Selective Search 139
THE COMPUTER CHESS MAGAZINE!

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Editor: Eric Hallsworth
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World Computer Chess
Championship Issue
packed with Results, Games
and lots of Photos

Hans van der Zijden (Rybka), Harvey Williamson (HiarcS),
Amir Ban (Junior), & Gian-Carlo Pascutto (Sjeng)

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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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TABLE-TOP PRESS SENSORY [as]

where you see ** the price includes the adaptor!

EXPLORER £45 - excellent value, neat design, Morsch program. Battery operated, lots of features with info display and 160 ECF rated - ***sorry SOLD OUT***

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

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

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

CARNELIAN 2 £69 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

OBSIDIAN £115 - 165 ECF with nice carry case! Very nice Novag board with wood pieces, and an excellent range of features, display etc.

TABLE-TOP AUTO.SENSORY [as]

CITRINE £199** - New 180-185 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

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- For info.... £39.95 less 5% = £37.95!
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New DEEP FRITZ 11 £76.95 for single/dual/multi PCs.

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

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

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

-PC DATABASES on CD-

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Welcome to another new issue of Selective Search... a very late 139 - sorry! If your sub. is due for renewal, 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!

DEEP FRITZ 11 makes it just in time for Christmas... in fact it arrived at Countrywide in early November. Containing the latest version of the Fritz engine and with an updated and improved opening book, I can only say "at last" as we’ve been wondering where it was for some months!

The playing engine is being advertised as 80 Elo stronger, and there’s a 1 million+ games database on the dvd as well as 13 hours (!) of FritzMedia training sessions from Kasparov, Kramnik, Korchnoi and Shirov, amongst others!

With a recommended price of £76.95 it probably isn't worth buying for single processor PC owners who already have Fritz11. But lots of folk now have dual core machines (or quad or octal processing power) and of course that means both an engine improvement and processing speed-up over a single processor, and that has to be worthwhile.

By the time this magazine reaches my readers the CCRL and CEGT folk will no doubt have done an appreciable amount of testing and we’ll know where it fits in with Rybka, Naum, Hiarcs, Shredder, Toga & co!

DEEP SJENG 3 owners or new purchasers can now get the improved 2008 World Championship engine. It is available from

- www.sjeng.org.deepsjeng3

If you've already purchased Deep Sjeng 3 then you can download the new version for free, though I hope you haven't thrown away the code you got when you bought it, as you'll need to enter that again to get it to run.

This engine will run on single, dual and multi processors (up to 8), and now makes use of endgame tablesbases which programmer Gian-Carlo Pascutto had previously considered "essentially of no benefit, the advantage they give is often grossly overstated". He was possibly near right in pure Elo terms, but they are vital when there are forced draws or mates around, and needed by anyone who enjoys endgame studies!

Don't forget that this is a uci engine - thus the lower price, around 39 Euros - you need a ChessBase engine, or Shredder, or Arena to run the program!

I played both the DSjeng3 and DSjeng WC2008 versions in a 60 game match with the version of Hiarcs (12.153) that we entered in the World Championships version, the results were:

- DHiarcs12.153 v DSjeng3 36½-23½
- DHiarcs12.153 v DSjeng3 WC2008 35-25

I should mention the World Championship SPEED Chess result here, in case a lack of space squeezes it out of the main Tournament coverage, as Deep Sjeng won that! I'll show the scores first, but they don't tell the whole story!

WORLD BLITZ CHAMPIONSHIP 2008

1  Sjeng 6½/9
2=  Falcon, Hiarcs, Rybka, Shredder 6/9
6=  Junior, Cluster Toga 4½/9
8  The Baron 3
9  Jonny 2½
10 Mobile 0

There were Internet connection problems, especially early in the tournament, but for the main Championship they were largely solved after day 1. That had started 4½ hours late which forced round 2 to be postponed until the following day.

But even tiny connection slow-downs affect Blitz of course, and the operators were setting their programs to play G/2 and similar to try and avoid time trouble. Even so Rybka lost its game against The Baron on time, despite showing mate in a few moves, and the
same happened to Hiarc against Jonny, though that game was awarded as a draw as Jonny had insufficient material to win!

But the craziest of all happened when Rybka's operator, Hans van der Zijden, in setting up his on-site laptop to connect to the 40-core monster that was powering the engine, accidentally loaded Fritz5.32 for the game v Falcon! Even so (on 40 cores!) the elderly Fritz managed to get a draw, but when the operator confided his mistake and asked if the game could be replayed, the rules committee decided to give him a forfeit loss instead! So that's: Falcon 1 Rybka 0!!

As you can see from their faces (Jaap van Herik left, David Levy right), the rules committee had a fairly tough time sorting out the initially very poor Internet connections and other issues!

- **Pocket Fritz3** is out, price £39.95. Pocket Fritz2 contained a Shredder engine, Pocket Fritz3 contains a Hiarc12 engine! All the early reports show that it is extremely good in terms of quality, reliability and chess strength (2680 for sure).

- Talking of Hiarc, you can download and buy PC Hiarc12, Palm Hiarc9.7, and MAC Hiarc12.1 by logging on to http://www.hiarc.com

- **ChessBase 10** is out - you can buy it as an Upgrade for £75 if you have ChessBase9, as a Starter pack for £114.95, or as the big Mega pack for £234.95.

- Stefan Meyer-Kahlen tells me that Shredder 12 will be released fairly soon! An interim 11/12 version has been on test at CEFT and shows around +40 Elo on Shredder 11, and the finished 12 should be even better still

- **Naum 4** is also expected to be available 15/Dec, with claims of around +80 Elo over Naum3. You get it from: www.geocities.com/naum_chess

**CHESS: RESULTS SECTION**

**PETE BILSON: the NOVAG CITRINE**

We reported on Pete's exploits with his Novag Citrine in our last issue, and compared his scores Augusto Perez's match when the Citrine went 9½-½ v GK2000, and then Frank Holt's 14-6 result in SelS 131 when the Expert beat the Citrine. The GK2000 and the Expert are about 100 Elo apart but, as they are by the same programmer (Frans Morsch), you'd expect the scores to be comparable, and they weren't!

You'll be able to read about Augusto's latest Morsch (this time the later Challenger) v Kittinger (Citrine) match elsewhere in this issue, but in the meantime here is an update on Pete's scores, all games played at G/60.

Pete's letter says: "I've been giving the Citrine a very thorough workout; all in all it hasn't done too badly, and I have been impressed with its overall play. But it got well and truly walloped by the Mephisto Master and the Novag Star Diamond, the two computers I was trying to sell in your last issue".

- Citrine v Expert 3-10
- Citrine v Diamond1 3-10 (the games were much closer than the score suggests)
- Citrine v Polgar 5MHz 10-5 (the Citrine felt even better than the scoreline in this one)
- Citrine v Centurion 10-5
- Citrine v Obsidian 10½-9½
- Citrine v Master 2½-1½ (too good!)
- Citrine v Star Diamond 0-7 (match terminated to save the Novag from further punishment!)

**Palm HIARCS sends a 'GM' reminder!**

My e-mail from Mark Uniacke said it all: "Palm HIARCS does it again and wins a 4 game Rapid Match against GM Popovic... interesting games too!"

Dusan Popovic hails from Serbia and is a 2555 Elo-rated GM, and we have previously rated Palm HIARCS at 2625 Elo on a T3/400MHz Palm unit. That suggests the match should be pretty close!

However the Palm v PocketPC issue is beginning to get a bit cloudy. In our last issue of SelSearch we referred to the PocketPC
Fritz3 (which is actually Hiarc12.1) getting a 2691 rating in winning the Mercosur Cup. That suggests that the Pocket PC 12.1 version is better, but not by much. However in the SSDF testing PocketPC Fritz3 (which is actually Hiarc12.1) has thrashed Palm Hiarc9.7 by 18-2 - yes, I kid you not, 18-2. This is a heavy defeat for a unit which had already won all 3 of its mini 4-game matches against GMs, so is absolutely proven to be 2600 minimum! We know that when a latest version program plays against either an earlier version of itself, or a version running on slower hardware, that the winning margins get exaggerated, but even allowing for this the maths just don't add up!

But if I might have been tempted to knock 100 Elo off the Palm unit rating, despite all the previous evidence to the contrary, I was forced to change my mind when this result came through.... Palm Hiarc has beaten Popovic (2555) by 3½-½.

Games next time.

Frank HOLT - latest PC RESULTS
Not suprisingly Frank was eager to test his latest purchase, Rybka3, in his distinctive tournament style.

I remember about once a year to remind readers that Frank plays 3 double round games at normal time controls: 2@40/1, 2@60/1, and 2@40/30. Then 3 more double round games at blitz time controls: G/30mins, G/1hr, G/1½hrs. It's a neat idea, a program that's good at blitz but falls away at a slow time control (or vice-versa) will lose some points compared to a strong performer at all time controls. Here's the result:

<table>
<thead>
<tr>
<th>Pos</th>
<th>Engine</th>
<th>148</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rybka 3</td>
<td>30½</td>
</tr>
<tr>
<td>2</td>
<td>Rybka 2.3.2a</td>
<td>29</td>
</tr>
<tr>
<td>3</td>
<td>Fritz 11</td>
<td>25½</td>
</tr>
<tr>
<td>4</td>
<td>Rybka 2.2N</td>
<td>22½</td>
</tr>
<tr>
<td>5</td>
<td>Hiarc 11.2</td>
<td>12½</td>
</tr>
</tbody>
</table>

Rybka3 easily won the normal tournament section, by 2pts from Rybka2.3.2a, with Fritz11 3rd. But Rybka2.3.2a came out 1st in the blitz, ½pt ahead of Rybka3 with Fritz11 again 3rd. The less said about Hiarc11.2 the better, but of course Hiarc12 replaced that some time ago, and then there's our later in-house improvement (12.153) which came 2nd. in the World Championship main and blitz tournaments.

Revelation RYBKA
The SSDF (Swedish Chess Computer rating group) have recently added some of Ruud Martin's Resurrection and Revelation units to their testing... which is quite timely for this issue for, as promised in SS/138, Rob van Son has run both a 'Resurrection Tournament', as well as playing his own Resurrection machine, with its different engines, against Pocket Fritz3/Hiarc.

Very few people have one of Ruud's computers as they are only 'made to order' and then produced one at a time!

It is not always easy to use the SSDF list in SelSearch as they insist on quotes of their results also showing number of games played and possible margin of error. This is for the sake of accuracy of course, but to produce a full list would unfortunately take up too many pages. However it has always been a prestigious rating system, as the SSDF play all their games at the full tournament time control of 40/2, whereas most of the rest of us play at faster time controls to get more games in!

Before I list their figures readers should know that the Resurrection[1] units run at 200MHz, and the newer Resurrection[2] and Revelation units run at 500MHz! Here are their ratings so far:

<table>
<thead>
<tr>
<th>REVELATION RYBKA 2.2</th>
<th>2653</th>
</tr>
</thead>
<tbody>
<tr>
<td>... this is based on 126 games, margin of error is +/-69</td>
<td></td>
</tr>
<tr>
<td>RESURRECTION [1] RYBKA 2.2</td>
<td>2488</td>
</tr>
<tr>
<td>... based on 168 games, +/-54</td>
<td></td>
</tr>
<tr>
<td>RESURRECTION [1] FRUIT</td>
<td>2397</td>
</tr>
<tr>
<td>... based on 120 games, +/-67</td>
<td></td>
</tr>
</tbody>
</table>

So that readers can better relate these to the SelSearch figures, the following SSDF rating will be useful:

<table>
<thead>
<tr>
<th>TASC R30 v2.5</th>
<th>2272</th>
</tr>
</thead>
<tbody>
<tr>
<td>... based on 343 games, +/-41</td>
<td></td>
</tr>
</tbody>
</table>

In SelSearch the Tasc R30 v2.5 is on 2350.
The World Computer Championships 2008

The World Computer Championships this year took place in Beijing, CHESS being just one of the many games played for their respective title in the Olympic City.

For the HiarcS team the preparation was interesting to say the least. Once again our good friend Harvey Williamson had volunteered to go with the latest HiarcS12.153 version, and we were very excited by the offer of a big American company to fly a new 16-core machine over for HiarcS to play on. To be honest we all were, so that includes me, sworn to secrecy over the details, but this just whetted our appetite all the more, that we were probably going in with the fastest PC available anywhere, and for once might actually have a hardware advantage over the rest!

I have to admit we even talked of the possibility that we might actually win the title, on the basis that we could have a 2x speed advantage in our inevitable game with Rybka!

Just a few days before Harvey left for Beijing the super-PC arrived at the London premises of the computer giant, and Harvey went over to collect it.

Of course this mighty unit itself would not go to Beijing - otherwise everyone would know what we'd got! - no, it was scheduled to stay at Harvey's flat and he would take his beloved laptop with him and link from Beijing to super-PC in London over the Internet.

All of the top engines are organised in this way, only a few of the programmers/operators turn up with the PC they will actually use for the games, and those that do obviously don't go to Beijing with 8-core or, whisper it, 16-core machines.

Unfortunately the HiarcS engine prepared for the 16-core wouldn't boot-up at first, so there was a 24 hour delay while Harvey and the London folk worked out what the problem might be, and then an alternative PC component was brought over to try out. Harvey did tell me what this was all about, but I'm not very technically minded and I've forgotten the details. I do recall that the component they changed was something to do with the 16-bit...
running, to maximise the speed even further, so I guess our code didn't suit it!

With the change at least the PC and Hiarcs now worked together, even though it had they'd lost a touch of the potential speed. Nevertheless to our great excitement it still ran VERY fast until the unit started making noises rather like an old locomotive steam train in a tunnel on the London to Brighton run in the 1960's. Actually it was louder than that, and Harvey feared for the safety of his own flat and most of London around him.

There was no way he could leave this running for 10 days while he went off to Beijing, so last ditch alternative arrangements were made to connect to an American friend's fast 8-core Skulltrail machine, the same as had been used at Leiden earlier in the year.

We reconciled ourselves to the fact that our target more realistically, now had to be a top 3 placing if possible. Just before Harvey left England and boarded his flight he learned that there were Internet problems at the venue... what next!!

Harvey had arranged to meet up with Hans van der Zeijden (the Rybka operator) at Beijing airport, so that they could share a taxi, but Hans' flight had landed elsewhere. He was okay, and had Johan de Koning (The King) for company on his flight.

Harvey arrived at the Hotel about 10 minutes after them due to his taxi running out of Petrol, luckily outside a Gas Station! They found the Hotel to be brand new and their rooms about 400 metres from reception. The porter who helped with the bags could not find the rooms, so they had to help him!

Unfortunately all of Johan's luggage was lost during the flight, and this included his laptop with his detailed opening preparation and the prepared link arrangement in place, so he became an early tournament withdrawal. Diep's programmer also withdrew at the last minute - by going home - so now there would be just 10 entries, and it would be an All-Play-All!

I think Harvey might have thought of withdrawing as well, when he saw the entry list
with the hardware many were playing on. Our 'souped-up' 16-core 'keep it a secret' machine would have been nothing special at all. And our replacement, the 8-core, was going to be seriously outpaced:

Rybka 40 cores!!
Cluster Toga 24 cores
Junior 24 cores
Jonny 24 cores
Hiarcs 8 cores!

We were eventually told that the 40-core rumours were true, and the exact set up was a linking of 5 x 8 core computers as follows:

- a 3.8 GHz Skulltrail
- a 4.2 GHz Skulltrail
- a 3.4 GHz 2x Xeon X5460
- a 3.0 GHz 2x Xeon E5430
- a 3.0 GHz 2x Xeon X5365

On the Rybka forum Vasik Rajlich suggested that the extra hardware advantage gave Rybka an additional 100 Elo which obviously is crucial at the top level. At the other end of the scale China had its first ever entrant for the World Computer Chess Championship... a program running on a Nokia Mobile phone!?!?

Readers with Hiarcs12 can compare the 8-core Skulltrail 3,700kN/s at the start position with what they get on their own hardware. A 'standard' 8-core gets around 2,200 I gather, and my laptop stands at 780kN/s.

Here then is a brief day-by-day report of events and results, with many photos and just one or two games. I am in fact indebted to Hans van der Zijden, the Rybka operator, for permission to share with you some of his photographs and vivid daily descriptions of the tournament, as well as Harvey Williamson for his excellent photos.

As far as the game analysis is concerned, according to CCRL ratings Rybka3 on a single processor is around 3100. That means on my laptop it is around 3140. What is it on a 40 core machine?? Maybe 3250 Elo. If so it would beat Kasparov, Anand, Kramnik, Topalov, Carlsen etc. by 10-0 in a match!
Would it? I don't know to be honest, but it would certainly beat me, at my best 1800 Elo going downhill with a following wind, by that score... and I, with my trusty dual2core, am supposed to analyse its, and the others, games! I shall do my best to add a few light notes!

**Day 1**

As feared the Internet connection was very dodgy and appeared to crash every 10 seconds or so, but the players hardly had any time to react to this as their presence was required at the Opening Ceremony. Much to the players' amusement 3 busloads of Chinese 'extras' were brought in to clap during the speeches and ensure the event looked properly important!

David Levy then wanted one of the programs to play the very strong and top Chinese female Grandmaster Gu Xiaobing. This was to be done one of the laptops that was present to save any embarrassment from continuing Internet crashes. There were a few volunteers, but David wanted Rybka to play - 'Rihbeca, I always lose', exclaimed Gu. Indeed she did, by 2-0.

Finally round 1 started 4½ hours late with 1 single game played initially with the local hero (*Mobile Chess phone*) playing Black against **Falcon**. This was possible as Falcon was playing anyway on the laptop its programmer had brought with him, so neither unit needed to 'net connect!'
1.d4 ½f6 2.½c3 d5 3.e4 dxe4 4.½g5 ½f5
5.½ge2
Falcon has played some 'unusual' moves, but it succeeds in its objective and Mobile Chess leaves theory altogether!
5...½c6?
5...e6 has to be the right move
6.d5! ½b4 7.½xf6 exf6 8.a3 ½a6 9.½d4
½d7 10.½xa6 bx6 11.½xe4 ½e7?
11...½f5 is best here, and if 12.½g3 then
12...½e7+ challenges White's king safety
12.0-0 ½e5

13.½d3
13.½e1 looked a certainty
13...½xd5 14.½c3 ½b7 15.½e1+ ½d8
16.½c4 ½c8?
16...½d6 was the best chance, then 17.½xf7
½c8 18.½e4 ½b6 but after 19.½ad1! there's
not much chance of Black saving the game
17.½xf7 ½b6 18.½ad1 ½d6 19.½xg7 ½f8
20.½a4 ½xd4
Black could have delayed the end a little, at
the cost of its queen, with 20...½b8 21.½xb6
½xb6 but now 22.½e6+ wins easily
21.½xd4 ½b8 22.½c5 ½f7 23.½xf7 ½b5
24.½f8+ ½c8 25.½xe8# 1-0

I'm afraid most of the Mobile Chess games were a bit like this. Later in the day the other operators were able to complete the 1st round. There were a few Internet problems and crashes, but no-one complained that any of these had resulted in a game being decided the wrong way. However the 2nd round had to be cancelled while everyone worked out what could be done to improve the situation.

Round 1
- Falcon v Mobile Chess 1-0
Overnight there was a player-meeting at which it was decided to try and play in the hotel. Now Harvey was to become the tournament hero as he was able to configure his trusty MAC to function as a wireless router!

**Day 2.**

Two rounds are played without a single Internet crash! Well done Harvey!

In fact Harvey's success very nearly worked doubly well for Hiarcs as Hans, operating for Rybka, hadn't known that the problems were solved (oh ye of little faith) and nearly caught the bus to the original tournament hall instead of staying in the hotel.

I'd like to know who told him!

**Round 2**

A strange thing happened in this round, with Rybka announcing a mate in 1942 at one stage.

As we join the game Rybka is on top, thanks to earlier exchanges which have favoured White. Here best for Shredder was 47...f4! to stop Rybka putting its own pawn there. The defence would have still been difficult, but there were drawing chances I believe.

47...Ec2?! 48.f4! Eb4 49.Ef3 Eb3 50.Eb5 Exb2
50...a4 is no better: 51.Eb6 Ec4 52.EXe6 and White is still winning
51.Ee3 Ec1
If 51...Ec3 52.Ec5+! Eb3 53.EXa5 still 1-0
52.EXa5 Ed1 53.Eb5
This is the moment at which Rybka announced mate in 1942 moves! A bug of course though, as it happens, the game didn't last anything like that long!

53...\textit{d}d5+ 54.\textit{e}e3 \textit{d}d2 55.\textit{e}h8! \textit{d}d3
56.\textit{d}d8 \textit{d}d4 57.\textit{e}e8 \textit{e}e3
The pawn can't be saved
58.\textit{x}xe6 \textit{e}c4
Here Rybka3 on my dual2core reckons \textit{f}f6
is an ONLY move for White... but Rybka on
the 40-core plays something else!
59.\textit{d}g3!
A genuine m/28 my tablebases reckon!
59...\textit{d}d5 60.\textit{e}e8 \textit{d}d6 61.\textit{h}h4 \textit{d}d7 62.\textit{e}e1
\textit{d}d6 63.\textit{g}g5 \textit{c}c6 64.\textit{e}e6 \textit{b}b7 65.\textit{x}xd6
\textit{e}e8?
The mates may not have been appearing on
the Shredder screen yet, as one or two of its
moves have not been optimal and 65...\textit{c}c7
here was m/15, but the move played allows
Rybka to reduce it to m/7 and Shredder's
operator then resigned
66.\textit{x}xf5 \textit{c}c7 1-0

- The Baron v Mobile Chess 1-0
- Hiarcs v Jonny 1-0
- Sjeng v Falcon 1-0
- Junior v Cluster Toga 1-0!
- Rybka v Shredder 1-0

A comment on the Rybka opening book is in
order. Obviously Jeroen Noomen has made a
considerable amount of his recent and previous
private opening analysis available on
his £19.99 ChessBase dvd, providing everyone
with some new and other very up-to-date
lines... and no doubt all the other programmers
have been searching through it in the
hope of finding improvements of their own to
then play against Rybka.

So of course Jeroen had to plan some new
ideas (!) and he chose to go with a few
offbeat lines which he considered as a little
under-used, not too well covered in other
opening books, and also hopefully a bit
under-rated - perfect for the much tactically
stronger Rybka3 version, and on its 40-core
hardware! He came up with some interesting
stuff, put the book on tested with Larry Kauf-
man, and found Rybka getting a very high
win percentage. Their theory in a nutshell is:
"the stronger program does even better when
both programs come out of book early, and
in an approximately equal and preferably
slightly complex position".

The players were finding that in Beijing few Chinese spoke any English at all. Often only sign language won the day, but with this and perseverance and a gathering of staff all trying to help out every time there was some difficulty, slowly but surely the many natural requirements such as cold beer and egg and bacon breakfasts were realised! Coke came in 1½ litre glasses, fruitsalad was 2 types of melon and some tomato's, bread is unknown but in fairness they tried to bake it to instructions as given but made it very sweet, and the morning fruitjuice always arrived hot!

Round 3
- Mobile Chess v Sjeng  0-1
- Falcon v Hiarc 0-1
- Shredder v The Baron ½-½
- Cluster Toga v Rybka ½-½
- Jonny v Junior 0-1

The Cluster Toga operator offered the view following their game v Rybka that: "After our match against the 40 fishes it felt as if most 'serious' games nowadays should be draws...". However the doom merchants who think that chess is finished might take note that, in the whole tournament, there were no less than 32 decisive games, and only 13 draws. In fact in 2 rounds every game played was either 1-0 or 0-1... and Toga lost its games in both of those rounds!

Day 3

The day started with some jubilation as one or two of the players had succeeded in explaining by miming to the hotel chef how to do an omelette... and it worked! Also the schedule was for just 1 round to be played so that the competitors could relax and/or have a look round Beijing itself.

RYBKA - JONNY

1.e4 e5 2.Øf3 Øc6 3.Øb5 a6 4.a4 Øf6 5.0-0 Øe7
Marked ? in most opening books, but Larry Kaufman came up with the idea of using this, and Jeroen quickly warmed to it when they tested it. Jonny's book coped well with it at first...

```
 16th WCCC  1 2 3 4 5 6 7 8 9 10 Rnd 3
 1 Hiarc   ½ 1 1 2.5
 2 Junior  ½ 1 1 2.5
 3 Rybka  1 1 ½ 2.5
 4 Sjeng   1 0 1 2.0
 5 The Baron 0 ½ 1 1.5
 6 Shredder ½ 0 ½ 1.0
 7 Cluster Toga ½ 0 ½ 1.0
 8 Falcon  0 0 1 1.0
 9 Jonny  0 0 1 1.0
10 Mobile Chess 0 0 0 0.0
```
6.d3?! b5
This or d6 are best
7...b3 0-0 8.a4
Another surprise... 8.e1 is played 95% of the time
8...b7 9.e1 e8
9...d6 is again best here
10.c3

Finally puts Jonny out of book. Now theory — of which there isn’t much! — recommends h6 or d6 as best, with f8 also maybe possible
10...c5
This makes Rybka also out of book now, but with everything still on the board it is exactly what Jeroen and Larry want!
11.d2 h6 12.a3 b8 13.h4 d6?!
I know I was advocating this a few moves back, but that was before 10...c5. Now d6 has cut the c5 off from a return to kingside duties — in fact if you look at the position there’s very little that Black can get back to the kingside! My laptop shows 14.axb5 axb5 15.xh6 gxh6 16.f3 as being good for White, but the 40-core is even more direct. Probably 13...b4 14.c2 bxc3 15.bxc3 d8= was Black’s best try
14.f3! b4?!
Timing is all important, and this was okay a move ago but now doesn’t meet the immediate need which was to stop White’s next. So 14...c8 was correct
15.f5! c8 16.xh6+! h7
Not 16...gxh6?? of course, leaving the knight en prise for 17.xf6 followed by xh6 and 1-0 already
17.xf7 f8 18.c4 bxc3 19.bxc3
19...\textcolor{red}{\textbf{h}8}?

A strange choice! 19...\textcolor{blue}{\textbf{d}8} was probably best, but 20.d4 \textcolor{purple}{\textbf{xf}7} 21.\textcolor{purple}{\textbf{xf}7} \textcolor{blue}{\textbf{xf}7} 22.\textcolor{red}{\textbf{xc}5}+ is still very good for White

20.d4

Rybka showed +3.14 here

20...\textcolor{purple}{\textbf{xd}4}

If 20...exd4 21.\textcolor{red}{\textbf{ab}1} \textcolor{blue}{\textbf{a}7} 22.e5! threatening both \textcolor{purple}{\textbf{e}6} and \textcolor{blue}{\textbf{xc}6} and surely winning

21.\textcolor{red}{\textbf{g}5} \textcolor{red}{\textbf{h}7} 22.\textcolor{red}{\textbf{xd}4} \textcolor{blue}{\textbf{e}6}

Probably expecting 23.d5 \textcolor{blue}{\textbf{d}4} 24.\textcolor{red}{\textbf{h}5} \textcolor{blue}{\textbf{xf}7} 25.\textcolor{blue}{\textbf{xf}7} \textcolor{red}{\textbf{xf}7} 26.\textcolor{red}{\textbf{xf}7} \textcolor{red}{\textbf{g}5} 27.\textcolor{red}{\textbf{e}7} winning, but instead...

23.\textcolor{red}{\textbf{h}5}! \textcolor{blue}{\textbf{xf}7}

If 23...\textcolor{blue}{\textbf{gxh}6} 24.\textcolor{red}{\textbf{g}6} \textcolor{blue}{\textbf{xg}5} 25.\textcolor{red}{\textbf{hxh}6}+ \textcolor{blue}{\textbf{g}8} 26.d5 wins

24.\textcolor{blue}{\textbf{xf}7}+ \textcolor{red}{\textbf{g}8} 25.\textcolor{red}{\textbf{h}6}+ \textcolor{red}{\textbf{h}8}

If 25...\textcolor{blue}{\textbf{gxh}6} 26.\textcolor{blue}{\textbf{hxh}6} is 1-0

26.\textcolor{red}{\textbf{xe}5} \textcolor{red}{\textbf{e}8} 27.\textcolor{red}{\textbf{h}3}

Of course exchanging queens would win as well

27.\textcolor{red}{\textbf{xe}5} 28.\textcolor{red}{\textbf{xe}5}

There's no real need for analysis but after 28...\textcolor{blue}{\textbf{gxh}6} (28...\textcolor{red}{\textbf{dx}e}5 29.\textcolor{red}{\textbf{xf}5} \textcolor{blue}{\textbf{xf}7} 30.\textcolor{blue}{\textbf{d}2} 1-0) 29.\textcolor{red}{\textbf{d}7} \textcolor{blue}{\textbf{hxg}5} 30.\textcolor{red}{\textbf{c}3}+ \textcolor{red}{\textbf{g}8} 31.\textcolor{blue}{\textbf{xf}8} \textcolor{red}{\textbf{xf}8} 32.\textcolor{red}{\textbf{xc}7} 1-0

Round 4

- Hiarc v Mobile Chess 1-0
- Rybka v Jonny 1-0
- The Baron v Sjeng ½-½
- Junior v Falcon ½-½
- Shredder v Cluster Toga ½-½

Day 4

Another single round day, as the World Computer Chess Blitz tournament was also on the agenda... there are some notes about that in our NEWS and RESULTS section.
Round 5
- Cluster Toga v The Baron  1-0
- Mobile Chess v Junior  0-1
- Sjeng v Hiarcs  0-1
- Jonny v Shredder  ½-½
- Falcon v Rybka  0-1

Day 5
This was the full excursion day, with a visit to a superb jade factory, then the Great Wall of China. It didn't look so big from a distance, but Hans and Harvey both changed their minds when they got nearer, it was even 'greater' than expected in terms of "we're not climbing all the way up there!" After lunch there were further visits to the Summer Palace and various souvenir shops, and lots of photo opportunities for Hans and Harvey!

Day 6
It was David v Goliath day - i.e. Mobile Chess v Rybka. This time the giant won, apparently the Mobile phone is not only seriously underpowered in this company but also plays too fast!

Here was Hans' web report on Friday morning: "Friday 3. Just slept one hour and the phone rang. Someone from Holland who forgot I was in Beijing. 15 minutes before my alarm goes a knock on the door and the bell rings. A woman with a laundrybag. Yesterday I put some clothes in the bag for the 'laundrervice'. I want to take the bag from her, but that was not why she was there. She said "wate momen", leaves and doesn't come back. Then the phone rings. Someone who does speak English tells me that the laundry is not ready yet. I knew that already, because I read somewhere it would be delivered to my room after 4 in the afternoon. 1 hour later again a knock. Laundry is ready. Which was good, because I noticed I had no more socks left. I took 6 of everything except socks. No time for breakfast, not hungry anyway. After a tough fight against the (Mobile) phone I finally managed to get the upper hand. That thing plays much too fast. And also Rybka's moves come quickly. So I was waiting a long time for the next round. Tomorrow is the big day. The last 2 rounds against number 2 and 3 (Hiarcs and Junior)".
As for Hiarc we had The Baron once again scuppering our hopes. It was on 2/5 and once again got a draw against us. In our private matches we score around 80% against it, but in tournaments it has this remarkable knack of getting these draws! And in doing so obviously wears itself out, as it didn't score another point through to the end! But of course it left Rybka in the clear lead for the first time with 5½/6, with ourselves on 5, and Junior on 4½.

**Round 6**
- Rybka v Mobile Chess 1-0
- Cluster Toga v Jonny 1-0
- Junior v Sjeng ½-½
- Shredder v Falcon 1-0
- The Baron v Hiarc ½-½

The next round had been greatly anticipated, as it paired Hiarc against Junior. Although Junior had drawn 3 games it had become clear that, on its 24 core machine, it was very strong indeed, as proven by its win over Cluster Toga! Nor (we hoped) was the Sjeng v Rybka game to be taken for granted.

Here are the final moves from a very interesting Hiarc-Junior game!

---

**HiaRCs - Junior**

Junior has just played 41...h4, and one admires its determination to keep posing counter threats!

42.\texttt{Kh8! Kg7??!}

I think 42...\texttt{g7} gave better chances, and Junior is nearing that place where best moves must be played every time to stay in the game.

43.\texttt{Kh5 Kg6?}

*Here 43...\texttt{g6} was the best chance. Black*

---

**Top - Round 6 scores**

*Centre - Falcon v Hiarc. Alongside Harvey is Nathan Netanyahu, Omid's professor and brother of Banjamin!*

**Bottom - Rybka v The Baron**

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</table>

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must be aware of the dangerous pawns on the queenside and should start to get cover over there and surely can't afford the exchange of rooks?!

44.\texttt{g5+! xg5} 45.\texttt{fxg5} h3 46.a4! f4 47.a7 \texttt{b4} It's all over, but 47...h2 could have lasted a move or two longer: 48.\texttt{g2 \texttt{b4}}
49. \( \text{b8} \text{a5} 50. \text{f3} \text{xg5} 51. \text{b4} \text{xb4} \\
52. \text{xc7} \text{h1} + 53. \text{xb1} \text{h5} 54. \text{a5} \text{xa5} \\
55. \text{xa5} \text{g5} 56. \text{g2} \text{f6} 57. \text{e1} \text{f5} \\
58. \text{e3} \text{g5} 59. \text{f2} \text{h6} 60. \text{e2} \text{g6} \\
61. \text{d3} \text{f5} 62. \text{d4} \text{g5} 63. \text{e4} \text{g6} \\
64. \text{xf4} \text{m/12} \\
48. \text{b8} \text{a5} 49. \text{b4} \text{xb4} 50. \text{xc7} \text{xg5} \\
51. \text{a5} \text{g6} 1-0 \\
52. \text{a6} \text{h2} 53. \text{Kg2} \text{Bc5} 54. \text{f3} \text{wins easily}

**Round 7**

- Mobile Chess v Shredder 0-1
- Jonny v The Baron 1-0
- Hiarc5 v Junior 1-0
- Sjeng v Rybka 0-1
- Falcon v Cluster Toga 1-0!

The last result there in round 7 was a big shock as, although Falcon was shown as running on a dual core machine - in itself that's way behind most of the others - its programmer admitted that he hadn't actually finished the code for multi-processors, and it was in fact running in single processor mode! There would be two rounds on the final day, and in the morning would be the big one... Rybka v Hiarc5. So opposite you'll see the tournament leader board to set the scene!

Really the only way Hiarc5 can win the tournament is by defeating Rybka, or drawing and hoping Rybka would lose to Junior in round 9. Can Hiarc5 cause an upset???

**Day 7**

Hans reports again: "Now that I have used the lavandry service, it seems that everybody got a knock on their door before 9:00, asking if there is something for the laundry. There will be fun tomorrow morning!"

We now come to the game which decided the World Championship. As Jeroen commented, the Rybka team was sure we weren't going to try and find out what he had in mind against Najdorf this time - so he keeps it a secret ready for another day! In fact we chose a Kalashnikov (4...e5) and, as we'd hoped, had them out of book at move 8. As we've already discovered the Rybka team didn't mind this as long as their opponent's were out of book and not in private preparation! The trouble was
that, in our private preparation, we hadn't had a 40-core cluster Rybka to test against, only a pair of laptops and a couple of 8-core machines. We'd tested Rybka on all of these, and on very long time allowances, and had responses to everything Rybka came up with... and the result was that we either drew or won pretty well every time. We were actually glad we'd got Black for this game which we had to win!

So here we go...

**Rybka - Hiarcs**

1.e4 c5 2.\f3 \c6 3.d4 cxd4 4.\xd4 e5
5.\b5 d6 6.\bc3 a6 7.\a3 \bb8

More usual are 7...\b5 or 7...Be7. As Jeroen says, this is very obscure, and had the desired effect of throwing Rybka out of book

Now from our preparation with Rybka3 Hiarcs expected and was ready for 8.Nd5 or 8.Bd3, but instead...

8.\c4!

After over 6 mins analysis on 40 cores! 8.\d5 was played by Rybka in most of our various test games, so then we'd have gone 8...\ce7. Here we found Rybka varied between two moves. The next few moves in each line are...

9.\c4 (9.\g5 h6 10.\xe7 \xe7 11.\c3 \f6=) 9...\xd5 10.\xd5 \c7 11.\d3 \f6. Fortunately we'd also seen Rybka play what the 40 core machine now played!

8...\f6 9.\g5!

But now it's a big oops, this has done for us, it seems much better than the 9.\d3 we'd expected and were booked up for, and thought we could win or draw against! Now Hiarcs has to start thinking as well and, as we analyse it ourselves and watch the Hiarcs evaluation, we soon start to realise that Rybka has found a stronger move over the board than we had burning the midnight oil. It's simply a good move, how did we miss it?

I don't know, except to say the Rybkas, Hiarcs and others we'd tested against hadn't gone for it either. Some folk on the web criticised us for 'lack of preparation'. I tell you, we'd had this secretly prepared for weeks and weeks before Beijing, so it wasn't a lack of preparation. Sometimes you have to hold your hands up and admit you've been outgunned and go back to the drawing board. We, as the human support team for Hiarcs, are aware that we have to come up with something really good for any big game with Rybka, so it was more than disappointing to realise even by move 10 or 11 that we'd almost certainly let it down

9...\b5 10.\xf6 \xf6 11.\c3 \e7

Rybka prefers 11...\d8 here for Black, then 12.a4 b4 13.\cd5 with a small but not overwhelming advantage

12.a4?! \bxa4

The Hiarcs evaluation was now dropping steadily as each move came. If 12...0-0 then 13.axb5 axb5 14.\xb5 \d4 15.\cd5 \h4 16.\d3 ±

13.\xa4?

Surely 13...0-0! is better, but Black is still definitely under pressure: 14.\cd5 \e6 15.\c4 (15.b3 \d8) 15...\g5 16.b3 a5

14.\cd5 \g6

Hiarcs showed this as White +0.96, but already Rybka had it as +1.93!

15.\xa6 \d7 16.\c7+ \d8 17.\a1 \b8
18.\b5 \g5 19.\ed5 \e7 20.0-0 \xd5
21.\xd5 \xb5 22.\a8 \xa8 23.\xa8+ \d7 24.\b7+ \e6 25.\c7+ \f6 26.\xb5
The material is level, but the game is over 26...\texttt{Wh}5 27.\texttt{Dx}d6 \texttt{ff}8 28.\texttt{D}f5 \texttt{gg}6 29.\texttt{Wb}6+ \texttt{Df}6 30.\texttt{De}7+ \texttt{Dh}6 31.\texttt{F}f3 \texttt{Wg}5 32.\texttt{D}f5+ \texttt{Wg}6 33.\texttt{F}f4 exf4 34.\texttt{H}4 \texttt{Wg}4 35.\texttt{D}d6 1-0

The note Hans made on his web report was quite amusing really - well for everyone but the Hiarc's team: "Hiarc's was quite nice by playing a bad opening line, and Rybka has used only 25 minutes before Harvey resigns. That is the problem as the Rybka operator, you always have to wait so long for the next round!"

It did mean that Rybka was World Champion with a round to go, so of course congratulations are in order.

**Round 8**
- Cluster Toga v Mobile Chess 1-0
- Rybka v Hiarc's 1-0
- The Baron v Junior 0-1
- Shredder v Bjenc ½-½
- Jonny v Falcon ½-½

The Junior-Rybka game in the last round was interesting.

Hans says: "Junior got a very good position, but doesn't see how to proceed. Then Rybka surprises with a rook sacrifice. The evaluation is 0.00 and with such a big material disadvantage and under a mate in 1 threat, that can only mean one thing: there's a perpetual perpetual check! Junior says +3.59 for 15 more moves and doesn't see it at all - an old null move problem still in there?! Hiarc's and Shredder are also analyzing the position and they agree with Rybka".
Here is the Rybka rook sac' that drew the game
45...gxg2+ 46.hxg2 wE4+ 47.g1 wE3+
48.f2 wG3+ 49.f1 wH3+ 50.g2 wE3+
51.d1 d3+ 52.d2 b1+ 53.e2 wE4+
54.f1 f3+ 55.e1 h1+ 56.f2 h2+
57.f3 g3+ 58.e2 e3+ 59.d1 b3+
60.e2 d3+ 61.c1 xa3+ 62.b1 b3+
½-½

Round 9
- Sjeng v Cluster Toga 0-1
- Mobile Chess v Jonny 0-1
- Falcon v The Baron 1-0
- Hiarcs v Shredder 1-0
- Junior v Rybka ½-½

Finally on the Sunday near Tian’anmen Square, Harvey and Hans at last found a western food restaurant. Hans reports: "We found a shopping Mall and the lower level was called Gourmet Street, this looked promising. We wandered around for a while and then we saw a picture of a Steak with Fries on a poster, advertising a restaurant called Sizzler. We asked for directions and eventually found it. A New York Steak with Fries and salad - I never knew that a Steak could taste so good - heavenly western meat and fries after 8 days of Chinese food."

After their meal there was a walk round the many shops and some haggling with local shopkeepers over gifts to bring home. "You just look unhappy and they lower the price," says Hans, "but once you’ve bought something they hold your hand and don’t want you to go without buying something else!"

A great week, tournament and experience!
PETE BLANDFORD'S TOURNAMENTS!

Pete's wonderful long-running Tournaments now have so many engines playing that there is no longer room to show all the individual match scores. So nowadays we just show the TOURNAMENT TABLES, and I will add a few remarks about the new programs and their results as they get added.

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

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<td>34</td>
<td>Crafty 19.19</td>
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The new additions to the list are Hiarc12 - which goes top! - and the Rybka 1.0.1 Preview - that's the freebie which caused such a seismic shock when it arrived on the scene a little over 2 years ago! Hiarc12 has won no less than 13 matches by 2-0 which is what powers it to top spot!

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

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The newcomer here is Fritz11 - and it goes top by a long, long way! Being 4-game matches the new engines arrive rather more slowly onto this list. It continues to interest me that Rybka 1.2F heads the "Rybka team" in both tournaments - it seems in Pete's tests that, when Rybka versions are all reduced to 32-bit and single processor, Rybka 1.2F is still the top engine from the Rybka stable, presumably until Rybka3 gets added?
Hi Eric,

As promised I am sending you 10 from the 15 games (I haven't got more) from the Phoenix Rapid Chess Tournament which we did on the 10th of August.

For some months, I had walked around with the idea to organise a tournament with only the Resurrection/Revelation units. I suggested the Idea at the last Gebruikers tournament to Pieter Bleeker, a visitor at the tournament, and he reacted very enthusiastically. I knew that Ries van Leeuwen could not organize this in Leiden, because not so many participants there own a Resurrection or Revelation system. So I sent in June some e-mails to the gentlemen below, because they are in the possession of these powerful models that Ruud Martin makes.

Ruud, Hein, Pieter and Hans were willing to participate, so I just needed one other operator. Collector Luuk Hofman, who lives in Duivendrecht (a place nearby Amsterdam) was more than willing to operate a Resurrection too, but he hasn't got one himself. So Ruud brought an extra Resurrection II model for Luuk to operate at the tournament.

The Entrants and Operators, listed in suggested ranking order (the 500MHz units at the top of course):

- Resurrection II Rybka 2.2 Pieter Bleeker
- Revelation Deep Sjeng 3.0 Ruud Martin
- Resurrection II Toga 1.2 Hein Veldhuis
- Resurrection II Ruffian 2.1 Luuk Hofman
- Resurrection I Fruit 05 Hans van Mierlo
- Resurrection I Fruit 2.1 Rob van Son

I created a spreadsheet with a pairing and ranking table, so that we could store the results directly into the laptop of Ruud Martin. Hans van Mierlo moved some months ago to a new house in the city of Dussen (Province of Brabant) and he invited us all to come to his place and play the tournament. At the same time, we could take a look at his collection of chess computers!

The Resurrection II/Revelation units, which run on 500MHz processors, were set to use 15 minutes per game and the Resurrection I (200MHz) 20 minutes. We used only the internal clocks of the computers and no external chess clocks.

Of course we enjoyed it all very much. Nobody expected that Hein Veldhuis with his Res II Toga could win the tournament! But he did, so that's the second time Hein took the first place! Also very interesting that Ruud participated with a new engine in his Revelation: Deep Sjeng 3.0.

Unfortunately for him he did not win the tournament but a second place is also a good result. His Revelation lost only one game in the first round, but I didn't receive this game from Ruud....!

You will understand that I was the
competition organiser, so I took some prizes to the tournament... No cups, but everybody, including myself, won a nice bottle of red wine!

So, Eric, in my e-mails there are the games which I have, the ranking table and 8 photos I took at the tournament. Another table with the results per round and more photos can be found on Ruud's website: www.phoenixes.nl

Best regards, Rob

I e-mailed Rob to see if he would ask Ruud Martin for permission to also use a couple of his photos from his website, and approval was kindly given. Other discussions in our e-mails were:

Eric: It is interesting to see the standard of the games, they are of a much higher quality than we see from the main group of dedicated machines, though the Tasc R30 and Richard Lang's Mephisto programs on their fastest hardware are not too far behind... but behind they are! Ruud's hardware is obviously very good for the programs.

Rob: Yes, I agree with that!

Eric: It is also interesting to see how these PC programs transfer into Ruud's boards! Certainly one would not expect Toga to do as well as it did, although a short tournament isn't conclusive for rating levels of course... but it's still very interesting! And of course you'd expect Rybka, even the 2.2 version, to come top... it comes top in everything it plays on the PCs! But perhaps its search system doesn't work as well when it is running at 200 or 500MHz?!

Rob: Yes, you are absolutely right, it doesn't always win on the Resurrection boards. I actually created two tables hoping for 10 rounds, but we haven't had enough time to play them all.

That's why we stopped after 5 rounds, so that everybody played a game against the other participants. I'm already satisfied with the fact that I was able to fulfil my idea!

Eric: It would be nice if someone with one of Ruud's boards gets the new Pocket Fritz3 for Pocket PC. It actually has the Hiarcs12 program in it, and it will be interesting if a match is played to see whether Ruud's hardware can match the Pocket PC, the processor speeds don't seem to be that far apart

Rob: That's certainly a very good idea. I'm so happy that, after waiting for six years, another version of Pocket Fritz has appeared on the market... and also a very strong one! I'm waiting for my copy and when I receive it and I'm able to install it properly on my Pocket PC 400MHz, I will play some games with my Resurrection against it. But I don't have a Res. II, so my unit is running on 203MHz, but
it's still very interesting. We will see...

Best regards, Rob

Rob has since played his new Pocket Fritz3 against a nice variety of modules in his 203MHz Resurrection board. A report on this will appear either in this or our next issue, depending on available space.

Here are some of the Resurrection games with light notes.

I've started with a game to demonstrate the difference when the Resurrection2 500MHz has tactical chances against the 200MHz model - Rob's in fact. As most folk I'm sure know the Toga program is based on Fruit, so there's not much between them here in the actual software that's running.

Res.I Fruit 2.1 - Res.II Toga 1.2
Round 3. English Opening: Four Knights Variation with 4 g3
1.c4 e5 2.d4 c6 3.d5 f3 dxc6 4.g3 d4
5.g2 dxe5 6.f3 xb4 7.xb3 e5 8.0-0
0-0 9.d3 b6 10.xd2 c6
Black often plays c6, but usually after
10...e8 a3 f7 c7 12.xg2 d8 13..ab1
b8 14.f1 a5 15.a4 a7 16.c3 d6
17.d4 xe4 18.xf4 b5 19.c2 h3
20.g2 xg2 21.xg2 bxc4 22.xc4 xe7
23.c1 e6 24.a5 bd7 25.c3 d5

Nothing much has happened yet, but as soon as the tactics start in a couple of moves the extra speed of the Res2 unit demonstrates the benefits!

26.Ed2
Planning to double rooks on the d-file, but I think 26.f1 looks sounder
26.d4! 27.f1 e7 27.4b7
A strange looking move, but I found one or
two of the top PC programs also want to play this, probably to free b8 for the a7
28.e4?
28.exd4 was necessary, then 28...xd4 29.b4 with counterplay on the queenside, and if now 29...g5 then 30.h3 and the game is very interesting and any advantage Black has is small
28...f5! 29.e3
If Fruit had returned the queen to c2, to try and save the c4/b, then 29.c2 a3
30.a7 d7 31.a7 d7 32.fxe3 3xe3
and White is still a pawn down and probably lost
29.e4! 29.e4! was also very strong
30.exd4 exd4

31.e5?
White needed to resist the temptation to get the pawn back. Better was either 31.e2 or 31.b4. Though a pawn down the major pieces remain on the board so there will be drawing chances
31.e7! 32.e5
There is nothing better
32.e7? 33.eh5 e6 34.b4?
Suffocating his own bishop. 34...\(\text{b4}\) was better, but Black is well on its way to winning anyway
34...\(\text{ef5}\)
34...g6! was very strong here!
35.\(\text{h3}\) \(\text{d5+}\) 36.\(\text{g1}\) d3!
Releasing the \(\text{a7}\) attack on \(f2\)!
37.\(\text{g2}\) \(\text{e2}\) 38.\(\text{xd5+}\)

There's a trap in this! How to retake?!
38...\(\text{xd5}\)
38...\(\text{xd5??}\) 39.\(\text{xd3}\) \(\text{xf2}\) 40.\(\text{h1}\) and Black has nothing!!
39.b5 \(\text{xf2}\) 40.\(\text{xe2}\) \(\text{dx5}\) 41.\(\text{e1}\) axb5
42.\(\text{b4}\) g7 43.g4 \(\text{f6}\) 44.h4 \(\text{e5}\) 45.\(\text{d2}\)
45...\(\text{e4}\) is m/15! 0-1

In the next game we see how Ruud's own machine does with his latest implementation - Deep Sjeng 3 on his own piece of manufacturing, the Revelation board - in play against Rybka2.2 on a Resurrection 2 unit!

**Revelation Deep Sjeng 3.0 - Res II Rybka 2.2**
B43: Sicilian: Kan Variation: 5 Ne3

1.e4 c5 2.d5 f3 e6 3.d4 cxd4 4.\(\text{xd4}\) a6
5.\(\text{c3}\) \(\text{c7}\) 6.\(\text{d3}\) \(\text{f6}\) 7.a3
Rare, but not altogether new
7...\(\text{d6}\) 8.\(\text{xc6}\) bxc6 bxc6 9.0-0
9.\(\text{e2}\) has also been played here
9...\(\text{d6N}\)
Apparently new and not to my taste with the \(d7/\text{a}\) still on its square, but it's okay! 9...d6 has been played here, and White responded with 10.f4 and the game was drawn
10.f4 \(\text{c5+}\) 11.\(\text{h1}\) d6 12.\(\text{e1}\)

12...\(\text{h8}\)?
Black needed to take action against the threat of 13.e5... which DeepSjeng now plays!
12...d5 13.e5 (13.\(\text{xd5}\) isn't so good:
13...\(\text{xd5}\) and Black has equalised) 13...\(\text{d7}\)
and if 14.\(\text{d4}\) \(\text{e7}\) and Black is a bit cramped but o.k.
13.e5! \(\text{xe5}\)?
Dangerously opening up the position uncasted and underdeveloped! 13...\(\text{d7}\) was better, then 14.b4 \(\text{d4}\) 15.\(\text{exd6}\) \(\text{xd6}\)
16.\(\text{b5}\) c5 and while Black still has problems completing development, the position is just about holding
14.\(\text{xe5}\) \(\text{d4}\)
14...\(\text{d7}\) is no better, again White plays
15.\(\text{e4}\) \(\text{e7}\) and now 16.\(\text{f4}\) leaves the \(b2/\text{a}\) en pris, but its threat of \(\text{d6+}\) is much stronger
15.\(\text{e4}\) \(\text{f8}\) 16.\(\text{g3}\)
The move played is still winning, but 16.\(\text{f4}\) was even stronger
16...\(\text{xe5}\) 17.b4 \(\text{f6}\) 18.\(\text{b2}\)
Now I'm looking for something Black can play that doesn't leave a pawn en pris... or worse
18...\u266d8

Seems to be best
19.\u266ec1 d7??
Well 19...\u266e7 was better, but 20.\u266ec4 e5 (if 20...c5? 21.\u266e6! \u266e6 f6 22.\u266e6! gx6 23.\u266f6+ e7 24.\u266e7 1-0) 21.e2+-
20.\u266f5!
20.\u266e6 also wins, but I always enjoy the more confusing choices!
20...\u266d3
20...fxg5? would have been much worse:
21.\u266e5+ d6 22.\u266d6 m/20
21.\u266f7+
Here is the wonder of chess... even now
White can mess it up with a wrong capture:
21.\u266e3?? Well, it was en pris! But now
21...\u266f4! 22.\u266f7+ e8 23.hxg3 \u266f8
24.\u266e5! Weird but best 24...\u266e7 25.\u266f6+ \u266f6 26.\u266d6 h6 and Black, a pawn up, has decent winning chances
21...\u266e8 22.\u266d3
Not 22.cxd3?? \u266f3 23.hxg3 \u266f8-+
However 22.\u266d3? I no longer loses here,

unlike our previous note, but after 22...\u266f3
23.\u266f3 \u266f8 24.\u266e6+ \u266f8. It looks as if
White must lose a piece, but 25.\u266f6! \u266d6
26.\u266e3 gxe6 27.\u266d6 and White is better
and should win a pawn, though a draw is the
most likely outcome
22...c5 23.\u266f6+ \u266f7
Black now tries to cause trouble for a few
moves with its queen, but after that Deep
Sieng wins the rook and the game quite
easily
24.\u266f3 \u266d5 25.\u266e3 \u266f4

26.\u266f8 cxb4 27.\u266e7 \u266e7 28.\u266f6+ \u266d6
29.\u266f6 bxa3 30.\u266e5 \u266e5 31.\u266e1 \u266f6
32.\u266f4 f5 33.\u266f7
33...\u266f4 34.\u266e7+ \u266e6 35.\u266f6+ \u266f6
36.\u266f6 with m/21 announcement. 1-0

I don't know if you've noticed, but nowadays games between computers don't 'swing' around as much as they used to! Once a side is winning, it usually does... or at least gets a draw if the opponent can find a perpetual check or 3-fold repetition trick, but even that's rare. So our next game is different -
Ruffian is definitely winning a few moves out
of book, but Toga, the eventual winner, fights back!

**Res. II Toga 1.2 - Res. II Ruffian 2.1**

E60: King's Indian: Unusual lines and Fianchetto Variation without Ne3

1.\text{\textit{d}f3} 2.\text{\textit{d}f6} 2.\text{\textit{d}4} \text{g6} 3.\text{\textit{c}4} 4.\text{\textit{g}7} 5.\text{\textit{c}5} 6.\text{\textit{c}5} 7.\text{\textit{d}2} 8.\text{\textit{xd}2} \text{d6}

Now 9.\textit{e}3 or 9.0-0 have been played in this fairly rare line, but Toga goes for something else.

9.\text{\textit{d}5N}

9.\text{\textit{d}xc5} 10.\text{\textit{d}xc5} 11.\text{\textit{x}d}2 12.0-0-0\pm is a similar idea from Rybka

9...\text{\textit{x}d}2+ 10.\text{\textit{x}d}2??

*An* strange choice. Even though queens are off the board the king is badly placed on d2 this early in proceedings.

10.\text{\textit{d}xd}2 \text{a}6 stopping \text{\textit{c}7+} 11.\text{\textit{d}xc5} \text{e}6= is clearly better

10...\text{\textit{a}6} 11.\text{\textit{e}3} 12.\text{\textit{ae}1} \text{\textit{b}8}

13.\text{\textit{c}3}?

*Bold, risky, or mad?!* Certainly not wise!

White is already poorly placed with its king on d2, so the best try is probably 13.\text{\textit{d}xc5} \text{dxc5} 14.\text{\textit{d}c1}\text{xf3} concentrating more on a safe place for the king. 13.\text{\textit{d}c3} is the other possibility, then 13...\text{\textit{xf}3} 14.\text{\textit{xf}3} \text{cxd}4 15.\text{\textit{e}xd}4 \text{\textit{f}f4} 16.\text{\textit{b}5} \text{\textit{xf}2}!? 17.\text{\textit{d}xd}6+ \text{\textit{g}8} 18.\text{\textit{xb}7} \text{\textit{he}1}+ 19.\text{\textit{xe}1} \text{e}6, but there's too many tactics for the dedicated units to see all this from the position at move 13!

13...\text{\textit{b}5}! 14.\text{\textit{d}2} \text{bxc}4 15.\text{\textit{xc}4} \text{\textit{e}6} 16.\text{\textit{a}3} \text{\textit{b}5}?!?

*Here* 16...\text{\textit{d}7}! connecting rooks along the back rank would have put Black well on top. The threat would be \text{\textit{h}c8} followed by \text{\textit{cxd}4} and it's hard to see how White can defend satisfactorily against this.

17.\text{\textit{f}4} \text{\textit{xc}4}?!?

17...0-0! 18.\text{\textit{xe}6} \text{f}xe6 is correct, Black is in danger of letting the Toga program bac.

**21...d5+**

*A neat little move!*

22.\text{\textit{xd}5}

If 22.\text{\textit{xd}5}? \text{\textit{c}8}+! 23.\text{\textit{b}5} \text{\textit{c}7}+ 24.\text{\textit{c}4} \text{\textit{d}5}+ 25.\text{\textit{xd}5} \text{dxe}3 26.\text{\textit{xe}3} \text{\textit{c}3}+ winning material

22...\text{\textit{c}7}+ 23.\text{\textit{e}4} \text{f}5+ 24.\text{\textit{f}3} \text{e}5

Better was 24...\text{dxe}3 25.\text{\textit{he}1} \text{\textit{d}8} 26.\text{\textit{f}xe}3 \text{\textit{xd}3} 27.\text{\textit{xc}7} \text{\textit{e}5} and Black is a pawn up though, with opposite coloured bishops on the board, the game may well end up a draw

25.\text{\textit{g}2} \text{dxe}3 26.\text{\textit{xe}3} 0-0 27.\text{\textit{hc}1
From a very strong position with the chance of playing 16...\textit{d}d7 and, after missing it, still a good position with 17...0-0, now Black incorrectly decides to defend his own \textit{d} by counter--threatening his opponents'. But it doesn't work, and White soon gets the upper-hand

27...\textit{bd}8??
Ruffian misses the tactics and this is not a good decision, and now the opponent is right back in the game. 27...\textit{da}8 was best and now 28.\textit{c}c5 \textit{b}b6 still slightly favours Black. Probably 27...\textit{e}4 would also have left Black about equal

28.\textit{xc}7 \textit{xd}3?! This looks obvious, but runs into more trouble as we shall see. Better was 28...\textit{xf}7 29.\textit{xf}7 \textit{xf}7 but of course Black is still struggling, \textit{c}f5 for \textit{d} down.
29.\textit{xa}6! \textit{dd}2+ 30.\textit{g}g1 \textit{xa}8?
It's natural to want to defend the a7/\textit{b}, but it simply can't be done and this only makes matters worse. A better try was 30...\textit{g}5 but 31.\textit{bb}7 is still winning for White 31.\textit{bb}7!
That should be game over!
31...\textit{d}d1+ 32.\textit{g}g2 \textit{h}h8 33.\textit{e}xg7 \textit{c}c1 34.\textit{ex}h7+

34...\textit{g}8 35.\textit{b}b7+ \textit{f}f8 36.\textit{dd}7 \textit{g}8 37.\textit{b}b7 \textit{d}d1 38.\textit{dd}7+ \textit{f}f8 39.\textit{x}xa8 \textit{dd}8 40.\textit{xa}7
Announcing m/7
40...\textit{ed}2+ 41.\textit{h}h3 \textit{g}8 42.\textit{h}h7+ \textit{g}8 43.\textit{dd}5+ \textit{f}f8 44.\textit{ff}7+ \textit{g}8 45.\textit{gg}7+ \textit{f}f8 46.\textit{gg}8# 1-0

There's room for just one more game, so here's a Rybka win.

Res. 1 Fruit '05 - Res. II Rybka 2.2
E15: Queen's Indian: 4 g3 sidelines, 4 g3 Ba6 and 4 g3 Bb7 early deviations

1.d4 \textit{f}f6 2.c4 \textit{e}e6 3.\textit{f}f3 \textit{b}b6 4.g3 \textit{a}a6 5.b3 \textit{b}b4+ 6.\textit{d}d2 \textit{e}e7 7.\textit{g}g2 \textit{c}6 8.\textit{c}c3 \textit{d}5 9.\textit{e}e5 \textit{fd}7 10.\textit{xd}7 \textit{xd}7 11.\textit{d}d2 0-0 12.0-0
All main line so far and then, with a host of choices in most books, Rybka ignores the popular \textit{c}c8 and \textit{f}f6, or even \textit{bb}8, and goes for...
12...\textit{c}7 13.\textit{e}c1 \textit{h}5?!N
26...h3?!
Rybka has been lucky. With 26.h3! g6 27.b2 White would have started to put some pressure on the Black ♕.

26...b5 27.exb5
The game is pretty even, but Black must now avoid making a tempting recapture!

27...a6!
Wrong would be 27...xd5? 28.f6!! b6 29.f4! with a definite advantage. Worse still would be 27...xd5?? losing a piece to 28.f6!! f7 29.xd7

28.f6! axb5 29.xb5 a6
29...xd5? is still wrong because White's ♕ is already on d1, so 30.f4! Now 30...b6 appears to save the day, but 31.xd5 xd5 32.f1 threatening c4 32...h8 33.b7 and Black must lose material, e.g. 33...c6 34.xd5 xd5 35.xe7+--

30..b2 g5?!

Well played Rybka, there is no immediate advantage but Black has the initiative

31.f2 g4 32.ED2 e5
32...h6! attacking f/e3 was very strong here

33.Ed4?
Of course it's getting complicated, and not so easy to keep finding the best moves. Here 33...xc5 looks best, and after 33...xc5 34.xc5 xc5 35.xe5 Black should play...
35...\textit{d6} with a small advantage following 36.\textit{xd4} \textit{xd4} 37.\textit{xd4} \textit{c5!}

\textit{33...d3 34.a4}

Or 34.\textit{xd3} \textit{xd3} (34...\textit{exd}?!) loses the advantage after 35.\textit{xf4} = 35.\textit{xd3} \textit{exd}+ 34...\textit{b8} 35.\textit{c3} \textit{xd5} 36.\textit{a5} \textit{e2} 37.\textit{e1}?! 37.h3!! might have been a good try: 37...\textit{c4} 38.\textit{a6} \textit{a8} 39.\textit{xb2} \textit{xb2} 40.\textit{g6}+ \textit{f7} 41.\textit{g7}+ \textit{e8} 42.\textit{xb2}. This would be a difficult sequence for the dedicated machines to find, but Black doesn't have much of an advantage after it 37...d3 38.\textit{xd3} \textit{xd3}

Not as good is 38...\textit{xd3}? which allows 39.\textit{xc5}! and the game is equally poised 39.\textit{xc1} \textit{b7} 40.\textit{xc5}?

Allowing a devastating pin. Instead 40.\textit{xc5} \textit{xc5} 41.\textit{xc5} might enable White to hang on, or best perhaps is 40.\textit{f1}?! \textit{xf1}

41.\textit{d1}, though here I found the surprising 41...\textit{f4}! 42.\textit{xd3} \textit{xd3} 43.\textit{xf4} \textit{b1}! winning back the \textit{b2} exchange! 40...\textit{c8}! 41.\textit{g1} \textit{bc7}!

The game can't be saved now unless Black messes up big time – and I'll show you two ways in which he can in a moment!

42.\textit{b2} \textit{xc5}

And a big-time mistake was possible with 42...\textit{xc5}? 43.\textit{xe2}. The best I can find for Black now is 43...\textit{b4} 44.\textit{xf5} \textit{xe1}

\textbf{Phoenix Rapid Chess Tournament - Final placings:}

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It had been my intention to cover the first half of this match here, but instead as I near the end of the magazine I can see that I have filled my pages with lots of (wonderful) photos, so right now there is only chance to look at the early games... more next time!

There have been conflicting results in the series between the Novag Citrine (basically a small improvement on their Obsidian) and various Saitek programs by Franz Morsch, in their production order, each being a (small?) improvement on its predecessor, GK2000, Centurion, Cougar, Challenger and Expert.

Frank Holt had a big win Expert v Citrine, Augusto here had a big win Citrine v GK2000, and Peter Bilson is somewhere in the middle! Augusto and I thought that Citrine v Challenger should be a very close match-up, in SelSearch 138 the Citrine shows at 2048 Elo, and the Challenger is on 2020.

Game 1 was drawn in 108 moves, here is game 2, all were played at G/1hour.

**CHALLENGER v CITRINE**

1.e4 c5 2.d4 c6 3.d4 f6 4.dxe5 cxd4 5.cxd5 0-0 6.f4 e5 7.fxe5 d5
8.exd5 exd5 9.dxc6 bxc6 10.d8+ bxd8 11.d1+ d7

---

It's all been theory to here, but now White must play 12.d6

12.d4?

White is always in some trouble after this

12...e7 13.c3 c5 14.b3?

14.b3 was probably the only chance, as the Citrine makes quickly clear with its response to White's mistake

14...c4! 15.c2 a5 16.b4

In view of the threat of f5 there was little

34.e7?

Of course exchanging the rooks is a serious mistake, leaving 2d v 4c, but even a better alternative is unlikely to extend the game for that much longer: 34.d5 35.d5

Exchanging pawns is okay, exchanging pieces is not 35.xg5 36.xf5 but Black should win easily enough in the end with either d4 or c4

34...e7 35.e6 f6 36.e4 36.d6 37.d4

38.c4 c3 39.a4 a5 40.b5?

Trying to win is wrong! White must defend. Even so 40.c5 h5! 41.c4 g5! will soon also be 0-1 after 42.hxg5 h4

40.d5 41.ha5 c6 42.b6 c4 43.b7 c3 44.b4 c2 45.a5 c1 46.a6 c5+

The position is not worth the effort.
Mon, 27 Oct 2008
Hi Eric

I have caught up with my backlog of engine testing so I am enclosing Divisions 1, 2 & 3 and the new division we were talking about, plus the cbv files Div' s 1, 2 and the Special division.

You will recall that the editor supplied a taster of the Division 1 and 2 results at the end of my article on the WB2UCI adapter in the last issue, so here is the full listing for both.

Glaunrug 2.1 won again, and Spike had 2nd place to itself this time.

There has been a lot of work on the Thinker program, the version used this time - Thinker 5.21 - is already 3 versions out of date, they are up to 5.2M now... probably even later by the time you read this!

Scorpio 2 being pushed out to 5th was a surprise, but Bright 0.3a is a strong program.

When new strong engines come through there are always casualties from the engines that have been around for some time, and this time Wildcat 8 beta 5 was relegated, and SlowBlitz went straight back down again after it's promotion in SelSearch 137.

**DIVISION 1**

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<td>SLOWBLITZ WV 2.1</td>
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In Division 2 The Baron 2.23 came 1st, this is a newer version than the 2.22 at WBEC Ridderkerk, which was already quite strong so this was not really a surprise.

Delfi 5.4 was 2nd but only by virtue losing its head-to-head with The Baron by 1½-½.

At the other end I was hoping for better thinks from Sloppy as it had some promising qualifying results, but it was actually relegated along with Jonny 2.83.

Out of the other new engines to qualify Booot was 3rd and Bugchess 4= ahead of Aristarch, Movei and Colossus - which are 2 programs that have each had spells in Division 1. This is a good example that there are strong engines that keep coming through.

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As you all know I usually show the 1st two divisions results in one SelSearch issue, and in the following issue, I run a test of interest for the readers, or pitch the top amateur
engines in with some of the commercial engines to see if they are getting any closer. This time, as Eric showed the top placings in my Divisions 1 and 2 last time, I have also included my Division 3 for this issue so you can see the progress of some of the up and coming engines.

E.T Chess has appeared in my published divisions before, back in Selssearch 136, but as you can see will now make a return to Division 2 along with a newish engine called Alfil 8.11, which has also come out of nowhere at WBEC Ridderkerk as well.

You can also see that some of the older and quite famous engines like Crafty, Pseudo and SOS, cannot get back even to Division 2!

**DIVISION 3**

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My last table is an idea I discussed with the editor a few weeks back.

As a lot of the regular Sels contributors normally cover the latest Chessbase engines, and there is still a bit of a gap between them and the current amateurs, I have enclosed a division involving versions of engines that were the last freely available engines at the time just before they became commercial!

There is an exception! In those days engines like List and Ruffian were about 2680 Elo in strength, so there was no point inviting Rybka 1.0 beta to this one, it would be too strong.

But I had to have an even number of engines to avoid having a bye in each round, so I included Pro Deo (Rebel 12) which makes a guest appearance to make up the numbers - obviously Rebel had been commercial for many years until Ed Schroder made it and Pro Deo freely available on the Internet.

Pro Deo was expected to win this with an estimated Elo of 2720, and win it, it did.

Readers should not be surprised at Zappa 1.1 being one from bottom. The author Anthony Cozzie has already said on his website that this version was not intended for quick time controls. In fact the earliest versions of both Rybka and Zappa were quite weak, even by amateur standards, until they suddenly burst on the scene, almost simultaneously a couple of years ago, as World Champion contenders.

Fruit 2.0 was a bit of a surprise though, and if this is where it was, then it is yet another in which the commercial 2.2.1 release made a sudden amazing jump in strength.

This was an exciting tournament actually with the uncompromising styles of Ktulu, Ruffian and List producing some great chess.

### The Retired Engines Division!

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There is it Eric, speak to you soon - Chris

As we close this issue, my wife Chris and I would like to wish all of my readers...

a very Happy CHRISTMAS and a Great New Year.

Here’s a picture of us with our lovely dog Connor
## 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

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## 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

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