Selective Search 131
CHESS PLAYED BY COMPUTERS!

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Editor: Eric Hallsworth
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The **RATINGS** for these computers and PC programs are on the back pages. This is not a complete product listing - they are what *I* think are the **BEST BUYS** bearing in mind price, playing strength, features and quality.

Further info/photos are on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £5, table-top £7.50, software £2.

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MASTER £139.95 ** - the Mephisto Milano Pro program and features, in attractive 13"x10" board. Strong, with good info display, and incl. plastic carry case.

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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...* 131! 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!

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

POSTAL COSTS

I made a bit of a mess when detailing the small rises I made to subscriptions, to allow for the increases in postage costs over the past 3 years. I had different amounts in the list here and on the magazine cover to what I put on the subscription renewals which I sent out. The Europe figure should have been £26.50 and that's what I charged for those who renewed!

OUR HOLIDAYS AND OUR DOG SKY

Chris and I had our annual week's holiday in early June - a rather damp week, but not as bad as some of the dreadful British weather that has followed since! We took our lovely dog Sky with us, though we knew she was on borrowed time. Our vet was unable to diagnose a cause after she started to have occasional fits last November, but we nearly lost her after a series of four over the Easter weekend, which also caused a loss of all her memory for a few days, and then a second lot of blood tests indicated that she probably had a brain tumour.

Even so she bravely recovered cheerfully from each one, though they were slowing her down quite a bit - she was nearly 11 as well of course - and she enjoyed the holiday with us even though at half the usual pace. Sadly however after we went to bed on Friday night July 6th. she started with another fit and had

FIDELITY ELITE WANTED!

I have an American reader who is wanting to buy a **Fidelity Elite Avant Garde**. He's interested in any of the following:-

- **v5 with 2 x 68000 processor**
- **v8 with 2 x 68020 processor**
- **v10 with the 68040 processor!**
- Either the **Mephisto Lyon 68020/20**(!) or **Mephisto Vancouver 68020/20**(!) - preferably just the modules from either of these rare 20MHz products

If anyone has one of these in working order

and you're interested in selling it, please contact me (Eric) and I will send your details on to my subscriber, to put you in touch with each other!

The same subscriber is after some **old issues of Selective Search** which he is still missing, though a couple of readers were able to help after our request last issue. The copyright at the end of each issue prohibits photocopying etc., (especially for re-sale!), but on this occasion I will agree to it on condition that anyone who can provide either an original or a copy also does a free copy for me, as these are also issues I have not got myself!

If anyone can help please tell me what issues you have and how much you want for doing the photocopying and posting 2 copies of each to me. I will then sort it out with my subscriber when I've collected a decent number of those he wants and will organise for the appropriate payment to come to you!

Many thanks for those we've had! - the issues he is still missing are: 1-5, 7-9, 11-12, 37-8, 40, 75

barely come out of it when another followed. This happened another 3 or 4 times so we had no choice but to make an emergency call to our vet and take her to be gently put to sleep. Everyone who ever met her, or saw a colour photograph of her, will know that she was the most gorgeous looking German Shepherd you can ever hope to see - my 'blonde bombshell'!

My wife and I have had either one or two German Shepherds as our pets throughout our 40+ years of married life, and once again finding ourselves missing her so much, we've again got another. Our first dog in fact after 5 ladies. He's called Connor and there will be a photo next time. For this issue there's a photo of my wife, Chris, with Sky, taken during this year's holiday, both still looking beautiful.

RYBKA 2.3.2

If you're one of the few don't have Rybka but want it, then we have the new **Rybka2.3(.2) uci version** in stock. It is £29.95 + £2 p+p, and there's also an Opening Book for the Fritz/ChessBase interface included on the CD. Also you can go to programmer **Vasik**

Rajlich's website: **www.rybkachess.com** ... and find out about future plans, download the original beta version for free, or find out how to pay for and download the MP (multi-processor) and 64-bit versions. There are also options to download a major Rybka Opening Book done by Jeroen Noomen, though you probably need to have Broadband as this is a <u>big</u> file!

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

Chris and Sky on holiday, June 2007

RESULTS & RATINGS SECTION

The popular and important **CCRL** and **CEGT** Rating Lists now have their own page.

RESULTS FROM SELECTIVE SEARCH READERS

PETER GRAYSON

Peter supplied us with plenty of data in our last issue for the *"Easy for Humans"* position, but more recently he has been doing a major test in 2 matches between the final **Rybka2** version (i.e.2.3.2) and **Hiarcs11.1**mp.

In his first 100 game match on his AMD 2x4800 PC at 40/4+40/4 etc. in June, **Rybka** gave Hiarcs a bit of a drubbing:

- Rybka2.3.2mp64 v Hiarcs11.1mp 75-25

Peter commented at the time that he'd seen a program shown as Hiarcs11.1mp64 on the Playchess server. The PC was a QX6700x4 and it showed 1850kN/s compared with 660kN/s on his machine. *"Hiarcs is going to need a good mp 64-bit version in the near future if it's going to compete with this Rybka version, which has obviously had a lot of work put into it... it's gone back to being very positional but nothing like as likely to be caught out by a tactical shot, and a number of wins came in endgame situations"*.

But almost exactly a month later a second e-mail arrived: *"Last month's score didn't look too good for Hiarcs, but then I began to wonder how much Rybka is helped by the Book. It gives it a real comfort zone that is undoubtedly very focused for the engine.*

Using sources from the Internet and my own engine games I compiled a book from 87k quality games and re-ran the match under the same conditions!"

- Rybka2.3.2mp64 v Hiarcs11.1mp 54½-45½

"So okay, Rybka still won, but the margin is reduced by almost 160 Elo points, and important to point out that my compiled book for Hiarcs had no pre-weighting as does the Noomens book for Rybka".

Peter tells me that Hiarcs with his book has also been performing well at Blitz on the Playchess server, and he sent me 2 or 3 particularly good games which I will try to include in a future issue as soon as possible.

He also sent details of how he'd put the Book together, and I've sent that on to Mark Uniacke who compiles the Hiarcs Book nowadays. We have two Hiarcs versions - 11.38e and 11.45e - on test which seem so far to be a good step forward over 11.1, so I am looking forward to hearing from Mark whether he might try a different mix, incorporating some of Peter's method, when he puts his next Opening Book together, to go with the best Hiarcs!

CLIVE MUNRO

Clive's work some time ago was extremely helpful when we were attempting to rate programs like Hiarcs, Genius and Tiger for the Palm, and Fritz (actually the engine is Shredder) for Pocket PC units. There was a review of our joint findings in issue 128 on pages 25-26 where, trying to be conservative, we suggested ratings for the 126MHz Palm units which Clive and I have as...

- Palm Hiarcs9.5   2500
- Palm Genius   2300
- Palm Tiger   2150

Of course you can get Palm units at 400 and 500MHz and on these Hiarcs now has no less than three match victories against GMs, two by 3-1 and one by 5-1. These results indicate a Palm Hiarcs/500MHz rating of about 2700 Elo (or more), but we suggested an again conservative estimate of 2625.

Then **Frank Holt** sent in results of his Novag Citrine against his Palm 126MHz unit:

- Citrine v Palm Hiarcs   1½-4½
- Citrine v Palm Genius   2½-6½
- Citrine v Palm Tiger   2½-4½

and to these scores we can now add some more from **Clive** again, this time using an older non-ARM Palm unit:

- PGenius (2075) v Meph Modena (1901) 5½-4½
- PGenius (2075) v Turbo Adv Trainer (1908) 7½-2½
- PGenius (2075) v Kasp Brute Force (2027) 6-4

As Clive says, these results are all good confirmations of our estimated ratings for the various Palm units and their respective engines.

As a final note the very observant may have noticed in the Rating List that I had separated the ratings of the Advanced Travel, Bravo and Explorer from the GK2000, Centurion and Executive. Previously I had all their results lumped together, but Clive pointed out that some are on 20MHz processors and others on 16MHz. So I laboriously separated the scores and indeed the 16MHz machines did come out with a slightly lower rating!

DRAUGHTS SOLVED?!

The Canadian researchers involved with the World Champion Draughts program **Chinook** are claiming that it has 'solved' the game. It can get at least a draw against any human, program, or any game moves played against it, according to a report in *Science Magazine*, thus ending the quest of computer scientist **Jonathan Schaeffer** and the University of Alabama.

Although **draughts** becomes the most complicated game to have been solved by a computer, the piece movement scope in draughts is much simpler and less varied than in chess, and also only half the board squares are used, so don't worry, there is no threat that chess is close to being solved.

TWO TRICKY POSITIONS!

Harvey Williamson sent me this one - it's White to move and draw, and very clever!
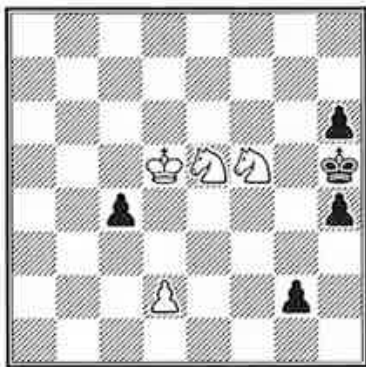
White to move and draw

With a Black pawn poised to queen this might seem totally impossible - but it's not!

Readers may (or may not) find there's a program which can do it in reasonable time.
    We showed the position to a pair of GM friends, one got it and one didn't, so it's not only the PC engines which will have difficulty in finding the key move, readers probably will too!

For the second one the need is to to find a tactical shot which again the programs find difficult.

White to play and win

Readers of this magazine brought up many years ago on things like *'the George Morris'* attack, will probably spot the chance of an attack by Rook and Queen up the h-file. That's part of the theme but I will tell you that the first move does not involve either rook!

FOR OUR NEXT ISSUE....

■**Rybka** continues to hog much of the PC engine news. It's understandable, all rating lists and engine v engine match results show it to have a serious lead against every other program, and even more so now that **2.3.2** has been released. Now it's winning various handicap matches against strong GMs. There's another match just been played against **Jan Ehlvest**, and a new (tougher) one due against **Joel Benjamin**. Joel beat Deep Blue in 2 private games, so was invited and became heavily involved as a consultant on behalf of the Deep Blue II team when it beat Garry Kasparov (to the dismay of most of the chess world). He is a serious computer chess expert and will also have a favourable handicap - 4 games White, 4 games Black, Rybka minus a pawn in every one! The match will have taken place by our next issue.

15TH GEBRUIKERS - THE *STRONGEST* DEDICATED MACHINES COMPETE!
by *Eric Hallsworth* and *Rob van Son*

From Rob van Son, Mon May 28 07:54:32 2007
for eric@elhchess.demon.co.uk; Sun, 27 May
2007 14:43:51 +0000
This is a multi-part message in MIME format.

Hi Eric,
How is everything? Are you still very busy with Countrywide, or have you come into some smoother water yet?
Attached you will find a pgn-file with the 28 games from our latest Gebruikers event. Three games are not complete, because of bad notation. I will send you two other e-mails with some nice photos for the magazine.
And.. could you let me know the deadline for issue 131? Maybe I will make a special interview with Ruud Martin about his latest projects.

Thanks and best regards,..... Rob

Rob van Son

Last weekend (19/20 May) we finished playing the **15th gebruikerstournament**. This time the strongest chess computers were allowed to participate! Eight computers were playing, but most of the time only seven operators were operating the machines. If this continues, the gebruikerstournament will disappear in the near future and we will have to look for another sort of tournament!

In spite of the participation of some of Ruud Martin's latest dedicated computers - one Revelation and two Resurrections - the number of operators has not increased, and that's a bad sign... hopefully more people will read *Selective Search* in coming months and be inspired to e-mail or call tournament directo Ries van Leeuwen that, after reading the report they want to operate a computer too! But maybe this is wishful thinking? Incidentally Eric's friend Harvey Williamson came over from England, but of course that is mainly to operate Hiarcs in the CSVN PC International Tournament - anyway I took my annual photograph of him for the magazine!

Of course, it's a scoop for *Selective Search*, to report that it's the first time that Ruud Martin's new creation, **the Revelation**, participated with Ruud as the operator in a real tournament! Ruud played with the very fast program **Fruit '05**.

Some months ago, he compiled the engine in such a way that it plays almost 40% faster even though it's on the same hardware. Now my own Resurrection with the faster calculating Fruit '05 will have an Elo of about 2400. On the Swedish Elo list, there's a Resurrection Fruit '05 in 45th place with an Elo of 2387. This would be about 2500 Elo in *Selective Search* - Swedish ratings for dedicated computers are lower than Eric's, but for PC engines they are higher!

But anyway they had tested the slower version before Ruud found out how to compile the engine in a much better way. Even last year, I had won the 13th gebruikers tournament with the slower Fruit '05.

But there's is even more to say about the new **Revelation**. It's running on a fast Xscale 500 MHz processor.

My **Resurrection** has a StrongArm processor with **203 MHz** and on this **Rybka** is calculating rather slowly and really needs faster hardware to give the best results.

However, it played very nicely and at my home, I have tested **Resurrection Rybka** with 10 games against **Pocket Fritz 2** which runs on my Pocket PC 400 MHz. I gave them 30 minutes for the whole game and the result was a 50% score (5-5) and, I think, this is not

bad. According to Eric's figures in *SelS128, page 26*, my Pocket Fritz2 has a UK Elo of about 2550.

I tested the same with **Resurrection Fruit '05** (the faster compiled engine) and the dedicated Resurrection program won 6½-3½! So faster hardware (the Pocket PC has a speed edge) does not always make the difference, but I think it is for Rybka more important than for Fruit. Rybka has a lot of chess knowledge inside which also gives it a very nice playing-style.

The combination of **Revelation** with **Fruit** is a very dangerous one. We soon observed that during the tournament Ruud won all the seven games and, of course, the tournament. So he got the Jan Louwman cup, this time given by CSVN chairman Cock de Gorter.

At the beginning of the tournament, I thought it would be good if Hein Veldhuis participated with his **Resurrection Ruffian** using the same hardware as my unit has. For the first game, he did, but some rounds later Hein revealed that, as from round 2, he was using the Resurrection II module. The difference between Resurrection versions I and II is housed inside the module... version II has the same Xscale 500 MHz processor as the Revelation!

During the tournament I thought about whether we should have a dope test for processors to overcome things likes this! But our arbiter, Ries van Leeuwen, was untroubled by this and Hein was allowed to continue to play with this module. In spite of the fast hardware, Hein scored the same 4½ points as I did, drawing against my Res. Rybka, the Fidelity Elite AG V11 68060 and very surprisingly also against the Novag Star Diamond!

I was satisfied with the result of my **Resurrection Rybka**. After a very exciting game against Res. II Ruffian on 500 MHz, Rybka knew how to stop the dangerous attack of Ruffian and drew the game with a plus-pawn! The only game, I was a bit disappointed about, was the game against the Magellan. During the game, it lost material and had to defend itself, and the Magellan won the game without effort.

After seven rounds, Hein Veldhuis and I had both 4,5 points, so the referee of the 7th ICT tournament, Jan Krabbenbos, had to calculate, by the Sonneborn-Berger-method, to see which of our machines could get the 2nd place. The Ruffian scored 25 and Rybka 22,50 SB points, so Hein was very satisfied with this calculation. Of course, with such a very small difference, and knowing that Rybka played only on 200 MHz hardware, it was time for us to celebrate this.

But when you look at the top 3 places, you could say that the Phoenix Chess team of Ruud Martin (that's the name of his company) won the tournament and all three of the much desired cups.

The **Berlin Pro** played a very strong tournament, and almost drew its game against Resurrection Rybka. On the other hand, my **Berlin Pro London**, operated by Peter Schimmelpennink, played a bad tournament. Maybe wrong settings were partly responsible for that?

The **Fidelity Elite V11 68060** of Hans van Mierlo was operated by Ries van Leeuwen. This was because Hans himself was the operator for the PC-program Glaurung in the 7th CSVN Open Dutch Int. Chess Tournament. Only in the last round, did he find the time to operate the Elite V11 himself, and won that game.

The **Magellan** played a its normal type of tournament, but its winning game against Resurrection Rybka was one of its best results ever.

The **Novag Star Diamond** is one of the weakest computers in this type of field, but nobody expected a draw against Resurrection II Ruffian. That was very good!

The **three cups** went to Ruud, Hein and me, but all the other operators won also prizes like some bottles of wine and juice. You could say that everybody who takes the time to spend a whole weekend in Leiden and operates a chess computer is always a winner!!!

Here are the final scores, and then Eric will look at some of the game highlights for you..

Pos	Computer	/7
1	REVELATION FRUIT '05/500	7
2=	RESURRECTION II RUFFIAN/500 RESURRECTION RYBKA/200	4½
4	MEPHISTO BERLIN	3½
5	MEPHISTO MAGELLAN	3
6	FIDELITY ELITEAG VII 68060	2½
7	MEPHISTO LONDON PRO	2
8	NOVAG STAR DIAMOND	1

Star Diamond, Novag - Resurrection Rybka, Phoenix Chess

Round 4. B33: Sicilian: Pelikan and Sveshnikov Variations

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 e5 6.♘db5 d6 7.♗g5 a6 8.♗xf6 gxf6 9.♘a3 b5 10.♘d5 f5 11.exf5 ♗xf5 12.c3 ♗g7 13.♗d3 e4

Perfectly playable though ♗e6 is more usual

14.♗e2N

14.♕e2 has been played, but after 14...0-0! 15.♗c2 ♕g5 Black is at least equal

14...0-0 15.♘c2 ♘e7 16.a4!

The ! is because I found that this brings the game back into theory!!

16...♗e6 17.♘xe7+ ♕xe7 18.♕d2

18.0-0 ♗b3 19.axb5 axb5 was played in a 1991 IM game, won by White

18...bxa4 19.♖xa4 ♖fb8 20.♘d4 ♗d7 21.♖a5 ♕d8

22.♖g5!

Well played Star Diamond, this is much better than trying to win a pawn with 22.♖xa6?! ♖xa6 23.♗xa6 as 23...♕a5! 24.♗e2 ♕a1+ 25.♗d1, and now a great move 25...e3! puts White in trouble

The winner, **Ruud Martin**, with his own creation, **Revelation Fruit '05**, now running at 500MHz

22...♔h8 23.♖d5 ♕b6 24.b3 ♗e5

25.♕e3?

A shame... simply 25.0-0 and White has nothing to fear 25...♗e6 26.♘xe6 fxe6 27.♖xe5 dxe5 28.♕g5±

25...♗e6! 26.♕xe4?

The worst of 3 choices – how often mistakes come on top of each other!

26.♖xe5 dxe5 27.♘xe6 ♕xe3 28.fxe3 fxe6 29.♗d1 isn't great, but even with ♖ for ♗ Black wont find it easy to make much of his tripled e–pawns.

Or 26.♘xe6 ♕xe3 27.fxe3 fxe6 28.♖xe5 dxe5 29.♗d1 has transposed to the 26.♖xe5 line

26...♗xd5! 27.♕xd5 ♗xd4 28.♕xd4+ ♕xd4 29.cxd4 ♖xb3 30.♔d2 ♖b2+ 31.♔d3 ♖ab8

32.⬜e1

32...⬔g7?

I am very surprised ResRybka missed 32...⬜e8! which ties White down totally and leaves the Black a/⬚ free to run home

33.h4 d5?

Again 33...⬜e8 and the a/⬚ push wins easily

34.⬔d1 ⬜xf2 35.⬜e2?

The exchange this allows is fatal for White. Needed was 35.⬜e5 to try and get some counterplay

35...⬜xe2 36.⬔xe2 ⬔f6 37.g4 a5 38.⬔d1 ⬜b4 39.⬔c3 ⬜c4+ 40.⬔d3 a4 41.⬔c2 ⬔e6 42.g5 a3

A smart PC program would tell you that 42...⬜xc2 43.⬔xc2 ⬔f5 is the quickest and surest way to the win, guaranteed by tablebases

43.⬔b3 ⬜c1 44.h5 ⬜g1

45.⬔c3 ⬜g2-+ 46.⬔b4 a2 47.⬔xa2 ⬜xa2 0-1

Elite 68060 V11, Fidelity - Revelation Fruit´05, Phoenix Chess

A07: Réti Opening: New York and Capablanca Systems

1.⬢f3 ⬢f6 2.g3 d5 3.⬔g2 c6 4.0-0 ⬔f5 5.⬢h4 ⬔g4 6.d4N

6.h3 has been played, but the Elite's move is no worse and possibly, dare I say, better

6...e6 7.f3 ⬔h5 8.c3?!

I know it prevents the intrusion of ⬔b4 which would annoy the rook, but really the ⬢ belongs on c3

8...⬢bd7 9.⬕b3
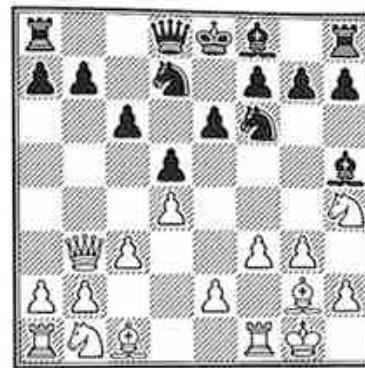
9...⬜g8

Black just ignores the threat of ⬕xb7

10.⬔g5

I need to show that 10.⬕xb7? is nothing because of 10...g5! 11.⬢f5 (or *11.⬔xg5 ⬜xg5 12.⬕xc6 ⬜b8-+)* 11...exf5 12.⬕xc6 ⬔e7∓

10...h6 11.⬔xf6 ⬕xf6 12.⬕xb7?!

White can resist the temptation no longer, and it does ensure Black cannot castle, so maybe it is good!?

12.⬔h3!? was better – okay it allows Black to castle long, but White also reorganises its pieces a little with 12...0-0-0 13.⬢g2

12...⬜b8 13.⬕xc6 g5!

Black would also play this after 13.⬕xa7

14.⬢f5 ⬕xf5 15.e4 dxe4 16.g4?

Playing g4 makes no sense to me. Surely 16.fxe4 is the only way to follow on having played 15.e4. After fxe4 might follow 16...⬕b5 17.⬕xb5 ⬜xb5 18.b4 putting up a fight for the draw

16...⬕f4 17.gxh5

Oh I see, the Fidelity thinks it has recovered a piece!

17...⬔d6!

18.♖f2 ♕c1+! 19.♗f1 ♗f4!

I'd have given 19...e3!! but even so ResFruit is playing great chess

**20.♖e2 ♖xb2 21.♕a8+ ♔e7 22.♕xe4 g4!
23.♖xb2 ♗e3+ 24.♔g2 ♕xb2+ 25.♔h1**

The end would be 25...♕f2 26.♕xe3 ♕xe3
27.♘d2 gxf3 28.♗h3 f2 29.♗g2 ♕g5 30.♗e4
♕g1+ 31.♖xg1 fxg1♕#

25.♘d2 would only have lasted 2 moves
more: 25...♕xd2+ 26.♔h1 gxf3 27.♗h3 ♗f4
28.♕xf4 ♕xf4 29.♖f1 ♕e4 30.♖f2 ♕e1+
31.♖f1 f2 32.♗g2 ♕xf1+ 33.♗xf1 ♖g1# **0-1**

Here is the decisive game between Resurrection Rybka (200MHz) and Revelation Fruit (500MHz).

**Resurrection Rybka, Phoenix Chess -
Revelation Fruit'05, Phoenix Chess**

C55: Two Knights: 4 d3, 4 d4 exd4 5 e5 and
Max Lange Attack

**1.e4 e5 2.♘f3 ♘c6 3.♗c4 ♘f6 4.d3 ♗e7
5.♘c3 d6 6.0-0 0-0 7.h3 ♘a5 8.♗b3 c6 9.d4
♕c7 10.♗e3 ♘xb3 11.axb3 a5N**

I found a couple of games in my database
with 11...b5 12.♘d2 ♖e8 which went 1-1=0.

11...a5 is equally good I think, Black has to
create some space and counterplay on the
queenside

**12.♕e2 b5! 13.dxe5 dxe5 14.♘e1 b4
15.♘a4**

15...c5

15...♘xe4? doesn't win a pawn due to the
simple 16.♗b6! ♕d6 17.♕xe4, and instead
White has won a piece for the pawn!

16.f3 ♖d8 17.♘d3

White is hitting hard at the c5 pawn, but

Black finds the defence again

17...♗a6! 18.♖fc1

There are 3 pieces versus 2 against the pawn,
but it is poisoned because one of them can be
wiped out: 18.♗xc5?? ♗d3! 19.cxd3 ♗xc5+
20.♘xc5 ♕xc5+ 21.♔h2 ♕d6-+

Or 18.♘axc5?? ♗xc5 19.♗xc5 ♗xd3!
20.cxd3 ♕xc5+-+

**18...♖ac8 19.♖d1 ♘h5 20.♕e1 ♗xd3
21.cxd3 ♘f4! 22.♕f1 ♘e6 23.♖ac1 ♕d6
24.♖c4 ♘d4 25.♗xd4 cxd4**
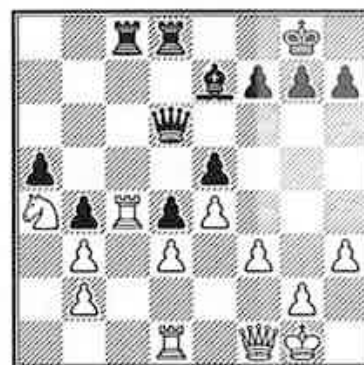
There's little or nothing in it so far, and
White has a way of releasing the captive
a4/♘

**26.♖dc1! ♖xc4 27.♖xc4 ♗g5 28.♘c5 ♕c6
29.♕e1 ♖e8 30.♕g3 ♗e3+!**

A classical outpost

31.♔f1 h5 32.♕e1 ♕f6 33.♘b7 ♖a8
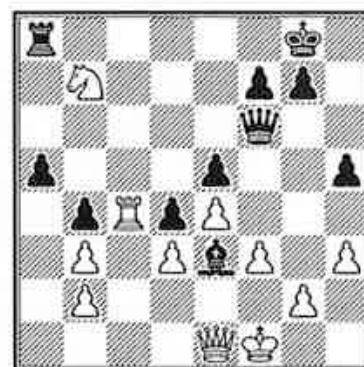
I'm not really sure what 33.♘b7 was
supposed to achieve, and I think it should
immediately recentralise back to c5. Instead
ResRybka is getting optimistic

34.♕g3?! ♕e7?

What a chance Black misses here to play
34...a4! 35.bxa4 *(35.♖xb4? axb3 36.♘c5
♖a1+ 37.♔e2 ♗f4!* and 0-1) 35...♖xa4
36.♘c5 ♖a1+ 37.♔e2 ♗f4 38.♕f2 ♖b1, and

Black will win from here

35.♘c5

Goodness, the game is almost level again, what a nice little recovery by ResRybka!

35...♗g5 36.♕e1 ♕f6 37.♕f2 ♖e8 38.♘a4?!

This makes little sense, the ♘ seems deter-mined to wander, but again it had more future on the square it's just left

38...♗e3 39.♕g3 ♗f4 40.♕f2 ♗g5

ResFruit must evaluate itself slightly ahead or it would have gone further down the 3–fold repetition line with ♗e3

41.♖c7 ♗e3 42.♕g3 ♕h6 43.♕h4 ♕g6 44.♖c5 ♕e6 45.♖d5?! ♕a6 46.♘c5 ♕g6
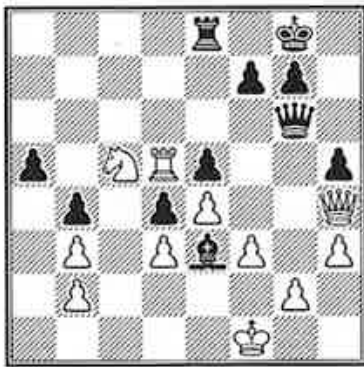
Neither side seems able to make progress – ResFruit is the one trying the harder but despite that a draw looks likely

And then...

47.♖d7??

Probably 45.♖d5?! caused this – the rook would be better off on the c–file or defend-ing behind White's pawns.

47.g4 looked sound even though it results in a pawn exchange then 47...hxg4 48.♕xg4 ♕h6 49.h4=

Or I think 47.♘d7 would also be okay

47...♗g5!

ResFruit now finds a neat way to get behind the White pawns

48.♕g3 ♕f6 49.♕h2 ♕h6 50.g3 ♗e7!
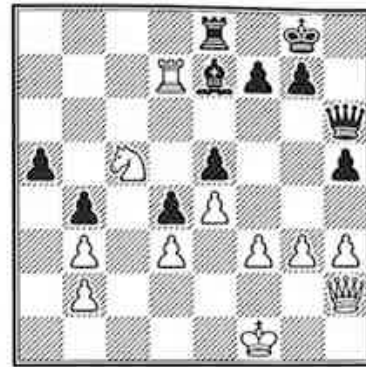
51.♕c2

It wasn't pleasant for White to play this and allow Black its next move, but it was really the only defence worth trying

An attempt to protect the knight with 51.♖c7? runs into ♕c1+! 52.♔g2 ♕xb2+ and that will be 1-0

Or if the knight moves 51.♘a6? then ♕c1+ again, and now 52.♔g2 ♖c8 threatening ♖c2 is also 1-0

51...♕e3! 52.♘b7

It was better to save the f/♙ with 52.♔g2 and after 52...♗xc5 play 53.♖d5. Even that does-n't look too hopeful after 53...♗f8 54.♖xa5 h4! 55.gxh4 ♖e6 and, with White's major pieces on the wrong side of the board, Black's ♕ and ♖ will soon mop up the king–side pawns

52...♕xf3+ 53.♔g1 ♕xg3+ 54.♕g2 ♕xd3 55.♔h1

A belated return to the open c–file with 55.♖c7 would have hung on for a little longer, but 55...♕e3+ 56.♕f2 ♕xh3 puts Black 4 pawns ahead so the result would be unchanged!

55...♖c8!

Instead Black takes the c–file, and the game with it.

56.♖xe7 ♖c1+ 57.♔h2 and now 57...♖c2! wins ♕ for ♖ and it's all over

But better still 57...♕e3!! leads to mate which only 58.♖xf7 succeeds in delaying for a while. Even then 58...♔xf7 59.♘d8+ ♔f6 60.h4 d3 61.♕g5+ ♕xg5 62.hxg5+ ♔e7 63.♘f7 ♔xf7 64.♔g2 d2 65.g6+ ♔xg6 66.♔f3 d1♕+ 67.♔e3 h4 68.♔f2 ♖c2+ 69.♔e3 ♕e2# **0-1**

CHRIS GOULDEN's UCI/WINBOARD PAGE

Chris' results from our last issue:

DIVISION 1 - ss130

Pos	Engine	/18
1	SPIKE 1.2 TURIN	13
2=	SCORPIO 1.91 (GIVEN 2ND ON TIE-BREAK) GLAURUNG 1.2.1UCI	11½
4=	SLOWBLITZ WV 2.1 WILDCAT 7	10
6	COLOSSUS 2006F	9½
7	DEEP FRENZEE 3.0	8
8	DEEP PHARAON 3.5.1	7
9	JOHNNY 2.83	5
10	PSEUDO 07.C	4½

DIVISION 2 - ss130

Pos	Engine	/18
1=	ARISTARCH 4.50 (1ST ON TIE-BREAK) ANMON 5.60	12
3	PETIR 3.99D	11½
4	DELFI 5.1	11
5	L G EVOLUTION	10
6	E.T.CHESS 181005	9
7	THE BARON 1.8.1	7
8=	FRANCESCA MAD 0.13 UFIM 8.02 (RELEGATED HEAD-TO-HEAD)	6
10	THINKER 4.7A	5½

From: Chris Goulden
To: Eric Hallsworth, for SelectiveSearch 131
Hi Eric

For this issue we have a new winner of **Division 1**: the upgrade **Glaurung 2** Epsilon2 was 1st, with Spike 1.2 Turin runner up. I should point out that there have been two further releases of Glaurung since this tournament, as yet untested. I shall put Glaurung up against some of the commercials plus Toga for the next issue. Deep Pharaon and Anmon were relegated, and Aristarch stayed up because of the head to head against Pharaon.

Division 2 was pretty incredible with only half a point separating 5 engines. Francesca Mad 0.13 and Little Goliath Evolution can consider themselves unlucky to get relegated

on 7 out of 18. **E T Chess** and Jonny were 1st and 2nd, but the interesting one here was Movei 0.08.403 which only missed out on promotion because it won fewer games, otherwise it would have gone up twice in consecutive tournaments.

DIVISION 1 - ss131

Pos	Engine	/18
1	GLAURUNG 2 EPS 2 UCI	15½
2	SPIKE 1.2 TURIN	13
3	SLOWBLITZ WV 2.1	11
4	COLOSSUS 2007A	10
5	SCORPIO 1.91	9½
6	WILDCAT 7	8
7	DEEP FRENZEE 3.0	7
8=	ARISTARCH 4.50 (STAYS UP, HEAD-TO-HEAD) DEEP PHARAON 3.5.1	6
10	ANMON 5.60	4

DIVISION 2 - ss131

Pos	Engine	/18
1=	E.T.CHESS 181005 (1ST - MORE WINS) JOHNNY 2.83 (2ND - MORE BLACK WINS) MOVEI 0.08.403	10½
4=	DELFI 5.1 PETIR 4.39	10
6	PSEUDO 07.C	9
7	TRACE 1.37A	10
8	THE BARON 1.8.1	7½
9=	L G EVOLUTION FRANCESCA MAD 0.13	7

Thinker 4.7a (relegated last time) and SOS 5.1 won the Qualifying group, so will be in Division 2 next time.

There it is Eric, Speak to you soon.

Chris.

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 2.3.2	2972
2	Rybka 2.3.1	2959
3	Rybka 2.2n	2938
4	Rybka 1.2f	2934
5	Rybka 2.1c	2907
6	Rybka 1.1	2900
7	Hiarcs 11.1	2834
8	Fritz 10	2828
9	Loop 10.32f	2815
10	Shredder 10.1	2809
11	Toga II 1.3x4	2804
12	Zap! Zanzibar	2799
13=	Fritz 9	2781
13=	Hiarcs X50 uci	2781
15	Fruit 2.2.1	2777
16	Spike 1.2 Turin	2772
17=	Hiarcs 10	2770
17=	Naum 2.1	2770
19	Junior 10	2764
20	Ktulu 8.0	2760
21	Shredder 9.1	2750
22	Glaurung 2-E/2-5	2732
23	Chess Tiger 2007.1	2731
24	Thinker 5.0b	2728
25	Naum 2.0	2720
26	Fritz 8 Bilbao	2715
27	Deep Sjeng 2.5	2711
28	SmarThink 1.0	2702
29	Hiarcs 8 Bareev	2694
30	Junior 9	2689
31	Chess Tiger 2004	2686
32	Hiarcs 9	2675
33	Chess Tiger 15	2669
34	Scorpio 1.8	2667
35=	Alaric 704	2666
35=	Delfi 5.1	2666
37	Gandalf 6	2662
38	ChessMaster 10000	2657
39	Ruffian 2.1.0	2649

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 2.3.2	3003
2	Rybka 2.2n	2987
3	Rybka 1.2f	2978
4	Rybka 2.1c	2970
5	Rybka 1.1	2959
6	Hiarcs 11.1	2899
7=	Loop 13.6	2889
7=	Zap! Zanzibar	2889
9	Fritz 10	2878
10	Shredder 10	2869
11	Loop 10.32f	2868
12	Hiarcs X50 hypermodern uci	2864
13=	Toga II 1.2.1a	2862
13=	Strelka 1.0b	2862
15	Loop 12.32	2855
16	Spike 1.2 Turin	2853
17	Junior 10	2846
18	Naum 2.1	2845
19	Fritz 9	2843
20	Hiarcs X54 hypermodern uci	2842
21	Fruit 2.2.1	2840
22	Deep Sjeng 2.5	2838
23	Hiarcs 10	2836
24	Shredder 9	2823
25	Junior 10.1	2820
26	Ktulu 8	2804
27	Glaurung 2-E/2-5	2803
28	Naum 2.0	2801
29	Fritz 8 Bilbao	2800
30	Chess Tiger 2007.1	2787
31	Zap! Paderborn	2781
32=	Junior 9	2779
32=	Scorpio 1.84	2779
34	Zap! Reykjavik	2766
35	SmarThink 1.0	2757
36	Alaric 704	2743
37	Delfi 5.1	2742
38	SlowChess Blitz WV2.1	2742
39	Chessmaster 10000	2735

PC TOURNAMENTS and Other MAJOR issues!

[1]. INTERNATIONAL CSVN TOURNAMENT AT LEIDEN, MAY 2007

[2]. THE RYBKA CHALLENGE, AN OPEN LETTER TO FIDE, 31 MAY 2007

[3]. DEEP FRITZ V DEEP JUNIOR - FIDE SPONSORED COMPUTER CHESS MATCH, JUNE 2007

[4]. THE 15TH ICGA WORLD COMPUTER CHESS CHAMPIONSHIP, AMSTERDAM, JUNE 2007

Just before my last issue went to press I received, just in time for inclusion on page 4, advance news of a $100,000 match between **Deep Fritz** and **Deep Junior**. This was billed by FIDE as *'The Presidents Cup, the Ultimate Computer Chess Challenge'* and duly took place during the (human) World Championship Candidates' matches in June.

Readers may well recall that I made some less than complimentary remarks, wondering amongst other things how it is that the same 2 (*ChessBase*) programs continually get nominated for all the big-money matches when, according to ALL of the current Rating Lists, they are definitely not the strongest programs around.

For example a comparison of the **CCRL** and **CEGT** lists in our last issue shows that the top programs in order are:

1. **Rybka** (versions 1.1, 1.2, 2.1, 2.2 and 2.3)
2. **Hiarcs** (11.1)
3. **Loop** (versions 12 and 13)
4= **Zap** (Zanzibar), **Fritz** (version 10)
6. **Shredder** (10 and 10.1)
7. **Toga** (version II, 1.2.1a and 1.3x4)
8. **Spike** (1.2 Turin)
9= **Fruit** (2.2.1) and **Junior** (10 and 10.1)

This order is largely maintained whether the programs are playing on 1, 2, 4 or 8 processors... except in the case of **Zap Zanzibar** which improves noticeably, partly because it can run in 64-bit (as can Rybka!) but especially when it runs on 4 or 8 processors! This has to be something to do with excellent computer programming by Anthony Cozzie. If the list above was re-ordered to show the relative positions for the engines at CCRL and CEGT when on 4 processors, then all the Rybka versions would certainly stay top, but Zap Zanzibar would move up into 2nd. and be ahead of Hiarcs and Loop in 3=. Junior would also move up to around 7th.

Now *since our last issue* there have been **4 major events**, which are listed in date order in my heading. Because they are all very closely linked and relate to my introduction,

instead of my usual way of doing things in which I have a few pages devoted to each event, I am going to place them all in one consecutive article!

[1]. INTERNATIONAL CSVN TOURNAMENT AT LEIDEN, MAY 2007

As last year **Harvey Williamson** again went over to Leiden with a latest Hiarcs version - a small improvement at that time on the 11.1 Internet version and running on an Intel Quadx6700. This was the same hardware as Rybka, while Zap had an 8xAMD so was fastest of all. Another Hiarcs co-worker, Enrico Carrisco, went with him.

Opening book preparation for each day was done in a local bar...

... and this clearly worked as **Hiarcs11X** beat Deep Sjeng, IsiChess and The King, and got draws with Rybka and Zap to go 1= on 4/5 with **Rybka** after the 1st. day. Zap, Deep Sjeng and The Baron all had 3½, Rybka having beaten Zap in round 5.

However Hiarcs only got draws against The Baron and Glaurung in rounds 6 and 7, before Scorpio, our nemesis from last year's Leiden (we score 75% against it in matches on PCs at home), contrived to beat us in tournament play yet again! Of course while we were doing this, Rybka and Zap passed us!

ICT7 - Leiden, May 2007

Pos	Program	/9
1	Rybka	7½
2	Zap	7
3=	Hiarcs 11X Deep Sjeng	6
5	IsiChess MMX	5½
6=	The Baron Scorpio The King Glaurung	5
10=	Stoofvlees Hermann	4½
12	XiniX	3½
13=	Joker Crash Test Dummy	3
15	Micro-Max	1½

The King - Hiarcs-X

1.♘f3 ♘f6 2.c4 e6 3.♘c3 d5 4.d4 c6 5.e3
♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 ♗b7
9.a3 b4 10.♘e4 ♘xe4 11.♗xe4 bxa3
12.bxa3 ♗d6 13.0-0 0-0 14.♗b2 ♖b8 15.♕c2
f5!?N *Theory is 15...c5 16.♗xb7 ♖xb7*
17.dxc5 ♗xc5 18.♖fd1 ♕e7= 16.♗d3 c5!
17.♗e2 ♕c7 18.♖fc1 ♗e4 19.♕d2 ♗xf3
20.♗xf3 ♗xh2+ 21.♔f1 ♗d6 22.♖ab1 c4!?
23.♗e2 ♘b6 24.♕a5 ♕e7 25.♗f3 ♖fc8!
26.♖c2 ♘d7 27.♕a6 ♖c7

28.♖e1?! *28.♖xc4!? ♖b6 29.♕a4 ♖xc4*
30.♕xc4 ♗xa3 31.♕a2 ♗xb2 32.♖xb2 ♖xb2
33.♕xb2∓ 28...♖b6! 29.♕a5 ♘f6 30.♕a4
♘e4 31.♗a1 ♖b8 32.♖d1 h6 33.♖xc4
[33.g3!?] 33...♕h4! 34.♖c2 ♖bc8!! 35.♗xe4
fxe4 36.♖xc7 ♗xc7 37.♗c3 ♖f8 38.♗e1
♕h1+ 39.♔e2 ♕xg2 40.♔d2 ♗g3 41.♔c1
♗xf2 42.♕b3 ♕g3 43.♗xf2 ♕c7+ 44.♕c2
♕xc2+ 45.♔xc2 ♖xf2+ 46.♔c3 ♖e2 47.♖a1
♖xe3+ 0-1

Remember then that the announcement of the *'Ultimate Computer Chess Challenge'* had come out a few weeks <u>before</u> the Leiden Event. Also note that neither Fritz nor Junior was entered at Leiden, nor were they entered for the World Championship.

Without any provocation from me (honest!) there were other parties commenting on the Internet that Fritz and Junior seemed keen to avoid other top programs - there was a clear indication that this meant Rybka in particular! - and were content to play big money matches against strong GMs and each other, in which they are usually portrayed as the world's top programs, when very arguably they are not. In fairness Junior has entered - and won - the World Computer Championship in recent years, but it has avoided pretty much everything else outside the auspices of *ChessBase*.

Within days of Rybka's victory in Leiden, the following letter was sent out, with a copy then appearing on the Rybka website, and then being sent so other interested parties such as myself... my copy was dated 5th June.

[2]. The Rybka Challenge, an open letter to FIDE, 31 May 2007

From: "ChessOK.com" (Open letter)
Subject: Rybka $100,000 challenge to FIDE
Date: Tue, 05 Jun 2007 13:53:24 +0400

Dear Mr. Kirsan Ilyumzhinov & members of FIDE

First, let me start by commending you for your entry into computer chess with the organization of the 'Ultimate Computer Chess Challenge 2007'. Computer chess has seen dramatic improvements in the past few years. Some chess engines have progressed dramatically from the primitive beancounters of yesterday and I believe that our games too now qualify as art. Chess at this level inevitably attracts the attention of chess players all over the world.

Unfortunately, the lack of an open, formal qualification procedure for your event was disappointing, and your choice of the two opponents was downright bizarre. You have snubbed my program, Rybka, which leads every single computer chess rating list by a considerable margin at all time controls from blitz games to long tournament games ['']. In many cases the gap between Rybka and her nearest competitor is **well over 100 Elo**. None of this is anything particularly new - Rybka was released on December 4, 2005, and since then her

smallest lead ever in any major rating list at any time control and on any hardware was **60 Elo**. In addition to this, she has competed in **all eight** major international tournaments held since her first release and taken **clear (unshared) first** in **seven** of them [²]. Rybka has also displayed her superiority in competitions against human players.

It's no wonder that Rybka is generally considered to be **the undiputed strongest chess program in the world.**

Some of the other aspects of the match also raise questions. Chessbase exclusively markets three of the world's top ten engines, so it's a curious coincidence that two of them will participate. Also curious is the involvement of the ICGA - after all, their own self-titled "World Computer Chess Championship" is being held on overlapping dates. This type of apparent division between insiders and outsiders runs counter to all principles of sport and fairness, and I call on you to uphold democratic FIDE norms in the organization of such events.

In the spirit of open competition, I am formally offering a $100,000 computer chess challenge from Rybka to FIDE, who will be represented by the winner of the Ultimate Computer Chess Challenge 2007. My challenge consists of a 24 game match, at classical time controls, on unlimited hardware and with unlimited opening books, held at 2 games per day over twelve days, with Rybka giving **a handicap of one point plus draw odds** and thus requiring a score of **13/24** or better to win the match. The prize fund of $100,000 should be a winner-takes-all, loser-pays-all proposition. The remaining details can be worked out in private.

As the Ultimate Computer Chess Challenge 2007 takes place during the Candidates Matches in Elista, it is appropriate that the winner's match vs Rybka be played in Mexico between September 12 and October 1, 2007, during the FIDE World Chess Championship.

Gens una Sumus,

Vasik Rajlich, author of Rybka, FIDE International Master

[¹]   CEGT rating list, CCRL rating list, CSS rating list, SSDF rating list
[²]   15th IPCCC 2005, 8th CCT 2006, 6th CSVN 2006, 26th Dutch Championship 2006, 14th WCCC 2006, 16th IPCCC 2006, 9th CCT 2007, 7th CSVN 2007

[3]. Deep Fritz v Deep Junior - FIDE sponsored Computer Chess Match, June 2007

ChessBase billed this as "Tal vs Capablanca", but they put Tal (Deep Junior) on a 16 processor PC, and Capablanca (Deep Fritz) on an 8 processor PC. I don't know why.

Game 1 was drawn after Fritz produced a double pawn sacrifice (it became Tal for this game!) but Junior managed to hold. Game 2 was another draw, and then game 3 in which moves 1-22 were to be repeated exactly in Rybka vs Shredder a few days later in the World Championship.

Deep Junior - Deep Fritz

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♕d2 ♕xb2 9.♖b1 ♕a3 10.e5 h6 11.♗h4 dxe5 12.fxe5 ♘fd7 13.♘e4 ♕xa2 14.♖d1 ♕d5 15.♕e3 ♕xe5 16.♗e2 ♗c5 17.♗g3 ♗xd4 18.♖xd4 ♕a5+ 19.♖d2 0-0 20.♗d6 ♖e8 21.0-0 f5 22.♕g3

22...♘c6 *Better than Shredder's 22...fxe4 which ran into Jeroen Noomen's prepared 23.♕g6 for Rybka, after which Noomens says Black is lost!* **23.♕g6 ♕d8 24.♗c4 ♔h8 25.♘g5 ♕xg5 26.♕xe8+ ♔h7 27.♗f4N** *27.♕xe6 ♘f6 was Shirov–Ftacnik, 2007, and drawn in 59 moves* **27...♕g6 28.♕xg6+ ♔xg6 29.♗xe6 ♘f6 30.♗c4 ♔h7 31.♗c7 a5 32.♖a1 a4 33.♗b5 ♘e4 34.♖d3 ♘b4 35.♖d8 a3 36.♗d7 ♘xc2 37.♖f1!** *Better than simplifying with exchanges on c8* **37...♗xd7 38.♖xa8 ♗e6 39.♗e5 ♘g5 40.♖f2 ♗b3 41.♖xf5 ♔g6 42.♖f1 a2 43.♖a7 ♘e3 44.♖xb7 ♗d5 45.♖xg7+ ♔h5 46.♖c1 ♘xg2 47.♔f2 ♘h3+ 48.♔e2 ♘h4 49.♗a1 ♗e4 50.♖c4 ♗b1 51.♖g3 ♘g5 52.♖b3 ♘f5 53.♔d1 ♘e4 54.♔c1 ♔g5 55.♖f3 ♔g4 56.♖a3 ♔f4 57.♖c8 ♘f2 58.♖cc3 ♘e4 59.♖f3+ ♔g4 60.h3+ ♔g5 61.♖a5 ♘ed6 62.♖a4 ♘e4 63.♖b4 ♘fd6 64.♔b2 ♘f5**

65.♖b5 ♘ed6 66.♖c5 ♘b7 67.♖c4 ♘bd6
68.♖g4+ ♔h5 69.♖gf4 ♔g6 70.♔c1 ♔g5
71.♖g4+ ♔h5 72.♖a4 ♔g6 73.♖ff4 ♘c8
74.♖a5 ♘cd6 75.h4 ♔f7 76.♖e5 ♔g6
77.♔b2 ♔f6 78.♔b3 ♔f7 79.♖a4 ♔g6
80.♖a6 ♔f7 81.h5 ♔f6 82.♔b4 ♔f7 83.♖a7+
♔f6 84.♖d7 ♔g5 85.♖xd6 1-0

Deep Junior also won game 4 due to an error by Fritz, which we shall look at in our next issue. The final pair of games were drawn, so the final result was:

- **Deep Junior 4, Deep Fritz 2**

[4]. THE 15TH ICGA WORLD COMPUTER CHESS CHAMPIONSHIP, AMSTERDAM, JUNE 2007

The 15th ICGA World Computer Chess Championship finished with **Rybka** winning with a brilliant 10/11, ahead of Zappa which also produced a great performance and scored 9/11. These two were well ahead of Loop (3rd), and Shredder and Gridchess (4=). 12 Engines played.

To give credits where due the full Rybka team was:
Operator: Hans van der Zijden
Hardware: Lukas Cimiotti
Opening book: Jeroen Noomen
Engine help: Larry Kaufman
Engine: Vasik Rajlich

Vasik Rajlich commented after the tournament:
Rybka is a team effort, with a lot of really hard work put in by many people. This was never more evident than here. Special mention this time goes to Larry Kaufman and Jeroen Noomen.

Larry Kaufman's contributions to Rybka tend to be subtle. Here, his revamped handling of material imbalances guided Rybka's play in two games (vs Zappa and vs Gridchess), with the new formulation proving superior in both instances.

Jeroen Noomen has consistently proven himself to be the best in his craft, and this tournament underlined this in spectacular fashion. We are accustomed to white positions which range from much better to winning and to black positions which range from dead equal to clearly better. We are accustomed to top teams ducking the theoretical battles. I can't even remember the last time we got the wrong end of the theoretical debate. The new twist this time around was the stunning tournament-clinching opening book knockout of the well-respected Shredder book author Sandro Necchi in round 11.

To cover this tournament in full in a single *SelSearch* issue is simply impossible - there were many very good and interesting games, obviously first and foremost by the winner, Rybka, but also Zap showed again that it is very strong when on really fast hardware, Loop and Shredder also played well, and Gridchess, which is a multi-processor derivative of Toga, also played a part with opponents never looking forward that much to meeting it!

So what I have done is take it a bit easy for a change. Here are all the Rybka games with introductions by both Vasik Rajlich and opening book programmer Jeroen Noomen, and I've put a number of diagrams in key places to help readers follow their notes.

Rd 1, The King - Rybka 0-1
Vas: From a quiet English opening, white accepted a clumsy kingside pawn structure by playing 17.Nce4 and later 20.f4 and 21.f5. Black was able to take over the initiative on the queenside and in the center, getting in all three pawn breaks - ...c5, ...b5, and ...d5 - and white could not hold the position.
Jeroen: Like in the Dutch Open 2006 The King chose a quiet English line. Johan de Koning was afraid we might repeat this game, but that didn't happen. Anyway, I was quite happy to see this, a board full of pieces, all 8 pawns still present and a strategical battle coming up. Until 19...Rfd8 there was not much going on yet, but The King went f2-f4-f5? to gain space and that gave white a lot of weaknesses. A bit later Rybka punched with 24...b5! and a bit later with 30...d5! The King gave its queen for 2 rooks, but the black queen was 'boss' and after that exchange the game didn't last long.

THE KING - RYBKA
1.c4 ♘f6 2.♘c3 e5 3.♘f3 ♘c6 4.g3 ♗c5 5.d3 d6 6.♗g2 0-0 7.0-0 h6 8.a3 a6 9.b4 ♗a7 10.♗b2 ♘d4 11.♘d2 c6 12.h3 ♘e6 13.e3 ♘g5 14.♔h2 ♗f5 15.♘ce4 ♘gxe4

16.♘xe4 ♘xe4 17.dxe4 ♗e6 18.♕d3 ♕c7
19.♖ac1 ♖fd8 20.f4 f6 21.f5 ♗f7 22.♖fe1 c5
23.♗f1 ♖ab8 24.♕d2 b5 25.cxb5 axb5
26.♗g2 c4 27.♖cd1 ♗b6 28.♗f3 ♖d7 29.♔g2
♖bd8 30.♔h2

30...d5 31.exd5 ♗xd5 32.♗xd5+ ♖xd5
33.♕xd5+ ♖xd5 34.♖xd5 ♕c6 35.♖d2 ♕f3
36.♗c1 e4 37.♖ee2 c3 38.♖a2 ♗c7 39.♖g2 h5
40.h4 ♕xf5 41.a4 bxa4 42.♖ac2 ♗e5
43.♔g1 ♕d7 44.♖cf2 ♕d6 45.♔h1 ♗xg3
46.♖f1 ♗xh4 47.♖fg1 g5 0-1

Rd 2, Micromax - Rybka 0-1

Vas: Rybka obtained a very strong knight pair in the opening and white's position collapsed. It could have resigned before move 30.

Jeroen: MicroMax is really amazing, it consists of a mere two A4 pages of code! Incredible that such a small program can play chess. It plays without book, though, so I didn't count on a heavy theoretical battle in this game. MicroMax allowed Rybka to weaken its position considerably and after that black quickly won material and a bit later the game.

MICRO-MAX - RYBKA

1.e4 c5 2.♘c3 ♘c6 3.♘f3 g6 4.♗c4 ♗g7
5.0-0 d6 6.a4 ♘f6 7.d4 cxd4 8.♘xd4 0-0
9.♘f3 ♗g4 10.♗f4 ♘d7 11.h3 ♗xf3 12.gxf3
♖c8 13.♗e3 ♗xc3 14.bxc3 ♕a5 15.♗d2
♘ce5 16.♗e2 ♘b6 17.♕b1 ♘ec4 18.♗h6
♖fd8

19.♕b3? ♕h5 20.♗f4 ♕xh3 21.♖fe1? ♖c5
22.e5 dxe5 23.♗c1? e4 24.♗f1 ♕xf3 25.♗g2
♕g4 26.♕b4 ♖dd5 27.♗f4 ♖g5 28.♗g3 e3
29.♖xe3 ♘xe3 30.♕xg4 ♖xg4 31.♗f3 ♖gg5
32.a5 ♘bc4 33.a6 b5 34.♗e2 ♘d2 35.c4
♘e4 36.♗f3 ♖xc4 37.♗xe4 ♖d4 38.♖xa4
bxa4 39.c4 a3 40.♗b1 ♘d1 41.♗a2 ♘c3
42.♗b3 ♘e2+ 43.♔f1 ♘xg3+ 44.fxg3 ♔g7
45.♔f2 ♖h5 46.♗g2 ♖a5 47.♔f3 a2 48.♗xa2
♖xa2 49.♔e4 h5 50.c5 h4 51.gxh4 ♖c2
52.♔d5 e6+ 53.♔e5 ♖xc5+ 54.♔d4 ♖a5
55.♔e4 ♖xa6 56.♔f4 ♖d6 57.♔e5 a5
58.♔xd6 ♔h6 59.♔c5 ♔h5 60.♔d4 e5+
61.♔xe5 a4 62.♔d4 ♔xh4 63.♔d3 g5
64.♔d4 f5 65.♔d3 g4 66.♔d4 g3 67.♔d5 g2
68.♔d6 g1♕ 69.♔c7 a3 70.♔b7 a2 71.♔c6
a1♕ 72.♔d5 ♕b6 73.♔c4 ♕ad4# 0-1

Rd 3, Rybka - Zappa 1/2-1/2

Vas: Quite an amazing game. The opening went well - Rybka was not confused by Zappa's rare opening side-line and got a considerable advantage, leaving black to try a desperate pawn sacrifice to complicate matters. The middlegame also went well - Rybka was able to simplify into a much better and probably winning endgame. Even the first part of the endgame went well - black's chances lay in setting up a blockade, but white was able to crack open the position with a timely d5-d6 pawn sacrifice. Amazingly, and paying tribute to Zappa's strength as well as to the resourcefulness which chess can allow, all of this was not enough. Zappa dug in and found one last hurdle for Rybka to clear - a theoretically winning but tricky KRPKNP table-base position. Rybka was not equipped with this table-base and could not come up with the solution within the tournament time limits.

Jeroen: Already in round 3 the big clash between Rybka and Zappa took place. Erdo has been experimenting with the French lately, so Zappa's 1.e4 e6 was not really a surprise. More of a surprise to me was '5.Nxf6+ Zappa out of book'. That is rather early and I don't like the black setup very much. Zappa took back

5...gxf6 and Rybka's last book move was 9.Re1. A bit later Zappa sacrificed a pawn with 11...Rg8, after which white simply must be better. The rest of the story has been told by Vas already. What striked me most in this game was the difference in evaluations between the top programs after 29.gxh3: most of them think it is equal or even better for black! Really amazing. Rybka proved right, outplayed Zap and reached a winning ending. But alas, it still ended in a draw.

RYBKA - ZAPPA

1.e4 e6 2.d4 d5 3.♘c3 dxe4 4.♘xe4 ♘f6 5.♘xf6+ gxf6 6.♘f3 ♘c6 7.♗b5 ♕d6 8.0-0 ♗d7 9.♖e1 ♘e7 10.♗d3 0-0-0 11.c4

11...♖g8 12.♗xh7 ♖h8 13.♗e4 ♗c6 14.♕b3 ♗xe4 15.♖xe4 ♕c6 16.♖g4 f5 17.♖g3 ♘g6 18.♗g5 f4 19.♖g4 f5 20.♗xd8 fxg4 21.♗f6 gxf3 22.♗xh8 ♘xh8 23.♖e1 ♘f7 24.d5 exd5 25.♕xf3 ♗b4 26.♕h3+ ♕d7 27.♖e8+ ♘d8 28.cxd5 ♕xh3 29.gxh3 ♔d7 30.♖e5 ♗d6 31.♖f5 ♔e7 32.h4 ♘f7 33.h5 ♘h6 34.♖g5 ♘f7 35.♖g6 ♘e5 36.♖g2 f3 37.♖g3 ♔f6 38.h6 ♘g6 39.♖g4 ♔f5 40.h3 b6 41.♔f1 ♗f4 42.h7 ♗e5 43.b4 b5 44.♔e1 a6 45.♔d2 ♘f8 46.♖h4 ♘g6 47.♖h5+ ♔f4 48.♔d3 ♗g7
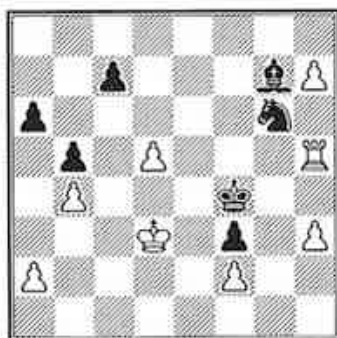
49.d6 cxd6 50.a4 bxa4 51.♖a5 ♘e5+ 52.♔c2 ♘c6 53.♖xa4 ♔f5 54.b5 axb5 55.♖a8 ♘e5 56.h8♕ ♗xh8 57.♖xh8 ♔g5 58.♔d2 b4 59.♖b8 ♔h4 60.♖xb4+ ♔xh3 61.♖d4 ♘g4 62.♔e1 ♔h4 63.♖xd6 ♔g5 64.♖d3 ♔f4 65.♖d4+ ♔f5 66.♖a4 ♘h2 67.♖a5+ ♔f4 68.♖a7 ♔e4 69.♖e7+ ♔f5

70.♖f7+ ♔e5 71.♔d2 ♔e4 72.♖h7 ♘g4 73.♖e7+ ♔f5 74.♖f7+ ♔e4 75.♔e1 ♘e5 76.♖f8 ♘d7 77.♖e8+ ♘e5 78.♔f1 ♔f5 79.♖f8+ ♔g4 80.♖g8+ ♔f4 81.♖c8 ♘g4 82.♖a8 ♘h2+ 83.♔e1 ♔e4 84.♔d1 ♘g4 85.♖a4+ ♔f5 86.♖a5+ ♔f4 87.♖a2 ♔e5 88.♔e1 ♘h2 89.♖a6 ♔f5 90.♖a3 ♔f4 91.♖c3 ♔e4 92.♔d1 ♘g4 93.♖c4+ ♔f5 94.♔e1 ♘h2 95.♖c5+ ♔f4 96.♔d1 ♘g4 97.♖c2 ♔e5 98.♖d2 ♘h2 99.♖d3 ♔f4 100.♖d4+ ♔f5 101.♖d5+ ♔f4 102.♖h5 ♘g4 103.♔e1 ♘e5 104.♖h7 ♘d3+ 105.♔f1 ♔f5 106.♖a7 ♔g4 107.♖a4+ ♔f5 ½-½

Rd 4, Loop - Rybka 1/2-1/2

Vas: The opening seemed very promising - on move 19, Rybka had a solid position, extra central pawn, and the chance to push her pawns on both sides of the board. For unclear reasons, she declined this opportunity. Instead, she traded off all pieces and went into a nominally worse but easily drawn endgame, which was in fact drawn without any excitement.

Jeroen: A game that still puzzles me. 3.Bb5+ indicated that white wasn't interested in a theoretical dual, preferring a quiet position instead. Instead of the immediate equalizer 3...Bd7 I chose the slightly less strong 3...Nc6!? to keep more play in the position and to avoid drawing continuations. 9...g6 was end of book for both, as I didn't have 10.Nd4 in the book. Nevertheless this looks like easy play for black. After 17...Nd6 I already started of thinking of a black edge. The black knight keeps the d-file closed, so all is set for a minority attack on the queen's side by b5, a5 etc. Black even has a f5 plan in reserve. Rybka chose to exchange all pieces instead, leading to a slightly inferior ending, that was drawn a bit later. Note the weak move 34.a5?! that spoils the queenside majority. Still, I think this was a missed chance. Black could have easily pushed white with the queenside plan, while there is not much white can do.

LOOP - RYBKA

1.e4 c5 2.♘f3 d6 3.♗b5+ ♘c6 4.0-0 ♗d7 5.♖e1 ♘f6 6.c3 a6 7.♗a4 c4 8.d4 cxd3 9.♕xd3 g6 10.♘d4 ♘e5 11.♗xd7+ ♕xd7 12.♕c2 ♗g7 13.♘d2 0-0 14.♘2f3 ♖fd8 15.♘xe5 dxe5 16.♘f3 ♘e8 17.♗g5 ♘d6 18.♖ad1 ♕c7

19.Rd3 Nc4 20.Red1 Rxd3 21.Rxd3 h6
22.Be3 f5 23.Rd1 e6 24.Bc1 Rd8 25.Rxd8+
Wxd8 26.Nd2 Nxd2 27.Wxd2 Wxd2
28.Bxd2 fxe4 29.Kf1 Kf7 30.Ke2 Kf6 31.c4
h5 32.b4 Bf8 33.c5 g5 34.a4 g4

35.a5 Ke7 36.Bg5+ Kd7 37.Ke3 Bg7
38.Kxe4 Kc7 39.Kd3 e4+ 40.Kc4 Be5
41.g3 Kc6 42.Be3 Bf6 43.Bf4 h4 44.Bd2 h3
45.Bf4 ½-½

Rd 5, Rybka - Jonny 1-0

Vas: In a seemingly quiet Spanish position, black voluntarily allowed his kingside pawn structure to get shattered by playing 12...Nxb3. This move doesn't look terrible at first sight, but in fact it seems to lead black into serious trouble by force. White put her finger on the weaknesses around black's king and black could not defend against the threats.

Jeroen: Jonny went for the Marshall, which was declined by Rybka's 8.h3. After 9.d3 Jonny was out of book, again rather early for such a difficult variation. In the early rounds I really got the feeling opponents didn't want to make many book moves against Rybka, which I don't mind BTW . Anyway, I think 10...h6!? might be best, some moves later Jonny allowed 12.Bg5 and from that point the game started to go downhill for black. 15.d4! was very strong and after that Rybka took complete control of the kingside by sacrificing its b-pawn. 28.f3! gave a huge fail high and the game ended soon after that.

RYBKA - JONNY

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6
5.0-0 Be7 6.Re1 b5 7.Bb3 0-0 8.h3 Bb7
9.d3 Bc5 10.Nc3 d6 11.Nd5 Na5 12.Bg5

12...Nxb3 13.Bxf6 gxf6 14.axb3 f5 15.d4
exd4 16.Nxd4 fxe4 17.Rxe4 Nxd5 18.Nf5
Wf6 19.Wxd5 Kh8 20.Rh4 Wxb2 21.Re1
Wf6 22.Rh6 Wg5 23.g3 c6 24.Wd3 b4 25.h4
Wg8 26.Re7 Wg4 27.Kg2 Rae8

28.f3 Wg8 29.We4 a5 30.Rh5 d5 31.We5+ f6
32.Rexh7+ Wxh7 33.Rxh7+ Kxh7 34.Wc7+
1-0

Rd 6, Isichess - Rybka 0-1

Vas: In a strategic Sicilian, with both sides castling kingside, white placed his pieces slightly awkwardly - a2-a4, Bf3, Bd2, Nc1. Rybka struck in the center, took over the initiative, and white could not avoid the loss of material.

Jeroen: Another 'take Rybka quickly out of book' effort, that simply backfired. 6.Be2 against the Najdorf is solid, but certainly not critical. I was well prepared for it. After 8... Nc6 Isi was on its own and it started to place pieces in awkward positions. Rybka took the initiative and already after 15...d5! there is something smelly about white's position. It didn't take long for black to cash in, first by winning an exchange and somewhat later by penetrating into Isi's position.

ISICHESS - RYBKA

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Be2 e5 7.Nb3 Be7 8.a4 Nc6

9.♗f3 ♘b4 10.0-0 ♗e6 11.♖e1 ♖c8 12.♗g5
h6 13.♗d2 0-0 14.a5 ♕d7 15.♘c1

15...d5 16.exd5 ♗f5 17.♖xe5 ♗xc2 18.♕f1
♗g6 19.♔h1?! ♗d6 20.♖e2 ♘c2 21.♖a2
♘d4 22.♖e3 ♗f4 23.♖e2 ♘xe2 24.♕xe2 ♖fe8
25.♗e3 ♗xe3 26.fxe3 ♘e4

27.♖a1 ♘xc3 28.bxc3 ♖xc3 29.♕f2 ♖c2
30.♘e2 ♗d3 31.♖c1 ♖ec8 32.♖e1 ♗xe2
33.♗xe2 ♕xd5 34.h4 ♕d2 35.♔g1 ♖c1
36.♖f1 ♖xf1+ 37.♗xf1 ♕xf2+ 38.♔xf2 ♖c5
0-1

Rd 7, Rybka - The Baron 1-0

Vas: With a closed French center, black went for the
thematic pawn break ...c5. In this particular position, this
had the unpleasant side-effect of allowing white to play
dxc5, Nd4, and f2-f4-f5. Perhaps black could have
somehow contested white's idea, but the Baron acqui-
esced to white's plan by playing 13...Nxd4 and was left
with a strategically lost position.

Jeroen:The first two games between these two were
not easy for Rybka: in the Dutch Open 2006 Rybka
needed a bad Baron blunder to win and in the ICT
Leiden tournament earlier this year Rybka even spoiled
a winning rook ending. This time it went much more
smoothly. The 3.e5 and 4.Nf3 line against the Caro-
Kann gives white more space and easy development,
while black still has to make sure where to put his
pieces and his king. 9.dxc5! was played from book and
The Baron tried to build up a wall with some exchanges
and 15... g6. The right plan is of course g4! and f5! and I
was happy to see Rybka finding this plan quickly.

20...Qxc8? was the losing mistake, it was absolutely
necessary to take Nxc8 and follow up with Bd8, to get
rid of the annoying a5 knight. White is still clearly better,
of course. In the game Rybka could keep its knight on
a5, which delivered the final blow 30.Nxb7+! with a
winning position.

RYBKA - THE BARON

1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♘f3 e6 5.♗e2
♘d7 6.0-0 ♘e7 7.♘bd2 h6 8.c3 c5 9.dxc5
♘xc5 10.♘d4 ♗g6 11.♘2b3 ♘d7 12.f4 ♘f5
13.♗d3

13...♘xd4 14.cxd4 ♗xd3 15.♕xd3 g6
16.♗d2 ♘b6 17.♘a5 ♕d7 18.♖ac1 ♗e7
19.g4 ♖c8 20.♖xc8+ ♕xc8 21.b3 a6 22.♔h1
h5 23.f5 gxf5 24.gxf5 ♔d7 25.♖g1 h4 26.h3
♔d8 27.♖c1 ♕d7 28.fxe6 fxe6 29.♕g6 ♖e8

30.♘xb7+ ♕xb7 31.♕xe6 ♗f8 32.♕f6+ ♗e7
33.♕g6 ♘c4 34.bxc4 dxc4+ 35.♔g1 ♕d5
36.♕b6+ ♔c8 37.♕xa6+ ♕b7 38.♕e6+ ♔b8
39.♕g6 ♕c8 40.♖xc4 ♕xc4 41.♕xe8+ ♕c8
42.♕xe7 1-0

Rd 8, Sjeng - Rybka 0-1

Vas: In a balanced isolated queen pawn position, white
had trouble finding a plan, placing his queen and both
bishops on awkward squares. Black expanded on the
queenside, provoked white into weakening his kingside,
and eventually broke through with her pieces.

Jeroen: Again no messing around with sharp stuff,
instead a positional QP opening arose with the slightly
passive 9.Bd2 by white. After that I see absolutely no

problems for black, so does Rybka. While black was improving its position move by move, Sjeng really had no clue what to do. Qc2-f5-h3 looks strange, where a normal approach would be to try pressurising the black d-pawn. After the weakening 22.f4 the position already became critical for white, a few moves later it was already lost. Rybka's pieces entered the white position one by one, winning the queen for rook and bishop. Another fluid win.

DEEP SJENG - RYBKA

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗b4
5.cxd5 exd5 6.♗g5 ♘bd7 7.♕c2 c5 8.dxc5
h6 9.♗d2 ♗xc5 10.e3 0-0 11.♖c1 ♖e8
12.♗e2 b6 13.0-0 ♗b7

14.♕f5 a6 15.♖fd1 ♖c8 16.♕h3 b5 17.♗d3
♗d6 18.♘d4 ♘e5 19.♗f5 b4 20.♘ce2 ♖xc1
21.♗xc1 ♘e4

22.f4 ♘c6 23.♘b3 ♘f6 24.♘ed4 ♘xd4
25.♘xd4 ♗c5 26.♗d2 a5 27.♗e1? ♗xd4
28.exd4 ♖e2 29.♗d2 ♕b6 30.♗c1 ♘e4
31.♕h4 ♕c7 32.♗g4 ♖f2 33.♗f3 ♖c2

34.♕e1 ♘f2 35.♕xf2 ♖xf2 36.♔xf2 ♕c2+
37.♔g3 ♗c6 38.h3 ♕c4 39.a3 ♗a4 40.♖e1

bxa3 41.bxa3 ♕c3 42.♖g1 ♕xd4 43.♔h2
♗c6 44.f5 ♕c5 45.f6 ♕d6+ 46.♔h1 ♕xf6
47.♗e3 ♕c3 48.♗f4 ♕xa3 49.♖c1 ♕b4
50.♗g3 ♗b7 51.♗e5 a4 52.♗a1 a3 53.♖f1 a2
54.♖g1 f6 55.♔h2 ♕f4+ 56.♔h1 ♕e3
57.♖d1 ♔f7 58.♔h2 ♔g6 59.♖g1 ♗c6
60.♔h1 h5 61.♔h2 ♕c5 62.♔h1 h4 63.♖d1
♗a4 64.♖g1 d4 65.♗e2 ♗c2 0-1

Rd 9, Rybka - Diep 1-0

Vas: Black's book ended abruptly on move 8 in the middle of a theoretical Sicilian minefield. I don't know the latest theoretical variations, but black could not navigate the waters and his position was lost quickly and resignable after 17 moves.

Jeroen: A crushing victory in only 29 moves, that is very rare in computer games these days. I counted on a Najdorf by Vincent heavily, but no, 2...e6 was played. The opening went fine for white and 15.f5!! uncorked some great fireworks. Rybka didn't bother to defend against the threat Nd2, putting the e5 pawn en prise in the process. Diep went for the material, but ended up in deep trouble after missing 18.Ncxb5! The remainder of the game is simply beautiful, Rybka being a rook down and winning everything back with heavy interest. Superb game, I loved it!

RYBKA - DIEP

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 a6
5.♘c3 b5 6.♗d3 d6 7.0-0 ♘f6 8.♗e3 ♗b7
9.f4 ♘bd7 10.a3 ♕c7 11.♕f3 ♗e7 12.♖ae1
♘c5 13.♗f2 d5 14.e5 ♘fe4

15.f5! ♘d2 16.♕g4 g6 17.fxe6 fxe6

The World Championship entrants photographed in Russian national costume

18.♘cxb5 ♕d7 19.♘d6+ ♗xd6 20.exd6 0-0
[20...0-0-0 21.♘f3!] 21.♗xg6 hxg6 22.♘f3
♘xf1 23.♗xc5 ♗c8

24.♘e5! ♕g7 25.d7 ♗xd7 26.♘xd7 ♕xd7
27.♗d4 ♖f7 28.♕xg6+ ♖g7 29.♗xg7 ♕xg7
1-0

Rd 10, Gridchess - Rybka 0-1

Vas: Gridchess was the most novel of the participants here - apparently, it is Toga with some sort of a clustered parallel search. It's hard to draw any real conclusions from just this tournament. In a strategic Sicilian variation, Rybka was able to hunt down black's dark-squared bishop with her knight. The position seems hard to win, though, and Rybka does not even give herself an advantage at this point. The fireworks began when black offered (and white accepted) a very unclear pawn sacrifice. The critical continuation would have been 28.Rf5 - the position looks double-edged and I won't dare to give an assessment. Instead, Gridchess, not having access to Larry's work on material imbalances, blundered with 28.Rff1, leading to a RBB vs BNN endgame which was very pleasant for black and which white could not hold.

Jeroen: Another 6.Be2 Najdorf with the topical 9.Kh1, but 9...Nc6 immediately threw Gridchess out of book. Rybka's last book move was 11...exf4!? counting on 12.Rxf4, which was still in book. I did quite some analysis on this line, trying to find ways to keep as much play in the position as possible. I think this worked very much OK here. With all pieces on the board Rybka feels black is OK and Grid exchanged its e4-pawn for black's b-pawn. Queens were exchanged a bit later, with still a level position. 26...d5! was a great Rybka move, which seemed to throw Grid a bit off guard. 28.Rff1? was a big mistake, Rybka's eval went up immediately and never looked back. It seems programs have difficulties to evaluate the resulting N+2P vs rook positions properly. Clearly Rybka evaluates this much much better. After 46...Rxg4 white might as well have resigned, but decided to take the bait until mate at move 93

GridChess - Rybka

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.♗e2 e5 7.♘b3 ♗e7 8.0-0 0-0
9.♔h1 ♘c6 10.f4 b5 11.♗e3 exf4 12.♗xf4
♗b7 13.a4 b4 14.♘d5 ♘e5 15.a5 ♘xe4
16.♕d4 ♘g5 17.♘b6 ♘e6 18.♕xb4 ♖b8
19.♗g3 ♕c7 20.c3 ♖fe8 21.♘d4 ♘g5
22.♖ad1 ♘e4 23.♗f4 ♘g6 24.♕c4 ♕xc4
25.♗xc4 ♘xf4 26.♖xf4

26...d5! 27.♘xd5 ♗g5 28.♖ff1?! ♘d2
29.♖xd2 ♗xd2 30.♘b6 ♖e1 31.♗xf7+ ♔h8
32.♖xe1 ♗xe1 33.♘d7 ♖c8 34.♗b3 ♗d2
35.h3 ♖e8 36.♔h2 ♗f4+ 37.g3 ♗d6 38.♗e6
♗c8 39.♗g4 ♖d8 40.♘b6 ♗xg4 41.hxg4 ♗c5
42.♘b3 ♗xb6 43.axb6 ♖b8 44.♘d4 ♖xb6
45.b3 ♖g6
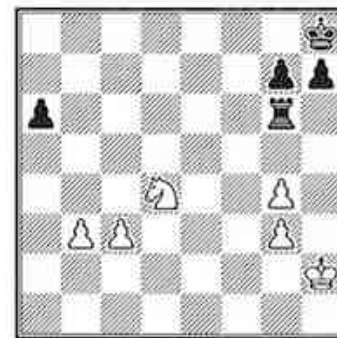
46.♔g2 *[46.♔h3!?]* 46...♖xg4 47.♔f3 h5
48.♘c6 ♖g5 49.b4 ♔g8 50.♔f2 ♔f7
51.♘d8+ ♔f6 52.♘c6 ♔e6 53.♘b8 a5
54.bxa5 ♖c5 55.♘a6 ♖xa5 56.♘b4 ♖a3
57.c4 ♖c3 58.♔f1 ♖xg3 59.♘c2 ♖c3
60.♘d4+ ♔e5 61.♘c6+ ♔f4 62.♔e2 ♖xc4
63.♘d8 ♖c2+ 64.♔d3 ♖d2+ 65.♔xd2 ♔f3
66.♔e1 ♔g2 67.♘e6 h4 68.♘f4+ ♔f3
69.♘e2 h3 70.♔f1 h2 71.♘d4+ ♔g3
72.♘e2+ ♔h3 73.♘f4+ ♔g4 74.♔g2 ♔xf4
75.♔h1 ♔f3 76.♔xh2 g5 77.♔h3 g4+
78.♔h2 ♔f2 79.♔h1 ♔g3 80.♔g1 ♔h3
81.♔f2 ♔h2 82.♔e3 g3 83.♔f3 g2 84.♔e4
g1♕ 85.♔d5 ♔g3 86.♔c4 ♕b6 87.♔d5 ♔f4
88.♔c4 ♕c6+ 89.♔d3 ♕a4 90.♔c3 ♔e3

91.♔b2 ♔d3 92.♔b1 ♔c3 93.♔c1 ♕c2# 0-1

Rd 11, Rybka - Shredder 1-0

Vas: A dream or a nightmare for an opening book author, depending on which side he's on. Jeroen busted out a wild Sicilian line in which white starts the festivities by sacrificing 3 pawns for a sizeable lead in development but still nothing concrete. Rybka herself would favor black at this point. Later in the variation, white offered a piece to keep the attack going. I'm not sure what should happen, but the entire refutation of black's play was in the book and black could have resigned without white playing a single new move.

Jeroen: The story before this game is quite amusing and I will tell you this soon. Now I can tell you that I have been carefully keeping this tricky line in reserve. When I saw the pairings I knew the 11th round was the one to place the 'bomb'. Actually I was 90% sure the Poisoned Pawn with 10.e5 would be played today, my opponent probably spending a lot of time on 6.Be3. After 14.Rd1 Shredder was on its own already and I knew the game would be 1-0. For a computer program it is simply impossible to find its way through the myriads of traps and tricky lines, with such limited time available. No program will consider the exchange sacrifice 20... Nc6 from Anand-Van Wely (Corus 2007), why give up the exchange when there is no white win to be seen!? 22...fxe4 was already losing, 22...Nc6 from Junior-Fritz is a bit better and at least holds out longer. Still, it is weird Fritz played this losing line. Last Rybka book move was 25.Bg4, but this was actually a bad move! Curse my slow Dual core machine, 25.Bb4! kills black instantly, as somebody reported in the Rybka forum. In any case, now the game lasted a bit longer, but the result was never in doubt. A sweet revenge for the loss in Turin against the ancient Urusov gambit.

RYBKA - SHREDDER

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♕d2 ♕xb2 9.♖b1 ♕a3 10.e5 dxe5 11.fxe5 ♘fd7 12.♘e4 h6 13.♗h4 ♕xa2 14.♖d1

14...♕d5 15.♕e3 ♕xe5 16.♗e2 ♗c5 17.♗g3

♗xd4 18.♖xd4 ♕a5+ 19.♖d2 0-0 20.♗d6 ♖e8 21.0-0 f5 22.♕g3 fxe4?! 23.♕g6 ♖d8 24.♖f7 ♕c3
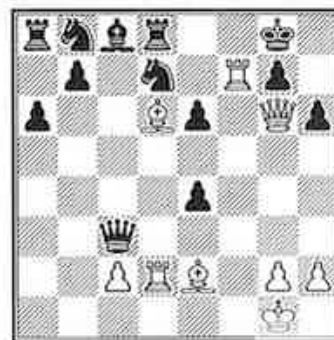
25.♗g4 ♘f8 26.♗xf8 ♕a1+ 27.♖f1 ♕xf1+ 28.♔xf1 ♖xf8+ 29.♖f2 ♘c6 30.♗h5 ♖xf2+ 31.♔xf2 ♘e5 32.♕e8+ ♔h7 33.♗e3 b5 34.♔f4 ♗b7 35.♕e7 ♗d5 36.♔xe5 a5 37.g4 e3 38.g5 hxg5 39.♕xg5 ♔g8 40.♕xe3 ♖f8 41.♗e2 b4 42.♗d3 ♖f3 43.♕g5 b3 44.♗g6 ♖f6 45.♕h5 ♖xg6 46.♕xg6 b2 47.♕e8+ ♔h7 48.♕b5 ♔h6 49.♕xb2 ♗a8 50.♕c1+ ♔h5 51.♕f4 ♗d5 52.c4 ♗c6 53.♕f7+ ♔g4 54.♕xe6+ ♔f3 55.♕xc6+ ♔e3 1-0

This game MUST be compared with game 3 of Junior v Fritz, especially with regard to Black's 22nd move. I will come back to them both in a future issue, as this pair of games coupled with Jeroen's work actually contribute something to current theory.

Cross-table 15th WCCC

# Name	01	02	03	04	05	06	07	08	09	10	11	12	P
1 Rybka	X	½	½	1	1	1	1	1	1	1	1	1	10
2 Zappa	½	X	1	½	1	½	½	1	1	1	1	1	9
3 Loop	½	0	X	0	½	1	1	1	½	1	1	1	7½
4 Shredder	0	½	1	X	0	½	½	1	½	1	1	1	7
5 GridChess	0	0	½	1	X	½	1	½	1	½	1	1	7
6 Deep Sjeng	0	½	0	½	½	X	½	½	1	½	1	1	6
7 Jonny	0	½	0	½	0	½	X	1	0	½	1	1	5
8 Diep	0	0	0	0	½	½	0	X	1	½	1	1	4½
9 The Baron	0	0	½	½	0	0	1	0	X	1	0	1	4
10 IsiChess	0	0	0	0	½	½	½	½	0	X	½	1	3½
11 The King	0	0	0	0	0	0	0	0	1	½	X	1	2½
12 micro-Max	0	0	0	0	0	0	0	0	0	0	0	X	0

Novag CITRINE v Saitek EXPERT
Games from Frank HOLT's recent match

We've said a lot of very nice things about the **Novag Citrine** in the course of the last few issues - and rightly so, it's a really good-looking chess computer, plays a decent enough game of chess - club standard for sure, and has some great features.

In fact we could go further when talking of 'decent enough' chess for, as discussed in our last issue, if you download the free Arena program off the Internet, and get a strong uci program such as Rybka, Hiarcs or Toga, just plug your Citrine in and it is transformed into the strongest dedicated chess computer in the world - and that includes the Resurrection and Revelation machines which are the subjects of an article elsewhere in this magazine!

So far, from our previous results listings and match reports, readers will have seen that the Citrine is a genuinely strong player in its own right.

Our last report was of its 13½-6½ win in Greg Wong's match over the **Super Expert** (1965 Elo), and that's a 2105 Elo performance! A couple of other owners, seeing the official back page Rating List figure of 2028, have written to say I have it too low - but I did warn you that it isn't doing as well against the Franz Morsch Saitek programs as it is against everything else, and that's mainly why it is 'averaging out' at the lower figure.

After you've seen a couple of the games and the final score in this article, against the **Saitek Expert** (2014 Elo), I shall half expect a couple of letters saying the 2028 figure is now too high!

But the point of the Rating List is that *all* results go into it, and the figure that comes out of my old Atari 520ST computer is the outcome of my rating program calculating, checking, re-calculating, checking etc. time and time again until the rating of *every* program has moved <0.5 since the previous round of re-calculation. The programs when rated are thus all fully interrelated and absolutely spot-on!

Novag Citrine v Saitek Expert

Frank played 2 matches between them, one match was at G/30 (14 games) and one at G/60 (20 games). The games I have selected for this issue are all taken from the G/60 match, but first here's the G/30 result, which borders on a disaster for the Citrine:

- **Expert v Citrine** 10½-3½ (8-1=5)

Considering that the Novag Super Expert of the *SS130* match, and the Saitek Expert for this match have almost identical ratings, you could not get two more opposite results if you tried.

Now to the G/60 match, here's our first game, which was actually match game 5 with the **Expert** having taken an early 2½-1½ lead.:

Saitek Expert - Novag Citrine

E32: Nimzo-Indian: Classical (4 Qc2): 4...0–0

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.♕c2

Puts Citrine out of book, it expected 4.e3

4...d6 5.♗g5 h6

This is known to theory but now the Expert drops out of book as well

6.♗h4 0-0

6...♘bd7 7.e3 Kamishov–Lisitsin/Leningrad 1938, 0-1 (52) and now either ♕e7 or e5 is better known

6...♘c6 7.e3 e5 Sasikiran (2668)–Torre (2518)/Mallorca 2004, ½-½ (35) is also known

7.0-0-0N

7.♘f3 and 7.e3 are both in bigger databases

7...♘bd7 8.♘f3 b6 9.g4!

This is very aggressive, and Frank liked it!

9...♗b7 10.♗g2 ♗xc3 11.♕xc3 a6 12.♖hg1 ♗c6?!

Black needs to be meeting the kingside threat, and on both this and the last move g5 would be more appropriate. Here for example: 12...g5 13.♗g3 ♘e4 would give the Expert something to think about!

13.g5! hxg5 14.♘xg5 ♗xg2 15.♖xg2 b5?

Not so good. At this moment White's kingside threats are much greater than anything the Expert can generate on the queenside

The best try was 15...g6 then after 16.♖dg1 ♘h5, but even then 17.♕f3 looks quite dangerous

16.♘h7!

What should Black play now?

16...bxc4??

No better than taking on h7 I'm afraid. The knight is pinned, so 16...♘xh7? 17.♗xd8!

16...♔xh7?? is even worse: 17.♕h3! threatening ♗xf6+ followed by ♗xd8, again winning the queen

Probably the best chance was 16...g6, but even here 17.♘xf6+ ♘xf6 18.♕f3 is clearly winning

17.♖xg7+!?

The Expert sacrifices another piece!

Objectively 17.♘xf6+ ♕xf6 18.♗xf6 ♘xf6 19.♖dg1 was better, but the Expert's chosen move is visually superb!

17...♔xg7 18.♗xf6+ ♘xf6??

The Citrine crumbles and, surprisingly, allows a mate I'd have thought it would have seen. Okay, so 18...♕xf6 loses the queen to 19.♘xf6, but then 19...♔xf6 20.d5+ ♔e7 21.♕xc4 ♖h8 would actually leave White still with a little work to do

19.♖g1+

Mate in 5 announced

19...♘g4 20.♖xg4+ ♔h8 21.♘f6!! ♕xf6 22.♕h3+ ♕h4 23.♕xh4#

A miniature! (Am I right that a miniature is a game lasting less than 25 moves, or is 30?!). Frank says he thought this was an unbelievable game between two table−tops! **1-0**

But maybe the next one (match game 6) is even better!

Novag Citrine - Saitek Expert

D63: Queen's Gambit Declined: Classical: 7 Rc1

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗g5

Puts the Expert out of book

5...0-0 6.e3 ♘bd7 7.♖c1 ♘b6 8.c5 ♘bd7

After this the Citrine book ends. On my database someone played 8...♘c4 against Danilov − I wonder if this was this the same Danilov as the oft−criticised member of Topalov's team? Anyway Danilov won in 23 moves − another miniature!

9.♗d3

9...c6N

Black is struggling to mobilise its pieces.

9...♖e8 has been tried, but it lost in a 1994

game

10.0-0 b6 11.cxb6?!

The Citrine helps Black free itself a little, I'd say 11.b4 was best

11...axb6 12.♗xf6?!

12.h3!?

12...♘xf6

Black has the pair of bishops and now some freedom as well

13.♘e5 ♗b7 14.♕e2 ♗d6 15.♘f3 c5 16.♖fd1 c4!
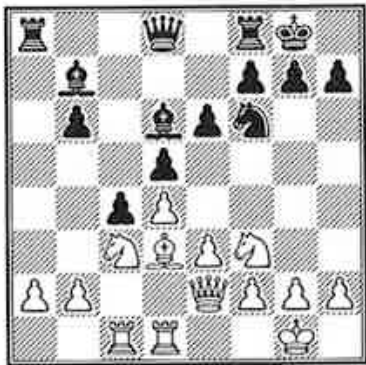
Look how the position has changed since move 9 – Black has a strong grip of the queenside and White is in retreat... or is it?!

17.♗b1 ♖a5 18.♕c2!

As Frank points out, the result of the Citrine's 'retreat' is a joining of the ♕ and ♗ on the b1-h7 diagonal which can be very dangerous for Black, and he wondered if the Expert would falter

18...♕e7 19.♘g5 ♖fa8!? 20.♘xh7!?

Fantastic stuff, it's the Novag's turn to do the sacrificing!

20...♘e4!

Unfortunately for the Citrine the Expert doesn't fall for 20...♘xh7?? 21.♕xh7+ ♔f8 22.♕h8#, but instead finds the right move blocking the long diagonal!

21.♘xe4

Well let's unblock it!

21...dxe4 22.f3 ♖h5!
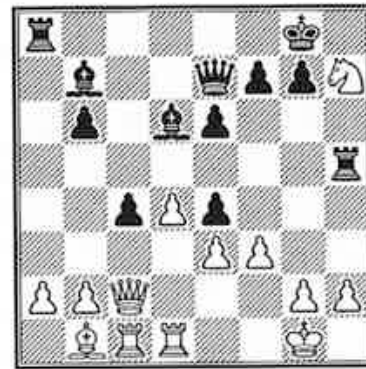
Oh! That looks to have messed up White's chances!

23.f4 ♖xh7 24.♕xc4

Might as well, it's nearly impossible to break open the diagonal again now

24...♕h4!

Hello! I thought White was threatening mate on h7, but now Black threatens something similar on h2!!

25.h3 ♕g3! 26.♕e2 ♖xh3 27.♖c3 ♗a6
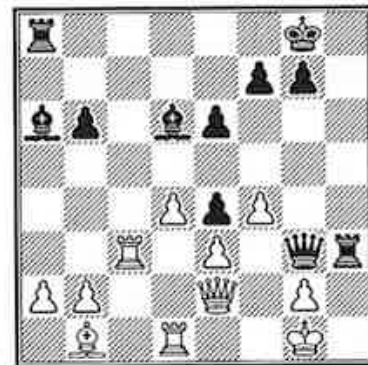
It's all over

28.♕xa6

28.♗d3 is actually no better: 28...♗xd3 29.♖cxd3 exd3 30.♖xd3 ♖a5. Now the only obvious way to stop ♖h5 is with 31.d5 but 31...♖xa2 32.♖d1 ♗c5 is m/6!

28...♖xa6 29.♗xe4 ♖xa2 30.♖b3 ♗xf4!

Black's material advantage was already overwhelming, but PC engines now announce mates from here, which the Expert did next move

31.exf4 ♕xb3 32.gxh3 ♕xb2 33.♗h7+ ♔xh7 34.♖d2 ♕xd2 35.♔f1 ♖a1#

"Another superb game, like the last one", says Frank... and in this one the Citrine created counterchances at one stage **0-1**

Well, that made it 4½-1½ for the **Saitek Expert**, and the match continued much in the same vein so that, when we rejoin it for game 17, the score is 12½-3½. The Citrine has managed just 1 win (in a long game) and 5 draws.

Novag Citrine - Saitek Expert
A08: King's Indian Attack

1.♘f3 ♘f6 2.g3 c5 3.♗g2 d5 4.0-0 g6 5.d4 cxd4 6.♘xd4 e5N 7.♘b5 ♕b6 8.a4 a6 9.♘5c3 d4 10.♘d5 ♘xd5 11.♗xd5 ♗h3 12.♖e1 f5 13.♘d2 ♘c6 14.♘b3 ♘b4 15.e4 ♖c8

This looks like another match–typical position – the Expert's ♗/h3 hurts White's king safety, and it also has more space and the makings of another kingside attack

16.c4! dxc3 17.exf5! ♗g7 18.fxg6 ♘xd5 19.♕xd5

So this time it is the Citrine which has created mating threats, but usually this is the very area of the Saitek machine's 'Expert'ise!

19...♗e6?

A surprise, surely White has an easy to see reply for this? Lines which draw or maintain equality are:

19...hxg6 20.♗e3 ♗e6 21.♕xe5 ♗xe5 (not
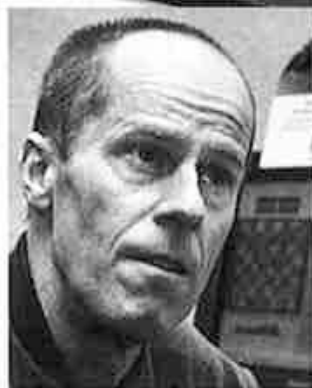
Top: The Novag Citrine computer
Centre: Franz Morsch (2003 photo), who programs Fritz and the Saitek Expert
Bottom: The Saitek Expert computer

21...♕xb3?? 22.♕xg7 ♖g8 23.♕h7 and Black has some deadly threats, such as ♖ad1! and ♗c5!) 22.♗xb6 cxb2 23.♖ab1=

19...♕xg6 20.bxc3 and now 20...♗e6= is straightforward enough

20.♖xe5

And the e6/♗ is pinned!

20...♗xe5 21.♕xe5 ♖f8?

Now here 21...♕xb3 could have been played! After 22.♕xh8+ ♔d7 23.♕d4+ ♕d5 24.♕g7+ ♔e8, and though Black's position is not good, being 2 pawns down, it isn't hopeless as yet

22.♘d4! cxb2 23.♗xb2

The game seems to be as good as won for White, but actually there are some tricky moments to navigate in the next few moves, so it's worth having another diagram!

23...♖xf2!?

Frank admits great surprise at this move. He understandably expected the dangerous pawn to be taken with hxg6, but ♖xf2 is not that bad! And it would certainly be a useful shock tactic against a human, as there are hidden dangers!

We should check out Frank's expected alternative: if 23...hxg6 then 24.♗a3 ♖c6 (it's no good trying to save the ♖/f8) 25.♗xf8 ♔xf8 26.a5! ♕d8 27.♘xe6+ ♖xe6 28.♕xe6, and White is ♖+♙ ahead, so 1–0

24.♗a3!

24.♕xe6+? is refuted by 24...♕xe6 25.♘xe6 ♖xb2 26.gxh7 ♔f7 27.♘g5+ ♔g7, and now Black has slightly the better chances

The big trap was 24.♔xf2?? which is simply wrong: 24...♕xb2+ 25.♕e2 ♕xd4+ and Black wins!!

24...♖cc2 25.gxh7!

Going for material with 25.♕xe6+? is still wrong: 25...♕xe6 26.♘xe6 ♖g2+ and again it's that perpetual check draw!

25...♖g2+ 26.♔f1!

The only move to avoid a perpetual check draw! The Citrine has sorted the tactics out and is playing superbly in this one

26...♖cf2+ 27.♔e1 ♖e2+ 28.♘xe2 ♖xh2 29.h8♕+ ♖xh8 30.♕xh8+ ♔f7
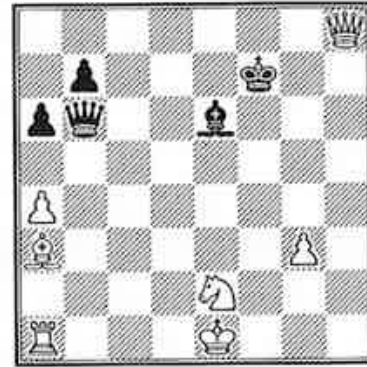
From here the Citrine – understandably for H8/20MHz processors – misses some long m/10-m/12 chances that the PC programs find, but I'm going to ignore them! It works its way to the win easily enough as we see

31.♕f8+ ♔g6 32.♘f4+ ♔h7 33.♕e7+ ♔g8 34.♕g5+ ♔h7 35.♕h5+ ♔g7 36.♕g5+ ♔h7 37.♕g6+ ♔h8 38.♕h5+ ♔g7 39.♕g6+ ♔h8 40.♕h6+ ♔g8 41.♕xe6+ ♕xe6+ 42.♘xe6 ♔f7 43.♘d8+ ♔f6
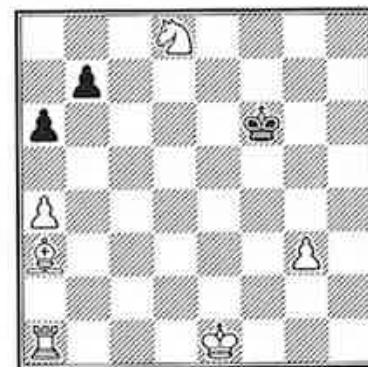
44.♗b2+

Somebody might think, *'Why not castle long to bring the rook into play'*, but of course the king had moved earlier: 26.♔f1 and then back with 27.♔e1

44...♔g5 45.♘xb7 ♔g4 46.♔f2 ♔g5 47.♘d6

Mate in 7 announced, so it's **1-0**

This win pulled the score back to 12½-4½ and the last 3 games went 1-1=1, so the **final score** was:

- **Expert v Citrine** 14-6 (11-3=6)

I already had this score from Frank before *SelSearch 130*, so I included it in the Ratings last time. But a few more scores arrived last week, so the Citrine may have moved up or down again by the time this reaches you all!

RUUD MARTIN'S FIREBIRDS RISE FROM THEIR ASHES!
by Rob van Son

Introduction

In my first interview with Ruud Martin, published in *Selective Search 112* (June-July 2004), he told me about his devotion for **dedicated chess computers**, and his participation in the 8th CSVN gebruikerstournament with the **Tasc Turbo** chess computer in October 2003.

It was a Tasc R30 computer board with the King 2.5 program of programmer Johan de Koning - actually, this program was specially designed for the stronger Tasc R40 board. After he installed the program in his R30 chess computer the new combination worked perfectly well and, with some small technical improvements, the unit played even stronger than the original Tasc machines. With his Tasc Turbo, Ruud won the tournament with 5½ points out of 7 games.

As a teenager Ruud had already built his own minicomputer and written a chess program for it. At the age of 17 he had to give up his chess computer hobby. He went to study Electrical Engineering and, consequently, did a lot of programming during the first five years of his career.

However it was not until he reached the age of 34 that he again managed to take up his passion for programming and self-building of chess computers.

He told me about his way of creating chess computers in three different phases. First there was the analysis project, then the simulation, and finally **the build-it-yourself project**. In his daily life, Ruud is an ICT (Information & Communication Technology) project manager.

The Tasc Turbo, which actually partly came into being by coincidence, was a big success. But could Ruud really conjure something totally new out of his projects? Well, we all know the answer by now. Ruud did it again!

The Resurrection machines

First he created the **Resurrection**, one module was made using the housing of old

Ruud 3 years ago with one of his early Resurrection models in a Mephisto board

Mephisto chess modules which were originally used in their modular boards, and another module was for a brand new LCD display. From the housing, he removed the old electronics and replaced them with modern 21st century hardware. Like a magician, he was able to compile the **UCI** (Universal Chess Interface) **engine Ruffian** in such a way that it could operate in the old plastic Mephisto cases!

After this, with permission of the chess programmers, Ruud compiled every year one or two new engines, like **Deep Sjeng**, **Fruit**, **Toga** and this year the absolute top chess program **Rybka**. These engines can only run on a PC, but Ruud made it happen! Now you can also play a good game of chess with an old wooden dedicated chess computer, but it has an ELO of 2400 or even more!

Of course the first versions of the Resurrection firmware had some bugs and obviously they could be improved. I was honoured to test these versions and suggested a number of improvements. Ruud is always willing to listen to his customers who are, after they have bought a Resurrection, participants in his projects. Therefore, he improved a lot of things that I suggested and the module now works much more satisfactorily.

The new Revelation chess computers

After the Resurrection he came up with a totally new chess computer, the **Revelation**. This time he created not only a module, but also <u>a self-built computer with a big wooden chess board</u>. The hardware is even faster than the Resurrection, so it certainly is the strongest dedicated chess computer ever made on earth!

The firebird was dead but rose from its ashes.

A great relief for the real chess computer lovers! They had been waiting much too long for a real strong chess computer, but this time their dreams came true. Let's have another good talk with the founder of Phoenix Chess Systems, firebird number one, Ruud Martin!

The Interview

Ruud, first of all I want to congratulate you on your first place at the 15th gebruiker-stournament. It's amazing to see you partici-pating with your latest creation, the Revela-tion Fruit '05. No wonder you won the tour-nament with the terrific score of 7 points out of 7 games! How do you look back on the tournament?

The tournament was a great success. Three of the eight participating chess computers were from my own Phoenix Chess Systems, Resur-rection I Rybka, Resurrection II Ruffian and Revelation Fruit '05. It's very nice to see that these machines belong to the top of the chess computer world and subsequently won at the 15th gebruikers the first three places!

In some of the games the difference in strength was, in comparison with the old dedicated units, very big, but this tournament was a unique chance to test them completely.

One of your projects was to build a brand new chess computer that can play much stronger than all the commercial chess computers that ever appeared on the market. It looks like you succeeded in this with the Revelation. About two years ago, you intro-duced the chess module Resurrection for the Mephisto boards. With the Resurrection you already won the 4th DACH chess computer tournament in the German city of Kauf-beuren (October 2004). Can you tell me

Ruud at 15th Gebruikers with one of his Revelation computers!

something about the differences in technique and programs between the Resurrection and the Revelation?

As you already mentioned, the Resurrection is a module for the well-known boards of Mephisto. In their heydays, Mephisto brought a couple of boards on the market so people could replace their module for a new one with a stronger program and more improved tech-niques.

In the nineties Saitek took over Mephisto and in 1998 put the Magellan on the market. Since then, no stronger modules have been manufactured. That's why I thought it's time to seize the opportunity and create something stronger!

The Resurrection is running on a 203 MHz StrongArm SA1100 16 MB RAM proc-essor and it uses 12 MB for hash tables. Furthermore it has a flash memory, so it can be upgraded anytime you want! The LCD (Liquid Crystal Display) contains 2*16 char-acters (active pled technology). PLED is short for Polymer Light Emitting Diode which means that it is not the display back-ground which is lit, but the characters in the display themselves. By using this technique, the moves and all kind of other information is much more readable than in the former Mephisto displays.

To satisfy the far-reaching demands of the customers, a very strong chess module in itself was not enough. So because of this, the idea for the Revelation was born.

The Revelation is a completely dedicated chess computer with a big wooden chess board and reed contacts, and uses the same technique as the Resurrection module. Only the processor is different.

The Revelation has got a 471 MHz Xscale PXA255 processor. It is possible to raise the clock speed of the processor to 500 MHz, so I already tuned the Revelation to that speed. The computer has a brand new graphical LCD display containing 128*64 dots, and is able to show a lot more information on the screen than my first 2*16 display.

Also, at the request of my customers I created a new Resurrection II module with the Xscale processor. Therefore, I have renamed my first module Resurrection I. In the near future, I will look at the possibility to add more processors in my systems to make them even faster than they are now.

At the 2004 DACH tournament in Kaufbeuren, I introduced the Resurrection I with the strong chess program Ruffian of Perola Valfridsson. One year later I added Deep Sjeng of Gian-Carlo Pascutto, and last year I introduced the programs Fruit (Fabien Letouzey) and Toga (Thomas Gaksch).

This year I'm very proud to add the top chess program Rybka of Vasik Rajlich to my computers! But it is not possible to simply download a program and put it in the modules! First, all the programs have to be compiled for the Phoenix systems and that was a great challenge for me!

How did you get into possession of the housing of the modules and the wooden board of the Revelation?

I searched the internet and bought up old modules and removed all the electronics. It was too expensive to create a matrix for the plastic housings myself. For the Resurrection II module, the manufacturer Saitek sold me housings which belonged to the Mephisto Exclusive Senator Chess module.

The wooden chess board of the Revelation is made by Hans Buikema who is a a a specialist in constructing beautiful wooden chess and draught boards. Through this, a wish came true for me, because now I'm no longer dependent on existing chessboards.

On your modules and on the Revelation is written: "Phoenix Chess Systems". Can you explain to me what that means?

For many years after the Mephisto Magellan, which came on the market in 1998, no stronger modules were manufactured. The Resurrection was a big surprise for many of the chess computer lovers and collectors. A brand new chess module came alive. The Phoenix is a so-called mythic firebird. When the firebird dies, it goes up in flames and rises from its ashes.

On the Swedish SSDF (The Swedish Chess Computer Association) rating list of 21 April, Resurrection I Fruit '05 was ranked at the 45th place with 2387 ELO points. Some months ago you told me that, by compiling in a special way, you could make the Fruit and Toga engines calculate about 40% faster. Did the SSDF already use the faster Fruit engines for their tests?

At the moment, Lars Sandin of the SSDF is involved in testing the Phoenix chess computers. He has to let the computers play at least 100 games on tournament level to give them a place on their ranking list. Because the faster engines became available halfway through Lars's testing work, this would mean that he had to start all over again with the test games.

I think the faster engines would rank on tournament level at about 2400+ ELO, but on rapid chess the Resurrection I Fruit has already reached an ELO of 2520. I've sent Lars a prototype of the Resurrection II and he is going to test the Rybka engine and maybe Fruit too with the Xscale 471 MHz processor. My expectation is that their ELO will come at least above the 2500 and maybe will reach even 2600 points.

Did you present your creations to a manufacturer of commercial chess computers like, for example, Saitek?

Unfortunately, my discussions with the Saitek Company did not work out. I once visited them in the U.K. They showed some interest, but it was not taken forward seriously. At the beginning of this year, they wanted to organise some kind of co-operation. Nevertheless, I

did not receive a follow-up afterwards. It's disappointing but as you probably understand, it takes two to tango…

On the other hand, I already had a good contact with the DGT projects company, established in the Dutch city of Enschede. They are the manufacturer of the DGT electronic chessboard which you can connect to a PC. I made an agreement with them that they will investigate if there is a possibility to create a new product with the Revelation and their technology.

To get into possession of a Resurrection I or II module or a Revelation chess computer, a customer has to spend a lot of money. On your website www.chesscomputer.eu I saw amounts between 1250 and 2500 Euros. Do you think that people will have so much interest in your computers that they will cough up such a big amount to buy them? For example, a copy of the famous PC chess program Fritz costs only 50 euro. That's much cheaper, isn't it?

It's not only my opinion, but also from many others that playing chess on a PC is not playing real chess. Well, you can use an electronic DGT chessboard, but then you still need a PC nearby.

A nice wooden chessboard with some modest electronic equipment inside, like the Resurrection or the Revelation, is a much better solution to play chess in full concentration, peacefully and quietly, without the annoying noise of a PC.

The prices I charge for my computers are, in my view, very modest if you see what I'm offering a customer for his/her money. My chess computers are the absolute top of the range and all my products are handmade. I already spent more than 2,000 hours in the development. You not only buy a very strong chess computer but a world champion also!

Check the dedicated chess computer website www.schachcomputer.info. There you will see that the Fidelity Elite AG V11 68060 of Hans van Mierlo became the classic world champion of the 3rd online rapid chess tournament and afterwards Revelation Rybka the absolute (modern) world champion.

Furthermore, I already sent eight free

software updates to my customers and, except Rybka, all the other engines which I've compiled in the last years were also sent for free to the owners. I certainly am not complaining about the interest for my projects. In fact it is the quality that matters. Even as collector's items, my chess computers are of big value for the demanding chess player. You could compare them with a Bentley or maybe a fast Ferrari.

If a customer spends 2500 euro for a Revelation, then he/she expects to receive a perfectly operating product. How do you deal with complaints if a computer doesn't function properly and the customer lives in a foreign country?

Well Rob, with this question, you made a point. I sell chess computers as part of a project. That means that there is also an owner's risk.

If something is broken, I will try to repair it. I will give a warranty for six months, but the customer has to pay the postal costs which I have to make to send the computer back. There is a special clause and because I'm a private individual, a money refund would be very difficult. If there is any trouble, I assume the customer and I will find a satisfactorily solution.

In the Revelation, I always add some spare components like 'Reed Switches' and similar parts. Furthermore, I put an extra manual in the board for local service mechanics. With this manual they will be able to inspect and repair the computer abroad.

The Revelation comes in a wooden suitcase and this suitcase is packed in a big

wooden crate to prevent damage caused by transport, so I don't expect any problems with this.

In spite of the participation of two Resurrections and a Revelation in the last gebruikers tournament in Leiden, the interest for a dedicated chess computer tournament has not increased. With eight strong chess computers and seven operators, I think the tournament will cease to exist in the near future. Do you still think you will bring back the interest for playing chess with the dedicated chess computer?

I do hope so, but my influence is limited. The users of chess computers have to decide for themselves if they want to discover the charm of playing chess against systems like the Resurrection or the Revelation.

I don't expect there will be a lot of change in this matter, but maybe it will be different if I get the opportunity to co-operate with DGT projects to bring something new on the market.

Your wish was to build a chess computer which would be the strongest ever to appear on the market. Do you think you have succeeded with this and what are your plans for the future?

Yes, I think my dream came true and the results of the past years speak for themselves. As an individual, I reached the end of my possibilities with the Revelation. Maybe next year, I will see if a form of co-operation with the DGT projects company is possible.

Ruud, thanks for this interview. Do you have anything more to say to the Selective Search readers?

I would like to encourage them to check my website at **http://www.chesscomputer.eu**. You can read all kinds of information about my products and ask me questions by e-mail at **info@chesscomputer.eu**. Of course, it's also possible to order a Resurrection module or a Revelation. You certainly won't regret it!

Rob van Son, June 2007

6th POLISH OPEN Computer Champs

The 6th Annual Championship took place at the end of June into early July.

Those who follow **Chris Goulden**'s regular UCI pages will not be surprised to see **Glaurung** by Norway's Tord Romstad head the tournament, and by a big margin for a 9 round event. A Polish engine called **Matacz** by Maciej Pestka took a share of 2=. Here are the top placings:

Pos	Engine	/19
1	GLAURUNG	8½
2=	WILDCAT DIEP MATACZ BOOOT	6½
6	RZEZNIK	5½
7	TYTAN	5
	AND **9** OTHERS	

2007 2nd Annual ACCA and World Computer Rapid Champs

Despite beating **Rybka** in round 5, **Hiarcs8x** (a mis-name as it is actually a further advance on the web available Hiarcs11.1 uci, so should be called Hiarcs11.45e) was still unable to win the tournament. Rybka went 13-1=0, and Hiarcs, until the last round, was level with 11-0=2, but then lost to the (unknown to me) engine TerraPi. After recovering from a poor opening it messed up the endgame!

Pos	Engine	/14
1	RYBKA 2.3.2+	13
2	HIARCS8X (11.45E)	12
3=	IKARUS X ERDO	10
5	DIEP	9½
6	TERRAPI	8½
7=	FRENZEE KTULU THE BARON RASCAL ARASAN X DIRTY X	8
13=	QAURK X CRAFTY WEID BERTA X MEDIOCRE	7½
	AND **24** OTHERS INC. PETIR & NOW	

TIME FOR ADJUDICATION - *BILL REID*

It looks as though our Codebreaker need not have worried about that county match position. Thanks to Eric and the programs for showing in *SelSearch 130* that Black only had a draw.

That was one of the problems about being an adjudicator. It wasn't just about analysis, it was about being fair to people and to teams and that wasn't always an easy business.

Which brings us back to that strange position which had to be put on one side when the call came to get working on the coded messages flying around the Hungarian uprising. It was late Sunday night when he got home and he couldn't bring himself to look at it again. But next morning, good fortune came his way with a phone call: *"Sorry I couldn't get you yesterday. You must have been out. It's about that adjudication position I sent you. There was a mistake. There should have been a White pawn on f4 (he didn't say "f4" of course) and a Black one on f5. I hope you didn't spend much time on it."*

Well, no, he hadn't – but enough to see that it was now an easy win for Black.

Black to Play

We simply play **1...♛d1**. Now White must make a Rook move on the rank, say **2.♖g1**. Then **2...♚d3** followed by another rook move, say **3.♖f1**, when White is finished off by **3...♛×c1+, 4.♖×c1 ♚×e3** because, if **5.♖e1+ ♚d4**, then **6.♖×e4+** is answered by **6...fe** . Simple! Great to have that out of the way. And no problems for the programs there, of course? (*'That's correct'* - Eric).

But some folk might have spent some valuable time on the position as shown in *SelSearch 130* (I gather Eric did), so here's a reminder of that with some analysis as Deep Fritz 10 apparently thought Black could actually win that just as it was!

Black to Play

Eric: That's right, but the procedure is much more difficult without the pair of pawns on the f-file. The programs had various ideas, such as 1...Qf2, 1...Qd1, 1...♚d3 and 1...Kc5 but most then just went round in circles.

E.g. 1...Qd1 was popular, but of course the rook doesn't have to make the capture and allow White to be mated. It just stays on the 1st rank and in a similar way Black cannot and wont take the rook there, as that is stalemate.

Nor can Black take the bishop, so if for example 1...Qd1 2.Rg1 Qxc1 3.Rxc1 Kd3 4.Rd1+ and White draws through perpetual check. The king cannot escape the checks as, even if 4...Kc4 5.Rd4+ can be played! If Black ever plays KxR it's stalemate.

Some of the programs found 1...Kd3, and even then they ended up going round in circles similar to those discussed above. But I've found that Fritz is often quite good at this type of position and it (in Deep Fritz 10 mode) also chose **1...♚d3** and had some more positive forward analysis for Black.

There are two types of response to consider for White, and it is always important that any analysis considers the best moves for both sides, so there's [1] where the R/h1 stays on the first rank and [2] where it doesn't. In the

latter case I think it has to move to the 2nd rank to try and stop the Black king getting there. I'm going to use the Fritz analysis, as the other programs can't come up with any better ideas for White. <u>And</u> there's a major problem in that even with Fritz will sometimes find a mate the first time you do something, then when you re-test a variation, the mate announcement doesn't appear the second time round! This happened with both DF10 and Rybka2.2/3 MP. So if there's someone with some really fast hardware (I have a Dual2Core/2000 laptop) you could maybe check and see if you can get programs to confirm or deny the mates I'm showing.

[1] **2.♖e1 ♛f2! 3.♖f1** and now, according to Deep Fritz10, **3...♚e2** is m/19!
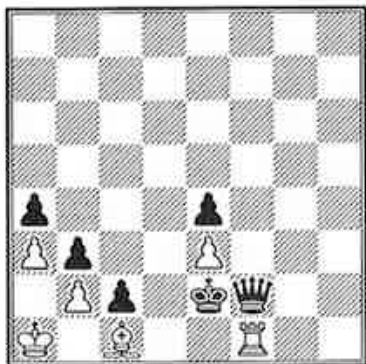
4.♖g1

Here's our first chance to see how it works when a R for Q exchange takes place:

4.♖xf2+?? ♚xf2 5.♗d2 ♚e2 6.♗c1 ♚d1 7.♗d2 c1♛+ 8.♗xc1 ♚c2 9.♗d2 ♚xd2 10.♔b1 ♚xe3 11.♔c1 ♚e2 12.♔b1 ♚d2 13.♔a1 e3 14.♔b1 e2 15.♔a1 e1♛#

4...♚f3 5.♖g8 ♛f1 6.♖f8+ ♚e2 7.♖xf1 ♚xf1 8.♗d2 ♚e2 9.♗c1 ♚d1 10.♗d2 c1♛+ 11.♗xc1 ♚c2 12.♗d2 ♚xd2 13.♔b1 ♚xe3 14.♔c1 ♚e2 15.♔b1 ♚d2 16.♔a1 e3 17.♔b1 e2 18.♔a1 e1♛#

The more difficult move to meet appears to be...

[2] **2.♖h2! ♛e2! 3.♖h1**

If the R for Q exchange takes place, it's much the same routine as before: *3.♖xe2? ♚xe2 4.♗d2 ♚f1 5.♗c1 ♚f2 6.♗d2 c1♛+ 7.♗xc1 ♚e2 8.♔b1 ♚d1 9.♔a1 ♚c2 10.♗d2 ♚xd2 11.♔b1 ♚xe3 12.♔c1 ♚e2 is mate in 13*

**3...♛f2 4.♖e1 ♛f3 5.♖f1 ♚e2 6.♖g1 ♛h3 7.♖h1 ♛g3 8.♖g1 ♚f2 9.♖h1 ♛g1**
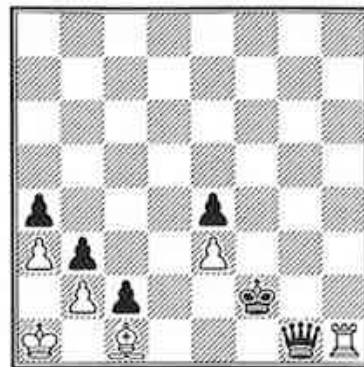
Now the rook has no choice. If it runs away ♛xc1 is mate, so it must make the capture **10.♖xg1 ♚xg1 11.♗d2 ♚f2 12.♗c1 ♚e1 13.♗d2+ ♚e2 14.♗c1 ♚d3 15.♗d2 c1♛+** etc **0-1**

As I have said even Fritz didn't always seem quite sure of the long distance mates when I reviewed these lines for this issue, but none of the other programs <u>when shown them</u> were able to refute them, and I think they are probably correct. If any of our readers can show otherwise, do *please* let us know!!

Well, back to our Codebreaker, and another strange position without the f-pawns, where backward and forward thinking wouldn't connect, and won't go away. It haunts him. And one way of getting rid of that sort of thing is to make it a friend – get it to do something for you. No time to think now, but it's going to be another 'thumbing your twiddles' day, and there may well be time to come up with an idea.

What made the position so tricky was that a winning set up could be found, but no way of linking it back to the starting position. So what about getting rid of the Queen and Rook roaming all over the place and turning it into an ending? Here is what he came up with.
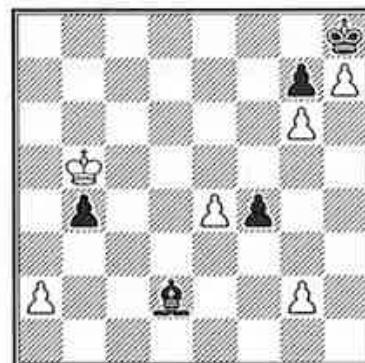
It's White to move and win and it wouldn't count as a problem because it looks like there are two winning moves.

He's pretty sure it's a win for White, but hasn't worked out all the lines in detail. This is going to be a 'thumbing your twiddles' position and, for those, it's best to create a situation where the other ranks can join in on equal terms and maybe show you something you hadn't spotted.

He chose a good day to take it along to GCHQ – Tuesday, October 23, 1956, when hundreds of thousands of demonstrators marched on the Parliament in Budapest. Lots of twiddle thumbing while the computers were working on the codes. But how do today's computers do with that position? They may think it's a win with either 'winning' move - just look at the evaluations - but can they actually win it?

Dear readers, what you should do is set your program to play itself, and find out!

With a current *ChessBase* interface, as comes with such as Fritz10 or Junior10, use *Shootout* - so you can have an engine play against itself from the position as given. This is probably the best way - if it can't beat itself when it thinks there's an easy win, then something is clearly wrong! Alternatively set a program or various programs to play against, say Fritz10 or Shredder10 or the latest Rybka (which all have good endgames), and see if they can win the game against either of them!

P.S. By the way, someone pointed out to me that Vasik Rajlich, in a recent Internet piece on Rybka 2.3.2 states that:

"I.M. Larry Kaufman... has carried out a groundbreaking and incredibly detailed investigation into the relevance of various static chess features... 2.3.2 plays in a more natural and effective positional style".

Can he possibly be picking up on my endless discussions of 'statics' over the years in *Selective Search* and my little booklet which Eric produced, *'Thought Processes in Chess'*!!?

A *Selective Search* BOOK RECOMMENDATION

The members of the BCF, now ECF, and other bodies often vote for their 'Book of the Year'.

Mine for 2006 was Jan Timman's marvellous **'On the Attack!'** which is full of some marvellous attacking games, superbly analysed to show the different styles and approaches of today's top GM's.

We're only half way through 2007, but I am sure that I already hold in my hands the winner for this year:

Revolution in the 70s by Garry Kasparov

Subtitled *'Garry Kasprov on Modern Chess'*, this is a remarkable 416 pager covering a pivotal time in chess history. Bobby Fischer's emergence at the chess summit demonstrated the need for deep preparation, an awareness of which Anatoly Karpov and Victor Korchnoi, and then Boris Spassky and Kasparov himself took full note of.

Chess theory changed almost beyond recognition as its development approached the then coming, now with us, computer era.

The 100 brilliantly annotated games, demonstrating new approaches and ideas to the openings, and the transition to the middle game, are themselves almost indispensable to a chess library, but from the moment Kasparov starts with 'the Hedgehog System' right through to the end of the book where we meet 'the Volga Gambit', his and the 28 carefully compiled and compared thematic mini-Articles from other GMs are just terrific. *"Chess is unlimited!"* says Adorjan

To buy either book from Eric at Countrywide:

Timman's 'On the Attack!' £25 **£20** + £2 p+p
Kasparov's 'Revolution in the 70s' £30 **£20**+ £2pp

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
288	Rvbka 2.3.2	2899	31	210	1	
286	Rvbka 2.2n	2884	21	436	2	
285	Rvbka 2.1o	2880	30	226	3	
283	Rvbka 1.2f	2852	18	653	4	
275	Fritz 10	2803	30	251	5	
274	Zap Zanzibar	2796	32	215	5	
270	Shredder 10	2758	15	942	7	
269	Hiarcs 10	2750	12	1359	8	
268	Junior 10/10.1	2746	18	605	9	
266	Fruit 2.21	2732	12	1388	10=	
266	Fritz 9	2732	12	1304	10=	2670/4
264	Shredder 9	2712	12	1483	12	2640/20
263	Shredder 8	2705	14	1049	13	2619/21
261	Shredder 7.04	2687	11	1668	14	2703/20
258	Fritz 7	2669	11	1587	15	
258	Junior 9	2665	11	1697	16	
258	Junior 8	2664	12	1481	17	2401/4
257	Fritz 8	2658	8	2678	18	2769/14
256	Hiarcs 9	2647	11	1761	19	
255	Gambit Tiger 2	2640	11	1720	20	2542/2
254	Chess Tiger 14	2638	12	1344	21	2705/13
254	Zap Paderborn	2636	22	445	22	
253	Chess Tiger 15	2627	10	2029	23	
253	Fritz 6	2627	10	2081	24	2616/53
252	Shredder 6	2622	12	1356	25	2478/7
252	Hiarcs 8	2620	11	1642	26	2651/14
251	Gambit Tiger 1	2611	22	430	27	
251	Junior 7	2609	12	1419	28	2701/12
251	Rebel Tiger 12	2608	15	872	29	
250	Gandalf 6	2604	13	1182	30	
250	Junior 6	2604	10	1891	31	2621/22
249	Rebel Century 4	2596	21	480	32	2674/4
249	Hiarcs 7-DOS	2596	12	1397	33	
248	Hiarcs 732	2590	9	2347	34	2467/19
247	Fritz 516	2578	12	1375	35	2513/6
247	Chessmaster 6000/7000	2575	24	353	36	2594/22
246	Fritz 532	2574	12	1480	37	
247	Shredder 4	2572	16	760	38	2600/15
247	Shredder 5	2570	14	1018	39	2642/15
246	Nimzo 98	2568	12	1308	40	2475/10
246	Nimzo 7	2566	13	1208	41	
246	Nimzo 8	2565	12	1326	42	
245	Rebel Century 3	2565	25	340	43	2655/6
244	Junior 5	2554	11	1537	44	
244	Hiarcs 6	2550	13	1207	45	2592/24
243	Gandalf 5	2545	20	513	46	
243	Gandalf 4	2544	13	1147	47	
242	Rebel 9	2542	14	1063	48	2677/14
242	Rebel 10	2539	25	333	49	2598/17
242	Nimzo 99	2538	14	1051	50	

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2352	Novag Jade2+Zircon2	1965	SciSys Turbostar 432	1760
Mephisto London 68030	2314	Mephisto Milano	1958	Mephisto MM2	1759
Tasc R30-1993	2311	Mephsto Montreal+Roma68000	1956	Fidelity Excellence/3+Des2000	1755
Mephisto Genius2 68030	2305	Mephisto Amsterdam	1950	Novag Jade1+Zircon1	1750
Mephisto London Pro 68020	2277	Mephisto Academy/5	1950	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	Kasparov Barracuda+Centurion	1930	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov GK2000+Executive	1930	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Mephisto Mega4/5	1927	Mephisto Blitz module	1717
Mephisto Berlin Pro 68020	2247	Kasparov Maestro D/10 module	1923	Novag Super Nova	1713
Kasparov RISC 2500-512	2243	Fidelity 68000 Mach2C	1919	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov Explorer, TAdvTrainer	1907	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2224	Kasparov AdvTravel, Bravo	1907	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	2180	Novag Super Forte+Expert A/6	1888	Novag Quattro	1652
Fidelity Elite 68040v10	2177	Fidelity Travelmaster+Tiger	1885	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2167	Fidelity 68000 Mach2A	1884	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2162	Meph Supermondial2+College	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2146	Mephisto Monte Carlo4	1884	Mephisto Mondial2	1611
Mephisto London 68000	2143	Novag Ruby+Emerald	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	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	2106	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
Mephisto Polgar/10	2047	Fidelity Elite+Designer 2100	1834	Excalibur Touch Screen	1480
Mephisto Dallas 68020	2043	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Roma 68020	2040	Novag Forte B	1833	Kasparov Turbo 24K	1476
Kasparov Brute Force	2027	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Novag Citrine	2024	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2023	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Mephisto MM6	2017	Fidelity 68000 Club A	1818	Mephisto 2	1470
Kasparov Challenger+Cougar	2017	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2017	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Novag Scorpio+Diablo	2012	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	Excalibur Grandmaster	1799	Sargon Auto Response Board	1320
Fid Mach3+Des2265+68000v2	1985	Conchess Plymate/5.5	1798	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
Mephisto Mondial 68000XL	1966	Conchess Plymate/4	1779	Fidelity Chess Champion 10	1140
Nov Super Forte+Expert C/6	1965	Fidelity Elite C	1778	Novag Savant	1100
Novag Emerald Classic+Amber	1965	Fidelity Elegance	1764	Boris2.5	1060