

# SELECTIVE SEARCH 134

## CHESS PLAYED BY COMPUTERS!

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Editor: Eric Hallsworth  
£3.95



THE HIARCS TEAM OPERATORS, HARVEY WILLIAMSON AND SEBI BOEHME. HIARCS WITH SEBI BEAT RYBKA TO 1ST PRIZE AT PADERBORN 2007 OVER CHRISTMAS

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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 of 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 recognisable pieces, lots of levels and good features in 140 ECF Excalibur program. Now also with a backlight!

### TABLE-TOP PRESS SENSORY [tbl]

where you see \*\* the price includes the adaptor!

**EXPLORER £45** - 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 £72.50** - 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 [tbl]

**CITRINE\*\* £235** - 180 ECF wood auto-sensory with improved, faster Obsidian program, 24,000 opening book. Wood felted pieces. excellent features.

**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 ChessBase 8/9. 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!



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

Welcome to another new issue of **Selective Search**... 134! 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

### HIARCS 12 DUE VERY SOON FROM CHESSBASE

First of all I am really pleased to tell you that there is a **ChessBase** version of **HIARCS 12** due very soon!

I always appreciate the way most subscribers try to buy their chess products from me - yes, I give a small discount, but I know most of you are trying to help and encourage me to keep going! So not being able to sell **Hiarcs11** when readers have phoned to purchase has hurt a little as, of course, I've been involved with the program for many years. So I've faithfully given them Mark Uniacke's web address and some basic info on how it all works and left them to get on with it.

But the **Hiarcs11.95b** victory at **Paderborn**, where it came 1= with **Rybka** but won 1st prize on tie-break, has persuaded **ChessBase** that they ought to be selling it again. I don't have a price as yet but Mark tells me that the [S]ingle and **Deep** [M]ulti processor versions will both be on the dvd which is convenient and simple for everyone.

Also seen recently on the many faceted **Hiarcs ChessForum** (accessed from the [www.hiarcs.com](http://www.hiarcs.com) website and then worth joining to speed things up for you) was an article you can print of clear instructions and help for using the **Novag Citrine** together with the **Arena** chess interface for game saving and playing against uci engines etc!

### FRITZ 11, BUT NOT DEEP FRITZ 11

The new **Fritz 11** came out in time for Christmas, and is proving to be a genuinely strong upgrade. However there is still no news of a **Deep Fritz** version!?

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. Just as **Fritz11** is a good improvement so also are **Shredder 11** and **Deep [MP] Shredder 11**, and these are all available as **ChessBase** versions from me at **Countrywide** or, in **Shredder's** case, also from **Stefan Meyer-Kahlen's** **Shredder** website to run within his own **Interface** and/or as a uci engine.

The **Fritz**, **Hiarcs** and **Shredder engines** are all clearly stronger, and with deeper searching from the new techniques which programmers are learning and improving on all the time. Another cause behind the improvement is that much less **Opening Book** work is now done by hand! Very fast PCs can be left to work on and manipulate large top-level chess databases to produce stronger **Books** based on proven results! I am becoming obsolete! This was the subject of an excellent article by **Peter Grayson** (**Book Builder**, issue 132), and now a very good follow-up by **Graham Macklam** in this issue!

### CHESSBASE PRODUCTS FOR BLIND FOLK

For many years quite a few blind folk have been buying **ChessBase** products and, often with the help of one of our blind readers, **John Gallagher**, getting them set-up to use with screen readers which will (or would!), announce the moves when playing through games etc.

John noticed that **Fritz10** had partly stopped working with his screen reader, and it also failed to allow users to hear the player's names read out or moves followed from games stored in the new databases. So I

managed to get in a few extra copies of Fritz9, which was the last one that worked, and newcomers to *ChessBase* products were able to start off with that, or Hiarcs10, or Zap.

Of course users who already had the older engines - Fritz8/9, Hiarcs9/10, Shredder9, Zap etc. - simply booted-up up into the earlier Interface, and then ran their newer engine from there... but it was an expensive way for a new blind purchaser to get going: they'd have to buy Fritz9 or one of the older versions so that they could run, screen-read and hear everything, and then buy the newer Fritz10, Fritz11 or Shredder11 version to obtain the stronger engine for use in play or analysis!

However John has worked out what causes the problem! It's the addition of the new feature *High Quality Text* in latest 'improved graphics' versions, and which is set as the default when users boot-up into Fritz10/11 etc. Once this feature is unchecked - and the resulting loss of text quality is actually minimal on my laptop - everything on screen, the moves list and database lists etc. can be voice read by the user's screen reader again!

Well done, and thanks John!

Incidentally there are folk who stop to think about what they read as they go along, and they might well be wondering how on earth John himself manages to read this magazine!? In fact I put all the article files onto a CD for him in pdf format, and he uses Adobe Acrobat Reader and his screen reader at home to listen to it all! I keep meaning to ask him if his Screen Reader can be set to speak with a Manchester accent, to maintain realism.

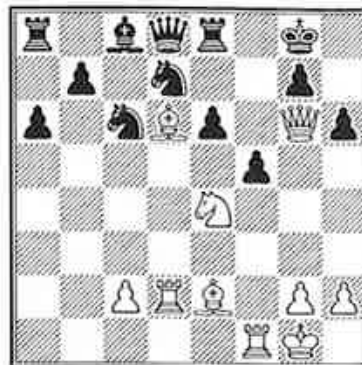
### JEROEN NOOMEN - FOLLOW UP...

In his superb article in our last issue (let's have some more please!), **Jeroen** challenged us to find "an incredibly strong move for White, known to the Rybka team, after which there is no salvation for Black."

The game followed moves which had been played in the Deep Junior v Deep Fritz Challenge Match, and in Rybka v Shredder in the 2007 World Computer Championship. They in turn were following Shirov-Ftacnik, 2007

and it could be seen that while all the programs had included the moves from that game, some had done a little analysis on them... and some had done a lot!

Here is the position after Black's 23...♖d8



The Computer games followed Shirov-Ftacnik here, with 24.♙c4, and Jeroen was astonished to see Shabalov playing 24.c4. *"The lines are deep and complicated, but there is something better than both of these - can you find the winning move?"*

We didn't have many folk respond to the challenge, but I had a look at it (if the Rybka team have it in their Book, then the Hiarcs team needs to have it!), and Harvey Williamson and Sebi Boehme (now the regular operators and front runners in the work helping Mark Uniacke with his program) had a look for exactly the same reason! We all came up with the same solution, and even the same alternatives that we felt needed to be checked!

24.♗d3 ♜e7

24...♞e7 25.♞xe6+ ♔h8 26.♞g3 and, I put in the file, 'White wins'. Harvey and Sebi's analysis goes further than mine: 26...♞f6 27.♞f7 ♞g4 28.♙e5 ♞g8 29.♞xg4+- 25.♞g3 ♞d4

Again we all had a look at 25...fxe4 26.♙xe7 ♞xe7 27.♙h5 ♞ce5 28.♞xh6 +250 and again I stopped here showing 1-0, but Harvey adds 28...♞f3+ 29.gxf3+- 26.♙d3 and wins!

If we got it wrong, do please let us know Jeroen... certainly in time for the next game we play against Rybka!

## THE EXCALIBUR PHANTOM FORCE

I reported a couple of issues ago that this would be arriving 'soon'... and it now has. One or two folk have asked if I would do a Review on it, and hopefully the following will give you an idea of if it's your "cup of tea"!



The old Fidelity Phantom machines were very large and very heavy, and made a lot of noise when they were at work... and they didn't always work!

The Excalibur unit is rather different, it's fairly light in weight, and nothing like as big. It is also fairly quiet when making its moves (or at least it is if you switch the voice off!), and it makes its moves agreeably quickly! You can't really test these units against other machines as the opposing computer is 'thinking in Phantom time' while the Phantom moves its pieces. This was a major handicap and one which I found a bit frustrating when playing against the slow old units myself: I was often ready with my reply while the computer piece was still in mid-slide. But these Phantom's are much quicker and the one I've been playing on has proved very reliable in its move completion. It is really quite fascinating to watch it move pawns slightly out of the way to complete a knight move, and then quickly recentralise the pawn on its square to make sure it gets 'collected' properly when it gets moved itself later in the game.

I mentioned switching the voice off - if you've got youngsters they'll definitely want it left on! There's a quite amusing array of sounds when the Phantom captures a piece... I especially like the '*neighing*' knight!

It's all good fun, I can promise you. For making your own moves it's like a standard

press-sensory computer - you just press the 'from' and 'to' squares. For exchanges you also have to put the captured piece on its own storage square so that, when you press 'New Game' the **Phantom Force** can collect all the pieces and put them back for the start of the next game. Even this only takes a couple of minutes. Features include:

- 136 Levels
- Auto Play (watch the Phantom play itself!)
- Voice Vocabulary and Board sound effects
- Info Display shows evaluations, algebraic notation, clock times etc.
- Coaching Hints, plus 'Are you sure?' coach mode and beginner's teaching
- Take-back, game memory save, piece storage, runs on mains or batteries
- Size: overall 375 x 335mm, playing area 183 x 183 mm (7¼" square, so a little smaller than most press-sensory machines).

Last of all you want, of course, to know about the playing strength. I had hoped they might have put the Grandmaster 150 ECF/1800 Elo program in it - that is quite sharp and plays a good game, I've had some quite interesting tussles with the Grandmaster. However the Phantom is not as strong and I think it is probably the New York touch screen program, which is around 130-135 ECF, 1650 Elo. So it isn't for the personal use of all of my readers, but it's certainly fun and, if you've got kids, family, or friends you'd like to amaze/amuse, then the price is **£169.95** including the adaptor. With your 10% Sel-Search discount that comes down to £153!

## 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's** e-mail for this issue started off with a light reproach for including Hiarcs11 in my Rating List last time. It is true that normally I only include engines that I am able to sell, as it seems to me it would be commercial suicide to always include programs only purchasable from other people! However early

Rybka versions, Fruit and Gandalf had somehow found their way in and, since I have a long association and friendship with Mark Uniacke, I thought it was time Hiarcs11 was included. As it happens Hiarcs12 will be a ChessBase version again, so all will be well.

Other engines are not totally ignored anyway - almost every issue contains rating lists from CEGT and CCRL as well as Chris Goulden's articles on the latest UCI and WinBoard engines, so readers can always find out how the leading commercial and free engines are doing compared with those we sell at Countrywide... i.e. all the ChessBase versions and Rybka 2.3 uci.

Here are Frank's latest Tournament Results Tables, first with **Hiarcs11.2** and **Zap Zanzibar** along with Rybka and others, and then with **Zap Zanzibar** playing in an All-Play-All with the various recent **Rybka** versions. I know he is intending to do tests with Fritz11 and Deep Shredder11 soon, so we'll be in for 2 more Tournament Tables next time I think!

### The Hiarcs11.2 & ZapZ G/60 tournament

Pos	Engine	/24
1	RYBKA 2.3.2A	16½
2	RYBKA 2.3 LK	12½
3	HIARCS 11.2	10½
4	DEEP FRITZ 10	8
5	ZAP ZANZIBAR	7
6	SHREDDER 10	5½

"A wonderful achievement by **Hiarcs11**", comments Frank, who adds that the only loss that top placed **Rybka2.3.2** had was to bottom placed **Shredder10**! Frank's e-mail also noted that quite a few programs seem to be lowering their piece values, a la Rybka!

### The Zap Zanzibar tournament

Pos	Engine	/48
1	RYBKA 2.3.2A	30
2	RYBKA 2.1c	28
3	RYBKA 2.3 LK	24½
4	RYBKA 2.3.1	23
5	ZAP ZANZIBAR	14½

"Rybka is still beating everything in sight", comments Frank, but his e-mail later goes on to say: "*Fritz11 appears to challenge Rybka - as it should, ChessBase must by now have had a good look inside these Rybka programs!*"

Well it's true that an early Rybka version was 'broken into', as **Chris Goulden** reported for us with his news of the **Strelka** clone in our last issue. But I'm not sure how easy it is 'to look inside' the current Rybka program/s, and it certainly isn't open source as is the case with Crafty, Fruit, Toga and one or two others. These will certainly have been fully investigated, and most other programmers have found ideas to incorporate in their own engines.

But I doubt if the Rybka code can be examined at all unless someone has found a way to crack the protection of the current version/s and, if they have, I haven't heard about it. In fairness, if someone has cracked the protection, I'm not exactly the first person they'd be likely to phone to tell about it!

Of course all the programmers will be watching the Rybka on-screen output as it searches, trying to work out what its evaluation functions, piece values, true depth of search and search pruning criteria etc. might be! That's a different matter, and not so easy!

Another most interesting thing about Frank's results arises when we remind ourselves that **Zappa** was Computer World Champion in 2006, then **Rybka** in 2007, but after that **Zappa Mexico** won their challenge match (unexpectedly) by 5½-4½.

This confirmed I think an opinion I have stated once or twice - that Zappa improves by more than any other program does as the hardware gets faster and when running in 64-bit mode. But put them all back on fairly 'decent' but nevertheless more ordinary Dual2Core hardware like Frank's and mine, and Rybka clearly reasserts itself, though others are now beginning to catch up a little. The individual Zap Zanzibar scores were:

- Zap Zanzibar - Rybka 2.3.2a 4-8
- Zap Zanzibar - Rybka 2.1c 3½-8½
- Zap Zanzibar - Rybka 2.3 LK 4-8
- Zap Zanzibar - Rybka 2.3.1 3-9

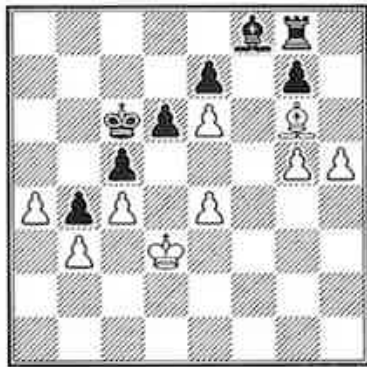
# TIME FOR ADJUDICATION - BY BILL REID

## 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 code breakers 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.♔xg8

♖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 21<sup>st</sup>. century computer programs? Can they find a flaw in Hugh's strategy? And, if not, can they hit upon it all by themselves?

Here's how they did! (most of them not very well for the first couple of moves!)

1.♔e3

▪ Fritz 10 MP: 1.♔e3! found in under 10secs and still main line at 1min. Well done Fritz!  
1...♖h8 2.♗e8+ ♘b7 3.♗g6 ♔a8 4.♗f7 ♔a7  
5.♗g6 ♘b6 -0.02/21 ;

▪ Fritz 11: 1.e5 So Fritz11 doesn't get it!  
1...♖h8 2.♔e4 ♘b7 3.♗f7 ♔c7 4.♗g6 ♔c8  
5.♗e8 ♔d8 6.♗g6 ♔c7 7.♗f7 ♔d8 8.♗g6  
-0.63/29

▪ HIARCS 11.87q MP: 1.e5 ♖h8 2.♔e4 dxe5  
3.♔xe5 -0.28/23

▪ Rybka 2.3.2a 32-bit : 1.e5 ♖h8 2.♔e4 ♘b7  
3.♔d5 ♔c7 4.♗f7 dxe5 5.♗g6 e4 6.♔xe4  
♔d6 7.a5 ♔c6 -0.39/24 ;

- Shredder 11 MP UCI: 1.e5 ♖h8 2.♗e4 ♗b6 3.♗d5 ♗b7 4.♙f7 ♗c7 5.♙g6 ♗b6 6.♙f7 g6 7.♙xg6 dxe5 8.♗xe5 -0.45/28 ;
- Zappa Mexico : 1.e5 ♗c7 2.♗e4 ♖h8 3.♗d5 ♗b6 4.♙f7 ♖h7 5.♙g6 ♖h8 0.00/20

1...♖h8 Now will anyone play 2.♗f4?!

## 2.♗f4

In fact one or two of the programs I tested found ♗f4, as shown here. But they didn't all find the move 3 follow-up, so don't get over-excited too soon!

- Fritz 10 MP: 2.♗f4 0.28/23 ;
- Fritz 11: 2.e5 ♗b7 3.♗f4 ♗b6 4.♗e4 ♗c7 5.♙f7 dxe5 6.♗xe5 g6 7.♙xg6 ♙g7+ 8.♗e4 ♙b2 9.♗d5 ♙c1 10.♗xc5 ♙xg5 11.♗xb4 ♗d6 12.♙f7 ♖b8+ 13.♗a3 ♙c1+ 14.♗a2 ♙f4 15.♗b2 ♙e5+ 16.♗c2 ♗c5 -0.44/26 ;
- HIARCS 11.87q MP: 2.e5 ♗c7 3.♗e4 ♗b7 4.♗d5 ♗b6 5.♙f7 dxe5 6.♙g6 -0.24/23 ;
- Rybka 2.3.2a 32-bit : 2.♗d3?! So Rybka puts its king back! 2...♗b7 3.e5 ♗c7 4.♗e4 ♗c6 5.♗d3 ♗b7 6.♗e4 ♗c6 7.♗d3 ♗b7 8.♗e4 ♗c6 -0.41/27 ;
- Shredder 11 MP UCI: 2.♗f4 ♗b6 3.e5 ♗b7 4.♗e4 -0.80/25
- Zappa Mexico : 2.♙e8+ ♗c7 3.♙g6 ♗b7 4.e5 ♗c6 5.♗e4 ♗c7 6.♙e8 ♗d8 7.♙g6 ♗c8 8.♗d5 ♗b7 9.♙e8 ♗b6 10.♙g6 ♗b7 -0.42/21

## 2...♗b6 3.♗f5

Rybka found this when I tested at first, but now I am writing up the notes for SelSearch it wont play it. So Fritz10 is the only successful engine!

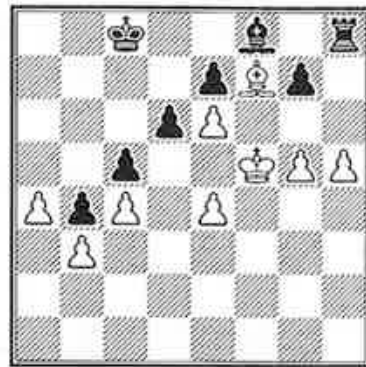
- Fritz 10 MP: 3.♗f5 0.76/23 ;
- Fritz 11: 3.e5 ♗c7 4.♗e4 ♗b7 5.♗d5 ♗b6 6.♙e8 ♗c7 7.♙g6 ♗b7 8.♙e8 ♗b6 9.♙g6 ♗b7 -0.30/29 ;
- HIARCS 11.95b MP: 3.e5 ♗c7 4.♗e4 ♗c8 5.♗d5 ♗b7 6.♙f7 ♗c7 7.♙g6 ♗b6 8.♗e4 ♗b7 9.♗d5 -0.71/26 ;
- Rybka 2.3.2a mp 32-bit : 3.e5 ♗c7 4.♗e4 ♗b7 5.♗d5 ♗b6 6.♗e4 ♗c6 7.♙e8+ ♗b7 8.♙g6 ♗a7 9.♗d5 ♗b7 -0.25/32 ;
- Shredder 11 MP UCI: 3.e5 ♗b7 4.♗f5 ♗c7 5.♗f4 ♗c8 6.♗f5 ♗b8 7.♗f4 ♗c7 -0.50/31
- Zappa Mexico : 3.♗e3 ♗c6 4.♙e8+ ♗b7 5.e5 ♗c7 6.♗e4 ♗d8 7.♙f7 ♗c8 8.♗d5 ♗b7 9.♙g6 ♗c7 10.♙e8 ♗b6 11.♙f7 ♖h7 12.♙g6 ♖h8 13.♙e8 ♗c7 14.♙f7 ♗b7 -0.28/23

## 3...♗c7 4.♙f7

Fritz10 is joined by Fritz11, Hiarcs11.95 and Rybka clearly now knowing what's going on

- Fritz 10 MP: 4.♙f7 2.68/26 ;
- Fritz 11: 4.♙f7 ♗b7 5.♗g6 ♗c8 6.♙g8 ♗d8 7.a5 ♗c7 8.a6 ♗c6 9.♗f7 ♖xh5 10.♗xf8 ♖h8 11.g6 ♗b6 12.♗xg7 ♖h3 13.♙f7 ♖xb3 14.♗f8 ♖g3 15.a7 ♗xa7 16.g7 ♗a6 17.g8♙ ♖xg8+ 18.♙xg8 d5 2.19/28 ;
- HIARCS 11.95b MP: 4.♙f7 ♗b7 5.♗g6 ♗b6 6.♙g8 ♗c6 7.a5 1.43/22 ;
- Rybka 2.3.2a mp 32-bit : 4.♙f7 ♗b7 5.♗g6 ♗c8 6.♙g8 ♗c7 7.a5 ♗c6 8.a6 ♗c7 9.♗f7 ♖xh5 10.♗xf8 ♖h8 3.12/25 ;
- Shredder 11 MP UCI: 4.e5 ♗b7 5.♗e4 ♗c6 6.♙e8+ ♗b6 7.♙g6 0.00/31
- Zappa Mexico : 4.♗f4 ♗b6 5.♗e3 ♗c6 6.♙e8+ ♗b7 7.e5 ♗c7 8.♗e4 ♗d8 9.♙f7 ♗c8 10.♗d5 ♗c7 11.♙e8 ♗d8 12.♙g6 ♗c7 13.♗e4 ♗c8 14.♗d5 ♗b7 15.♙f7 ♗c7 -0.28/23 ;

## 4...♗c8



4...♗b7 5.♗g6 is the same

## 5.♗g6

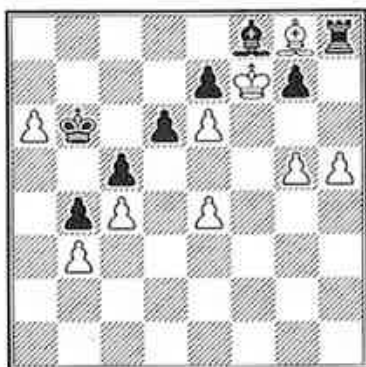
- Fritz 10 MP: 5.♗g6 2.96/25 ;
- Fritz 11: 5.a5 ♗b7 6.♗g6 ♗a6 7.♙g8 ♗xa5 8.♗f7 ♖xh5 9.♗xf8 ♖xg5 10.♗xe7 ♖h5 11.♗f8 ♖e5 12.e7 g5 13.e8♙ ♖xe8+ 14.♗xe8 g4 15.♙e6 g3 16.♙h3 ♗b6 17.♗d7 d5 18.exd5 ♗b7 19.d6 ♗b6 3.68/29 ;
- HIARCS 11.95b MP: 5.♗g6 ♗b7 6.♙g8 ♗b6 7.a5+ 4.33/24 ;
- Rybka 2.3.2a mp 32-bit : 5.♗g6 ♗b7 6.♙g8 ♗b6 7.♗f7 ♖xh5 8.♗xf8 ♖xg5 9.♗xe7 ♗c7 10.a5 ♖e5 11.a6 ♖xe4 3.87/26 ;
- Shredder 11 MP UCI: 5.♙g6? A poor showing by DS11 here 5...♗b7 6.♗f4 ♗c6 7.♗f5 ♗b7 8.♗f4 ♗c6 9.♗f5 ♗b7 0.00/34 ;
- Zappa Mexico : 5.♗g6 ♗b7 6.♙g8 ♗c8 7.a5 ♗c7 8.a6 ♗c6 9.♗f7 ♖xh5 10.♗xf8



♖xg5 11.♔xe7 ♖e5 12.a7 ♘b7 13.♙h7 ♖h5  
 14.♙g6 ♖g5 15.♔d7 ♘xa7 16.e7 ♖xg6  
 17.e8♙ d5 18.♙xg6 dxc4 3.67/22

5...♔c7 6.♙g8 ♔c8  
 If 6...♖xg8 7.♔h7 1-0

7.a5 ♔c7 8.a6 ♔b6 9.♔f7



9...♖xh5 10.♔xf8 ♖xg5 11.♔xe7 1-0

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.

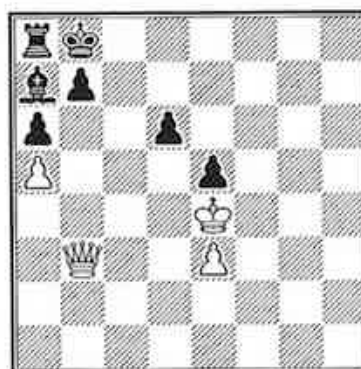
Well, that's more than a bit sad for all of us, and for me especially! It has been a real pleasure for many years to know that every issue of *Selective Search* would carry an innovative article by Bill.

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 fascinating 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 further areas of surprising computer weakness!

Many thanks Bill!..... Eric

I'll tell you what, before I sign off..... here's 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!

1.♙g8+

It's the only winning chance of course, after any other move 1...♙c5 draws.

All the programs choose this almost instantly. Unfortunately they were all convinced that White had a certain win?!

Rybka and Fritz are very sure ♙g8+ wins and have logical forward analysis until they start doing a waltz with the White king while the Black king shuffles from c8-c7-c8 etc. Hiarcs is also sure White wins but seems unsure what to do with its king in the later part of its proposed line of play, apparently recognising the problem earlier than some. Zappa isn't quite as sure that White will win, and is also messing about a bit with its king which seems to be headed for b3, and also seems to be seeing a problem which Fritz and Rybka have missed! Even so their evaluations are indicative that they think White will find a way to win 'somehow'!

- Fritz 10 MP: 1.♙g8+ ♔c7 2.♙xa8 ♙b8 3.♔d5 ♔c8 4.e4 ♔c7 5.♔c4 ♔c8 6.♔b4 ♔c7 7.♔c3 ♔c8 8.♔d3 ♔c7 4.91/22 ;
- Fritz 11: 1.♙g8+ ♔c7 2.♙xa8 ♙b8 3.♔f5

♙c8 4.e4 ♘c7 5.♙e6 ♘c8 6.♙f6 ♘c7  
7.♙g5 ♘c8 8.♙g4 ♘c7 9.♙h4 ♘c8 10.♙g5  
♘c7 11.♙g6 ♘c8 12.♙g5 5.94/31 ;

▪ HIARCS 11.87q MP: 1.♙g8+ ♘c7 2.♙xa8  
♙b8 3.♙f5 ♘c8 4.e4 ♘c7 5.♙f6 ♘c8 6.♙e6  
♘c7 7.♙f5 ♘c8 8.♙f6 ♘c7 9.♙e6 ♘c8  
5.46/20 ;

▪ Rybka 2.3.2a 32-bit : 1.♙g8+ ♘c7 2.♙xa8  
♙b8 3.♙f5 ♘c8 4.♙e6 ♘c7 5.♙d5 ♘c8  
6.♙c4 ♘c7 7.e4 ♘c8 5.62/19 ;

▪ Shredder 11 MP UCI: 1.♙g8+ ♘c7 2.♙xa8  
♙b8 3.♙d5 ♘c8 4.e4 ♘c7 5.♙e6 ♘c8  
6.♙e7 ♘c7 7.♙f6 ♘c8 8.♙e6 6.03/20

▪ Zappa Mexico : 1.♙g8+ ♘c7 2.♙xa8 ♙b8  
3.♙d5 ♘c8 4.♙c4 ♘c7 5.♙b4 ♘c8 6.♙c3  
♘c7 7.♙d3 ♘c8 8.♙d2 ♘c7 9.♙c3 ♘c8  
10.♙b4 ♘c7 11.♙b3 ♘c8 12.♙c4 3.66/19

### 1...♙c7

Well it looks as if White might be winning, certainly all the programs think so

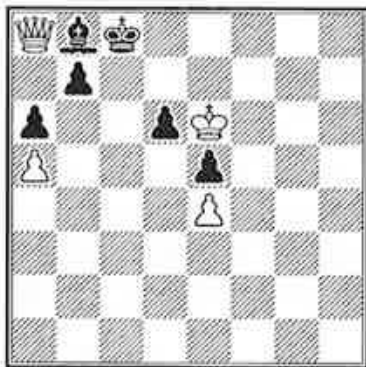
### 2.♙xa8 ♙b8!

The problem is that the White queen is trapped

### 3.♙d5

Or 3.♙f5 ♘c8 4.♙e6 ♘c7 5.e4 (5.♙d5 ♘c8)  
5...♙c8

### 3...♙c8 4.♙e6 ♘c7 5.e4 ♘c8



White can make no more progress with king moves, as the pair of kings will just dance around (though the engines still have a big + evaluation for White). But readers will see there is no future in king manouvres, so what happens if the queen captures on b8 and heads for a ♙+♙ ending?!

### 6.♙xb8+ ♘xb8 7.♙xd6 b5

We humans need to have a good and careful look at this to make sure that Black can hold

the draw. But I guess the programs will spot right away that the position is unwinnable!

*Yes Bill – hurray – by now the engines are getting it right!*

Note 7...b6 also draws: 8.axb6 a5 9.♙xe5 a4  
10.♙d4 etc

### 8.♙xe5

8.axb6 a5 repeats the line in our previous note

8...♙c7 9.♙d5 b4 10.♙c4 ♘d6 11.♙xb4  
♙e5 12.♙c5 ♙xe4 13.♙b6 ♘d5 14.♙xa6  
♙c6 ½-½

So Bill finished off with a wipe-out - not for the first time - leaving the computer engines scoring 0/2!? They thought the win for White was a draw, and the one they thought was a draw... was a win for White!

## SAITEK'S NEW EXPLORER PRO

The new EXPLORER PRO is a mix'n'match of two current Saitek models... the EXPLORER (£49.95) and the CHESS CHALLENGER (£69.95).

It has the attractive board style of the Explorer, I think it's slightly nicer in fact, and then works from mains as well as batteries like the Chess Challenger, plus it has the Challenger program and processor, so is some 12 ECF/100 Elo stronger. The adaptor is also included in the £64.95 price (with your *SelSearch* discount that comes down to £58.50).



The Explorer and Chess Challenger are now being phased out, but we still have decent stocks at the moment and will do the Explorer for £45 - 10% *SelSearch* = £40.50!

# CLEAR RYBKA WIN @ 27TH. OPEN DUTCH IN LEIDEN, OCT 2007

As ever the list of participants for the second of the biannual LEIDEN tournaments reads very much like a who's who of top PC engines!

Rybka was there on an 8x3000MHz unit, while Junior was on a 16-core (!) machine playing by remote. HiarcS was also on an 8x2660. On quad units were Spike, Gi-Ant and Crash Test Dummy, whilst most of the rest were on Dual2Core machines.

Readers will want to know ;- ) that Gi-Ant appears to stand for Give It - Another New Try.

Rybka (who else!) got off to a flier, and won its first 5 games. These included wins against Diep, HiarcS, Spike and The King. Of the 'big boys' it only had the 16-core Junior still to meet.

And what of the 16-core powerhouse? It was having a run of... draws. In round 1 it beat Hermann, but then drew in turn with The King, Spike, HiarcS and Diep.

So after 5 rounds the leading scores were:

- 5 Rybka
- 4½
- 4
- 3½ HiarcS
- 3 Diep, Deep Junior, XiniX
- 2½ Spike, The King, Crash Test Dummy, Hermann, IsiChess

A glance at the early table makes it obvious that everyone needed Deep Junior to beat Rybka when they met in round 6.

## Deep Junior - Rybka

[C93]: 27th DOCC Leiden, NED (6), 27.10.2007  
 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 12.a3 h6  
 13.♟c2 ♞b8 14.b4 ♞bd7 15.♟b2 c6 16.♞b3  
 This line isn't in every opening book but, where it is usually 16.c4 is followed by a long series of exchanges 16...exd4 17.♞xd4 c5 18.bxc5 ♞xc5 19.exb5 axb5 20.♞xb5 ♞fxe4 21.♞xe4 ♟xe4 22.♟xe4 ♟xe4 23.♟xe4 ♞xe4 is usual and leaves an equal

and somewhat drawish position 16...♟c8  
 17.a4 ♟c7 18.axb5 axb5 19.♟b1 ♟a8  
 20.♞a5 ♟a6 21.♟d1



In a few moves Rybka will enter a position with unbalanced material. Programmer Vas Rajlich comments: "Rybka simply misevaluated the rook and two pawns v two minors imbalance which persists for 50 moves. It's a complex issue, related to properly evaluating black's queenside pawn majority" 21...exd4 I venture this as an alternative, to avoid the difficult material imbalance that soon arises 21...♟c8!? 22.cxd4 d5 23.e5 ♟xb4 24.exf6 ♟xe1 25.♞xe1 ♞xf6



So, who is winning?! 26.♟c3 ♞e4 27.♟b4 ♟c8 28.♟c1 ♟f5 29.♟b1 ♟b6 30.♞f3 f6 31.♟b2 ♟h7 32.♞d2 ♞xd2 33.♟xd2 ♟xb1 34.♟xb1 ♟a6 35.♟c1 ♟c7 36.♞b3 ♟a7 37.♟d3 ♟a8 38.♟d2 ♟e7 39.♟g3 ♞h8 40.♞h2 ♟d8 41.♞c5 ♟a2 42.♟e3 ♟a3 43.♟g4 ♟e8 44.♟e1 ♟a8 45.♟f5 ♞g8 46.h4 ♟c8 47.♟g6 ♟a2 48.h5 ♟b8+ 49.♞h3 ♟e8 50.♟g4 ♟f7 51.♟f5 ♟a3 52.♟c1 ♟a7 53.g3 ♟c8 54.♟g4 ♟a2 55.♞d3 ♟e4 56.♟f5 ♟a3 57.♞c5 ♟e7 58.♟e1 ♟a8 59.♞g2 ♟a2 60.♞f3 ♟f7 61.♟c8+ ♞h7 62.♞g4



The diagram is so readers can rejoin the game here if they wish to. The material difference is still the same, but Rybka is about to offer to exchange queens, and I believe that this changes the effect of the imbalance more into White's favour  
 62...♖e8?! 62...g5!? 63.hxg6+ ♖xg6+ 64.♔h3 ♜g7= 63.♗xe8 ♞xe8 64.♕f5! Now DJ has an advantage, but the next few moves seem to get nowhere 64...♞a5 65.♞b1 ♞a2 66.♞c1 ♞a7 67.♞c2 ♔g8?! 67...♞a3!? 68.♘d3! ♞a3 69.♘b4 Now the ♔/c6 is in trouble 69...♞a4 70.♞b2 ♞c8 71.♕e6!



That should settle it 71...♞aa8 72.♙f4 Stops the rooks doubling on the c-file! 72...♕h7 73.♕d6 ♞a7 74.♞c2 ♞a1 74...♞a4 was a better try, but 75.♘xc6 ♞xc6+ 76.♕xc6 ♞xd4 77.♕xb5 wins in time 75.♞xc6 ♞d8+ 76.♕e7 ♞da8 77.♘xd5 ♞d1 78.♙e3 ♞b8 79.♘b4 ♞b1 80.♙d2 ♞f1 81.d5 ♞xf2 82.♙f4 After 82...♞b7+ 83.♕d6 ♞h2 84.♞c7 ♞xc7 85.♕xc7 ♞xh5 86.d6 1-0

Hiarcs, Diep, Spike, Crash Test Dummy and The King all won in round 6, but Herman, XiniX and IsiChess were meeting these leaders after their decent start to the tournament, and all fell away from round 6 onwards.

Then, after its fall from grace in round 6 **Rybka** went onto another 'perfect' run and won its last 3 games, so came top quite easily by an impressive margin yet again!

**Hiarcs** and **Diep** both finished strongly - but not strongly enough I suppose. Hiarcs was given 2nd position on its Bucholtz score.

**Deep Junior**, after beating Rybka, managed to lose to Zzzzz, so had to be content with 4th.

Here is the **Final Table**:

Pos	PROGRAM	/9
1	<b>RYBKA</b>	8
2=	<b>HIARCS</b> <b>DIEP</b>	6½
4	<b>DEEP JUNIOR</b>	6
5=	<b>SPIKE</b> <b>THE KING</b> <b>CRASH TEST DUMMY</b>	5
8=	<b>XINIX</b> <b>HERMANN</b> <b>ISICHESS</b>	4
11	<b>Zzzzz</b>	3½
12	<b>GI-ANT</b>	3
13	<b>JOKER</b>	2½
14	<b>TRJEZZ</b>	0

... and two more games...

### Rybka - Hiarcs

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♙e3 e5 7.♘b3 ♙e6 8.f3 ♙e7 9.♗d2 0-0 10.0-0-0 ♘bd7 11.g4 b5 12.g5 b4 13.♘e2 ♘e8 14.f4 a5 15.f5 a4 16.♘bd4 exd4 17.♘xd4 b3 18.♕b1 bxc2+ 19.♘xc2 ♙b3 20.axb3 axb3 21.♘a3 ♘e5 22.h4 ♞a4 23.♞h3 GM Svidler has recommended this as the move which makes Black's game quite miserable for him 23...♞xe4 24.♙g2 ♞g4



Hiarcs first move out of book, with an equal evaluation. Rybka stays in its theory for a few more moves 25.♙d4 ♗c8 26.♗f2 f6?! I don't like this so much. If Hiarcs has

anything going for it, then it's the ♖/b3, and this just allows its easy capture. I'd have preferred to see 26... ♖xg2 27. ♖xg2 ♖xf5+ 28. ♖a1 ♖e6 27. ♖c3 ♖a6 28. ♖xb3 Rybka is out of book as well now, and we soon see that Hiarc's just has no play and mounting problems 28... ♖a4 29. ♖d5+ ♖h8 The Hiarc's eval is now -0.85 30. ♖b5 fxg5 31. ♖c3 ♖d7 32. ♖e6! ♖c6 33. ♖d5 ♖f6



34. ♖xe5! A fine move by Rybka, much better than the obvious hxg5 34... dxe5 35. ♖c1 ♖a6 The Hiarc's eval now showed -2.03 36. ♖c5 ♖d6 37. ♖a7 e4 The best try! 38. ♖b6!



For a moment this looks wrong... ♖d4! We see what happens after Hiarc's plays it! 38... ♖d4 39. ♖xd6 ♖xa7 40. ♖d7 ♖g1 41. ♖xa7 ♖xc1+ 42. ♖xc1 gxh4 Is there a chance for the pawn to save the game!? 43. ♖f4 ♖f6 44. ♖d2 ♖b8 45. b3 h5 45... ♖xb3?? 46. ♖a8+ m/3 46. ♖c4 ♖g4 47. ♖c3 ♖f6 48. b4 ♖g4



It looks as if we're in for an exciting, pawn chase finish, but Rybka has it all safely in hand 49. b5 e3 50. ♖g6+ ♖h7 51. ♖xh4 ♖h6 52. ♖f3 ♖h7 53. ♖d3 ♖d8+ 54. ♖e2 ♖b8 55. ♖f7 ♖h6 56. ♖g6 56... ♖xb5 57. ♖a8 ♖b2+ 58. ♖d3 ♖e5+ 59. ♖xe5 ♖g5 60. ♖f7+ ♖f4 61. ♖a4+ ♖g3 62. ♖xh5 1-0

Hiarc's was superb against lowly GI-ANT and also played this very good game against the stronger IsiChess program.

### Hiarc's - IsiChess

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 ♖b8 10. d4 ♖bd7 11. ♖bd2 ♖b7 12. ♖c2 c5 13. d5 ♖e8 14. ♖f1 f5 14... g6 15. ♖h6 ♖g7 16. ♖e3 ♖f6 is theory 15. exf5 ♖b6 16. ♖e3 ♖f6 17. ♖g5 ♖b8 18. ♖e6 ♖f7



19. g4! The start of a typical Hiarc's attack 19... h6 20. h4 ♖fxd5 21. g5 ♖f4 22. gxh6 ♖c8 The best chance. If 22... ♖xh4?! 23. ♖g4! is winning. Or 22... gxh6? 23. ♖g4! and now if 23... ♖h8 to avoid the ♖xh6+ fork, then 24. ♖xf4 exf4 25. ♖xf4 wins 23. ♖xf4 exf4 24. ♖g2 gxh6 25. ♖xf4



25... ♖c6 If 25... ♖xh4 26. ♖e6 is very strong 26. ♖e4 ♖d7 27. ♖xb7 ♖xb7 28. ♖g4+! ♖g7 29. ♖g6! And it's all over 29... h5 30. ♖xh5 ♖f6 31. ♖h6 ♖h7 32. ♖h2 ♖xh6 33. ♖xh6 ♖g7 34. ♖h5 ♖h7 35. ♖g4 ♖d7 36. ♖e6! 1-0

## UNDEFEATED HIARCS TRIUMPHS AT PADERBORN 2007

They say of London busses that when none come for ½ an hour then two will come together! Actually Mark Uniacke and I often have a laugh about it, because Hiarcs test versions are often the same. I can go 2 or 3 weeks and hear nothing from Mark, and then my InTray has two versions together: *"It's a new idea I've thought of, but there's 2 ways of implementing it, so I've sent them both!"*

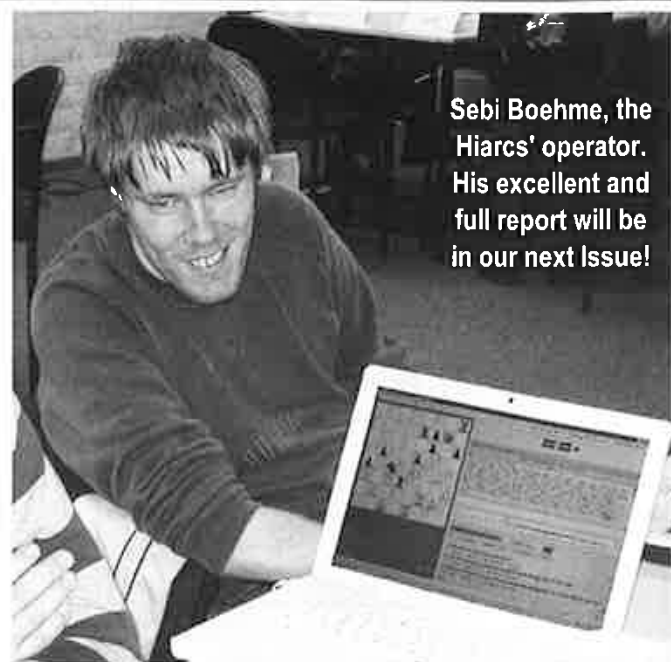
**Leiden and Paderborn** are a bit the same, no sooner has the second of the bi-annual Leiden events been played than Paderborn comes along over the Christmas period.

Hiarcs doesn't normally play in these, but our friend Sebastian Boehme (Sebi) volunteered to go along with a latest Hiarcs version, a newly optimised opening book and Harvey Williamson's 8xMulti-Processor PC! As Mark expected there was some serious competition on superfast hardware awaiting Hiarcs, despite the fact that the operators were missing from their families and their Christmas pudding over the holiday period. Computer chess must be pretty important!

### List of Entrants:

- Vas Rajlich's **Rybka**
- The latest version of Stefan Meyer-Kahlen's renowned **Shredder** program
- Steen Suurballe's **Gandalf** (a program which concentrates on its evaluation function rather than search issues)
- Vincent Diepeveen's **Diep** (which also majors on 'huge' evaluation matters with a depth limited alpha-beta and very little in the way of extensions, and is currently an experimental parallel program)
- Kai Himstedt's **Cluster Toga** (a powerful multi-processor conversion of the latest Toga program)
- Volker Bohm's up-and-coming (or perhaps we should say it's arrived?!) **Spike** program
- Plus **IsiChess**, **Jonny** and **ParSOS**. A very strong field!

For 4 rounds it looked as if it was going to be another 'Rybka all the way' tournament: it beat Gandalf in round 1, drew with Hiarcs in round 2, then beat Jonny in round 3. Shredder had wins over IsiChess and Spike and a draw



Sebi Boehme, the Hiarcs' operator. His excellent and full report will be in our next Issue!

with Cluster Toga, but when Rybka and Shredder met in round 4 it was Rybka that went clear top.

Hiarcs had beaten ParSOS in the meantime, but was held to draws by Cluster Toga and Spike. Finally Cluster Toga had beaten Diep but drawn with Shredder, Hiarcs and Jonny.

### So after 4 rounds we had:

- 4
- 3½ Rybka
- 3
- 2½ Shredder, Cluster Toga, Hiarcs
- 2 Jonny, Spike, Diep
- 1½ IsiChess

.... at this stage a familiar picture!

Round 5 promised to be critical, we had Cluster Toga (White) v Rybka, and Hiarcs (White) v Shredder.

### HIARCS - DEEP SHREDDER

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6  
 5.♘c3 ♘c6 6.♙g5 e6 7.♙d2 a6 8.0-0-0 ♙b6  
 9.♘b3 ♙e7 10.f3 0-0 11.h4 ♗d8 12.h5 d5  
 13.exd5 ♘xd5 14.♙xe7 ♘dx7 15.♙d3 h6  
 16.g4 f6 17.♘b1 e5 18.♙e1 ♙e6 19.♙e4 ♘f8  
 20.♘a4 ♙a7 21.♘ac5 ♙d5 22.♙h7 b6  
 23.♘e4 ♘g8 24.♗hf1 ♙c7 25.♘c3 ♙e6

26.♖de1 ♘b4 27.♙e4 ♜ac8 28.f4 ♙c4  
 29.♗e2 ♞e8 30.fxe5 ♞xe5 31.♗f4 ♙f7  
 32.♞d1 ♞c4 33.♗g6+ ♙xg6 34.♙xg6 ♗d5  
 35.♙d3 ♞c7 36.♞fe1 ♗e3 37.♞c1 ♞d8  
 38.♙xa6



38...♗xg4?! 38...♞c6!? 39.c3 ♞f7 40.♗d4  
 ♞de8 41.♗f5! ♞xe1 42.♙c4! ♞1e6?! 43.♞d1  
 ♞c7 44.a3! *The bishop can't be taken!*  
 44...♞xc4?? 45.♞xg7 mate 44...♞8e7  
 45.♗xe7 ♞xe7 46.♙xe6 ♞xe6 47.♞d8+ ♗e7  
 48.♞xg8 ♞xg8 49.♞xg8 ♗f7 50.♞b8 g5  
 51.hxg6+ ♗xg6 52.♞xb6 h5 53.a4 1-0

An extremely good game by HiarcS at a critical time in the tournament.

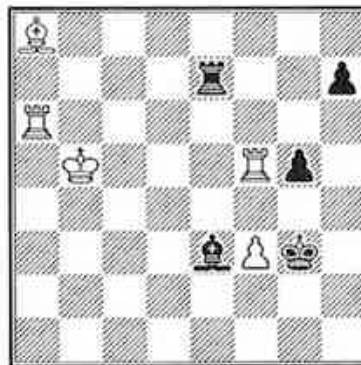
**TOGA CLUSTER - RYBKA**

1.e4 c5 2.♗f3 d6 3.d4 cxd4 4.♗xd4 ♗f6  
 5.♗c3 a6 6.f3 e5 7.♗b3 ♙e6 8.♙e3 ♙e7  
 9.♞d2 0-0 10.0-0-0 ♗bd7 11.g4 b5 12.g5  
 ♗h5 13.♗b1! *Marked ? in some books, but this is a strong response!* 13...♗b6 14.♗d5  
 ♙xd5 15.exd5 ♞c7 16.♗a5 ♗xd5 17.♞xd5  
 ♞xa5 18.♙d3 ♞d8 19.h4 ♞d7 20.♞he1 g6  
 21.♙e4 ♞ad8 22.a3 ♞c8 23.♞d2 ♞c7 24.♞f2  
 ♞b8 25.c3 f6 26.♞g1 ♗h8 27.♙a7 ♞bc8  
 28.♙e3 ♞b8 29.♞d2 ♞d7 30.♞gd1



30...♞h3?! *The risky move!* 30...♞e6 the safe move 31.♙a7 ♞bd8 32.♞b6 ♞xh4?!

*Vas Rajlich considers this doubtful ("appears to be losing"). Rybka could have played 32...fxg5 33.hxg5 and then tried to continue a kingside attack with 33...♗g3?!, or simply gone with 32...Qc8 and pretend the queen's excursion to h3 never happened! 33.♞xa6 ♗g3 34.♙f2 ♞xg5 Black has mopped up some kingside pawns, but note that White has a queenside majority as well 35.♙c6 f5 36.♙b6 ♞b8?! 36...♞c8!? 37.♙c7! ♞e3 38.♞d3 ♞f2 39.♙xb8 ♞xb8 40.♙xb5 White is now clearly on top, but the position is very challenging in practice! 40...♗e2 41.a4! ♞c5 42.♞d5 ♗xc3+ 43.bxc3 ♞a3 44.♞c6 ♞xa4 45.♞1d2 ♞a7 46.♞a2 ♞b7 47.♗c2! ♗g7 48.c4! ♗h6 49.♞xb7 ♞xb7 50.♞a6 ♗g5 51.♙c6 ♞c7 52.c5 dxc5 53.♞xe5 ♙f8 54.♗d3 ♗f4 55.♞d5 ♗g3 56.♗c4 ♙h6 57.♗xc5 ♙e3+ 58.♗b5 ♞e7 59.♙a8 g5 60.♞xf5*



60...h5 61.♞a4 ♞e8 62.♙d5 ♞b8+ 63.♗c4 ♞b2 64.♗c3 ♞b5 65.♗d3 ♙f4 66.♞axf4 gxf4 67.♞xh5 ♞b8 68.♗e4 ♞b4+ 69.♗f5 ♗f2 70.♗g4 ♗e3 71.♞e5+ ♗d2 72.♙e4 ♗e3 73.♞d5 ♞b8 74.♞d3+ ♗f2 75.♗xf4 ♞f8+ 1-0

HiarcS finished with 2 more wins and was declared Champion on tie-break points. Much more next time, but here is the **Final Table**:

POS	PROGRAM	/7
1=	HIARCS RYBKA	5½
3	CLUSTER TOGA	5
4=	JONNY SHREDDER SPIKE	4
7	DIEP	2½
8	GANDALF	2
9	ISI-CHESS	1½
10	PARSOS	1

# RYBKA (minus a pawn every game) v GM Joel BENJAMIN

In our last issue, on page 27, Rybka had just equalised the match at 2-2.

It's a **pawn odds** match of 8 games. The players take Black and White in turn as usual, but Rybka is without a different pawn in every game. As White it plays without b2 d2 e2 and g2, and as Black without a7 c7 f7 and h7.

**Joel Benjamin** is a 2576 rated GM, but is somewhat famous as a computer expert, having beaten Deep Blue 1 in a short match, and then being seconded to the Deep Blue 2 team for the match in which it vanquished Kasparov.

**IM Larry Kaufman** is on the Rybka team and has prepared a small book for each game, to try and make sure the computer doesn't get egg on its face too soon. This didn't work in game 1 due to a faulty contempt setting within Rybka, which lost, and the GM easily drew games 2 and 3, though he was never able to make the touch of pressure he had from the extra pawn count. Then he lost game 4 when Rybka defended cleverly against Benjamin's dangerous passed pawn, and the GM over-estimated his chances in a position that was beginning already to go a little wrong on him as Rybka sacrificed a pawn to activate its pieces.

Here is game 5.

## Rybka (no e2 pawn) - Benjamin



1.d4 d6 2.♘f3 g6 3.c4 ♗g7 4.♘c3 ♗g4  
5.♗e2 ♘c6 6.0-0 ♘f6 7.d5 ♘b8?!

I can understand that Benjamin wouldn't want to exchange ♗/♘, but even so 7...♗xf3 8.♗xf3 ♘e5 9.♗e2 0-0 had to produce a better position than the retreat 7...♘b8 now

leaves him with

8.h3 ♗d7 9.♗e3 c5 10.a3 ♘a6



It's become a Benoni type position. Okay, White is a pawn down, but has extra tempi and better development and has probably equalised already I think!?

11.♗e1 0-0 12.♗b1 ♗f5 13.♗d3 ♗xd3  
14.♗xd3 ♗e8 15.b4! ♗d7?!

15...b6 16.bxc5 ♘xc5 is a better defence of the queenside

16.bxc5 ♘xc5 17.♗xc5 dxc5 18.♘e5 ♗c8  
19.♗f3 ♗b8 20.♘e4 ♗f8 21.♘g5 ♗c7 22.g3  
♗be8 23.♗e3 b6 24.♗be1



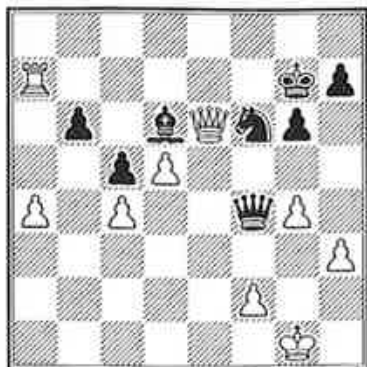
Rybka controls the board so Benjamin decides to push his e-pawn and try to free his position. Unfortunately he ends up with an unfavourable endgame

24...e6?!

24...h6 25.♘gxf7 ♗xf7 26.♘xf7 ♗xf7 is better, though White's threat of ♗e6 looks unpleasant

25.♘exf7! ♗xf7 26.♘xf7 ♗xf7 27.♗xe6  
♗xe6 28.♗xe6 ♘d7 29.♗e2 ♗f8 30.a4 ♗f5  
31.g4 ♗f4 32.♗e8! ♘f6 33.♗e6+ ♘g7  
34.♗a8 ♗d6 35.♗xa7+





It is clear now that Black is in big trouble  
**35...♔h6 36.♚e3!**

Excellent strategy, and really leaving Black with no choice but to exchange

**36...♚xe3 37.fxe3 ♘e4!**

The best try, more because it can either make it awkward for White's king to centralise or could win back a pawn, than because it blockades the e/♠. But White is now irresistible anyway

**38.♞b7! ♘d2 39.♞xb6 ♘xc4 40.♞c6 ♙f8 41.d6!**

Quite ingenious!

**41...♙xd6 42.a5**

And the knight can't take the pawn as he'd

lose his bishop! So it would go **42...♙b8**

**43.♞c8 ♙a7 44.♞c7 ♙b8 45.g5+! ♔xg5**

**46.♞xc5+ ♘e5 47.♞b5 ♙a7 (47...♙c7 48.a6!)**

**48.♞xe5+ 1-0**

That put **Rybka** ahead for the first time in the match, by 3-2

### Benjamin - Rybka (no f7 pawn)

Game 6, of all the starting set-ups, is the one you'd think White was sure to win: Black without the f7 king protecting pawn! How does Rybka protect its king? Dare it castle?!



**1.e4 ♘h6 2.d4 ♘f7**

This of course is Larry Kaufman's book method to try and find a way to secure the Rybka king a little

**3.♘f3 e6 4.♙d3 ♙e7 5.0-0 0-0 6.e5?!**

The Rybka book ended after this – I doubt the Rybka team expected Benjamin to block the central pawns. It should give him long term pressure, but a more active, dynamic approach was more likely to hurt even the computer program

**6...♘c6 7.c3 d6 8.♞e1 dxe5 9.dxe5 ♘g5 10.♙xg5 ♙xg5**

Amazingly the f-file belongs to Rybka

**11.♞e2 ♙h6 12.♘bd2 ♙d7 13.♞e4**



Benjamin has played all of this very thoughtfully – and slowly! He's already getting short of time!

**13...g6 14.♞ad1 ♞e7 15.♞g4 ♞f4 16.♞h3 ♙g7 17.♙c4 ♘a5 18.♙f1 ♘c6 19.♙c4**

Benjamin has less than 10 minutes on his clock, and is repeating moves as he (unsuccessfully) searches for a way to make progress

**19...♘a5 20.♙f1 ♘c6 21.♙c4**

If, say, 21.b4 to stop Rybka playing ♘a5 in reply to ♙c4, then 21...a6 22.♙c4 ♞e8

**23.♞g3 ♞ef8** and although Black's position is very passive, the computer appears to have an answer for everything. With Benjamin having no time left to think properly, if it all, he gave it up rather than risk a blunder ½-½

The final 2 games were drawn, and **Rybka** duly won the pawn-odds match by 5-3.

Ever one for a computer based challenge, the next Rybka-Benjamin match will see the GM with White in every game, and draws will count as a win for him!

**PETE BLANDFORD'S 2 X ALL-PLAY-ALL TOURNAMENTS**

Each Match is 4 Games at G/60. Two P4/2100 PCs. Tournament started 2003, and is extended as Pete adds new Engines to his collection!

1	Rybka 1.2f 32-bit	**	2½	1	3½	2½	3½	2	2½	2½	3	3	3½	3	3½	2½	3	1½	3	3	3	3½	3½	84				
2	Rybka 2.2 32-bit	1½	**	2	2½	3½	2½	2½	3	2½	2½	1	1½	3	3½	3	4	4	3	2½	4	2½	3	3½	84			
3	Junior 10	3	2	**	½	2½	2	2½	3½	1	3½	3	3	2	2	2	3	1½	1½	2	3½	1½	3½	4	80			
4	Rybka 2.3 32-bit	½	1½	3½	**	1½	2½	2½	1½	1½	2	3	3½	4	2½	3½	3	4	3	3½	2	3	3	3½	78.5			
5	Hiarcs 10	1½	½	1½	2½	**	2	2½	2½	2	3½	2½	1½	2½	2½	2	3½	3	2½	3	3	3½	2½	3	76.5			
6	Rybka 1.0f Prev2 32-bit	½	1½	2	1½	2	**	½	2	3	2½	3½	1½	2½	2	3	2½	1	1	2	1½	3	3	4	71.5			
7	Shredder 10	½	1½	1½	1½	3½	**	2	3	3	3	2	1½	2	2½	3½	1	3½	3	1	3½	2½	2	½	67.5			
8	Junior 8	2	1	½	2½	1½	1	2	**	2	2	1½	1½	2	3½	2½	2	2½	1½	2	4	2	2½	2½	67.5			
9	Shredder 9	1½	1½	3	2½	2	1½	1	2	**	3	1½	3	2½	½	1½	3	1½	1	1	1½	2	2½	3	65.5			
10	Fritz 9	1½	1½	½	2	½	½	1	2	1	**	3½	3	2½	1½	2	3	4	2½	1½	1½	2½	3½	2½	65.5			
11	Shredder 7.04,active	1	3	1	1	1½	2½	1	2½	2½	½	**	2½	2	1	1½	2	2	2	2½	2	3	2½	2	63.5			
12	Junior 9	1	2½	1	½	2½	1½	2	2½	1	1	1½	**	1½	2	2	1	2½	1½	3½	3	2	2½	2½	62			
13	Shredder 7.04	½	1	2	0	1½	2	2½	2	1½	1½	2	2½	**	2	2½	2½	1½	2½	1	1½	1½	3	3	59.5			
14	Fritz 8,Bilbao	1	½	2	1½	1½	1	2	½	3½	2½	3	2	2	**	2	1	½	2	2	2	2½	2	3½	59			
15	Hiarcs 9	½	1	2	½	2	1½	1½	1½	2½	2	3	2	1½	2	**	1	4	1	1	1½	½	1½	2½	58.5			
16	Fritz 8	1½	0	1	1	½	3	½	2	1	1	2½	3	1½	3	3	**	3½	1½	2	1½	3	2	1½	58			
17	Deep Fritz 8	1	0	2½	0	1	3	3	1½	2½	0	2	1½	1½	3½	0	½	**	2	2	1	3	3	3½	57.5			
18	Shredder 8	2½	1	2½	1	1½	2	½	2½	3	1½	1½	2½	2	3	2½	2	**	0	2	1	2½	1½	1	57			
19	Fritz 7	1	1½	2	½	1	2½	1	2	3	2½	1	½	1½	2	3	2	2	4	**	1½	2	1½	2½	57			
20	Junior 7	1	0	½	2	1	1	3	2	2½	2½	2	1	3	2	2½	2½	3	2	2½	**	2½	½	1	57			
21	Shredder 8,active	1	1½	2½	1	1½	1	½	0	2	1½	2	2	2½	1½	2½	1	1	3	2	1½	**	2½	1½	57			
22	Hiarcs8 Bareev	1	1	½	1	½	0	1½	2	2½	½	1½	1½	2	2	2½	2	1	1½	2½	3½	1½	**	½	54			
23	Chess Tiger 14.0	1½	½	0	3	1½	1	2	1½	2	1½	2	1½	2½	½	1½	1	1	2½	1½	3	2½	2½	**	2	53.5		
24	Gambit Tiger 2.0	1½	1	½	1½	1	1	3½	1½	½	2	1	2	2½	1	2	2½	1	1	3	2	2	2	**	½	53		
25	Tiger 15.0,normal	1	2½	0	1	1	½	1½	0	1	2½	1½	2	1	2½	1½	2	½	3	1½	0	2½	2	3½	**	2	51	
26	Hiarcs 7.32	2½	½	0	2	1	1	2½	2½	1½	1½	0	1	1	2	1½	1½	1½	2	2½	0	1½	1	1½	**	3	49.5	
27	Shredder 7	1	1	2	1½	½	½	1	2	1	½	1	2½	2	2½	1	3½	2½	2	1½	3	1½	1½	2½	**	2	48.5	
28	Chess Tiger 15.0	1	1	1½	1	1½	0	3	½	½	1	1	1	1	½	½	2	3	1	2½	2	3	1	1½	1½	**	2	44
29	Hiarcs 8	1	1½	0	1	1	2½	1	½	1	1½	2	1	½	1	1½	2½	1	½	2	2½	2½	1	2½	1	**	3	44
30	Fritz 5.32	½	1	1	1	1½	1½	0	1	0	½	1	1	2	1½	1	½	1	2	2½	3	1	0	2½	1	**	2	38.5
31	Fritz 6	½	½	0	½	1	½	1	½	½	1	1½	½	0	2½	2	2	1½	2	2	1½	2	2	1½	2	**	2	37.5

Average elo: 2708 <=> Category: 19 - gm = 43.20 m = 19.20

Each Match is 2 Games at G/60. Two 4800XT64 PCs. Tournament started 2006, and is extended as Pete adds new Engines to his collection!

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	Total/64
1 Rybka 2.3 32-bit	**	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	48.5
2 Rybka 1.2f 32-bit	1/2	**	1/2	1/2	0 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	48.0
3 Rybka 2.2 32-bit	1/2	1/2	**	1/2	1/2	0 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	47.5
4 Rybka 2.3 LK 32-bit	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	47.0
5 Rybka 2.1o 32-bit	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	46.0
6 Fritz 10	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	43.5
7 Hiarc 10	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	39.5
8 Zap!Chess Zanzibar	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	39.0
9 Junior 10	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	37.5
10 Shredder 10	0	1/2	0 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	37.0
11 Shredder 9	0	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	37.0
12 Fritz 9	0 1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	35.0
13 Junior 9	1/2	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	33.5
14 Shredder 7.04	1/2	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	32.0
15 Shredder 8	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	31.0
16 Fritz 8 Bilbao	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	31.0
17 Chess Tiger 15.0	1/2	0 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	30.5
18 Deep Fritz 8	1/2	0 1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	30.0
19 Fritz 8	0	0 1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	29.0
20 Junior 8	0 1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	29.0
21 Gambit Tiger 2.0	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	29.0
22 Fritz 7	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	28.5
23 Hiarc 9	0 1/2	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	26.5
24 Junior 7	0	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	26.5
25 Hiarc 8	1/2	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	24.5
26 Hiarc 8 Bareev	0	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	24.5
27 Shredder 7	1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	24.0
28 Zap!Chess Reykjavik	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	23.0
29 Chess Tiger 14.0	0	0 1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	22.5
30 Fritz 6	0	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	21.5
31 Hiarc 7.32	0	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	21.0
32 Fritz 5.32	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	17.0
33 Crafty 19.19	0	0	0	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	16.0

Average elo: 2755 <=> Category: 21 . gm = 19.20 m = 6.40

# CLIVE MUNRO'S FASCINATING CHALLENGE MATCH: [126MHZ] PALM HIARCS9.6 v [166MHZ] PC CHESS GENIUS7.2

Clive and I both have a Palm Zire 21 126MHz unit - okay, they're a bit out of date now, but working in the computer chess business doesn't enable much wild spending. Clive also has this similarly old Pentium PC that runs at 166MHz, and he thought it would be a good idea to see how the Palm unit with Hiarc9.6 loaded would fare against his PC with Genius7.2.

We had quite a lengthy discussion before the match, trying to work out what the respective ratings were and who we thought would win. According to *SelSearch128* (page 26), the Palm HIARCS pairing should be around 2500 Elo, but working out the Genius rating wasn't so easy! Richard Lang's Chess Genius programs haven't been tested on modern hardware and so slipped off our Rating List quite some time ago, so I had to do a search into some old magazines and also seek for scores for the old PC programs way down the ratings, some of which are hidden near the bottom of the lists when they come off my old Atari ST rating program!

## METHOD 1: THE RATING LISTS

Genius5 last appeared in the magazine lists with issue 124 about 2 years ago, when we showed its rating at 2524. But that was on faster hardware than Clive's P/166, so the pair of us estimated that the Genius rating on his hardware might be around 2400. Unfortunately we have no detailed figures to indicate how much better Genius7.2 might be than Genius5, but our best guess is 40-50 Elo, so this would put Genius7.2 on Clive's hardware at perhaps 2450. From this Clive and I concluded that Palm Hiarc9.6 could just edge the match, and we forecast 5½-4½.

## METHOD 2: THE HARDWARE COMPARED

Clive ran tests on his Palm & PC units to determine the units' speed differences!

- Hiarc9.7 on Palm/126      3879 nodes per sec
- Hiarc9 on P/166            10000 nps
- Genius on Palm/126        22887 nps
- Genius7.2 on P/166        91967 nps

In other words the P/166 is 3x faster than the Palm/126 unit for chess! So here's another calculation:

- Hiarc9 SelS 2647 = 2520 on P/166. 3 x slower on Palm unit: 2520 - 100 = **2420**
- Genius7 SelS Gen5 is 2524 + 50 for Gen7 = **2450** on P/166
- Now it looks more like a draw, or even an edge for Genius!!

Here's how the early games went:

	1	2	3	4	5	6	7	8	9	10	T
Palm Hiarc9.6	½	0	1	1							
PC Genius7.2	½	1	0	0							

Clive recommended game 3 as a good one, in which Hiarc9.6 managed to win from a drawn position. But the game was very long, so I've gone for game 5 instead.

## Hiarc9.6 - ChessGenius 7.2

Game in 60. Game 5

B80: Sicilian Scheveningen: 6 g3 and 6 Be3, including English Attack

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6  
5.♘c3 e6 6.♙e3 a6 7.♙d3 ♘c6 8.♘xc6N

0-0 is the usual move. 8.f4 is an occasional (aggressive) choice, e.g. 8.f4 e5 9.♘xc6 bxc6 10.♙d2 ♘g4 11.f5 was Topalov-Ivanchuk at Wijk aan Zee, 1999, which ended a draw

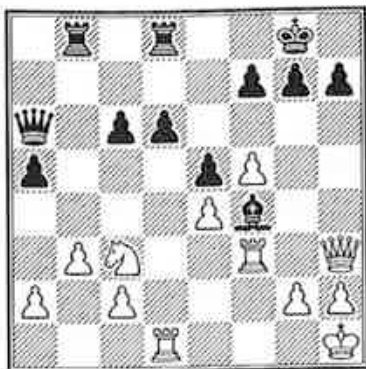
8...bxc6 9.0-0 ♙e7 10.f4!? e5 11.♙f3?! ♘g4!



This appears to equalise

12.♙c4 0-0 13.f5 ♘xe3 14.♙xe3 ♙g5  
15.♙g3 ♗b8 16.b3 ♙f4 17.♙d3 a5 18.♗ad1

**♖b6+ 19.♔h1 ♖d8 20.♗h3 ♘a6 21.♙xa6  
♗xa6 22.♖f3**



**22...d5?**

Black doesn't command the centre, so this is ill-advised... in fact it just loses a pawn as we see. An attack on the queenside should be Black's preference, so perhaps 22...a4 23.f6 axb3 24.cxb3 and now Black is better placed to try 24...d5±

**23.exd5 cxd5 24.♗xd5 ♖e2?!**

Again I feel that this is misplaced aggression. I'd have tried ♗h6

**25.♖fd3 ♔h8 26.♗c3 ♖xd3 27.♗xd3**

27.♗xe2 would not be a good idea after 27...♖xd1+ 28.♗g1 ♖bd8. It is always hard to assess unusual material imbalance, but I think this would favour Black

Nor 27.cxd3?? ♗c2 28.d4 exd4-+

**27...♗xd3 28.♖xd3**

This is better than 28.cxd3?! ♖c8 29.♗b5 ♖c2! but 30.a4 still favours White, a pawn ahead, slightly

**28...f6 29.g3 ♙h6 30.♗e4! ♔g8 31.c4 ♔f8  
32.♔g2 ♔e7 33.♗c5 ♖d8?!**

Piece exchanges ought to favour White, so perhaps ♖c8 was better

**34.♖xd8! ♔xd8 35.♔f3**



**35...♔c7**

A tricky choice! I think it should stay king-side, so ♔e7 if anything

**36.♗e6+! ♔c6?!**

Committing the king even further. Now White wins well and quickly

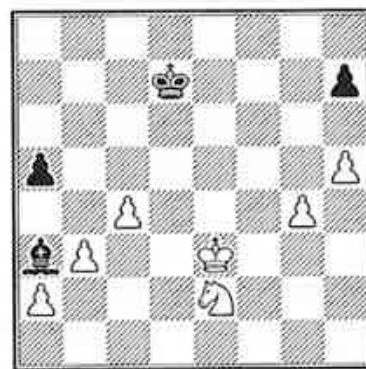
**37.♔e4 g6 38.h4 gxf5+ 39.♔xf5 ♙d2 40.g4!  
♙b4 41.♔xf6 e4**

The last hope!

**42.♔f5 e3 43.♔e4 ♔d7!**

If the e-pawn runs again with 43...e2?! then 44.♗d4+

**44.♗f4 ♙e1 45.h5 ♙d2 46.♔d3 ♙c1 47.♗e2  
♙a3 48.♔xc3**



White is 3 pawns ahead, so it's game over. There are just a few more moves...

**48...♙e7 49.♗d4 ♙f6 50.c5 ♙e7 51.c6+ ♔c7  
52.♔e4! h6 53.g5!**

Quite clever!

**53...♙xg5**

If 53...hxg5 54.♔f5 wins

**54.♗e6+ ♔xc6 55.♗xg5 ♔d6**

55...hxg5? 56.h6 1-0

**56.♗f7+ ♔e6 57.♗xh6** and White soon won 1-0

This of course put Palm Hiarc 3½-1½ ahead, so let's add that in to our score table, and then include game 6, which was won by Genius, so keeping the match still close...

	1	2	3	4	5	6	7	8	9	10	T
Palm Hiarc	½	0	1	1	1	0					
PC Genius	½	1	0	0	0	1					

... and now we'll move on to game 7!

**Hiarcs 9.6 - ChessGenius 7.2**

Game in 60. Game 7

C14: French: Classical System: 4 Bg5 Be7 main line

This is a somewhat flawed game, but exciting due to the fluctuations in it!

1.d4 e6 2.e4 d5 3.♘c3 ♘f6 4.♙g5 ♙e7 5.e5  
 ♘fd7 6.♙xe7 ♚xe7 7.f4 0-0 8.♘f3 c5 9.dxc5  
 ♚xc5 10.♚d4 ♘c6 11.♚xc5 ♘xc5 12.a3 f6  
 13.exf6 ♚xf6 14.g3



14...b6N

The programs have followed theory for a long time and there's a 1998 game in my database with 14...♙d7, won by White. But I see nothing wrong with the Genius move, it might even be a small improvement!

15.0-0-0 a5?! 16.♙b5 ♙b7 17.♚he1 ♚c8

Black could have a problem with the backward b6 pawn – so maybe my comment at move 14 should be re-assessed! Also the ♙/b5 is a nuisance, so 17...♘a7!? perhaps

18.♘a4! ♘xa4 19.♙xa4 ♙a6 20.c3

20.♘g5!? eyeing another backward pawn (e6) looks pretty strong

20...h6 21.h4 b5 22.♙b3



22...b4?

22...♙b7 was best, then if 23.♙c2 b4 becomes possible

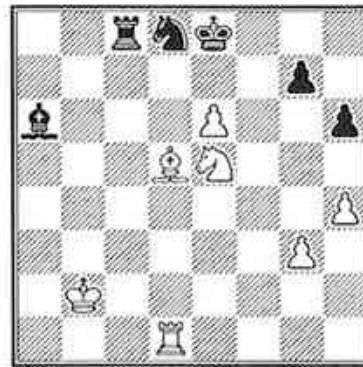
23.axb4 axb4 24.♚xe6 ♚xe6 25.♙xd5 ♘d8  
 26.f5! bxc3

The best chance, but Black is in trouble

27.fxe6

Not 27.♙xe6+? because 27...♘xe6! 28.b4 ♘c7! and Black is ♙ for ♠ to the good and has taken over

27...cxb2+ 28.♙xb2 ♙f8 29.♘e5 ♙e8

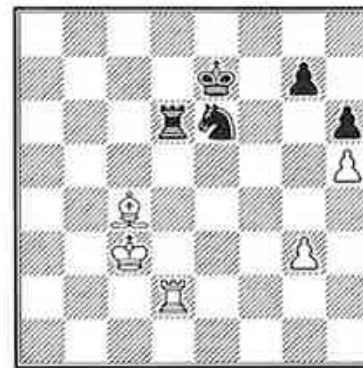


30.♚d2?

A 'nothing' move, wasting a vital tempo. White's e-pawn is enough to win the game, but it must be used! Still winning for White is 30.♘g6. The likely continuation is:

30...♚b8+ 31.♙c3 ♚b6 32.e7!

30...♚b8+ 31.♙c3 ♚b6 32.♘d7 ♚d6 33.♘c5 ♙e7 34.♘xa6 ♚xa6 35.♙c4 ♚d6 36.h5 ♘xe6



Well, it doesn't need a chess genius to tell you this should now be a draw! Let's see what happens

37.♚f2 ♘g5 38.♙d3 ♚d5 39.♙g6 ♚d6

40.♙c4 ♚d1 41.♚b2 ♘e6 42.♚b7+ ♙f6

43.♚b5 ♚f1 44.♚b3 ♚e1 45.♙d3 ♙g5

46.♙d2 ♚e5 47.♚f3 ♙g4 48.♚a3 ♘c7 49.♚a7 ♚e7



**50.♔d3?!**

It was better for the rook to go back to a3:  
 50.♖a3 ♘e8 51.♔d3 ♕xg3 52.♔d4+ ♖f4  
 53.♖a4 should get the draw

**50...♕xg3 51.♔c4 ♖g4 52.♖a1 ♘e6 53.♖g1+ ♕h4 54.♖h1+ ♕g3 55.♕f5?!**

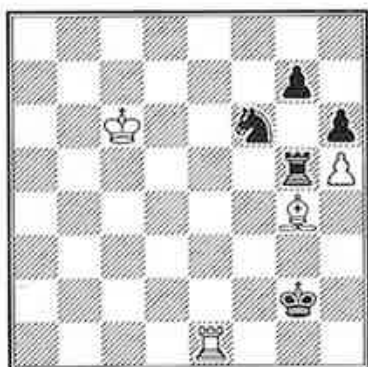
This, perhaps, is more than a small mistake, as the bishop was restraining Black's king-side pawns. The small mistakes are giving Black a definite initiative, even if it's not yet enough to force a win. 55.♖e1 was best

**55...♘f4 56.♔d4 ♖a7 57.♕c2 ♖a5 58.♕d1 ♖a1 59.♔c3 ♖f2 60.♔d2 ♖a7 61.♖h2+ ♕g3 62.♖h1 ♖d7+ 63.♔e3 ♘d5+ 64.♔d4?**

Either ♔d2 or ♔d3 were better than this, maintaining self-defence and closer piece protection by supporting each other. E.g. 64.♔d3 ♘f6+ 65.♔c2 ♘e4 66.♖e1

Genius, which is actually playing extremely well, immediately finds the move to take advantage of the mistake, and now Black has definite winning chances

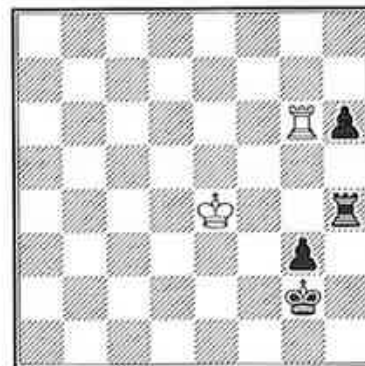
**64...♘f6+! 65.♔c5 ♖d5+ 66.♔c6 ♖f2 67.♕g4 ♕g2 68.♖e1 ♖g5**



**69.♕d1 ♘xh5 70.♕xh5**

My readers will know that this is wrong – PalmH is 2 pawns down and should keep the pieces on as far as possible

70.♖e2+ ♔h3 71.♖e3+ ♘g3 72.♕b3 makes it as difficult as it can be, though 72...h5! emphasises that Black still has the advantage  
**70...♖xh5 71.♖e6 g5 72.♖g6 ♖h4 73.♔d5 g4 74.♔e4 g3+**



**75.♔e3 h5 76.♖g5 ♖h3 77.♔f4 ♔f2 78.♖c5 g2 79.♖c2+ ♕g1 80.♔f5 ♖g3 81.♔f4 h4 82.♖c1+ ♔h2 83.♖c2 ♖b3 84.♔f5 h3 85.♔e5 ♔h1 86.♖c1+ g1 ♖ 87.♖xg1+ ♔xg1**

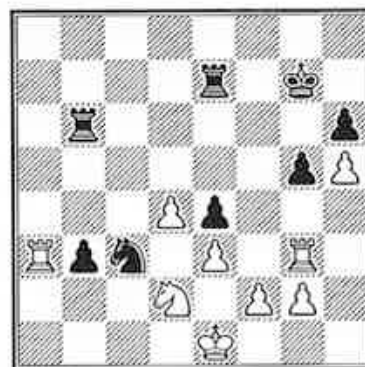
That does it! **0-1**

So the score was tied at 3½-3½. Genius won game 8, then Hiarc equalised again, 4½-4½!

	1	2	3	4	5	6	7	8	9	10	T
Palm Hiarc	½	0	1	1	1	0	0	0	1		
PC Genius	½	1	0	0	0	1	1	1	0		

So here's the decider! It was level at move 44, so we'll join it there

**ChessGenius 7.2 - Hiarc 9.6**



**44...♖eb7**

44...♖c7 45.♖xb3 ♖a6 46.f3 ♖a1+ 47.♔f2 ♖a2 is also a draw

**45.f3 exf3?**

45...♖b5 was correct: 46.fxe4 ♖c7 47.♖xb3! (47.♘xb3? loses to 47...♘b1! 48.♖a5 ♖xb3)

47...♖a5 48.♖g4 ♖a1+ 49.♔f2 ♖a2 draws  
**46.♖xf3**

Now White has connected passed pawns. It might be a while before they can move, but when they do....

**46...♖b4 47.♖f5 ♖e7 48.♖e5 ♖eb7?!**

48...♖xe5 49.dxe5 ♘d5 50.♘xb3 ♘xe3 was better, and was enough to draw fairly easily even at this stage!

**49.g4! ♔h7 50.♖ea5 ♔g7 51.♖a7!**



Good strategy. The central pawns become stronger with a pair of rooks off the board

**51...♖xa7 52.♖xa7+ ♔f8 53.♖a3 ♘d5!**

Good

**54.e4 ♘f6 55.e5 ♘xg4 56.♘xb3 ♘e3 57.♔e2 ♘f5 58.♔d3 g4 59.♔e4**



Excellent play from Chess Genius again, but the game still isn't quite won yet

**59...♘g7 60.♔f4 ♘e6+?**

60...♘h5+! had to be the right way to get the draw. Now best play looks to be 61.♔xg4 ♘g7 62.♔f4 ♘e6+ 63.♔e4 ♘c7 and White doesn't look to be able to make progress so, amazingly, a draw is still the likely outcome!

**61.♔xg4 ♔g8**

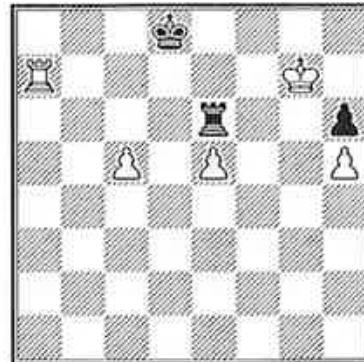
This or ♔e8 was pretty much forced in the circumstances.

Perhaps Palm Hiarc's had hoped to play 61...♘d4 62.♘d4 ♖xd4+, winning the second pawn back, but unfortunately 63.♔f5! wins

**62.♖a8+**

Hereafter Black defends very well, but it is too late

**62...♔f7 63.♖a7+ ♔f8 64.♔f5 ♘g7+ 65.♔g6 ♖b6+ 66.♔h7 ♘e6 67.♖a8+ ♔e7 68.♘c5 ♘xc5 69.dxc5 ♖e6 70.♖a7+ ♔d8 71.♔g7**



**71...♖xe5**

Here 71...♔e8! was probably better, but Black cannot save the game now anyway: 72.♖f7 ♔d8 73.c6! ♖xc6 74.♖f6! 1-0

**72.♔xh6 ♖xc5**

On a 2007/8 program tablebases would kick in here and announce mate in 21. Let's see how Chess Genius gets to queen the pawn

**73.♔g6 ♖c6+ 74.♔g7 ♖c1 75.h6! ♖g1+ 76.♔f8 ♖h1 77.h7 ♔c8 78.♔g8 ♔b8 79.♖d7 ♖c1 80.h8 ♖c8+ 81.♔g7 ♖xh8 82.♔xh8 1-0**

	1	2	3	4	5	6	7	8	9	10	T
Palm Hiarc's	½	0	1	1	1	0	0	0	1	0	4½
PC Genius	½	1	0	0	0	1	1	1	0	1	5½

Since this Clive has run a second match: Palm Hiarc's, again on the Zire21, against Fritz4 on his P2/166. Again the PC program, Fritz4, won, this time by 6-4.

Clive has now downloaded Palm Hiarc's v9.7 which is maybe a little stronger - we'll see?! It probably needs Mark Uniacke to convert the PC Hiarc's11/12 to Palm code to turn the tables properly! Or else Clive will just have to go out and buy an all-singing all-dancing 400MHz Palm unit - that would settle it :-)



# 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 "SelSearch" 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	<b>RYBKA 2.3.2A</b>	2969
2	<b>RYBKA 2.2N</b>	2935
3	<b>RYBKA 1.2F</b>	2929
4	<b>FRITZ 11</b>	2921
5	<b>RYBKA 2.1c</b>	2906
6	<b>SHREDDER 11</b>	2891
7	<b>NAUM 2.2</b>	2828
8	<b>HIARCS 11.1</b>	2825
9	<b>FRITZ 10</b>	2822
10	<b>ZAPPA MEXICO</b>	2816
11	<b>LOOP 10.32F</b>	2813
12	<b>SHREDDER 10.1</b>	2810
13	<b>TOGA II 1.2.1</b>	2799
14	<b>FRUIT 2.3.1</b>	2797
15	<b>ZAP! ZANZIBAR</b>	2793
16	<b>FRITZ 9</b>	2781
17	<b>FRUIT 2.2.1</b>	2775
18	<b>SPIKE 1.2 TURIN</b>	2771
19	<b>DEEP SJENG 2.7</b>	2770
20	<b>HIARCS 10</b>	2767
21	<b>JUNIOR 10.1</b>	2765
22	<b>NAUM 2.1</b>	2764
23	<b>KTULU 8.0</b>	2760
24	<b>SHREDDER 9.1</b>	2750
25	<b>CHESS TIGER 2007.1</b>	2727
26	<b>THINKER 5.0B</b>	2726
27	<b>GLAURUNG 2-E/2-5</b>	2724
28	<b>NAUM 2.0</b>	2720
29	<b>FRITZ 8 BILBAO</b>	2713
30	<b>SMARTHINK 1.0</b>	2701
31	<b>ALARIC 707</b>	2697
32	<b>JUNIOR 9</b>	2687
33	<b>CHESS TIGER 2004</b>	2685
34	<b>HIARCS 9</b>	2673
35	<b>CHESS TIGER 15</b>	2669
36	<b>SCORPIO 1.8</b>	2667
37	<b>GANDALF 6</b>	2659
38	<b>DELFI 5.1</b>	2658
39=	<b>CHESSMASTER 10000</b>	2654
39=	<b>PRO DEO 1.6BETA</b>	2654

## 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	<b>RYBKA 2.3.2A</b>	3030
2	<b>RYBKA 2.2N</b>	2988
3	<b>RYBKA 1.2F</b>	2976
4	<b>RYBKA 2.1c</b>	2970
5	<b>FRITZ 11</b>	2948
6	<b>SHREDDER 11</b>	2942
7	<b>HIARCS 11.1</b>	2894
8	<b>NAUM 2.2</b>	2892
9	<b>ZAP MEXICO</b>	2888
10	<b>ZAP! ZANZIBAR</b>	2885
11=	<b>LOOP 13.6</b>	2882
11=	<b>FRITZ 10</b>	2882
13	<b>FRUIT 2.3.1</b>	2874
14	<b>SHREDDER 10</b>	2872
15	<b>STRELKA 1.8</b>	2870
16=	<b>TOGA II 1.3.4</b>	2868
16=	<b>LOOP 10.32F</b>	2868
18	<b>LOOP 12.32</b>	2857
19	<b>GLAURUNG 2.0.1</b>	2856
20	<b>SPIKE 1.2 TURIN</b>	2854
21	<b>DEEP SJENG 2.7</b>	2851
22=	<b>JUNIOR 10</b>	2841
22=	<b>FRITZ 9</b>	2841
24	<b>FRUIT 2.2.1</b>	2840
25	<b>HIARCS 10</b>	2836
26	<b>SHREDDER 9</b>	2823
27	<b>GLAURUNG 2-E/5</b>	2805
28	<b>KTULU 8</b>	2804
29	<b>NAUM 2.0</b>	2802
30	<b>FRITZ 8 BILBAO</b>	2800
31	<b>CHESS TIGER 2007</b>	2795
32	<b>ZAP! PADERBORN</b>	2781
32	<b>JUNIOR 9</b>	2779
34	<b>CHESSMASTER 11</b>	2771
35	<b>SCORPIO 1.91</b>	2769
36	<b>ZAP! REYKJAVIK</b>	2763
37	<b>SMARTHINK 1.0</b>	2757
38	<b>ALARIC 707</b>	2756
39	<b>SCORPIO 1.9</b>	2755
40	<b>DELFI 5.1</b>	2743

## HIARCS BOOK BUILDING by Graham Macklam

From: "Graham Macklam"  
To: "Eric Hallsworth"  
<eric@elhchess.demon.co.uk>  
Subject: Hiarcs book building (or how to make  
Hiarcs play 200 Elo stronger!)  
Date: Mon, 31 Dec 2007 20:54:38 -0000

Hi Eric,

First of all can I say congratulations to all of team Hiarcs on their win in Paderborn! Hiarcs finished very strongly with decisive wins towards the end. Hiarcs has made great progress recently but the work towards Hiarcs 12 I believe isn't finished yet! This brings me on to my reason for this e-mail.

In Selective Search 132 we had Peter Grayson's rather excellent article on book building for Hiarcs. Peter had shown us in a previous issue that the playing strength of Hiarcs could be increased by a quite unbelievable 160 Elo points when playing against Rybka! *Having read through the article I thought I would have a go myself!* Little did I know about the dramatic results that were to follow.

Using an engine vs engine database found on the net, I built a book and set Hiarcs 11.2 to work on the playchess server. My computer had recently been upgraded to Quad core and was running at 3.46 Ghz. My rating had shot up to what it was previous to the hand built book and reached a peak of about 2730 Elo at blitz.

Alas it wasn't to last and eventually my rating came crashing down to about 2520 Elo. This is probably because I hadn't cleaned up the database as Peter had described earlier, so I set about building another book which was a mixture of this database cleaned up and Grandmaster wins where one GM was rated at least 2600 Elo.

The rating has climbed yet again and I believe that this time the middle game positions are much more solid for Hiarcs, as before the book would go very deep but end in positions that were favourable for the other side. At the time of writing Hiarcs is at 2650



Elo on my machine at blitz over the playchess server. The point of all this is to show readers what fantastic results can be achieved. I have recently had the chance to speak to Peter over the playchess server and have exchanged some ideas. We both believe that Hiarcs' true strength is held back slightly by the current internal opening book. I hope some of Peter's methods are used for the next version!

With programming advancements and custom opening books, would it be beyond the realm of possibility that Hiarcs 12 could be over 200 Elo stronger!? I believe it can be possible when the above two factors are taken into account.

Here follow some examples of play which are all against Rybka 2.3.2a as this is by far the most popular (with good reason) engine on playchess. The games all use my most recent book mentioned above (see attached file for a small selection with the odd comment.)

I hope this will be of use to you and the readers of 'Selective Search'.

Keep up the good work

Graham Macklam

Note from Eric: As well as including a few diagrams along the way, I've left both Graham's notes and many engine evaluations in the game coverage: these add to the interest quite a lot!

**Rybka 2.3.2a mp - HIARCS 11.2 MP**

[B85] Rated game, 3m + 0s Engine Room  
 Rybka 2.3.2a mp: 16.5 ply; 447kN/s Intel(R) Core(TM)2  
 Quad CPU @ 2.40GHz 2400MHz, (4 threads),  
 Bigob.ctg,

Here a very strong Rybka on a Quad PC is caught out in a Sicilian

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6  
 5.♘c3 ♖c7 6.♙e3 a6 7.♙e2 ♘f6 8.0-0 ♙e7  
 9.f4 d6 10.a4 0-0 11.♚h1 ♖e8 12.♙f3 ♙d7  
 13.♘b3 b6 14.g4 ♙c8 15.g5 ♘d7 16.♙g2  
 ♖b8 17.♖h5 ♘b4 18.f5 g6 19.♖h3

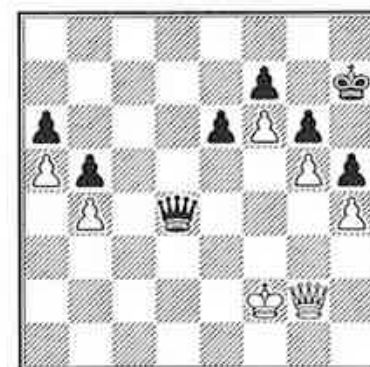


19...♘e5 1.00/12. *Hiarcs' first move out of Book, but it isn't very optimistic about this one as yet!* 20.♘d4 0.00/0 0. *Rybka still in Book* 20...♖d8 0.85/13 14 21.f6 (Qh4) 0.22/14 9. *Rybka is also now out of Book, and Hiarcs had expected Qh4 rather than f6. Rybka also has a lower evaluation to represent White's advantage* 21...♙f8 22.♘a2 ♘xa2 23.♖xa2 ♙b7 24.b3 ♖c7 25.♖g3 ♖c3 26.♖d1 ♖ec8 27.♘e2 ♖a5 28.♘c1 ♖e8 29.♘d3 ♘xd3 30.♖xd3 d5 31.e5 0.49/16 2. *Rybka's + evaluation peaks around here* 31...b5 0.51/14 0 32.♖h4 ♖ec8 33.♙d2 (Ba7) 0.37/14 5. *Hiarcs had expected Ba7 and the evaluation starts moving towards Mark Uniacke's program after this* 33...♖c7 0.28/13 4 34.a5 (axb5) 0.23/14 10 34...d4

35.♖xd4 0.06/14 3 ♖d8 -0.14/14 0  
 36.♖e3 ♙c5 37.♖e2 ♙xg2+ 38.♚xg2 ♖xd3  
 39.cxd3 ♙d4 40.♙b4 (Bf4) -0.23/16 1  
 40...♖c1 -0.52/14 5 41.h4 ♖c8



*Hiarcs has gradually converted a slight advantage for white to an advantage for black (Hiarcs) -0.65/13 0 42.♖d2 -0.48/17 13 42...♖g1+ It is interesting to see the evaluation the two engines give. Rybka sees itself as about half a pawn behind whereas Hiarcs now sees itself as about 1.3 pawns ahead! I think Hiarcs 11. 2 on the whole tends to evaluate itself slightly optimistically but even so, in king attack situations, Hiarcs is .. well... King! -1.26/16 0 43.♚h3 ♖c1 44.♖e4 h5 45.♖g2 -1.24/15 0 ♖h1+ -1.84/15 2 46.♚g3 -1.88/20 1 ♖g1 47.♙d6 (Bd2) -2.05/19 3 47...♖xg2+ -2.38/15 2 48.♖xg2 ♖e1+ 49.♚h3 ♖e3+ 50.♚h2 ♖xd3 51.b4 (Qg3) -2.80/18 2 51...♚h7 -3.28/14 2 52.♙c5 ♙xe5+ 53.♚g1 ♖d1+ 54.♚f2 ♙d4+ 55.♙xd4 -2.84/22 1 ♖xd4+*



*The queen ending that now ensues is particularly interesting in the way each engine evaluates its respective position.*

Evaluations fluctuate between the two engines greatly and at times 3 pawn units is the difference between the two engines.

-3.52/15 0 56.♔e2 ♖c4+ 57.♔d1 ♖xh4  
 58.♖b7 ♖g4+ 59.♔e1 ♖xb4+ 60.♔e2 ♖g4+  
 61.♔f2 (Ke1) -2.89/18 1 61...♖f4+  
 -3.52/14 3 62.♔e1 62...♖e3+ 63.♔d1  
 ♖d3+ 64.♔e1 ♖c3+ 65.♔d1 ♖a1+ 66.♔e2  
 -2.41/18 0. Hiarcs doesn't seem to be  
 making progress... Rybka starts to think it  
 might draw ♖b2+ 67.♔d1 ♖d4+ 68.♔e1  
 -2.01/20 0 ♖e5+ -3.52/15 2 69.♔f1  
 ♖f5+ 70.♔e1 ♖b1+ 71.♔d2 ♖a2+ 72.♔c1  
 (Ke3) -2.86/19 1 72...♖a1+ -3.52/14 2  
 73.♔c2 ♖a4+ 74.♔b2 ♖b4+ 75.♔c2 ♖c5+  
 76.♔b2 ♖e5+ 77.♔c2 ♖f5+ 78.♔b2 ♖f2+  
 79.♔b1 ♖e1+ 80.♔c2 ♖e2+ 81.♔b1 (Kc1)  
 -2.81/23 2 81...♖d3+



The Rybka evaluations for the next few moves show that it has some problems in certain positions, material situations, or perhaps overestimating its drawing chances while Hiarcs continues to search for a winning method 82.♔b2 (Kc1) -0.31/22 0  
 82...♖d4+ 83.♔b1 (Kc1) -0.22/22 0  
 83...♖g1+ -3.52/13 1 84.♔c2 ♖c5+  
 85.♔b2 -0.25/28 0 ♖f8 86.♔b3 -2.16/11  
 0 h4 87.♖h1 (Qa7) -2.16/19 0 87...♖c5  
 -2.71/14 2 88.♖xh4+ ♔g8 89.♖f4 ♖d5+  
 90.♔c3 (Kb2) -2.16/18 0. Have you  
 noticed how often Rybka puts its king on a  
 different square to that expected by Hiarcs!?  
 90...e5 -2.88/12 1 91.♖h2 (Qg4)  
 -2.66/17 1. An evaluation drop from Rybka!  
 91...b4+ -3.05/12 1 92.♔xb4 -3.05/18 0  
 ♖d4+ -3.38/14 0 93.♔a3 (Kb3) -3.23/17

0 93...♖e3+ 94.♔b2 ♖xg5 95.♖f2 e4  
 96.♖b6 ♖d2+ -3.90/12 0 97.♔a3 (Kb3)  
 -3.73/16 1 97...e3 -4.28/11 1 98.♖xa6  
 ♔h7 -5.49/12 0 99.♖f1 -4.99/15 0 g5  
 -6.02/11 0 100.♖b1+ ♔h6 101.♖h1+  
 -6.23/12 0 ♔g6 -7.38/11 0 102.♖b1+  
 ♔xf6 103.♖f1+ (Qa1+) -6.23/10 0  
 103...♔g7 -12.19/11 0 104.♖a1+  
 -11.25/9 0 ♔g8 105.♖e5 e2 106.♖b8+  
 ♔g7 0-1

### HIARCS 11.2 MP - 'Angel of Light' Rybka 2.3.2a mp

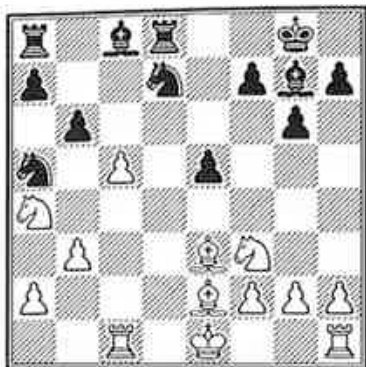
[B03]. Rated game, 5m + 0s Engine Room, 29.12.2007  
 Rybka 2.3.2a mp: 17.5 ply; 222kN/s AMD Athlon(tm) 64  
 X2 Dual Core Processor 4800+ 2412MHz, (2 threads),  
 Bigob.ctg

Here we have Hiarcs against a dual core Rybka. In this case 'Angel of light' is Peter Grayson's playchess handle with Rybka partnered with his custom opening book! Will Peter forgive me for showing this!? (Peter has in fact taught me a lesson in a few games to be fair)

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.c4 ♘b6  
 5.exd6 cxd6 6.♘c3 g6 7.♙e3 ♙g7 8.♖c1 0-0  
 9.b3 e5 10.dxe5 dxe5 11.♖xd8 ♖xd8 12.c5  
 ♘6d7 13.♘f3 ♘c6 14.♙c4 ♘a5 15.♙e2 b6  
 16.♘a4



Peter  
 Grayson

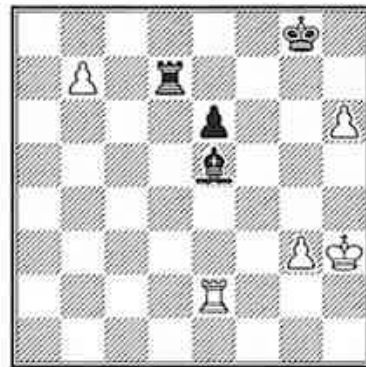


16...bxc5 0.13/14 7 17.♘xc5 0.00/0 0. So Rybka is out of Book, but Hiarcs still in!  
 ♘xc5 18.♙xc5 e4 0.17/16 27 19.♘d2 0.32/16 19. Hiarcs is now also out of Book, with a small but definite, and should be last-  
 ing advantage thanks to the queenside pawns  
 19...♘b7 20.♙c6 (Rc1) 0.29/16 6 20...♘d6 21.0-0 ♙e6 22.♙g5 ♘d7 23.♙fc1 ♙b2 24.♘d1 a5 0.03/14 21 25.♙h1 (Be3) 0.48/14 0  
 25...a4 (f5) -0.11/14 14. Rybka feels it has edged ahead 26.bxa4 0.29/14 10 ♙e5  
 27.♘b3 ♘f5 28.♙e1 ♘d4 (h6) 0.00/13 6 29.♙b5 0.19/14 14 ♘xb5 (Rd5) 0.11/16 14  
 30.axb5 ♙xa2 (Rd5) 31.♘c5 0.50/14 8 ♙e2 (Rd5) 0.34/16 16 32.♙c1 ♘d5



33.♙h6 (Nxe6) 0.95/15 16. Both evaluations are now swinging in Hiarcs' direction  
 33...♙d8 0.52/14 4 34.♘xe6 fxe6 35.b6 ♙b2 0.86/15 4 36.g3 1.42/14 0 ♙f7 1.13/14 5  
 37.♙g2 (Bg5) 1.65/14 0 37...♙a8 38.♙d1 (Be3) 2.22/13 5 38...♙b8 39.♙c5 (Be3) 2.78/15 5  
 39...♙f6 1.85/13 1 40.♙c7+ 3.33/15 4 ♙e8 (Kg8) 3.60/15 9. Now Rybka realises that it's in big trouble  
 41.♙xh7 g5 42.♙xg5 ♙xg5 43.♙h8+ ♙e7 44.♙xb8 e3 45.h4 ♙xf2+ (Bh6) 4.79/12 2

46.♙h3 5.48/16 5 e2 47.♙b7+ ♙f8 48.♙e1 ♙f6 49.♙a7 ♙e5 50.h5 (b7) 7.12/15 3  
 50...♙d6 (Kg8) 6.29/12 3 51.h6 10.06/14 4 ♙g8 52.♙d7 ♙e5 (Rf8) 10.32/11 10  
 53.b7 ♙f7 54.♙xe2 ♙xd7



Hiarcs announced m/30 playing its next move, which proves to be exactly correct!  
 55.♙xe5 #30/19 4 ♙xb7 56.♙xe6 ♙b1 57.g4 ♙h7 58.♙h4 ♙a1 59.♙h5 ♙d1 60.♙e7+ ♙g8 61.♙b7 ♙d5+ 62.g5 ♙c5 63.♙d7 ♙b5 64.♙g4 ♙b4+ 65.♙f5 ♙b5+ 66.♙f4 ♙b6 67.♙e5 ♙b5+ 68.♙d5 ♙b6 69.♙d6 ♙b1 70.g6 ♙e1+ 71.♙f4 ♙f1+ 72.♙g3 ♙f8 73.g7+ ♙e7 74.♙g2 ♙e1 75.h7 ♙e2+ 76.♙f3 ♙h2 77.♙b6 ♙h3+ 78.♙g4 ♙h1 79.h8 ♙g1+ 80.♙f3 ♙f1+ 81.♙g2 ♙d1 82.♙f8+ ♙d7 83.♙f7+ ♙c8 84.♙b7+ ♙d8 85.g8 ♙# 1-0

**Rybka 2.3.2a mp (2670) - HIARCS 11.2 MP (2626)**

[D00]. Rated game, 3m + 0s Engine Room, Rybka 2.3.2a mp: 18.8 ply; 510kN/s Intel(R) Core(TM)2 Quad CPU Q6600 @ 2.40GHz 2961MHz, (4 threads), Bigob.ctg

Here we have a quad core Rybka @3Ghz. As can be seen, Hiarcs is in book much longer, which at blitz gives the engine more time.

1.♘f3 d5 2.♘c3 ♘f6 3.d4 0.09/15 4. Rybka already comes out of the book being used!  
 g6 4.g3 0.06/15 5 ♙g7 5.♙g2 0.00/0 0. Rybka goes back in book. Hiarcs is still in (of course) 0-0 6.0-0 c6 7.♙f4 ♙f5 8.♘h4 ♙e6 9.♙d2 ♘bd7 10.♘f3 ♙f5 11.♘h4 ♙e6 12.♙fd1 0.12/12 8. Rybka out of book

again, and this time for good ♖b6 13.b3  
 ♘c8 14.♘f3 ♘d6 15.♘e5 ♖c7 16.♙f3 ♖fd8  
 17.♖e3 ♘d7 18.g4 -0.06/13 4 a5



(b7-b5) The last Hiarcs book move. Hiarcs has achieved a solid position 0.00/0 0  
 19.♘xd7 0.00/12 6 ♖xd7 0.42/15 7  
 20.♘a4 b6 21.h4 (Be5) 0.08/14 7 21...♖e8  
 22.h5 gxh5 23.gxh5 ♖h8 24.c3 ♖g8 25.♖h1  
 (Kh2) 0.27/17 1 25...♘f5 0.52/15 10  
 26.♖d2 ♖a7 27.♖g1 ♖dd8 28.♙g4 ♙f6 29.f3  
 ♙c8 30.h6 (Raf1) 0.29/16 6 30...♘h4  
 (Qa7-b7) 0.14/13 6 31.♖e3 (Raf1)  
 0.29/11 1 31...♘g6 (Qa7-b7) 0.10/13 4  
 32.♙g3 (Bxc8) 0.32/11 2 32...c5 -0.03/13  
 4. After a series of 'unexpected' moves by  
 Rybka, Hiarcs closes the evaluation gap  
 33.♙f2 ♖b7 -0.17/12 4 34.♖ac1 (Rad1)  
 0.17/14 4 34...c4 -0.39/13 4 35.♙xc8  
 (Rb1) -0.04/15 4 35...♖xc8 36.♖g4 b5



(Qc8-f5) Here Hiarcs sees itself as having  
 clearly the better position whereas Rybka  
 sees the position as around equal!?  
 -0.79/14 0 37.♘c5 -0.07/12 1 ♖de8  
 38.♖d2? (Rcg1) Ooh dear, Hiarcs is quick to  
 pounce on this mistake -0.10/11 2.  
 38.♖cg1 ♖f5 39.♘b7 gave better chances,

though 39...cxb3 40.axb3 a4 41.bxa4 bxa4  
 38...♘e5! (Qc8-f5). As can be seen, Rybka  
 didn't expect ♘e5! The Hiarcs' evaluation  
 jumps to -2.39/14 4 39.♖g3 -1.17/11 1.  
 Not 39.dxe5? which is even worse for White  
 after ♖xg4 40.fxg4 ♖xg4 when the threat of  
 ♖g8 wins for Black 39...♙h4 40.♖h2 ♙xg3+  
 41.♙xg3 f6 42.♖g1 ♘f7 -3.03/13 2



43.♖g2 (bxc4) -2.03/14 3 43...♘g5  
 44.♖g1 -2.58/15 4 ♖h3 -3.77/13 0  
 45.♖e3 (Qf4) -2.62/14 0 45...♖g6  
 (Ng5-f7) -4.64/13 3 46.f4 -3.52/13 3  
 ♘f7 47.f5 ♖xf5 48.♖f4 (Qf3) -4.31/14 1  
 48...♖c2 (Nf7xh6) -5.61/11 3 49.bxc4  
 bxc4 (d5xc4) -6.06/11 0 50.♙h2 (Ne6)  
 -4.33/9 1 50...♘g5 (Rg6xg2+) -8.82/12 2  
 51.♖h1 ♘h3 52.♖f1 ♖eg8 53.♖xg6 ♖xg6  
 Hiarcs has played very well and now  
 announces mate in 7 54.♙c7 ♖xh6 55.♙g3  
 ♖xg3 56.♖g2 ♖g6 57.♘e6 ♖xg2 58.♘g5  
 ♖xg5 59.e4 ♘f2#

Hiarcs played a solid opening in this game.  
 The game may have been decided by a bad  
 move by Rybka, however the engine was on a  
 quad and should have seen Qd2 as a  
 mistake. 0-1



# GIVE YOURSELF AND/OR YOUR COMPUTER SOME EXERCISE WHEN YOU HAVE A QUIET WEEK-END, WITH THESE... *Tough Positions!*

Having lost Bill Reid's excellent regular contributions, but knowing how many readers like to have something to test themselves and/or the machines with, I thought I'd better pull my socks up and see what I could give you to do myself!

For the next few issues I'll present some pretty hard positions which subscriber **Chris Taylor** sent to me last year. Here's my first 5, next time there will be 5 or 6 more plus of course solutions for these!

**Pos 1. WHITE TO PLAY & WIN**



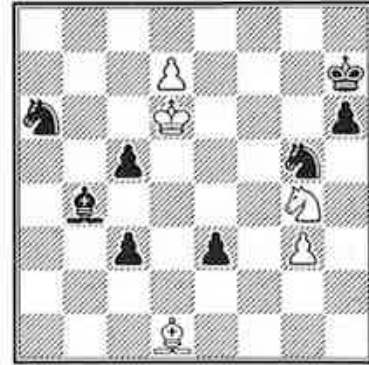
Readers might solve this by recognition, as it's from Kasparov–Topalov, Wijk aan Zee 1999, so appeared in the chess magazines at the time.

**Pos 2. WHITE TO PLAY & WIN**



This should be new to most folk as it was played by Hydra on the Playchess server in 2004.

**Pos 3. WHITE TO PLAY & WIN**



1.d8♔ fails to 1...♖f7+ 2.♔d7 ♖xd8 of course, but there is an amazing way to win

**Pos 4. BLACK TO PLAY & WIN**



This was widely published when Shirov played it, so some readers might know it. Endings with opposite coloured bishops can be notoriously difficult to win, but here Shirov finds a novel solution!

**Pos 5. WHITE TO PLAY & WIN**



This was Kholmov – Bronstein, Kiev 1964.

# GM TONY KOSTEN ANALYSES A GAME FROM THE RYBKA v ZAPPA \$10,000 MATCH

I mentioned in *SelSearch* 133 that British GM Tony Kosten had done some detailed analysis on the 6th. game from the Rybka v Zappa Challenge Match. The moves played followed exactly their earlier game 4, in which Rybka threw away a strong advantage and lost! In this game Zappa comes up with an improvement to make sure it didn't end up in the same middlegame difficulties again!

In his notes Tony discusses all of this and more! He has written for *SelSearch* before and, as I did last time, I am more than pleased to give a strong recommendation for readers to visit the website with which he and many other top GMs are involved.

▪ [www.chesspublishing.com](http://www.chesspublishing.com)

Take a look: there is plenty to enjoy, especially for lovers of the latest in-depth unravelling and improving of theory in all the major openings.

## RYBKA - ZAPPA

Clash of the Computer Titans Mexico City MEX (Game 6), 24.09.2007. [*TonyKosten*]

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

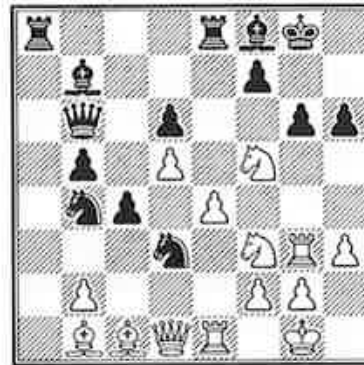


### 12.a4

The critical move, but it is very tactical and I am surprised Rybka didn't prefer a more positional line – perhaps it needs a good

(human) openings coach!

12...h6 13.♙c2 exd4 14.cxd4 ♘b4 15.♙b1  
c5 16.d5 ♘d7 17.♞a3 c4 18.axb5 axb5  
19.♘d4 ♞b6 20.♘f5 ♘e5 21.♞g3 g6 22.♘f3  
♘ed3



### 23.♙e3

The main move. 23.♞d2!? was analysed by Olivier in Anand, V-Adams, M, and he shows it should lead to a draw.

### 23...♞d8

The queen has to be ready to go to f6 to defend g6.

23...♞c7? is supposed to be bad because of 24.♘3h4! ♘h7 (24...♞xe4 25.♘xg6 fxg6 26.♙xd3 ♘xd3 27.♞xg6+ ♘h7 28.♞h5 ♘f4 29.♙xf4 ♞xe1 + 30.♘h2 and wins) 25.♙xh6! ♙xh6 26.♘xh6 ♘xe1 27.♘6f5 planning Qd2, e.g. 27...♞d8 28.♞d2 gxf5 and now 29.♞g7+! ♘xg7 30.♘xf5+ forces mate in 4

### 24.♙xh6

This is currently critical. 24.♙d4 Konguvel, P (2436)-Babu, N (2359)/India 1999, should be met by 24...♘xe1 25.♞xe1 ♞a1

Olivier thought that 24.♘xh6+ was strongest, 24...♙xh6 25.♙xh6 ♞f6 (the greedy 25...♘xe1!? 26.♘xe1 ♞f6 might be better) 26.♙xd3 ♘xd3 27.♞e2 unclear.

If 24.♘3h4 ♘h7 and White has no obvious follow-up.





24...♖f6

Defending g6 while keeping the strong knight on d3.

24...♗xe1!? has yet to be played, 25.♖xe1 if a) 25.♗3h4 ♖f6 26.♗h5 ♔h7 defends; or b) 25.♗xe1 ♖a1 26.♗d2 ♗xd5! 27.exd5 (27.♗c2 ♖xb1 28.♖xb1 ♗f6-+) 27...♖f6+ 28.♖c2 ♖e2, and White's pieces are in a tangle.

25...♖a1 26.♖xb4 ♖xb1+ 27.♔h2 ♖xe4 28.♗xf8 ♖xf8 29.♖xb5 with a pawn and some initiative for the exchange.

25.♖d2 ♗xe1 26.♗xf8

26.♗h2?! ♖xe4!? returning a rook to stop the knight going to g4, but a computer would no doubt find a more materialistic approach! 27.♗xe4 ♖a1 28.♗f1 forced, 28...♗xd5! 29.♗xd5 ♖xf5 30.♗xf7+ ♔xf7 31.♗xf8 ♗bd3! 32.♖h6 ♖xf2+ 33.♔h2 ♖f6 Kotro-nias, V (2572)–Bologan, V (2658)/Moscow RUS 2007, when 34.♗d2 is a mess.

26...♗xf3+ 27.♖xf3



27...gxf5

The alternative is 27...♔xf8!? 28.♗h6 ♖g7 29.♖xf7+ ♖xf7 30.♗xf7 ♔xf7 31.♖xb4 which was tried in RYBKA–ZAPPA/Mexico City MEX 2007, two rounds before this

game. After 31...♖a1 32.♖xb5 ♖xb1+ 33.♔h2 ♖e7 34.♖b4 White has a lot of pawns, although Black later managed to setup a fortress and then, in a very human manner, rather than accept a draw, Rybka went a bit crazy and lost!

28.♖xf5 ♖g6 29.♖g5



Again winning the queen.

29...♖xg5 30.♖xg5+ ♔xf8 31.♖h6+ ♔g8 32.♔h2

32.♖g5+ draws, of course, but White can play on without risk.

32...♖a1 33.♖xd6

The bishop can't be saved anyway.

33...♖xb1 34.♖xb4 ♖xe4 35.♖xb5



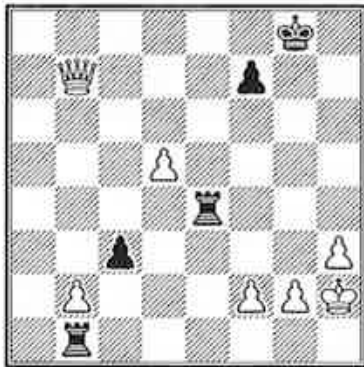
As in the previous match game White has queen and a lot of pawns for two rooks and a bishop.

35...c3!

An important resource, the passed black pawn is more important than the bishop.

35...♗c8? 36.d6 ♖d1 37.♖g5+ ♔f8 38.♖h5 threatening the rook on d1, 38...♖xd6 39.♖h8+ ♔e7 40.♖xc8 with excellent winning chances.

36.♖xb7



36...♔g7!

The first new move! Black keeps the option of taking on b2 and playing ...c2.

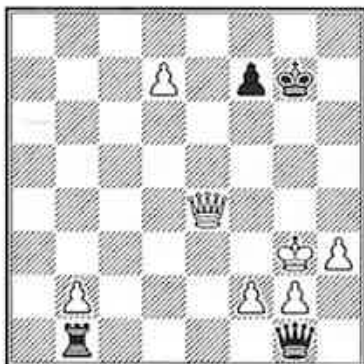
36...cxb2 37.♔g3! (37.d6? ♖h1+! 38.♔xh1 ♜e1+ 39.♔h2 b1♞) 37...♔g7 38.♞b3 (38.d6! ♜d4 39.d7 ♜bd1 40.♞xb2 f6 Black will capture the d7-pawn, but White will have some winning chances.) 38...♞e2 39.♞c3+? (39.d6! ♜c1 40.d7 b1♞ 41.♞xb1 ♜xb1 42.d8♞) 39...f6 40.♞c7+ ♔g6 41.♞c8 ♜be1 42.♞g8+ ♔f5 43.♞c8+ ♔e5 44.♞e6+ ♔d4 45.♞xf6+ ♔xd5 and now Black was playing for the win, Kotronias, V (2612)–Schlosser, P (2562)/Pardubice CZE 2007.

37.d6

This obvious reply seems to lead to a forced draw.

37.♞b3! stops ...c2, 37...cxb2 38.♔g3! as above, e.g. 38...♜d4 (38...♞e2 transposes to the Kotronias game, 39.d6!) 39.♞c3 ♜bd1 40.♞xb2 ♜1d2 41.♞b7 ♜xd5 and the question is can White win such a position? I imagine it is probably a draw with best play, but if White is careful about how he pushes his kingside pawns he might have some chances.

37...c2! 38.♞xe4 c1♞ 39.d7 ♞g1+ 40.♔g3



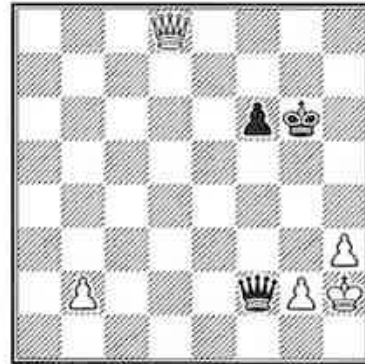
40...♞d1

The only way to stop the d-pawn without losing the rook.

41.♞f5 f6

Else Qg5+.

42.♞e4 ♜d2 43.d8♞ ♞xf2+ 44.♔h2 ♜xd8 45.♞e7+ ♔g6 46.♞xd8



White has regained the rook, but now Black forces a perpetual.

46...♞f4+ 47.♔g1 ♞c1+ 48.♔f2 ♞xb2+ 49.♔f3 ♞c3+ 50.♔e2 ♞e5+ 51.♔d1 ♞a1+ 52.♔d2 ½-½



# PC Programs - **RATING LIST** and Notes

**The HEADINGS:**

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

**Elo.** This is the main Rating system in popular use Worldwide. The ECF and Elo figures shown in *Selective Search* are calculated by combining each Computer's results v computers with its results v humans. I believe this makes the *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
289	Rybka 2.3.2	2914	23	400	1	
286	Rybka 2.2n	2889	21	476	2	
285	Rybka 2.1o	2880	30	226	3	
282	Fritz 11	2859	32	200	4	
280	Shredder 11	2838	32	200	5	
276	Hiarcs11.2	2804	25	340	6	
275	Fritz 10	2802	29	281	7	
274	Zap Zanzibar	2798	28	295	8	
270	Shredder 10	2758	15	982	9	
269	Hiarcs 10	2747	12	1389	10	
268	Junior 10/10.1	2744	17	705	11	
266	Fruit 2.21	2734	12	1408	12	
266	Fritz 9	2732	12	1324	13	2670/4
264	Shredder 9	2712	12	1483	14	2640/20
263	Shredder 8	2705	14	1049	15	2619/21
261	Shredder 7.04	2687	11	1668	16	2703/20
258	Fritz 7	2668	11	1587	17	
258	Junior 9	2665	11	1697	18	
258	Junior 8	2663	12	1481	19	2401/4
257	Fritz 8	2660	8	2698	20	2769/14
256	Hiarcs 9	2646	11	1761	21	
255	Gambit Tiger 2	2640	11	1720	22	2542/2
254	Chess Tiger 14	2638	12	1344	23	2705/13
254	Zap Paderborn	2633	21	475	24	
253	Chess Tiger 15	2628	10	2049	25	
253	Fritz 6	2626	10	2081	26	2616/53
252	Shredder 6	2622	12	1356	27	2478/7
252	Hiarcs 8	2617	11	1642	28	2651/14
251	Gambit Tiger 1	2610	22	430	29	
251	Junior 7	2608	12	1419	30	2701/12
251	Rebel Tiger 12	2607	15	872	31	
250	Gandalf 6	2604	13	1182	32	
250	Junior 6	2603	10	1891	33	2621/22
249	Rebel Century 4	2596	21	480	34	2674/4
249	Hiarcs 7-DOS	2596	12	1397	35	
248	Hiarcs 732	2590	9	2347	36	2467/19
247	Fritz 516	2577	12	1375	37	2513/6
247	Chessmaster 6000/7000	2575	24	353	38	2594/22
246	Fritz 532	2574	12	1480	39	
247	Shredder 4	2571	16	760	40	2600/15
247	Shredder 5	2570	14	1018	41	2642/15
246	Nimzo 98	2568	12	1308	42	2475/10
246	Nimzo 7	2566	13	1208	43	
246	Nimzo 8	2565	12	1326	44	
245	Rebel Century 3	2564	25	340	45	2655/6
244	Junior 5	2554	11	1537	46	
244	Hiarcs 6	2550	13	1207	47	2592/24
243	Gandalf 5	2545	20	513	48	
243	Gandalf 4	2544	13	1147	49	
242	Rebel 10	2540	24	353	50	2598/17

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# DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2353	Novag EmlidClassic+Zircon2	1961	SciSys Turbostar 432	1759
Mephisto London 68030	2313	Mephisto Milano	1958	Mephisto MM2	1758
Tasc R30-1993	2311	Mephisto Montreal+Roma68000	1956	Fidelity Excellence/3+Des2000	1755
Mephisto Genius2 68030	2304	Mephisto Amsterdam	1950	Novag Jade1+Zircon1	1750
Mephisto London Pro 68020	2278	Mephisto Academy/5	1949	Kasparov A/4 module	1740
Mephisto Lyon 68030	2273	Fidelity 68000 Mach2B	1933	Conchess/4	1735
Mephisto Portorose 68030	2270	Novag Super Forte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Kasparov Barracuda+Centurion	1930	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov GK2000+Executive	1930	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Mephisto Mega4/5	1927	Mephisto Blitz module	1717
Mephisto Berlin Pro 68020	2247	Kasparov Maestro D/10 module	1923	Novag Super Nova	1713
Kasparov RISC 2500-512	2242	Fidelity 68000 Mach2C	1919	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov Explorer+TAdvTrainer	1907	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2222	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	2185	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	2132	Mephisto Monte Carlo	1874	Mephisto Mondial1	1598
Fidelity Elite 68030v9	2122	Kasparov Travel Champion	1870	Novag Constellation/2	1594
Mephisto Vancouver 68000	2119	CXG Sphinx Galaxy	1870	CXG Super Enterprise	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	2103	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	2087	Fidelity 68000 Club B	1845	Kasparov Cavalier	1526
Fid Mach4+Des2325+68020v7	2077	Novag Expert/5	1844	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	2032	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+ExplorerPro	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	1972	Novag Expert/4	1792	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1970	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