SELECTIVE SEARCH 138
THE COMPUTER CHESS MAGAZINE!

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Oct-Nov 2008

Editor: Eric Hallsworth
£3.95

First REPORTS & SCORES for the new RYBKA3

RYBKA3

POCKET FRITZ3 is out with the HIARCS 12.1 engine

AEGON 1995, including BERLIN PRO v SUSAN POLGAR!

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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.

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

Welcome to another new issue of **Selective Search**... 138! If your sub. is due for renewal at this time, **please** subscribe again! There will definitely be 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!

CHESS: NEWS SECTION

RYBKA3 ARRIVES! I guess most of you already knew that! But it's big news when an engine which (v2.3.2), even though it's been out for well over 1 year, is still at least 50 Elo above its nearest competitor, and now comes out in a new version (v3) which is claimed to be at least 80 Elo stronger, and maybe as much as 120 Elo!?!

I shall say no more here, there are adverts on this and the *'Best Buy'* pages, as well as articles in this issue with some early results, a feature review/discussion with screenshot photos plus, no doubt, some games scattered around the magazine!

READER ADVERTISING. You will quickly see I have placed a small advert on this page for one of my long-standing readers. I did something similar for another reader about a year ago, but he was trying to <u>buy</u> some second-hand computers. I don't normally do this for folk selling machines as, of course, they are to some degree competing with me - I'm trying to sell chess computers as well, to earn a living! So this is a one-off as I wanted to try and help Pete. Hope that's okay.

- **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 <u>new</u> **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

- **Pocket Fritz3** is now available £39.95. Pocket Fritz2 contained a Shredder engine, Pocket Fritz3 contains a Hiarcs12 engine! All the early reports are that it is extremely good in terms of quality, reliability and chess strength (2600+ for sure).
- Talking of **Hiarcs**, you can download and buy PC Hiarcs12, Palm Hiarcs9.7, and MAC Hiarcs12.1 by logging on to http://www.hiarcs.com
- **ChessBase 10** is <u>out</u> - you can buy it as an Upgrade £79.95 if you have ChessBase9, or as a Starter pack £124.95, or as the big Mega pack £285. The usual 5% Selective Search software discount is increased to <u>10%</u> for these items!
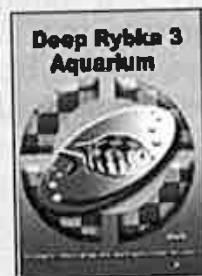
CHESS: RESULTS SECTION

THE CHESS960 COMPUTER WORLD CHAMPIONSHIP was played at Mainz in August 2008. The organising of this is unusual in that, on days 1 and 2, the 4 entrants played each other twice each day. At the end of the 2 days the top 2 played off in the Final, and the 3rd and 4th played off for 3rd place... but the scores they got on the first 2 days are not carried forward!

In theory this means that an easy winner on days 1 and 2 could end up coming 2nd if it has a narrow loss in the final, even if its aggregate score was still best!?

Here's how the days went:

▪ Day 1

Rybka v Naum	½-1½ !	
Rybka v Shredder	1-1	
Rybka v Sjeng	2-0	
Naum v Shredder	1-1	
Naum v Sjeng	1-1	
Shredder v Sjeng	1-1	

3½	Naum Rybka
3	Shredder
2	Sjeng

▪ Day 2

Rybka v Naum	2-0
Rybka v Shredder	2-0
Rybka v Sjeng	1½-½
Naum v Shredder	½-1½
Naum v Sjeng	½-1½
Shredder v Sjeng	2-0

9	Rybka
6½	Shredder
4½	Naum
4	Sjeng

So it can be seen that the scenario I talked of could now happen. In the final 4 games on day 3, if Shredder wins 2½-1½, it would get the title even though it has scored 1½ points less than Rybka in total, and would still have lost their head-to-head match by 1-3 from days 1 and 2, and 2½-1½ = 3½-4½ total!

After 3 rounds their scores were level, and an "injustice" (depends who's side you're on!) was on the cards! But fortunately Rybka won their last game to secure the title.

▪ Day 3 Final

Round	1	2	3	4	Tot
Rybka 3	1	0	½	1	2½
Shredder 11	0	1	½	0	1½

Here is the deciding game:

SHREDDER - RYBKA

Livingston Chess960 Computer World Cham Chess Classic Mainz 2008 (16.1)
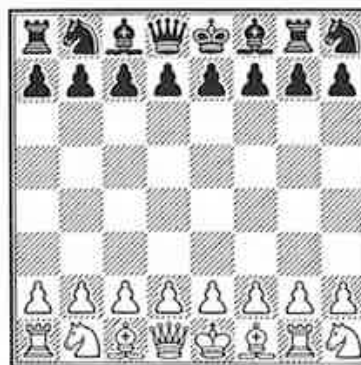
1.e4 c5 2.♕h5 ♘g6 3.♕xc5 e6 4.♕h5 ♘c6 5.♘g3 ♗e7 6.c3 ♕c7 7.♕d1 d5 8.exd5 exd5 9.d4 0-0 10.♗e2 f5 11.♗f3 ♗e6 12.0-0 f4

13.♕e2?! *[13.♘h5 was probably better, the counterattack by the queen looks a good idea, but she is 'in the way' as the e2 square is needed by other pieces]* **13...♘d8 14.♘h1** *[Undeveloping – I've no idea if there is such a word, but it describes Shredder's backwards progress quite nicely. Note that without 13.♕e2 the knight could now have gone there itself! 14.♘h5 is not so good now: 14...♘h4 15.♗g4 f3 16.♗xf3 ♘xf3+ 17.gxf3 ♗d6∓ and Black's better development and attack is worth more than the 2 pawns White has for the moment]* **14...♘h4 15.♘d2 ♗d6 16.♖e1 ♖f6 17.♗h5 ♘f7**

[The difficulties in Shredder's position are clear. Objectively I think 18.♘f3 is probably best now and, after ♘xg2 19.♕xe6 ♖xe6 20.♖xe6. Then 20...♕d7 leads to more exchanges on f7 and d6, but Black will be ahead if not winning at the end of them all] **18.f3** [I played through 18.♘f3 and must now give it a ?! as, after 18...♘xg2 19.♕xe6 (19.♔xg2?! g6!-+) 19...♖xe6 20.♖xe6 I found 20...♘h4! which puts Black well on top anyway] **18...♖h6! 19.♘f2 ♖xh5 20.♕xe6 ♖g5 21.♔h1 ♕c6!?** [A strange little move, but I can't find a refutation for it, and it seems to be best!?] **22.♘g4?!** [22.c4 was possibly best, though it seems strange allowing the opening of the diago-nal for Black's queen to join the attack towards the already under-pressure g2/pawn. Then 22...dxc4 23.♖g1 ♖d5 24.♘de4] **22...♖g6!**

[White is lost after this] **23.♕e2 h5! 24.h3** [Trying 24.♕f2 would lead to 24...♘f5 25.♘e5 ♘xe5 26.♖xe5 ♗xe5 27.dxe5 ♖e8. Shredder might have been able to play on a little longer from here with 28.♘b3 ♕a4 29.♘d4 ♕d1+ 30.♕g1 ♕xg1+ 31.♔xg1 ♖xe5 32.♘xf5 ♖xf5 33.♗d2, and whilst it is still hanging on, I doubt that it can save the game] **24...hxg4 25.hxg4 ♘g5! 26.♔g1 ♖e6 27.♕f2 ♖h6! 28.♖b1?** [A disappointing non-move allows Rybka to end it quickly, but even something better like 28.♕e2 ♔f7 29.♕d3 ♖e8 30.♖e2 ♖he6 31.♖xe6 ♖xe6 ends up 0-1] **28...♔f7! 29.♔f1 ♖ah8! 30.♖e2**

♘xg2 [Black wins easily from here, and the Shredder team know it and resign: 31.♔xg2 ♖h2+ 32.♔f1 ♖h1+ 33.♕g1 ♕a6! 34.c4 dxc4 35.♕xh1 ♖xh1+ 36.♔g2 c3 37.♔xh1 cxd2] **0-1**

- Day 3 Play-off for 3rd

Naum went 2-0 ahead, but Sjeng equalised by winning games 3 and 4, so it was 2-2. Three quickplay decider games were started, with Sjeng winning its third in a row to go 3-2 ahead. But Naum won the next and the 7th was drawn, so they stopped at 3½-3½ and awarded 3rd place to Naum on the basis of its better result in the first two rounds.

PETE BILSON: the NOVAG CITRINE

Pete had already told me of his surprise that the Citrine beat the GK2000 so easily (9½-½) in the match which Augusto Perez ran for us - you will recall that Frank Holt was surprised as well because of his results in the Citrine-v-Expert match he ran, won by the Expert!

"At sometime soon I will extend my match between the Centurion and the Citrine, and I'll bet my socks it will be a much closer match! As for the Citrine, it is a lovely board and pieces, it's truly excellent. Here are my latest scores, all games played at G/60".

▪ Citrine v Expert	1-1
▪ Citrine v Diamond1	½-2½
▪ Citrine v Polgar 5MHz	2½-½
▪ Citrine v Centurion	1½-1½ (so far!)
▪ Citrine v Obsidian	1½-1½
▪ Citrine v Cougar	1-2

As it happens Alvarez has just e-mailed having started an 'almost the same' Citrine v Challenger match, and that should be covered in full in our next issue. What do we reckon Pete, 5½-4½ for the Citrine?!

- **For our NEXT ISSUE!**
- **Rob van Son**'s great idea, a **RESURRECTION TOURNAMENT** with Ruud Martin's Resurrection machines and the Toga, Sjeng, Rybka2.2, Fruit and Ruffian program conversions!

- **Rob** also plays his **Resurrection machines** against **Pocket Fritz3/Hiarcs**

- Oh. yes - the **RESULT and GAMES** from the **COMPUTER WORLD CHAMPIONSHIP** will be out! - being played in 'Olympic' Beijing soon

RYBKA 3 ARRIVES!

I know before I start that this isn't going to be easy! I often have to try and balance [i] my commercial involvement in the computer chess business, my good friendships with quite a few programmers, and a special friendship with Mark Uniacke and Harvey Williamson coming from my something like 10 year involvement with the Hiarcs engine as a tester and opening book programmer, with [ii] my need to be honest and as fair as possible as a magazine editor.

Rybka2.32 made its first appearance on my Rating List in the August 2007 issue, no. 131, where it replaced Rybka2.2n at the top, and was 96 Elo above any competitor. Even in our last issue, after a 12 month gap with the other engines trying to catch it, that gap was still around 60 Elo!

And with already a lead of 60 Elo an upgrade comes out! **Rybka3**

THE MAIN PLAYERS IN THE RYBKA3 TEAM

Vasik Rajlich is the main programmer of course from the beginning, and is an IM. However he has to some degree handed the chess issues over and now concentrates mostly on the Rybka search.

Larry Kaufman, an American IM and an old, though unmet, friend from the early days of computer chess, has been brought into the team and is now responsible for the evaluation function of Rybka, which the Rybka team believe is now extremely accurate

Jeroen Noomen has been known to all of us for many years, originally from his work with Ed Schroder and the Rebel program and opening book, but now with the Rybka book. In addition to the book that comes with the program Jeroen has also prepared a special tournament book which gives much in-depth coverage on the topical main lines of today. Those of us who have sought to prepare lines to outplay Rybka in the opening know just how hard it is to get the better of Jeroen!

Vasik's wife, **Iweta Rajlich**, another IM, who

Vasik and Iweta Rajlich

does much of the observing and testing of new versions.

Just before its launch the team was able to produce some pretty astonishing scores from their 'final' testing, and they also showed a small series of tactical positions at which Rybka2.32 had been 'pretty slow' but at which Rybka3 was pretty fast! Some folk might want to doubt the validity of in-house scores, but the results we are all now getting are, in fact, much the same. Here were Larry Kaufman's results at various fast Blitz time controls against other MP (Deep) engines:

- Rybka3 v Zappa Mexico2   133 - 49
- Rybka3 v Hiarcs12   132½-33½
- Rybka3 v Shredder11   140½-21½
- Rybka3 v Fritz10.1   226½-61½
- Rybka3 v Naum3.1   124½-25½
- Rybka3 v Rybka2.32   192½-63½

Pretty frightening!

RYBKA3 VERSIONS

There is understandably some confusion when folk find out that there are 'different' Rybka3 versions available. These are <u>not</u> different engines, but different <u>interfaces</u> for the engines. The engine itself is (still) **a uci engine**, so it will run in most of the interfaces *SelSearch* readers may already have: a ChessBase interface such as Hiarcs12 or Fritz11, a ChessAssistant interface, Stefan Meyer-Kahlen's Shredder10/11 interface, and the free Arena interface. So you could actually just buy the uci engine (from Countrywide or other retailers, or from the Rybka website) and run it from within a suitable program you already have.

However if you buy yourself a <u>new</u> version of Rybka3 produced by either ChessBase or ChessAssistant, you will get all the latest features and enhancements... there are some, and worth having!

First: Single or Dual

- If you have a single processor PC, there is NO point buying the MP version unless you intend to move up to dual or quad in the near future, as the Deep MP versions <u>will</u> work, but only at SP speed.
- If you have a dual or quad (or octal) processor PC, you must buy the Dual MP version to take advantage of your processors. If you buy the SP version it will only make use of 1 processor on your PC and therefore run much slower than it could
- If you have both single and multi-processor PCs, buy the Deep MP version - it will work on ALL your PCs and make the best use of each one that it can!

All versions, include FOUR uci engines in 32-bit and 64-bit:

- <u>Default</u>, tested by the Rybka team and shown to give the best results overall
- <u>960 Engine</u>, based on and close to the Default engine, for playing handicap and Chess960 games
- <u>Human</u>, mainly for analysis as it aims to give greater weight to long-term issues, though also found to be more accurate in the opening phase of many standard lines
- <u>Dynamic</u>, will play more adventurously

(speculative is the best word for this!). E.g. in certain Gambit lines 'Dynamic' will be at home while 'Human' will be suspicious! Dynamic is good at finding sacrifices if it sees dynamic compensation

Engine playing improvements in Rybka3 include:

- <u>General</u>: mobility, game phase redefined, revised basic piece values, tactical threats scored in the evaluation instead of only in the search, new tables for interacting minor pieces, and interacting pawns and pieces
- <u>The Opening</u>: try to avoid separating neighbour pawns, increased value on castling rights and rook connection
- <u>Endgame Play</u>: Rook endgames and rook placement, queen and pawn passed pawn improvements, knowledge on drawish endgames
- <u>Middlegame</u>: Good and bad bishops, more advanced understanding of king attacks, defending the king, space
- <u>Pawn Structure</u>: New definitions and treatment for unopposed, backward and isolated pawns, also pawn islands and pawn chains

The **ChessBase Rybka3** version includes:

- A Handicap Book provided by Larry Kaufman for handicap games
- Multiple Variations selector. Current ChessBase engines can show multiple lines while they are analysing, but Rybka3 gives you an 'Evaluation Window' which means you ask it to only include lines within, say +/-0.50 of a pawn. If you keep this figure low it speeds the search up as it can discard lower lines as soon as it sees they are outside your 'window'. This seems to me to be very useful when looking for best moves or analysing games for *Selective Search!*
- Find Clearly Better Move, and Shared Analysis are 2 more features to speed-up the search in Next Best Move situations

Rybka 3.0

θ   = (0.00)   Depth=16   47 kN/s   0:00.05

1. = (0.00): 30.Qc7 Qd1+
2. = (0.00): 30.Rxa6+ Bxa6□ 31.Qc7 Qd1+□

△30.Rxb7 Qc4 ± (0.85) 31.Qxf6□ Rd1+ 32.Kb2□ Ra8
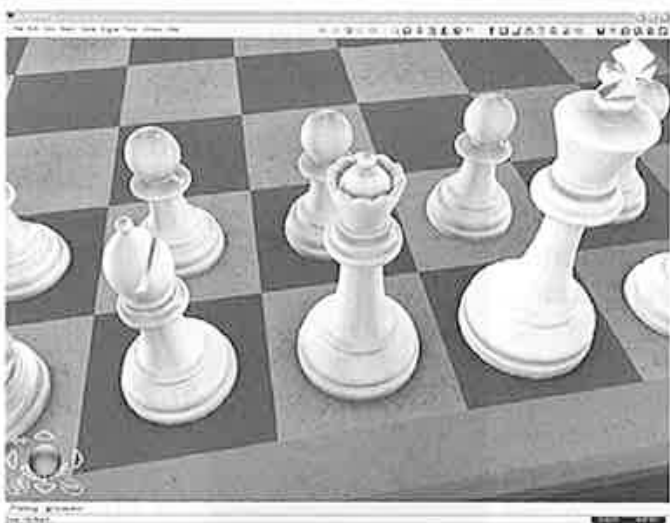
- Monte Carlo Analysis is a completely new way of analysing a position! Rybka3 plays hundreds (or thousands, your choice) of games from a set position at great speed. The user sets the search depth (e.g. 5 in a middle game, maybe 7 or 9 for an endgame, and depending on your PC speed) and, when you stop, it will show a tree much like an opening book tree, with potential moves and the statistics for their results! This is of value in Endgames (for example engines often give high scores because of material differences in endgames, but a fortress might mean the win can never be achieved. Monte Carlo can show you this. There are other Positions where one side has made a big material sacrifice for compensation that only shows itself slowly. Even Rybka3

doesn't get long term compensation right all of the time, but it often can under Monte Carlo analysis where it reveals that a +2.50 evaluation slowly gets whittled away and produces a 75% winning chance for the other side!
- Sampled Search shows what Rybka3 is looking at during the search. So you may have 1, 2, 3 (or more) lines of analysis showing, and underneath this there will be an additional line indicating what Rybka is looking at right now, with latest evaluation if it's a top move. Also 'only' moves are marked so the user can quickly see where some moves are forced.
- Persistent Hash enables Rybka3 to retain hash between analysis sessions to preserve valuable work already done and accumulated in the search tree

The **Convekta 'Aquarium' Rybka3** version includes some features that were already in the latest ChessBase interfaces, but are new to the Convekta version:
- Own Improved (faster) Interface (GUI) which takes advantage of all Rybka3 uci features
- Rybka2 Opening Book
- Many Analysis Features including interactive deep analysis (similar to Monte Carlo though generally felt to be not quite as good)
- Handicap Play by Elo setting or material
- Fischerandom/Chess960 support
- Engine Matches and Tournaments
- A 3 million Game Database
- On-line access to Nalimov Endgame Tablebases
- Free Broadcast and Playing Zone

Deep Rybka 3 Aquarium

2ND ANNUAL WORLD COMPUTER RAPID (G/25+4) CHAMPIONSHIP

The 2nd World Computer Chess Rapid Championships took place in late June, but such is the demand for space in *SelSearch* nowadays that we are only just getting round to reporting it! The time control was Game in 25mins + 4secs per move. As always, unfortunately, the range of hardware varied so much that it isn't a true test at all, but the margin of victory achieved by Rybka3 leaves little room for argument anyway!

WORLD COMPUTER RAPID CHAMPS 2008

Pos	Engine	/14
1	RYBKA (NEARLY 3!)	13½
2=	SJENG 3 HIARCS 12	10
4	TERRAPI	9½
5	TWISTED LOGIC	9
6	FRENZEE	8½
7=	DIEP, CRAFTY, BUGCHESS2 THINKERX	8
11=	AMATEUR, DEUTERIUM 2003, ZCT	7½
14=	ARASANX, THE GIVER, YACE PETIRX, MESSCHESS, BUZZ	7
20=	TELEPATH, TINKER, SYMBOLIC DELTOMATEX, MATILDE	6½
25=	TORNADO-C, HORIZON-X, TIMEA NEUROSISX, PROPHETX, OXYGENX	6
31	APOCALYPSE 1112	5½
32	BERTAX	5
33	JOKERX	4½
34	HFC	4
35	NOONIAN CHESS	2
36	ROCE	½

Some names we don't know, others have been on the CEGT, CCRL or Chris Goulden lists!

TerraPi is also known as Alaric, and comes from Sweden. **Twisted Logic** is programmed jointly in the Philippines and USA, **Frenzee** is a joint Denmark/France engine. **Bugchess** is also French and drew with Rybka in the <u>last</u> round to stop it scoring 14/14... but it used an anti-Rybka book and engine tuning to specifically go for a ½! **The Giver** is also known as Crash Test Dummy, and finally **Thinker** is a Canadian program.

YACE - RYBKA round 4
1.h3?! *[A new idea for beating Rybka?!]* **d5 2.c3 e5 3.d4 ♘c6 4.♗e3 e4 5.♗f4 ♗d6 6.♗xd6 ♛xd6 7.e3 ♘ge7 8.♘e2 ♗d7 9.c4 0-0-0 10.♘bc3 dxc4 11.♘g3 f5 12.♗xc4 ♔b8 13.0-0 g5 14.♖c1 h5 15.♘xh5 ♛h6 16.g4 ♗e8 17.♗e2 ♘b4 18.♛b3 ♘d3** *[This is a powerful invasion by Rybka's pawns and pieces!]*
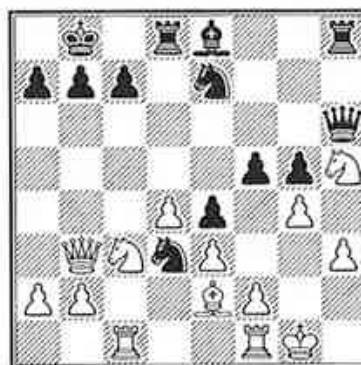
19.♖c2? *[19.♗xd3 exd3 20.♘a4∓ was the best chance, but Yace has struggled since move 1!]* **19...♗xh5! 20.gxh5 g4! 21.♛f7 ♖h7 22.♛xh7 ♛xh7 23.hxg4 fxg4 24.♔g2 ♛xh5 25.♖h1 ♛f5 26.♘d1 ♖f8 27.a3 ♘d5 28.♖c5 c6 29.♖h2 ♘xf2 30.♖xd5 cxd5 31.♘c3** *[White resigns]* **0-1**

RYBKA - ARASANX round 9
1.e4 c6 2.d4 d5 3.e5 ♗f5 4.♘f3 e6 5.♗e2 ♘e7 6.♘c3 ♘g6 7.h3 ♗e7 8.0-0 0-0 9.♗e3 ♘h4 10.♘xh4 ♗xh4 11.♗g4 ♗g6 12.♘e2 ♗g5 13.f4 ♗e7 14.f5 exf5 15.♗xf5 ♗xf5 16.♖xf5 ♛b6 17.♖f1

17...♛xb2? *[Too risky, better was 17...♘d7±]* **18.♘g3! c5 19.♘f5 ♘c6 20.♖b1 ♛a3 21.♖xb7** *[This has been a demonstration of excellent move order by Rybka, Black is already lost]* **21...♔h8 22.♛g4! ♖g8 23.♗c1 ♛a6 24.♖xe7 ♘xe7 25.♘xe7 ♖gf8 26.dxc5 ♖ab8 27.♘f5 ♛g6 28.c6! ♛xg4** *[Black resigns. 29.hxg4 g6 30.♘e7 wins easily, a fine display by Rybka]* **1-0**

POCKET FRITZ3 FOR YOUR *POCKET PC* IS A HIARCS ENGINE!

Pocket Fritz1 was a FRITZ engine, **Pocket Fritz2** was a SHREDDER engine, and **Pocket Fritz3** is a HIARCS engine!? A bit confusing I know, but if you've got a **Pocket PC** then it's <u>very</u> good news!

I don't think we've looked at the Pocket PC and Palm handheld units since *SelS 128* early last year - it's probably time to do it again, as *ChessBase* have just launched **PocketFritz3** with **Hiarcs12.1** as the playing engine.

I bought a Palm Zire21 126MHz a couple or more years ago, so I could run Palm Hiarcs on it, and have stayed with that as it proved itself clearly better than Palm Genius, Palm Tiger and even PocketFritz2. But it looks as if I'm going to have to make a wish list for myself for Christmas and get hold of a Pocket PC because, by all accounts, the new PF3 with Hiarcs is close to sensational.

I spoke to friends at Chess & Bridge in London, and they said that in both features and standard of chess *("considerably stronger")* it is a massive improvement over PF2, with a wider range of features that are easy to access, as well as much improved graphics. It even includes 300 annotated PGN games, and some 12 hours of ChessMedia chess training from GM Daniel King!

To make sure that its conversion from the PC and MAC Hiarcs12 - with a couple of tweaks and improvements along the way! - was going to be as strong as hoped for, Mark Uniacke arranged for it to be entered in the **12th. Mercosur Cup**. In an 11 player all-play-all with 3 GMs and 4 IMs (!) little Pocket Fritz3 came outright first (a point clear of the field) with **8/10**, earning a **2691 Elo** grade! As Rob van Son said just before heading off for a week's holiday early in September, *"I am going away with a grandmaster in my shirt pocket!"*

Feature List includes:
- OnLine access via your PocketPC to the *Chess-Base* databases to game and statistical searches
- Full search info during play of depth, evaluation, main line (multiple lines possible!), plus game annotation.

- Crafty engine included with Hiarcs
- Tournament tested Opening Book, 300 annotated games, search functions for players, tournaments, ECO codes etc.
- Beautiful piece sets, multiple screen layouts, optimised for different functions with easy entry of moves and comments, display of opening names, coaching, shows threats, plus integrated modular training
- <u>You need a PC with dvd drive and, of course, a Pocket PC, to install the program</u>

Rob van Son had told me he already had Pocket Fritz2, and was really looking forward to getting the new version Pocket Fritz3! He e-mailed me on Sept 6th:

```
"I mentioned some weeks ago that I
would play some games between the
Resurrection engines I have and the
brand new Pocket Fritz3 with
Hiarcs12.1! I've got it now and have
installed it on my Ipaq HP2210 400MHz
with no problems, it was all very
easy. Because my Resurrection board
has a 203MHz processor, I played the
Resurrection Rybka2.2, Toga and
Fruit'05 on the G/30 time setting, and
PF3 with half that, i.e. G/15. Eric,
the result is amazing... just look at
the games and you will be impressed
too".
```

Now of course I know that you all want to know what the scores were! Rob played 4 games against each opponent, so 12 in all. But this will be an article in the next *SelSearch* so I don't want to spoil it. And yet I'm bursting to tell you... all I will say is that Pocket Fritz has won, and by more than whatever you think! Rob also played it against the full-blown Fritz9 on his P4/1700MHz, both using the G/30 time control. We'd rate Fritz9 at around 2750 Elo on that hardware, and I will tell you that Fritz9 won this mini-match, but only narrowly by 2½-1½.

The best games and the individual scores from Rob's tourny next time, but for now I have shown the Mercosur Cup result below, together with the very exciting Pocket Fritz/Hiarcs game from the final round, which secured a fine tournament victory!

Pocket Fritz 3 - Rodriguez Vila, Andres (2531)

E32: Nimzo−Indian: Classical (4 Qc2): 4...0-0
1.d4 e6 2.c4 ♘f6 3.♘c3 ♗b4 4.♕c2 0-0 5.a3 ♗xc3+ 6.♕xc3 b6 7.♗g5 ♗b7 8.e3 d6 9.f3 ♘bd7 10.♗d3 ♕e8 *Not new, but 10...c5 (lots of games), h6 (which I like), and e5 are all well known* **11.♘e2 e5 12.♗f5!** *Probably best, 12.e4 lost in a 1996 game* **12...e4 13.f4 h6 14.♗h4 ♘h7 15.d5** *Preparing to fix the ♘/h7 by removing its escape squares − Black's next assists this, though it also puts the other knight on a good square!* **15...♘c5 16.0-0 g6 17.♗h3 b5** *There's an argument for breaking out with 17...f5 here: 17...f5 18.b4 ♘d3 19.♘c1 ♘xc1 20.♖axc1 ♕f7∞ looks quite interesting* **18.b4 ♘a4 19.♕d4 ♘b6 20.a4 bxc4**

Almost by force this results in an interesting material imbalance: PocketFritz/Hiarcs gets a piece for a few pawns! 20...♘xa4!? also looks possible, and might have been better **21.a5! ♘xd5 22.a6 ♗c6 23.b5 ♘xe3 24.♕xe3 ♗xb5** *So there we are, the computer has a ♗ for ♙♙♙♙! Who's winning?!* **25.♘c3 f5 26.♕d4 ♖f7 27.♖fb1 ♗d7 28.♘d5 ♗e6 29.♖b7!** *This is a menacing, dangerous move!* **29...c5** *29...♖c8?! 30.g4! fxg4 31.♗g2+−* **30.♕d2 c3!** *30...♖xb7? 31.axb7 ♖b8 32.♘e7+ ♔f7 33.♘c8!+−* **31.♘xc3 ♕c6 32.♘b5 d5 33.♗e7! d4**

I imagine the tension at this point was amazing **34.♘xa7 ♕d5 35.♕a5** *Now, should Black keep the pawns together, or push 'the winner'?!* **35...c4?!** *35...d3!? 36.♗xc5 ♖xb7 37.axb7 ♕xb7 38.♗d4±* **36.♕b6** *Well, which pawn to push?!* **36...d3??** *△36...c3! and Black still has a chance: 37.♘b5 c2 38.♘xd4 ♖xa6 39.♕xa6 ♕xd4+ 40.♔h1 e3! 41.♖e1 White still has an edge, but the position is wild and anything can happen. One small mistake could swing the game either way* **37.♖a5!** *Quick as a flash, the winning move* **37...♕xa5** *Or 37...d2 38.♖xd5 ♗xd5 39.♕d4 ♗xb7 40.axb7 ♖b8 41.♘c6 ♖xb7 42.♕xd2 is 1-0* **38.♕xa5 e3 39.♔f1** *39...d2 40.♔e2 g5 41.♘c6! g4 42.♘d8 gxh3 43.♘xf7* **1-0**

Mercosur Cup   2008

				1	2	3	4	5	6	7	8	9	0	1		
1	COMP Pocket Fritz 3	2500	−191	*	½	½	1	1	1	½	½	1	1	1	8.0 / 10	
2	Bachmann Schiavo,Axel	2511	−85	½	*	½	½	½	0	1	1	1	1	1	7.0 / 10	
3	Valerga,Diego	2502	−19	½	½	*	½	½	½	½	½	1	1	½	6.0 / 10	28.00
4	Slipak,Sergio	2439	−88	0	½	½	*	½	½	½	1	½	1	½	6.0 / 10	25.00
5	Mareco,Sandro	2477	−10	0	½	½	½	*	½	1	1	0	½	1	5.5 / 10	
6	Flores,Mauricio	2438	−15	0	1	½	½	½	*	½	0	0	½	1	4.5 / 10	21.25
7	Real de Azua,Ernesto	2429	−5	½	0	½	½	0	½	*	1	½	½	½	4.5 / 10	21.25
8	Della Morte,German	2387	−40	½	0	½	0	0	1	0	*	1	1	½	4.5 / 10	19.50
9	Rodriguez Vila,Andres	2531	−118	0	0	0	½	1	1	½	0	*	1	½	4.5 / 10	18.75
10	Molina,Roberto Junio Brito	2402	−132	0	0	0	0	½	½	½	0	0	*	1	2.5 / 10	
11	Fusco,Leonardo	2392	−171	0	0	½	0	0	0	½	½	½	0	*	2.0 / 10	

Media Elo 2455 <=> Cat 9
gm = 7.00 m = 5.00

(55 Partidas)

NEWS, THOUGHTS AND SCORES FROM PETER GRAYSON

I always look forward to receiving e-mails from **Peter**, as he regularly comes up with interesting ideas, suggestions or findings. You'll see one of his latest findings in our *'Tough Positions'* article, which raises some interesting issues, and there's quite a bit more helpful stuff here, as you'll see as you read through!

We'd expected Rybka3 out on something like 1st. August, but as at 8th. August it still hadn't arrived, and I got the following e-mail from Peter:

Hi Eric

While waiting for Rybka3 – and a busy period at work putting my time at a premium for analysing some outstanding games I want to look at – I was persuaded that it was opportune to run a tourney that I'd always intended to – an all-play-all double rounder with some SP engines using permanent brain that I could set with confidence on the Quad PC.

I also saw it as a chance to compare the performances of Hiarcs12 and Hiarcs Paderborn 2007, and I chose to play at 40/5, which is not really such a fast time control at all on my Quad!

Pos	Engine	/26
1	Rybka 232a	21½
2	Rybka 1.1	18
3	Hiarcs 12	16½
4	Shredder 9	16
5	Fritz 8	15½
6	Hiarcs Paderborn 2007	15
7	Fritz 9	14½
8	Hiarcs 9	12
9	Junior 7	11½
10	Fritz 7	10
11	Shredder 7	8½
12	Fritz 5.32	8
13=	Junior 8 Pro Deo 1.6	7½

It took over 3 days of continuous running to complete!

Being the second oldest engine Junior7 did surprisingly well, hurting some of the top performers, and significantly better than Junior8, which was very disappointing.

Fritz8 finishing higher than Fritz9 and that was also unexpected.

With a better opening book maybe Shredder9 could still be competitive as an SP engine, but I wonder if this program started to go astray with the changes needed for handling MP?!

And then I ran a direct Hiarcs engines comparison, same settings, permanent brain on, 40/5:

HIARCS' ENGINES TEST

Pos	Engine	/68
1	Hiarcs Paderborn 2007	37
2	Hiarcs 12	36
3	Hiarcs 11.2	29

Peter was finally in touch again, within a couple of days of receiving his Rybka3, and rather excited!

21st August

Hi Eric

It has to be said that all the pre-release hype surrounding Rybka3 seemed unbelievable when 80+ Elo was being mentioned on the Rybka website. After all, that was for an improvement on an engine that was already out on its own at the top of the various grading lists. So when people started mentioning 120+ improvement... well the wait has been unbearable!

So a 140 game match against Hiarcs12 was called for, to compare Rybka3 directly with the Rybka232 performance where my match results showed Hiarcs12 getting close to Rybka. I used the

Rybka2 book so that only the Rybka engine was changed, the hardware and time controls were also exactly the same.

- <u>Rybka 232</u> result
- Hiarcs12 66½-73½ Rybka232 32-bit
- Hiarcs12 65½-74½ Rybka232 64-bit

As I've mentioned before I have found little difference in Rybka232 between the 32-bit and 64-bit results.

But the new Rybka3 64-bit match turned out to be very one sided.

- <u>Rybka3</u> result
- Hiarcs12 36½-103½ Rybka3 64-bit

This of course was pretty astonishing, and I asked Peter if he had some kN/s figures for Rybka on 32-bit and 64-bit.

Of course none of us know what the Rybka figures really represent, the numbers are so much lower than those of every other engines, so they aren't counting the same as everyone else - but of course it is valid to compare the relative Rybka figures themselves on different equipment or settings. We used the game start position and recorded the readings at 1 minute. Peter's machine is a <u>Q6600 4x2400MHz</u>, with 512MB for hash.

Of course we know it is results and not declared kN/s figures or depth of search indications that matter, but it's still interesting!

- Hiarcs12 on 32-bit   1445 kN/s
- Hiarcs12 on 64-bit   1496 kN/s
- Rybka3 on 32-bit   74 kN/s
- Rybka3 on 64-bit   121 kN/s

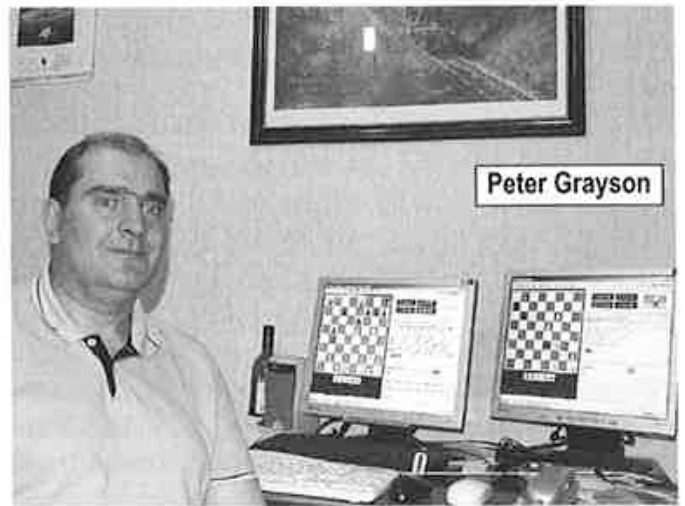I checked my Laptop <u>Dual2Core 2000MHz</u>, 32-bit, 512MB hash, and got...

- Rybka3 32-bit   35 kN/s
- Hiarcs12 32-bit   629 kN/s

Finally to complete this, my office <u>P4/2800</u> with 64MB hash:

- Rybka3 32-bit   14 kN/s
- Hiarcs12 32-bit   222 kN/s

You may have noticed that I've emphasised

Peter Grayson

somewhat the amount of hash we each used. This is because of Peter's next e-mail....

30th August

Hi Eric

I have run a number of tests positions with Rybka3 to try and identify optimum hash, and what I have found is that certain hash values are giving significantly superior performance to others, and I can confirm that these differences transfer from a single thread SP test to a multiple thread MP test! I can test up to 1Gb of hash having 2Gb on my machines, and the Rybka hash tests are relatively quick to try out because the hash setting is limited to a value 2^

Personally I am going to use 512Mb because all else is off the mark!

- 64Mb gives pretty good results
- 128 and 256Mb were relatively hopeless
- 32Mb and lower gave markedly longer solving times, <u>but not as bad as 128 and 256Mb</u>!
- 1Gb also gave a fall off in solving times, but to a lesser degree

Of course I assume this performance transfers across into game play, but I wouldn't like to try and prove it, I don't have <u>that</u> much enthusiasm or stamina!!

In comparison I ran a similar set of tests with Hiarcs and 2^ values. Between 64 and 512Mb it gave very

similar results, then with performance reduction at 32Mb and lower, and also at 1Gb! But the hash setting for Hiarcs seems nowhere near as critical as it may be for Rybka.

There is a common line of thought that a hash test setting in single thread should become 2x for a dual, and 4x for a quad, but Position Tests indicate that <u>this is not the case</u>! Certainly with Hiarcs and Rybka the relative good (or bad) performance remains constant with the same hash setting. The 2x and 4x rule is fundamentally flawed. Find your best hash setting and keep to the same hash for single, dual and quad, and the solve time speed-ups at 70% and 80% will remain constant. If you find a good SP setting, and go 2x for dual or 4x for quad there will be no correlation and timings will not improve as they should. The <u>only</u> exception might be Junior because there appears to be an inbuilt thread synchronising code that minimises MP variability but at cost of speed.

I'd <u>always</u> advise people to check out their own hardware set-up, but this certainly works for me. If others get different results then I'm sure more information would be helpful to everybody!

Finally I've completed a couple more matches, or at least as many games as I intend running for the time being.

- Zap Mexicoll 64-bit 37-85 Rybka3 64-bit

Remember it was Zap which beat Rybka232 by 5½-4½ in their $10,000 dollar match. It was noted then how much Zap improved in 64-bit mode, so this is some result for Rybka.

- Hiarcs12 37½-74½ Rybka3 32-bit

Here's a reminder of the 64-bit score:

- Hiarcs12 36½-103½ Rybka3 64-bit

... so interestingly we now see that there appears to be a significant difference between the new Rybka3 32-bit and 64-bit performances.

CHESS IN 1981 BY PETE BILSON

In Leicester there's an old bookshop that I visit from time to time. I've found a number of good oldish chess books there, usually in decent condition, and last week my visit proved very lucky... he had a bound volume of *'CHESS'* from the year 1981!

On page 110 there's a bold headline- *"THE BEST CHESS COMPUTER YET?!"* by Kevin O'Connell and David Levy, who were both working on a chess program they called Philidor. They give a few games, including wins against 1700 and 1760 rated players, but here's the one which I feel the machine plays with style... indeed O'Connell says, *"This must qualify as one of the greatest, if not the greatest game in the entire history of chess computers. Any strong human player would have been proud to play such a game"*.

SARGON - PHILIDOR

1.d4 e6 2.♘f3 d5 3.♘c3 ♘f6 4.♗g5 ♗b4 5.♗xf6 ♕xf6 6.♕d3 0-0 7.0-0-0 ♘c6 8.e3 ♗d7 9.♗e2 ♖ae8 10.♘b5?! a6 11.♘xc7? *[11.♘c3 is obviously correct]* **11...♖c8 12.♘xa6 bxa6 13.♕xa6?** *[13.a3 ♗d6 14.♕xa6 is better, but even then 14...♖a8 15.♕d3 ♘a5 would cause White lots of trouble]* **13...♖a8! 14.♕b7 ♖a7 15.♕b5 ♖xa2 16.c3 ♘xd4! 17.♕xb4 ♘xe2+ 18.♔c2 ♘xc3!**
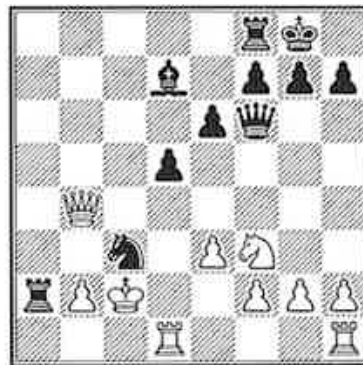
[Taking full advantage of the pin on the b2/pawn] **19.♖a1 ♗a4+ 20.♔d3 ♗b5+** *[20...♕f5+ could come with a mate announcement, but this is 1981!]* **21.♔c2 ♕g6+ 22.e4 ♖c8! 23.♘e5 ♕xg2 24.♕xc3 ♕xe4+** *[and that's m/4]* **25.♘d3 ♗xd3+ 26.♔d2 ♕e2+ 27.♔c1 ♖xa1#** 0−1. Nice! They put the program in the SciSys MarkV and it went on to win the World Computer Championship in the very same year!

A REVIEW OF THE 10TH AEGON TOURNAMENT (1995!)
------------*by Rob van Son*

Some time ago I was cleaning out my wall unit and consequently found some old computer chess material. Besides all kind of stuff from the eighties and nineties, there was a little blue programme of **the 10th Aegon human-computer chess tournament**, organised in 1995. With the good result of the Berlin Professional 68020 at the last gebruikers tournament in my mind, I stopped cleaning and began to read the programme.

It caught my attention because I was the operator of the **Berlin Pro** at that 10th Aegon tournament. While reading the little book, memories started coming back to me and the whole tournament became alive again.

MY FIRST AEGON, 1994

The first time I went to the Aegon tournament was in 1994, for the 9th Aegon. In those days I was in possession of the chess computer Mephisto Milano. When I visited the Aegon in The Hague, I saw a similar looking chess computer, also by Mephisto, that played much stronger than my Milano. How was that possible? I thought the Milano was already a very powerful computer.

The operator, Jan de Jong, at the time secretary of Jan Louwman's computer chess magazine *MegaByte*, told me some more about this computer, and he was very happy with its performance at the tournament. Jan told me that he was only the operator. The owner was the captain of the operators; computer chess-expert Jan Louwman himself.

This similar looking chess computer was the Mephisto Berlin Professional, with a program of the Englishman Richard Lang, and it performed extremely well among the powerful PC chess programs like Hiarcs, The King, Quest, M-Chess Pro as well as many others. All of these were running on what was, at that time, very fast calculating microprocessors. I remember that there was one participant who had put a sign on his table saying that <u>his</u> computer was running on a Pentium processor!

I was so impressed that I visited the tournament more often while it was being played, and I kept my eye on the Berlin Pro! It played extremely well, because the machine beat the Dutch IM Gert Ligterink and played a draw against the strong Armenian Grandmaster Rafael Vaganian. The result was, at the end, a score of 3½ points out of 6 games, with a tournament performance rating of 2400 Elo.

I WOULD LIKE ONE OF THESE

After the tournament I called Jan Louwman at his home, and spoke with him about the Berlin's great result, and he told me that I could buy the computer. Well, I felt I was in seventh heaven, so I drove straight over to Jan's place in Rotterdam and bought the machine for 1,199 guilders (544 euros).

A year went by and, some time before the 10th Aegon tournament (26, 27, 28 April & 1, 2, 3 May 1995), I called Jan again to ask him if I could participate in the tournament with the Berlin. He agreed, so I only hoped that my machine would perform as well as last year.

Of course besides this, it was a great opportunity for me to have a chance to sit opposite a real Grandmaster, and play a nice game of chess. Fortunately, the computer was playing against the grandmaster and I was only the extension of the machine, like a robot that needs a grasping arm to move the pieces on the board. But it felt like playing the game myself! The greatest crowd-puller among the human participants was certainly the legendary grandmaster David Bronstein, who died on the 5th of December 2006 in the city of Minsk in Belarus (a former Soviet Union Republic).

10TH AEGON

The organiser of all the Aegon tournaments was CSVN chairman Cock de Gorter. At the 10th tournament, we played with the Bronstein clock: a thinking time of 1½ hours for the whole game plus 15 seconds extra for each move. It was not possible to save these extra seconds for other moves. All the games

began at 7.30 pm. Well, that suited me fine, because I had to work all day and after that had to drive from Amsterdam to the Aegon head office building in The Hague.

In the first round, The Berlin and I had to play against Piet Geertsema, a very enthusiastic Dutch amateur with an Elo of 1926. After a tough fight, the Berlin checkmated Piet in 57 moves. We had won our first point! Hopefully we could continue this, so there might be a chance for us to play on a top board against a real professional. The Berlin is also a professional, so let's just see how lucky we are in the next round.

In the second round, we had to play against the Dutch chess veteran Willem Jan Wolthuis. After the Second World War, Wim (as he was called) was a very strong player for many years, and in the sixties and seventies of the last century also organiser of big chess tournaments like the famous IBM tournaments in Amsterdam.

Unfortunately for him, the Berlin beat Wim in only 28 moves... now the Berlin had got two points out of two games! (Willem Jan Wolthuis passed away on the 20th of June 2006 at the age of 86).

In the third round, my dream came true. The moment of truth was upon us! At the tournament there was a stage where the strongest participants played their games. That means human players like the IGM's and IM's, but also strong amateurs against the most

powerful PC engines. My Berlin - compare it with a sports car in a field of formula 1 racing cars, a fine dedicated computer amongst the PC-powered, engines, did it again!

We had to climb up the podium to meet the IGM Roberto Cifuentes Parada. Roberto was born in Santiago, the capital city of Chile, but lived in the Netherlands for many years and nowadays lives in Spain. In 1994, a year before the tournament, he was the captain for the Dutch women's team during the Olympiad in Moscow. Now, he had to play with black against my Berlin Pro.

The grandmaster played the Pirc defence and on the fifth move, they already exchanged their queens. So that's an early start for an end game! Roberto raised the pressure on the white pieces and sacrificed a rook for a bishop. The Berlin defended itself very professionally, but Roberto was playing just a bit more professional than the computer, so after 59 moves its operator resigned for the Berlin and shook hands with the grandmaster. We accepted the first zero, but it's no shame to lose against a grandmaster with an Elo of 2529.

Would we have to leave the stage because of the zero in the last round? No, in the fourth round we stayed on the stage and met... Zsuzsa (Susan) Polgar, the eldest of the three famous chess playing sisters! Zsuszsa participated in the 10th Aegon tournament, together with her sister Sofia. In 1996, she would become the Woman's World Chess Champion, and keep her title until 1999.

So the Berlin had to challenge another grandmaster, this time a woman with an Elo of 2577. I was honoured to sit opposite of Zsuzsa and had the opportunity to speak with her before the game started.

During the game, while the Berlin was calculating, I went off the stage and walked to the other side of the hall to get a cup of coffee from the machine. I thought I deserved that after a long day of work and driving to the tournament in The Hague to operate the Berlin Pro afterwards. Suddenly, an old gentleman came running after me and made a big jump. It was an angry Jan Louwman who asked me why I was leaving my chair while the computer was in its permanent brain

Jan Louwman

AEGON COMPUTER-SCHAAKTOERNOOI

phase. This was reason for a small quarrel between us, but fortunately the next evening Jan and I patched it up again and I sat off-stage, and closer to the coffee-machine!

The game between Zsusza Polgar, playing with white, and the Berlin Pro was very interesting: a Queen's Indian with chances for both sides. White's position became much better after the 19th move of black (Qc7), but Zsusza gave the advantage away with her 23rd move (h3) and the 24th move (Rd1-b1).

Then the Berlin made a very bad 30th move (Rd4-d2), so white could play for a win again. At the 38th move of black (Ra7-c7), the Berlin thought it was a draw and I saw in the display an evaluation score of 0.00. I offered her a draw, but she said: *'No!'* After some other weak moves of the Berlin, black resigned at the 54th move. During the last part of the game, there was a large audience watching our game. Maybe the tension was a little too much for the Berlin, so after the resignation, the machine hit the roof! All the 64 leds were on and the computer began to beep continuously. Fortunately, when I switched it off it only took a few minutes for it to cool down and function correctly again. Phew!

As I already told you, in the fifth round we were back off-stage again, but the Berlin had to play against another professional, the IM Paul Boersma. Paul is a chess journalist for a Dutch newspaper and during the tournament his only fear was to play against a PC-program running on a Pentium processor!

Anyway, after a closed Catalan opening, the Berlin had no chance with the black pieces against the International Master and had to resign at the 45th move. Afterwards, we analysed the game with a friend of Paul also participating in the tournament, Jannes van der Wal. In 1982, Jannes became World Champion Draughts in the city of Sao Paulo in Brazil. Because of his eccentric behaviour, the Dutch media loved to invite him to their talk shows, which certainly increased their ratings at the time. He also liked chess and in 1995 he participated for the second time. His Elo rating was about 2270. I'm honoured that I had the opportunity to meet him. Unfortunately, he died in 1996 on the 24th of September, at the age of 39, of leukaemia.

After five rounds the Berlin, after starting with 2 out of 2, had still scored only two points and now lost three games against the professionals. With one round to go, the computer could not equal its score of the year before: 3½ out of 6. But a 50% score was still possible if the Berlin could win in the last round. In the sixth round we had to play with white against Henny Maliangkay, a very enthusiastic amateur chess player. This time, it was very easy for the Berlin to win the game. After a Sicilian opening, black made a terrible blunder at the 18th move and resigned.

I was very satisfied with the 50% score (3 points out of 6 games). The Mephisto Berlin Professional played like a professional against the human amateurs, but was an amateur itself against the real professionals like Zsuzsa Polgar, Roberto Cifuentes Parada and Paul Boersma!

As a thank you for participating in the tournament, the operators received a chessboard from the organisation. Not with regular

wooden pieces, but with pieces made of chocolate! You can probably imagine that the picture of my present (see end of article!) was taken directly after the tournament, because not much later all the pieces were gone and I never was able to find them again…!

Rob van Son, August 2008

Games Selection

GEERTSEMA, PIET - MEPH BERLIN 68020

Round 1. D00: 1 d4 d5: Unusual lines
1.d4 d5 2.e3

An anti–computer plan to block the centre and then set off with a kingside attack
2...♘f6 3.♗d3 c5 4.c3 ♘c6 5.f4 ♗g4 6.♘f3 e6 7.♘bd2 ♗d6 8.h3

I was surprised to find that there were still games in my database for this position! One with the move as played, and a couple going 8.0-0. Now 8...cxd4 resulted in a 0–1, and 8...0-0 in a 1–0 miniature in 18 moves
8...♗h5 9.0-0 0-0 10.♕e1N

10.g4 ♗xg4? *(10...♗g6∓)* 11.hxg4 ♘xg4 12.♗xh7+ ♔h8 13.♘g5+– Cianfarani – Touzet 1999 1-0 (24)
10...cxd4 11.cxd4?

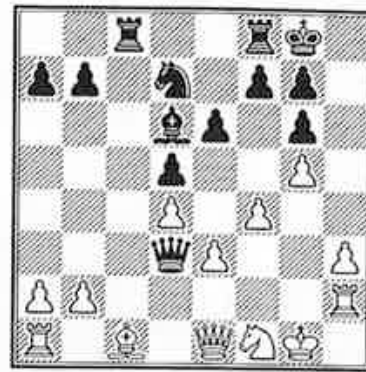Lets the knight in. Best was 11.♘xd4!? ♗g6 12.♗xg6 hxg6 13.♘2f3
11...♘b4!

Seizing its chance. White's reply is pretty much forced, Geertsema wouldn't want to exchange his good bishop for the knight even though its retreat is hardly pleasing
12.♗b1 ♕c7 13.♘e5 ♘c2 14.♗xc2 ♕xc2 15.g4

The attack looks quite optimistic
15...♗g6 16.♘xg6 hxg6 17.g5 ♘d7 18.♖f2 ♕f5 19.♖h2 ♖ac8 20.♘f1 ♕d3

There are tactics all over the place, but Black's development is better and the computer is slowly but surely improving its piece placement
21.♗d2 ♕b5 22.♗c3 ♘b6 23.h4

Bold stuff! Geertsema might have thought about exchanging queens to quieten the tactics a little, so 23.♕e2 ♕xe2 24.♖xe2
23...♘a4! 24.h5! gxh5 25.♖xh5 g6 26.♖h2 ♔g7! 27.♖c1 ♖h8 28.♖cc2 a6 29.♖xh8 ♖xh8 30.b3 ♘b6

I'd have expected the computer to go for 30...♘xc3 31.♕xc3 *(not 31.♖xc3?? ♗b4!)* 31...a5 but it's pretty equal
31.a4?!

31.♖h2=
31...♕d3! 32.♕e2 ♕f5 33.♗e1 ♕h3 34.♕g2 ♕h5 35.♘g3 ♕g4 36.♕e2 ♕xe2 37.♘xe2 ♘c8 38.♔g2 ♘e7 39.♘g3 ♘c6 40.♘e2 f6 41.gxf6+ ♔xf6 42.♘g3 g5 43.fxg5+ ♔xg5 44.♘f1 ♔f6 45.♖f2+ ♔e7

The game should be a draw but there are enough pieces on the board to encourage White to test out the computer as it enters the endgame, so far without success. Here 46.♘g3 to avoid a check from the rook is best, but for the next couple of moves Geertsema drifts a little and the computer recovers the edge it let go in the middle game
46.♖e2?! ♖g8+ 47.♘g3 e5! 48.♔h3 ♔e6

49.dxe5?!

Yields the centre to the Berlin's minor pieces and better placed king. 49.♖d2 looks better, and if 49...♖c8 50.♖d1=

49...♘xe5!

Threatening ♘f3 with an attack on the bishop and a double attack on ♘/g3. How should White respond?!

50.♗c3??

White's position is going downhill. 50.♗f2 looks best, then Black has 50...♘d3 with the double attack on ♘/g3 we mentioned, so 51.♘f1 ♖c8 52.♔g2 and just about holding, though it is definitely getting a little tricky

50...♘f3! 51.♖g2 ♘g5+ 52.♔h2 ♖c8 53.♗d2?

53.♗b2 was the best try, but now 53...♘e4 54.♔h3 ♘xg3 55.♖xg3 ♗xg3 56.♔xg3 ♖c2 and Black is the exchange up, should still win

53...♘f3+ 54.♔h3 ♖h8+ 55.♔g4?

Walks into a mate. But even 55.♘h5 was hopeless after 55...♔f5 56.♖f2 ♖xh5+ 57.♔g2 ♔e4 and more material is about to drop

55...♘e5+ 56.♔g5 ♗e7+ 57.♔f4 ♖h4# 0-1

MEPHISTO BERLIN 68020 - WOLTHUIS,WIM

Round 2. D18: Slav Defence: 5 a4 Bf5 6 e3
1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♗f5 6.e3 e6 7.♗xc4 ♗b4 8.0-0 ♘bd7 9.♘h4 ♗g4 10.f3 ♗h5 11.g4 ♘d5 12.♘g2 ♗g6 13.♘a2 ♗e7 14.e4 ♘5b6 15.♗b3

We're still in book in this popular Slav line, but now Black usually plays 15...a5. In fact that's what Morozevich played against Ivanchuk last year in Moscow, but the in–form Ivanchuk won!

15...h5N 16.a5!

Well done BP... that's exactly why Black should have played a5!

16...♘c8?

Rather unexpectedly and not easy to see was the possibility of 16...hxg4! and after the 'obvious' continuation 17.axb6?! *(actually 17.♘f4 was better, then 17...♗d6 18.axb6 ♕h4 19.♕c2 axb6 20.♕f2 ♕h7±)* 17...gxf3 18.♘f4 ♗xe4 19.♘c3 ♗f5 ,and Black has an edge! Both these lines are quite surprising! **17.♘f4 ♘f8 18.a6 b5 19.gxh5 ♗xh5 20.♗e3 ♘b6 21.♕c2 ♖c8 22.♘c3 ♘g6 23.♘xh5 ♖xh5 24.♕g2 ♗g5**

24...c5!? is interesting: 25.♗xe6 cxd4=

25.f4

The Berlin hasn't been able to make much of its slight advantage, despite keeping Wolthuis under pressure. But now he is playing too cautiously and misses a tactic

25...♗h6?!

25...♘xf4 was correct, then 26.♗xf4 ♗xf4 27.♖xf4 is pretty much forced, and now Black can try 27...♖g5 28.♖g4 ♖xg4 29.♕xg4 ♕xd4+ 30.♔h1 ♕e5. Okay Black only has 2x♙ for the ♗, but his pawns are in good shape and he's on course for a draw with care

26.♗xe6!

A simple tactic, but missing it must have rattled Black as he now (as so often happens!) makes an immediate second mistake, this time much more serious!

26...♕d6??

Just leads to further unpleasantness. Of course 26...fxe6?? 27.♕xg6+ winning the rook was no good at all. But 26...♘c4! threatening 27...♘xe3, which would then fork ♕+♖, was a strong response, forcing 27.♗xc4, and now 27...bxc4 leaves Black only a pawn down, though the computer's strong line of central pawns look ominous!

27.♗xc8 ♘xf4 28.♕f3

Wim resigned, no doubt in shock at the way the computer had so suddenly demol–ished him. I'm sure if they'd played on he

would have lost, but with the help of my laptop I did find a small tactical resource still on the board for Black: 28...♞e2+ 29.♕xe2 ♝xe3+! The queen can't make the capture because of 30...♕xh2 mate, so 30.♔h1 and now 30...♖h4 with slight chances **1-0**

BERLIN 68020 - CIFUENTES PARADA, ROBERTO

Round 3. B07: Pirc Defence
**1.e4 d6 2.d4 ♞f6 3.♞c3 e5 4.dxe5 dxe5
5.♕xd8+ ♔xd8 6.♞f3 ♝d6 7.♝c4 ♝e6
8.♝xe6 fxe6 9.0-0 ♞c6 10.♝e3 ♔e7 11.a3
h6 12.h3 ♞g5 13.♖ad1 a6 14.♖d3 ♞h5
15.♖fd1 ♖af8**
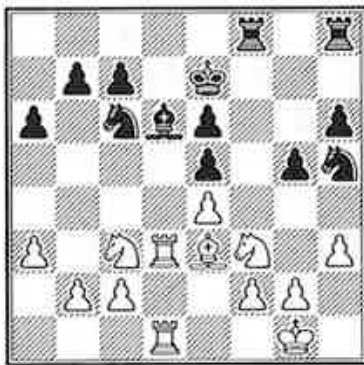
Yes, we're well and truly back in the days of the kingside attack against the dedicated computers!
16.♖3d2 ♞f4 17.♞h2
17.♔h2 was simple and solid
17...♞a5 18.b3 ♖d8
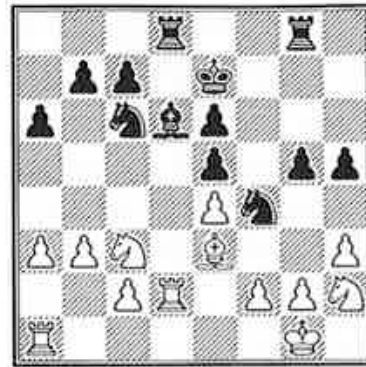To enable ♝xa3... without ♖d8 it would have left White with ♖d7+!
19.♖a1
I note that if White ignores the pawn with 19.♞f3, then 19...♝xa3?! is still not possible because of 20.♞xe5±
19...♞c6 20.♞g4?!
Black gains a useful tempo and puts the knight back where it was. 20.♞f3=
20...h5 21.♞h2 ♖hg8

Parada v BerlinPro

Now Black looks to have the better chances, but the computer competes well
22.b4 ♞d4 23.♖b1 b5 24.a4 ♖b8?!
24...c6 was best here, then 25.axb5 cxb5∓
**25.axb5 ♞xb5 26.♞xb5 ♖xb5 27.c3 a5
28.♖a1 axb4 29.c4!**
Cleverly winning the exchange for a pawn
29...♖c5
If 29...♖b7?! 30.c5! ♝xc5 31.♝xc5+ and White has a bishop for 2 pawns!
**30.♝xc5 ♝xc5 31.♔f1 g4 32.hxg4 hxg4
33.♖ad1**
33.g3!?
33...♝d4!
A fine outpost also negating the effect on the d-file of White's pair of rooks
**34.g3 ♞h3 35.♔g2 ♞g5 36.♖e2 ♞h7 37.♖b1
♝c3 38.♖a2 ♞f6 39.♖a7 ♔d6 40.f3 gxf3+
41.♔xf3 ♞h7 42.♖d1+ ♔c6 43.♖a6+ ♔b7
44.♖a4 ♞g5+ 45.♔e3 ♞f7**

Black hasn't got anywhere with all his probing and the attacks on isolated pawns. But White must remain active!
46.♞f1?!
46.g4 was best, heading towards the return of the exchange: 46...♞d6 47.♖b1 ♞xc4+ 48.♔d3 ♞b6 49.♖bxb4 ♝xb4 50.♖xb4. Now Black – though still a pawn up from the original ♖/♝ exchange at move 30 – will struggle to win because the extra

pawn is doubled

46...♘d6! 47.♖b1 ♘xc4+ 48.♔d3 ♘b6 49.♖a2?!

Giving the exchange back, as in our previous note, with 49.♖bxb4 results in 49...♗xb4 50.♖xb4 c5 51.♖b1 ♔c6. The position isn't that much different, though Black has gained extra tempi for his king and with the advance of the c–pawn. It still wouldn't be easy to win though

49...c5 50.♖f2?!

"Rooks on open files" at the moment isn't as important as protecting loose pawns! 50.♖g2 was better, then if 50...c4+ 51.♔e2 ♔c6 52.g4 and give the opponent something to think about

50...c4+ 51.♔e2 ♔c6

52.♖f6

A little optimistic in the game situation, but it nearly bears fruit!

52...♔d6

52...b3! was correct, and after 53.♖xe6+ ♔c5 54.♘e3 *(trying to hang on to the g3/♙ with 54.♔f3 results in 54...♖f8+ 55.♔g4 ♘a4 56.♖e7 ♔d4 57.♖c7 ♘c5 and White's position is about to collapse)* 54...♖xg3 55.♔f2 ♖h3, and now White's best chance is 56.♘xc4 ♘xc4 57.♔g2 ♖e3 58.♖xb3 though Black is still winning with 58...♔d4

53.♖f3?

Missing the chance its been given! 53.♘e3! b3 54.♘xc4+! ♘xc4 55.♖f3 ♗d4 56.♖fxb3 and the game could yet be saved!

53...♔c5! 54.♖f6 b3 55.♖xe6 ♗d4 56.♖e7 ♘a4 57.♖c7+ ♔b5 58.♖xc4?

Sheer desperation. But 58.♖b7+ would only delay the end briefly after 58...♔c6 59.♖1xb3 cxb3 60.♖xb3 ♘c5 **0-1**

58...♔xc4 59.♘d2+ ♔c3

60.♘xb3 ♔c2 61.♘xd4+ exd4 followed by 62...d3+ **0-1**

POLGAR, ZSUZSA - MEPHISTO BERLIN 68020

Round 4. E14: Queen's Indian: Classical Variation (4 e3)

1.d4 ♘f6 2.♘f3 e6 3.e3 b6 4.♗d3 ♗b7 5.c4 ♗e7 6.♘c3 d5 7.b3

Varying, as Zsuzsa herself had played 7.♕a4+ c6 8.cxd5 exd5 9.0-0 0-0 10.b4 beating Schandorff at Vejstrup in 41 moves in 1989. 7.0-0 is also very possible

7...dxc4N

7.b3 wasn't altogether new, but this was. 7...0-0 has been tried, and seems okay, also 7...♘bd7. But the BerlinPro move looks reasonable enough

8.bxc4 0-0 9.0-0 c5 10.♗b2 cxd4 11.exd4

The sort of position they write about in the strategy books... White has hanging pawns: c4+d4, but with plenty of activity. An 'unclear' symbol would go nicely here!

11...♘c6 12.♖c1 ♗d6?!

This wasn't really necessary, better was 12...♖c8

13.♕e2 ♖c8 14.♘e4 ♘b4?!

Yielding the bishop pair is not such a good idea. 14...♘xe4 15.♗xe4 and then 15...♕e7= was better

15.♘xd6 ♕xd6 16.♗a3 ♖fd8 17.♖fd1 a5 18.♖b1 h6 19.♘e5 ♕c7?!

Better was 19...♘d7 20.♗xb4 axb4

21.♘xd7 ♖xd7, and the game is equal
20.♗xb4

Zsuzsa relinquishes the advantage of the bishop pair, but doubles Black's pawns!
20...axb4 21.♕e3

21...♖a8?!

I realise the queen has already moved about a bit more than she should, but even so protecting the b4–pawn with 21...♕e7 might have been better here. Then I'd expect 22.♕e1! b5 23.♕xb4 ♕xb4 24.♖xb4 bxc4 25.♖xc4 ♖xc4 26.♗xc4 ♖a8±

Another idea which avoids most of the exchanges after 21...♕e7 is 21...b5!? 22.♖xb4 bxc4 23.♖xc4 ♕d6±. Perhaps this would have been best
22.♖xb4 ♖xa2 23.h3?!

23.♖db1! looks much more incisive
23...♕d6 24.♖db1?

Not best, it allows Black to equalise. There were a few moves better than ♖db1, and of these 24.c5! was really strong. Black can't capture or the ♗/b7 is lost, so the question is where to put the queen (yes, she's on the move again!). I'd suggest 24...♕c7 but then 25.♗c4 and the b6/♙ is dropping while White's position continues to get stronger
24...♕xd4 25.♕xd4 ♖xd4 26.♖xb6 ♗e4 27.♖b8+ ♔h7 28.♗xe4+ ♘xe4 29.♘xf7 ♘xf2 30.c5 ♖dd2

I know Rob wasn't too happy with this move, and I do think 30...♖e4 was probably better. On the other hand the pair of rooks on Zsuzsa's second rank can threaten both a perpetual check or even mate, and White will need to keep a careful eye on them while they are present!
31.♖h8+ ♔g6 32.♘e5+
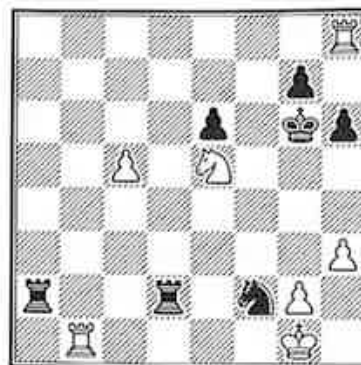
Where should the king go?!
32...♔f6?!

32...♔h5!? might have been better, despite inviting checks starting with 33.g4+ ♔h4, and then 34.♘f3+ ♔g3. But now 35.♘xd2 ♖xd2 36.♔f1 ♘d3! looks to be a draw
33.♘f3 ♖e2 34.♘e1 ♘e4

Black has to work out how to contain the c5/♙ which is set to advance. The other try was 34...♔e7 35.c6! ♔d6 36.♖c1 ♖a7 37.♖d8+. *(You'd think 36...♔c7 would have been better, to stop this check, but White would have had 37.♖h7!)* 37...♔e7 38.♖c8 ♘e4 39.c7 ♘d6 40.♖g8 ♔f7 41.♖d8 ♔e7 42.♖xd6! ♖xc7 43.♖xc7+ ♔xd6 44.♖c1. White has ♘for♙ and should win
35.c6

I think Black's chosen move was indeed best, the win looks harder from here
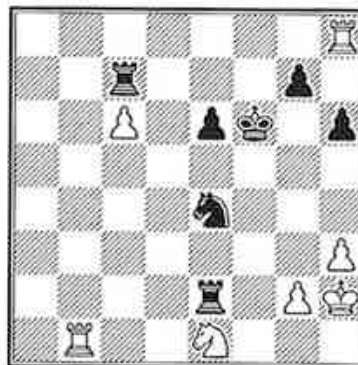**35...♖a7! 36.♘d3 ♖aa2!**

Black's mate threat seems likely to force a draw
**37.♘e1 ♖a7**

Twofold repetition
38.♔h2 ♖c7

Just to remind readers that Rob told us that the BP68020 showed 0.00 here, and that's an evaluation with which I and the top PC engines of 2008 would agree!
39.♖b7!?

This is a very bold decision from Zsuzsa, giving up the advanced pawn! But it's the only way to win (or lose!). If instead 39.♖c1 ♖d2 40.♖f8+ ♔e7 41.♖f4 ♘f6 draws
39...♖xc6 40.♖f8+ ♔e5 41.♘f3+ ♔d5 42.♖xg7 ♘d6?!

42...e5! was best, and White would need to think carefully to find 43.♖e7 ♖g6 44.♖xe5+ ♔d6 45.♖d8+ ♔c7 46.♘h4 ♖gxg2+ 47.♘xg2 ♔xd8 and a draw
43.♖g6! ♖cc2 44.♘h4 h5 45.♖h6 ♘c4 46.♖xh5+
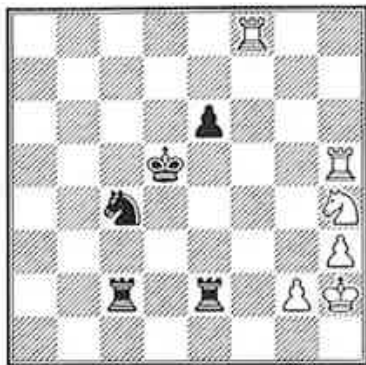
46...e5?!

As always after even a small mistake the guilty party now has to avoid all errors. Here the move played was not quite as careful as 46...♔e4 47.♖e8 ♔d3 48.♖h6 e5 49.♖c6 ♔e4, a complicated continuation which is hanging on to a draw
47.♖d8+! ♔e6??

Almost anything else was better than this 47...♔c5 also ♔e4 and ♔c6, with similar continuations, are all much better and make it more difficult for White to make progress.

E.g. 47...♔c5 48.♖g5 *(48.♖c8+ ♔d5 49.♖g5 ♘e3 and Black again has a fair chance of getting a draw)* 48...♖a2 49.♖c8+ ♔d5 50.♘f3

Or 47...♔e4 48.♖g5 ♖f2 49.♘g6 ♔e3 50.h4

Or, finally, 47...♔c6 48.♖g5 ♔c7 49.♖f8 ♘e3 50.♖f6. These all leave it tricky for Black, but there's still plenty of play in the positions and nothing is finally decided
48.♖h6+! ♔e7 49.♖a8

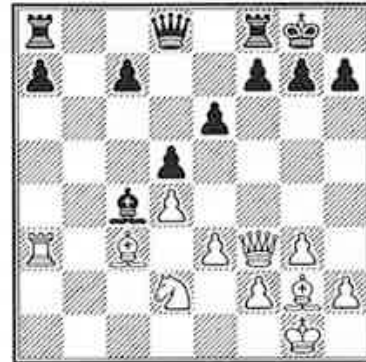49.♖g8! ♔f7 50.♖gg6 was an even quicker win
49...♖a2 50.♖c8

Or 50.♖g8! ♖f2 51.♖g7+ ♔e8 52.♖c7 ♔d8 53.♖xc4 game over
50...♘d6 51.♖c7+ ♔d8 52.♖g7 ♘e8 53.♖h8 e4 54.♖gg8

Winning the knight. 54...♔d7 55.♖xe8
1-0

BOERSMA, PAULUS A - BERLIN 68020

We join this round 5 game with the computer about to play its 19th move

If you count the pieces then Black is winning... but as we shall see it is already in some trouble
19...♗b5 20.♗b4 ♖e8 21.e4! dxe4 22.♕xe4 c6 23.♕e3 a5 24.♗c5 ♕c7

The Berlin's defence has been terrific, and it is getting back into the game
25.f4 ♖ed8 26.♗e4 a4 27.♗c2

Boersma's pair of bishops are beginning to look dangerous
27...♕d7 28.♕e4 f5 29.♕e3 ♔h8 30.♗b1 ♕f7 31.♗a2 ♕f6?!

The pin was uncomfortable, but even so It might have been better to defend the pawn with 31...♖e8
32.♘f3

Not 32.♗xe6? ♖e8! The pinner pinned
32...♖e8 33.♘g5 ♕g6 34.♕e1 ♕h5 35.♖e3!

Spotting weak pawns, removing or side-tracking potential defenders, patiently waiting until one too many has moved away, and building up on the weakness is a fine art!
35...h6 36.♘xe6 ♖ab8

The rook really needed to go to c8 to protect the c6/♙

37.d5! ♖b7

Even if 37...cxd5 38.♗xd5 ♖g8 39.♗d4 threatens ♘xg7 so Black's only chance is to pin the knight with 39...♖be8 and now 40.♗e5 ♗d7 41.♘c7 and Black cannot avoid losing back the exchange: 41...♖xe5 42.♖xe5 ♖d8 43.♖e7 White has knight for pawn and should win easily enough

38.d6 ♖d7 39.♔g2?!

39.♗d4! was pretty deadly here: 39...c5 40.♘xg7 ♖xg7 41.♗xg7+ ♔h7 *(41...♔xg7? 42.♖e7+! ♔f8 43.♕a1, threatening ♕g7 mate against which the only defence is to throw a few pieces away!)* 42.♖xe8 ♕xe8 43.♕xe8 ♗xe8 44.♗b2 a clear bishop up, plus a passed pawn on the 6th!

39...♕g6 40.♘d4 ♖xe3 41.♕xe3 ♖b7

42.♕e6!

Threatening ♕g8 mate, so Black has no choice

42...♕xe6 43.♗xe6 ♗d3 44.d7 ♗e4+ 45.♔f2

45...♖b8 46.♘xf5 ♗xf5 47.♗xf5 wins easily **1-0**

BERLIN 68020 - MALIANGKAY, HENNY

And finally, in round 6, we join the game with Black about to play her 17th move.

17...d5?

An astonishing miss instead of playing 17...♕xb6 and now 18.fxe6 fxe6 19.♖xf6 ♖c8 20.♗xc4 ♕xb3 21.♗xb3 ♗g7 22.♖f3 leaves White a pawn ahead but a far from won game

18.fxe6

18.♘xd7! was also winning: 18...♔xd7 19.fxe6+ ♔c8 20.♖xf6 fxe6 21.♘xe6 ♘d2 22.♘xc7 ♘xb3 23.axb3 ♔xc7 24.♖f7+ and White is 2 pawns ahead and should soon win the one on d5.

Well the fact is that, after 18.fxe6?! we find it isn't all over if Black can find the right move now! But the position has become incredibly complicated with so many possible captures for both sides, so we must forgive her

18...♗c5?

Looks logical, attacking both knights

However 18...♘xb6! was the move, and she's nearly back in the game after 19.exd7+ ♘xd7 20.exd5 ♗d6 *(taking a risk to win the minus pawn back)* 21.♘f5 ♗xh2+ 22.♔h1 ♗e5. But White has a strong move available here 23.♕b4! threatening ♕e7 mate, so Black must get a piece onto c5 to block that... 23...♘c5 *(or 23...♕c5 and now 24.♕xb7 keeps White in control)* 24.♖ad1! h5! stops both ♘h6 and ♗g4. Very tricky stuff! But after the move played...

19.♘xd5!

Attacks the queen, and Black is lost. 19...♕d6 20.exd7+. Black can't take on d7 because of the fork ♘xf6+, so 20...♔f8 and White has a pleasant choice, win another knight with 21.♕xc4, or win a pawn with an attack on the queen by 21.♖xf6 **1-0**

Rob and I both hope that our readers have enjoyed this excursion into one of the great chess computer events of the past. To complete the pleasure, here's a photo of the chocolate cake!

WINBOARD AND UCI ENGINES BY CHRIS GOULDEN

When I wrote an article back in *SelSearch 106* on how to make **Winboard** engines work in the Winboard Interface written by **Tim Mann**, there were only about 45 engines and, of the twenty I used to test, they ranged from 2380 Elo to 2620, but they were never troubling Hiarcs, Shredder, Rebel, or anything produced by the *Chessbase* stable.

Then Chessbase allowed an import feature for the newer **UCI** engines, though they never followed this up properly for the Winboard Protocol.

However there are now quite a few strong Winboard engines to choose from, which you can put into a *Chessbase* product if you do not want to use either the *Arena* interface that supports both UCI and Winboard, or go into the tricky world of Winboard itself.

There have always been two solutions to this problem that are still available to this day.

One of the options is actually no longer practical, as it devalues any Winboard engine by at least 30 Elo points, so we will ignore that!

So we are left with the **WB2UCI adapter** written by **Odd Gunnar Malin** to make our UCI file for the Chessbase interfaces. The two key components are **wb2uci.eng** and **wb2uci.exe**, these are the only two adapter files you will need to go with your Winboard engine files. Wb2uci.eng is an important editable file worth getting used to. It can be opened up in Notepad so that various engine parameters can be changed.

HERE IS THE PROCEDURE

1) Download the Winboard engine of your choice, including its supporting files, for this demo I will use the new Delfi 5.3. (Note from Eric, if you visit the Ridderkerk site listed below, you may well find a later Delfi version has become available - upgrades to many of these engines become available all the time! - but the general method will remain the same!

2) Make a directory for Delfi with Windows Explorer as usual.

(2a) You may prefer first to make a general directory called, say, **UciWinboard**, and then create a Delfi directory within it. Then if you download Wildcat or Thinker or any of the other programs later, (when you've caught the bug!) they can have their own directories within the **UciWinboard** directory you created, and you'll know where to find them all when you're adding new ones or changing existing ones.

3) Put all of the downloaded files relating to Delfi in this directory which, if you've followed my suggestion will be

   c:\UciWinboard\Delfi

along with **wb2uci.exe** and **wb2uci.eng** which can downloaded from this link:

http://home.online.no/~malin/sjakk/Wb2Uci/#download

You can get your Winboard programs from:

http://wbec-ridderkerk.nl/index.html

4) **wb2uci.eng** is an editable text file, that can be opened with Notepad.

You need to edit this to tell Chessbase how much hash table memory to use and where to find the programs opening book if you do not want to use the Chessbase engine opening book CGT file. An example of the edited wb2uci.eng file specifically for Delfi follows:

[ENGINE]
Name=Delfi 5.3
Author= Fabio Cavicchio
Filename=wb2uci.exe

[OPTIONS]
Program=delfi.exe
; See Wb2Uci.html for more options
HashCommand=hash %iM
Hash=16
OwnBook=true

There is enough here to make the program work in the Chessbase interface. There are a lot more options that can be found at:

http://home.online.no/~malin/sjakk/Wb2Uci/Wb2Uci.html

Thinking of modern processors you could add the Ponder=true command to the above, underneath the opening book line, but of course it will only work if the praticular engine can actually ponder!

Also a quick line about hash tables - if you are playing engine v engine lightning or rapid play time controls then the hash should be set to 16 as above, or to 32 for a 90 in 30 time control as used at Ridderkerk. Only use big hash tables for 40 moves in 2hrs. When the hash is too big it is better for the engine to calculate the move from scratch rather than looking at the hash.

5) Save the **wb2uci.eng** file you have just made for Delfi (within the Delfi directory) and we are now ready to import it into the Chessbase program of your choice. I have used the Zapchess Zanzibar ChessBase interface to test my recent Winboard engines, but of course Fritz11, Deep Hiarcs12, Shredder11, or the new Rybka3 will work just the same.

6) Open Zapchess and go to the create UCI engine option from the engine drop down menu.

7) Choose the browse option and go to the directory where Delfi is and where the wb2uci.exe file is.

8) Now choose the wb2uci.exe file *NOT THE TRUE EXE FILE OF THE ENGINE*.
I.e. in your Delfi directory you will find a file Delfi.exe, but you do NOT use this, you use the file wb2uci.exe
The Chessbase program will fill in the path of the engine and identify its auther. When that is all done hit the ok.

9) Find your new engine in the engine management area to make it the main engine, and you are ready to go.

From my 1st Division I have listed some Engines that are Winboard only, or are dual (Winboard AND Uci) protocol. The ones that are UCI only can be imported straight into a Chessbase product without the above article.

Thinker 5.1e (WB) (but use a Chessbase CGT opening book and set opening book to false in wb2uci.eng)
Scorpio 2.0 (Dual protocol)
Spike 1.2 Turin (Dual protocol)
Wildcat 8 beta 5 (WB)
Deep Pharaon 3.5.1 (WB)

There it is folks - enjoy yourselves!

Cheers for now.

Chris

We'll have a look at the latest full Division 1, 2 and 3 results/promotions/relegations from Chris's ongoing and regularly updated Tournaments next time - I am amazed at how he keeps up with all the completely new engines which keep coming out, running quick tests to see which ones are worth adding into his own tournaments, and also of course checking for the latest releases of existing engines!

Chris has been on the 'phone quite excited about the latest batch of upgrades and new versions! *"There's a new version of Thinker that's doing well, they seem to be putting a lot of work into it at the moment and it might press the almost permanently top-placed Glaurung soon; also Bright0.3 looks very good, and the new Scorpio2. Your favourite, Wildcat (because of its name!) might even get relegated! In division 2 the new Booot nearly got promoted at the first time of asking, but in the end Delfi and The Baron go back up... and Johnny is relegated to division 3."*

- Div1 leaders: Glaurung 14/18, Spike 13½, Thinker 11, Bright 10, Scorpio 9½

- Div2 leaders: The Baron & Delfi 11½/18, Booot 10½, Petir & Bugchess 9½

Rybka v Roman Dzindzichashvili

'PAWN AND MOVE' HANDICAP ODDS MATCH

We started our coverage of this match on page 32 of our last issue, and left it with the score standing at 2½-1½ in favour of **Rybka**.

However as **Rybka3** has come out since then, it is important that I point out that this part of the Rybka-RomanD match (you'll know what I mean by that later) took place with a Rybka version that was later than 2.3.2, but <u>not</u> yet Rybka3.

It had new Larry Kaufman *'pawn, piece and positional values'* partly in place, but no changes to the search, which Vasik Rajlich was still working on.

Games 5 and 6 were both drawn - game 6 was expected to be Rybka's hardest, playing as Black without the f7 pawn. But Roman ignored castling and went for an early queen exchange, only to fall behind in development, and the game looked drawn as early as move 26. So, with Rybka now leading 3½-2½, we'll move straight into <u>game 7</u>

Dzindzichashvili - Rybka
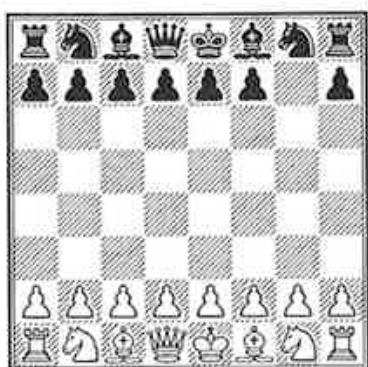
1.d4 ♘f6 2.♘f3 d6 3.♗g5 ♘bd7 4.♘bd2 h6 5.♗h4 c6 6.e4 ♗g7 7.c3 ♘h5 8.♗c4 b5 9.♗b3 a5 10.0-0 a4 11.♗c2 a3 12.b4!? ♘f4 13.♖e1 ♘f8 14.e5 d5

A very unwelcome move to have to make, leaving a hole/outpost at c5, but the alternative 14...dxe5?! 15.♗e4! ♕c7 16.♘xe5 leaves White in a very strong position. Roman already has Rybka in some difficulty this time!

15.♗g3 ♘h5 16.♘h4 ♘xg3 17.fxg3 e6

17...h5 was possibly a slightly better idea, just to stop RomanD's next, aggressive move. 18.♕e2 might follow, and now Black would like to get the queenside ♗ out before e6, but if 18...♗g4 then 19.♕f2 is strong. Roman has given nothing away and has improved on his starting advantage... a look at Rybka's sad pair of bishops confirms this

18.♕h5 ♕g5 19.♕e2 h5 20.♘hf3 ♕g4 21.♘b3

`Obviously` heading for the superb outpost on c5

21...♖a7 22.♘c5 ♘d7 23.♘xd7 ♔xd7 24.♖f1 ♗h6 25.♖f2 ♔c7?!

If the king must move, I'd have put it on e8 **26.♘e1!**

Giving Black a massive problem.
26...♔b8

The computer knows that exchanges when material down are to be avoided, so it wouldn't like 26...♕xe2 27.♖xe2 at all.

26...♖f8 is the other possibility perhaps, then I'd expect 27.♘d3 as in the game, and Rybka should maybe play 27...♔d8
27.♘d3 ♕g7 28.♖af1 ♖c7

In some of these games RomanD's attempts to make small positional progress, coupled with occasional exchanges, has been a little slow and over−cautious, resulting in his advantage being minimised to a place where he cannot win. In this game this isn't happening at all and, to be honest, Rybka's position has become almost pathetic. It just doesn't have ANY decent moves, and Roman is comfortably able to take his time in advancing the attack

29.♘f4!?

I mustn't speak for everyone, but I had expected ♘c5. Sometimes, though, a knight on an outpost in a non−critical area of the board can be sunbathing: it looks pretty, enjoys a nice view, but achieves nothing... For this reason f4 is the right square!

29...♗g5 30.♘xh5!!

A truly sensational positional move! Black finds the best reply and generally defends the position very well, but RomanD is soon able to storm the kingside, and the sacrifice is a small price to pay for the winning advantage White now has in the right hands

30...♕h6

The immediate 30...♖xh5 31.♕xh5 would be a disaster for Black: 31...♗e3 32.g4! ♗xf2+ 33.♖xf2 ♕g8 34.g5 followed most lkely by h4, and White's troops on the march are unstoppable

31.g4?!

A small (but temporary) let−off for the computer as, actually 31.h4! ♗e3 32.♘f6 is slightly stronger

31...♗e3 32.h3 ♗xf2+ 33.♕xf2

A quick look at Black's restricted pieces (and pawns!) is sufficient to honour the excellence of RomanD's play

33...♔b7 34.♕f4 ♕f8 35.♘f6 ♔b6 36.g5 ♕g7 37.♖f3 ♗b7 38.h4 ♕f8 39.h5 ♔a7 40.h6

Readers can play through the final moves if they wish. Computer evaluations still showing White at around only +3.00 are well wide of the mark

40...♗a8 41.h7 ♖b7

Obscuring the bishop's view of the game even more

42.♕h4 ♖c7 43.♕h6 ♕xh6?

43...♕c8 would have maybe extended the torturous finish a little, with the move played Black should just resign

44.gxh6 ♔b6 45.♖g3! ♗b7 46.♖g8 ♖c8 47.g4 c5 48.dxc5+ ♔c6 49.♔f2 ♖a8 50.♔e3 ♔c7 51.♔f4 ♔c6 52.g5 ♔c7 53.g6 fxg6 54.♖xa8 ♗xa8 55.♔g5 d4 56.cxd4 ♗d5

"I can see!" But unlike the blind man in John chapter 9, the bishop's sudden vision doesn't last for long at all!

57.♘xd5+

"Oh noooooooooo"

57...exd5 58.♔xg6 ♖e8 59.♔f7 ♔d8 60.♗g6 ♖e7+ 61.♔f6 ♖a7 62.h8♕+ Mate in 7 **1-0**

Wow! That was some game, and the match score was now level. However after a series of exchanges in game 8, Rybka managed to win its minus pawn back, and Roman had to

agree to the draw!

- ## Final Score: Rybka 4 RomanD 4

At pawn and move and against a GM that really has to be acknowledged as a remarkable achievement by Rybka.

Now chronologically our next match for coverage should be the knight odds (!) Match against FM **John Meyer**. But knowing that **Roman** was keen to play a tie-break match and settle the score, it was decided to play 4 more games against him with a 'nearly finished' Rybka3!

Larry had upgraded his quad PC to an octal, so it was decided that the handicap for the deciding 4 games would be f7 pawn and move! Unfortunately at the start of the match Roman wasn't feeling very well and lost 3 games quickly and without a fight.

The idea is not to 'win at all costs', but to provide a serious test for Rybka and monitor its play and progress and find out just what it can, or can't, achieve.

But by late July, Roman was fit again and had just won the South Carolina Open. By now **Rybka3** was almost finished as well, with final evaluation tuning completed, and Rajlich's search code now in place and doing its job! So the match was commenced on July 28th.

Once more Larry Kaufman prepared a short opening book for Rybka, mostly expecting 1.e4 from Roman. This is clearly the strongest move when Black is without its f7 pawn as, after 1.e4 Rybka would be quite limited in its choices because of the possibility of, 2.Qh5+.
   But Roman opened game 9 with 1.d4?! almost killing Larry's preparation! In response Rybka3 played correctly - don't forget to take Black's f7 pawn off before you start - and the early moves went

1.d4 ♘f6 2.c4 c5 3.♘f3 b6 4.g3 ♗b7 5.♗g2 ♗b4+ 6.♗d2 ♕e7 7.0-0 0-0 8.♗f4 ♘c6.

Rybka managed to exchange the White-squared bishops at move 13 and had soon equalised to get the draw by move 37.
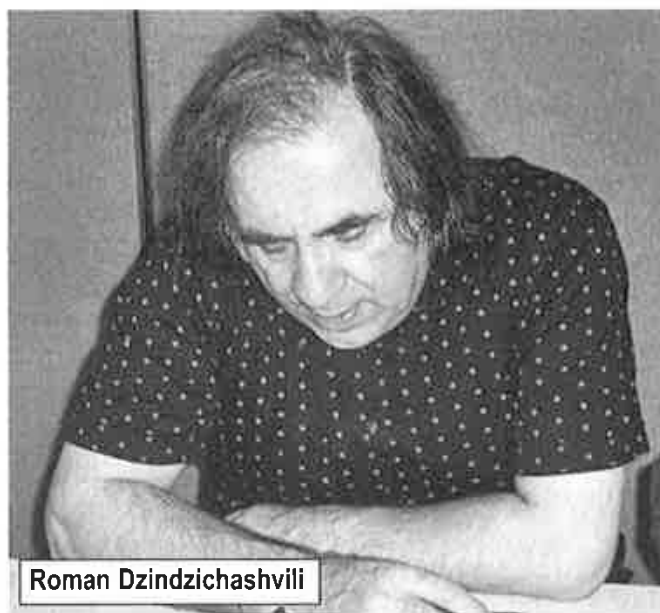
Roman Dzindzichashvili

As it happened Roman decided to open every game with 1.d4 - this was partly to kill Larry's book, partly because that's what he plays normally anyway so he's comfortable in the type of positions that arise, and partly no doubt to avoid Rybka's new-found strength in open positions!

Of course Larry guessed this might happen after game 9, so put in some responses to 1.d4.

Thus game 10 looks a lot like a Benoni!

Dzindzichashvili - Rybka
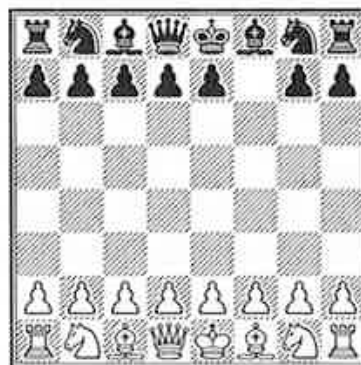
1.d4 ♘f6 2.c4 c5 3.d5 g6 4.♘c3 ♗g7 5.e4 0-0 6.♗e2 d6 7.♘f3 ♘h5 8.g3 ♘f6 9.h3 ♕b6 10.♖b1 ♘bd7 11.♗e3 ♕a5 12.♘d2 ♘e8 13.♕c2 ♘b6 14.g4 ♗d7 15.0-0 ♘a4 16.♘xa4 ♗xa4

Roman has done fine so far, but now must decide on the correct queen retreat

17.b3

17.♕d3! was best, the main idea being to play a3 and b4. E.g: 17...b6 18.a3 ♗d7 19.b4 ♕a4 20.f4!+−

17...♗d7 18.♔g2

Roman still has an advantage, but his tendency to play cautiously and avoid mistakes when ahead is allowing Rybka to get back into the game
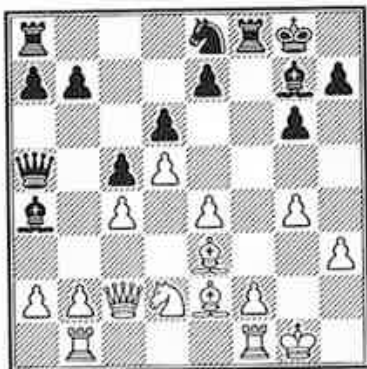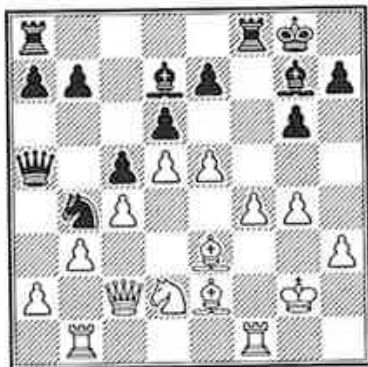
18...♘c7! 19.f4! ♘a6 20.e5 ♘b4

21.♕e4?

21.♕b2! was the way to maintain an advantage. Then Rybka would grab the a2/♙ with 21...♕xa2 22.♕xa2 ♘xa2, and White should go with 23.♘e4 which gives him some pressure and an obvious spacial advantage

21...♕xa2 22.e6 ♗e8 23.f5

This looks promising to my eye, but the Rybka evaluation confirms that Roman missed his best winning chances a few moves earlier

23...♖c8 24.♖f2 ♔h8 25.♖bf1 ♕b2 26.♘f3?

Better was26.♗g5 ♗f6 27.♕b1! ♕xb1 28.♗xf6+ ♖xf6 29.♖xb1 would retain for White some 1−0 chances in the endgame

26...gxf5 27.gxf5 ♗f6 28.♔h1 ♖g8 29.♘h2 ♕c2 30.♕xc2 ♘xc2

31.♗c1?!

Here best was 31.♗f4, then Black should play 31...h5 when 32.♗xh5 ♗xh5 33.♖xc2 leaves White with a small advantage, though Rybka's bishops must be enough for the draw

31...h5! 32.♗xh5?!

Better was 32.♘f3. ♗xh5 was okay in our previous suggested line, but in that White's bishop was on f4, and now it isn't!

32...♗xh5 33.♖xc2 ♖g3!

The point... After this White is under pressure and needs to find the best moves

34.♗b2 ♗xb2 35.♖xb2 ♖cg8 36.f6 exf6
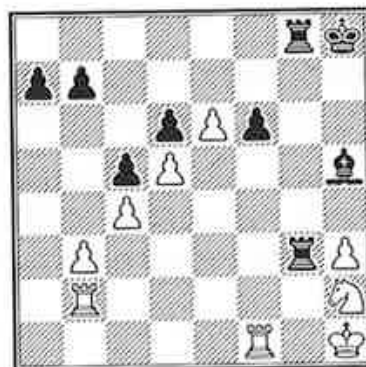
37.♖bb1?!

As often happens when the human has to adjust his expectations (from fighting for a win to scrapping for a draw), we start to get small errors, of which this is one. Doubling the rooks on the f−file was good: 37.♖bf2!

37...♔g7 38.♖g1 ♔f8 39.♖xg3 ♖xg3

And now comes the big one!

40.♘f1??

Correct was 40.h4 ♗g6 and now 41.♘f1 can be played, then 41...♗e4+ 42.♔h2 ♖g2+ 43.♔h3 ♖g1 *(43...f5?! 44.♖d1=)* 44.♖a1 a6 and here I think 45.♘g3 could just draw

40...♗f3+

... and White resigned immediately as Rybka wins the rook: 41.♔h2 ♖g2+ 42.♔h1 ♖b2+ wins the rook. So **0-1**, which puts

Rybka back in front, by 5½–4½.

Game 11 is interesting! Larry has put some Semi-Slav moves into the Rybka book for it - *"I had to avoid repeat openings for maximum spectator interest, but also to learn more myself... but this was a very poor decision"*. The idea was, by playing c6, Rybka cannot play Nc6 blocking its c-pawn: *"The default setting can still do this occasionally, but not the human setting (but it's not as strong)"*. However the cure is worse than the disease, Black ends up still a pawn down, and with a seriously weak isolated e-pawn, nor can the bishop develop to b7 as it should, because of this weakness.

Roman's play here reminds us of game 7 earlier: a flawless gradual increase of advantages, which Rybka is unable to challenge.

Play through from the beginning if you want to see *"how Roman does it"*, or join at the diagram after Black's 51st. and just play through the critical part of the game.

Dzindzichashvili - Rybka

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 c6 5.e3 ♘bd7 6.♗d3 ♗d6 7.e4 dxe4 8.♘xe4 ♘xe4 9.♗xe4 ♘f6 10.♗c2 0-0 11.0-0 ♕c7 12.c5 ♗e7 13.♗g5 ♘d5 14.♗xe7 ♕xe7 15.♘e5 b6 16.♕d3 g6 17.♕a3 ♗b7 18.g3 ♖ad8 19.♖ad1 ♕c7 20.♗e4 b5 21.f4 ♘f6 22.♗g2 ♘d5 23.♖fe1 a5 24.h4 ♗c8 25.♕d3 ♔h8 26.♕e2 ♖f6 27.♘g4 ♖f5 28.♘h6 ♖h5 29.♘g4 ♖f5 30.♗e4 ♖f7 31.♗b1 ♘f6 32.♕e5 ♕xe5 33.♘xe5 ♖c7 34.♗e4 ♘xe4 35.♖xe4 ♔g7 36.♔f2 a4 37.♖e2 ♔f6 38.♔e3 ♗d7 39.g4 ♗e8 40.♖h2 a3 41.b3 ♖g7 42.♔e4 ♔e7 43.♖dd2 ♔f6 44.♖dg2 ♖a8 45.♖e2 ♔e7 46.♖h3 ♔f8 47.♖eh2 ♔g8 48.g5 ♔f8 49.♘g4 ♔e7 50.♔e5 b4 51.♘f6 ♖d8
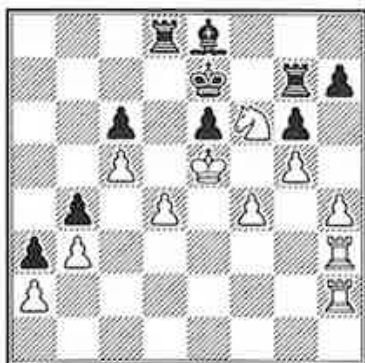
Can you see White's winning move here? **52.♖e3?**

52.h5! gxh5 53.♘xe8 ♔xe8 54.♖xh5 ♖d5+ 55.♔e4 ♖dd7 56.♖h6 ♖ge7 57.♖f6 ♖d8 58.♖hh6 ♔d7 59.♔e5 ♖de8 60.f5 exf5+ 61.♔xf5 looks as if it wins

52...♖f7 53.h5 ♖d5+! 54.♔e4

Absolutely not 54.♘xd5+?? cxd5 55.♖c3 ♖f5#

54...♖xf6 55.gxf6+ ♔xf6 56.h6 ♖d8 57.♖g3 ♗d7 58.♔d3 ♖f8 59.♖e3 ♖a8 60.♔e5 ♗c8

Perfect play by Rybka, it now does best to do nothing, just keep the position blocked as it is, and wait to let Roman take a big risk if he wants to!

61.♖h1 ♖b8 62.♖he1 ♖b7
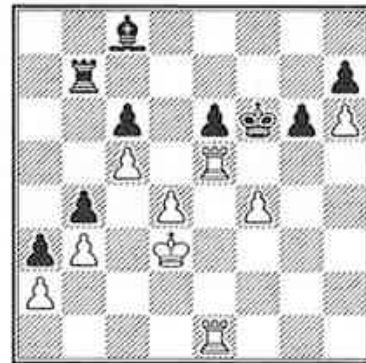
63.d5!

This is it, as Roman makes a bold attempt to find a way for the breakthrough! As our analysis shows, it might have worked! **63...cxd5 64.♖c1?!**

A shame (for the GM) as he misses the best continuation, having started to get quite low on time. 64.♔d4! ♖c7 65.♖c1 ♖c6 66.f5 gxf5 67.♖g1 ♗a6 *(not 67...♖xc5? when, instead of ♖xf5+ White plays 68.♔xc5! ♗xe5 and now 69.♖g7+− surely wins)* 68.♖g7 ♖c8 69.♖xh7 might still have been enough to win

64...♖c7 65.c6 ♔e7 66.♔d4 ♔d6! 67.♖g5 ♖f7 68.♔e3 ♔c7 69.♖e5 ♖f6 70.♔f3 ♖f8 71.♖g5

71...♗a6 72.♔e3 ♖f6 and Rybka is now holding the position with ease.½-½

Game 12 was also drawn, so there it ends:

- **Rybka3 6½ RomanD 5½**

The GM beaten at pawn and move odds!

TOUGH POSITIONS FOR READERS AND THEIR COMPUTERS!

Issue 137 had 2 difficult new positions for readers to look at - they should have kept you busy for quite a while! Here are the solutions:

The first we look at was <u>Position 7</u> last time, a Correspondence game played by our own Selective Search subscriber and Hiarcs team member, Harvey Williamson. A couple of readers asked if I would show the full game, so here it is!

HARVEY WILLIAMSON CORRESPONDENCE GAME

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4 c5 6.♘f3 ♘c6 7.♗e3 ♕b6 8.♘a4 ♕a5+ 9.c3 cxd4 10.b4 ♘xb4 11.cxb4 ♗xb4+ 12.♗d2 ♗xd2+ 13.♘xd2 0-0 14.♗d3 b5 15.♘b2 ♘b6 16.0-0 ♘c4 17.♘bxc4 bxc4 18.♗xh7+ ♔xh7 19.♕h5+ ♔g8 20.♘f3 g6 21.♕h6 ♕c7 22.f5 f6 23.fxg6 ♕g7 24.♕h4 ♕h8 25.♕xd4 ♗a6

This is where we joined it, White to move and win!

First the Computer suggestions

- Naum 3.1: 26.♕c5 c3 27.♖fe1 ♗c4 1.03/22
- Zappa Mexico II: 26.♕c5 c3 27.♖fe1 ♗c4 28.♖ac1 fxe5 0.79/18
- Deep Shredder 11 UCI: 26.♕c5 c3 27.♘d4 ♗xf1 28.♘xe6 1.45/22
- Toga II 1.4 beta5c: 26.♕c5 c3 27.♖fe1 ♗c4 28.♖ac1 1.54/20
- Rybka 2.3.2a mp 32-bit : 26.♕c5 c3 27.♖fe1 ♗c4 28.♖ac1 a5 29.♔h1 c2 30.♖xc2 ♕g7 31.♖c3 a4 32.♕b6 ♖a6 1.17/22 ;
- Rybka 3 32-bit: 26.♕c5 c3 27.♖fe1 ♗c4 28.♖ac1 1.07/18
- Harvey himself told me that Zappa MexicoII got it on his super-powered PC, but only after quite a

Harvey Williamson

while, and Chris Taylor phoned to say a late version of Ed Schroder's Rebel had got Nh4! on his fairly slow PC, and he's promised to send me a copy of the analysis to prove it!

<u>The winning move</u> is indeed...
26.♘h4!
A few moments after the computers have been shown this, they all start to agree! There is only one realistic reply, as played in the game...
26...f5
26...fxe5? 27.♕g4 ♖fe8 28.♖f7 ♕h6 29.♖e1! and 1-0
26...c3? 27.g7! ♕xg7 28.exf6 ♕h6 *(28...c2 29.fxg7 ♖xf1+ 30.♖xf1 ♗xf1 31.♕c3 1-0)* 29.♖f3 ♔h7 30.♖h3 1-0
The next few moves are pretty much forced:
27.♘xf5 ♖xf5 28.♖xf5 exf5 29.♕xd5+
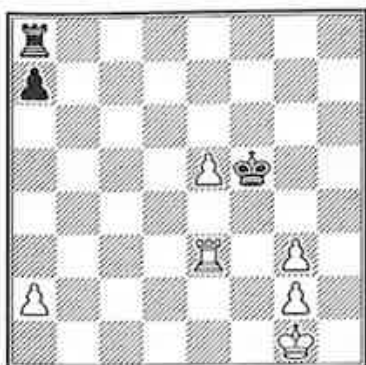White has 'lost' a ♗ for 2x♙... but what pawns they are!
29...♔g7 30.♖d1

30...♕e8

If 30...♔h6 31.♕e6 threatens 32.g7+
winning the queen, so 31...♕g7 32.♕xf5+−
**31.♕d6 ♕xg6 32.♕e7+ ♔h8 33.♖d6 ♕g7
34.♕h4+ ♔g8 35.♖xa6 ♕g4 36.♕xg4+ fxg4
37.♖c6 g3**

Or 37...♔f7 38.♖xc4 ♖g8 39.♖c7+ ♔e6
40.♖xa7 ♔xe5 41.a4 ♔d5 42.♔f2 g3+
43.hxg3 ♖f8+ 44.♔g1 ♔c5 45.♖g7! ♔b4
46.♖g4+ ♔a5 47.♖f4 ♖g8 48.g4 ♖g7 49.♔f2!
winning
**38.hxg3 ♔f7 39.♖xc4 ♔e6 40.♖e4 ♔f5
41.♖e3**

41...♔e6
41...♖e8 42.e6! ♖e7 *(of course exchanging
loses easily: 42...♖xe6 43.♖xe6 ♔xe6
44.♔f2 ♔e5 45.♔e3 ♔f5 46.♔f3 ♔g5
47.a4 1-0)* 43.♔f2 ♔g5 44.♔f3 wins
42.g4
42...♖g8 43.♖a3 ♔xe5 *(43...♖g7 44.♖a5!)*
44.♖xa7 wins **1-0**

The next is Position 6 from our last issue...

BISCHOFF - NOGUEIRAS, 1998 - WHITE TO PLAY

I said in *SelSearch 137* that the solution is far
from easy, and then there's fun to be had
trying to work out exactly why it works. I
only found 1 engine that solved this.

Here are the PC engine efforts:

- Zappa Mexico II: 1.♗d4 ♖a3 2.g6 h6 3.♔b2
  0.30/16
- Deep Hiarcs 12: 1.e6 ♕a7 2.♕d2 ♕xc5 3.♗d4
  ♕a5 4.g6 h6 5.♕b2 ♕a3 6.♗xg7 0.81/16
- Deep Shredder 11 UCI: 1.♗d4 ♘e6 2.♔c1 ♕b7
  3.♗d2 0.00/20 ;
- Deep Sjeng 3.0: 1.♖h4 ♘e6 2.♘xe6 ♗xe6 3.♖f1
  ♕b7 4.♖ff4 0.00/18
- Fritz 11: 1.g6 h6 2.♖h4 ♖a5 3.♖c1 1.13/21
- Naum 3.1: 1.h6 g6 2.♖h4 ♕a7 3.♖gh1 0.72/19
- Rybka 2.3.2a: 1.h6 g6 2.♖h4 ♘e6 3.♖f1 0.59/18
- Rybka 3: 1.g6 h6 2.♗d4 ♘e6 3.♘xe6 ♗xe6
  4.♔b2 ♖a3 5.♖a1 0.41/18

And the solution, which was the winning
move played in the game was...

1.e6
Part of the fun is working out how Black
should respond, and why!
[a]. Not 1...♗xe6? 2.♗xg7!! ♔xg7 3.♕b2+
♔f7 4.♕f6+ m/6
[b]. Here is how the actual game went:
1...♘xe6?! 2.♘xe6! ♗xe6 3.♗xg7! d4! *(the
best defence, uncovering the e6/♗ attack on
b3)* 4.♗xd4 ♖a3! 5.♗c4 ♘d5 6.h6?! *(6.g6! h6
7.♕d3 was better)* 6...♘c3+ 7.♗xc3 ♗xc4
8.♗b2 ♗xb3 9.♕xf5 ♕a7 10.♕xh7+ ♕xh7+
11.g6 ♗a2+ 12.♔c1, *and Black resigned,
though with 12...♖a7! there are still ways to
put up an awkward defence and make the
win quite tough to achieve, especially noting
the opposite coloured bishops 13.gxh7+
♔xh7 14.♖h4 ♖b8.*

But now we must look at a third possibility,
the move Hiarcs12 (the only engine to get
1.e6) expected, and the move that programs
such as Rybka3 would reply with:

1...♕a7! 2.♕d2
2.♗xg7? doesn't work now: 2...♔xg7
3.♕b2+ ♔g8 4.♕f6 ♕a2+ 5.♔c1 ♕a1+
6.♗b1 d4, and White must content himself
with forcing a draw by 7.♕f7+
2...♕xc5
2...♕a2+?? 3.♔c2 ♕a5 4.♗b5 wins, clear−
ing the way for ♕d4!
3.♗d4 ♕a5 4.g6
Again 4.♗xg7? doesn't work any more:
4...♔xg7 5.♕b2+ ♔g8 6.♕f6 ♕a2+ 7.♔c1

♕a1+ 8.♗b1 ♕c3+ 9.♔d1 ♕xb3+ 10.♔e2 ♕c3! and White doesn't have enough of an attack to recover the sacrificed material: 11.♕f7+ ♔h8 12.g6 ♕g7∓

4...h6 5.♕b2 ♕a3! 6.♗xg7 ♕xb2+ 7.♗xb2 ♘xe6

and White has definitely got good compensation for the pawn, with the attack on the g+h files and well placed bishops, but there's a lot of work to do before it's a win.

This raises an interesting question! In view of the fact that Black appears to have a better line of defence than was played in the game, is 1.e6 definitely a <u>winning</u> move, in fact are we sure that it's the <u>best</u> move?!

Just as the latest computer engines, now running on some pretty powerful dual, quad and even octal PC's, are questionning – and in some cases occasionally re-writing opening theory and helping GMs to find new innovations to introduce over the board – are they also going to ask questions about 'our solutions' to the 'Great Combinations' and our analysis in older books?

This is exactly what **Peter Grayson** wondered after he'd run Rybka3 through the 100 position WM-Test. On my dual core it scored an astonishing 74 (12 more than anything else has ever achieved) and on Peter's quad it got over 80!! He decided to check through the positions it failed on, to make sure all the winning move solutions are correct!

TOUGHIE 8: WM-TEST #46 - BOTVINNIK-ZUIDEMA

White to play and win. The 'solution', as played by Botvinnik, has stood with a couple of '!!' for many years. This time I am going to tell you what Botvinnik's move was.....

22.♘g5

But now the question is, are we sure it wins!? Is it the best move!? If not, is there a better move and how clear-cut is the improvement!? We even think the improvement looks more dramatic!

I will share some of Peter's and my analysis next time for this one, plus any reader contributions, especially if they find something we've missed!

Having queried if the PC engines really are going to call many of our longheld conclusions into question, it's always nice to receive something from dear **Bill Reid** that puts it all into perspective for us!

TOUGHIE 9: BILL REID - SELSEARCH 138

White to play. It had been another tough day at GCHQ for our codebreaker in late 1956 and, sure enough, when he finally got home the mail included one of those division three adjudication positions.
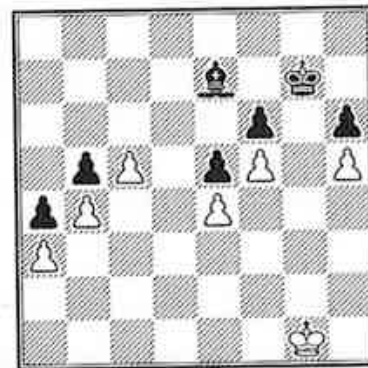
Not an ideal way to round off the day, but better have a look, things aren't going to get any easier tomorrow! But he's in luck! It only takes a couple of minutes to check this one out, fill in the form and have it ready for posting. Another five shillings earned, and it's only half-past eight! He can relex and listen to the radio.

So what was his decision on this one? And do the programs agree?!

Eric. Your programs might get this wrong, knowing Bill! Maybe a case for Rybka3 owners to try out the much-heralded *Monte Carlo* solution method, recommended for tricky endgames that baffle engines?!

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 3	3055
2	RYBKA 2.3.2A	2967
3	RYBKA 2.2N	2933
4	RYBKA 1.2F	2927
5	FRITZ 11	2917
6	RYBKA 2.1C	2903
7	NAUM 3/3.1	2894
8	SHREDDER 11	2871
9	FRUIT 2.4 BETAA	2868
10	HIARCS 12	2864
11	TOGA II 1.4 BETA5C	2858
12	DEEP SJENG 3	2850
13	CYCLONE 1.0BETA	2847
14	HIARCS PADERBORN 2007	2845
15	ZAPPA MEXICO II	2842
16	HIARCS 11.1/11.2	2831
17	LOOP M1-P	2821
18	NAUM 2.2	2819
19	FRITZ 10	2818
20	ZAPPA MEXICO I	2817
21	LOOP 10.32F	2808
22	SHREDDER 10/10.1	2807
23	FRUIT 2.3.1	2795
24	BRIGHT 0.3D	2793
25	ZAP! ZANZIBAR	2788
26	GLAURUNG 2.1	2787
27	FRITZ 9	2778
28	SPIKE 1.2 TURIN	2770
29	DEEP SJENG 2.7	2765
30	HIARCS 10	2763
31	JUNIOR 10/10.1	2762
32	SMARTHINK 1.10 MOSCOW	2758
33	KTULU 8.0	2754
34	SHREDDER 9/9.1	2750
35	THINKER 5.1C	2745
36	TWISTED LOGIC 20080620	2728
37	CHESS TIGER 2007.1	2727
38	NAUM 2.0	2718
39	ALARIC 707	2689
40	E.T.CHESS 13.01.2008	2679

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 3	3118
2	RYBKA 2.3.2A	3028
3	RYBKA 2.2N	2989
4	RYBKA 1.2F	2976
5	RYBKA 2.1C	2969
6	NAUM 3.1	2966
7	FRITZ 11	2962
8	NAUM 3	2956
9	SHREDDER 11	2942
10	HIARCS 12	2917
11	DEEP SJENG 3.0	2915
12	ZAPPA MEXICO 2 1.4.BETA5C	2910
13	TOGA II	2906
14	NAUM 2.2	2897
15=	HIARCS 11.1/11.2	2893
15=	ZAPPA MEXICO	2893
17	HIARCS PADERBORN 2007	2892
18	ZAP! ZANZIBAR	2886
19	CYCLONE 1.0	2885
20	FRITZ 10	2883
21=	LOOP 13.6	2881
21=	FRUIT 2.3.1	2881
23	BRIGHT 0.3D	2878
24	SHREDDER 10/10.1	2873
25	STRELKA 1.8	2872
26	GLAURUNG 2.1	2871
27	LOOP 10.32F	2868
28	TOGA II 1.3.4	2867
29	SPIKE 1.2 TURIN	2852
30	JUNIOR 10/10.1	2845
31=	FRITZ 9	2842
31=	GLAURUNG 2.0.1	2842
33	HIARCS 10	2837
34	THINKER 5.1D PASSIVE	2830
35	SHREDDER 9/9.1	2823
36	KTULU 8.0	2808
37=	CHESS TIGER 2007.1	2803
37=	NAUM 2.0	2803
39	TWISTED LOGIC 20080620	2796
40	DELFI 5.4	2791

DEDICATED *CHESS COMPUTER* RATINGS

Name	Rating	Name	Rating	Name	Rating
Tasc R30-1995	2351	Novag EmldClassic+Zircon2	1958	SciSys Turbostar 432	1759
Mephisto London 68030	2310	Mephisto Milano	1957	Mephisto MM2	1758
Tasc R30-1993	2309	Mephsto Montreal+Roma68000	1956	Fidelity Excellence/3+Des2000	1755
Mephisto Genius2 68030	2302	Mephisto Amsterdam	1950	Novag Jade1+Zircon1	1748
Mephisto London Pro 68020	2277	Mephisto Academy/5	1948	Kasparov A/4 module	1740
Mephisto Lyon 68030	2271	Fidelity 68000 Mach2B	1933	Conchess/4	1734
Mephisto Portorose 68030	2268	Novag SuperForte+Expert B/6	1930	Kasparov Renaissance basic	1730
Mephisto RISC2	2257	Mephisto Mega4/5	1927	Kasparov Prisma+Blitz	1730
Mephisto Vancouver 68030	2252	Kasparov Barracuda+Centurion	1926	Novag Super Constellation	1729
Meph Lyon+Vanc 68020/20	2248	Kasparov GK2000+Executive	1926	Mephisto Blitz module	1717
Mephisto Berlin Pro 68020	2247	Kasparov Maestro D/10 module	1922	Novag Super Nova	1710
Kasparov RISC 2500-512	2240	Fidelity 68000 Mach2C	1918	Fidelity Prestige+Elite A	1688
Meph RISC1	2230	Kasparov Explorer+TAdvTrainer	1907	Novag Supremo+SuperVIP	1686
Mephisto Atlanta+Magellan	2224	Kasparov AdvTravel, Bravo	1907	Fidelity Sensory 12	1681
Mephisto Montreux	2217	Mephisto MM4	1906	SciSys Superstar 36K	1668
Kasparov SPARC/20	2215	Kasparov Talk Chess Academy	1902	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2198	Mephisto Modena	1901	Meph Chess School+Europa	1664
Mephisto London 68020/12	2194	Kasparov Maestro C/8 module	1893	Conchess/2	1657
Novag Star Diamond/Sapphire	2186	Novag Super Forte+Expert A/6	1888	Novag Quattro	1652
Fidelity Elite 68040v10	2174	Fidelity Travelmaster+Tiger	1884	Novag Constellation/3.6	1650
Mephisto Vancouver 68020/12	2165	Fidelity 68000 Mach2A	1884	Novag Primo+VIP	1638
Mephisto Lyon 68020/12	2160	Meph Supermondial2+College	1884	Fidelity Elite B	1638
Mephisto Portorose 68020	2145	Mephisto Monte Carlo4	1883	Mephisto Mondial2	1610
Mephisto London 68000	2136	Novag Ruby+Emerald	1880	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2131	Mephisto Monte Carlo	1872	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2120	Kasparov Travel Champion	1869	Novag Constellation/2	1593
Mephisto Vancouver 68000	2117	CXG Sphinx Galaxy	1868	CXG Super Enterprise	1592
Mephisto Berlin 68000	2116	Conchess Plymate Victoria/5.5	1868	CXG Advanced Star Chess	1592
Mephisto Lyon 68000	2115	Kasparov TurboKing2	1859	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2113	Novag Expert/6	1859	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2104	Kasparov AdvTrainer+Capella	1850	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2090	Conchess Plymate Roma/6	1847	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2088	Fidelity Par Excellence/8	1845	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2085	Fidelity 68000 Club B	1845	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2075	Novag Expert/5	1844	Chess 2001	1500
Fidelity Elite 2x68000v5	2057	Novag Super Forte+Expert A/5	1836	Novag Mentor16+Amigo	1497
Mephisto Mega4/Turbo18	2048	Fidelity Par Excellence	1833	GGM+Steinitz module	1490
Novag Citrine	2048	Fidelity Elite+Designer 2100	1833	Excalibur Touch Screen	1485
Mephisto Polgar/10	2045	Fidelity Chesster	1833	Mephisto 3	1479
Mephisto Dallas 68020	2043	Novag Forte B	1832	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2038	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Kasparov Brute Force	2025	Mephisto Rebell	1826	GGM+Morphy module	1472
Mephisto Almeria 68000	2023	Novag Forte A	1822	Kasparov Turbo 16K+Express	1472
Mephisto MM6+ExplorerPro	2020	Fidelity 68000 Club A	1817	Mephisto 2	1470
Kasparov Challenger+Cougar	2020	Kasp Stratos+Corona+B/6mod	1813	SciSys C/C Mark6	1428
Kasparov Cosmos+Expert	2020	Kasparov Maestro A/6 module	1811	Conchess A0	1426
Novag Scorpio+Diablo	2013	Kasparov TurboKing1	1806	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1992	Conchess/6	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1988	Mephisto Supermondial1	1802	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1986	Excalibur Grandmaster	1797	Sargon Auto Response Board	1320
Mephisto MM4/10	1985	Conchess Plymate/5.5	1797	Novag Solo	1280
Meph Dallas 68000	1982	SciSys Turbo Kasparov/4	1793	CXG Enterprise+Star Chess	1260
Novag Obsidian	1971	Novag Expert/4	1792	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1969	Kasparov Simultano	1791	ChessKing Master	1200
Mephisto Polgar/5	1968	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	1965	Fidelity Elite C	1778	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1958	Fidelity Elegance	1765	Boris2.5	1060