

SELECTIVE SEARCH 136

THE COMPUTER CHESS MAGAZINE!

Est. 1985
Jun-Jul 2008

Editor: Eric Hallsworth
£3.95

Special 40 page issue to cover

THURINGEN 2008

THURINGEN 2008

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EXCITING
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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

CORRESPONDENCE and **SUBSCRIPTIONS** to: Eric Hallsworth, 45 Stretham Road, Wilburton, Cambs CB6 3RX. Or E-MAIL: eric@elhchess.demon.co.uk

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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.

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TABLE-TOP AUTO SENSORY [tbl]

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

Welcome to another new issue of *Selective Search*... 136! If your sub. is due for renewal at this time, please subscribe again! There will be at least 6 more issues of the magazine!

The label on your envelope always shows the number of the last issue that you will receive of your current subscription, so it's easy to keep a check on it and also make sure I've updated you correctly after a payment has been made!

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

NEWS SECTION

HIARCS AND DEEP HIARCS 12

ChessBase and uci versions of **HIARCS** and **DEEP HIARCS 12** are now available. The *ChessBase* single processor version is now £36.95 (£34.95 to *SelS* readers) and the Deep or multi-processor version is £69.95 (£66.50 to *SelS* readers). 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 now - 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!

NAUM 3 UCI

Naum3 which came out recently seems to be close to **Hiarcs12** in my tests. This was expected as it had made a startling appearance at the **10th CCTourny** run by the Internet Chess Club, where it came 1= with **Rybka**, a ½ point ahead of **Zappa**, **Hiarcs**, **Junior** and **Glaurung**.

An upgrade **Naum3.1** is available on the **Naum** website now (address below), though there's no detailed indication there or in my testing so far that it's that much different. Existing **Naum 3** owners can get the upgrade for free, but to buy the multiprocessor version from scratch hit my credit card for £60, which is a bit high I think!

▪ www.geocities.com/naum_chess

RESULTS & RATINGS SECTION

ERIK ROGGENBURG

Erik's hardware is AMD 4400+, the time control G/4+2, and engines play each other over 60 games! Here's the top of his rating list - where a program is marked [SP] it is single processor only rather than dual (the rest).

Pos	ENGINE	ELO
1	RYBKA 2.3.2A	2827
2	RYBKA 2.2	2809
3	RYBKA 2.3 LK	2804
4	HIARCS 12	2761
5	NAUM 3	2748
6	DEEP SHREDDER 11	2729
7	FRITZ 11 [SP]	2725
8	HIARCS 11.1	2718
9	DEEP FRITZ 10	2717
10	ZAPPA MEXICO	2716
11	LOOP 13.5	2712
12	LOOP 12.32	2696
13	NAUM 2.2	2693
14	HIARCS 11	2689
15	BRIGHT 0.3A	2680
16	DEEP SHREDDER 10	2665
17	NAUM 2.1	2657
18	FRUIT 2.3.1 [SP]	2644
19=	TOGA II 1.2.1A [SP]	2634
	DEEP JUNIOR 10.1	

Well that's the end of the NEWS section for this issue! I've found as I've completed other articles that, not only is my space gone, but it is already going to run to 40 pages!! There are (again) one or two intended articles missing, held over until next time. In particular to those of you eagerly awaiting reports of **Rybka** matches v **Benjamin** and **Dzindzichashvili** I apologise, especially as the draw odds match v **Benjamin** has now been held over for the second time. I also have a **Help-Mate** from **Frank Holt** - that would be for readers and not computers, of course - the opponent has to help you mate him!

Peter GRAYSON tests his new HIARCS12 v RYBKA in 64-bit mode!

HIARCS12 uci had come out just before the weekend and on Monday 31/March I received this e-mail from Peter... SelSearch readers are certainly on the ball!

Subject: H12 Early results

Date: Sun, 30 Mar 2008 19:23:06 +0100

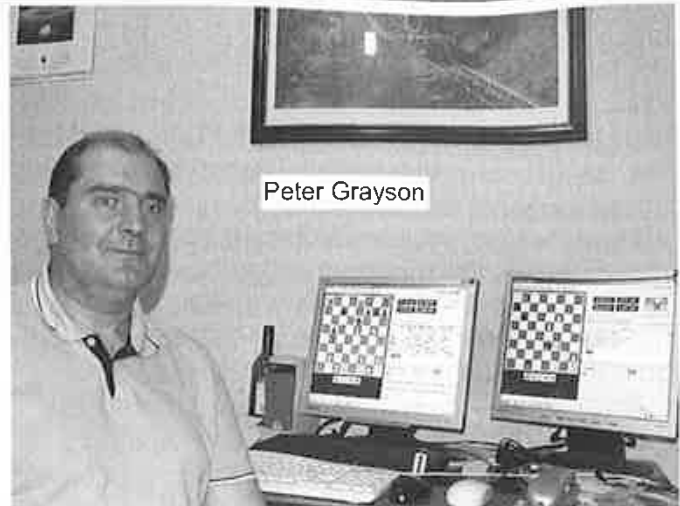
Hi Eric,

Hope you are well.

Good timing on the weekend with the release of Hiarcs 12 just as I was building my two new Q6600 PC's. With both up and running by early Saturday evening, although not final build, it seemed a good idea to give the new Hiarcs 12 mp engine a run out against Rybka 2.3.2a mp using the Chessbase Autoplayer. One comment here is that the two new PC motherboards have a serial comms socket but the necessary plug and lead attachment are now supplied as an optional extra that I bought. Also noticed that for a while now the Notebooks we use in work have no serial comms capability at all so if the manufacturers' intention is to phase out the quite old serial comms connectivity it is going to become an arduous task to test engines on two PC's without some interfacing capability. I've never got the Network option in Autoplayer to work. Do you know anyone who has? if you do, any help would be appreciated.

For reference, the two PC's sport exactly the same hardware being Q6600 CPU's 2GB PC6400 RAM and 8600GT Graphics card in a Gigabyte GA-P35-DS3 Motherboard and powered by a Corsair 550W PSU for future overclocking.

For the purposes of this test, both PC's were running with CPU's



at stock 2.4 GHz clock speeds and for comparison both were giving an average Fritzmark of 14.0 with 6720 kN/s averaged over 10 tests with just +/- 2 kN/s so these allowing for manufacturer's tolerances these are about as close as can be to equal machines. With OC, I have had both up to 17.10, 8208 and will probably run with that in the future.

The test, as per my previous matches, are with both engines using their own books, default settings and with 512 Mb hash. If this is not best for Hiarcs then again, any advice would be appreciated and I'll rerun the tests. So this got under way in the early hours of this morning and at the time of writing the score is:

40/4+40/4+40/4	
Rybka 2.3.2a 64-bit MP	35½
Hiarcs 12 MP	31½

So not much in it and with at least another 33 games to go then who knows? Maybe a Hiarcs win? An important point is that this is the 64 bit version of Rybka 2.3.2a mp engine and not the w32 version!

Clearly a lot of work has gone into the book (EH work?) but as

far as I can see it isn't a case of outbooking Rybka because there is some very good play in the middle game.

I have always considered the book to be a very important component of the commercial release. If the book focuses the engine into its best style of play then it is doing what it should! So initial impressions are that as a comparison of commercial releases, it appears as if Hiarcs has just about bridged the gap with Rybka 2.3.2a.64 bit.

The match will continue late this evening and run while I'm in work tomorrow so I'll keep you updated.

As time allows, I'll run matches against the other engine and book combinations that I have to see how it fairs and I'll keep you up to date. At least I am independent with no affiliations and so no attached interests in massaging the results. These are as they roll of the PC's!

Best regards,
Peter

Obviously this was very good news for the HIARCS team, but at not quite the half way stage there was still a bit to go, and we've seen both good and bad performances in our test tournaments change quite dramatically sometimes, though not usually so much after 60+ games!

A couple of days later the final score came through.

Hi Eric,

140 games completed when I returned from work, with the final score:

Rybka 2.3.2a 64-bit MP	74½
Hiarcs 12 MP	65½

This was 42 Rybka wins, 33

Hiarcs wins, and 65 draws, and I used the Hiarcs12 mp uci version with its internal book.

So compared to the 190 Elo deficit I recorded back in June last year, when I played the **Hiarcs11.1** version plus internal book versus Rybka 2.3.2a with its RybkaII.ctg book on my dual 4800's, this represents a massive 170 Elo improvement for **Hiarcs12**.

And again it's worth a reminder this was the 64 bit Rybka MP engine and not the w32 version that Mark tested Hiarcs 12 against, so that really does put the overall improvements into perspective. I also posted a link on the Hiarcs forum to the match game files (.cbv) from the two machines to give Hiarcs' and Rybka's evaluations of the games. They are small enough to mail direct if you want them.

Both engines ran within the DJ10 GUI9 in Windows XP Pro x64. Personally, I find the GUI Auto-player and Playchess server more reliable in Windows x64 than Home or 32 bit Pro versions.

I opted for the UCI version because although I would have liked the .ctg Hiarcs book file, I have found the Fritz GUI unreliable for the MP native engines using Autoplayer. I thought that may have some bearing on what seems to be a delayed release of DF11 so it will be interesting to see if there any reports of crashes using Hiarcs 12 MP as a native engine. I thought the problem may have been related to my AMD CPU systems but the first Autoplayer game I ran in XP Home (32 bit) with DJ10 on the Intel quads crashed with the usual Windows error report that "Chessprogram9.exe had encountered a problem and had to close" and that after updating GUI 8 to 10 with latest server releases of GUI's (!) I haven't

had the problem in XP x64 on AMD or Intel CPU systems.

Hopefully those issues are resolved in GUI 11 but I'll have to wait for DF11 before I get it. Let me know when its available! Maybe Harvey can get some insider information as to what is going on? ;-)

Best regards,
Peter

A couple of weeks or so later and Peter sent even more news with his report of events using Hiarcs12 on the ChessBase Playchess server!

Hi Eric,

I wasn't too sure how Hiarcs 12 would perform on the Playchess server because since the initial flurry of server engine activity there doesn't seem to be too much Hiarcs 12 representation there.

Since building my two quads, time seems to be in short supply, however after spending some time updating my 11.2 blitz book with some latest theory, I gave Hiarcs 12 a run overnight through to this morning and it has performed very well at the 3 to 5 minute blitz level games I tend to stick with.

Its performance over 76 games was 2683, peaking at 2743 and finishing at 2730 with a 5 game winning streak. Some notable wins against Wallybal and Phil Harris with their massive X9650 quads overclocked to 4GHz hardware.

I'll probably give it another run on the weekend, so it'll be interesting to see if that performance can be maintained. So far then only about 50 Elo down on what I've been getting with Rybka 2.3.2a mp x64 and this was with MY book, but interestingly the Elo difference seems in line with the 40/4 match results I

played when I was using Hiarcs own internal book.

Of the games I've checked, the one that made me smile was against Michael Waesch running Rybka 2.3.2a mp W32 where I thought it was a good example of where Hiarcs can get itself boxed in with possibly insufficient knowledge of spatial values when suddenly Hiarcs made an unexpected bishop sac at move 36 followed by check on pawn capture when its score shot up to 5+ and that was the end of Rybka. What was fascinating was how black's pawn on a2 that seemed to be the bind on white just couldn't promote. Great stuff!

The game (attached .cbv file) doesn't need any commentary as the queenside advancing black "a" pawn was a typical Rybka ploy and then the sucker punch of the sac put the game in the Ali v Foreman "rope a dope" category!

I still get the feeling that there is more knowledge to give to Hiarcs and perhaps allowing itself onto the back foot getting into a cramped position may be a possible Achilles heel. To be fair though this opening variation didn't seem to be in the Hiarcs internal book so perhaps Hiarcs would normally avoid this type of game?

Best regards, Peter

Of course after such remarks we must show the evidence of the game in question... and I've added just a little light analysis in places.

HIARCS 12 MP - Rybka 2.3.2a mp

Peter Grayson, rated game Engine Room

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.0-0 ♙b4
5.♘c3 0-0 6.d3 d6 7.♙g5 ♙xc3 8.bxc3 ♙d7
9.♖b1 a6 10.♙a4 b5 11.♙b3 h6 12.♙h4 ♖e7
13.♙d5

Hiarcs has just gone out of its book, and Rybka does a move later

13...g5 14.♙xc6 ♘xc6 15.♙g3 ♚e6



16.♘d2

16.a3 saves the pawn, but Hiarcs didn't like the look of 16...♘d7!? 17.♘d2 f5!?

16...♚xa2 17.♘b3 a5

This is the start of a typical Rybka-type wing pawn push

18.♚c1 a4 19.♙a1 axb3 20.♙xa2 bxa2
21.♚b2 ♙d7 22.♙a1 ♙e6 23.f3 ♘d7 24.♙f2
♙fb8 25.♙e2 ♘c5 26.♙d2 ♘a4 27.♚a3 c5!



Rybka has evaluated the last few moves showing itself at around 0.50 ahead, but until this Hiarcs felt it had things under control and showed a score close to =. Now though it becomes a little concerned by the latest pawn advances!

28.♚c1 b4 29.c4 ♘c3 30.♙e1 ♙a3 31.h4 f6
32.♙e3

Here Hiarcs was showing -0.29/14

32...♘a4?!

And the Rybka evaluation was -0.58/12.

But the moved played looks like a small mistake! What about 32...♘b1!? Black wants to be able to play b3 without losing first his

knight to ♙xc3, and second his rook to ♚xa3. 32...♘a4 leaves the rook en pris after b4-b3, so the Hiarcs suggestion of 32...♘b1!? for how to organise the plan, with the a3/♙ now protected, looks better. Now 33.♙e2 b3! and White's best seems to be 34.♚b2. White's position on the a and b files looks quite worrying, but in fact I don't know that there's much either side can actually do and, with cautious play, it's probably still heading for a draw

33.♙f2 ♙a8 34.hxg5 hxg5 35.♙d2



35...♘b6?

Rybka was still optimistic, showing -0.46/14. But the move played is a mistake.

Best was 35...♙f8! and I tried 4 different ideas but can't find a way for White to get an advantage after this!

First 36.♙xg5 (the easily winning line in the game) now goes 36...fxg5 37.♚xg5+ ♙f7
38.♙h1 ♙e8 39.♚g6+ ♙d7 40.♙h7+ ♙f7=

Or 36.♚f1 ♘b6 37.♙c1 ♙a8=

Or 36.g3 ♙g7 37.f4 ♙g4=

Or 36.♚h1 (to try and force mate)
36...♘c3 37.♚h5 ♙g7 38.♙h1 ♙g8 39.♙a1
♙e6 is a draw

36...fxg5??

Falling for it yet showing -0.42/12.

There were two ways to try and keep in the game. Both leave White with a decent advantage, but it wouldn't be over.

I think 36...♙f7! is best, then 37.♙d2 ♙h8!
and we see that, whilst White has a material advantage, it still has some work to do to free its pieces due to Black's pawn on a2. So Toga, which seemed about as good in this position as Hiarcs, here suggested 38.f4
which might continue 38...exf4 39.♙xf4 ♙e7

40. ♖g1 ♜h4 41. ♙c1 ♞a8 42. ♙b2±. Despite the computer ± evaluations I think a draw is still a likely outcome.

The other possibility was 36... ♘d7 37. ♙d2 ♚f7 but now White is able to grab the open h-file with 38. ♖h1! so maybe here it does win

37. ♖xg5+

The Hiarcs evaluation jumped to 5.58/14 in just 2secs!

37... ♚f7

And Rybka also knew it was sunk! 3.97/14

38. ♞h1



So only two moves after the sacrifice the computers both know it's all over, despite Black's promotion pawn hovering on a2, where it has been since move 20!

I've put the remaining moves in so you can see how the checks combine with captures to reduce the Black forces, and how Hiarcs finally gets back to cover the a1!

38... ♚e8 39. ♞h7 ♞a7 40. ♖g6+ ♙f7
 41. ♖xd6 ♙g8 42. ♖xe5+ ♚f8 43. ♖xc5+ ♚e8
 44. ♖e5+ ♚f8 45. ♖d6+ ♚e8 46. ♞xa7 ♞xa7
 47. ♖b8+ ♘c8 48. ♖xc8+ ♚f7 49. ♖f5+ ♚g7
 50. ♖g5+ ♚h7 51. ♖h5+ ♚g7 52. ♖e5+ ♚g6
 53. ♖a1



Finally getting back to block the a-pawn, and White now has enough pawns to win on their own and with ease

53... ♙f7 54. f4 ♚h7 55. g4 ♚g8 56. f5 ♙e8
 57. g5 ♙c6 58. g6 ♙e8 59. ♚e3 ♞a8 60. ♚f4
 ♞a7 61. ♚g5

... and Finally Black's operator gave it up!
 1-0

To conclude readers will probably want to know how well other engines did in finding the Hiarcs "killer" move.

Even though, as I think I have managed to show, there was a potentially decent defence to Bxg5, it was still definitely the best chance for White, and of course it had the important added benefit that it gave the opponent a chance to go wrong which, in the game, it did!

- **Fritz 11:** 36. ♙xg5 1min20.
- **Junior 10.1:** 36. ♙xg5 after just 2 secs. It quickly saw that ♚f7 was the best reply, which was good, but showed White as still losing until 1min30.
- **Naum 3:** 36. ♙xg5 2min33.
- **Rybka 2.3.2a mp 32-bit :** 36. ♙xg5 3min11.
- **Toga II 1.4 beta5c:** 36. ♙xg5 5secs! and with ♚f7 the reply and a + evaluation for White!
- **Hiarcs 12 MP:** 36. ♙xg5 4secs! and with ♚f7 expected and a + eval for White.
- **Deep Shredder 11 UCI:** 36. ♙xg5 DS11 was strange. It had ♖g1 at depth 15 in 8secs and then at the same depth spent 8mins looking at ♙xg5 before finally selecting it after 8mins23 with a + evaluation and expecting ♚f7. End result good, but it took much too long.
- **Zappa Mexico II:** 36. ♙xg5 4min39.

So all those I tested did manage to find it, some very swiftly, and others not quite so quickly. The timings were from my Dual2Core laptop, and all the programs except Fritz were MP versions.

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGE

Last time round there were new versions of **Glaurung**, **Scorpio**, plus a newly promoted **Delfi** in the 1st Division, and **Glaurung** won with **Spike** 2nd, and again **Scorpio** was 3rd, an exact repeat of the previous division one result.

"These three may take some dislodging at the top", said Chris, wondering if *SelfSearch 136* might produce a top 3 hat-trick!

The newly promoted **Delfi** went straight back down, along with **Frenzee**, but Chris had received an upgrade for the latter and thought it might soon come back up, especially as it is apparently very close to **Aristarch** which had only saved itself in the last round.

Movei had won the 2nd Division, and there was a quite strong newish engine called **Alaric** which came second.

Chris had just received a new copy of the previously private engine **Bright 0.2C** and it was running away with Division 3 so easily that Chris thought it might even win division 2 next time! 'Next time' is now this time, so here we go with Chris's latest reports.

SS136 Article

Date: Fri, 25 Apr 2008 18:04:23 +0100
From: Chris Goulden
To: Eric Hallsworth
<eric@elhchess.demon.co.uk>
Subject: 34th Winboard Tournament Results

Hi Everyone

Please find enclosed the first two divisions worth of results. There is some interesting stuff here with new and updated engines, as I said previously it will be a bit tight to get the



Division 3 results finished in full and the HIARCS 12 test. Division 3 has however got far enough for me to forecast an outcome which will be any two from 3 so I can start the HIARCS test on Monday and get that to you by 12/5/08.

Now for the report:

There are some new engines in this issue for the readers to get used to, so much so that I had to do a two promoted and three relegated arrangement from the 2nd division because of the public release of two engines that would have wasted there time in Division 3.

We shall start with the 1st Division for now, **Glaurung 2.01** UCI won the division again, two points clear of the field. But the hat-trick of same results was averted with **Scorpio** this time coming ahead of **Spike**!

The real interest here was the rise of **Alaric 707** which has come through all of the divisions in successive tests and scored 50% at the first time of asking in Division 1.

Down at the bottom Aristarch, which has not been upgraded by the author for some time, was relegated as I'd half expected along with, surprisingly, SlowBlitz! I feel that with the new stronger engines coming through now it will be difficult for Aristarch to return. Do you recall that in *SelSearch 118* Aristarch was 1st Division champion, after Ruffian had gone commercial.

Amateur programming has moved on a lot since then due to the availability of the source code for some strong engines!

DIVISION 1

Pos	ENGINE	/18
1	GLAURUNG 2.01	14½
2	SCORPIO 2.0	12½
3	SPIKE 1.2 TURIN	12
4	ALARIC 707	9
5	COLOSSUS 2007D	8
6=	WILDCAT 8 BETA5 MOVEI 0.08.438	7½
8	DEEP PHARAON 3.5.1	7
9	SLOWBLITZ WV 2.1	6½
10	ARISTARCH 4.50	5½

Wildcat has been hanging around in the division 1 mid-table for quite a while, and there is a great photo on their website which just has to make you smile:



The 2nd Division also had plenty of excitement, I was able to get hold of the formerly private engines **Thinker 5.1b** and **Bright 0.2c** which are quite strong and are already rated in the first 30 engines or so at the well known WBEC Ridderkerk tournament site, which has some commercial engines as well. Thinker 4.7a was previously relegated, but I reinstated it to Division 2 as version 5.1b, and that proved to be a wise decision as it duly came 2nd behind Bright 0.2c. So it will be in Division 1 next time!

An improved version of **Crafty 22.0** was the 3rd engine promoted, and it also had a comfortable start.

Anmon and SOS were relegated to Division 3.

DIVISION 2

Pos	ENGINE	/18
1	BRIGHT 0.2c	13
2	THINKER 5.1B	12½
3=	DELFI 5.2 FRENZEE FEB08	10½
5=	PETIR 4.9999 CRAFTY 22.0 JA	9
7	E.T.CHESS 130108	8
8	JONNY 2.83	7½
9	ANMON 5.60	5
10	SOS 5.1	4½

At the moment Division 3 is not quite finished but it's looking like Ufim 8.02, Little Goliath Evolution or Green Light Chess (GLC) will be promoted.

Hopefully this will be finished before you have to send issue 136 to your printer!

Cheers for now.

Chris.

Date: Fri, 09 May 2008 19:45:02 +0100
From: Chris Goulden To: Eric Hallsworth
<eric@elhchess.demon.co.uk>
Subject: Mini Tournament

Hi Eric and your readers

Here is the **mini tournament** I promised you where I wanted to Test **HIARCS 12uci**, **Junior 10.1uci** and a lesser known version of **Fruit**. There are one or two things to talk about however before I go into report mode. I have a question!

When you do the opening book for HIARCS and choose the lines for the openings do you look at other engines opening books and try and improve on known lines in their books, or do you just take what is considered to be the best percentage line in an opening according to current theory?

The reason I ask is because I have used a CGT file for the free version of Rybka compiled by Djordje Vidanovic who was more famous for the original opening book for Ruffian 1.0.1.

This book was showing a score of -0.45 of a pawn coming out of most of the openings - i.e. it appears to come out of book with a disadvantage against most of its opponents in the enclosed tournament, and I have never noticed this before. There is also a 20 move draw that HIARCS had against Gambit Fruit that you may want to look at, which did not get out of the opening. I have also enclosed a mini report below as I have already used a lot of space with what I have sent you previously.

Now for the mini report:

I thought I would share with you all early results for the recent release of HIARCS 12uci and a uci release of Junior 10.1, although

the Chessbase version has been around for some time. I also wanted to see if these engines would get past the original 1.0 Beta version of Rybka. As you can see they have certainly done that. It was also a chance for me to delve into the world of the Chessbase interface instead of the usual Winboard plus adapters.

The *SelfSearch* editor will be pleased with HIARCS coming in 1st and 2nd place, in fact HIARCS 11.2 did not lose to anybody.

At the other end of the table I was also testing a Gambit version of Fruit, but it is not as strong as the 2.3.1 version tested in earlier issues.

Glaurung and Toga also struggled but I will test these again in a later issue with the uci adapter for Winboard, as I am not convinced that Junior 10.1 should be getting ahead of Toga and Glaurung... it may be those protocols again.

That's all for now Eric, speak to you soon.

Best wishes from Chris

POS	ENGINE	/14
1	HIARCS 12 UCI	9½
2	HIARCS 11.2 UCI	9
3	RYBKA 1.0 BETA	8
4	JUNIOR 10.1 UCI	7½
5	ZAP CHESS ZANZIBAR	7
6	GLAURUNG 2.0.1	6
7	TOGA II 1.4BETA5C	5
8	GAMBIT FRUIT 1.0 BETA 4BX	4

Eric: I did reply to Chris about how the Hiarc team does some of its book work, but as Jeroen Noomen, Stephan Meyer-Kahlen, Vasik Rajlich and other programmers also read *SelfSearch*, I am sure readers will understand that I can't really include anything here at this time.

Augusto Perez dedicated computer match, part 2

KASPAROV GK2000 v NOVAG CITRINE

In my intro to the first part of this **10 game match** in our last issue, between:

- Augusto's "recently acquired on e-bay at a good price!" **Kasparov/Saitek GK2000** (SelSearch rating 1930 Elo rating),
- and his **Novag Citrine** (2032)

I had forecast a 7-3 Novag win, feeling that the Citrine might do slightly better than the 6½-3½ the Elo points gap suggests.

However when we left the match after 6 games, the **Citrine** already had an unassailable 5½-½ lead! Shows you what I know!

I promised we'd look at the final games anyway, to see if the GK2000 could salvage some pride and at least win 1 game. The time control is Game in 1 hour - so here goes...

CITRINE - GK2000

GAME 7

A22: English Opening: 1...e5 2 Nc3 Nf6

1.c4 e5 2.♘c3 ♘f6 3.♘f3 e4?!

3...♘c6 is the usual and best line

4.♘g5 b5 5.d3 ♙b7?!

Again this is considered inferior, here to 5...bxc4 or ♙b4

6.♘xb5N

6.cxb5! d5?! 7.dxe4 d4 8.e3+- is known, and very good for White

6.♘gx4 bxc4± is another possibility

6...♙b4+ 7.♙d2 ♙xd2+ 8.♚xd2 0-0 9.♚a5



9...exd3

9...a6! is the move here, then 10.♘d4 (10.♚xc7? axb5 11.♚xd8 ♖xd8 12.cxb5

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! Underneath it is a photo of the next model along 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**.



exd3?) 10...exd3 11.e3 ♘c6 12.♘xc6 d2+ 13.♚xd2 ♙xc6=

10.♚xc7

Not 10.♘xc7?? ♘c6 11.♚c3 ♚xc7 12.exd3 ♖ae8+ 13.♙e2 ♘h5-+ and threatening ♘f4

10...dxe2 11.♙xe2!

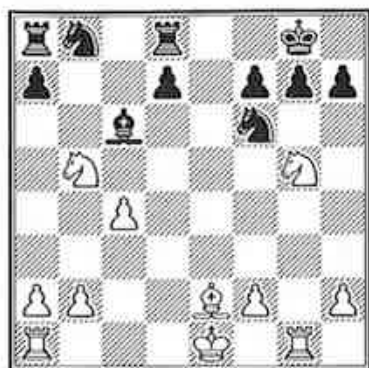
What about the tempting 11.♚xb7?! In fact not quite so good after 11...exf1♚+ 12.♙xf1

♖c6, and now there's not much in it as White probably has to exchange queens with 13.♙c7 ♜xc7 14.♗xc7, after which 14...♞ac8 is level

11...♙xg2?!

The pawn was understandably tempting for a dedicated computer. It's not exactly poisoned, but it's a bit unhealthy and in truth 11...♗c6 was safer

12.♙xd8 ♞xd8 13.♞g1 ♙c6

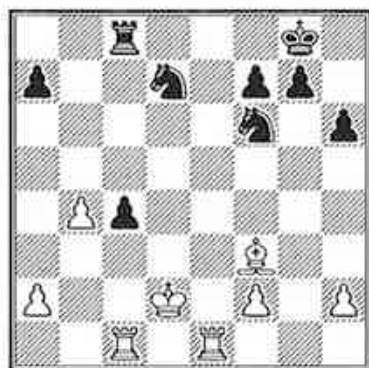


14.♗c7 d5 15.b4!?

Dynamic stuff from the Citrine, I'd have expected the standard response 15.cxd5

♙xd5 16.♗xa8 ♙xa8 17.♙c4+

15...h6 16.♗xa8 ♙xa8 17.♗f3 dxc4 18.♞c1 ♙xf3 19.♙xf3 ♞c8 20.♙d2 ♗bd7! 21.♞ge1



21...♞d8?!

The discovered check idea looks threatening, but actually 21...♗b6 was better. As we see the Citrine walks its king straight out of the pin and into a won endgame

22.♙c3! ♗b6 23.♞cd1! ♞xd1 24.♞xd1 ♙f8

25.♞e1 ♗e8 26.♙c6 ♗d6 27.a4!

Very good play from the Novag 27...♗bc8

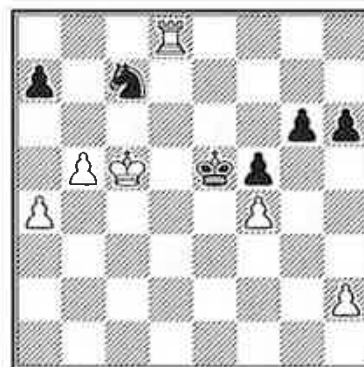
28.♙d4 g6 29.♙g2 ♗e7 30.♙h3?! f5!

31.♙g2 ♙e8 32.f3 ♙d7 33.b5 ♗g8 34.♙f1

♗f6 35.♙xc4 ♗xc4 36.♙xc4 ♙d6 37.♙d4

♗d5 38.♞e8! ♗c7 39.♞d8+ ♙e6 40.♙c5

♙e5 41.f4+!



This wins the full point – excellent **41...♙f6**

The point is that 41...♙xf4?! is not so good after 42.♞d7 ♗e6+ 43.♙d5 ♗g5, and now 44.♞xa7 is totally won

42.♞d6+ ♙e7 43.♞xg6 ♗e6+ 44.♙c4?!

This slightly delays inevitable win. 44.♞xe6+! would pretty much finish it here...

44...♙xe6 and now 45.♙c6 or 45.a5 clearly wins. In fact Hiarscs12 with my preferred setting SharpenPV=On fairly quickly found a m/27 for 45.a5

44...h5 45.♞g2?

45.♞xe6+! was still available!

45...h4 46.♞f2 ♙d6 47.♞d2+ ♙e7 48.a5

♗d8 49.♞d5 ♗f7 50.a6!

It looks like the wrong pawn, you'd think 50.b6 was correct, but actually this is the fastest win

50...♖h6 51.b6!

The PC programs would announce m/10 here!

51...axb6 52.a7 1-0

The games are interesting. Some are played to a good standard, in fact much of the time the play is 2200+ calibre! But occasionally one of them (it's usually the GK2000) plays some 1600-1800 level moves! In our next game they both go through a bad period where you wonder if Augusto wrote the moves down right! In fact I know he did, because he transferred them directly from his Citrine to a PC!

GK2000 - CITRINE

GAME 8

C80: Open Ruy Lopez: Sidelines and 9 Nbd2

1.e4 e5 2.♖f3 ♗c6 3.♗b5 a6 4.♗a4 ♖f6
5.0-0 ♗xe4 6.d4 b5 7.♗b3 d5 8.dxe5 ♗e6
9.c3 ♗c5 10.a4 ♖b8 11.axb5 axb5 12.♗bd2
0-0 13.♗c2 ♗f5 14.♗b3 ♗b6 15.♗fd4 ♗d7



I'm sure the dedicated machines were out of their books by now, but they're still following a game played in London in 1899 between two greats, Harry Pillsbury and Wilhelm Kohn, which White (Pillsbury) won in 56 moves after 16.♗xc6 ♗xc6 17.♗d4
16.♗f4N ♖e8 17.♗xe4 dxe4 18.♗xc6 ♗xc6
19.♗d4 ♗d5 20.♗g4!

The GK2000 has done well here, as 20.♗xb5?! must have looked tempting from a shallower search. But 20...♗c4! 21.♗xd8 ♖exd8 22.♗a3 ♗xf1 23.♗xf1 ♖a8+
20...♗xd4 21.cxd4 ♗e6 22.♗d1 ♖a8 23.♖xa8 ♗xa8 24.♗c2 ♖d8 25.♗e3 ♖d7 26.♖c1 ♗d5



While some games in this match have been won due to an inferior move being played almost as soon as the programs have left their opening books, in this one we are well into the middle game and it is about level!
27.♗g5 c6 28.♗e3 ♖a7 29.♖d1?!

A strange choice, the d4/♗ is not under any threat so the rook could have stayed where it was, protected by its own ♖ and ♗e3
29...♗b7 30.♗d2 ♖a2 31.♗b4 f5!?

Also interesting! It means White's e5/♗ is now passed, though granted with Black's d5/♗ it isn't going to be easy to move it!
32.♗c3

After my thought in the previous note about the difficulty of pushing the e/♗, I think the en passant move 32.exf6 gxf6 followed by 33.♖e1 was probably best
32...f4! 33.♗c5 ♗d7 34.♖e1 f3

34...♗g4! was also very strong
35.h3 fxg2 36.♗xg2?

The first of a series of big mistakes by both computers. This gives Black the chance of a decisive attack, so 36.♗a3 restricting Black's ♖ would have been a good try, and after 36...h6 perhaps 37.♗g3!?
36...♗f5!! 37.♗f1



37...♗g5?

Is 37...♖xb2!! that hard to find? After 38.♗xb2 I'd have thought 38...♗xh3+ would

just about be within extension horizons to show 39.♔g1 e3, threatening mate with ♖h1, so 40.f3 ♖xf3 41.♞xc3 ♖h1+ 42.♔f2 ♖g2+ winning the queen. Perhaps it's just a ply too far at this time control

38.♖g3 ♖d2?

Another mistake! Now this "0-1" game is nearly equal!! 38...♖xg3 39.fxg3 ♞xb2+ isn't winning outright, as in our previous note, but is still to Black's advantage

39.♖g4! ♞a8 40.♖f5??

Almost unbelievable, ruining the whole recovery of the last few moves.

Instead after 40.♞e3! ♖xb2 41.♖d7 it's just about equal, but with enough complications that, knowing these two in their current mood, I'd expect either a 1-0 or a 0-1!

40...♖xb2??

Awful to be honest! 40...e3! and it's over.

I can't bring myself to comment on the remaining mistakes, I'll simply show the correct moves and you can verbally add your own thoughts within reason!

41.♔g2?

41.e6 e3 42.e7 h6=

41...♖c3?

41...e3+ 42.♔g3 e2+

42.♞e3!

Hurray, a correct move, evaluation 0.00, should be a draw!

42...♖a1 43.♖d7

43.e6!?

43...♞c4 44.e6??

Oh no! 44.♖f5 draws! 44...♞e8 (or 44...♖f1+ 45.♔h2 ♞e8=) 45.♞g3 (45.♖xe4?? taking the pawn would (should!) lose of course, because of the pin 45...♞d5! Also 45.♞xe4? fails for the same reason, though there's still some play in the game after 45...♞d5 46.e6 ♞xe4+ 47.♖xe4 ♖a2 48.♖xc6 ♖xe6 49.♖xb5-+) 45...♖f1+ 46.♔h2 e3 47.♞xg7+ ♔xg7 48.♖f6+ and it's drawn by perpetual check

44...♖f1+!

Yes!! Please forgive me, I'm not taking sides, I'm just glad to see the Citrine get it right this time. Clearly the presence of passed pawns on the run combined with mate threats keeps taking the search beyond the dedicated horizons!

45.♔g3 ♖g1+ 46.♔f4 ♖xf2+ 47.♔xe4 ♞d5+ 48.♔d3 ♖f1+ 49.♞e2 ♖f3+

announcing mate in 5, so 0-1

Talk about Dr. Jekyll and Mr. Hyde! Gladly that was the only really poor effort and, with the Citrine now 7½-½ ahead, normal service as far as play quality is concerned, resumes!

CITRINE - GK2000

GAME 9

A43: Schmid Benoni

1.d4 c5 2.dxc5 e6 3.♞c3 ♞xc5 4.♞e4 d5 5.♞xc5 ♖a5+ 6.c3 ♖xc5 7.e4 dxe4 8.♞e3 ♖c7 9.♖a4+ ♞d7 10.♖xe4 ♞f6 11.♖f4

11.♖c2 has been played, and drew

11...♖xf4 12.♞xf4 ♞c6 13.♞d1 0-0 14.♞e2 ♞c8 15.♞d4 ♞d5 16.♞b5 ♞e8 17.c4 ♞e4 18.f3 ♞g6 19.♞e2 ♞c6 20.♞d7 a6 21.♞c3 e5 22.♞e3 ♞c7 23.♞d2 ♞d8 24.♞xd8 ♞xd8 25.♞d5 ♞d7 26.♞b6 ♞d6 27.c5 ♞c6 28.♔f2 ♞e6 29.♞d7 f6 30.♞d1 ♔f7 31.♞c4!



31...♔e7 32.b4 ♞f5?!

Better was 32...♞f7 33.♞b8 ♞c7, and after 34.c6 try 34...b5 35.♞b3 ♞c8. But the White ♞ on d1 makes it difficult for the Black king to get across to help stop the passed c/♞, and indeed the immediate 36.♞d7+ ♔f8 probably makes Black's plight even worse. But the game certainly wouldn't be quite over yet 33.♞b6! ♞f8?

33...♞d4 was better, and after 34.♞xd4 exd4 35.♞xd4, probably 35...♞e6 is best. But White is a pawn up and can continue with 36.♞xe6 ♔xe6 37.♞d8! The Citrine now takes full advantage of its big opportunity 34.b5!

This is really strong – well played 34...axb5 35.♞xb5 ♞c2 36.♞d2 ♞f5 37.♞xc6 bxc6 38.♞c4 ♞e6 39.♞a5 ♞d5 40.♞b2 ♞c7 41.♞b7 ♞fe6 42.♞b3 f5 43.g4 f4! 44.♞d2 ♔f6 45.h4 ♞a6 46.♞b4 ♞xb3 47.axb3 ♞axc5 48.♞xc5 ♞xc5 49.♞b6 ♔e7 50.b4 ♞d3+ 51.♔e2 ♞c1+ 52.♔d1 ♞b3 53.♞xc6



And White duly won the endgame, this time without any alarms, leaving the GK2000 with only one game left to add to its awful score of just ½ a point. 1-0

GK2000 - CITRINE

GAME 10

B23: Closed Sicilian: Lines without g3

1.e4 c5 2.dxc3 e6 3.f3?!

Unusual, but not unique

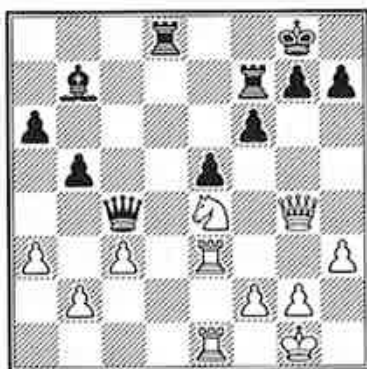
3...a6 4.fxe2 dxc6 5.dxf3 dxf6 6.d3 e7

6...c7 is in the Fritz book, but I can't find any games in my database to support where we've arrived at with this Be7

7.0-0 0-0 8.fg5 d6 9.a3 e7 10.fh4 b6
11.fxe1 dxe4 12.dxe4 xh4 13.dxh4 xh4
14.dxd6 d4 15.f3 ad8 16.d4 c4 dxh3+
17.xxf3 b5 18.fxe4 e7 19.dxe5 e8 20.f3
d6 21.f2 f6 22.d3 e5 23.f1 f7 24.h3
c6 25.d2 d4 26.c3 d5

Threatening xg2 mate

27.d4 e7 28.f3 c4 29.dxc4 xc4
30.fg4

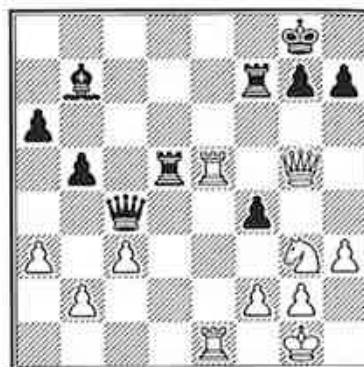


30...f5 31.fg5

The only way to save losing a full piece
31...d5

It's still close to equal here, White has a backward pawn on b2 to worry about, and Black has a strong pawn centre, but 32.d2

c6 33.f3e2 should just cope with things, at least for now
32.dg3? f4! 33.fxe5

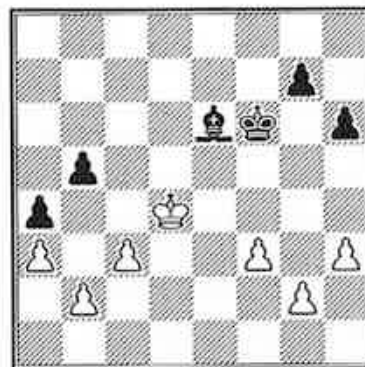


There's a trap here for the Citrine to avoid!
33...h6!

33...fxg3?? 34.fxe8+ and it's mate in 4:
34...xf8 35.fxf8+ xf8 36.f7+ g8
37.f8#

34.fg6 fe5 35.fxe5 fxg3 36.f8+ f8
37.fxf8+ xf8 38.d6+ g8 39.f8+ c8
40.fg3 d5 41.fg6 fe6 42.fxe6+

Of course White doesn't want to exchange queens, but if the GK2000 moves its queen away, then Black plays f4 threatening xg2 mate, and the exchange takes place anyway in worse circumstances
42...fxe6 43.f3 xf7 44.f2 xf6 45.f3 a5
46.f4 a4!



In contrast to game 8, the play in 9 and 10 has been of a much higher standard, the only obvious mistake being White's 32nd
47.f4 g6 48.f4 f5 49.g3 c4 50.f5
f5 51.f6 g5! 52.f5 h5 53.f6 f1
53...h4!

54.f5 xh3 55.fxb5 d7+ 56.f6 h4!

and Augusto resigned for White a few moves later, so 0-1 and a final total of:

Novag CITRINE	9½
Saitek GK2000	½

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	2965
2	RYBKA 2.2N	2934
3	RYBKA 1.2F	2928
4	FRITZ 11	2913
5	RYBKA 2.1c	2903
6	NAUM 3	2890
7	SHREDDER 11	2889
8	HIARCS 12	2868
9	TOGA II 1.4.2JD	2865
10	HIARCS PADERBORN	2862
11	FRUIT 2.4 BETA A	2857
12	TOGA II 1.4 BETA5C	2855
13	ZAPPA MEXICO II	2841
14	HIARCS 11.1/11.2	2830
15	FRITZ 10	2817
16	NAUM 2.2	2817
17	ZAPPA MEXICO I	2812
18	LOOP 10.32F	2809
19	SHREDDER 10/10.1	2807
20	FRUIT 2.3.1	2793
21	ZAP! ZANZIBAR	2789
22	FRITZ 9	2779
23	SPIKE 1.2 TURIN	2769
24	DEEP SJENG 2.7	2765
25	HIARCS 10	2763
26	JUNIOR 10/10.1	2762
27	KTULU 8.0	2757
28	SHREDDER 9/9.1	2750
29	THINKER 5.1c	2744
30	GLAURUNG 2.0.1	2738
31	BRIGHT 0.3A	2727
32	CHESSTIGER 2007.1	2726
33	NAUM 2.0	2718
34	SMARTHINK 1.0	2708
35	ALARIC 707	2691
36	JUNIOR 9	2686
37	E.T.CHESS 13.01.2008	2678
38	CHESSTIGER 15	2667
39	SCORPIO 1.8	2665
40	WILDCAT 8.0	2661

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	3030
2	NAUM 3.1	3004
3	RYBKA 2.2N	2989
4	RYBKA 1.2F	2977
5	RYBKA 2.1c	2968
6	NAUM 3	2955
7	HIARCS 12	2949
8	FRITZ 11	2944
9	SHREDDER 11	2940
10	TOGA II 1.4.BETA5C	2906
11	ZAPPA MEXICO 2	2899
12	NAUM 2.2	2896
13=	HIARCS 11.1/11.2	2892
13=	ZAPPA MEXICO	2892
15	ZAP! ZANZIBAR	2886
16	LOOP 13.6	2884
17	FRITZ 10	2883
18	FRUIT 2.3.1	2876
19	SHREDDER 10/10.1	2873
20	STRELKA 1.8	2872
21=	LOOP 10.32F	2868
21=	TOGA II 1.3.4	2867
23	DEEP SJENG 2.7	2855
24	SPIKE 1.2 TURIN	2853
25	THINKER 5.1D	2851
26	BRIGHT 0.3A	2847
27	JUNIOR 10/10.1	2843
28=	FRITZ 9	2842
28=	GLAURUNG 2.0.1	2842
30	HIARCS 10	2837
31	SHREDDER 9/9.1	2823
32	KTULU 8.0	2808
33	NAUM 2.0	2802
34	FRENZEE FEB08	2798
35	CHESSTIGER 2007	2793
36	ZAP! PADERBORN	2782
37	JUNIOR 9	2779
38	CHESSTMASER 11	2774
39	SCORPIO 1.91	2766
40	ALARIC 707	2758

THURINGEN 2008 - ONE OF THE MOST EXCITING TOURNAMENTS FOR MANY YEARS, AND WITH SOME CRACKING GAMES!

This tournament is the single reason *Selective Search* has jumped to 40 pages for this issue! The final outcome was always in doubt with pretty well ALL the big names present: **RYBKA, ZAPPA, HIARCS, FRITZ, SHREDDER, NAUM, TOGA, JUNIOR, FRUIT, SPIKE** and others, and the chess was often astonishing!

For this issue I will look at all the Hiarcs games, its wins and its defeats, with round-by-round summaries of the other results. **Hiarcs** was operated by our friend **Erdo Gunes** - normally an operator for Zappa and, in fact, its specialist opening book programmer for the Rybka-Zappa \$10,000 match! For this tournament, and with Mark Uniacke's agreement, he used a Zappa book he had created, but with adjustments for use with Hiarcs. The time control was Game/150mins

ROUND 1: RYBKA 2.3.2A 32 BIT - HIARCS 12.106

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4 c5 6.♘f3 ♘c6 7.♙e3 a6 8.♚d2 b5 9.dxc5

Here 9...♙xc5 is usually the top move (e.g. in Fritz, Shredder and Hiarcs own book), while 9...b4 gets played infrequently and 9...♘xc5 is marked ? and hardly ever gets played

9...♘xc5?!

Our operator Erdo afterwards took responsibility for the loss, agreeing that ♙xc5 should be played here. Even worse, Rybka's correct reply put us out of book, though in fairness the position is not that bad and other things contributed to the loss as we see!

10.♚f2!



10...♘d7?!

10...♘e4 11.♘xe4 dxe4 12.♘d2 ♙b7 is probably the only truly playable line, though 13.0-0-0 or 13.♘b3 surely favours White in view of Black's awkward doubled e-file pawns

11.0-0-0 b4 12.♘a4 ♚a5 13.b3 ♙e7 14.♙d3 ♙b7 15.h4 h5 16.♙b1 g6 17.♗hf1 ♗b8 18.♘g5 ♗g8 19.♗fe1 ♗g7 20.♙e2 ♘d8 21.g4 hxg4 22.♙xg4 ♙c6



Hiarcs has so far coped well after its opening difficulties, indeed its own evaluation at depth 18 only showed white+0.27. Rybka however showed a higher figure playing its next, and I think I'd feel that its potential on the kingside does look more active and stronger than White's on the queenside
23.♘b2 ♗c8 24.h5!

Hiarcs didn't feel so comfortable after this move, it spent nearly 20mins on its reply and then another 10mins on its 25th move by which time it was showing white+0.98
24...gxh5 25.♙xh5 ♘c5

25...♚c7 26.♗g1! doesn't look any better for Black

26.♙f3 ♘d7 27.♚h4! ♙b5 28.♚h8+ ♙f8

The immobility of the Black pieces gives some cause for concern

29.f5! ♚c7

Black can't play 29...exf5? as 30.♙xd5 would put him in big trouble

30.♗c1



A major decision needs to be made... can Black take on e5?! Hiarc's spent another 8 mins on this and decided against

30... ♖c3

30... ♖xe5 31.fxe6 ♗xe6 (31...fxe6?! allows an unpleasant looking combination: 32. ♗h5+! ♗e7 33. ♗c5+ ♖xc5 34. ♖xe5 ♗xe5 35. ♗h7 ♖xh7 36. ♖xh7+ and White has ♖ for ♗+♗+♗) 32. ♗xe6 fxe6 33. ♗h6 ♖f6 34. ♗xg7 ♖xg7 35. ♖xe6+ and now White has ♖ for ♗

31. ♗h5 ♖c6

With an exchange sac' Black could try to get its ♖ more into the game with 31... ♖xg5!? 32. ♗xg5 ♖g3, but 33. ♖g8! leaves White is still the exchange up and with massive pressure on the kingside, so it's still 1-0

32. ♗f3 ♖b6

By here Hiarc's was showing a -4.50 evaluation at depth 17, so the game is over 33. ♗d1 ♖c7 34. ♗xb6 ♖xb6 35. ♗e3 ♗c5 36.fxe6 ♗dxe6 37. ♖cd1 ♗c6 38. ♗f5 ♗d7 39. ♗3d4



39... ♗xd4 40. ♗xg7 ♗ce6?!

40... ♗xg7 41. ♖xg7 ♗de6 might have delayed the end a move or two, but it doesn't matter, the game is lost anyway

41. ♗xe6 fxe6 42. ♖xf8 ♖d8 43. ♖xd8+ ♗xd8 44. ♖xd4 1-0

Round 1 scores:

- Rybka - Hiarc's 1-0
- Loop - Naum ½
- Toga - Fritz 1-0
- Spike - Zappa 0-1
- Shredder - Fruit ½
- Jonny - Junior 0-1
- Bright - Sjeng ½

Something of a surprise for Fritz, though we know Toga is very strong - it beat Rybka at Paderborn! A good start for newcomer Bright (it also appears in Chris Goulden's uci pages).

ROUND 2: HIARCS 12.106 MP - JONNY

1.e4 e5 2. ♗f3 ♗c6 3. ♗b5 a6 4. ♗a4 ♗c5 5.c3 ♗f6 6.d4

An interesting choice from Erdo's book - it isn't in Fritz or Hiarc's, they just play 6.0-0. But Jonny stays in book after it, so well done!

6...exd4 7.e5 ♗e4 8.cxd4 ♗b4+ 9. ♗bd2 b5 10. ♗c2 d5 11.exd6

Only now does Jonny start thinking on its own. The position is pretty equal 11... ♗xd2 12. ♗xd2 ♖xd6



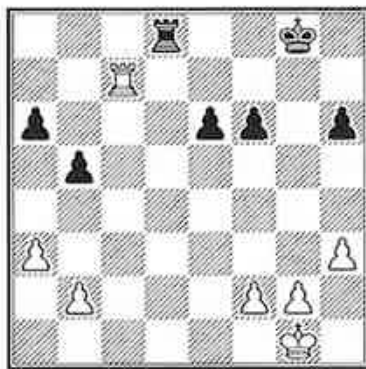
Maybe ♗xd2+ was in Erdo's book?! Whatever, Hiarc's starts thinking after this

13.0-0 ♗xd2 14. ♖xd2 0-0 15. ♖ac1 ♗b7 16. ♖fe1 ♖ad8 17. ♗b3 ♖f6 18. ♖ed1 ♖d7 19. ♖c5 ♖fd8 20. ♖c3 h6 21.h3 ♗a8 22.a3 ♗f8 23. ♖d3 ♗b7 24. ♖e3 ♗g8 25. ♗e5 ♗xe5 26. ♖exe5 ♖d6 27.d5 ♖f6 28. ♗a2 ♗h7 29. ♗b1+ ♗g8 30. ♗f5



The middle game comes to an end with a rush of exchanges

**30...♖xd5 31.♗exd5 ♘xd5 32.♙xf6 gxf6
33.♖xc7 ♘e6 34.♘xe6 fxe6**



It looks like a draw. White can try for a bit of pressure on the 6th rank, but it shouldn't come to much

35.♖c6 ♔f7 36.b4

36.♖xa6?! ♖d1+ 37.♔h2 ♖d2 draws for sure

**36...♖a8 37.g4 ♖a7 38.♔g2 e5 39.♖b6 ♔g6
40.♔g3 ♖a8**

Perhaps 40...h5!? was better, to stop White advancing on this side of the board. If so then 41.gxh5+ ♔xh5 (*Rybka suggests 41...♔g5 42.h6 a5 43.h4+ ♔f5 44.♖xb5 axb4 45.axb4 ♖h7 46.♖c5 ♖xh6 but now White's b-pawn will be dangerous, e.g. 47.♖c4! (so as to be able to get behind the b-pawn when it moves) 47...♖g6+ 48.♔h2 ♖g7 49.b5+-*) 42.♖xf6 ♔g5 43.♖b6. I don't know, this doesn't look so easy for Black – rather Jonny than me!

41.h4! a5 42.h5+

At this point Hiarcs was starting to move instantly, apparently managing to anticipate all its opponent's replies. Its eval. was +1.51
42...♔f7 43.f3 axb4 44.axb4 ♖a3 45.♔f2 ♖a2+?!

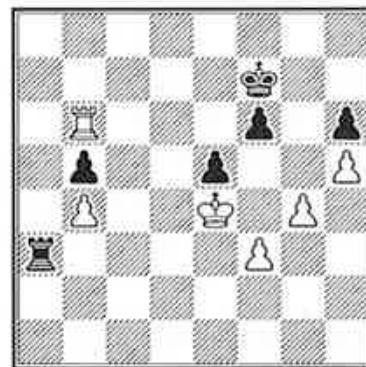
However Hiarcs didn't expect this, which



Thuringen organiser **Rainer Serfling**. This, the 17th. such tournament, may be the last as, sadly, Rainer is very ill

only assists White's cause in driving the king forwards. Better was 45...♖b3

46.♔e3 ♖a3+ 47.♔e4

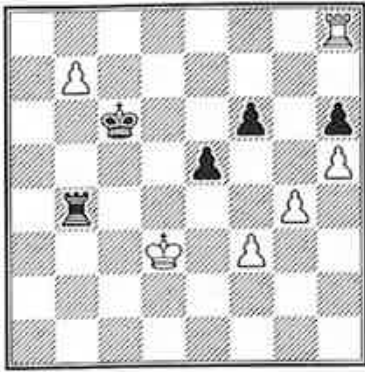


The Hiarcs eval went to +2.14 here, and now started to increase steadily move by move

47...♖b3 48.♖xb5 ♔e6 49.♖b6+ ♔e7 50.b5 ♔f7?

The game is definitely lost after this. Best was 50...♖b4+ despite the fact it pushes the White king forward again, it also gives a slim counter chance which is nearly always important: 51.♔d5 ♖d4+ 52.♔c5 ♖d3 and if the ♔/f3 can be taken its own e/♔ might offer some hope. Okay, unlikely, but lose trying!

**51.♖b8! ♔e6 52.b6 ♖b4+ 53.♔d3 ♔d5
54.b7 ♔c6 55.♖h8!**



55...♙xb7 56.♞xh6 f5 57.g5 ♞b3+ 58.♙c2
 ♞xf3 59.g6 ♞f2+ 60.♙d1 ♞f1+ 61.♙e2 ♞g1
 62.♞h7+ ♙b6 63.g7 ♙c5 64.h6 ♞g4 65.♞h8
 Hiarcs announced m/17, and Jonny
 resigned after playing
 65...♞e4+ 1-0

Shredder's last book move, it's an equal
 position, and neither side ever managed to
 gain even the slightest advantage
 13...♙xb2 14.dxc6 bxc6 15.♞xb2 a5 16.a3
 axb4 17.axb4 e5 18.♘d2 d5 19.♘xe4 fxe4
 20.♙d2 ♙e7 21.b5 dxc4 22.b6 ♘b5 23.♘c3
 e3 24.♙xe3 ♞a3 25.♞c1 ♘xc3 26.♞xc3 ♞a1+
 27.♞c1 ♙a3 28.♞bc2 ♙xe3 29.fxe3 ♞xc1+
 30.♞xc1 ♞b8 31.♞xc4 ♞xb6 32.♞e4 ♞b5
 33.♞a4 ♙f8 34.♞a7 ♙e8 35.♙f2 c5 36.♙d5
 ♙d8 37.e4 ♞b4 38.♞a5 ♙b5 39.♞a8+ ♙e7
 40.♞h8 h5 41.♞g8 c4 42.♞b8 c3 43.♞c8 ♞b2
 44.♞xc3 ♞xe2+ 45.♙g1 ♞d2 46.♞b3 ♙d7
 47.♞b6 ♞d1+ 48.♙f2 ♞d2+ 49.♙g1 ♞d1+
 50.♙f2 ♞d2+ ½-½

Round 2 scores:

- Junior - Rybka 0-1
- Zappa - Toga 1-0
- Naum - Bright 1-0
- Fruit - Loop ½
- Fritz - Spike 1-0
- Hiarcs - Jonny 1-0
- Sjeng - Shredder ½

Round 3 scores:

- Rybka - Zappa ½
- Fritz - Naum 0-1
- Toga - Fruit 1-0
- Shredder - Hiarcs ½
- Loop - Sjeng ½
- Bright - Junior 0-1
- Spike - Jonny 1-0

Only 2 rounds gone and Rybka and Zappa
 have jumped immediately into the lead with
 2/2. Naum is 3rd with 1½, then there's a
 whole group 4= with 1/2. Jonny and Spike
 have yet to score.

- 2½/3 Rybka, Zappa, Naum
 2 Toga, Junior
 1½ Shredder, Sjeng, Hiarcs, Loop
 1 Fritz, Spike, Fruit

ROUND 3: SHREDDER 11 X64 - HIARCS 12.106

1.d4 f5?!

Wow! A Dutch against another major
 program in such an important event! Credit
 to you Erdo, I'd never have tried that!!
 2.g3 ♘f6 3.♙g2 g6 4.♘f3 ♙g7 5.0-0 d6 6.c4
 0-0 7.♘c3 ♙e8 8.d5 ♘a6 9.♞b1 ♙d7 10.b4
 c6

The following is my favourite Hiarcs game
 from the tournament, you have to play
 through this one!

The last move in Erdo's Zappa/Hiarcs book
 11.♙d3 ♘e4 12.♘d1 ♘c7 13.♙b2

ROUND 4: HIARCS 12.106 - LOOP 13.6

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.h3?!

Erdo really is a character, with things like
 this in his book! Of course 4.♙g2 is played
 'all the time', so Loop now goes out of book.
 Time on the clock is a precious commodity

as long as the risk isn't too great!

4...♖f6

4...♖g7 5.♙g2 d6 6.♘ge2 ♘f6 is in the Fritz book, which is only 1 move different from the game as played! Not only that, with 7.d3 it shows a 69% success rate for White!!

5.♙g2 ♙g7 6.♘ge2 0-0 7.f4!?

This was the last move in Erdo's book – delightfully double-edged

7...e6 8.g4!?



Hiarcs found this one on its own!

8...d5 9.e5 ♘d7 10.g5

I'm sure the Loop evaluation was pretty happy to see all of this, it's so risky but almost typical Hiarcs!

10...♙a5 11.a4 c4 12.b3 d4 13.♘e4



You have to see the diagram, this game and position is just amazing

13...d3 14.cxd3 cxd3

This pawn looks to be a monster threat in White's position, suffocating his pieces

15.♘2g3 h6 16.h4 ♘d4 17.♙f1!?

How do you criticise a program that wins in another 16 moves from this apparently inferior position? But logically 17.0-0 would release the rook and the king on g1 can't be worse than here on f1 can it, with the 'poor' rook stuck on h1! Well I suppose it can support an h-file pawn advance from there!

17...h5

Not now it can't!

18.♙a3 ♖d8 19.♙c1



This is one of the strangest positions I've ever seen. Both sides have development problems and poor mobility for some of their main pieces, and both have their own advanced pawns, though it's hard to see them moving much barring a sacrifice. What will happen next?!

19...♙f8 20.♙d6 ♙xd6 21.♘xd6 ♙b6 22.♙c3



I know there's too many diagrams for a single game, but this one is as complicated as it gets

22...♘c5

I half think that maybe only Hiarcs really knows what's going on here. I'm certainly astonished at the complexity and the opportunities it keeps creating for itself. This is the best try Loop could find, and you will see the Hiarcs response in a moment.

Rybka proposes 22...♖b8 eval. white+0.54, to which the H12 response is 23.♙f3 white+1.29, so maybe ♖b8 is better than ♘c5?!

Fritz 11: 22...♘c5 the same as Loop, but evaluation white+1.22

Deep Shredder 11 UCI: 22...a5 eval white+1.19 the H12 response is 23.♙e1 eval white+1.42

Naum 3.1: 22...♖b8 goes with the Rybka

choice, eval white+0.59

Here's the HIARCS 12 effort: 22...♖c5

23.♗xh5 ♖f8 1.53/16

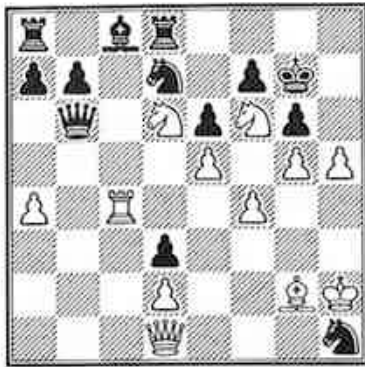
23.♗xh5! ♗e2

23...gxh5? 24.♖xh5! threatening mate on f7 wins instantly. And if ♖c7 to stop that, ♗e4 threatens mate via ♖h7+

24.b4!

Marvellous stuff, this is one of the best computer games I have ever seen!

24...♖xb4 25.♗f6+ ♖g7 26.♖c4 ♖b6 27.h5 ♗g3+ 28.♖g1 ♗d7+ 29.♖h2 ♗xh1



30.h6+ ♖f8 31.♖xh1 ♖f2 32.♖h3

Vital, to stop ♖h4+ and 0-1 instead of 1-0
32...♗b6 33.h7 1-0

Round 4 scores:

▪ Naum - Rybka	½
▪ Zappa - Junior	½
▪ Sjeng - Toga	1-0
▪ Fruit - Fritz	1-0
▪ Hiarcs - Loop	1-0
▪ Spike - Shredder	0-1
▪ Jonny - Bright	1-0

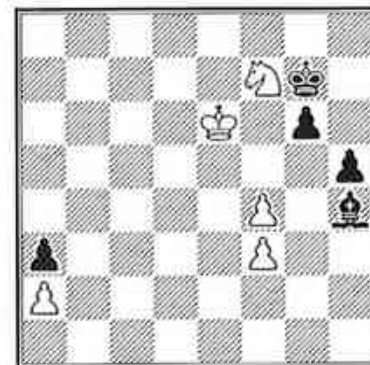
A great win for Sjeng over Toga, while Fritz continues to find it tough going! The draws amongst the top 3 have enabled some of the other programs to close the gap near the top!

3/4	Rybka, Zappa, Naum
2½	Junior, Shredder, Sjeng, Hiarcs
2	Fruit
1½	Toga, Jonny, Loop
1	Fritz, Spike

The next Hiarcs game, against Junior, was all about the endgame!

ROUND 5: DEEP JUNIOR 10 - HIARCS 12.106

1.e4 e6 2.d4 d5 3.♗c3 ♗f6 4.♗g5 dxe4
5.♗xe4 ♗e7 6.♗xf6 ♗xf6 7.♗f3 ♗d7 8.♗c4
c5 9.dxc5 ♗xb2 10.♖b1 ♗f6 11.0-0 0-0
12.♗b5 ♗e7 13.♗xd7 ♗xd7 14.♖xb7 ♗c6
15.♖xd8 ♗xd8 16.♖b4 ♗e7 17.♗d6 ♗xf3
18.gxf3 ♖fd8 19.♖d1 ♖d7 20.♖dd4 ♖c7
21.♖bc4 a6 22.♖d3 h6 23.♖g2 ♖d8 24.♗e4
♖dc8 25.♖a4 ♖c6 26.c3 ♖8c7 27.♗d6 h5
28.f4 g6 29.♖b4 ♖xc5 30.♖b8+ ♗f8 31.♗e4
♖c8 32.♖xc8 ♖xc8 33.♖d7 ♗h6 34.♖f3 ♖c4
35.♖d4 ♖xd4 36.cxd4 ♗f8 37.♗f6+ ♖h8
38.♖e4 ♗e7 39.♗d7 ♗d6 40.♗f6 ♗a3
41.♖e5 ♖g7 42.♗d7 a5 43.♗b8 a4 44.♗d7
♗b2 45.♗c5 a3 46.♗b7 ♖f8 47.♗a5 ♖e8
48.♗c6 ♗c3 49.♖f6 ♗a1 50.f3 ♗b2 51.h3
♗c3 52.♖g7 ♗a1 53.♖f6 ♗b2 54.♖g7 ♗c3
55.♖f6 ♖f8 56.♖e5 ♗b2 57.♖f6 ♗a1
58.♖e5 ♗c3 59.♗a7 ♖g7 60.♗b5 ♗b2
61.♗a7 ♗c1 62.♗b5 ♖f8 63.♖f6 ♗b2 64.h4
♖g8 65.♖e7 ♖g7 66.♗d6 ♗xd4 67.♗xf7
♗f6+ 68.♖xe6 ♗xh4



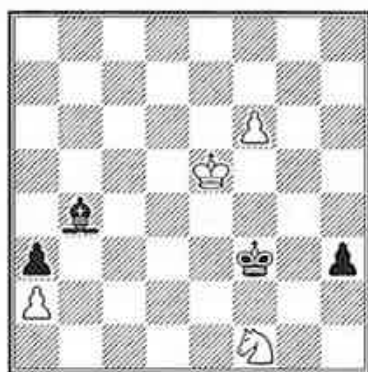
They've reached a pretty tricky ending. I think White should be able to draw despite the doubled pawns, but ♗ v ♗ complicates it
69.f5?!

69.♗d6! was correct, then 69...♗g3
70.♖e5. White should still manage to draw, even though 70...h4 looks a bit frightening. But 71.♗e4! looks to hold against that!

69...gxf5

This still wont be easy at all with best play from White. Hiarcs makes no progress for the next 20 moves

70.♗d6 ♖g6 71.♗xf5 ♗e1 72.f4 h4 73.♗e3
♗d2 74.f5+ ♖g5 75.♗c4 ♗c3 76.♗e3 h3
77.♗f1 ♗f6 78.♗h2 ♗b2 79.♗f1 ♗d4
80.♗h2 ♗g7 81.♗f1 ♗a1 82.♗h2 ♗h8
83.♗f1 ♗c3 84.♗h2 ♗b4 85.♖e5 ♖h4
86.♗f1 ♖g4 87.f6 ♖f3

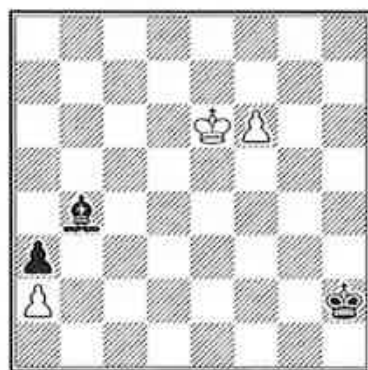


I think the game can still be saved. The Hiarcsl2 progress has seemed slow but, though it has carefully worked its way into a better position, I still don't think it can force the win against best play!!

88.♖e6!?

Hiarcsl2 expected 88.f7! and then it might go 88...♗f2 89.♘h2 ♖g2 90.♘g4 h2 91.♘xh2 ♗xh2. Now can Black FORCE the win, or should White's king plus the threat of queen-ing the f/pawn, force a draw by stalemate or repetition?! 92.♖e4 ♖g2 93.♖d3 ♖f2 94.♖c2 ♖e2 95.♖b3 ♗e7 96.♖c2 ♖e3 97.♖c3 ♖e4 98.♖c4 ♖e5 99.♖c3 ♖e6 100.♖c4 ♖xf7 101.♖d3 ♖e6 102.♖d4 ♖d6 103.♖c4 ♖e5 104.♖d3 ♖d5 105.♖c3 ♖e4 106.♖c2 that's far enough, it's a draw!

88.♖f5? is the other possibility, then 88...♗f2 89.♘h2 ♖g2 90.♘g4 h2 91.♘xh2 ♗xh2 92.♖e6 ♖g3 and Black wins 88...♗f2 89.♘h2 ♖g2 90.♘g4 h2 91.♘xh2 ♗xh2



92.♖f7??

I believe it was still drawn until this! 92.♖d5 ♖g2 93.♖c4 ♗d6 94.♖d4 ♖f2 and we've headed into the same situation as in the 88.f7 drawn line above.

But now Hiarcsl2 shows how to win. The problem with having an inferior endgame is that you can make 20 or 30 correct moves –

and if you keep doing so you're okay – but one little mistake and that's it
92...♖g2 93.♖e6 ♖f3 94.♖d5 ♖e2 95.♖c4 ♗f8 96.♖b3 ♖d1 97.♖c3 ♖c1 98.♖b3 ♖b1 99.f7 ♗d6 100.♖c4 ♖xa2 0-1

Round 5 scores:

▪ Rybka - Sjeng	½
▪ Zappa - Naum	½
▪ Junior - Hiarcsl2	0-1
▪ Shredder - Toga	½
▪ Fruit - Spike	1-0
▪ Loop - Jonny	1-0
▪ Bright - Fritz	0-1

The Rybka-Sjeng draw was a surprise - a nice one for the Hiarcsl2 team! You'd say any of 10 programs could still win this! Often when there's a bunch of weak programs making up numbers, to be in the lead past the half-way stage means you have a bunch of easier games to end with, and it's hard to dislodge the leaders. But here there are so many strong engines there are almost no easy games!!

3½/5	Rybka, Zappa, Naum, Hiarcsl2
3	Shredder, Sjeng, Fruit
2½	Toga, Loop, Junior
2	Fritz
1½	---
1	Spike, Jonny

At the start of the tournament it had been rumoured that the Zappa operator had obtained a secretly 'better than MexicoII' version. But after a run of draws he returned to the powerful Mexico2 release for its game with Hiarcsl2.

ROUND 6: HIARCS 12.106 - ZAPPA MEXICO II

1.e4 e6 2.♘c3 d5 3.d3 ♘f6 4.e5 ♘fd7

This put Hiarcsl2 out of book already, and the Hiarcsl2 reply put Zappa out of book! As Erdo has prepared both books in his time that's a bit of a surprise, but perhaps he had planned it to ensure a fair game, no big opening 'killer' surprise for either side!?

5.f4 c5



Two very bold moves – so this is what they do when they get loose!
 6. ♖g4 ♗c6 7. ♙e2 h5 8. ♖h3 ♗d4 9. ♙d1 ♙e7
 10. ♗ce2 ♗c6 11. ♗f3 g5 12. ♗xg5 ♗dxe5
 13. 0-0 h4 14. c4 d4

Preferring to block the centre than open it up with 14...dxc4 15.dxc4 which of course would be a very different game
 15. ♙a4 ♙d7 16. ♙d2



16... ♙xg5

Another interesting choice. Will the g5/pawn be strong or weak for White?!
 [16... ♗g6?]

17. fxg5 ♖b6 18. ♗g3!

Presumably eyeing up the excellent pair of squares at d6 and f6, and dramatically possible because the h4/♙ is pinned

18... 0-0-0 19. ♗e4 ♗e7 20. ♙xd7+ ♖xd7

21. ♖ab1

The Hiarc eval went to +1.17 at depth 18 with this. One imagines Zappa needs to be careful!

21... ♖c6?!

I think 21...a5 was probably best, it's what Hiarc expected and what Rybka would play. But even then 22. ♗f6 ♖dd8 23. ♖be1 ♗7g6 (neatly protecting the ♗/d5 and blocking White's g-pawn), but now 24. ♗d5!± looks very strong with Black's e6-pawn pinned to its king



Zappa's operator watches the Hiarc-Zappa game

22.b4!

Played at depth 19 and showing +1.60!

22...cxb4 23. ♖xb4 ♗7g6 24. ♖b5 b6

It has to be this, or maybe ♖c7, to stop 25. ♗c5

25.a4! a6 26. ♖b4 ♖b7 27. ♖fb1



Black is stuck for moves, but as the reply chosen looks strange because of the doubled rooks on the b-file, we'll examine some alternatives

27... ♗b8

If 27... ♗d7 then Deep Hiarc 12 shows: 28.c5 eval +1.88/17

If 27... ♖b8? then Deep Hiarc 12: 28.a5 eval +2.88/15

Or if 27...a5?! then Deep Hiarc 12: 28. ♖b5 eval +2.57/17

And finally if 27... ♖c7?! then Deep Hiarc 12 shows: 28.c5 eval +2.48/17

28.c5

At depth 17 on my laptop the DH12 eval was +1.77. In the game the move was played showing d20 and +1.87. It appears that

27... ♗b8 was indeed just the best move, and we now we will see why Black went with it

28... ♗a8! 29.cxb6 ♖c2 30. ♖4b2 ♖c6?

Having come to c2 the queen might as well now go in for the exchanges with 30... ♖xd3 31. ♖xd3 ♗xd3 32. ♖b3 ♗ge5, when White's

winning move is 33.♘d6! But Black can still try to defend with 33...♘c5, and Hiarcs would after all have a bit more work to do to get the full point.

One thing you usually can't afford when you're under pressure similar to that which Hiarcs has brought upon Zappa, is lose a tempo

31.♖c1! ♚xa4



32.♖bb1

For one of the rooks to leave the first rank, the other must protect it... Black still has tactical threats!

32...♚d7?!

32...♖d8!? was probably better, and a last chance, but: 33.♖a1 ♚b5 34.♖cb1! ♚xd3 35.♚xd3 ♘xd3 36.♖xa6+ ♔b8 37.♖ba1 ♖bd7 38.♘f6 is well on the way to the win, and a pretty miserable way for the queen to be chased away with most of Black's moves forced

33.♘c5! ♚d6 34.♘xb7 ♔xb7 35.♖c7+ ♔b8 36.♖c2 ♚d5 37.b7 a5 38.♙c1!

Closes down Black's final threat 38...♖d8 39.♙a3 ♘c6 40.♖b6



40...♚e5 41.♔f1 ♚f4+ 42.♚f3 ♚xf3+ 43.gxf3 ♘ge7 44.♔g2 ♖d7 45.♖xc6 ♘xc6 46.♖xc6 ♔xb7 47.♖c4

The evaluations have gone over +6.00 and the Zappa operator recognised that Hiarcs

would never miss the win from here, and resigned 1-0

Round 6 scores:

▪ Rybka - Fruit	½
▪ Hiarcs - Zappa	1-0
▪ Shredder - Naum	½
▪ Sjeng - Junior	0-1
▪ Toga - Loop	1-0
▪ Fritz - Jonny	½
▪ Spike - Bright	0-1

That was Rybka's 4th draw in a row! While there is no dispute from me that it is the strongest program in that it beats all other engines in long head-to-head matches, the program seems more like a *mistake awaiter* than an *initiative seeker*, and a high draw percentage is not how you win tournaments so easily.

The win over Sjeng was a good effort by Junior, more disappointment for Fritz, and Bright gets its first win of the tournament against Spike.

4½/6 Hiarcs

4 Rybka, Naum

3½ Zappa, Shredder, Fruit, Junior, Toga

3 Sjeng

2½ Loop, Fritz

Next comes programmer Mark Uniacke's and co-worker Harvey Williamson's favourite game of the tournament - another cracker!

ROUND 7: **NAUM 3.1 - HIARCS 12.106**

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.♙g5 dxe4 5.♘xe4 ♙e7 6.♙xf6 ♙xf6 7.♘f3 ♘d7 8.♚d2 0-0 9.0-0-0 ♙e7 10.♙d3 b6 11.h4



This brought the Erdo-Hiarcs book to an

end, though the book which comes with Hiarc12 would have been okay... and Hiarc12 in the game by calculation plays its own book move!

11...♖b7 12.c3?!

Naum is now out of book, and this might not be best, 12.♗e2 or ♗f4 could be better

12...c5 13.dxc5?!

Opening up lines of attack against his queenside castled king, the gain of the pawn is dubious

13...♗c7! 14.cxb6

Erdo-Hiarc is already out of book as mentioned, and this move would have put the commercial Hiarc12 out of its theory as well. 14.♘eg5 ♘f6 is in the H12 book

14...axb6 15.a3 ♕d5 16.♗e3



The course of the game changes quite astonishingly over the next few moves. Looking risky and out of the blue, Hiarc now played...

16...f5!? 17.♘eg5

I think most of the programs would choose this, indeed Hiarc itself would. And at this point they evaluate the alternative 17.♘ed2!? up to -0.50 worse. But after 17...♕c5 18.♘d4 e5 19.♘b5 ♗c6 20.♗e2, the position doesn't actually seem as bad as it is in the game. For



example if 20...e4 then 21.♕c2 ♘e5 22.♖b1+ is the defensive way to try and hold – or perhaps even 22.h5!? looking for some counterplay

17...♕c5 18.♗e2 ♕xa3!



19.c4

The best chance! If 19.♖b1?! ♕xb2! 20.♗xb2 ♖a2 21.♗b4 ♖fa8! wins

Or 19.bxa3? ♗xc3+ 20.♗c2 ♗xa3+ 21.♗b2 ♖fc8+ wins

19...♘c5!

What an attack! The complications are such that it was taking quite a while to get through depth 15 on my dual core laptop. In the game itself on faster hardware DH12 showed +2.45 at depth17 here

20.♖b1 ♘xd3!

Leaving both bishops en pris!

21.♖xd3

21.cxd5 doesn't work: 21...♕xb2 22.♗xd3 ♕f6 23.♘d4 (anything else allows an early mate) 23...♗a7 24.♖c1 ♗a2 25.♗b1 ♗c4+ 26.♘c2 ♖a1 27.♗xa1 ♕xa1 0-1

21...♗xc4

Played showing black +5.95 at depth18 22.b3 ♗a6 23.♖d2 ♗a7



24.♖xd5

Giving up some material to try and delay the end. If instead 24.♖a2 then 24...♕xb3 25.♘d4 ♗a4 26.♘xb3 ♗xb3+ 27.♖a1 ♗c3+

28.♖b1 ♖a5 29.♞b2 (29.♞xe6+ ♖h8
30.♜f7+ ♖xf7 31.♞e8+ ♖f8 and either
White allows mate or goes with 32.♞xf8+
♜xf8 33.♖xa5 bxa5 when Black has
♞+♜+♠ for ♞) 29...♞e5 and it's over
24...♜b4 25.♞xe6+ ♖h8 26.♖c2 ♞a2+
27.♜d3 ♞xb3+

DH12 showed itself +10.38/18 here, and I
guess the Naum team could have resigned.
But Naum is still ahead on material (!) and
it's still sufficiently complicated for a human
operator to cling on to a last bit of hope!

28.♖e2 ♞c4+ 29.♞d3 ♖a2+ 30.♖f1 ♞xd3+
31.♖g1 ♞e2 32.♜e5 ♞e1+ 33.♖h2 ♖xe5
34.♞xe5

Or 34.♞xb6 ♜d6! 35.f4 ♞e2 0-1
34...♜d6

Winning the queen, and this wonderful
game! 0-1

Round 7 scores:

▪ Naum - Hiarcs	0-1
▪ Zappa - Fritz	1/2
▪ Shredder - Rybka	1/2
▪ Loop - Spike	1-0
▪ Toga - Junior	1-0
▪ Bright - Fruit	1-0
▪ Jonny - Sjeng	0-1

I know what you're thinking - after another
Rybka draw, Hiarcs is strolling this! I've
already told you, there's no easy games here,
and our next opponent is the dangerous Toga!
Oh. and another win for Bright!

5 1/2 7 Hiarcs

5 -----

4 1/2 Rybka, Toga

4 Naum, Zappa, Shredder, Sjeng

3 1/2 Fruit, Junior, Loop

3 Fritz

Bright has 2 1/2, Jonny 1 1/2, and Spike 1

ROUND 8: **TOGA II 1.4.2 JD - HIARCS 12.106**

1.e4 e6 2.d4 d5 3.♜c3 ♜f6 4.e5 ♜fd7 5.f4
c5 6.♜f3 ♜c6 7.♜e3 a6 8.♞d2 b5 9.a3 ♜b7
10.♜d3 ♜e7N

This can be found in the Hiarcs, Toga and
Erdo's Hiarcs/Zappa books, but does not
appear at all in the BigDatabase 2008!

11.0-0

11.♞f2 is probably better known. But the

Clemens Keck Toga book is known to be
very strong and often comes up with good,
lesser-known ideas. Fortunately Erdo's book
for Thuringen was ready for it!

11...0-0 12.♞f2 f6

And Toga goes out of book first after this!
13.exf6 ♜xf6 14.♞h4 c4 15.♜e2



15...♞b6

The last move of the Erdo-Hiarcs book.
15...♜e4!? 16.♞h3 ♜c8 17.♜e5 ♜xc3
18.bxc3 ♜xe5 19.dxe5 ♜d7 is equal and
drawish

16.♞h3 ♜c8 17.♞ad1 e5 18.f5 ♜xd4
19.♜xd4



19...♜c5

The position was considered narrowly
good for Black by Hiarcs (+0.19), but is
truthfully pretty equal. However over the
next few moves its evaluation drops from
+0.19 to -0.87 playing 23...♞fe8 and then to
-1.92 playing 29...♞e6. What went wrong?

Note 19...exd4?! 20.♜xd4 ♜c5 21.♞e3±
20.♜e6!? ♜xe6?!

I think this is the start of the decline, and
so does Erdo who was operating. 20...♜xe3+
21.♖h1, and now 21...d4! was correct said
Erdo afterwards. White would play 22.♜xf8
of course, and then 22...♖xf8 23.♜f3 ♜b7
24.♜xb7 ♞xb7 is the very likely, almost

forced continuation. Black has to have some advantage from that strong pawn centre
21.fxe6 ♖xe3+ 22.♔h1 ♕d4 23.e7



23...♖fe8?!

Here's my second culprit! I believe 23...♖f7 is better, though it's easier for me to suggest after already seeing White's capture on f6 after the game move. Now there's a choice of ♕g4 and ♖xf6, so **24.♕g4 (24.♖xf6 ♖xf6 25.♔xd5 ♖d6 26.♕g4 and now Black returns the exchange with 26...♖xe7 27.♔xe7+ ♖xe7) 24...♖xe7 25.♖xf6 ♖xf6 26.♔xd5 ♖d6 27.♔xe7+ ♖xe7** and, as they say, Black is okay. In fact we've reached exactly the same position in both these lines! **24.♖xf6 ♖xf6 25.♔xd5 ♖f7**

25...♖d6?! which I indicated in our earlier lines isn't so good now: **26.♕f3! ♖ab8 27.c3 ♕c5 28.♖f1**, and White has good winning chances from its kingside attack plus the supported pawn on e7
26.♕f3! ♖a7 27.♕e4 g6 28.g3 ♖exe7 29.♖f1!



A vitally powerful intermezzo

29...♖e6 30.♔xe7+ ♖xe7 31.♕d5+ ♔g7

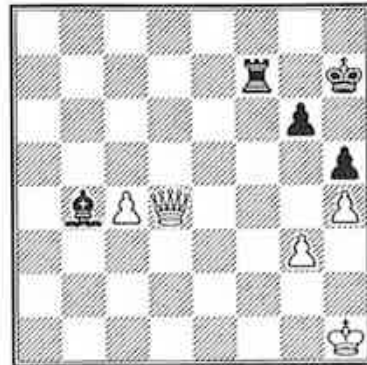
Loses queen for rook, but **31...♔h8?**
32.♖c8+ ♔g7 33.♖g8+ ♔h6 34.♖f7! would be even worse

32.♖f7+ ♖xf7 33.♕xf7 ♖xf7 34.c3 ♕e3

35.♖e6 ♕c1 36.♖xe5+ ♖f6 37.a4 bxa4

Neatly sacrificing a pawn to create 2

potential targets for the queen, which proves itself very strong in this type of position!
38.h4 h6 39.♖e4 a3 40.♖e7+ ♖f7 41.♖xa3 h5 42.♖xa6 ♕xb2 43.♖xc4 ♕a3 44.♖d4+ ♔h7 45.c4 ♕b4



Black is amazingly stuck for moves! E.g. **45...♖c7?! 46.♖b6! ♖e7 47.c5 ♔g7 48.c6 ♕d6 49.♖d8! ♖e6 50.c7 ♕xc7 51.♖xc7+ 1-0**
46.♔g2 ♖c7 47.♖f2 ♕c3 48.g4 hxg4 49.h5 ♕e5

49...gxf5? 50.♖c2+!
50.♖e3 ♖e7 51.♖e4 ♔h8 52.♖xg6

White has made slightly heavy weather of the last few moves, but Erdo sensibly resigned for HiarcS here 1-0

Round 8 scores:

▪ Toga - HiarcS	1-0
▪ Fritz - Rybka	0-1
▪ Sjeng - Naum	½
▪ Shredder - Zappa	½
▪ Bright - Loop	½
▪ Fruit - Jonny	½
▪ Junior - Spike	½

Trust Rybka to return to winning ways just as HiarcS falters! But of course it brought the tournament back to life for everyone, and now it would all depend on the last round... in which **Rybka** would play against its nemesis from Paderborn - **Toga**. A win for either would guarantee at least a share of the title. But a draw would let **HiarcS** in if it could beat the improving **Sjeng!**

5½/8	HiarcS, Rybka, Toga
5	----
4½	Naum, Zappa, Shredder, Sjeng
4	Fruit, Junior, Loop
3½	----
3	Fritz, Bright

ROUND 9: RYBKA 2.3.2A - TOGA 1.4.2 JD

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4
c5 6.♘f3 ♘c6 7.♙e3 a6 8.♚d2 b5 9.dxc5
♙xc5 10.♙xc5 ♘xc5 11.♚f2 ♚b6 12.♙d3



12...0-0N

12...b4 is very well known here, as is ♖b8, but once again the Toga book team have produced a surprise

13.♙xh7+ ♔xh7 14.♘g5+ ♔g8 15.♚h4 ♙e8
16.0-0-0

16.♚h7+ ♔f8 17.♚h8+ ♔e7 18.♚xg7 ♔d8
19.♘xf7+ ♔c7 20.♘d6+ ♙e7 is the alternative, but now the Black king has found some safety and the game could have even favoured Toga slightly!

16...b4

With this move Toga pretty well forces Rybka to accept the draw by perpetual check.

17.♚h7+

If 17.♘e2?! then 17...♘e4, and if anyone is winning after 18.♚h7+ ♔f8 19.♘xe4 ♚e3+ 20.♘d2 ♚xe2 21.♚h8+ ♔e7 22.♚xg7 ♔d8+ it is Toga

17...♔f8 18.♚h5 ♙a7 19.♘h7+ ♔e7
20.♙xd5 ♙g8 21.♚g5+ ♔e8 22.♘f6+ ♔f8
23.♘h7+ ♔e8 24.♘f6+ ♔f8 25.♘h7+ ♔e8
draw 1/2-1/2

ROUND 9: HIARCS 12.106 - DEEP SJENG 2.9 X13

1.e4 c5 2.♘c3 ♘c6 3.g3 g6 4.h3 ♘f6 5.♙g2
♙g7

5...d6 6.♘ge2 ♙g7 7.d3 0-0 is the well-known theory line

6.♘ge2 0-0 7.f4!?

Adventurous play from Erdo's book again. The Hiarc12 book only has 7.d3, but of course the move played is more double-edged, and Hiarc wants to win!

7...d6 8.d3 ♙d7

Both engines leave their books here, and

I've found nothing here that has been played at the top level, though there are a couple of minor games with 9.♙e3, and two with 9.0-0
9.♙e3 b5 10.a3 b4 11.axb4 cxb4 12.♘d5
♘e8 13.c3 bxc3 14.♘dxc3

If 14.bxc3? e6 embarrasses the knight and wins the exchange: 15.♘b4 ♘xb4 16.cxb4

♙xa1 17.♚xa1+

14...♙b8 15.♚d2 ♚c8



The game is equal, and remains so for some time even though Hiarc makes 2 or 3 attempts to stir things up!

16.d4

Not 16.♙xa7? ♙a8 17.♘d5 (threatening ♘xe7+), but 17...♚b7+

16...♙b7 17.♔f2 ♚b8 18.♙hb1 ♘b4 19.g4!?
d5 20.e5 ♘c7 21.♔g1 f6 22.♘a4 ♘ca6
23.♙c1 e6 24.g5!?



24...fxe5 25.fxe5 ♚e8 26.♘ac3 ♘c7

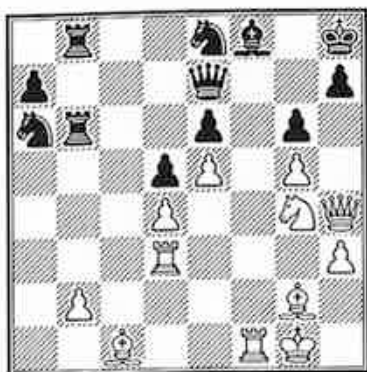
The Black knights have little scope, and White has a continuing space advantage. The Hiarc12 evaluation had crept up to +0.80/depth19 with its next move

27.♘f4 ♚f7 28.♘d1 ♙fb8 29.♘f2 ♘ba6

30.♘4d3 ♙b5 31.♘g4 ♔h8

31...♙xd3?! 32.♚xd3 ♙xb2 appears to win a pawn, but Hiarc now has 33.♙xa6 ♘xa6
34.♚xa6 and much the better chances

32.♙c3 ♙f8 33.♙f1 ♚e7 34.♚f2 ♙b6 35.♚h4
♙xd3 36.♙xd3 ♘e8 37.♙c1



The Hiarc's eval had reached +2.09/18 by here. Perhaps this is a touch optimistic? For example Naum3.1 shows +1.56 (it would have played ♖f6), and Rybka has ♙c1 equal with ♖f6 at +1.05.

All-in-all I'd think Hiarc's has an advantage, but isn't yet winning. In fact it doesn't manage to make any progress from here and, by the time 46.♙f4 is played its own eval was down to +1.16/18

Of course the Rybka-Toga game had been agreed a draw by now, so everyone knew that the whole tournament depended on the outcome of this game

37...♙b7 38.♙df3?!

Perhaps 38.♖f6!? here, then 38...♖b4 39.♙b3 ♖xf6 40.exf6 ♙f7 41.♙f4 might have been stronger

38...♖g7 39.♖f6 ♖f5 40.♙xf5!

There is absolutely nothing for White now without this exchange sacrifice, it had to be tried!

40...exf5

40...gxf5? 41.g6!

41.♙xd5 ♙b4 42.b3 ♖c7 43.♙c4

43.♙g8!? looks somewhat more active, but really needs analysis to either support or dismiss that opinion

43...♙xb3 44.d5!?

With 44.♙xb3 ♙xb3 45.♙d2 the material is back to equal and White's connected central passed pawns have to be worth more than Black's distant passed pawn, but maybe not enough to win?!

44...♖xd5 45.♙xd5 ♙b4 46.♙f4 ♙b1 47.e6!

Again this seems like the only chance to win. 47.♙xb1?! ♙xb1+ 48.♖h2 ♙b2+ 49.♙g2 a5 should be a draw

47...h6 48.♙f2



The Hiarc's evaluation has just started to creep back up again

48...hxg5 49.♙xg5 ♙c5 50.♙xb1 ♙xb1+ 51.♖g2

Threatening ♙h4+ and mate next move, so leaving Black with no choice!

51...♙xf2+ 52.♖xf2 ♙b5 53.♙e3



On its tournament 4x3.6MHz PC the Hiarc's eval had just gone past +2.00 again (2.28/19). Black decides to attack the knight, but perhaps a check would have been better?!

53...♙e7?!

53...♙b2+!? 54.♖f1 ♙b1+ 55.♖e2 ♙b2+ 56.♖d3 ♙h2 57.♙d4 ♙xh3+ 58.♖c4 ♙h4 59.♖d7+ ♙xd4+ 60.♖xd4 ♙a3 61.♖e5 ♖g7 62.♖c4 ♙e7 63.♖e5. All the programs think that White can win this, including Zappa Mexico which is usually the best at this sort of thing!

However Hiarc's would have to queen its one remaining pawn and, with opposite coloured bishops, I'm not sure that will happen and I think it might be a draw!

54.♙d4

The Hiarc's evaluation just jumped to +3.28/19

54...♖g7 55.♖d7+ ♖h6 56.♙f6



56...♖xd5?

56...♔a3 is best, then 57.♙c6 ♖b1 58.h4 ♙b4 Now what?! I surely wish I was better at endgames! 59.e7 (ZM2 suggested 59.♘e5 but 59...♖b3! makes White's task hard. Even 60.e7 ♙c5+ 61.♔g2 ♙xe7 62.♙xe7 a5! looks tricky) 59...♖e1 60.♘c5 ♖e5



That is just too complicated for me, I don't know if White wins or not!

57.♙xe7 ♖d2+ 58.♔e3 ♖c2 59.♙d8

Hiarcs has +5.77/21, so it is over now

59...♖c6 60.e7 ♖e6+ 61.♔f3

I think 61.♔d4! was an even surer win

61...♔g7 62.♘c5 ♖e1 63.♘b7

Here's how it would have continued if the Sjeng team hadn't resigned: 63...a5 64.♘d6 ♔g8 65.e8♖+ ♖xe8 66.♘xe8 a4 67.♔f4 a3 68.♘d6 ♔g7 69.♔g5 a2 70.♙f6+ and wins. But acquiring the full point was hard work, and the win only really became certain towards the very end! **1-0**

Final round 9 results:

- Rybka - Toga 1/2
- Hiarcs - Sjeng 1-0
- Zappa - Bright 1-0
- Jonny - Shredder 0-1
- Spike - Naum 1/2
- Fruit - Junior 1-0
- Loop - Fritz 0-1



The prize-winning ceremony. 'Our' man Erdo Gunes is in the middle, and Thuringen's hard-working tournament organiser of many years, Rainer Serfling, is on the right

17TH. THURINGEN, 2008. FINAL TABLE

POS	ENGINE	/9
1	HIARCS 12.106	6½
2=	RYBKA TOGA	6
4=	SHREDDER ZAPPA	5½
6=	NAUM FRUIT	5
8	SJENG	4½
9=	JUNIOR LOOP FRITZ	4
12	BRIGHT	3
13=	JONNY SPIKE	2

The Hiarcs12.106 version is a small improvement on the commercial Hiarcs12 release, but the difference between them is not yet worth an upgrade!

As a matter of interest, following on from a comment made within the tournament notes, the win/loss/draw records of the top 3 was:

- Hiarcs +6-2=1 = 6½
- Rybka +3-0=6 = 6
- Toga +5-2=2 = 6

PETE BLANDFORD'S TOURNAMENTS!

Pete's wonderful long-running Tournaments now have so many engines playing that there isn't room to show all the individual match scores. From now on we are showing just the TOURNAMENT TABLES, and I will add a few remarks about the new programs and their results as they get added!

Pete Blandford 2 x 4800XT64 PCs G/60. 2 games per match, all-play-all

Pos	ENGINE	SCORE/68
1=	RYBKA 1.2F FRITZ 11	51
3	RYBKA 2.3	50½
4	RYBKA 2.2	50
5	RYBKA 2.3 LK	49
6	RYBKA 2.1o	48
7	SHREDDER 11	47
8	FRITZ 10	45
9	ZAP CHESS ZANZIBAR	41
10	HIARCS 10	40
11	JUNIOR 10	38½
12	SHREDDER 9	38
13	SHREDDER 10	37
14	FRITZ 9	36
15	JUNIOR 9	34½
16=	CHESSTIGER 15 SHREDDER 8	33
18=	SHREDDER 7.04 FRITZ 8 BILBAO	32½
20=	DEEP FRITZ 8 CHESSTIGER 2.0	30½
	FRITZ 8	
22=	JUNIOR 8 FRITZ 7	29½
25=	HIARCS 9 JUNIOR 7	26½
27	HIARCS 8	25
28	HIARCS 8 BAREEV	24½
29=	CHESSTIGER 14 SHREDDER 7	24
31	ZAP CHESS REYKJAVIK	23½
32	FRITZ 6	23
33	HIARCS 7.32	21
34	FRITZ 5.32	18½
35	CRAFTY 19.19	16½

Fritz11 and **Shredder11** have been added, with Fritz in particular doing really well and getting into 1= with Rybka1.2. Previous leader Rybka2.3.2 only scored 2/4 against the newcomers so drops to 3rd. but Rybka1.2f scored 3/4 so now shares 1=. Fritz11 is 6 pts ahead of Fritz10, and Shredder11, in at 7th immediately behind the Rybka block, is a massive 10 pts (!) ahead of Shredder10.

Pete Blandford 2 x P4/2100 G/60. 4 games per match, all-play-all

Pos	ENGINE	SCORE/124
1=	RYBKA 1.2F RYBKA 2.2	86½
3	JUNIOR 10	82½
4	RYBKA 2.3	81½
5	HIARCS 10	78½
6	ZAP CHESS ZANZIBAR	75
7	RYBKA 1.0.1 PREVIEW	73½
8=	SHREDDER 10 JUNIOR 8	69
10	SHREDDER 9	67
11	FRITZ 9	66
12	SHREDDER 7.04 ACTIVE	65
13	JUNIOR 9	64
14	FRITZ 8 BILBAO	62
15	SHREDDER 7.04	61
16	HIARCS 9	60½
17	FRITZ 8	59½
18	SHREDDER 8 ACTIVE	59
19	SHREDDER 8	58½
20=	FRITZ 7 DEEP FRITZ 8	58
22	JUNIOR 7	57
23	HIARCS 8 BAREEV	55½
24	CHESSTIGER 14	55
25	GAMBIT TIGER 2	54½
26	CHESSTIGER 15 NORMAL	53½
27=	SHREDDER 7 HIARCS 7.32	50½
29	CHESSTIGER 15 DEFAULT	45
30	HIARCS 8	44
31	FRITZ 5.32	40½
32	FRITZ 6	37½

The newcomer here is **Zap Zanzibar**, which has done well, the Zanzibar and Mexico versions are big improvements over their predecessors, as is clear on the 4800XT64 list where Zanzibar is 17½ pts ahead of Reykjavik! It is interesting to see that Rybka1.2f tops both tables, and here the normally all-conquering Rybka2.3.2 version is 4th. This is mainly because it lost ½-3½ to 1.2f and 1½-2½ to 2.2, a pair of results which will remain in the Table until it all ends!

TOUGH POSITIONS TO GIVE YOURSELF AND/OR YOUR COMPUTER

WHEN YOU HAVE SOME QUIET MOMENTS AT THE WEEK-END

Having lost Bill Reid's excellent regular contributions, but knowing how many readers like to have something to try out either themselves or, more often, on their chess engines, I thought I'd better pull my socks up and see what I could give you to do myself!

For issue 134 I put in 5 pretty hard positions which subscriber **Chris Taylor** had sent to me last year. Here are solutions and some computer timings for the first 4. For the next issue I'll show analysis for no. 5 and give you some more new ones to try!

Pos 1. WHITE TO PLAY & WIN



This comes from Kasparov–Topalov, Wijk aan Zee 1999.

1.♖a7! ♕b7 Apparently protecting the pawn and locking the rook in! But now **2.♞xb7 ♜xd5 3.♞b6 a5 4.♞a6 ♞a8 5.♞e3 1-0**

When you check through the PC engine efforts, do make sure to look at the unique idea that Shredder and Toga each came up with!

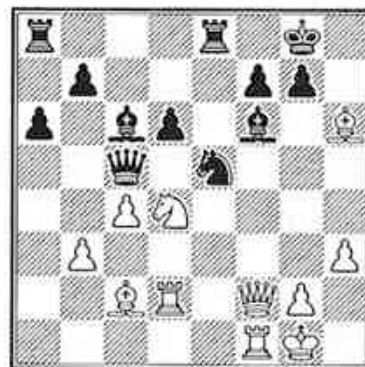
- Naum 3.1: **1.♞c3 ♜xd5 2.♞a7 ♕b7 3.♞c7 ♞d1+ 4.♔b2 ♞d4+ 0.00/22**
- Deep Hiarcs 12: **1.♞c3 ♜xd5 2.♞c7 ♞d1+ 3.♔b2 ♞d4+ 4.♔b1 ♞d1+ 0.00/18**
- Rybka 2.3.2a mp 32-bit : **1.♞c3 ♜xd5 2.♞c7 ♞d1+ 3.♔b2 ♞d4+ 4.♔b1 ♞g1+ 0.00/22**
- Deep Shredder 11 UCI: **1.♞e6!? fxe6 2.♞e3 ♞xb4+ 3.axb4 ♔xb4 4.♞d4+ ♔a5 5.d6 ♘d5 6.♕xe6 ♞he8 0.02/17**
- Toga II 1.4 beta5c: **1.♞e6!? fxe6 2.♞e3**

♞xb4+ 3.axb4 ♔xb4 4.♞d4+ ♔a5 5.d6 ♘d5 6.♕xe6 ♞he8 7.♕f7 ♕b7 0.88/17

I'm always tempted to test my latest beta version of Hiarcs on these things. Usually it makes little or no difference on specific positions, but this time...

- HIARCS 12.116 MP: **1.♞a7! ♕b7 2.♞xb7 ♜xd5 3.♞b6 ♞a8 4.♞xf6 a5 5.♕f1 7.41/18**

Pos 2. WHITE TO PLAY & WIN



1.b4! Played by Hydra on playchess server in 2004, cheerfully leaving its ♕ en pris! What happened next? **1...♞b6 [1...♘f3+ 2.gxf3 ♞xb4 3.♕f4 d5 4.cxd5 ♕xd5 5.♞b1±; 1...♞xb4 2.♞g3 stopping gxh7 and threatening ♞xf6 followed by ♞xg7 mate] 2.♔h1 ♞d8 3.♞g3+- 1-0**

- Toga II 1.4 beta5c: **1.b4** just under 3mins **1...♞b6 2.♔h1 ♞d8 3.♞g3 g6 4.♞f4 ♔h7 5.♘xc6 bxc6 6.♞d4 ♞e6 7.g3 ♔g8 0.83/17**
- Deep Hiarcs 12: **1.b4** found just after 4mins. This time 12.116 exactly the same! **1...♘f3+ 2.gxf3 ♞xc4 3.♕f4 d5 4.♞b1 ♕d7 0.86/15**
- Deep Shredder 11 UCI: **1.♕e3 ♞b4 2.♘f5 ♞ad8 3.♘h6+ ♔f8 4.♘f5 ♔g8 5.♘h6+ ♔f8 6.♘f5 ♔g8**. Here DS11 spent over 10mins looking at b4, but still no decision **0.00/17**
- Rybka 2.3.2a mp 32-bit : **1.♕e3 ♞b4 2.♞dd1 a5 3.♞g3 ♘d7 4.♕h6 ♕e5 5.♞g4 ♘f8 6.♕e3 a4 7.♘xc6 bxc6 0.04/18**
- Naum 3.1: **1.b4** actually found just outside my 5mins allowance, at 5m34... but as it got it I thought I'd include it **1...♞b6 2.♔h1 ♞d8 3.♞g3 g6 4.♞f4 ♕h8 5.c5 d5 6.♞e2 ♞d7 7.♞g5 a5 8.♕f5 ♞e7 9.♞xe7 ♞xe7 0.06/18**

Pos 3. WHITE TO PLAY & WIN



Pos 4. BLACK TO PLAY & WIN



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

As you will see from the analysis below, this is a big success for Rybka! You will also note that all the others choose 1.d8♞ though knowing that it's losing, but they don't manage to work out what to do about it!

1.♟f6+ ♞g7 1...♞g6? allows White to queen the pawn safely: 2.♞h5+ ♞xf6 3.d8♞+ and White's bishop prevents ♟f7+ 2.♟h5+ ♞g6 3.♞c2+ ♞xh5 4.d8♞ ♟f7+ 5.♞e6 ♟xd8+ 6.♞f5 e2 7.♞e4 Threatening ♞f3 mate, so the Black pawn must promote to a knight! 7...e1♞ 8.♞d5 c2 9.♞c4 Now the threat is ♞e2+ ♟f3 ♞xf3 mate, so again Black must promote to a knight! 9...c1♞ 10.♞b5 ♟c6 11.♞xc6 ♟c7 12.♞a4 ♟c2 13.♞xc2 ♟e2 14.♞d1 ♞d2 15.♞xe2# Amazing! 1-0

- Deep Hiarc 12: 1.d8♞ ♟f7+ 2.♞e7 ♟xd8 3.♞xd8 ♞a5+ 4.♞d7 e2 5.♞xe2 ♟b4 6.♟e3 ♞g6 7.♞d6 ♞g5 8.♞d1 ♟d3 -2.35/20
- Deep Shredder 11 UCI: 1.d8♞ ♟f7+ 2.♞e7 ♟xd8 3.♞xd8 ♞a5+ 4.♞d7 ♞c7 5.♟xe3 ♞xg3 6.♞c6 ♞g6 7.♞b5 ♟c7+ 8.♞xc5 ♞f2 9.♞c6 ♟e6 10.♞d6 ♟d4 -1.83/24
- Naum 3.1: 1.d8♞ ♟f7+ 2.♞e7 ♟xd8 3.♞xd8 ♞a5+ 4.♞d7 ♞c7 5.♟xe3 ♞xg3 6.♞c6 ♞g6 7.♟d5 ♞e1 8.♞b5 ♟b4 9.♟xb4 cxb4 10.♞c2+ ♞g5 -1.73/23
- Rybka 2.3.2a mp 32-bit : 1.♟f6+! ♞g7 2.♟h5+ ♞g6 3.♞c2+ ♞xh5 4.d8♞ ♞g4 5.♞e8 c4+ 6.♞c6 ♞a3 7.♞d1+ ♞h3 3.62/22
- Toga II 1.4 beta5c: 1.d8♞ ♟f7+ 2.♞e7 ♟xd8 3.♞xd8 e2 4.♞xe2 c4 5.♟e3 ♞c5 6.♟c2 ♞d6 7.♞d7 ♞xg3 8.♞xc4 ♟b8+ 9.♞e6 ♞g7 10.♞e2 ♞h4 -1.95/20

This was widely published when Shirov played it, so some readers might know it. Endings with opposite coloured bishops can be notoriously difficult to win, but here Shirov finds a novel and brilliant winning solution, which none of the programs I tested can find, though they soon see the point when they are shown the winning move!

Their idea is 1...♞e4 to make room for the f-pawn to march. But when I checked 4 or 5 moves down the lines their evaluations are unchanged as they aren't finding any way to make progress and will only draw. Even ZappaMexico, which is sometimes good at seeing draws coming, could do no better.

1...♞h3 2.gxh3 If 2.♞h2 ♞g4 3.♞g3 ♟f5! wins 2...♞f5 3.♞f2 ♞e4 After 4.♞xf6 d4! 5.♞e7 ♟d3! and it's 0-1

- Deep Hiarc 12: 1...♞e4 2.♞f2 f5 3.g3 ♟d6 4.♞d4 ♞c6 5.♞e3 ♟b5 -1.41/25
- Deep Shredder 11 UCI: 1...♞e4 2.♞f2 f5 3.g3 ♟d6 4.♞d4 ♞c6 5.♞e3 ♟b5 6.♞f4 a3 7.♞e3 ♟c4 8.♞f6 a2 9.♞a1 ♟b3 10.♞d2 ♞f3 11.♞d4 ♞g4 12.♞a1 ♞h3 -2.00/29
- Naum 3.1: 1...♞e4 2.♞b2 f5 3.♞f2 ♟d6 4.g3 ♟c5 5.♞e3 ♟c4 6.♞d4 a3 7.♞f6 a2 8.♞d4 ♞c2 9.♞f6 ♞a4 10.♞d4 ♞d1 11.♞a1 ♞g4 12.♞d4 ♞f3 13.♞f6 ♞h1 -1.66/25
- Rybka 2.3.2a mp 32-bit : 1...♞e4 2.♞f2 f5 3.g3 ♟d6 4.♞d4 ♞c6 5.♞e3 ♟b5 6.♞a1 ♟c4 7.♞b2 ♟b3 8.♞a1 -1.88/33
- Toga II 1.4 beta5c: 1...♞e4 2.♞b2 f5 3.g3 ♟d6 4.♞f2 ♟c5 5.♞e3 ♟b4 6.♞e5 a3 7.♞d4 ♟c4 8.♞f6 ♟b5 9.♞d4 ♟b4 10.♞d2 ♟c4 11.♞e3 a2 12.♞e5 ♟b3 13.♞d2 ♟b4 14.♞e3 ♟b5 15.♞c3 ♟c5 -1.70/30
- Zappa Mexico II: 1...♞e4 2.g3 f5 3.♞f2 ♟d6 4.♞d4 ♟c6 5.♞e2 ♟b5 6.♞d2 ♟c4 7.♞e3 a3 8.♞f6 ♞d3 9.♞e5 ♞b1 -1.63/22

USING COMPUTERS TO FIND NEW OPENING IDEAS!

I hope you've all got your brains firmly screwed in - this one needs a bit more attention than our usual article!

I did promise on page 7 last time that we'd look at a queen sacrifice uncorked in a recent GM game, and consider where it might have come from. Interestingly in-between times **Pete Bilson** wrote concerned that computers might be killing "our great game" now that they are so strong. "I can see that not only certain lines of play will be shown as no longer playable, but even certain famed openings might join the list".

I replied that I believe that the PC engines actually find new ideas at about the same rate that they question current ones. I also note that there is no really significant rise in the draw % in **computer v computer** chess, so they're obviously not playing perfect chess as yet... as we show often enough in these pages! If chess were ever about to 'die', then I think we would see a massive increase in the draw proportion, and hardly any wins for either side, as in draughts for example.



But I am sure that the GMs with their heads screwed on - that's most of them - are using computers in their preparation. Even so a novelty appearing over-the-board doesn't always produce either the expected (computer prepared) response from the human opponent, nor always the hoped for result!

In the 4th round of the recent **Amber Classic Rapid Section**, there was a game in which top GM **Vassily Ivanchuk** from the Ukraine uncorked a totally new queen sacrifice at move 14... against fellow Ukraine, 18 year old **Sergey Karjakin**, who was making his debut at the Amber! In fairness the word 'sacrifice' is questionable as it turns out that Ivanchuk ends up with a material plus in the game... but of course the immediate impact of QxP over the board must be quite amazing for any opponent to have to face!

Ivanchuk - Karjakin

Amber Rapid, 2008, round 4

ECO code: B87 - Sicilian Scheveningen/Najdorf,
6.Bc4 with early ...b5

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.♙c4 e6 7.♙b3 b5 8.♙g5 ♙e7
9.♚f3 ♚c7 10.e5 ♙b7 11.exd6 ♙xd6 12.♚e3

This puts Hiars out of Book, but not Fritz11
12...♙c5 13.0-0-0 ♘c6



When a line runs into a good Novelty it's always useful to see if an earlier move can be changed. But here the only other candidate seems to be 13...♘bd7 and now 14.♙xe6 0-0 15.♙b3! which looks good for White

And if 13...♙xg2? 14.♙xe6 fxe6 15.♙xf6 0-0 (15...gxf6?? 16.♚xe6+ ♙e7 17.♚h1 ♘c6

18. ♖d5! ♙xd5 19. ♚xd5 ♜d8 20. ♞h5+ and 1-0) 16. ♞xe6+ ♞f7 17. ♞hg1±

Okay, after 13... ♖c6 the Fritz11 Book has 14. ♙xf6 gxf6. This pair of moves are the only ones known to theory prior to our game. 10 games have been played on the Big Database 2008, all since 1999, and White's score is not so good: 2-4=4. Interestingly one of the games was Papa-Karjakin in 2003, and 0-1! However there is an apparently fairly critical choice of moves here for White, between 15. ♖e4 with a 1-1=4 record, and 15. ♖d5 with a 0-3=1 record. Not surprisingly then we find that the F11 book continues with 15. ♖e4 ♙xd4 16. ♞xd4 ♖xd4 17. ♖xf6+ ♖f8 18. ♞xd4 ♜d8 19. ♞h4±

But instead of 14. ♙xf6, Ivanchuk played...

14. ♞xe6+!!N

Well, there it is!

The question is, did a chess engine find this for him, and then help him prepare for the likely responses. Given up to 10 minutes each on my DualCore I found:

- Naum 3: 14. ♙xf6 gxf6 15. ♖e4 ♙xd4 16. ♞xd4 ♖xd4 17. ♖xf6+ ♖f8 18. ♞xd4 ♜d8 19. ♞h4 h6 20. c3 ♞e5 21. ♖h7+ ♖g7 22. ♙c2 ♞he8 23. ♖b1 f5 24. f4 -0.27/21. Not found, preferred theory reply
- Fritz 11: 14. ♙xf6 gxf6 15. ♖d5 ♞d8 16. c3 ♖xd4 17. cxd4 ♙a7 18. ♖f4 ♞d6 19. ♜d2 ♙b8 20. ♖h5 ♞c6+ 21. ♙c2 ♞xg2 22. ♞e1 ♞g5 23. ♙e4 ♙xe4 24. ♞xe4 -0.42/21. Not found, preferred theory reply
- Deep Hiarcs 12: 14. ♞xe6+ found at 12 seconds! 14... fxe6 -0.35/13. YES!
- Zappa Mexico II: 14. ♙xf6 gxf6 15. ♖d5 ♞d8 16. ♞f4 ♙xd4 17. ♖c7+ ♖e7 18. ♞he1 e5 19. ♖xa8 ♙xb2+ 20. ♖xb2 ♞xd1 21. ♞xd1 exf4 22. ♖b6 ♖e5 23. ♙d5 ♜d8 -0.21/16. Not found, preferred theory reply
- Rybka 2.3.2a mp 32-bit : 14. ♞xe6+ found at 46 secs 14... fxe6 15. ♖xe6 ♞e5 16. ♞he1 ♞xe6 17. ♞xe6+ ♖e7 18. ♞de1 ♜d8 19. a4 b4 20. ♙xf6 gxf6 -0.11/21. YES!
- Junior 10.1: 14. ♙xf6 gxf6 15. ♖e4 ♙xd4 16. ♞xd4 ♖xd4 17. ♖xf6+ ♖f8 18. ♞xd4 ♜d8 19. ♞h4 ♞e5 20. f3 ♖g7 21. ♖h5+ ♖h6 22. ♖f4+ ♖g7 0.00/20. Not found, preferred theory reply
- Deep Shredder 11 UCI: 14. ♙xf6 gxf6 15. ♖d5 ♞d8 16. c3 ♖xd4 17. cxd4 ♙a7 18. ♖c3 ♞e7 19. f3 ♜g8 20. g4 h5 21. gxh5 f5 22. ♖b1 0-0-0 23. ♖e2 ♖b8 24. ♞hg1 ♞xg1 25. ♞xg1 ♞h4 26. h6 ♙xd4 -0.28/18. Not found, preferred theory reply

- Toga II 1.4 beta5c: 14. ♙xf6 gxf6 15. ♖d5 ♞d8 16. ♞f4 ♖xd4 17. ♖xf6+ ♖e7 18. ♞he1 h6 19. ♖b1 ♞d6 20. ♞h4 ♖f5 21. ♞h5 ♖xf6 22. ♞xd6 ♙xd6 23. g4 ♖d4 24. ♜d1 ♙e5 -0.06/21. Not found, preferred theory reply

So there we see it, Rybka and Hiarcs both recommend the queen sac' quite early in their searches! However you will note that while both recommend it, they do show a small negative evaluation... in other words they're not sure how well it works. Ivanchuk would have to go through the forward analysis which I've shown, using his own judgement on likely replies by an opponent, and checking whether the computer evaluations improved for him the further into the best likely line/s he went!

14... fxe6 15. ♖xe6



There are various choices for Black here, each of which would need to be researched before the move 14 novelty could be played. Of course it's always possible to try a novelty in the hope that your opponent, over the board, may not find the best move during a continuation, or might use up lots of time working things out!

The moves to consider now would be 15... ♞e5 which will meet with 16. ♖xg7+ 15... ♞e7. This stops ♖xg7, but will likely mean 16. ♞he1 ♞xe6 (best) 17. ♞xe6+ ♖e7 giving the sacrificed queen back 15... ♙d6. This also gives the sacrificed queen back after 16. ♖xc7+ ♙xc7 17. ♞he1+ ♖e7 15... ♞b6? saves the queen but is worse than the others: 16. ♖xg7+ ♖f8 17. ♖e6+ ♖f7 18. ♖xc5+ ♖g6 19. ♜d6 ♞xc5 20. ♞xf6+ ♖g7 21. ♙h6+ ♖xf6 22. ♖e4+ ♖g6 23. ♖xc5 ♖d4 24. ♖xb7 ♖xb3+ 25. axb3 ♖xh6 26. f4 ♞he8 27. g3 ♖g7 28. ♖d6 and White is winning.

There may be minor improvements for either side in my analysis, but that's the general idea

15...♞e5

So Karjakin decides to try and keep his queen! What would the programs have done?

- Deep Hiarcs 12: **15...♞e7** 16.♘d5 (or 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♞de1 ♘d7 19.♞d1+ ♘e8 20.♞de1 ♞d8 21.♙xf6 gxf6 22.♘e4 ♙xe4 23.♞1xe4 f5 24.♞4e5 ♙d6 25.♞xf5 ♞f8 26.♞xf8+ ♘xf8 27.g3 ♘g7 28.f4 ♘f5 29.♙d5 -0.09/18) 16...♘d4 17.♘xe7 ♘xe6 -0.16/17
- Fritz 11: **15...♞e5** 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♙xf6 gxf6 19.♙d5 ♙xd5 20.♘xd5 ♞d8 21.♘xe7 ♘f7 22.♞de1 ♞de8 23.♞xa6 ♙xe7 24.♞a7 ♞hg8 25.g3 h6 -0.28/21 ;
- Deep Shredder 11 UCI: **15...♞e5** 16.♘g7+ ♘f8 17.♘e6+ ♘e7 18.♞he1 ♙xf2 19.♞xe5 ♘xe5 20.♘g7 ♘c4 21.♙xc4 bxc4 22.♞f1 h6 23.♘f5+ ♘e6 24.♙xf6 ♞hf8 25.♞xf2 ♞xf6 26.g4 ♘e5 27.♞e2+ -0.04/15 ;
- Junior 10.1: **15...♞e7** 16.♘d5 ♘xd5 17.♙xe7 ♘cx7 18.♘c5 0-0-0 19.♞he1 h6 20.c4 bxc4 21.♙xc4 g5 22.♞e6 ♞hf8 -0.84/19 ;
- Rybka 2.3.2a mp 32-bit : **15...♞e7** 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♞de1 ♞d8 19.a4 ♙xg2 20.axb5 axb5 21.♘b5 ♘d7 22.♞e5 -0.19/20 ;
- Naum 3: **15...♞e7** 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♙xf6 gxf6 19.♙d5 ♙xd5 20.♘xd5 ♘f7 21.♞xf6+ ♘g7 22.♞e6 ♞a7 23.b4 ♘xd5 24.bxc5 ♘c3 25.♞d4 ♞f8 26.♞g4+ -0.29/22 ;
- Zappa Mexico II: **15...♞e7** 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♙xf6 gxf6 19.♙d5 ♙xd5 20.♘xd5 ♞d8 21.♘xe7 ♞xd1+ 22.♘d1 ♘f7 23.♞xa6 ♘xe7 24.♘e2 ♞e8 -0.50/16 ;
- Toga II 1.4 beta5c: **15...♞e5** 16.♞he1 ♞xe6 17.♞xe6+ ♘e7 18.♙xf6 gxf6 19.♙d5 ♙xd5 20.♘xd5 ♞d8 21.♘xe7 ♞xd1+ 22.♘d1 ♘f7 23.♞xa6 ♙xe7 24.a4 bxa4 25.♞xa4 ♞g8 26.g4 ♙c5 27.♘e2 ♞e8+ 28.♘f3 -0.32/19 ;

They're about equally divided between giving the queen back with 15...Qe7, and fighting to keep it with 15...Qe5. Perhaps it is relevant that the two programs who chose this line with the queen sac', Hiarcs and Rybka, both prefer Qe7!?. Also notice that all the programs which prefer 15...Qe7 give Black an advantage, even if small. Therefore it is likely – this is to encourage Pete Bilson, if no-one else! – that the queen sac' 14.Qxe6 does NOT kill the line as Black has a better response, so the variation should be

subjected to further work and might well be playable for BOTH sides!

However after the move chosen by Karjakin for Black we soon see that he faces difficulties for which there may be no remedy!

16.♘g7+ ♘f8

If 16...♘e7? 17.♞he1! wins

- 17.♘e6+ ♘f7 18.♞he1 ♞xe1 19.♘xc5+ ♘g6 20.♞xe1 ♘xg5 21.♘xb7 ♘d4 22.♘d6 ♞hf8 23.f3 b4 24.♘ce4+ ♘xe4 25.♞xe4 ♘xb3+ 26.axb3**

The middle game exchanges are over, so it's time for a diagram to see where the game and the material is at!



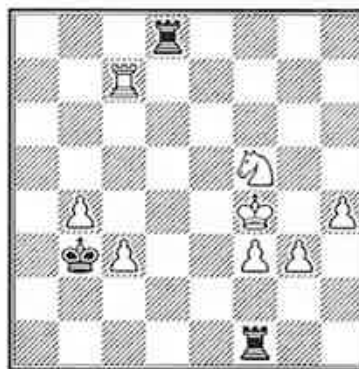
26...a5 27.♞g4+ ♘f6 28.♘e4+ ♘e5 29.♞h4 a4?!

I believe it was better to protect the pawn and avoid exchanges, so 29...♞a7 might have offered greater resistance

30.bxa4 ♞xa4 31.♘c5

Or perhaps 31.♞h5+!? ♞f5 32.♞xh7+-

- 31...♞a1+ 32.♘d2 ♞g8 33.g3 ♞f1 34.♘e2 ♞b1 35.♞xb4 ♘d5 36.♘e4 ♘c6 37.h4 ♞h1 38.♞c4+ ♘b6 39.b4 ♞d8 40.♞c5 ♞a8 41.c3 ♞a2+ 42.♘e3 ♞e1+ 43.♘f4 ♞f1 44.♞h5 ♞a8 45.♞h6+ ♘b5 46.♘d6+ ♘a4 47.♞xh7 ♘b3 48.♞c7 ♞d8 49.♘f5 1-0**



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
290	Rvbka 2.3.2	2920	20	540	1	
286	Rvbka 2.2n	2888	21	476	2	
284	Rvbka 2.1o	2875	30	226	3	
282	Naum 3.1	2854	36	160	4	
281	Fritz 11	2852	27	320	5	
280	Naum 3	2845	31	240	6	
279	Hiarcs 12	2840	36	160	7	
279	Shredder 11	2837	27	320	8	
275	Hiarcs11.1/11.2	2798	25	380	9	
275	Fritz 10	2797	27	320	10	
274	Zap Zanzibar	2795	27	335	11	
270	Shredder 10	2758	15	1002	12	
269	Hiarcs 10	2746	12	1409	13	
268	Junior 10/10.1	2742	17	725	14	
266	Fruit 2.21	2734	12	1408	15	
266	Fritz 9	2732	12	1324	16	2670/4
264	Shredder 9	2712	12	1483	17	2640/20
263	Shredder 8	2705	14	1049	18	2619/21
261	Shredder 7.04	2687	11	1668	19	2703/20
258	Fritz 7	2668	11	1587	20	
258	Junior 9	2665	11	1697	21	
258	Junior 8	2663	12	1481	22	2401/4
257	Fritz 8	2660	8	2698	23	2769/14
256	Hiarcs 9	2646	11	1761	24	
255	Gambit Tiger 2	2640	11	1720	25	2542/2
254	Chess Tiger 14	2634	12	1384	26	2705/13
254	Zap Paderborn	2633	21	475	27	
253	Chess Tiger 15	2628	10	2049	28	
253	Fritz 6	2626	10	2081	29	2616/53
252	Shredder 6	2622	12	1356	30	2478/7
252	Hiarcs 8	2617	11	1642	31	2651/14
251	Gambit Tiger 1	2610	22	430	32	
251	Junior 7	2608	12	1419	33	2701/12
251	Rebel Tiger 12	2607	15	872	34	
250	Gandalf 6	2602	13	1202	35	
250	Junior 6	2601	10	1891	36	2621/22
249	Rebel Century 4	2596	21	480	37	2674/4
249	Hiarcs 7-DOS	2596	12	1397	38	
248	Hiarcs 732	2590	9	2347	39	2467/19
247	Fritz 516	2577	12	1375	40	2513/6
247	Chessmaster 6000/7000	2575	24	353	41	2594/22
246	Fritz 532	2574	12	1480	42	
247	Shredder 4	2571	16	760	43	2600/15
247	Shredder 5	2570	14	1018	44	2642/15
246	Nimzo 98	2568	12	1308	45	2475/10
246	Nimzo 8	2565	12	1326	46	
245	Rebel Century 3	2564	25	340	47	2655/6
244	Junior 5	2554	11	1537	48	
244	Hiarcs 6	2550	13	1207	49	2592/24
243	Gandalf 5	2545	20	513	50	

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Eric Hallsworth, 45 Stretham Road, Wilburton, Cambs CB6 3RX

e-mail: eric@elhchess.demon.co.uk

website with reviews, photos etc: www.elhchess.demon.co.uk



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

DEDICATED **CHES** COMPUTER RATINGS

Tasc R30-1995	2353	Novag EmlDClassic+Zircon2	1960	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 SuperForte+Expert B/6	1931	Kasparov Renaissance basic	1730
Mephisto RISC2	2261	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2254	Kasparov Barracuda+Centurion	1924	Novag Super Constellation	1730
Meph Lyon+Vanc 68020/20	2250	Kasparov GK2000+Executive	1924	Mephisto Blitz module	1717
Mephisto Berlin Pro 68020	2247	Kasparov Maestro D/10 module	1923	Novag Super Nova	1713
Kasparov RISC 2500-512	2242	Fidelity 68000 Mach2C	1919	Fidelity Prestige+Elite A	1688
Meph RISC1	2232	Kasparov Explorer+TAdvTrainer	1907	Novag Supremo+SuperVIP	1688
Mephisto Atlanta+Magellan	2223	Kasparov AdvTravel, Bravo	1907	Fidelity Sensory 12	1682
Mephisto Montreux	2219	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2218	Kasparov Talk Chess Academy	1902	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	2105	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
Novag Citrine	2048	Fidelity Elite+Designer 2100	1834	Excalibur Touch Screen	1480
Mephisto Polgar/10	2047	Fidelity Chesster	1834	Mephisto 3	1479
Mephisto Dallas 68020	2045	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	2021	Fidelity 68000 Club A	1818	Mephisto 2	1470
Kasparov Challenger+Cougar	2021	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2021	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Novag Scorpio+Diablo	2014	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1993	Conchess/6	1805	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1989	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1987	Excalibur Grandmaster	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	1971	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 SuperForte+Expert C/6	1968	Fidelity Elite C	1778	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1960	Fidelity Elegance	1764	Boris2.5	1060