Selective Search 137
THE COMPUTER CHESS MAGAZINE!

Est. 1985
Aug-Sep 2008

Editor: Eric Hallsworth
£3.95

Another **special 40 page issue** to cover

Recent RYBKA matches,
and a superb
17th GEBRUIKERS

(just look at the prizes!)

■**SUBSCRIBE NOW** to get REGULAR COPIES of the LATEST ISSUE and RATING LISTS mailed to you as soon as they come out!
■**£22.50** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£26.50**, elsewhere **£32**. For FOREIGN PAYMENTS CHEQUES must be in POUNDS STERLING, or (best for you) use a CREDIT CARD.
■**PUBLICATION DATES**: early Feb, Apr, Jun, Aug, Oct, Dec.
■**ARTICLES, REVIEWS, or GAMES** sent in by Readers, Distributors, Programmers etc. are always welcome.

Visit the SELECTIVE SEARCH and COUNTRYWIDE web pages:
www.elhchess.demon.co.uk
Reviews, Photos, best U.K prices for Computer Chess Products. Order Form, Credit Card facilities, etc.

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 £6, table-top £7.50, software £2.

- **SPECIAL SUBSCRIBER'S OFFER:**
  10% OFF all DEDICATED COMPUTERS on this page and **5% OFF** all SOFTWARE prices shown here.
- *but please mention 'SS' when you order to remind our salesperson to do the discount for you!*

PORTABLE COMPUTERS [por]

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

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

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

EXPERT £95 - top value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

TABLE-TOP PRESS SENSORY [ps]

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

EXPLORER £45 - excellent value, neat design, Morsch program. Battey operated, lots pf levels with info display and 160 ECF rated

EXPLORER PRO £64.95** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries. with info display and 170 ECF program

CHALLENGER £69.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £125** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

CARNELIAN 2 £72.50 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves. plenty of levels.

OBSIDIAN £109.95 - 165 ECF with nice carry case! Very nice Novag board with wood pieces, and an excellent range of features. display etc

TABLE-TOP AUTO SENSORY [as]

CITRINE £225** - New 180-185 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

GRANDMASTER £199.95 - big 2" squares, 4" king! Green/white vinyl board, large good quality plastic pieces. Auto-sensory surface, looks great on the table! 150 ECF. Displays at both ends of the board

PC PROGRAMS from CHESSBASE on CD

All run INDEPENDENTLY + will also analyse within ChessBase9/10. Great graphics, 3D, big databases + opening books, analysis, printing, maximum features.
- *For info....* **£39.95 less 5% = £37.95 !**
- *and.........* **£69.95 less 5% = £62.95 !**

FRITZ 11 dvd £34.95 - by Franz Morsch. 80 Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!
DEEP FRITZ 10 £75 for dual & single PCs

HIARCS 12 dvd £36.95 - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always
DEEP HIARCS 12 £69.95 for dual, multi & single PCs!

SHREDDER 11 dvd £39.95 - Stefan Meyer-Kahlen's latest in its great,new ChessBase Interface. Feature-packed & knowledge-based, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!
DEEP SHREDDER 11 £75 - for single/dual/multi PCs.

JUNIOR 10 dvd £39.95 - the 2006 World Champion, very dangerous and aggressive, Tal on your computer!
DEEP JUNIOR 10 £75 very fast for multi & single PCs!

ZAP! £39.95 - the *ChessBase* version of the 2005 World Champion program. 2 engines on the CD - Paderborn and Reykjavik in 32-bit, 64-bit and Multi-processor versions and all usual *ChessBase* features

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

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

new - PC PROGRAM - RYBKA 3 on dvd

RYBKA 3... AQUARIUM and **CHESSBASE** versions - **uci engine** in Chess Assistant or ChessBase interface, both with *full* features. IM Vasik Rajlich's RYBKA engine - Computer Chess World Champion - tops every Rating List. Incredibly strong, a remarkable program.
SP version **£42.95/£39.95**. *MP version* **£74.95**

PC DATABASES on CD

new! **CHESSBASE 10 STARTER on dvd £124.95** The best Games Database system, with the top features. 3.7+ million games, players encyclopaedia, multimedia presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection updates and much more! **MEGA 10 version £285**

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

Welcome to another new issue of **Selective Search**... 137! 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 shows the number of the last issue you will receive of your current subscription, so it's easy to check as well as make sure it's been updated after a renewal payment!

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

This is a time of year I never like - no, I don't mean the summer weather and longer nights, they're great - it's time to complete my *tax return forms*. We British must dig out all our invoices, receipts, bank and credit card statements etc. etc. and fill in all the details for work done at Countrywide, on my Magazine and the Website, and Commissions earned.

When it's all finished I can tell why I'm often a little bit hard up, but one advantage is that I can also see, from a financial point of view, what I do that's worth doing and what's not! *Selective Search* comes into the latter category. Our postal charges in the UK have managed to go up *twice* since my last small price increase, and printing charges have increased as well... in fact when I do a 40 page issue like last time I'm not sure I make any money at all for the 40 or 50 hrs work!

But there's no point keep increasing the price as that always results in a small loss of subscribers. Some folk offer that they'd pay more to keep it going for ever, which is kind of them, but for every person who would happily pay more there's another who will cancel, that's just how it is.

And here we are with another 40 pager! I've got to be daft, but I needed to catch up with Rybka's latest computer v human events, and also cover in full the recent superb Gebruikers tournament with its excellent photos and games from Rob van Son! There's 2 or 3 other smaller but also fascinating articles as well, that I just couldn't leave out!

Even so, I will be 66 this year and want to reduce my workload somehow, so the magazine seems like the fall guy. I haven't decided for certain yet, and it will depend a bit on whether I lose more subscribers over the next few issues, or if I can win some back (!), but my current thinking is to definitely keep it going to the end of next year, 2009, and maybe call it a day then. I'll let you know!

CHESS NEWS!

The two major articles in this issue mean that we're down to a 1 page NEWS section again. Here are the important things you need to know: for them all there will be more details next time, err... 36 page space permitting!

- **Naum3** and the upgrade **Naum3.1** is available from: **www.geocities.com/naum_chess** My credit card bill for this showed it cost me £60!

- The new **Sjeng3** is available from: **www.sjeng.org.deepsjeng3** It is MP and SP and costs less than Naum. My bill's not come yet but I'd guess around £40. In my SP tests it did well, but under MP on my dual core Laptop the results were a bit confusing and not as good, but Harvey Williamson's were good on his quad PC

- **Rybka3beta** won the 2008 World Computer Rapid (G/25+4) Champs by a mile, only dropping a ½ point from 14 games! So 1.Rybka 13½/14, 2= Sjeng & Hiarcs 10/14. There were 36 entries

- **ChessBase 10** is out - there's a separate leaflet in this mailing showing the new features and various purchasing options - + **Special Offer prices** to *Selective Search* readers which are available for orders received by 15th August 2008

- **Rybka2.3.2** narrowly won the Leiden ICT 2008 tourny. 1.Rybka2.3.2 8½/9 just ahead of 2.Sjeng 8/9, but then a gap to 3= Hiarcs & Diep 6½. Then there was another gap as the rest got left behind!

"THOSE WERE THE DAYS!" SAYS FRANK HOLT

A few weeks ago Frank and I were happily reminiscing about 'the good old days'!

It all started because, whilst he was converting some old floppy disk text file databases into new .cbh and .pgn formula, Frank had come across some mates which he had used to test new dedicated machines... and he spotted the times they used to take to solve them!

We both had a good laugh as we recalled sitting hunched over our chess computer boards watching them crawl through the plies, sometimes for hour after hour, while we waited hopefully for the solutions to eventually appear!

Remembering this reminded us in turn of the days we used to spend playing computer v computer matches, sticking faithfully to the *Selective Search* required test time control, for inclusion in the *Rating List,* of 40 moves in 2 hours. We'd get home from work around 5.30 or 6'ish and get the 2 machines set up while patient wives got tea ready for us, only to watch us gobble it down as if there was no tomorrow so that we could shoot off to our computer room to get a game started as soon as possible.

Once a game was underway we became immovable objects for some 4 or 5 (or more!) hours, carefully transferring moves from board to board with minimum delay so as not to give a machine any sort of unfair advantage, either on the clock or thinking in opponent's time.

And then there were those dreaded nights when a game went into an endgame! *"When are you coming to bed, dear?!"* would be the midnight cry. *"Shan't be too long now, they've just reached an endgame, it should be a draw!". "Don't forget to turn the lights off when you come".*

But the old Fidelity Excellence and Novag Super Constellation could frequently be relied upon to mess up any endgame win or draw if the mood took them, so there was no way a result could be 'declared' until it was truly all over. Finally at 1 o'clock (or worse) we would crawl up to bed, with one whole game played in the long-running battle, trying to settle once and for all if Fidelity or Novag currently had the better machine.

10 game matches could easily take 2 or 3 weeks, but the scores would have far reaching effects, as they would also help to decide whether *Selective Search* would be in good or bad books at Eureka and Competence, the UK's respective distributors (arch rivals!) of the day. In their Brighton and Wallingford offices Paul Cohen and Terry Knight were constantly on the lookout for games and results to support their particular cause, and where "Hallsworthy" would, this week, be classified as either a friend or a foe!

I asked Frank to send me a couple of the positions, and he wrote:

"Here are 2 of the positions I saved back in 1993 days".

I remember I went to the Chess shop in Masbro Road near Shepherds Bush to try out the new Tasc R30 in that year. True piece recognition in a chess computer. Was it really as good as people were saying? Was setting up positions on the board so easy?

"I've shown some of my results from those days with the 2 positions! Did we really sit over our boards for such lengths of time waiting for the results!

I do remember the Chess Sensory 9 was the only one that did a mate in 7 at one time! A test for that which I did took 3 days, but there it was, early one morning, announcing mate in 7! I pressed the buttons to make the move, but that was all you got, just the one move! I pressed the button for it to search for the best reply and of course it had to start all over again from scratch. By the next morning that was ready for me too!"

Yes, those were the days Frank!

The Tasc R30
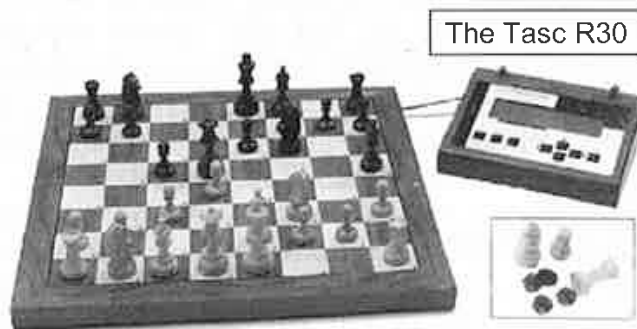
The easy one first!

Frank Holt - mate in 10 #1

1.♖d1 ♘d2 2.♖xd2 ♗d5 3.♖c2 ♗c6 4.♖xa2 b5 5.♖d2 ♗d5 6.♖c2 ♗b7 7.♖c7 h1♕ 8.♖f7 ♕g2 9.♖f8+ ♕g8 10.hxg8♕# 1-0

Here are the timings which Frank had kept a note of:

- Mephisto Berlin Pro had reached ply 19/20 after 38hrs 34mins but with no solution!
- ChessGenius1 (hardware unknown, probably a 486/66) found it in ply 19/20 after 2hrs 13mins
- ChessGenius2 (hardware unknown, probably a 486/66) found it in ply 19/29 after 33mins

If readers set the position up on a PC, say under *ChessBase*, and test a range of programs, <u>do</u> remember to <u>clear the hashtables</u> every time you change engine! If you don't you can sometimes slow the following engine down and will get variable results!

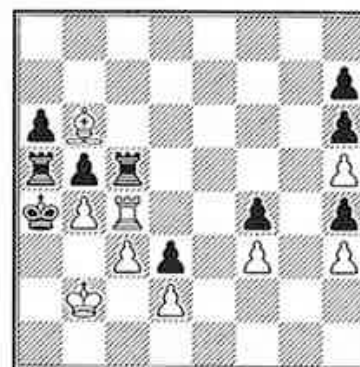Here are some of today's PC engines on my dual2core laptop:

- Instant - Fritz11, Hiarcs12, Rybka2.3.2, ZappaMexico2
- 1second - Glaurung2.1, Togall 1.4.5c
- 2 seconds - Shredder11, Naum3.1

Mephisto Berlin Pro

This one is a bit tougher!

Frank Holt - mate in 10 #2

1.♖e4 ♖e5 2.♖d4 ♖d5 3.♖xf4 ♖f5 4.♖g4 ♖g5 5.♖d4 ♖d5 6.♖xh4 ♖xh5 7.♖e4 ♖h4 8.♖xh4 h5 9.bxa5+ b4 10.♖xb4# 1-0

Here are the timings which Frank had kept a note of:

- Mephisto Berlin Pro found it in ply 15/16 after 6hr 36mins
- ChessGenius1 on a 486/66 found it in depth 15/16 after 1hr 6mins
- The Tasc R30/1993 found it in ply 9 and also after 1hr 6mins

Some of today's PC engines on my dual2core laptop:

- Fritz11 - announced m/11 instantly and stopped search
- Glaurung 2.1 - announced m/13 at 6secs and m/10 at 51secs
- Hiarcs12 - on first run announced m/13 in 3secs and m/10 in 39secs, but I had forgotten to clear the hashtables! On re-run announced m/10 at 3secs!
- Naum3.1 failed! It announced m/16 in 4secs and m/14 at 10secs, but made no more progress as it went through further plies
- Rybka2.3.2 failed! It announced m/16 in 34secs and m/14 at 1min 3secs, but made no more progress as it went through further plies
- Shredder11 - m/15 at 2mins 51secs and m/10 at 3mins 1sec
- Togall 1.4.5c - m/16 at 1sec, m/11 at 6secs, and m/10 in 17secs
- ZappaMexico2 - failed! It announced m/15 in 1secs and m/14 at 4mins 21secs, but made no more progress as it went through further plies

PETER GRAYSON REPORTS ON AN AMAZING GAME... *RYBKA v RYBKA*

Hi Eric

With big books, chess miniatures are a rare event these days. Seeing Rybka mated in 24 moves is even rarer! So when my "Angel of Light" nickname Rybka2.3.2a mp engine running on my quad CPU was on the receiving end of a mate in 24 moves Advanced Variation of the Caro-Kann, it was something that made me sit up!

The opponent was running similar hardware and also the same Rybka2.3.2a mp version... so what was going on?!

Well, from my opponent's point of view it showed Rybka has more attacking capability than many give it credit for. And from my side it showed its naivety in its King defence.

I've added general comments and some analysis at the point of Black's last chance to make White work for the win. Perhaps it's a good line for a Blitz book! Anyway I hope you enjoy the classic attack - despite my nick' being on the wrong end of the result, it has to be a contender for **game of the month**!?

Best regards - Peter

We have left the download ChessBase PC info from the game embedded within the notes for the game, so that each engine's record of [1] the move it expected its opponent to play, [2] its evaluation and depth of search, and [3] time taken, is shown after each move.

If no expected move is shown, then the move played was as expected. All evaluations are from White's point of view.

So, check Black's 9th. and White's 10th:

- **9...0–0?** *0.19/15 6* means move played was as expected, evaluation White +0.19, move was played at depth 15, and took 6 seconds
- **10.h4!!** *(Kb1) 0.19/14 14* means Kb1 was expected rather than the move played, the evaluation was White +0.19 at depth 14, and the move was played after 14 seconds
- *B/0 0* means *"Book move"*
- → means *"with an attack"*
- "Lillemaster", and "Angel of Light" are the player's nicknames, or Internet 'nom de plumes'. Peter (Angel of Light) was on the losing side, but I agree with him, it's more than a little interesting and our GAME OF THE MONTH!

Lillemester, Rybka 2.3.2a mp (2681) - Angel of Light, Rybka 2.3.2a mp (2696)

Opening ECO code: B12
Rated game, time control G/3m+0s
Engine Room, 27.05.2008
*Notes by **Peter Grayson***
Peter's Computer info readout: Rybka 2.3.2a mp: 18.7 ply; 435kN/s Intel(R) Core(TM)2 Quad CPU Q6600 @ 2.40GHz, (4 threads), SupaBook080524 x3.ctg,

This game is a prime example of what can happen when one side falls behind in development and quickly gets a cramped position. One move is the difference between falling apart or holding on ....

1.e4 *B/0 0* **c6** *B/0 0* **2.d4** *B/0 0* **d5** *B/0 0* **3.e5** *B/0 0* **♗f5** *B/0 0* **4.♗e3** *B/0 0* **e6** *B/0 0* **5.♗d3** *0.30/14 5* **♘e7** *B/0 0* **6.♘f3** *0.27/15 7*

I had 6.Nc3 and Ne2 in my book but not Nf3. On the face of it, it seems a sensible developing move. There were 22 games in my DB as far as move 5 and most in 2008 were by the same White player... Lillemester!

6...♗xd3 *0.24/13 1* **7.♕xd3** *0.23/15 0*

The exchange of white bishops was OK with Black's pawns on white squares and probably necessary to allow the development of the black bishop however Black is already behind on development with a cramped position. Will Black be able to open up with c5? In this game it came too late.

7...♘f5 *B/0 0* **8.♘c3** *0.24/14 3* **♗e7** *0.21/14 5*

I'm convinced White's position is significantly superior here with the option of castling either side and if Black should castle kingside, g4 allows three of White's pieces to bear down on Black's already delicate kingside.

9.0-0-0 *0.21/15 6*

9...0-0? *0.19/15 6*
Now a classical opposite side king attack

situation and a glance at the position suggests White already stands better to attack.

9...♘d7 was perhaps the best choice, leaving the castling options until later while further preparing for the possibility of going queenside
10.h4!! *(Kb1) 0.19/14 14*

Many say that Rybka cannot play a tactical game but from White's perspective its ensuing play is difficult to fault. From Black's perspective, it didn't have a clue!
10...h5 *0.18/14 4*

To prevent White's 11.g4 but only helping White's cause. Perhaps 10...Nxe3 11.fxe3 Nd7 may have given time for c5. Having castled long, White would not be able to play b4 to prop up any dxc exchange and Black may have some play. [Hiarcs12 thinks that 10...c5 might have been playable here?!]
11.♕e2 *(Kb1) 0.37/14 4*   **11...g6?!** *(c5) 0.28/15 10*

11...c5 looked better: 11...c5 12.dxc5 ♘xe3 13.fxe3 ♘c6±
12.♖dg1!!→ *(Rhg1) 0.58/12 3*

The best move and now there is no doubting White's intentions!
12...c5 *0.21/14 4*

Too late now, but what else? Already Black's position looks untenable.
13.g4 *(dxc5) 0.64/16 4*   **13...hxg4** *0.69/13 2*
14.♖xg4 *0.74/16 9*

Surprisingly, Rybka's evaluation seems low. Most engines seem cautious here but the score soon changes dramatically in White's favour.
14...♘c6?? *0.72/16 15*

At 16 ply surely Black has a blindspot if it missed White's attack? 14.. cxd4 may surely be better ..

14...cxd4 15.♘xd4 ♘c6 *(this is okay now as the pawn on e5 is no longer protected)* 16.♘xe6 *(or 16.♘xc6 bxc6 17.h5 ♘xe3 18.♕xe3 g5 and, because of the threat of d4 19.♘d1±)* 16...fxe6 17.♖xg6+ ♔f7 18.♕h5 ♔e8 19.♖d1 ♘xe3 20.fxe3 ♔d7 21.♕g4 *(21.♘xd5? exd5 22.♖xd5+ ♔c7*
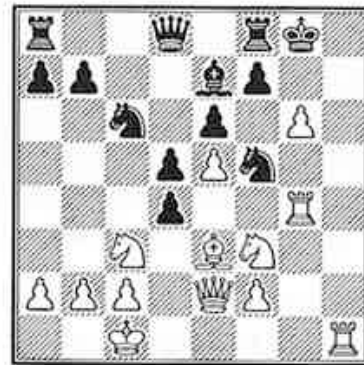
23.♖xd8 ♖axd8= *makes White's task more difficult. The h pawn is lost. 24.♕e2 ♗xh4)* 21...♔c7 22.♖xe6 *(better than 22.Qxe6)* 22...♔b8 23.♘xd5 ♕c8 *(23...♗xh4?? 24.♖xc6 bxc6 25.♕b4+ ♔c8 26.♘f6 with a clear win for White.)* 24.h5 ♗c5 25.h6 a5 26.h7 ♖h8 White still looks better but unclear.
15.h5!! *0.65/15 4*

Now the evaluations tell their own story but 15.h5 was at least +2.0
15...cxd4 *2.21/14 17*

One move too late.
16.hxg6! *2.26/15 2*

16...♔g7 *4.40/14 15*

16...fxg6 17.♖xg6+ ♔f7 18.♘g5+ ♔e8 19.♘xe6 winning.

Not 16...d3? 17.g7! ♘xg7 18.♕xd3 f5 *(anything else earns a mate announcement from White)* 19.exf6 ♗xf6 and 20.♗c5 is 1-0
17.♖h7+ *4.44/12 2* ♔g8 *4.74/10 1* **18.♕f1** *4.74/9 1* fxg6 *4.82/9 5* **19.♕h3** *6.84/11 0*

And all Black can do now is try and delay mate
19...♗f6?! *(Bh4) 4.82/6 1*

19...♗h4 20.♖xg6+ ♔xh7 21.♕g4 ♕g5 22.♖xg5 ♖f6 23.♖h5+ ♖h6 24.♗xh6 ♘xh6 25.♕xh4 ♘xe5 26.♘xe5 dxc3 27.♖xh6+ ♔g8 28.♖h8+ ♔g7 29.♕h6#
20.♖xg6+ *(exf6) #5/6 1*   **20...♗g7** *#5/7 0*
21.♕h5 *#4/5 0* ♕c7 *(Rf6) #3/3 0*
22.♖h8+ *#3/3 0* ♔f7 *#2/3 0* **23.♖xg7+** *#2/3 0* ♔xg7 *#1/3 0* **24.♕h7#** *#1/3 0*

Given both engines were playing on what seemed to be the same relatively fast hardware, this game turned out to be an amazing contrast of Rybka's attacking ability and defensive naivety. The ply depths indicate levels that would only have been dreamed about in blitz games not so long ago, so the engine capability was not held back by hardware. A nice miniature that was very instructive too. **1-0**

17TH GEBRUIKERS, WHERE THE FAMOUS AND POWERFUL OLDIES COMPETE! BY *ROB VAN SON*

During the weekend of 31st May / 1st June, the **17th gebruikers** (users) **tournament** took place in the city of Leiden. This time, only chess computers with an Elo below 2200 (SSDF list) were allowed to participate. We played seven rounds and all the games had to be finished within 45 minutes per computer.

The 17th gebruikers tournament with the strongest dedicated chess computers (except Resurrection / Revelation) is always a good opportunity for the collectors to keep the electronic brains of the oldies in good shape and also to prevent that some critical electronic parts will be covered with a layer of rust!

The **Mephisto Magellan** with a program from the Dutch Fritz programmer, Frans Morsch, owned and operated by Hein Veldhuis, performed very well. The machine scored 5 points out of 7 games and came first and was winner of the tournament. This is a very good result if you look at the playing-strength of the other electronic participants.

In this field, the programs of Richard Lang were very successful too and proved their chess quality by winning trophies with the second and third place! A second place for one of our special guests from Hungary: Robert Sax with his **Mephisto Genius London 68030** computer.

Robert Sax with
Hein Veldhuis

The third place was for the **Mephisto Berlin Professional** with the 68020-24MHz processor, owned and operated by your author. Of course, there was the consolation prize, a nice bottle of red wine, for another new participant: Gerrit Hoogeveen with his Novag Super Expert C. A very beautiful piece of electronic art but the machine was not strong enough to compete with the other computers. The Super Expert scored only one draw. His operator was not disappointed; on the contrary, he enjoyed the tournament very much (and won the wine)! After the tournament, all the participants received a certificate of participation from the chairman of the CSVN, Cock de Gorter.

Ruud Martin (left) with
Gerrit Hoogeveen

Before I show you the final ranking list and some interesting games with analysis from Eric, two of our participants want to tell you their story about computer chess and their views on the tournament.

Hans van Mierlo

My name is Hans van Mierlo, 35 years old and I would like to tell you my story about computer chess.

In 1981, when I was eight years old, I used to play with a school friend at his house. His father 'Simon' was in possession of a chess computer, the Novag Chess Champion MK1.

The machine played very weak and allowed illegal moves, but I was impressed that such a little machine could play some kind of chess. In the following years, his father bought several other chess computers. Simon was a lorry driver and very often had to go to Germany because of his work. My mother asked him if he would buy a chess computer in Germany for my birthday. So it happened, and he bought a Mephisto Mondial for only 399 Mark (204 Euros).

I used to play for hours with the Mondial, ignoring TV, and became much stronger by practising against the machine. The Mephisto Mondial was the first dedicated chess computer with a program of Frans Morsch. Its Elo was about 1580, so initially it was strong enough for me to compete with.

My playing-strength improved steadily and then, in 1986, the SciSys Turbo King appeared on the market! What a fantastic computer with a program of IM Julio Kaplan and rated about 1860 Elo. I did almost everything to come into possession of this computer. In the Netherlands, you could buy it for 850 guilders (385 Euros). When I saved up half of that amount, my parents were so kind to add the other half to my savings, so finally my dream came true. Now, I really was able to buy the Turbo King!

In the following years, I met the late computer expert Jan Louwman and bought several chess computers from him. Jan offered beautiful showpieces for sale like the Mephisto Modular Polgar with the Turbo kit 18 MHz (600 guilders, 272 Euros) or the Mephisto Tournament machine 68030 36 MHz (1300 guilders, 590 Euros).

My rating climbed up to 2200 Elo and I won several human chess tournaments. Then, in the late nineties, I had a girlfriend for some years and lost much of my interest in computer chess. In the first years of this century I picked up my hobby again and saw the website of the CSVN (Computer Chess Association Netherlands). I read about the gebruikers tournament and decided immediately to participate in the next tournament. I certainly did not regret that, because it was great to meet all the other chess computer

Hans van Mierlo

lovers and to participate with my Mephisto TM Vancouver 68030 36 MHz.

I started searching the Internet for chess computers and nowadays my collection has grown to almost 80 computers. I participated not only in Leiden, but also four times in the DACH tournament in Kaufbeuren and twice in the oldie-tournament in Klingenberg, both in Germany. Maybe, my next chess computer tournament will be in France.

Before the 17th gebruikers tournament I frequently had e-mail contact with my Hungarian friend, Robert Sax. He had already bought some chess computers from me, which were double in my collection. I asked him to participate in Leiden and luckily he said 'yes' to my invitation. He decided to bring the Mephisto Genius London 68030 to the tournament.

On Friday, the 30th of May, I picked him up at Amsterdam Schiphol Airport and drove him to his guesthouse in the seaside resort 'Noordwijk aan Zee.' During the tournament I didn't want him to travel by bus or train, so I became his private chauffeur and drove him to Leiden and in the evening back to his guesthouse. After the tournament he gave me a special bottle of Hungarian liquor to show his gratitude.

I took the Mephisto Risc 2, the Fidelity AG Elite V11, the Tasc R30 V2.2 and the Saitek Sparc to the tournament. Our competition leader, Ries van Leeuwen, operated the Risc 2 and the Elite V11. The other two were operated by me. The Sparc, running on a Risc 20 MHz processor with a program of Kate and Dan Spracklen, calculates too slowly in a game with only 45 minutes on the clock. In some games, the computer reached good positions, but in the end gave the game away and lost. Maybe if the machine had been running on 40 MHz, the result would have been much better?

The Tasc R30 had a good start by winning the first round against the Mephisto Montreux and drew in the second round against the Mephisto Atlanta. In the third round, he beat the Berlin Pro 68020. I was very satisfied with the 2½ points out of 3 games. On Sunday, the second day of the tournament, I discovered why the Fidelity Elite V11 played so badly the day before. It appeared that the wrong opening book was active, so I changed the settings and after this the computer lost none of the following games!

My R30 was in good shape during the fourth round and left the Novag Star Diamond behind with a zero. In the fifth round, the R30 had to play against the powerful Mephisto Magellan of Hein Veldhuis. My computer played with white and opened with the move e2-e4. I was a bit disappointed with his choice, because with the move d2-d4, the R30 comes into tactical positions and gives a better performance. They chose to use the Italian opening, but in the endgame the Magellan was in control of the game and beat the R30. After a draw in the sixth round against the Mephisto London 68030, I thought the R30 could win a trophy by winning the last game against the usually weaker playing Elite V11 in the seventh round. Well, the Elite V11 played a very good game and the R30 had no chance at all. He lost the game, didn't win a trophy and became fourth with 4 points.

My other three computers, the Risc 2, the Sparc and the Elite V11 reached places 8-10 on the ranking list with, oddly enough, each

3½ points. My friend Robert Sax did not only win a trophy for his second place, but also received a chess computer as a gift for his effort to come all the way from his residence in Hungary to the city of Leiden in the Netherlands.

Thanks Hans, that was an interesting report.

Robert Sax stayed until Wednesday in Noordwijk aan Zee, but back at home he was very willing to write down his report about the experiences with computer chess and his participation in the gebruikers tournament in Leiden. So here it comes!

Robert Sax

In April, I never would have thought that I would travel to Holland in May. How did I get to Leiden from the other side of Europe? Here's a short report about this interesting event.

Well, I have been a chess computer enthusiast for years and by now, I have a small collection. I started this hobby in the beginning of the eighties when a Dutch friend brought two computers, a Chess Challenger 7 and a Mephisto III to Hungary. That was my first Dutch connection! I couldn't afford the Mephisto at the time, but I bought the Challenger from him. Somehow, since then one computer was not enough, and I have several of them now.

With respect to Hungarian chess computer life, I must highlight Dr. László Lindner, who was a great chess computer expert and enthusiast. He is no longer among us, unfortunately. Some years ago Hungarian chess friends used to organise tournaments with the participation of chess computers and programs in the city of Debrecen. My Dutch chess friend, Hans (my second Dutch connection) told me about this bi-annual tournament and invited me to come over.

I pondered and pondered, and finally made a big decision: participate in the tournament! Hans picked me up at the airport in Amsterdam, and helped me with everything during my stay. Special thanks! The venue of the tournament, the Denksportcentrum in Leiden

is unique; it's really a very nice and ideal place for problem-solving sports like chess. Hats off! And the organisation is unique as well: CSVN, maybe the only chess computer association in the world! All the people there are very friendly.

I took my Mephisto Genius 68030 London with me to Holland. Besides participating, I also wanted to see some famous machines, like TASC, Sparc, Star Diamond, etc. I thought that my machine could be somewhere in the middle position in the competition, in view of the fact that most of the participating chess computers were real "monsters". "An unofficial world championship" I told Rob. But the Genius played almost without mistakes; it beat the Sapphire, the Atlanta and in 16 (!) moves it mated the Mephisto RISC 2! The draws against the TASC, Sparc and Magellan weren't bad either.

During the only game it lost, the Genius went into a very long opening book variation against the Berlin Professional, its "little brother", and that was very unlucky. I should have set it to "without book" in the last and lost round, it could have been much better. And something interesting: the Genius was sooner "out of book" than the Berlin Pro, which I don't understand (they have almost the same programs). But the London's performance in the tournament was very impressive.

The atmosphere in the tournament room was very good. I wish to thank my Dutch friends, Hans and Rob and the others for the opportunity to play in such an interesting tournament. I also had the luck to meet some famous programmers at the PC tournament. I can now say: I made a good decision in May. That was fun and a big experience. Hope to meet you, Dutch chess friends in the future!

PS
I can recommend the beach in Noordwijk to everybody.

Gebruikers 17, round by round

Round 1: games of the round and results

Mephisto BerlinPro 68020 - Novag Super Expert C

C83: Open Ruy Lopez

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.♗e3 ♗e7 10.c3 ♕d7 11.♘bd2 ♖d8 12.♖e1 ♘xd2 13.♕xd2 ♗g4 14.♘d4

All theory so far, but now 14...0-0 should be played

14...♘xe5?! 15.♗h6 ♘c4 16.♗xc4 gxh6 17.♗e2 ♗xe2 18.♖xe2 0-0 19.♕xh6
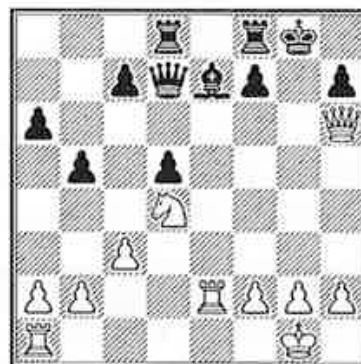
The material comes back to equal, but Black's king looks unsafe

Gerrit Hoogeveen watching his Super Expert in play

19...♖a8?

Black needed to play 19...♔h8 even though it allows the loss of a pawn after 20.♕xa6 ♖b8 21.♘c6 ♖b6 22.♖xe7 ♕xc6± **20.♖xe7?!**

20.♖ae1! is almost a won game already! **20...♕xe7 21.♘f5 ♕e5 22.♕g5+ ♔h8**

24.♘xf5 ♞e4 25.♗d5 ♞xd2

The BerlinPro is now conducting the attack with great accuracy. Note the mate threat on g7 which only Black's queen is defending

23.f4!

So attack the queen!

23...♖g8

Only move really

24.♕xg8+ ♖xg8 25.fxe5 ♖e8 26.♖e1 c6 27.♘d4 c5 28.♘b3 c4 29.♘d4 h6 30.e6 ♖e7 31.♖e5 fxe6 32.♖xe6 ♖xe6 33.♘xe6 a5 1-0

Tasc R30 2.2 - Mephisto Montreux 2MB

D07: Queen's Gambit: Chigorin Defence

1.d4 d5 2.c4 ♘c6 3.♘c3 dxc4 4.♘f3 a6 5.d5 ♘b8 6.e4 b5 7.♗e3N

7.a4 is in the opening books and has been played a few times, then 7...b4 8.♘b1 ♘f6 9.♕c2 c6 occurred in Ligterink v Fidelity Prestige, 1992! The IM won in 57 moves
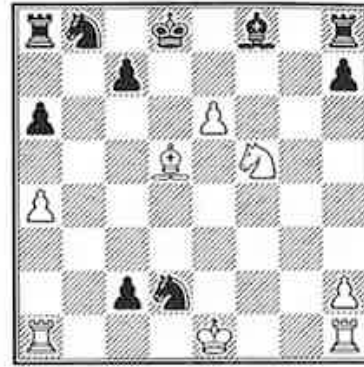
7...e6 8.dxe6 ♗xe6?

Why not just 8...♕xd1+ 9.♖xd1 ♗xe6=. Now White takes over the game

9.♕xd8+ ♔xd8 10.a4 b4 11.♘e2 c3 12.bxc3 bxc3 13.♘ed4

Black might be a pawn up, but has hardly started any piece development at all yet

13...c2 14.♗d2 ♘f6 15.♘g5 ♔c8 16.e5 ♘fd7 17.♘gxe6 fxe6 18.f4 g5 19.g3 gxf4 20.gxf4 ♘c5 21.♗c4 ♔d7 22.f5 exf5 23.e6+ ♔d8

26.♔xd2

26.♗xa8? would let Black right back into the game after 26...♘b3! 27.e7+ ♔xe7 28.♘xe7 ♔xe7 29.♔f2 ♘xa1 30.♖xa1 ♖d8!-+

26...c6 27.♗c4 ♗c5 28.♔xc2 ♔e8??

A serious mistake. 28...♖e8 was the best try, but Black would still be struggling after 29.♖ad1+ ♔c7 30.♖he1

29.e7! h5

If 29...♗xe7? 30.♖he1! and the pin must win: 30...♖a7 31.♖ab1! 1-0

30.♖ae1! ♖h7

The end could be 31.♖hg1 ♖xe7 32.♖g8+ ♔d7 33.♘xe7 ♗xe7 34.♖g7 winning very easily. An excellent demonstration of strong tactics by the Tasc machine. **1-0**

- Berlin Pro 1-0 Super Expert C
- Star Diamond 0-1 Atlanta
- Magellan ½-½ Sparc
- Risc2 1-0 Elite v11
- London 68030 1-0 Sapphire
- Tasc R30 1-0 Montreux

Round 2: game of the round and results

Most of the games in this round were drawn, the only decisive one was a long 88 mover and none too exciting. That's why I put two games in for the first round!

- Berlin Pro ½-½ Risc2
- Sparc ½-½ London 68030
- Atlanta ½-½ Tasc R30
- Sapphire ½-½ Star Diamond
- Super Expert 0-1 Magellan
- Elite v11 ½-½ Montreux

Round 3: game of the round and results

Mephisto Montreux 2MB - Saitek Sparc

C02: French Defence - Advance Variation by transposition

1.d4 e6 2.e4 d5 3.e5 c5 4.♕g4?!

4.c3 ♘c6 5.♘f3 is acknowledged to be the best variation here, but I like the way the older dedicated computers were programmed to take risks and try to test out their human opponents' tactical acumen even as early as this! Nowadays most PC books limit the choices considerably and only let their programs play the very best moves, because their mindset is engine v engine testing rather than engine v human!

4...cxd4 5.♘f3 ♘c6 6.♗d3 ♕c7 7.♗f4

This and 0-0 are considered about equal according to theory, but in my view 7.0-0 ♘xe5 8.♘xe5 ♕xe5 and now 9.♗f4 is the better choice

7...♘ge7 8.0-0 ♘g6 9.♖e1 ♘xf4 10.♕xf4 f6 11.c3

My opening book ends here, and with Black a pawn up, this position looks more than okay for the Sparc

11...fxe5 12.♘xe5 ♗c5 13.b4 ♗b6 14.♗b5

14...♖f8?!

14...dxc3 15.♘xc3 ♖f8! was particularly good. White is pretty well forced into 16.♕g5 and after 16...♖xf2 it's actually become quite complicated. My PC engine says White's best is 17.♘xc6 and that Black should play 17...♔f8 *(17...bxc6? 18.♘xd5! ♖f7+ 19.♔h1 ♕b7 20.♘xb6 ♕xb6 21.♗d3 g6 22.♖ad1± and White is a pawn down but probably winning thanks to the rooks and queen bearing down on the black king)* 18.♘xd5 exd5 19.♘d4 ♗h3∓. Interesting!

15.♕g3 dxc3 16.♖e2 ♖xf2 17.♗xc6+ bxc6 18.♖xf2 ♗d4 19.♘xc3 ♗xe5 20.♕e3

The Saitek Sparc

Black is still winning despite the mini-mistake at move 14, but now the Sparc goes wrong for a second time

20...d4?

The easy to see 20...♗xh2+ 21.♔h1 ♗d6 retains a small but useful advantage

21.♕f3!

White now has dangerous threats and is probably winning

21...♗xh2+

Of course not 21...dxc3 22.♕f8+ ♔d7 23.♖f7#

22.♔h1 ♗d6 23.♘e4

We now get a strange succession of errors by both sides!

23...♗xb4?

23...♔d8 was the only hope! But 24.♖af1! ♗d7 and now 25.♕g4 should make sure White gets the full point

24.♖d1?

Giving Black a chance to save the game! 24.♖af1! ♕e7 *(if 24...e5 25.♕b3! would be a clever way to win!)* 25.♕h5+ wins straight away

24...e5?

What a series of mistakes by both sides! With 24...♕e5 Black would almost be back in it. Then best is 25.♘g5 ♔d7 *(Black could not take the ♘, he's trying to avoid being mated!)* 26.♕f7+ ♗e7 27.♘f3 ♕f6! and only 28.♘xd4 ♕xf7 29.♖xf7 keeps White ahead

25.♕b3!

That does it

25...♗d7?

25...♗f5 26.♖xf5 ♕e7 at least delays mate

26.♕g8+ ♔e7 27.♕xg7+

Weird, surely the Montreux could find that 27.♖f7+ was mate in 3. Anyway the move played is enough to win: 27...♔d8 28.♖f7 ♔c8 29.♘f6 ♔b7 30.♖xd7, and White has a massive material advantage. **1-0**

- Tasc R30 1-0 Berlin Pro
- Super Expert ½-½ Sapphire
- Star Diamond 1-0 Elite v11
- London 68030 1-0 Atlanta
- Montreux 1-0 Sparc
- Risc2 0-1 Magellan

Leaders:
- 2½   Magellan, London68030, TascR30
- 2
- 1½   BerlinPro, Risc2, Montreux, StarDiamond,   Atlanta

Round 4: game of the round and results

For old time's sake I'd have quite liked to include here the Fidelity Elite v11 win against the Super Expert C in this round, but it was a lengthy affair and, as it happens, the Elite's best moment was still to come!

Saitek Sparc - Novag Sapphire

C42: Petroff Defence, unusual 3rd move

1.e4 e5 2.♘c3 ♘f6 3.♘f3 ♗b4?!

3...♘c6 4.♗b5 ♘d4 5.♗a4 is by far the most popular and successful line for Black

here, and it would probably now play 5...♗c5 with its 48% record, or 5...c6 with its 46% record, and both are backed by a load of GM-level games

4.♗c4 0-0

I was a bit surprised to find that my book, after this, had 5.0-0 and 5.d3, but both marked '?' to stop them being played. Is there anything better then, as 0-0 looks okay?!

I jumped into my database and found...
5.♕e2 ♘c6 *(5...d6 6.a3 ♗a5 7.b4 ♗b6 8.0-0 ♘c6 9.♘a4=)* 6.0-0 d6 7.♘d5=; If 5.0-0 ♗xc3 6.dxc3 *(6.bxc3 ♘xe4 7.♘xe5 d5! 8.♗b3=)* 6...d6 7.♖e1 h6 8.h3 ♘bd7 9.b4 ♘b6 10.♗b3 = or +/=

5.d3 5...♘c6 6.0-0 d6

6...♘a5 is theory and considered best, but d6 seems okay to me

7.♘d5 ♘xd5 8.exd5

8.♗xd5 is also okay

8...♘d4 9.♘xd4 exd4 10.a3 ♗a5 11.b4 ♗b6 12.♕h5 ♖e8 13.♗g5 f6 14.♗d2 ♗d7 15.♖fe1

The game is unbalanced, but offers both sides choices and chances, there's no sign of the fireworks to come

15...♗a4

15...♖e5!? 16.♖xe5 fxe5 *(16...dxe5? 17.f4!)* 17.♖e1 ♕f6=

16.♖e6! ♗xc2?!

The Sapphire has always had a slightly insufficient sense of danger. 16...♗d7 17.a4 a5 *(17...♗xe6? 18.dxe6! threatening a very unpleasant discovered check that will give Black more than a little trouble)* 18.b5 ♗c5=

17.♖ae1?

Missing its first chance. 17.a4! was much stronger: 17...♖xe6 18.dxe6 ♕e8 19.e7+ ♔h8 20.♗f7 ♕xe7 21.♗g6 h6 22.a5! It took a while coming, but White wins the ♗

17...♗a4 18.b5

18...罝f8??

The position could still have been held with 18...罝xe6! 19.dxe6 豐e7, and now 20.盒b4 is met by 20...盒c5. With best play this should be a draw − Black has an extra pawn, but must take care, especially avoiding mistakes against the passed pawn on e6
19.罝e7! 含h8 20.罝1e4!

Only a sacrifice can delay mate after this!
20...含g8

20...盒d1 21.豐xd1 f5 slows down the White win a little
21.罝xg7+!

Another top class move by the Sparc, my PC engines tell me it is m/9!
21...含xg7 22.罝h4 罝f7 23.盒h6+ 含h8

23...含g8 24.罝g4+ 罝g7 25.罝xg7+ 含h8 26.豐f7 etc also mates
24.豐xf7 豐f8 25.盒xf8 罝xf8 26.豐xf8# 1-0

- Atlanta ½-½ Berlin Pro
- Magellan ½-½ London 68030
- Elite v11 1-0 Super Expert C
- Montreux 0-1 Risc2
- Sparc 1-0 Sapphire
- Star Diamond 0-1 Tasc R30

Round 5: game of the round and results

Tasc R30 2.2 - Mephisto Magellan

C50: Hungarian Defence and Giuoco Pianissimo
**1.e4 e5 2.公f3 公c6 3.盒c4 公f6 4.d3 盒c5
5.公c3 d6 6.公a4 盒b6 7.公xb6 axb6 8.盒g5
公a5N**

8...0-0 and 8...h6 are known here, there's not much to choose between them, and the move played is also okay
**9.盒d5 h6 10.盒xf6 豐xf6 11.公d2 c6 12.盒b3
公xb3 13.axb3 罝xa1 14.豐xa1 0-0 15.0-0
豐g5 16.公c4**

16.公f3 might have been better, then

16...豐g6 17.豐a7!?
16...盒h3

The mate threat is easily met, but Black does now have an initiative
**17.公e3 d5 18.含h1 盒e6 19.豐a7 d4 20.公c4
b5**

21.f4!?

Bold play, typical of the Tasc
21...exf4 22.公d2 豐d8 23.公f3?!

Why not 23.罝xf4 or 23.豐xb7
**23...b6 24.罝a1 g5! 25.豐b7 c5 26.豐c6 g4
27.公e5 豐g5 28.公d7**

Both programs are trying to assert them−selves on the attack, but now the Magellan misses a good chance!
28...盒xd7?!

28...g3! 29.e5 *(29.hxg3? fxg3 30.含g1 罝d8-+)* 29...盒xd7 30.豐xd7 豐xe5 31.豐g4+ 含h8 32.豐f3 罝e8-+
29.豐xd7 b4 30.罝f1 罝a8 31.豐c6 罝a2

This has been a good and exciting game with some of the play on a knife edge. But now the R30 goes wrong
32.豐xb6?

32.罝b1 was the best try, then 32...豐h5 and now 33.h3!? seems best as, if 33...gxh3 34.豐c8+! adds protection to the h3 square, so after 34...含h7 35.gxh3 is okay 33...g3 34.罝f1
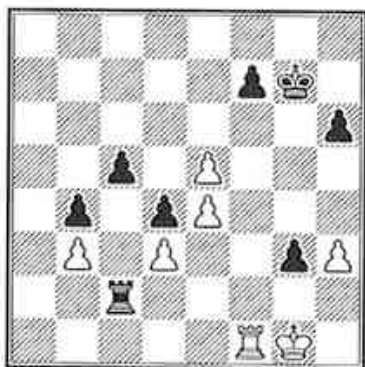**32...罝xb2 33.豐b8+**

The Magellan in the foreground, with the London 68030 from their roud 4 game

If 33.e5 ♕xe5 34.♕xh6 ♖xc2 and White is still in a mess

33...♔g7 34.h3?

Not so good. 34.g3 had to be better, but it's still in trouble after 34...f3 35.h4 gxh3

34...g3 35.♔g1 f3 36.gxf3 ♖xc2 37.f4 ♕h5 38.♕e5+ ♕xe5 39.fxe5

It is worth seeing how neatly the Magellan finishes the game off

39...♖b2! 40.♖f3 ♖xb3 41.♖xg3+ ♔f8 42.♖f3 ♔e7 43.♔f2 c4! 44.♖f6

If 44.dxc4? ♖xf3+ 45.♔xf3 b3 0-1

44...cxd3 45.♔e1 ♖b2

46.♖b6 b3-+ 47.♔d1 ♖b1+ 48.♔d2 b2 49.♔xd3 ♖d1+ 50.♔c2 b1♕+ 51.♖xb1 ♖xb1 52.♔xb1 ♔e6 and one of the pawns will stroll home. **0-1**

And now a miniature, quite unexpected when Richard Lang and Ed Schroder programs meet!

Meph London 68030 - Mephisto Risc 2

E45: Nimzo-Indian - Rubinstein

1.d4 ♘f6 2.c4 e6 3.♘c3 ♗b4 4.e3 b6 5.♘ge2 ♗a6 6.♘g3 0-0 7.e4 d5

Now 8.cxd5 is theory. The move chosen by the London actually a little inferior... but it leads to an astonishingly quick win!

8.e5?! ♘e4 9.♘gxe4 dxe4 10.♗e3 ♘c6 11.♕g4

This is okay so far, but the Risc decides to take a big chance

11...♘xd4?!

11...♖e8 12.♕xe4 ♘a5= is fine

Or 11...♕e7 12.♕xe4 ♘a5 13.♖c1 and now 13...♗xc4 14.♗xc4 ♘xc4. White will castle with only a slight territorial advantage perhaps, but likely to lose bishop for knight.

12.0-0-0!

Now the best defence is 12...♗xc3 13.bxc3 ♕e7 14.♖xd4 ♕a3+. It wont be easy as Black will be material down, but the queen can cause White some problems

12...h5?! 13.♕xh5 c5?!

13...♗xc3 14.bxc3 ♕e7 is best. It looks as if Black has thrown a piece when White plays 15.♖xd4, but 15...♕a3+ 16.♔b1 ♕xc3 17.♕e2 c5 18.♖xe4 ♗b7

This would have put White under quite a lot of pressure and the London'030 would need to play accurately. Back to the game...

14.♘xe4 ♕c7?

Three, no, four unexpected and poor moves in a row, and White has a m/8! 14...f6 was the last chance, though already a bit too late, then 15.♗d3 ♕e7 16.♘xc5 *(the knight can't be taken as ♕h7 is m/2)* 16...f5 17.♘xa6 no, it was already hopeless, wasn't it!?

15.♘f6+ gxf6 16.♕g4+ ♔h7 17.exf6

now announcing m/5 **1-0**

- Berlin Pro 1-0 Sparc
- Tasc R30 0-1 Magellan
- London 68030 1-0 Risc2
- Elite v11 ½-½ Atlanta
- Sapphire 0-1 Montreux
- Super Expert C 0-1 Star Diamond

Leaders:
- 4   Magellan, London68030
- 3½   TascR30
- 3   BerlinPro
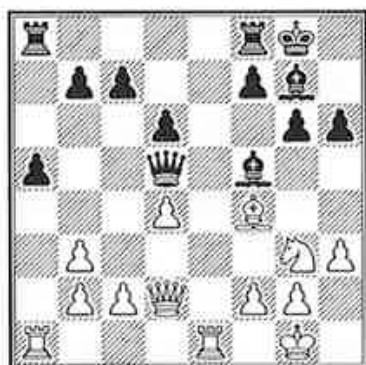- 2½   Risc2, Atlanta, Montreux, StarDiamond

Round 6: game of the round and results

After its quick loss in the last round the Risc2 gets 'Game of the Day status again in round 6.

Mephisto Risc 2 - Star Diamond

B04: Alekhine's Defence: 4 Nf3

1.e4 ♘f6 2.e5 ♘d5 3.d4 d6 4.♘f3 g6 5.♗c4 ♘b6 6.♗b3 ♗g7 7.♕e2 ♘c6 8.0-0 0-0 9.h3 ♘a5 10.♘c3 ♘xb3 11.axb3 ♗f5 12.♖e1 a5N 13.exd6 exd6 14.♗f4 ♕d7 15.♕d2 ♕c6 16.♘g5 h6 17.♘ge4 ♘d5? 18.♘xd5 ♕xd5 19.♘g3

19...♗d7

Not 19...♗xd4?? when 20.♘xf5! gxf5 21.♗xh6 ♖fe8 22.c3! The bishop is pinned and Black's queen behind it is unprotected! **20.♗xh6 ♗xh6 21.♕xh6 ♕xd4 22.c3 ♕g7 23.♕xg7+ ♔xg7 24.♖e7 ♖fd8 25.♔f1 ♖a6 26.c4 ♖b6 27.♖e3 a4 28.♘e4 ♖xb3 29.♖xb3 axb3**
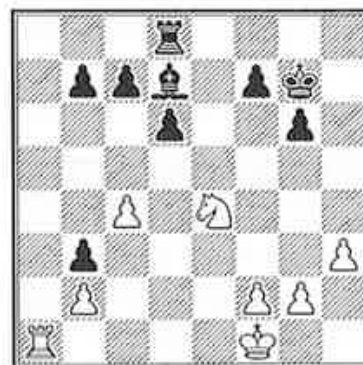
30.♘d2?

Certainly the ♟/b3 looks dangerous, but at present it is not easy for Black to support or protect it, so a little counterattack with 30.♖a7!? was in order, and if 30...♗c6 31.f3 d5 32.cxd5 ♖xd5 33.♖a3 with drawing chances. After the game move the Star Diamond brilliantly creates a nice group of passed pawns for itself

30...b5! 31.cxb5 ♗xb5+ 32.♔g1 ♖e8 33.♘f3?

If 33.♘xb3 ♖e2! is strong, but this is still better for White than the move it played **33...♗c4**

33...c5! was also very strong here **34.♖c1 d5! 35.♘d2 ♖e2 36.♘xc4 dxc4 37.♖b1 ♖c2 38.f4 c5 39.♔h1 c3! 40.bxc3 b2**

This is good enough to win, though 40...♖xc3, or 40...c4 were both better. After 40...b2 41.♔h2 c4, and White has no good moves, anything it does just makes things worse, eg 42.♔g3 ♖xc3+, or 42.f5 gxf5 **0-1**

- Magellan ½-½ Berlin Pro
- Tasc R30 ½-½ London 68030
- Risc2 0-1 Star Diamond
- Atlanta ½-½ Montreux
- Sapphire ½-½ Elite v11
- Sparc 1-0 Super Expert C

Round 7: game of the round and results

We went into the last round with the **Magellan** and the **London 68030** level on points. The London was to play its 'weaker' brother,

i.e. the London 68030 processor at 30MHz v Rob's Berlin Pro on a 68020 processor at 24MHz, so that should be a 1-0. And the Magellan had an apparently easy chance against the Star Diamond! Mind you, as we saw, the latter had just beaten the Risc2!

But first I give you a quite astonishing game between the Fidelity Elite v11 and the Tasc!! I don't think I would have believed some of the blunders the R30 made in this game if I hadn't seen them with my own eyes!

Elite V11 - Tasc R30 2.2
B13: Caro-Kann: Exchange Variation and Panov-Botvinnik Attack

1.d4 c6 2.e4 d5 3.exd5 cxd5 4.♗d3 ♘c6 5.c3 g6 6.♘f3 ♘h6 7.♕a4

Not best, that's considered to be 7.0-0, but typically dedicated computer active!
7...♗g7 8.♘e5

Another 'over-active' move instead of castling. Anyone out there remember the PC program Virtual Chess?! Well VC played 8.0-0 against Larry Christiansen in a Computer v Humans tournament in 1997, won by the GM!
8...0-0 9.♘xc6 bxc6 10.♕xc6

Well, White has actually won a pawn, but Black is already well ahead in development and should be able to improve that advantage while driving the White queen away
10...♗f5 11.♕a6 ♕c7 12.♘a3 ♖fb8 13.♗c2 ♗xc2?!

The position cried out for 13...♖b6! 14.♕e2 ♖e6! 15.♗e3 ♖b8∓
14.♘xc2 ♘f5 15.0-0 ♖b6

It's still a good move here, but doesn't have the same impact it would have done a couple of moves earlier
16.♕a4 e6 17.♖e1 a5 18.g3 f6 19.♘e3 ♘xe3 20.♖xe3 e5 21.b3 e4 22.♗a3 f5 23.♗c5 ♖c6
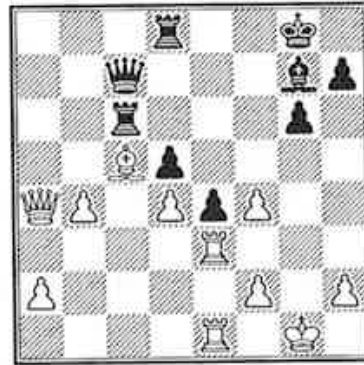
24.♖ae1 ♖d8 25.b4 f4!?

This allows the Elite to go 2 pawns up, but the Tasc program is playing actively and aiming to create a winning piece attack as it opens up the board
26.gxf4 axb4 27.cxb4

It needs to be noted that White has quite big compensation if the Tasc attack fails – 2 extra pawns, connected and passed no less!
27...♗h6 28.♖h3 ♗xf4 29.♕b3 ♕f7 30.b5

So far so good, the R30 has done well and could actually equalise here. Instead it starts out on a series of semi-serious and serious blunders that are a big surprise to me
30...♖c7?

30...♖b8! was an equalising move here, bringing quite a halt to White's chances on the queenside. In these keenly balanced open positions every tempo can be seriously important, and this one was!
31.a4?

How on earth did the Elite miss 31.♗b6! attacking both rooks and winning one for sure. Best for Black would be 31...♖f8 32.♗xc7 ♗xc7, but 33.♕e3 would give White the better chances, as would the tricky 33.♔h1 because ♕xf2 would be met by 34.♕xd5+!
31...h5?

It still amazes me how the lovely old dedicated machines were so often blind to exactly the same things as each other. The trouble with 31.a4? is that it allowed 31...♖b7 32.a5 ♕f5 33.b6 ♗d2 which is close to equalising. But the Tasc missed it!

To be honest some of the play now is very scrappy, no doubt both programs were running a little short of time. I'll try to show a few better moves that were missed, but keep away from unkind comments as much as possible!

32.a5 ♕d7 33.a6 ♕f7

The Tasc doesn't seem to know what to do with its queen, and it was probably better going with 33...♕e6. Then I'd expect 34.b6! ♖f7. You can see how hard these pawns are to stop! Indeed 35.a7! next looks good

34.♔h1

34.♗b6! was available to White again

34...♗g5?

34...♕e6 was again the best chance

35.♖e2?!

35.♖g1! or, again, 35.♗b6

35...e3?

35...♕e6!

36.♖hxe3 ♗xe3

Hurray, two consecutive moves that were the best available!

37.♕xe3 ♕d7 38.♕d3 ♕g4 39.b6 ♖a8??

39...♖f7! was best, but should be met by 40.b7 which wins. With most of the suggested improvements if Black had played the best move it would have made White work harder, the White mistakes simply allow Black to survive for longer. But Black's mistake here (39...♖a8??) should have been heavily punished!

40.b7??

Here Zappa Mexico2 showed there was actually a forced mate with: 40.bxc7!! ♔g7 (if 40...♔f7 41.f3 ♕f4 42.♖e7+ ♔f6 43.♕c3

m/11; or 40...♖c8 41.a7 ♔h8 42.♖e7 ♕f4 43.♕xg6 ♕f3+ 44.♔g1 ♕d1+ 45.♔g2 ♕g4+ 46.♕xg4 hxg4 47.♖d7 g3 48.hxg3 ♖e8 49.♖d8 and m/5) 41.♖e7+ ♔f6 42.f3 ♕f4 43.♗a3 ♖c8 44.♕c3 ♔g5 45.♗c1 ♔f6 46.♖h7 ♖xc7 47.♖xc7 ♕d6 48.h4 ♕e6 49.♗g5+ ♔f5 50.♕d3+ ♕e4 51.♖e7 ♕xd3 52.♖e5#.

Also winning is 40.h3! ♕c8 and now what I previously marked ?? (40.b7??) played now (41.b7) would win, though 41.bxc7! is m/16 and still the best move

40...♖b8??

Would you believe it if I told you that 40...♖xb7! saves the game: 41.♖a2 (not 41.axb7?? ♖a1+ is m/3 and Black wins!) 41...♖f7 42.a7 ♕f4 should draw

41.a7 ♖cxb7 42.axb8♕+ ♖xb8 43.♖e1 ♖b2 44.♖e8+ ♔f7 45.♖e7+ ♔g8 46.♕g3

46...♕xg3 (Black would like to avoid the exchange of queens, but 46...♕f5 47.♖e8+ is m/9) 47.fxg3, and White surely can't help but win the d5 pawn and the game! Great enter— tainment for the operators I would think. **1-0**

Okay, on the the game the London68030 need to win....

Berlin Pro 68020 - Mephisto London 68030

D49: Semi-Slav: Meran System: Main line with 9 e4 c5 10 e5 cxd4 11 Nxb5

1.d4 ♘f6 2.c4 c6 3.♘f3 d5 4.♘c3 e6 5.e3 ♘bd7 6.♗d3 dxc4 7.♗xc4 b5 8.♗d3 a6 9.e4 c5 10.e5 cxd4 11.♘xb5 ♘xe5 12.♘xe5 axb5 13.♗xb5+ ♗d7 14.♘xd7 ♕a5+ 15.♗d2 ♕xb5 16.♘xf8 ♔xf8 17.b3 ♔e7 18.a4 ♕e5+

19.♕e2

My own book has run out here, but this is obviously the best move

19...♕xe2+?!N

When I checked my BigDatabase I found

that Black doesn't normally exchange queens, but plays either 19...♔d6 Orlov – Bzowski, Novi Sad 1989, 1-0 (39); or 19...♕d5 Meier – Naiditsch Germany 2004, 0-1 (29)

20.♔xe2 ♖hb8 21.♖hb1 ♘e4 22.b4 ♖d8 23.b5 d3+

Black to move – no material imbalance shown, passed pawns endgame

23...♘xd2!? 24.♔xd2 ♖a5 would be an interesting idea

It has become an endgame battle of the passed pawns, but White's connected pair are obviously the stronger!

24.♔e3!

Best. If 24.♔e1 ♖ac8! though White still has an advantage

24...♘f6 25.f3?!

Time is important in these positions, and White could have played 25.a5! maintaining the maximum pressure possible

25...g6?

Missing the chance to play 25...♘d5+!? and now White needs to play 26.♔f2 to stay ahead as *26.♔xd3 ♘b6+ 27.♔e2 ♘xa4* wins an important pawn. 26...♘b6 27.♗b4+ ♔d7 28.a5 ♘c4. Even so the advantage is still with the pair of White passed pawns

26.a5! ♖ac8

White advanced passed a- and b-pawns, knight and connected rooks

27.a6

It was actually better to push the other pawn, so 27.b6! ♖c2 28.♖b5! *(Amazingly*

28.b7? is a draw: 28...♘d5+! 29.♔xd3 ♘b4+ 30.♔e3 ♘d5+ etc) 28...♘d5+ 29.♖xd5 exd5 30.b7 ♖b2 31.a6 ♖b8 32.a7 ♖2xb7 33.axb8♕ ♖xb8 34.♔xd3 should win easily enough

27...♘d5+?

White's '2nd. best' 27th move has worked out okay for the BerlinPro as Black makes a mistake when it needed to play [27...♖c2 and it still has a fighting chance of a draw after 28.♖d1 ♖b2 29.a7 ♖a8 30.♔xd3 ♘d5. *(Of course here the Genius030 would be more likely to play 30...♖xb5? but 31.♗e3 ♘d7 32.♖db1 is an even better position for White)* 31.♖a5 ♘c7+–

28.♔f2!

Getting itself back out of the way is part of the idea, the other is to sit on d1 and block Black's d/pawn!

28...♖c2

Black must stop the pawns rolling, so 28...♖d6 was better

29.♔e1 ♘b6 30.♗a5 d2+

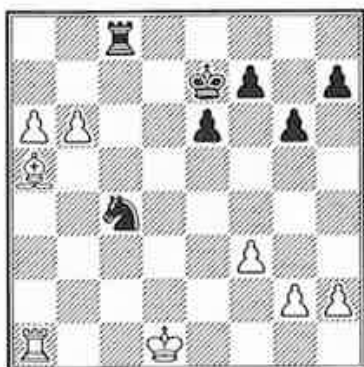All or nothing

31.♔d1!

Nothing!!

31...♖c1+ 32.♖xc1 dxc1♕+ 33.♔xc1 ♖c8+ 34.♔d1 ♘c4 35.b6!

An appropriate place for a photo of Rob van Son at Gebruikers, as it is his BerlinPro which threatens to upset its bigger brother, the London 68030!

The pawns are on the move again
35...♖d8+ 36.♔e2 ♘xb6
What else? 36...♘xa5 37.♖xa5 ♔d7 is no good, 38.♖c5 wins easily, threatening ♖c7+ and if 38...♖c8 39.♖xc8 ♔xc8 then 40.♔e3 and the king march up the board forces the win
37.♗xb6 ♖a8 38.a7 ♔d6 39.♖c1 e5 40.♖c7 h5 41.♖b7
I'm sure Sel Search readers don't really need to see a winning line to show it's over, but here's one anyway: 41...f6 42.♖b8 ♖xa7 43.♗xa7 ♔e6 44.♖b6+ etc **1-0**

The other deciding game between the

Magellan and the Star Diamond wasn't in the pgn file I got from Rob, but after the London 68030's defeat it only needed a draw to win top place outright, and that's what it got! Here are all the last round results:

- Berlin Pro 1-0 London 68030
- Risc 2 1-0 Sapphire
- Elite v11 1-0 Tasc R30
- Montreux 1-0 Super Expert C
- Sparc ½-½ Atlanta
- Star Diamond ½-½ Magellan

Rob van Son, June 2008

with special thanks to:
Hans van Mierlo
Robert Sax

The winners with their Cups

Pos	Computer	Operator	SelS Rating	Score/7
1	**Mephisto Magellan**	Hein Veldhuis	2223	5
2=	**Mephisto London 68030**	Robert Sax	2313	4½
2=	**Mephisto Berlin Pro**	Rob van Son	2247	4½
4=	**Tasc R30 v2.2**	Hans van Mierlo	2320	4
4=	**Novag Star Diamond**	Peter Schimmelpennink/Rob	2185	4
4=	**Mephisto Montreux**	Ruud Martin	2219	4
7=	**Mephisto Atlanta**	Walther Kappelhof/Rob	2223	3½
7=	**Mephisto RISC 2**	Ries van Leeuwen/Hans van Mierlo	2261	3½
7=	**Saitek SPARC**	Hans van Mierlo	2218	3½
7=	**Fidelity Elite v11**	Ries van Leeuwen/Hans van Mierlo	2204	3½
11	**Novag Sapphire**	Alfons Termaat	2092	1½
12	**Novag Super Expert C**	Gerrit Hoogeveen	1968	½

CHRIS GOULDEN's *UCI+WINBOARD ENGINES* PAGE

Jun 26 07:26:36 2008
for eric@elhchess.demon.co.uk
From: Chris Goulden

Hi Eric

Please find enclosed the latest Division 1 and 2 Results.

I have not done the qualifying Division 3 because I have up to 6 new engines that could get into Division 3 and I need to arrange play-offs to get two of them to qualify to start in Div 3. I would be late with the results if I start testing like that!

I am proposing to drop **Glaurung** as it has won about 3 or 4 Division 1 titles in a row. I have a new engine ready to replace it and I see no point in asking it to qualify via divisions 2 and 3.

The engine is called **Sloppy 0.2** and from its starting tests at Ridderkerk if played on my machine would give it an initial Elo of 2719. I need to test this myself as well.

I would have time however to do the follow up test with the two HIARCS and the beta Rybka that were in the last issue where I was questioning the strength of its opening book known as The Turk by Djordje Vidanovic. I would run this in Winboard with Polyglot, but this only if you think there is enough space this issue, or it could wait till next time which would give time to do these tests.

Now for the report:

You may recall in the last issue I talked about some engines that were previously private and had only just become available to be included in my divisions.

The editor and I also mentioned that the top three in Division 1 had been unchallenged for some time. Well things have changed, Thinker 5.1e managed to split the big 3, but **Glaurung** won as usual.

A new version of Glaurung is also now available, Glaurung 2.1 being the latest. The three at the bottom on 7.5 were sorted with, sadly, the UK program Colossus being relegated

Chris Goulden

along with Movei. Pharaon had more wins than the others and Bright had more wins with black... a close call!

DIVISION 1

Pos	Engine	/ 18
1	GLAURUNG 2.01	14
2=	THINKER 5.1E	
	SCORPIO 2.0	10
	SPIKE 1.2 TURIN	
5	WILDCAT 8 BETA5	9
6	ALARIC 707	8½
7=	BRIGHT 0.3A	
	DEEP PHARAON 3.5.1	7½
	COLOSSUS 2007D	
10	MOVEI 0.08.438	6

SlowChess won the 2nd Division on the more wins rule, and as I said in the last issue Aristarch would not make the immediate return to Division 1 due to improved competition it will be harder still with Colossus and Movei down there next time.

E.T.Chess and Little Goliath Evolution were relegated.

DIVISION 2

Pos	Engine	/18
1=	SLOWBLITZ WV 2.1 FRENZEE FEB08	12½
3	ARISTARCH 4.50	10½
4	PETIR 4.9999	10
5	JONNY 2.83	9
6	DELFI 5.2	8½
7	CRAFTY 22.0 JA	8
8=	UFIM 8.02* E.T.CHESS 130108	6½
10	LG EVOLUTION	6

Ufim 8.02* stays up due to more wins.

I have no news on the Division 3 due to testing 6 new qualifiers, one of which I intend to put straight into Division 1. The engine is known as Sloppy 0.20 and appears to be about 2720 Elo strength, I will have a better idea after the tests.

I will get on with my Division 3 tests, unless you want the beta Rybka test with the alternative opening book for this issue as well.

Cheers!

Chris

I e-mailed Chris suggesting it would be good if he could find some way to keep Glaurung in his tests, as it seems a shame to drop an engine for doing so well! Chris wondered about Glaurung going commercial - in fact it's a shame, it isn't quite strong enough to go commercial in my view, but it is very good!
I'd heard a new program called Bugchess had become available - indeed it drew a game with Rybka in the World Rapid Championship very recently, and came in the top half of that tournament! It's a WinBoard engine so I hadn't used it myself (I'm a coward and have always stuck to the UCI engines under Chess-Base or Arena!). Anyway I wondered if there was some way of including Sloppy and Bugchess with one or two others, such as the new MP version of Delfi (5.3b), if they looked like being good enough.

As a result Chris e-mailed to say he could give me instructions on how to install Sloppy under WinBoard to run within a ChessBase program, and I countered with a suggestion that maybe he could do a 'muggins' article for all of us!

Hi Eric

Thanks for the two e-mails, my time controls for testing are probably a bit quick to decide on Glaurung's commercial possibilities as they are never slower than G/30. I will see how 2.1 gets on in my follow-up test. My idea is to bring Rebel/ProDeo and Naum2 back and see how they go against them!
I got my 2.1 from the author, I think you said yours was [JA] as a compile from Jim Ablett, maybe there is a difference, but you are probably right, it does struggle against the big commercials other than it fluked 2nd place a couple of tournaments back.

I have just downloaded Bugchess, but I do not know why it has not been tested in the divisions or the qualifiers at Ridderkerk. I shall put it in my test group and see what happens. I was going to let Delfi 5.3 go in Division 2, as 5.2 did not get back up this time, to gauge its improvement, if any.

I can do an article on WB2UCI which would be easier for everyone. There is anothe option where you rename a native ENG file to the engine you want to use and then take all the Winboard files across, but this is proven to devalue the chosen engine by 30 Elo, so WB2UCI is the best option unless users use Arena which does cover both protocols but has a few bugs.

Cheers for now.

Chris

... and then a few days later:

Thanks Eric, and thanks for pointing Bugchess out! I have now done some early tests on it!

Three things have come from this: firstly the author has owned up to making Bugchess as

an anti Rybka program in style, which is no doubt how it got the draw against Rybka at the tournament you were talking about. The last previously available version before the one that I am using now was only just promoted from Ridderkerk Division 3 to Division 2 and was much weaker.

The current one however is obviously stronger than that, but in my tests is only averaging 2650 Elo.

I did the following to get that far. I did a test against a mid-table Division 4 engine which it beat, then against a mid table Division 3 which it also beat, and then it drew with Johnny 2.83 from Division 2, and drew with Wildcat 8 from my 1st division. So I am expecting it to win Division 3 along with the new Sloppy 0.2, which is easily mid-table Division 2 standard.

I should probably do this type of test on all new engines, when they are this strong, it is silly starting them at the bottom. This is what they do on the Ridderkerk site! Instead of starting an engine at the bottom where, even if it is really strong, it still faces a long haul to get each of its almost inevitable straight up promotions, they put new engines into a division based on a test of their strength against a small selected range of opponents, to establish a good guide to their rating. This usually puts an engine in its correct place but, if the early test has misled them, then the engine will get a promotion or demotion to its correct division fairly quickly.

Speak to you soon.

Chris.

... and just in time for this issue!

Hi Eric

I have just finished the Pro-Am tournament that I said I could squeeze in, and I've enclosed the CBV games file and the spreadsheet. I've also put the WB2UCI article in for the magazine when you can fit it in.

First up the ProAm12 Tournament:

You will recall in *Sel Search* 136 I did a test

to have a look to see if the last two version of HIARCS and the one before last version of Zapchess could get past the beta version of Rybka, in the Chessbase Interface.

I decided to re-run this tournament for this issue because you and I discovered that the opening book (known as the Turk) being used for Rybka was showing a "losing" evaluation coming out of the opening by 0.45 of a pawn in most of its games. The new test was in Winboard using the Polyglot adapter for the UCI engines, and we obviously lost Zapchess Zanzibar as it is Chessbase only.

Well what a difference an opening book makes, Rybka very nearly made it to 1st place with a new opening book by Marc Lacrosse (the latest Rybka commercial book is a massive download). Everything hinged on the last round With HIARCS 12 and Rybka level, and Junior half a point behind, and they all had Black for the last round.

Junior and Rybka could only draw against Thinker and Toga respectively, while HIARCS 12 won an impressive long drawn out end game against the recently released Glaurung 2.1. Interestingly there were a lot of draws in this tournament, which is why it was a low scoring contest.

PRO-AM TOURNAMENT

Pos	Engine	/14
1	HIARCS 12 UCI	8½
2	RYBKA 1.0 BETA	8
3	JUNIOR 10.1 UCI	7½
4=	FRUIT 2.3.1 GLAURUNG 2.1 HIARCS 11.2 UCI	7
7	TOGA II 1.4BETA5C	6½
8	THINKER 5.1E	4½

Thanks as always, Chris, for another excellent and helpful contribution to the magazine.

In our NEXT issue we will have Chris's article which will fully describe how to install the many 'Internet available' WinBoard engines to run within your ChessBase engine programs, with a clear step-by-step example for Delfi!

Catching up with RYBKA!

Do you like the title?! It made me smile when I thought of it!

It is mainly about my promise to at last catch up with the various matches involving **Rybka** over recent months, but also *"catching up with Rybka"* is what the other programmers have all been trying to do for the past 2 years... and as there's a **Rybka 3** due out in the fairly near future the task isn't getting any easier for them!

Our last Rybka-specific article was in *SelS 134* when we finished their **pawn odds** match, with Rybka by 5-3. This had been Rybka's third pawn odds match:

- As White in every game with each pawn in turn off the board it beat GM Jaan Ehlvest 5½-2½
- Alternating as White and Black, but still without a different pawn in each game it then again beat GM Jaan Ehlvest, this time by 4½-1½
- And as above and in *SelS134* it then, alternating as White and Black, and again without a different pawn in each game it beat GM Joel Benjamin by 5-3

Since then Rybka has played in 3 more matches against GMs!

<u>First</u> another against **GM Joel Benjamin** and starting from a normal position, but giving the GM draw odds... i.e if the GM draws then he wins :-) Benjamin would also have White in every game!

<u>Then</u> another pawn and yawn match, this time against **GM Roman Dzindzichashvili**. The matches get tougher as now Rybka would play all its games as Black, each without a different pawn!

The <u>third</u> match only recently finished was a knight odds (!) match against **FIDE Master John Meyer** (2284 Elo). Okay, a weaker player - but knight odds?!

We'll have a brief look at each of these in turn, and include some games with brief notes.

Rybka v Benjamin - draw odds match

I was looking forward to this one, it seems to me that pawn odds matches are a bit artificial and that the IM/GM, in having to play without his vast opening knowledge and experience from move 1, has to quickly get used to new types of positions and challenges. True the computer must do the same, but it knows nothing about comfortable or uncomfortable, it just calculates what it thinks is best.

On the other hand the need to play for a draw occurs often in matches and tournaments, and here, when the GM knows that a draw will count as a win, he can play safe, simple chess with confidence, deliberately avoiding risks, and encouraging exchanges and simplification whenever he wants, as there's no need to force a position or to ever look for a way to win. And as Benjamin would have White in every game I thought he had a chance! The time control throughout was G/90mins + 30secs per move.

Joel Benjamin - Rybka

Game 1. C41: Philidor Defence
1.e4 e5 2.♘f3 d6!

The Philidor − keeps all the pieces on, tends to avoid symmetry and not easy to block the position... what more could you ask?!

3.d4 exd4 4.♘xd4 ♘f6 5.♘c3 ♗e7 6.♗e2 0-0 7.0-0 c5 8.♘f3 ♘c6 9.♖e1

9.♗f4 is the usual move, but this has been played a couple of times recently, and with good results

9...♗e6

This has been played once, in a drawn game in 1998, but now we leave all theory

10.b3N

10.♗f4 is theory, but only 1 game on my database for it!

10...a6 11.♗b2 ♖e8 12.♗f1?!

Playing carefully has to be balanced with retaining some presence on the board. I think 12.♗c4 or ♗d3 would have been better

**12...d5! 13.exd5 ♘xd5 14.♘xd5 ♕xd5 15.♕xd5 ♗xd5 16.♖ad1**

Despite my comment at move 12 Benjamin has achieved major simplifications. You could say the Rybka has equalised as Black, but the position looks exactly level and very drawish, which would mean a 1-0 start for the GM

16...♖ad8 17.a3 ♔f8 18.♗d3 g6 19.♔f1 b5 20.c4?!

Continuing his efforts to simplify the position, but after the exchanges Black appears to have gained some initiative. Maybe 20.♗e2 was better

20...bxc4 21.♗xc4 ♗xc4+ 22.bxc4 ♖xd1 23.♖xd1 ♖b8
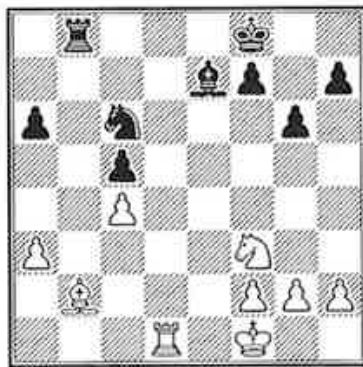
It still looks very drawish, but Black's ♖ has become active
24.♖d2 f6 25.♖c2

Possibly 25.♔e2 getting his king closer to the action was better, which is what Rybka decides to do next
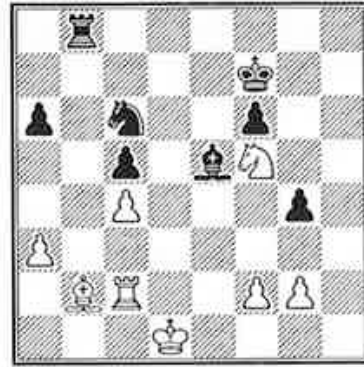**25...♔f7 26.♔e2 g5!?**

A surprise, to me at least, I'd expected the first action to be on the queenside
27.h3 h5 28.♔d1

Benjamin also thinks the queenside is where the main action is to be, but I reckon now that 28.g3 would have been best
28...g4 29.hxg4 hxg4 30.♘h4 ♗d6 31.♘f5 ♗e5

32.♔c1?!

A step too far. Rybka immediately shows that it knows what to do. 32.♗xe5 ♘xe5 33.♘g3 was the best try, and should still be a draw. As in all these types of situation the side with the advantage tries to find ways to create some difficulties and pressure. If the other side finds the best moves then a draw results
**32...♔g6! 33.♘e3 ♗f4 34.g3?!**

Here it seems better to move the king away from the pin on the knight with 34.♔d1 ♗xe3 35.fxe3, but after 35...♘e5 note that 36.e4?! Nxc4 37.♖xc4 ♖xb2 loses a pawn, as the pawn now on e4 stops White getting it back with ♖xg4. So 36.a4 would be best, but the endgame is getting harder for White!
34...♗xe3+ 35.fxe3 ♘e5

The threat of ♖b3 looks unpleasant, so White exchanges
36.♗xe5 fxe5 37.♖f2 ♖b3! 38.♔d2 ♖xa3
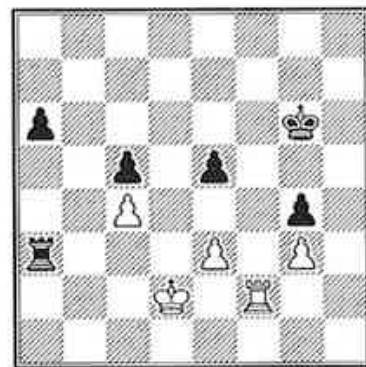
Now a pawn down White has to be very careful
39.♖f8 a5 40.♔e2?

The last, best chance was 40.♖c8! ♔f5! 41.♖xc5 ♔e4! 42.♖d5 ♖xe3 43.♖xa5 ♖xg3 44.♖a8 ♔d4 45.♖g8 ♔xc4 46.♔e2 ♔c5!? *(my favourite endgame engine (ZapMexico) reckons that 46...e4 only draws after a series of checks beginning with 47.♖c8+)* 47.♔f2

♖f3+ 48.♔g2 ♖f4 49.♔g3 ♖d4 50.♖c8+ ♔d5 51.♖e8. Here we begin to see that, despite being ♖+2♙ v ♖, Black has difficulties! It can't play 51...e4 as that blocks the protection of g4 so allows 52.♔xg4, and yet it needs to find a way out of the various checks. I venture to suggest this might be a draw!
40...a4

Now it would look as if 41.♔d2 is the only hope, but Benjamin goes the other way with **41.♔f2?**

and almost immediately resigns. 41...♖a2+ 42.♔e1 a3 43.♖a8 ♔f5 44.♔d1 ♔e4 45.♔c1 ♖a1+ 46.♔c2 ♔xe3 **0-1**.

After the much better 41.♔d2 the win is much harder to achieve, and it's worth some careful analysis: 41...♖b3 42.♖c8 ♔f5 43.♖xc5 ♔e4! 44.♖a5 ♖d3+. Which way should the king go?! 45.♔c2. Best! 45...♖xe3 46.♖xa4 ♖xg3 47.♔d2

(47.c5+?! looks tempting, but 47...♔d5 48.♖a5 ♔c6 49.♔d2 ♖b3! Now Black looks to have a win. It's hard to decide between ♖a4 and ♔e2 for White's next, but I think it's probably 50.♖a4 then 50...g3 51.♔e2 g2 52.♔f2 ♖b2+ 53.♔g1 ♔xc5. Now White can delay things with a series of checks: 54.♖a5+ ♔d4 55.♖a4+ ♔e3 56.♖a3+ ♔f4 Now if 57.♖a4+ e4 wins quite quickly, so 57.♖a7 e4 58.♖f7+ ♔e3 59.♖a7 ♖d2 60.♖a3+ ♔f4 61.♖a7 e3

To be honest there have been mate announcements on my PC screen for quite a few moves, but it's always good for you and me to see how the win will be achieved. I'm sure we can all say 0–1 now, and it's show-ing m/16)

Back to the 47.♔d2 line: 47...♖g2+ 48.♔e1 ♖c2! 49.♔d1 ♖h2 50.♖a3 ♔f4 51.♔e1 ♖c2! and it's still 0–1 in the end!

Game 2: B08. Classical Pirc
1.e4 d6 2.d4 ♘f6 3.♘c3 g6 4.♘f3 ♗g7 5.♗e2 0-0 6.0-0 a6 7.♖e1 e6

Alternatives: 7...b5?! 8.e5 ♘e8 9.a4 b4 10.♘d5 ♘c6± looks good for White
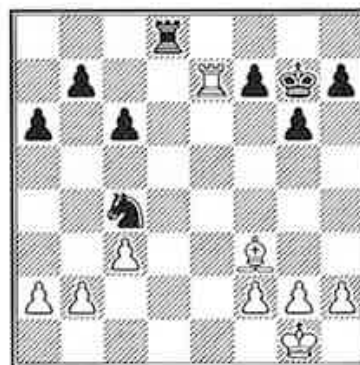
7...♘c6 8.d5 ♘e5 9.♘xe5 dxe5 10.♗e3 is interesting, with 10...e6± appearing to be Black's best reply
8.e5

8.♗f4 ♘c6 9.♕d2 b5 10.♗f1 is thought to be better for White
8...dxe5 9.♘xe5 ♘fd7 10.♗f4N

10.♘f3 c5 11.♗e3 cxd4 12.♘xd4 was played in a 1994 game, ending in a draw
10...♘xe5 11.♗xe5 ♘c6 12.♗xg7 ♔xg7 13.d5 exd5 14.♘xd5 ♗e6 15.♗f3 ♗xd5 16.♗xd5 ♕f6 17.c3 ♖ad8 18.♕f3 ♘a5 19.♖ad1 c6 20.♗e4 ♕xf3 21.♗xf3 ♘c4 22.♖xd8 ♖xd8 23.♖e7

Amazingly Benjamin has not only got the queens off again, but once more it's already down to a ♖+minor piece endgame. This time Benjamin's rook is the first into action and the game was finally "drawn" at move 67, so Benjamin in fact wins, 1-0, and the match is all square
23...♖b8 24.♖e2 ♔f6 25.♔f1 ♖d8 26.♔e1 g5 27.♖c2 a5 28.♗e2 ♘b6 29.♖d2 ♖xd2 30.♔xd2 ♘d5 31.♗g4 ♔e5 32.♗c8 b5 33.♗d7 ♔d6 34.♗g4 ♘e7 35.♗e2 f6 36.g3 f5 37.♔e3 ♘d5+ 38.♔d2 ♘b6 39.♔d3 ♔e5 40.♗f3 c5 41.♗c6 c4+ 42.♔d2 b4 43.♗e8 ♘d5 44.♗f7 bxc3+ 45.bxc3 f4 46.gxf4+ gxf4 47.♗xd5 ♔xd5 48.f3 a4 49.a3 ♔c6 50.♔e2 ♔d6 51.♔f2 ♔e5 52.♔g2 ♔f6 53.♔f2 ♔f7 54.♔g1 ♔g6 55.♔f2 ♔f6 56.♔g1 ♔g5 57.♔f2 ♔h4 58.♔g2 h6 59.♔f2 ♔h5 60.♔g2 ♔g5 61.♔f2 ♔g6 62.♔g2 ♔h5 63.♔h3 ♔g5 64.♔g2 ♔f5 65.♔h3 h5 66.♔h4 ♔g6 67.h3 ♔h6. ½-½
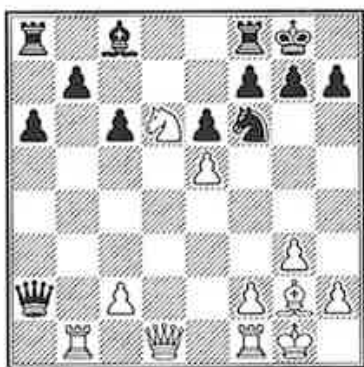so White wins and **1–0**, match score 1–1

Joel Benjamin - Rybka

Game 3: B43... a Sicilian!

1.e4 c5 2.♘f3 e6 3.♘c3 a6 4.d4 cxd4 5.♘xd4 ♛c7 6.g3 ♗b4 7.♗d2 ♘f6 8.♗g2 ♘c6 9.♘xc6 dxc6 10.0-0 0-0

My own Hiarcs book has come to an end here, but there are some games in the database, mainly 11.♛d2 and 11.f4, the latter in particular having a good record. But Benjamin now strikes out with something new, rather double-edged and therefore unexpected, as he sacrifices a pawn for an initiative! Bold but dodgy in the match circumstances

11.♘b5?!

11.f4 e5 12.f5 ♖d8 13.♛e2=

11...♛e7 12.♗xb4 ♛xb4 13.♘d6 ♛xb2 14.♖b1 ♛xa2 15.e5

White's position has begun to look a little difficult, and the GM is of course a pawn down

24.♘f5! ♖b1 25.♖xb1 ♛xb1+ 26.♔g2 d4! 27.♘xh6+?!

Brave... or desperate perhaps?! 27.♖f4 looks like the 'sensible' try, and now Rybka would probably play 27...♖e8 then 28.♛e4 ♛a2 29.♛e2 a5, and Black should still win from here

27...gxh6 28.♖xh6 ♖b8 29.f3?!

Benjamin's only chance now was to be really active and push his best pawns, so 29.g4 and, after the probable 29...♖b6, 30.♖h5. But Black plays 30...a5 and should be able to force the win

29...♖b2! 30.♛h7+

Just delaying things

30...♔f8 31.♛h8+ ♔e7 32.♖xe6+ fxe6 33.♛g7+ ♔e8 34.♛g8+ ♔d7 35.♛f7+ ♔c6 36.♛xe6+ ♔b5 37.♛d7+ ♔b4 38.♔h3 ♛xc2

Now there's 2 pawns gone, but one will come back – and the initiative is White's

15...♘d5 16.♖b3?!

Trying to develop whilst troubling Black's queen, but with it out of play and his own e5/♙ and the well advanced knight, I'd have gone for ♛d3 and ♗e4 to set up the start of a kingside attack

16...b5 17.♛c1 b4 18.♗xd5 exd5 19.♖xb4 ♗h3 20.♖e1 ♖ab8 21.♖h4

Best. Not 21.♖xb8? ♖xb8 22.♛f4 as 22...d4! 23.♛h4 *(if 23.♛xd4?? ♖b1! wins outright)* 23...♗e6 24.♛xd4 ♖b1 25.♖xb1 ♛xb1+ 26.♔g2 ♗d5+, and although White has equalised material for the moment, Black now has the initiative and is likely to win the c2 pawn and so have a pair of passed queenside pawns!

21...♗e6 22.♛d2 c5!? 23.♛d3 h6

39.♔g4

Continuing with checks, e.g 39.♛b7+, wont last long: 39...♔c3 40.♛c8 ♛h7+ 41.♔g4 ♛g6+ 42.♔f4 ♛f7+ 43.♔g5 ♛e7+ 44.♔f5 ♖xh2 45.g4 d3 etc and 0-1

39...♛g6+ 40.♔f4 ♖xh2 41.e6 ♖h5

with a mate in 8 announcement **0-1**

Rybka programmer, Vasik Rajlich

So Rybka moves into a 2−1 lead from it's pair of wins and the draw.

Joel Benjamin - Rybka

Game 4

1.e4 c5 2.♘f3 e6 3.c3 ♘f6 4.♗d3 ♘c6 5.0-0 d5 6.e5 ♘d7 7.♗b5 ♕b6 8.♕a4 ♗e7 9.d3 0-0 10.♗xc6 ♕xc6 11.♕xc6 bxc6 12.c4 a5 13.a4 ♖b8 14.♘bd2 g5 15.h3 h5 16.♖e1 ♔h7 17.g4 ♗a6 18.♖b1 ♖h8 19.b3 ♔g6 20.♗b2 ♗d8 21.♗c3 ♖b7 22.♗b2 ♔g7 23.♗a3 ♗c7 24.♔g2 ♖b6 25.♔g1 ♖bb8 26.♘f1 ♖b7 27.♘1d2 ♔g6 28.♔g2 ♗d8 29.♗b2 ♔g7 30.♗a3 ♖b6 31.♖bc1 ♖b8 32.♖b1 ♔g6 33.♗b2 ♗c7 34.♔g1 ♔g7 35.♗a3 ♖he8 36.♗b2 ♗d8 37.♗a3 ♔g6 38.♔g2 h4 39.♔g1 ♗b6 40.♖bc1 ♖b7 41.♔g2 ♖d8 42.♔g1 ♖g8 43.♔g2 ♖h8 44.♔g1 ♖hb8 45.♔g2 ♖e8 46.♔g1 ♗c7 47.♖b1 ♖c8 48.♔g2 ♖d8 49.♔g1 ♖a7 50.♔g2 ♖g8 51.♔g1 ♖b7 52.♔g2 ♖h8 53.♔g1 ♖bb8 54.♔g2 ♖he8 55.♔g1 ♖b7 56.♔g2 ♖eb8 57.♔g1 ♖a8 58.♔g2 ♗b6 59.♖bc1 ♖c8 60.♔g1 ♖bb8 61.♔g2 ♘f8 62.♖b1 ♔h6 63.♗c1 ♗d8 64.♘f1 ♘g6 65.♗e3 ♗e7 66.♘1d2 ♖g8 67.♔h2

Benjamin managed to lock the position quite early on, and the Rybka manoeuvres are going nowhere. Now it sees a chance to

win a piece for 2 pawns

67...d4!? 68.♗xg5+ ♗xg5 69.♘xg5 ♔xg5 70.♘e4+ ♔h6 71.♘xc5 ♗c8 72.♖e4

The exchange advantage has done the PC engine no good, the position is a complex fortress which all the programs think is winning for Black, but in which they will go nowhere at all. The operator made Benjamin play to move 139 before giving it up. ½-½

So Benjamin has equalised at 2−2 under the Match rules.

Joel Benjamin - Rybka

Game 5. Schmid-Benoni

1.d4 ♘f6 2.♘f3 c5 3.d5 b5 4.♗g5 ♕b6 5.a4?!

Pretty rare, 5. .♘c3 and 5.♗xf6 are usual

5...b4

Probably best

6.c4?!

6.a5 has been played

6...h6 7.♗h4 g5 8.♗g3 ♗g7 9.a5 ♕d8 10.♘bd2 d6 11.e4 ♘h5

Yet again Benjamin has managed to lock the centre. I think his next move must have been to deliberately tempt Rybka to overpush its b4/♙... and that's what it does − but is it good, or is it bad?!

12.♖a2?! b3 13.♘xb3 ♘a6 14.♕b1 f5!?

Rybka co-programmer,
Larry Kaufman

Offering a second pawn! 14...♘b4 was also good! Either way Black has obtained a more than useful initiative for the sacrificed material
15.exf5 0-0!

This is exactly the sort of position that Benjamin doesn't want. Two pawns up (as in game 3) he must now try to win, but the complications suit a computer perfectly!
16.♗d3 ♘b4

17.♖a4?!

17.♘bd2 ♘xa2 18.♕xa2 ♗xf5 19.♗xf5 ♖xf5 20.0-0 was the better (only?!) try, giving back material to defuse Black's attacking options
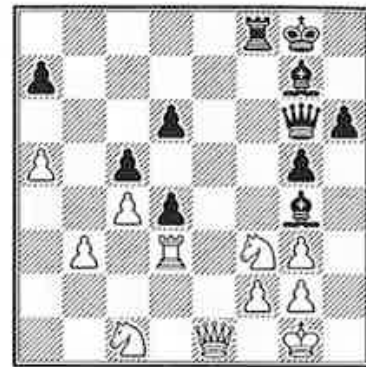**17...♘xd3+ 18.♕xd3 ♕e8 19.♖a2 ♗xf5 20.♕e2 ♖b8**

Rybka is now only one pawn down, but has a strong attack and is already winning
21.♘fd2 ♕g6 22.♘c1 ♖be8 23.0-0 ♘xg3 24.hxg3 e6 25.b3

25.dxe6?! ♖xe6 26.♕f3 ♗b1! works out even worse for White
25...exd5 26.♕d1 d4 27.♘f3 ♗g4 28.♖d2

28.♖e2 was better, and if 28...♕h5 29.♖xe8 ♖xe8 30.♘d3∓
28...♕h5 29.♖d3 ♖e7 30.♖e1 ♖xe1+ 31.♕xe1 ♕g6

The material is back to equal, but 2x♗ are more equal than 2x♘...
32.♘h2?

Missing the immediate threat. Of course it's never easy! If 32.♖d2 so as to meet 32...♖e8 with 33.♖e2, Black instead plays 32...♗xf3 33.gxf3 ♖xf3 winning a pawn. Still, that offered more hope than the consequences of the move played!
32...♖e8! 33.♕d2 ♗f5 34.♘f3 ♗xd3 35.♘xd3 ♕e6 36.♔f1 ♗f6

Heading for d8 to attack △/a5
37.♕d1 ♗d8 38.a6 ♗a5! 39.♘g1 ♖b8 40.♘h3 ♖b6 41.♔g1 ♖xa6 42.♕f3 ♗d8 43.♕a8 ♕e7 44.f3 ♖a3 45.♘hf2 ♖xb3 46.♕d5+ ♔g7 47.♕f5 a5

Benjamin had struggled valiantly and well over the last 15 moves, but the end is now inevitable and he decides to save his energy for the next day. After all, he's only 3–2 down under the terms of the match! **0-1**

Joel Benjamin - Rybka

Game 6. Part of the Torre/London/Colle systems
1.d4 ♘f6 2.♘f3 e6 3.♗g5 h6 4.♗xf6

Losing the bishop pair early isn't such a good plan, I think the usual 4.♗h4 was wiser
4...♕xf6 5.♘bd2?!

Fairly rare, 5.e4 is usual. Benjamin is trying to get the computer out of book early.
5...d6 6.c3

Other moves are: 6.e4 ♘d7 7.c3, or 6.e3 ♘d7 7.♗d3 g6 8.c3 ♗g7
6...♘d7 7.e4

Transposing to our earlier alternative line. Interestingly in 1987 Benjamin himself played 7.e3 here against Hjartarson in a major tournament, the game ending in a draw
7...g6 8.♗d3 ♗g7 9.♘c4

Another very rarely seen move which puts Rybka out of book. Usual are: 9.0-0 0-0 10.♖e1, or 9.♕e2 e5 10.♘c4

9...0-0N

There's a game between a couple of 2200 Elo players which went 9...e5 10.dxe5 dxe5 11.0-0 and White won

10.0-0 e5 11.dxe5 dxe5 12.b4

Preventing 12...♘c5, but inviting a5 or c5 at an appropriate time

12...♘b6 13.♘a5

13.♘fxe5 doesn't work because of 13...♘xc4 14.♘xc4 ♕xc3 15.♖b1 *(to save the ♗/b4)* 15...♗e6∓

13...♕e7 14.♕e2 c5 15.b5 ♖d8 16.♗c2?!

16.a4 was okay, holding the b5 pawn and freeing the ♗/d3. Also Black would be a bit tied up with his ♖/a8 particularly needing help to develop being blocked by the ♗/c8 protecting b7

16...♕c7

The computer engine now stands better

17.♗b3 ♗d7 18.a4 a6

At best here White must lose a pawn

19.♕a2?

Not a good square for the queen. With 19.bxa6 ♖xa6 20.♘c4 ♘xa4 White can now try 21.♘e3, and after 21...b5 22.c4∓, Black still doesn't have a clear win

19...♗e8!

Black protects the pawn and opens the d-file for the rook, adding to White's problems. 20.bxa6 is again best, but White would

still be struggling now

20.♖fb1?

If 20.bxa6 ♖xa6 21.♘c4 ♘xa4 22.♕c2 b5 23.♘e3 c4 24.♗xa4 bxa4 and with 2x♗+♙ against 2x♘ Black has a big advantage

20...axb5 21.axb5 ♖a7

Adding to the protection of the b7/♙ and preparing to double rooks on the a-file against the pinned knight. Black must win some material. If 22.c4 ♖da8 23.♕d2, the knight is still protected twice, so 23...♘c8! 24.b6! This is a neat way to avoid the loss of a full piece, but 24...♘xb6 25.♗c2 ♘xc4 26.♘xc4 ♖xa1, and Black has effectively both won the exchange and has 2 extra pawns. **0-1**

For the first time in the match Rybka is 2 ahead at 4–2. Benjamin needs to draw or win both the last 2 games. Here is game 7...

Joel Benjamin - Rybka

1.e4 e5 2.♘f3 d6 3.d4 exd4 4.♘xd4 ♘f6 5.♘c3 ♗e7 6.♗e2 0-0 7.0-0 ♖e8 8.f4 ♗f8 9.♗f3 c5 10.♘de2 ♘c6 11.h3 ♗d7 12.g4 h6 13.♗g2 ♖c8 14.♘g3 ♘d4 15.♗e3 ♘b5 16.♘ce2 ♘c7 17.c4 b5 18.cxb5 ♗xb5 19.♗f2 ♖b8 20.♕c2 ♘e6 21.♖fe1 ♕b6 22.b3 ♗c6 23.♖ad1 ♕b7 24.f5 ♘g5 25.♘c3 a5 26.♕d2 ♘fxe4 27.♘cxe4 ♘xe4 28.♗xe4 ♗xe4 29.♕xa5 ♖a8 30.♕d2 ♗f3 31.♖xe8 ♖xe8 32.♖e1 ♖xe1+ 33.♕xe1 d5 34.♗e3 d4 35.♗f4 ♕d7 36.♔h2 ♗b7 37.♕d2 ♕d5 38.♕f2 d3 39.♘f1 h5 40.♘e3 ♕h1+ 41.♔g3 d2 42.♕e2 ♕e1+ **0-1**

Rybka, now 5-2 ahead in match terms, has won, but game 8 is still worth a look!

Joel Benjamin - Rybka

Game 8

1.e4 e5 2.♘f3 d6 3.d4 exd4 4.♘xd4 ♘f6 5.♘c3 ♗e7 6.g3 ♘c6 7.♗g2 0-0 8.0-0 ♗g4 9.f3 ♘xd4 10.♕xd4 ♗e6 11.f4 c5 12.♕d2 ♖e8 13.b3 c4 14.♔h1 ♖c8 15.♗b2 ♕a5 16.♕d4 ♗f8 17.♖ae1 a6 18.♗f3 ♗h3 19.♗g2 ♕h5 20.♕d2 b5 21.a3 d5! 22.exd5 ♘g4

23.b4?!

Probably missing the knight fork at the end of the exchanges. Benjamin would still have been about equal by first making the exchange himself: 23.♗xh3 ♕xh3 and now 24.b4

23...♗xg2+ 24.♕xg2 ♘e3! 25.♕f3 ♘xf1 26.♕xh5 ♖xe1 27.♔g2 ♖ce8

28.♕f3?

28.♔h3 ♖d8 29.♕f3 and White still has some drawing chances

28...♘e3+ 29.♔h3 f5! 30.d6 ♖e6 31.♔h4 ♖h6+ 32.♔g5 ♖xd6

32...♖xd6 mate, starting with ♗e7+, can only be delayed by sacrifices: 33.♕xe3 ♖xe3 34.♔xf5 g6+ 35.♔g4 ♗g7 etc. **0-1**

So Benjamin slumps from 2-2 after a 0-2=2 start, to **2-6** by losing the last 4 on the run.

GM tiredness got the blame for this, but the records actually show that in many Human v Computer matches, it is the human who does better later! This is because he gets more used to the style, strengths and weak-nesses of his computer opponent.

But Rybka was just too good!

From now on Roman Dzindzichashvili will be called **RomanD**... I'm not typing that lot out every time!

He's a leading GM of course, a renowned chess teacher with a reputation for having a massive knowledge and insight into the stra-tegical and planning side of the game. He's also known to use the top programmes in his preparation and teaching, though he considers them to be still positionally weak and too reli-ant on tactics!

I know that Joel Benjamin has this big reputa-tion, having being involved with the Deep Blue 2 machine that beat Kasparov - not that anyone would surely ever suggest Benjamin on his own could ever have won a match against Kasparov, but sometimes it sounds as if that's what happened in a couple of the games - i.e that Benjamin's interventions won the match for Deep Blue! Phooey!!

But his two poor results against Rybka imply (to me) not only that Rybka is indeed very strong, but also that Benjamin is not (now) quite as good at computer chess as he once was, or we were all led to think!

On the other hand there are many who think that RomanD is a particularly tough opponent for a computer, even to the degree that some reckon he'd have made life tougher for Fritz and Junior if he'd played instead of Kasparov-Kramnik-Anand in their Human v Computer matches!

On the Internet his Blitz rating is usually close to 3400 Elo, and you can't hold a rating like that for long nowadays unless you know how to deal with the PC engines!

I understand his method is to play a few friendly games against a new PC engine, to discover and assess its character, strengths and weaknesses, and then he starts including them in his rated games on the 'net.

Still, despite all that, on the evidence of the Rybka performances against Ehlvest and now (twice) Benjamin, I still expected Rybka to win narrowly.
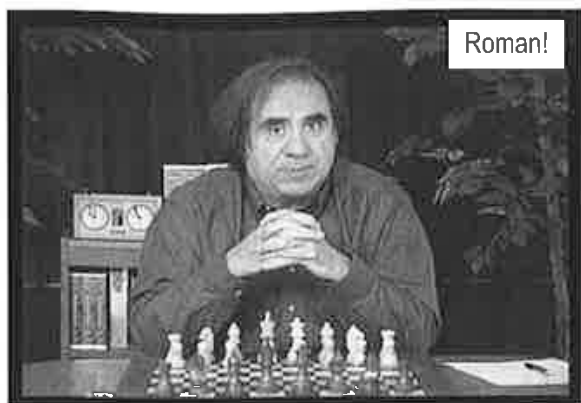
Roman!

Game 1: Dzindzichashvili - Rybka
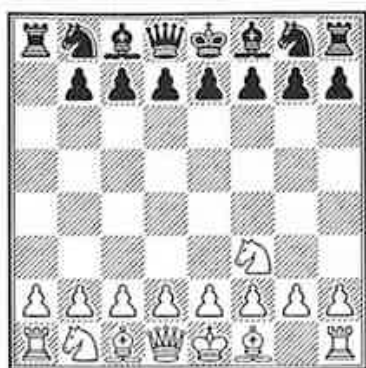
1.♘f3 ♘f6 2.g3 g6 3.♗g2 ♗g7 4.0-0 d5 5.d3

Roman is playing an Old Indian type defence

5...0-0 6.♘bd2 c5

Rybka energetically grabs the centre

7.e4 dxe4 8.dxe4 ♘c6 9.♖e1 ♕c7 10.c3 ♖d8 11.♕c2 b6 12.♘c4 ♗e6 13.♗f4 ♕b7 14.♘ce5 ♘xe5 15.♗xe5 ♗h6 16.♗xf6 exf6 17.a4 ♗d7

18.♗f1?!

The problem with this is that it leaves the White e4/♙ pinned because of ♕x♘f3. Rybka spots this! Maybe 18.b3!? was better

18...♖e8 19.♗b5 ♗xb5 20.axb5 ♖xa1 21.♖xa1

Roman's cautious play has managed to exchange a lot of the heavy guns, but his e/♙

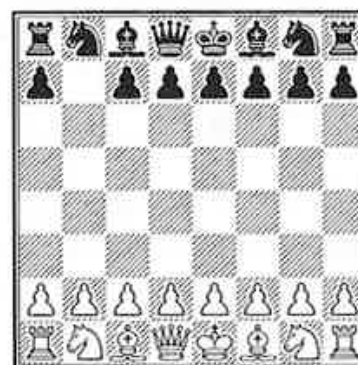now looks ready to fall and both the material and game are looking very level

21...f5 22.♖e1 fxe4 23.♘d2 e3 24.♘c4 ♕d7 25.♘xe3 ♗xe3 26.♖xe3 ♖xe3 27.fxe3 ♕xb5
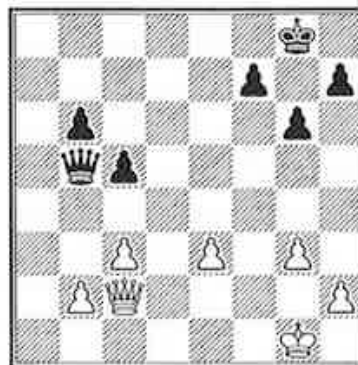
We have reached a totally equal ♕+♙ ending, and the game was drawn without any alarms from or for either side

28.c4 ♕d7 29.♔f2 h5 30.♔e1 ♕h3 31.♕f2 ♔g7 32.♔d2 ♕d7+ 33.♔c3 ♕e7 34.♕d2 ♕e4 35.♕d3 ♕h1 36.♕d2 ♕f3 37.b4 ♔h6 38.bxc5 bxc5 39.♔b3 ♕e4 40.♔c3 ♔g7 41.♕f2 g5 42.♕d2 f6 43.♕d7+ ♔h6 44.♕d2 ♕e5+ 45.♔c2 ♕f5+ 46.♕d3 ♕f2+ 47.♕d2 ♕xd2+ 48.♔xd2 ♔g6 49.e4 ♔f7 50.h3 ♔e6 51.♔e2 ♔e5 52.♔e3 ♔d6 53.♔d2 ♔e7 54.♔e2 ♔e6 55.♔d2 h4 56.g4 ♔e5 57.♔e3 ♔e6 58.♔e2 ♔d6 59.♔d2 ♔e5 60.♔e3 ♔e6 61.♔e2 ♔d6 62.♔d2 ♔e5 ½-½

Game 2: Dzindzichashvili - Rybka

1.♘f3 ♘f6 2.g3 ♘c6 3.♗g2 ♖b8 4.d4!

A more active beginning to the game from the GM!

4...e6 5.0-0 d5 6.b3 ♗e7 7.♗a3?!

Forcing an exchange which enables the computer get ahead in development. 7.♘c3!? looks preferable

7...♗xa3 8.♘xa3 ♕d6 9.♘b1 0-0 10.♘c3 h6 11.♖e1 ♖d8 12.e3 ♗a6 13.♘a4 ♘d7 14.♕d2 ♘f6 15.♕c1 ♘d7 16.♕d2 ♘f6 17.♕c1 ♘d7

For a moment both players seem happy to draw, but Roman is still a pawn up!

18.♖d1

18.♕d2?! was the repetition draw

18...♘e7 19.♘d2 ♗e2 20.♖e1 ♗b5!

The GM is planning c4, and after this move the knight with 21.♘c3 would delay it. If instead 21.♘b2 then c5 22.c4 dxc4 23.♘dxc4 ♕c7. So Roman leaves the knight, gets himself doubled pawns, but plays the move he wants to immediately!

21.c4!? ♗xa4

21...dxc4?! 22.♘xc4 ♕a6 23.♕a3 would clearly be good for White.

Certainly NOT 21...♗c6?? 22.c5 ♘xc5 23.♘xc5 winning a whole knight

22.bxa4 ♕b4 23.cxd5 ♘xd5 24.♗xd5 exd5 25.♘b3 ♖b7 26.a5! c5 27.♘xc5 ♘xc5 28.♕xc5 ♕xc5 29.dxc5

So Roman has got it to a 2x♖ + ♙ endgame and, at present, he is 2 pawns up. But it is not difficult for Rybka to win at least one back

29...♖c7 30.♖ec1 ♖dc8 31.♖ab1 ♖xc5 32.♖xc5 ♖xc5

One gone and another in its sights!

33.♖b8+ ♔h7 34.♖b7 ♖xa5 35.♖xf7 ♖xa2?!

RomanD criticised this move after the game. He said it was better to ditch the d-♙ first with 35...d4 and, after 36.exd4, then 36...♖xa2. I do notice one interesting

difference with this idea compared to the game, and that is that Black can here get its king into the game more easily, e.g.: 37.♖d7 ♔g6

36.♖d7 a5

36...♖a5 would protect the pawn, but the ♖ would be out of play for Roman's kingside pawn push, starting with 37.h4 a6 38.♖d6, and it will be easier for the White ♔ to get into the game than its adversary, so the GM would have a useful advantage! E.g. Black must go 38...♔g8 but White has 39.♔g2. Even so I think this was the better chance for Rybka, its position looks at move 38 in the game

37.♖xd5 a4 38.♖a5

We are always told that rooks should be behind pawns, and RomanD shows why as his ♖ keeps gets behind the Rybka pawns constantly restricting the computer's chance of counterplay

38...g5 39.g4 a3 40.♔g2 ♔g7 41.♖a6
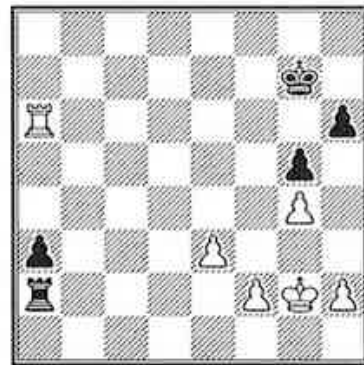
41...♔f7??

Giving up the h–pawn, a particularly strange choice, and pretty much giving Roman the win! The interesting thing, as Larry Kaufman one of the Rybka program-ming team pointed out, is that it's a peculiar-ity of the Contempt Factor! This was set to encourage Rybka to avoid exchanges and simplification − so the opposite of what we'd expected the GM to do, though in fact he plays the match very energetically! But with the Contempt left at normal Rybka correctly plays 41...♔h7. *"I need to investigate this!"* said Larry

41...♔h7 42.♔g3 ♔g7 43.f4 ♖a1 was best for Rybka and, in truth, no−one after the game managed to find a definite way for the GM to force a win!

42.♖xh6 ♖b2 43.♖a6 a2

The win by slowly advancing king and

pawns is now fairly straightforward, but operator Larry Kaufman understandably plays on for a while *'just in case'*
44.♔g3 ♖e2 45.f3 ♔e7

Of course if 45...♖xe3?! 46.♖xa2 and Roman doesn't have to worry about keeping an eye on the a/♙ anymore
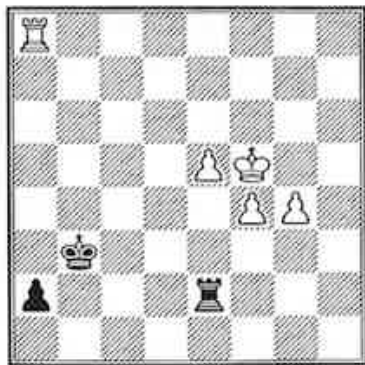**46.e4 ♔d8 47.h4 gxh4+ 48.♔xh4 ♔c8 49.♔g5?!**

Ahaaa... a small mistake as 49.♔g3 ♔b7 50.♖a4 ♔c6 51.g5! was best. It just needs 2 or 3 more 'small mistakes'!
49...♔b7 50.♖a3 ♔b6 51.f4 ♔c5 52.e5 ♔b4 53.♖a8 ♔b3 54.♔f5

54...♖c2

54...♖e1 doesn't make any difference: 55.e6 a1♕ 56.♖xa1 ♖xa1 57.e7 ♖a8 58.♔g6 ♔c4 59.♔f7 and 1-0
55.g5

55.e6! was better, but even small mistakes don't matter any more!
55...♖c8!

A cute idea, but Roman's not going to fall for that!
56.♖a6 ♖f8+ 57.♔g4 ♖e8 58.g6 ♖e6 59.♖xa2 ♖xg6+

If 59...♔xa2 60.g7 ♖g6+ 61.♔f5 ♖xg7 62.e6 ♔b3 63.♔f6 ♖c7 64.e7 ♖c8 65.♔e6 ♔c4 66.f5 etc and 1-0
60.♔f5 ♖b6 61.♖d2 ♖b5 62.♔f6 ♖b6+ 63.e6 ♔c4 64.f5 ♔c3 65.♖d8 ♖a6 66.♔f7 ♖a5 67.f6 1-0

A very rare loss for Rybka, even in pawn odds games against GMs!

Game 3: Dzindzichashvili - Rybka
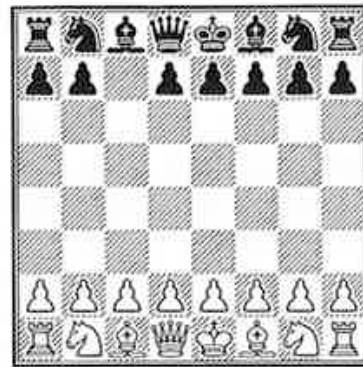
1.c4 e5 2.d3 ♘c6 3.g3 ♗c5 4.♗g2 ♘f6 5.♘c3 0-0 6.♘f3 d6 7.♗g5 h6 8.♗xf6 ♕xf6 9.0-0 ♗g4 10.♘d5 ♕d8 11.h3 ♗e6 12.e3 a5 13.♔h2 ♕d7 14.d4 ♗a7

Roman has played a type of English defence, and hasn't managed either the exchanges or the blocked centre of the previous games. Now he plays a very attractive sacrifice, but I don't know if this is so highly recommended against such a strong opponent unless you can see quite clearly that the attack will develop
15.♘f6+?!

15.b3 followed by 16.♘c3 was a steady way of maintaining a more comfortable pawn up advantage
15...gxf6 16.d5 f5!

Rybka makes no attempt to remove either threatened piece and instead increases the tension
17.♘h4!

Best, taking the piece back yields nothing at all, so White must try to attack.

E.g. 17.dxc6 bxc6 material level and position equal, as is 17.dxe6 fxe6
17...♔h7!

This appears to take all the sting out of the attack, and leaves Roman with little choice but to recover his piece, though it means he

has still sacrificed (lost?!) a pawn at the end of it all. Of course, as he started the game a pawn up, that's not the end of the world for him

18.dxc6

18.dxe6 fxe6 19.♗xc6 bxc6 20.♕c2 and White doesn't have much at all.

The only chance aiming to try and maintain an attack looks like 18.♕h5, but it seems to be well met by 18...♖g8 and White again has to recover his piece for no advantage

18...bxc6 19.♕c2 ♖ae8 20.♖ad1 ♖g8 21.e4 f4 22.gxf4 ♕e7 23.♘f3 ♗c8 24.f5 ♗c5 25.♖g1 ♕a7 26.♖d2 ♗a6 27.b3 d5!?

28.♔h1

I'm guessing here, but Roman possibly assumed that the computer, when it played 27...d5, must have seen a strong tactical chance against 28.exd5, so opted instead for this cautious reply.

Here is some analysis if he'd taken a risk: 28.exd5 cxd5 *(or 28...e4 29.f6 cxd5 30.♘h4 ♕b8+ 31.♔h1 ♕f4 and we've transposed to the 28...cxd5 variation!)* 29.f6+ e4 30.♘h4 ♕c7+ 31.♔h1 ♕f4 32.♖xd5 ♗b6, and now best is 33.♘f5 ♗xf2 34.♘e7 ♗xg1 35.♕xe4+ ♕xe4 36.♗xe4+ ♔h8 37.♘xg8 ♔xg8 38.♖xa5 ♖xe4 39.♔xg1. We've reached a position in which White has 3 pawns for a bishop, and I think a pretty tense endgame would be in prospect!

28...d4 29.♘e1 ♕e7 30.♖d3 ♗b4 31.♖f3 ♕h4 32.♕e2 c5

It's been looking like a draw for the last few moves

33.♘d3

Quickly heading for a draw was 33.♖g3 ♗xe1 *(or 33...♖xg3 34.fxg3 ♕xg3=)* 34.♕xe1 ♗b7 35.♔h2=

33...♗b7 34.♖g3 ♖xg3 35.fxg3 ♕xg3 36.♕f3?!

The best continuation, which actually forces Rybka to play with some care, was 36.♕h5 ♕g7 37.♗f3 ♕f6 38.♘f2 ♖f8 39.♘g4 ♕g5 40.♕xg5 hxg5 41.♘xe5 f6 42.♘d3, leaving White with an extra pawn and slight winning chances

36...♕h4 37.♕g4 ♕xg4 38.hxg4

Roman has forced the queens off, but it is now Rybka that has some chances... watch:

38...♗a3! 39.♗f3 f6 40.♔g2 ♖b8 41.♔f2 a4 42.♖b1

White's best chance! At first I thought 42.bxa4 was better, but then I found 42...♗a6! 43.♗e2 ♗xc4 and now it is hard to find a defence. E.g. 44.♖g3 ♗f7! 45.♘e1 *(45.♘xe5 looked sharp and tempting, but it doesn't win a pawn at all after 45...fxe5 46.♖xa3 because 46...c4! 47.♖h3 ♖b2 wins)* 45...♗c1, and Black's c and d pawns will soon be on the march

42...♗a6 43.♖a1 axb3 44.axb3 ♖xb3
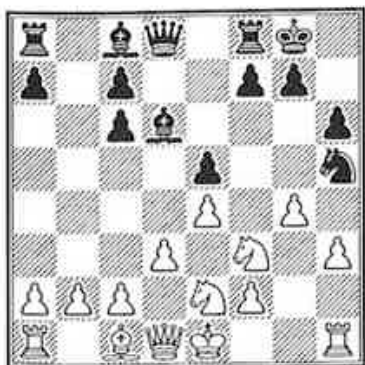
45.♘xc5 ♗xc5 46.♖xa6 d3+ 47.♔g2 ♖b2+

48.♔g3 ♗e3 and White is helpless. **0-1**

The match is levelled at 1½–1½

Game 4: Dzindzichashvili - Rybka

**1.♘f3 ♘f6 2.♘c3 ♘c6 3.e4 e5 4.♗b5 ♗d6
5.♗xc6+ bxc6 6.d3 0-0 7.h3 h6 8.♘e2**

After playing a few sharp opening moves Roman has gone into a more cautious shell
8...♘h5 9.g4

9...♕f6!

A neat reply!
10.♘g3 ♘f4 11.♘f5 ♖e8 12.♘xd6 cxd6

In doubling and undoubling the pawns, at moves 5 and 12, Roman has left Rybka without the b/♙ instead of the d/pawn
13.♗xf4 exf4 14.b3 d5

Rybka is in an aggressive mood – maybe the Contempt Factor causes this?!
15.e5 c5 16.♔f1 ♕a6 17.♕d2 g5

If you don't play through any other games in the magazine, make sure you set this position up on your board and check this finish out!
18.♔g2?!

The losing mistake – watch out for a really nasty pin developing along the a8/h1 diagonal after this!

White could have tried to break up the advancing pawns a little with 18.h4! ♗xg4

19.hxg5 ♗xf3 20.♖xh6 ♕c8 21.♕xf4, leaving himself with 3x♙ for the ♗. Black's next is forced or he'll lose the ♗/f3, so 21...♕g4 and now 22.♕h2 with definite threats and a clear advantage for the GM!
18...d4!

Not only invading the GM's territory move by move, but opening up the diagonal I mentioned
19.♖ae1 ♗b7 20.e6 f6 21.c4

Or 21.♕d1 ♖e7 22.♔h2, getting the king out of the pin, 22...♖ae8∓, and the pawns on e6 and a2 are both threatened
21...h5! 22.gxh5

Even 22.♕e2 wont save the day now: 22...♖e7! with 23...♖ae8 to follow
22...♖xe6 23.♖xe6 ♕xe6 24.♖e1 ♗xf3+

Suddenly it has become hopeless! 25.♔xf3 ♕xh3+ 26.♔e2 ♕xh5+ 27.f3 ♖e8+ 28.♔d1 ♖xe1+ 29.♕xe1 ♕xf3+ 30.♔c2 ♕e3 White can't exchange queens as then the passed pawns run and it's immediately over, so 31.♕h1 ♔g7! 32.♕b7+ ♔g6 33.♕g2 f3 34.♕f1 g4. **0-1**

So **Rybka** takes a **2½–1½** lead!

In trying to do a decent job of the analysis of these and, elsewhere, the Gebruikers games, a lot of magazine space gets taken up – and it involves, enjoyable though it is, many hours of sweat and toil!! So I'm going to have to leave it there, with the last 4 games and the **Rybka v Meyer** – knight odds match, to definitely follow in our next issue, 138!

An 'old' friend from the USA I.M., **Larry Kaufman**, joined Vasik Rajlich's Rybka team last year. Probably Larry is best known in chess computer circles for his excellent early 1980's issues of **Computer Chess Reports**, though he was also directly involved with the PC programs Rex and Socrates,

Larry has written some intriguing articles on material imbalances, and is an expert on pawn and piece values, and how they change during a game, and which piece combinations get (or don't get) the results!

Vasik had already incorporated some of this into Rybka2, but now concentrates on the computer code and search, while Larry tunes and balances the values for all the terms in the evaluation function, and suggests new ones when and if they seem necessary! *"Having Larry on the team has been a huge boost",* according to Vasik - we will all see how much with **Rybka3!**

TOUGH POSITIONS TO GIVE YOURSELF AND/OR YOUR COMPUTER
WHEN YOU HAVE SOME QUIET MOMENTS AT THE WEEK-END

Issue 134 had five pretty tough positions which subscriber **Chris Taylor** had sent to me last year. Solutions and some computer timings for the first 4 were given in issue 136, here is the solution to the fifth, and a couple of great new ones for you and your PC to try!

POSITION 5. WHITE TO PLAY AND WIN

This was Kholmov - Bronstein, Kiev 1964 - the computers found it very hard!

First the solution:

1.♘c6 ♘xc6 2.e5 ♗xe5 3.f6 ♗xf6 4.♗d3 ♗g5+ 5.♖xg5 f5 *[if 5...f6 6.♖g3]* **6.♖dg1 ♖a7 7.♘e2 ♘e5 8.♘f4 1-0**

How the Programs fared (5 mins allowed):

- **Fritz11**: 1.♘ce2 −0.18/20
- **Rybka2.32**: 1.♘ce2 −0.26/19
- **Shredder11**: 1.♘ce2 −0.47/18
- **Naum3.1**: 1.♘ce2 -0.38/21
- **ZappaMex2** 1.fxe6 −0.32/16
- **Hiarcs** was interesting. A Hiarcs11.95b version pre the H12 launch had actually done it in depth 17: 1.♘c6 ♘xc6 2.e5 ♗xe5 3.f6 ♗xf6 4.♗d3 ♗g5+ 5.♖xg5 f6 6.♖g3 ♖f7 7.♖dg1 ♗d7 8.♘e4 ♘e5 9.♘xd6 ♘xd3+ 10.♖xd3 ♖g7 11.♖dg3 0.35/17
- But Hiarcs12 itself had an apparently strange line for the first 4 mins: 1.♔b1?! bxc3 2.♖d3?! *From the start position I hadn't seen that here 2...♘xd3?? 3.♘c6! and if the queen moves 4.♕xf6 is mate!* So instead 2...♗g5 must be played and now 3.♖xg5 which has worked out quite well, though Black has a slight edge after 3...f6 4.♖gg3 ♘xd3 5.♗xd3∓

- Here is the **Hiarcs12** effort after 5mins: 1.♘ce2 −0.52/17.

POSITION 6. WHITE TO PLAY AND WIN

This is from Bischoff - Nogueiras, Havana 1998.

If you can find the winning move you'll do well - and it's not so easy to spot in my opinion, indeed of the engines I tested only one did it within my 5 minutes. But if you do find it, part of the fun is working out what Black should play, and why! I guess if you find the winning move you might manage this part as well, but when I realised that one program had actually found it from the evaluation jump it showed, I must admit it still took me a bit to see why it worked!

POSITION 7. WHITE TO PLAY AND WIN

This is totally new... it's from one of *SelSearch* reader Harvey Williamson's recent Correspondence games! Good one Harvey!!

It's not easy, the engines I tested didn't get it, though Harvey said he'd found one, but once shown the first move they start to catch on!

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	2933
3	Rybka 1.2f	2928
4	Fritz 11	2914
5	Rybka 2.1c	2903
6	Naum 3/3.1	2892
7	Shredder 11	2890
8	Hiarcs 12	2869
9	Toga II 1.4.2jd	2866
10	Fruit 2.4 betaA	2858
11	Toga II 1.4 beta5c	2856
12	Hiarcs Paderborn 2007	2844
13	Zappa Mexico II	2841
14	Hiarcs 11.1/11.2	2830
15	Naum 2.2	2818
16	Fritz 10	2817
17	Zappa Mexico I	2816
18	Loop 10.32f	2809
19	Shredder 10/10.1	2807
20	Bright 0.3d	2797
21	Fruit 2.3.1	2795
22	Zap! Zanzibar	2788
23	Glaurung 2.1	2786
24	Fritz 9	2779
25	Spike 1.2 Turin	2770
26	Deep Sjeng 2.7	2765
27	Hiarcs 10	2763
28	Junior 10/10.1	2762
29	Ktulu 8.0	2755
30	SmarThink 1.10 Moscow	2754
31	Shredder 9/9.1	2750
32	Thinker 5.1c	2745
33	Chess Tiger 2007.1	2727
34	Naum 2.0	2718
35	Alaric 707	2690
36	Junior 9	2686
37	E.T.Chess 13.01.2008	2679
38	Booot 4.14.0	2675
39	Frenzee Dec07	2674
40	Wildcat 8.0	2668

CCRL 40/40 32-bit 1 cpu Rating List

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

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

Pos	Engine	Rating
1	Rybka 2.3.2a	3028
2	Rybka 2.2n	2989
3	Rybka 1.2f	2977
4	Naum 3.1	2973
5	Rybka 2.1c	2970
6	Fritz 11	2958
7	Naum 3	2956
8	Shredder 11	2943
9	Sjeng 3.0	2928
10	Hiarcs 12	2918
11	Toga II 1.4.beta5c	2906
12	Zappa Mexico 2	2904
13	Naum 2.2	2897
14=	Hiarcs 11.1/11.2	2893
14=	Zappa Mexico	2893
16	Zap! Zanzibar	2886
17=	Loop 13.6	2883
17=	Fritz 10	2883
19	Fruit 2.3.1	2880
20	Shredder 10/10.1	2873
21	Strelka 1.8	2872
22=	Loop 10.32f	2868
22=	Toga II 1.3.4	2868
24	Glaurung 2.1	2860
25	Bright 0.3b	2856
26	Spike 1.2 Turin	2853
27	Junior 10/10.1	2844
28	Fritz 9	2842
29=	Hiarcs 10	2837
29=	Thinker 5.1d passive	2837
31	Glaurung 2.0.1	2842
32	Shredder 9/91	2823
33	Twisted Logic 20080620	2821
34	Ktulu 8.0	2807
35	Naum 2.0	2804
36	Frenzee Feb08	2803
37	Chess Tiger 2007	2792
38	Zap! Paderborn	2782
39	Junior 9	2780
40	Chessmaster 11	2772

DEDICATED *CHESS COMPUTER* RATINGS

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2353	Novag EmldClassic+Zircon2	1960	SciSys Turbostar 432	1759
Mephisto London 68030	2312	Mephisto Milano	1958	Mephisto MM2	1758
Tasc R30-1993	2311	Mephsto 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	1930	Kasparov Renaissance basic	1730
Mephisto RISC2	2258	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	2248	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	2225	Kasparov AdvTravel, Bravo	1907	Fidelity Sensory 12	1682
Mephisto Montreux	2219	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2217	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	2187	Novag Super Forte+Expert A/6	1888	Novag Quattro	1652
Fidelity Elite 68040v10	2176	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	2091	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	2049	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	1966	Fidelity Elite C	1778	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1960	Fidelity Elegance	1764	Boris2.5	1060