

SELECTIVE SEARCH 133

CHESS PLAYED BY COMPUTERS!

Est. 1985

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Editor: Eric Hallsworth

£3.95



MY GOOD FRIEND MARK UNIACKE, OF HIARCS FAME, WITH HIS SIMULTANO, WHICH IS THE SUBJECT OF A FASCINATING 1 HOUR A MOVE GAME AGAINST THE POLGAR/10MHZ IN THIS ISSUE (SEE PAGES 32-34)

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- **PUBLICATION DATES:** early Feb, Apr, Jun, Aug, Oct, Dec.
- **ARTICLES, REVIEWS, or GAMES** sent in by Readers, Distributors, Programmers etc. are always welcome.

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■ **All COMPUTER CHESS PRODUCTS** are available from **COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB**. Tel: **01353 740323** for **INFO** or to **ORDER**.

■ **Free COLOUR CATALOGUE**. Readers can ring **ERIC** at **COUNTRYWIDE**, Mon-Fri, 10.15am-4.45pm

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

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

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

▪ SPECIAL SUBSCRIBER'S OFFER:

10% OFF all **DEDICATED COMPUTERS** on this page and **5% OFF** all **SOFTWARE** prices shown here.

▪ *but please mention 'SS' when you order to remind the salesperson to do the discount for you!*

PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £34.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £49.95 - fine Saitek product, incl. Leatherette case. Backlight switch on side for easy use. Decent chess. est'd 130 ECF

EXPERT £99.95 - top value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

STAR RUBY £65 - Novag's 165 ECF program in touch screen style with stylus, and secure screen cover. Batteries only, excellent pocket portable

NEW YORK DE LUXE TOUCH SCREEN £72.95 - Great on-screen graphics of board with easily recognizable pieces, lots of levels and good features in 140 ECF Excalibur program. Now also with a backlight!

TABLE-TOP PRESS SENSORY [ds]

where you see ** the price includes the adaptor!

EXPLORER £46.95 - excellent value, neat design. Batteries only, with info display and 160 ECF program

EXPLORER PRO £64.95** - the 175 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, good design. Mains or Batteries, with info display and 160 ECF program

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

TALKING CHESS ACADEMY £99.95** - 160 ECF program, packed with features, display + voice option!

MASTER £135** - the Mephisto Milano Pro program and features, in attractive 13"x10" board. Strong, with good info display, and incl. plastic carry case.

CARNELIAN 2 £75 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

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

TABLE-TOP AUTO SENSORY [as]

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

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

PC PROGRAMS from CHESSBASE on CD

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

- For info.... **£39.95 less 5% = £37.95!**
- and..... **£75 less 5% = £71.25!**

FRITZ 11 dvd £34.95 - by Franz Morsch. 80+ Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!

DEEP FRITZ 10 £75 for dual & single PCs

JUNIOR 10 dvd £39.95 - *new* version, this engine **WON** the 2006 World Championships. Very dangerous and aggressive, the nearest you'll get to Tal on your computer! All the latest superb ChessBase features

DEEP JUNIOR 10 £75 very fast for multi & single PCs!

SHREDDER 11 dvd £39.95 - Stefan Meyer-Kahlen's latest in its great, new ChessBase Interface. Feature-packed & knowledge-based, and with new 'deeper search' routines to play fast, high power and stylish chess. Could be +60/80 Elo stronger than Shredder 10! Plus the usual big Opening Book and Games Database, fantastic Graphics etc.

DEEP SHREDDER 11 £75 - one of the very top programs for single, dual & quad processors.

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

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

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

new - PC PROGRAM - RYBKA on CD

RYBKA2.3 - uci engine with 'Fritz' opening book only **£29.95**. IM Vasik Rajlich's new Computer Chess World Champion RYBKA also tops every Rating List due to remarkable levels of chess understanding and excellent deep search programming. MP version **£44.95**

PC DATABASES on CD

CHESSBASE 9.0 dvd for Windows £99.95 !!

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

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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**... 133 - my CHRISTmas issue! 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

First of all it's a great pleasure for me to welcome **Jeroen Noomen** to the pages of *Selective Search*. Jeroen and I have in common our work on Opening Books for different chess engines. As most folk know I have done quite a lot of work for Hiarc in the past, although my involvement in that is not as great as it used to be - but I'm still doing a bit! In the meantime Jeroen worked with Ed Schroder on the Rebel opening books for many years and, since Ed's virtual retirement from the computer chess scene, he has worked with Vasik Rajlich and the Rybka team. He is also a subscriber to this magazine and, having read my article and efforts to update readers on what Jeroen and the computer programs were introducing to theory in the Sicilian Poisoned Pawn variation (ECO code B97) kindly offered to update that even further with some of his own findings.

Of course I said a loud "Yes, please!" It's not so easy to be loud over the Internet, but I was loud enough that Jeroen knew I was very keen! And you'll find his excellent article within this issue, which also contains a challenge to readers! Don't miss it.

SHREDDER & DEEP SHREDDER 11

New versions of **Stefan Meyer-Kahlen's Shredder** are always keenly anticipated, and Stefan is very optimistic that he's made a

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

Advert's last appearance!



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 issues I haven't even 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! - some readers have phoned about issues they have, so we've got our fingers crossed they will come soon. The issues he is still missing are: 1-5, 7-9, 11-12, 37-8, and 40

major playing strength step forward with his latest version! It became available as a uci version from Stefan's own website in October [<http://www.shredderchess.com>] in October, and then came out in *ChessBase Shredder 11* (£39.95) and *Deep Shredder* £74.95) in November. The latter are of course available from me at Countrywide and subscribers get a 5% discount.

The version you get from Stefan comes in the Shredder interface with a uci Shredder 11 engine. The Shredder interface is attractive! There are improvements to the Coaching and Analysis features, and an Opening Advisor that enables Shredder to play much better without an Opening Book.

The engine is estimated to be 100 Elo stronger, but of course the playing strength can be adjusted downwards to pretty well any strength.

The *ChessBase* version will use their newest Interface set-up, which will also be used in the new Fritz 11. The playing strength forecast for the Shredder 11 *ChessBase* version is of course the same +100 Elo. I believe that Stefan has done considerable work on the search methods, to get his programme to search deeper by improving the way moves for searching or rejecting are chosen. I have in fact invited him to write an (unbiased!) article for *Selective Search* so that he can tell us himself what he has done, and perhaps share a game or two, or some positions with us to demonstrate the improvements. He has indicated that he will be glad to do that in the New Year, so that is something else to look forward to!

FRITZ 11, BUT NOT DEEP FRITZ 11

The new **Fritz 11** is also out, but rather strangely not the **Deep** version!? There are various possible reasons:

- The aim is to play a MATCH with **Deep Fritz 11** to advertise it. But what would that prove in view of the fact that DF10 beat Kramnik 4-2?! Would such as Anand or Kramnik (or Kasparov!?) want to play against it. Dare *ChessBase* risk a less convincing win than 4-2 for the upgrade
- *ChessBase* hope to get most people to pay their

£34.95 for the Single Processor version, in response to the hype that it's a big (100 Elo?!) step forward. And then they'll release the Deep version and get a dose of £74.95 off many of the same people. No, they wouldn't do something like that.

■ Is it possible that the new Fritz11 search code doesn't convert to either Multi-Processor (or 64-bit) code so easily? That might sound unlikely, but the compilers wont convert code that isn't correctly written, trying to put it right as they go along! Strange as it sounds, at the time of going to press, this is considered to be the real reason, and the Deep version isn't scheduled to come out until the Spring!

I think that the challenge of Rybka has convinced the programmers that they have to find real Elo improvement and playing quality progress before they dare to bring new product out... and the performances of Rybka have also convinced programmers that real improvement is still possible.

I expect the new **Fritz11** to be good, and am also pleased to hear that there's a chance that there will be an SP and MP **Hiarcs12** available early in the New Year, and also in a *ChessBase* version! That gets a big smile from me. It has been quite disappointing not to be able to sell the program I've invested so many hundreds of hours in, due to it instead being available as a uci engine on the Internet at Mark's own site. That's not a criticism of my friend Mark - it's a great program and he's right to do what he has to do to earn some money from it - but I'll be glad when I can swivel round on my chair at the office and see a row of Hiarcs dvds on the shelf again!

RESULTS & RATINGS SECTION

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

RESULTS FROM SELECTIVE SEARCH READERS

FRANK HOLT

Frank e-mailed recently, after we'd been discussing Tablebase use, and how some programmes (Rybka is a good example) are set to refer to them quite a lot less than other programs, apparently wanting to rely more on their own knowledge and/or achieve deeper depth of search.

Dear Eric,

I was wondering how long ago Tablebases appeared - I dread to think?! In *Selective Search* I remember you showed us how to generate Tablebases by using Hiarcs versions that had a generating Program in the Package. Incidentally my Hiarcs732 CD, May 99 had a certain amount already generated.

Nick my friend then purchased Hiarcs 732 July 99 and he had more generated files than I did. This pleased him!

Why am I telling you this I hear you cry? Nick was suffering from leukaemia and after the nurse gave him his daily blood transfusions, he got bored. So I set him the task of generating Tablebases that we never had. I showed him some of my Spreadsheets that I had produced over the years, he loved to put any number of permutations on his own spreadsheets. He actually did one for Voting Elections; you put the cursor over this map and up popped the Result for that year and number of votes for each party. (I've digressed!)

His computer at first was P400, then XP1800 May 2002 516mb.RAM. I can remember when 64kb was about £200.

I began to think this week now that I have my new Dual 4GB RAM why don't I try to generate the ones that Nick could not do owing to Speed, and lack of Memory. After all I do have the information of what not to generate.

I looked through my old Chess CD's and found Hiarcs was the only program that had the generator on the CD. Hiarcs 9 still does, but Hiarcs 10 does not.

My first attempt was KBPPK But when you Build: It actually picks a set of them KBNPK/KRBPK/KQBPK to generate at the same time. Total file size 425MB, about 6 hours to work through.

The one draw back in doing this: the program tells you the time and iterations looked at. But it doesn't say how long the project is going to take at the beginning. One of Nick's was >24hours and >70 iterations. And that was 30/03/99.

I bet Eric, this brings back a lot of memories. Have you tried any yourself recently? I suppose you have them all already generated?

One test I love to carry out is; When the Dual has finished I Set-Up the board with the end-game pieces and see if it works. Then I Set-Up the board on the old Laptop and of course it starts to thinking, I then install the new Generation and Wallah! It can now solve it instantaneously. (All my work is rewarded)

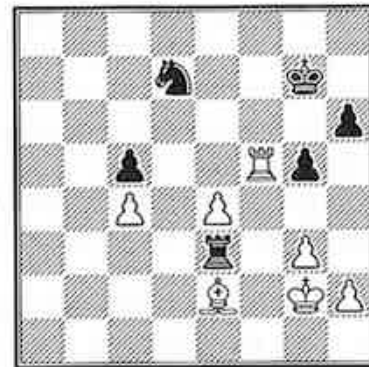
Fate is a strange phenomenon - after our chat about how the programs each use Tablebases, I saw Rybka using much less in a game v Zap Zanzibar. Zap saw around move 70 that it was going to be a draw, but Rybka still had +7.08 when I decided to pull the plug

Kindest Regards,

Frank Holt.

RYBKA 2.3.2A - ZAP ZANZIBAR

We join it at move 50. Both programs have White ahead, Rybka's eval. will be shown in italics from time to time.



White is a pawn up and has ♕ for ♖
50. ♕f3

+0.83, depth 17

50... ♖c3 51. ♖d5 ♖f6 52. ♖xc5

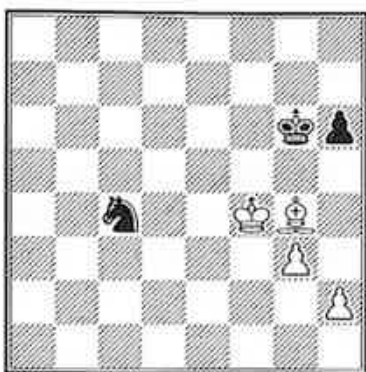
+0.92/16. White goes 2 pawns up

52... ♗g4 53. ♖c7+ ♗g6 54. ♕e2 ♖xc4 55. ♕xg4

+1.30/18. White still 2 pawns up and ♕ for ♖

55... ♖c2+ 56. ♗f3 ♖d2+ 57. ♗f4 ♖xc4+

58. ♖xc4 ♖xc4



After the rook exchange it is ♖+2♙ v ♜+1♙

59. ♖e6

+1.31/21

59... ♜b2 60. ♖e4 ♜a4 61. ♖e5 ♜b2 62. ♖f5+ ♜f7 63. ♖d4 ♜a4 64. ♖d3 ♖f6 65. ♖c4 ♜b6 66. ♖e2 ♜d7 67. ♖e4 ♖g5 68. h3 ♜f8 69. ♖g4

Rybka has +1.26/14 but Zap given 2 or 3 mins already believes it is a draw. It chooses 69. h4+ but showing 0.00/33: 69... ♖f6 70. ♖h5 ♜e6 71. ♖g4 ♜c5+ 72. ♖d4 ♜e6+ 73. ♖e4

69... ♜g6 70. ♖f5 ♜h4!

A clever move that decides the draw... but not in Rybka's view

71. gxf4+

The Rybka evaluation jumps: +5.08/18!

71... ♖f6 72. ♖g4 ♖g7 73. ♖f5 ♖h7 74. h5 ♖g7 75. ♖e6 ♖h8 76. ♖f7 ♖h7 77. ♖f5+

Here Rybka announced mate in 16 from a depth 15 search. It was still announcing mate in 15 through to move 82!

77... ♖h8 78. ♖g6 ♖g8 79. ♖d7 ♖h8 80. ♖e8 ♖g8 81. h4 ♖h8 82. ♖d7 ♖g8 83. ♖h3

The Rybka eval. drops to +6.25/16

83... ♖h8 84. ♖g2 ♖g8 85. ♖f3 ♖h8 86. ♖e2 ♖g8 87. ♖d1 ♖h8 88. ♖f3 ♖g8 89. ♖d5+ ♖h8 90. ♖e4

Rybka still shows +7.08/15, but of course it IS a draw, and I stopped the game here. 1/2-1/2

A challenge to readers: anyone fancy going through Rybka's moves and seeing where a winning improvement was possible?!

BERNARD HILL

Bernard has been reading *SelSearch* for a long time - probably from near the beginning I think - so it's nice to get some scores from him!

They are also interesting ones. Readers may

well recall that when the **Novag Citrine** first came out, it got a series of pretty good results and was installed in our Rating List at 2053 Elo. Eventually it started to drop, not least because of **Frank Holt's** scores. Of course Frank has been doing testing for us for ages so we know his work is good, but his scores (largely against Morsch/Saitek programs, and especially the Expert plug-in portable) caused the Citrine's rating to drop by quite a bit, and it was down to 2022 in our last issue.

As you'll see, Bernard's scores show the Citrine back in its better light:

- Novag Citrine v Mephisto Master 4 - 8
- Novag Citrine v Saitek Cosmos 3½-½
- Novag Citrine v Novag Sapphire2 1½-2½
- Novag Citrine v Mephisto Polgar/5 5½-½

These were all played using the G/60 time control. Bernard says that one of the wins against the Polgar was lucky as the Polgar ran out of time, cheerfully announcing, "*out of time, I lose!*", but otherwise the Citrine deserved its good results all round.

FOR OUR NEXT ISSUE!

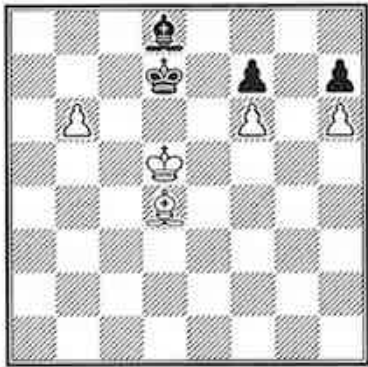
- **Clive Munro** has been playing a match between **Palm Hiarc9.6** and **Chess Genius7.2**. Hiarc was, of course, on a Palm unit, his 126MHz Zire21), and Chess Genius played on a Pentium/166MHz Laptop with 32MB RAM and 8MB Hash Ponder On! Before the 10 game match we reckoned it would be close, but that Hiarc might just edge it.
- **Anand** and **Kramnik** might be playing a Human+Computer v Human+Computer match. There are many Freestyle Events run on the Internet where not just individuals but teams compete with the help of one or more engines, so it's become very popular and does, perhaps, produce the highest quality of chess that it is currently possible to play. Of the event **Kramnik** says: "*This is just a show. In this form of play the computer's role is 80% and yours 20%. But this 20% is decisive. You have to know how to use the computer well!*".
- The **27th OPEN DUTCH Tournament** at Leiden was set to include RYBKA, JUNIOR on a 16-core remote machine (so Rybka and Junior would meet at last!), plus HIARCS, THE KING, DIEP, SPIKE and others

TIME FOR ADJUDICATION - BY BILL REID

SELSEARCH 132 POSITION

It had been a long day for Alexander, but quite a successful one, both on the code breaking and the chess fronts.

But, sure enough, when he finally got home, another of those division three adjudication positions had arrived in the mail. And Bishops and pawns again! Not what he wanted after a hard day at GCHQ!



Black to Play

But this one is dead easy. After 1...Bxb6 it's a draw. Just a couple of minutes to complete and sign the form and the job is done! But I wonder, asked Bill, would the programs agree with that?

Sadly they didn't! They found the right moves of course... but all but Zap were absolutely convinced that White would win eventually.

- Rybka 2.3.2a: 1...♟xb6 2.♟xb6 ♞e8 3.♞c6 ♞f8 4.♞d7 ♞g8 5.♞e7 ♞h8 6.♟a5 ♞g8 7.♟c3 ♞h8 8.♟e5 5.12 7m30
- H11: 1...♟xb6 6.48 3m00
- DF10: 1...♟xb6 4.28 7m31
- Zap Zanzibar: 1...♟xb6 2.73/28 4m34
- Deep Shredder 10: 1...♟xb6 6.50 11m24

Truth to tell, as Bill comments, there isn't much we need to say really. The human eye can see that, after 1... Bxb6 the only way White can now win is by capturing the f7 pawn. But we can also see that this is not possible. Even if the bishop is placed to control f8 the Black king still can't be driven away to the queenside. And if it somehow

landed on h8 so as to allow Kxf7... it would be stalemate!

Someone like Hugh Alexander would consider it a pretty easy 5 bob for adjudicating that one!

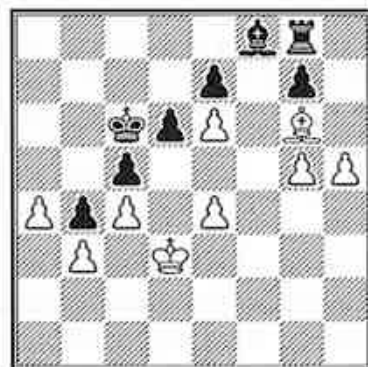
- '5 bob' was an old slang expression for '5 shillings' in the pre-decimal era of British coinage, and would be considered a small but reasonable fee. Now it's called 25p and wont even buy you a first class stamp!

SELSEARCH 133 POSITIONS!

The last few months have been tough at GCHQ. First of all, trouble in Poland, then the Hungarian uprising and then, as if that wasn't enough for one year, they had to deal with the Suez crisis. Not much time for proper chess. But now, as Christmas approaches, things are looking calmer. Eden is probably not going to survive long into the New Year, but that's a matter of national politics, not an international crisis. So, time to think about arranging for a GCHQ party, where codebreakers past and present can get together, renew old friendships and swop a few tales about Bletchley Park.

Of course, there will have to be a chess position that folks can cast an eye on as they chat, or even get a bit more serious about. And it will have to be one with a bit of depth. Chaps like Harry Golombek won't have much trouble solving those old 'twiddle thumbing' exercises.

Here's the one Hugh Alexander has in mind:



White to Move and Win

At first sight it seems that Black is material ahead and should be winning. But the position is so blocked – Bishop and Rook completely shut in - that it's hard to see how that advantage can be realised. So, it looks like a draw? However, might there be a strategy that puts White on the winning side?

That word 'strategy' is one to ponder on. It's not a matter of finding a brilliant move, but of seeing how some purposeful fiddling with the pieces can transform the position into one where White holds the aces. Just the thing for the GCHQ Christmas party.

Here's Hugh's idea for how White might pull off that unlikely win:

1.♔e3

The King is heading for the f5 square.

1...♖h8

Nothing for Black to do but shunt the Rook and King around.

2.♕f4 ♜b6 3.♕f5 ♕c7 4.♙f7

Clearing the way for the King to go to g6.

4...♕c8 5.♕g6 ♕c7 6.♙g8!

The key strategic move. Now, if 6...Rxc8, then 7.Kh7 g6 8.Kxc8 gh 9.Kxf8 h4 10.Kxe7 is winning for White. So...

6...♕d8 7.a5!

It is the a-pawn, which looked harmless enough in the original position, that now makes the win possible. The Black King can't stop it queening *and* guard against the White King's infiltration

7...♕c7 8.a6 ♜b6 9.♕f7 ♖xh5 10.♕xf8 ♖xg5 11.♕xe7 ♖h5 12.♙f7 and White wins.

But maybe Harry will spot something he missed? All good for the occasion! And, to get up to date (50 years later), what about our 21st. century computer programs? Can they find a flaw in Hugh's strategy? And, if not, can they hit upon it all by themselves?

So, Happy Christmases all round!

This is my last story of GCHQ and adjudications. Though, unless those great computer programs take the final step and put me completely out of business, I just might come up with a position or two for Eric to publish in *Selective Search*. My thanks to him for all

his encouragement and for his excellent editorial work over the years.

Oh, and before I sign off..... another of those Division 3 positions.



White to Play

This time, our codebreaker had to work a bit harder for his five shillings. He could see that it should be a draw, but proving it involved a careful look at a King and Pawn ending. Those are what our latest computer programs are really good at, so they should have the answer in seconds!

Well, that's a bit sad for all of us, and for me especially! It has been a real pleasure for many years to know that every issue of *Selective Search* would carry an innovative article by Bill. That's right, that is what they have been. In fact they were so good that in 2003 we published a little booklet: "*Thought Processes in Chess: What can we learn from Computer Programs?*" in which Bill compiled some of his magazine articles on tactics, statics and pragmatics.

He said then that he would retire from the magazine "*except perhaps for an occasional contribution*" but then hit on the idea for the TIME FOR ADJUDICATION series which enjoyably continued to show up some areas of surprising computer weakness!

Well, at least we can look forward to his analysis and explanations of the drawn (so say the programs) first position, and won for White (so say the programs) second position. Did they get 2/2, or 1/2... or did Bill finish off with a wipe-out leaving them with 0/2!?

CHRIS GOULDEN'S UCI/WINBOARD PAGE

24 Sept 2007
Hi Eric

Here are the latest **divisions**. I have changed the format so that you have the spreadsheet tables in one sheet because you will be able to see the cross tables and results in the CBV files. Here is the report:

The **Glaurung** author has been a bit busy of late and released two or three raw versions intended for multi processors. The latest version is Glaurung 2 Epsilon 5, but testing it on a single processor gave a massive loss of form, so we were left with version 2 Epsilon2 for the current series which Glaurung won again.

There have also been two new versions of **Colossus** since I started this round, **Aristarch** found things a little easier this time and finished just below mid table, Jonny and ET Chess were relegated.

Deep Pharaon won the 2nd division and **Delfi** returns after some time away from the top flight. The Baron and Pseudo were relegated. The surprise package came from the qualifying division where **Alaric707** took an amazing 13/14 winning 11 and drawing 2. The Elo for Alaric for this was 2617 in division 3 company so I am expecting it be in the 1st division within the next two series.

While we are talking about highly rated engines appearing from nowhere, you all may of heard about an engine known as **Strelka** from Russia. Strelka was tested at a couple of tournaments similar to Ridderkerk and Stuttgart tournaments in March or April and got an estimated 2850 Elo before being declared as a clone later in July. It appears that the programming is very similar to a commercial version of Rybka. The Rybka author Vasik Rajlich has already said at interview that nobody could have got hold of the commercial versions code so the copy could only have been recompiled from the Rybka Executable file.

Cheers - Chris!



DIVISION 1

POS	ENGINE	/18
1	GLAURUNG 2 EPSILON-5	13½
2	SPIKE 1.2 TURIN	12½
3	SCORPIO 1.91	12
4	WILDCAT 7	10½
5	COLOSSUS 2007b	9
6=	SLOWBLITZ WV 2.1 ARISTARCH 4.50	7½
8	DEEP FRENZEE 3.0	7
9	JONNY 2.83 (R)	5½
10	E.T.CHESS 181005 (R)	5

DIVISION 2

POS	ENGINE	/18
1	DEEP PHARAON 3.5.1 (P)	13½
2=	DELFI 5.1 (P) SOS 5.1	11
4	MOVEI 0.08.403	9½
5=	THINKER 4.7A TRACE 1.37A	8½
7=	PETIR 4.39 ANMON 5.60	7½
9	THE BARON 1.8.1 (R)	7
10	PSEUDO 0.7c (R)	6

The Qualifiers for **DIVISION 2** next time:

- ALARIC 707
- FRANCESCA MAD 0.13

Fri Nov 9
Hi Eric

I managed to finish a few days earlier than stated in my last e-mail because in my **HIARCS v FRUIT** match, HIARCS managed to win two and draw two out of the last four games. Things had been quite close before that as I told you and as you will see from the report.

Well in **part II** for this issue we are having a break from the divisions but I did want to test some new versions of various engines.

HIARCS 11.2 was still relatively new and there were also interesting new versions of Fruit which had become free because of the commercial operation disbanding (version 2.3.1) and Toga II 1.3.1. Unfortunately Spike 1.3 is still private, and Scorpio 2.0 became available too late for this issue.

I have also been asked about my time controls for various tests. The divisions are normally 40 moves in 10, and special tournaments are normally G22 + 5 (all moves in 22 minutes with a bonus 5 seconds added to each move), because most chess engine clocks cannot handle the all moves in 30 minutes scenario used for human v human rapid play tournaments.

In the **ProAm 11** tournament there were some commendable results, as both **Spike** and **Fruit 2.3.1** drew twice with **Rybka**. Rybka did not drop any further points other than a single draw against **HIARCS** and **Fruit 2.2.1** respectively.

Glaurung found the company heavy going, I had used a later version in a previous *SelSearch* issue but the later versions are designed for multi processor as opposed to my single processor. Fruit 2.2.1 also had a tough time, the improvement in the latest version (2.3.1) appears to be considerable.

As HIARCS and Fruit tied second place I decided to put them in a head to head (1st engine to 8½ points) but with hindsight probably should have included Tog II 1.3.1 as well. It was in fact quite a close contest until HIARCS ran away with it in the last four games. There was an unusual start with HIARCS racing into a 2-0 lead, and then it

lost the next two. HIARCS then won two and lost one of the next seven games making it 6-5, before the final flourish to win 9-6.

There it is Eric. I've enclosed the .cbv files but not commented on the shock game against TOGA as I do not feel qualified to say if HIARCS was right to play the all important rook manoeuvre between the two knights only to lose the game, or if is it a calculation error? Speak to you soon, cheers - Chris

PROAM II

POS	ENGINE	/14
1	RYBKA 2.3.2	11
2=	HIARCS 11.2 FRUIT 2.3.1	9½
4	TOGA 2 1.3x4	7
5	SPIKE 1.2 TURIN	6½
6	FRUIT 2.2.1	4½
7=	GLAURUNG 2 EPSILON-2 NAUM 2.0	4

HIARCS11.2 v FRUIT2.3.1

ENGINE		/15
HIARCS 11.2 UCI	1100½½1½1½0½1½1	9
FRUIT 2.3.1	0011½½0½0½1½0½0	6

Of course my observant readers will have seen Chris's reference to a "shock game" and will want to know what that was all about! We join it at move 66 as Hiars excitedly sacs' a piece to help its passed a-pawn!

HIARCS 11.2 - Togall 1.3x4

66. ♖e3 ♜c5



67. ♖xg5?!

67. ♖b2 ♘db3 68. ♖g4 looks to maintain the material balance, though the following line is far from simple, in fact quite tricky! There will be 2 (!) promotions and Black will in fact win the knight again, but this time it's a draw! 68... ♖a2!? 69. ♖c4 (actually an only move!) 69... ♖xb2 70. a7! ♖a2 71. a8♚ ♖xa8 72. ♘xa8 c1♚+ 73. ♖xc1 ♘xc1. Black is that knight up again, but without the rooks the ending definitely cannot be won, and White soon captures Black's only potential winner – the pawn – with 74. h4! gxh4 75. ♔f4

67... ♘db3 68. ♖g2 ♘xc1 69. ♖xc2 ♘1b3 70. h4 ♘xa6 71. ♖f2+

I think it was simpler to just exchange down here with 71. ♘xa6 ♖xa6, and now 72. h5 is drawn

71... ♔g6 72. ♘e6?!

Again the exchange ♘xa6, or 72. h5 looks clearer. Hiarc's is taking too many risks

72... ♖xh4

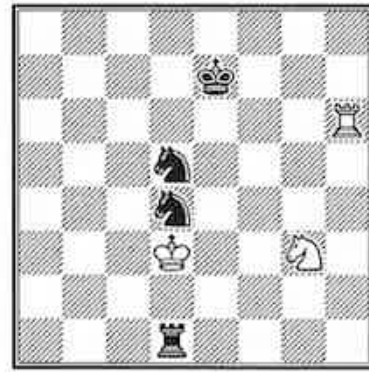


Now we see that White no longer has the h-pawn as compensation, and as the extra pair of knights are still on the board there are chances for complications, though I think it should still be a draw. Does one of my learned readers know if ♖+♘+♘ v ♖+♘ is a known draw, or does it 'depend'?

73. ♘f4+ ♔g7 74. ♖g2+ ♔f7 75. ♖g5 ♘ac5 76. ♖h5 ♖g4 77. ♖h7+ ♔f6 78. ♖h6+ ♔e7 79. ♖g6 ♖h4 80. ♖g5 ♖h1 81. ♖h5 ♖e1+ 82. ♔f2

I doubt that White wants its king too close to any of the edges

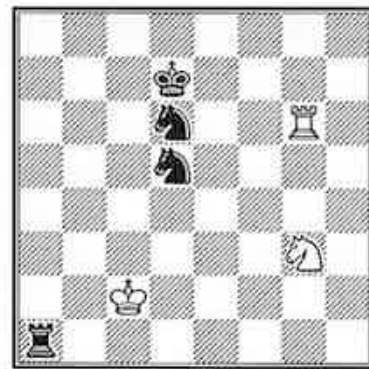
82... ♖c1 83. ♖h6 ♘e4+ 84. ♔e2 ♘f6 85. ♘h5 ♘d5 86. ♘g3 ♘d4+ 87. ♔d2 ♖g1 88. ♔d3 ♖d1+



89. ♔c4

Not 89. ♔e4? ♘f6+! 90. ♔f4 ♔f7! and White's king is gripped by the Black knights. 91. ♘h5 ♖f1+ 92. ♔e3 ♘g4+ then wins ♖ for ♘ and the game as well

89... ♘e3+ 90. ♔c3 ♘b5+ 91. ♔b4 ♘d6 92. ♔c3 ♔d7 93. ♖g6 ♘d5+ 94. ♔c2 ♖a1



95. ♘e2?

I think this is very dubious and possibly the move that put the game beyond saving! On g3 the ♘ was protected by the ♖/g6 whereas here it is 'loose' and may need to be protected by its king, or be subject to pins.... as the next move shows

95. ♔b3 looks best. So far Black has not really found a way to greatly disturb Hiarc's, though maybe ♔c6 getting off the 7th behind the cover of the ♘/d6 will create some new chances. Anyway White should just let Black do all the work and toddle its king along the 2nd and 3rd ranks while it is allowed to

95... ♖a2+ 96. ♔d3 ♖a3+ 97. ♔c2

The fact that anything else loses here is a clear warning that White's position has become precarious. E.g. 97. ♔d2? ♘e4+ 98. ♔c2 ♖a2+ 99. ♔d3 ♘f2+ 100. ♔d4 ♘e7 101. ♘c3 ♖d2+ 102. ♔e3 ♖d3+ 103. ♔xf2 ♘xg6 and the ♖+♘ will certainly win over

the lonely ♖

97...♗c4 98.♗c1

I wasn't sure if a series of checks would have helped as of course they bring Black's king closer to the action. Here is how that might work out: 98.♖g7+ ♗d6 99.♗b1 ♖d3! 100.♖g6+ ♗d7 101.♖g7+ ♗c6 102.♖g8 ♗de3 103.♖a8 ♗b7 104.♖a2 ♗a3+ 105.♗c1 ♗ec4 106.♗g1 ♖g3 107.♗e2 ♖f3 and now, as ♖f1 would be mate, White must shed some more material and is lost, 0-1. As this loses I conclude the game can no longer be saved barring a mistake by Toga

98...♗de3+ 99.♗b1 ♖c3 100.♖g1 ♖c2?!

Toga misses 100...♗c6! 101.♖h1 ♗b5 102.♗e2 ♖b3+ 103.♗c1 ♗b4 which wins

even more quickly. Other than this it played the endgame beautifully

101.♗d3 ♖d2! 102.♗f4

102.♗c5+ would hang on only a little longer. Black got back on track with ♖d2! and has a won game after another 2 or 3 moves

102...♖b2+ 103.♗c1 ♖c2+ 104.♗b1 ♗d2+ 105.♗a1 ♗ec4 106.♖g3 ♗a5 107.♗e2 ♗ab3+ 108.♖xb3

Only move, and that of course settles it

108...♗xb3+ 109.♗b1 ♖d2 110.♗c3 ♗e6

111.♗e4 ♖h2 112.♗c3 ♗c5 113.♗c1

White resigns 0-1

New! Excalibur 'NEW YORK TIMES' Talking TOUCH Chess £72.95

The new **"NEW YORK TIMES" EXCALIBUR TOUCH SCREEN TALKING CHESS COMPUTER** has the best graphics I have seen, with pieces that are immediately and easily distinguishable. It is pretty much the same as their £79.95 unit in 2007, but now has a backlight! There's a voice vocabulary in English, French and German, 136 playing levels and time controls, from beginner upwards. It also has a very helpful Opening Book which even offers selectable openings... and it plays good chess! There are special teaching and coaching features, incl. 500 play-improving puzzles, hints, take back, built-in chess clock. For regulars there are on-screen evaluations. A neat light-weight stylus is supplied to make moves and choose functions, and stores down the back of the machine for safe keeping when not in use. The backlight is turned on/off with a button at the top of the computer. Also auto game memory save, plus a custom made carry pouch! 90x155mm overall size, screen 60x90mm. Est'd rating 135 BCF/1680 Elo. It fits snugly into a jacket pocket and is so easy to use and play on that it really is a perfect little Christmas present for chess folk!



THE POISONED PAWN REVISITED

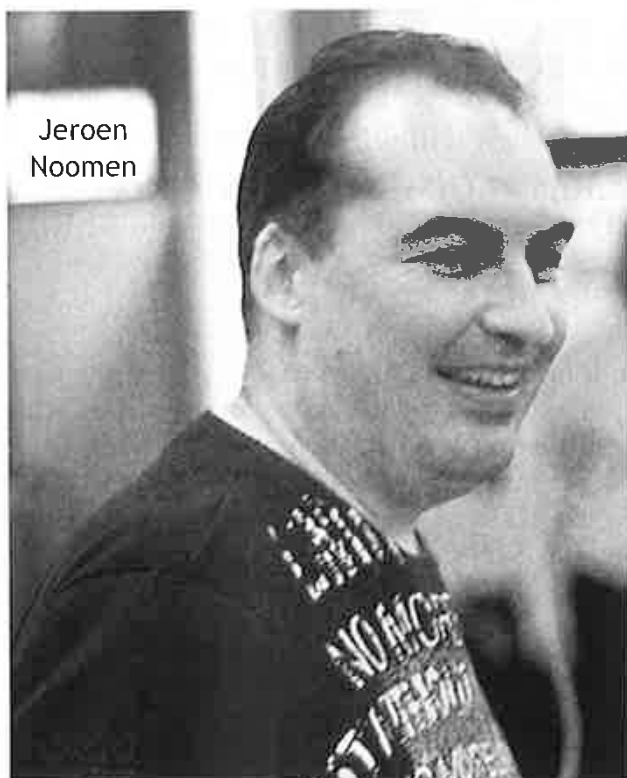
BY JEROEN NOOMEN

The Poisoned Pawn revisited

by Jeroen Noomen

The past two issues of *Selective Search* saw some interesting material on the Poisoned Pawn variation of the Sicilian Najdorf. Apparently the 'old' move 10.e5, which was renewed in some important recent games, has made such an impact, that GM Georgiev – in his book *The Sharpest Sicilian* – now totally dismisses 8... Qxb2 and thinks black is lost! This conclusion is too harsh, but it is also clear black is going through some crisis here.

My own first experience with this fascinating line was in March 2007, when I was preparing for the 5th PAL Freestyle finals. This very interesting Internet tournament has been discussed here before and to my own surprise I was able to qualify for the finals of the 5th tournament. When discussing a possible line against the Najdorf with my friend Dagh Nielsen (now also a member of the Rybka team) we hit on the Motylev-Anand and Anand-Van Wely games of the Corus 2007 tournament. Dagh showed me the refutation



of the Motylev game and I started analysing it. We also found some very interesting new ideas in the line Van Wely played.

The day of the first round of the 5th PAL Freestyle final came and I (playing under my nick 'The Wizard of Os') was paired against the German team Kaputtze:

The Wizard of Os – Kaputtze 5th PAL Freestyle final

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Bg5 e6 7.f4 Qb6
Aha, thank you!

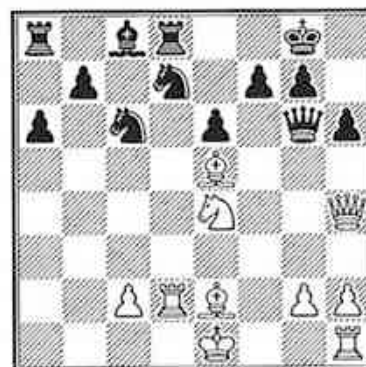
8.Qd2 Qxb2 9.Rb1 Qa3 10.e5

There we go! Here my opponent took a first break, apparently surprised

10...dxe5 11.fxe5 Nfd7 12.Ne4 h6 13.Bh4
Qxa2 14.Rd1 Qd5 15.Qe3 Qxe5 16.Be2 Bc5
17.Bg3 Bxd4 18.Rxd4 Qa5+ 19.Rd2 O-O
20.Bd6 Rd8

Another long think and yes, he is following Anand's line! Needless to say I was happy to see this

21.Qg3 Qf5 22.Be5 Qg6 23.Qh4 Nc6



24.Bh5!

So far we have been following Motylev–Anand, but here is the first deviation and quite a strong one

24...Qf5 25.Bxg7! Nc5 26.Nxc5 Kxg7
27.Rf1

Up to here it had been published before, with the verdict 'white wins'. When analysing it, I however failed to see a direct knockout punch! The line continues and is quite

difficult to find, as engines see no danger yet. But Dagb and I had already sorted it out before the finals. So I was still in my preparation

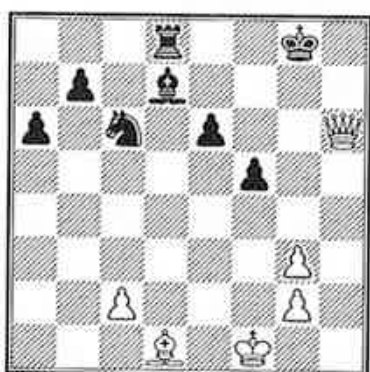
27...Qe5+ 28.Ne4 Qa1+ 29.Rd1 Rxd1+ 30.Bxd1 Qe5 31.Rf6! Bd7 32.Qxh6+ Kg8 33.Rf4 f5 34.Rh4 Rd8 35.Rh3!!

Here it is! This we found when searching for a win. White sacrifices his knight with check

35...Qxe4+ 36.Kf1 Qe5 37.Rg3+ Qxg3
Forced

38.hxg3

And only here ended my preparation with the conclusion white is winning



38...Be8 39.Qxe6+ Bf7 40.Qe1 Kf8 41.g4 ffg4 42.Bxg4 a5 43.Qe3 Kg7 44.Qb6 Rd6 45.Qxb7 Ne5 46.Bh5?!

Here I had made a vital mistake: I thought everything was winning and didn't care to check the position properly. With my following move I am throwing the game away!

46...Kf6 47.Bxf7? Nxf7 48.Qb5 Ne5 49.Qxa5 Rc6 50.Qd8+ Kf5 51.Qd5 Rc4 52.Ke1 Rg4 53.c3 Rc4

Finally the truth dawned on me: black has a fortress! An amazing escape. I tried a little more, but in vain. The game is a draw

54.g3 Rg4 55.Qg2 Rc4 56.Qh3+ Kf6 57.Kd2 Rg4 58.Ke3 Rc4 59.Qf1+ Ke6 60.Kd2 Rg4 61.Qg2 Rc4 62.Kc2 Rg4 63.Kb3 Rc4 64.Qe2 Rg4 65.Qa6+ Kd5 66.Qb7+ Kd6 67.Qb8+ Kd5 68.Qd8+ Ke6 69.Qe8+ Kd5 70.Qb5+ 1/2-1/2

Of course I was very upset by this result: you use a great idea, play 38 moves from your preparation, get a winning position and still fail to win the game....

In the 8th round I played Engineer, the nick name of the Ukranian GM Yuri Solodov-Nichenko (I hope I spelled that one right). Now watch what happened:

The Wizard of Os – Engineer

5th PAL Freestyle final

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd2 Qxb2 9.Rb1 Qa3 10.e5 h6 11.Bh4 dxe5 12.fxe5 Nfd7 13.Ne4 Qxa2 14.Rd1 Qd5 15.Qe3 Qxe5 16.Be2 Bc5 17.Bg3 Bxd4 18.Rxd4 Qa5+ 19.Rd2 O-O 20.Bd6 Rd8 21.Qg3 Qf5 22.Be5 Qg6 23.Qh4 Nc6 24.Bh5 Qf5 25.Bxg7 Nc5 26.Nxc5 Kxg7 27.Rf1 Qe5+ 28.Ne4 Qa1+ 29.Rd1 Rxd1+ 30.Bxd1 Qe5 31.Rf6 Bd7 32.Qxh6+ Kg8 33.Rf4 f5 34.Rh4 Rd8 35.Rh3 Qxe4+ 36.Kf1 Qe5 37.Rg3+ Qxg3 38.hxg3

Incredible! Black has played the EXACT line from my first round match against Kaputze! The diagram is opposite for this very position! Of course I thought I'd never get a second chance to play this, but I was wrong. Up to here I used only 7 minutes

38...Be8 39.Bf3!

After my first round game I did some additional analysis and came up with a very clear winning plan. The simple idea is that white must keep his bishop. Exchanging it for the black bishop or knight could result in a similar fortress as in game 1

39...Rd6 40.g4 ffg4 41.Be4! Rd7 42.Qxe6+ Kf8 43.Qxg4 Rf7+ 44.Kg1 a5 45.Qg5 Rd7 46.g4

The g-pawn will win the game

46...Rd6 47.Qf5+ Ke7 48.Qh7+ Kf8 49.Qxb7 Ne7 50.g5 a4 51.Qb4 Re6 52.Bd3 Bf7 53.Qxa4 Rc6 54.Qd4 Be8 55.Qh8+ Ng8 56.Bh7 Bf7 57.g6 1-0

Dagb Nielsen played in the 6th PAL Freestyle finals using the nick Flyingfatman. In the first round he met with the 'engine only' Mission Control, playing on a 16-core machine running Rybka. Mission Control played the line Van Wely used to get a good position against Anand:

Flyingfatman - Mission control

6th PAL Freestyle final

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd2

**Qxb2 9.Rb1 Qa3 10.e5 dxe5 11.fxe5 Nfd7
12.Ne4 Qxa2 13.Rd1 h6 14.Bh4 Qd5
15.Qe3 Qxe5 16.Be2 Bc5 17.Bg3 Bxd4
18.Rxd4 Qa5+ 19.Rd2 O-O 20.Bd6 Nc6!**

The best move and Eric asked in SS 132 'It would be very interesting to know what Jeroen had up his sleeve for this!' Well, here is the answer :)



21.O-O!

A great discovery by Dagh: the bishop on d6 is much stronger than the black rook on f8. Engines on their own will quickly falter here and exactly this happened to Mission Control, too :)

**21...Re8 22.Qg3 Qb6+ 23.Kh1 Ne7
24.Bc7!!**

A superb move, that many engines fail to find in a reasonable time. Dagh spotted it quickly and analysed it to a win

24...Qc6 25.Rxf7! Kxf7 26.Nd6+ Kg8
and here Mission Control's eval dropped to -5 so he resigned. The win is however quite complicated, so here is the line: **27.Nxe8 Nf5 28.Qg6 Qc3 29.Qxe6+ Kh8 30.Qxf5! Qxd2**

Jeroen receiving the Shannon trophy from Jaap van den Herik following Rybka's WCC success!

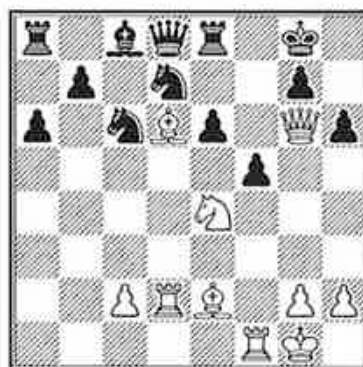


31.Qf7! Qe1+ 32.Bf1 Qa1 33.Bd6! winning.

The recent game Shabalov-Ehlvest of the US championship featured the same line that was used in the Junior-Fritz and Rybka-Shredder games.

**Shabalov – Ehlvest
ch-USA 2007**

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd2 Qxb2
9.Rb1 Qa3 10.e5 h6 11.Bh4 dxe5 12.fxe5
Nfd7 13.Ne4 Qxa2 14.Rd1 Qd5
15.Qe3 Qxe5 16.Be2 Bc5 17.Bg3 Bxd4
18.Rxd4 Qa5+ 19.Rd2 O-O 20.Bd6 Re8
21.O-O f5 22.Qg3 Nc6 23.Qg6 Qd8**



24.c4?

I was truly amazed! First, because Shabalov deviated from the 24.Bc4 line - didn't he trust it? - and second, because it was already known to the Rybka team this position is won for white! White has an incredibly strong move here at his disposal, after which there is no salvation for black. What move is that?

Well, I will not tell you yet! Start your engines and try to find the move yourself. True, the lines are very deep and complicated, but I am sure when you run one of the top engines for some time, it will finally find the move

**24...Ne7 25.Qg3 fxe4 26.Bc7 Nf5 27.Rxf5
Qe7 28.Bd6 Qd8 29.Bc7 Qe7 30.Bd6 1/2-1/2**

I hope you enjoyed my little contribution to this issue of *Selective Search* and that you will start some analysis of this intriguing line as well. I can assure you it is all very fascinating stuff, with still a lot to discover. Wishing you a merry Christmas and a very happy New Year 2008: *Jeroen Noomen.*

BIG CHALLENGES AT THE 16TH GEBRUIKERSTOURNAMENT!

REPORT AND PHOTOS BY ROB VAN SON, GAMES ANALYSED BY ERIC HALLSWORTH

BIG CHALLENGES AT THE 16TH GEBRUIKERSTOURNAMENT!

During the weekend of 27/28 October, we played the famous 16th gebruikers (users) tournament. This bi-annual happening is always a big success and all the participants enjoy it very much!

This time, only chess computers with an Elo below 1750 were allowed to participate and all the games had to be finished within 45 minutes per computer. Well, that makes it all the more exciting because the operators have to work harder to keep their eyes not only on the chess board, but also on the clock! I heard that at the annual DACH tournament in Kaufbeuren (Germany) they don't use clocks, but give the computers 30 seconds per move. As a result, games can take a long time to finish and could also get boring for the operators. The DACH tournament organiser is thinking of changing that next year. If he does, and I hope so, then maybe I will visit the tournament too!

The 16th gebruikersstournament with the weaker chess computers is always a good opportunity for the collectors to take the oldies out of their cabinets, check the dust on their electronic's brains and give them a careful polish, so they can smile and shine brightly again and are eager to show the public in Leiden their chess skills of former times. Fortunately, there was time enough to play nine rounds.

First let me introduce the computers and their owners and operators. I will discuss them in order of the final ranking list. The ratings I mention are derived from the most important computer rating list: *'the Selective Search Dedicated Chess Computer Rating list.'* For participation purposes, tournament leader Ries van Leeuwen used the SSDF (The Swedish Chess Computer Association) rating list as a guideline, which gives lower ratings to the machines.

THE SAITEK CORONA



Besides his Resurrection / Revelation projects, Ruud Martin still has some oldies left and was able to win the tournament with the Saitek Corona. This handsome computer was manufactured by Saitek in 1988 and is equipped with a 6502 5 MHz 8 bit processor. Its Elo is 1792, about the same as the Kasparov Simultano. The program is from International Master Julio Kaplan.

THE CXG SUPER ENTERPRISE LCD 210 C



Peter Schimmelpennink is very familiar with the Super Enterprise and in former years has played many games with this machine. Owned by your author, but always very well operated by Peter. The Super Enterprise was manufactured in 1986 by the Hong Kong Company Newcrest Technology (CXG) and has a 6301Y 8 MHz 8 bit single chip on

board. The computer's ranking is 1589 Elo. The program is from the Danish programmer Kaare Danielsen.

THE SciSYS TURBOSTAR 432 KSO



The Turbostar 432 KSO of Theo Heukels was manufactured in 1984 by the Hong Kong SciSys company. It is equipped with a 6502 4 MHz 8 bit processor. SciSys is short for Scientific Systems. KSO is short for Kasparov Selected Openings and that is a special 8 Kb ROM (Read only Memory) opening module for this computer. Its Elo is 1760 and it was programmed by IM Julio Kaplan. But there is something special with Theo's unit. Instead of using a matching adaptor, Theo simply connected the contact wire to an accumulator of a power drill! In 1987 SciSys changed their name into Saitek which was much easier to pronounce for the public than the old company name.

THE MEPHISTO MM II

Ries van Leeuwen is the owner of this chess module and he played with the Mephisto modular board. The German Hegener & Glaser Company in Munich produced a lot of chess modules in the eighties for use in their modular, Exclusive and Munich chess boards. The MM II was manufactured in 1985 and is ranked with an Elo of 1759. The MM II is running on a 6502 3,7 MHz 8 bit processor. The program was written by the Swedish

programmer Ulf Rahthsman. In 1994 the Saitek Company took over Mephisto from Hegener & Glaser.

THE FIDELITY CHESS CHALLENGER SUPER 9



Hans van Mierlo is in possession of this very nice chess computer, but at the tournament, Jan Krabbenbos operated the machine. Manufactured in 1982 by Fidelity Electronics in Miami (USA). Housed inside is a 6502 2 MHz 8 bit processor. The program was written by the famous couple Kathe and Dan Spracklen and is the same program which is used in the The Fidelity Prestige, but running on slower hardware. It still got an Elo of 1630.

THE FIDELITY CHESS CHALLENGER SENSORY 9

This machine is owned by Ries van Leeuwen and operated by Ries himself and Hans van Mierlo. Also manufactured in 1982 by Fidelity Electronics, Miami (USA). The hardware is a 6502 1,6 MHz 8 bit processor. The program is from the Spracklens and the Selective Search rating list gives the machine an Elo of 1527.



Left the Conchess Escorter (see next page, right the Sensory9

CONCHESS ESCORTER

Hans van Mierlo is the proud owner and operator of this very handsome chess computer. The Conchess was developed in 1982 by the Munich Company Consumenta. It has got a 6502 2 MHz processor. The serial hardware production was contracted out to the Irish company Waltham Electronics, established in Dublin. Noteworthy is that this computer has a modular system to exchange the chess module for a stronger one. The program is from Ulf Rathsman and its Elo is about 1660.

THE CXG 243 SPHINX CHESS PROFESSOR



Owned by your author and operated by Walther Kappelhof. The Chess Professor was manufactured in 1989 by the Hong Kong Company Newcrest Technology (CXG) and has a 6301 2 MHz processor on board. The program is from the Dutch programmer Frans Morsch, already well-known as the author of the PC program Fritz. Its Elo is about 1630.

THE FIDELITY CHESS CHALLENGER 10 AND THE CHESS CHALLENGER VOICE

Your author is the proud owner of both computers and they certainly are the oldest in the field. They were manufactured by Fidelity Electronics in Miami (USA). They both have a Z80 4 MHz 8 bit processor, but the Chess Challenger Voice has, besides the voice, a much more extended opening book. Because these are two of the pioneers of commercial electronic chess, I will give you a more elaborate description. Their Elo lies



Above is the Fidelity Chess Challenger 10, and below the Chess Challenger Voice



somewhere between 1200 and 1400. Unlike the other computers, none of the two has a permanent brain, so they can't calculate in the opponent's time!

In 1978, Fidelity moved from Chicago Illinois (USA) to Miami in the state of Florida. Under the leadership of big boss Sidney Samole, they built a very big head office to extend their activities. Ronald Nelson, programmer of the first Chess Challengers, became the technical director and especially for the further development of the Chess Challenger 3 they engaged a new programmer, Bill Fink. In September 1978 a new chess computer was launched, the Chess Challenger 10 (CC10), so called because of his 10 levels of play. The first edition refused to castle, so an improved – B – version appeared in December 1978 on the market. Also, a C-version was launched in June 1979 and looked similar to the CC3. For US-owners only there was a possibility to upgrade the CC3 to a CC10-C. Maybe because the CC10-C had the same keypad with 12 keys as the CC3 and for US-owners it was easy to send them to Fidelity for an upgrade. For 1980 Fidelity announced a CC10-D version, also called the Chess Challenger 10 luxury, but unfortunately it never

appeared. Some experts, like Hein Veldhuis, still think there should exist some prototypes of this model. But for now, this is an unsolved mystery. At the 16th gebruikerstournament I played with the A-version, because my CC10 refuses to castle. It does however understand when his opponent castles, that's why Ries van Leeuwen allowed my computer to participate!

In October 1979, Fidelity manufactured the first chess computer with a voice, the so called Chess Challenger Voice. The 'Voice', housed in a nice black wooden case, was able to pronounce the moves with a loud freezing sound. The technique behind the Voice was from the company 'Telesensory Systems' which already made calculators for the blind. So now, blind people could also play chess against the computer!

The size of the Voice program is much bigger than its predecessors and the extra capacity is partly used for the speech chip. The opening book contains 1250 ply and the Voice was available in four languages: English, German, French and Spanish.

Collector Luuk Hofman, who lives near Amsterdam and visited our tournament, has got a special unit. The Dutch company Wegam Trading, at the time established in Amstelveen, was the only official importer of the Fidelity Chess Challengers in the Netherlands. Ed Slaap, director and purchaser of Wegam Trading, signed a special contract with Sidney Samole for the import of the Fidelity Chess Challengers as from the model Chess Challenger 3, which appeared in July 1977. In January 1980, Luuk brought his Voice to Wegam to speed up the processor from 4 to 5,1 MHz. Speeding up to 6 MHz wasn't possible, because it caused the computer to fall out repeatedly. Also, Luuk asked if Wegam could reduce the loudness of the Voice. The technician of Wegam built a special adjusting screw to control the level on the back of the computer. I think he is the only chess computer collector who has such a Voice!

In September 1980 there was an improved version, The Chess Challenger Advanced Voice. Finally, in the autumn of 1980 two

luxury models appeared on the market, The Chess Challenger Grandmaster Voice and the Decorator Challenger.

THE OPERATORS SHARE THEIR THOUGHTS

After this introduction, I asked the participants how they felt about the results of their beloved electronic pieces of chess art. So here they come.

Ruud Martin won the tournament with the fantastic score of seven points out of nine games. Ruud told me that he bought his Saitek Corona some time ago on the Internet for only 25 Euros. Overall, Ruud was satisfied about the playing-style of the computer except for two losses against the Mephisto MM II and the Chess Challenger Sensory 9. In some positions the Corona seemed to lose its game, but suddenly took over the initiative in a very miraculous way and finally won the game.

Peter Schimmelpennink was very satisfied with the Super Enterprise which scored 6 points and came in second. As far back as the early nineties of the last century, Peter came up with the idea to have the Super Enterprise participate in the internal competition of our chess-club of the time, DOS Amsterdam. The committee did not object and so we let 'The Master' (as we nicknamed the computer) participate, but we always set up an appointment in advance with one of the members who then played against the computer on the agreed date. The Super Enterprise played with varying success, sometimes very strong and sometimes rather weak. At the 16th gebruikerstournament, the Super Enterprise and Peter were both in good shape. Well done!

Theo Heukels bought his Turbostar 432 two years ago through an advertisement in a supermarket. In the eighties, expert Jan Louwman wrote in his book 'Schaakcomputers in opmars' (Chess computers on the move to advance) that the Turbostar plays very aggressively and anticipates quickly on the opponent's move. Theo agrees completely with Jan's statement in his book. At the gebruikerstournament, the Turbostar sometimes responded very quickly but also took

the time to calculate longer in difficult positions. For a long time, the Turbostar was one of the favourites to win the tournament, lost one game shortly after the opening and drew two games.

In the last round, it had to play against the Saitek Corona of Ruud Martin. Theo told me that during the tournament he connected his Turbostar to an accumulator of a power drill, so he didn't need to crawl under the table to connect and disconnect the adapter every time. Moreover, the accumulator of the drill gives a much more stable and even voltage to the computer. Before the game against the Corona he had to recharge the battery again, but afterwards forgot to enter the correct level again. Without him realising it at first, his computer played on level A1 (5 seconds per move) and threw out the first 15 moves in a very fast way. Suddenly, Theo noticed this and corrected the level. The Turbostar began to think longer, and in spite of the fast moves his position seemed to look very good. In a very complex middle game, the computer made a big mistake and lost the game. Tactics is certainly not the best part of the Turbostar, but Theo was very satisfied with the result of 6 points and the third place on the ranking list.

Our competition organiser, **Ries van Leeuwen**, always operates one or two chess computers. This time, he brought his Mephisto MM II and the Fidelity Chess Challenger Sensory 9 to the tournament. Because Hans van Mierlo had a lot of trouble with his own computers, which I will tell you about later, he operated the Sensory 9 as from the second round.

Ries told me that his MM II played with varying success. It's remarkable to see how good he played against the top 3 of this tournament. He won his games against the Corona and the Super Enterprise and drew with the Turbostar 432, but lost his games against the Chess Challenger Super 9 and the Conchess. A draw with the Chess Professor was certainly not a good result!

CSVN webmaster **Jan Krabbenbos** (www.csvn.nl) operated Hans van Mierlo's Fidelity Chess Challenger Super 9. The Super

9 lost its games against the top 3, but won all the other games, except one draw against the very old Chess Challenger Voice. That's remarkable for a Prestige program, which should win easily from the 'Voice'.

Hans van Mierlo wanted to participate with a beautiful showpiece, the Chafitz Sargon 2.5 ARB (Auto Response Board). On Friday evening, one day before the tournament, he tested the computer and the adapter seemed to be defective because the Sargon didn't want to start up. After an hour of trying to get the machine back to life again, he decided to bring another computer to Leiden. Hans ordered a new adaptor from the well known chess computer repairer Arno Kreuzberg. Then he took the decision to take the Fidelity Elite Avant Garde 2100 to the tournament, because this computer should offer good resistance against the strong Saitek Corona of Ruud Martin. He also brought the Conchess Escorter and the Fidelity Chess Challenger Super 9 to Leiden, but the latter was operated by Jan Krabbenbos during the tournament.

After a draw with the Elite AG 2100 in the first round, fate struck again in the second round. Hans ordered a sandwich at the bar, and some minutes later the barman brought Hans the toasted sandwich and put it on the table just beside his Elite AG 2100 computer. Suddenly the barman nudged the plate by accident and it hit the on and off plug of the computer. The machine began to beep continuously and also showed very strange numbers on the display. Hans couldn't reset the computer anymore, so Ries van Leeuwen gave him his Fidelity Chess Challenger Sensory 9 to operate for the next rounds. Of course, Hans was very disappointed that he had so much trouble with two of his most handsome chess computers, but he is an excellent operator and had no problems with the Conchess and the Sensory 9. Ries told me that his Sensory 9 plays end games very well if there is a compact position on the board with no pawns that are able to promote easily. The final score of 5½ points is very good for such an old chess computer, manufactured in 1982.

Hans told me that he bought his Conchess some time ago on the Internet. It didn't

function properly, so he had it repaired by Arno Kreuzberg. It took extra concentration to operate this computer, because he had never done this before and the manual was difficult to understand. The Conchess didn't do badly, but it could be better. Against the Corona it destroyed a good position and lost the game. In a winning end game position against the Chess Professor he made some wrong moves and a draw was the final result. In a winning position against the number two of the ranking list, the Super Enterprise, the machine also chose a draw! The computer scored 4 points, but Hans thought that he could easily have scored 5 points. After the tournament Hans wondered why he wasn't given a bad luck award for the troubles he had with two of his machines.

My CXG Chess Professor, operated by **Walther Kappelhof**, didn't play a good tournament. Only three draws and a win against the old Chess Challenger 10 was not a result we had expected. Walther operated the computer very well, but maybe the Professor was a bit absent-minded...

I (**Rob van Son**) operated The Fidelity Chess Challenger 10 (CC10) and the Chess Challenger Voice (CCVoice) myself at the tournament. I knew that it would be a difficult task to operate them together, because neither of the computers has sensor boards nor reed contacts. Luckily, I know how to enter all the 'from and to fields' manually in both computers. Please, don't put a wrong move in the computer and press the enter button, because there is no take back function and building up the position again is like a bad dream come true. Beside this, I had to write down the moves and use my Pocket Fritz to store the games.

I didn't expect anything from CC10, but maybe you can imagine how proud I was of my CCVoice. I never expected the Voice to score 2½ points! It won its game against the Chess Professor in a very nice way and drew with the Chess Challenger Super 9. In between, it took a point by winning against its older brother, the CC10. At the beginning of the tournament the two last places on the ranking list were already reserved for my Challengers and in the end I did win the

consolation prize, because the CC10 scored zero points. The bottle of red wine tasted very good, but I thought it was the CCVoice that deserved it. So the evening after the tournament, I gave the Voice a glass of wine too and we said 'cheers' to each other. Unfortunately, that was the last word the computer uttered, because it seems that his electronic brain can't cope with alcohol...

Before the final Tournament Table, Eric will share one or two of the most interesting games for you to enjoy.

I'm starting with some played by Rob's VoiceCC, including, next page, his favourite game from the tournament!

CORONA - CHESS CHALLENGER VOICE

Round 2. A30: Symmetrical English: Double Fianchetto and Hedgehog

1.c4 c5 2.♘f3 ♘f6 3.g3 ♘c6 4.♙g2 d6 5.d4 ♙f5 *It always seems strange analysing games by the old computers, because we've got used to massive opening books and staying in theory to move 15, 20 or even beyond. But with these it's very different. Firstly 4...d6 was quite rare (d5 is usual) and now this is already a Novelty. 5...cxd4 has always been played at the top level* **6.♘c3 ♞c8 7.d5± ♘a5 8.e4**



8...♙xe4?? *This causes the VCC even greater problems. The bishop should simply have been retreated to e7. Black would be struggling for space, but with no immediately serious worries. So 8...♙d7 9.e5 dxe5 10.♘xe5 g6± 9.♞a4+ Perhaps Black thought it was keeping the pawn after 9.♘xe4 ♘xe4, but 10.♞a4+ wins the knight!* **9...♞d7 10.♞xa5** *As we see this line ends up also winning the knight for a pawn* **10...b6**

11. ♖a3 ♕d3 12. ♕f1 ♕e4 13. ♕e2 ♖d8
 14. ♕g5 14. ♗xe4! would seal a very quick
 win! 14... ♗xe4 15. ♕d1! threatening ♕a4,
 15...b5 16.cxb5+- 14... ♕xf3 15. ♕xf3 ♖f5
 16. ♕f4 e5? 16...g5 was the right way to try
 and dislodge the bishop. Now 17. ♖a4+ is
 correct, and not 17. ♕xg5? ♖xg5 18. ♖xa7 as
 Black could start to fight back with 18... ♕g7
 17.dxe6! Obviously the Voice Challenger
 knew the en passant rule, as it accepted this
 move. But maybe it didn't allow for it in its
 calculations at 16...e5? 17... ♖xc6+ 18. ♕e3
 a5 19. ♕c6+ ♗e7 20. ♖a4 d5 21.cxd5 ♖g4
 22. ♖xg4 ♗xg4 23. ♕f4 ♖c8 24. ♗a4 ♖d8
 25. ♕c7 ♖c8 26.d6+



26... ♗e6 27. ♗xb6 ♖xc7 28.dxc7 and Black
 could have resigned here, but they played on
 for just a few move moves 28... ♕e7 29. ♕d7+
 ♗d6 30.c8 ♖ ♖xc8 31. ♖d1+ ♗c7 32. ♗xc8
 ♗e5 33. ♗xe7 ♗xd7 34. ♗d2 c4 1-0

SPHINX CHESS PROFESSOR - C/CHALLENGER VOICE

Round 4. A31: Symmetric English 2 Nf3 Nf6 3 d4

1.c4 c5 2. ♗c3 ♗c6 3. ♗f3 ♗f6 4.d4 cxd4
 5. ♗xd4 d5 6. ♗xd5N Various moves have
 been tried here, but not this! 6.g3 is the most
 popular, also 6.cxd5 and 6.e3. Tal once



played 6. ♖a4!? 6... ♗xd5 7. ♗xc6 bxc6
 8.cxd5 ♖xd5 9. ♖a4 ♕f5 10.f3 ♕d7 11.e4
 ♖c5 12. ♕d2 e6 13. ♕c4 ♕d6 14. ♖c1 14.0-0-0
 inviting a queenside attack looks a bit dodgy
 with the Black queen on c5 and ♖b8 a possi-
 bility 14... ♖d4



15. ♕b5! Leaving the b2/pawn for capture to
 attack the isolated pawn on c6, whilst
 threatening ♖xd4 of course! Good stuff
 15... ♖xb2!? Taking the bait! Not 15... ♕c5?
 16. ♕xc6! ♖f2+ 17. ♗d1 ♖d8 18. ♖c2!±, but
 15... ♖xa4 16. ♕xa4 c5± is better 16. ♕xc6
 ♕xc6 17. ♖xc6



I know it's too soon for another diagram, but
 this is worth checking out! Note, not
 17. ♖xc6+? when the easily found 17... ♗e7!
 equalises immediately 17... ♗e7? Gives
 White a big opportunity. 17... ♖a3 was best,
 then 18. ♖c8+ ♗e7 19. ♖c7+ ♗f8 20. ♖xa3
 ♕xa3 21. ♗e2, but White would still be
 winning as Black has to free his rooks and
 king stuck on the 8th rank 18. ♕g5+? Missed
 it! 18. ♖xd6! and surely White would win:
 18... ♖ad8 (18... ♗xd6? 19. ♕b4+ ♗e5
 20. ♖a5+ ♗f6 21. ♕c3+! and Black loses his
 queen for the bishop, 21... ♖xc3+ 22. ♖xc3+
 1-0) 19. ♖xd8 ♖xd8 20. ♖b4+! (simplifying)
 20... ♖xb4 21. ♕xb4+ ♗f6 22. ♗e2, and
 White is a bishop up and wins 18...f6
 19. ♕d2 ♖hd8 20. ♖c2 ♖b1+ 21. ♖c1 ♖b8
 22. ♕a5 ♖e8 23.g3 ♖b2 24.0-0 ♖ac8



Apart from the fact that there are still some tactics available – queens and rooks on a fairly open board – the game is absolutely equal 25. ♖xc8 White didn't have to exchange rooks, but could have tried to push the Voice Challenger into a mistake with 25. ♖b1, though 25... ♗c2 26. ♗d4 ♕c5 should be easy enough for it to find, 27. ♖b7+ ♔f8=; Or maybe 25. ♖c4!? 25... ♖xc8 26. ♖d1?? Suddenly the Sphinx completely misses a 2nd rank tactic. 26. ♕e1 would have been fine, Black secures the ♖/a7 with 26... ♖c7 and now 27. ♕f2 tidies up. White's pieces are slightly restricted but everything is protected and a draw is the most likely outcome 26... ♖c2!! Immediate and deadly! 27. ♕d8+?! The fact is that, in one move, White is lost. Sacrificing the bishop with 27. ♕d2 only delays the issue and really just leaves White materially overpowered: 27... ♕c5+ 28. ♔h1 ♖xd2 29. ♖xd2 ♗xd2 0-1 27... ♔f8! I guess if White had been a human we'd assume he/it was hoping for 27... ♔xd8?? 28. ♖xd6+ ♔c7 29. ♗d7+ ♔b8 30. ♗e8+ and a draw. Some old search methods overemphasised material so much that perhaps this is actually what the Sphinx saw and expected? 28. ♗d7? The only way to delay mate was to sac' heavy material, which seems to be against White's best instincts: 28. ♗xc2 ♗xc2 29. ♖xd6 ♗c5+ 30. ♔g2 ♗xd6 0-1 28... ♕c5+ That's m/4 if White plays 29. ♔f1 ♖f2+, or 29. ♗d4 ♖g2+. But instead... 29. ♖d4? ♖c1# 0-1

CHES CHALLENGER VOICE - SUPER ENTERPRISE

Round 5. A82: Dutch Defence: Staunton Gambit

1.d4 f5!/? A Dutch! Didn't it used to be great fun! 2.e4 fxe4 3. ♖c3 ♖f6 4.f3 exf3 5. ♖xf3 e6 6. ♕e2N ♕b4 7. ♕d2 0-0 8.0-0 ♕xc3 9. ♕xc3 ♖d5 10. ♖e5



10... ♖e3?! 10...d6 was much better. Now White gets on top 11. ♖xf8+! ♗xf8 12. ♗d3 ♖d5? A bad mistake which Black gets away with. 12... ♖f5 was right, blocking the f-file 13. ♖d1? Hands the advantage back to Black. 13. ♖f1! ♗e8 14. ♗g3 and Black is in a real mess, unable to mobilise its queenside pieces 13...d6! 14. ♖g4 ♖f4 15. ♗e4 ♗f5 16. ♕f3 ♗xe4 17. ♕xe4 ♖e2+ 18. ♔h1 ♖xc3 19. bxc3 d5 20. ♕d3 c5 21. ♕e2 21.dxc5 ♖d7 22.c4 ♖xc5= 21...b6 22. ♖e5?! 22.dxc5 was again the best chance of equalising 22... ♖d7 23. ♖g4 ♖f6 24.dxc5 bxc5



White, a pawn down from the opening (2...fxe4) now needs to make sure it doesn't lose another, e.g. the unprotected ♖/c3, as it hasn't found the compensation it should have 25. ♖e5?! To fulfil last note 25. ♖xf6+ was best, and after 25...gxf6 26. ♖b1 it still favours Black, but it's definitely not over 25... ♖e4!



26.♖e1 ♗xc3 27.g3 ♗xe2 28.♞xe2 ♕a6
29.♞d2 ♞f8 30.♔g2 d4 31.♞f2 ♕b7+



32.♗f3? 32.♔g1 ♞xf2 33.♔xf2 is better, but White's chances are still bleak after 33...♕e4
32...♞xf3 32...c4! and it was all over: 33.a3 d3 (33...♞xf3 is even better, but possibly beyond the Super Enterprise 34.♞e2 ♞xa3+) 34.cxd3 cxd3 0-1 33.♞xf3 ♕e4 34.h3 ♕d5 35.c4? The VoiceCC gets fed up of Black's indecision, so tries to force him to take the rook. Sadly the en passant rule strikes again! [35.♔f2 removing the pin was the way to force Black's decision, then 35...♕xf3 36.♔xf3+ but now either 36...e5 or c4 will soon clinch the point 35...dxc3! 36.a4 c2 37.♔g1 c1♞+ which is actually m/5: 38.♔g2 ♞d2+ 39.♔f1 ♕xf3 40.g4 ♞g2+ 41.♔e1 ♞e2# 0-1

I used to really enjoy playing the Super Enterprise and its portable version the Advanced Star Chess - they played attractive chess, and were quite sharp and good fun!

TURBOSTAR 432 - SPHINX CHESS PROFESSOR

Round 3. D10: Slav Defence: 3 cxd5 (without early Nf3) and 3 Nc3

1.d4 d5 2.c4 c6 3.♗c3 dxc4 4.e4 e5 5.♗f3 exd4 6.♞xd4 ♞xd4 7.♗xd4 ♗f6 8.f3 ♗bd7 9.♕xc4 ♗e5 10.♕e2 ♕c5 11.♕e3 0-0



12.h3N Prevents intrusion on g4. The only

game in my database here was played by...

Jeroen Noomen! It went 12.♔f2 ♕d7 13.♞ac1 ♞ae8 14.♞hd1 b6 15.h3 ♕xd4 16.♕xd4 c5 17.♕xe5 ♞xe5 18.f4 ♞xe4 19.♗xe4 ♗xe4+ 20.♔g1 ♕c6 21.♕f3 f5 22.b3 ♔f7 23.♕xe4 fxe4 24.♞d6 ♔e7 25.♞cd1 ♕b5 26.g3 g6, Noomen,J-Comp Mephisto MM IV/Dieren 1987 1/2-1/2 (62)
12...♞e8 13.f4 ♗ed7?? Black actually had an advantage until this. With 13...♗c4 14.♕xc4 ♗xe4! the pressure down the e-file would force White to play with some care. Probably 15.♗ce2 meets the need best, but who knows whether the Turbostar would have found it!? 14.e5! ♗d5 15.♗xd5 cxd5 This d-pawn might be a apssed pawn, but it's life hangs in the balance as it is also isolated and not immediately easy to protect 16.♕f3 ♕b4+ 17.♔f2



17...♗c5? A good square for the knight, but what about the ♕/b4. 17...♗b6 18.♞hc1 ♕e6 was better 18.a3! ♕a5 19.b4 And we now see that the escape with check doesn't quite work 19...♗d3+ 20.♔e2 ♗xe5 21.fxe5 Not 21.bxa5? which would mess the whole thing up because of 21...♗c4! with a double attack on the ♕/e3 21...♕b6 22.♔f2 Not 22.♕xd5? ♞xe5 threatening both ♞xd5 and ♕xd4! 22...♞xe5 23.♞ad1 ♕d7



24.♗c2? 24.♕f4+- was much better 24...♕xe3+? With 24...♞c8 Black might yet have saved this: 25.♕c5 ♕xc5+ 26.bxc5

$\text{E}xc5$. White has a knight for 3 pawns and is probably just winning, but there's quite a lot of play left in this position **25.** $\text{D}xe3$ $\text{E}e6$ **26.** $\text{D}xd5$ $\text{E}xd5$? Sometimes you just have to accept it when something's gone wrong, and make sure you find the best move next time. Here $26... \text{E}f8$ was a better try than adding to existing woes by giving up the exchange **27.** $\text{E}xd5$ $\text{E}xd5$ **28.** $\text{E}xd5$ and White is now a whole rook up for the one pawn **1-0**

MEPHISTO MM II - SAITEK CORONA

Round 7. C15: French: 3 Nc3 Bb4: Unusual White 4th moves

1. $d4$ $e6$ **2.** $e4$ $d5$ **3.** $\text{D}c3$ $\text{E}b4$ **4.** $a3$ $\text{E}xc3+$ **5.** bxc3 dxe4 **6.** $\text{W}g4$ $\text{D}f6$ **7.** $\text{W}xg7$ $\text{E}g8$ **8.** $\text{W}h6$ $\text{D}bd7$ **9.** $f3$



Now I think $9...c5$ is best, and it has a 50-50 record. Also both $9...a6$ and $b6$ have been tried. But Black chooses a move which will leave hanging pawns way back on the $e + f$ files $9...exf3N$ **10.** $\text{D}xf3$ $\text{E}g6$ **11.** $\text{W}e3$ $c6$ **12.** $\text{E}b2$ $\text{D}d5$ **13.** $\text{W}d2$ $\text{W}b6$ **14.** $0-0-0$ $\text{E}g4$ **15.** $\text{E}b1$ $15.c4$ also looked strong! **15...** $\text{D}7f6$ **16.** $\text{E}d3$ $\text{D}e4$ **17.** $\text{E}xe4$ $\text{E}xe4$ **18.** $\text{E}de1$ $\text{E}xe1+$ **19.** $\text{E}xe1$



19... $\text{W}b5$? The queen needed to go to $a5$ here, as we soon see **20.** $\text{D}e5!$ Threatening $c4!$ **20...** $\text{W}a5$ **21.** $\text{W}g5!$ $\text{D}xc3+?$! Probably $21...f6$ was the best try, but White can play **22.** $\text{W}g8+$ $\text{E}e7$ **23.** $\text{W}g7+$ $\text{E}e8$ **24.** $\text{E}f1$ and I

think we can still say it will be 1-0 in a few more moves **22.** $\text{E}a1$ Why not **22.** $\text{E}xc3!$ $\text{W}xc3$ **23.** $\text{E}e3!$ $\text{W}xd4$ **24.** $\text{E}d3!$ 1-0 **22...c5?!** $22... \text{W}a4$ is met by **23.** $\text{D}xf7!$ $\text{W}xd4$ ($23... \text{E}xf7??$ **24.** $\text{E}f1 + m/4$) **24.** $\text{D}e5$ and $\text{E}f1$ coming very soon 1-0. $22... \text{D}b5$ might have been best, but **23.** $\text{W}g8+$ $\text{E}e7$ **24.** $\text{E}f1$ $f5$ **25.** $\text{W}f7+$ $\text{E}d8$ just about hanging on, though if the MM2 found $26.d5$ releasing the E , that would be it. Anyway it's going to be 1-0] **23.** $\text{W}g8+$! $\text{E}e7$ **24.** $\text{W}xf7+$ $\text{E}d8$



25. dxc5 $\text{W}a6?!$ $25... \text{W}xc5$ delays the mate, but after **26.** $\text{E}d1+$ Black has to sac' its queen $26... \text{W}d5$ **27.** $\text{E}xd5+$ exd5 **28.** $\text{E}xc3$ $\text{E}f5$ **29.** $\text{E}a5+$ $b6$ **30.** $\text{W}xf5$ $\text{E}c7$ **31.** $\text{W}d7+$ $\text{E}b8$ **32.** $\text{D}c6\#$ **26.** $\text{E}d1+$! $\text{W}d3$ **27.** $\text{E}xd3+$ $\text{D}d5$ **28.** $\text{W}f8+$ $\text{E}c7$ **29.** $\text{W}d6\#$ 1-0

Final Tournament Table

Pos	Computer	/9
1	SAITEK CORONA	7
2=	CXG SUPER ENTERPRISE SCI SYS TURBOSTAR 432 KSO MEPHISTO MM2	6
5=	FIDELITY CHESS CHALLENGER SUPER 9 FIDELITY CHESS CHALLENGER SENSORY 9	5½
7	CONCHESS ESCORTER	4
8=	CXG SPHINX CHESS PROFESSOR FIDELITY VOICE CHESS CHALLENGER	2½
10	FIDELITY CHESS CHALLENGER 10	0

Rob van Son, November 2007



THE CCRL AND CEGT RATING LISTS!

The **CCRL** and **CEGT** Website Groups each has a **COMPLETE RATING LIST** which includes old, new, interim and free versions - you name it! - and on a wide range of hardware. Their sites are very interesting. I extract from the lists the main Single Processor 32-bit ratings, so they can be compared with my "Sel/Search" Rating List.

CEGT 40/20 32-bit Rating List

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

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

Pos	ENGINE	RATING
1	RYBKA 2.3.2	2971
2	RYBKA 2.3.1	2957
3	RYBKA 2.2N	2937
4	RYBKA 1.2F	2930
5	FRITZ 11	2919
6	RYBKA 2.1c	2907
7	HIARCS 11.1	2828
8	NAUM 2.2	2826
9	FRITZ 10	2823
10	ZAPPA MEXICO	2819
11	LOOP 10.32F	2815
12	SHREDDER 10.1	2810
13	TOGA II 1.3x4	2802
14	FRUIT 2.3.1	2797
15	ZAP! ZANZIBAR	2792
16	FRITZ 9	2779
17	FRUIT 2.2.1	2776
18	JUNIOR 10.1	2772
19=	DEEP SJENG 2.7	2771
19=	SPIKE 1.2 TURIN	2771
21	HIARCS 10	2769
22	NAUM 2.1	2768
23	KTULU 8.0	2759
24	SHREDDER 9.1	2750
25=	GLAURUNG 2-E/2-5	2726
25=	CHESS TIGER 2007.1	2726
25=	THINKER 5.0B	2726
28	NAUM 2.0	2718
29	FRITZ 8 BILBAO	2714
30	SMARTHINK 1.0	2702
31	ALARIC 707	2701
32	JUNIOR 9	2688
33	CHESS TIGER 2004	2686
34	HIARCS 9	2674
35	CHESS TIGER 15	2669
36	SCORPIO 1.8	2667
37	GANDALF 6	2660
37=	DELFI 5.1	2660
39	CHESSMASTER 10000	2655
40	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 for themselves:

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

Pos	ENGINE	RATING
1	RYBKA 2.3.2A	3018
2	RYBKA 2.2N	2987
3	RYBKA 1.2F	2976
4	RYBKA 2.1c	2970
5	SHREDDER 11	2935
6=	HIARCS 11.1	2889
6=	ZAP MEXICO	2889
8	NAUM 2.2	2888
9	ZAP! ZANZIBAR	2884
10	LOOP 13.5	2883
11	FRITZ 10	2880
12	SHREDDER 10	2872
13	TOGA II 1.3.4	2869
14	STRELKA 1.8	2868
15	LOOP 10.32F	2867
16=	LOOP 12.32	2855
16=	SPIKE 1.2 TURIN	2855
18	DEEP SJENG 2.7	2848
19	JUNIOR 10	2845
20	FRITZ 9	2841
21	FRUIT 2.2.1	2840
22	HIARCS 10	2836
23	SHREDDER 9	2823
24	JUNIOR 10.1	2821
25	KTULU 8	2803
26	NAUM 2.0	2801
27	FRITZ 8 BILBAO	2800
28	GLAURUNG 2-E/5	2799
29	CHESS TIGER 2007	2794
30	ZAP! PADERBORN	2781
31	JUNIOR 9	2779
32	CHESSMASTER 11	2777
33	SCORPIO 1.84	2776
34	ZAP! REYKJAVIK	2766
35	GLAURUNG 1.2.1	2759
36	SMARTHINK 1.0	2757
37	ALARIC 707	2750
38=	SLOWCHESS BLITZ WV2.1	2739
38=	DELFI 5.1	2739
40	RUFFIAN 2.1.0	2735

RYBKA V JOEL BENJAMIN

We had our first brief look at this match in our last issue (page 34). It's a **pawn odds** match, 8 games alternating Black and White. As White, Rybka will start without the b2, d2, e2 and g2 pawns, as Black it will start without a7, c7, f7 and h7.

Our game last time saw it lose as White, playing without the d2 pawn. Rybka made a strange sacrifice at move 8 which was blamed on a faulty contempt factor setting.

Games 2 and 3 were both drawn, so as we arrive at **game 4** it is beginning to look as if the cautiously clever computer expert, American GM Joel Benjamin, once a conqueror of Deep Blue1, and now 2-1 ahead, might just have the measure of his computer opponent!

Benjamin (2576) - Rybka (^a7)



1. ♖c3 a5 2. ♗f3 a4 3. ♗xa4 ♗c6 4. ♗c3 ♗b4 5. ♗g1 ♗a6 6. ♗b1 ♗b8 7. e4 e6 8. ♗f3 d5 9. ♗c3 dxe4 10. ♗xe4 ♗e7 11. d4 ♗c6 12. ♗d3 f5 13. ♗g3 ♗f6 14. 0-0 ♖d6 15. ♗e1 0-0 16. c3 ♗d5 17. ♗d2 g6 18. b4 b6 19. ♖b3 ♗f6 20. ♗e2 ♗ce7



21. ♗ae1?! White has a clear advantage, and there's nothing really wrong with this. I wondered at first if 21. ♗c1 threatening to push the c-pawn was better, but HiarcS11 insists that 21. ♗c4 puts a lot of pressure on Black's centre and is easily the best move 21...c5! After the game analysis suggested that this is a top class move! Now, should Benjamin take the offered pawn sacrifice? His match strategy is to avoid any unclear tactics, but he must have smelled here a big chance to go 3-1 up!
22. bxc5!? 22. ♗c4 cxb4 23. cxb4 was the solid continuation 22...bxc5 23. c4 ♗f4! 24. ♗xf4 ♖xf4 25. d5 ♖c7 26. dxe6



Wow! A passed pawn on the 6th rank supported by doubled rooks 26...♗a6 27. ♗f1 27. a4!? 27...♗d8!

28. ♗e5 ♗dd6 29. ♗d7 The complications here seem quite mind-boggling, but Rybka is able to both simplify and win a pawn back! 29...♗xd7 30. exd7 ♖xd7 31. ♗b1 ♗g7 Although Black's minor pieces are move active, Benjamin still has the extra pawn – the a2/♗. He should surely get at least a draw from here 32. ♖b5 ♖a7 33. ♗d2 ♗d4



34. ♖e8?! I don't think this is the time to attack, and Rybka's response is clever 34...♗c6! Shutting off a return to b5. And what can the queen do on e8? Not much. But note that it's only exit route is down the e-file and that only the square e2 is safe! Therefore 35. ♖e2 needs to be White's next move 35. ♗de2? ♗f6! Covering e7 and threatening ♗d8! White is in big trouble 36. ♗d2 Correcting the mistake, but it's too late 36...♗d4! 37. h3 ♗e6 38. ♗xe6 ♗xe6 39. ♖c8 ♗f7! A simple way to protect the rook to make ♗xd4 of no effect. Notice that the White queen again has no safe square to move to 40. ♗b2 ♗f3+! Computers always find moves like these 41. gxf3 ♗xb2 42. ♗e3 ♗d4 0-1

More next time!

RYBKA V ZAPPA IN \$10,000 CLASH IN MEXICO!

Page 5 of our news section in the last issue gave some initial information of this **Challenge Match**, how it arose, and the score after the first 7 (of 10) games.

Indeed we had arrived, as an alternative to a Rybka-proposed \$100,000 match between Rybka and Junior, at a Rybka-proposed \$10,000 Challenge Match between the (generally) agreed top two (when on fastest hardware - and it would be 8 core PCs!):

Rybka2.3.2 8xMP+64-bit and Zappa Mexico 8xMP+64-bit. The 10 game match took place alongside the FIDE Mexico human World Championship Event. The time control was G/60+20secs.

This stirred the supposedly 'retired from computer chess' Cozzie into renewed activity: *"I figured I sort of owed it to the sponsors to do a little work on the engine, that turned out to be about 8 days, and my opening book programmer did 1 month for the match book for me... it's all probably around 25 Elo"*

In fact for the last issue it was a bit of a shame that I couldn't manage to wait 1 more day for game 8 to be played, as Rybka won that which meant of course with the score at only 4½-3½ in Zap's favour (instead of the 4½-2½ score I printed, making it look as if it was "all over") readers would have been more likely to anticipate an exciting finish!

Pretty well everyone expected



Cozzie above, and Rajlich below



Rybka to win, but it wasn't working out that way. I think the only other thing that should be said here is that many folk thought we would see something close to perfect chess between these two very strong programs on their 8 core processors, but both Rybka and Zappa have received a fair amount of criticism for some quite weak moves in the match.

Of course it is easier to look good against a weak opponent, and more difficult when games are seriously complicated and close, and also when there is a clash of styles - the more dynamic Zappa with its sound evaluations, against the positional, deeper searching Rybka. If nothing else the unexpected mistakes definitely increased public interest and discussion!

Game 1 was drawn - a Ruy Lopez. Zappa appeared to have a dangerous kingside attack at one stage, but Rybka defended well. The endgame was quite interesting but nicely balanced, and the game was drawn.

Game 2 was also a Ruy Lopez and Rybka, now playing White, got a strong position. Zappa boldly tried sacrificing a pawn, but for counterplay that just never came. Even so Rybka made little progress with the symmetrical pawn structure. In the end Zappa missed 57...Bxe5 which analysis showed would still have drawn.

2. Rybka - Zappa



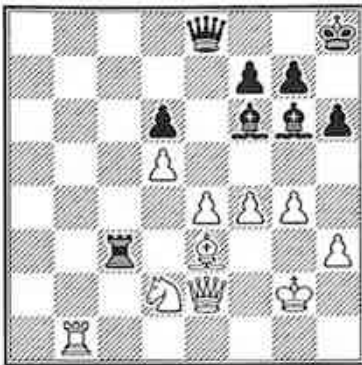
56...fxe5 57.♙xe5 ♖e1
 57...♙xe5! 58.♗xe5 ♙d7
draws 58.g4 ♖c2 59.♗e6 h5
60.♙d5 hxg4 61.hxg4 and
 1-0 after 109 moves

So Rybka had taken an early lead - *"Here we go"*, I guess we all thought!

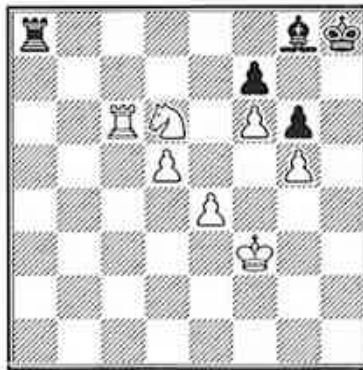
Game 3 was yet another Ruy Lopez, and Rybka blundered straight out of book! Zappa soon dominated, won a pawn, and played very well. Rybka allowed its position to become very passive and Zappa's 38.f5! imprisoning the Rybka bishop will please statics expert Bill Reid. The final position shows that it never got free.

3. Zappa - Rybka

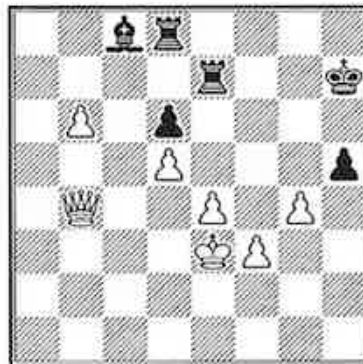
1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6
 4.♙a4 ♘f6 5.0-0 ♙e7 6.♞e1
 b5 7.♙b3 d6 8.c3 0-0 9.d4
 ♙g4 10.♙e3 exd4 11.cxd4
 ♘a5 12.♙c2 c5 13.h3 ♙h5
 14.g4 ♙g6 15.♘bd2 ♘c6
 16.d5 ♘a5 17.a3 ♞e8 18.b4
 ♘b7 19.a4 cxb4 20.♘d4
 ♘c5 21.♘c6 ♞c8 22.f3!
 ♘fd7 23.axb5 ♙h4 24.♞f1
 ♙f6 25.♞b1 axb5 26.♞xb4
 ♘b8 27.♘xb8 ♞xb8 28.♞b1
 ♞d7 29.♙d3 ♘xd3 30.♞xd3
 ♞ec8 31.♞fb1 ♞c3 32.♞xb5
 ♞bc8 33.♞e2 h6 34.♞b8 ♘h7
 35.♞xc8 ♞xc8 36.f4 ♘h8
 37.♘g2 ♞e8



38.f5 ♙h7 39.♞b6 ♞e5
 40.♙f2 ♞c2 41.♞d3 ♞a2
 42.♞b1 ♞f4 43.♞e3 ♞e5
 44.♘f3 ♞e8 45.♞b3 ♞a8
 46.♙g3 ♞d8 47.♞c1 ♞e7
 48.♞e1 ♞d8 49.♞c1 ♞e7
 50.♞c4 ♙g8 51.h4 ♞d8
 52.♞c6 ♙e7 53.g5 hxg5
 54.hxg5 ♞b8 55.♞c3 ♞a8
 56.♙f4 ♙h7 57.♞c7 ♞b8
 58.♞c6 ♞e8 59.♞xe8+ ♞xe8
 60.♘d2 ♙g8 61.♘f3 g6 62.f6
 ♙f8 63.♘c4 ♞d8 64.♞c6 ♞a8
 65.♙xd6 ♙xd6 66.♘xd6 1-0



Game 4 and a fourth Ruy Lopez, due of course to the work and ambitions of the respective book programmers! Zappa missed 27...gxf5 and Rybka was soon winning with some great queen play. The eval. got as high as +1.80 but it missed 52.Qe1! which probably clinched a win...



... and Zappa, after a lot of piece shuffling and refusing a draw offer, played on. Rybka still had an advantage, but saced a pawn to avoid a 50 move rule draw. Another 50 moves and it saced another, still thinking it was winning. When it lost another the Black (Zappa) rooks stormed into action and won the game after 180 moves. Astonishing!

Game 5. The Rybka team chose 1...c5 for which the Zappa team had 2.Nf3 and 3.Bb5+ prepared, as Rybka had struggled to a draw against this when playing Loop in the WCCC. 16...f5 looks doubtful as Black now has a permanent weakness on the e-file where Zappa later occupied the key e5 square. The

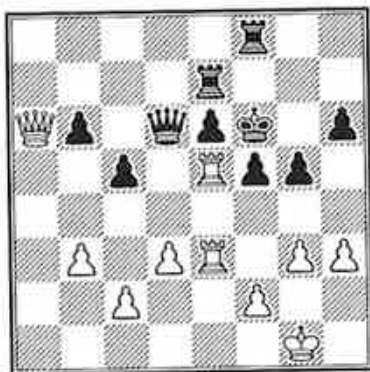
game might still have been a draw but 61...f4? instead of Kg6 enabled Zappa to win... its 3rd win on the run going from ½-1½ to 3½-1½.

5. Zappa - Rybka

1.e4 c5 2.♘f3 d6 3.♙b5+
 ♙d7 4.♙xd7+ ♞xd7 5.0-0
 ♘f6 6.e5 dxе5 7.♘е5 ♞c8
 8.♘c3 ♘c6 9.♞e1 ♘xe5
 10.♞xe5 e6 11.d3 ♞c6
 12.♞e1 ♙e7 13.b3 0-0
 14.♙b2 ♞ad8 15.♞e2 ♘d7
 16.♘e4



16...f5? 17.♘d2 ♙f6 18.♙xf6
 ♞xf6 19.♘f3 ♞c7 20.♞d2
 ♘b8 21.♞e3 ♘c6 22.♞ae1
 ♞d6 23.♞e2 ♞e8 24.♘g5
 ♞h6 25.h3 ♘d4 26.♞d1 ♞d8
 27.♘f3 ♘c6 28.♘e5! ♞c7
 29.♞c1 ♞f6 30.♘xc6 ♞xc6
 31.♞e5 ♞g6 32.g3 ♞h6
 33.♘h2 b6 34.♞e3 ♞f6
 35.♞e2 ♞d6 36.a4 h6 37.a5
 g5 38.♞f3 ♞e7 39.♘g1 ♘f8
 40.♞e1 ♘g7 41.axb6 axb6
 42.♞a8 ♞f8 43.♞a1 ♞f6
 44.♞1e2 ♘f7 45.♞a8 ♞d7
 46.♞e1 ♞e8 47.♞f3 ♘g7
 48.♘f1 ♞c8 49.♘g1 ♞d7
 50.♘f1 ♞c8 51.♞a1 ♞f7
 52.♘g1 ♞d7 53.♞b1 ♞d6
 54.♞be1 ♞e7 55.♞a8 ♞f8
 56.♞a6 ♞d8 57.♞a1 ♘g6
 58.♞1e2 ♘f7 59.♞2e3 ♞f8
 60.♞a4 ♘f6 61.♞a6



61...f4?! 61...♔g6! 62.gxf4
gxf4 63.♖e2 ♖g8+ 64.♕f1
♖g5 65.♗c4 ♖f5 66.♕e1
♗xe5?! Exchanging its queen
for the rooks after which a
slow defeat is almost inevita-
ble. 66...b5!? 67.♖xe5 ♖xe5+
68.♕f1 ♕g5 69.♗a6 f3
70.♗xb6 ♖f7 71.♗d8+ ♕g6
72.♗g8+ ♖g7 73.♗b8 ♖f5
74.d4 .♕h5 75.♗e8+! etc 1-0
in 129 moves

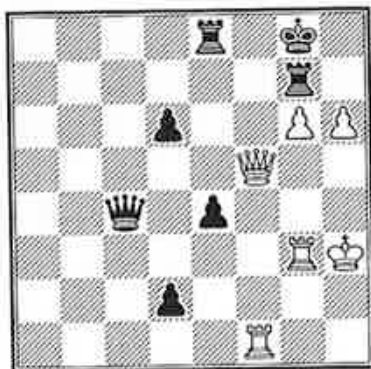
In **game 6** Rybka repeated the game 4 opening, but Zappa's opening programmer was ready with the correction: 27...gxf5 instead of Kxf8 and, after it came out of book at move 36, the Zappa evaluation was 0.00 through to the end of the game. In truth then the result had nothing at all to do with the engines, it was a draw between the opening book programmers! But of course opening theory is very important and in our next issue we will have a look at GM Tony Kosten's analysis of this game. If you visit and join his website [www.chesspublishing.com] you can read his substantial effort for yourself in advance!

For **game 7** the Rybka team decided - remember they are 2 down with only 4 to play - to go again with a Sicilian, but to play the 2...Nc6 Dragon. Zappa left its Book with the weak 12.a3, and its own programmer Anthony Cozzie also criticised their 13.Qd3 (Qh4 was better). But Rybka's attack 19...a5, 20...a4 and 22...axb3 was doubtful - it got a

central passed pawn but left Zappa with connected passed pawns on the queenside. By trading these for passed pawns on the kingside Zappa obtained a won position, and 51.hxg7 would probably have won the game. Instead it ended a draw, but it was another game in which one or the other of the programs had made a much less than 2800 Elo standard move.

7. Zappa - Rybka

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4
4.♘xd4 g6 5.♘c3 ♗g7 6.♗e3
♘f6 7.♗c4 ♗a5 8.0-0 0-0
9.♘b3 ♗d8 10.♗e2 d6 11.f4
b6 12.a3?! ♗b7 13.♗d3?!
♘d7 14.♖ad1 ♘c5 15.♘xc5
bxc5 16.♗d2 ♘d4...



51.♖a3 51.hxg7! Rather
perversely Rybka is the only
computer engine to find this
in reasonable time. Now
51...♗e6 52.♗xe6+ ♖xe6
53.♖e3 d5 54.♕g4 and 1-0
51...♗c8 52.♗xc8 ♖xc8
53.hxg7 e3 54.♖xe3 ♖c1
55.♖f7 ♖h1+ 56.♕g2 ♖g1+
57.♕h2 ♖h1+ 58.♕g3 ♖g1+
59.♕f2 ♖f1+ 60.♕xf1 d1♗+
61.♕f2 ♗c2+ 62.♕f3 ♗xg6
63.♖f4 ♗h5+ 64.♕g3 ♗g5+
65.♕f3 ♗h5+ 66.♕f2 ♕xg7
1/2-1/2

In **game 8** with Zappa as Black they were back in the Ruy Lopez yet again and for a few moves (between 50-55) Zappa had some winning chances, but played a bit

indecisively in time pressure, making two weak moves in 56...Qxb5 and 57...Qe8 followed by 58...Qd8? Near the end Rybka wins despite being down the exchange, as Zappa's army is paralysed and White can play g6 Kh5 Bxh6 Kxh6 and g7 mating!

8. Rybka - Zappa



50.♗e1 ♗d7! 51.♕g3 ♖d3
52.a6! ♖xa3 53.bxa3 ♖d3
54.♗f2 ♗d5 55.a7 ♖xa3
56.b5 ♗xb5? 56...e4! 57.b6
♖xf3+= 57.♗e4 ♗e8 58.♗b7
♗d8?! 58...♕h7, or c3!?
59.♗b8 ♗g8 60.g5 ♖a2
61.♗e1 ♖a6 62.♗c3 ♖a2
63.♕g4 ♕h7



64.g6+ ♕h8 65.♗b7 ♖a3
66.♗b8 ♖a2 67.♕h5 ♖a3
68.♗xe5 ♖xa7 69.♗xa7 ♗c8
70.♗b8 ♗xb8 71.♗xb8 1-0

Final position diagram top of next page. Now Rybka is only 1 behind, 3 1/2-4 1/2, with 2 to play!



Game 9 contained what Hiarcs' programmer Mark Uniacke unsympathetically called one of the worst blunders in modern computer chess, in a position where Rybka had the game and match equaliser at its mercy. The Rybka team had chosen a Caro-Kann and entered a fairly quiet middlegame. But Zappa got its bishop and rook in a tangle and Rybka unleashed a complicated combination that won a pawn and should have won the game. But 71...f4?? was an absolutely horrible move, allowing Zappa to immediately force a rook exchange and leave opposite coloured bishops! Even with 3 extra pawns and showing a +7.00 evaluation (!!) Rybka's chance had gone and Zappa, as White, established a blockade to unbelievably save a lost game.

9. Zappa - Rybka



Rybka is about to start an attack against $\Delta/c4$ 41... ♞h4 42. ♙c1 ♞d8 43. ♞f1 ♞c7 44. ♞f2 ♞h4 45. h3 ♜d4

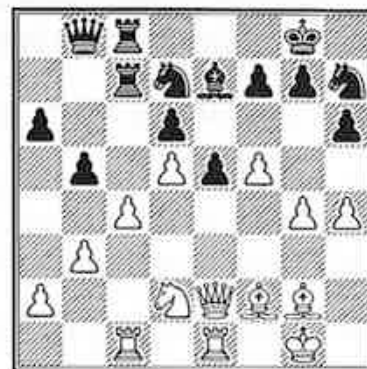
46. ♞b2 ♜xe2+ 47. ♞xe2 ♞e4
 48. ♞f1 ♞xc4 49. ♙f4 ♞c6
 50. ♞b2 ♞c3 51. ♞b5 ♞xb5
 52. ♞xb5 ♙d5 53. ♙d6 ♞c1+
 54. ♜f2 ♞c2+ 55. ♜e1 ♞xg2
 56. ♞c5 g5 57. ♞c3 ♞a2 58. h4
 f5 59. hxg5 hxg5 60. ♞g3 g4
 61. ♞c3 ♜f7 62. ♙e5 ♜g6
 63. ♞c8 ♞xa3 64. ♞g8+ ♜f7
 65. ♞g7+ ♜f8 66. ♜d2 ♞a4
 67. ♜c3 ♞e4 68. ♙f6 ♙c4
 69. ♜d2 ♙e2 70. ♞g5 ♜f7
 71. ♙h8



71...f4? The manoeuvre 71... ♜e7 and 72... ♜d6 would win quite easily 72. ♞e5 ! Correctly going for an exchange leading to opposite colour bishops. Even with a 3-pawn advantage Rybka will no longer be able to win! 72... ♞xe5 73. ♙xe5 f3 74. ♜e3 ♜g6 75. ♙d6 ♜f6 76. ♞g3 ♜f5 77. ♙h2 e5 78. ♞g3 ♙c4 79. ♙h4 ♙a6 80. ♞g3 ♜e6 81. ♙e1 ♜d5 82. ♙h4 ♙b5 83. ♙e1 ♙e2 84. ♙f2 1/2-1/2

Rybka needed to win **game 10** to draw the match and opened with 1.Nf3 to which Zappa replied with a sort of Hedgehog Defence. But 23...b4 was a mistake and left Zappa with no play. It just needed Rybka to play Rg1 and g5 to create violence on the kingside and the Zappa PV feared the worst. Instead Rybka played 34.a3 and Zappa got the draw, a match victory, and \$10,000 in prize money!

10. Rybka - Zappa



23...b4? 24. ♞e3 ♜c5 25. ♜e4 ♜xe4 26. ♙xe4 White's attack looks strong, but mostly due to the extra space Rybka has and the advanced ♜ -side pawns. Even so it means Black is under constant pressure 26... ♞d7 27. ♙f3 ♞c7 28. ♜g2 a5 29. ♜h3 ♞d8 30. ♞d2 ♞dc7 31. ♞cd1 ♙f6 32. ♞e2 ♞d7 33. ♞d3 ♙e7



34.a3? bxa3 35. ♞a1 ♞f8 36. ♞xa3 ♙d8 37. ♜g2 ♞b8 38. ♞e1 ♞db7 39.c5?! ♞b4 40.c6?! ♞e7 41. ♙g3 ♜f6 42.g5 hxg5 43. hxg5 ♜e8 44. ♞d2 ♞xb3 45. ♞xb3 ♞xb3 46.g6 ♙b6= 47. ♞a2 ♞b4 48. ♞b1 fxg6 49. fxg6 ♞g5 50. ♞xb4 axb4 51. ♞b1 ♞d2+ 52. ♜f1 ♞e3 53. ♞f5 ♞g1+ 54. ♜e2 ♞e3+ 55. ♜d1 ♞b3+ 56. ♜d2 ♞c3+ 57. ♜d1 ♞b3+ 58. ♜e1 ♞e3+ 59. ♜d1 ♞b3+ 1/2-1/2

Rybka	1/2	1	0	0	0	1/2	1/2	1	1/2	1/2	4%
Zappa	1/2	0	1	1	1	1/2	1/2	0	1/2	1/2	5%

MEPHISTO POLGAR V SAITEK SIMULTANO

Internet Game at 1 hour per move!

It was called the "US-UK Sunday Morning Rapid" by the contestants Mark Uniacke and Steve Blincoe, and obviously took place over quite a few 'Internet meetings' as the game lasted 59 moves at an hour a move.

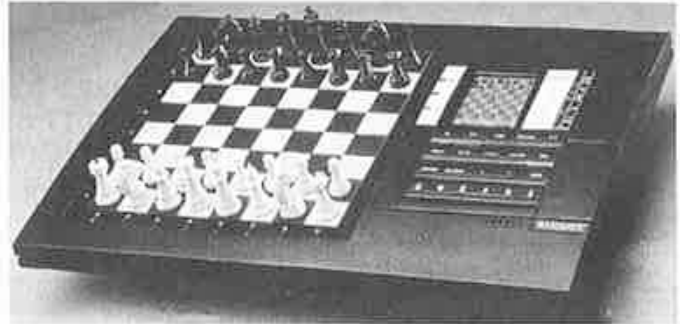
A particularly amusing idea that someone had was that neither operator declared which computer he was using for the match! The only agreement they made was that they were to be dedicated machines and rated between 1700 and 2100 Elo in the *Selective Search* ratings. But information was released bit by bit on the *Hiarcs Internet Forum* (reached via www.hiarcs.com) as many of the folk following the game tried to see if the computers which they owned chose the same game moves! Prizes were offered to the first spectators who were able to guess which the machines were!

Steve's choice of the Polgar 10MHz was of course very crafty and made it much harder to get right if you didn't know a 10MHz version had ever been released, and even the Simultano was tricky as it's quite an old computer. Actually I always liked the Simultano because of the extra board display, very useful for if you were setting up again after a break in the game... which is exactly why Mark chose it, in fact I don't think he even bothered to put pieces on it!

As it happens no-one guessed at all what computers were being used during the game itself, so Steve and Mark issued extra clues afterwards, and the Simultano's identity was soon uncovered when the extra display was mentioned.

The rating gap between the two machines, which were unknown to the players as well as the spectators, was quite large: the **Polgar/10** shows at **2047** Elo and the **Simultano** is **1792**. The '1 hr a move' time control would cause that to narrow, but only a little... maybe 25 Elo.

Also the Julio Kaplan programs for Saitek



(the Simultano and Corona for example, and the early A, B and C modules for the Galileo and Renaissance boards) were known to be a bit dodgy at fast time controls! However they were clear improvers at longer ones! This is because they were using move pruning and selective search ideas that were quite new for their day, but really they needed to get a bit deeper in the search - by longer time controls or faster processors, or both - to get the best from the method as it was then. Richard Lang was the first programmer to get a more selective search to really be seen to work, but remember that his Amsterdam program was on a 68000 processor at 12MHz - a big difference - the Simultano was on a 6502 at 4MHz!

So the fact is, once you knew who the opponents were, and despite all my efforts to find reasons why the Simultano might have a chance of closing some of the 250 Elo gap, it was obvious who would win!

Here's the game with a few notes:

KASPAROV SIMULTANO - MEPH POLGAR 10MHz

1 hr a move US-UK Sunday Morning World Rapid. October 2007

C92: Closed Ruy Lopez: 9...Be6, Karpov and Flohr-Zaitsev Variations

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 ♙e7 6.♞e1 b5 7.♙b3 d6 8.c3 0-0 9.h3
♙b7 10.d4 ♞e8 11.♘bd2 ♙f8



So far this follows game 1 of the recent Zappa v Rybka match, which was intentional. Here Zappa played 12.a4 (and 12.a3 and 12.♙c2 are also good, popular moves), but the agreement was that White here should play 12.d5 and then the computers were left to fend for themselves!

12.d5 ♘a5 13.♙c2 c5

13...c6 14.b4 ♘c4 15.♘xc4 bxc4 16.dxc6 ♙xc6 17.♙g5 was drawn in Anand-Ljubojevic, Monte Carlo 1994

14.b4N

The Polgar leaves theory, but the move it has played is okay.

14.dxc6 ♘xc6 15.♘f1 is the known line, and is pretty equal. I think the Simultano move is actually quite good!

14...cxb4 15.cxb4 ♘c4 16.♘xc4 bxc4

Black has a passed pawn on c4, but it won't be easy to defend

17.♙a4 ♞e7 18.♙g5 ♞c7 19.♞c1 ♞ac8 20.♞c3 ♙e7 21.♙xf6 ♙xf6 22.♞e2 ♙g5

Aiming to stop ♞ec1 which produces a 3 v 2 piece attack on the c4-pawn

23.♞d1

Black has the 2 bishops, but White could have both equalised that situation with 23.♘xg5 ♞xg5 and then had the strong 24.♞ec1! putting the c4/pawn under

enormous pressure

23...♙f4 24.g3 ♙h6 25.♙c6



As the Polgar is about to go wrong it is worth having a diagram. Can readers see what is wrong with 25...♙xc6?!

25...♙xc6?

25...♞b8! was the correct move. White would probably make the capture on b7, 26.♙xb7 ♞cxb7 then 27.a3 a5 28.bxa5 ♞xa5 29.♞xc4 and White has won his pawn, but the way it's turned out leaves it looking somewhat isolated on a3 and it may be hard work keeping it

26.dxc6 ♞e8

Not all that bad even if probably second best – it's the previous move that's really at fault

The best try is 26...g6, partly to stop ♘xe5! but now 27.a4! ♞xc6 and 28.♘xe5! anyway, after which 28...♞6c7 29.♞xc4 still giving White very good winning chances.

26...♞xc6?! is not so good at all: 27.♘xe5! and, as the d6 pawn is pinned to Black's queen, 27...♞6c7 28.♞xc4 and White should win from here

27.♞xd6 ♞e7?!

Again the best try was 27...g6 and now 28.♞xc4 ♙f8 29.♞d7 ♞xc6 30.♞xc6 ♞xc6 31.♞d2. White should win as he now has the extra pawn as part of a distant pawn majority 28.♞d1 ♞xc6 29.♞xc6?!

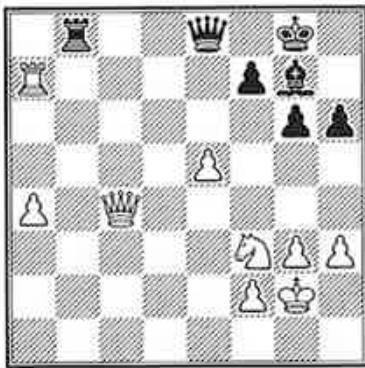
Now the Simultano has made a mistake, although it still has a definite advantage in the game. But much better was 29.♞d7! ♞e8 and now the move I've warned about 30.♘xe5! forces 30...♞6c7 (30...♞xe5? 31.♞d8+! ♞e8 32.♞xe8+ ♞xe8 33.♞d5 1-0) 31.♞xc7 ♞xc7 32.♞xc4 and a winning 2 pawn advantage

29...♖xc6 30.♚d5 ♜d6 31.♚xe5 ♜d1+
32.♔g2 ♚xb4 33.♖xc4 ♚f8 34.♖c6 g6
35.♖xa6



Well, White has a 2 pawn advantage now anyway, but Black still has one or two things to try

35...♗g7 36.♚a5 ♜d8 37.♖a7 h6 38.e5 ♚e8
39.a4 ♜b8 40.♚d5 ♜d8 41.♚b3 ♜b8 42.♚c4



42...♖a8?

Black shouldn't be encouraging any major piece exchanges, being 2 pawns down... but gets away with it!

42...♖c8 was best

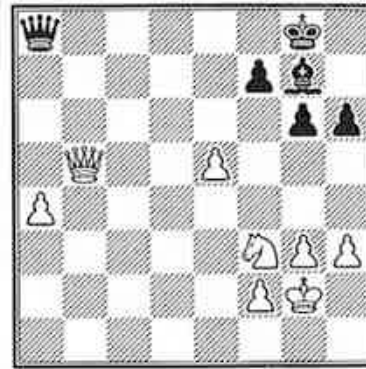
43.♚b5?

43.♖xa8! is of course correct, and after 43...♚xa8 44.♚b5 Black's best move will soon be 'resign'

43...♜d8 44.♚b6 ♖a8?

The same mistake again, and this time...

45.♖xa8! ♚xa8 46.♚b5



The game is over but, for the record here are the remaining moves...

46...♚a7 47.a5 ♗f8 48.♚b6 ♗c5 49.♚xa7 ♗xa7 50.a6 ♔f8 51.♘h2 ♔e7 52.f4 ♗b6
53.♘g4 h5 54.♘f6 ♔d8 55.♘e4 ♔d7
56.♔f3 ♗g1 57.♘d6 f6 58.♘b5 ♔e7 59.♔e4 ♗b6

60.a7! ♗xa7 61.♘xa7 leaves a simple finish. 1-0

I can tell you that Steve, with the Polgar/10, was not best pleased when he heard that it was a Simultano that had beaten his machine. But in fairness I think it played pretty well and, as far as I can see, hardly missed anything at all that was important.

Well, as we come to the end of this issue, it is my chance to wish you all a very Happy CHRISTmas. For my wife Chris and me it is a special time - and not just because I get a few days off work! Most of my readers know by now that we are believers - in fact I was 65 a few weeks ago and realised I'd been 'lost' for the first 32½ years of my life and 'saved' for the last 32½!

"Amazing Grace, how sweet the sound, that saved a wretch like me, I once was lost but now I'm found, was blind but now.. I see"

Have a Happy Christmas and a Great New Year in 2008

from Chris, Eric & Connor, here enjoying a cold November day in Hunstanton!



PC Programs - **RATING LIST** and Notes

The HEADINGS:

ECF. These are English Chess Federation ratings. They are calculated from Elo figures by $(\text{Elo} - 600) / 8$.

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

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

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

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

A GUIDE to PC Gradings:

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

USERS will get slightly more (or less!) if their PC speed differs significantly:

A doubling/halving of 1200 **MHz speed** = approx. +/-30 Elo.

A doubling in **MB RAM** = 3-4 Elo.

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

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

Deep prog on 8x2000	100
Deep prog on Quad 4x2000	80
Deep prog on Dual 2x2000	60
P4-Ath/2800 Centrino/2000	40
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	2908	25	340	1	
286	Rvbka 2.2n	2890	21	476	2	
285	Rvbka 2.1o	2880	30	226	3	
275	Hiarcs11.2	2805	32	200	4	
275	Fritz 10	2803	30	261	5	
274	Zap Zanzibar	2797	30	255	5	
270	Shredder 10	2759	15	962	7	
269	Hiarcs 10	2748	12	1379	8	
268	Junior 10/10.1	2746	18	665	9	
266	Fruit 2.21	2735	12	1388	10	
266	Fritz 9	2733	12	1304	11	2670/4
264	Shredder 9	2713	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	2666	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	2634	22	465	22	
253	Chess Tiger 15	2628	10	2049	23	
253	Fritz 6	2627	10	2081	24	2616/53
252	Shredder 6	2622	12	1356	25	2478/7
252	Hiarcs 8	2618	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	

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Please send **ARTICLES, RESULTS, GAMES** and **SUBSCRIPTIONS (!)** direct to Eric, at the above address please!

DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2354	Novag EmlidClassic+Zircon2	1961	SciSys Turbostar 432	1759
Mephisto London 68030	2314	Mephisto Milano	1958	Mephisto MM2	1758
Tasc R30-1993	2311	Mephisto Montreal+Roma68000	1956	Fidelity Excellence/3+Des2000	1755
Mephisto Genius2 68030	2305	Mephisto Amsterdam	1950	Novag Jade1+Zircon1	1750
Mephisto London Pro 68020	2278	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	2255	Kasparov GK2000+Executive	1930	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2251	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	2242	Fidelity 68000 Mach2C	1919	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov Explorer, TAdvTrainer	1907	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2223	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	2195	Kasparov Maestro C/8 module	1894	Conchess/2	1658
Novag Star Diamond/Sapphire	2186	Novag Super Forte+Expert A/6	1888	Novag Quattro	1652
Fidelity Elite 68040v10	2179	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	2147	Mephisto Monte Carlo4	1884	Mephisto Mondial2	1611
Mephisto London 68000	2138	Novag Ruby+Emerald	1882	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2133	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	1593
Mephisto Berlin 68000	2118	Conchess Plymate Victoria/5.5	1869	CXG Advanced Star Chess	1593
Mephisto Lyon 68000	2116	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2115	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2104	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2092	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1528
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	2077	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	2045	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Roma 68020	2039	Novag Forte B	1833	Kasparov Turbo 24K	1476
Novag Citrine	2031	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2027	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2025	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Mephisto MM6	2018	Fidelity 68000 Club A	1818	Mephisto 2	1470
Kasparov Challenger+Cougar	2018	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2018	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Novag Scorpio+Diablo	2014	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1989	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1987	Excalibur Grandmaster	1799	Sargon Auto Response Board	1320
Mephisto MM4/10	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	1974	Novag Expert/4	1792	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1971	Kasparov Simultano	1792	ChessKing Master	1200
Mephisto Polgar/5	1969	Fidelity Excellence/4	1784	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1968	Conchess Plymate/4	1779	Boris Diplomat	1150
Nov Super Forte+Expert C/6	1968	Fidelity Elite C	1778	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1961	Fidelity Elegance	1764	Boris2.5	1060