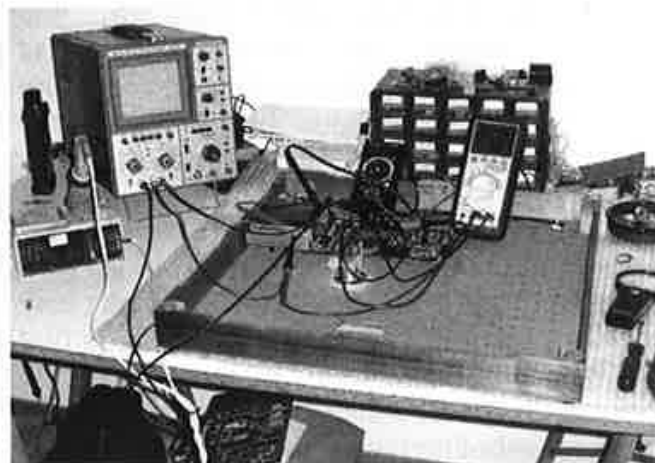
In the workshop: Testing a Sargon ARB

Rob: *Has it ever happened that during a repair something strange occurred?*

Arno: Well, I once repaired a Fidelity Elite Champion Sensory Chess Challenger. Suddenly, during the tests, it stopped playing chess. Some days, it would play for hours without problems and the next day, the machine would fall out again. First I couldn't understand the reason for this behaviour, but some time later, I discovered the mystery. Normally, I put my mobile phone on my desk where I also test the chess computers. One day, during the tests, The Elite Champion functioned normally. That day, I had put the phone in the kitchen. Somebody called me and after the conversation, I put the phone back on my desk, next to the Elite Champion. I forgot to switch it off and the computer stopped playing immediately. I switched my mobile phone off, did a reset on the computer and it played perfectly well again...until I switched on the phone again!

Rob: *Some chess computers are very sensitive for malfunction. What is your opinion about the quality of the old dedicated units? Do you have a preference for any brands and if so, can you tell me why?*

Arno: In the first years of the commercial chess computer era (1977-1982), there were only a few manufacturers. For that time, they built high quality products. As from about 1983, more manufacturers appeared on the market, so the competition became much bigger. This resulted in the production of cheaper chess computers of low quality. A lot

of these technically cheap computers came from the Far East. We can also say that Fidelity, established in the USA, had no well-thought-out concept for a module system in their computers. In contrast with Fidelity, the German company Hegener & Glaser (Mephisto) did have one. With the Mephisto computers, you could exchange the module with the chess program for a stronger one, without changing the basic hardware of the computer. However, with some Fidelity machines, they soldered Chips on Chips, made random wire-constructions and soldered them to the EPROM banks. The result is a high sensitivity for trouble and it could also lead to a cost-raising repair.

For example, in the Fidelity Playmatic "S" there is no proper holder present for the hardware platform, and the way the wire-connection with the playing field is made gives no recommendation to open the unit often for an update. For me, Mephisto computers are, due to their excellent module system and their technically high quality production, the Rolls Royce's among all the chess computers. I have to mention that the Novag Super System III (1979 made in Hong Kong), was also built in a very service friendly way, as I can say about almost all the chess computers which were manufactured before 1984.

Rob: *How do you calculate a price for a repair?*

Arno: Every repair needs its own time. First, I have to investigate which components I need for the repair. Then I have to search for them on the internet or anywhere else. I make technical designs of the hardware, use measure instruments like an oscilloscope to test everything. With the scope, I can measure electrical signals. Frequently I rebuild, with a cross-assembler (PC-plug in card), a part of the old CPU or test a new display to find out the thoughts of the former engineers. For example, I disassemble the CPU from the hardware platform of the chess computer, fit it with a 40 pin assignment plug and connect it to my PC. Then I assemble the CPU back to the hardware platform in order to see on the PC-screen if the components are operating correctly.

Between this, I answer phone calls, e-mails, handle matters concerning the postal services, go to the customs to fill out declarations and so on. I will give a customer a roughly estimated price and after an agreement, the chess computer will be repaired. It's of no concern what the purchase price of the computer was.

If you look at it in a commercial way, the product „chess computer repair" will never be profitable, because then I should charge an hourly wage of 65-70 Euros. The result would be that a lot of the beautiful pieces of electronic chess art remain defect and, in the long run, maybe end up in the attic or are thrown away.

In the first place, I see my work as a common hobby to preserve a part of our industrial culture. My opinion is that computer chess brought the very complex relationship between human versus machine without effort to a higher socially accepted standard.

Rob: *You repair chess computers from all over the world. From which countries did you already receive computers to repair?*

Arno: I repaired chess computers from Australia, Austria, England, Finland, France, Germany (of course!), Italy, the Netherlands, Norway, Poland, Switzerland, and the USA. It's a pity that, until now, I didn't receive a computer from chess country number one, Russia.

Rob: *You already told us about the strange behaviour of the Fidelity Elite Champion, caused by your mobile phone. Did you have funny experiences too?*

Arno: Oh yes, I can tell you some laughable stories. Once, I received a package with a Saitek Risc 2500 chess computer and when I unpacked it, I burst out laughing. There was a defect with the sensor playing field and the owner has soldered 64 wires to the hardware platform. Every time when he had to enter a move, he connected the tips of the wires to the rows and lines of the playing field. It was a real wire-chaos and I couldn't repair the computer anymore.

I have also found a wedding ring in a

package. The customer was very delighted when I informed him!

Another time, I received a computer and when I opened it, I was completely astonished. There was no electronics inside, just nothing! Later, it turned out that the client bought the computer on e-bay. Actually, he thought that he bought his desired chess computer, but the e-bay salesman only sold the wooden chess board and had already removed the electronic parts! Of course, I had to sent the chess board back and the customer paid the postage.

Finally, I also had a frightening experience...When I opened a package from the USA; a big fat black spider crawled out! I was totally shivering but caught the animal and brought it to an expert on spiders. It was a great relief for me to hear that the spider was harmless, so I went to the woods and released it.

Rob: *In Leiden, we have twice a year the CSVN gebruikers (users) tournament. Also in Germany, there is an annual DACH tournament in the city of Kaufbeuren. These tournaments are especially for the chess computer lovers to come into contact with each other and to show and play with the glory of the long gone days. Have you ever thought about taking part in one of these tournaments?*

Arno: I know both these tournaments and in 2003 I participated in the 3rd DACH tournament in Kaufbeuren. I enjoyed it very much, but this tournament is always organized in October and unfortunately, in that period, I'm too busy to participate every year. I do hope that, in the near future, I will be able to come to the CSVN gebruikers (users) tournament in Leiden, because these tournaments are a real big experience for me.

Rob: *Arno, thank you very much for this interview. Do you have anything more to say to the Selective Search readers?*

Arno: Dear Rob, first I want to thank you for giving me the opportunity to tell my story about chess computers and all the very friendly collectors who sent me their computers to repair. It was a great pleasure for me to

In the workshop again: Testing the ARB

make a journey back in time through all my memories. I want to say a friendly hello to all the *Selective Search* readers and I hope they will enjoy my story as much as I did. If there are any readers with a defective chess computer, they can call or write me at the following address:

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40597 Düsseldorf
Germany

Telephone: 00491709034910.
E-mail: Arno.Kreuzberg@freenet.de

Interview, article and photos provided by Rob van Son, February 2007, for *Selective Search*

Another photo of the Fidelity Electronics HQ in their great days in Miami
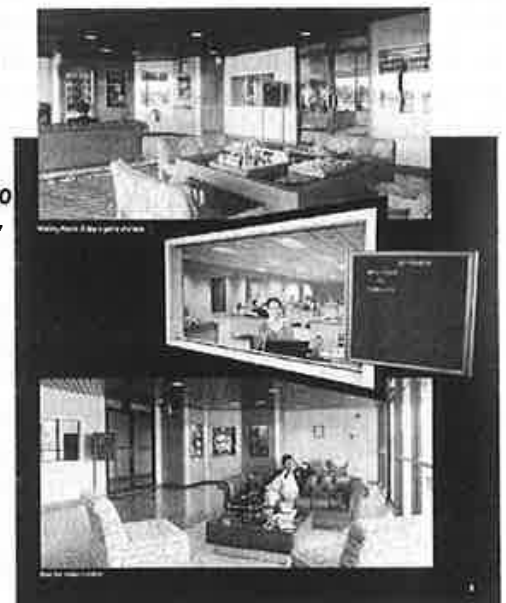
PC Programs - *RATING LIST* and Notes

The HEADINGS:

ECF. These are English 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 ECF and Elo figures shown in *Selective Search* are calculated by combining each Computer's results v computers with its results v humans. I believe this makes the *SelSearch* Rating List the most accurate available anywhere for Computer Chess.

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

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

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

A GUIDE to PC Gradings:

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

USERS will get slightly more (or less!) if their PC speed differs significantly: A doubling/halving of 1200 **MHz speed** = approx. **+/-30** Elo. A doubling in **MB RAM** = 3-4 Elo. **The GUIDE** below will help readers calculate approximately what rating their program should play at when used on such alternative hardware.

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

Deep prog on 8x2000	100
Deep prog on Quad 4x2000	75
Deep prog on Dual 2x2000	50
P4-Ath/2400 Centrino/2000	30
P4/1200	0
P3-K7/500	-60
PPro2-K6/300	-100
PPro2-K6/233	-120
Pent/200	-140
486DX4/100	-200
486/66	-240
386/33	-320

ECF	Engine	Elo	+/-	Games	Pos	GamesvHumans
285	Rvbka 2.2n	2884	23	396	1	
285	Rvbka 2.1o	2880	30	226	2	
283	Rvbka 1.2f	2852	18	653	3	
275	Fritz 10	2804	31	221	4	
273	Zap Zanzibar	2784	40	135	5	
269	Hiarcs 10	2755	12	1319	6	
269	Shredder 10	2753	15	912	7	
267	Junior 10/10.1	2740	19	575	8	
267	Fruit 2.21	2738	12	1368	9	
266	Fritz 9	2733	12	1294	10	2670/4
264	Shredder 9	2712	12	1483	11	2640/20
263	Shredder 8	2705	14	1049	12	2619/21
261	Shredder 7.04	2687	11	1668	13	2703/20
258	Fritz 7	2669	11	1587	14	
258	Junior 9	2665	11	1697	15	
258	Junior 8	2664	12	1481	16	2401/4
257	Fritz 8	2658	8	2678	17	2769/14
256	Hiarcs 9	2647	11	1761	18	
255	Gambit Tiger 2	2640	11	1720	19	2542/2
254	Chess Tiger 14	2638	12	1344	20	2705/13
254	Zap Paderborn	2636	22	445	21	
253	Chess Tiger 15	2627	10	2029	22	
253	Fritz 6	2627	10	2081	23	2616/53
252	Shredder 6	2622	12	1356	24	2478/7
252	Hiarcs 8	2620	11	1642	25	2651/14
251	Gambit Tiger 1	2611	22	430	26	
251	Junior 7	2609	12	1419	27	2701/12
251	Rebel Tiger 12	2608	15	872	28	
250	Gandalf 6	2604	13	1182	29	
250	Junior 6	2604	10	1891	30	2621/22
249	Rebel Century 4	2596	21	480	31	2674/4
249	Hiarcs 7-DOS	2596	12	1397	32	
248	Hiarcs 732	2590	9	2347	33	2467/19
247	Fritz 516	2578	12	1375	34	2513/6
247	Chessmaster 6000/7000	2575	24	353	35	2594/22
246	Fritz 532	2574	12	1480	36	
247	Shredder 4	2572	16	760	37	2600/15
247	Shredder 5	2570	14	1018	38	2642/15
246	Nimzo 98	2568	12	1308	39	2475/10
246	Nimzo 7	2566	13	1208	40	
246	Nimzo 8	2565	12	1326	41	
245	Rebel Century 3	2565	25	340	42	2655/6
244	Junior 5	2554	11	1537	43	
244	Hiarcs 6	2550	13	1207	44	2592/24
243	Gandalf 5	2545	20	513	45	
243	Gandalf 4	2544	13	1147	46	
242	Rebel 9	2542	14	1063	47	2677/14
242	Rebel 10	2539	25	333	48	2598/17
242	Nimzo 99	2538	14	1051	49	
242	Rebel Century 1.2	2536	21	460	50	2592/43

DEDICATED *CHESS COMPUTER* RATINGS

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2353	Novag Jade2+Zircon2	1965	Novag Jade1+Zircon1	1760
Mephisto London 68030	2314	Mephisto Milano	1958	SciSys Turbostar 432	1760
Tasc R30-1993	2312	Mephsto Montreal+Roma68000	1956	Mephisto MM2	1759
Mephisto Genius2 68030	2305	Mephisto Amsterdam	1950	Fidelity Excellence/3+Des2000	1755
Mephisto London Pro 68020	2277	Mephisto Academy/5	1946	Kasparov A/4 module	1740
Mephisto Lyon 68030	2273	Fidelity 68000 Mach2B	1933	Conchess/4	1735
Mephisto Portorose 68030	2270	Novag Super Forte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Maestro D/10 module	1923	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Fidelity 68000 Mach2C	1919	Novag Super Nova	1723
Mephisto Berlin Pro 68020	2247	Kasparov Explorer+AdvTravel	1917	Mephisto Blitz module	1717
Kasparov RISC 2500-512	2243	Kasparov Barracuda+Centurion	1917	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov GK2000+Executive	1917	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2224	Kasparov Bravo	1917	Fidelity Sensory 12	1682
Mephisto Montreux	2219	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2218	Kasparov Talk Chess Academy	1903	Mephisto Exclusive S/12	1666
Kasparov RISC 2500-128	2200	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2196	Kasparov Maestro C/8 module	1894	Conchess/2	1660
Novag Star Diamond/Sapphire	2183	Novag Ruby+Emerald	1889	Novag Quattro	1652
Fidelity Elite 68040v10	2179	Novag Super Forte+Expert A/6	1888	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity Travelmaster+Tiger	1885	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Fidelity 68000 Mach2A	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2146	Meph Supermondial2+College	1884	Mephisto Mondial2	1611
Mephisto London 68000	2143	Mephisto Monte Carlo4	1884	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2132	Mephisto Monte Carlo	1874	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2122	Kasparov Travel Champion	1870	Novag Constellation/2	1594
Mephisto Vancouver 68000	2119	CXG Sphinx Galaxy	1870	CXG Super Enterprise	1589
Mephisto Berlin 68000	2118	Conchess Plymate Victoria/5.5	1869	CXG Advanced Star Chess	1589
Mephisto Lyon 68000	2116	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2114	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2103	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2091	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1527
Mephisto MM4/Turbo18	2089	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1526
Mephisto Portorose 68000	2088	Fidelity 68000 Club B	1845	Kasparov Cavalier	1526
Fid Mach4+Des2325+68020v7	2076	Novag Expert/5	1845	Chess 2001	1500
Fidelity Elite 2x68000v5	2059	Novag Super Forte+Expert A/5	1837	Novag Mentor16+Amigo	1497
Mephisto Mega4/Turbo18	2050	Fidelity Par Excellence	1834	GGM+Steinitz module	1496
Novag Citrine	2049	Fidelity Elite+Designer 2100	1834	Excalibur Touch Screen	1480
Mephisto Polgar/10	2047	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1833	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2040	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2023	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Novag Scorpio+Diablo	2012	Fidelity 68000 Club A	1818	Mephisto 2	1470
Mephisto MM6	2004	Kasparov Stratos+Corona	1812	SciSys C/C Mark6	1428
Kasparov Challenger+Cougar	2004	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Kasparov Cosmos+Expert	2004	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Mephisto Nigel Short	1987	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1985	Conchess Plymate/5.5	1798	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1985	Excalibur Grandmaster	1794	Novag Solo	1280
Meph Dallas 68000	1983	SciSys Turbo Kasparov/4	1793	CXG Enterprise+Star Chess	1260
Novag Obsidian+StarRuby	1974	Novag Expert/4	1792	Fidelity Sensory Voice	1250
Mephisto MM5	1972	Kasparov Simultano	1792	ChessKing Master	1200
Mephisto Polgar/5	1971	Fidelity Excellence/4	1784	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1967	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Mephisto Mondial 68000XL	1966	Fidelity Elite C	1778	Novag Savant	1100
Novag Emerald Classic+Amber	1965	Fidelity Elegance	1764	Boris2.5	1060