

# SELECTIVE SEARCH 135

THE COMPUTER CHESS MAGAZINE!

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Editor: Eric Hallsworth  
£3.95

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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.

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## 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 ease of use. Decent chess. est'd 130 ECF

**EXCALIBUR TOUCH CHESS £49.95** - a nice touch screen portable with stylus, contrast adjustment, protective carry pouch. Batteries only. est'd 120 BCF

**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!

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

### 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 ChessBase8/9. Great graphics, 3D, big databases + opening books, analysis, printing, maximum 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

**HIARCS 12 dvd £39.95** - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always

**DEEP HIARCS 12 £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, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!

**DEEP SHREDDER 11 £75** - for single/dual/multi PCs.

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

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

**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 best Games Database system, with the top features. 3+ million games, players encyclopaedia, multimedia presentations, fast search trees, opening reports + statistics, embed notes, engine analysis, plus printing and much more!



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

Welcome to another new issue of *Selective Search*... 135! 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!*

Firstly I must apologise for the lateness of this issue - I'm sorry. My 2 Laptop PCs spent 5 or 6 weeks in Feb/March number crunching 24/7 for Mark Uniacke in final testing for **Hiarcs12**, and they only became free in the second half of March which meant I had no way of getting this issue out in time.

Hiarcs testing is lots of things: usually very interesting, sometimes exciting (when we all get a series of breakthrough results!) and also frustrating when minor 'improvements' behave unexpectedly. On quite a few occasions during the last 12 months we have had 'sound improvement' versions... Hiarcs11luci became one of those and was released by Mark for purchase via his website, with minor upgrades 11.1luci and 11.2luci released later. Since then in our testing, a version 11.45 and then a couple of months or so later another called 11.90 have been the same, clear improvements over many games, against all sorts of opposition and varying time controls.

But it often seems to be that as we reach the home straight ready to launch the new version that, as we work on final improvements, suddenly a minor tweak will cause a couple of strange results, and we have to resort to 24/7 testing to make sure we get the release spot on. This time versions 97d, 97g, and 97r are vying for release status, but Harvey Williamson's results favour a different one to me, and so Mark, Harvey and I are doing serious in-depth testing for the final decision. It will have been made by the time you read this, and the *ChessBase* Hiarcs12

and Deep Hiarcs12 will no doubt be in stock! Incidentally the victorious Paderborn engine (which was numbered internally as 95b as a matter of interest) is also included on the dvd.

## NEWS SECTION

### HIARCS AND DEEP HIARCS 12

*ChessBase* versions of **HIARCS** and **DEEP HIARCS 12** are now available. The single processor version is £39.95 and the Deep or multi-processor version is £74.95. If you 'only' have a single processor system at present but intend to go to Dual2Core or Quad in the next few months - 'power' PC prices are dropping at an astonishing rate just at the moment - there's an argument for getting the Deep version anyway, as it will work now on your single processor system and will also then work when you upgrade your PC!

### 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 I'm afraid that I still have no news of a **Deep Fritz** version!?

### NAUM 3

**Naum** has been one of the better 'amateur' programs for quite some time, especially in its Naum2 version where, although not quite up with Fritz or Toga, but probably close to Spike, it has been quite popular. It doesn't enter very many tournaments, but made a startling appearance at the **10th CCT** run by the Internet Chess Club, where it came 1= with **Rybka**, a ½ point ahead of Zappa, Hiarcs, Junior, Glaurung and Weid.

A 7 round event doesn't mean everything of course, but **Naum** had actually defaulted its first game due to PC hardware/software problems, so to get up to 1= with 5½/7 was a major achievement.

It has now been released as **Naum3** and is available as a uci SP or MP engine from

▪ [www.geocities.com/naum\\_chess](http://www.geocities.com/naum_chess)

I got a bit of a shock when I got my credit card statement from buying myself the MP uci version, as it showed £60! For an engine only, i.e. without its own interface and therefore requiring you to have a ChessBase, Shredder or Arena gui to run it in, I think the price is a bit steep. However it is strong - still not quite up with Rybka for Elo points, but it's up there with Zappa Zanzibar/Mexico and the new Hiarcs from my early testing. I would think that Fritz11 would also get into my selection for that top group once it comes out in Deep [MP] format.

### BOBBY FISCHER DIES

Pete Bilson - a l-o-n-g time reader! - wrote to say...

*"Someone once asked Fischer what his chances of winning the tournament in which he was playing were! Fischer said that he had one advantage over all the other competitors... 'everyone else has to play against Fischer - I don't!'"*

Pete continued: *"I was saddened to hear of his death. He brought chess to the attention of the world. Was he the greatest? In my view, yes, he was".*

There's so much can be said about Bobby Fischer. If we stick to his chess then the only real word to describe him is awesome! He had a series of the greatest results anyone ever had at the beginning of the 1970's, including staggering 6-0 wins in the Candidates Matches against Taimanov and Larsen, and then a crushing 6½-2½ against the great Petrosian before beating Spassky for the World Title.

Did he play any chess between then and the 1992 re-match with Boris Spassky?! If he did it wasn't often, except perhaps against himself! He was renowned even in his later years for always carrying an old pocket set with him wherever he went, and testimonies about him by other players who bumped into him were that he would often take it out and discuss a recent game that had been played. There were also rumours (unproven) that he played occasionally on the Internet. So maybe he kept up-to-date. But when Fischer played Spassky in their 1992 re-match, Spassky was still playing regularly - though he'd become something of a defensive draw merchant,

quite different to the cavalier Spassky of the late 1960's. But he certainly struggled to get the draws against the great Fischer and went down 10-5! A twenty year gap and then a result like that!

But when we instead turn our thoughts to some of his really dreadful outbursts, in particular against America and against the Jews, then I find it greatly spoils my memories of his chess performances, and it becomes much more difficult to admire him. If you should read Kasparov's Book IV 'My Great Predecessors - Fischer', you will find that he even refers many times to the great difficulties Fischer caused to both opponents and tournament organisers at events as well, and Kasparov clearly feels that Fischer was not just difficult but in fact very manipulative, and that he often obtained both 'chess condition advantages' and a mental war advantage before the chess got started, and that this benefited his chess results.

It's a great shame. I still remember all the excitement at the start of the first Fischer-Spassky match - would he turn up and, when he did, would he play? There was no game 1 by his default, and then a hardly believable loss in game 2 after putting his bishop into a fairly obvious, almost a beginner's trap. 0-2. Would he play again?!? Yes! and then the excitement of the great chess and incredible fight back to finally run away with the title. Those are the memories I like of him, the Bobby Fischer as I wish he could always have been.



## TONI HYTTEL TESTS EXCALIBUR'S 'NEW YORK' DE LUXE TALKING TOUCH CHESS!

Toni e-mailed me in early March to say he thought it was about time we got a rating sorted out for the **Excalibur 'New York' Talking Touch** screen portable! He's right!

It is the same playing program as its predecessor (the DeLuxe Talking Touch chess) and I ran a few G/30 games on that against the **Saitek Maestro**, with **TTC** winning narrowly by 5½-4½. The playing engine in the later 'New York' model is the same, but the new version has a welcome backlight.

In Toni's first match, also at G/30, he played it against the *SelSearch* 1755 Elo rated **Designer 2000**, and the Fidelity unit won by 7-3. This would indicate a **1600** rating for the **NewYorkTTC**.

In his next match it will play against the discontinued **Novag Star Ruby** (*SelSearch* rating 1961 Elo), and he's going to keep a record of the games for us for our next issue! The rating gap suggested by the first match, and my result with it against the **Maestro**, indicate that the **NewYorkTTC** will struggle to score at all, or maybe just a ½ point, but it will still be interesting to have a look through some of the games!

## ZAPPA 'DEFINITELY' FINISHED

The ZAPPA programmer, **Anthony Cozzie**, has announced his 'final' retirement from computer chess programming. He has given it up before, but says that this time it's definite.

The **Zappa** history is that, in its free uci version 1.1, it was some 200+ Elo below the then top rated programs, yet very unexpectedly in its version 2 won the 2005 World Computer Championship! A few months later it came out in its *ChessBase* version as **Zap-Chess!**, with 2 engines (Reykjavik and Paderborn) supplied, and both running in SP and MP mode and 64-bit. It was great value for £39.95. We soon realised that a main part of the reason for Zappa's World Championship success was the powerful hardware using Cozzie's excellent coding for the fastest MP and 64-bit PCs. Results on more basic equipment were definitely not as good and the engines only hovered around 10th place, or occasionally a little higher, on most rating lists.

However the following year the **Zap**

**Zanzibar** free upgrade came out from ChessBase, and gave us all a very nice 100 Elo boost. The impression given was that he'd decided to finish working on it, but was happy to release the fruits of some work he'd done on it in the 12 months.

Of course **Rybka** had come out in the meantime and had gone top of everyone's list - it is an interesting fact that programmers Cozzie and Rajlich were at the same University and partly at the same time in the USA, though neither has ever indicated that they specifically collaborated, though one imagines they must have chatted about their respective ideas. But Cozzie recently went to some lengths to distance himself from suggestions being made that he was using Rybka code to progress Zappa, and he pointed out strongly that his programming methods in Zappa are very different to those in Rybka.

Shortly after the Zanzibar release Cozzie confirmed his retirement from computer chess, saying he'd had a good time. It was still being tested by SSDF, CEGT, CCRL, myself and others of course, and some of its biggest fans continued to enter it into various tournaments on Anthony's behalf and with his permission.

Then, when the \$100,000 Rybka v Junior Challenge Match failed to take place in 2007, Cozzie was persuaded to come out of retirement, tune up his engine, and take Junior's place in a \$10,000 **Rybka v Zappa** match! Everyone expected Rybka to win but, once again on top powered MP 64-bit hardware, Zappa showed a superior ability to evaluate tricky positions, and won the match 5½-4½.

This version became known as **Zap Mexico** and was released by Anthony Cozzie as a uci download from the Shredder website... *'My opening book programmer and I might as well earn some money from it for expenses'*. I personally didn't find it much, if any better than Zanzibar, but those testing on 64-bit hardware reckoned it to be a small improvement. Quite a few weeks later a **Mexico2** upgrade was released, and that does show a small improvement on my SP and Dual2Core machines, it's a good engine!

But since then Cozzie has announced that *'that's it'*, and in his final statement says: *'After some spectacular failures in the past months, the Zappa project is 100% finished'*. He has also stated that *'where a tournament*

requires his permission for it to enter, he will not give it'. We have no idea what 'the spectacular failures' can be, unless he's 'simply' found himself hitting a brick wall when trying to make improvements, but it all sounds rather sad, and I feel there may be something more to it than he is telling us. A shame, I like Zappa's playing style, and it is strong!

## 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 enclosed his latest Tournament results in which his two new purchases, Fritz 11 and Deep Shredder 11 were playing!

Frank usually plays a series of games at a range of playing time controls: his Blitz section matches go from G/30 to G/90, and his Tournament ones from 40/30 to 40/60, and the programs generally play each other 12 times each! But for his first tournament with the newcomers he decided on a double round event all games play at G/60. Here's the result:

### G/60 TABLE

POS	ENGINE	/20
1	RYBKA 2.3.2A	14
2	FRTZ 11	13½
3	DEEP SHREDDER 11	13
4	RYBKA 2.3 LK SETTINGS	9½
5	HIARCS 11.2 MP	6½
6	ZAP ZANZIBAR	3½

Rybka2.3.2a's only defeat came against Deep Shredder, but it still won their encounter 2½-1½, and all its games against Fritz11 were draws! Zap had a miserable tournament only winning 1 of its 20 games, and that against Hiarcs... but Hiarcs won their match 2½-1½ in the end. "Fritz 11 is a BIG improvement on previous versions" announced Frank, quite understandably!

After this impressive start for both of the new engines Frank reverted to his usual settings, to see if they could maintain their positions. In the event the scores are a BIG surprise!

## FIVE ENGINE TOURNY

POS	ENGINE	/48
1	FRTZ 11	29
2	HIARCS 11.2	24
3	DEEP SHREDDER 11	23½
4	RYBKA 2.3.2A	22½
6	ZAP ZANZIBAR	21

Fritz11 won easily overall, with Hiarcs in a fine 2nd place. Fritz drew 3-3 with Rybka on the tourny settings, but won 4-2 at blitz, so scoring 7-5 over everyone's rating list leader. Fritz also beat Hiarcs 9-3 overall, but Hiarcs did very well against everything else to edge its way nicely into 2nd place. Rybka v Zap Zanzibar ended 6-6 overall, and the tourny result for Rybka v Deep Shredder went 1½-4½! Even though Rybka won their Blitz series 3½-2½, it was still a total 7-5 win for Shredder. Probably Rybka's worst tournament ever... the others are catching up it seems, a fact emphasised, as Frank pointed out, by the fact that there were no less that 70 draws in the 120 games in this tournament! Incidentally Black scored 29 wins to White's 21!?

Frank always sends me one or two of the most interesting games. Here's a good win by the new Fritz11.

### FRTZ 11 - HIARCS 11.2 MP

60/40+30/20+15'

1.d4 ♖f6 2.c4 e6 3.♗f3 d5 4.g3 dxc4 5.♙g2 ♗c6 6.0-0 ♖b8 7.♗c3 a6 8.e4 b5 9.d5 ♗b4 10.b3 cxb3 11.♖xb3 c5 12.dxc6 ♗xc6

*This was the end of the Hiarcs book*

13.♙f4 ♖b7 14.e5 ♗d5?!

*Here the Fritz book expects 14... ♗d7 which Van Wely played in a 2005 game, then 15. ♗e4 ♗a5 16. ♖c3 ♖c7 17. ♖d4 ♖b6 18. ♖fc1 ♖b8±*

15. ♗xd5 exd5 16. ♖fc1 ♗a5 17. ♖d3 ♗c4 18.a4 ♙e6 19.axb5 axb5 20.♙a6

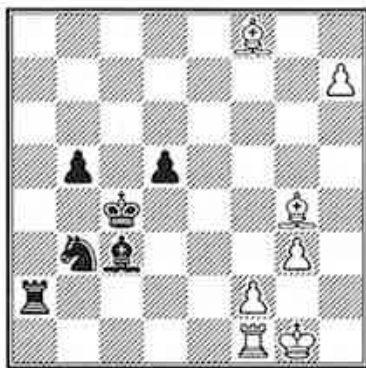
*Frank says F11 was showing +1.04 here*  
20... ♖b6 21.♙a7 ♙c5 22. ♗g5 g6 23. ♗xe6 fxe6 24. ♙e4 ♖g8 25. ♙f3 ♖c6 26. ♖xh7 ♙a6 27. ♙g4 ♖b6 28. ♙g5 ♙a3 29. ♖c2 ♖c6

30. ♖h6 ♘d7 31. ♖xg6 ♖xg6 32. ♗xg6 ♖a6  
33. h4!



*A pretty dramatic position! But White's extra pawn and better pawn distribution give it a definite advantage*

33... ♘c7 34. h5 ♖a2 35. ♖f1 ♘d4 36. ♗f7+  
♘b6 37. ♘d8+ ♘a6 38. ♗xe6 ♘xe5 39. h6!  
♘a7 40. ♗xc6 ♘xc6 41. ♘g5 ♘b6 42. ♘e6  
♘c5 43. h7! ♘c3 44. ♘h6 ♘d4 45. ♘f8+ ♘c4  
46. ♘g4 ♘b3



47. ♖e1!

*White has been struggling without success to gain control of the queening square h8, so opts to offer a sacrifice instead!*

47... ♘xe1

*Taking the offer is actually best. If alternatively Hiarcs tries to control the queening square, there are two ways to try it:*

[1] Block it: 47... ♘h8 48. ♖e8! ♘d4  
49. ♘e7 ♘g7 50. ♖c8+ ♘d3 51. ♖g8 ♘e5  
52. f4 wins.

[2] Continue to cover it: 47... ♘d4 48. ♖e2!  
♘d2 49. ♖e7 ♖a8 50. ♘g7 wins.

48. h8 ♗ ♘xf2+ 49. ♘h1 ♘c5 50. ♘e6 ♖d2  
51. ♘h6 ♖e2 52. ♗g8 ♘c3

*This is indeed proving to be the best chance for Hiarcs, but it isn't looking at all optimistic. It could have tried to hang on to the d5/♖ with 52... ♖e5 53. ♘f4 ♖e1+ 54. ♘h2 ♖d1, but to no avail... 55. ♘g4! ♖e1 56. ♘f3!*

53. ♘xd5 ♘d4 54. ♗a8 ♖e1+ 55. ♘g2 ♖d1  
56. ♘f7 ♘b4 57. ♘h5

57... ♖d3 58. ♗e4 ♖b3 59. ♘d2+ ♘a3  
60. ♘f7 The rook is lost as the only escape square to save it is 60... ♖b2 but 61. ♗a8+  
♘a7 62. ♗xa7# 1-0

Well that's the end of the NEWS section for this issue. There are one or two intended articles missing this time, which is mostly because to do justice to the ones that are included somehow took up more space than expected, even though there aren't so many photographs as usual.

Missing, but in some cases due for inclusion next time are...

- The SOLUTIONS to my FIVE TOUGH POSITIONS, which appeared on page 31 last time. As well as the solutions I'll also aim to find some more for readers and/or their computers to tackle!
- IVANCHUK v KARJAKIN at the Amber Rapid in March 2008. Ivanchuk produced a queen sacrifice at move 14 in a Sicilian! Where or how did he find it? Any chance that a COMPUTER engine helped him? Very likely, and we'll look at which one/s could have! Well, he won, but can a computer engine also improve on Karjakin's over the board response?!
- ZAPPA MEXICO. There were some accusations that Anthony Cozzie had 'pinched' code from Strelka/Rybka to effect improvements in ZAPPA MEXICO2. So I'd intended to share the release notes with readers, and consider the accusation and his rather annoyed response. After all, many programmers (and my readers no doubt) would like to know a bit more about Rybka's "secret"... if possible! As Cozzie suddenly retired I left this out but, if I've got lots of spare space next time...
- RYBKA's latest exploits! [1] An 8 game match with the tireless JOEL BENJAMIN. This time the games start from the normal position (which makes more sense to me, the GM surely feels much more comfortable playing openings he's been using at the top level for years than trying to work out new strategies for missing pawns). But the 'equaliser' is that Benjamin scores a full point for his draws as well as his wins! And [2] Another 'Pawn and Yawn Match', but this time against ROMAN (here's a challenge, to spell this right) DZINDZICHASHVILI. Okay, I think I've spelt it right, but how do you say it? Anyway he's a leading GM, a great chess teacher, and considered to have a lot of expertise in the question of humans v computers and how they each play chess and their respective strengths and weaknesses. He'll have White every game, and Rybka will lose the a7-b7-c7 etc. pawns in turn each game!

## HIARCS WINS PADERBORN 2007 - A FULL REPORT BY ITS OPERATOR SEBASTIEN (SEBI) BOEHME, WITH A LITTLE HELP FROM HARVEY WILLIAMSON, AND GAME ANALYSIS BY ERIC

Hello to readers of *Selective Search* magazine. I'm **Sebi Boehme**, the operator for Hiarcs at the recent Paderborn tournament.

The tournament which is called the **IPCCC 2007** took place in Paderborn from December 27th till December 30th. Additional to this computer tournament there was simultaneously held a human chess tournament... the "Paderborn Schachtürken-Cup". I guess it got this name from the Chess Turk Automaton. The venue of both tournaments was the "Heinz Nixdorf Museums Forum", which is situated in a nice idyllic area outside the city centre of Paderborn. This venue is usually a museum for modern sciences, e.g. computer science, construction science, car construction science and so on and so forth.

So how did I get to Paderborn? It is situated around 400 miles (250 km) away from my home town. I took the train on December 26th to arrive in an extremely rainy town in the Old Laender (former FRG) of Germany. I guess it was 6 in the evening when I arrived there or even later. I quickly went to my hotel, got my luggage in there and went out for something to eat. My first impression: "Wow many good looking females over here!" Unfortunately I couldn't let this be my main concern, I had to fulfil my business!

On the morning of 27th I was on my way to the playing hall. Having arrived there I first took a look who else was there. My first glimpse fell on Shredder's Octa, which you can see here:



Beautiful Paderborn

10 Programs had come to Paderborn to fight for the win of this IPCCC 2007 tournament, or just to have some fun, whatever their priority was.

In the tournament hall there were computers provided on which we could install as many programs as we wanted, so my little laptop felt a bit unnecessary when I unpacked it from its bag, but it got useful later for book analysis in between the rounds! On the provided computers of the venue I installed Chessbase free client for making the broadcast, and set up the remote connection to Harvey's monster 8 processor computer.

Having done those things, I was able to relax a little and I took a look at who else was participating. The entrants for the IPCCC 2007 were, in random order:

- **Diep** by Vincent Diepeveen
- **Gandalf** by Steen Suurballe (operator was Dan Wulff)
- **Cluster Toga** by Kai Himstedt
- **Hiarcs** by Mark Uniacke (operated by Sebastian Boehme that's me)
- **IsiChess** by Gerd Isenberg
- **Jonny** by Johannes Zwanzger
- **Rybka** by Vasik Rajlich (operated by Jeroen Noomen and Hans van der Zijden)
- **Shredder** by Stefan Meyer-Kahlen (operated by Stefan and Ingo Bauer)
- **Spike** by Ralf Schaefer and Volker Boehm (operated by Timo Klaustermeyer)
- **ParSOS** by Rudolf Huber.



If I've not mentioned an operator in brackets, the programs were operated by their authors.

We also have some round by round comments from **Harvey Williamson**. Here is what he said before the event started:

*Harvey: As you know Sebi volunteered to go to Paderborn to play the tournament. He also did most of the work on the small ctg book that we made to sit as our Tournament book on top of the latest Hiarcs engine book.*

Let's now have a glimpse at the tournament with some short summaries about all the rounds and how I felt about Hiarcs's games in each of these rounds.

**ROUND 1 - PHASE OF GETTING ACQUAINTED WITH ONE ANOTHER**

Here are the results of Round 1:

**Round 1**

1	Gandalf	- Rybka	0-1
2	Shredder	- Isichess	1-0
3	Jonny	- Spike	draw
4	Diep	- Cluster Toga	0-1
5	ParSOS	- Hiarcs	0-1

In Round 1 the theoretically stronger programs played to their best, apart from Spike which got a draw, but that against the strong upcoming Jonny, who finished with a very good result in the end. Rybka had no serious problems against Gandalf as black, although the game looked drawish for quite a while.

Hiarcs played as black against ParSOS. The opening was a Queen pawn's game with 2.g3 which threw us out of our tournament book preparation. Thus the native book took over. Out of book we found ourselves up a pawn, but ParSOS seemed to have compensation for quite some time, and then suddenly missed 23. dxe5, and the game as a result turned slowly into Hiarcs favour. The probably most interesting move later on was 24...g5 initiating a human-like attack on the white King.

*Harvey: Hiarcs did its stuff here v Parsos*

*although we were out of our special opening prep with 2.g3*

**PARSOS - HIARCS**

1.♠f3 d5 2.g3?! ♠f6 3.♙g2 c6 4.0-0 ♙g4  
5.d4 ♠bd7 6.c4 dxc4 7.♠c3 7.♛c2 is in the  
H-Book, so the programs are now on their  
own 7...♙xf3 8.♙xf3 e6 9.♛c2 ♙e7 10.♠b1  
♠b6 11.♞d1 0-0 12.e3 ♠e8 13.♙d2 a5  
14.♙e1 a4 15.♠a3 ♙xa3 16.bxa3 ♠d6  
17.♙e2 f5 18.♙b4 ♞f7 19.♞ac1 ♠d5  
20.♙xc4 ♠xc4 21.♛xc4 ♛f6 22.♙d2 e5



*The Hiarcs eval here was black+0.42  
23.♞e1?! 23.dxe5 was correct, then after  
23...♛xe5 24.♙c3+ 23...e4 The eval jumps  
to black+0.81 24.♠h1 g5! 25.♞c2 ♛h6  
26.♞b1 ♛h5 27.♞cb2 f4!*



*Hiarcs now has an excellent attack 28.♠g1?  
28.exf4 seems to be the only way to minimise  
Black's attack, but after 28...gxf4 29.g4 ♛h3  
(not 29...♛xg4?? 30.♞g1!) 30.♛f1 ♛f3+  
31.♛g2 ♛d3 Hiarcs would have a winning  
attack anyway 28...fxg3 29.hxg3 ♞f6 30.♛f1  
♞af8 31.♞xb7 ♞xf2 32.♛xf2 ♞xf2 33.♠xf2  
♛h2+ and the game is over 34.♠e1 ♛xg3+  
35.♠d1 ♛f3+ 36.♠c2 ♛e2 37.♞b8+ ♠g7  
38.♞1b7+ ♠h6 39.♠c1 ♠xe3 40.♙xe3  
♛xe3+ 0-1*

So after this in theory 'expected' victory of HiarcS we got into Round 2.

## ROUND 2 - THE DRAW WITH RYBKA

First of all the results of the games:

### Round 2

1	Rybka	-	HiarcS	draw
2	Cluster Toga	-	Shredder	draw
3	Spike	-	Diep	1-0
4	Gandalf	-	Jonny	0-1
5	Isichess	-	ParSOS	draw

As you can already see in the way I titled this round, we were to play Rybka very early in the tournament. I had changed the black book from playing Sicilian Defence to playing Scandinavian Defence. It was our 2<sup>nd</sup> black game in a row by the way, which seemed a bit surprising to me. Anyway it's all in Swiss Chess Mode and we have to deal with such things from time to time.

Back to the game: HiarcS came out of book slightly worse, but Rybka somehow managed to make some inaccurate moves, which quickly allowed HiarcS to equalize the entire game. After that not much happened anymore and we drew the game on mutual agreement at move 42. After this I have to say that I don't regret having agreed with Harvey to use some special anti-Rybka Opening Strategy, as they have got by far the best book in my opinion. More surprises against strong opponents like Rybka can be expected in future. Or will we maybe play deep Najdorf book lines again? Who knows what the next tournaments will bring. All in all a satisfactory result for HiarcS, especially as black!

*Harvey: The big game with Rybka - while this was being played I was having lunch with Amir Ban and his girlfriend Orly in an Indian Restaurant in the famous Brick Lane in London. Sebi kept texting me with updates. We had done a lot of preparation with the Scandinavian against Rybka in particular the Od6 line that was played. A fairly early draw was offered by the Rybka team (Jeroen and Hans) as they were both feeling unwell, but we all agreed that the game was a draw.*

## RYBKA - HIARCS

1.e4 d5 2.exd5 ♖xd5 3.♘c3 ♗d6 4.d4 ♘f6  
5.♘f3 g6 6.♘b5 ♗b6 7.c4 c6 8.♘c3 ♙g7  
9.♙e2 0-0 10.0-0 ♞d8



The H-Book has finished, and it shows an eval of white+0.61. Not so good to get an unfavourable start against Rybka of all programs! 11.♞e1 ♙g4 12.♘a4 ♗c7 HiarcS had expected c5 from Rybka the last couple of moves, and the eval is starting to drop 13.♗b3 ♘bd7 14.h3 ♙xf3 15.♙xf3 e5 16.dxe5 ♘xe5 17.♙e2 ♘e4 18.♗c2 f5 The evaluation is = 19.♙e3 c5 20.♘c3 ♘xc3 21.bxc3 ♞d7 22.f4 ♙h6 23.g3 ♞ad8 24.♞ad1 b6 25.♙f2 ♞xd1 26.♞xd1 ♞xd1+ 27.♗xd1



The evaluation after the exchanges showed black+0.21, not likely to be enough to win and indeed it never got any higher. White's doubled pawns are not much of a disadvantage unless Black can find a way to target the c3/♖ with ♘+♙. But Rybka has the 2 bishop-ops to compensate 27...♘f7 28.♙f3 ♙g7 29.♙e1 ♙f6 30.♗d5 ♘g7 31.♗e6 ♗d6 32.♗e8 ♗d8 33.♗xd8 ♘xd8 34.♙d2 ♘f7 35.♙d5+ ♘e7 36.♘f1 ♘e6 37.♘e2 h6 38.♘f3 ♘d6 39.♙e1 g5 40.fxg5 hxg5 41.♙d2 ♘e5 42.♙c1 ½-½

Having finished that game I waited for the

others to finish and followed some of them with interest. As a human observer I think it is quite amazing to see these computers playing, as I surely never would get such a deep understanding of the pieces and how they work together. In the remaining games Shredder got a draw with Cluster Toga and thus kept itself within reach of the top. Spike won vs. Diep and also still had good chances to finish amongst the first 3 at this stage. But of course we had only played 2 rounds at that point and still so much could happen. And let me assure you: there was much more to come!

As a matter of curiosity it may interest you to know that Jeroen (Noomen) right after the game already seemed to be updating his book while holding a conversation with its engine author Vas Rajlich.

After this quite great result I went back to my room in the hotel, and later went for some dinner. This evening I decided for Pizza.

### ROUND 3 - THE RESISTANCE OF THE CLUSTER

Here are the results first of all:

#### Round 3

1	Jonny	- Rybka	0-1
2	Shredder	- Spike	1-0
3	Hiarcs	- Cluster Toga	draw
4	Diep	- Isichess	1-0
5	ParSOS	- Gandalf	0-1

In this round Hiarcs got to play the number-cruncher Cluster Toga, which used the book of Clemens Keck (he is a former operator of Loop in various tournaments).

Rybka had no real problems and won quickly after an opening blunder by Jonny. After this Jonny mistake, Rybka was in book for approximately 12 more moves according to what I heard, so the mistake must have been in choosing a known inferior line. Shredder however had a slight edge for quite some time, but nothing decisive until in the end, with some help from its opponent, it managed to win.

Hiarcs aim for this round clearly was a win. We even got on the board the variation I most worked on in the recent weeks - the infamous Poisoned Pawn with 10.e5! -

unfortunately Cluster Toga played a bone breaking novelty, without any book help. This novelty equalized the game and maybe even gave Cluster Toga slight winning chances, though the evaluation of Hiarcs never really got worse than -0.40 from its point of view. Anyway we had to change the book for this whole variation after this game, and now maybe we've got something new, but of course this is a Hiarcs team secret for the moment. Having played this draw and seeing Rybka winning, it was now up to us to react, and the time to hope for some blunders from Rybka in other games.

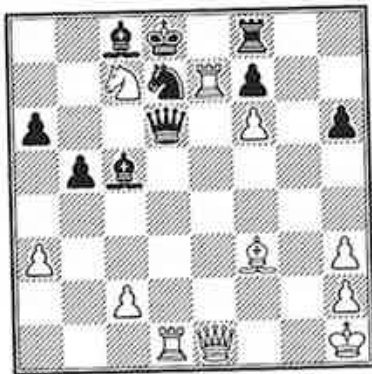
*Harvey: A draw v Cluster Toga. We had done a lot of work on the poisoned pawn. What we did not know at the time was that the openings book for Toga had been supplied by Clemens Keck - who has operated Loop in tournaments like Leiden. We had played 2 games as White v Clemens recently, both poisoned pawns and both on Playchess, and had won them both. Toga played the same line as black that Clemens had lost on Playchess but this time he had worked out how to get the draw. Jeroen also commented that if he had known Clemens had done the book that he would have used a different line and Rybka may not have suffered its one loss of the tournament. Sebi and I worked hard after this game to improve the line for White - what we found will remain a secret ;-)*

### HIARCS - CLUSTER TOGA

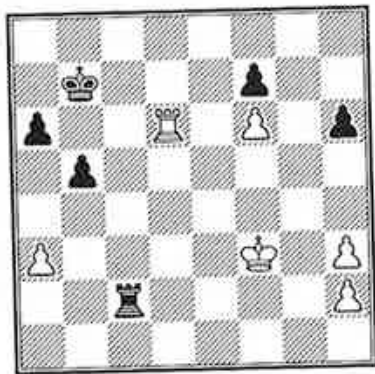
1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6  
 5.♘c3 a6 6.♙g5 e6 7.f4 ♖b6 8.♚d2 ♚xb2  
 9.♞b1 ♚a3 10.e5 h6 11.♙h4 dxe5 12.fxe5  
 g5 13.exf6 gxh4 14.♙e2 ♚a5 15.0-0 ♘d7  
 16.♙h1 ♚g5 17.♞f4 e5 18.♘d5 exd4  
 19.♚xd4 ♘d8 20.♞d1 h3 21.gxh3



The Toga book ended after this move  
 21...♙c5 22.♖d3 ♜e8 23.♙f3 ♞a7 24.♞g4  
 ♜e5 25.♞e4 ♖d6 26.♞e7 b5 27.♞e2 ♞f8  
 28.a3 ♞b7 29.♞e1 ♞c7 30.♙xc7



This was the last move played by the special  
 Hiarc's book 30...♞xc7 31.♞e4 ♙d6  
 32.♞xd7+ ♖xd7 33.♞e3 ♙b7 34.♞b6+ The  
 Hiarc's evaluation was at its worst here,  
 showing -060 34...♙c8 35.♙xb7+ ♖xb7+  
 36.♞xb7+ ♙xb7 37.♞xd6 ♞c8 38.♙g2  
 ♞xc2+ 39.♙f3



39...a5 I slightly prefer 39...♞c4 restricting  
 the White ♙ 40.♙g4! 40.♖d7+ doesn't win  
 the f7 pawn of course, it is met by 40...♞c7  
 and Black's winning chances improve after  
 41.♖d3 ♙b6! 40...a4 41.♖d7+ My previous  
 note isn't wrong! But the tempo gained with  
 40.♙g4 makes a world of difference!  
 41...♞c7 42.♖d3 Hiarc's now believes the  
 game is drawn 42...♙b6 42...b4? 43.axb4  
 ♞c2 44.♞a3 ♞xh2 45.♞xa4 would even leave  
 White with the better chances, though still a  
 likely draw 43.♙h5 ♞c2 44.♙xh6 ♞g2 45.h4  
 ♞g6+ 46.♙h7 ♞xf6 47.h5 b4 48.♙g7 ♞c6  
 49.axb4 ♙b5 50.♞f3 ♙xb4 51.♞xf7 a3  
 52.♞b7+ ♙c4 53.♞a7 ♙b3 54.♞xa3+ ♙xa3  
 55.h6 1/2-1/2

## ROUND 4 - RYBKA IMPROVES ITS LEAD - HIARCS FIGHTS IN VAIN FOR THE WIN

First of all I would like to show you the results as usual:

### Round 4

1	Rybka	- Shredder	1-0
2	Spike	- Hiarc's	draw
3	Cluster Toga	- Jonny	draw
4	ParSOS	- Diep	0-1
5	Isichess	- Gandalf	1-0

In this round Rybka showed again why it is the best engine in several ranking lists. Shredder came out of the opening worse, but then managed to equalize the game in a sharp Richter Rauzer. Anyway in the end Shredder simply couldn't keep the pressure on Rybka, and the fish (Rybka means fish) punished the somehow inaccurate play of Shredder at the end by taking away the full point.

Hiarc's got to play Spike as black. We got one of Harvey's new pet lines: The Paulsen Defense and out of the opening it looked quite equal. Anyway in the game several blunders from both sides occurred: one of them 20...Ng6 by Hiarc's which gave Spike the option to create a doubled pawn in its favour. Anyway later Spike played some strange moves: one of these was 32.bxa5 which was almost a direct draw offer, because it simply gave up the strong queenside pawn structure. After the game both operators agreed that this queenside pawn structure was for sure the best winning option for Spike. Things though got even worse for Spike towards the end, when it played 39.Nxf5, giving Hiarc's the chance to get rid of its doubled kingside pawn. After that Hiarc's even tried playing for the win. But somehow the position still drew, with a 7 pieces endgame.

Harvey: I don't remember a lot about this game except that we had the better chances but could not get the full point.

### SPIKE - HIARCS

1.e4 c5 2.♙f3 e6 3.d4 cxd4 4.♙xd4 ♙c6  
 5.♙c3 ♞c7 6.♙e3 a6 7.♙d3 ♙f6 8.0-0 ♙e5

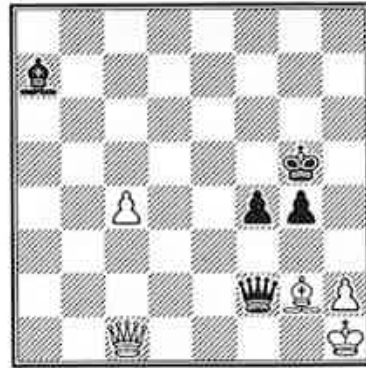
9.f4 ♖eg4 10.♗d2 ♗c5 11.♞ce2 e5 12.fxe5  
d5 13.♗f4 ♞xe5 14.exd5 ♞xd5 15.c3 ♞xf4  
16.♞xf4 0-0 17.♗e4 ♗g4 18.♚d2 ♞ad8  
19.♞h1 ♗c8 20.♚f2



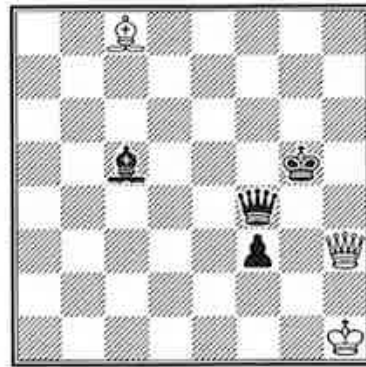
20...♞g6?! 20...♞g4 21.♚h4 g6 is the  
alternative, but Hiarcs wouldn't like having  
to make the g7-g6 move 21.♞xg6 fxg6  
22.♚h4 ♗e7 23.♞xf8+ ♞xf8 24.♗d5+ ♞h8  
25.♚e4 ♗c5 26.♞d1 a5 27.a3 ♚b6 28.b4  
♗d6 29.♗c4 ♗b8 30.♞f1 ♞xf1+ 31.♗xf1  
♚d8 32.bxa5 ♗c7 33.♞b5 ♚f8 34.♗c4 ♗f5  
35.♚xb7 ♗xa5 36.♚a6 ♗d8 37.♞d4 h5  
38.♚b5 ♞h7



39.♞xf5 Hiarcs would have done the same!  
I think the idea is because without the 2  
bishops Black will find it harder to contain  
White's pawns which are spread out on both  
sides of the board. Certainly here you'd say  
that the passed pair of pawns on a3+c3 give  
White the better chances 39...gxf5 40.a4 g6  
41.♚d7+ ♞h6 42.♗e2 ♗b6 43.c4 ♚c5  
44.♚d2+ ♞g7 45.♚c1 h4 46.♚a1+ ♞f7  
47.♚b1 h3 48.♗f3 hxg2+ 49.♗xg2 ♚e3  
50.♗d5+ ♞f6 51.♚a1+ ♗d4 52.♚d1 g5  
53.a5 g4 54.♗b7 ♚f2 55.♗c8 ♞g6 56.♗b7  
♞g5 57.♗g2 f4 58.♚c1 ♞h4 59.a6 ♞g5  
60.a7 ♗xa7



61.♚a1 ♞f5 62.h3 f3 63.hxg4+ ♞g6  
64.♚b1+ ♞h6 65.g5+ ♞xg5 66.♗h3 ♞h6  
67.♚f1 ♚g3 68.♗c8 ♚f4 69.c5 ♗xc5  
70.♚h3+ ♞g5



The game lasted another 20 moves as Hiarcs  
tried various ideas and checks. But it can't be  
won without a mistake by the opponent, and  
Spike drew comfortably. 1/2-1/2

Jonny in this round by the way managed a  
strong draw as black against Cluster Toga  
after a deeply theoretical variation in the  
Petroff Defense, where the book of Clemens  
Keck seemingly went way too deep for its  
opponent. Best regards to Jonny for this very  
good defence, especially as black.

So at this point one can say, with more  
than half of the tourney played, that Rybka  
was 1 point ahead of Hiarcs. At this point our  
hopes were low, but not completely gone.

I went back to my hotel and contacted  
Harvey who checked something out for us as  
white vs. Shredder, which we believed would  
be our next opponent. Rest assured there was  
indeed still more to come...

**ROUND 5 - JEROEN NOOMEN'S "MISTAKE" AND HIARCS'S OPENING NOVELTY**

The results from Round 5 first of all:

**Round 5**

1	Cluster Toga	- Rybka	1-0
2	Hiarcs	- Shredder	1-0
3	Isichess	- Spike	0-1
4	Gandalf	- Diep	draw
5	Jonny	- ParSOS	1-0

As you can see Cluster Toga managed to beat Rybka. This was certainly something the Hiarcs team had hoped for, but surely not totally expected in the end.

Meanwhile Hiarcs instead managed to beat Shredder in a very interesting fight.

The Rybka team underestimated the possibility that Cluster Toga could have a decent opening book, which definitely was the case. Thus the game ended in one more of those nasty deeply theoretical Najdorfs.

Rybka played a line of which Jeroen seemingly thought it would be strong, but Clemens' book did not play the worst continuation for white as had been hoped, and Cluster Toga came up with a solid advantage which it kept throughout the game and forced Rybka to resign in the end. Yet another outstanding example for us that Rybka can still be beaten.

Hiarcs played against Shredder, and had a very interesting game, never giving up its "impression" of having the edge. Shredder from time to time thought it may be equal but Hiarcs convinced it step by step, that this was just a utopian case. One of the main helps for this win definitely was Harvey's little preparation, he added 11.h4 to our little tournament book, which in the game of round 4 had been 11.0-0-0 when Rybka played in exactly the same line against Shredder. Anyway it remains a matter of taste which of those 2 moves is the best. It is sure that both look like interesting continuations for white.

*Harvey: Shredder repeats the line it lost against Rybka in a previous game. In thinking that it might repeat and find an improvement we forced our book to play 11.h4 which is where we varied from the Rybka game and,*

*as Rybka did, also scored a comfortable victory.*

The Hiarcs-Shredder game appeared with light notes in our last issue, and Mark Uniacke has offered to do a more in-depth analysis for us, so I wont put it in here again. The TogaCluster-Rybka game was also in our last issue!

After this round Hiarcs and Rybka were now even on 3½ points again, and it really already looked as if it was possible that the final standings could be decided by the Buchholz points-ranking method, which is the deciding indicator if the total points are equal.

**ROUND 6 - SAFE PLAY BY THE FAVOURITES AND PREPARATION FOR THE SOCIAL EVENT**

First of all the results:

**Round 6**

1	Spike	- Cluster Toga	draw
2	Rybka	- Isichess	1-0
3	Hiarcs	- Gandalf	1-0
4	Diep	- Jonny	0-1
5	Shredder	- ParSOS	1-0

Round 6 can be called the most unspectacular round of the whole tournament, as far as surprise results or big changes in the leadership. The impressing Spike managed a draw against Cluster Toga in a very solid game from both sides.

Rybka won against IsiChess in a Ruy Lopez after a few somewhat strange moves by IsiChess in the middlegame.

Also Hiarcs got a safe win against Gandalf, which allowed, after an equal opening, a kingside attack by Hiarcs, which of course it accepted with pleasure.

*Harvey: A comfortable win v Gandalf.*

**HIARCS - GANDALF**

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6  
5.0-0 ♙e7 6.♖e1 b5 7.♙b3 0-0 8.h3 d6 9.c3  
♘a5 10.♙c2 c5 11.d4 ♖c7 12.♘bd2 cxd4  
13.cxd4 ♘c6 14.♘b3 a5 15.♙e3 a4  
16.♘bd2 ♘b4 17.♙b1 ♙d7 18.a3 ♘c6

19.♔d3 ♖fc8 20.♕e2 ♗b8



This was the last move in the H-Book, so we are now thinking 21.♖ac1 b4 22.♖c4 bxa3 23.bxa3 ♖c7 24.♖ec1 exd4 Finally Gandalf goes out of its book. Still the Hiarcs evaluation put it very slightly ahead, so all that was lost was some clock time 25.♘xd4 ♗e8 26.♖4c3 ♘xd4 27.♔xd4 ♖xc3 28.♖xc3 ♔e6 29.♗d1 h6 30.♔c2 Eval white+0.57 30...♗b5 31.f4!



Aggressive play from Hiarcs, and the start of a fine manouver 31...♔d7 32.♘f1 Eval +0.74 32...♔d8 33.♘g3! Gandalf now went in an 11 minute think! It sees trouble at the double! 33...♔e7 34.♘h2 ♘e8 35.♘h5! Eval +1.22! 35...♔h4?! If 35...g6 (which might have been better despite loosening the king's pawn protection) Hiarcs would have played 36.f5! when 36...gxh5? is inadvisable due to 37.♗xh5! 36.f5 Eval +1.76 36...♔g5 37.♗g4 g6 38.h4!



38...♔d2 39.♖d3 ♔c1 40.♖g3! This is great stuff from Hiarcs, a wonderful kingside attack 40...♘f8 41.♗d1 ♔b2 42.♔xb2 ♗xb2 43.fxg6 ♗e5 Pinning the rook looks smart, but 43...fxg6 44.♗d5 ♖a7 was better, though with 45.♘f4 Hiarcs would still win 44.♗f3 Eval +3.03 44...♔e6 45.♘f4 ♘f6 46.gxf7 ♔xf7 47.♘d3 ♗e7 48.e5!



Attacking the ♘, while ♗xa8 is also threatened. It's all over 48...♘d5 49.e6 ♗xe6 50.♘f4 ♘xf4 51.♗xa8+ ♗e8 52.♗xe8+ ♘xe8 53.♔xa4+ ♘e7 54.♖e3+ ♘f6 55.♖f3 ♘e5 56.g3 ♔h5 57.gxf4+ ♘e4 58.♔c2+ 1-0

In the evening we all went for this year's social event, which was to be held in a Greek, Italian and Turkish Restaurant. Now please don't get me wrong, it was not 3 restaurants but one which claimed to have meals from all 3 of the above named cultures. I went there with Ingo Bauer and Dan Wulff, and on our way we came to the conclusion that in Paderborn there are some nice girls, and we began wondering about the sense of engine chess.

Later on in the evening we arrived at the restaurant. I ordered some fish soup (yes Rybka is damn yummy) and Lasagne à la Chef. The others had salads, soups, Greek plates or even smoked salmon. Anyway it

was a very funny evening.

At the table there were played games, which was mainly due to Ingo Althoefer who brought a few of his inventions with him and of course they found some admirers. Here is a photograph of all the dinner's participants



I must admit this dinner was really great and we had some fun talking together, or making bad jokes, which is mostly my business. But let's please not forget there is one more round to be played and this was surely the most entertaining round of all.

**ROUND 7 - HIARCS IN TROUBLE BUT WITH SUFFERING CAPABILITIES, RYBKA GOOD BUT NOT GOOD ENOUGH**

To give you a better understanding of what this round is all about I will paste into the text for you one of my comments I posted on the HIARCS forum (<http://www.hiarcs.net>).

Before Round: Hiarcs 17.5  
Buchholz ; Rybka 19 Buchholz

Their opponents in Round 7: Jonny (4) vs. Hiarcs and Diep (2.5) vs. Rybka

That means they would get added respectively the scores of Jonny and Diep. When these are added, assuming neither of them score against the leaders) both engines are at 21.5 Buchholz.

Now the theoretical calculation goes further, because no-one has

played all of the other participants. Rybka did not play either Spike or ParSOS, whereas Hiarcs did not play IsiChess and Diep.

So if IsiChess managed to win its last game, then Rybka would get an extra point from that, and would probably go ahead. IsiChess lost though and so Rybka's score remained the same because of this.

But there was one more critical game as Spike and ParSOS were drawn to play each other, whose result finally delivered the decision. Whatever happened it would help Hiarcs but not Rybka - Hiarcs had played them both but Rybka hadn't played either of them, so it had to place its hopes on IsiChess getting a win to gain it the needed Buchholz.

You also should know that Jonny and ClusterToga have both 4 out of 6 points. So if one of them wins and maybe Hiarcs and Rybka or both struggle, then Jonny or ClusterToga can maybe get ahead of them.

*Harvey: We've got Jonny in the last round. It was expected that Rybka would get Spike but this was not possible due to colour issues - so the pairings looked good for us if we both win.*

*This was posted by Jeroen on Rybka forum: "Rules were clear before the tournament. It is correct that Buchholz is kinda weird with only 10 participants, but you cannot change this anymore when the tournament is already running. In any case it would have been better for Rybka to have a pairing with Spike in the last round, but that wasn't possible somehow. So we knew our hopes were on Isichess, while Hiarcs had a free extra Buchholz due to the game Spike-ParSOS. Hiarcs played both, Rybka against neither of them."*

Now let's combine this information with the results of Round 7:



## Round 7

1	Jonny	- Hiarcs	0-1
2	Diep	- Rybka	0-1
3	Cluster Toga	- Isichess	1-0
4	Gandalf	- Shredder	draw
5	ParSOS	- Spike	draw

Hiarcs won as black against Jonny in a very difficult game. Hiarc had in book the extremely interesting but dangerous novelty 7.. gxf6 which led to an open battle. The author of Jonny was of the opinion Jonny could have played the opening better but did castle on the queenside and lost the slight advantage. Anyway the tide turned and the Hiarc position started to look more and more worrying, especially after 16.e4 from Jonny which opened the position and revealed the weakness of Hiarc's king. 21...c5 seemed then to be the complete giveaway of the game by Hiarc. Still Jonny did not find the best continuation and, with its mistake 25.Qh5 gave Hiarc the edge back. It was simply a bad move by Jonny and deserves two question marks. In the end Hiarc managed to win the game.

*Harvey: 7...gxf6!? was an attempt to get our weaker opponent out of book but seemed to work quite nicely. I added this to the book and then both engines out of book were free to play. All was going well until Hiarc blundered with 21...c5?! then Jonny returned the favour with 25.Qh5?*

### JONNY - HIARCS

1.d4 d5 2.♘f3 e6 3.c4 c6 4.♚c2 dxc4  
 5.♚xc4 ♘f6 6.♙g5 h6 7.♙xf6 gxf6?! *A very sharp and somewhat risky idea, which puts both engines out of book* 8.e3 ♖g8 9.♘c3  
 ♘d7 10.♚d3 b5 11.0-0-0 *Hiarcs expected 11.g3 and then the fianchetto of the bishop, and White has the slightly faster development*  
 11...♙b7 12.♙b1 f5 13.♙a1 *Time wasting, the advantage switches to Hiarc* 13...♙e7  
 14.h4 ♚b6 15.♖c1 ♖c8



16.e4 b4 17.♘a4 ♚a5 18.b3 fxe4 19.♚xe4 a6 *The surprising 19...♚f5!? 20.♚xf5 exf5 looks interesting, despite the fact that Black gets doubled pawns, as now it is not easy to find good moves for White. Maybe 21.♖g1 trying to release its f1/♙, but now 21...c5 looks playable* 20.♚h7 ♖g4 *The Hiarc eval here was black+0.59, which I think is a little optimistic* 21.♚xh6 c5 *Sebi and Harvey have both criticised this move, though I tend to lay equal blame with the anaemic, bishop-blocking 19...a6. But after criticism we should produce something better for Hiarc, and I suggest 21...♙f6 22.♘b2 ♙g7 23.♚d2 and now I'd go with 23...c5!? Without c5 at some time the b7/♙ is just a pawn* 22.♚h8+ ♙f8 23.♘g5 cxd4 24.♖xc8+ ♙xc8



*The Hiarc eval with this move has white+0.09, which I think is about right. But we're expecting something sound like 25.f3, or aggressive like 25.♘h7, certainly not... 25.♚h5? ♖f4! Eval black+1.10! 26.f3 d3! Great stuff. I think Jonny must have missed this – but it's not on its own!! Quite a few programs don't choose it and, when they've seen it, still only have a small + evaluation for Black! I noted that Zappa got it quickly and with an evaluation just >1.00, though still not as high as Hiarc* 27.♙xd3?!  
 27.♚h8 was slightly better I think, but still

27...d2 28.♔d3 ♖c5 eval black+1.86  
 27...♖e5+! Eval black+3.02! 28.♖b2 ♖c5  
 29.♙c2 ♖c3



30.♖h7 ♙g7 31.♖g8+ ♔e7 32.♗b1 ♙e5  
 33.♖e4 ♖xc2 34.♖g5+ f6 35.♖g7+ ♔e8  
 36.♖xc5 ♖xc5 37.♗d1 ♗d4 38.♖b1 ♗xd1+  
 39.♖xd1 ♖d4 40.♔c2 f5 0-1



In the game between Diep and Rybka, the author of Diep first of all only just arrived in time, and then even wanted to download another book, which was not accepted by the tournament commission, and his clock was started. Thus Diep played with his old book and quickly got into a prepared line of Rybka. Diep had no real chance to escape from there, and lost the game rather quickly.

Now what do these results mean? May I quote myself once more from my report straight after the Hiarcs win? Here we go:

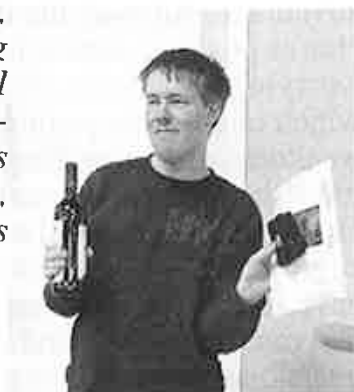
From the game Spike vs. ParSOS, assuming IsiChess wont win, Hiarcs gets 1 point from a draw, or a win of ParSOS or Spike, it is all the same and any of these is enough.

But definitely decisive is the IsiChess result, and it could not resist with the black pieces against ClusterToga. If it had

won there would have been a true tie for first place.

That meant that, once Hiarcs had won and IsiChess had lost, the other results could make no difference, and Hiarcs would win the tournament IPCCC 2007 at Paderborn, with equal score to Rybka but 1 point ahead in Buchholz. I was really happy after all this and the winner's ceremony could be started.

*Harvey: I chatted with Jeroen before and after the final game. They were a bit surprised, as was I, about not getting Spike but Sebi and I received congratulations for the Hiarcs win from first Jeroen, and later from Vas on the Rybka forum.*



This is me (Sebi) with the prizes:

**FINAL RANKING (AFTER 7 ROUNDS)**

Pos	Name	Fed	Points	Bhz.
1	<b>Hiarcs</b>	GB	5½	25½
2	<b>Rybka</b>	USA	5½	24½
3	<b>Cluster Toga</b>	GER	5	27
4	<b>Jonny</b>	GER	4	25½
5	<b>Shredder</b>	GER	4	24½
6	<b>Spike</b>	GER	4	23½
7	<b>Diep</b>	NL	2½	23
8	<b>Gandalf</b>	DEN	2	24
9	<b>Isichess</b>	GER	1½	24
10	<b>ParSOS</b>	GER	1	23½

I must conclude by saying that to operate Hiarcs in such a tournament was a unique experience, which I wouldn't want to have missed. It gave me a lot of pleasure to also contribute a little to this win and makes me proud too of course. May 2008 be really a good year for Hiarcs.

My kind regards... Sebastian

# Augusto Perez runs a DEDICATED MATCH: KASPAROV GK2000 v NOVAG CITRINE

Augusto has been a *Selective Search* reader for about a year now - in fact we had some of his results and games in an issue in the middle of last year.

He recently acquired on e-bay ('at a good price!') a **Kasparov/Saitek GK2000** and, noting its *SelSearch* 1930 Elo rating, decided it would make for a good **10 game match** to play it against his **Novag Citrine** which has a 2032 rating. In theory over 10 games, and based on our magazine ratings, that should come out at 6-4 or 6½-3½. However some of us still feel that one or two bad results have tipped the Citrine below its 'true' rating - if we are right (yes, I have to include myself in the group, I think it should be about 2060), 6½-3½ would represent 2052, and 7-3 (my forecast!) would suggest 2090!

The time control is Game in 1 hour - so here we go, game 1...

## CITRINE - GK2000

### GAME 1.

A09: Réti Opening: 1 Nf3 d5 2 c4

1. ♖f3 d5 2. c4 d4 3. g3 c5 4. b4 cxb4 5. a3 e6  
6. ♗g2 ♘c6 7. 0-0 ♖f6 8. ♖a4 ♗d7N  
8... ♖a5 is known, but ♗d7 is fine

9. axb4 ♘xb4 10. ♖b3 ♗c6 11. ♗a3 a5 12. d3  
♗c5 13. ♖b2 0-0



14. ♗xb4?!

14. ♗bd2 was better, then 14... ♖d6  
15. ♗b3

14... axb4!

Well done GK, this is better than 14... ♗xb4?!  
15. ♗xd4  
♗xg2  
16. ♗xg2=

15. ♖xa8  
♖xa8  
16. ♗xd4  
♗xg2  
17. ♗xg2 b5+  
18. ♗g1 bxc4  
19. dxc4  
♗xd4  
20. ♖xd4 b3?!

Of course this pawn is a potential game winner, but it isn't ready for queening yet. Better was 20... ♖d8 21. ♖b2 ♖a5

21. ♖d1

21. ♗d2! would have equalised right here!  
21... ♖b8 22. ♖a1

21... ♖c8?!

21... ♖b8 was better, supporting his own pawn which will soon be in danger

22. ♗d2! ♖d8 23. ♖a1!



White is taking over the game!

23... ♖b8 24. ♖c3 b2 25. ♖b1 ♖c7 26. ♖xb2  
♖c6 27. h3 h6 28. ♖e5 ♖a8?!

28... ♖a8 or 28... ♗d7 would have defended against the move Citrine now plays



Augusto Perez

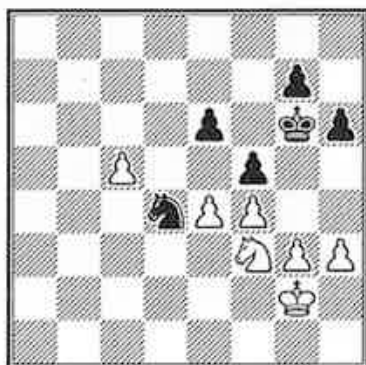
29.♖b8+! ♜xb8 30.♙xb8+ ♔h7 31.♙e5 ♔g6  
32.c5 ♗d5 33.♙d6 ♙a4 34.e4 ♗c3?!

34...♗b4 was needed, to stop White playing 35.c6! As it happens the Citrine misses its chance!

35.♙d3?!

35.c6!

35...♙d4 36.♙xd4 ♗e2+ 37.♔g2 ♗xd4  
38.f4 f5 39.♗f3



39...♗c6??

It is fascinating the way the dedicated machines can make mistakes together. Their search horizons both fall just short. This is seriously wrong because White has a deadly reply... but it misses it!

However even if 39...♗b5! 40.e5 ♔f7  
41.♔f2 ♔e8 42.♔e3 should be winning

40.♔f2?

40.♗e5+! wins, it pretty well forces  
40...♗xe5 41.fxe5 ♔f7 when 42.c6! ♔e7  
43.exf5 exf5 44.♔f3 wins nicely

40...fxe4??

I love the comment HiarcS came up with when I put this game through [Analysis Mode]: "Black falls apart!"

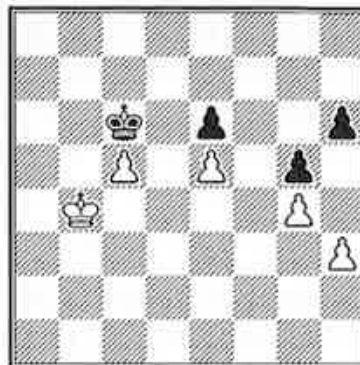
40...♔f6 stayed in the game for a while:  
41.♔e3 g5 42.♗d4 gxf4+ 43.gxf4 ♗e7 and White should win but still needs to be careful

41.♗e5+!

Got it this time. Twice in the game the Citrine missed the best reply the first time a chance was presented, and then got it next time

41...♗xe5 42.fxe5 ♔f7 43.♔e3 ♔e8  
44.♔xe4 ♔d7 45.♔d3 ♔c6 46.♔c4 g6

47.♔b4 g5 48.g4



And Black has run out of moves

48...♔d7 49.♔b5 ♔c7 50.c6 1-0

### GK2000 - CITRINE

#### GAME 2.

E10: Blumenfeld Gambit

1.d4 ♗f6 2.♗f3 d6 3.c4 e6

Very rare!

4.♗c3 ♗e7 5.e3 0-0 6.♗d3N



There are actually 2 games here in my database with ♗e2, played in 1997 and 2003, and both won by... Black. However I would say that it wasn't the opening which cost White those games, it looks pretty equal to me

6...c5 7.♗c2 cxd4 8.exd4 ♗c6 9.0-0 ♗d7  
10.♗g5 ♜c8 11.♗xf6 ♗xf6 12.♗e4 ♗e7  
13.♗c3 ♗b4 14.♗b3 ♗c6 15.a3 ♗xf3  
16.♙xf3 ♗c6 17.♙e4 ♗a5 18.♗c2

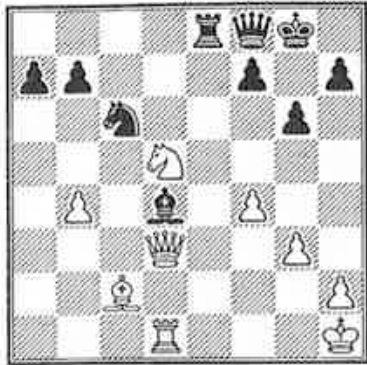
White could try to hold the ♖/c4 with  
18.♗a2 but instead prefers to weaken Black's king safety

18...g6 19.c5 dxc5 20.d5 exd5 21.♗xd5 ♜e8  
22.♜fe1 ♗g5 23.♙d3 ♗c6 24.♜xe8+ ♙xe8

25.f4 ♖h4 26.g3 ♕d8 27.b4 cxb4

*The obvious move, but I also found 27... ♖d4!? which looks interesting and is a bit tricky!*

28.axb4 ♜f8 29.♞e4 ♕b6+ 30.♔h1 ♕d4  
31.♞d1 ♞e8 32.♞d3



*So we see that the Citrine is still a pawn up, but the GK2000 has great piece activity. Black has the advantage, but must be careful*

32...h6?

*The Citrine misses White's threat. Needed was 32...a6*

33.b5!

*Now the GK2000 wins the pawn back, and then another one!*

33... ♖b4 34.♞xd4 ♖xc2 35.♞xa7 ♞e2  
36.♞xb7 ♖b4



37.b6?

*The temptation to rush passed pawns up the board instead of applying a little patience appears in this game as well as the first one, and again it's the b-pawn!*

*37. ♖c3 ♞e7 38. ♞b6 is good for White, but now Black should be able to draw*

37... ♖xd5

I couldn't find a ready-to-use photograph of the GK2000 anywhere, so had to take a photo of an old advert and convert it for use here. So the quality is poor! Undemeath it is a photo of the next model in the line, the GK2100, which was very similar in looks and represents the series with slightly better clarity! Finally there's a photo of the Novag Citrine.



*Seizing its chance*

38.♞xd5 ♞b4! 39.♞d4 ♞b3  
*Threatening mate!*

40.♔g1??

*White misses it!! Now Black will win!*

*40. ♞d8+ saves the game 40... ♔g7  
41. ♞d4+ ♔g8 (41...f6?? 42. ♞d7+ ♞f7  
43. ♞xf7+ ♔xf7 44. ♞b1!+-) 42. ♞d8+ ♔g7  
43. ♞d4+ ♔g8 = perpetual check*

40...♖f3 41.♗d8+ ♔h7 42.♗g8+ ♔xg8  
43.♞d8+ ♔g7 44.♞g8+ ♔xg8 45.h3 ♞g2#  
0-1

I must say that playing through dedicated computer games holds a definite attraction for me! Almost nothing is ever certain, and a sudden turn of events is always possible, as we have just witnessed! So the Citrine leads by 2-0. Here is game 3...

**CITRINE - GK2000**

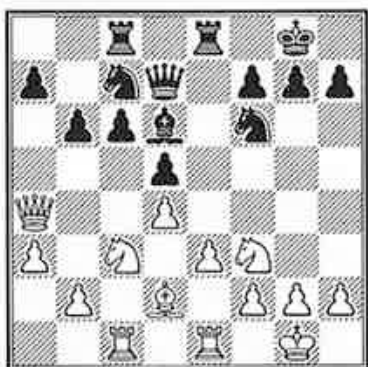
**GAME 3.**

E12: Queen's Indian: Unusual White 4th moves, 4 a3, 4 Nc3 Bb7 5 a3 and 4 Nc3 Bb7

1.d4 e6 2.c4 ♟f6 3.♟f3 b6 4.a3 d5 5.cxd5  
exd5 6.♟c3 c6?!

*The GK2000 is out of book and probably doesn't rate the fianchetto too highly. Of course 6...♞b7 has been played many times*

7.e3 ♟d6 8.♟d3 0-0 9.0-0 ♞e8 10.♟d2 ♟a6  
11.♟xa6 ♟xa6 12.♞c1 ♞e7 13.♞c2 ♞ac8  
14.♞fe1 ♟c7 15.♞a4 ♞d7



*Leaving the a7/♟ en prise*

16.♟e5

*The GK2000 was right in making the offer, and the Citrine in not taking it! If 16.♞xa7? ♞a8! 17.♞xb6 ♞eb8! and there's nowhere to run*

16...♟xe5 17.dxe5 ♟g4?!

*If 17...♞xe5!? the a7/♟ can be taken, but after 18.♞xa7 ♞ee8 19.h3 ♞b8±*

18.f4!

*Now 18.♞xa7 would be ? because of 18...♟xe5 which threatens a nasty fork on d3, so 19.♞e2 and now 19...♟c4!-+*

18...a6 19.♟e2 b5 20.♞a5 f6?!

*20...♟e6!? was best, then 21.h3 ♟h6 22.♞xa6 ♟f5 and now 23.a4 is best to free the White queen, otherwise Black will dominate in the centre*

21.h3 ♟h6 22.exf6 gxf6 23.♟d4



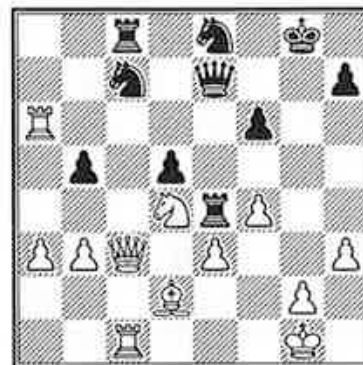
23...♟f7?!

*The GK2000 obviously knows that knights on the rim are bad, but here it was better to try and save the c6/♟ with 23...♟e6!? 24.♞xa6 ♟xd4 25.exd4 and now 25...♟f5. But we see White comes out still a pawn to the good and the better game!*

24.♞xc6 ♟d6 25.b3!

*A neat prophylactic move that gives the GK2000 many problems. Probably 25...♟e4 was its best chance, but not...*

25...♞e4? 26.♞ec1! ♟de8 27.♞c3 ♞e7  
28.♞xa6!



28...b4

*Absolutely not 28...♟xa6?? 29.♞xc8 and if 29...♞a7 to save the ♟, then 30.♟c6! 1-0*

29.axb4 ♟xa6 Ah. well 30.♞xc8 ♟xb4  
31.♟f5 ♞f8??

*Although it's "always" wrong to exchange major pieces when you're a few pawns down,*

here 31... ♖e6 is about all there was:  
 32. ♗xe6+ ♜xe6 33. ♙xb4 ♚f7 but of course  
 it's pretty hopeless

32. ♗b7

*Hiarcs found a mate!:* 32. ♙xb4 ♗xb4  
 33. ♗d7 ♗f8 34. ♗xd5+ ♚h8 35. ♗xe4 ♘d6  
 36. ♘xd6 ♗xd6 37. ♜c8+ ♚g7 38. ♗b7+  
 ♚g6 39. ♜g8+ ♚f5 40. g4+ ♚e6 41. ♜e8+  
 ♗e7 42. ♜xe7+ ♘d6 43. ♜c7 h6 44. ♗c6#

32... ♚h8 33. ♜c8 h5 34. ♗d7 ♘d3 35. ♗xd5  
 ♘c5 36. ♜xc5 ♘g7 37. ♘xg7 ♗e7 38. ♘f5  
 ♗xc5 39. ♗xc5 ♜e8 40. ♗d6 ♚h7 41. ♗c7+

*With a mate in 5 announcement:* 41... ♜e7  
 42. ♗xe7+ ♚g6 43. e4 h4 44. ♗g7+ ♚h5  
 45. ♗h7# 1-0

Game 4 was a repeat of game 2 for the first 25 moves. Then the Citrine varied, but the position remained quite similar and the GK2000 pushed its b-pawn too soon again. Once more the Citrine grabbed its chance and won.

We sometimes think that there wasn't that much improvement between dedicated computers from one year to the next, but as I played through this game I remembered that **Frank Holt's** Saitek Expert had actually beaten the Citrine with good middlegame play, and had appeared close to being its equal in the endgame. That's not happening here, yet the Expert is a later version of the GK2100, which was the next model after the GK2000. These later versions had slightly faster processors, but obviously they also had improved playing engines as well!

Game 5 was a longer affair, but also went to the Citrine, so as we come to game 6, the score is already 5-0!

### GK2000 - CITRINE

#### GAME 6.

B01: Scandinavian Defence

1. e4 d5?!

*I wonder who decided to put this into the Citrine book!?*

2. exd5 ♘f6 3. d4 ♘xd5 4. c4 ♘b6

*The programs are now out of their books, but there are still a few variations in my database. 5. ♘f3 being the main one and with*

*a big 76% win figure for White!*

5. ♙f4 e6 6. ♘f3 ♙b4+ 7. ♘bd2

*Surprisingly there's a game in my database for this position, though it involves 2 players I've never heard of, Galustov v Pogonina in St. Petersburg, 1998. Pogonina played 7...c5 and won!*

7... ♘c6 8. a3 ♙e7 9. ♘e4 0-0 10. ♙e2 f5!  
 11. ♘c3 ♙f6 12. ♙e3



12... ♜f7

*12...g5!? would certainly have been interesting, and not at all a bad idea]*

13. c5 ♘d5 14. ♘xd5 ♗xd5 15. ♜c1 f4  
 16. ♙xf4 ♙xd4 17. ♗d2 ♙xb2?!

*Winning this pawn doesn't seem to yield too much. Possibly 17... ♙xc5 was better*

18. ♗xb2 ♜xf4 19. 0-0 ♘d4 20. ♜fd1!

*The GK2000 is, so far, finding its way through the complexities rather better in this game*

20... ♘xe2+ 21. ♗xe2 ♗h5 22. c6?!

22. ♜d8+ ♜f8 23. ♜xf8+ ♚xf8 24. ♗d2!±

22... b6 23. ♜d8+! ♜f8 24. ♜xf8+ ♚xf8  
 25. ♗d3 ♚e8 26. ♜d1



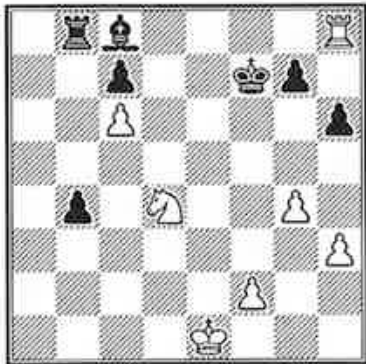
26...♖d5

Only move, or 27.♖d8 wins

27.♖xd5?!

A shame, White has more than a little initiative and it was better to maintain threats with 27.♖c2! ♖f5 28.♖c3 ♖f6 29.♘e5! which should be winning

27...exd5 28.♖xd5 ♖b8 29.♘d4 a6 30.h3 ♘e7 31.♙f1 ♙f7 32.♖d8! ♘e7 33.♖h8! h6 34.♘f5+ ♙f7 35.g4 a5 36.♙e1 b5! 37.♘d4 b4 38.axb4 axb4

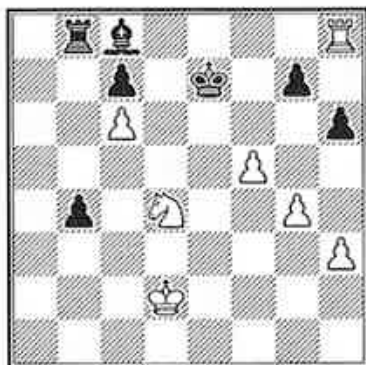


With its rook on the 8th, immobilising Black's ♖+♘ at present, White still has an advantage. But now that Black has a passed pawn the outcome is not so certain! For the sake of a more competitive end to the match with 4 more games to go, I was hoping the GK2000 wasn't going to throw another one away!

39.♙d2 ♙g6?! 40.f4

Not such a bad move of itself, but missing a big chance! With 40.♖f8! White would also take Black's ♙ out of the game, and should win with few problems

40...♙f7! 41.f5 ♙e7



42.♖g8

Manoeuvring the ♙ up the queenside is probably the winning plan, so 42.♙c2!?

42...♙f6?!

If ever there was a time to push a pawn it was here: 42...b3! 43.♘xb3. Virtually forced to retain any winning chance, then 43...♖xb3 44.♖xc8 ♙d6 45.h4, and White still has just a little hope of the full point, bit it's not clear. The GK tends to push passed pawns to soon, the Citrine too late perhaps!?

43.♖e8?!

43.♘e6! probably wins: 43...b3 44.♙c1 b2+ 45.♙b1 and now Black is stuck for a good move. Best (or least damaging!) is 45...h5 46.♖f8+ ♙e7 47.gxh5+-

43...♙f7 44.♖h8

White needed to get some better mobility for the ♖ with 44.♖d8 but a draw is now looking likely

44...♙e7 45.♖g8?!

Twofold repetition!

45.♙c2! is best, as per the plan I suggested for White at move 42. Then 45...♖a8 (Black is still trying to sort his ♖ and ♘ out, or should be!) 46.♙b2 ♙d6 47.♖e8 ♙c5 48.♖d8, with a reasonable likelihood it would win

45.♘e6!? b3 46.♙c1 b2+ 47.♙b1 ♙f7 48.♖d8 might also be good enough

45...♙f7 46.♖h8 ½-½

The last 4 games have still to be played as I write this. I will include maybe 1 more next time... or 2 if there's a win by the GK2000. It needs to win at least one if my forecast of 7-3 is to come true!! At present it is:

Novag Citrine 5½ Saitek GK2000 ½

Eric at home with Connor just before a wintry Easter 2008





# THE CCRL AND CEGT RATING LISTS!

The **CCRL** and **CEGT** Website Groups each have **COMPLETE RATING LISTS** which includes old, new, interim and free versions - you name it! - and on a wide range of PC 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 1 cpu Rating List

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

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

Pos	ENGINE	RATING
1	RYBKA 2.3.2A	2967
2	RYBKA 2.2N	2934
3	RYBKA 1.2F	2927
4	FRITZ 11	2916
5	RYBKA 2.1c	2903
6	SHREDDER 11	2888
7	NAUM 3	2885
8	TOGA II 1.4.BETA5C	2859
9	HIARCS 11.2	2824
10	NAUM 2.2	2821
11	FRITZ 10	2818
12	ZAPPA MEXICO	2814
13	LOOP 10.32F	2809
14	SHREDDER 10.1	2806
15	TOGA II 1.2.1	2796
16	ZAP! ZANZIBAR	2790
17	FRUIT 2.3.1	2789
18	FRITZ 9	2779
19	SPIKE 1.2 TURIN	2768
20	DEEP SJENG 2.7	2765
21=	HIARCS 10	2763
21=	JUNIOR 10	2763
23	NAUM 2.1	2762
24	KTULU 8.0	2757
25	SHREDDER 9.1	2750
26	GLAURUNG 2.0.1	2740
27	CHESS TIGER 2007.1	2727
28	THINKER 5.0B	2725
29	BRIGHT 0.2c	2721
30	GLAURUNG 2-E/2-5	2720
31	NAUM 2.0	2718
32	SMARTHINK 1.0	2698
33	ALARIC 707	2691
34	JUNIOR 9	2686
35	CHESS TIGER 15	2667
36	SCORPIO 1.8	2665
37	WILDCAT 8.0	2662
38	GANDALF 6	2657
39	DELFI 5.1	2653
40	CHESSMASTER 10000	2651

## CCRL 40/40 32-bit 1 cpu Rating List

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

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

Pos	ENGINE	RATING
1	RYBKA 2.3.2A	3028
2	RYBKA 2.2N	2988
3	RYBKA 1.2F	2976
4	RYBKA 2.1c	2968
5	NAUM 3	2961
6	FRITZ 11	2942
7	SHREDDER 11	2941
8	ZAPPA MEXICO 2	2918
9	TOGA II 1.4.BETA5C	2907
10	NAUM 2.2	2895
11	HIARCS 11.1	2891
12	ZAPPA MEXICO	2889
13	ZAP! ZANZIBAR	2884
14=	FRITZ 10	2881
14=	LOOP 13.6	2881
16	FRUIT 2.3.1	2876
17	SHREDDER 10	2872
18	STRELKA 1.8	2870
19	TOGA II 1.3.4	2868
20	LOOP 10.32F	2867
21	BRIGHT 0.3A	2865
22	DEEP SJENG 2.7	2856
23	SPIKE 1.2 TURIN	2853
24	GLAURUNG 2.0.1	2843
25=	JUNIOR 10	2841
25=	FRITZ 9	2841
27	HIARCS 10	2836
28	SHREDDER 9	2823
29	GLAURUNG 2-E/5	2805
30	KTULU 8	2804
31	NAUM 2.0	2801
32	CHESS TIGER 2007	2797
33	ZAP! PADERBORN	2781
34	JUNIOR 9	2779
35	CHESSMASTER 11	2769
36	SCORPIO 1.91	2766
37	KTULU 7.5	2762
38	SMARTHINK 1.0	2757
39	ALARIC 707	2756
40	DELFI 5.1	2742

# CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGE

Hi Everyone

## SS135 Article

You will recall the woes of the editor a few months back when he had to move quickly to put an issue together due to a PC melt down; well on the 27<sup>th</sup> of November it happened to me as well. I was fully backed up, but it still left me with problems as my original PC was single processor and 5 years old. I was half way through the enclosed league tables and had to change some settings to make some engines work on dual core for Winboard, and the UCI Polyglot adapter.

The next issue will be interesting to see the difference in league positions of some of the engines that can correctly use pondering when I will run the tournament using the dual core potential. I kept ponder off for the rest of this tournament as usual for continuity purposes. The new versions of engines this time round in the 1<sup>st</sup> Division were Glaurung, Scorpio, and the newly promoted Delfi.

**Glaurung** won again with **Spike** 2<sup>nd</sup>, exactly the same as the last division one result, and again **Scorpio** was 3rd! These three may take some dislodging at the top.

The relegation went down to the wire and Aristarch saved itself in the last round with an amazing draw with black against Scorpio. So Delfi and Deep Frenzee (Delfi had been newly promoted in *SelSearch* 133) were relegated. But there is a new version of Frenzee that was too late for this tournament, but that may help it bounce straight back.



## DIVISION 1

Pos	ENGINE	/18
1	GLAURUNG 2.01	14
2	SPIKE 1.2 TURIN	13
3	SCORPIO 1.91	11½
4=	WILDCAT 7 SLOWBLITZ WV 2.1	9½
6	COLOSSUS 2007D	7½
7=	DEEP PHARAON 3.5.1 ARISTARCH 4.50	6½
9=	DELFI 5.2 DEEP FRENZEE 3.0	6

## Scorpio 2.0 - Aristarch 4.50

1.d4 d5 2.c4 c6 3.♘f3 e6 4.♘c3 ♘f6 5.e3  
 ♘bd7 6.♙d3 dxc4 7.♙xc4 b5 8.♙d3 ♙b7  
 9.0-0 b4 10.♘e4 ♘xe4 11.♙xe4 ♙d6



There's a wide choice of book moves here:  
 ♖c2, a3, ♘d2, ♙d2, b3 and ♗a4, but  
 Scorpio is out of book and comes with a  
 strange idea

12. ♙c2 ♖c7 13. e4 c5 14. ♙e3 c4 15. ♖c1 a5  
 16. ♙d3 ♘b6 17. d5 0-0 18. e5!



A moment of early tension, and White looks  
 to be on top!

18... ♙e5 19. ♙xb6 ♖xb6 20. ♙xh7+ ♖xh7  
 21. ♘xe5 ♗b5 22. ♗h5+ ♖g8 23. dxe6?  
 23. ♖xc4! ♗xd5 24. ♖g4 was very strong, and  
 Aristarch would have faced defeat and  
 relegation. Probably 24... ♗d2 is Black's best  
 chance, but 25. ♘c4 ♗d7 26. ♖h4 f6 27. ♖d1!  
 and White has a terrific attack which Black  
 probably can't survive

23... fxe6 24. f4?!

Even here 24. ♗e2 might have kept a small  
 advantage, but after the move played it  
 becomes pretty equal

24... ♖ad8! 25. ♖f2 ♖d4 26. ♗h3 ♖f6 27. ♖cf1  
 ♗c5 28. ♗e3 ♗d5 29. ♖e1



Now is Aristarch's big chance to even maybe  
 win it!

29... a4! 30. a3! bxa3

Analytical interlude:

30... b3? 31. h3

White seems to have to wait and see. 31. ♖fe2  
 was also a possibility and, as 31. h3 fails,  
 someone might feel like checking it out!?

31... ♖xf4 32. ♘g6! ♖f7 33. ♖fe2 ♖d1!  
 34. ♖xd1 ♗xd1+ 35. ♖h2 c3!

White has two ways to take the pawn, but  
 both lose!

[1] 36. bxc3? ♗d6+ 37. ♘e5 ♖f5 38. c4 ♙a6  
 39. ♗c3 ♗xa3-+

[2] 36. ♗xc3?? ♗xe2 0-1;

and also [3] 36. ♗xe6 fails to 36... ♗d7!  
 37. ♗xd7 ♖xd7 38. bxc3 ♖c7-+

However Rybka thought it had found a  
 move that saved White:

36. ♗e5!?

With a 0.00 evaluation. Zappa didn't think  
 this drew, and immediately had -2.00 or  
 more for the reply

36... ♖f6! 37. ♗b8+

Still 0.00 says Rybka for a minute, then it too  
 sees that...

37... ♖h7 38. ♘e7 ♗xe2 wins a piece:  
 39. ♗g8+ ♖h6 40. ♗h8+ ♖g5 41. ♗xg7+ ♖h5  
 42. ♗h7+ ♖h6 43. ♗f7+ ♖g5 44. ♗g7+ ♖f4  
 45. ♗xh6+

The piece is won back but...

45... ♖e4!



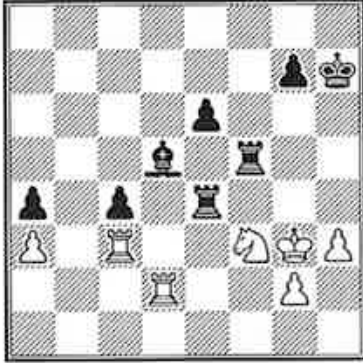
and the king has escaped. Also Black closes  
 in with a mate threat ♗xg2 once the  
 diagonal from b7 is cleared, and also has  
 cxb2! So Black wins

31. bxa3 ♖dxf4 32. ♖b2 ♙a8 33. h3 ♖h7

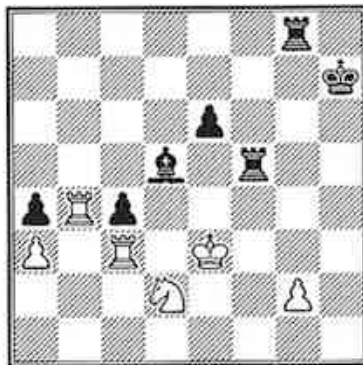
34.♖d2 ♖b5 35.♗g3 ♖b3 36.♔h2 ♖xg3+  
37.♔xg3 ♖6f5 38.♖e3 ♗d5 39.♜f3 ♖e4!

Black is a pawn up, piece exchanges are the order of the day

40.♖c3!



40...♔g8 41.♖dc2 ♖ff4 42.♖b2 ♖f6 43.♔f2  
♖ef4 44.♖b8+ ♔h7 45.♔g3 ♖4f5 46.h4 ♖f8  
47.♖b4! ♖a8 48.♜d2 g5 49.hxg5 ♖xg5+  
50.♔f4 ♖f5+ 51.♔e3 ♖g8



52.♔d4!

The only saving move

52...♖g4+?!

A wasted check, it helps White's king to infiltrate further. 52...♖xg2! straight away was better, then 53.♖h3+ ♔g7 54.♔c3 ♖f4 55.♖xa4 ♔f6! 56.♖b4 ♖g1! This was the last real chance for a 0-1 result

53.♔c5 ♖xg2

Zappa is good with tablebases and at seeing draws, and considered this pretty much ensured a 1/2-1/2 result. 53...♗xg2+!?

54.♔b6 ♖g7 was the last try to keep the game going with a slight edge in Black's favour, but 55.♖bxc4! should still get the draw for White

54.♜xc4 ♗xc4+ 55.♔xc4 ♖g4+ 56.♔d3 ♖g3+ 57.♔d2 ♖f2+ 58.♔e1 ♖xc3 59.♔xf2

♖xa3

The captures have taken the engines to 'tablebase level' and, even though Black is 2 pawns up, a draw is immediately announced by programs which use them! At Chris's games are played 'to the death' to make absolutely sure – engines without tablebases can make mistakes of course – but the game was finally drawn by repetition at move 106. 1/2-1/2

Movei won the 2<sup>nd</sup> Division with a quite strong newish engine called **Alaric** coming second. Thinker and Trace were relegated, and Jonny failed to return to the 1<sup>st</sup> Division due to the very stiff competition.

## DIVISION 2

Pos	ENGINE	/18
1=	MOVEI 0.08.438	13½
	ALARIC 707	
3	PETIR 4.9999	11½
4	JONNY 2.83	9½
5	SOS 5.1	9
	E.T.CHESS 181005	
6=	ANMON 5.60	7
	FRANCESCA MAD 0.13	
9=	THINKER 4.7A	6
	TRACE 1.37A	

I have received recently a new copy of the engine known as Bright 0.2C which until recently was a private engine. Strength wise Bright equates to engines like Aristarch and Delfi, and if so Jonny is going to find it even harder to return in future rounds, assuming that Bright manages to win promotion from division 3 where I started it off recently.

In fact the 3<sup>rd</sup> Division is not quite finished, but at the half way stage it looks like Ufim, Bright (!), Psuedo or Crafty, will qualify.

5 March 2008

Hi Eric

I've done 2 more short tests since getting my new PC and am sending them now as they will follow-on from my earlier e-mail! Readers will have seen above that I've been using ageing hardware and some older ChessBase engines in some tournaments, and haven't updated for quite a while.

Due to the death of a 6 year old PC and subsequently getting a new one, I decided to also buy the latest ChessBase version of **Zap! Chess** and thought I should test it against the usual stronger amateur engines plus the commercial Hiarcs11.2 uci.

The first thing to mention is the amazing 2nd place that **Glaurung** got in the ChessBase interface tournament. It is strong and had won my last three amateur engine 1st. Division tournaments, but to get ahead of Zap Zanzibar, Hiarcs, and an improved version of Fruit was quite a result!

The earlier Zap Reykjavik had a bit of a tough time and looks to be more than the 30 Elo weaker when compared with the Internet upgrade Zanzibar engine that its author has estimated.

**ChessBase GUI**

Pos	ENGINE	/14
1	RYBKA 2.3.2	11½
2	GLAURUNG 2.01	9½
3=	HIARCS 11.2 UCI ZAPCHESS ZANZIBAR	7½
5	FRUIT 2.3.1	6½
6	SPIKE 1.2 TURIN	5½
7	TOGA II 1.4BETA5C	5
8	ZAPCHESS REYKJAVIK	3

I was really only intending to do the one test, but you know what it's like when you get a new PC, and I did a quick second one via the WinBoard interface, with Polyglot for the uci engines. This was also partly because I was shocked when, in my first tournament, the latest beta version of Toga finished below Spike and Fruit, as I hear that it is quite highly rated in other places.

I left the Zap versions out, and brought in two well-rated free engines - Naum2 and Scorpio2 - in their place, but they didn't trouble the scorers too much!

Glaurung did well again and shared 3= with Hiarcs, but they were both edged out by **Fruit2.3.1**. The author of Fruit did say in the past that his program appears to play better in interfaces other than ChessBase, and this claim appears to have at least some substance.

**WINBOARD GUI**

Pos	ENGINE	/14
1	RYBKA 2.3.2	12½
2	FRUIT 2.3.1	8½
3=	HIARCS 11.2 UCI GLAURUNG 2.01	7½
5	TOGA II 1.4BETA5C	6
6	SPIKE 1.2 TURIN	5½
7	NAUM 2.0	5
8	SCORPIO 2.0	3½

As you can see **Rybka** was out in front as usual in both tests - even more so using the WinBoard gui - and as yet does not appear to be getting tested by anything.

That's it for now Eric... speak to you soon.

Cheers - Chris

## DAVE OVERTON TAKES ON HIARCS12-BETA AT 1 HOUR A MOVE!

Between you and me - or at least it was until right now! - **Hiarcs** team worker and representative **Harvey Williamson** hides his light under a bushel... he is a very strong Correspondence Chess player at the British and World Championship levels! This brings him into contact with many other really strong players, one of who is **Dave Overton**, who is also another of my long-time *SelSearch* readers!

To reach British Championship Correspondence Chess finals - never mind to win one - requires considerable skill and a serious understanding of the particular openings that the player uses, and success only comes from great experience in how they are to be played. I know that Dave and Harvey have played each other from time to time (but that's another story!), but for this game Harvey asked Dave if he would play a 'test' game against a "close to launch" version of Hiarcs12! Dave agreed, and so a 1 hour per move maximum time limit was settled on, and Dave agreed not to use any chess engine during the game.

The game progress was reported on the HiarcsForum on the Internet, and here I am including most of the comments by Dave and Harvey during the game, with a few added comments of my own. I believe readers will find the in-depth nature of the game coverage more than a little interesting!

**White: Dave Overton**  
**Black: Hiarcs 12-beta**

1hr per move - ECO B21, the Morra Gambit

1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.♘xc3 ♘c6



This Morra Gambit position was suggested by Harvey who knows Dave's great liking for it even in Correspondence Chess!

5.♗f3

Dave: You are right about the Morra, and I must thank you for this opportunity to try it out against the new Hiarcs, it's very much appreciated. Looking at my previous successes from this position, I have only continued with one move - 5.Nf3, and I don't see any reason to deviate from this

5...e6

Dave: Yes, this is the right move. Most of my Morra games continued with either 5...e6 or 5...d6. Either move is good for Black, but I believe the move Hiarcs has chosen to be the stronger continuation for it

6.♕c4 a6 7.0-0

Dave: My normal play here is to castle, develop my Black bishop and plant my rook on the e-file

7...♗ge7 8.♕e3

Dave: Against weaker players I play 8.Bg5 and look to keep the attack alive whilst developing my position

Eric: 8.♕g5 f6 9.♕e3 is the main line, and now Hiarcs would expect to continue from its book with 9...b5 10.♕b3 and then 10...♕b7 rather than Fritz11's book, which has ♗g6

8...b5

Dave: H12 has played the Black side of this line very well so far. I was involved in a World Championship match that ended last year that reached a similar position. I wanted to continue with 9.Bb3, which is the idea of putting it on c4 in the first place, but the problem was 9...Na5. So in the World Champ game I decided to retreat my bishop back to d3 and what followed was a very tough game for White. So I'm going to see what Hiarcs is made of and return to the original plan!

9.♕b3

Eric: I checked my database and found that now 9...Ng6 has 4 games scoring 50%. 9...Na5 1 game won by Black. There is no

sign of 9...Bb7 but both H12 and F11 have it in their books as top move!?

9...♖b7



Now 10.Qe2 is marked '?' in H-Book, suggesting that the Hiarcs' "book team" believe Black has an advantage here! Will Dave find something else?!

10.♗e1

Dave: This continues with my plan. I also considered 10.Rc1 and 10.Qe2 at this point – I usually develop my queen via the e2 square and bring my other rook across to the c-file. So this is all still very much within my comfort zone.

10.Ne5 looks interesting and probably a move I might consider OTB, but certainly not against H12 as I'm sure there are some pitfalls, but it's interesting!

Eric: Dave's move took Hiarcs out of its Book again. I did check where 10.Qe2 might have taken us... 10.♖e2 ♘a5 11.♗ad1 11...♘xb3 12.♗xb3 ♘g6 13.♗d4 f6 14.♖e3 and the H-Book ends here, and analysing for Black it showed 14...♗c6 and a black+0.61 evaluation. However I noted that Hiarcs whilst it was analysing would have preferred 11.♘d4 for White, and then it suggested 11...b4 12.♘a4 ♗xe4 13.♘c5 -0.32/15. So maybe our Book line isn't the best continuation for White?!

Finally out of interest Hiarcs itself preferred 10.♖d3 for White – a move not in our book, or theory, or mentioned by Dave! Then it suggested 10...♘g6! 11.a4 (or 11.♗ad1 ♗e7 b+0.37) 11...b4 b+0.34.

10...♘a5 11.♗c1 f6

Harvey: Hi Dave! H12 also looked at 11...Nxb3, but by playing this it suggests Hiarcs was concerned about your idea of

Ne5!

12.♘d4

Dave: Harvey told me that H12 considered itself just very slightly ahead the previous move – that means it acknowledges White's development to be worth almost a pawn – I'm impressed with the evaluation mechanism Hiarcs must have to achieve that. I have won games using the Morra from positions similar to this against very strong human opposition.

But here I had expected 11...Nxb3, and not f6 at all. So it has removed the worry of Ne5, but this gives White another line of attack... don't you just love the Morra! Okay I think 12.Nd4 is necessary now – it prepares several attacking options plus adds cover to my white bishop

12...♘xb3 13.♘xb3 ♘g6 14.♘c5



In sending this Dave also sent a conditional move: if Bxc5 then 15.Bxc5. "If Hiarcs isn't flagging I'll bet its silicone membrane is all churned up given its castling predicament!" However Hiarcs was not so happy with this suggestion and preferred...

14...♗c6 15.♘d5

Dave: This looks very playable here. Again the same conditional, if Bxc5 then 16.Bxc5. This time it was accepted!

15...♗xc5

Eric: If anyone was wondering why not grab the knight, then here it is: 15...exd5? 16.exd5! Now the B/c6 is lost, but worse still is the threat of discovered check, so 16...♗e7 and now 17.♖b3 shows White ahead +0.93/15

16.♗xc5 ♖f7



Eric: So Hiarcs12 will find out how "castling by hand" works out! I think this is a good solution

17.♘b4

Dave: Well, I was hoping Hiarcs would play 16...Bxd5 as, after 17.exd5, White continues to apply fairly active pressure, looking to expose weaknesses in Black's position as a result of lack of development, as well as get a rook on the same file as its king. But Hiarcs has quite rightly avoided this and goes with king safety first. Still, all is not lost, I will continue with this 17.Nb4 move and can apply pressure in a different way. I just hope I can keep this going!

Eric: Although Harvey gave Dave a few snippets of information during the game on the HiarcsForum, it was generally agreed that we wouldn't say too much! This was for 2 reasons: firstly it was possible that Hiarcs might spot a potential tactic that Dave hadn't thought much about, and we didn't want to alert him, secondly if Dave saw the Hiarcs analysis he might see some wrong forward planning in its positional thinking, to give him something to prepare for or encourage!

But here I kept a note of what Hiarcs had expected Dave to play:

[1] The move played!

[2] 17.♙b3 a5 18.♘e3 ♗c7 19.f3 ♖hd8  
20.♗ed1 ♘f4 21.♙c2 d6 22.♙d4 ♗ac8  
-0.41/18.

[3] 17.♙b6 ♙b8 18.♙c7 ♙b7 19.♙a5 ♗ab8  
20.♙d4 exd5 21.exd5 ♗he8 22.dxc6 dxc6  
23.♙d6 ♘e5 24.b3 ♗e6 25.♙d4 -0.53/18

17...♗e8

Dave: I wasn't expecting this, I thought Rc8 would be played.

Eric: The engine might not like 17...♗c8?!

which Dave had expected because of  
18.♘xa6!? d5 19.♙h5 0.00/15

18.♗e2

Dave: I need to get a rook onto the d-file to see if I can infiltrate Black's position this way

18...♔g8

Castling complete!

Dave: Yes, Hiarcs has played this line very well. I will continue my plan to occupy the half-open d-file in my attempt to win some material. My problem now is that Black has some reasonable developing moves such as Ne5 – apart from the backward d-pawn it is beginning to remove most of its weaknesses

19.♗d2 ♗c7

Dave: Again I didn't expect this move. I guess Hiarcs must be trying to position its queen on the same diagonal as its bishop to apply pressure along the a8-h1 diagonal. Anyway I will continue with 20.Bd6 and, if I guess correctly and Hiarcs continues 20...Qb7, then I think it's time to take the bishop so would continue 21.Nxc6. If Hiarcs then plays 21...dxc6 I will continue 22.Bg3. Preparing to push the h-pawn looks the best way to continue the attack

Harvey gave Hiarcs the appropriate thinking time and found it was happy with the continuation Dave had suggested

20.♙d6 ♙b7 21.♘xc6 dxc6 22.♙g3 ♗ac8

Harvey: The game is very interesting. Hiarcs current evaluation here is black+0.18, so about = or with a very slight edge for Black. It had considered playing 22...Qb6.

Dave continued with his already mentioned plan of pushing the h-pawn...

23.h4! c5





Harvey: Hiarcs had expected 23.h4 and had already had its time allowance on the reply, so we played 23...c5 straight away

Dave: Yes, this is the problem with my plan, Hiarcs will push its queenside pawns! Still 24.h5 and if Ne7 then 25.Qg4

**24.h5**

But Hiarcs decided instead on...

**24...♠f8**

Dave: Yep, I will stick with the intended 25.Qg4, though 25.e5 also looks possible I think

**25.♖g4**

Eric: If 25.e5 Hiarcs would probably have replied with 25...f5 -0.38/16. However I'm afraid I didn't give Hiarcs the same hour on analysis that Harvey was giving it for the game – indeed his PC is also much faster than mine, so I'd probably have needed to give it 2 or 3 hours per move and *SelectiveSearch* would never come out!

**25...h6**

Harvey: Actually Hiarcs12 here considered playing 25...e5 itself, with a Black+0.24 evaluation. But a late change to h6 saw the evaluation got up to +0.50

**26.♖cd1**

I like 25...h6! it reduces White's attacking options. Anyway now seems like a good time to double my rooks

**26...c4 27.♗d6 ♖f7**

Dave: Again Hiarcs catches me out, I just hope I can hold this. I'd expected 27...Rcd8 to which I would have responded with 28.e5. I don't believe this works now, I'll get back to you soon!

Harvey: The evaluation now is black+0.33, which suggests that White is probably able to hold this

Eric: If 27...♖cd8?! 28.e5, and then after 3mins 28...f5. I noted that it had 28...Nh7 in second place and with an evaluation getting closer each ply to the top move, so it may have changed to this given longer

**28.♗b4**



Harvey: My PC is just doing a new test for Mark (Uniacke) as we close in on the final choice of engine for the Hiarcs 12 release. I think your move is the best one, so I'll need to get this Hiarcs12 beta working on it as soon as the test finishes

Eric: If Dave had continued with his original idea of 28.e5?! (which he'd planned as his reply to 27...Rcd8), then Hiarcs would have had a quite big plus evaluation playing 28...♗d7 -0.95/20. Well done Dave!

**28...♗a8**

Dave: This is another very good move from Hiarcs. I expected it, but thought it would play 28...a5 first. But this intermezzo gains credit points from me – I'm looking forward to buying this program! Since I took the bishop on c6 this game was always going to be about the contest between my attack and Black's queenside pawns. So, as my attack is dwindling, I believe I need to remove the knight

Eric: Here the PVs from Hiarcs on my laptop for this move

[1] 28...♗a8 29.e5 fxe5 30.♗c3 ♖f5 -0.32/21  
 [2] 28...a5 29.♗xa5 ♗a8 30.♗b4 ♖xa2  
 31.♗xf8 f5 32.exf5 exf5 33.♖xg7+ ♖xg7  
 34.♗xg7 ♗xg7 35.♖c2 ♗f6 36.f4 ♖e6 37.♖d5  
 ♗a1+ 38.♗f2 ♖b6 -0.14/21

**29.♗xf8**

Dave: Hiarcs might like to consider 29...Qxf8 30.Rd7 Re7 31.R7d6.

Harvey: It did and was happy with it

**29...♖xf8 30.♖d7 ♖e7 31.♖7d6**

And then chose

**31...a5!?**

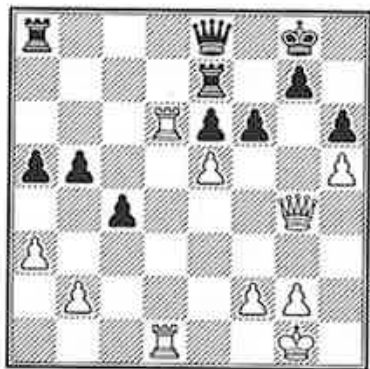
Harvey: My H12-beta looked closely at 31...f5 for some time, but chose this 31...a5

expecting 32.e5 and showing black+0.50. Dave never mentioned what he thought of 32.e5, but played instead...

**32.a3 ♖e8**

Harvey: This was a close one, Rb8 and Qc8 both had similar evaluations of around black+0.30. This is 0.20 lower than the previous move a5

**33.e5**



Dave: Hiarcs is unlikely to play fxe5, but if it does I will continue 34.Qe4 and offer a draw! But I expect Hiarcs will soon see this and will play f5. If 33...f5 then I will continue 34.Qh4. This is the main continuation I have given most thought to, and can see a possibility to exchange a pair of rooks on d6 allowing me to create a passed pawn. This may just be enough to enable me to escape this one!

**33...f5 34.♕h4**

Harvey: Hiarcs was expecting Qg6 where the eval was still around black+0.33. For its reply to Qh4 both 34...Kh7 and 34...Rb8 have an eval of black +0.55.

Eric: In some ways this was the most interesting moment of the analysis part of the game for me! I was of course following it daily while it was being played, and had a slight feeling that Hiarcs had been and still was just a touch over-optimistic about its chances – and Dave had been encouraging us with a touch of over-pessimism perhaps?! Very interestingly when I was going through the game again for *SelSearch*, I found that a later 11.97r version of Hiarcs dropped its eval for 33...f5 to only black+0.09, and this after less than 2 mins. I think this is a more accurate picture which recognises that Dave has some good drawing threats, so I was very encouraged!

**34...♔h7**

Dave: I think Hiarcs was right to prefer Kh7 over 34...♖b8 as my follow-up 35.♖a6 would already have resulted in a draw I think. Now I will bring both rooks onto the 6th which will certainly give me some attacking options – the downside of this is that it gives Black some attacking options too!

**35.♖b6 ♜c8?!**

Harvey: While Hiarcs was looking at this it had a very enthusiastic black+0.75. But not long after I had posted the move this dropped to black+0.11, so it possibly leads to a draw. Left for longer Hiarcs would have played Raa7.

Eric: I'm encouraged again, my later version has 35...Raa7 very early, and Rc8 appears to be listed as only the 3rd or 4th best variation! Even so in fairness, after-match analysis by Dave and Harvey suggested that Raa7 would also be likely to end in a draw. But it would have retained some complications in the position for a little longer

**36.♖dd6**

Dave: I anticipate that Hiarcs is going to push its c-pawn and therefore offer the following conditional... 36...c3 37.bxc3 Rxc3 38.Rb8 with a draw offer

**36...c3 37.bxc3 ♜xc3 38.♖b8**



Harvey: Draw offer accepted – well played!

Dave: Thanks to you Harvey for all your efforts. This was the first Morra I have played where I felt Black just had everything under control – even the castling routine!

Eric: Final position analysis– 38...♜c1+ (38... ♖xb8 39. ♖xe7 ♖c7 40. ♖xe6 ♜c1+ 41. ♔h2 ♜h1+ 42. ♔xh1 ♖c1+ 43. ♔h2 ♖f4+ perpetual check draw) 39.♔h2 ♜c4 40.f4 ♜xf4 41.♖xf4 ♖xb8 42.♖xe6 ♖f7=

# 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	2917	21	480	1	
286	Rybka 2.2n	2889	21	476	2	
284	Rybka 2.1o	2876	30	226	3	
282	Fritz 11	2857	29	280	4	
281	Naum 3	2850	36	160	5	
279	Shredder 11	2838	29	280	6	
275	Hiarcs 11.2	2803	25	360	7	
275	Fritz 10	2802	27	320	8	
274	Zap Zanzibar	2798	27	315	9	
270	Shredder 10	2758	15	982	10	
269	Hiarcs 10	2747	12	1389	11	
268	Junior 10/10.1	2744	17	705	12	
266	Fruit 2.21	2734	12	1408	13	
266	Fritz 9	2732	12	1324	14	2670/4
264	Shredder 9	2712	12	1483	15	2640/20
263	Shredder 8	2705	14	1049	16	2619/21
261	Shredder 7.04	2687	11	1668	17	2703/20
258	Fritz 7	2668	11	1587	18	
258	Junior 9	2665	11	1697	19	
258	Junior 8	2663	12	1481	20	2401/4
257	Fritz 8	2660	8	2698	21	2769/14
256	Hiarcs 9	2646	11	1761	22	
255	Gambit Tiger 2	2640	11	1720	23	2542/2
254	Chess Tiger 14	2638	12	1344	24	2705/13
254	Zap Paderborn	2633	21	475	25	
253	Chess Tiger 15	2628	10	2049	26	
253	Fritz 6	2626	10	2081	27	2616/53
252	Shredder 6	2622	12	1356	28	2478/7
252	Hiarcs 8	2617	11	1642	29	2651/14
251	Gambit Tiger 1	2610	22	430	30	
251	Junior 7	2608	12	1419	31	2701/12
251	Rebel Tiger 12	2607	15	872	32	
250	Gandalf 6	2604	13	1182	33	
250	Junior 6	2603	10	1891	34	2621/22
249	Rebel Century 4	2596	21	480	35	2674/4
249	Hiarcs 7-DOS	2596	12	1397	36	
248	Hiarcs 732	2590	9	2347	37	2467/19
247	Fritz 516	2577	12	1375	38	2513/6
247	Chessmaster 6000/7000	2575	24	353	39	2594/22
246	Fritz 532	2574	12	1480	40	
247	Shredder 4	2571	16	760	41	2600/15
247	Shredder 5	2570	14	1018	42	2642/15
246	Nimzo 98	2568	12	1308	43	2475/10
246	Nimzo 7	2566	13	1208	44	
246	Nimzo 8	2565	12	1326	45	
245	Rebel Century 3	2564	25	340	46	2655/6
244	Junior 5	2554	11	1537	47	
244	Hiarcs 6	2550	13	1207	48	2592/24
243	Gandalf 5	2545	20	513	49	
243	Gandalf 4	2544	13	1147	50	

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

# DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2353	Novag EmlDClassic+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	1928	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov GK2000+Executive	1928	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
Novag Citrine	2041	Novag Forte B	1833	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2039	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	2020	Fidelity 68000 Club A	1818	Mephisto 2	1470
Kasparov Challenger+Cougar	2020	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2020	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	1994	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	1798	Sargon Auto Response Board	1320
Mephisto MM4/10	1985	Conchess Plymate/5.5	1797	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