

SELECTIVE SEARCH 145

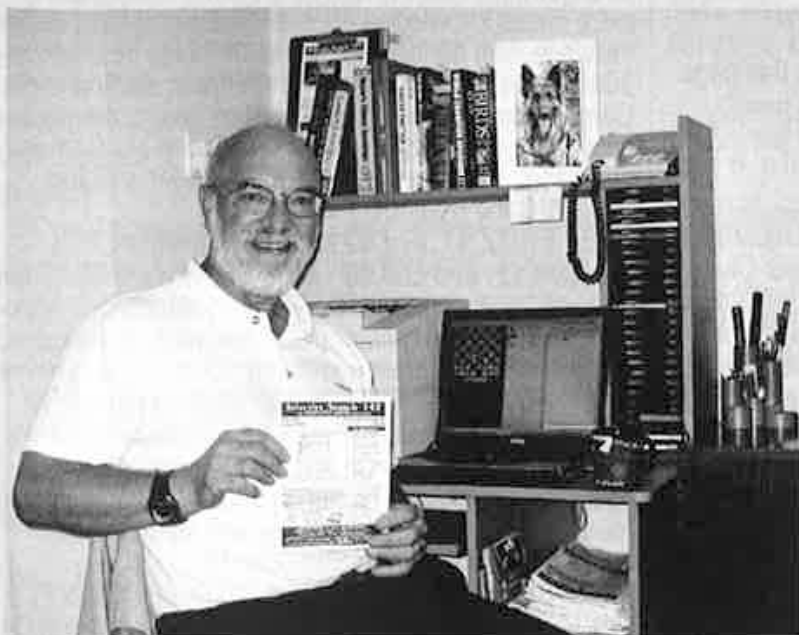
THE COMPUTER CHESS MAGAZINE!

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Editor: Eric Hallsworth

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SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

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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:

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

PORTABLE COMPUTERS [port]

ADVANCED TRAVEL £36.95 - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

MAESTRO touch screen travel £56.95 - 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 £75 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only. est'd 125 ECF

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

TABLE-TOP PRESS SENSORY [ps]

where you see ** the price includes the adaptor!

EXPLORER PRO £69.95** - 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 £64.95** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

MASTER £145** - 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 £79.95 - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program. display for moves, plenty of levels.

OBSIDIAN £125 - 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 [as]

CITRINE £229** - 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 £199 - 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 interact with other ChessBase engines + ChessBase9/10. Great graphics, big databases + opening books, analysis, top features.

- For info.... £39.95 less 5% = £37.95!
- and..... £79.95 less 5% = £75.95!

FRITZ 12 dvd £42.95 - by Franz Morsch. 60 Elo stronger than Fritz11, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent **new features** for analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, 13 hours of Chess Media video training excerpts, and Beginners Course!

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.

JUNIOR 10 £35 - the ChessBase version of the 2004 World Champion program by Ban & Bushinsky.

DEEP JUNIOR 10 £65 - for single/dual/multi PCs

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 Rybka3 £42.95. MP Deep Rybka3 £79.95**

PC DATABASES on CD

CHESSBASE 10 STARTER on dvd £110

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 £265**



NEWS AND RESULTS

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

Welcome to another new issue of *Selective Search*... no. 145. If your sub. is due for renewal, **please** subscribe again! There will definitely be 6 more issues of the magazine!

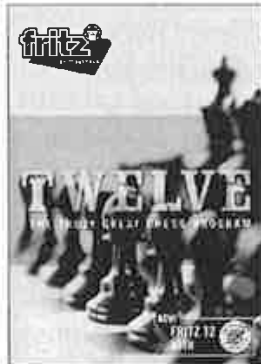
The label on your envelope shows the number of the last issue you will receive of your current subscription, so it's easy to check as well as make sure it's been updated after a renewal payment!

*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

FRITZ 12

Fritz 12, the always popular *ChessBase* engine, came out about a week after *Selective Search 144* will have reached you.



There is a report with a screenshot and comments on the new gui (most love it, some don't) and the range of features, plus some early scores in a separate article in this issue.

DEEP SHREDDER 12

Stefan Meyer-Kahlen's latest uci **Shredder** version, complete with its own gui, arrived on his website towards the end of October.

This looks to be a good improvement for engine strength and learning/help features and again we have an early report, screenshot and some results in a separate article.

LONDON CHESS CLASSIC IN DECEMBER

Don't forget the **LONDON CHESS CLASSIC** which takes place at the **Olympia Conference Centre**, 8-15th December 2009.

A star-studded field has been assembled for this **8 player all-play-all** and all of the players are combative, so it promises to be a very exciting event! The 4 top world players are 18 y.o. **Magnus Carlsen**, ex World Champ **Vladimir Kramnik** who won the recent Tal Memorial ahead of a star-studded field, **Hikaru Nakamura**, and **Hua Ni**. The British players are **Nigel Short** (currently on great form and back to the top of the UK Elo list), **Michael Adams** our #2, **Luke McShane** and new British Champion **David Howell**.

If you're in, or can get to London, you can watch the games of course, and there will be plenty of other tournaments & rapidplays, an every night evening blitz, plus coaching and other events taking place over the same period, all in the Auditorium. There's plenty of seating and of course a giant Screen displaying the moves of all the main tournament games, and a GM Commentary Room where Julian Hodgson, Jonathan Rowson, Malcolm Pein and others will discuss the games in progress and answer questions! The great Viktor Korchnoi is the tournament's guest of honour!

- Mon 7/Dec will be the Opening Ceremony and a Blindfold Display.
- Tue-Thu 8-10/Dec: Rounds 1, 2 and 3 starting at 2pm.
- Fri 11/Dec: Rest Day
- Sat-Mon 12-14/Dec: Rounds 4, 5 and 6, again starting at 2pm
- Tue 15/Dec: Final round 7 starting at 12noon.

Tickets are £10 a day (or £50 for all 7 rounds), and children are free (!). You can already purchase these NOW by ringing the CHESS shop on **020 7388 2404**.

RYBKA 4 NEWS!

*Vasik Rajlich sent out news for the new **Rybka 4** just as I'm posting the magazine to the printers. Fortunately I'd reserved some space for this new way of selling software in which it appears you pay for the product before it's ready?! In the extract below the underlinings are mine to draw your attention to some of the strangest sales ideas I've ever seen. I guess that many of us will wait until the **Rybka 4** engine itself is eventually ready, and buy then.*

The Rybka Forum announcement:
I'd like to announce our plans for the rest of 2009 and beyond Rybka 4.

Rybka 4 will be available in the first part of 2010. Full Rybka 4 packages will be put together by ChessBase and Convekta (ChessOK trademark), and a Rybka 4 package without GUI will also be available from RybkaChess. Whether you buy Rybka 4 from ChessBase, Convekta or RybkaChess, you will get the exact same Rybka 4 engines, available on the same day, with the same level of GUI integration, and at roughly the same price.

ChessBase will handle this release in the normal way - they will integrate Rybka 4's new features into their Fritz GUI, and will document the product and begin sales when everything is ready.

Convekta will begin selling Aquarium + Rybka 4 packages already in 2009. The GUI will be delivered upon purchase, while the Rybka 4 engines will be delivered as an upgrade when they are ready.

Like Rybka 3, Rybka 4 will be a one-time release and will be the only publicly available PC Rybka version for at least 14 months after the release date. There will again be a single-processor version and a multi-processor version. The early buyers should understand that there is no Rybka 4 specification at this time. I make no promises now about the release date, about the search and evaluation improvements, about the GUI features & different Rybka personalities. Detailed information about Rybka 4 will be available at the time of release.

The Rybka 4 opening book will be made by Jiri Dufek and will be sold separately by both ChessBase and Convekta. The two versions of the book will be in different formats but the content will be the same.

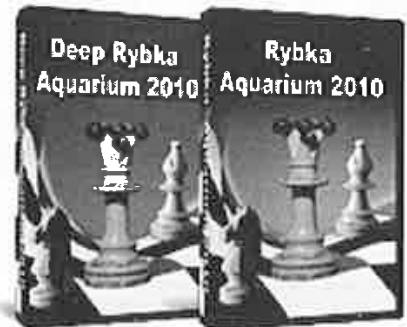
On the **Convekta** (ChessOK) website their latest announcement reads:

A major new version of Rybka Aquarium will soon be released. It's called **Rybka Aquarium 2010** and it will be available before the (Christmas) holidays. This new version includes a free update to Rybka 4 when it is released.

Originally the announcement suggested that they would include the old Rybka 2.3.2 engine on the dvd with the initial purchase, and that the Rybka 4 engine would be available in January 2010 and sent on automatically to purchasers, but the text I am reading there today, as per the excerpt shown above, doesn't seem to have all of this.

You can keep up-to-date yourselves by visiting:

- <http://chessok.com>
- <http://www.rybkachess.com>



PADERBORN CANCELLED AGAIN :-)

I was sorry to hear from the **Paderborn** organisers that their annual **IPCCC** event has had to be cancelled again. It was cancelled last year for the first time due to a lack of entries - they used to get up to 16! - and this year exactly the same has happened. After getting 4 entries including Rybka, no-one else has shown interest.

Of course it doesn't suit everyone that a programmer has to be present with his engine and that this event always takes place over the

Christmas period (27-30 December). The organisers are contacting everyone who has entered previously to see if moving the date would help, or if there is some other sort of problem affecting the programming teams' interest.

THE USA'S EXCALIBUR COMPANY CLOSES

There was more disappointing news for everyone in the dedicated chess computer fraternity when news came through that **Excalibur** have closed down. We'd half expected

something like this as we've been struggling to get new product off them for the past couple of months or more, but it's still a blow when you get the confirmation.

Excalibur were re-formed by some of the Samole family and other USA chess computer folk a few years ago after the Samoles had sold their collapsing Fidelity business to Mephisto.

At Countrywide we're down to our last pair of **Grandmasters** and an ex demo one for £129 - quite possibly they will have gone by the time readers get this issue, but ring me quickly if you're interested.

It's a big shame as I was about to do an article on this model having managed to get some games from a keen user in France, and these have indicated that it's a bit stronger than the rating I've had for it, based mostly on my own games @ G/60. In fact in France they have it at 1857 Elo, but most of their ratings are about 25-30 Elo higher than mine, and the Grandmaster has settled in at 1814 here after inputting the new scores for it. Maybe I'll mark its passing anyway with a couple of games and these scores in the New Year.

There is somewhat better news on the very likeable **New York de luxe touch chess**, as I do have a number of those in stock which may just keep me able to supply up to Christmas anyway.

But I've none of the **Phantom Force** left, which is another shame as it did pretty well in Rob van Son's Robot Tournament recently!

CHES: RESULTS SECTION

ICT9 FOR DEDICATED MACHINES

I must apologise that I have completely overlooked giving the result for the summer ICT9 tournament involving the dedicated machines. I'll tell you how this has happened - Rob van Son didn't go! If I remember rightly it clashed with something else, and disappointingly there were only 6 computers involved.

But it was a very strong entry list for this particular "restricted" dedicated computer tournament, there was a min. Elo 2200, which

put into *SelSearch* rating order, was:

- 2339 Tasc R30 v2.5
- 2250 Mephisto RISC 2
- 2239 Mephisto Berlin Pro 68020
- 2219 Mephisto Magellan
- 2177 Mephisto London 68020
- 2023 Kasparov Brute Force

Of course Ruud Martin's Tasc R30 was a strong favourite, and started off with a win against the Brute Force, belonging to our old friend Hein Veldhuis.

But there were some round 1 surprises as Hans van Mierlo's London with its slower 12MHz hardware beat the Berlin Pro 24MHz operated by Ries van Leeuwen, and Ed Schroder's old RISC2 program, brought to the tournament by Luk Hofman, was beaten by the Magellan.

Then a big shock in round 2, and I withdraw my 'old' RISC2 accusation... it beat the Tasc, and there was more damage to the R30 in round 3 as now the Magellan beat it. Also the Brute Force beat the Berlin Pro, which was having a really poor tournament, and that became even worse as it lost to the Tasc R30 in round 4.

Also in round 4 the London drew with the Magellan, so they were now on 3/4, the RISC2 had 2½, and the Tasc R30 had 2 but was playing the London in the last round, so still had some hope of a top 2 finish to justify its rating as favourite.

It was not to be, in fact it lost!

Here is the **Final Table**:

	ENGINE	/5
1=	MEPHISTO LONDON 68020	4
	MEPHISTO MAGELLAN	
3	MEPHISTO RISC2	3
4	TASC R30 v2.5	2
5=	SAITEK BRUTE FORCE	1
	MEPHISTO BERLIN PRO 68020	

I'm sorry, I don't have any of the games - a shame, I'd have liked to have seen what happened in a couple of the R30's defeats.

Chess 960 Classic - Mainz

Here's another tournament from a couple of months ago that I've managed to miss! Applications for the position of a new Editor and Publisher will be welcome!!

The **Computer 960 Chess Classic** at Mainz ran during the human World 960 Championships. Unless I'm mistaken the 4 entries were exactly the same programs - in their latest versions of course - as last year. The engines played 2 games against each other on the **first day**, and the scores were:

ENGINE	R1	R2	R3	R4	R5
1 RYBKA	6				
2 SJENG	3				
3 SHREDDER	2½				
4 IKARUS	½				

The Rybka 100% score looked ominous for the others.

The 2nd round was the same 2 games against each opponent with a new set of 960 Openings, and then the top 2, at present Rybka and Sjeng, would play-off for the Title, and 3rd and 4th would play-off for the minor placings.

The second day changed things however...

ENGINE	R1	R2	TOT	R4	R5
1 RYBKA	6	5½	11½		
2 SHREDDER	2½	4½	7		
3 SJENG	3	1½	4½		
4 IKARUS	½	½	1		

The play-off games were intended to be 4 games each match in total, but Sjeng and Ikarus drew 2-2 so a further 2 games were needed to settle it.

ENGINE	R1	R2	TOT	P/O1	P/O2
1 RYBKA	6	5½	11½	3	
2 SHREDDER	2½	4½	7	1	
3 SJENG	3	1½	4½		4
4 IKARUS	½	½	1		2

Another success for the Rybka team, though there was an indication that the new Shredder was heading nicely towards a good upgrade as it gave Rybka a pretty tough time in some of the games.

MORE ON CHALLENGER, COUGAR, CITRINE AND POLGAR, FROM PETER BILSON AND BERNARD HILL

It is always interesting to see the differing results I and my readers sometimes get - a constant reminder of the need for many games to be played if a reliable rating is to be achieved - one of the concepts on which *Selective Search* and our Rating List has been built!

We had **Pete's** article in our last issue, with some Citrine-Polgar games, and his observations about the Cougar and Challenger, as he considers the Cougar to be a definitely stronger model. Seeing his views in print and my remarks that there shouldn't be much difference between them persuaded Pete to make sure and compile all of his scores for the pair, which I show here:

	Challenger	Cougar
Novag Obsidian	3½-4½	5½-11½
Meph Polgar	4-8	6-14
Centurion	3½-4½	6½-11½
Advanced Travel	---	0-3
Meph Master	6½-1½	11½-7½
Novag Diamond	4-0	11-5
Expert	2-0	---
Novag Citrine	4½-6½	1½-7½
Cougar	6½-6½	---
Challenger	---	6½-6½

Also arriving in the post on almost the same day was a letter from another long time reader, **Bernard Hill**. Bernard and I have enjoyed chatting from time to time over the years, and not just about chess but also about music, which is another passion we share. In fact Bernard is a programmer and writes software for musicians, and I shall give him a deserved plug by sharing his web address with you... <http://www.braeburn.co.uk> for anyone else who, like me, is interested.

Anyway Bernard reminded me of the Citrine scores which he had shared with us in *SelSearch 133*. Here is his letter:

Eric

Thanks for SS144 arrived today.

I am particularly interested in Peter Bilson's Citrine/Polgar games because I have the same combination here.

In fact in SS133, page 6, you reported some games I sent you. Again at G/60 I had Citrine 5½-½ against Polgar, which is quite different from the score Peter had.

Fair enough, machines vary a lot with specific matches, and I do agree with Peter that the range of openings weakens its computer play. But in my opinion this is a great feature of the unit as it's far more interesting to play the machine yourself!

However I'm not sure about Peter turning off the machines ("Peter had mercy... and pressed Stop"). My letter pointed out that Polgar does not handle time well and indeed in one game announced from a winning position "out of time, I lose"! So there is always the possibility in a long king chase that Polgar could do this again and lose a game against the Citrine even when ahead on material.

Keep up the good work..... Bernard

Indeed Bernard's scores are quite different to Peter's and, as I still have the files for that issue on my laptop, I'm repeating them here...

- Citrine v Meph Master 4-8
- Citrine v Cosmos (Expert) 3½-½

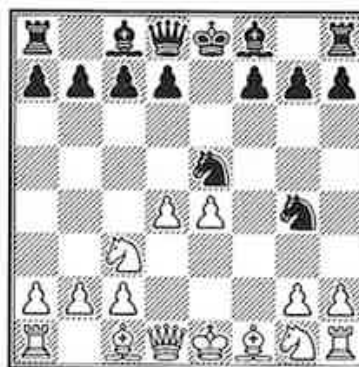
- Citrine v Sapphire2 1½-2½
- Citrine v Meph Polgar 5½-½

Well, before my readers come to blows with each other - or with me! - only joking!! - I will finish the Peter/Bernard contribution with a game which Peter sent me. You may have seen it before, Peter found it in an old bound volume of an early BCM.

MADAME DE REMUSAT - NAPOLEON I

Played in Paris in 1802. King pawn opening, briefly an Alekhine's Defence!

1.e4 In Peter's notation the move order was 1.P-Q3 N-KB3 2.P-K4. But the ChessBase version has it starting out as an Alekhine's but very quickly leaving all other known theory! 1...♠f6 2.d3 ♠c6 2...e5 would be normal, but the move played is okay in fairness 3.f4?! e5 4.fxe5 ♠xe5 5.♠c3 ♠fg4? 5...♠b4 6.♠f3 ♚e7 should have suited Napoleon's style quite nicely 6.d4!



For a moment the lady was on her way to beating Boney! 6...♚h4+ 7.g3 ♚f6 8.♠h3?? We can discuss the merits or otherwise of Citrine, Cougar, Polgar and Challenger, but none of them would play this! 8.♠f4! was winning: 8...♠b4 9.dxe5 ♠xc3+ 10.bxc3 ♠xe5 11.♠xe5 ♚xe5 12.♚d4+- 8...♠f3+! Napoleon takes immediate advantage of the blunder 9.♠e2 ♠xd4+ 10.♠d3? 10.♠e1 ♠f3+ 11.♠e2 was a bit better, but 11...♠fe5 threatening ♚f3 is winning 10...♠e5+! 11.♠xd4 11.♠d2 was the only chance, then 11...♠b4 12.a3 ♠df3+ 13.♠e2 ♠xc3 14.bxc3, but there is no good answer to 14...d5! 11...♠c5+ m/3 12.♠xc5 ♚b6+ 13.♠d5 ♚d6# 0-1

FRANK HOLT

In our last issue we reported on Frank's latest testing of the various Rybka3 versions, with 'default' coming top, 'human' 2nd., the '960' and 'dynamic' settings 3=, and all ahead of Rybka2.3.2a.

But he also shared with us a pretty tricky mate problem which gives computers a hard time - he's good at finding these!

You'd think even a **mate in 12** would be a doddle for today's PC speeds and high quality programs! Try this one out, White to play and m/12. Unless you've got really fast 4-core or 8-core hardware, be prepared to leave it on all night! Before they find it the search will show that they've gone way past depth 23, which should of course be sufficient to do a m/12. Typically they show 1.Bb3 0.00



Did you find an engine to solve this? I certainly didn't from this start position, even giving some programs a full hour. So I gave them the first 2 moves:

1. ♖c1 bxa4

... and set them all off thinking again! This time I gave them all 5 minutes, and 2 got the now **m/11: Cyclone3.4** (1min 15) and **Stockfish1.5** (4min 55). Others tested - and they all chose 2. ♗d3 which draws - were Glaurung, Deep Fritz 11, Deep Sjeng WC2008, Hiarcs 12, Deep Shredder 11/12, Naum 4, Toga II, Zappa Mexico 2, and Rybka. The correct solution goes...

2. ♗db3+ axb3 3. ♖f4 ♙a2 4. ♖e3 ♖b1
5. ♖d2 ♖a1 6. ♗e2 ♖b1 7. ♗c3+ ♖a1 8. ♖c1
♙b1 9. ♗b5 ♖a2 10. ♙c3 ♖a1 11. ♙xb2+
♖a2 12. ♗c3# .

Nice one Frank!

FRUIT - RYBKA - ROBBOLITO... AND CLONING

Here (in a moment!) is another position that all PC-engine owners should find of great interest. **Peter Grayson** sent it to me, from a game between **RobboLito** and **Rybka3**.

There's been quite a lot of talk about cloning recently. Chris Goulden has mentioned it, there's a reference to it elsewhere in this issue, and now we have this position which may highlight something intriguing.

I suppose **Fabien Letouzey** and **Fruit** started it all off, he wasn't the first to give programmers access to his source code, but it was the first genuinely strong engine offered, and it uses some very interesting techniques for simple, fast searching. Within a couple of months of it's appearance lots of other programs jumped up in their rating, and other 'new' programs came out, already strong.

Indeed as quickly as Feb 2006 in *Sel-Search 122* (page 13) as a result of trying to find out if there was any history to indicate where **Zappa** and **Rybka** might have emerged from, I published a copy of the 2004 CCT6 tournament. We are told that Anthony Cozzie and Vas Rajlich were at the same University at the same time together. But Zappa (a knowledge-packed engine) was already strong (it was 1= in CCT6 with 7/9) whilst Rybka was known as a very fast searcher, scored only 2½/9... and was nearly bottom.

It was all guesswork! Had Cozzie and Rajlich shared ideas at college together, and was this the cause of the sudden boost in Rybka's strength. Or, as other programmers were trying to persuade me, was it the publication of the Fruit code that had enabled the sudden, sharp improvement?! In fact did Rybka1 even start out close to being a Fruit clone, as some suggest. I don't know - it was a heck of a lot stronger than Fruit if it was, but 'old' Rybka did jump by around 400 Elo after the publication of the Fruit code. Which could be nothing but a coincidence - "6 of one, half a dozen of the other" is an old English saying!

All of this is suddenly seems more important, as 2009 draws to an end, with the emergence

of a 'new' very strong engine called **Robbo-Lito!** Is it a clone of Rybka? Very many say it is, just the RobboLito team say it isn't. Again I don't know.

O.k. here is the position which Peter sent to me, which we join after White's move 50. For some moves **Robbo** has shown itself +200, now +300, but **Rybka3** says it's level. I've left some evals in so you can see where Rybka suddenly realises something's wrong!

ROBBOLITO 0.085E x64 (2850) - RYBKA 3 (2800)

50. ♖fxd6



50...f4 (0.19/16 6s) 51. ♔d2 (3.17/21 3s) ♜h1
 52. ♞d5+ ♘g6 53. ♔xf4 ♘f7 54. ♔d2 ♘e6
 55. ♞d6+ ♘f5 56. ♔c3 (4.03/22 11) ♞g2+
 (0.32/17 11s) 57. ♘b3 (4.03/20 0s) ♞b7+
 (0.60/16 2s) 58. ♞b4 (6.25/21 3s) ♞a8
 (9.48/16 20s... ooops!) 59. ♞f6+ ♘g5 60. ♞f2
 ♞g8+ 61. ♘b2 ♞c8 62. ♔d2+ ♘h5 63. ♞h2+
 ♘g6 64. ♞h6+ (Robbo sees mate m/18 8s)
 ♘f5 (10.44/15 2s) 65. ♞h5+ ♘e6 66. ♞b6+
 ♘f7 (now Rybka3 sees mate m/17) 67. ♞hh6
 ♞a8 68. ♞h7+ ♘g8 69. ♞d7 ♞c8 70. ♞bb7
 ♞f8 71. ♔c3 ♞f2+ 72. ♞d2 ♞h4 73. ♞e2 ♞a4
 74. ♞h2 ♞b4+ 75. ♞xb4 ♘f7 76. ♞b6 ♘e7
 77. ♞h7+ ♘d8 78. ♞b8# 1-0

Now the thing I'd like you to do is... if you want to make sure check it anywhere between moves 50-56 and then move 57 and 58 with your own Rybka1/2/3 (all show the wrong evaluation until move 58). You can try RibboLito, though again its evals are shown in the text here, and it knows what's coming, and you must try Fritz, Hiarc, Junior, Shredder,

Stockfish, Zappa to name just a few - they're all okay, they know White is winning even at move 50. Finally, *check Fruit!* And guess what...! Now who's calling the kettle black?!

WORLD COMPUTER RAPID 2009 RESULT

There were 23 entrants for the World Chess Computer Rapid tournament this year, quite a few were barely known amateurs that haven't even attracted Chris Goulden's attention (yet?), others we've seen in his articles and in other major tournaments, and there were some of the top programs, including Sjeng and Rybka both on 56-core cluster machines!

After winning their opening games Rybka and Sjeng met in round 3... a draw! This left Hiarc and Stockfish in front with 3/3 and, when they drew against each other in round 4, there was a 4-way tie at the top, on 3½/4: Rybka, Sjeng, Hiarc and Stockfish.

Stockfish (which was only on a 4-core PC) then drew with Sjeng and lost to Rybka, which put it out of the race, but its draw with Sjeng would partly determine the title outcome!

Hiarc also then lost to Rybka and drew with Sjeng, so after 7 rounds Rybka had pulled clear with 6½/7, Sjeng had 5½ and Stockfish 5.

Final Table

	ENGINE	/12
1	RYBKA	10½
2	SJENG	10
3	STOCKFISH	9
4	HIARCS	8½
5	SPARK 02	7
6=	CHESS THINKER, IKARUS, TWISTED LOGIC, DEUTERIUM	6½
10=	PANDIX, DSHAWUL, CRAFTY, DIRTY	6
14=	LEARNING LEMMING, DIEP	5½
16=	THE BARON, TELEPATH	5
18	ZCT	4½
19=	HFC	4
	AND 4 OTHERS	

Both the Rybka and Sjeng teams put some interesting game notes on their websites so, when I get time, I'll have a proper look through them so I can share some of the games and their thoughts with you!

HUNGARIAN CHAMPIONSHIP 2009

I don't expect everyone will have spotted the name **Pandix** in the table we've just shown!? It's going back quite a few years, but there was a time when Pandix was expected to be one of the up-and-coming engines along with Genius, MChess, Rex, Nimzo, WChess and others.

So it is nice to see this Hungarian program by Gyula Horvath emerging again. It won the Hungarian Open quite easily....

Hungarian Open, Final Table

	ENGINE	/8
1	PANDIX	8!
2	MERLIN	5½
3	TIMEA	4½
4	ASTERISK	2
5	NIMROD	0

And the Blitz Championship (in which a human played, though he probably regretted it!) was hardly any closer...

Hungarian Blitz, Final Table

	ENGINE	/10
1	PANDIX	10!
2	TIMEA	7½
3	MERLIN	4½
4=	ASTERISK BESTIA	4
6	TAMAS KONZOL (HUMAN)	0

29TH ODCC

Computerschaak reported on the 29th ODCC a.k.a **Dutch Open, Leiden 2009** and which ran alongside 19th Gebruikers. The PC event was another dominated by Rybka and Sjeng,

which this time both ran on 72-core Clusters, each core running at 3.33 or 3.4GHz!

Pandix which I've just mentioned was there, but like Hermann, Joker, Hansdamf and even The King, was just on 2-core hardware. Ktulu was on a quad/3.8, and The Baron had an 8-core system.

The story of this one - an all-play-all - is that Rybka beat Sjeng in round 3 which pretty much settled it. However The Baron later managed to get a draw with Rybka, so there was a little tension towards the end in case something else (though not so likely on 2-core hardware) also managed to do the same. It didn't happen and Rybka and Sjeng finished well clear of the field....

Dutch Open 2009, Leiden

	ENGINE	/8
1	RYBKA	7½
2	SJENG	7
3	THE BARON	5
	KTULU	
4=	PANDIX THE KING	4
7	JOKER	2½
8	HANSDAMF	1½
9	HERMANN	½

Here's one of the games, more next time.

KTULU - RYBKA

Round 6. Opening B48

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6
 5.♘c3 ♖c7 6.♙e3 a6 7.♖d2 ♘f6 8.0-0-0 ♙e7
 9.f3 b5 *A slightly unusual move found in Noomen's Rybka book, but not in many others. White usually responds with 10.♘xc6 or 10.g4* 10.♗b1 ♘e5 11.g4 0-0 12.g5 *Back into the Rybka3 book!* 12...♘h5 13.f4 ♘g4
 14.e5 b4 15.♘e4 ♙b7 *The book now ends* 16.♗g1 ♙xe4 17.♗xg4 d6! 18.♗h4 g6
 19.exd6 ♙xd6 20.♗f2 ♘g7 21.♙g2?!
 21.♙d3 ♙xd3 22.♗xd3 ♗fe8= 21...♙xg2
 22.♗xg2 ♙c5! 23.♗h3 ♗fd8!



There is nothing like a good pin, but you wouldn't expect the end just yet! 24.♖d3 h5 25.gxh6 ♜f5 26.♜xf5 ♞xd3 27.cxd3 exf5 28.d4?! Or 28.♞g2 which works out just a little better: 28...♞e8! 29.h7+ ♔h8 30.d4 ♕d6!-+ 28...♞c6! 29.dxc5 ♞d8! Brilliant... threatens ♞e4+! 30.h7+ ♔h8 31.b3 f6 32.♞g3 ♞h1+ 33.♞g1 (33.♕c1 ♞e4+ m/8; 33.♔b2 ♞d1 and 34.♕c1 is the only defence, but losing the bishop and then the queen; 33.♔c2 ♞d1+ m/6) 33...♞d1+ 34.♞xd1 ♞xd1+ 0-1

As 2009 DRAWS TO ITS CLOSE.....

.... it is time for me to wish you a very **Happy CHRISTmas**, and all the best for a **Good New Year** in 2010.

Once again this issue is reaching you a little late, and I'm sorry. For me it has been a difficult year. I have prided myself on my health and fitness ("*don't look my age*" and all that), but although I haven't been ill as such during 2009, I was 67 in November and I've started to notice that my hands don't type or run up and down my guitar fingerboard as quickly as they used to, my legs can no longer march at the rate our dog Connor would like them to, and my mind has developed a bad habit of becoming slow and sometimes forgetful!

Part of this has been caused by the need for me to take my wife to visit her mum in a nursing home 2 or 3 times a week. We moved her there about 6 months ago - moving house for yourself is hard enough, moving someone else and then clearing their old house for them in your "spare" time is not to be recommended! Chris doesn't drive so for the

midweek visits we take Connor out straight from work, then go to the nursing home, and finally get back to cook tea at around 7.30 or 8pm before collapsing into our armchairs with no energy for anything. This impacts *Selective Search* in particular, as the magazine involves many hours of preparation and work, and seems to take me longer to do than ever. Subscription numbers have dropped as well, which I understand - people can put the same effort in as I do to get many of the things they want to know about from the Internet. And of course printing and postage costs have gone up, twice I think, since my own last price increase.

I'm not going to stop the magazine just yet, I'd like to give it another year, maybe a bit longer. But I'm not guaranteeing the exact '*early Dec., early Feb*' etc. dates for when it will drop through your letterbox. In other words you will get the number of issues you've paid for, but they might be a bit irregular. I think I could have made life easier for myself if, a couple of years or so ago, I'd made the current sub. the price for 4 issues a year but moved to 40 or 44 pages. That would have been a bit less work, 2 less deadlines, and meant it would be a bit more financially worthwhile perhaps. But I can't afford now to regularly send 40/44 page issues out when folk have paid £22.50/£26.50 for 6 smaller issues and, as I really only want to do another 12 or 18 months, it's pointless tackling a change like that at this time anyway.

Some folk have suggested putting the magazine on the Internet, or making pdf copies of it on disk, and these WOULD save money IF everyone wanted that, had a 'net connection or could access pdf files. But the fact is that quite a few copies would still need to be printed (and the rate per copy would go way up) and, in all honesty, I don't feel as if I want to change the way I do everything at this stage of my life anyway. So I hope you'll stay with me, be patient when the magazine is late, and we'll see how it goes.

*Happy Christmas then, see you in 2010
God bless you, from Eric*



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A FIRST LOOK AT FRITZ 12!

The main decider for most folk about **Fritz12** is whether they want a single processor engine, or prefer to wait for the multi version. True there is some difference of opinion relating to the new gui - one comment I saw was *"it adds nothing of real value that I can see, except a need to relearn your interactions with the program"*. But another said instead *"you will find Fritz12 a breeze to learn... everything is so readily visible and accessible... there's now an enormous range of functions... the excellent ergonomic menu design is just like Microsoft Office 2007, you can see it, you can read it, and then you just click on it"*.

Apart from engine strength improvements the best thing for me about Fritz is its vast range of functions for analysis, self-awareness training, opening book study, recognising critical game moments, improving your tactical skills through the new *'calculation training'*, and 13 hours of the dvd GM lectures. Plus of course a year's access to *PlayChess!*

Here are some early scores. As **Fritz 12** is SP only and so only runs on 1 Core, these are scores against opponents also on 1 Core and in 32-bit mode, so all hardware equal.

Fritz 12on 1xCore

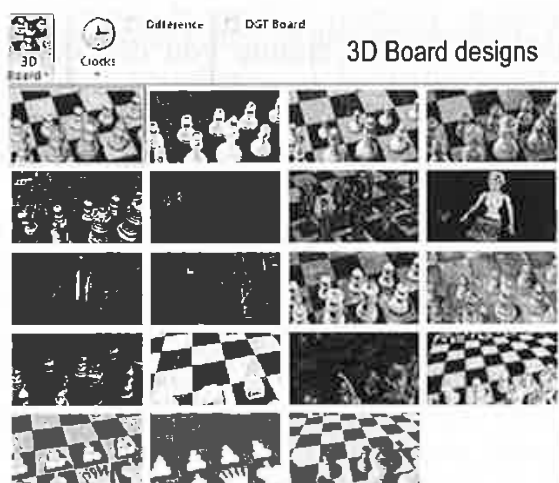
- v Rybka 3 10½-19½
- v Shredder 12 OA=on 14 -15
- v Shredder 12 OA=off 8½-11½

Shredder 12 has a feature called 'Opening Advisor', and it appears in most cases to add a few Elo to its playing strength though, strangely, not against Fritz 12 so far.

- v Naum 4 8 -22
- v Stockfish 1.5.1 17½-12½
- v Thinker 5.4C 17 -13
- v Rybka 2.2n2 25 -20
- v Sjeng WC2008 21½-8½
- v Hiarcs 12.1 17½-12½
- v Zappa Mexico 2 18½-11½
- v Shredder 11 16 -10
- v Onno 1.1.1 17½-12½
- v Toga II 1.4.2 20½-9½
- v Ktulu 9 15½-4½

- v Spike 1.2 Turin 17½-2½
- v Junior 10 11 -9
- v Chessmaster 11 11½-7½

Fritz 12 is a very strong engine, with only Rybka and Naum definitely ahead of it on equal SP hardware. As far as Shredder 12 on SP is concerned, it and Fritz 12 seem to be almost equal (Shredder leads 26½-22½ in total), but of course Shredder has both Deep and 64-bit versions as well, and if your PC can use either/both of them it also becomes clearly stronger than Fritz. The handicap of being 32-bit and SP only will prevent Fritz from becoming a leading engine for some users, which is a shame, as its chess style and character, as well as its basic all-round strength, is well suited for the strongest of players to practice and analyse with.



A FIRST LOOK AT DEEP SHREDDER 12!

For the time being at least you can only buy Deep Shredder 12 direct from its programmer Stefan Meyer-Kahlen's website...

▪ <http://www.shredderchess.com>

It's all very straightforward, installs easily with a code you'll be given, and you'll have (Deep) Shredder 12 running in its own excellent gui that offers a wide range of features similar to a *ChessBase* engine gui. This will include 2D and 3D boards with choice of piece colours, sets etc. and excellent analytical information during games or analysis.

I liked the bit where I can put my mouse on ANY part of the game notation or engine analysis and it shows an extra smaller board with that position - excellent for going forwards and backwards in a game, checking which line some analysis came from, or reminding yourself where it went to! As Shredder is a uci engine you can copy the shredder.exe file to your Fritz/ChessBase gui and run it there as well!

One thing I'd never managed to do with a Shredder gui, which is why I tend to use the Fritz gui, is engine v engine testing. I do this using a set of opening positions I've built up for myself over the years that test engines in all types of positions, and they are saved in the *ChessBase* cbh format. "Oh, I do that all the time with Shredder," said Stefan when I told him about this. "Just convert your cbh file into pgn and the Shredder interface will use that without any trouble in just the same way!" He's right, it does!

Here's some scores for **Deep Shredder 12** on 1 Core against opponents also on 1 Core. I could have selected from 2v2 or 4v4 Core matches, but the % in the scores is almost exactly the same. **Deep Shredder 12** looks to be **100 Elo** better than DS11!

Deep Shredder 12 32-bit on 1xCore against other engines also on 1 Core and 32-bit

- v Rybka 3 14 -18
- v Naum 4 15 -19
- v Fritz 12 11½-8½

- v Stockfish 1.5.1 24 -15
- v Thinker 5.4C 27 -13
- v Sjeng WC2008 20½-11½
- v Hiarcs 12.1 11-8
- v Zappa Mexico 2 23½-10½
- v Onno 1.1.1 15½-5½

Here are some more results, still on 1 Core, but this time it's the 64-bit version

Deep Shredder 12 64-bit on 1xCore against other engines on 1 Core and either 32 or 64-bit as shown

- v Rybka 3 x64 18½-32½
- v Rybka 2.3.2a x64 22 -28
- v Naum 4 x64 28½-21½
- v Stockfish 1.5.1 x64 30½-19½
- v Deep Fritz 11 x32 31½-18½
- v Fritz 12 x32 35- 15
- v Zappa Mexico 2 x64 25- 25
- v Naum 3.1 x64 32½-17½

We see here that Rybka and Zappa improve best of all when they go onto 64-bit hardware, but Shredder12 definitely gains as well, as is clearly shown in its improvement in matches with Naum and Fritz.

For folk with 64-bit hardware Shredder 12 now appears to be 2nd. only to Rybka, with Naum and Zappa battling for 3rd.

However for users still with 32-bit hardware and multi-processor, it's Rybka, and not much between Naum and then Shredder.



GEBRUIKERS 19! WITH ROB VAN SON

Hi Eric,

Yes it's really true, last Saturday, I participated at the 19th gebruikers tournament!

After a half year delay, Ries van Leeuwen managed to organise it with only four participants. Normally, this year the 19th gebruikers would be held at the beginning of June, but then there were not enough participants and it looked like the tournament would disappear forever... At the annual meeting in June, the members of the board decided to cut down the gebruikers tournament to play it only on Saturday. They thought and hoped that by only playing one day, more people should be interested to participate.

But again there were troubles because the CSVN announced months ago that the gebruikers should be played on Saturday 17th October, but this year the organisation of the Kaufbeuren tournament in Germany decided also to play their dedicated chess computer (DACH) tournament in the same weekend.

Because of the lack of communication between the CSVN- and DACH organisation, they couldn't change that anymore. It's a shame that we are living in a world of e-mail, sms, mobile phones and so on, and they still were not able to gear the tournaments to one another. Because the date of the 19th gebruikers was already known for a long time, I almost think our Austrian and German friends did it on purpose...

The result was that four Dutch participants, of whom three are regular participants at the gebruikers tournaments, decided not to play in Leiden, but went off to Kaufbeuren! Because the DACH tournament takes two days and there are a lot of participants (and special chess computers), the Dutch gentleman preferred to travel for hours all the way to Germany, letting down Ries van Leeuwen and his legendary bi-annual event. The CSVN told me that the next time, they would contact the DACH organisation in time, so let's hope it will not happen again.

Well Eric, in spite of these troubles, four participants really played the 19th gebruikers tournament. We played rapid games with 30 minutes for each colour on the clock and everyone had to play a game with black and white against the same opponent. Perhaps you can analyse some of the games for your readers before we give the results?!

That's fine, here we go - but to leave space for photos and other articles, the games are in my less-easy-to-read format - sorry about that!

SAITEK EXPERT TRAVEL - MEPHISTO BERLIN PRO 68020

B63: Sicilian: Richter-Rauzer: 7...Be7 and unusual Black 7th moves

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♗f6
 5.♗c3 d6 6.♙g5 e6 7.♚d2 ♙e7 8.0-0-0 0-0
 9.♗b3 a5 10.♙b5 *It's pleasing to see these older computers stay in theory so well. Here a4 is most popular, a3 is also played, Ermenkov won a 1999 game with Nd4, and the Expert's move is also okay 10...a4!*
 11.♗d4?!N *I could still find a game on my database here with 11.♙xf6, which is probably no better than the move played. I actually prefer 11.♙xa4 ♗xe4 12.♙xe7 ♚xe7 13.♗xe4 ♚xa4 14.♗c3= 11...a3*
 12.b3 ♗xd4 13.♚xd4 b6 *13...e5!?* was also possible, but could lead to drawish exchanges: 14.♚d3 ♙e6 15.♙xf6 ♙xf6 16.♙c4= 14.e5 dxe5 15.♚xe5 ♙d7 16.h4 ♚e8?! *Probably 16...♚c8 was better, and if 17.♙xd7 ♗xd7 18.♚g3 ♗f6=* Now Black gets a slightly cramped position 17.♙xd7 ♗xd7 18.♚b5 ♚a7



19.♚he1? *The Expert misses 19.♚c6 and after 19...♗f6 20.♚xe8 ♚xe8 21.♗b5± who*



knows, a real shock was possible 19...♙xg5+ 20.♖xg5 ♕f6 21.♞e3?! You can see the attack up the g-file that the Expert is looking at, but Black has a good response to this. Therefore it was better to play 21.♕b5 ♞a5 22.c4 21...♞a5! 22.♖g3 ♞c5 23.♕a4 ♞d5 24.♞h1



24...♖c6 Or 24...♞d4!? which doesn't look easy to meet. Perhaps 25.♖e5 (25.h5?! h6 26.♞h4 ♞xh4 27.♖xh4 ♖c6!-) 25...♖d8 26.♞f3 ♞e4!± 25.♞c3 Best 25...♖d6?! 25...♖b5 keeps up the pressure better, and Black would still have the edge. But now the game should be drawn 26.♖xd6 ♞xd6 27.♞c7! ♞fd8 28.♞b7 ♕e4 29.♞f1 h6 30.♞xb6 ♞xb6 31.♕xb6 ♕c3 32.♕a4 ♕xa2+?! An interesting end to the game! Certainly if Black had played 32...♕xa4 33.bxa4 ♞a8 34.♞d1 ♞xa4 35.g3= it's a

draw; But after 32...♕xa2+?! 33.♖b1 ♕b4 34.c3 ♕d3 35.♖a2 ♖f8 36.♖xa3 I think White has some winning chances! Anyway a draw was agreed. ½-½

NOVAG SUPER EXPERT C - MEPH BERLIN PRO 68020

E60: King's Indian: Unusual lines and Fianchetto

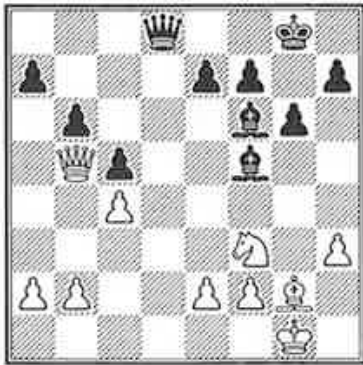
Variation without Nc3

1.d4 ♕f6 2.c4 g6 3.g4?N Where on earth did this come from?! There's a load of playable theory moves, but (not surprisingly) I can't find this anywhere amongst them! 3...♕xg4 4.h3 ♕f6 5.♙g2 ♙g7 6.♕f3 d6 7.♕c3 0-0 8.♙g5 c5 9.dxc5 dxc5 10.♖b3 ♕c6



11.♖b5?! Reduces the queen's scope and probably on the wrong side of the board. 11.♞d1 was better, and if 11...♖b6 then 12.♖b5 ♙e6 13.0-0± 11...♕b4 Neatly restricts the queen even more. Also possible was 11...♕d4!? 12.♕xd4 cxd4 13.♕d5 ♕xd5 14.cxd5 ♖d6± 12.♞d1 ♖c7 13.♙xf6?! A bit pointless, the knight wasn't threatening anything, now the bishop will! 13.a3 a6 14.♖a4 ♕c6 15.0-0 was much

better 13...♙xf6 14.♘d5 ♘xd5 15.♞xd5 b6
 15...♙e6! was also very strong here 16.♞d2
 ♙f5 17.0-0 ♞ad8 18.♞fd1 ♞xd2 19.♞xd2
 ♞d8 20.♞xd8+ ♞xd8



Black has more than just a plus pawn, the pair of raking bishops are much stronger than White's bishop and knight, and it's queen dominates the centre of the board down the open d-file 21.♙h1? 21.♞b3 was the best try, but after 21...♞d7 22.h4 ♞e6 Black should be able to get the win 21...♞d1+ 22.♘g1 ♙h4 23.♞e8+ ♙g7 24.♞b8 ♙xf2 25.♞e5+ f6 26.♞xe7+ For a longer survival 26.♞h2 was needed, but even then 26...♙xg1 27.♞xg1 ♞xe2 28.♞c1 ♙d3 leaves Black with an easy win 26...♙h6 My PC engine is announcing it's m/8 27.♞f8+ ♙g5 28.h4+ ♙h5 29.♙f3+ ♙g4 30.♙xg4+ ♙xg4 31.♞c8+ f5 32.♞xf5+ gxf5 33.h5 ♞xg1# 0-1

MEPH BERLIN PRO 68020 - MEPHISTO ATLANTA

B63: Sicilian: Richter-Rauzer: 7...Be7 and unusual Black 7th moves

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
 5.♘c3 ♘c6 6.♙g5 e6 7.♞d2 ♙e7 8.0-0-0 0-0
 9.♘b3 ♞b6 10.f3 ♞d8 11.♙e3 ♞c7 12.♘b5
 This has a ? in my opening book – 12.♞f2 is considered correct 12...♞b8



There's a few moves available to White here:



♙d3, ♞f2 and ♘5d4 are theory, and I also quite like the look of c4 13.♙f4N e5 14.♙g5 h6 15.♙xf6 ♙xf6 16.h4 ♙e6 17.♘c3 a5! I like this 18.♙b5 ♙xb3?! 18...a4! would have been consistent with Black's previous move, and after 19.♘xa4 ♞xa4 20.♙xa4 b5 21.♙xb5 ♞xb5 the material imbalance will favour Black, especially if it can play d5 loosening the centre and energising its bishops 19.cxb3 ♘d4 20.♙c4 b5 21.♙d5 ♞a7 22.♙b1 ♞c8



23.f4? The usually somewhat cautious Lang programmed Berlin Pro gets over ambitious. 23.♞d3 was good and, after 23...a4 (or 23...b4 24.♘e2 ♘xe2 25.♞xe2=) 24.♘e2 ♘xe2 25.♞xe2 it's pretty equal 23...b4! 24.♘e2? The BPro needed to play 24.fxe5 first, and after 24...dxe5 25.♘a4 (not 25.♘e2? because of 25...♞c2+ as in the game). So 25.♘a4 and now 25...♞c2 can be met by 26.♞e1 ♞e2 27.♞g3. Black still has an advantage after 27...♞c7 but the game is

far from over. I think 24. ♖a4 would also have been better than ♖e2, but 24... ♜c2 25. ♜e3 ♜e2 26. ♜g3 exf4 27. ♜xf4 ♜c7! still puts White in some trouble. However if 28.g4!? maybe there is some chance of counterplay against Black's king and it could be an interesting struggle, though I'd continue to favour the Atlanta 24... ♜c2! 25. ♜xd4 No choice, if 25. ♜e1 or ♜e3 then 25... ♜xe2 wins 25... exd4 25... ♜xe2? allows White to recover: 26. ♜d3 ♜f2 27.f5= 26. ♖xc2 ♜c8+ 27. ♖d3 ♜g4! 28. ♜hg1 ♜xh4 29. ♜df1!



Fighting back behind the kingside pawns is the only chance 29... ♜c7 30.g3 If 30. ♜f3 ♜g4 31. ♜c4 ♜c5!-+ 30... ♜h3 31.a3 ♖h7 32. ♜h1?! 32. axb4 axb4 33. ♜f2 gave more of a now feint chance of saving the game 32... ♜g4! 33. ♜hg1 I'm afraid other moves don't work out any better: 33. axb4 ♜c2! 34. ♖xd4 ♜xd4 35. ♜d1 (35. ♖xd4? ♜d2+! 36. ♖c3 ♜e2-+) 35... ♜e2+ 36. ♖xd4 ♜f2+ 37. ♖d3 axb4-+. Or 33. ♜f2 bxa3 34. bxa3 a4 35. bxa4 ♜c8!-+ 33... ♜c2! Threatening ♜xe2 mate 34. ♖xc2 Or 34. ♖c1 ♜xb2 35.e5 dxe5 36.fxe5 ♜xe5 37. ♜xf7 ♜g5-+ 34... ♜xe2+ 35. ♖b1 bxa3 36. bxa3 d3! 37.e5 dxe5 38. ♜c1 exf4 This time threatening ♜b2 mate, so it's over 39. ♜g2 ♜e5 39... ♜e5 40. ♖a2 ♜xd5 41. ♜d2 fxg3 and mate is on the way 0-1

I've included the next game because it is very interesting and complicated right out of the opening, and the computers use up a lot of their G/30 time early on. Also, as you know, I love these intricate endgames. However it's a slightly strange one, very up and down and with serious time shortage mistakes coming from both computers... in fact the one that really was finally 'winning' actually loses on time in the end.

MEPHISTO ATLANTA - MEPH BERLIN PRO 68020

D16: Slav Defence: 5 a4: Lines with 5...Bg4 and 5...Na6

1.c4 c6 2.d4 d5 3. ♖f3 ♖f6 4. ♖c3 dxc4 5.a4 ♜g4 6. ♖e5 ♜h5 7. ♖xc4 e6 8. ♜g5 ♜b4 9. ♜b3 a5



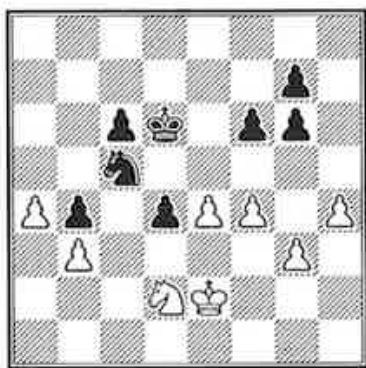
White's best lines now are 10.f3 0-0 11.e3, or 10.e3 ♖bd7 11.f3, or even perhaps 10.0-0-0 0-0 11.f3 isn't so bad, though it's risky/interesting 10. ♜xf6?! N ♜xf6 Black has the pair of bishops and early activity for its queen. White needs to be careful! 11. ♖d6+?! 11.e3 is the best as far as I can see, then 11...0-0 12. ♜e2 ♜xe2 13. ♖xe2, and it should be possible to castle by hand (♜hd1 ♖f1), e.g. 13... ♜f5 14.h3 ♖d7 15. ♜hd1. This looks pretty messy and somewhat complicated, but I think White is just about okay 11... ♖e7 11... ♜xd6 looks dubious because of 12. ♜xb7 but doesn't seem as bad for Black in the end as it looked at first because of 12... ♜d8! 13. ♜xa8 ♜b6! In fact now I've got here 14.0-0-0 0-0 looks good for Black! 12. ♖c4 Not 12. ♖xb7? because of 12... ♜xd4! 13. ♜d1 ♜a7-+ 12... ♜xd4 13.e3 The Atlanta doesn't always seem to defend as well as it attacks, but here my initial thought that 13. ♜d1 was better looks doubtful after 13... ♜c5 14. ♖e3 when 14... ♖d7 connects the rooks for Black while White's back rank on the kingside is still to get moving 13... ♜d8 13... ♜c5!? 14.f3 ♖d7 15. ♜d1 ♖c5 16. ♜c2 ♜g6 17.e4 ♜c7 18. ♜e2 ♜hd8 Or 18... ♖xa4 19. ♜xa4 b5± is also good 19.0-0 ♜xd1 20. ♜xd1 ♜d8 21. ♖a2 f6 22. ♖xb4 axb4 23. ♜d2



Black is still a pawn up and might be able to win... but 23...♙f4? It missed 23...e5! 24.♙f1 ♖e6+ 24.♙xd8 I think the Atlanta has equalised, it will win the b4 or b7 pawn 24...♙xd8 25.g3 ♙g5 26.♙d1+ ♖d7 27.♖d6 ♙e3+ 28.♙f1 ♙a7 29.♙c4 e5



30.♙f7 Perhaps 30.♙e6 was better, I believe White would have a tiny edge in this position. Now it might go 30...b6 31.♖c4 ♙e8 32.♙d2 b5 33.axb5 cxb5 34.♖d6 ♙d4 35.♙xd4 exd4 36.♖xb5 d3 37.♖d4 and the endgame favours White as it should pick up the d3/♖ 30...♙d4 31.♖xb7+ ♙c7 32.♙xd4 exd4 33.♙xg6 hxg6 34.♖a5 ♖e5 35.f4 ♖d3 36.b3 ♖c5 37.♙e2 ♙b6 38.♖c4+ ♙c7 39.♖d2 ♙d7 40.h4 ♙d6



Well, at move 40 you'd say now that this must be a draw 41.♙d1 ♙e6 42.♙c2 42.a5



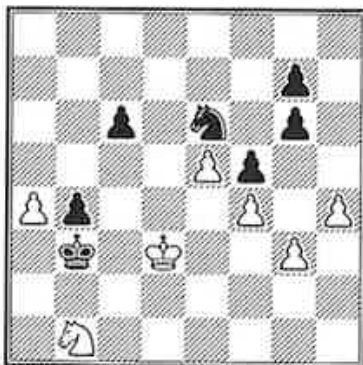
♙d6 43.♙e2± was possible, with a small advantage. And taking the king the other way also looks better, again after 42.♙e2 ♙d7 (42...d3+ doesn't work with the king on e2 because of 43.♙e3!+-) 43.g4± I prefer White's chances 42...d3+! White will have to watch this pawn 43.♙d1 f5 44.e5 ♙d5 45.♙e1 ♙d4 46.♙f2 The wrong way again! 46.♙d1= 46...♙c3! Well played Berlin Pro! 47.♙c3?! Correct it seems was 47.♙e1 ♖xb3 48.♖xb3 ♙xb3 49.♙d2! Does this save the day?! 49...c5 50.a5 (50.e6? c4! 51.e7 c3+ 52.♙xd3 c2 53.e8 ♙c1 ♙ doesn't work, White has to play 54.♙e2 to save the queen, and now 54...♙a2 freeing the b/♖ to run should win for Black) 50...c4 51.a6 c3+ 52.♙xd3 c2 53.a7 c1 ♙ 54.a8 ♙ and White has promoted without danger to its queen and should draw! I love these intricate endgames where one 'little' king or pawn move can win, save or lose the day! I'm not so good when I'm playing them, but hugely enjoy analysing them along with a decent engine! 47...♖e6 48.♖b1+? What about 48.a5!? ♖c7 49.♖f3 Probably Black plays 49...c5! Now White ties Black's knight down with 50.e6 ♖xe6 51.a6 ♖c7 52.a7 and then 52...♙xb3 53.♙xd3 c4+ 54.♙e3!? ♙b2 55.♖d4. Goodness, I'll try and take it forward a few more moves: 55...♖d5+! 56.♙e2 ♖b6 57.♙e3 ♖a8 58.♖e2 c3 59.♙d3 c2 60.♙d2 ♖b6! 61.♖c1 (only move) 61...♖c4+ The ♖ has left the a7/♖, can it do this?! 62.♙d3 ♙xc1 63.♙xc4 (63.a8 ♙ ♖b2+ 64.♙e2 ♙b1 and Black

wins!) 63...♔d2 64.a8♖ c1♗+ 65.♕xb4
♗c3+ 66.♕b5 ♗xg3 67.♗a1 ♗xf4 68.♗xg7



What do readers reckon? Black wins?! Probably there's someone out there with 6-piece Tablebases who can tell me... please!

Back to the game: the Atlanta appeared to have thrown it away, but now the BerlinPro misses the win! 48...♕xb3?? As you'll have realised both computers are running very low on time and are making mistakes. Here 48...♕c2! wins as 49.♖d2 c5 50.a5! ♖c7 and White can't move the king or either pawn, so 51.♖f3 ♕xb3 52.♕xd3 c4+ and that's it



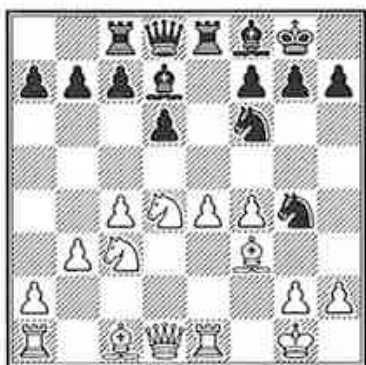
49.♕xd3 This is amazing, I believe the game is exactly level again! All Black has to do is play 49...♖c5+ 49...♕a2?? But Black, having thrown the win away, now risks even the draw and gives the Atlanta the chance to win! It just needed 49...♖c5+ which draws after 50.♕d4 ♖e6+ 51.♕d3 ♕xa4= 50.♖d2? It's still not over, this isn't White's best either! After a cracking game they are both making endgame mistakes with having so little time on the clocks. WHITE would win with 50.♕c4! b3 (50...♕xb1 51.♕xb4 ♕c2 52.a5 ♖c7 53.♕c5) 51.♖d2 b2 52.a5 ♖c7 53.e6! 1-0 50...b3?? Leading to a quick end. I'm sure 50...♕a3 51.a5 ♕a4 was the best try, and even after 52.a6 ♕b5 53.a7 ♖c7 54.♖b3 ♕a6 55.♕c4 ♕xa7 56.♕c5



♕b7 57.♖a5+ ♕c8 58.♕xc6 I'm still not sure that White can win this! 51.a5! And White now has an easily won game, but of course the operators must make sure and, even though both computers are short of time, play continues.... 51...b2 52.♕c4 ♖c7 Best. 52...b1♗? 53.♖xb1 ♕xb1 54.a6 ♖c7 55.a7 is a simple 1-0 53.♕c5 g5 54.♕xc6 gxf4 55.gxf4 ♖e6 56.a6 ♖d4+ 57.♕d7 ♖b3 58.a7 ♖xd2 59.a8♗+ I wouldn't have blamed the operators for turning it off here, and giving the Atlanta the point 59...♕b3 60.♗d5+ ♕c2 61.e6 g6 62.e7 b1♗ And at this very moment the Atlanta's clock reached 0.00 and it lost on time so, instead of 1-0 it goes down as 0-1. Here is a sample of how it might end: 63.e8♗ ♗b3 64.♗xb3+ ♖xb3 65.♗xg6 ♖c5+ 66.♕c6 ♖b3 67.♗xf5+ ♕c3 and with ♗+2♠ v ♖ and the h-♠ ready to run for another queen if wanted, it's over. In fact my PC-engine chose 68.♕d7 and announced m/13. 0-1

MEPHISTO ATLANTA - NOVAG SUPER EXPERT C

A28: English Opening: Four Knights Variation
1.c4 e5 2.♖c3 ♖c6 3.♖f3 ♖f6 4.e3 ♖e7 5.d4 exd4 6.♖xd4 0-0 7.♖d3?! 7.♖e2 is correct] 7...♖e5! Immediately showing why the ♖ should have gone to e2. I found games where both 8.b3 and 8.♖e2 have been played now, and in one game White actually won with b3 8.0-0N d6 The more active 8...d5 looks best, then 9.cxd5 ♖xd3 10.♗xd3 ♖xd5 9.♖e2 ♖e8 10.f4 ♖eg4 Now instead of retreating the Expert gets over-optimistic. It should have played 10...♖c6= 11.e4 ♖f8 12.♖f3 ♖d7 13.b3 ♖c8 14.♖e1



Its position is rather cramped, so the Expert gallantly tries to break out **14...c5?!** The intention is good, but it's the wrong pawn! Better by far was **14...d5!** Now White has 3 replies: There's **15.e5** **♙b4** **16.♙b2** **c5** **17.♘c2±**. **15.cxd5** is not as good, Black can equalise with **15...c5** **16.♘c2** **c4=**. **15.♘xd5** looks to be best **15...♘xd5** **16.cxd5** (**16.♙xg4?** looks interesting, but that's as far as it goes as **16...♙xg4** **17.♙xg4** **♘f6** leaves Black clearly on top) **16...♙h4** **17.♙xg4** **♙xg4** **18.♙d2** White has an extra pawn – and those central pawns LOOK dominating... but Black has found some good piece freedom and could attack the centre with **c6** **15.♘db5** **15.♘c2!** was even better. Then **♙b2** would complete White's development and he'd be in a strong position **15...♙b6** Or **15...a6** **16.♘xd6** **♙xd6** **17.♙xd6** **♘h2** **18.♙xh2** **♘xe4**. Now White must recapture with **19.♙xe4** to stay on top as I think **19.♘xe4?** **♙h4+** will favour Black. So **19.♙xe4** (**19.♘xe4?** **♙h4+** **20.♙g1** **♙xe1+** **21.♙h2** **♙c6+**) **19...♙h4+** **20.♙g1** **♙xe4** **21.♙d2±** **16.♙b2!** Puts Black into difficulties **16...♙a6?** Either of **16...a6** **17.♘a4!** **♙d8** **18.♘xd6** **♙xd6** **19.♙xd6+-**, or **16...d5** **17.♘xd5** **♘xd5** **18.♙xg4** **♙xg4** **19.♙xg4** **♘b4±** is better, but the advantage again is still with White **17.a4?** The Atlanta's turn to

miss the best move. **17.h3!** was winning here, there's nowhere for the knight to go: **17...♘e5** (if **17...♘h6** **18.e5** **dxe5** **19.fxe5** wins the other knight!) **18.fxe5** **dxe5** and White has **♘** for **♙**, so more exchanges suit, therefore **19.♙g4+-** **17...♙h8** At first I thought this looked rather weak, but in fact there's nothing all that much better. If **17...d5** **18.♘xd5** **♘xd5** **19.cxd5** **♘h6** **20.♘a3+-** and White is a pawn up, with a strong centre and active pieces **18.h3** Good, got it this time **18...♘h6** **19.e5** **♘fg8?** **19...dxe5** **20.fxe5** **♙c6** **21.♙xc6** **bxc6** **22.exf6** **♙xe1+** **23.♙xe1** **cxb5** **24.fxg7+** **♙xg7** **25.axb5** **♙d4+** was the best try **20.exd6** This is winning, but **20.♘d5!** was 'the move', threatening the fork **♘dc7:** **20...♙ed8** **21.e6** **fxe6** **22.♘dc7** **♙a5** **23.♙c3!** **20...♙xe1+** **21.♙xe1** **♘f5!?** **22.♘e4!**



The Atlanta is well on top, it is hard to find a good move on the board for Black **22...♙xd6?** **22...f6** was the least self-damaging, but **23.♙d1** **♙b6** **24.♙c3** threatens **♙a5**, so **24...♘d4** **25.♘xd4** **cxd4** **26.♙xd4** **♙xb3** **27.♘c5** **♙xc4** **28.♘xd7** **♙xd6** **29.♙xa7** **♙xa4** **30.♙xd6** **♙xa7+** **31.♘b6** leaves White very close to the full point **23.♘bxd6** **♘xd6** **24.♘xd6** **♙xd6** **25.♙d1** **♙e6** **26.♙c3!**



26...♘f6 If **26...f6** White plays the same **27.♙g4** **♙e4** **28.♙xd7+-** **27.♙g4!** **♙e4** Of

course here (and next move!) 27... ♖xg4??
 28. ♗xg7# 28. ♜xd7 ♜f8 28... ♗g8 is no
 better: 29. ♜xf7! discovers an attack on ♜c8
 29... ♗xf7 30. ♙xc8+- 29. ♙f3! ♗xf4
 30. ♜xb7 ♗g8 31. ♜xa7 ♗g5 32. ♜c7 ♜e8
 33. ♙d5! A very clinical finish to the game by
 Atlanta 33... ♗xd5 34. cxd5 h6 35. d6 ♜e3
 36. ♜c8+ White just has to do some mopping
 up after 36... ♗h7 37. ♗c2+ f5 38. ♜c7 ♜e8
 39. ♜xg7+ ♗xg7 40. ♙xg7 ♗xg7 41. ♗xf5
 1-0

NOVAG SUPER EXPERT C - SAITEK EXPERT TRAVEL

D42: Queen's Gambit Declined: Semi-Tarrasch: 5
 cxd5 Nxd5 6 e3 Nc6 7 Bd3

1. d4 c6 2. e4 d5 3. exd5 cxd5 4. c4 ♗f6 5. ♗c3
 e6 6. ♗f3 ♙e7 7. cxd5 ♗xd5 8. ♙d3 ♗c6
 9. 0-0 0-0 10. ♜e1 ♙f6 11. a3 ♜e8 Not in my
 opening book, but it has been played before,
 and 12. ♙e4 or 12. ♙c2 are good continua-
 tions 12. ♗xd5?! N ♗xd5 13. ♙e4 The best
 way to defend the isolated d/♗ 13... ♗d7
 14. ♙g5 ♙xg5 15. ♗xg5 h6 16. ♗f3 ♜d8
 17. ♗e5 ♗xe5 18. dxe5 ♗c7 19. ♗b3 ♙d7
 20. ♜ac1 White doesn't win a pawn with
 20. ♗xb7 ♗xb7 21. ♙xb7 as 21... ♜ab8
 22. ♙e4 ♜xb2 20... ♙c6 21. ♗e3 a5 22. ♜c3
 ♗d7 23. ♜d3 ♗c7 24. ♜c1 ♜xd3 25. ♙xd3 ♜c8
 26. ♙e4 ♗d7 27. ♙d3 ♜d8 28. ♜d1 ♗h8



The play has been excellent so far, but now
 the Novag, fearful of possible back rank mate
 threats, goes 29. h3? 29. f3 was fine, and the
 game is even. E.g. 29... ♗c7 30. ♙e2 ♜xd1+
 31. ♙xd1 29... ♗d5! 30. f3? Aaaargh. the
 double blunder we see so often in human-
 computer games, but this time it strikes a
 computer! White is still struggling even with
 30. ♗g3 ♗b3 31. ♜d2 ♜d7 (to put the rook
 under protection and maintain the pins)
 32. ♗e3 ♙b5 33. ♙xb5 ♗xe3 34. ♜xd7 ♗c1+
 and Black is looking good for the win
 30... ♗b3! 31. ♗e2 ♜d5? I am truly surprised



that the Saitek machine missed 31... ♙a4
 which secures the victory already, e.g.
 32. ♜d2 ♗d5 33. ♗f2 ♙b5! 32. ♗c2 The best
 response. Now Black still has the tactical
 advantage of the pin, but almost needs to
 start over again to get the win 32... ♗b6+
 33. ♗h1 ♗d4 34. ♙e2 ♗xe5 35. ♜xd5 exd5
 36. ♗d2 d4 37. ♙c4 ♗g8 38. ♙a2 b6 39. ♗c2
 ♗f6 40. ♙b1 ♗f8 41. ♗h7 ♗f4



FINAL TABLE GEBRUIKERS 19

Pos	COMPUTER	OPERATOR	OWNER	/6
1	MEPH ATLANTA	RIES VAN LEEUWEN	ROB VAN SON	4½
2	MEPH BERLIN PRO 68020	ROB VAN SON	ROB VAN SON	4
3	MEPH/SAITEK EXPERT	THEO HEUKELS	THEO HEUKELS	2
4	NOVAG SUPER EXPERT C	GERRIT HOOGEVEEN	GERRIT HOOGEVEEN	1½

Black is a pawn up so still has the better chances, but there hasn't really been any progress since the blunder at move 31 which threw the game back into the balance 42.b3?? 42.♖h8+ was White's best way to keep clawing its way back towards a draw: 42...♗e7 43.♖xg7 ♖c1+ 44.♗h2 ♖xb1 45.♖e5+ ♗d7 46.♖xd4+ ♗c7 47.♖f4+ ♗c8 48.♖xh6 ♗b7 49.♖f6+ 42...♖c1+! 43.♗h2 ♖xa3 44.♖h8+ ♗e7 45.♖xg7 ♖xb3? The portable again misses the clearcut win which was 45...♖d6+! 46.♗h1 d3! But it's going to get away with its mistake this time! 46.♖e5+?? No, this is bad. Correct was 46.♖xh6 ♖e6 (46...♗d7? 47.♗f5+=) 47.♖h4+ ♖f6 48.♖e1+ ♗d7 49.h4. In fact the Saitek Expert's advantages in this game have been such that, even when it's made a mistake, it is still winning... it's just making life harder for itself. Again here, Black just plays 49...a4 and still has a good chance of getting the full point 46...♖e6! 47.♖xd4 ♖d6+! 48.♖xd6+ ♗xd6 49.♗g3



49...a4! Here the Saitek is playing like an... expert. In fact it HAS done very well, with a totally won game despite missing 2 good strong tactical chances earlier 50.♗f4 a3 51.g3 It was worth trying to get back towards the a + b files with 51.♗e3 but 51...♗c5 52.♗d2 ♗d5! 53.♗c1 b5 makes sure that the Novag has little or no hope at all 51...♗d5 52.♗e3 ♗c5 53.h4 a2 The kamikaze way to win! Smartest was 53...b5 and the rest is a matter of technique 54.♗d2 b4 55.g4 ♗c4 56.g5 hxg5 57.hxg5 b3 and it's 0-1 54.♗xa2 ♗xa2 55.♗d3 ♗c4+ 56.♗e3 Again White should try to keep the king in touch with the passed b/♗ with 56.♗d2. Of course 56...b5 57.♗c3 b4+ 58.♗b2 ♗d4 still wins 56...b5! 57.g4 b4 58.♗d2 ♗d4 59.g5 h5 60.f4 ♗e4 60...b3 was m/9 61.f5 ♗xf5 After 62.♗e3 b3+- 0-1

There were only four of us, but we have had so much fun and enjoyed all the games very much! The Atlanta is really the Star computer, because it played very well with 30 minutes on the clock. The Berlin Pro won its game with Black against the Atlanta, but that game was won on time and certainly not on position!! Also the game between the Novag Super Expert C and the Atlanta (with Black) ended in a draw because of lack of time. If this wasn't the case, the Atlanta would have won all its games with the fantastic score of 6 out of 6!

It's funny that there were three cups, but this time there were only four participants, including the tournament winner...! So Gerrit Hoogeveen, who came fourth, won two bottles of wine, so he also was very satisfied with this prize.

Eric, I think it was a big success and I do hope that the *Selective Search* readers will enjoy the games too. Attached, you will find the pgn-file with all 12 games. In two separate mails, I will send you some nice photos which I took at the tournament and certainly will give the readers the impression that the gebruikers tournament is a very nice place to be and must be continued for many years!

Best regards, Rob



Rob, Gerrit, Ries and Theo

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

Thinker5.4c followed up its predecessor 5.4a's win in **Division 1**, coming just a $\frac{1}{2}$ point ahead of **Bright0.4a** and **Glaurung2.2**. Thinker has improved considerably in the last few months, some of the newer free engines are beginning to pass Toga and Fruit! Delfi and Spike were close behind, but Bugchess and Alfil were detached at the bottom and drop to division 2 for next time.

In **Division 2** Wildcat8 made its welcome return after promotion - and came mid-table, so stayed up! But the UK's **Colossus 2008b** by Martin Bryant came clear top, with Alaric getting the other promotion spot. The latter is yo-yoing between division 1 and 2 at the moment! SlowBlitz, Crafty, Wildcat and Frenzee were not that far behind, so the next division 2 event could be quite interesting!

From: **Chris Goulden**
 To: Eric Hallsworth
 <eric@elhchess.demon.co.uk>
 Subject: **Div 3 and ProAm Latest**

Hi Eric

Please find enclosed the Division 3 and 14th ProAm results, and the CBVs.

Our editor gets a good headline as **Hiarcs 12.1** wins the ProAm ahead of Rybka 232.

And in the football Alty (Altrincham) are not doing badly either, they are still mid table in the Blue Square Premier, along with Eric's two local clubs, Histon and Cambridge Utd. But Eric is also an Altrincham supporter to some degree as (many years ago dare I say!) he used to live in Sale, Cheshire, and often went to Alty matches when Manchester Utd were playing away. I gather from Eric that the legendary Charlie Mitten played for Alty one season, so that dates it all a bit!!

Now for the report before I get myself in trouble:



Chris Goulden

Firstly the ProAm Division this where I test commercial engines against the best of the amateurs, and to see if the amateurs have closed the gap.

Well Thinker and Glaurung have certainly done that over recent issues. The first shock here though was that **Rybka** had a bad day at the office and drew too many, and tied 2nd with **Thinker**. **Hiarcs** did better against the other engines so got the extra point. You will have seen that Thinker 5.4d is the latest available issue of Thinker but it appears to be slightly weaker than 5.4c which is why I am still using the earlier version.

PRO-AM

POS	ENGINE	/14
1	HIARCS 12.1	9½
2=	RYBKA 2.3.2 THINKER 5.4c	8½
4	GLAURUNG 2.2	8
5=	STOCKFISH 1.4/JA BRIGHT 0.4A	6
7	FRUIT 2.3.1	5½
8	TOGA 1.41SE/JA	4

From Division 3 a new version of Sloppy returns to the 2nd Division along with a newish engine that has become available

known as Cyrano. I don't think either of these two are strong enough to stay in Division 2, but we shall see how they get on. At the other end of the Division 3 table Ufim stayed up due to more wins, so Trace was relegated with Hermann. Division 3 in fact may be quite different in two issues time as I am in possession of some strong qualifying engines some of which look as though they are stronger than the bottom half of Division 3.

DIVISION 3

POS	ENGINE	/ 18
1	SLOPPY 0.22/JA	14
2	CYRANO 0.6B17	13
3=	PETIR 4.9999 PSEUDO 0.7c	10
5=	ARISTARCH 4.50 HAMSTERS 0.7.1	9
7	SOS 5.1	7½
8=	UFIM 8.02 TRACE 1.37A	6½
10	HERMANN 2.4	4½

Ufim stays up due to more wins... and that's all for the moment Eric. Hopefully I will have time to do the Division 3 bottom 4 and the four qualifiers before starting Division 1 & 2 again.

Cheers!..... Chris

Many thanks as always, Chris

LET'S GET A LITTLE CONTROVERSIAL!

It is endlessly interesting to see how the existing programs keep improving bit by bit, and then totally "new" ones come along and... they're already strong! Of course it's the availability of free source code from engines such as Fruit a couple of years ago that has enabled many would-be programmers to get started.

This causes plenty of controversy, as some engines seem not to be the result of someone getting started from scratch and using another engine's code for "a bit of help", but rather they are a version of Fruit, or one of the others, with the new "programmer" making only a few changes or additions to that program. Chris has referred to this issue in his reports.

The Stockfish program is based largely on Glaurung, but here the programming teams have announced that

they are collaborating, to get the best from both, so that's fair enough.

It is also known that Toga is based on Fruit, and that fact has always been clearly acknowledged by its author - or should we say editor! - and Toga has now been largely accepted by everyone as quite a lot of new work has been put into it in the last 12 months. But lately there are the various Cyclone engines which are Fruit/Toga clones, and folk are not quite so happy with this most recent development of code use/abuse.

What do readers think?

Where, say, Vas Rajlich and Stefan Meyer-Kahlen chat together about their engines during a tournament, and share thoughts on coding methods and maybe how to improve the engines, inevitably they are likely to try out each other's ideas - let's see if I can make that work for me! I know that they have opposing ideas on how some things are best tackled, and I'm sure they don't tell each other everything about their methods anyway, but I'm certain they try to make use of their discussions to gain some advantage - of course they must!

And of course Fabien Letouzey deliberately and knowingly published the Fruit code when it was already a strong engine, so of course people have borrowed his ideas... in part or in full! Is this right or wrong?!

When Henry Ford built the first motor car, was it wrong that other manufacturers copied his ideas of a metal body on top of 4 wheels driven along by an engine. Life would be very different if there were only Fords, and no Vauxhalls, Rovers, Rolls Royce, Renault, Skoda, Honda, BMW, Peugeot or Alfa Romeo etc. Even today as soon as a manufacturer brings a new model out, having tried pre-launch to keep it carefully hidden under wraps, the other manufacturers check out the new design, changed features and extra gadgets, and decide what they want to use, or otherwise. That's how everything improves, it's progress, and those who don't move forward die out, as some have.

Now the way I've written that, you'll all think I'm in favour of cloning - that it is progress more by using, rather than stealing, other people's work. Which is it?! What do you think about it! The issue is of particular significance at the moment because of a new engine called RobboLito... is it a Rybka clone as many claim, or an independent engine as the programmers (of course) claim. Right now it is only a single processor engine, but even in SP mode it beats Rybka3 in MP 2-core mode on my laptop. So if it's a clone it seems it's better than Rybka3, and if it's not a clone... well, I don't know.

As they often say... "watch this space"! - Eric

POCKET FRITZ 4 (WITH THE HIARCS 13-BETA ENGINE) WINS THE 2009 MERCOSUR CUP!

We are covering some major and exciting tournaments in this issue, with plenty of great chess, as well as looking at a couple of new engines... but **Pocket Fritz 4's** appearance at the 2009 Mercosur Cup in Argentina is my choice to get the magazine's pride of place.

This might surprise readers, and you can be assured that I love anything to do with the dedicated machines and the contributions made by Rov van Son and others! These have the "advantage" playing nearer my own level of chess and that means that their games are also easier for me to analyse!

Equally I never cease to be amazed by the ever improving standard of chess coming from the PC engines on the incredible hardware now available not just to them but, apart from the cluster set-ups, also increasingly to us, with off-the-shelf dual and quad PCs enabling a whole host of engines to produce 2800+ Elo performances. So good are they that the "Top GM v PC Engine" match scenario has almost ceased to exist, the players themselves now use the engines to prepare their openings and practice against... but to play against them in public... well, they'd rather not!

Yet the thing I love to see most of all is an equal battle of the Human Mind against a Chess Engine, and this still happens where lower/medium strength Club players meet Dedicated machines, and when **Pocket Fritz** and **Palm Hiarcs** and others are against even top players! Here is where the strong GMs and IMs are still willing to make an appearance and still have a chance, and the result is that we get some terrific chess and see how human ingenuity tries to out-think and out-play the computer.

If you read *SelSearch 144* from front to back of course you will already know that Pocket Fritz 4 scored 9½/10 for an amazing 2938 Elo grade... how can that be called a 'close, equal' battle?!

I urge you to play through the games! I have included all 10 Pocket Fritz games with quite deep comments and notes. In many of the games it is clear that the IMs/GMs have

thought about the best openings to use against the computer this year and, as a result, have created some good opportunities for themselves, maintaining an equal position well into the middle game, or even obtaining an advantage. Then comes the hardest part of the struggle, finding the best moves in the fight for the draw, or even maybe a win! And on the other side of the board the combative Fritz/Hiarcs program constantly seeks to muddy the waters, taking risks to create complications, testing the human's concentration to the uttermost.

This is exciting cut-and-thrust chess - enjoy these games! I have done the best I can to try and draw out the possibilities and pitfalls for both sides during the games, especially at critical moments where I try to discuss the decisive choices that are available. If you find mistakes or see things I've missed, please write in! It is in pushing our thinking to try and understand what could have or did happen at decisive game moments, in chess that is played at a level that isn't too much out of our depth, that gives us a better chance to improve our own chess ability!

POCKET FRITZ 4 - OBREGON, ANDRES (2405)

Round 1. D07: Queen's Gambit: Chigorin Defence

By sacrificing 3 pawns Obregon will get a big central piece attack but without ever managing to make PF4 look too uncomfortable. Then the computer starts a fightback

1.♘f3 d5 2.d4 ♘c6 3.c4 ♗g4 4.♘c3 e6 5.cxd5 exd5 6.♗f4 ♘f6 7.e3 ♗d6

The bishop can go here, to e7 or to b4

8.♗g5 ♗e7N

8...♘e7?! has been played, which doesn't look so good as, after 9.♗xf6, the queen can no longer make the recapture, so 9...gxf6 10.♗e2±. But 8...♗e6 protecting the d/♗ would have been fine

9.♗xf6 ♗xf6 10.♖b3 ♗xf3 11.gxf3 ♘e7 12.♗xb7 0-0 13.♗d3 ♖d6 14.♖b3 ♗ab8 15.♖c2 c5 16.♘b5 ♖d7



17. ♖xc5

Not 17. dxc5? ♖xb5! 18. c6 ♖c7 19. ♗xb5 ♖a5+ 20. ♔f1 ♖xb5+ 21. ♔g2 d4! 22. ♖hd1 ♗xc6+

17... a6 18. ♗c3 ♖fc8

18... ♖xb2 19. 0-0 ♗h4 was an alternative, it was safe to take the pawn

19. ♖a3 ♗c6

Sacrificing a third (!) pawn for an attack

20. ♗xa6 ♖e8!



21. ♗b5 ♗xd4 22. ♖a4?!

This isn't altogether bad – the note at move 23 shows that White can still draw – but Obregon finds the correct reply and certainly has some initiative.

22. ♖g1 ♖e6 23. 0-0-0 ♗xc3 24. ♖xc3 was White's best line, and the game is probably equal – there would be a series of exchanges if Black played 24... ♗e5 but it's about level

22... ♖f5! 23. f4

23. ♗xc6 ♖xf3 24. ♗xd5 ♗xc3+ 25. bxc3 ♖xe3+ 26. fxe3 ♖xe3+ 27. ♔f1 draws

23... ♗xc3+?!

Black would have had a slight advantage after 23... ♗xe3!? 24. fxe3 ♖xe3+ 25. ♔d2 d4! Now best is 26. ♖ae1 ♖xf4 27. ♗d5 ♖f2+ 28. ♔d1

24. bxc3 ♖f6 25. 0-0 ♖e6?!

Better was 25... ♖e4 26. ♖a6 ♖e6 27. ♗xc6 ♖g6+

28. ♔h1 ♖xc6±

26. ♔h1 ♗e7

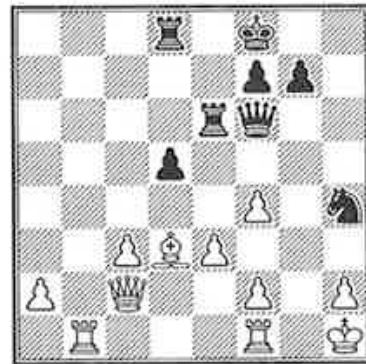
This is Obregon's third successive inaccuracy – they are small ones, but they add up!

With 26... ♖h4 27. ♖g1 (27. f5?! ♖e4±) 27... ♗e7 the damage is minimised, but 28. ♖g2± is still good for White

27. ♖ab1!

PF4 still has its 2 pawn advantage and is beginning to make some counter threats of its own

27... ♖d8 28. ♖c2 ♗f5 29. ♗d3 ♗h4 30. ♗xh7+ ♔f8 31. ♗d3



31... ♗f3?

Probably at move 29 this knight should have gone to h6 (defensive duties) rather than h4. Now Obregon expects too much of it too soon!

31... ♖c6 32. ♖b3 d4 33. c4 (33. exd4?? ♗f3!-+)

33... ♗f3 34. ♖d1 ♗xh2 35. ♔xh2 ♖h4+ 36. ♔g2

dxe3 37. ♖f3 ♖xd3 is definitely better, though White remains a pawn ahead, though with quite a bit still to do to make sure of the win

32. ♖d1! ♖xc3??

Panic seems to have set in, unless Obregon was hoping Pocket Fritz might be over materialistic and take the knight.

32... ♗h4 was the only chance, and after 33. ♖g4 ♖c6, though White should still win

33. ♖b3

After 33... ♖f6 then 34. ♖xf3 is fine and it's 1-0.

But note that if PF4 had taken the ♗ immediately with 33. ♖xf3? then Black has 33... ♖xd3 and his chances of drawing are back. But few if any programs today would fall for that. 1-0

VALERGA, DIEGO (2507) - POCKET FRITZ 4

Round 2. B13: Caro-Kann: Exchange Variation and Panov-Botvinnik Attack

It is Pocket Fritz which goes into a Caro-Kann, which can always be a bit drawish, and Valerga is certainly happy with it as he plays theory moves until finally the computer chooses something new at move 20. A draw seems certain but Valerga goes wrong and we show that maybe PF4 could have won. A chance for our endgame experts to do some analytical work?!

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 ♘f6 5.♗c3 ♗c6
6.♗f3 ♙g4 7.cxd5 ♗xd5 8.♖b3 ♙xf3 9.gxf3 e6
10.♗xb7 ♗xd4 11.♙b5+ ♗xb5 12.♗c6+ ♔e7
13.♗xb5 ♖d7 14.♗xd5+ ♗xd5 15.♗xd5 exd5
16.♙e3 ♔e6 17.0-0-0 ♙b4 18.♖d3



We're still in theory and 2 moves are played here... the one chosen by Hiarcs is one of them, and 18...♖hc8+ 19.♔b1 ♙c5 is the other, which occurred in a drawn Michael Adams – Rustam Ponomarev game in 2005

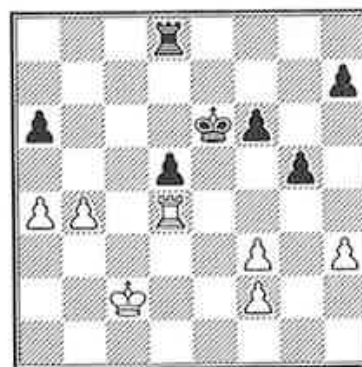
18...♖hd8 19.♔b1 ♖d7 20.♖c1 ♖ad8N

The game already has draw written all over it. That's what also happened when Schwalfenberg played 20...♖b8 against Pal Benko in 1995, and Velicka tried 20...a5 against Vysochin in 2000. The Hiarcs choice is as good as either of them, but we're still in draw territory without a doubt

21.♖c6+ ♖d6 22.♖xd6+ ♙xd6

22...♔xd6? would be a mistake and give White a bit of a chance with 23.♙xa7 ♙c5 24.♙xc5+ ♔xc5 25.♖c3+±

23.h3 a6 24.♙d4 f6 25.♔c2 ♙e5 26.b4 g5 27.a4 ♙xd4 28.♖xd4



Most computers have been giving Black an edge for the past few moves, and continue to do so until near the end of the game, but White should always be able to draw this easily enough

28...♖c8+ 29.♔d2 ♔e5 30.♖d3 ♖b8 31.♔c3 h5
32.f4+ gxf4 33.f3 ♖e8 34.h4 ♖e7

A clear sign that Pocket Fritz isn't going to find a way to win – and there isn't one unless White blunders!

35.b5 axb5 36.a5?

And White makes a slightly surprising mistake!

Correct was 36.axb5 ♔d6 37.♖d4=

36...♔d6 37.♔b4 f5?!

We must admit that it's not so easy to find but it seems here that PF4 had the chance to try 37...♖e3! which gives good winning chances: 38.♖d2 (not of course 38.♖xe3?? fxe3 0-1) 38...♖xf3 39.a6 (Better than 39.♔xb5?! ♖g3 40.♖f2 ♔e5 41.a6 ♖a3-+) 39...♖g3 40.♖a2 (Not 40.a7 ♖g8 41.♔xb5 as White would really have some problems after 41...♔e5!) 40...♖g8 41.♖e2! f3 42.♖f2 ♔c6+ and indeed Black does have some winning chances. It might go 43.♖xf3 ♖g4+ 44.♔b3 ♖xh4 45.♖xf6+ ♔c5 46.a7 ♖b4+ 47.♔c2 ♖a4. Can Black win? I'm not sure, and the computer evaluations have become a bit static,

around Black +170 on average.

Anyway, back to the game which is now a certain draw...

38.♖d1 ♜a7 ½-½

I expect the other players were very encouraged to see one of their own get a draw!

POCKET FRITZ 4 - REAL DE AZUA, ERNESTO (2453)

Round 3. D17: Slav Defence: 5 a4 Bf5: Lines with 6 Nh4 and 6 Ne5

PF4 does well to play theory moves after dropping out of its book with Real de Azua apparently in a line he knows well. A complicated middle game soon develops which suits the computer

1.d4 d5 2.c4 c6 3.♘f3 ♘f6 4.♘c3 dxc4 5.a4 ♙f5 6.♘e5 e6 7.f3 c5 8.e4 ♙g6 9.d5 exd5 10.exd6 ♙d6 11.♘xc4 0-0 12.♙e2 ♜e8

12...♘a6 13.0-0 ♘b4 is the main line here, but the move played is not unknown. However it is rare enough to put PF4 out of book!

13.0-0 ♘a6 14.♙g5 ♘b4 15.♞c1 a6 16.♙xf6N

The out-of-Book PF4 has stayed in theory, and would have continued that way if it had played 16.♘h1 as in Kasimdzhanov-Kemer, 2007, won in 47 moves by White

16...♞xf6 17.♘e4 ♙xe4 18.fxe4 ♞h6 19.♙h5 ♙xe4 20.♘xd6 ♞xd6



The game is evenly balanced but there's enough material and play on the board to make a result more than possible. I wonder if PF4 was tempted now by either 21.♞xf7 or ♙xf7?! One of those is wrong, the other is okay... but the computer plays something else altogether and soon appears to have knocked its opponent off his stride

21.♞f3!

Not 21.♞xf7? g6 22.♞f3 ♜h4 23.♙g4 ♞xh2+ 24.♘f2 ♘d3+ 25.♞xd3 ♘xf7-+

But 21.♙xf7+ ♘h8 22.♞f3 is fine after 22...♞d4

23.♞ce1=

21...♞e7?!

Black believes he now has to defend against a capture on f7.

However 21...f5 seems okay: 22.♞xf5 ♜e5 23.♞f7+ ♘h8 24.♞ce1=

In fact 21...♞e5 22.♙xf7+ ♘h8 23.♞c3 b6 looks to be about equal as well

As it happens PF4 ignores the fact that Black has 'secured' f7 and makes the capture anyway!

22.♙xf7+ ♘h8 23.♞c4! ♞f8 24.♞f4 ♞e5

Real de Azua seems happy to maintain the complications associated with the tactics, but I'd have preferred to at least take away the back rank issue with 24...h6. Of course 25.♙g6 leaves the king still under some pressure, but 25...♞g8 26.♙e4 ♞e5 seems to be holding

25.a5

Here 25.♞c3!? ♞xc3 26.bxc3 appears to favour White, but presumably DF4's a5 move is to stop Black playing b6 after, say, the computer attacks the c5/♘ with ♞c4. Whatever the idea it provokes a mistake from Black!

25...g6??

A disaster, the wrong pawn. 25...h6 was mentioned earlier and is still the best way to remove back rank worries. If now 26.♙g6 ♞g8 27.♞e4 ♞d6 White has the better and more dangerous piece potential, but Black is still in the game

26.♞e4

Black resigned immediately. You'll notice that White played ♞e4 in my h6 line above, and Black just responded ♞d6 and wasn't in any immediate danger. The big difference after g6 is that it has opened the diagonal a1-h8!

So let's see what happens in the two possibilities here that Black could have tried:

Of course not 26...♞d6?? 27.♞xe7 ♞xe7 28.♞c3+ ♞e5 29.♞xe5#.

26...♞exf7 is the best try, but 27.♞xe5 ♞xf3 28.♞xf3 leaves White with ♞ for ♘, and that together with the passed d5/♘ is more than enough to win. Perhaps if Black had seen this defence he might have played on for a few more moves, but it is pretty depressing to see a good position, and with time on the clock, disappear in just a few moves. 1-0

SLIPAK, SERGIO (2469) - POCKET FRITZ 4

Round 4. C47: Scotch Four Knights and Four Knights with 4 g3

Slipak is a regular at the Mercosur, and always a difficult man to play against. This year he gets a useful pawn centre and space advantage from the opening against PF4, but seems to miss a couple of chance to improve on it as the computer once more creates difficulties with its clever play.

1.e4 e5 2.♘f3 ♘c6 3.♘c3 ♘f6 4.g3 d6 5.♙g2 ♙e7 6.d4 exd4 7.♘xd4 0-0 8.h3

8.♘xc6 bxc6 9.0-0 has been played, and the immediate 8.0-0 would also be alright... and so is Slipak's choice which I find also appears in the new Fritz12 book!

8...♘a5N

8...♘xd4 9.♙xd4 c6 is the F12 book line and probably slightly better than the PF4 choice

9.0-0 ♙d7 10.b3 a6 11.♙b2 ♖b8 12.♙d2 ♘c6 13.♘de2

Black has a rather cramped position which Slipak could have been better emphasised with 13.♘f5!

13...♘e5 14.f4 ♘g6 15.♖ad1 ♗e8 16.g4



White's pawn army certainly looks threatening

16...h6 17.♘g3

17.e5!? looks good: 17...dxe5 (17...♘h7 18.♘d5 ♙h4 19.♘e3±) and now 18.g5! would put Slipak on the attack and lead to some interesting complications 18...♙c5+! 19.♔h1 ♙e3! 20.♙xe3 exf4 21.♙f2 hxg5 22.♘d5±

17...♘h4 18.♙h1

18.e5 here was again better than the move chosen: 18...♘xg4 19.hxg4 ♙xg4 20.♘ce2 with a material advantage ♘ for 2♙

18...c6 19.♘f5?

Bringing the other knight over to the kingside with 19.♘ce2 looks promising. Then 19...♙b6+ (or 19...b5!? 20.♙xf6 ♙xf6 21.e5!±) 20.♙d4 ♙c7



21.c4± is good for White

And so is 19.e5 yet again! 19...dxe5 20.fxe5 ♙c7! 21.♘ce4! and still White has the edge in this

19...♘xf5

Black had two ways to capture the knight, but 19...♙xf5 wouldn't give Black anything after 20.exf5 d5 21.♙f2. Now however Black is beginning to turn the tables!

20.gxf5

The other recapture 20.exf5?! would not have been good after 20...d5! 21.♘e2 ♙c5+ 22.♙d4 ♙xd4+ 23.♘xd4 ♙c7±

20...d5



21.e5?

After this PF4 is definitely winning. If instead 21.exd5 ♙c5+ 22.♔h2 ♘g4+! 23.♔g3 (not 23.hxg4?? as 23...♙h4+ 24.♔g2 ♙xg4+ 25.♔h2 ♙h5+ 26.♔g2 ♖e3! which is 0-1) 23...♘e3!±

The other possibility was 21.♔h2 getting away from the check, and on relection this was probably best. Then if 21...♙c5 22.♙g2=

21...♙c5+! 22.♔g2 ♙xf5!

Sacrificing the knight on f6

23.exf6

Slipak had to play this, but there's one problem with it...

23...♙e3! 24.♖e1 ♗xf6

Some engines also like 24...d4!? first, then after 25.♘e2 ♗xf6

25.♘d5 ♗g6+!

No doubt Slipak was hoping for a pawn grab 25...♗xb2? but the Fritz/Hiarcs engine would see 26.♘xe3 ♙g6 27.♗g3+-

26.♗g3 ♙e4+

26...cxd5!? 27.♗xg6 ♙xg6+ was also possible, leaving Black a pawn ahead

27.♘h2 ♗xg3+ 28.♘g3 cxd5 29.♙xe4 dxe4 30.♗fe1 ♙c5 31.♞d7



So Black is a pawn up, and a passed pawn at that, but with the bishops being the same colour, and the GM has a rook on the 7th, it will need good play to apply some pressure and get Slipak to slip up (!) if PF4 is to win

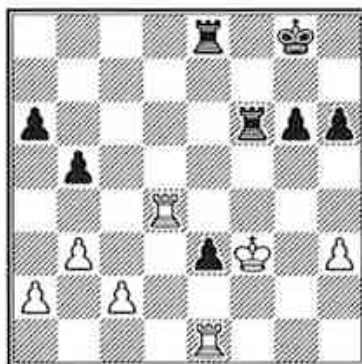
31...b5 32.f5 ♞b6 33.♘f4 e3 34.♙d4

34.♘f3 ♞c6 35.♞e2+ was the other way to defend the position

34...♙d4 35.♞xd4 g5+ 36.fxg6 fxg6 37.♘f3

37.♞e2 was better, and if 37...♞f6+ 38.♘g3

37...♞f6+



38.♞f4?

Although Slipak was no doubt glad to reduce the tactical possibilities with this, I believe really that White should try to keep the rooks on the board with being a pawn down, and for defending against the advanced passed pawn especially. But you look at the little handheld machine and know there are no endgame tablebases in there, and just wonder I suppose if the computer has the technique!?

Anyway objectively I think 38.♘g3 was correct, and if 38...e2 39.♘g2 ♞e5 40.♞d3. One would need to take the analysis on for quite a few more moves to know for certain, but White might be just able to hold this

38...♞xf4+

The computer plays the right response instantly, and now has very good winning chances

39.♘xf4 b4 40.♞xe3 g5+! 41.♘f3 ♞xe3+!

42.♘xe3

...and Black has a won game and knows how to play it, which Slipak soon recognises!

42...♘f7 43.♘d3 h5

The end might have been 44.♘e3 h4 45.♘f2 ♘f6 46.♘e3 g4! 47.hxg4 ♘g5 48.♘f2 ♘xg4 49.♘g2 h3+ 50.♘h2 a5 51.♘g1 ♘g3. 0-1

POCKET FRITZ 4 - RODRIGUEZ, ANDRES (2522)

Round 5. A44: Semi-Benoni

With PF4 on 3½/4 and Rodriguez on 3, this was an eagerly awaited and important game! In fact Rodriguez gets PF4 out of book very quickly and has an early advantage, but the computer plays soundly, avoids one or two pitfalls it might easily have fallen into, obtains the 2 bishops and, when there are critical exchange decisions to be made, it is PF4 that gets them all right!

1.d4 c5 2.d5 e5 3.e4 d6 4.c4 ♘e7 5.♗b3N

Rodriguez's ♘e7 put PF4 out of book, just what the GM wanted!... and it plays an altogether new move to theory.

Reasonably well known lines are 5.♙d3 ♘g6 6.g3 (6.♘e2 ♙e7 7.0-0 or 7.♘bc3) 6...♙e7 7.h4 0-0 8.♘c3; or 5.♙e2 ♘g6 6.♙g4 (6.g3 ♘d7 7.♘c3) 6...♘d7 7.♘c3; or 5.♘c3 ♘g6 6.g3 ♙e7 7.h4

5...♘g6 6.♘f3 ♙e7 7.♘c3 0-0 8.♙d3 ♘a6 9.0-0 b6 10.h3 h6 11.♙c2 ♘c7 12.♘e2 ♙d7 13.♙d2?!

13.a4 was best to stop Black getting play on the queenside. Rodriguez spots the mistake...

13...b5! 14.cxb5 ♘xb5 15.♗d3 ♞b8 16.b4! ♘d4



The first of many decision-making moments on 'which exchange' to make!

17. ♖exd4!

17. ♖fxd4? would be the wrong knight because after 17...exd4! Black threatens 18...♗b5 and the knight which got left on e2 is unprotected. So 18. ♖a3 is needed, but then ♗b5 19. ♗d3 c4! with a clear advantage

17...exd4

17...cxd4!? 18. ♖a3 f5 was also possible, perhaps in fact this gives Black a slight initiative and advantage, so maybe the GM's first exchange decision is ever so slightly second best?!

18.a4

18.bxc5 dxc5 was also playable if followed up with 19. ♖fb1 ♖xb1+ 20. ♖xb1, and White's pieces are more active

18...cxb4 19. ♖xd4

Here 19. ♖xd4? would be a mistake as it allows 19...b3!

19...♗e5 20. ♖g3 ♗h4 21. ♖b3 ♗f6 22. ♗e6 ♗xe6

Black doesn't win ♗ for ♗ at all with 22...fxe6?! 23.dxe6 as now he can't play 23...♗c8? because of 24.e7+ winning. The game remains very tense and evenly balanced, both sides have chances.

23.dxe6



23...♗c6?!

Rodriguez introduces an interesting little complication, but this sort of thing suits computers as a rule and Black might have to tread carefully.

23...fxe6 was simpler, then 24. ♖xe6+ (but not 24. ♗xb4? as 24... ♖c8 25. ♖ac1 ♗g5! and White can't get out of both pins without losing the exchange) 24...♗h8 25. ♖ac1 ♖c8=

Pocket Fritz seizes its chance...

24.e5! dxe5?!

Or 24...♗xe5, which looks better: 25.exf7+ ♖xf7 and at this point 26. ♗g6 looks very dangerous. However Black has 26... ♖f6 and after the ensuing exchanges White's advantage would not be too great

25.exf7+ ♗h8

The other possibility was 25...♖xf7 but now 26. ♗g6! ♖d7 27. ♖ac1! and after 27...♗d4! 28. ♗xf7+! ♖xf7 29. ♖xf7+ ♗xf7 30. ♖c7+.

White's material advantage gives the computer good winning chances

26. ♗e3 ♗a5 27. ♖e6 ♖c8

Black brings the complications to an end, but leaves White with the powerful pawn on f7 which can be supported by ♗g6 as we see, leaving Black's king completely imprisoned

28. ♖xc8 ♖bxc8 29. ♗g6



29...b3

An exciting choice, though 29...♗c4!? 30. ♗xa7 b3 was perhaps a more precise move order, except that it immediately gets complicated again with 31. ♖ac1 e4! 32.a5!±

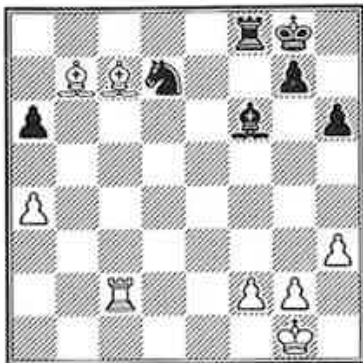
30. ♖ab1

This is better than risking 30. ♗xa7?! which gives Black the chance of 30...b2! 31. ♖ab1 and now 31...♗c4 followed by ♖c7 very nearly equalises

30...e4?!

This is rather radical and unfortunately makes White's task easier.

30...♖c4 31.♖xb3 ♗xe3 32.♖xe3 ♖c6 looks a decent try, but now it seems that 33.g3! threatening f4 would leave Black with a lot of problems
 30...♗e7 was perhaps the best chance: 31.♖fd1 a6 32.♖d5 ♗c4 33.♖d7 ♗xe3 34.fxex3 ♗c5 35.♖xb3 ♖c6! 36.♗e4 ♖f6! is a very interesting line, but White can hang on to the ♖/f7 with 37.♖c7 ♗b6 38.♖b7 ♗d8 39.♗d5. Next I anticipate White would start to push the kingside pawns forward, but whether it's enough to win, I honestly don't know. Perhaps it is, the computer evaluations are still moving upward even though only slowly
 Finally not 30...♗g5? when 31.♗xg5 hxg5 32.♖fe1 ♖c5 33.♖e4 ♗b7 34.♖g4 should be heading for 1-0
 31.♖fc1! ♖xc1+ 32.♗xc1 ♗e7 33.♗e3 a6 34.♗b6 ♗c4 35.♖xb3 ♗e5 36.♗xe4 ♗xf7 37.♖c3 37.a5!?
 37...♗f6 38.♖c6 ♗e5 39.♖c2 39.♖e6!?
 39...♗g8 40.♗b7 ♗d7 41.♗c7



41...♖e8?!

We were already closing in a little on resignation time, but 41...♗e5 would have delayed it slightly: 42.♗xe5 ♗xe5 43.♗xa6 ♖a8. It's still not enough as 44.♖c8+ ♖xc8 45.♗xc8 ♗c6 46.♗h2+-
 42.♗xa6 ♖e1+ 43.♗h2 ♖a1 44.a5 ♗e5+ 45.♗xe5 ♗xe5 46.♖c5
 46...♗g6 47.♗c4+ ♗f8 48.a6 etc. 1-0

CORI JORGE (2424) - POCKET FRITZ 4

Round 6. C00: French: Unusual White 2nd moves
 Having played a Caro-Kann earlier, this time PF4 volunteered a French! How to win the harder way... especially after Cori plays the unusual 2.Nc3 and 3.g3 which put PF4 right out of book already! This is a terrific game and the computer is very close to losing at one point, but just stays

in the game by constantly looking for complications. Finally it turns the tables after a few inaccuracies by its young opponent, and then a beautiful find at move 56 suddenly gives PF4 a chance to win!

1.e4 e6 2.♗c3?! d5 3.g3 d4?!

3...♗f6 and 3...dxe4 are better known

4.♗ce2 ♗c6 5.d3 ♗f6 6.♗g2 e5 7.h3N

Despite the unusual line we've still managed to follow a game in my database to here, played between Toll and Engelen, with the former trying 7.f4 but losing

7...♗d7 8.f4 exf4 9.gxf4 ♗c5 10.♗f3 ♖e7 11.♗g3 0-0-0 12.0-0 h5!

Immediately attacking the newly castled king
 13.♖e1 g6 14.a3 ♗b6 15.♗d2 h4 16.♗f1 ♗b8 17.♗h2 ♗h5 18.♖e2 a6 19.♖f2 ♖df8 20.♖ad1 ♗g7 21.♖a1



21...♖h5?!

21...♗e6 looks more natural to me, and Black's chances then look much the better. Even now White has a very cramped position – the ♗/f1 can't move at all – so Cori takes steps to free it
22.♗h1 f6 23.♗1h2 g5?!

This allows White to relieve the tension

24.f5! ♖d6 25.♗g4! ♖hh8 26.b4 ♗h5 27.♗g1 ♗a8 28.♖eb1!

Without apparently doing anything seriously wrong it seems that Black has allowed its position to become somewhat negative, and instead, from nowhere, White has created a bit of an attack
28...♖g3 29.♗e1

29.♖xg3!?! hxg3 30.a4 looks to slightly favour White here while the moved played keeps it =
29...♗b8 30.a4! ♗f4 31.♗f1 ♗e8?!

Because the exchange ♖xg3 hxg3 is probably better for White here, the computer ought to play 31...♗h5 so as to retake with the knight. As it

happens, however, Cori doesn't seem to be interested in the queen exchange in this way, he has another idea!

32.♖d2!

So Cori doesn't exchange on g3 either now, because this is even better!

32...♗xg2+ 33.♗xg2 ♘xg2 34.♙xg2 ♘d8 35.♗f2 ♗h5 36.♘d4?!

It was possibly better to take the pawn with the bishop 36.♗xd4 and after 36...♗xd4 37.♘xd4 ♗xg4 38.hxg4. White still has the advantage with the move played, but would have been the pawn up with his pawns having mobility and prospects

36...♗xg4 37.hxg4 h3+

Is this the best time for PF4 to try and use its passed pawn? Perhaps it's a bit soon. I'd have preferred something like ♗c8 which improves the king's position and removes it from the rook's line of fire, or ♗a7 which frees Black's b/♗

38.♙g3 ♖h4?

Rather optimistic. On the other hand 38...♖h6 would have been a decent idea, threatening to double rooks behind the passed h/♗ and push it to h2, and at the same time leaving the rook where it also keeps an eye on its backward f/♗. But White is still ahead after 39.♘f3 ♗xf2+ 40.♙xf2+—

39.c4?



A bit of relief for the computer, this looks much better than it really is!

39.♖h1! was strong: 39...♘f7 40.♘f3 ♗xf2+ (40...♖h6? 41.♗xb6 cxb6 42.♖xh3 ♖xh3+ 43.♙xh3 and White should definitely win)

41.♙xf2 ♖xg4 42.♖xh3. This is clearly good for White and presents definite winning chances

39...♗xd4! 40.♗xd4 ♖f7?!

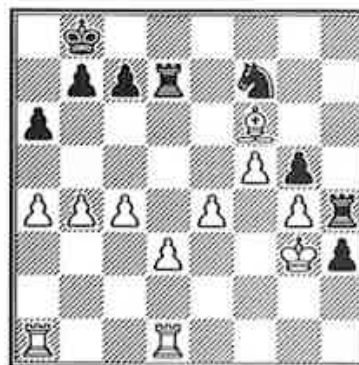
The computer falls short, this is not best and lets White take the initiative all over again.

With 40...♘c6! Black closes in on a draw after 41.♗b2 ♘xb4 42.♗xf6 ♖xf6 43.♖xb4 h2



(43...♖fh6 44.♙h2 ♖xg4 45.♖b2±) 44.♙g2 ♖xg4+ 45.♙h1 ♘c8 with drawing chances if Black plays carefully

41.♗c3! ♖d7 42.♖d1 ♘f7 43.♗xf6



The pawns on the d–e–f files now look sure to win

43...♘h6 44.e5??

A big shame for Cori, no doubt he completely missed Black's equalising reply... PF4 doesn't!

With the careful 44.♖d2 ♖f7 45.♗e5 ♖e7 46.♗b2 ♘xg4 47.f6 ♖e8 (47...♖f7? 48.e5! wins) 48.♖h1 h2 and then 49.♖dd1, intending to push the f/♗ next move, White has a very good chance of winning.

For the second time the computer saves itself by finding the very best move after a Cori mistake!

44...♖d4!

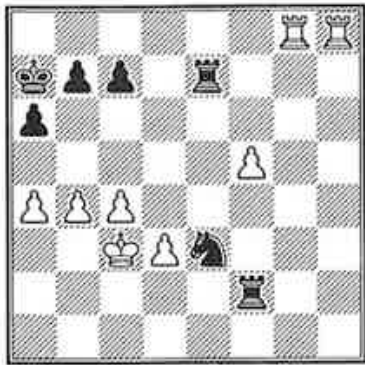
Threatening both ♘xg4 followed by h2, and ♖dxg4+

45.e6?

A strong pawn, but it just won't be enough to win now

Cori has to readjust and grab the draw, for which the best defence was 45.♙h2, and then 45...♘xg4+ 46.♙h1 ♘f2+ 47.♙h2, and now

Black in fact takes the draw with 47...♖g4+
45...♗dxg4+-+ 46.♔f3 ♖f4+ 47.♔e2 ♖g4 48.♗g1
 48.♗xg5?? ♖f2+ is m/3
48...♖xf6
 48...♖f2+ should also win: 49.♔e1 h2 50.♖h1
 ♗xf5 51.♗g7 ♖h3
49.♖xg5 ♖g4
 Or 49...h2! 50.♖h1 ♖h3
50.♖b1 ♖h8 51.e7 ♖e8
 51...h2!?
52.♖xh3 ♖xe7+ 53.♔d2 ♖f2+ 54.♔c3 ♖e3
55.♖g8+ ♔a7 56.♖hh8



A great counterattack and fightback by Cori! So often when a human loses the advantage and falls behind, they make more mistakes. But Cori has bucked that trend and only fails with this effort because Pocket Fritz now manages to cleverly find the only winning move!

56...♖d1+!
 Not 56...♖xf5? 57.a5! b5 58.♖a8+ ♔b7 59.♖hb8+ ♔c6 60.♖xa6+ ♔d7 61.♖xb5 and White gets the draw
57.♔b3 ♖b2+!
 Though 57...♖d7?! initially looks best, in fact 58.♖a8+! ♔b6 59.a5+ ♔c6 60.♖h6+ ♖d6 61.♖xd6+ cxd6 (61...♔xd6 62.♖d8+ ♔c6 63.d4=) 62.♖c8+ ♔d7 63.♖f8. Now Black wins a pawn with 63...♖b2+ 64.♔a3 ♖d2 but White can make life difficult with 65.♔b3! and then 65...♖xd3+ 66.♔c2 ♖d4 67.b5, and amazingly a draw looks the most likely outcome
58.♔a3 ♖c2
 Black now threatens mate: ♖c3+ ♔a2 ♖e2+ ♔b1 ♖b2+ ♔a1 ♖a3#
59.♖a8+
 Only move
59...♔b6 60.♖ae8?
 Here 60.a5+ was the only chance: 60...♔c6

61.♖h6+ ♔d7 62.b5! axb5 63.cxb5 ♖d2 64.♖h4 ♖xd3+ 65.♔b4 and maybe White might even now have scrambled a draw
60...♖xe8 61.♖xe8 ♖c3+ 62.♔a2 ♖xd3 63.♖e6+
 Even 63.a5+ wouldn't do any good now, as 63...♔c6 64.♖g8 ♖f3 65.♖g6+ ♔d7 66.♖g7+ ♔d6 67.♖g6+ ♔e5 68.♖g7 ♖c3+ 69.♔b2 ♖a4+ 70.♔b1 ♖b3+ 0-1
63...♔a7 64.a5
 64.♔b1 ♖e3-+
64...♖e3 65.b5
 If 65.c5 ♖d5 66.♔b2 ♖xb4 wins
65...axb5 66.cxb5 ♖xf5 67.b6+ cxb6 0-1

Of course if we want to judge by a standard of optimal chess, there were mistakes by both sides in this game, but it was very exciting, and extremely interesting watching how both players needed to think about what they were playing for and adjust as the game situation kept changing!

POCKET FRITZ 4 - OLIVEIRA, SILVIO (2357)

Round 7. Sicilian: 2...d6 3.d4 cxd4 4.Nxd4, Unusual Lines

This is another truly fascinating game. The computer takes a couple of risks (the programmer would call it 'played very actively' and it certainly makes for interesting games!) and gets a big attack, but Oliveira defends with all his might and keeps the better pawn structure in the hope of reaching a good endgame.

1.e4 c5 2.♖f3 e6 3.♖c3 ♖c6 4.d4 cxd4 5.♖xd4 d6 6.g4 ♖ge7 7.♗e3 ♖xd4
 7...a6 8.♖b3 b5 is a better recommendation according to theory
8.♗xd4 ♖c6 9.♗d2 ♗e7
 9...a6?! 10.0-0-0 b5 11.f4 has a good record for White
10.♗e2 0-0 11.h4!?!N
 The Book line 11.g5?! ♗a5 12.f4 ♖d8 13.♖d1 d5! doesn't look to be as good. Perhaps 13.0-0-0 would be better?! If not PF4 is to be congratulated on a possible improvement!
11...♗a5 12.h5 a6 13.h6 g6 14.a3 b5 15.f4?!



PF4 is taking a bit of a risk with this. It was actually better to play 15.0-0 first, and after probably 15...♙b7 rather than b4, then play 16.f4=.

15...b4! 16.♘a2 bxa3 17.b4 ♖c7 18.♗c3



With the mate threat ♗g7, though it is easily parried. Indeed if Black can ride out the attack his position should probably be a little better for the endgame

18...f6

Or perhaps 18...e5! and if 19.0-0 ♙b7 20.♗xa3 ♘d4 21.♙xd4 exd4 22.♗d3 ♙f6. Now if Black gets his rooks to the c and e-files he should have a useful initiative

19.f5!?

It is an understatement to say that PF4 is playing very actively!

19...♗b7

19...♙b7! starting a counterattack against the base of the pawn chain would have given the computer something to "think" about. Best would be 20.fxe6! (20.fxg6?! hxg6 21.♗xa3 d5! would now greatly favour Black) 20...♞ac8

But 19...exf5?! would not be so good, then 20.gxf5 ♘h8 21.fxg6 hxg6 22.♞g1 begins to favour White

Finally 19...♞b8! was possible, now 20.♞f1 might be White's best, but Black has 20...♗b7 and after a short series of exchanges 21.fxg6 hxg6



22.♗xa3 ♘e5 leaves Black looking comfortable

20.fxg6 hxg6 21.♗xa3 ♘e5?!

As in one of the lines in my suggested improvements at move 19, 21...d5 would have again been good here. However now White would have 22.0-0-0 (22.exd5 ♘xb4 would be good for Black). Castling keeps White in the game, which becomes extremely tense after 22...d4 23.♙xd4 a5

22.♘c3 ♘h7

Suddenly Oliveira seems to be getting nervous!

23.b5

Now Black has his last chance to play d5, which would yet again be best!

23...a5?!

23...d5 24.♙c5 axb5 25.♗xa8 ♙xc5 26.♗xb7+ ♙xb7 27.♘xb5 dxe4=

24.0-0-0! ♙d7 25.♞df1

25.♙d4!?

25...♞fc8?!

Perhaps it was better to put the other rook on c8! 25...♞ac8 26.g5 fxg5 27.♗xa5 ♞a8 28.♗b4 ♞xf1+ 29.♞xf1 ♞a1+ 30.♘d2 ♞xf1 31.♙xf1 ♘h6=

26.♙d4! ♙e8!



Black is doing everything he can to cover the

kingside and maintain his better pawn structure. But the computer decides it is time to strike!

27.g5!? fxg5?!

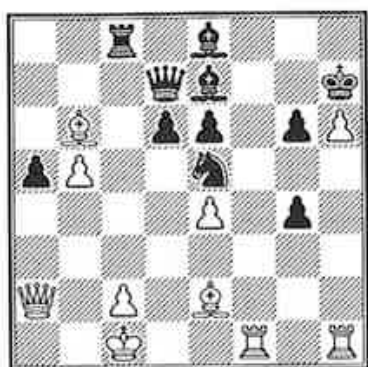
The position has required all of Oliveira's concentration for the last few moves and he obviously didn't like the look of the pair of rooks plus a pair of advancing pawns. However 27...f5! was necessary and, after the probable 28.exf5

(28.ϑhg1 was possible as well, then 28...ϑc4 29.♖a2 d5=. But not 28.♖a2? ϑxg5+ 29.ϑd1 ϑxc3 30.ϑxc3 ϑxb5 31.ϑxb5 ♖xb5=) 28...exf5 29.ϑhg1 ϑc4=

28.♖a2! ♖d7 29.ϑa4 ϑab8?

White is able to ignore this, the only way to stop the threatened triple fork on b6 was 29...ϑd8 so as to play ϑxb6, and now White doesn't have so much, probably 30.ϑxe5 dxe5 31.ϑd1 is best, but 31...♖e7=

30.ϑb6! ϑxb6 31.ϑxb6 g4!



Oliveira doesn't panic, this is an excellent response and perhaps the game can still be saved as, in winning the exchange, White has spread his pieces all over the place!

32.ϑd4?!

This does give Black a chance to save the game. Correct was 32.ϑe3! g5! (32...g3 33.ϑhg1±) 33.b6 ϑg6 34.ϑa6 ϑg8 35.♖b3! ϑxe4 36.ϑb5 a4 37.ϑxd7 axb3 38.ϑxe6±

32...g3

This pawn must not be underestimated!

33.ϑhg1

Good

33...ϑh4?

Oliveira had to find 33...♖b7! and after the probable 34.♖xe6 (34.ϑxe5 ♖xe4 35.ϑxg3 ♖xe2=) 34...ϑg5+ 35.ϑb1 ϑxb5 36.ϑxb5 ♖xb5+ 37.♖b3=

34.♖xa5 ϑc4

If 34...ϑxh6 35.♖d2+ ϑg7 36.ϑxe5+ dxe5 37.♖xd7+ ϑxd7 38.ϑb2 ϑb8 39.c4+-

35.♖a2 ♖xb5?

I usually get Hiarcs and/or Rybka, or sometimes Shredder, to do background overnight analysis for me on games I am interested in, before I make selections for *SelSearch!* Then I go through the analysis with a different engine, checking the ideas and making it all readable and, hopefully, interesting. I noted that here Rybka's ChessBase-generated comment was "*Black falls apart*". Perhaps it's true, but it's a little harsh as Oliveira has defended very well against the onslaught and constant complications resulting from the PF4 onslaught.

35...ϑe5 was the best way to resist, though White would be very likely to play 36.♖b2 which looks as if it would win a pawn on e5 and maintain heavy pressure: 36...♖e7 37.ϑxe5 dxe5 38.♖xe5 ϑg5+ 39.ϑb1 ϑxh6 40.♖xg3 should be 1-0

But at move 36 I also noticed there is 36...♖c7 which takes the game in a different direction, though still a win for White after 37.b6 ♖e7 38.♖a3+-

36.♖a7+!

And Black resigned. 36...♖d7 (if 36...ϑd7? 37.ϑf7+! ϑxh6 38.ϑg7+; or 36...ϑxh6?? 37.♖g7+ ϑg5 38.ϑf6#) 37.♖xd7+ ϑxd7 38.ϑf7+ ϑxh6 39.ϑg7+ ϑh7 40.ϑxd7. 1-0

FUSCO, LEONARDO (2401) - POCKET FRITZ 4

Round 8. Bird's Opening

After a totally unexpected, but clearly well prepared, opening move from Fusco the game soon becomes quite tricky. Pocket Fritz does very well to find some 'best' moves, Fusco recognises this and goes briefly into his shell which allows the computer to generate a very dynamic position for itself.

1.f4?!

Does he not know that the computer is on 7½/8 and showing good positional qualities as well as playing some spectacular tactical chess?!

1...d5 2.ϑf3 ϑf6 3.g3 g6 4.ϑg2 ϑg7 5.0-0 0-0 6.d3 c5 7.ϑc3 d4 8.ϑe4

Fusco has played this risky opening well, so had clearly prepared carefully before trying this out. The move just played put PF4 out of book, I expect it was ready for 8.♖a4 instead

8...ϑxe4 9.dxe4 ϑc6 10.e5

There are some games in my database for this, and it has an overall 50% record... but when you see an average figure sometimes it can be misleading... see next note!

I think 10.e3 might have been a better idea here, and after 10...♖b6 11.exd4 cxd4. However now Black threatens the discovered check 12...d3, so 12.♖f2 is needed. Still, White's position doesn't look all that bad

10...♖b6!

This reply is the problem with 10.e5, it has proved to be a very strong response. All other moves score < 50%, this one scores > 50%! Well found PF4!

11.h3

11.e3, e4 and ♖h1 have also all been tried, but not too successfully

11...♞d8! 12.a3

Fusco's last pair of moves suggest a measure of concern and that he is now waiting to see what his computer opponent will do

12...f6 13.exf6 exf6 14.♖h2 ♗e6 15.g4 ♞e8 16.b3 a5 17.a4 f5



17...♖b4 also looks strong here, enabling the queen to go to d6 next move, very dangerous for White. However PF4 loves to play direct "in your face" chess and Black's position seems capable of exploding into action at any moment after the chosen move if Fusco isn't careful

18.♖g5 d3

What should White do now?!

19.♞b1?

Fusco decides to save his rook.

The interesting (and best) try was 19.gxf5!?! Now Black must choose what to do!

a) 19...dxc2 20.♖xc2 ♖b4 (20...♖d4 21.♖b1 gxf5) 21.♖b1 ♗xf5

b) Taking the rook is NOT best 19...♗xa1?! as

Fusco equalises with 20.fxe6! dxc2 21.♖xc2=

c) Or 19...♗f7 20.♖xd3 and now 20...♗xa1 is okay, then it should go 21.fxg6 hxg6 22.♖xf7 ♖xf7 with a small but unconvincing advantage after 23.f5! ♖c7+ 24.♖h1 ♗f6 25.♗h6 ♖e7 26.fxg6

d) 19...dxe2 20.♖xe2 ♗xb3! (20...♖d4 21.♖f2 ♖xf5 22.♞b1 leaves the material equal, but Black has some nice-looking tactical tries such as ♗d4 and ♗c4, so a useful initiative) 21.♗e3 (21.♖b5?! ♖xb5 22.axb5 ♖b4) 21...♗xa1 22.♞xa1 ♖d4 23.♖f2 ♗c4, and Black has won the exchange but his king isn't as secure as it might be. The computer has the better chances however

Well, if you've got some brain energy left, let's get back to the game and see how PF4 deals with the move Fusco did make!

19...dxc2! 20.♖xc2 ♖b4 21.♖d1 ffg4

21...♞ad8 would have also made life very difficult for Fusco!

22.♖xe6 ♖xe6 23.e3 gxh3 24.♗xb7

If 24.♗xh3 ♖e4! followed by 25...♞ad8! looks strong

24...♞ad8



25.♖f3

25.♖e2 was better, because it hinders Black's knight from going to d3

25...♞e7 26.♗a3 ♖d3!

And White, already in a nearly lost position, is suddenly broken by the incessant pressure

27.♞fd1?

27.♗c6 had to be found, but even so 27...♖xe3 28.♗d5+ ♖h8 29.♖xe3 ♞xe3 puts Black into a commanding endgame 2 pawns ahead

27...♞xb7

White's choices are:

a) 28.♗xc5 28...♞xb3 (28...♞c7 29.♖e2 ♗h6) 29.♞xb3 ♖xb3

b) 28.♖xb7 ♜xe3 29.♞xd3 (to avoid an earlyish mate) 29...♞xd3 30.♞g1 ♜e2+ 31.♔h1 ♙h6 32.♙c1 h2!

c) 28.♞xd3 ♞xd3 29.♖xb7 ♞d2+ 30.♔h1 ♜xe3
All are 0-1 and Fusco resigned

POCKET FRITZ 4 - TROIS, FRANCISCO T (2342)

Round 9. King's Indian, Fianchetto

I don't think the tournament would have been complete for the computer if someone hadn't ventured a Hedgehog type defence against it! These are tricky for computer programs, they can easily tend to go on the attack too soon only to beat a hasty retreat when the hedgehog bristles! PF4 finds a nice balance and this becomes a very interesting game!

1.♘f3

PF's turn to do something slightly unusual for a computer

1...♘f6 2.c4 d6 3.d4 ♘bd7 4.g3 g6 5.♘c3 ♙g7 6.♙g2 0-0 7.0-0 c6

Trois has headed into a Hedgehog type opening – well, its an E67 King's Indian Fianchetto to be precise, as the king's bishop has been fianchettoed rather than the queen's bishop, but the "come and get me if you can" idea is similar.

Kasparov's 34 page chapter on Hedgehog Defences in his book 'Revolution in the 70's' is worth the price of the book on its own if you're into this sort of thing, which many are!

8.d5

8.e4 is the popular move in the H12-book, so I guess that the smaller PF4 book must have ended at move 7. But 8.d5 is in my Big Database

8...cxd5 9.cxd5 ♘c5 10.♙e3 ♘fe4

And we're still in theory with this, though 10...a5 is more popular

11.♘xe4 ♘xe4 12.♘d4 ♘c5N

We finally leave theory, 12...♘f6 is the only move in my Big Database

13.b4 ♘d7 14.♞c1 ♘f6 15.h3 ♙d7 16.g4 ♞c8 17.♞d2 ♞xc1 18.♞xc1 ♞b8 19.♘b3 ♞c8 20.♞xc8+ ♙xc8 21.♙d4



As we can all see Trois still has his hedgehog style set-up

21...♙d7?

21...a6 was correct here – as we will see Black loses the a-pawn through his failure to play this.

21...♔f8 was also okay as it gives protection to the e-pawn so, if 22.♞e3 a6 and both a + e pawns are safe

22.♞e3!

Black must let the a-pawn go

22...♔f8 23.♙xa7 ♞c7

If 23...♞a8 24.♘a5 ♞c8 25.♞d2±

24.g5 ♘e8 25.♙d4 ♞c2

Trois is tempted by the 7th rank, but on this occasion the bishop exchange 25...♙xd4 was better. White's reply 26.♞xd4 threatening ♞h8 mate looks a bit frightening, but is met easily enough by 26...♘g7. Here Black's king remains secure but of course he's still a pawn down and facing in all likelihood a long drawn-out battle for survival

26.♙xg7+ ♘xg7 27.♞d2 ♞xd2?!

I think most of us, a pawn down, would prefer to keep the queens on, though retreating back to 27...♞c8 is a bit embarrassing. But then White has to play 28.♔h2 to protect the a-pawn and then Black can play 28...♙a4 perhaps? I'm sure this gives Black a better chance in his struggle to try and get a draw

28.♘xd2 ♔e8?!

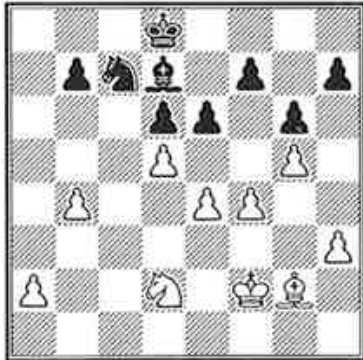
Black's determination to keep his pawns from going beyond their third rank means he sometimes plays moves that are a bit too slow, though I see the point of the ♔ going towards the side of the board where the potential passed pawn is.

Rather than the move chosen by Trois, Rybka would have played 28...♘e8 but, with the queens off, Black now needs to exchange pawns where possible, so I prefer 28...f6!? 29.gxf6 exf6 30.e3

♙e7, though White is still winning with 31.♘c4
 29.e3 ♘d8 30.f4 ♗e8 31.e4?! ♘c7

PF4's last move was a bit hurried – improving the king's position with 31.♙f2 before the central pawn push would have been sounder. But Black misses the chance to force more pawn exchanges with 31...f5! which would take better advantage of White's inaccuracy: 32.gxf6 exf6 should now be followed by 33.♙f2 g5±

32.♙f2! e6



33.♘c4!

Of course 33.dxe6?! ♗xe6! 34.a4!? b5 35.axb5 ♘xb5 is almost certainly of more help to Black's 'try and save the game' cause

33...♙e7?!

33...♗e8 looks better, then I think White's best is 34.♗b6 rather than 34.e5. Now 34...exd5 35.♗xd5 ♗e6, but White is still winning with 36.♗c3

The immediate 33...exd5? 34.♗xd6+– would have been a definite mistake

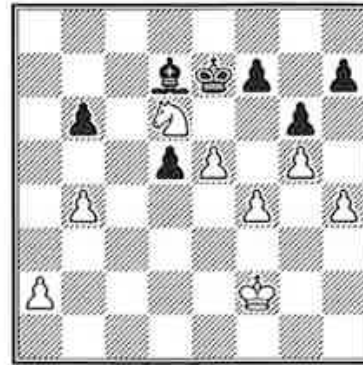
34.e5!

This gives Trois the chance to make some exchanges but, as we shall see, the position after them is virtually won for White

34...♗xd5 35.♗xd5 exd5

A Black pawn finally reaches the half-way line!

36.♗xd6 b6 37.h4



37...♗e6

Unfortunately for Black 37...d4 doesn't quite work: 38.♙f3! ♗c6+ 39.♙e2 ♙e6 40.♗d3 ♗d5 41.♗xf7+–

38.♙e3 ♗d7 39.♗d4 ♗d8 40.♗b5!

40.a4 would also win, but PF4 is about to produce a particularly nice finish

40...♗d7 41.♗c3!

41...♙c6 (or 41...♙c7 42.a4 ♙b7 43.♗xd5 1-0) 42.b5+ ♙b7 43.♗xd5 ♗d7 44.a4. 1-0

CORI, DEYSI (2390) - POCKET FRITZ 4

Round 10. This opening is classified as 1.d4 d5 2.♗f3 sidelines!

As we come to the final game, which is against the tournament's only female player and with PF4 already declared the tournament winner, the opening classification "sidelines" tells us that Ms. Cori wants PF4 out of book as soon as possible! But it finds book moves and the game is nicely balanced until White misses the best continuation at move 18

1.♗f3 d5 2.d4 ♗f6 3.♗f4 g6 4.e3 ♗g7 5.h3

Not as strange, or as bad, as some might think... and Cori was no doubt surprised to find that we even have preparation for it in the Hiarcs Book!

5...0-0 6.c4?!

But this does put PF4 out of Book, though there are a few games in my Big Database for it 6...c5! The best continuation 7.♗c3 And PF4 comes back into Book for one more move!

7...♗c6 8.♗e2 cxd4 9.exd4 dxc4 10.♗xc4 ♗a5 11.♗e2 ♗e6 12.0-0 ♖c8

Although the PF4/Hiarcs book finally ended at move 7 they've stayed in theory (!) but here the choices seem to be ♖c1 ♖e1 ♗g5 and ♗a4?! Instead White plays...

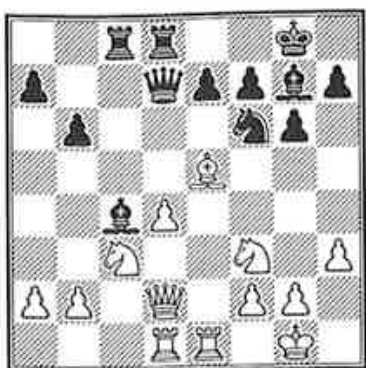
13.♗e5

Well, this is okay, as in fact is 13.♖d2 in my view, so I guess there are 5 reasonable moves to choose from! We've got so many moves in our main Hiares opening book you'd think nothing new could ever be played... but it often is!

13...♗c4 14.♙xc4 ♗xc4 15.♞e1 b6

Perhaps PF4 is trying to copy the Hedgehog style from the previous game?!

16.♞d2 ♞d7 17.♞ad1 ♞fd8



18.♞f4

There was a real possibility of playing 18.d5 here as, if 18...♗xd5 19.♙xc4 ♗xc4, then 20.♗e5! ♞c7 21.♗xc4 possibly favours White ever so slightly.

Therefore Black would probably choose 18...♞b7 or ♞f5=

18...b5 19.b3?

The wrong pawn, presumably a tactical oversight. 19.a3 ♞c6 20.♞c1 would promise an interesting game: White has an isolated d-pawn and Black the pair of bishops, but overall chances are close to equal.

The other possibility was 19.♞c1 and now 19...♞b7 20.b3 ♗d3 21.♙xc4 ♗xc4 22.g4=

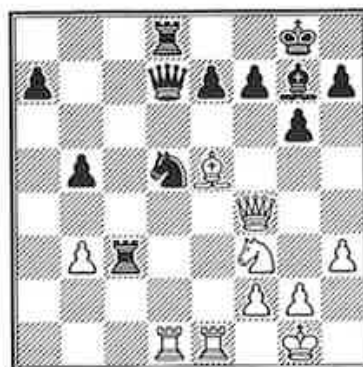
19...♙xb3! 20.axb3 ♞xc3 21.d5?!

Probably 21.♞d2 ♗d5 (21...♞xb3 22.♞c1 ♗d5 is much the same) 22.♞b1 was best, though White would have a hard time defending even this position, a pawn down

21...♗xd5!

Note that if 21...♞xb3? 22.d6! equalises (at least!) 22...♗h5 (22...exd6?? 23.♙xf6+-) 23.♞e4 e6 24.♙xc4 ♞xf3 25.♞xf3 ♗xc4 26.♞a1±

The move played is more than just the best one available, it gives White a lot of choices to think about: should she just move the queen (she can go to h4 d4 and d2 quite reasonably), or exchange with her bishop (it can take the ♞c3 or ♗g7), or play ♞xd5.



All are possible, but 22.♙xc3 isn't so good due to 22...♗xf4 23.♞xd7 ♞xd7 24.♙xc3 ♗xc3 and Black is 2 pawns up with a won endgame

22.♙xc3

22.♞d4 was the other try, then 22...♙f6!? 23.♙xf6 exf6 24.♗d2, but again the advantage is definitely with Black

22...♗xc3

Not 22...♗xf4? 23.♞xd7 ♗e2+ 24.♞xe2 ♞c1+ 25.♗h2 ♞xd7 26.♙d4 and Black's advantage is nominal

23.♞d4+ f6 24.♞h4?!

It was probably better to keep the queen more centralised with ♞e4 or ♞d2, against which at least there are no obvious or immediate tactics

24...e5!



25.♗xe5

Not as bad an idea as it at first might look, but still 25.♞d2 ♞c7 26.♞e4 ♞c5 27.♞d3 was objectively best. The trouble is there are now added complications which are likely to suit any computer when it's already 2 pawns up... and if PF4 plays 27...a5!

25...fxe5 26.♞xe5 ♞c7 27.♞d4?!

27.♞e1 looks to be the only chance, but 27...♗f6 28.♞xd8 ♞xd8 29.♞b4 but 29...♞c2 30.♞xb5 ♞d2 is heading towards 0-1

27... ♖f6!

Cori would have to play 28. ♖xd8, there's no other choice, but 28... ♖xe5 29. ♖a5 ♖c7! White understandably resigned, a piece down and facing a queenside pawn majority with little time on the clock. It all added up to a hopeless cause. 0-1

The organisers and all those who have played one of the Pocket or Palm Fritz/Hiarcs units before, expressed the view that the computer becomes more aggressive and precise every year. This is reflected in PF4's official grading of 2938 Elo, which can only be considered sensational really, there is no other word for it. In such a small and so easily portable unit, it hardly seems possible!

The operator you see in all of the photos, and holding the massive Cup at the prize-giving ceremony, was **Stanislav Tsukrov**, who does GUI programming for ChessBase. He also plays chess on the *PlayChess* website and contributes to some of the chess forums, including the Hiarcs forum... he even dares to use his own name!

Pocket Fritz 4 should be available (from Countrywide of course!) by the time this issue of *Selective Search* drops through your letter-box! *ChessBase* called it "the Hiarcs 13 program" in the advertising for the run-up to the Mercosur Cup, which rather caught programmer Mark Uniacke out as he was still working on final touches to the PC/uci Hiarcs13 when he was asked to do the conversion for the Pocket PC. Of course this is not a straightforward task, code



changes have to be made – especially to things like selectivity settings for example – to allow for the fact that the engine cannot search as deeply on a 500MHz Pocket PC as it can on a Dual or Quad PC @ 3000MHz! Mostly Mark used the same methods as he had when re-coding Hiarcs12 for the Pocket Fritz3 version, but there are always some new wrinkles to get the very best out of every product, and they worked even more effectively this time!

Currently Mark is making some late improvements to the search as he finishes the work on the **PC/uci Hiarcs13**. I don't think it will be available as a *ChessBase* version until the New Year, but it will be available as a uci version for both SP and MP from Mark's own website, where the latest Hiarcs engines for the Palm and Mobile phones are also to be found!

▪ <http://www.hiarcs.com>

Mercosur Cup 2009 2009

1	Pocket Fritz 4	2600	-338
2	Obregon, Carlos	2406	-148
3	Rodriguez Vila, Andres	2522	+20
4	Valerga, Diego	2507	0
5	Slipak, Sergio	2469	-28
6	Oliveira, Silvio Eduardo	2357	+94
7	Real de Azua, Ernesto	2453	-11
8	Cori Tello, Jorge	2424	-49
9	Fusco, Leonardo	2401	-61
10	Cori Tello, Deysi Estella	2390	-89
11	Trois, Francisco RT	2342	-270

	1	2	3	4	5	6	7	8	9	0	1	
1	*	1	1	½	1	1	1	1	1	1	1	9.5 / 10
2	0	*	1	0	½	½	½	1	1	1	1	6.5 / 10 25.50
3	0	0	*	½	½	½	1	1	1	1	1	6.5 / 10 24.50
4	½	1	½	*	½	½	½	1	½	½	½	6.0 / 10
5	0	½	½	½	*	1	½	0	½	½	1	5.0 / 10 21.25
6	0	½	½	½	0	*	½	1	½	1	½	5.0 / 10 21.25
7	0	½	0	½	½	½	*	1	½	½	1	5.0 / 10 19.50
8	0	0	0	0	1	0	0	*	1	1	1	4.0 / 10
9	0	0	0	½	½	½	½	0	*	½	1	3.5 / 10
10	0	0	0	½	½	0	½	0	½	*	1	3.0 / 10
11	0	0	0	½	0	½	0	0	0	0	*	1.0 / 10

Media Elo: 2442 <=> Cat: 8
 gm = 7.30 m = 5.30
 (55 Partidas)

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 ratings for available engines on a Single Processor 32-bit.

CEGT 40/20 32-bit 1 cpu Rating List

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

- <http://www.husvankempen.de/nunn>

Pos	ENGINE	RATING
1	RYBKA 3	3055
2	NAUM 4	2985
3	RYBKA 2.3.2A	2964
4	DEEP FRITZ 11	2934
5	RYBKA 1.2F	2928
6	FRITZ 12	2924
7	FRITZ 11	2915
8	SHREDDER WM (BONN) EDITION	2911
9	NAUM 3/3.1	2892
10	THINKER 5.4D INERT	2888
11	SHREDDER 11	2887
12	CYCLONE 3.4	2876
13	DEEP SJENG WC2008	2868
14	TOGA II 1.4 BETA5c	2861
15	CYCLONE 2.0	2861
16=	GRAPEFRUIT 1.0	2860
16=	HIARCS 12/12.1	2860
18	DEEP SJENG 3.0	2847
19	ONNO 1.1.1	2845
20=	HIARCS PADERBORN 2007	2836
20=	HIARCS 11.1/11.2	2836
22	ZAPPA MEXICO 2	2835
23	BRIGHT 0.5c	2826
24=	FRITZ 10	2821
24=	NAUM 2.2	2821
26	ZAPPA MEXICO I	2817
27	BRIGHT 0.4A	2815
28	LOOP 10.32F	2811
29	SHREDDER 10/10.1	2807
30	FRUIT 2.3.1	2797
31	GLAURUNG 2.2	2795
32	KTULU 9	2790
33	ZAPI ZANZIBAR	2788
34	FRITZ 9	2780
35	SPIKE 1.2 TURIN	2772
36	HIARCS 10	2765
37	JUNIOR 10/10.1	2764
38	SMARTHINK 1.10 MOSCOW	2759
39	JONNY 3.08	2756
40	KTULU 8.0	2755
41	SHREDDER 9/9.1	2750
42	TWISTED LOGIC 20090105	2736

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	3096
2	SHREDDER 12 OA=ON	3040
3	NAUM 4	3034
4	RYBKA 2.3.2A	3020
5	FRITZ 12	2982
6	RYBKA 1.2F	2977
7	NAUM 3/3.1	2967
8	STOCKFISH 1.5.1	2966
9	FRITZ 11	2959
10	THINKER 5.4c INERT	2953
11	GRAPEFRUIT 1.0	2939
12	SHREDDER 11	2938
13	STOCKFISH 1.4	2935
14	CYCLONE EXTREME	2932
15	DEEP SJENG WC2008	2928
16	HIARCS 12/12.1	2918
17	DEEP SJENG 3.0	2914
18	ZAPPA MEXICO 2	2913
19	ONNO 1.0	2909
20	TOGA II 1.4 BETA 5c	2909
21	HIARCS PADERBORN 2007	2899
22	NAUM 2.2	2897
23	HIARCS 11.1/11.2	2894
24	ZAPPA MEXICO	2890
25	FRUIT 2.3.1	2886
26	FRITZ 10	2885
27	LOOP 13.5/13.6	2884
28	ZAPI ZANZIBAR	2883
29	BRIGHT 0.4A	2876
30	SHREDDER 10/10.1	2874
31	GLAURUNG 2.1/2.2	2867
32	KTULU 9	2856
33	SPIKE 1.2 TURIN	2850
34	JUNIOR 10/10.1	2845
35	FRITZ 9	2843
36	HIARCS 10	2838
37	SHREDDER 9/9.1	2825
38	TWISTED LOGIC 20080620	2819
39	SMARTHINK 1.10 MOSCOW	2817
40	KTULU 8	2807
41	CHESS TIGER 2007.1	2805
42	FRITZ 8 BILBAO	2800

DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2334	Novag EmlidClassic+Zircon2	1952	SciSys Turbostar 432	1758
Mephisto London 68030	2302	Mephisto Milano	1952	Mephisto MM2	1757
Tasc R30-1993	2300	Mephisto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2293	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2267	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2260	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2251	Novag SuperForte+Expert B/6	1924	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2239	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2236	Kasparov Maestro D/10 module	1920	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2222	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1684
Mephisto Atlanta+Magellan	2216	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1903	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	2178	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2176	Meph Supermondial2+College	1887	Novag Quattro	1650
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1887	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2157	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2151	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2137	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2124	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1865	Novag Constellation/2	1591
Mephisto Vancouver 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2108	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2107	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Mephisto Almeria 68020	2103	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	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	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Fidelity Par Excellence	1832	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Elite+Designer 2100	1832	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Chesster	1832	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Novag Super Forte+Expert A/5	1830	Mephisto 3	1479
Mephisto Roma 68020	2029	Novag Forte B	1829	Kasparov Turbo 24K	1476
Kasparov Brute Force	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto MM6+ExplorerPro	2022	Mephisto Rebel	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2012	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1984	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1975	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1964	Novag Expert/4,	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1964	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1961	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1955	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1953	Fidelity Elegance	1765	Boris2.5	1060