

SELECTIVE SEARCH 146

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IN THIS ISSUE!

2 **COMPUTER CHESS BEST BUYS!**

3 **NEWS, RESULTS, RATINGS + NEW PRODUCTS** FROM AROUND THE WORLD, INCL. **HIARCS13, RYBKA4, SHREDDER 12 (CHESSBASE), POWER-BOOKS, JUNIOR, THE IPPOLIT FAMILY ENGINES, PETER GRAYSON, FRANK HOLT, BERNARD HILL**

9 **"New Wave" ENGINES: CLONES, COPIES... OR NOT?! - THE EDITOR**

13 **CONNY PERSSON**

■ **CONNY COMPLETES HIS EXCELLENT CORRESPONDENCE ENDGAME!**

15 **PETER GRAYSON STANDS UP FOR RYBKA AGAINST FIREBIRD**

■ **INCLUDES MORE ON THE CLONING DISCUSSION AND AN ANALYSED GAME TO COMPARE THE TWO ENGINES**

18 **PHOTO PAGES!**

20 **HIGHENDMAN V THE RYBKA FORUM**

■ **AN ASTONISHING GAME ANALYSED FOR US IN GREAT DEPTH... BY THE WINNER!**

26 **CHRIS GOULDEN'S REGULAR UCI AND WINBOARD PC PAGES**

■ **ALL THE LATEST NEWS FROM CHRIS, AND A HIARCS V BRIGHT GAME!**

31 **RYBKA WINS THE 4TH ACCA TOURNAMENT**

■ **RESULT AND THE BEST GAMES FROM THE EVENT**

35 **LATEST SELECTIVE SEARCH, CCRL & CEGT COMPUTER RATINGS**

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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.

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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 £72.50 - best graphics of all the touch screens, with backlight, incl. stylus, protective carry pouch. Batteries only. est'd 125 BCF

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

TABLE-TOP PRESS SENSORY [tbl]

where you see ** the price includes the adaptor!

EXPLORER PRO £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 £129 - 170 ECF with a nice carry case! Good looking Novag board with decent wood pieces. Plays good chess and has an excellent range of features and levels. info display etc

TABLE-TOP AUTO SENSORY [tbl]

CITRINE £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.

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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!

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

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▪ **SP Rybka3 £44.50, MP Deep Rybka3 £85**

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▪ **SP single Rvbka3 £44.50, MP Deep Rvbka3 £85**

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NEWS AND RESULTS

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

Welcome to another new issue of *Selective Search*... no. 146. 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!*

IN THIS ISSUE: THERE IS SOME GREAT GAMES ANALYSIS FROM PETER GRAYSON AND THE RYBKA FORUM'S "HIGHENDMAN". DON'T MISS IT!

CHESS: NEWS SECTION

The NEWS SECTION for this issue is rather strange. In one sense I could truly say that "there's not much going on" - there has been, so far, no Rybka 4, Hiarcs 13 has been delayed, and there have been no major tournaments since those reported on in our last issue, except for the 4th Annual ACCA event which is covered in this issue - but even it took place last November. Also Paderborn was cancelled for the 2nd year running and the 'Coming Events' calendar seems somewhat bare with no-one quite sure what might take place, who will want to enter, and who will be allowed to enter!

The reason for that last, rather strange sentence, is that there has been a LOT going on in the world of new UCI engines! We touched on it last time under the sub-heading **FRUIT-RYBKA-ROBBOLITO... AND CLONING**, and there is more in this issue in both Chris Goulden's article and one written by myself, as well as within this NEWS ARTICLE as soon as we reach the RESULTS SECTION.

DELAYED: HIARCS 13 AND RYBKA 4

HIARCS 13 UCI has been delayed just while Mark Uniacke works on an important search issue and the passed pawn code.

We've seen in the past 2 years that the latter has been an area of the program that's been costing Hiarcs some hard-earned points that the middle game has earned so, as Mark realised he'd missed the best of the Christmas sales period, he decided to leave it to the New Year while he tackled this issue.

The last '*new passed pawn*' beta version I tested was showing this to have been a good decision, so I don't think you'll have long to wait. If you check at

- <http://www.hiarcs.com>

..... you'll find out what the latest news is, and also be able to buy it direct from there as soon as the final work is finished!

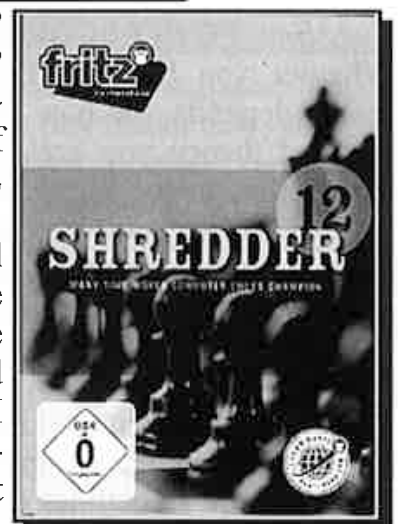
RYBKA 4 is another matter altogether. As far as I can tell as these pages go to the printers there's now no reference to it on the main Rybka site, and apparently the Rybka Forum will not allow any mention of it, nor discussions about when it may, or may not, arrive.

Ahaa... but there are some new items for our NEWS column

CHESSBASE DEEP SHREDDER 12

There are SP (£44.95) and MP (£84.95) *Chess-Base* versions of **Shredder 12** available now.

I have reviewed and given some results for the much improved Shredder 12 UCI engine in a previous issue, straight



after it came out in programmer Stefan Meyer-Kahlen's own interface.

The new release is the *ChessBase* version - the engine is the same, but you get the advantage (!?) of the new **Fritz 12** GUI. Guiltily I have to admit to still using the previous 'Fritz11/Hiarcs12' GUI - I've used it for so long it's like an old friend and I know all the important keyboard shortcuts without even having to think about them. Of course the Fritz12 and [Deep] Shredder12 engines both run fine under the earlier GUI as well, so it's your choice!

In fairness to the new GUI it's rather smart and I've promised myself that I'll make time to persevere with it!

CHESSBASE POCKET FRITZ 4

The dvd for this has been out for a few weeks, price £44.95 - I'm afraid the prices for all *ChessBase* products went up last year, shortly after the £/pound dropped badly against the Euro and \$/dollar. We held prices where we already had stocks, but they've had to go up as we've bought new stock in.

Pocket Fritz4 received full coverage in *SS145* after its 9½/10 performance (and 2938 Elo tournament rating) in the 2009 Mercosur Cup, and if you've got a PocketPC then this is surely a "must buy".

Rob van Son has already got his PF4 up and running and, as he now has 2 Pocket PC units, he's going to run some games for us, against the Pocket PC versions of Glaurung and Toga, hopefully some in time for our next issue!

CHESSBASE POWERBOOK 2010

Whether you buy the **PowerBooks** or not really depends on how keen a student of opening theory you are! If you're happy to know the main lines that the computer engines follow, and some of the responses to dubious moves that they have in them, waiting for the unwary, then a copy of the Opening Book in a Fritz/Hiarcs/Rybka/Shredder will suffice.

But if you want to know what the GMs have been playing, and get to grips with new ideas that are sometimes even 'undecided' yet

as to who is winning, then the **PowerBook** dvd is what you want/need.

It has all the latest theory and the sharpest lines that GMs have prepared at home and then produced over the board. In many cases careful study will reveal how other GMs have found ideas to counter or even refute the new lines with. When they manage that over the board it's almost a miracle, often they have to resort to hours of their own study as, while a new line is winning, others will start playing it... against them! Sometimes as I've just said, the final 1-0/½-½/0-1 outcome still uncertain and the GMs are still testing their opinions over the board in big Tournaments.

The **PowerBook 2010** dvd is also a £44.95 product and contains 27 million opening lines together with the 1.6 million top level games they have been derived from, each line showing the no. of games played and %age of wins, draws and losses for each move played at your current position, plus other key information as you step through them, move by move!

JUNIOR - BOBBY JUNIOR

... yes, indeed - there's a new **Junior!**

At present it's just a *Preview Edition* that's available of this 'new and super-easy chess interface, to play and practice against'. The idea is that you can buy it now (\$29.95) but get updates as progress is made, and finally upgrade free to the Full Edition when it is ready later this year.

It uses the newest **Junior 2010** version of the world-famous Junior engine which dramatically drew 3-3 with Garry Kasparov some years ago. Also it is a UCI engine in both SP and MP versions, so can be used within the supplied GUI or within your own favourite Interface.

You can buy it over the Internet at

■ <http://www.worldchesslive.com/bj/download.html>

but the last time I checked it's an 18MB download after purchase, so I hope you've got Broadband!

CHESS: RESULTS SECTION

THE IPPOLIT FAMILY OF PROGRAMS!

A team of Russians programmers produced an engine called **Ippolit** about 9 months ago, claiming that it beat **Rybka3**, which appears to be correct. The code was made available on their website - we call this 'open source code' - but needed compiling, which most folk don't have the needed software to accomplish. The Rybka folk have claimed that the code has been stolen from them, which may or may not be correct, though others are also suggesting that someone, somewhere has managed to get hold of Rybka code, and has made it available for others to make use of.

Ippolit, when SelSearch 145 came out, was SP only, and from it came **RobboLito** in UCI format, as reported, and also SP only. The programmer name credits for Robbolito are the same as for Ippolit, but Robbolito is a fast, cleaned-up and tuned version that quickly proved to be very strong. Even in SP mode it managed to beat Rybka 3 running on 2-cores on my Dual2Core laptop, which was quite a shock and, though not everyone got quite such astonishing results, everyone was getting very good ones!

Since Robbolito there have emerged **Igorrit**, **IvanHoe** and **Firebird**, all compiled, all now running in SP+MP mode, and all indicating that they share the same main program authors but each supposedly having a little variation in their 'additional' authors. And I did note that Firebird and IvanHoe are no longer open source.

The people who have written and compiled them insist that they are not Rybka clones. I quote: "*Robbolito is not a clone of Rybka 3, as some may like you to think... it's very different*". Of course this statement doesn't exclude the possibility that it has made use of some Rybka code along the way, nor that it started life as a clone of something else. I don't think anyone (other than the actual authors, they'll know!) can tell us for sure.

As for the new **Firebird 1.0beta**, we are told "*(Firebird) combines all the best code,*

ideas, features and strengths from the Ippolit chain of releases... Ippolit, Robbolito, Igorrit and IvanHoe".

One thing we do know is that they are very strong. So that you can understand what all the fuss is about, I give you some of my own scores here - that way I know they are genuine! The engines were used in 2-core mode on my Dual2Core laptop except where shown as SP (single processor)

▪ Robbolito SP v Rybka3	34½-25½
▪ Igorrit 86v7 v Rybka 3	37-23
▪ IvanHoe v73 v Rybka3	39½-20½
▪ Firebird 1.0beta v Rybka3	37½-22½
▪ Rybka3 v Naum4	40-20
▪ Robbolito SP v Naum4	37-23
▪ IvanHoe v73 v Naum4	40½-19½
▪ Firebird 1.0beta v Naum4	42½-17½
▪ Firebird 1.0beta SP v Robbolito SP	33½-26½
▪ Firebird 1.0beta v Robbolito SP	35½-25½
▪ Rybka3 v Deep Shredder12	36-24
▪ Firebird 1.0beta v Deep Shredder12	39½-20½
▪ Rybka3 v Stockfish1.62JA	33-27
▪ Firebird 1.0beta v Stockfish1.62JA	42-18
▪ IvanHoe v73 v Stockfish1.62JA	36-24

Impressive, though I note that whilst "*the new wave*" engines beat Rybka3 well enough, they don't actually beat Naum4 by scores all that much different to Rybka3's own impressive result. However Firebird in particular improves on Rybka's results against Deep Shredder and the latest Stockfish version.

Incidentally just after I had played these matches an upgrade to **Naum4.1** e-mailed its way to me down the Internet. I got it automatically as an existing purchaser, but it means if you want to buy Naum now, you will automatically get the updated version of course. I shall be interested to try it out for our next issue, and see if the reason for this is that Alex Naumov has decided or managed to include any IppoLit ideas!?

The Naum website is:

- <http://naumchess.brinkster.net/>

Time for a word of caution perhaps from the always helpful **Peter Grayson**.

"Yes the Ippolit group engines are strong but I'm not so sure they are any stronger than Rybka3. Plus there are reliability issues, and I have to include Stockfish here with Firebird & Co. Sometimes the engine output disappears during analysis and, during 2 PC play using Autoplayer, they have been giving "Caused an Exception" and "Windows error" messages.

"When I played Firebird I expected to get thrashed. OK so I ran it without a book but I did not expect such appalling time handling that left it grasping for a 3-fold repetition after just 14 moves with only 30 seconds remaining on its clock. Why it took half of the G/5 time control to find 6...d6 beggars belief. IvanHoe played the same draw with marginally better time handing, but I agree anyway that all of these engines could just have the same name. I attach the games file, I suspect you could reproduce this game on your PC/Laptop.

"I think when used on a single PC with no Ponder and relatively small hash settings some potentially serious bugs are being masked.

"Anyway back to the results and in what games have been completed, none of these new wave MP engines have been producing results that are any different to Rybka3 in these 2 PC matches

Best regards - **Peter**

Lots of food for thought there. My scores, getting you all excited and clearly showing improvement over Rybka3, have all been produced under the ChessBase GUI on one 32-bit PC, so played with Pondering off. However I did use 512MB for hash and have done some analysis with them without encountering Peter's problems, so maybe there's a 32-bit/64-bit issue?!

Interestingly I saw on the **CCRL rating list** for example (where none of the confirmed IppoLit family are rated so far, to save you looking!) that the 32-bit version of Stockfish 1.6.2JA is narrowly ahead of the 64-bit

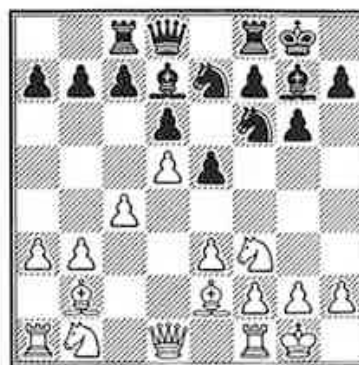
version, so maybe the code re-writing needed to go to 64-bit is giving trouble!

Anyway, here's Peter's games, with evaluations and times left in!

GRAYSON PETER - FIREBIRD 1.0 BETA x64

5'/40+5'/40+5'/40 Newport, South Wales,

1.♘f3 ♘f6 0.10/20 11 2.b3 (Nc3) 2...♗c6 -0.03/20 31 3.♙b2 (d4) 3...g6 -0.01/20 19 4.e3 ♙g7 0.03/21 0 5.♙e2 0-0 0.04/23 0 6.0-0 d6 0.05/22 2:30 7.d4 ♙f5 0.05/21 48 8.a3 (Bd3) 8...e5 -0.03/16 2 9.d5 (dxe5) 9...♗e7 0.07/17 2 10.c4 ♞c8 0.09/19 0 11.♗h4 (h3) 11...♙d7 0.00/17 1 12.♗f3



12...♙f5 0.00/20 0 13.♗h4 ♙d7 0.00/20 2 14.♗f3 ♙f5 0.00/21 0 ½-½

Actually the game v IvanHoe was played first, and the moves were exactly the same. There were slight variations in the evaluations and time usage, so it is also shown in full...

GRAYSON PETER - IVANHOE v1 x64

5'/40+5'/40+5'/40 Newport, South Wales,

1.♘f3 ♘f6 0.14/20 15 2.b3 (d4) 2...♗c6 -0.05/20 14 3.♙b2 (d4) 3...g6 -0.07/20 30 4.e3 ♙g7 0.00/21 4 5.♙e2 0-0 0.06/20 14 6.0-0 d6 0.03/20 20 7.d4 ♙f5 0.05/20 4 8.a3 (Bd3) 8...e5 0.11/19 28 9.d5 ♗e7 0.12/22 32 10.c4 ♞c8 0.11/21 1:08 11.♗h4 (h3) 11...♙d7 -0.02/19 3 12.♗f3 ♙f5 0.00/19 0 13.♗h4 (h3) 13...♙d7 0.00/21 2 14.♗f3 ♙f5 0.00/20 3 ½-½

Finally an explanation for the diagram: when I replayed the games as suggested by Peter, but using 40/10 time controls to make allowance for my slower processor, both Firebird and IvanHoe wanted to play 12...c6 and, later, 14...c6 to avoid the draw by repetition. I wonder if this confirms that there is a difference between the 32-bit and 64-bit compilations?!

FRANK HOLT

In our last issue we shared Frank's 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! But when we tried it out (White to play and m/12) we had to give the engines the first move each side before any of them started to make the breakthrough.



Typically they showed 1.Bb3 0.00, so we 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, and he's sent me an addendum, having now bought a 4-Core PC! **Rybka3 Human** failed the 5 minute test on his 2-Core machine, but found 2.♗db3+ in 2mins 1sec on his new Quad 64-bit. The other interesting thing was that, on the 2-Core it reached 29ply but got no result, but on his 4-Core it found the m/11 in the 27th Ply. Fascinating evidence that the search must change, either between 2-Core and 4-Core, or 32-bit and 64-bit.

You probably want to know how Stockfish1.6, Robbolito, Firebird and Ivan-Hoe got on! On my Dual2Core they all failed in the 5 minute allowance!

Here's another very interesting one!



It's White to move and win. Have a few minutes with it yourself, and maybe a PC engine to help, then read on...

I gave the PC engines 10 minutes each, here are the results:

- **Zappa Mexico II: 1.h6+** with an evaluation that thinks White is winning after ♔g6 2.♖xf6+ ♔xf6 3.♕xd5
- **Deep Shredder 12 UCI: 1.♖f5 ♖d6 2.♕xd5 ♔xh7 3.♕f7 0.16/25**, so expecting a draw
- **HIARCS 12.335 MP: 1.♖f5 ♖d6 2.♕xd5 ♔xh7 3.♔e2 ♔h6 4.♕f7 ♕d4 0.13/23**, so also expecting a draw
- **Rybka 3 32-bit: 1.h6+** ♔g6 2.♖xf6+ ♔xf6 3.♕xd5 ♖e8+ 4.♔d3 ♖h8 5.♕g8 ♔e7 6.a3 ♔d6 7.♔e4... 3.05/25. So Rybka thinks 1.h6+ wins. I forgot to make a note of the time it took to choose 1.h6+, so I re-ran it... and it chose 1.♕xd5 instead!?

- **Naum 4mp2: 1.♟xd5 ♟g5+ 2.♞e4 ♞xh7 3.♞f7+ ♞h6 4.♞xa7 ♞xh5 5.♞c7 ♞e8+ 6.♞d3 ♞e3+ 7.♞c4 ♞a3 8.♟f7+ ♞g4 9.♞xc5 ♞a5+ 10.♞b4 ♟d2+ 11.♞b3 ♞b5+ 12.♞c2 ♟e3 13.♟e6+ ♞f4 14.♟c4 0.25/27.** Naum has a different start move to Shredder and Hiarc, but thinks it's own best choice is still a draw
- **Stockfish 1.5.1 JA: 1.h6+ .** This took 27 mins but after 1...♞g6 it has a different 2nd move to Zappa and Rybka, and only expects a draw: 2.♟xd5 ♟d4+ 3.♞e4 ♞xh7 4.♞f7+ ♞xh6 5.♞xa7 ♞g5 6.a4 ♞e8+ 7.♞d3 ♞e3+... 0.12/27
- **Stockfish 1.6. 1.h6+** after only 4 mins, so faster than its earlier 1.5 version. But its continuation was the same as Stockfish1.5 and only expected a draw
- **Toga II 1.4 beta5c: 1.♟xd5 ♟d4+ 2.♞e4 ♞xh7 3.♞f7+ ♞h6 4.♞xa7 ♞xh5** (the same as Naum up to here, but the Toga change at move 5 still leaves it expecting a draw...) 5.a4 ♞e8+ 6.♞d3 ♞e3+ 7.♞c4 ♞e1 8.a5 ♞g5 9.♞a8 ♞c1+ 10.♞b3 ♞c3+... 0.32/24
- **Fruit 2 1.h6+ ♞g6 2.♞xf6+.** The same first move and sac' at move 2 as Rybka and Zappa. Fruit chose 1.h6+ in 10 seconds (!!) and had the correct sac' continuation with a +100 eval. after less than a minute.
- **FireBird 1.♟xd5** and then moves as per Naum's effort, and also expecting a draw
- **IvanHoe 1.h6+.** This was chosen in just under 5 mins and the continuation was the same as Rybka, Fruit and Zap, though the evaluation had only gone up to 0.75

Here is the winning method in full:

1.h6+ ♞g6 2.♞xf6+ ♞xf6 3.♟xd5 ♞h8 4.♟g8 ♞f5 5.♞d3 ♞e5 6.♞c4 ♞d6 7.♞b5 a6+ 8.♞c4 ♞c6 9.a4 a5 10.♞d3 ♞d6 11.♞c4

To close, here's something which **Bernard Hill** sent me, and which you might like to think about!

Dear Eric

Last magazine you printed my comments about always allowing a computer match to go to the end. This was initiated by a comment by Peter Bilson that he "had mercy and pressed stop". I criticised this on the grounds

that I had one game where Polgar was winning yet lost on time, gaily pronouncing "out of time, I lose!"

On reflection this point is deeper than I realised. Let me give two examples recently.

1. Citrine vs Polgar G/60 went to an endgame with KR v K (no pawns). I didn't know whether Citrine knew how to give mate with lone rook so in accordance with my philosophy I let the game go to the end and Citrine played purposefully and won.

2. Another game Polgar vs Sapphire 2 went to KR vs KB. This is a known draw in my endgame books. Again this was G/60 and the times were fairly equal with about 10 minutes left each. Now at G/60 this would not be too long to play out, but the outcome could quite easily be random, in seeing which ran out of time first, or whether 50 moves made gave a draw. But if I had been playing 3 minutes a move it would have been a long boring night in proving that draw. Anyway it was already late at night so I gave a draw and went against my own philosophy.

So what was the right thing to do? Human players would have resigned or agreed a draw. And in c-c matches I understand the operators would do the same (am I right?). In unfinished games in my local chess club adjudicators are sometimes used and pronounce the result based solely on the position: the principle of "best play" is used. KR v K would be adjudicated a win regardless of whether the players knew the ending; and likewise KR v KB would be a draw no matter how much alcohol had raised the probability of a silly but conclusive mistake.

I think this raises a deeper question. Why do we play computer/computer games? Is it to create a more accurate rating list? If so, what is the list for? Peter and I both agree that Citrine is weakened by its willingness to play weaker openings, but this gives more interesting play against me. So we don't just use the list to justify a purchase.

Or perhaps we play c-c games simply to observe and improve our play. Or perhaps just to enjoy? If so I should perhaps re-start boring games, but I don't. I dutifully complete them and send the results to Eric. Another three hours' boredom for that tiny half point.

What do others do, and what do others think? - Bernard

WHAT A TERRIBLE MESS WE'RE IN!

THE CHESS ENGINE CLONING ISSUE

One of my favourite Christian musicians is a chap called Godfrey Birtill. He plays his guitar well, has a small but talented group behind him, and writes a great mixture of encouraging upbeat stuff with the occasional challenging song, thrown in for good measure and designed to make you think about life.

One of his songs of the latter type bemoans the moral state of the world, and this nation (the UK) in particular, and after each cutting verse he starts his chorus off with the words from my headline, "*What a terrible mess we're in!*"

It feels a bit like that - no, scratch that - a lot like that, as I open my e-mails each morning and read all the questions, queries, observations and complaints about the UCI engine war. Hiarcs' Mark Uniacke said to me not long ago that "*it wont be long before there are dozens of new engines, all playing very strong chess, all playing exactly the same moves as each other, and all over the place*". I think his forecast has come to pass even sooner than either of us thought!

THE CLONE CANDIDATES

I mentioned the first of the new arrivals in our last issue - **Robbolito**. This came directly from a program developed in Russia, called **Ippolit**, which has been known of for some time. It claimed to have + scores against **Rybka3**, and my tests confirm this. The source code was freely available to view on the Ippolit web site but had to be compiled for use, and not that many folk know how or are able to do that, so only a few people were able to use it.

Then Robbolito, also free, emerged from the same camp, in SP form and then, very quickly on other web sites as a UCI .exe file, and showing itself to be programmed by the same Yakov Petrovich Golyadkin, Igor Igorovovich Igoronov and Roberto Pescatore.

Various Internet forums however were adamant that it was actually a Rybka clone, though more recently it has transpired that not everyone agrees with this suggestion.

Indeed in doing comparisons of the Rybka and Robbolito code, claims came to the fore (again) that Rybka itself was very similar to and perhaps derived from Fruit, whose code had been made 'open source' nearly 3 years ago. So had Robbolito come from Fruit, or Rybka, or both or, as per other suggestions, perhaps more from the Glaurung/Stockfish code?! Or is it an engine creation in its own right but taking advantage of code from some or all of these other engines?! I really don't know and I cannot say, I'm just sharing with you what's being said if you search through enough of the websites discussing it.

Whatever, Robbolito quickly went through a series of new update versions - mostly trying to correct the time control code, which kept letting it down - but still all in SP mode only.

Not too long afterwards **Stockfish** (which does run in SP+MP mode) upgraded from 1.5->1.6. Stockfish is acknowledged as a joint collaboration with the programmers of **Glaurung**, and it is agreed that it is NOT a clone, but of course it would be reasonable to expect the Glaurung/ Stockfish team to check out the open source Robbolito code to see what they might be able to use from there for their own advantage. No doubt others will as well. Stockfish1.6 is a good improvement, but still definitely not a clone, nor derived from either Rybka or Robbolito.

Next on the scene came **Toby Tal!** If you do an Internet 'search' through, say, Google, you should be able to find this. It appears to be from the USA, but this time someone is charging you money for it even though the Chess Forums suggest that it is pretty much a version of Robbolito.

I mentioned to Harvey Williamson that it was interesting that Ippolit, Robbolito, Toby Tal and others all seem to be stuck in SP mode, but Harvey pointed me to another website where the first MP advance seemed to have just been made. To find the engine that had achieved this you have to jump first of all

back to the Ippolit website and there find the name, added after Ippolit and Robbolito... it's **Igorrit!** But the code there, though again viewable, still needs compiling, so not a lot of use (to me anyway).

Never mind, almost immediately another Google search revealed an Igorrit.exe version was available from another site, and that downloaded and ran okay, except that the MP version seemed slower than I'd have expected, and it lost some games on time! Also on installing it I noticed that the 3 names I gave earlier - do I have to type them again? - okay, Golyadkin, Igoronov and Pescatore - were still there, with Weisskopf, Skavar and someone else's name that disappears below the line now added.

Since the first version the latest MP Igorrit version has also got to speed, and is available from 2 or 3 places. However many download sites require you to '*sign up*' before you can do any downloading, so it's up to you whether you want to search them out and do that, especially with rumours of a new '*worst yet by far*' virus running around the Internet.

On one of the websites I found that downloading and testing of clones is actually thoroughly recommended so that everyone can compile their findings and try to work out where each clone comes from!

I also found a lengthy list of suggested clone relationships! One site writes: "*Programmers accused of cloning often don't get the opportunity to explain the real origin of their engine. Some amateur programmers clone their own engines and present them as new engines. This is done to give the author a better chance of getting a good result in a tournament. Certain commercial engine authors clone their own engine and release it as a "new version" to boost sales when in fact the new version shows little or no improvement over the old version. This is the worst possible type of cloning and these are the people who are giving cloners a bad name*".

What can I say? Indeed, "*what a terrible mess we are in*" if people believe all that!

One thing this site implies is that, somewhere along the way, the Rybka2.3.2, probably the

Rybka3, and maybe even Rybka4-beta coding, has been compromised - i.e. fallen into the hands of others. This happened with an earlier **Rybka** from which **Strelka** was born, and that was proven to be a clone! Now the claim is that programs called Azaad, Gnd0, Kingzilla, Ocha, Peter, Rocket, Rucsil, TBomb and XBomb are all derived from or based on Rybka3 or even some later code. However most of these engines appear to be private, I couldn't find anywhere to download some of them at all. Perhaps as well.

Maybe some of you will feel that I should have named some of the websites that I've got my bits of information from, but you can hunt them out for yourself easily enough on the Worldwide web if you want to, by using the engine names I'm giving you in a Google Search or similar.

The day after I started to write this another new engine appeared on a couple of websites, this one is called **IvanHoe**. This is SP+MP and, when you install it, the same list of programmer names as for Igorrit comes into view. This also ran slowly and, at first, didn't play as strongly as the latest Igorrit versions, but a later version (**v73**) shows itself to be very strong indeed.

If you think about all the massive hard work that the programmers of Crafty, Fritz, Hiarcs, Junior, Naum, Rebel, Rybka, Shredder, Sjeng and Zappa (alphabetical order!) have done over the years, and then think about the abrupt emergence of a group of 4 or 5 programs that suddenly arrive at a playing level that is higher than all those I've just mentioned, then that has to be a very strong argument that these new engines are all based on some very strong code that they've all got hold of from somewhere and are working on at the same time!

I also noted that once Igorrit appeared in MP mode, so did IvanHoe...

... and by the time you get your issue of *Selective Search* goodness knows how out of date this article might already be and what new engines will have appeared here, there and everywhere. One that came out as I was finishing this article is called **Firebird**. It is SP and MP and, indeed, it too is very strong.

At one point the website for this suggested it was "based on the Ippolito, Robbolito, Igorrit, IvanHoe and Rocket series of engines", but then it changed and just said "based on the Ippolit family of engines", so that actually tells us something about who belongs to what, though it doesn't tell us where Ippolit first came from, and we still don't know if it's a new engine, or if it's based on something else in whole or in part!

WHAT WILL WE DO ABOUT THE RATING LISTS?

At the moment there is a steady stream of almost weekly updates for these (and no doubt other "still to come") new versions. For example in the space of 5 weeks after the last *Selective Search*, Robbolito alone went through versions 85d1-d10, e1-e5, some f's and then g1-g3. That series represents the numbers from just one site... on other sites folk were tweaking each engine and then renaming it again, so there was an 85e4a and an 85e4a2 and all sorts of others.

No-one at CCGT, CCRL, Ridderkerk, SSDF, Hallsworth or anywhere else is going to start a major series of matches with any of these against a full range of opposition until it all settles down, and some may not test these versions even then until they are either satisfied that they are not simply clones, or until they decide on a change of principle and that they will do ratings for clones. At present many are not willing to do this. But that still begs the question 'when is an engine a clone, and how do we prove it's a clone?!'

What a mess it's all in.

For folk like me who, though we can print out the code but can't really understand it all, there are 3 possible things to check to try and hazard a guess about what engine might relate to what other engine.

[1] **Compare how the Engines play and evaluate difficult or tricky Positions.** This method was seen in our last issue, on page 9, and Chris Goulden has referred to it in his UCI article this time. You may recall I was looking specifically at the question as to whether Robbolito is a clone of Rybka, and I showed a position with some move choices and evaluations which were very different

between this pair, in that Rybka got the position wrong but Robbolito (and lots of others!) didn't. And then I showed that Fruit was one of the few like Rybka that also got it wrong. So it's worth looking out for moments like this. Of course there are lots of positions in which Rybka and Fruit DON'T do similar things, especially in the moves just out of Opening Book where strategically Rybka very different and vastly stronger!

[2] **Play an Engine v Engine match** between 2 possible clones, on equal hardware or on one PC under, say, the *ChessBase* gui. You must use the same Openings for the games with each engine playing White and Black, so the match is precisely between the 2 engines only. If they are clones expect to get a close match, a lot of draws, and if Engine A wins with White in an opening, expect Engine B to win with White in the reverse game, and the same in an opening where Black wins.

[3] **Check out the Engine.exe code size.** Another long-time reader, Claudio Bollini from Argentina, pointed out this idea. Claudio teaches Theology in a Catholic school in Rio Negro, having moved there last year from Buenos Aires, so he and I discuss our enthusiasm for Christian issues in our e-mails as well as chess things.

Of course if a programmer can change an engine's name, he might be able to put in some duff 'padding' code that never gets used to confuse this issue. But when it's an engine making its Source Code available (Open Source), that won't work - the nonsense, unused code would soon be spotted. So checking the Engine.exe size can still be a good guide.

As a matter of interest here are the Engine.exe sizes for some programs, in alphabetical order:

▪ Cyclone	400k
▪ Firebird	315k
▪ Fruit	700k
▪ Glaurung	400k
▪ Hiarcs	1640k
▪ Igorrit	328k
▪ IvanHoe	438k
▪ Naum	636k
▪ Robbolito	287k
▪ Rybka	2520k

▪ Shredder	1476k
▪ Stockfish	477k
▪ Toga	344k
▪ Zappa	1224k

WHAT IS THE FUTURE FOR THE COMMERCIAL ENGINES?

This is difficult to say, but I'm sure it's not good as things look at the present. It is quite possible that one of the reasons that **Rybka4** has not emerged is that Vasik Rajlich knows he has quite a bit of work to do to catch up with these new "Ippolito" engines that have moved ahead of him in the rating race. What a hammer blow *if* it's right that this is wholly or partly due to his Rybka code having been made available somehow, that these new engines could in part be based on third party improvements to his code, even if there's also a mixture of other things involved.

And if Rybka, which has topped our Rating Lists with a bit to spare over the last 2 years, is struggling to remain competitive with this block of newcomers, then other commercial engines are as well.

I suppose that some programmers may decide it's worth jumping into a bit of code copying themselves, to spice up their program's rating. I'm sure they must look at all the open source code that's available to at least see if there's anything helpful they can try out. But that isn't always so easy, or even possible where an engine's code is built around tuned sub-routine blocks of chess knowledge.

As far as I can tell at this stage the so-called 'clone' engines are all built for search depth and speed. I don't believe that any of the 'chess knowledge' programmers have ever (willingly) made their code available. I personally believe Fruit is the Root, i.e. its the original open source-coded fast searcher that started all this code copying off.

But *if* I am right, the rating gap that has developed between it and these newcomers, clones or not, is so substantial that the new programmers have made some remarkable changes and developments to the code. And **if** that has been done to Fruit who can say that similar changes couldn't have been applied to other open source or stolen codes as well, developing into all of these other fast, deep search, open source coded engines.

Finally let's not forget that there *might* be a group of geniuses out there who've read and studied everything that all the earlier programmers up to Vasik Rajlich have done, and have then themselves seen a new way to write a chess engine and everything's come from there. If any of these new engines appear, code checked and approved, in a major Tournament, especially if it's an ICCA World Championship event, then we'll almost certainly know that this IS what's happened!

Well, I've diverted! Back to the question concerning the commercial programmers whose work reigned supreme until recently. These are programmers who are rightly proud of the unique style that their engines produce. Clones are like Robots, and will all look and play almost exactly the same, but **Hiarcs** is renowned for its more humanlike playing style and its ability to create tension and ask questions, while **Shredder** as another example is so hard to beat and often plays like a genius in defence. The **Junior** programmers love their engine to find incredible (wild!?) combinations and challenging attacks, and even if a best defence can thwart them, they still want their program to excite the player, the spectators and the user at home.

I expect these programmers to want to stick with their distinctive playing styles, and leave the lookalike clones to battle it out for the extra rating points.

In Science Fiction films we are often faced with the suggestion that a day will come when the Human race is challenged for supremacy by the faceless Robots that man himself has created. For many years, and to meet the requirements of the strong chess player, the commercial programmers have striven to make their Chess Engines less faceless and more humanlike, but now we might be moving into an era of 'Human-designed' Humanlike ChessEngines v 'All the Same' Robotlike Clones.

If all this were to bring an end to the age of computer progress in chess style and discovery, it would be a great shame. I am rooting for Rajlich, Uniacke, Meyer-Kahlen, Ban & Bushinsky, and Morsch to come up with something really good, really special... and unique! And if they do, copy that!

CONNYPERSON TRIES OUT THE NOOMEN'S BOOK!

Persson, Conny - Punzón Moraleda, Jesús
8th European Team Champs - Semif

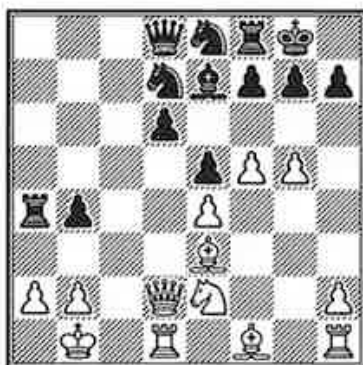
In issues 141-2 we looked at some of the ideas found amongst the many new and effective lines in Jeroen Noomen's *Chess-Base Opening Book CD*, which he produced for Rybka and, in particular, for its tournament appearances.

Since then one of our overseas regulars, **Conny Persson**, wrote to say he was in the middle of trying out one of the ideas in a Correspondence Game.

Here is the bare bones of what we printed in *SelS 142*...

English attack: an amazing rook sacrifice

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4 ♘f6
5.♗c3 a6 6.♙e3 e5 7.♗b3 ♙e6 8.f3 ♙e7
9.♞d2 0-0 10.0-0-0 ♗bd7 11.g4 b5 12.g5 b4
13.♗e2 ♗e8 14.f4 a5 15.f5 ♙xb3!? 16.cxb3
a4 17.bxa4 ♞xa4 18.♙b1



18...♞xa2!!

At this point we looked at three ideas... [1] 19.♞xb4, [2] 19.♙xa2, and [3] 19.♗c1

As we remind ourselves of the earlier discussion, we'll print Conny's moves in bold to make it easier to follow the game we are now covering. So the latter is the move which Conny played, so first let's see what we'd said about it...

19.♗c1

The game is more balanced if the sac' is declined.

19...♞a8 20.♗b3 ♞b8

What now? Rybka likes ♙c4, but Jeroen has ♞g1 and h4 as his top moves, with ♞g1 well tested and scoring 60%! There are only a few games behind h4 but it scores 70%! So we looked at:

[1] 21.♞g1 ♙d8 22.♞g3 ♙b6 23.♞xb4

[2] **21.h4!?** And here we branched again, into 4 more variations!

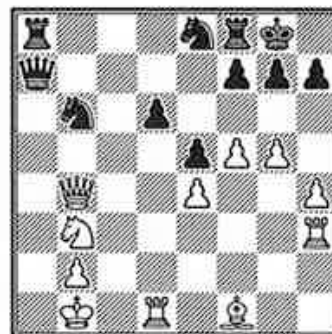
[2a] 21...♗c7 22.♞g2 ♞c8 23.f6 ♙f8
24.fxg7 ♙xg7 25.♞xd6 ♗f8 26.♞c6

[2b] 21...♞b7?! 22.♞d5 ♞xd5 23.♞xd5
♗c7 24.♞d1±

[2c] **21...♙d8 22.♞h3 ♙b6 23.♞xb4 ♞a7**
24.♙xb6 ♗xb6=

[2d] 21...♗c5 22.♙c4=.

Conny and Jesus chose to go with [2c] above, so we join their game after 24... ♗xb6



We ended here and showed this as equal. In fact 25.♗c1 is now in both the Rybka and Hiarcs books, but I was avoiding giving all of the lines from Jeroen's hard work! In any case Conny played instead the interesting... **25.♙b5!?**

Incidentally R3 quite likes the look of 25.♗d2 as well as ♗c1, but after 25...♞a2+ 26.♙c2 ♞c8+ 27.♞c3 ♞xc3+ 28.♙xc3 ♞a7 White doesn't have much at all **25...♞a2+ 26.♙c1**

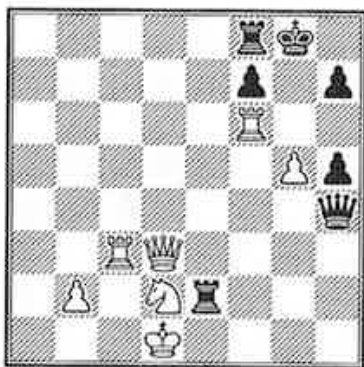
Now the choice seems to be 26...♗a4 or ♞c8 "I guess!" says Conny :-) but instead Punzon played **26...d5!?** 27.♞c3

It would be interesting to know why Conny avoided 27.exd5. The probable immediate continuation looks to be 27...♗d6 28.♞xd6 ♞fc8+ 29.♞c6. Perhaps Conny wasn't keen on the material imbalance that results from this, but if 29.♙d2?! ♞xb2+ 30.♙e1 ♞g2

31. ♕f1 ♖e4+ it's a draw. So now 29... ♘a4!
 30. ♗d2. Of course Black has ♗x♖/c6 when-
 ever he wants, but he doesn't need to play it
 yet, and here 30...g6 would have given
 Conny quite a bit to think about!
 27...d4 28. ♗c6 ♖a7 29. ♘d2 ♖b8 30. ♗dc1
 ♗d8 31. ♕d3 ♘d5

Sacking the knight for 2 pawns. But if
 31... ♘d7?! 32. ♘c5! ♘xc5 (32... ♗a7
 33. ♘xd7 ♖xd7 34. ♖c5+-) 33. ♗1xc5±
 32. exd5 ♖xd5 33. ♘d1 ♖f3+ 34. ♕e2 ♖xf5
 35. ♘d2 g6 36. ♖e7 d3 37. ♕f3 ♘g7

37... ♗b8 was the alternative, but then
 38. ♗1c4! is very strong 38... ♘g7
 (38... ♗xb2?! 39. ♗c8!+-) 39. ♗f6+-
 38. ♗f6! ♖h3 w86 39. ♖xe5 ♗ae8 40. ♖f4
 ♘h5 41. ♕xh5 gxh5 42. ♗c3 ♗e2 43. ♖f3
 ♖xh4 44. ♖xd3



"I'm hoping for my b-pawn to score",
 concludes Conny... "I'll let you all know how
 it works out!" - and a few weeks ago, he did,
 so here is the remainder of the game!

I should remind readers that this was a
 Correspondence Game, and the remaining
 notes are mine and I didn't spend 24 minutes
 on each move, never mind 24 hours or more.
 So I haven't said too much as Conny and
 Jesus will have put much more time and
 effort into the game than I have! Maybe you'd
 feel like letting us have a note about some of
 the more difficult decisions you had to make,
 Conny, in order to start edging that b-pawn
 forward?!

44... ♗e1+?

It may be that with best play from both
 sides White is already winning, certainly he
 has good chances. It is important for the
 players to find the top move every time - if
 White makes some little mistakes the draw
 becomes likely, but if Black makes even small

errors the game can soon be irretrievable!

So here I'd say that 44... ♗g2 seems best,
 then 45. ♗f1 ♖g4+. Certainly the evaluations
 on my PC programs were around +120 for
 White after this, but +170 for White after the
 move played

45. ♘c2 ♖a4+ 46. ♘b3 ♖a2

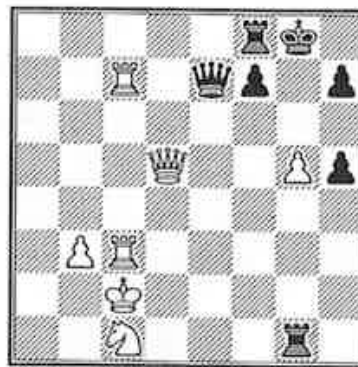
46... ♗fe8 47. ♗f2 and now 47... ♖a2 was
 slightly better perhaps. The small mistakes
 are beginning to add up, and Conny will
 have been getting quite optimistic by now!
 47. ♘c1 ♖a1 48. ♗d2 ♗g1 w174 49. ♗fc6

I quite like 49. ♖e3!? here.

49... ♖a4+! w164 50. b3! ♖b4?!

Another small error? Here 50... ♖g4
 51. ♗6c4 ♖f5+ 52. ♘b2 ♗xg5 seems best, but
 White still has a good advantage after
 53. ♘e2

51. ♗d5 ♖e7 52. ♗c7!



Making it hard for Black to avoid an
 exchange of queens

52... ♖xg5

If 52... ♗xg5 53. ♗xe7 ♗xd5 54. b4
 Or 52... ♖e1 53. ♘b1 ♖e8 to try and avoid
 exchanges altogether, then 54. ♗h3 must be
 winning

53. ♖xg5+ ♗xg5 54. b4 w224 54... ♗b8
 55. ♗c8+!

The simplest way to go for the win
 55... ♗xc8 56. ♗xc8+ ♘g7 57. ♗c5! ♗g6

It is easy to see that 57... ♗xc5+? 58. bxc5
 ♘f6 loses to 59. ♘d3 ♘e6 60. ♘c3 etc
 58. ♗xh5 ♗c6+ 59. ♗c5 ♗g6 60. b5

60... ♘f8 61. ♘d3 ♘e7 62. ♘c3 ♘d8
 63. ♘e5 wins 1-0

Well done Conny - it just shows what can be
 accomplished by a careful reading of *Selec-*
tive Search, then making sure to buy some
 top products off us, like the Noomens Open-
 ing Book... oh. and putting it all to good use
 with an extra big dose of your own skill!

RYBKA3 v FIREBIRD, ANNOTATED BY PETER GRAYSON

You will have read in the NEWS Section that I have some reservations about the "new wave" IPPOLIT family of programs, and Eric has told you there that I have had rather too many PC crashes whilst using them, wasting much valuable time.

I have also sent Eric some positions where the Firebird evaluations vary strangely during analysis - under both 32-bit and 64-bit, and Windows XP and Windows7, but that is not the main point I want to make in this article.

As far as results are concerned mine are certainly not as good as those Eric, or many other testers, are getting. It seems all the good results are when these new engines are played on ONE PC and with Ponder switched to OFF.

I believe that, when comparing **Rybka** with the new wave's most popular engine, **Fire-Bird**, Rybka shows the more polished and in my view superior play.

To demonstrate this here is a game between the pair, from FireBird's point of view but with some of the Rybka evaluations added in, and some extra commentary by myself. From the moment where both engines show equality Rybka plays the better of the pair. It is as if FireBird deceives itself with threats that are strong but, as the game pans out, come to nothing and are non-existent! I am still impressed with some of Rybka's play!

RYBKA 3 - FIREBIRD 1.0 BETA X64

5'/40+5'/40+5'/40 repeating.

1.d4 ♘f6 2.c4 g6 3.♘f3 ♙g7 4.♘c3 d5 5.♙g5

Both are still in a Book line, but it's less popular than 5.cxd or 5.Qb3 and rarely played by engine books so interesting to see engine performance.

5...♘e4 6.cxd5 ♘xg5 7.♘xg5 e6 8.♞d2 exd5

With this recapture there are pawn imbalances on either side of the board. White has development advantage but Black has the Bishop pair that may be better in the end game.

9.♞e3+ ♖f8 10.h4 h6

There was just one game in the book's GM database that had a win for Black. So now Rybka is on its own. B/0 0 is the evaluation which shows when Book moves are played, but soon you will start to see an evaluation (+ means the engine thinks that White is ahead, - means it thinks Black is ahead), a depth of search figure, and the time used on the move. If you see a move in brackets it means the move played was different to the move expected, and the latter is what is shown, which can sometimes be quite interesting

11.♘f3 c5

Creating an isolated d-pawn does not look so good for Black here but in the database game Black (Vallejo Pons) is a 2675 rated GM B/0 0

12.dxc5 ♘c6



Last book move B/0 0

13.♞d2

Rybka's move seems better than the game source move: 13.0-0-0 ♙e6 14.g3 b6 15.♙h3 ♙xh3 16.♞xh3 d4 17.♞e4 ♞c8 18.♖b1 bxc5 19.♘d5 ♞d7 20.♘f4 ♘b4 21.a3 ♞e8 22.♞xe8+ ♞xe8 23.axb4 ♞e4+ 24.♖c1 c4 25.♘d2 ♞c6 26.♞hh1 ♙f6 27.f3 ♖g7 28.♘e4 ♙e5 29.♖b1 ♞b8 30.♞c1 ♙xf4 31.gxf4 ♞xb4 32.♞c2 ♞b6 33.♘f2 h5 34.f5 gxf5 35.♞g1+ ♖f8 36.♞g5 ♞a5 37.♞d2 c3 0-1 Garcia Roman,D (2425)-Vallejo Pons,F (2676)/Calvia 2007/CBM 118 ext

13...♙e6 0.32/19 17 14.h5 (e3) 14...g5 0.20/20 10 15.e3 ♞e7 0.15/20 0 16.♘d4 (Be2) 16...♞xc5 0.07/19 11 17.♘xe6+ fxe6

In recapturing the pawn Black gives up the Bishop pair but the d-pawn is now supported. White looks solid especially if it

can castle king's side, but Black's position looks more dynamic. I anticipated Black's moving to support the central pawns. Clearly I did not understand Black's position?

0.07/18 0

18.♔e2 (Rc1) 18...d4?!

Very aggressive and Firebird believes it is achieving equality but is the isolated e-pawn strong or weak? 0.08/19 22

19.exd4 ♔xd4

The pawn imbalance has disappeared. 0.11/20 6

20.0-0 ♔g7 0.06/20 0 21.♔g4 ♖ad8

0.00/20 0 22.♖e2

Rybka also scored the game equal here.

22...♗e5 0.00/21 0 23.♗e4 (Bxe6)

23...♖b6 -0.08/20 16 24.♖ad1 ♗xg4

0.00/20 28 25.♖xg4 ♖hf8



The pressure on the b2 pawn is illusory, ithe pawn is untouchable. In fact I wondered whether Firebird got distracted with unachievable threats to the b2 and as the game progressed, f2 pawns. 0.00/20 7

25...♔xb2? 26.♖b1±

26.♖e2 (Rd2) 26...e5 -0.07/17 15 27.♖c1

(Rd2) 0.01/13. Getting control of the open file was the starting point of very small increases in evaluation each move for Rybka. Firebird's next move may reveal concern over its exposed King.

27...♖f7 0.00/20 11

27...♖c8 28.♖xc8 ♖xc8 29.♖g4

28.b3 ♖e6 0.00/19 0 29.♔h2 ♔h8 0.09/19

21 30.g4 ♖f4 0.12/19 7 31.f3

0.12/14. At the time I thought this pawn chain looked weak ... but what do we humans know?

31...♖d7 0.16/20 13 32.♗g3 (Kg2)

32...♖df8 0.23/20 48 33.♔g2 ♖e8 0.23/19

10 34.♔h3 (Rcd1) 34...♖ef8

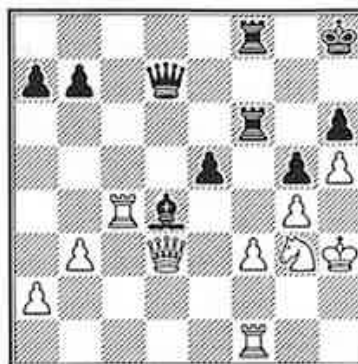
Is Firebird seeking a 3-fold repetition?

0.30/18 28

35.♖d3

0.26/13. Rybka did not give it opportunity.

35...♖4f6 0.37/18 0 36.♖c4!



(Kg2) 0.50/12. With a massive threat of doubling the rooks and Rc7! It should not go unnoticed that Rybka has all its pawns on White squares and its knight looks well positioned.

36...b5

I think weakening because it creates space for White to target 0.62/18 13

37.♖cc1 ♖f4 0.62/17 4 38.♔g2 ♖b7

White's f3 pawn is yet another distraction. White's next move highlights how open Black's position is! 0.68/17 1

39.♖g6 0.86/15 39...♖4f6 0.76/20 0

40.♖e4 ♖xe4 0.76/22 0 41.♗xe4 ♖a6

0.93/25 55 42.♖c2

How instructive the rest of the game is perhaps only a GM can say. I found it fascinating to see how much Rybka achieved doing apparently so little. How much did Firebird contribute to its eventual loss?

42...♔g8 0.96/24 28 43.♖d1 (Rfc1) 43...♖f7

0.94/23 12 44.♖dd2 (Rdc1) 44...♖f8

0.96/23 24 45.♖e2 ♖f7 0.99/24 14 46.♗g3

(Rc1) 46...♖af6 1.05/23 12 47.♗f5 b4

1.05/23 0 48.♖c8+ ♖f8 1.08/25 0 49.♖c4

(Rc6) 49...a5 1.01/21 7 50.♖e1 (Rd2)

50...♖d8 1.11/20 12 51.♖d1 ♖df8 1.15/22

11 52.♖c7 ♖8f7 1.19/24 0 53.♖dc1 (Rc8+)

53...♔c3 1.26/23 6 54.♖c5 (Rc8+) 54...♖a7

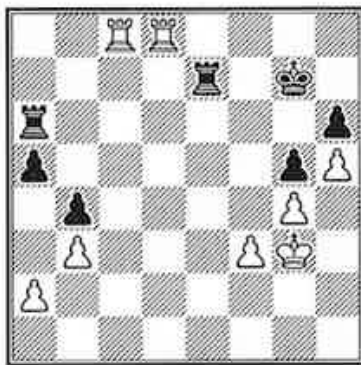
1.17/22 9 55.♖d1 (Kg3) 55...♔d4 1.28/21 7



56.♖xd4 (Rb5) 56...exd4 1.22/23 3
57.♗xd4

That answered the question from move 18. The pawn was weak!

57...♔g7 1.20/25 0 58.♔g3 ♖af7 1.18/23 2
59.♗d3 ♖a7 1.18/24 0 60.♗dd5 (Rb5)
60...♗fa6 1.34/23 4 61.♗c8 (Rb5) 61...♗e7 1.34/24 8
62.♗dd8 (Rb8)



Getting rooks to the back rank is a primary target in endgames and often seals the fate of the opponent. Rybka used the threat to Black's a5 pawn to achieve this.

62...♔h7 1.34/24 4 63.♗h8+ (Rc5)
63...♔g7 1.36/24 1 64.♗cg8+ (Rhg8+)
64...♔f7 1.36/25 1 65.♗h7+ (Rb8)
65...♔xg8 1.18/24 1 66.♗xe7

When in front .. exchange and that was cleverly done! We now witness Rybka's superior endgame ability and use of the king as an aggressor.

66...♔h8 1.30/29 12 67.♗c7 (f4) 67...♔g8 1.30/26 7
68.♗c5 (Rd7) 68...♗a7 1.80/27 31
69.♔f2 (Rf5) 69...♔f7 1.77/21 2
70.♔e3 (Rf5+) 70...♔g7 1.84/22 2 71.♗f5
♔g8 1.99/26 0 72.♔d3 (Kd4) 72...♔g7 2.03/26 1
73.♔d4 (Kc4) 73...♗a6 2.03/26 5
74.♔c4 ♖a8 2.31/26 3 75.♔b5



75...♔h8 2.42/20 1 76.♔b6 ♔g7 2.69/21 1
77.♗xa5 ♗e8 2.81/20 0 78.♔c5 (Ra4)
78...♗b8 3.08/17 0 79.♗a4 (Ra7+)
79...♗c8+ 3.08/18 0 80.♔xb4 ♗b8+ 3.08/20 0
81.♔c5 (Kc4) 81...♗c8+ 4.73/23 1:27
82.♔d4 (Kb5) 82...♗d8+ 4.64/22 10
83.♔e3 (Ke4) 83...♗e8+ 4.64/24 35 84.♗e4 (Kd3)
84...♗b8 4.74/22 20 85.b4 (Re7+)
85...♗a8 4.80/23 8 86.♗e7+ (b5) 86...♔f6 4.99/21 11
87.♗h7 ♔e5 5.61/24 1:19
88.♗xh6 ♗a3+ 6.34/23 28 89.♔f2 ♗xa2+ 6.74/22 10
90.♔g3 ♗b2 5.61/21 0 91.♗b6 ♗b1 7.07/21 4
92.♗b5+ (h6) 92...♔f6 6.29/16 0
93.♗f5+ ♔g7 7.02/23 0 94.♗xg5+ ♔h7 7.30/25 1
95.b5 ♗g1+ 7.30/24 0
96.♔f4 ♗b1 7.48/23 0 97.♗d5 (Re5)
97...♗b4+ 5.73/7 0 98.♔g5 (Kf5) 98...♗c4 6.84/8 0
99.b6 (Rd7+) 99...♔g8 23.72/11 0
100.b7 (Rd7) 100...♗b4 25.84/11 0
101.♗d8+ ♔f7 21.86/9 0 102.b8 ♗xb8 #8/17 0
103.♗xb8 ♔e6 #7/19 0 104.♗d8

(h6). Rybka has missed the quickest route to mate, which was 104.h6

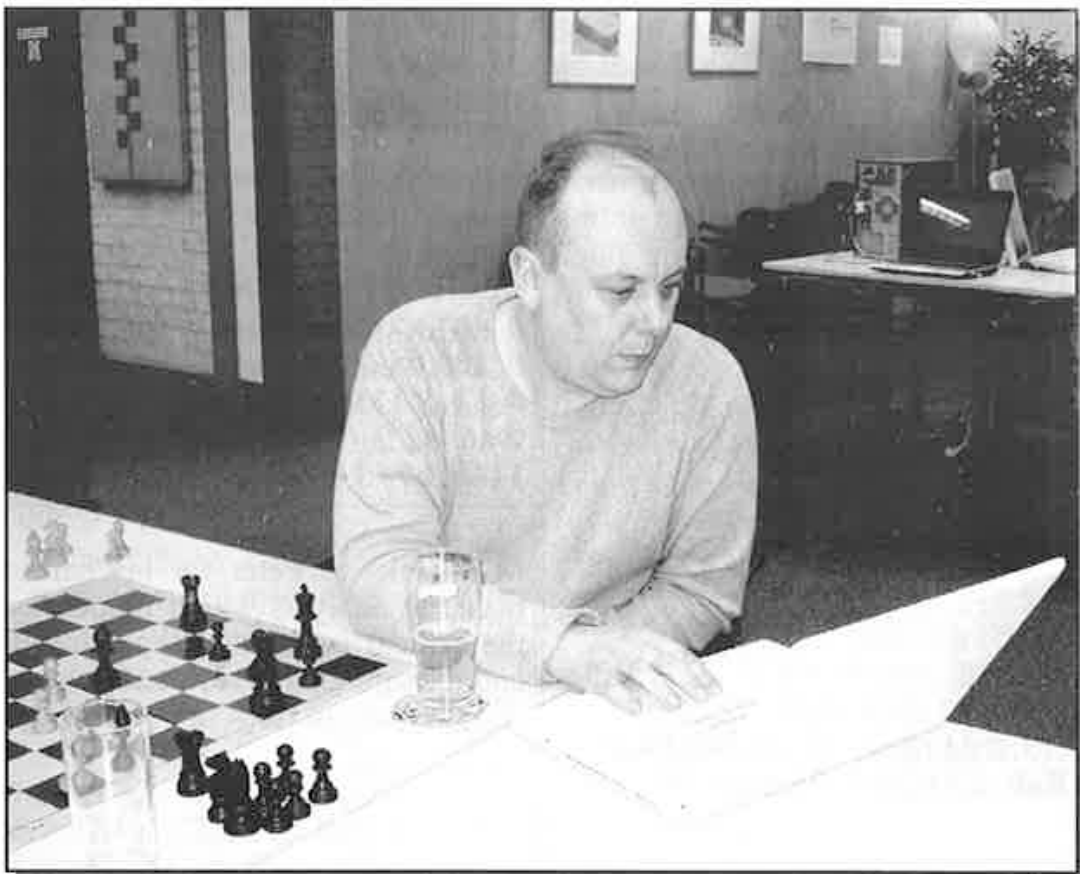
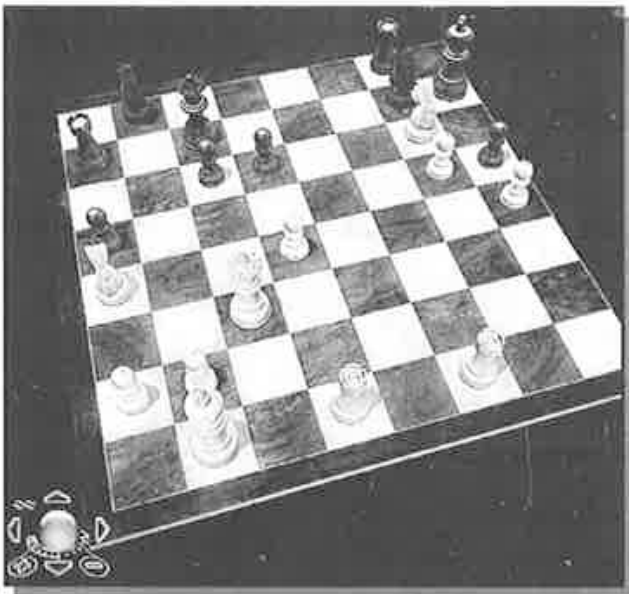
104...♔e7 22.87/8 0 105.h6 ♔xd8 -#3545/13 0
106.♔f5 (h7) 106...♔c7 #8/0 0
107.h7 ♔b6 #7/0 0 108.h8 ♗c6 #6/0 0
109.♔e6 ♔b6 #5/0 0 110.♗c3 ♔b7 #4/0 0
111.♔d7 ♔b6 #3/0 0 112.♗b4+ ♔a6 #2/0 0
113.♔c6 ♔a7 #1/0 0 114.♗b7# 1-0

My thanks to Peter for his hard work, and masterly analysis which pinpointed some of the critical issues that separated the engines and determined the result of this game.

PHOTO SHOOT PAGE #1!

I know - this is a first. My wife and I have had a difficult few weeks, culminating in her having a bad fall and ending up with severe facial cuts and bruising, and a probable broken nose. So there's no recent photo of her on these pages! But with one thing or another, as I type these notes, we're already into February, and I have to get this issue off to the printers very quickly. Worse still I've just added up my completed pages and find I'm 2 short, so decided that photos were just about the best quick way to solve the problem!

This page: Top Left, PC Screen Fritz12 3D board mode. Right, a Novag Citrine in a box setup with PC Tablet display and linked to the Arena program. Below, the popular Hiarcs 'away team' representative and Forum manager, Harvey Williamson.



A PHOTO SHOOT PAGE #2!

This page: Top Left, Two members of the Rybka team, Vasik Rajlich and Jeroen Noomen, take some time off. Right, Myself, with my wife Chris (pre-fall!) and our dog Connor... at his Christmas "Growlies" Dog Party! Below, the player line-up and photos before the event, and then the main Stage with round 7 under way at the absolutely brilliant London Chess Classic, won by Magnus Carlsen, now World #1!



Magnus Carlsen NOR 2601 Vladimir Kramnik RUS 2772 Hikaru Nakamura USA 2715 Nigel Short ENG 2707 Michael Adams ENG 2698 Ni Hua CHN 2605 Luke McShane ENG 2815 David Howell ENG 2597



"HIGHENDMAN'S" GAMES V THE RYBKA FORUM

Over recent months a mystery player under the name of "*Highendman*" has been causing the mighty **Rybka Cluster** plenty of problems in Internet games which I have been following on the Rybka Forum. He has been able to draw many games, I don't think he has lost any or, if he has, it's just one, and he has managed to win, well, quite a few!

It seemed that he had discovered one or two weaknesses in the Rybka engine that he could aim for. Not that these are going to appear in every game, not even all that often as the choice of Opening often determines the nature and direction of a game. But even then Highendman could get draw after draw and, if the opportunity arose, he'd steer Rybka into a weakness he'd seen and have good winning chances.

So much so that he holds a decent plus record against the Rybka Cluster!

Was it Kasparov, or Anand, or Kramnik, or perhaps the ghost of BobbyF?

The Rybka Forum community were sufficiently alarmed that they challenged Highendman to play 2 games against themselves, the **Rybka Forum v Highendman**.

They would use engines on very fast hardware - Rybka in particular - but aim to steer games away from the perceived problem/s and into Rybka strengths, to show that Highendman wasn't, after all, the Website's World No.1 - whoever he was!!

We are going to share the decisive game in this match right now, with notes by **Shahar Tzafir** - no, *Highendman* is not Kasparov after all! - but a Londoner!

For *Selective Search 147* I am expecting that we will have Shahar's notes to accompany two of his wins against the Rybka Cluster, to give us an idea of how he is managing to beat the previously almost invincible engine - though how many of us are good enough to then take advantage ourselves, I don't know!

The depth and quality of the notes he has sent for this game against the Rybka Forum might frighten some of us off ever playing over the Internet again!

Shahar uses various, traditional commentary symbols in his notes. Just in case some readers aren't used to these, here are some explanations:

- indicates an 'only move',
- ⊖ a development advantage,
- ⊖ means 'a better move is',
- ≤ means 'a worse move is',
- indicates 'with an attack'
- ∞ means unclear.

TZAFRIR, SHAHAR - RYBKA WARRIORS, FORUM

Opening B20: Sicilian with unusual White 2nd move
Time Control 24 hours per move
All Notes by Shahar Tzafir

A 24 hour/move game: HEM vs. the Rybka forum team; part of two game simultaneous white/black match that started on November 4th 2009 and concluded on December 31st 2009. The other game (Rybka-Warriors had White) ended in a draw. State of the art chess-engines / computers were used by both sides throughout the game. The Rybka team played in consultation using a team-vote approach to decide their moves. According to my post mortem analysis, Black is losing by force after its 23rd move.

1.e4 c5 2.b4 cxb4 3.♘f3 ♘f6?!

3...d5 and 3...d6 are more common. Judging by this game, it's clear why. White's aim in the Wing gambit is to gain time, and Nf6 plays to White's hands.

4.e5 ♘d5 5.a3 e6

5...bxa3 6.♙xa3⊖

6.axb4 ♙xb4 7.♘a3



With a c4→Nc2→Nxb4 plan.

7...♞c6

Only one previous rated game on record with 7.Na3:

Event "Moscow RGSU-B". Date 2006.11.16. Round 11. White Kislov, Oleg (2267) Black Mozharov, Mikhail (2418). Result 1-0.

7...0-0 8.c4 ♞f4 9.♞c2 ♕a5 10.♕a3 ♜e8 11.h4 f6 12.exf6 ♞xf6 13.g3 ♞g6 14.♕d6 ♞c6 15.♕d3 ♕c7?? 16.♕xc7 1:0

8.c4 ♞de7 9.♞c2N 0-0?!

An unwarranted concession of Black's bishop. ♠9...♕a5∞

10.♞xb4

I spent 4 tempi to exchange the bishop realizing I have sufficient development advantage (from the early b4 sac and e5 push) to not incur any penalty doing so. Black has anyway spent and will spend equal time on his knights jumping around. More important, White's subsequent plan and moves all follow naturally after this exchange.

10...♞xb4 11.♕a3 ♞ec6

This is Black's *sixth* Knight jump in the first eleven moves of the game – 54.5% of Black's opening moves dedicated to a knight tour.

12.♞b1 a5 13.♕d3

Provoking f5 or even better (for White) g6

13...f5

♠13...h6=.

I would have forced a draw had Black played h6. 14.♕h7+ ♔h8 15.♕e4 ♜b8 16.0-0 d5 17.exd6 ♞xd6 18.h3 ♞d8 19.♞d1 b5 20.♕xc6 ♞xc6 21.♕xb4 axb4 22.♞xb4 ♞xc4 23.♞xc4 bxc4 24.♞e5 ♞d5 25.♞xc4=.

While 13...h6 was safer, Black can't be blamed, being a pawn up, for not sensing the danger the position holds and avoiding the drawing line.

≤13...g6 14.h4→

14.♕e2

Lost a tempo but achieved provoking the weakening f5 that allows the subsequent h3→g4 break ideas for White. An extra benefit is that f5 also slows down the

development of Black's c8 bishop and cramps Black's position.

14...d5 15.exd6 ♞xd6



16.d4 ♕d7

Start of a slow Black plan to place the bishop at h5. I'm not sure this was the best plan for Black as it allows White to peacefully finish development. Then again, it's already hard to come with a viable other plan.

Possibly a better/faster plan was b6→Bb7→Rad8→Rfe8, or b6→Ba6 ♠16...b6 17.0-0 ♕b7∞ (=17...♕a6∞)

17.♞b2 ♕e8 18.0-0 ♕h5 19.♞fd1 ♜ae8?!

Likely the culprit of Black's subsequent trouble.

♠19...♞ac8 20.♞d2∞ (=20.h3∞; =20.♞g5 ♕xe2 21.♞xe2∞)

20.♞d2 b6

Black has a hard time finding a plan as evident by this last 'waiting' move.

21.♞ad1± ♞e7

By now White has more than enough compensation for the saced pawn – White position is harmonious and Black needs to struggle to find an equalizing plan.

22.h3!

I have placed the diagram overleaf so you can the more easily follow the next set of notes!



Preparing g4!

I played this now before Qb3 and Bb2 to 'hide' the g4 plan and try and make this look like an inconspicuous 'luft' or waiting move by White.

I expected another waiting move from Black in return per the recent two non-moves Black just played – most likely h6 that was indeed played. Objectively it's quite hard to find a plan or a move here for Black that doesn't hurt their position further.

22...h6 23.♖b3 ♜c8

According to my post-mortem analysis, White is winning by force after this move.

24.♗b2 ♘d8?

A 'computer like' move that is not only 'NOT pretty' but worse, it loses control of the key e5 square. Probably my opponents underestimated (or missed?) the strength of White's subsequent two shots.

However it's not easy to come up with a move that offers harder resistance, as Black is already in a predicament. My analysis post mortem shows Black is losing by force after White's 24th Bb2 move.

[1] 24...♗f3. An attempt that doesn't seem to work. 25.♗f3 ♖h7 26.♗c3± (26.♗e2∞)

[2] 24...♜ce8. An attempt that doesn't seem to work. 25.♘h4 ♗xe2 26.♜xe2 ♖d8 (≤26...g5 27.♘g6 ♜g7 28.♘e5 ♘xe5 29.♜xe5 ♜ge7 30.♗c3 ♖c7 31.♗xb4 axb4 32.♖xb4 ♜d8 33.♜e3±) 27.♖f3 (27.♖g3 ♜d7 28.♜de1 ♖g5; 27.d5 ♜d7 28.♘f3 exd5 29.♜ed2 ♖h7 30.cxd5 ♘e7 31.d6 ♘ec6∞) 27...♜f7 28.♖h5 ♖g5 29.♖xg5 hxg5 30.♘f3 ♘d8 31.d5 g4 32.hxg4 fxg4 33.♘d4±

[3] ♞24...f4!? appears to have been Black's best attempt; however it's refuted as well, by the correct 25.♘h4

Note not so good for White is ≤25.♗c3 ♜ee8 (25...♜b8 26.♖b1 ♜d8 27.♘g5 hxg5 28.♗xh5±; 25...♜d8 26.♖b1 b5 27.d5 exd5 28.cxd5 ♖c5 29.dxc6 ♜xd2 30.♜xd2 ♖xc3 31.♖f5±) 26.d5 exd5 27.cxd5 ♘d8 28.♖b2 ♘f7 29.♗xg7 ♖g6 30.♘h4 ♖xg7 31.♖xg7+ ♖xg7 32.♗xh5 ♜e5 33.♗xf7 ♖xf7 34.d6∞)

After 25.♘h4 best is 25...a4 (≤25...♗xe2 26.♜xe2 ♜d7 27.d5 ♜cd8 28.♗xg7 ♖xg7 29.♖f3 ♖e7 30.♘f5+ exf5 31.♜xe7+ ♘xe7 32.♜e1±) 26.♖xa4 ♜a7 (≤26...♗xe2 27.♜xe2 ♜a7 28.♖b3±) 27.♖b3 ♘a5 28.♖a3 ♗xe2 (≤28...♘ac6 29.♖c3 ♗xe2 30.♜xe2 ♘a5 31.♗a3+-) 29.♜xe2 ♜cc7 (≤29...♜xc4 30.d5±) 30.♜de1 ♘xc4 31.♖b3 ♘a5 32.♖f3 ♘c2 33.♜d1±

25.g4!

White's pieces are all optimally placed. It's time to convert White's positional advantage to material with the g4 and d5 break. Any delay in the break could have allowed Black to equalize. It's like knowing to not fall in love in a stock you own and when to sell – it was hard for me to 'ruin' the beautiful appearance of White's position with 25. g4, but the time has come to break and convert.

25...fxg4 26.♘e5 ♗e8

≤26...♘dc6 27.hxg4 ♗e8 28.g5 hxg5 29.♖g3 ♘xe5 30.dxe5 ♖c7 31.♜d6 ♘a6 (31...♗a4 32.♜ld4+-) 32.♖xg5±

27.d5!!

Thematic break. Chess engines, even after a long analysis time, don't realize this is the strongest forcing move here.

If the ordinary 27.♗xg4 h5±
27...exd5 28.♗xg4



28...♘dc6

Black is forced to give up an exchange

looking for an endgame he hopes is drawish.

Black's alternatives per the following analysis were worse.

[1] ≤28... ♖cc7?? 29. ♖xd5 ♘xd5 30. ♖xd5 ♗f6 31. ♖xd8+-

[2] ≤28... ♖c5 29.cxd5 h5 (29... ♙b5 30.f4 ♖cc7 (30... ♗f8 31. ♙d4 ♖xd5 32. ♙f3 ♘dc6 33. ♙xd5+-) 31. ♙f5 ♙e8 32. ♖g2+-) 30. ♙f5 h4 31. ♘c6 ♘dxc6 32.dxc6+ ♙f7 33. ♗xb4 axb4 34. ♖xd6+-

[3] ○28... ♘e6. This offered an interesting defence although White still reaches a very promising position through 33. Qe3!: 29.cxd5 ♘c5 30. ♗c3 ♖a8 (≤30... ♖b8 31. ♘c4 ♗f4 32. ♖d4 ♘e4 33. ♗e3 ♗xe3 34.fxe3 ♙a4 35. ♖c1 ♘f6 36.d6+-)

31. ♘c4 ♗g6□ 32.d6 ♘e4 33. ♗e3! (≤33. ♗c1 ♖e6 (33... ♘xd2 34.dxe7+-) 34. ♗h2 (34.f4 ♘xd2 35. ♖xd2 ♖e4 36.d7 ♖d8 37. ♘d6 ♖xd7 38. ♘e4 ♖xd2 39.f5 ♖c2 40.fxg6 ♖xc1+ 41. ♙xc1 ♙xg6∞) 34... ♘a2 35. ♗a1 ♘xd2 36. ♖xd2 ♙f7 37. ♙e5 ♘b4 38. ♘b6±)

33... ♘xd2 34.dxe7 ♘xc4 35. ♗e6+ ♗h7 (≤35... ♗xe6 36. ♙xe6+ ♗h7 37. ♖d8 ♘b2 38. ♖xa8+-) 36. ♖d8±

29. ♙xc8 ♘xc5 30. ♙xe5 ♖xe5

≤30... ♗xe5 31.cxd5 ♙f7 32. ♙g4±
31.cxd5



Black now faces a major decision – 31. ..Bf7 vs. 31. ..Rg5+.

According to the game and the analysis herein, both lose by force, although 31. ..Rg5+ offered tougher resistance via some very difficult lines.

31... ♙f7??

Black expects 31. ..Bf7 to lead to a drawish endgame. However this is refuted in the game and further in the following

analysis.

The endgame reached after 31. ..Bf7 while very much outside the horizon of current chess engines, is losing by force with a simple plan. The game was played at a 24 hours per move time-control. However the Black team took a 'time out' and spent 4 days on this difficult move. I dare guess the Black team ended up playing the more dubious 31. ..Bf7?? due to having over-analyzed 31...Rg5+ and, not being able to find a forcing drawing line there, opted for the seemingly more drawish endgame after 31...Bf7. I further believe that with only 24 hours for the move, the Black team was more likely to have played the more natural looking 31. ..Rg5+.

○31... ♖g5+ Leads to some very complicated lines, with 3 main tries for Black, and a very narrow path White must walk through, with a series of 'only moves' which White must find to maintain the win/avoid a draw. 32. ♗h1□

Black now has 3 main attempts: 32. ..Qf6, 32. ..Bh5, 32. ...a4. And further 2 easier to refute attempts: 32.. Bg6, 32. ..Bf7. I believe only 32. ..Qf6 challenges White (and I present its refutation too), but I'll quickly address all five attempts with their respective refutations.

a) First attempt: 32...Bh5: ≤32... ♙h5 33. ♙g4 ♙xg4 (≤33... ♙g6 34. ♖e2 ♗h7 35. ♖e6 ♗f4 36.d6; ≤33... ♘a6 34. ♙xh5 ♖xh5 35. ♗f3 ♖g5 36. ♖c2±; ≤33...a4 34. ♗g3 ♙xg4 35.hxg4 ♗d7 36.f3 ♘xd5±) 34.hxg4 ♖xg4 35. ♗h3 ♖e4 (≤35... ♗d7 36.d6 ♘c6 37.f3 ♖g1+ 38. ♗h2 ♗xh3+ 39. ♗xh3 ♖xd1 40. ♖xd1 ♗f7 41. ♖c1 ♘b8±; ≤35...h5 36.f3 ♖g6 37. ♗c8+ ♗h7 38. ♗f5+-; ≤35... ♖f4 36. ♗e6+ ♗xe6 37.dxe6 ♖e4 38. ♖d6+-; ≤35... ♖g6 36. ♗c8+ ♗h7 37. ♗f5 ♗g8 38. ♖c1 ♖f6 39. ♖c8+-) 36. ♗c8+ ♗f8 37. ♗xf8+ ♗xf8 38.d6 ♖e8 39.d7 ♖d8±;

b) Second attempt: 32...a4: ≤32...a4 33. ♗f3 ♙h5 34. ♙g4 ♙xg4 35.hxg4 ♘a6 36. ♖d4 ♘c5 37. ♗g2 ♗h7 38. ♗f4 ♖g6 39. ♗xd6 ♖xd6 40. ♖b4+-;

c) Third attempt: 32...Bg6: ≤32... ♙g6 33. ♙e6+ ♗h7 (≤33... ♗h8 34. ♗e3+-) 34. ♗f3 ♙h5 (≤34... ♘c6 35.h4 ♖h5 36. ♗g2 ♘e5 37. ♗f4+-) 35. ♙f5+ ♗h8 36. ♙g4

♙xg4 37.hxg4+-;

d) Fourth attempt: 32...Bf7: ≤32...♙f7
33.♙e6 ♖f4 (≤33...♘a6 34.♙e2+-) 34.♖e3
♖xe3 (≤34...♖f6 35.f4±) 35.fxe3 ♙xe6
(≤35...♙e5 36.♙xf7+ ♘xf7 37.d6+-)
36.dxe6 ♙e5 37.♙d6+-;

e) Final attempt for Black: 32...Qf6:
32...♖f6 33.♙e1!!

All other attempts for White e.g. 33. d6+,
or 33. h4, only draw.

33...♙a4 (≤33...♙f7 34.♙e6 a4 35.♖d1
a3 36.♙xf7+ ♖xf7 37.d6 a2 38.d7 a1♖
39.d8♖+ ♘h7 40.♖e8 ♖c3 41.♖e4+ ♖f5
42.f3 ♘c6 43.♖dc2 ♖xc2 44.♙xc2 ♘d4
45.♙c3 ♙g6 46.♖xf5 ♘xf5+-). Reaches the
same type of won end-game the game itself
has reached. White will win the b pawn,
force exchanging rooks etc as in the game.)

34.♖e3 ♘h8 35.♙e6 ♘c2□ 36.♙xc2
♙xc2 37.f4 ♙g6□ 38.♖e5 (≤38.d6 ♙a4
39.♖f3 ♖d8 40.f5 ♙f6 41.♖d5)

38...♘h7 (≤38...♖xe5 39.fxe5+-)

39.f5 ♙g5□ 40.♖xf6 gxf6 41.d6 ♙a4
(≤41...♙g3 42.d7 ♙xh3+ 43.♘g2 ♙d3
44.♙c1 ♙a4 45.♙c7+-)

42.♙c1 ♙g7 43.h4+-

32.♙e6+-

White's plan is simple: 1. Win Blacks a &
b pawns without making any concessions, 2.
Activate the rooks, force swapping rooks and
reach a won K+R+PP vs. K+N+PP 8 pieces
end-game.

Chess engines have a hard time evaluat-
ing this endgame, or forming and executing
this plan as it's outside the horizon, and
6-pieces tablebases offer surprisingly little
help. Instead the chess engines shuffle pieces
without their eval making much progress.
This is a nice example of where a long term
human plan sees, well, longer.

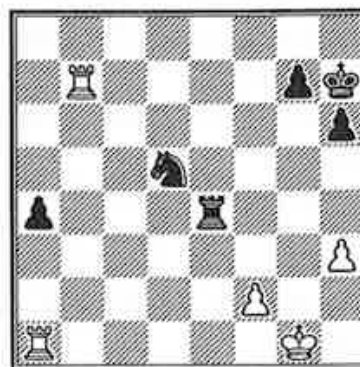
32...♙xe6

32...♖e7 33.♙xf7+ ♖xf7 34.f4 ♙f5
35.♖c4 ♙xf4 36.♖c8+ ♘h7 37.d6+-

33.dxe6 ♖xe6 34.♙d8+ ♘h7□ 35.♖xe6
♖xe6 36.♙d8 ♙e4 37.♙xb6 a4 38.♙a1 ♘d5

Or 38...♘d3 39.♙a3 ♙d4 (39...♘f4
40.♙a6) 40.♙b7

39.♙b7



39...h5?

Unnecessary weakening of the pawn
structure. Black's plan was to play h4 later
and try to create a fortress. However it does
not work.

40.♘g2!

Essential part of the winning plan. Not
allow the king to get caged.

40...♙d4

40...h4. In post mortem one of Black's
comments was they had believed 40. ...h4
could have created a fortress. This segment
refutes that. My move 41.♙g1

a) 41...♘e7 42.♘f3 ♙e6 43.♙g4 ♙f6+
44.♙f4 ♘f5 45.♙a7 a3 46.♙xa3 ♘g6 47.♙a5
♘g5 48.♙g4+ ♘h6 49.♙ga4 ♘d4+ 50.♘e3
♘f5+ 51.♘e4 ♘d6+ 52.♘d5 ♘e8
53.♙xh4+ ♘g6+-

b) 41...♙e6 42.♘f3 ♘e7 43.♙g4 ♙f6+
44.♘g2 ♘f5 (44...♘g6 45.♙a7 a3
(45...♘f4+ 46.♘f1 ♘g6 47.♙axa4 ♙c6
48.♘g2 ♙f6 49.♙ge4 ♙b6 50.f4 ♙b7 51.f5
♘e7 52.♙xh4+ ♘g8+-) 46.♙xa3 ♘f4+
47.♘f1 ♘g6 48.♘e2 ♘f4+ 49.♘d2 ♙d6+
(49...♘g6 50.♘e3 ♙b6 51.f4 ♘g8 52.♙g5
♘e7 53.♘f3 ♙b7 54.♘g4 ♙c7 55.♘xh4+-)
50.♘e3 ♘d5+ 51.♘f3 ♘f6 52.♙xh4+-)
45.♙xa4 ♘g6 (45...♙g6+ 46.♙g4 ♙a6
47.♙gb4) 46.♙ba7 ♘h5 47.♙a6 ♙xa6
(47...♙f8 48.f4 ♙d8 49.♘f3) 48.♙xa6 ♘d4
49.♙a5+ ♘g6 50.♙a4 ♘f5 51.♘f3 ♘h6
52.♙xh4

c) 41...♙c4 42.♘h2 ♘c7 43.♙g4 ♙c2
44.♙xh4+-

41.♙a7 ♘c3?!

Losing another tempo. However there are
no better alternatives by now anyway.

42.♙c1 ♘d5 43.♙c6!

Much better than 43. Rg1 – a plan that

some chess engines opt for, but doesn't seem to work. 43. Rc6 activates the rook.

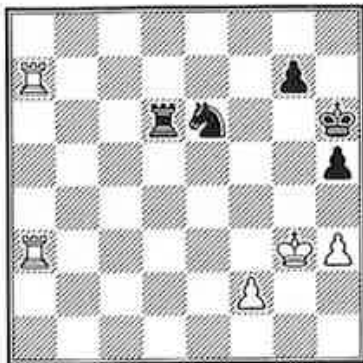
43... ♖f4+ 44. ♔g3

White's plan is to accept a few checks from Black and, in between, play f3 and h4 to get control of g5 so as to place there a rook later – and by threatening to win either g or h pawn thus forcing exchanging of rooks.

44... a3 45. ♖cc7 ♖e6□ 46. ♖e7 ♖d6 47. ♖xa3

First part of the plan complete.

47... ♔h6 48. ♖ea7

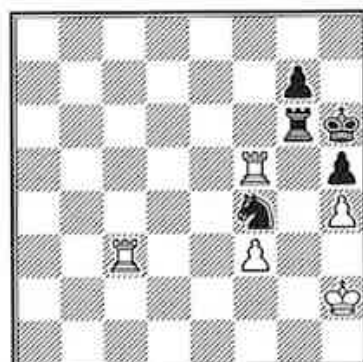


White now needs to force exchanging a pair of rooks to reach a won end-game. Still most chess engines are unable to determine a winning plan here.

48... ♖c5 49. f3! ♖g6+ 50. ♔f2 ♖d6 51. h4!

Second part of the plan complete. Getting control of the key g5 square to allow placing a rook there in some possible lines.

51... ♖d3+ 52. ♔g2 ♖g6+ 53. ♔h2 ♖c5
54. ♖c3 ♖e6 55. ♖a5 ♖f4 56. ♖f5



56... ♖e2

Ends the game at once by giving up Black's h5 pawn, however all other options lose fast as well.

E.g 56... ♖f6 57. ♖cc5 ♔g6 (57... ♖xf5 58. ♖xf5 ♖e2 59. ♖e5 ♖d4 60. ♔g3 g6

61. ♔f4 ♖c6 62. ♖d5 ♖b4 63. ♖d6 ♖a2
64. ♔e5 ♖c3 65. ♔f6 ♖e2 66. ♖d8 ♔h7
67. ♔g5 ♔g7 68. ♖d7+ ♔f8 69. ♔f6+- with mate shortly)

58. ♖g5+ ♔h6 59. ♖cf5 ♖xf5 (59... ♖e2 60. ♖xh5+ ♔g6 61. ♖hg5+ ♔h6 62. ♖xf6+ gx6 63. ♖c5+- with mate shortly.)

60. ♖xf5 ♖e6 61. ♖e5+- with mate shortly.

This position highlights White's end-game plan after Black's 31. ..Bf7 – exchanging rooks and reaching a won position, even had Black not weakened the h6 pawn.

57. ♖cc5 ♖a6 58. ♖xh5+ ♔g6 59. ♖hg5+ ♔h6
60. ♖c8 g6

Or 60... ♔h7 61. ♖c7 ♖g6 62. ♖xg6 ♔xg6
63. h5+- reaching a won 6 pieces table base positions in a few moves.

61. ♖gc5

Or 61. ♖g4, which most chess engines prefer. However the same move as played, 61. Rgc5, ends the game equally fast.

61... ♖a4

Or 61... ♖a7 62. ♖5c7 ♖xc7□ 63. ♖xc7+- reaches a won 6 pieces tablebase position in a few moves

62. ♖c4 ♖a3

Similarly 62... ♖a2 63. ♖c2 ♖xc2
64. ♖xc2+- reaches a won 6 pieces table-base position in a few moves.

63. ♖4c7 g5□ 64. ♖c6+ ♔g7 65. ♖8c7+ ♔f8
66. ♖f6+ ♔g8 67. ♖e6 ♔f8 68. ♖xe2

Followed by mate. The game ran from November 4th until December 31st 2009. 1-0

Well my good readers, I trust that you enjoyed that! I tried to put enough diagrams in so that you could have a go at following the game without using a board or your computer. But really it's best if you switch your favourite PC engine on and go through the game fully with Shahar's notes and analysis, to realise what an excellent win this is, and to appreciate the amount of work that went into the game and has gone into this analysis for *Selective Search*.

We'll have 2 games from the **Shahar v Rybka Cluster** matches in our next issue!

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

Hiarcs12 nicely surprised Chris (and the rest of us) by topping his **PRO-AM** ahead of **Rybka2.3.2** (too many draws) and **Thinker5.4c** which were 2=. Chris commented rightly that Thinker and Glaurung are closing the gap between the amateur and commercial engines.

In **DIVISION 3** a new version of **Sloppy** and an almost completely new engine **Cyrano** were well ahead of the rest of the field and won promotion to his Division 2, while Trace and Hermann dropped out altogether. Chris suggested that Division 3 would be quite different in 2 issues time as he had obtained some strong qualifying engines for next time.

CLONING. There was a discussion on the effect that the freely available source code that comes with some engines is having, with many new engines getting a head start - some add new ideas from the free code to their own existing engines, which is fair enough, whilst others pretty much start with the available free code, make some often quite small adjustments, change the engine name, and produce a ready made strong clone!



Chris Goulden

From: **Chris Goulden**
To: Eric Hallsworth
<eric@elhchess.demon.co.uk>
Subject: **Selective Search 145**

Hi Eric

Just thought I would send you an e-mail as my *Selective Search* has arrived today, thanks for that.

I was looking at the article on the **World Computer Rapid 2009** where you thought some of the engines had got past my radar, so I thought I'd better show you some of the background work I do, because I obviously test quite a few engines that never make the divisions.

I have been doing more work recently because of the strength of engines coming through and have a 50% change to the

participating engines in Division 3 since your current issue! So I thought I would give you a breakdown of what has been going on.

I have to thank you also for two engines I had seen but disregarded until seeing your *Selective Search* report namely "Dirty" and "Deuterium". As they are both currently in the Ridderkerk Division 3 I did not expect a score like 6/12 in that sort of company. I have a top 30 so I don't usually look at Ridderkerk Division 3 downwards - I pick up engines from the Ridderkerk Qualifiers because of the percentage score of engines they get tested against.

First from top to bottom:

Rybka and **Sjeng** we know about, I will be using **Stockfish 1.5** as a replacement for Glaurung because of the consortium link. We don't need to talk about **Hiarcs** obviously, but I was surprised to see it behind Stockfish at the WCR event. In the case of **Spark 0.2**, this is a replacement engine for Bright by the same author and totally rewritten to see if it can be improved upon. I am doing a test for him to see if it is a stronger rewrite than both Bright and Glaurung. Spark will replace Bright in my next round after this one. I am in possession of Spark 0.3 which is a later

version than the one published, and I have enclosed it for you. It is UCI so you should be o.k putting it into *Chessbase* programs. I will send you the result of a short test to see how it is doing. I don't know much about **ChessThinker** other than it must be different to the Thinker we know about, because there is no way Thinker would be mid table in this company. **Ikarus** as we know has been private since version 5 and is on the *Chessbase Young Talents* disk so I cannot do much about a later version for that, though I would love an up to date copy if it was not private. **Twisted Logic** we know about, and **Deuterium** is in the Ridderkerk Division 3 but I have downloaded the current version to check the strength as it has proved stronger in your *SS* article. The **Dshawul** program is actually Scorpio or the Danchess program, Daniel Shawul from Ethiopia puts out a lot of beta versions but he uses his own name when going to engine tournaments. Down the bottom **LearningLemming** is a famous private and quite strong engine which is actually stronger than its showing here, and is currently mid table in Ridderkerk Division 1 but again, alas, private. The rest after the **Baron** are known about but would not make my Division 3. I think that covers them all.

I have however just finished Division 2 of my test and there is one round left in Division 1, I will send you the article in a couple of days. I was going to show you my new look Division 3 but as I now have two more engines to test I will hold off on that.

Speak to you soon - Chris

I wondered if I might have upset Chris by my reference to new engines he 'might have missed', and sent a quick apology, then...

Hi Eric

Don't worry I was not offended by the article, you and I pick up so much info from different areas. I sometimes forget to put things in of relevance for the readers because I do the divisions the whole time.

On the contrary it has given me an idea to change the format slightly. The results and

my tables are self explanatory and visible to the reader, so it may be better to not review their positioning but talk about new private engines that, even if they are not generally available, still appear on the Ridderkerk list, or to advertise new engines coming through that are not in our tournaments yet. I would have to check the chess calendars of course, or perhaps you could tell me which tournament you are covering and I could do a perusal of the engines for you to add to an article. Even now I forgot to talk about one of the engines in the article yesterday. I did not mention **Pandix** which is a private Hungarian engine and again I disregarded it because it finished one from bottom at the World 17th., below The Baron and the private engine known as Equinox which is in the 2nd Division at Ridderkerk.

Any thoughts on this change of idea would be appreciated, for the readers this could be an interesting new slant.

Cheers!..... Chris

Chris and I swapped further e-mails on this, agreeing pretty much to mostly retain the current format but to make efforts to keep our readers more up-to-date with emerging or improving engines which they might not have heard of!

Finally we get to the correspondence with the latest results!

Hi Eric

Please find enclosed the results, article and the CBVs from my divisions.

I have a possibly controversial last sentence to my article which I would like you to look at before going to print with it.

In the event I have left Chris's comments in, but removed the name of the program to which he is referring - if anyone is going to come under criticism for naming or querying clones in this magazine, then it should be me, not Chris.

Some readers may guess what I am talking about, I will call it X-----, which is

supposed to be stronger than Rybka 3. It is believed to be a clone, but it has not had an article of proof written on it like the knowledgeable programmers involved with the Ridderkerk site usually put out - and they do tests for clones before they are entered in their divisions. My gut feeling is that, if it is not at Ridderkerk then it is a clone, but the tests and the articles on the various forums are inconclusive.

I will be taking advice and looking for concrete evidence because of the fact that I have done testing for the Rybka camp putting different opening books in front of their engine to test performance difference and all that.

Now for Chris's article!

Hello again everybody

You will know by now that the editor and myself put the occasional reference in my article relating to the football teams that we support.

So with that in mind you could imagine a set of supporters at one end who have not won a title for three seasons, suddenly regaining the title and thus singing "*We've won our trophy back*".

Well in my 40th Winboard tournament **Glaurung 2.2** has done exactly that. It was quite comfortable for it as well, winning with a round to spare. **Thinker** actually drew too many including a double draw against Spike and an unexpected loss against the now well established Bright 0.4a.

There was also a new version of Scorpio here which was the 2.3 beta edition, but alas not with much strength improvement. In fact Scorpio was only one point clear of relegation! In the end Delphi and Boot were relegated but it was all quite close at the bottom.

DIVISION 1

POS	ENGINE	PTS/18
1	GLAURUNG 2.2	14½
2	THINKER 5.4c	13
3	BRIGHT 0.4A	11½
4	SPIKE 1.2 TURIN	10
5=	TWISTED LOGIC 20090922 ALARIC 707	9
7	SCORPIO 2.3B	6½
8	COLOSSUS 2008B	6
9	DELFI 5.4	5½
10	BOOOT 4.15.0	5

In Division 2 it was all very close. We have to bear in mind here that there is only 60 Elo pts or 8 BCF pts between 1st and last place in this division, so anything can happen.

Frenzee and **Pharaon** return to Division 1 after a bit of time away, and there was also a very good showing from the newish engine from the last two tests called **Cyrano** who had a very creditable time and tied 3rd. At the bottom Wildcat stayed up due to more wins, tough its head to head with Sloppy was 1-1.

DIVISION 2

POS	ENGINE	PTS/18
1	FRENZEE FEB08	11½
2	DEEP PHARAON 3.5.1	11
3=	CYRANO 0.6B17 SLOWBLITZ WV 2.1	10
5=	E.T. CHESS 130108 BUGCHESS2 V1.6.3	9
7	ALFIL 8.11	8½
8=	WILDCAT 8 SLOPPY 0.22 JA	7½
10	CRAFTY 23.0	6

There are newer versions of Bugchess and Crafty than those that played here, so with a reorganised Division 3 due to new engines coming through, that should be an interesting round for next time.

There will also be an interesting ProAm event with a renamed engine due to a programming pact between a couple of the authors, and a complete rewrite of one of the top Division 1 engines to look forward to.

I am also considering including the controversial engine I mentioned above which has not appeared at WBEC Ridderkerk yet. The proof of whether this engine is a clone is inconclusive, so I will be taking advice before entering it.

That's all for now Eric. Have a good Christmas and New Year if I do not squeeze another e-mail in.

Chris

I e-mailed Chris about various things plus the X----- clone matter, and then heard from him again.....

Hi Eric

Thanks for the response.

As it turns out I have enough newby versions of engines to do the ProAm without X-----, and I am starting it now.

It is a strange one though because these guys have not declared their true names and have not kept the engine private like the other folk would have done at Ridderkerk.

You will recall the night some years ago when the first **beta Rybka** went onto the Ridderkerk site for 24 hours only! As soon as it was being tested some of their guys deemed it to be that strong that it was suggested that Vas Rajlich kept it Private, so they quickly took it off again. Some of us got it free just in time!

So now we have at least one open source engine apparently stronger than Rybka 3, and only folk who are in possession of the codes for the relevant programs (and know how to read and understand them), can tell us with any certainty what engine is based on (or cloned from) what other engine. So far no-one seems able or willing (because of possible legal

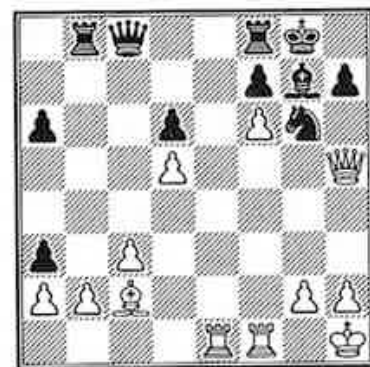
action?) to say for certain, but it seems that it/they are too similar to something else for them to go either commercial or tournament competitive with them. Some years ago it was when a version of List went to a tournament and had to produce a printout of all its code, that it was found out to be pretty much a copy, and its entry banned.

Chris also commented in one of his e-mails: "It was interesting in your *SelSearch* article to see that the positional scores were different over those 5 or 6 moves when you were aiming to show differences between the Robbolito engine (which got the position right) and Rybka (which didn't). So perhaps there are two ways to go about checking for clones! So I put a Robbolito version into a 4 game match against Rybka 2.32 and the interesting point about the playing style that I noticed is that Robbolito connects up two or three pawns in the end game at the expense of material (i.e. as a sac') in fact in a very similar way to what Glaurung and Stockfish do, and this is a very different style to Rybka.

Finally I have enclosed the HIARCS 12.1 v Bright 0.4 game from the ProAm that I told you about, for you to peruse.

Hiarcs 12.1 SP UCI - Bright 0.4a

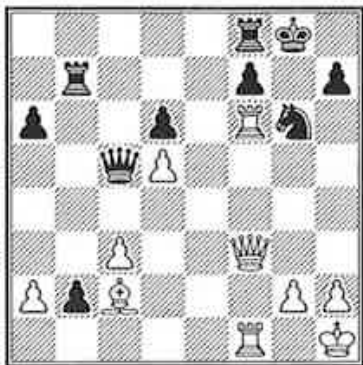
1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6
 5.♘c3 ♘c6 6.♘db5 d6 7.♙f4 e5 8.♙g5 a6
 9.♘a3 b5 10.♙xf6 gxf6 11.♘d5 f5 12.♙d3
 ♙e6 13.0-0 ♙xd5 14.exd5 ♘e7 15.c3 ♙g7
 16.♚h5 e4 17.♙c2 0-0 18.♞ae1 ♚c8 19.♞h1
 ♞b8 20.f3 b4 21.fxe4 bxa3 22.exf5 ♘g6
 23.f6



They were still in theory up to here!
 23...♙xf6
 23...♞e8! is in the Hiarcs12 book:

24. ♖xe8+ ♜xe8 25. ffg7 axb2 which favours Black

And 23... ♖xb2 is in the H12 and Fritz12 books: 24. ffg7 ♔xg7 25. ♕d3 ♜xc3 26. ♖e3 ♜d2 27. ♜g5 f6 28. ♜g3=
24. ♖xf6 axb2 25. ♜f3 ♜c5 26. ♖f1 ♖b7



The trouble, says Chris, starts here on a missed combination at move 27. I actually played this position on for a few moves against HIARCS afterwards and, following a series of checks, picked up the Bright advanced pawn. I was back at my 1745 Elo best and played the following:

27. ♕xh7 ♖xh7 28. ♖xg6+ ♔xg6 29. ♜xh6 ♔h6 30. ♖f7+ ♖xg6 31. ♜xh6 ♔h6... with at least a level endgame.

After a long lay off I was quite pleased with my over the board sight and with my White moves 27 and 28, but for some reason at move 27 HIARCS played a passive Bishop move and you can see the rest by playing it through with some added comments by Eric relating to the Hiarc's move choices.

27. ♕b1?!

As you have seen Chris cleverly played 27. ♕xg6 ChrisG 27... hfg6 b40 28. ♖xg6+ ffg6 29. ♜xf8+ ♔h7 30. ♖f7+ ♖xf7 31. ♜xf7+ ♔h6 32. ♜f8+ drawing

I think 27.h4 also draws: 27... ♖c7 (27... ♔xh4 28. ♕xh7+ ♔xh7 29. ♜h5+=) 28. ♕xg6 hfg6 29. ♖xg6+ ffg6 30. ♜xf8+ ♔h7 31.h5=

The move Hiarc's has played is interesting. As Chris says, it is passive, but what Hiarc's was trying to do (because it thinks it is winning) is block the dangerous passed pawn so it doesn't need to worry about it... so that it can then safely try to pursue 'winning' opportunities.

27... ♖c7!

This is best, but it is very interesting to find that, while Hiarc's thinks it is still just winning, some top engines now think Black has a won game! I believe they are all wrong as I think there might still be a saving resource for White

28. ♜e2?

Hiarc's still thinks White is winning after playing this, but at depth 17 next move it goes ♖xc3 0.00. However I'm afraid White is now losing.

This all shows us why good evaluations are so important: when an engine has a wrong evaluation it can end up playing the wrong move strategically. Because Hiarc's had thought it was winning it was looking for ways to safely play positive moves. This gave Black its chance.

If Hiarc's had realised it needed to be satisfied with a draw it would have quite likely found the drawing line – indeed if you show it the drawing line it says 0.00, but it rejected that for what it thought was a +0.60 move! In the end it was its over-optimism which caused it to play losing moves!

In my view Chris's remedy from move 27 would have also worked here, so: 28. ♕xg6! hfg6 29. ♖xg6+ ffg6 30. ♜xf8+ ♔h7 31. ♖f7+ ♖xf7 32. ♜xf7+, and now 32... ♔h6 33. ♜f8+ draws. So the correct evaluation at move 28 was neither +- nor -+, but 0.00!

28... ♜xc3! 29. ♖6f2

Hiarc's went from -25 to -50 at just over 1 min. and is beginning to get the idea 29... ♖b8 30. ♜xa6 b104 30... ♜d4 31. ♖f5 ♖c1! 32. ♜e2 ♔e5

Now Hiarc's is showing -2.51 which is about the same as other top programs 33. h3 ♜c4! 34. ♜f2 ♖xf1+ 35. ♜xf1 ♜xf1+ 36. ♖xf1 ♖c8 37. ♖g1 ♖c1 38. a4 ♔c4 39. ♔h2 ♔g7 40. ♕d3 h5 41. a5 ♔xa5 42. g4 ♔c4 43. gxf5+ ♔h6 44. ♖g2 ♖d1 45. ♕f5 ♖xd5 46. ♕b1 ♖d2 47. h4 ♔xh5 48. ♕a2 ♔xh4 49. ♖xd2 White resigns 0-1

There are now three rounds to play in the ProAm tournament which will be for Selective Search 147 of course.

Cheers for now!

Chris

THE 4TH ANNUAL ACCA PAN AMERICAN CO. TOURNAMENT, 2009

The 4th ACCA Event was quite unusual in that a real, live human - Diep's programmer, Vincent Diepveen - was allowed to play. He was making up numbers at the last minute after a problem with the intended 12th computer. As Rybka and Crafty, not to mention some other strong, though mainly amateur, programs, were playing, I'm sure he didn't expect to win!

Rybka was running on a 52-Core Cluster, Crafty was on an 8x2.3GHz set-up, as was ZCT, while Arasan, Tinker and Myrddin were on Quads. Telepath was on a new processor, the i7 which equals 4 cores in this case at 4GHz, and the rest (apart from Vincent) were on single or dual core machines. Vincent, I guess, was on a chair :-)) and he got a decent score of 2/6 including a win against ZCT.

The time control was G/45+10secs. We start with the program called **Amateur** which, like Vincent, also ended with a respectable 2/6, but here is well beaten in round 3 by **Arasan**, an engine most readers will have heard of before.

ARASANX - AMATEUR

E59: Nimzo-Indian: Rubinstein: Main Line: 7...Nc6 8 a3 Bxc3 9 bxc3 dxc4

1.d4 ♟f6 2.c4 e6 3.♟c3 ♟b4
4.e3 0-0 5.♟d3 d5 6.♟f3 c5
7.0-0 ♟c6 8.a3 ♟xc3 9.bxc3
dxc4 10.♟xc4 ♟c7 11.h3 e5
12.♟a2 e4 13.♟h2 ♟d8
14.♟e2 ♟e7N

14...cxd4 or 14...♟f5 are best known, but this seems okay

15.♟b2?!

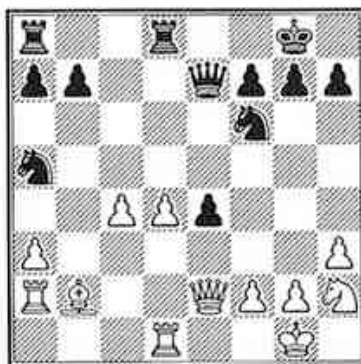
Not a very good square for the bishop

15...♟e6 16.♟fd1 ♟xa2

17.♟xa2 ♟a5

The knight will spend a long time on this ineffective square

18.c4 cxd4 19.exd4



It is hard to say who has the better chances here, it probably depends on what White can achieve with the c+d pawns

19...♟ac8! 20.♟c1 ♟d6

20...♟d7 enabling f5 was perhaps a better idea, the queen can't be chief blocker in the long term

21.d5 b5 22.cxb5 ♟xc1+

Not 22...♟xd5? because of 23.♟xc8 ♟xc8 24.♟xf6 ♟c1+ (24...gxf6?? 25.♟g4+) 25.♟f1 gxf6 26.♟d2!+-

23.♟xc1 ♟xd5

Again not 23...♟xd5, this time because of 24.♟d2 ♟a8

25.♟xd8+ ♟xd8 26.♟c2 ♟b7 27.♟e3+-

24.♟c2

Today's computer programs wont make the blunder

24.♟xe4?? allowing the fork 24...♟c3+-

24...♟e7 25.♟f1! f5?!

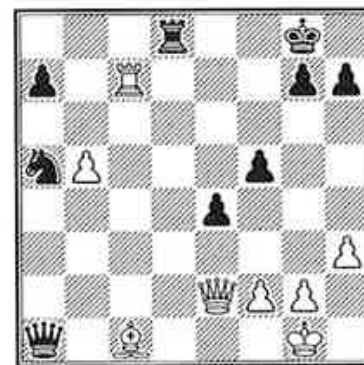
25...g6 is the best option Black has, then 26.♟e3 ♟xe3 27.♟xe3. Now Black goes a pawn up with 27...♟xa3 but only briefly because of 28.♟g4 ♟e7 29.♟f4 threatening ♟c7! and ♟xa7 is available if the knight moves. However I don't think White's advantage is that great

26.♟e3 ♟xe3 27.♟xe3 ♟xa3 28.♟c7

White shouldn't take the pawn 28.♟xa7?! as Black has

28...♟d3 equalising

28...♟a1+ 29.♟c1



29...♟a4?

This allows White to free it's bishop by getting the king off the 1st rank.

Probably 29...h6 was the only chance here, leading to 30.g3. Now Black must let the pawn go, so 30...♟e5

31.♟xa7 ♟d4 32.♟c7 ♟b3 finally extricating the knight, but 33.♟a2 leaves White looking good

30.♟h2!

30.♟xa7? wins the pawn, but Black can now draw with

30...♟d1+! 31.♟xd1 ♟xd1+

32.♟h2 ♟xc1 33.♟xa5 ♟b1!=

30...♟b4

30...♟d1 doesn't work any

more, there is no check, so White can ignore the exchange and win with 31. ♖a2+! ♜b3 32. ♙f4!

31.f4 h6?

Black HAD to play 31... ♜c4 in order to stop the move Arasan immediately plays

32. ♙b2!

And now White has a won game

32...g6

Better resistance came from 32... ♗f8, but it's still all over after 33. ♙xg7 ♗xg7

34. ♖a2+ ♜h8 35. ♗xg7 ♜xg7 36. ♖xa5+- when White has ♗ for ♖

33. ♙c3 ♖a3 34. ♗f2 ♗d6

35. ♖a2+ ♗d5 36. ♖xa5

36... ♗d7 37. ♖xa7 ♗xc7

38. ♖xc7 ♗f7 39. b6 m/10.

1-0

Now you've seen a little of Arasan's credentials - and it finished in 3rd place - here is its game v Rybka, played in round 5.

RYBKA - ARASANX

C43: Petroff Defence: 3 d4

1.e4 e5 2. ♘f3 ♘f6 3.d4 ♘xe4 4. ♙d3 d5 5.dxe5 ♙e7 6.0-0 7.c4 ♘c6 8. ♙c2 ♙e6N

This looks to be a good new move!

8... ♘b4 is theory, but tends to lose after 9.cxd5 ♘xc2

10. ♗xc2 ♗xd5 at which point White has a choice of

11. ♗d1 or ♗e1, both of which have winning records

9. ♗e2 ♘c5 10. ♗d1 d4



An early passed pawn, but it's somewhat out of reach of most of its support

11. ♘c3 ♙g4 12. ♘d5 g6

I prefer ♗e8 here

13.h3 ♙xf3 14.gxf3 ♗e8

15.f4 a5! 16.b3 ♙f8 17. ♗g4

♙g7 18. ♙b2 ♘e6 19. ♗ac1

♜h8 20. ♜h1?!

A bit quiet, even 20.a3 threatening a queenside pawn push would have had a bit more life in it than this

20... ♗a6?!

It's a bit hard to know what the calculating behind this would have been, the b-file looks attractive but the rook can't go to b6!?

Unfortunately the move also gives Rybka a chance to play the idea I just suggested and under slightly better circumstances.

Instead 20... ♘b4!? 21. ♘xb4 (21.f5 gxf5 22. ♗xf5 ♘xc2 23. ♗xc2=) 21...axb4=, that looks better!

21.a3! ♗g8 22. ♗e1 b5 23. ♙e4 b4 24. ♗a1 bxa3 25. ♙xa3 ♗e8?!

It was better to retract its 20th move and play 25... ♗a8 - humans would find such a retraction difficult of course, computers shouldn't. Then 26.h4 h5 27. ♗g3±, a more marginal plus for White

26. ♗g3 ♗g8 27. ♗g1



The main threat now is a kingside pawn advance, beginning with h4. So, if 27... ♗a7?! 28.h4! with a good attack

27... ♗e8?

In the circumstances the best defence was 27...h6

28.f5!

An excellent find by Rybka, and better than h4 which was also good

28... ♙xe5

The game would go differently after exchanging with 28... ♘xe5 : 29.fxe6 ♗axe6 and now 30. ♙g2+-

29.f4! ♘xf4

If 29...gxf5?! 30. ♙xf5 ♘xf4 (30... ♙g7? 31. ♙xe6 wins easily, it threatens ♗xg7 mate; 30... ♙f6 31. ♙c2 ♗g8 32. ♗xg8+ ♗xg8 33. ♗xg8+ ♜xg8 34. ♘xf6+ 1-0)

31. ♘xf4 ♗f6. This is the best defence for Black, but 32. ♗g4 ♙xf4 33. ♗xf4 is good enough to win

30. ♘xf4 g5 31. ♗g2 ♙xf4 32. ♙xc6 ♗e5 33. ♗gf1 ♗e3

If 33...h6 34. ♙b2! wins

34. ♗f3! ♗b6 35. ♗xe3 dxe3 36. ♗e4



36...♖b8?!

Black certainly can't save the game after this! Slightly better was 36...♔g7 but then White plays 37.♙c5 giving Black few choices – perhaps 37...♖xc6 38.♗xc6 ♖d2 is best, but assuming Rybka finds 39.♗g2 – which it does on my little laptop, so it certainly would on its tournament hardware – it will win

37.♙b2+ ♔g8

If 37...f6 38.♗e6 ♔g7 39.c5!+-

38.♙d5 c5

Or 38...♔f8 39.f6!

39.♖g1 ♗c7 40.h4!

and Black played

40...♔f8 but resigned

because of 41.hxg5 ♖b6 42.f6 and ♗xh7 next. 1-0

The next game was actually played in round 3. It's included because of an astonishing missed win. The engine playing is of course the latest Rybka Cluster version, and the strange thing is that the Rybka3 we all have wouldn't made the same mistake?!

RYBKA - CRAFTY

C78: Ruy Lopez: Archangelsk and Möller Defences

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6

4.♙a4 ♘f6 5.0-0 b5 6.♙b3 ♙b7 7.c3 ♘xe4 8.d4 exd4 9.♖e1 d5 10.♘g5 ♗d7 11.f3 h6 12.♘xf7 ♗xf7 13.fxe4 0-0-0 14.cxd4



14...♘a5N

14...♙b4 15.♘c3 ♘a5?! (15...♗hf8 would have been better here) 16.♖f1 ♗g6 17.♙xd5 ♙xc3 18.bxc3 ♙xd5 19.exd5 ♖xd5 20.a4 ♖e8 21.axb5 ♖xb5 22.♙f4 ♖b2 23.♗f3 ♘c4 24.♗a8+ ♔d7 25.♗d5+ ♔c8 26.♗a8+ ♔d7 27.♗d5+ ♔c8 28.♖ae1 ♘b6 29.♖xe8+ was Van Assendelft (2253) – Van de Oudeweetering (2350)/Hoogeveen 2008, 1-0 in 38 moves

15.♘c3 ♘xb3 16.♗xb3 ♙d6?!

This loses a tempo and 16...♙e7 straight away was surely better

17.e5 ♖hf8

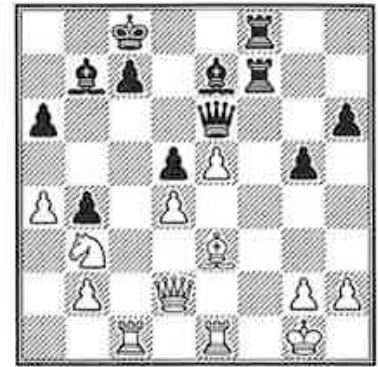
Threatening ♗f2+

18.♗c2 ♙e7 19.♙e3 ♗f5

20.♗d2 ♗e6

Black has played a few queen moves, and I'd prefer ♔b8 or even perhaps g5!?

21.a4! b4 22.♘e2 g5 23.♘c1 ♖f7 24.♘b3 ♖df8 25.♖ac1



Both sides attack against the enemy king, this is looking very interesting

25...♗g6 26.♗e2 ♔b8

26...g4!?

27.♘a5 ♗b6 28.♘xb7 ♔xb7

29.♖c2 ♗e6?!

Crafty's seventh queen move!

30.♖ec1



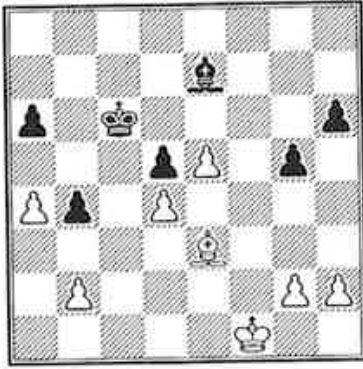
The Rybka attack gathers momentum as it is about to win a pawn

30...c6

If 30...c5, which might be better as it avoids the exchange of the queens, then 31.dxc5 ♗c6 32.♗d3±

31.♖xc6 ♗xc6 32.♖xc6 ♖f1+

33.♗xf1 ♖xf1+ 34.♔xf1 ♔xc6

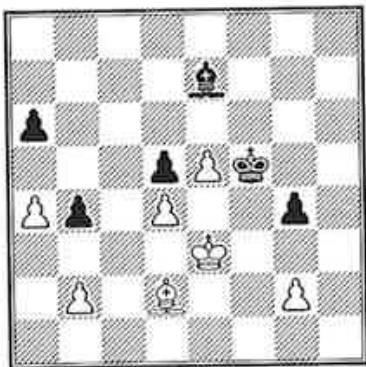


It looks very different after the exchanges

35.h4! ♖d7

If 35...gxh4 then 36. ♙xh6 ♜d7 37. ♖e2 ♜e6 38. ♙g7 ♜f7 39. ♙h8 ♜e6. To me this doesn't look so easy to win as the Black bishop protects both of its otherwise suspect pawns as they, in turn, make it difficult for White's king to break through

36.hxg5 hxg5 37.♖f2 ♜e6 38.♖f3 ♖f5 39.♙d2 g4+ 40.♜e3



40...♙g5+?

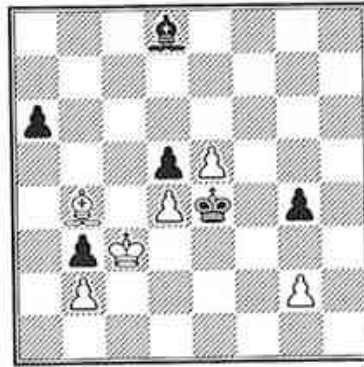
This is wrong because it loses a tempo – it will have to go back to its main square, the square it left, e7. 40...a5 was the best defence, and White will find it hard if not impossible to break through

41.♖d3! ♙e7 42.a5 b3?!

And this is totally wrong because it gives the White ♖ an easy route into the Black position. 42...g3 was still a

small chance, and if 43. ♖e3 ♖g4. But now 44. ♙e1! and Black can no longer protect both the b and g pawns

43.♖c3 ♜e4 44.♙h6 ♙d8 45.♙f8 ♙xa5+ 46.♙b4 ♙d8



The game is at White's mercy, but (remember this is Rybka!) the unthinkable happens....

47.♙d6??

47.e6! just wins, and Rybka3 finds this, so do all the other engines. 47...a5 48. ♙d6 1-0. So what has happened to the Rybka Cluster?!

47...♖f5!

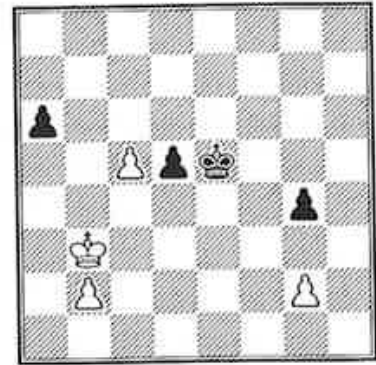
Now Crafty has drawing chances

48.♖xb3 ♙b6 49.♙c5??

After this it IS a draw.

49. ♖c3 would have retained some pressure and slight chances of still winning, though after 49... ♙a5+ 50. ♙b4 ♙b6 the computer evaluations might be +100 but it looks like a draw in reality

49...♙xc5 50.dxc5 ♜xe5



They played on for another 17 moves, but this is a draw

51.♖a3 d4 52.c6 ♜d6 53.♖b4 a5+ 54.♖c4 ♖xc6 55.♖xd4 ♖b5 56.♖c3 a4 57.♖d2 ♖c4 58.♖c2 ♖d4 59.♖d2 ♖e4 60.♖e2 ♖f4 61.♖f2 ♖e5 62.♖e3 ♖f5 63.♖d2 ♖f4 64.♖e2 ♖e5 65.♖e3 ♖f5 66.♖d2 ♖g5 67.♖e3 ♖f5 ½-½

FINAL TABLE, 4TH ACCA CHAMPIONSHIP, 2009

1	♣ Rybka	5.5 / 6
2	crafty	5.0 / 6
3	ArasanX	4.0 / 6
4	NowX	3.5 / 6
5	Gaviota	3.0 / 6
6	Telepath	3.0 / 6
7	Tinker	3.0 / 6
8	♠ Diepeveen, Vincent	2.0 / 6
9	zct	2.0 / 6
10	Amateur	2.0 / 6
11	amyan	2.0 / 6
12	MyrddinComp	1.0 / 6

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	3052
2	NAUM 4	2981
3	RYBKA 2.3.2A	2962
4	DEEP FRITZ 11	2933
5	RYBKA 1.2F	2928
6	FRITZ 12	2925
7	FRITZ 11	2914
8	SHREDDER WM (BONN) EDITION	2905
9	THINKER 5.4D INERT	2901
10	NAUM 3/3.1	2891
11	SHREDDER 11	2887
12	CYCLONE 3.4	2875
13	DEEP SJENG WC2008	2865
14	TOGA II 1.4 BETA5c	2863
15	CYCLONE 2.0	2861
16	HIARCS 12/12.1	2860
17	GRAPEFRUIT 1.0	2859
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	2824
24=	FRITZ 10	2820
24=	NAUM 2.2	2820
26	ZAPPA MEXICO I	2817
27	BRIGHT 0.4A	2815
28	LOOP 10.32F	2812
29	SHREDDER 10/10.1	2806
30	FRUIT 2.3.1	2796
31	GLAURUNG 2.2	2792
32=	KTULU 9	2788
32=	ZAP! ZANZIBAR	2788
34	FRITZ 9	2779
35	SPIKE 1.2 TURIN	2772
36	HIARCS 10	2765
37	JUNIOR 10/10.1	2764
38	SMARTHINK 1.10 MOSCOW	2757
39	JONNY 3.08	2756
40	KTULU 8.0	2753
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	3095
2	SHREDDER 12 OA=ON	3036
3	NAUM 4	3030
4	STOCKFISH 1.6.2	3022
5	RYBKA 2.3.2A	3019
6=	FRITZ 12	2977
6=	RYBKA 1.2F	2977
8	THINKER 5.4D INERT	2968
9=	NAUM 3/3.1	2966
9=	STOCKFISH 1.5.1	2966
11	FRITZ 11	2959
12	SHREDDER 11	2937
13	GRAPEFRUIT 1.0	2936
14	CYCLONE EXTREME	2931
15	DEEP SJENG WC2008	2925
16	HIARCS 12/12.1	2919
17	DEEP SJENG 3.0	2913
18	ZAPPA MEXICO 2	2912
19	ONNO 1.0/1.1	2910
20	TOGA II 1.4 BETA 5c	2908
21	DOCH 1.2	2907
22=	HIARCS PADERBORN 2007	2902
22=	SPARK 0.3	2902
24	NAUM 2.2	2896
25	HIARCS 11.1/11.2	2893
26	ZAPPA MEXICO	2890
27	FRUIT 2.3.1	2885
28	FRITZ 10	2884
29	LOOP 13.5/13.6	2883
30	ZAP! ZANZIBAR	2882
31	BRIGHT 0.4A	2878
32	SHREDDER 10/10.1	2874
33	GLAURUNG 2.1/2.2	2868
34	SMARTHINK 1.20	2857
35	KTULU 9	2854
36	SPIKE 1.2 TURIN	2847
37	JUNIOR 10/10.1	2844
38	FRITZ 9	2843
39	HIARCS 10	2838
40	SHREDDER 9/9.1	2825
41	TWISTED LOGIC 20080620	2823
42	CRITTER 0.42	2811

DEDICATED **CHESS COMPUTER** RATINGS

Tasc R30-1995	2334	Novag EmdlClassic+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 Rebell	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