

SELECTIVE SEARCH 141

THE COMPUTER CHESS MAGAZINE!

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Editor: Eric Hallsworth
£3.95

THE DAY OF THE ROBOTS COMETH!



TOP LEFT: EXCALIBUR'S
PHANTOM FORCE



BOTTOM RIGHT:
NOVAG'S 2ROBOT

THEY MEET IN A TOURNAMENT IN OUR NEXT ISSUE!

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All COMPUTER CHESS PRODUCTS are available from COUNTRYWIDE COMPUTERS LTD, Victoria House, 1 High Street, Wilburton, Cambs CB6 3RB. Tel: 01353 740323 for INFO or to ORDER.

Free COLOUR CATALOGUE. Readers can ring ERIC at COUNTRYWIDE, Mon-Fri, 10.15am-4.45pm

CHESS COMPUTERS AND PC PROGRAMS... THE BEST BUYS!

The **RATINGS** for these computers and PC programs are on the back pages. This is not a complete product listing - they are what I think are the **BEST BUYS** bearing in mind price, playing strength, features and quality.

Further info/photos are on my website and in **Countrywide's** colour CATALOGUE, available **free** if you ring or write to the address/phone no. shown on the front page. Postage: portable £6, table-top £7.50, software £2.

▪ SPECIAL SUBSCRIBER'S OFFER:

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▪ *but please mention 'SS' when you order to remind our salesperson to do the discount for you!*

PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £39.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £57.50 - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess. est'd 130 ECF

NEW YORK de luxe touch chess £74.95 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only. est'd 125 BCF

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

TABLE-TOP PRESS SENSORY [tbl]

where you see ** the price includes the adaptor!

EXPLORER PRO £74.95** - 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 £149** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

CARNELIAN 2 £85 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves. plenty of levels.

OBSIDIAN £135 - 170 ECF with a nice carry case! Good looking Novag board with decent wood pieces. Plays good chess and has an excellent range of features and levels. info display etc

TABLE-TOP AUTO SENSORY [tbl]

CITRINE £265** - New 180 ECF wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted pieces + info display system and excellent range of features.

GRANDMASTER £220 - big 2" green/white squares, 4" king! 20" x 20" vinyl tournament size board, with large good quality felted plastic pieces. Auto-sensory surface, the Grandmaster looks great on the table! 150 ECF. Displays at both ends of the board - one with full info the other with clock times and move info.

PC PROGRAMS from CHESSBASE on CD

All run **INDEPENDENTLY** + will also analyse within ChessBase9/10. Great graphics, 3D, big databases + opening books, analysis, printing, maximum features.

▪ For info.... **£39.95 less 5% = £37.95!**

▪ and..... **£79.95 less 5% = £75.95!**

FRITZ 11 dvd £39.95 - by Franz Morsch. 80 Elo stronger than Fritz10, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent in both analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, many Chess Media video training excerpts, and Beginners Course!

*new **DEEP FRITZ 11 £79.95** for single/dual/multi PCs

HIARCS 12 dvd £36.95 - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always **DEEP HIARCS 12 £75** for dual. multi & single PCs!

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

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

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

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

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

RYBKA 3 for PC on dvd

RYBKA 3... IM Vasik Rajlich's RYBKA uci engine, the Computer Chess World Champion which tops every Rating List. Incredibly strong, a remarkable program.

▪ **CHESSBASE** version in latest interface, with exciting new RYBKA analysis features.

▪ **SP Rybka3 £39.95, MP Deep Rybka3 £79.95**

▪ Convekta's **AQUARIUM** version in new Chess Assistant interface, again with full features.

▪ **SP single Rvbka3 £42.95. MP Deep Rvbka3 £79.95**

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £115

The best Games Database system, with the top features. 3.9+ million games, players encyclopaedia, multimedia presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection updates and much more! **MEGA version 10 £275**



NEWS AND RESULTS

KEEPING YOU UP-TO-DATE IN THE COMPUTER CHESS WORLD!

Welcome to another new issue of *Selective Search*... no. 141. 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!*

CHESS: NEWS SECTION

This is the time of year when there isn't so much going on, and there isn't as much on the horizon as usual either. As we reported in the last issue, even Paderborn 2008 was cancelled. Fortunately, thanks to folk like Rob van Son and other readers, there are one or two tournaments and matches which we left outstanding last time, so this issue presents an opportunity to catch up a little.

But on a much brighter note, **Malcolm Pein** of the London Chess Centre was able to announce a new (human) **Super Tournament** which will take place in **London** in December this year. If the number of Computer tournaments continues to drop then we will use our engines to analyse the GM games!

It will be an 8 player All-Play-All and the most prestigious tournament since the Phillips and Drew Masters as long ago as 1984. Of course there have been 3 World Title contests in the UK since then, but this will be a FIDE Category 19 tournament with an average FIDE rating 2700, and a minimum prize fund of £100,000!

The entry list is not finalised yet, but we'll have more details by the time of our next issue. The tournament takes place from 10-17th December and will include a Blindfold chess display and a Charity Simultaneous.

I am hopeful, optimistic even, that it will provide a much needed boost to British chess.

Jeroen NOOMEN opening book/s

Many of the folk who purchased Rybka3 also bought the excellent *ChessBase Opening Book* produced for Rybka in computer tournament play. It is more than that, in fact, as it contains plenty of up-to-date theory in key openings as well as many innovations and new ideas produced by Jeroen and Rybka in tandem.

At Countrywide we even sold a few to Fritz, Shredder and a couple of Hiarcs fans who wanted to use it with other programs, though an **opening book** rating list at the **Sedat Canbaz** website actually shows the Hiarcs12 commercial book as slightly ahead of the Rybka book, with the Zap book 3rd. and Naum's 4th! Although I am involved with the Hiarcs book, though to a lesser degree nowadays than I used to be, I have greatly enjoyed comparing it alongside Noomen's Rybka book, they are both very interesting!

Now, for **Aquarium** purchasers there is a new CD of Jeroen Noomen's latest work, which includes everything that went into the *ChessBase* version along with fresh ideas. This book focuses on games by GMs 2600 Elo or more and only played in the last 2 years, so it is very specialised... oh yes, it also includes openings used in all the major computer games and is strongly supported by computer checked analysis. There are fresh and new ideas that have not yet been published! The website advertising at the Rybka site comments: *"Most opening book authors ignore the vast number of available computer games, although they are high quality games and opening theory is developing rapidly in computer chess circles. Since computer chess is Jeroen's speciality he is in a unique position to combine the best of both worlds."*

It consists of 11.5 million positions and takes up 323MB on the disk! A printed copy in book form would take up 11,500 pages!!

This version only works in the updated **Aquarium 3.1.0** version, but for *ChessBase* and other software ChessOK plans to produce

a UCI convertor to work between the engine and GUI. With this convertor ChessOK plans that all UCI-engines will be able to use the book under every GUI!

We look forward to that!!

There are many new ways for displaying statistics from opening variations and their trees which should keep the folk who like that sort of thing very happy.

Incidentally there is an interesting interview with Jeroen on the Rybka website, in which he compares working with GM and Computer games and also shares that he not only did the opening books for Ed Schroder's Mephisto MM5, Milano and Rebel programs - and later his Rebel and Pro Deo engines, also Theron's Chess Tiger - but also for Richard Lang's Mephisto Vancouver program, which I had not known.

Here is an example which readers might like to check out!

English attack: an amazing rook sacrifice

2007 saw an amazing new idea in one of the most topical English attack lines of the Najdorf:

- 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6
 5.Nc3 a6 6.Be3 e5 7.Nb3 Be6 8.f3 Be7
 9.Qd2 O-O 10.O-O-O Nbd7 11.g4 b5 12.g5
 b4 13.Ne2 Ne8 14.f4 a5 15.f5 Bxb3!?
 16.cxb3 a4 17.bxa4 Rxa4 18.Kb1



And now:

18... Rxa2!

To take or not to take, that is the question.... Should white decline the rook sacrifice with

19.Nc1

... or can he try

19.Kxa2 Qa8+ 20.Kb3?

The Rybka 3 book will tell you all the secrets of this fascinating line

CHESS: RESULTS SECTION

Sedat Chess GLADIATORS Tournament

I mentioned the Sedat Chess website, where there are usually a few things going on. I also found there the latest results of his **Gladiators Tournament - Top 21!** Each program plays 10 games against every other 'top 21' engine!

Pos	Program	/200
1	RYBKA 3 x64	166½
2	NAUM 4 x64	143½
3	DEEP FRITZ 11	142
4	ZAPPA MEXICO 2 x64	135½
5	INERT THINKER 5.4A x64	123½
6	HIARCS 12.1	120
7	TOGALL 1.4 BETA5C	118½
8=	DEEP SHREDDER 11 x64 LOOP M1-T x64	111
10	DEEP SJENG WC2008 x64	110½
11	GLAURUNG 2.2 JA x64	106½
12	BRIGHT 0.3A	88½
13	DEEP JUNIOR 10.1	87½
14	THE KING 3.50 x64	83½
15	TWISTED LOGIC 20090105 x64	71
16	CHESS TIGER 2007.1	69½
17	SPIKE 1.2 TURIN	66½
18	SMARTHINK 1.10 MOSCOW	65
19	DELFI 5.4	64
20	KTULU 8	60½
21	THE BARON 2.21 x64	55½

The website address is:

- www.sedatchess.com

Frank HOLT - latest RESULTS

Frank has been keenly testing his latest purchase, Rybka3, in his distinctive tournament

style. In our last issue he commented "what great value, 4 engines in the one package!" and sent us this result:

FRANK HOLT - RYBKA TEST

Pos	ENGINE	/20
1	RYBKA 3 HUMAN	13
2	RYBKA 3 DEFAULT	12½
3	RYBKA 3 960	12
4	RYBKA 3 DYNAMIC	10½
5=	RYBKA 2.3.2A	6
	RYBKA 2.1c	

Since then Frank ventured - not for the first time - into Shuffle Chess, also called Chess 960. Of course the attraction was to test the specially programmed Rybka3 960 version in its own element!

I understand that the main change to the 960 version is in regard to king safety, so that the program is better prepared for whether and when to castle under 960 piece positions, and what to do about the pawns in front of the king. However the results were not quite what Frank had expected.

Rybka3 960 version

- v Hiarcs 11.2 2-2
- v Deep Fritz 11 2-2
- v Deep Shredder 11 2-2
- v Zap Zanzibar 3-1
- v Rybka 3 Dynamic ½-3½!
- v Rybka 3 Human 1-3
- v Rybka 3 Default ½-3½!

Frank's comment is not surprising: "Considering this program is dedicated to Shuffle Chess, it's a very poor show. It was completely outplayed by the other Rybkas!"

Frank also says: "I know you are not going to agree with me, but I have got so used to fast processors, big opening books, tablebases etc. that when I see these 20MHzs playing against each other, you wonder why they have missed the obvious, and in the endgame they suffer from the horizon effect. I agree when one comes home from work it's nice to

beat a lesser program once in a while, but it's so frustrating when you know the answer is sometimes such an obvious move!"

THE [C]HESS [P]ROGRAMMERS [T]OURNAMENT

Richard Pijl, programmer of **The Baron**, runs the annual CPT event. The tournament's single condition is that all the programmers have to attend with their programs and PCs. Whilst this means that there are fewer entries and more ordinary hardware, it also gives the programmers a great opportunity to share and socialise together. In fact 12 engines played:

Pos	ENGINE	PROGRAMMER	/6
1	SHREDDER	STEFAN MEYER-KHALEN	5½
2	THE BARON	RICHARD PIJL	5
3	DIEP	VINCENT DIEPEVEEN	4
4=	HANSDAMF	GERD ISENBERG	3½
	POCKET SHREDDER	STEFAN MEYER-KAHLEN	
6=	KALLISTO	BERT WESTSTRATE	3
	THE CRAZE BISHOP	REMI COULOM	
8	HERMANN	VOLKER ANNUSS	2½
9=	JOKER	HARM-GEERT MULLER	2
	NEUROSIS	STAN ARTS	
11	LIME	RICHARD ALLBERT	1½
12	TZUNAMI	IVO TOPS	½

Peter GRAYSON: Deep Fritz11

In our last issue we looked at Peter's latest scores involving the new **Deep Fritz 11**.

- DeepFRITZ11 v DeepHIARCS12 66-42
- DeepFRITZ11 v DeepRYBKA3/32 47-89
- DeepFRITZ11 v DeepRYBKA3/64 51½-128½
- DeepFRITZ11 v DeepZAP MEXICO2/64 67-59

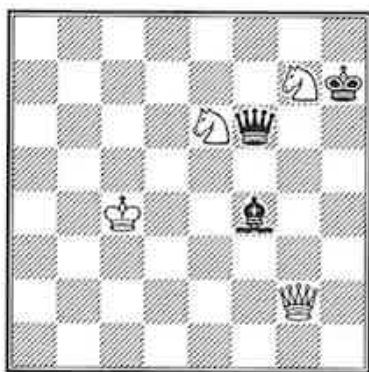
That, said Peter, shows two things. Firstly just how far DeepFritz has come since the Deep-Fritz10 version, and secondly how seriously good Rybka 3 is! But since then he's spotted something unusual happening in the Deep Fritz endgame.

"Thought this one might be of interest! There has been much talk of Rybka's poor handling of certain endgames, particularly where bad or opposite coloured bishops are involved. And we've seen the odd glitch in Hiarcs'

endgame play, but are they on their own, or do other engines have a problem too?

"The position below arose in a Deep Fritz 11 v Deep Shredder 10.1 game (40/5). At the position below DF11 was showing +6.77, so was it all over?! Deep Shredder was showing just +0.13! Most people glancing at the position would say "draw" too, so why did DF11 show such a high score? This was not a one-off moment, DF11 had been showing very high evaluations leading to this for quite a while. Yet 3 moves later it concurred with DS10.1 and the game was drawn!"

Peter attached the cbv file so I could go through it myself. But first the position:



It is now White to play its 117th move, and indeed as it does so it's evaluation for the 3rd consecutive move in the game record is +6.77!

Play continued...

117. ♖b7 +6.77 ♖a1

118. ♗f5+ +3.29 ♗g6

119. ♘e7+ +0.13 ♘f7

120. ♗d8+ +0.13 etc. and the game was drawn after both were showing 0.00 for sufficient consecutive moves.

Peter continued: "And analysing the position with other engines, it seems DF11 is not on its own having difficulty here. Engines that struggle are Fritz 6 through to 11, Rybka3 and Hiarcs12.1. Zappa MexicoII's score goes high initially but quickly drops to 0.5. I have not tested them all, but the Togas see a draw quickly as well, at least they do with 4 cores".

Of course I checked all this as soon as I

could, but found that on my DualCore DF11 and Rybka both showed not 117.Qb7+, but 117.Qh3+ and with big evaluations! But while ZapM2 and Toga also showed 117.Qh3+, their evaluations were low!

I got back to Peter with this news, and here is what we came up with, with a little help from our PC friends but some efforts of our own as well!

117. ♖h3+ ♗h6

This is the only move that keeps a low evaluation

118. ♗d5 ♗g8

The only move that keeps a low evaluation, and if 118... ♖f2? 119. ♗f5 soon mates

119. ♗f5! ♗f8

The only move that keeps a low evaluation, and if 119... ♗d2 120. ♖g4+ soon mates

120. ♖h5!!

At this point ZapM2 and Toga join Rybka, Fritz and Hiarcs in believing that White is definitely winning. Is there a defence for Black here? We don't think so, nor do we think that there is an improvement for Black between moves 117 and 119! Indeed if you leave some programs on for long enough, they'll come up with a mate announcement.

So now we have a different issue. Fritz wasn't wrong when it had big + evaluations - it was Shredder that was wrong. But as DF11 had such big evals how on earth did it manage to play an incorrect 117th move (117. ♖b7) after which indeed the game is drawn?! All the engines were using Endgame Tablebases, yet they come up with different conclusions to each other, and often wrong ones?!

Our guess is that it is the Hash Tables/Tablebases which cause this! Somehow they get stuck on a line of analysis and an evaluation, and when expected or previous analysed moves get played against them they simply 'stick with the plan'. Storing analysis in memory is a great time saver, but it needs to be checked and extended as the game develops, and incorrect conclusions overwritten. Maybe it only happens where a position repeats itself in both the Hash tables and in the game itself, so it says "done that - it'll be fine, save time, play it now"?!

Since this Peter has had another DF11 game where it apparently blundered on move 83. But he'd noticed that from move 39 through to the blunder DF11 had only shown one evaluation, +0.52 every move! So it looked like the same thing had happened.



Here DF11 played 83.Ke3 with an 0.00 evaluation, but given longer it changes to Ke3 -3.57 after 43 secs on a Quad PC! But if readers try this, because there's no 'blockage' in memory from the tablebases, even on a much slower PC, the eval will be a minus figure of around -1.20 immediately. In fact after **83.Ke3** Black plays **g4!** and wins with ease.

So DF11 with cleared hash and tablebases will leave 83.Ke3 and go to Kf3 with which it is much more optimistic, on Peter's Quad it shows just -1.35 after 30secs and 159,000 tablebase hits.

Here, however, the DF11 endgame must take a share of the blame, as the minus eval should definitely be much higher even than -1.35. Still, -1.35 is better than 0.00!

83.Kf3 Kf7 84.Kf2 (at any time if Ke3 is played, Black wins with g4!) **Ke7 85.Kf3 Kd7 86.Kf2 Kc6 87.Kf3 a5!** and 0-1

Please, please don't misunderstand. The **Deep Fritz 11** engine is very good, a good bit stronger than its predecessor, generally excellent at tactics, and with better positional understanding than any previous Fritz, with especially good pawn structure handling.

Colin NEWBY

I haven't forgotten Colin's match, which I mentioned last time, between the **Mephisto Master** (2102 Elo, a Franz Morsch program), and the **Mephisto RISC 1MB** (2228 Elo) which is an Ed Schroeder program running in

the Mephisto Exclusive board. The ratings suggest that the RISC should win narrowly, and we should also be able to look forward to some decent chess! I'm planning full coverage of the 10 game 15 secs per move match in our next issue!

AUTOMATON TOURNAMENT!

Also for our next issue there will be a tournament between some of the ROBOT or AUTOMATON computers, including the new Novag 2Robot and the Excalibur Phantom Force. Here is Rob van Son going through one of the games, ready to send it off for *Selective Search* readers!



- **Hiarcs Palm Chess Pro 12.1** is out. You can buy it from www.hiarcs.com and will find some early news elsewhere in this issue.
- **Pocket Fritz3** is out, price £39.95. It contains the Hiarcs12.1 engine the playing strength of which is discussed elsewhere in this issue
- Stefan Meyer-Kahlen told me that **Shredder 12** will be released fairly soon! An interim 11/12 version has been on test at CEGT and shows around +30 Elo on Shredder 11, and the finished 12 should be even better still
- **Naum 4** is now available, you can get it from: www.geocities.com/naum_chess. It seems it is a good improvement over Naum 3/3.1 and is probably now the #2 engine behind Rybka.
- **Deep Sjeng 3 and upgrade** - owners of Deep Sjeng 3 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 you'll need to enter the original installation code again to get it to run.

Palm HIARCS9.7 plays GM Dusan POPOVIC (2555 Elo)

Having just heard that the new **Hiarcs12.1** version is out for the **Palm** unit, I thought I'd better fulfil my intention to share these games from **Palm Hiarcs9.7-Popovic** with you, before they're out-of-date!

Before this match Palm Hiarcs9.6/9.7 had 3 wins out of 3 against GMs:

- 3-1 v Gustaffson (2616 Elo)
- 3-1 v Volkov (2682 Elo)
- 5-1 v Bobras (2660 Elo)

Impressive stuff - already makes you wonder what the new 12.1 version might be able to do, especially bearing in mind that, in their equivalent PC versions, Hiarcs12 is about 100 Elo stronger, maybe even a little more!

If that's already whetted your appetite, have a look at the games from its latest match against GM **Dusan Popovic** (2555 Elo).

We're joining game 1 after Black's 39th. The GM is a pawn up, but the tripled b-file pawns means that in reality the game is about level.

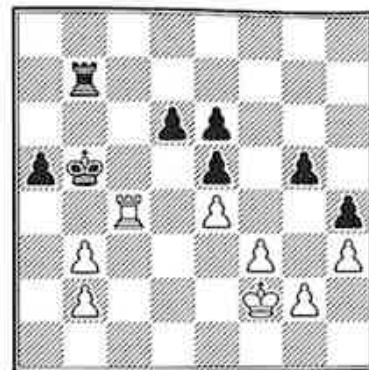
Popovic - Palm Hiarcs 9.7

39...♔c5



40.♖c1+ ♔xb5 41.♖c8?

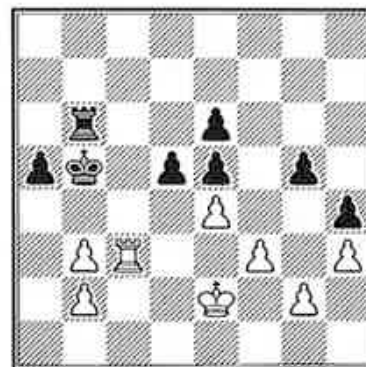
This presents PalmH with a slight chance, 41.♖d1 or ♖c4 were better 41...♖b7! 42.♖c4



42...♔a6?!

I can see what Hiarcs was trying to do, but 42...d5! was the way to win. The best reply would be 43.exd5 and now 43...exd5 44.♖g4 (*I can't find anything better than this, e.g. if 44.♖c1 then 44...♔b4!*) 44...♔c5! 45.♖xg5 (*if 45.♖a4 then 45...♖xb3 46.♖xa5+ ♔c4 47.♖a2 ♔d3 48.♔e1 (or 48.♖a5 ♖xb2+ 49.♔g1 d4! 50.♖xe5 ♔c4 51.♖e4 ♔c3 52.♖e8 d3 53.♖c8+ ♔d2 54.♖d8 ♔c2 55.♖c8+ ♔b1 56.♔f1 ♖c2 57.♖a8 ♖c1+ 58.♔f2 d2 59.♖b8+ ♔a2 60.♖a8+ and the series of checks only marches the Black king up the board, and finally d1=Q wins)*) 48...d4 49.♔d1 ♔e3 50.♔e1 d3 is 0-1) 45...♖xb3 46.♖xe5 ♖xb2+ 47.♔e3 ♔c4! 48.♖f5 d4+ 49.♔e4 ♖e2+ 50.♔f4 a4 (*I'm sure 50...d3 wins as well: 51.♖xa5 d2 52.♖a1 ♖e1 53.♖a4+ ♔b3 0-1*) 51.♖a5 ♖a2! 52.♖a8 d3. Now White can dance the Black king around briefly with a few checks... 53.♖c8+ ♔d4 54.♖d8+ ♔c3 55.♖c8+ ♔d2 56.♔e4 ♔e2 57.♖e8 d2 58.♔f4+ ♔f2 59.♖d8 ♖b2! but now 60.♖d3 is calmly met by 60...a3! 'Take me and the d-pawn queens!' and it's 0-1

43.♖c3 d5 44.♔e2 ♖b4 45.♖c6+ ♖b6 46.♖c3 ♔b5



White, appears to have survived the pressure and is nearly safe, but now gives PalmH another chance!

47.♔d3?

47.♔d2 ♖b4 48.exd5 exd5 49.♞e3 ♞b5 50.♞xe5 ♔xb3 51.♔c1 would be tense, but White may just survive

47...♞c6! 48.♔d2 d4?

48...♞xc3! secures the point: 49.bxc3 a4! 50.bxa4+ ♔xa4 51.exd5 exd5 52.♔c2 ♔b5 53.♔d3 ♔c5 54.♔e3 ♔c4 0-1

49.♞d3!

Now it is hard to see how Black could break through

49...♔b4 50.♔d1 ♞c7 51.♔d2 ♞c5 52.♔d1

They carried on like this for a few more moves before the draw was agreed. ½-½

Palm Hiarc 9.7 - Popovic

Game 2: B08: Pirc Defence: Classical System

1.e4 g6 2.d4 d6 3.♘f3 ♘g7 4.♘c3 ♘f6 5.♙e3 ♙g4 6.h3 ♙xf3 7.♞xf3 ♘c6 8.♙b5 0-0 9.0-0-0 ♘d7 10.♔b1N

10.e5 has been seen at GM level and looked good for White when Khenkin (2622 Elo) played it and won quickly in 2000

10...e5 11.dxe5 ♘dxe5 12.♞g3 a6 13.♙e2 b5 14.♙g5



14...f6?!

This seems to be weakening his king safety, and isn't recommended with the White queen on the g-file already. 14...♘e7 was better, and if 15.h4 h6

15.♙c1 f5?!

Because of the opposite side castling I think Black should be trying to secure his king with something like 15...♘f7 rather than lashing out on this side of the board

16.exf5 ♞xf5 17.f4 ♘c4 18.♙f3 ♘d4!?

We should commend Popovic for this bold decision, as it allows 19.♙xa8

19.♙e4!

Today's computer engines are nothing like as materialistic as they used to be! Even though 19.♙xa8 would be good for White, PalmH is quick to spot an even better idea!

If 19.♙xa8 ♞xa8 20.♞he1 then Black can try 20...b4 and he has a useful attack beginning to take shape. However White has a strong reply of his own in 21.♞e7! and play might go 21...♞f7 22.♞xf7 ♔xf7 23.♞d3+- 19...♞c5 20.♞f2!

20.♙xa8 isn't as good now: 20...♞xa8 21.♞he1 ♘f5 with complications, though the ♞v♘ advantage still favours White 20...♘f5 21.g4 ♘c7 22.♙xa8

Finally!

22...♞xa8 23.♞e2!



23...♞f8!

The best defence

24.♞e6+ ♞f7 25.♞xf7+ ♔xf7 26.♘e4 ♞d5 Probably hoping for 27.♞xd5.

In the circumstances 26...♞c6 would have been slightly better, but Black is still losing after 27.♘g5+ ♔g8 28.♞he1!

27.♘g5+!

Although 27.♞xd5 ♘xd5 28.♘g5+ ♔g8 29.♞e1 would still be winning, the PalmH choice is even better

27...♔g8 28.♞de1 ♙f6 29.♘e6 ♙h4

Black can only hope for his opponent to do something silly now, but it never happens

30.♘xc7 ♙xe1

If 30...♞c5 31.♘xa6 ♞c8 32.♞d1 wins

31.♞xe1 ♘d2+ 32.♙xd2 ♞xd2 33.♔c1

33...♞f2 34.♞xe7 ♞xf4 35.♘xa6 leaves White a knight and pawn ahead, so 1-0

After that very well played game by PalmH, Popovic got into a difficulties in game 3 where he had 2 Rooks against Queen + 2 Pawns. This is a material imbalance which results in demanding and unusual tactics -

always likely to suit a computer... and they did. So **Palm Hiarcs9.7** leads 2½-½ as we arrive at the final game 4.

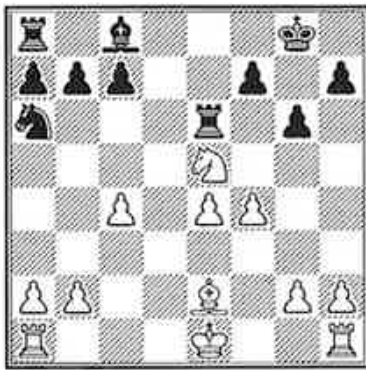
Hiarcs 9.7 - Popovic

E92: King's Indian: Classical: 6 Be2 e5: 7 dxe5, 7 Be3 and Petrosian System without 7...Nbd7

1.d4 ♘f6 2.c4 g6 3.♘c3 ♙g7 4.e4 d6 5.♘f3 0-0 6.♙g5 ♘a6

6...h6 is usually played here, but the GM decides to try and get PalmH out of book – which works, except that when it decides to play 7.♙e2 it brings itself back into its book! 7.♙e2 e5

This is considered a bit dubious, and again I think h6 would have been better 8.dxe5 dxe5 9.♗xd8 ♝xd8 10.♘d5 ♞d6 11.♙xf6 ♙xf6 12.♘xf6+ ♝xf6 13.♘xe5 ♞e6 14.f4



Well, we're still in theory which is a bit surprising in view of what happened at move 6, but here Black should play 14...♘c5. Instead he pushes his f-pawn, a little less riskily however than in game 2

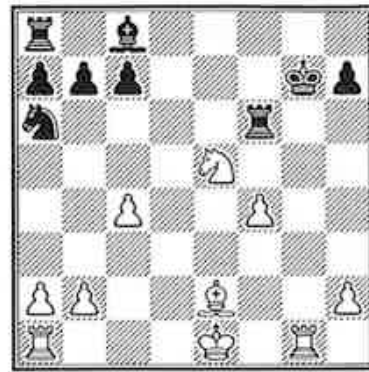
14...f6 15.♘g4

What now for Black? Moves in my database here are 15...h5 with which Fernandez beat Bellon in 1989. Then there's 15...♞b6 against which White has usually won, and finally 15...♘c5 which would also suit White 15...♙g7N

This seems okay, but White makes the perfect response and, with the better development, looks to get a useful initiative 16.e5! fxe5 17.♘xe5 g5 18.g3 gxf4

Popovic is trying to take advantage of the fact that the computer's king is uncastled and greatly lacking in protection... but his own king isn't much better off!

19.gxf4 ♝f6 20.♝g1+



20...♙h6?

He absolutely had to try and get his king safer and play 20...♙h8. Now White should try to take advantage of its lead in development with 21.♙f3 and, after 21...c6, 22.0-0-0 pretty much forcing 22...♙e6 upon which now 23.♞d6 would favour White, who is a pawn up as well

21.0-0-0! ♙e6 22.f5

The Palm engine takes a couple of risks around here, trying to finish its opponent off. However the truth seems to be that 22.♞g5! would have won much more easily. The threat of 23.♞dg1! forces Black to play 22...♞g8 and now 23.♞dg1 ♝fg6 24.♞h5+ ♙g7 25.♘xg6 hxg6 26.f5! and game over 22...♙xf5

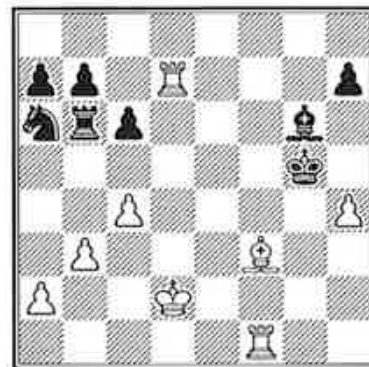
Not 22...♝xf5? 23.♞d4! threatening ♞h4 and winning outright

23.♞d4!

This strong follow-up was vital

23...♙g6

Or the exchange sac' (as he's going to lose the exchange anyway) 23...♞g6 24.♘xg6 ♙xg6 25.♙d3 ♝f8 to relieve the pressure, but 26.♝f1 ♝e8 27.♙xg6 hxg6 and White's material advantage should get it the win 24.♘g4+ ♙g7 25.♘xf6 ♙xf6 26.♞d7 ♝e8 27.♝f1+ ♙g5 28.♙d2 ♝e6 29.♙f3 ♝b6 30.b3 c6 31.h4+!?



Very direct! I reckon most of us would have been satisfied with a quiet advance like

31.♔e3

31...♙xh4 32.♖g1

Threatening ♖d4+ and mate next move

32...c5

The only saving move

33.♖xb7?!

The careful 33.♔e1 was correct. Now Black sees his chance!

33...♗d6+!

Can the GM weave a last minute mating attack and give us a really exciting finish?!

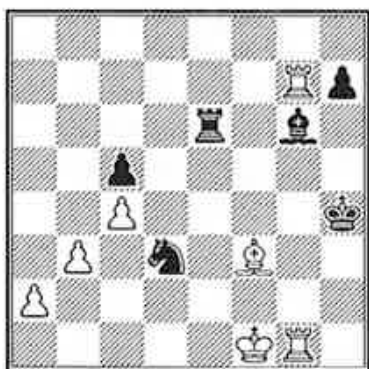
34.♔e2?!

Palm Hiarcs is walking a tightrope here, surely 34.♔e3 was both safer and also sharp as then after 34...♗b4 35.♖e7! stops the e-file check and itself threatens ♖e4+

34...♗b4 35.♖xa7

Best as if 35.♖e7? ♗xa2! and the result really would be in doubt

35...♖e6+ 36.♔f1 ♗d3! 37.♖g7



37...♖e1+ 38.♔g2 ♗f4+?

38...♖e6 was Black's last chance to create a shock finish, though with the best defence

39.a4 the computer should be okay:

39...♗e1+ 40.♔f2 ♗d3+ 41.♔f1 ♖e8 (the mate threat 41...♔h3 hoping to play 42...♖e1 mate fails because of 42.♗g4+ winning the rook!) 42.a5

39.♔h2

Suddenly the mate threats are White's again. After 39.♔h2 Black would have no choice to but to make the exchange with 39...♖xg1 and after 40.♔xg1 White's ♖+♗ are too much for the knight, so Popovic resigned. 1-0

There was have it, **Palm Hiarcs** breaks the sequence of 3-1 wins against GMs with a 3½-½ win over Popovic! These results

consolidate 9.6/7's rating against GMs as 2800 Elo, and yet it lost 18-2 to the latest Hiarcs12.1 program in the Pocket PC. So what can we expect for the new Palm Hiarcs12.1?!?!

Well, it came out just a few days ago, much to the relief no doubt of Palm owners who saw the latest Hiarcs engine reach the Pocket PC before the Palm equivalents!

I haven't had chance to install it onto my elderly Zire21 unit yet, but I've checked out the website and **Hiarcs Palm Chess Pro 12.1q** - to give it its full title - has got plenty of new features to go with the extra 100+ Elo compared with Palm Hiarcs 9.7.

- Website: www.hiarcs.com/phdownload.htm
- Well over 100 Elo stronger
- **Configurable strength settings**, by 'exact' Elo or Class (Beginner to Grandmaster). These levels can be applied to any time control!
- **Energy saving** Handicap levels to save battery life
- **Load Game Database** (many available free for download from www.hiarcs.com) - Load Next Game from database - Delete Game database - also Database sizes are reduced meaning more games storage!
- **Game Variations** using game **Branches** - game Branch Navigation
- Exact King and Pawn v King play
- Resign game - Hiarcs resigns (rarely necessary!) - Offer draw - **game Adjudication**
- **New Opening Books** with latest opening theory and new book learning! - openings named with ECO reference - Small (comes with program download), plus Medium, Large and top performance Massive opening books are available FREE for download for registered users!
- **New Elite Piece set**

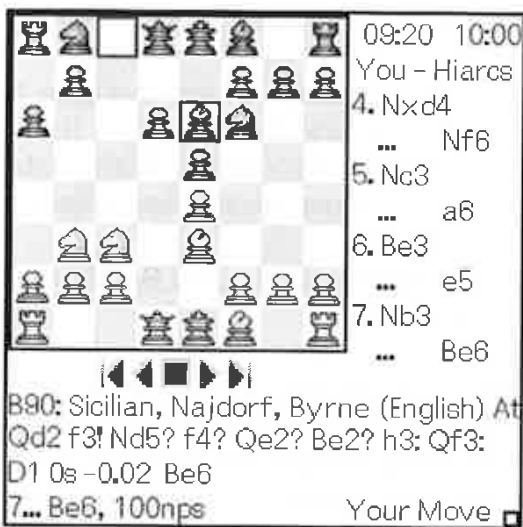
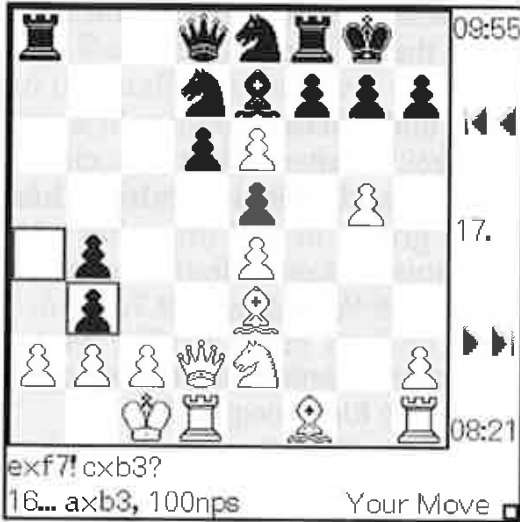
I know there are hundreds of Palm owners with Hiarcs9.6/7 installed, for whom this is a "must buy" upgrade, for the strength in particular, but also for the improved features. Although the PocketPC option seems to have become more popular than Palm devices, there are some excellent Palm units available for new purchasers, including:

- Palm TX 312MHz high res Colour
- Centro Smartphone 312MHz high res colour

- Palm E2 200MHz high res Colour
- Palm Z22 200MHz Colour

The Z22 is not as fast as the other three, and is perhaps 80 Elo weaker, but the top 3 will all produce terrific strength.

Here's a couple of screenshots:



Mark Uniacke played an 8 game pre-launch match between Palm Hiarc9.7 and Palm Hiarc Chess Pro12.1. He has 2 Palm units, one a 400MHz TungstenT3 with 8MB hash, and the other a Sony PEG-TJ35 200MHz with 4MB hash. The 400MHz Tungsten is about 2.5 times faster, which should equate to at least 60 Elo points.

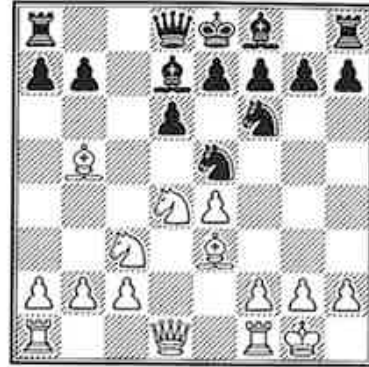
Mark decided to risk an unflattering result by putting PH9.7 on the 400MHz Tungsten, and PHPro12.1 on the slower 200MHz Sony. But the new version won by 5½-2½, winning 3 games and drawing the others.

We will have a proper (i.e. games analysed) look at these next time, but for now here is

one of the PHPro12.1 wins...

Hiarc9.7 400Mhz - Hiarc12.1 200Mhz

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♙b5+ ♘c6
5.♘xd4 ♙d7 6.♘c3 ♘f6 7.♙e3 ♘e5 8.0-0



As the programs come out of book, White has a small advantage due to a slight lead in development, with Black's ♙/f8 still to be activated 8...♙xb5 9.♘dxb5 a6 10.♘d4 ♖c8 11.♖b1 e6 12.a4 ♙e7 13.f4 ♘eg4 14.♗d3 0-0 15.♙d2 ♗c5 16.b4 ♗a7 17.h3 e5 18.♘ce2 exd4 19.hxg4 ♘xg4 20.♘xd4 ♙f6 21.c3 ♖ac8 22.a5 ♖fe8 23.♖f3 ♙h4 24.c?! 24.♖d1= 24...♙f6! ♖ 25.♙c3 ♖c7 26.♙b2 ♙h4 27.♖bf1 ♙f6 28.♖h3 h6 29.♖d1 ♖ce7 30.♗f3! ♖xe4 31.♗xg4 ♙xd4+ 32.♖xd4 ♖xd4



Black has ♖+♘ for ♙, but of course the ♖/d4 is pinned because of ♗xg7 mate. Can White find a way to take advantage of this and save the game?! 33.♙h2 ♙f8! The king finds an escape route 34.♖d3? 34.c5 dxc5 35.bxc5 ♗xc5 36.♖g3 might still have got White the draw here 34...♖xd3 35.♗xg7+ ♙e7 36.♗f6+ ♙d7 37.♗f5+ ♖e6 38.♗xf7+ ♖e7 39.♗f5+ ♙c7! A safe square 40.♗xd3 ♗f2! 41.♙c3 ♗xf4+ 42.♙g1 ♖e4 43.♗g3 ♗xc4 44.♙h2 ♖e2 45.♗g7+ ♙c6 46.♗g3 ♖e4 47.♗h3 ♗f4+ 0-1

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGE

Last time

In division 1 Glaurung2.1 (14/18!) had won yet again. Worse still for everyone else was Chris's news that a Glaurung2.2 had been released! Spike1.2 and Scorpio2.0 came =2nd., while Frenzee and the newly promoted Baron went down.

In division 2 Alfil8.11 had only just come up from div.3 but scored a remarkable 11½/18 to earn another promotion, along with Twisted Logic in 2nd place. At the other end Petir and Wildcat were relegated.

11 Feb 2009

Hi Eric

Please find enclosed the final scores from the **ProAm tournament** that I sent you a note of the early scores of a few days back, when Hiarcs12 was in the lead ahead of Rybka2.3.2a. Also the CBV file of all the games and my amazing Division 3 round up.

As you can see HIARCS managed to hold on by one point, but I cannot believe how many games Rybka 2.3.2a drew in this sort of company. I have to say that my set-up is the same as it was for Rybka 2.3.2, and that was beating all comers, but I chose to use 2.3.2a for this one because all of the other tournament people use 2.3.2a. I am not sure which is the last (or best!) version out of the two of them.

When I use the Polyglot interface for UCI engines I use an opening book by Marc Lacrosse because the opening book has to be a bin file so the opening book was not the downfall this time. Obviously in the Chess-base interface I use the opening book by either Jeroen Noomen (current book) or Djorji Vaidanovic which was issued with the 1.0 beta. as these are ctg files.

Please let me know if you have space for me to run a 4 engine round robin to sort out this line of enquiry, I would then use both the Rybka's mentioned above, HIARCS 12.1 and



Fruit 2.3.1 which are the strongest 4 I have at the moment without using an earlier HIARCS versions. *(Eric: I replied to say 'yes, good idea, and the result of this will be at the end of the article if Chris manages to finish it in time).*

Now for the rest of the report:

I was keen to run the **ProAm tournament** because you will recall in the last issue that Glaurung 2.1 won the 1st Division once again.

Well Glaurung 2.2 has been released since then which coincided nicely with the release of HIARCS 12.1 UCI. I wanted to see if the new Glaurung was getting any closer to the commercial top engines and see if it could get ahead of Toga II 1.4 beta 5. I was not prepared for HIARCS 12.1 to get ahead of Rybka 2.3.2a I must admit.

The newly released Glaurung 2.2 got a very fine 3rd place ahead of the commercial engines Junior and Fruit, but the new release of Scorpio 2.03 found this tournament heavy going.

HIARCS actually won with a round to spare and only lost one game, which was actually in the last round to Spike 1.2 Turin. You'd think it was human - "*know I've won, take it easy!*". Rybka also only lost once, this against Glaurung, but drew to many games to challenge for top spot.

PRO-AM TOURNAMENT

POS	ENGINE	/14
1	HIARCS 12.1	10
2	RYBKA 2.3.2A	9
3	GLAURUNG 2.2	8
4	JUNIOR 10.1	7½
5	SPIKE 1.2 TURIN	6½
6	FRUIT 2.3.1	6
7	TOGALL 1.4BETA5C	5½
8	SCORPIO 2.03	3½

The **Division 3** table was another shock, it comes to something when I have to get my FIDE tournament book to find out the correct way to split up 3 that are tied for first place!

I have been lucky in previous events because the head to head results of the involved engines normally sorts this out. For the readers' interest the rules are as follows:

- If there is time at a tournament, a play off should be arranged.
- If there is no time for the play off then:
 - (1) the engines head to head scores are taken into account
 - (2) If the head to head is equal then the engine with the most wins, wins it.
 - Lastly (3) if you have got that far then it is the engine with the most wins with black.

Having asked your editor about article space, we went for the play off as shown.

DIVISION 3

POS	ENGINE	/18
	SLOPPY 0.20	
1=	CRAFTY 22.8	11½
	JONNY 2.83	
4=	COLOSSUS 2008b	10
	HAMSTERS 0.7.1	
6	PSEUDO 0.7c	9
7	UFIM 8.02	8
8	SOS 5.1	7
9	PEPITO 1.59	6½
10	HOMER 2.0	5

DIVISION 3 PLAY OFF

POS	ENGINE	/8
1	SLOPPY 020	5
2	CRAFTY 22.8	4½
3	JONNY 2.83	2½

So Sloppy and Crafty are promoted on this occasion, Pepito 1.59 and Homer 2.0 were relegated.

That is all for now Eric. I now have some time for the next issue to test new versions of engines, and there is yet another new engine coming through that had a good showing at the Dutch Open I think, I cannot remember for sure.

Cheers!

Chris

A while afterwards, and in good time for this issue, I received the result of Chris's Rybka version test!

RYBKA 2.3.2/2.3.2A TEST

POS	ENGINE	/12
1	RYBKA 2.3.2	7½
2=	HIARCS 12.1	6½
	RYBKA 2.3.2A	
4	FRUIT 2.3.1	3½

Eric: Do any other readers have a copy of Rybka 2.3.2... i.e. the version without the 'a'? I certainly haven't. When I purchased my copy of Rybka2.3 and got notification of the upgrade being available automatically for download, I'm pretty sure it was the 2.3.2a version I got, I don't recall getting a 2.3.2 and then later downloading a 2.3.2a. Anyway, if I did, I obviously wiped it off my laptops as it isn't there now.

I'd be very interested to hear from anyone else who has both versions, especially if they'd be willing to run a tournament such as the one Chris has done, with another pair of engines, but maybe a slightly longer time control, say G/10+5 perhaps.

POCKET FRITZ3 (A.K.A HIARCS) TAKES ON ROB VAN SON'S RESURRECTION AND REVELATION UNITS... *continued*

In our last issue we saw POCKET FRITZ3, with its Hiarcs12.1 engine, dismantle Resurrection RYBKA2.2 by 3½-½.

This time we are going to have a look at its match against Resurrection FRUIT'05, but while I was working on the analysis for these games, Rob e-mailed me excitedly...

"I borrowed the Resurrection2 from Hein Veldhuis (another who's photo has appeared in SelSearch from time to time!), and I was very curious to know how the engines would play against PF3/Hiarcs12.1 on my HP Ipaq 400MHz.

"I find that Rybka does not live up to expectations in Rapid or Blitz chess when it is on slower hardware, even though it is running faster at 500 MHz in Hein's board compared with 203 MHz in mine! Over 10 games it only scores 1pt more in its matches and, as you know, it lost heavily to PF3 over 4 games by 3½-½.

"More interesting are the games with Fruit'05...

At this point Rob detailed the scores, which I am leaving out just for this moment - I have to build a level of tension amongst my readers somehow! But Rob closed suggesting...

"Maybe for your readers it's more interesting to publish PF3/Hiarcs v Fruit 203/500MHz games in the next issue, instead of doing the Fruit and Toga games which were only on my own hardware?!"

"Incidentally, Eric, Hans van Mierlo has borrowed the Tasc R40 of CSVN chairman Cock de Gorter, and as Hans also has a Resurrection1 board I have asked him if he will kindly play some games between them on Tournament level. I think he will do it if you promise to print some of the games!"

I do!!! Tell him I'll pop a photo in as well!

I also learned that Rob has some other engines for his Resurrection board: Deep Sjeng1.8 and Ruffian2.1.



Well, for this issue then we'll have a look at PF3/Hiarcs against Resurrection Fruit'05/203 MHz and Revelation Fruit'05/500 MHz!

Here's a game from the 206MHz match on Rob's hardware. PF3 with White had won game 1, but in 105 moves... a bit of a struggle. So here is game 2 with Fruit as White. I should remind readers that Pocket Fritz is set to G/15, and Fruit'05 to G/30 to help the slower hardware a little!

Fruit '05, Resurrection - Pocket Fritz 3

C84: Closed Ruy Lopez: Unusual White 6th moves

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.d4 exd4
5.0-0 a6 6.♙a4 ♙e7 7.e5 ♘e4 8.♘xd4 0-0
9.♘f5 d5 10.exd6 ♙xf5 11.dxe7 ♘xe7



There are various choices here: 12. ♖b3, 12. ♖f4, 12. ♖e2 and 12. ♖f3 are all in my database, also 12. ♖c3 seems very playable.

12. ♖b3 is the most popular and it has a good record if Black plays ♖c5, but a poor record if Black goes with 12... ♖xd1!

12.c4N

Well this isn't too terrible, the pawn is hanging out on a limb a bit, but it stops moves like b5 or ♖d5

12... ♖g6 13. ♖e3 ♖f6 14. ♖b3?

There are better ways to defend the threatened ♖b2. E.g. 14.f3 ♖d6 15. ♖d4 ♖g5 16. ♖d2. Or maybe 14. ♖e2 or 14. ♖d4. Or 14. ♖d4, though now 14... ♖e6! 15.f3 ♖ad8 is beginning to look good for Black

14... ♖h4!



15. ♖d2??

White is in very big trouble after this, but I really couldn't find anything that looked game-saving anyway. Perhaps best was 15. ♖d1 ♖g6! 16.g3 ♖ad8 but after 17. ♖e2 ♖d6 18. ♖d2 ♖d3! White's position is very difficult

15. ♖f4 is another possibility, but then 15... ♖c5 16. ♖c3 ♖xa4 17. ♖xf6 gxf6 leaves Black already a piece up

15... ♖ad8

15... ♖g6! was even better, then 16.g3 ♖ad8 and White could nearly resign as after 17. ♖ae1 ♖xd2 18. ♖xd2 comes 18... ♖d3!

16. ♖ad1

If 16. ♖xe4 ♖xe4 17.f3 ♖g6 18.g3 ♖d3-+ 16... ♖g6! 17.g3 ♖xd2 18. ♖xd2 ♖d3



19. ♖c3?!

19.f3 was best, but nothing can save the game now: 19... ♖xb3 20. ♖xb3 ♖b6+ 21. ♖h1 ♖xf3 and if 22. ♖xf3 ♖e4! 0-1

19... ♖f3+ 20. ♖g2

20. ♖h1? ♖h5 m/3

20... ♖h3+ 21. ♖h1

21. ♖xh3? ♖h5+ m/2

21... ♖e4

All White can do now is sacrifice pieces to delay mate (which some PC programs are already announcing), so the game finished...

22. ♖xb7 ♖xb7 23. ♖xd3 ♖g2+! Clever stuff! 24. ♖xg2 ♖e1+ 25. ♖h3 ♖g2+ 26. ♖h4 ♖xh2+ 27. ♖g5 ♖h6+ 28. ♖f5 ♖e6+ 29. ♖f4 g5+! 30. ♖xg5 ♖g2 31. ♖f6 ♖e4 32.f3 ♖g6# 0-1

An impressive game by Pocket Fritz3, and in fact it went on to win this match by 4-0 after 2 more fairly short games!

Which is why Rob thought you might enjoy some of the games with Fruit'05 running on Hein's 500MHz board! These games were played with Fruit'05 on 60/30 and PF3 on G/15, so the Resurrection2 unit gains a 500/203 speed-up and gets a slightly more favourable time control as well.

Pocket Fritz 3 - Res 2 Fruit '05

Game 1. B80: Sicilian Scheveningen: 6 g3 and 6 Be3, including English Attack

1.e4 c5 2. ♖f3 e6 3.d4 cxd4 4. ♖xd4 ♖c6 5. ♖c3 d6 6. ♖e3 ♖f6 7. ♖d3 ♖xd4 8. ♖xd4 ♖e7 9. ♖d2N

9. ♖f3 is better known

9...0-0 10.0-0 e5 11. ♖e3 ♖g4 12. ♖d5

A terrific outpost for the ♖

12... ♖xe3 13. ♖xe3

Black has the pair of bishops
 13...♔g5 14.♖f3 ♕e6 15.♗ad1 ♜c8 16.c3



16...♔d7

An occasion when the ♔ for ♘ exchange would be better for Black, so 16...♔xd5 17.exd5 and now g6 followed by f5. But it is always difficult to reverse the computers view of ♔ and ♘ values! 17...g6 18.♗g4= 17.♔c2 a5 18.♖h5 g6 19.♖f3 ♜c5 20.♗e2 ♔h8 21.b4 axb4 22.cxb4 ♜c8 23.♔b3 ♔c6 24.a4 f5 25.exf5 ♜xf5

There's plenty of tension in this position with Black's passed d-pawn blocked by White's strong knight... which he now moves!?

26.♘e3 ♜f4 27.b5 ♔e4 28.♘c4 d5 29.♘xe5 ♖e7 30.♜f1 ♗xe5 31.♔xd5!



A critical moment in the game
 31...♜cf8?!

31...♜c2 looks best, then 32.♗xc2 ♔xc2 33.♖xe5 ♔xd1 34.♖xg5 ♔xa4 35.♔xb7 ♖b4. Now Black wins 1 pawn back with 36.h3 ♖xb5 37.♖xb5 ♔xb5 which I think should be a draw, though White will obviously have chances if Black plays anything loose
 32.f3!

32.♔xe4?! is a mistake I could easily imagine myself making, as I missed 32...♖xf2! whilst going through the game. Now 33.♗d3 ♗c5 34.♔h1 b6 reaches a

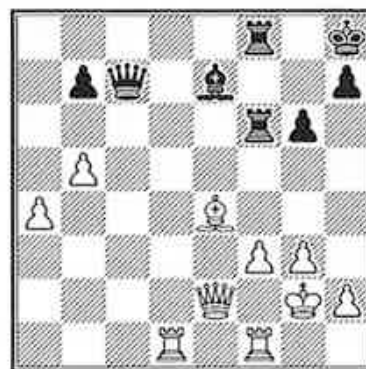
position White would struggle to win
 32...♔h4

32...♗c3 33.♔xe4 ♖4f7 34.♜d5 ♔f6 is the alternative, but 35.♜ed1 leaves Black 2 pawns down and suffering

33.♜f1

Why not 33.g3!? – it looks okay:
 33...♔xg3 34.hxg3 ♜xf3 35.♔xe4 ♜xg3+ 36.♔g2 ♗c5+ 37.♔h1 seems to survive the attack whilst retaining a winning material advantage

33...♔e7 34.♔xe4 ♗c7 35.g3 ♖4f6 36.♔g2



Sensible consolidation in a 'should win' position

36...♔b4 37.♜d5 b6 38.♜fd1 ♖6f7 39.♗d3 ♔c3??

A bad mistake which loses, though it was difficult anyway after the only move to stay in the game [39...♗c3 as the exchanges 40.♗xc3+ ♔xc3 followed by 41.♜c1 help White with its 2 pawn advantage

40.♜c1!

Ouch!

40...♜c8 41.♜d6 ♗c4 42.♜d8+ ♔g7 43.♜xc8 ♗xc8

43...♗xd3 44.♔xd3 is no better at all for Black

44.♜xc3 ♗d7 45.♔d5 ♖e7 46.♗d4+ ♔h6 47.♗f4+ ♔g7 48.♜c6 ♗d8 49.♔h3

Black, being a ♔ +2♗ down, understandably resigned 1-0

Pocket Fritz3 also won game 2, and I expect Rob was beginning to fear another whitewash for the Fruit engine in its lovely board. But in game 3 we get the first indication of the difference a nice speed-up can make!

Res 2 Fruit '05 - Pocket Fritz 3

C10: French with unusual Black 3rd moves and 3...dxe4

1.e4 e6 2.d4 d5 3.♘d2 dxe4 4.♗xe4 ♘f6
5.♗xf6+ ♜xf6 6.♗f3 h6 7.♙d3 ♗c6 8.c3
♙d7 9.0-0 0-0-0 10.♙e1 g5 11.b4N

A novelty instead of ♙e3, but a good one!
11...g4 12.♗d2 ♜g7 13.♗c4 ♗e7 14.♗e5
♗d5 15.♙d2



15...♙d6 16.♜b3 f6 17.♗g6 ♜he8 18.a4!
♗b8 19.a5 f5?!

Gives White's knight a square to jump to that helps break open the position. Better was 19...h5 but after 20.b5 c5 21.c4! 20.♗e5 ♙xe5 21.♙xe5 c6 22.a6! b6 23.b5



This is a fine attack by Res2Fruit
23...♙c8

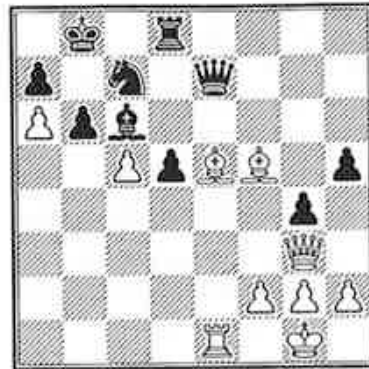
Not 23...cxb5? 24.♙xd5! exd5 25.♙f4+! followed by ♜xd5 which leads to mate 24.bxc6 ♙xc6 25.♙ae1 ♜d7 26.c4 ♗c7 27.d5 ♙cd8

27...exd5 28.c5 ♙xe5 29.♙xe5 ♜g7 would have given Black a slightly better chance 28.♜b1?!

The first and only Fruit move to deserve a ?! It maintains an advantage, but much better would have been 28.♙f4! putting Black's position under really heavy pressure

28...exd5 29.♙xf5 ♜d6 30.♙f4! ♙xe5
31.♙xe5

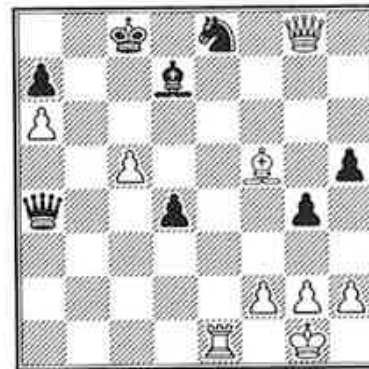
White could have messed up here with 31.♙xe5? allowing Black to escape with 31...dxc4! 32.♙xg4 ♜d4! 31...♜c5 32.♜d3 h5 33.♜g3 ♜e7 34.c5!



34...b5

*34...bxc5?? 35.♙xc7+ m/7
34...♜xc5? 35.♙xc7+ ♗a8 36.♙xd8 m/11 as Black runs out of pieces
Even 34...♗a8 fails as 35.♙c3 ♜f7 36.♙g6 ♜d7 37.♙f6 and if 37...♙c8 38.♙e7! wins*

35.♗f1 ♙g8 36.♜f4 ♜d8 37.♙h7 ♙e8
38.♙g6 ♙xe5 39.♙xe5 ♜h8 40.♙e1! ♙d7
41.♙d3 ♙c8 42.♙xb5 ♜b2 43.♙e2 ♜b3
44.♗g1 ♙d7 45.♙f1 ♜a4 46.♜f8+ ♗e8
47.♜g8 d4 48.♙d3 ♗c8 49.♙f5!



49...♗c7

*If 49...♙xf5 50.♙xe8+ 1-0
50.♜f7 h4 51.♙xd7 ♜xd7 52.♙e7 ♜xe7
53.♜xe7+ 1-0*

That bring the score back to 2-1 for Pocket Fritz3... here is game 4.

Res 2 Fruit '05 - Pocket Fritz 3

C16: French: 3 Nc3 Bb4 4 e5: Lines without ...c5

1.e4 e6 2.d4 d5 3.♗c3 ♙b4 4.e5 ♗e7 5.a3
♙xc3+ 6.bxc3 b6 7.♜g4 ♗f5 8.♙d3 h5
9.♜e2

9. ♖h3 is usual so the programs are both out of book

9...c5 10. ♘f3 ♘h4 11. ♘xh4 ♖xh4 12.0-0N

My database shows that 12.g3 has been played here, Fruit in fact plays it next move!

12...cxd4 13.g3 ♖g4?!

Risky and, as it transpires, it might have been better to take the queen back to d8

14.f3 ♖h3 15.cxd4 h4?!



Desperately trying to force exchanges to free the queen. However 15... ♘c6 or 0-0 was better

16.g4!

And she ends up in a worse mess than ever

16... ♙b7 17. ♙g5 0-0 18.a4 ♘c6?



18... ♖c8!? might have created some counterplay after 19. ♖fb1 ♙a6. As it happens Black gets away with its bad move 19.c3

19. ♖e3! would have almost ended the game here and now. The 'best' reply seems to be 19... ♖ae8 20. ♖f2! threatening ♙f1! The only way out is 20...f6 but now 21.exf6 gxf6 22. ♙h6 ♖f7 23. ♙f1 ♖xf1+ (there's nothing else) 24. ♖axf1 and I'd call that 1-0 19... ♖fc8 20. ♖fc1 ♘b8

If 20... ♘xe5 hoping for 21. ♖xe5? ♖xf3 and the sac' has won some freedom, but 21.dxe5! ♖c7 22. ♖g2 ♖xg2+ 23. ♘xg2 ♖ac8 and the game might last longer but



Hein Veldhuis, whose generosity in lending Rob his Resurrection2 board enabled these games to be played.

Black has little chance with such a material deficit and queens off the board

21.a5?!

21. ♖e3! was again very strong

21...bxa5 22. ♖xa5?!

Once again 22. ♖e3 was the best move

22... ♘c6 23. ♖e3??

I can just manage a smile here :-))

The move I've been showing as best is finally played... and it's too late. Now it actually weakens the position. But yet again we will see that White gets away with its mistake.

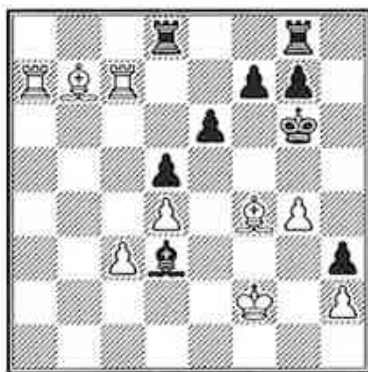
23. ♖a4 a5 24. ♖f2 is good for the win 23... ♘xe5?

23... ♘xa5! 24. ♙f1 ♘c4 doesn't quite equalise for Black after 25. ♖f2 ♖xf1+ 26. ♖xf1 h3 but there are drawing chances 24. ♖xe5 ♖xf3 25. ♖e2 ♖xe2 26. ♙xe2 h3 27. ♙f4 ♘h7 28. ♖b1 ♙c6 29. ♙a6 ♖e8 30. ♖c5 ♙a4 31. ♖a1 ♙c2 32. ♙b7 ♖ad8 33. ♖c7 ♘g6 34. ♖xa7 ♙d3 35. ♘f2 ♖g8

Novag STAR SAPPHIRE

We've managed to get for Countrywide a small number of new STAR SAPPHIRES (stock mislaid but now found at Novag!)

We are selling them for £99.95 each (which means £89.95 to magazine readers)



The game is as good as over, but I have continued through to here so you can enjoy Fruit's excellent 36th move!

36. ♖xf7! ♜df8

If 36... ♗xf7 37. ♕a6+! Now if the king moves ♕xd3 wins, so 37... ♜d7 38. ♖xd7+ ♗e8 39. ♖d6 ♕xa6 40. ♖xe6+ ♗d7 41. ♖xa6 1-0

37. ♖xf8 ♜xf8 38. ♗g3 ♜f7 39. ♕b8 ♕f1

40. ♕c6 ♖xa7

Black had little choice. If 40... ♜f6?!

41. ♕e5 wins easily

41. ♕xa7



And we'll leave it there. Rob allowed the game to continue for a while longer, and PF3 made life as hard as it could for Fruit, but the result was inevitable after the forced exchange of rooks. 1-0

That made the score 2-2. Readers may have noticed that Rob wasn't playing 'alternate colours', but in playing 2 games on the same night kept the colours the same for both games.

So PF3 had won with 2 Whites, then Fruit'05 won with its 2 Whites. Now PF3 won its next 2 games with White to lead 4-2, and also got a draw and a win when Fruit'05 had its next Whites. This meant that, although Fruit'05

won a long 102 mover in game 9, the score was still 5½-3½ to PF3 with only 1 to play.

But if the last game we analysed was perhaps the worst, if we judge by mistakes made rather than interest value and excitement, the final game was the best in both respects!

Pocket Fritz 3 - Res 2 Fruit '05

B03: Alekhine's Defence: Four Pawns Attack

1.e4 ♘f6 2.e5 ♘d5 3.c4 ♘b6 4.d4 d6 5.exd6 exd6 6.♘c3 ♕e7 7.♕d3 ♘c6 8.♘ge2 0-0 9.0-0 ♘b4 10.♕b1 ♜e8N

A new move, but my top PC engines think it is better than anything else that's been played here!

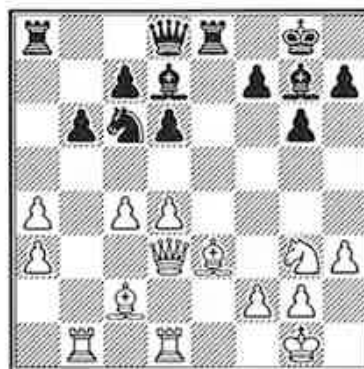
11.a3 ♘c6 12.b3 ♕g4 13.♞d3?!

It seems a bit early for the ♞ to emerge, and the threat of ♞xh7 mate is easily met

13...g6 14.♘g3 a5 15.h3 ♕d7 16.♕e3 ♕f6

17.♕c2 a4 18.♘xa4 ♘xa4 19.bxa4 ♕g7

20.♖ab1 b6 21.♜fd1



Quite a key moment which determines the theme of how the game will go.

Black could play 21... ♘e7 threatening the ♖/a4. White might reply 22.d5 stopping the knight coming back, so 22... ♘f5 23.♘xf5 ♕xf5 24.♞d2, and then ♕ back to d7 threatening the pawn again. The game would be level. Instead Black decides to go for the d4 pawn

21... ♞h4 22.c5! ♜xe3?!

22...bxc5 23.dxc5 ♘e5 looks better to me

23.♞xe3 ♕xd4 24.♜xd4 ♘xd4

Once more attacking the isolated, doubled pawn on a4.

Black might instead have tried

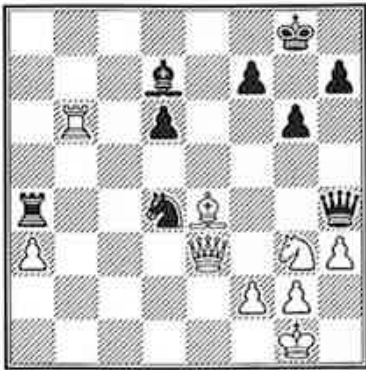
24... ♞xd4!? 25.cxb6 ♞xe3 26.fxe3 cxb6

27.♜xb6 ♘e5. Again the attack is on the a4/♖!

28.♖b4 ♜c8. White is still the a4/♖!

ahead, but this wouldn't be easy to win

25.♙e4 ♜xa4± 26.cxb6 cxb6 27.♞xb6



Well, now both sides have passed pawns, White's on the a-file and Black's on the d-file, but Black's is under attack so Fruit decides to reciprocate!

27...♘b5?

27...♞f6 defending ♘/d6 was better. The knight move looked brilliant – supporting the attack on ♘/a3 whilst defending it's own ♘/d6. But if Fruit thought it would now win a pawn, it's algorithms were in for a shock!

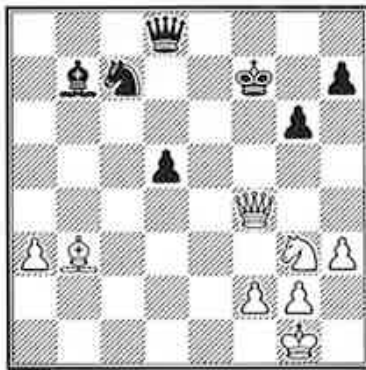
28.♞b7! ♞d8

How about 28...♞xa3!? attacking White's queen? Then after 29.♞b6 it can either sacrifice the exchange with 29...♞xg3 30.fxg3 ♞xe4 or defend its bishop with 29...♞e7. But then comes the next surprise, these pins are always difficult for us (me!) to see when pieces move long distances, but 30.♞xb5! ♙xb5 31.♞xe7 and White has ♘ for ♘

29.♙d5 ♔g7 30.♙xf7! ♙c6

30...♔xf7? allows 31.♞b3+ winning the rook, so is clearly worse

31.♙b3+ ♙xb7 32.♙xa4 ♘c7 33.♞d4+ ♔f7 34.♙b3+ d5 35.♞f4+



35...♔g8

It is probably worth analysing 35...♔e6 even though my own leaning would be to

retreat the king to g8 as there is still quite a bit of artillery on the board. Also I'd be worried about 36.♘e4 which takes advantage of another pin and just adds to the complications. Even so, after 36...♞e7 Black's chances of getting the draw might have been slightly better than in the game 36.♞e5 ♙a6 37.♘e4

PF3 seems to take great delight in taking advantage of pinned pieces! Black decides to bring an end to that

37...♙c4 38.♙xc4 dxc4 39.a4

Which pawn will queen? The progress squares of both are protected, but Black's only has 2 to go if it can just find some way of getting to the next one!

39...♞d3

♘/c7 is left unprotected – to exchange knights, or not?! This is entertaining stuff 40.a5!

40.♞xc7? is not as good, despite the fact White wins another pawn: 40...♞xe4 41.a5 ♞b1+ 42.♔h2 ♞a2 43.♞c8+ ♔f7 44.♞b7+ ♔f6 45.a6 c3! 46.♞xh7. But now 46...c2 47.♞c7 ♞xa6∞

40...h5

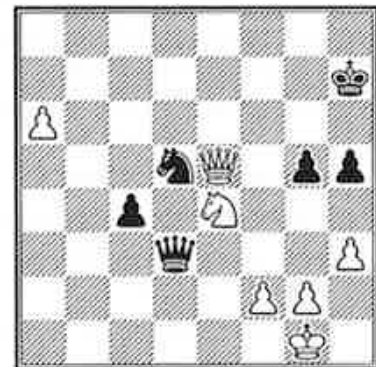
Perhaps defending against the promotion with 40...♞d8 was a better try, then I'd expect 41.a6 ♘xa6 42.♞e6+ ♔g7 43.♞xa6 ♞d4. But White can now win another pawn with 44.♞e6 ♔f8 45.♘g5

41.♞e7 ♘d5

41...♞b1+ makes no difference as, after 42.♔h2 ♘d5 43.♞e8+ it's much as in the game itself

42.♞e8+ ♔g7 43.♞e5+ ♔h7

43...♔f8 44.a6 c3 45.a7 is also 1-0 44.a6 g5



And now PF3 finishes dramatically to win the match 6½–3½!

45.♞xd5!! ♞xd5 46.♘f6+ ♔g6 47.♘d5 1-0

MANY THANKS FOR ALL OF THESE. ROB!

The Augusto Perez match: NOVAG CITRINE v SAITEK CHESS CHALLENGER

For quite a few issues, and with the help of **Frank Holt, Peter Bilson**, and now **Augusto Perez**, we have been trying to decide which is the stronger between the Novag series (**Obsidian + Citrine**) with a Dave Kittinger program, or the Saitek series (**Centurion, Cougar, Challenger + Expert**) with their Franz Morsch programs.

The current match is the **Citrine** (SelS rating 2036) v **Challenger** (2018). Games are played at G/1hour, and when we left the match in *SelSearch 140*, the score was:

Citrine 3½, Challenger 2½

Here are the last 4 games. In fact we join **game 7** after the 32nd move.

CITRINE - CHALLENGER



Black has just played 32...e5 and it ought to be a draw, even though White's king is struggling to get involved from the back rank. 33.h3 is probably best, and if ♔f6 34.♖c6+. 33.Rc5 and 33.♕f1 should also draw

33.g4?! ♕g5! 34.h3?

After this White should be lost, the two pawns have gone out of reach of their king's protection!

Best was 34.gxf5 and White hangs on with 34...♕xf5 35.h4

34...f4! 35.exf4+

No other choice

35...exf4 36.♖c7

All moves lose here.



Augusto started to play chess in November 1992. In September of the following year he drew a game against a chess master rated 2300 USCF, and then in 1994 won 4th place at a Southern California Ultratelcom Tournament, scoring 7½/11.

The following year 1995 he came 3rd at a Los Angeles County Tournament scoring 4½/6. By this time he had scored draws against 2000 and 2100 rated opponents, and in 1996 got a draw against a 2200 rated opponent.

He says: "I could never beat the very strong players, probably due to lack of experience, practice and study. Also the fact that I have always worked full time. I stopped playing in 1996 but my interest in chess has never died. Then the **Deep Blue** match with **Kasparov** in 1996 moved my interest over to computer chess!"

If 36.♖c3 then ♕h4 37.b5 ♖xb5 38.♕g2 g5 is 0-1

Or 36.b5 f3 37.♕f1 g6 followed by 38...♕h4 is 0-1

And so are 36.♕f1 f3 37.♖d4 g6 followed by 38...♕h4, or 36.♖d4 f3 37.♕f1 which is the same as above

36...♔h4! 37.♖c3 g5 38.b5 ♖xb5 39.♔f2
♖b2+ 40.♔g1 ♖d2 41.♖f3 ♖c2 42.♖d3 ♖e2
43.♖c3

It seems that the Challenger isn't sure how to finish this

43...♖b2 44.♖f3 ♖a2 45.♖c3 ♖b2

Beware... twofold repetition

46.♖f3 ♖d2 47.♖b3 h5 48.gxh5!

Progress at last

48...♔xh5



49.♖b6 ♔h4 50.♖b3 g4??

50...♖e2 is the way to win. After 51.♖c3 (if 51.♔f1 ♖h2) 51...♖e3 winning the ♔/h3 and the game. It really should have been 0-1!

51.hxg4! ♔xg4

Here my tablebases are stating that this should now be a draw, and both played perfectly correctly from here, so it was!

52.♖b7 f3 53.♔f1 ♖c2 54.♖f7 ♔g3 55.♖g7+!

The only way to draw

55...♔f4 56.♖e7 ♖b2 57.♖e8 ♖a2 58.♖e7 ♖c2

59.♖f7+ ♔e3 60.♖e7+!

Otherwise Black mates

60...♔d4 61.♖e8 ♖b2 62.♖e7 ♖a2 63.♖e8

♖c2 64.♖e7 ♖b2 65.♖e8 ♖a2 66.♖e7 ♔d3

67.♖e8 f2

Admits the win has gone

68.♖f8 ♔e3 69.♖f3+ ♔xf3 ½-½

That was a lucky escape for the Citrine. In fact it was quite a strange game really, the Citrine messed up in a drawn position, then played really well and took perfect advantage when the Challenger missed its win.

Anyway the **Citrine** stays 1 ahead at 4-3 with 3 to play!

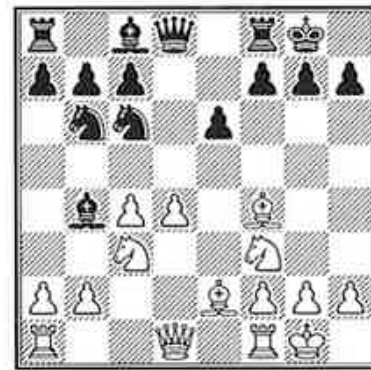
CHALLENGER - CITRINE

Round 8. B01: Scandinavian Defence

1.e4 d5 2.exd5 ♘f6 3.d4 ♘xd5 4.c4 ♘b6
5.♙f4 e6 6.♘c3 ♙b4N

As far as I can see only 6...♙e7 has been played here, then 7.♘f3 0-0 8.♙d3 in a game eventually won by White

7.♘f3 ♘c6 8.♙e2 0-0 9.0-0



White has a slight advantage as the Citrine's options are limited, but 9...f6 would keep it fairly hard for the Challenger to make much progress at this stage. Instead the Citrine tries to take advantage of its piece majority on the queenside and gets itself in a mess

9...♘a5? 10.c5!

Well found by the Challenger, it's position is almost winning already after this!

10...♘bc4?

10...♙xc3 was worth a try as White could go wrong with 11.bxc3?! when ♘d5! 12.♙d2 ♘c6 is nearly equal again.

After the correct response 11.cxb6 we find that ♙b4 12.bxc7 ♖e7 isn't the end of the world, though Black is certainly going to be struggling

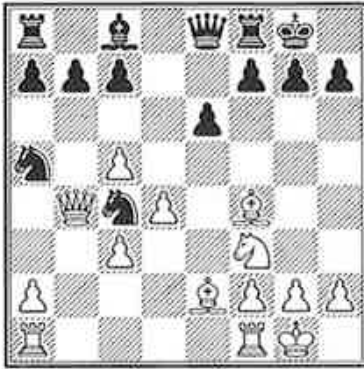
11.♖a4?!

11.♖c2! was very strong indeed here: 11...♙d7 12.a3 ♙xc3 13.♖xc3 and Black cannot save the ♘/c4

11...♙xc3 12.bxc3?!

Once more missing the best move which was 12.♙xc4! ♘xc4 (or perhaps 12...♙xb2 13.♖xa5 b6 14.♖a4 ♙xa1 15.♖xa1 a6 16.♙d3+-) 13.♖xc4 ♙xb2 14.♖ab1 ♙a3 15.♖b3 winning the bishop

12...♖e8 13.♖b4



13...e5!

The best chance, otherwise the ♖c4 is lost
14. ♖xe5 ♖xe5 15. ♖xa5

Not 15. ♙xe5?! which would let Black
right back into the game after 15... ♖c6!

16. ♙b5 ♖xb4 17. ♙xe8 ♖d5±

15... ♖g6 16. ♙e3 ♖d7 17. ♖ab1 ♙e8 18. ♖fe1
h6 19. ♙d3 ♖d8 20. ♙c2 ♙e6 21. a3 ♖h8?!

A bit negative and the king isn't any better
here anyway. 21...b6 looks best, then 22.cxb6
cxb6 but the Challenger is still on top after
23. ♖h5]

22.c4!

An excellent choice from the Challenger
22... ♖e8 23. f3 ♙e7 24. ♙e4 ♖e8 25. ♖c3 ♖b8



26.d5! f5!?

Full marks to the Citrine for a bold
attempt to fight back!

27.d6! cxd6

It really needed to find 27...fxe4! 28.dxe7
♖xe7, but then White has 29.c6! b6 30. ♙xh6
28.cxd6 ♙e5

If 28...fxe4 29.dxe7 ♖xe7 30. ♙xa7 ♖a8
31. ♙d4 is winning

29. ♙d5! ♖d8

Got to get off the e-file
30. ♙xa7 ♖xe1+ 31. ♖xe1 ♖a8



32. ♙c5

32. ♙d4 ♖h7 33. ♙xg7 would have
finished it here and now

32... ♖d7?

The tactics here have become a bit too
much for both machines as they miss the very
best moves available. 32... ♙d7 is a better
defence

33. ♖c2

33. ♖e3! 8.50/10 2 ♖h7 34. ♖e8 ♖xe8
35. ♖xe8 would win easily

33... ♖d8 34. ♙f7!

The Challenger gets back on track

34... ♖a5 35. ♖e8+! ♖h7 36. ♖f2

36. ♙d4! ♙d7 37. ♙g8+ ♖h8 38. ♙xg7+
♖xg7 39. ♖b2+ wins the queen and the
game

36... ♖h8?

To hang on longer Black needed to find
36... ♙d7, when White wins with 37. ♙b4!
♖a7 38. ♙g8+ ♖h8 39. ♖xa7 ♖xa7 40. ♖d8
37. ♙g8+ ♖g6 38. ♖g3+ ♖h5 39. ♙f2

This is m/13, but 39. ♖e5 was m/10:

39...g5 40. ♖xh8 ♖xc5+ 41. ♖h1 ♖xd6
42. ♙f7+ ♖h4 43. ♖a1 g4 44. g3+ ♖xg3
45. ♖f6+ ♖h3 46. ♖xh6+ ♖h4 47. ♖h8
♖xh6 48. ♖xh6#

39...g5 40. ♙e6 ♖g6 41. ♖g8+ ♖f6 42. ♙xc8

The fast route to mate here is 42. ♖xh8

♖d2 43. ♜xh6+ ♔g7 44. ♖e5+ ♔xh6
 45. ♖f6+ ♔h7 46. ♖f7+ ♔h6 47. ♖f8+ ♔g6
 48. ♕f7+ ♔f6 49. ♕g8+ ♔e5 50. ♖e7+ ♕e6
 51. ♖xe6+ ♔f4 52. ♕g3#
 42... ♔g6?!

After White's mistake 42... ♜xc8 43. ♜xc8 ♔g6 would delay mate, though the position after 44.d7 would be quite hopeless... in fact m/17 has just appeared on my screen for this 43. ♕d4+

Now showing as m/12 after White's slight inaccuracy on the previous move

43... ♔f7?

43... ♔e5 delays mate for a bit longer

44. ♜g7+

Mate in 5

44... ♔f8 45. ♕e6 ♖e1+ 46. ♖xe1 ♔e7

47. ♜xe7

47. ♜xe7 ♜a7 48. ♕g7# 1-0

And the match is all square at 4-4!

Augusto e-mailed with these games saying: "The last 2 rounds have been exciting to say the least. A big surprise in the 69 move draw ending in a stalemate, and then the Challenger winning game 8 to make the match all square. I will play and send you the round 9 game soon".

I hope everyone feels comfortable with the analysis?! There are times when, with Fritz, Hiarc, Naum or Rybka loaded, I can find all sorts of great tactics, missed opportunities and better defences than 2000 Elo rated computers can - or for that matter than Eric Hallsworth without his PC can! It makes it 'too easy' to find fault, and sometimes I read my game notes and it makes it sound as if I'm a right 'know it all' and the chess computers are not all that good!

Of course the story is very different if a good hobby player, or I, or someone else rated, say, 1600-2000 gets to grips with them. That's when the computer's chess suddenly seems to improve dramatically, and it is they that find the best tactics - and we that start missing some of them! "Oops, didn't see that!"

For the magazine, however, my feeling is that game analysis ought to show where

better moves or ideas were available, that's how we're supposed to try and improve so that, in a similar position next time, we might spot it and play better ourselves!

CITRINE - CHALLENGER

Game 9. Ruy Lopez: Schliemann/Jaenisch Def

1.e4 e5 2. ♔f3 ♔c6 3. ♕b5 f5?!

Not surprisingly this is quite rare!

4. ♔c3 fxe4 5. ♔xe4 d5 6. ♔g3

6. ♔xe5 dxe4 7. ♔xc6 gives White a good game

6... ♕g4 7.0-0?!

7.h3 ♕xf3 8. ♖xf3 = is definitely best

7... ♖f6 8. ♕xc6+?!

This is in theory, but may not be as good as the immediate 8. ♜e1. White has rather spoiled the advantage that the suspect 3...f5?! should have given it.

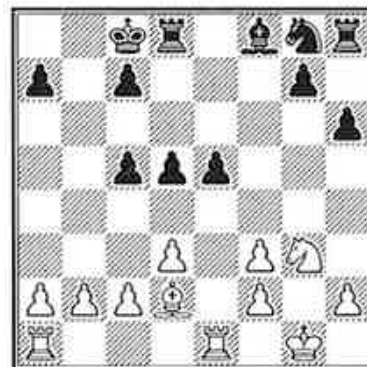
8. ♜e1! ♔ge7 9.d4 Mortensen - Tukmakov, Reykjavik 1990, 1-0 (58)

8...bxc6 9. ♜e1 0-0-0

Perhaps surprisingly we are still in theory, and 10.h3, 10.d4 and 10. ♖e2 have all been tried here. However my records show that all these games ended 0-1!! I think the move now chosen by the Citrine is probably the best try!

10.d3!?N h6 11. ♕e3 c5 12. ♕d2 ♕xf3

13. ♖xf3 ♖xf3 14.gxf3



14...g5?!

This is a mistake, and gives White a chance... which it misses!

14... ♕d6 protecting e5, then 15. ♔f5 ♔f6 and Black is doing fine with its excellent pawn centre

15. ♕c3?!

Why not 15. ♜xe5! if 15... ♕g7 (or 15... ♕d6

16. ♖e6) 16. ♖e6 ♗xb2 17. ♖b1. Either way the advantage is with White
 15...d4 16. ♗d2 ♗d6!

Correcting what it failed to do a couple of moves ago. White's position is difficult now, it won't be hard to plod along for a draw, but if the Citrine is to get more than that it needs to find a way to open the game up and create some mobility for its pieces

17. ♗f5

17.h4!? was worth a try I think, and after 17...gxh4 18. ♗f5 ♖f8 19. ♗xh4 with the threat ♗g6. So 19...♖h7 20. ♗f1! ♖g7 21. ♗e2 followed by ♖h1, and it's about equal

17...♗d7

17...♖f8! also looks strong here. And for the next few moves the pair play like a pair of Grandmasters!

18. ♗g2 ♖b8 19. ♖ab1 ♖h7 20. ♖h1 ♖f8
 21. ♗xd6 cxd6 22.h4! ♖hf7 23.hxg5 hxg5



Now 24. ♖h8 would maintain the GM impression, but instead White first puts one rook on a pretty pointless square, and then blocks the other with its king?!

24. ♖bf1?! ♗f6 25. ♗h3?

Blocks his own rook on h1?! 25. ♖h3 looked best

25...♖g7 26. ♖fg1 ♖h8+

26...g4+! was strong, then 27. ♗g3 gxf3+ 28. ♗xf3 ♗g4+ 29. ♗e2 ♖xf2+ with a plus pawn and a definite advantage

27. ♗g2 ♖h4 28. ♖e1 ♖xh1 29. ♖xh1 d5 30.a3 ♗e6 31. ♖h3 ♗f5 32.b3 ♖g8

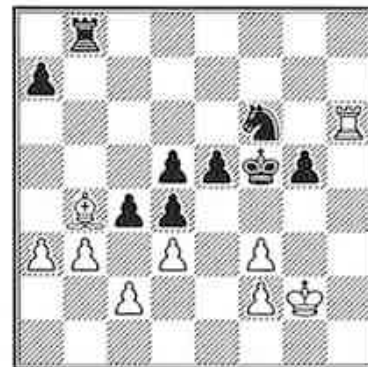


White can defend this by just playing cautiously and challenging Black to take a risk, but instead...

33. ♖h6?!

33. ♗f1! c4 34. ♗e2! =

33...♖f8 34. ♗a5 c4! 35. ♗d2 ♖b8 36. ♗b4



36...c3?

Surprisingly the game is back to level after this!

Black should just play 36...cxb3 (or cxd3 37.cxd3 ends the same) 37.cxb3 ♖b7. Now whether its advantage is enough to win I don't know, White might hang on okay with 38. ♗f1, but Black would have what chances there are

37. ♗c5 a5 38. ♖h1 ♖b5 39. ♗e7 ♗g6?

A mistake! 39...e4! was better: 40.dxe4+ dxe4, but if White finds 41. ♖d1! it should

still be a draw

40.♔d8?

We have reached a phase of the game where the chess is back at the 1900–2000 Elo level. In fairness they've probably been given bishop v knight piece values that they won't easily over-rule in most positions... like this one!

40.♔xf6! would have given White the edge, but exchanging ♔ for ♖ is hard for a computer to do. 40...♖xf6 41.♗h6+ ♖f5

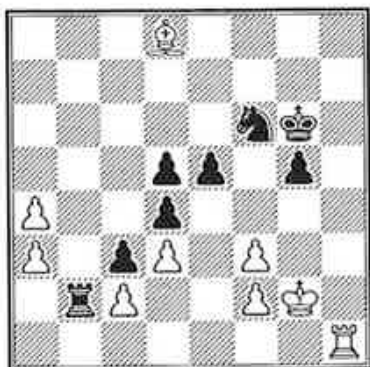
42.♖f1

40...a4?

40...e4!? was better again, as in my previous note

41.bxa4!

Here if 41.♔xf6 ♖xf6 42.b4=
41...♗b2!



White must not allow this rook to dominate

42.♗e1?!

The threat of ♗xe5 should be easily met by ♖d7=.

The sharpest choice was 42.a5! ♖d7!

a) 42...♗a2? is no good: 43.♔e7! should be 1–0

b) if 42...♗xc2 43.a6! ♗a2. There is nothing else, but this might not save the day after 44.♔e7! Now it gets quite tricky: 44...♖d7 45.♗h8 (45.a7? ♖b6 46.♗h8 c2 draw) 45...c2! 46.♗c8. Any endgame experts fancy checking this out for us?! I think best play now is 46...♖f7 47.a7 ♖b6 48.♔b4 but whether Black now plays ♖xc8 or e4, I'm not sure. Nor am I sure if White wins or not

43.♔e7. Now 43...♖b8 might be better than 43...♗xc2 44.a6, but again it is complicated and probably still a draw, though maybe there's a way for White to win

42...♖f5?!

If you've laboured with me through the last few move corrections, then well done. If

not, join here, because this decides the game.

I mentioned 42...♖d7 earlier, then 43.a5 ♗xc2 44.a6 ♗a2 45.♔e7 c2 46.a7 is a draw

After the move played White has 43.a5 with a small initiative. With best play it's probably always going to be a draw, but best play doesn't necessarily apply when these two play R+P endgames, so anything could happen!

43.♗c1?

I again suggest 43.a5 is best, then 43...♖d7 (43...♗xc2? 44.a6 ♗a2 45.♔e7 ♖d7 46.a7 ♖b6 47.♔d6+-) and now White should play 44.♗h1 and after 44...♖g6! it should be a draw]

43...♖h5!!

A great relief, a chance to give exclamation marks, well done Challenger!

44.a5

There is nothing better. If 44.♖f1 ♖f4 45.♔a5 ♗b7 46.♗e1 g4! is 0-1. Or 44.♗h1 ♖f4+ 45.♖g3 ♖e2+ 46.♖g2 ♗xc2 and Black wins.

But even a5, which I've been asking for the last 2 moves, is now one move too late, and it makes a very big difference! Watch...

44...♖f4+ 45.♖f1

Other king moves are just the same

45...♗b8! 46.♔xg5

46.a6!? is the only other real try, but then 46...♗xd8 47.♗b1 ♗h8-+ 48.♖g1 e4! 49.dxe4+ dxe4 50.♗b5+. Even so we see that White can put up a bit of a fight, Black might go wrong! With correct play 50...♖e6 51.fxe4 (51.♗b6+ ♖d7 0-1) 51...d3! 52.cxd3 c2 53.♗c5 c1♖+ 54.♗xc1 ♖e2+ wins the rook and game 0-1

Note that the bishop couldn't have moved 'quietly' to save itself: 46.♔c7? ♗h8! (threat ♗h1#), so 47.♖g1 ♖e2+ and Black wins the ♗c1 0-1

46...♖xg5 47.♗e1 ♗b5?!

A pawn grabbing inaccuracy that shouldn't cost the Challenger the fruits of excellent work over the last few moves

Best was 47...♖xd3! 48.cxd3 c2 49.♖e2 and White has no answer to 49...♗b1! 0-1

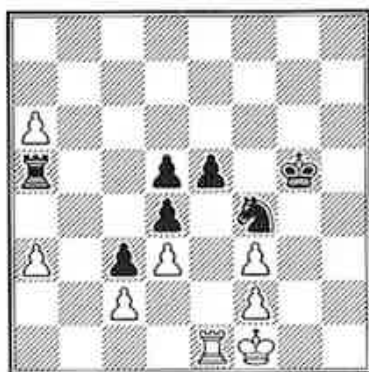
48.a6

48.♗xe5+ doesn't improve anything

48...♖f6 49.♗e8 ♗xa5 50.♗f8+ ♖e5

51.♗e8+ ♖e6-+

48...♗a5



49. ♖a1

49. ♖xe5+ was a better try, as it would demand more care from Black. But after 49... ♔f6 50. ♖e8 ♖xa3 51. ♖f8+ ♔e5 52. ♖e8+ ♔d6 there's nothing White can do, though Black will need to show some patience in a Bill Reid type finish! 53. a7 ♖a1+ 54. ♖e1 ♖xa7 55. ♖b1 (55. ♔g1 ♖a2 winning the c-pawn as if 39 56. ♖c1 ♔e2+ 0-1) 55... ♖a2 56. ♖c1 ♔e5 57. ♔e1 ♔f5 58. ♔f1 ♔g5 59. ♔e1 ♖a7! 60. ♔f1 ♖h7 announcing mate in 9 61. ♔g1 ♔e2+ 62. ♔f1 ♔xc1 etc

49... ♖xa6 50. a4?

50. ♔g1 was better, but it doesn't matter much now

50... ♔e6

Black misses some mate chances which the PC engines find quickly of course. But the end is no longer in doubt. 50... ♖h6! 51. ♔g1 e4 52. dxe4 dxe4 53. ♖e1 exf3 54. ♖e5+ ♔g4 55. ♖e8 ♔e2+ 56. ♖xe2 fxe2 57. ♔g2 e1 ♖ 58. f3+ ♔f5 59. a5 ♖g6+ 60. ♔h3 ♖g3#

51. ♔e2 ♔f4 52. ♖a3 ♔d8 53. ♖a1 ♔c6

54. ♖b1 ♖xa4 55. ♖b6 ♔e7 56. ♖e6 ♖a7

57. ♖f6+ ♔f5 58. ♖g6 ♖g7 59. ♖a6 ♖g1

60. ♖a5?

60. ♖a8 was better, just to lengthen the game, then 60... ♖c1 (60... ♖g2 doesn't mate anymore, because of 61. ♖f8) 61. ♖a2 ♔h4 0-1

60... ♖g2

Announcing mate in 6

61. ♔f1 ♔xf3 62. ♖a7 ♖xf2+ 63. ♔e1 ♖e2+

64. ♔d1 ♔e3+ 65. ♔c1 ♖e1# 0-1

So the **Challenger** comes back from 3½-2½ down to lead by 5-4 with one game to go!

Augusto's next e-mail included a new offer; "I will play round 10 soon. If the game is a

draw, the Challenger will have won the match! But if the Citrine wins round 10 then I will play on until one of them goes a full point ahead to win the match. I'll be in touch soon..."

CHALLENGER - CITRINE

Round 10. B92: Sicilian Najdorf: 6 Be2

1. e4 c5 2. ♔f3 d6 3. d4 cxd4 4. ♔xd4 ♔f6 5. ♔c3 a6 6. ♖e2 e5 7. ♔b3 ♖e7 8. ♖g5 ♔xe4

8... ♖e6 is considered best here, but full marks to Novag for playing an opening of greater interest value!

9. ♔xe4 ♖xg5 10. ♔xd6+ ♔e7 11. ♔xc8+ ♖xc8 12. ♖d5 ♖c7

Although it's a fairly rare line we're actually still in theory here. Both 13. 0-0 and 13. ♖c4 have been played and are considered to favour White

13. 0-0

Smeets - Spoelman, Amsterdam 2004 went 13. ♖c4 ♖f8 14. 0-0 ♔d7 15. ♖ae1 b5 16. ♔d4 ♖xc4 17. ♔f5+ ♔f6 18. ♖xd7 ♖ad8 19. ♖e7+ ♔g6 20. ♖xe5 ♖fe8 21. ♖xg7+ ♔xf5 22. ♖xh7+ ♔f6 23. f4 ♖d4+ 24. ♔h1 ♖xf4 25. ♖h6+ ♔f5 26. ♖h5+ ♔f6 27. ♖xe8 ♖xe8 and White won in 59 moves

13... ♔c6 14. ♖f3N



The only game in my database here went 14. ♖c4 ♔f8 15. f4 (but 15. ♔c5 might have been better), and I also think that 14. ♖c5+ ♔e8 15. ♖ad1 looks good for White

14... ♔f8?

Black would like to play 14... ♖hd8, but 15. ♖c5+ ♔f6 16. ♖ae1 put enormous pressure on the e5/pawn, and the king must 'hide' on g6, which is not so good.

Therefore the best try for some freedom was with 14... g6 and if 15. ♖c5+ ♔f6 16. ♖ae1 ♔g7!

Of course the move played isn't so good as it imprisons the rook

15. ♖c5 ♜c8 16. ♝ae1?

Now it is White's turn to go astray. With 16. ♝ad1 the Challenger would keep its advantage

16... ♘b4??

And so White gets an undeserved reward for its previous poor move, as it can now put the imprisoned ♜h8 into the stocks.

With 16...g6! the game would be equal, Black's king can go to g7, the ♜h8 gets out...

17. ♘d7+ ♔g8 18. ♝xe5

And it wins a pawn

18... ♝xe5



19. ♝xe5

This is better than 19. ♘xe5?! which allows 19... ♘xc2 20. ♙xb7 ♝c7 minimising White's advantage

19... ♙f6 20. ♝e4 ♘c6 21. ♝fe1 h5 22. ♝e8+ ♔h7 23. ♘xf6+ gxf6 24. ♝xc8 ♝xc8 25. ♙xh5 ♘e5 26. ♙d1 ♔g6 27. c3 ♝d8 28. f4 ♘c4 29. b3 ♘b6 30. ♙c2+ ♔h5?

Too ambitious for the ♔. Better was to play safe with 30... ♔g7 31. ♙e4 ♝d7, but Black would still be struggling

31. ♙e4! ♝d7 32. h3

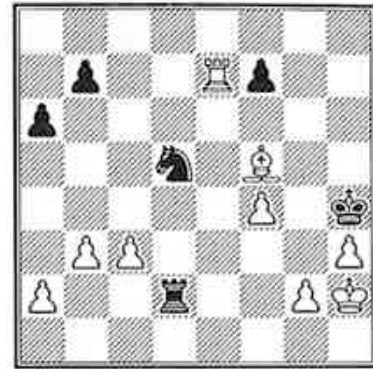
Isn't 32. ♙f5! better

32...f5?

I have to be honest, I don't get this, I can't see a reason to just throw the pawn away

32... ♝c7 was sensible enough. Black is losing and needs to play tight chess to have any chance of saving this

33. ♙xf5 ♝d2 34. ♝e7 ♔h4 35. ♔h2 ♘d5



36. ♝xf7?

If the Challenger had played 36. ♝d7! you could almost switch off, 1-0. The best continuation then would be 36... ♘e3 37. ♝xd2 ♘f1+ 38. ♔g1 ♘xd2 39. ♔f2 and White has a 3-pawn advantage and with it an easy win

36... ♘xf4! 37. ♙e4 ♘d5 38. ♙xd5 ♝xd5 39. ♝xb7 ♝d2 40. a3

Well here White has a 4 pawn advantage, but with rooks still on the board winning isn't always quite as easy and mistakes can happen – as we have seen

40... ♝c2 41. ♝b4+ ♔g5 42. h4+ ♔f5 43. ♝c4 ♝b2 44. ♝a4 ♝c2

Better was 44... ♝xb3! 45. g4+ ♔e5 46. h5 ♝xc3 47. g5 ♔f5. Black is still in difficulty but trying to put up a fight

45. ♝xa6 ♝xc3 46. ♝b6 ♔f4 47. ♝b4+ ♔e3 48. h5 ♝c6 49. g4 ♔f3 50. a4 ♝c3 51. ♔h3 ♝d3 52. ♝b8

Better still was 52. ♔h4 ♝d1 53. a5. Now the finish takes longer, and here are the final moves...

52... ♝d1 53. ♔h4 ♝d7 54. g5 ♝d4+ 55. ♔h3 ♔f4 56. g6 ♝d3+ 57. ♔h4 ♝d1 58. ♝f8+ ♔e5 59. g7 ♝h1+ 60. ♔g5 ♝g1+ 61. ♔h6 ♔d4 62. ♝c8 ♝g2 63. a5 ♝g3 64. a6 ♝g2 65. a7 ♝xg7 66. ♔xg7

With a mate announcement that goes 66... ♔e3 67. a8 ♝ ♔f4 68. ♝c3 ♔e5 69. ♝a5+ ♔e6 70. ♝d3 ♔e7 71. ♝e5# 1-0

So the final score:

Challenger 6, Citrine 4

Augusto expressed his surprise: "I thought the Citrine was likely to win this match, especially after getting off to a good start. But the Challenger certainly turned it around!"

18TH GEBRUIKERS BY ROB VAN SON AND ERIC HALLSWORTH

Hi Eric,

How are you? I think, you are very busy at this time of the year! (*yes, it was December!*)

During the weekend of 15/16 November, we played another famous Gebruikers (users) tournament. This time already the 18th edition of this bi-annual happening!

The participants, all chess computers with an Elo between 1800 and 2000 (SSDF list), ensures a very enjoyable and exciting weekend. Playing 9 rounds and with 45 minutes per computer on the clock, some games certainly will surprise us for big mistakes or brilliant moves!

Attached is a pgn-file from the tournament. Some are the games I stored in my PDA after the games, and the others have been added to the file for us Ries van Leeuwen! I operated the Prestige in the tournament and took 11 photos as well. Just to be sure, here are the names of the computers, and their operators/owners and most recent *Selective Search* ratings,

1. **Novag Sapphire I**
2082 Elo - Alfons Termaat
2. **Saitek Brute Force**
2020 Elo - Hein Veldhuis
3. **Novag Diabolo**
2006 Elo - Ruud Martin
4. **Saitek President**
1988 Elo - Peter Schimmelpennink
- 5= **Fidelity Elite Avant Garde 2** (Mach III program)
1983 Elo - Hans van Mierlo
- 5= **Fidelity Prestige Elite Avant Garde 2**
1983 Elo - Rob van Son
7. **Mephisto Polgar**
1965 Elo - Pieter Bleeker
8. **Mephisto Mondial 68000XL**
1963 Elo - Hans van Mierlo
9. **Novag Super Expert C**
1961 Elo - Gerrit Hoogeveen
10. **Mephisto Milano**
1954 Elo - Walther Kappelhof / Rob van Son
11. **Saitek Centurion**
1922 Elo - Ries van Leeuwen
12. **CXG Sphinx Dominator**
1865 Elo - Ries van Leeuwen

The little girl on two of the photos is Tessa Pijl, daughter of Richard Pijl, who is the programmer of The Baron. Tessa was very interested in the gebruikerstournament (more than in the results of her father's program in the Leiden PC tournament I think!) and helped us by operating - now and then - some of our dedicated units. She won a chess game of chocolate, which you can see at the winners-picture.

Best regards... *Rob*

Observant readers will note that there were 2 Elite Avant Garde machines playing (photos next page). I asked Rob about this...

"I participated with the Prestige Elite Avant Garde2 of the late Jan Louwman. The Prestige had appeared on the market in 1982 and was at the time the top class computer of Fidelity. Of course Jan had bought one of the first models with - and this is important - a flat display, instead of the later models made in 1983/4.

"In 1989 Jan replaced both the software and hardware for his Elite AG2 program with the 68000 Motorola 16MHz processor with 128KB RAM. In fact this program was the same as the Mach3, but it was very slightly improved by having a more extensive opening book. The separate Fidelity Mach3 chess computer had come on the market in 1988, but it is not the same as either mine, or Hans van Mierlo's model!

"So on the outside you see one of the first Prestige models from 1982, but inside you will find the technology of the late eighties. The Fidelity Avant Garde2 of Hans van Mierlo has got exactly the same soft and hardware inside as my unit. But Hans has the new chess computer that came on the market in 1989, and instead of Fidelity Mach3 they called it Elite Avant Garde2. It is typical that this unit has 2 displays!

"It's all a bit confusing, but I hope I have made it clear".



Above is Rob's Prestige Avant Garde2
Below is Hans van Mierlo's Elite Avant Garde2



Many thanks for that Rob. I always like to know as much as possible about the background to the dedicated chess computers. I have used the beautiful Prestige board in the past and know it is a real joy to play on, and therefore very special to have the stronger program and processor in it!

Back to Rob...

Hein Veldhuis, who came first at the 17th tournament with the Mephisto Magellan, this time brought another computer with a Frans Morsch program to the chess arena: the Saitek Brute Force in the beautiful Renaissance chessboard. Again he won the tournament with the impressive score of 7½ from 9.

After the tournament, I asked Hein if he would like to tell me his secret or, at least, lift a corner of the veil... well, Hein told me that when the openings moves were finished, he chose a level between 1-2 minutes calculation time per move. So the computer was able to

think very deeply, with almost all the pieces on the board. After about five moves at this level, he changed the settings to a level with less time per move, to prevent his computer coming into time shortage problems. The way he chooses the levels in combination with good operating work is very successful. I will try to do so next time too, and I hope my computers will co-operate just as well. The only problem is that my machines are very pig headed...

Best regards... Rob

Of course we should have some games now, so here is a short one from the 1st. round.

Mondial 68000 XL - Sapphire 1

B01: Scandinavian Defence

1.e4 d5 2.exd5 ♘f6 3.♙b5+ ♙d7 4.♙c4 ♙g4
5.f3 ♙c8 6.♘c3 ♘bd7 7.d3 ♘b6 *Increases the pressure on d5* 8.♘ge2 ♘fxd5 9.♘xd5 ♘xd5 10.0-0 *It is surprising that this is new, but it seems that White usually plays 10.♘g3 or ♘f4* 10...e6 *Controls d5* 11.♚e1 ♙c5+ 12.d4 ♙d6 13.♙xd5 exd5 14.♘f4+



14...♔f8? *Shutting in its rook, 14...♙e7 was better* 15.♘xd5 ♙xh2+ 16.♔xh2 ♚xd5 17.♚b4+ ♔g8 18.♙f4 ♙f5 19.c3 ♚c6 20.♚e7 ♚e8 21.♚xc7



21...♖b5? Despite the fact that Black is a pawn down the need was to exchange queens here and then quickly find a way to get the ♖/h8 into the game, e.g. 21...♖xc7 22.♗xc7 f6! 23.♖fe1 ♔f7± 22.♖fe1! ♖f8 23.♖e5 ♗d7 24.♖e7 ♖c6 25.♗d6 ♖c8 Still trying to activate its back rank pieces 26.♖e5 ♗d3? A terrible, final blunder. The only try was probably exchanges, but the computers are told don't exchange when behind, so it wouldn't want to play 26...♗d7 27.♖xd7 ♗xd7 after which 28.♖e7! ♗f5 29.♖xb7 is not looking good anyway, 2 pawns down and still one rook stuck on h8! 27.♖c5! After 27...♖e8 28.♖e1 h6 29.♖xe8+ ♖xe8 30.♖xe8+ it's hopeless. 1-0

Here's one with Rob's Prestige from round 5.

Mondial 6800XL - Prestige AG 2

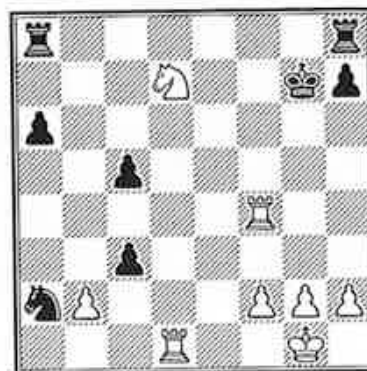
D27: Queen's Gambit Accepted: Classical

1.d4 d5 2.♗f3 ♗f6 3.c4 dxc4 4.e3 e6 5.♗xc4 c5 6.0-0 a6 7.e4 ♗xe4 8.d5 b5 9.dxe6 ♖xd1 10.exf7+ ♔e7 11.♖xd1 bxc4 12.♖e1 Here Black usually plays 12...♔xf7 or ♗f5, but both favour White anyway and the AG2 try is no worse! 12...♗b7N 13.♗c3 ♗d7 14.♗xe4 ♔xf7 15.♗f4 ♔g8?! 16.♖ad1 ♗b6 17.♗c7 ♗d5 18.♗d6 ♗b4



White has had an advantage from the opening and just needs to exchange here with 19.♗xf8. Instead the Mondial gives AG2 a little ray of light 19.♗e5 ♗xe4 20.♖xe4 c3 21.♗xf8 ♗xa2 22.♗xg7?? This should have forfeited the advantage. The simple 22.♖c4 cxb2 23.♗xc5 and only if Black finds the clever 23...♗c1 could it stay in the game at all 22...♔xg7?? 22...c2!! was the only correct move, and is good enough to save the game! 23.♖g4+? Another miss! 23.♖d7+! wins after 23...♔f8 24.♖f4+ ♔e8 25.♖ff7

♖c8, but we see how complicated this has become as now only the hard to see 26.♖d6 threatening ♖e6+ definitely wins! 23...♔f6! 24.♗d7+ ♔f7 25.♖f4+ ♔g7



26.♖d3?? A mistake for the last time in this exciting game. Now Black takes over! 26.bxc3 ♗xc3 27.♖g4+ ♔f7 28.♖d3 is best, but White now only has a small advantage 26...♖he8 Threatening mate, and suddenly that pawn on c3 looks dangerous too! 27.♖g4+ ♔h8 28.♔f1 c2! 29.♖c4 c1♖+ 30.♖xc1 ♗xc1 31.♖d1 ♗b3 0-1

Final Rankings 18th CSVN Gebruikers

Pos	Name	/9	WP	SSDF
1=	Saitek Brute Force Novag Sapphire 1	7½	41.0 37.5	1940 1990
3	Fidelity Elite Avant Garde Mach III	5½	44.0	1940
4=	Novag Super Expert C Mephisto Mondial 6800XL Saitek Centurion	5	41.0 39.0 36.5	1930 1930 1950
7=	Fidelity Prestige Elite 2 Saitek President	4	44.0 35.0	1920 1880
9	Novag Diablo	3½	44.0	1940
10	Mephisto Polgar	3	40.5	1930
11	CXG Dominator	2½	44.0	1880
12	Mephisto Milano	1½	39.5	1880

More next time, and many more great photos!



Tessa Pijl with Hein Veldhuis

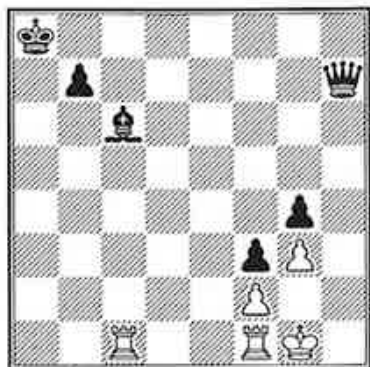
TOUGH POSITIONS FOR READERS AND THEIR COMPUTERS!

After seeing a couple of the top programs finding corrections for the much used WM-Test, and beginning to fear that the PC engines really might call too many of our long held conclusions into question, it's always nice to receive something from dear Bill Reid that puts it all into perspective for us! He found a good one (Toughie 9) that was covered in issues 138 and 140, and then presented us with a new one which is also a little different!

TOUGHIE 10: BILL REID

As well as tournaments and league games, another kind of chess our code breaker used to take part in was Simultaneous displays. These required different skills and tactics.

Here is an example:

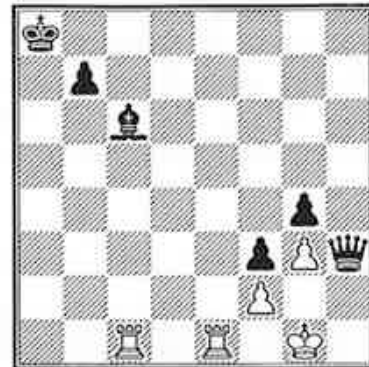


White to play

As usual he had the advantage of the White pieces, but things in this game have not gone well. The way to try for a draw is to play a quick move – Rfe1 – whip around the other three boards still playing (no trouble there!) and hope that when confronted again in about half a minute his opponent will be lured into playing the obvious move. Which he does – Qh3.

1. Rfe1 Qh3

And now it's a draw! But do the programs agree? Isn't Black still winning this – the player in the Simul. thought his move was unstoppable?!? How does our hero get his draw... if it's possible that is!



Bill: Players who know about *Zugzwang* can see that the game is drawn. White just carries on checking, and the rook can never be taken because of stalemate. For example...

2. Rxa1+

Zappa Mexico II (my favourite program for zugzwangs and many endgames) took 10 secs to show this as 0.00. Hiarcs 12 wasn't much longer, though the evaluation was -0.40 rather than exactly level. Deep Fritz 11 after 8 mins was choosing the correct move 2. Rxa1+ but showed -12.62???

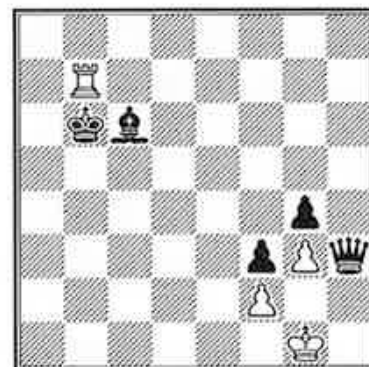
2... Qb8 3. Rxa8+ Qc7

I didn't show Rybka earlier, but if failed and here proposed 3... Qxa8 showing Black still winning -5.09. Of course 4. Rxa1+ Qb8 5. Rxa8+ is a draw, it's the same theme as the main line given by Bill.

4. Rxc8+ Qxc8 5. Re8+ Qc7 6. Re7+ Qb6

Even here Rybka3 thought 6... Qd6 still saved the day, but ZM2 quickly shows that 7. Rxd7+ is a draw of course

7. Rxb7+



Bill: At this point even my good old Fritz8 can see it's a draw, but I guess newer programs are much faster than that?

Eric: It depends!

Finally if you go back to **1.♖fe1**, then **1...♔b8**, and if **2.♖a1 b5!** Now rook suicides on a8 wont work as the White king can move to c1, so there is no stalemate. ZM2 also showed **1...♕b5** as still winning for Black. But that's not the point, the codebreaker's "gamble" paid off, he played the only move that could entice his opponent into a mistake, and it worked!

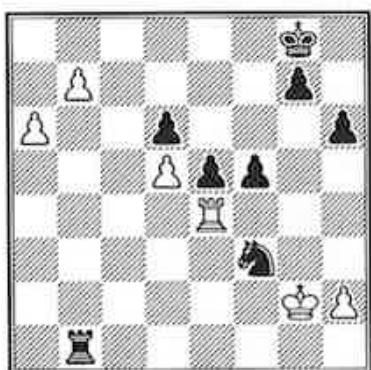
I also left you with this one to look at.

TOUGHIE 13: FROM CHRIS TAYLOR'S SET



White to play and win

The solution is given as **1.♖xb7!** ♖xb7 **2.a5 ♖c7 3.b6** and the analysis ends, but I think we need to show a bit more to prove the win!
4.♖e2 ♖xe4+ 5.♔g1 ♖f3+ 6.♔h1 ♖c1 7.♖xe4 f5 If **7...♖b1 8.a6 ♖b2 9.♕e2 ♖xb6 10.♖a4 ♖b1+ 11.♔g2 ♖h4+ 12.♔f2 ♖b8 13.♖xh4 ♖a8**. Now either **14.♖a4** or **14.♖b4** will win **8.b7! ♖xf1+ 9.♔g2 ♖b1 10.a6**



White must queen and eventually win 1-0

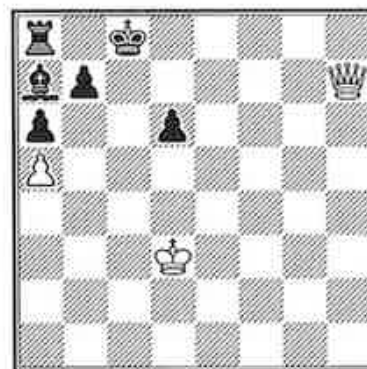
Incidentally, if **1...♖hf3? 2.h4!**
 If **2...♖xh4 3.a5 ♖xb7 4.a6** wins
 If **2...♖xb7 3.hxg5** wins, also if **2...♖xe1 3.hxg5** wins

As for the programs, none found the winning move. Rybka 3, DF11, ZM2, Naum and DH12 all chose **1.b6**. Rybka thought this might win, the others show either = or =/-.

TOUGHIE 14: BILL REID

In 1953 our code breaker C.H.O'D Alexander, and Harry Golombek, took part in the tournament held in Cheltenham Town Hall to mark the centenary of the first ever international chess tournament in the world which was organised by Howard Staunton and took place in London in 1851. I'm not sure how the centenary celebration got to be two years late. The competition, amongst players like Gligoric and Stahlberg, was tough. Si it was good to be playing Harry in the current round and have the chance to agree a quick draw! Of course, that wasn't the message they put across in the analysis room...

But now they could relax a bit and see how one of the younger GCHQ men was getting on in his subsidiary tournament. This was the last round and his game would decide who the winner was. He was half a point ahead of his opponent and only needed a draw to come first. But if his opponent won, then he was going to have to be content with second place. This is what they saw, their man had the Black pieces and it was his turn to move.



Well, what an interesting position! After a minute or two gazing at the board they exchanged signals of crossed fingers. But would their man find the move that gets the draw? There are thirteen for Black to choose from and twelve of them lose!

Of course, the programs should have no difficulty finding that thirteenth move that was a tournament winner!

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	3051
2	NAUM 4	2988
3	RYBKA 2.3.2A	2965
4	DEEP FRITZ 11	2939
5	RYBKA 2.2N	2934
6	RYBKA 1.2F	2927
7	FRITZ 11	2915
8	SHREDDER WM (BONN) EDITION	2914
9	NAUM 3/3.1	2897
10	SHREDDER 11	2888
11	FRUIT 2.4 BETA A	2877
12	DEEP SJENG WC2008	2871
13	HIARCS 12	2861
14	TOGA II 1.4 BETA5C	2860
15	GRAPEFRUIT 1.0	2859
16	CYCLONE 2.0	2857
17	DEEP SJENG 3.0	2845
18	HIARCS PADERBORN 2007	2839
19	BRIGHT 0.4A	2836
20	HIARCS 11.1/11.2	2835
21	ZAPPA MEXICO 2	2832
22	FRITZ 10	2820
23	NAUM 2.2	2819
24	ZAPPA MEXICO I	2817
25	LOOP M1-P	2814
26	LOOP 10.32F	2809
27	SHREDDER 10/10.1	2806
28	FRUIT 2.3.1	2796
29	ZAP! ZANZIBAR	2788
30	GLAURUNG 2.1	2786
31	FRITZ 9	2779
32	SPIKE 1.2 TURIN	2772
33	HIARCS 10	2764
34	JUNIOR 10/10.1	2762
35	SMARTHINK 1.10 MOSCOW	2758
36	KTULU 8.0	2754
37	SHREDDER 9/9.1	2750
38	TWISTED LOGIC 20090105	2744
39	CHESS TIGER 2007.1	2727
40	BOOT 4.15.0	2704

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	3090
2	NAUM 4	3029
3	RYBKA 2.3.2A	3022
4	RYBKA 2.2N	2989
5	RYBKA 1.2F	2975
6	NAUM 3/3.1	2964
7	FRITZ 11	2959
8	THINKER 5.4A INERT	2948
9	GRAPEFRUIT 1.0	2945
10	SHREDDER 11	2937
11	CYCLONE 3.4	2925
12	DEEP SJENG WC2008	2922
13	CYCLONE 2.2	2917
14	STOCKFISH 1.2	2918
15	HIARCS 12/12.1	2915
16	DEEP SJENG 3.0	2912
17	ZAPPA MEXICO 2	2909
18	TOGA II 1.4 BETA 5c	2906
19	HIARCS PADERBORN 2007	2899
20	NAUM 2.2	2894
21	HIARCS 11.1/11.2	2892
22	ZAPPA MEXICO	2889
23=	FRUIT 2.3.1	2883
23=	FRITZ 10	2883
25=	LOOP 13.6	2881
25=	ZAP! ZANZIBAR	2881
27=	BRIGHT 0.4A	2872
27=	SHREDDER 10/10.1	2872
29=	STOCKFISH 1.2 DEFAULT	2868
29=	THINKER 5.2E PASSIVE	2868
31	GLAURUNG 2.1	2867
32	TOGA II 1.3.4	2866
33	GLAURUNG 2.2	2860
34	LOOP 12.32	2856
35	SPIKE 1.2 TURIN	2849
36=	JUNIOR 10/10.1	2842
36=	FRITZ 9	2842
38	HIARCS 10	2836
39	SHREDDER 9/9.1	2823
40	CHESSMASTER 11 AIGLOS2	2814

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2342	Novag EmlidClassic+Zircon2	1954	SciSys Turbostar 432	1758
Mephisto London 68030	2303	Mephisto Milano	1954	Mephisto MM2	1757
Tasc R30-1993	2302	Mephisto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2294	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1746
Mephisto London Pro 68020	2268	Mephisto Academy/5	1945	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Fidelity 68000 Mach2B	1930	Conchess/4	1733
Mephisto Portorose 68030	2261	Novag SuperForte+Expert B/6	1926	Kasparov Renaissance basic	1729
Mephisto RISC2	2250	Mephisto Mega4/5	1924	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1729
Meph Lyon+Vanc 68020/20	2240	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2240	Kasparov Maestro D/10 module	1920	Novag Super Nova	1702
Kasparov RISC 2500-512	2233	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2223	Kasparov Explorer+TAdvTrainer	1905	Novag Supremo+SuperVIP	1685
Mephisto Atlanta+Magellan	2219	Kasparov AdvTravel+Bravo	1905	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1904	SciSys Superstar 36K	1667
Kasparov SPARC/20	2208	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2188	Kasparov Maestro C/8 module	1891	Conchess/2	1656
Novag Star Diamond/Sapphire	2179	Novag Super Forte+Expert A/6	1885	Novag Quattro	1651
Fidelity Elite 68040v10	2168	Fidelity Travelmaster+Tiger	1882	Novag Constellation/3.6	1648
Mephisto Vancouver 68020/12	2158	Fidelity 68000 Mach2A	1882	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2152	Meph Supermondial2+College	1882	Novag Primo+VIP	1636
Mephisto Portorose 68020	2138	Mephisto Monte Carlo4	1881	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1876	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2125	Mephisto Monte Carlo	1870	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	Kasparov Travel Champion	1867	Novag Constellation/2	1592
Mephisto Vancouver 68000	2110	CXG Sphinx Galaxy	1865	CXG Super Enterprise	1591
Mephisto Berlin 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Advanced Star Chess	1591
Mephisto Lyon 68000	2109	Kasparov TurboKing2	1857	Novag AgatePlus+OpalPlus	1580
Mephisto Almeria 68020	2105	Novag Expert/6	1856	Kasparov Maestro touch screen	1560
Meph Master+Senator+MilPro	2098	Kasparov AdvTrainer+Capella	1848	Kasparov Touch+Cosmic	1540
Novag Sapphire1+Diamond1	2084	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1841	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1832	Novag Mentor16+Amigo	1496
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1831	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Elite+Designer 2100	1831	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Fidelity Chesster	1831	Mephisto 3	1479
Novag Citrine	2031	Novag Forte B	1830	Kasparov Turbo 24K	1476
Mephisto Roma 68020	2030	Fidelity Avant Garde	1828	SciSys Superstar original	1475
Kasparov Brute Force	2023	Mephisto Rebel	1825	GGM+Morphy module	1472
Mephisto MM6+ExplorerPro	2020	Novag Forte A	1820	Kasparov Turbo 16K+Express	1472
Kasparov Challenger+Cougar	2020	Fidelity 68000 Club A	1816	Mephisto 2	1470
Kasparov Cosmos+Expert	2020	Kasp Stratos+Corona+B/6mod	1812	SciSys C/C Mark6	1428
Mephisto Almeria 68000	2018	Kasparov Maestro A/6 module	1810	Conchess A0	1426
Novag Scorpio+Diablo	2005	Kasparov TurboKing1	1805	SciSys C/C Mark5	1419
Kasp President+GK+TC2100	1990	Conchess/6	1802	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1984	Mephisto Supermondial1	1801	Morphy Encore+Prodigy	1358
Mephisto Nigel Short	1982	Excalibur Grandmaster	1795	Sargon Auto Response Board	1320
Mephisto MM4/10	1980	Conchess Plymate/5.5	1794	Novag Solo	1280
Meph Dallas 68000	1976	SciSys Turbo Kasparov/4	1792	CXG Enterprise+Star Chess	1260
Novag Obsidian	1968	Novag Expert/4	1791	Fidelity Chess Challenger Voice	1260
Mephisto MM5	1964	Kasparov Simultano	1790	ChessKing Master	1200
Mephisto Polgar/5	1964	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1963	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1961	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade21954	1954	Fidelity Elegance	1765	Boris2.5	1060