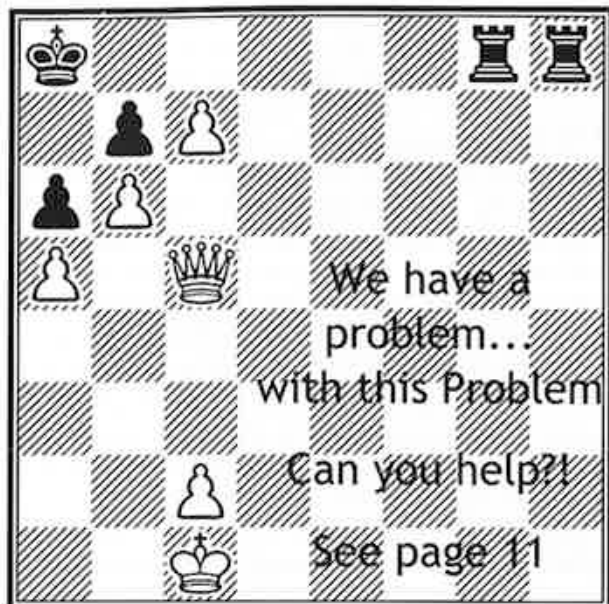


SELECTIVE SEARCH 148

THE COMPUTER CHESS MAGAZINE!

Est. 1985
Jun-Jul 2010

Published by Eric Hallsworth
£3.95



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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.

• SPECIAL SUBSCRIBER'S OFFER:

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PORTABLE COMPUTERS [por]

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

MAESTRO touch screen travel £54.95 - 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 ECF

EXPERT £92.50 - top value! 4½"x4½" plug-in board, strong Morsch program. Multiple levels, good info display & coach system. From Saitek. 175 ECF

TABLE-TOP PRESS SENSORY [ps]

where you see ** the price includes the adaptor!

STAR AQUAMARINE £58.95 - lovely Novag chess computer with the Carnelian1 program in a very attractive press-sensory board. Nice 130 ECF program, display for moves, plenty of levels, low price

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 [as]

CITRINE £229** - New 180 ECF all wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted Staunton pieces, 64 leds, wide range of playing levels + separate info display system to access excellent range of features. With **serial** port cable for PC connection.

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• and..... £84.95 less 5% = £80.50!

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DEEP FRITZ 12 £84.95 for single/dual/multi PCs

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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. 148. If your sub. is due for renewal, please subscribe again! There will 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 that, as well as make sure it's been updated after you've made a renewal payment!

If you renew by credit card, please note that I must have the security code (last 3 numbers on the back) as well as the card number and expiry date - thanks!

CHESS: NEWS SECTION

This issue might actually be reaching you on time! Recently it's tended to be a touch haphazard, and sometimes a little late. If it's on time it's because I'm off on a short holiday 1st week in June, so the magazine had to either be ready or reach my readers very late!

There is a minor problem with getting it to the printers early which is that I will miss any end-of-month news just arriving... in particular I'm thinking of Hiarcs13 and Rybka4.

HIARCS 13/13.1

As I write these notes Sigma Chess 6.2 HIARCS 13 is available for the MAC, so the PC version should be ready any time now. It will be a UCI engine available only from programmer Mark Uniacke's website, so that's where you need to go for news, downloads and purchasing etc.

▪<http://www.hiarcs.com>

RYBKA 4

For some weeks the ChessOK/Convekta website has been announcing RYBKA 4 as becoming available in "the first part of May". This indication also appeared on the Rybka Forum but, of course, it hasn't happened.

Peter Grayson sent me an amusing photo of his calendar... it shows the 30th and 31st may as coming at the beginning of May...

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
30	31					1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29

... so maybe the promise of early May will be fulfilled on the 30/31st and that will be o.k.?!

Joking apart, the Rybka website is now indicating that Rybka 4 will be out 'in just a few weeks', so it shouldn't be long now!

It will be available as a **ChessBase** version and as a **ChessOK/Convekta Aquarium** version, that we will of course be selling at Countrywide.

There will also be a UCI-only version that will run under existing ChessBase and Aquarium software, and you will be able to download that only from the Rybka website, though UCI CD's did come out for Rybka3 eventually so maybe you'll be able to buy those from me as well :-)

I don't have a list of the new features as yet but, of course, if you want all the very latest features and specialist functions for analysis etc. you'll need to buy a new ChessBase or Aquarium dvd version with their new GUI (interface) to take advantage of them.

Here are the various web addresses, so you can catch up with latest release date info...

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

... but do please consider making your purchase from Countrywide as, in that way, you support me and my future a little as well!

As a sub-heading, you might be wondering...

Why the Delays?!

At least a part of the answer to this lies in the **World (Human) Chess Championship**

match between **Vishy Anand** and **Veselin Topalov**... won 6½-5½ by Anand in case anyone didn't know.

The Rybka team with the latest Rybka Cluster have been supporting Topalov, and Harvey Williamson with his 8-core PC and the Hiarcs team have been supporting Anand.

By 'supporting' I mean providing copies of various assembled Opening Books from top human and computer play, with computer analysis of the various lines, especially at points in the lines where alternative new ideas are found by the engines, and at the end of lines, to provide the best possible analysis of continuations and decide what is/isn't playable depending on whether you're on the White or Black side of a variation. The top Computer engines have become a vital part of the GM's preparation!

Also finished games were examined in depth to see what improvements might be available, so a line could perhaps be repeated with a variation change at some point to hopefully catch the opponent out!

I believe it's fair to say that all of this was very successful for BOTH players, there were many new ideas introduced in the games, and almost every game left previous known theory with one of the players still in 'his book', sometimes both were! And nearly all of the new ideas seemed to lead to some tense, complicated and exciting play. All-in-all it was one of the most entertaining World Championship Matches for a long time!

CHES: RESULTS SECTION

FRANK HOLT

In our last issue Frank had been busy testing the free UCI engines **Robbolito85e4** and **Stockfish1.6.2** in their 64-bit versions on his new Quad PC! Their total scores were:

- ROBBOLITO TOTAL 18½/24
- STOCKFISH TOTAL 17½/24

This time he's done the same with **FireBird 1.01**

■ FireBird 1.0.1 v Hiarcs12	2-0
■ FireBird 1.0.1 v Rybka3 Dynamic	1-1
■ FireBird 1.0.1 v Robbolito 85e4	1½-½
■ FireBird 1.0.1 v Rybka3 Human	1½-½
■ FireBird 1.0.1 v Zap Zanzibar	2-0
■ FireBird 1.0.1 v Rybka3 960	1½-½
■ FireBird 1.0.1 v Shredder11	2-0
■ FireBird 1.0.1 v Fritz11	2-0
■ FireBird 1.0.1 v Bright0.4a3	2-0
■ FireBird 1.0.1 v Togall 1.4beta5c	2-0
■ FireBird 1.0.1 v Rybka2.3.2	1½-½
■ FireBird 1.0.1 v Rybka2.2n2	2-0
■ FIREBIRD 1.0.1 TOTAL	21/24

PETER GRAYSON

In our last issue we discussed some of the problems Peter has when running the new Firebird-Ivanhoe series of engines. He finally found some satisfaction with **Ivanhoe70** and the more recent **Ivanhoe 63** series is also running okay in both matches and tests such as the WM-Test - *"no crashes, no disappearing engines, no fluctuating evaluation, and no matches stopped midstream"*.

We also had his score with **Stockfish1.6.3** against **Rybka3**, with Rybka just edging this one **53½-46½**.

Although Peter gets Ivanhoe to run okay, FireBird versions usually mess him about! But he decided to start a Tournament with it in anyway, to test it against Ivanhoe, Rybka3 and Stockfish. Sadly the whole thing crashed after 56 games - *"Could not load engine Fire-Bird 1.2 x64"* - but these were the scores when that happened:

	Fb	Iv	Ry	St	28
1 FireBird 1.2	xxx	4½	5	7½	17
2 Ivanhoe63	4½	xxx	6	5	15½
3 Rybka3	4	4	xxx	5	13
4 Stockfish1.6.3	2½	4	4	xxx	10½

Shortly after this a new **Stockfish1.7.1** emerged, and that actually turned the tables on **Rybka3** with a **53½-46½** score, an exact opposite of the earlier 1.6.3 match. Peter actually let it run on to 150 games and the percentage only changed marginally with a final score of 79-71 for the new Stockfish!

Peter felt Stockfish should next face up to the latest **FireBird 1.2** engine after such a good result. Again both engines played in their 64-bit versions, and with 512MB for hash.

On both Peter's 4-core 64-bit machine and my 2-core 32-bit machine FireBird still sometimes refuses to load at the first attempt, and you find yourself back with Fritz12 or something else loaded and a weird 599MB for hash?! But if you try a reload it usually works second time with the correct 512MB hash?! This result confirmed clearly that **Stockfish 1.7.1** really is very strong as **FireBird 1.2** only won by **54-46** - it wins many matches against top opposition by more than this!

These results suggest that FireBird1.2 is #1, Ivanhoe63 is 2nd. Stockfish1.7.1 is 3rd. and Rybka3 is now 4th.

A final match from Peter saw him adopting the recommended 128MB hash for FireBird, to try and make sure it didn't crash on him again, and he played it against Rybka3 so as to compare the FireBird results against Stockfish1.7.1 (54-46) and Rybka3. This ended **FireBird1.2 54½-45½ Rybka 3**, so it seems that Rybka3 and the latest Stockfish are very close in rating terms.

ERIC HALLSWORTH

There was a misprint in the Table for my Tournament in SS147- trust me to get my own result wrong! Here is the correct version:

	Fb1.1l	Fb1.0	Ry	St	Nm	240
1 Firebird1.1	xxx	28	42½	36	41½	148
2 Firebird1.0	32	xxx	34½	36	41	147½
3 Rybka3	17½	25½	xxx	34½	32½	110
4 Stockfish1.6.3	24	24	25½	xxx	30	103½
5 Naum4	18½	19	27½	30	xxx	95

I've since run a similar tournament with some of the upgraded engines:

	Fb1.2	Fb1.1	Nm	R3	St	400
1 Firebird1.2	xxx	53½	64½	63	63½	244½
2 Firebird1.1 ms-k	46½	xxx	53½	55	60	215
3 Naum4.2	35½	46½	xxx	50	57	189
4 Rybka3	37	45	50	xxx	53	185
5 Stockfish1.6.3	36½	40	43	47	xxx	166½

FOR OUR NEXT ISSUE!

International CSVN Tournament 28-30 May

This will be the **10th CSVN Event** - which is actually the **30th** Open Dutch Computer Chess Championship... a great achievement deserving of many congratulations! It will actually be taking place again in Leiden, The Netherlands while *Selective Search* is (hopefully) at the printers.

I believe that Rybka, The King, Komodo, Hiarcs, Sjeng, Junior and Shredder are amongst the entries, so it could be very good!

There will also be the **Gebruikers (users) tournament**, no doubt attended by our good friend Rob van Son!

CLAUDIO BOLLINI enters RYBKA 3 in Argentina event

Claudio has been a subscriber for many years, and e-mails sometimes to regret not having been able to contribute... until now!

Not only did he enter Rybka 3 in a local tournament, he gave a lecture on computer chess before the final round, took some photos, and saved the games for us!

His full report, photos and my notes to accompany the games in our next issue!

PARIS 2010: Dedicated Computer Event

The computers entered are:

- Fidelity Elite v11
- Mephisto Genius 68030
- Mephisto Magellan
- Mephisto Risc 2
- Novag Sapphire II
- Resurrection Ruffian
- Saitek Sparc
- Tasc R30
- Tasc R40
- TurnierMachine (?)

The Tasc R40 is showing as their top rated entry, a bit surprisingly just ahead Resurrection Ruffian in my view... we shall see. And I'll try to find out what the TurnierMachine is, as that is rated at 4 just behind the Tasc R30 but ahead of the Genius 68030!

I should be able to get the games for this and, if so, will include some along with the result in the next issue.

GRAHAM WHITE'S RYBKA v SHREDDER MARATHON

I referred briefly to Graham's marathon match between **Rybka3** and **Shredder12** in our last issue. The score was 115½-63½.

Graham hasn't played many more games as he's been busy going through them and sorting out the best ones... as well as putting some analysis to one of his favourites. The latest score I have is 125½-69½.

The games are played at a variety of time controls, in general G/6+3 through to G/8+2.

All are played using a TestSuite that Graham created and which has many Gambits included such as Sicilian Wing, Morra and Sveshnikov, the Centre, Bishop's and Vienna Gambits, the Kings Gambit of course in Falkbeer, Classical and Muzio forms, the Scotch Goring, the Cochrane coming out of the Petroff Defence, various Ruy Lopez Gambits including the Marshall, Benko Gambit, the Blackmar Diemer, Albin Counter Gambit, Four Knights Halloween... and others! The engines are given just the first few moves - sometimes just 4 or 5 - and then play on from there, each taking the White pieces in turn.

Here is the game which Graham has annotated for *SelSearch*, and he's also left each engine's evaluations in the notes.

Shredder 12 - Rybka 3 Human

Opening C11. Time Control G6+3

1.e4 e6 2.d4 d5 3.♘c3 ♘f6 4.e5 ♘fd7 5.f4 c5 6.♘f3 ♘c6 7.♙e3 ♗b6 8.♘a4 ♗a5+ 9.c3 cxd4

9...c4 10.b4 ♘xb4 is another interesting (and probably sound) gambit

10.b4 ♘xb4 11.cxb4 ♙xb4+ 12.♙d2

The last book moves for both engines.

12...♙xd2+ is usually played now, and both 12...b5 and g5 have also been seen but they are rather rare!

12...♙xd2+ -52/11 16secs 13.♘xd2

This line was in vogue at Grandmaster level in the 80's but now makes a rare appearance. Black's compensation for the

piece of 3 (not particularly strong) pawns, and White's disjointed development.
+0.10/12 1sec

13...0-0

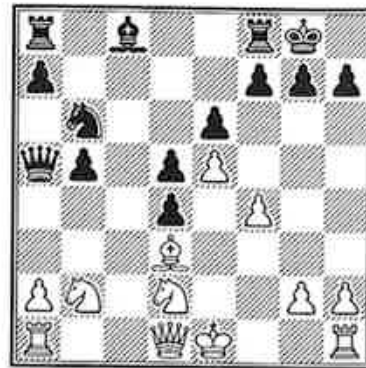
13...f6 expected. -0.64/12 13.

13...b6 is the main line and probably the best move, but castling also looks natural.

13...b6 14.♙d3 ♙a6 (14...♘e5 15.♘xc5 bxc5 is also okay as long as Black avoids 16.0-0 c4? 17.♙xc4! dxc4 18.♘xc4 ♗d5 19.♘d6+ with a crushing attack) 15.♘b2 ♘c5 16.♙xa6 ♗xa6 17.♗e2∞ looks like best play for both sides

14.♙d3 (♗c1). 0.03/15 22 14...b5 15.♘b2 ♘b6!

-0.58/12 8. I couldn't find any precedents for this move, which thus looks like a good and important improvement for Black, though Shredder slightly prefers White!



16.♙e2?!

0.23/14 35. 16.♗c2 was also considered, and while the text unpins the knight it seems dangerous, leaving the king stuck in the centre.

16.0-0 looks much more natural, as well as safer. With astonishing speed Rybka generates the following continuation which it says is a complete draw! 16...♘c4 17.♙xh7+ ♘xh7 18.♗h5+ ♘g8 19.♘f3 f6 20.exf6 ♗c7 21.♘xc4 dxc4 22.fxg7 ♗xg7 23.♗xb5 c3 24.♗ad1 ♙b7 25.♗e2 ♗xf4 (25...♗ad8!?) 26.♗xe6+ ♗f7 27.♗xf7+ ♗xf7 28.♗xd4 evaluation 0.00!

16...♘c4 (♗c3). -0.49/11 27 17.♗c2 0.01/12 8 17...♙d7 (f6). -0.37/11 29.

Rybka also considered 17...f6 (the expected move) 18.♖b3 ♖a3 19.♗xh7+ ♔h8 20.♗xc4 bxc4 21.♗xd4 fxe5 22.fxe5 ♗d7 which does look dangerous

18.♗b3 0.18/15 26 18...♖b6 (♖b4). -0.68/12 41 19.♗xh7+ 0.55/13 5.

A bit materialistic in such a sharp position, but nevertheless probably best. The exposure of Black's king is key at the end of this game and is worth a tempo

19...♔h8 -0.68/10 0.



The programs disagree strongly as to which has the advantage!

20.♗d3 0.51/15 20 20...f6! -0.43/10 10.

Of course! But Rybka also likes a5, playing on the queenside. It's horses for courses I think!

21.♔e1 0.20/15 33.

Is White now regretting ♔e2, but it needs the square e2 for its queen, though the king in the centre looks very dangerous!

If 21.♗f1?! fxe5 22.fxe5 ♖c7! is certainly good for Black

21...fxe5 -0.68/10 7.

The slower 21...a5 still looks interesting, now playing on both sides! Rybka supplies the following monstrous continuation:

22.♖f2 ♔g8 23.♗g6 ♗e8 24.♗xe8 fxe5

25.♗g6 ♖f6 26.♖c2 and Black's mass of

pawns and attack are good compensation for the 2 pieces it's sacrificed. 26...exf4 could follow, or perhaps better still 26...♗e3!?

22.fxe5 0.03/13 3 22...♗xe5 -0.25/11 22.

Natural, but Rybka also considered ♖d8 followed by manoeuvring to the kingside. In retrospect this would have been better:

22...♖d8 23.♖e2 ♖g5! 24.♗xd4 ♗xe5 and

Black has a continuing attack, plus the queen on g5 significantly reduces White's counter-attacking chances

23.♖e2 0.79/12 19.

Shredder thinks it's over the worst and assesses White as better by nearly a full pawn!

23...♗xd3+ (♗f7). 0.00/11 24 24.♗xd3 0.84/14 13 24...e5 0.01/12 17.

But though Rybka sees its advantage has gone, it does think the position is still almost exactly equal

25.♗xe5?! 0.41/14 54.

I think Rybka was expecting ♗f1, and whilst the Shredder move isn't completely losing I'm sure most humans would be reticent to take a pawn like this and would play the Rybka move.

25.♗f1 b4 (25...♔g8 26.♗dc5 is unclear, but 25...♖h6 was a possibility) 26.♗xf8+ ♗xf8 27.♗xe5 ♗b5 (or 27...d3!? 28.♗xd7 ♖g1+) 28.♖h5+ ♔g8 29.♗f3 ♖e6+ 30.♔f2 ♖c3+ 31.♔g3 ♖f4+ draw!

25...♗ae8 (d3). -0.18/12 32 26.♔d1 -0.53/12 19.

Shredder's evaluation crashes, what has it seen?!



26...♗f5 -0/19/12 13

Maybe it was 26...♖h6 that Shredder was more scared of, but it's not clear, e.g: 27.♗xd4 ♖f4 28.♗df3 ♖f6 29.♗e1 ♗e4 30.♖d2 ♖8xe5 (or 30...b4 31.♖b1 ♗a4+ 32.♔c1 ♖c8+ taking advantage of the exposed White king perhaps) 31.♗xe5 ♖xe5 32.♖b1

27.♗e1 0.71/14 16.

Shredder is happy again

27...♙e4 -0.19/12 6.

A shame. If Black had foreseen that the game would end in a draw maybe Rybka would have gone for 27...d3! 28.♖h5+ ♕g8 29.♗xd3 ♜e4 . Now it has a strong attack, e.g: 30.♙xe4 dxe4 31.♗dc5 ♖d6+ 32.♕e1 (32.♕c1 ♗f4+! 33.♕b2 ♗e5+ 34.♕a3 ♖b8-+) 32...e3 33.♗f3 ♗xh2 34.♕e2 ♗e5-+
28.♗d7 (♗h5+) 0.70/13 16 28...♗c6 -0.31/11 15 29.♖h5+ 0.01/14 10 29...♕g8 0.00/11 7.

From here Rybka persistently assesses the game as a complete draw!

30.♗bc5 -0.02/14 13 30...♞f7 31.♗e5 0.01/14 7 31...♞xe5

Rybka also shows 31...♙c2+ 32.♕xc2 ♗xc5+ as a complete draw

32.♗xe5 ♗xc5 33.♙xe4 ♗c3

Two rooks are en pris, so White has to bail out

34.♗e8+

34.♞c1? loses immediately: 34...♗d3+ 35.♕e1 ♞f1#.

On the other hand after 34.♗xd5 Black forces the draw with 34...♗xa1+ 35.♕c2 ♗c3+ etc

34...♞f8 35.♗e6+ ♞f7 36.♗e8+ ♞f8 37.♗e6+ ♞f7

Draw accepted. A wonderful, sharp game. Considering it was Blitz there is great credit to both sides 1/2-1/2

Excellent, thanks Graham!

Here are 2 more games that caught my eye, but after Graham's tour de force I'm afraid you'll have to make do with my notes for these!

Rybka3 - Shredder12

C39: King's Gambit Accepted: 3 Nf3 g5 4 h4

1.e4 e5 2.f4 exf4 3.♗f3 g5 4.h4 g4 5.♗e5 ♗f6 6.♙c4 ♗e7?

According to my Database references 6...d5 is the correct move here, then 7.exd5 ♙g7 8.d4 ♗xd5=.

Graham's choice of Gambit openings that

the engines don't usually play can cause some fun, and Shredder's move is 'doubtful'!

7.♙xf7+

7.d4 is also good for White

7...♕d8 8.d4 d6 9.♗c3

We leave theory altogether now, 9.♙b3 could also have been played, but either way the advantage is with White. Its king looks a bit unsafe but Black's kingside pawns are unlikely to survive for long

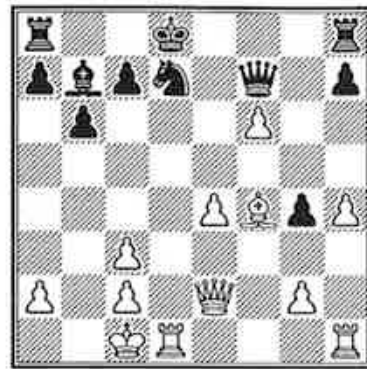
9...♗bd7 10.♙xf4 dxe5

10...♗xe5?? would be an awful mistake that only a human could make, all computers would see that after 11.dxe5 the d6 pawn is pinned, and if the knight tries to escape with 11...♗g8 (11...♗xf7 is the best Black can go with, but 12.exf6 ♙d7 13.♗d4 b6 14.0-0-0! leaves White totally in charge anyway) 12.♙g5!! would make you give up chess for ever!

11.dxe5 ♗xf7 12.exf6 b6 13.♗e2 ♙b4

Not 13...♗xf6? 14.0-0-0+ ♙d7 15.e5 winning

14.0-0-0 ♙xc3 15.bxc3 ♙b7



16.♞d4

I wonder how many programs would try the exchange sac' 16.♞xd7+!? ♕xd7 17.♞d1+! I think it's winning!

16...♕e8

16...♗xf6?? The pawn on f6 was still poisoned of course because of 17.♙g5. The move Shredder has played is to get away from this prospective pin and threaten the pawn

17.♞f1?!

Rybka misses to strong looking 17.♗b5! when 17...a6 18.♗f5 would put any player

with the Black pieces under enormous pressure

17...♖c5

Equalising – well done Shredder

18.♙e3

Now Shredder has a couple of captures available – should it make one of them?

18...h5!

18...♙xa2?! is doubtful: 19.♙xg4 ♖f7 20.♖f5!+-.

18...♙xe4?? is bad: 19.♙h6! ♖e6 20.f7+ ♖e7 21.♙d2! and game over with ♖e1 to follow, 1-0

19.♙b5+ ♖f8 20.♖fd1



Threatening mate on d8, but it's easily met

20...♗e6??

Goodness, no!

20...♖g8 keeps the game in its state of uncertainty: 21.♖d8+ ♖xd8 22.♖xd8+ ♖h7 23.♖xh8+ ♖xh8 24.♙xc5 ♙xe4±

White is winning again now

21.♖d7 ♙g6 22.♙b4+?!

Black could have resigned after 22.♖e7! ♖e8 (22... ♙xe4 23.♙d7 m/9) 23.♖xe6 ♖xe6 24.♖d8+ ♖e8 25.♙d7! ♖xd8 26.♙e7+ ♖g8 27.♙xd8+ ♖f7 28.♙xc7+ and the queen will also mop up at least the ♙/b7 and ♗/a7 for a 1-0.

But White still has a big advantage after the move played

22...c5 23.♙b3 ♖e8?

23...♙xe4 might have been a better try, but 24.♖e1! ♙c6 25.♖e7 ♖e8 26.♙h6+ ♖xh6 27.♖1xe6 would win for White

24.♖xb7 ♙xe4?

24...♖h7 here was the only chance, but 25.♖xh7 ♙xh7 26.e5 wins

25.♖dd7

This would probably have come with a mate announcement on a longer time control!

25...♙xe3+ 26.♖b2 ♙h6 27.f7 ♖c8

27...♙g6 28.♙d5 m/8

28.♙d5 ♙d2 29.♙xd2

29.♙xe6 m/5

29...♗d4 30.cxd4 b5 31.dxc5 ♖g7 32.f8♙+! ♖xf8 33.♖d8+ ♖xd8 34.♙xd8# 1-0

Rybka 3 Human - Shredder 12

B33: Sicilian: Pelikan and Sveshnikov Variations

1.e4 c5 2.♗f3 ♗c6 3.d4 cxd4 4.♗xd4 ♗f6 5.♗c3 e5 6.♗db5 d6 7.♙g5 a6 8.♗a3 b5 9.♙xf6 gxf6 10.♗d5 f5 11.exf5 ♙xf5 12.c3

The engines both exited their Books here, but manage to stay in GM theory until move 16

12...♙g7 13.♙f3 ♙e6 14.0-0-0 0-0 15.♗c2 f5



The last theory move made, and Black already seems better. There needs to be an improvement for White before this I think 16.g3?!N

16.♖b1 ♖h8?! (why not 16...♖c8!?) 17.h4 ♗e7 18.♗xe7 ♙xe7 19.♙c6 is the PowerBooks line, only 1 game a win for White, but 16... ♖h8 looks weak

16.♗f4?! doesn't seem to work out too well either after 16...♙xa2 17.♙xc6 ♙g5

16...♗e7! 17.♗ce3?!

17.♗xe7+!? looks best and after ♙xe7 18.♙c6 ♖fd8 19.f4!? ♙xa2 20.♙h3! This is still good for Black (a pawn up) but White

has some counterplay

17...♖c8!

White is definitely struggling

18.♔b1 ♕xd5 19.♕xd5 ♖e8 20.a3 ♗f7
21.♗d3 e4 22.♗d2 a5



23.♔c1?

A mistake! 23.♗g1 ♖c5 24.♕e3 was the best chance for White, but 24...♙a2+ 25.♔a1 ♙b3 26.♗xd6 ♖fc8 still looks very dangerous 23...b4?!

I believe that Shredder missed a humdinger here, which would virtually finish the game!

23...♖c5!! 24.♕f4 (24.♕e3 b4!) 24...♙b3 25.♗xd6 ♖fc8!-+

24.axb4 axb4 25.♕xb4 ♙b3 26.♙a6

A good riposte

26...♖cd8 27.f3 ♖e6!

Black could have taken the rook: 27...♙xd1 28.♖xd1 and now ♔h8 seems best, then 29.f4. But the resulting material advantage isn't worth as much as maintaining the pressure in the way Shredder chose

28.♖e2 d5



29.fxe4?!

Opening the centre seems a dangerous (foolish?) thing to do in view of the aggressive positioning of Black's major pieces.

29.♔b1 looks a little safer, though after 29...d4! 30.cxd4 ♖b8! it's still not good. White is, for the moment, 2 pawns up, but nevertheless in serious danger

29...fxe4 30.♔b1 d4! 31.cxd4 ♖b8

White remains 2 pawns up, though Black can win the exchange as the ♖/d1 is en pris, and the game can no longer be held

32.♕c2

Saves the rook, but...

32...♙a2+! 33.♔a1 ♖a8! 34.♕a3 ♖xa6 35.♖he1 ♙d5

35...♙b3! would have won very quickly: 36.♖d2 e3 and if 37.♖xe3 (37.♖d3 must be played to delay the mate) 37...♖xe3 38.♖xe3 ♖f1+ is mate in 3

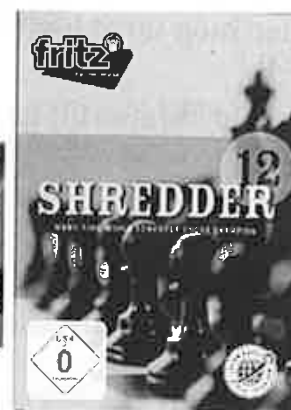
36.♖d2 ♖b6 37.♖c3 ♖f3 38.♖e3 ♖f2 39.♔b1 ♖a4 40.♖c1 ♙h6



Ouch!

41.♖c8+ ♙f8 42.♖g4+ ♔h8

After 42...♔h8 my Laptop shows 43.♖e2 is m/12: 43...♖xe2 44.♖xe2 ♖xa3 45.♖h5 ♖b3 46.♖e5+ ♙g7 47.♖e8+ ♙g8 and now only sacrifices delay the mate. 0-1



BILL REID'S "TIME FOR ADJUDICATION" TOUGH POSITIONS FOR COMPUTERS!

One or two folk have missed Bill's excellent contributions recently, and asked if he's all right! Yes, he is... but finding difficult positions that today's improving top PC engines don't understand doesn't get any easier!

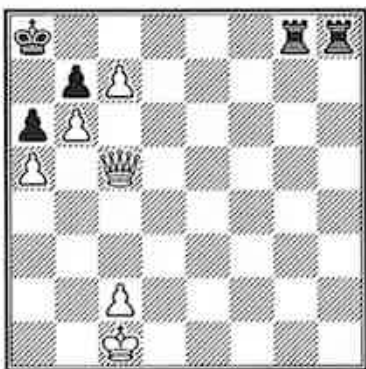
Before I release Bill's latest PC teaser on our readers (and this one will be very tough for them), here is an earlier one that he sent to me. It demonstrates the difficulties that can arise when you try to beat the engines!

What we are asking you to do with this one is quite different. It had all started off in the same way that many of Bill's contributions do...

"Much to the pleasure of Alexander and Golombek, that young man who won his section at the Staunton Memorial Tournament in 1953 (see SelSearch issues 141-2) was now devoting a lot of his time to chess activities. What's more he has just come up with a position that he hopes may be one of those that finds a place on the table when there is next a get together of the GCHQ staff from the Bletchley years.

After a glance at it, C.H.O'D and Harry once again agree without exchanging a word - but this time it's by a shaking of the heads."

Here is that position, with **Black to play**:



"Black's problem is how to get a draw. But, although there are 19 moves only one will do the job. Even so, anyone with the least knowledge of chess will probably find it in no time.

"Well, what if we turn it round? Make it

White to move?! Now there are 28 moves and only one gets the win! But no, surely... those Bletchley chaps will get it in seconds again. So, how to explain to their young man that they couldn't use his position, and yet at the same time say something positive and encouraging about it?!"

"But, in the meantime, what do the computer programs make of the position? Would they find the solutions so easily as to dismiss the problems before they even saw the light of day?!"

When Bill sent the position he told me that some of his programs solved the "Black to draw" part... and some didn't, but that none of his programs had solved the "White to win" part at all. However, as Bill tends to use slightly older programs he asked me to see how easy (or otherwise!) I found it first, and then check it with one or two of today's leading engines, to make sure that it's as hard as he hoped!

It was a good job I did - whilst quite a few engines found Black's saving move - and I think most of my readers will get that quite quickly as well - there was a problem with the solution with White to play!

Once you've seen how Black saves the game, I believe readers will then work out how, when it is White to move first, White gets the win!

But my engines came up with all sorts! Some found our expected solution, others showed Qd6 as winning for White - one even announced mate in 14 for this, whereas Bill and I believe that Black's original 'Black to play' solution move, if you found it, also gets the draw against Qd6, mate announcement or not!?!

But then a couple of engines did find an alternative move that they, and now we, think also wins for White. Of course an alternative solution spoils the problem, "there must be only one!"

So here is our challenge:

- Black to move - find the draw for Black
- White to move - find the wins for White
- Make sure you know how Black draws after 1.Qd6, as we don't think that is a correct second solution
- See if you can find a way to CHANGE the position so that, when it is White to move, there is ONLY ONE winning solution move!!!

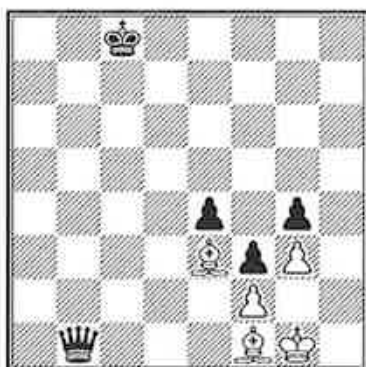
We hope you enjoy that - it should keep you all busy for a while!

Time for Adjudication! #15

Here is Bill's introduction to his latest, tough position...

"In Selective Search 142 I showed a position where the programs were convinced that they had a win, whereas the human eye could see that it was a draw. The position I am showing this time is one where programs and humans can agree - it is a win for Black.

Black to move



*"This time however the difference comes when the humans and the programs are challenged **to play** with the Black pieces and get the win!*

"So why not sit yourself down, take the White pieces and invite your program to demonstrate the win! The evaluation is probably +4.00 or even +5.00, but can it succeed?! I think not!

"Now swap round, you take the Black pieces and give White to your program. What will happen this time? I'm betting you will see how to win!"

Vasily Smyslov

I was greatly saddened to hear of the death of the renowned Grandmaster Vasily Smyslov a few weeks ago. He was not only a great chess player, briefly World Champion after 3 titanic matches with Botvinnik, but also a highly regarded Opera singer, and a producer of some marvellous Chess Studies and Problems.

My fondness for him is mostly because when, as a schoolboy, I first became interested in chess, the Public Library in Sale, Cheshire didn't have all that many chess books, but one they did have was of Smyslov's Best Games. It was said of his chess that he played simple moves extremely well and had great technique. Whilst I didn't find it that 'simple' to play through and understand the moves he made, I remember the book fondly because I had it out 'on loan' for about 3 months and followed many of the analysed games using my dad's old chess board and set. I sometimes think that was a better way to learn than booting up everything in a ChessBase program, but as Computer Chess has been my livelihood now for 25 years, I probably shouldn't have said that!

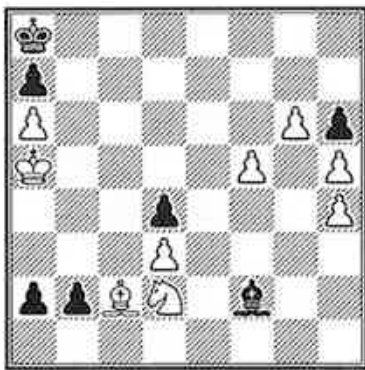
On the following pages are some of **Smyslov's Great Studies** - all composed before anyone had heard of Fritz or Rybka, but still standing the test of time!



VASILY SMYSLOV - A SMALL SELECTION OF HIS EXCELLENT STUDIES AND PROBLEMS

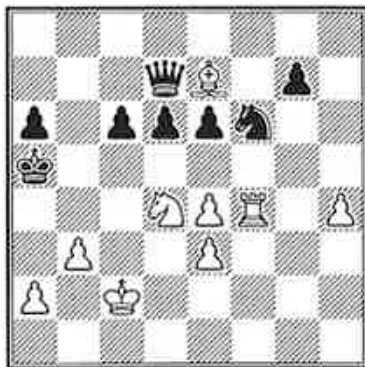
Why not have a go at these yourself before you check them out with your engines. PC programs find one or two easily enough and, given time, will do most but probably not all of them.

White to play and win



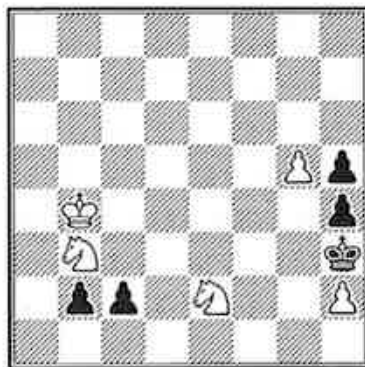
The key is knowing about under-promotions

White to play and win



An easier one!

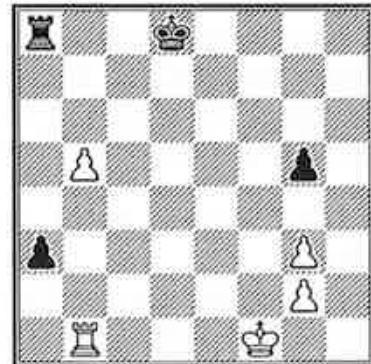
White to play and win



Quite easy, but when I saw it the move somehow seemed a surprising and interesting

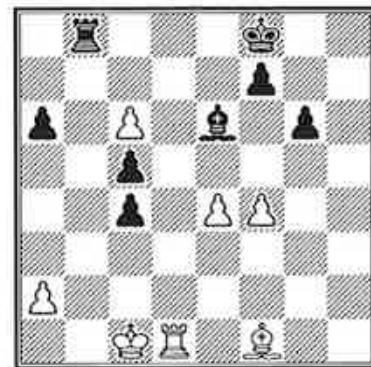
choice, and caused a smile!

White to play and draw



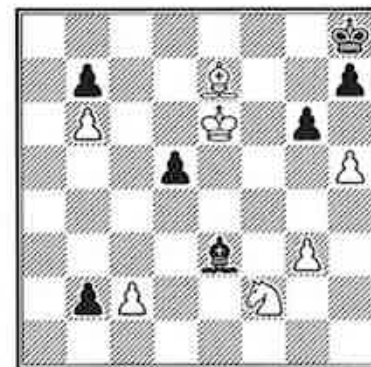
How can the a3/pawn be stopped from queening without Black's king winning the game?

White to play and win



This one's a bit harder I think

White to play and win



Probably the toughest one, will any engine find this?

SOLUTIONS NEXT TIME!

HIGHENDMAN v the RYBKA CLUSTER!

A couple of issues ago we had the win by **Shahar Tzafrir** (best known on the Internet as Highendman) against the **Rybka Forum** team, with Shahar's deep and excellent notes. This game had come about as a challenge from the Forum players after his wins against the prized Rybka Cluster, and at that time we were all wondering just who "*Highendman*" was! Perhaps Kasparov, or Anand? "*He's got to be a top GM!*" But no, he's London's own Shahar Tzafrir.

After his win against the Forum team, with both sides allowed to use PC engines, I promised that we would have some of his Internet wins against the 48-core Rybka Cluster machine which had started it all off, and we had one of them last time, again with Shahar's own extensive notes, and also showing Rybka's evaluations during the game. I perhaps should have made it clear that many Rybka Cluster v Highendman games have been drawn - that in itself is a fact of amazing credit to Shahar - but in between all the draws there have been his wins!

So last time I left you with the bare bones of another of his wins, so our readers could play through the game and see if they could anticipate his notes and work out the key moments of how he'd won it. Now, as promised here is Shahar's full analysis, again with Rybka's evaluations during the game.

RYBKA 3G55 CLUSTER - HIGHENDMAN

G/60 + 1sec

Opening: ECO B90. Sicilian Najdorf

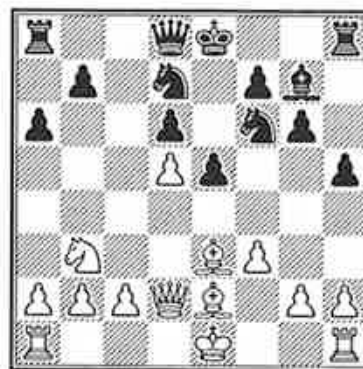
This was my first Black win vs. the Cluster. What I liked about this win is I outsearched the Cluster on a tactical position - realizing the material imbalance (I sacrificed an exchange) would give me enough initiative on the king side to find 'something'. There was also a nice use of Knight outposts - I remembered reading a post by Vas saying knight outposts were not a term he used in his eval, so I figured the Cluster might underestimate the power of them - which it has.

1.e4 0.05/1 0 c5 2.♘f3 0.05/1 0 d6 3.d4

0.05/1 0 cxd4 4.♘xd4 0.05/1 0 ♘f6
5.♘c3 0.05/1 0 a6 6.♙e3 0.05/1 0 e5
7.♘b3 0.05/1 0 ♙e6 8.f3 0.05/1 0 h5

I like the h5 Najdorf - I feel it gives Black the best fighting chance.

9.♚d2 0.05/1 0 ♘bd7 10.♘d5 0.05/1 0
♙xd5 11.exd5 0.05/1 0 g6 12.♙e2 Cluster
last book move 0.05/1 0 12...♙g7



Most human players would now go 0-0-0 here, and not play the weakening h3 move. 13.0-0 and 13.c4 are also known to recent theory

13.h3 0.35/19 2:05 h4

The Cluster had expected Qc7, but I was quick to claim ownership of the g3 hole.

14.0-0

The Cluster scores the position as 0.41 for White. I wasn't quite sure why. 0.41/20 2:29

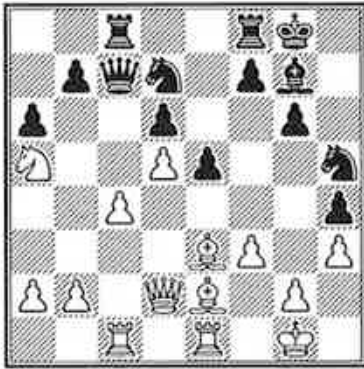
14...0-0 15.♗fe1 0.41/19 2:11 ♖c8 10 (Qc7)
16.♗ac1 0.41/19 2:12 ♘h5

38 (e4). The Cluster expected e4. Qc7 is also an option. But my read of the position was I prefer to keep it close and move my pieces to more useful squares.

17.♘a5

Qb4 may have been a better plan for White. 0.38/19 1:40

17...♚c7 79 (Rb8) 18.c4 0.20/20 1:44



18...♘g3

Here I already saw the exchange sac I'd play later, and wanted to place my knight somewhere powerful, even if it's not threatening anything – yet.

Dear readers, can you see what I'm already thinking about?!

19.c5 0.17/20 1:59 dxc5 20.b4 0.18/19 5



20...♙b6

121 (Nf5). The major turning point of this game. The Cluster expected Nf5, and didn't believe the exchange sac coming now from Black was a danger. However, Black now gains considerable compensation and initiative.

21.bxc5 0.10/19 59 ♖xc5 22.♘c4 0.11/19 22 ♙d8!

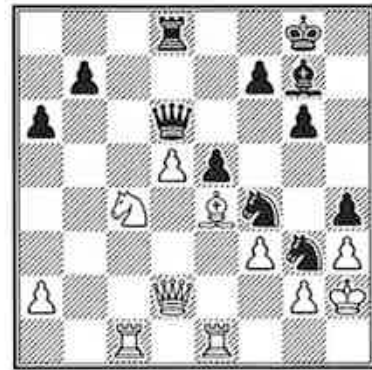
14 (Qa7). There are now a series of queen moves to centralise it and activate it. Have you noted that the Cluster expected me to play the passive Qa7?! Indeed most chess engines consider Qa7, which I find pointless.

23.♙xc5 -0.12/18 1:57 ♘xc5 24.♘e3 -0.25/19 2:01 ♘e6!

10 (Qb6). Moving the knight to the king side, to join the party.

25.♙d3 0.00/17 1:23 ♘f4 26.♙h2

-0.11/18 41 ♙d6 139 (Qb8) 27.♙e4
0.00/19 1:10 ♖d8 28.♘c4 0.00/19 17



28...♙f6! 334 (Qf8) 29.♘a5 0.00/18 1:03
♖d7 30.♖b1 -0.25/18 1:11 ♙g5 31.♘xb7



Black now wins material back, and has the position too. Notice that the Rybka evaluation has fallen as well -0.53/18 0

31...f5 32.♘c5

-0.59/17 19. If 32.♙c2? e4! threatening ♙e5, and Black has a straightforward win

32...fxe4 33.fxe4

-0.85/17 32. If 33.♘xd7?! then 33...exf3! is winning

33...♖d8 34.♘xa6 -0.83/18 57 ♙f8

Black has been virtually winning by force for some moves now. There are many ways to go about it.

35.♘b4 -1.46/18 1:46 ♖b8 39 (Bd6)

36.a3 -0.99/17 18 ♙c5 23 (Ra8) 37.♖b3 -1.32/17 22 ♙g7 32 (Nxh3)



38.♟f3

-2.87/19 37. 38.♟c3 was no better, there is at least ♔d4, and in fact 38...♟xb4 still works, the "sac" should be taken 39.axb4 and now 39...♔xb4 wins

38...♟xb4!

A nice sac', that has to be taken due to mate otherwise, to finish things off.

39.axb4

-2.95/19 0. 39.♟xf4? ♟xe4 40.♟exe4 ♔xe4 and now White must sacrifice to delay mate, but even 41.♟f7+ ♔xf7 42.♟xg5 ♔xg5 is m/14

39...♔xb4 40.♟f2 -3.26/19 0 ♔xe1 41.♟xe1 -3.38/19 0 ♔xe4



White is in a fine old mess, as it's evaluation has at last recognised for the last few moves

42.♟g1 -3.84/20 0 ♔h6 43.d6 -3.84/20 0 ♔xd6 44.g4 -3.47/20 6 hxg3+ 45.♟xg3

-4.63/19 38. Or 45.♟xg3 ♔f5!

45...♟d8 46.♟b3 -4.87/18 0 ♔f5 45 (Ne4) 47.♟f2 -5.41/15 26 ♟d1 48.♟a3 -5.55/14 0 ♟d6 49.♟a2 -6.76/14 0 e4

Some programs are quite quickly announcing m/15 here

50.♟a6 -10.80/14 0 ♟d3 51.♟a3

-14.79/14 0 ♟d4 52.♟a8 -6.09/12 11 ♔h4 26 (e3) 53.♟a3 *Rechenschieber, Rybka 3g55 ClusterA resigns.*

So the Cluster finally sees the mate and resigns. 288.06/11 37 0-1

Here's another **Rybka v Highendman** Sicilian Najdorf that I saw on the Internet, with the addition of the evaluations and (I'm sorry!) this time only some light notes by me.

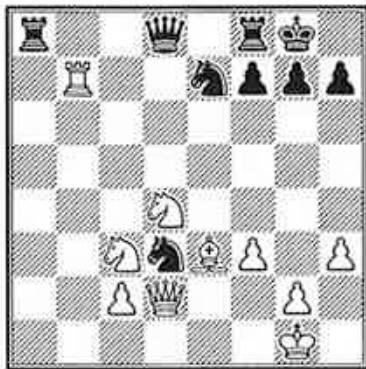
RYBKA 3G55 CLUSTER - HIGHENDMAN

Friendly Game, 60m + 30s Engine Room, Cluster1.ctg, 2048 MB Cluster1.ctg, 2048 MB

1.e4 c5 2.♔f3 d6 3.d4 cxd4 4.♔xd4 ♔f6 5.♔c3 a6 6.h3 e6 7.♔e3 7.g4 d5 8.exd5 ♔xd5 9.♔de2 ♔b4 10.♔g2 is better known and more reliable 7...b5 8.♔d3 ♔b7 9.0-0 ♔bd7 10.♟d2 ♔e7 11.b4 0-0 12.a4 bxa4



13.f3 *Played from the Rybka Book and it is supposed to be okay... in fact it's in our Hiarcs Book along with ♟xa4 and ♟fb1. We show 13...♟c7 as Black's best reply, but Shahir comes up with a possible improvement judging by the next Rybka evaluation!* 0.00/0 0 13...d5! 14.exd5 -0.52/20 5:25 ♔xb4 15.dxe6 -0.49/17 45 ♔d5 16.e7 -0.54/19 0 ♔xe7 17.♟fb1 -0.63/18 5:17 a5 18.♟xa4 -0.63/19 2:50 ♔c5 (Nd5) 19.♟axb4 -0.59/20 3:37 axb4 20.♟xb4 -0.59/20 1:10 ♔xd3 21.♟xb7

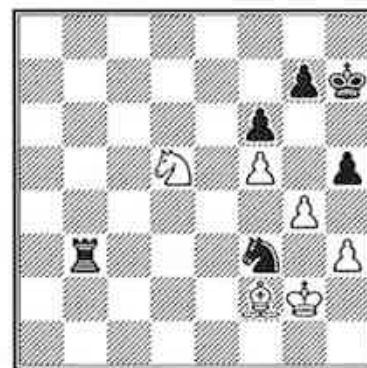


After the exchanges Black still has the advantage with ♖ for ♙+♘. -0.66/20 3:30
 21...♗e5 22.♖e2 -0.70/20 0 ♖b8! (Re8)
 23.♗xb8 -0.78/19 3:19 ♗xb8 24.♗cb5
 -0.80/21 3:09 ♗5c6 (Nd5) 25.♗f2
 -0.92/21 3:36 ♗e5! (Rc8). As White is
 behind on material Black offers a further
 exchange! Rybka can't take it so loses the
 e-file to Black's queen! 26.♗d3 -1.11/22
 3:01. If 26.♗xe5 ♗xe5 27.♗f1 ♗d5 28.g4
 ♗e8 and now the rook is in play and Black
 will be fine 26...♗d8 27.♗f1 -1.16/22 4:27
 ♗xd4 (h5) 28.♗xd4 -1.17/21 54 ♗c6
 (h5) 29.c3 -1.19/22 1:35 ♗a8 30.♗c2
 -1.29/22 2:22 h6 31.♗e1 -1.29/21 1:39
 ♗e6



32.f4?! Rather ambitious in the circum-
 stances! -1.39/23 1:43. However it's very
 hard to see what White could try... perhaps
 32.♗e3 ♗e8 but to follow up. White would
 like to play 33.♗d2 but if so then 33...♗d8!
 34.♗e2 ♗e5+ 32...♗a4! (Rd8) 33.♗d2
 -1.76/23 2:20. If 33.♗b4 then 33...♗xb4
 34.cxb4 ♗a1 35.♗c3 ♗d1+ 33...♗a5
 34.♗d8+ Gives Shahr the chance to
 exchange queens, but what else? 34.f5?!
 -1.78/23 1:21 34...♗h7 35.♗d3+
 -1.85/22 35 ♗e4 36.♗xe4+ -1.72/22 38
 ♗xe4 37.g3 It needs patience and accurate
 technique to win against the high depth of

search of the Cluster, and Shahr shows that
 he has both. In fact he appears to make
 winning look easy from here -1.85/25 2:31
 37...♗b3 (Nc4) 38.♗e1 -1.88/23 12 ♗g6!
 39.♗f2? -1.95/0 1:45. 39.♗f2!?
 39...♗d2+ 40.♗g2 -1.93/25 0 ♗b1
 41.♗f3 -1.99/26 57 ♗c4 42.f5+ -2.10/25
 1:44 ♗h7 Not 42...♗f6? 43.♗d4+=
 43.♗e1 -2.13/26 2:03 ♗xc3 44.♗e3
 -2.12/24 37 ♗c8 45.g4 -2.16/25 1:13
 ♗b5 46.♗b4 -2.20/24 22 f6 47.♗f4
 -2.29/25 15 ♗a8 48.♗f3 -2.46/26 18
 ♗a4 (Nd4+) 49.♗d5 -2.57/27 1:12
 ♗d4+ (Nc7) 50.♗f2 -2.92/24 1:35 ♗a2+
 51.♗g3 -2.98/25 0 ♗b2 52.♗e1 -3.24/24
 40 ♗b3+ 53.♗g2 -3.04/25 0 ♗f3 54.♗f2
 -3.41/24 27 h5!



55.gxh5 -3.56/24 0 ♗g5 56.♗f4 -3.78/24
 5 ♗e4 (Rb2) 57.♗a7 -3.89/25 1:02 ♗d6
 (Rg3+) 58.♗c5 -4.20/24 1:01 ♗xf5
 59.♗f2 -4.50/23 6 ♗h6 The king makes a
 timely and winning return to the fray 60.♗c5
 -4.64/23 0 ♗g5 61.♗e6+ -4.93/23 0
 ♗xh5 62.♗f4+ -5.04/22 20 ♗h6 63.♗h2
 -5.08/22 0 ♗b2+ (g5) 64.♗g1 -5.09/20
 1:04 ♗g5 65.♗g2 -5.09/19 23 ♗g3
 66.♗f2?! -5.09/19 14. 66.♗e7 would have
 been more helpful, but it hardly matters, it's
 a lost cause now 66...♗e2+ (Rb1+) 67.♗f1
 -5.47/18 0 ♗f4 (Ra2) 68.h4+ -6.03/18
 30 ♗g4 69.♗d4? Loses immediately, ♗e1
 gave greater life expectancy -20.52/28 54
 69...♗xg2 70.♗e1 Rechenschieber, Rybka
 3g55 cluster B resigns (Lag: Av=0.62s,
 max=2.7s) -14.31/18 6. In fact 70.♗e1
 ♗xh4 71.♗b6 ♗d3+ m/14. 0-1

I hope you've enjoyed Shahr's games... I'll
 let you know if he plays some more! Maybe
 against Rybka 4!!

ROB VAN SON TESTS POCKET FRITZ4 (HIARCS13) AGAINST OTHER POCKET ENGINES

In our last issue we started Rob's series of games on his pair of Pocket PDA machines involving the new **Pocket Fritz 4** (with **Hiarcs13**) against various other programs such as **Pocket Fritz3 (Hiarcs12.1)**, **Glaurung**, **Shredder7** (which was Pocket Fritz2 - they are all called Fritz, but none of them are!), and **TogaII**.

In all the games Pocket Fritz4 was on Rob's newer HP Ipaq 214 which runs at 624MHz, so its time control was set to G/20mins with 4MB for hash tables.

The opponents were always on his HP Ipaq 2210 400MHz, so to even things up they were set to G/30 though they also had 4MB hash tables.

We didn't share all the scores in the first article, though we did let you know that the PF4 v Toga match had been the closest.

Last time we covered games from the **PF4 v PF3** match which ended 4½-1½ in PF4's favour.

This time we are looking at the **PF4** match against **Pocket Fritz2**.

As noted above *ChessBase* PF2 contained a Shredder program from about 5 years ago, so it was expected that PF4 should win, which it did.

Since putting his Shredder7 version into an early *ChessBase PDA* interface for the Pocket Fritz2 release, Stefan Meyer-Kahlen has released his Shredder programs independently, and you get the latest versions for various Mobile Phone and PDA systems. You can find out what's available at

▪ www.shredderchess.com

Okay, on with the games!

PF4 Hiarcs 13 - PF2 Shredder 7

E15: Queen's Indian: 4 g3 sidelines, 4 g3 Ba6 and 4 g3 Bb7 early deviations

1.d4 e6 2.♘f3 ♘f6 3.c4 b6 4.g3 ♗a6 5.♞a4 c5 6.♗g2 ♗b7 7.dxc5 ♗xc5 8.0-0 0-0 9.♘c3 ♘c6 10.a3N



♗d1 or ♗f4 are usual, but this is okay, and I also quite like the idea of ♗g5

10...♘d4?!

This is doubtful at best. I am sure PF2/Shredder could see it was sacrificing a pawn, but the compensation it gets of exchanging White's fianchetto bishop and weakening the king safety isn't likely to be enough.

10...♗e7 would have been fine, then if 11.b4 ♗c8=

11.♘xd4 ♗xg2 12.♘xe6!

I wonder if Black missed this intermezzo!

Not 12.♗xg2? ♗xd4=

12...dxe6 13.♗xg2 ♞c7 14.♗f4 ♞b7+ 15.f3 ♘h5 16.♗d2 a6?!

Black suddenly loses faith in its attack on the weakened king.

16...♗e7 was probably best, or even 16...f5 would have been consistent with the sacrifice and worth a try

17.♘e4! ♗e7 18.♞ad1 f5! 19.♘g5 ♞c8

20. ♖h3 ♜d8

If 20...b5 Black can get the second pawn back after 21.cxb5 axb5 22.♖xb5 but 22...♜b8 23.♗e5! ♕f6 24.♗e3 ♕xb2 is not enough because of 25.♕b4!+-

21. ♕e3 ♜xd1 22. ♜xd1 ♕c5 23. ♕xc5 ♗xc5 24. ♗b4 ♗e3 25. ♗d2 ♗c5 26. ♗d4 ♗c8



You have to admire Shredder for its (correct) determination to keep the queens on, their presence is the only hope. Unfortunately in avoiding the exchange Black has yielded the centre to PF4

27. b3 b5 28. ♗e5 ♜a7 29. cxb5 axb5 30. ♖g5

Now White has the attack as well as the plus pawn... which will soon become two as the ♖/e6 cannot be saved

30... ♖f6 31. ♜d6 f4

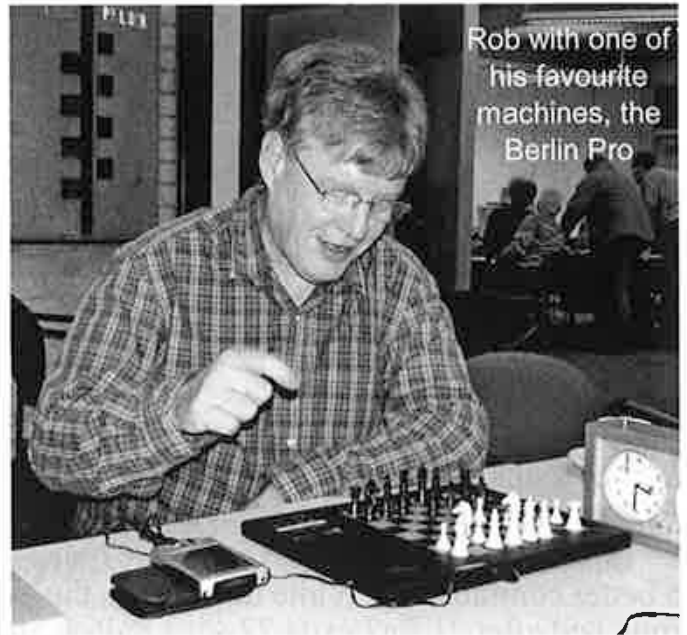
31...♜e7 doesn't save the day: 32.♜xe6 ♜xe6 33.♖xe6 and now both b5 and f5 are en pris as well

32. gxf4 ♗e8 33. ♜xe6



Black's position is hopeless, but Rob likes playing through to the end to make absolutely sure that nothing silly happens or there is a loss on time

33... ♗f8 34. ♜c6 ♖h8 35. ♗xb5 ♜a8 36. ♗c4 h6 37. ♖f7+ ♖h7 38. ♜c7 ♗e8 39. a4 ♜b8 40. b4 ♗f8



Rob with one of his favourite machines, the Berlin Pro

40...♜xb4 was worth a last minute try. White MUST play 41.♗d3+ as 41.♗xb4?? ♗xe2+ could make the win a little more difficult for White

41. a5 ♜e8 42. b5 ♜e3 43. b6 ♗e8 44. ♖e5 h5 45. b7 ♖d7 46. ♗c2+ ♖h6 47. ♜xd7 ♜xe5 48. fxe5 ♗xe5 49. h4 ♗f4 50. ♗b2 ♗f6 51. ♗xf6+ gxf6 52. b8♗ ♖g6 53. ♗b1+ f5 54. ♗b6# 1-0

PF2 Shredder 7 - PF4 Hiarc 13

D27: Queen's Gambit Accepted: Classical main line: 7 e4!? and 7 a4

1. d4 ♖f6 2. ♖f3 d5 3. c4 dxc4 4. e3 e6 5. ♖c3 c5 6. ♕xc4 a6 7. 0-0 b5 8. ♕d3 ♕b7 9. ♕c2 ♖bd7

Now a3 is best, ♗e2 has a decent record as well, ♜e1 and b3?! have both been played, and so has e4? but that ended in a quick 0-1 loss

10. ♖g5N ♗c7 11. f4!?



Have you heard people tell you that

Shredder engines play quietly?! Perhaps you'll change your mind?!

11...cxd4 12.exd4 ♕d6 13.♕e3 ♕b4 14.f5!
e5 15.♕b3 0-0

The only way to defend the ♠/f7

16.♖c1

The nice idea of 16.♗e6?! doesn't quite work: 16...fxe6 17.fxe6 ♖h8! 18.exd7 ♖ad8 and Black's pieces are frighteningly active
16...♗d6 17.♖e1 ♖ae8 18.♕f2 ♗e7?!

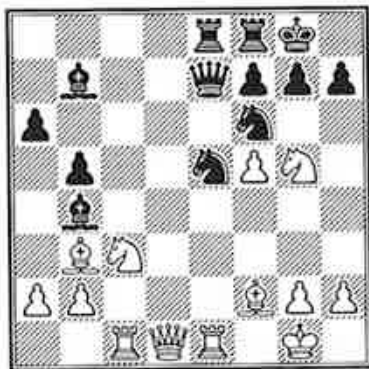
I'm not sure this was Black's best, though as it happens it results in a poor move from PF2.

18...h6 19.♗ge4 ♗xe4 20.♗xe4 ♗e7 was a better continuation, White must move the rook and after 21.♖e2 exd4 22.♗g3 ♗d6 is at least equal

19.dxe5?!

Here I like the look of 19.a4 bxa4 20.♕xa4 ♖d8 21.♕c2 after which I'd slightly prefer White's attack against the Black king position, though there's very little in it. I'm sure it was a little better than the move White played and would have reprimanded Black for its Qe7 inaccuracy

19...♗xe5



20.♗c2?

An interesting idea that was worth trying and which seems to start off with a sac' was 20.♖xe5!? ♗xe5 (20.♗xf7 ♖xf7 21.♖xe5 transposes) 21.♗xf7 ♖xf7 22.♕xf7+ ♖xf7 23.♗b3+ ♗d5 24.♗xd5 ♕xd5 25.♗xb4 ♗xf5. This looks to only very slightly favour Black and a draw would be the most likely result

20...♗fg4! 21.f6!

The freed pawn creates a mate threat ♗xh7!

21...♗xf6 22.♕d4?

It is a shame to see the fascinating complications come to an end with a blunder by White.

22.h3 stops the knights going to g4 and White hangs on, at least for now

22...♗d6!

Attacking the bishop as well as aiming at h3

23.♖ed1 ♗eg4 24.♗f3

24.g3? would have been no good at all: 24...♖e1+! 25.♖xe1 ♗xd4+ 26.♖f1 ♕c5 and that's 0-1!

24...♗f4 25.♗d2 ♗e3

PF4 relentlessly finds the best moves!

26.♖f1 ♗xg2!



The discovered attack on ♗d2 needs some working out!

27.♗xg2

27.♗xg2 ♕xf3 28.♗xf3 (28.♖xf3? ♗xc1+ 29.♖f1 ♖e1 30.♗e2 ♖xf1+ 31.♗xf1 ♗g5+ is 0-1) 28...♗xd4+ 29.♖h1 ♖e3 and this line might leave White with some chances though Black should still win

27.♖xg2?? is fatal: 27...♗xd2+ wins the queen as the ♗ is pinned by the ♕/a7!

27.♗xf4? ♗xf4 28.♖cd1 ♕xc3 29.bxc3 ♖e2! 0-1

27...♕xf3 28.♗xf3 ♗xd4+ 29.♖h1 ♖e3

We are on the line suggested above: "White might have some chances, but Black should still win".

Well done PF2 for finding the best defence! Now we will see!

30.♗g2 ♕xc3 31.♖xc3

White can avoid some major piece exchanges with 31.bxc3!? ♖xc3 32.♖cd1 ♗e5. This perhaps leaves Black with more

work to do but, as it's 3 pawns up either way, PF4 should win easily enough

31...♖xc3 32.bxc3 ♜xc3 33.♖g1 g6 34.♖f1
♜g7 Sensible! 35.♖g1 ♖d8 36.♖f1 ♖d2!
37.♖f2 ♜e4!



38.♖xf7+

38.♜xe4?? ♖xf2 39.♔d1 anything else and mate announcements appear 39...♖f1+
40.♜g2 ♖xd1 0-1

38...♜h6 39.♜f3 ♜a1+ 40.♜f1 ♜d4 41.♜f4+
g5 42.♜g4

You've got to give credit where it's due, White just wont give up, but it is getting near to the end now

42...♜f2+ 43.♖xf2

43.♜g2 ♜xg4+ m/3

43...♜xg4 44.♖xd2 ♜e4+ 45.♖g2 a5 46.♔c2
♜d4 47.♔b1 g4 48.♖g1 ♜d5+ 49.♖g2 ♜d1+
50.♖g1 ♜f3+ 51.♖g2 g3! 52.hxg3 ♜f1+
53.♜h2

It was okay to escape the queen check with ♖g1 at move 50, but this time it brings 53...♜h3#

53...♜xb1 0-1

The Pocket Fritz2 engine lost all of the games in the PF4 v PF2 match, so Rob moved on to the Glaurung program, from which he was expecting good things as, in its UCI PC version, it has shown itself to be a strong engine and very able tactician.

We only have room for 1 game in this issue, so off we go.

Glaurung 2.1 - PF4 Hiarcs 13

1.d4 ♜f6 2.♔g5 d5 3.c4?!

I can't find this in any of the main computer Opening Books, but there's a few



games with it in my PowerBooks. The usual reply is 3...e6, but the PF4 reply has been seen before

3...♜e4

Of course 3...e6 4.♜c3 ♔e7 5.♜f3 0-0 is very well known

4.♜f3

I can't find any record at all of this being played before – not really surprising as it loses ♔ for ♜ and vital tempi unnecessarily. In all the games on my database the ♔/g5 gets moved

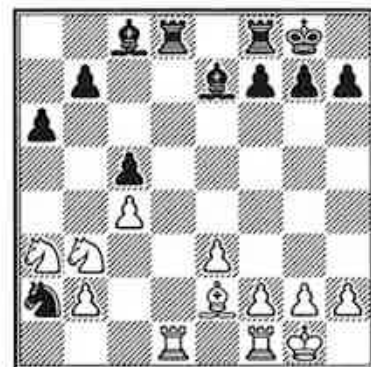
4...♜xg5 5.♜xg5 e5 6.♜f3 exd4 7.♜xd4
♜c6 8.♜xd5

8.♜f4? ♜b4!

8...♔e6 9.♜xd8+ ♖xd8 10.e3 ♜b4 11.♜a3
♔e7 12.♜d4 ♔c8 13.♔e2 c5 14.♜b3?!

Very negative. Reorganising with 14.♜db5 ♔f6 15.♜c3 was surely better

14...a6 15.♖d1 0-0 16.0-0 ♜xa2



Black recovers the pawn and has slightly the better development. But now, instead of something like 17.♔f3 or even f4, White seems to waste another move

17.♖a1?!

17.♙f3 b6 18.♘c2 was another idea perhaps, Black's ♘/a2 isn't so comfortable
 17...♘b4! 18.♘b1 ♙f5 19.♘c3 ♙c2 20.♖a3
 b6 21.e4 ♜fe8 22.f4 ♙f8 23.e5 a5



24.♞c1?!

There is no threat in this and Black now opens the centre for the rooks, from which White is obviously in trouble. But it had manoeuvred rather well in the circumstances and at least not allowed the position to deteriorate until here.

Instead 24.♘a1 ♙f5 25.♘a4 would have forced Black to retreat a little and then defend the b6/♘

24...f6! 25.exf6 gxf6 26.g3?!

26.♙h5! was best here, White has to stop Black just doing whatever it wants. After this 26...♙g6 appears to be best and now 27.♙xg6 hxg6 28.♘a4 as suggested before, though if 28...b5 29.cxb5 ♘d3 30.♞f1 c4 31.♘c1 ♘xb2! The threat of ♙xa3 forces the rook to go to a2 or a1. Either way 32.♞a1 ♘xa4 33.♞xa4 and now 33...♙c5+ 34.♙h1 ♙b4 has White in trouble

26...♙f5?!

26...♙g7 was easily best, so White gets away with its own inferior move and has another chance to play the better one!

27.♙h5 ♞e3 28.♙f2 ♞e6 29.♙g1 ♘d3
 30.♞d1 ♞ed6 31.♞d2 ♙h8?!

A poor choice, I can see no reason to hide the king and 31...♙g7! seems correct. But this time it is Black's turn to get away with it.
 32.♞e2?!

This game still wasn't quite over. If 32.♙f3! ♘xf4 33.gxf4 ♞xd2 34.♘xd2 ♞xd2 35.♞b3 then perhaps White can still save this!

32...♘b4!



33.♙f3?

33.♞f2 had to be played, White strangely seems to have missed PF4's obvious fork of pawn and rook by the bishop

33...♙d3! 34.♘b5 ♞6d7 35.♞e6 ♙xc4
 36.♞xb6 ♙xb3 37.♞xb3 c4! 38.♞xb4

White doesn't want the exchanges but there's not much choice as 38.♞c3? ♙c5+ 39.♙g2 ♙xb6 wins easily

38...axb4 39.♞e6 ♞b8 40.♙c6 ♞d2!

It's all over, but we'll show how it finished...

41.♙f1 ♞xb2 42.h3 c3 43.♘d4 ♞d8 44.♘e2
 c2 45.♘c1 ♞d1+ 46.♞e1 ♞b1



I thought this was a rather amusing line-up of pieces on the first rank!

47.♙a4 ♞bxc1 48.♙e2 ♞xe1+

which is m/9 I believe, but of course there is no comeback for White anyway as it's 2 rooks and a pawn down. 0-1

So Pocket Fritz4 goes 1-0 up against Glaurung, and we will see how this 6 game Match finished in our next issue, as well as take a look at the best (closest) match between PF4 and TogaII 1.4.1SE running on Rob's Ipaq 2210!

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

THE PRO-AM saw **Rybka2.3.2** win in Chris's latest running of this tournament in which his top free WinBoard/UCI engines are thrown in with one or two leading Commercial engines. The strong amateur **Thinker5.4c** came 2nd, with **Spark0.3**, **Stockfish1.5.1** and **TogaII2.0se** sharing 3=. Chris was surprised to see **Glaurung**, which has been a regular winner of his Division1, ending next to last but, as he pointed out, its programmers are now working with the Stockfish team in a combined venture aiming for a big leap in strength.

DIVISION 3 wasn't even close as the new **Critter0.42** scored a massive 15/18 and won by 4 clear points from **The Baron2.23** in 2nd place.

THE NEW WAVE test was Chris's final tournament in **Sels147**, and in that **Firebird1.0beta** came clear 1st. with 8½/12. ahead of **RobboLito0085.3g** and **IvanHoe73** on 6½, and **Rybka2.32** last on 2½. A "startling result" was about all Chris could say about that!



very strong **Stockfish** engine which is creating a bit of a stir, and is stronger than most current commercial engines at the moment.

Bright, written by Allard Siemelink has been completely rewritten and is now known as **Spark** for which the current version number 0.3a is considerably stronger than the original **Bright** engine.

These two along with three newish engines all estimated in excess of 2850 Elo made the Division 1 a very strong tournament! As you can see **Komodo 1.0** won the division due to more wins than **Stockfish**.

Komodo (formerly known as **Doch**) is written by Don Dailey and is expected to go commercial once the MP version is available.

The other amazingly strong new/updated engines here were **Critter 0.52a** and **Bison 9.11** who got off to a good start in Division 1 considering the company. **Scorpio 2.4** and **Alaric 707** were relegated.

Hi Eric and all *Selective Search* readers!

Here are the results and my article for Divisions 1 & 2. I have enclosed the tables and CBV files as usual, and you'll find there are some nice miniatures to look at as well if you get chance!

There will have to be drastic changes again to the divisions as this period of new strong engines being made available does not seem to be slowing up at all!

Okay, now for the reports:

Division 1 this time round has quite a new look to it and you may be wondering where **Glaurung** and **Bright** have gone, though Eric did whet your appetites last time with the proposed entry list for it.

Well! The **Glaurung** programmer **Tord Romstad** has joined a consortium with two other programmers and they have created the

DIVISION 1

Pos	ENGINE	/18
1=	KOMODO 1.0BETA STOCKFISH 1.63	13½
3	SPARK 0.3A	11½
4	THINKER 5.4c	10½
5	CRITTER 0.52A	9
6	TWISTED LOGIC 20100131	8½
7	BISON 9.11	7½
8	SPIKE 1.2 TURIN	6½
9	SCORPIO 2.4	5
10	ALARIC 707	4½

Chris mentioned that there were a few miniatures... here's one from division 1!

Scorpio 2.4 - Thinker54c

1.d4 ♘f6 2.c4 e6 3.♘f3 ♘b4+ 4.♘d2 c5
5.♙xb4 cxb4 6.g3 0-0 7.♙g2 d6 8.0-0 ♘c6
9.♘bd2 ♙d7

An apparent novelty – 9...e5 or ♞e8 are best known – but the move played looks perfectly okay to me

10.♚c2 ♞c8 11.e3 h6 12.♘h4 a6 13.♙f3 ♚e7
14.♚b3 d5 15.♚d3 ♘a5 16.b3 g5 17.♘g2
dxc4 18.bxc4 e5 19.♙e2 ♞fd8



This is a pretty complicated position, and both sides must play carefully... though Thinker has pretty well ignored that idea with some very aggressive move choices. It gets its reward next move!

20.♞fc1?

20.f4 gxf4 21.gxf4 exd4 22.exd4 opens the whole game up and probably suits Black better, though the best I could find here was 22...b5 and now 23.c5 ♘c6

20...b5! 21.c5

21.dxe5 ♚xe5 also looks rather dangerous for White

21...♙e6 22.♘b3 ♙c4 23.♚c2 ♘xb3 24.axb3 ♙xe2 25.♚xe2 exd4



26.♞xa6

The more cautious 26.♘e1 was needed here, though Black now has the strong 26...♘d5! This changes the continuation completely as after 27.♞xa6 Black must play 27...dxe3 instead of the d3 pawn push it had in the game. After this White must try to hold with 28.♞ca1 though 28...♚xc5 29.♞xh6 ♞e8 still looks pretty good for Black

26...d3! 27.♚f3 ♞xc5 28.♞d1

28.♞xc5? d2! 29.♞a1 ♚xc5! 0-1

28...♔g7

Wonderfully sensible

**29.h4 d2 30.♞a2 ♘e4 31.hxg5 hxg5
32.♞aa1 ♚e6 33.g4 ♞h8 34.♞a6 ♚e5!**

Completing a brilliant finish to the game by Thinker!

35.♘f4 gxf4 36.♚xf4 ♚xf4

White resigns. 37.exf4 ♞c1 m/15. 0-1

Division 2: Frenzee came in 1st and Slow Chess was runner up due to more wins.

Just when we thought there could be no new strong engines coming through at the moment, there were, and I've had to make the decision that there would be no promotion this time round from Division 2.

Of the new engines that have arrived on the scene, two are **Umko 0.8** and **Protector 1.3.4**. Both of these are thought to be in excess of 2750 Elo. It appears that Protector is in fact of a similar strength to Spark. So it

appears certain that these are stronger than current Division 2 engines, so Umko and Protector will go straight into Division 1 for next time, but four engines will be relegated from Division 2 to keep the divisions at 10 engines in each.

DIVISION 2

Pos	ENGINE	/ 18
1	FRENZEE FEB08	12½
2=	SLOWBLITZ WV 2.1 BOOOT 4.15.0	11
4	DEEP PHARAON 3.5.1	10½
5	DELFI 5.4	10
6	E.T.CHESS 130108	8½
7	BUGCHESS 2 v1.6.4	7½
8	COLOSSUS 2008B	7
9	CYRANO 0.6B17	6½
10	THE BARON 2.23	5½

That's all for now Eric speak to you soon.

Cheers!..... Chris

To close here's another quickie, this time from division 2!

Delfi 5.4 - Pharaon 3.5.1

D43. Semi-Slav

1.d4 ♘f6 2.c4 e6 3.♘c3 d5 4.♘f3 c6 5.♙g5 h6 6.♙xf6 ♗xf6 7.e3 ♘d7 8.♙d3 dxc4 9.♙xc4 g6 10.0-0 ♙g7 11.♞c1 0-0 12.♗e2 ♗e7 13.♞fd1



I was intrigued to find a 'miniature' occurring where the programs stayed in theory to move 13. Now Black should play any of a6 (probably best), ♞d8 or b6, they all have a

decent record.

13...♘b6

New but, well, that's not so terrible!

14.♙d3 ♞d8 15.♘e5 c5 16.♙e4 ♘d7 17.f4 cxd4 18.exd4 g5 19.g3 gxf4 20.gxf4 ♗h4 21.♗e3 ♘f6 22.♙h1



So far so good

22...♘xe4?

22...h5 23.♙f3 ♘g4 24.♙xg4 hxg4 should be okay as long as White can't make something out of 25.♞g1!?

23.♘xe4

Now ♞g1 looks very threatening!

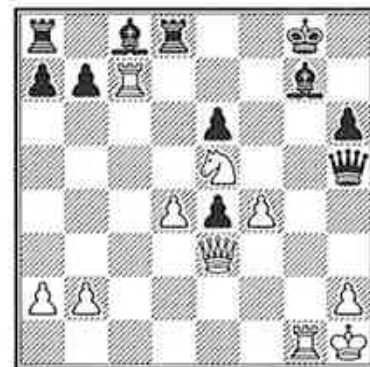
23...f6?

Leaves an awfully big hole at g6 which Delfi fills immediately. 23...♙d7 was better, then would come 24.♞g1! ♙c6, but now 25.♞g4!+- leaves White in charge

24.♘g6! ♗h5 25.♞g1 f5

White decides to ignore the attack on the knight... terrific stuff!

26.♘e5! fxe4 27.♞c7!



Ouch, that hurt, and here my engine is announcing a distant mate already!

27...♞d7

Black resigned. After 28.♞xd7 ♙xd7 29.♗g3! Black loses its queen, and that's just to slow the mate down to a m/12! 1-0

The Novag CITRINE against Mephisto's NIGEL SHORT

BY ERIC HALLSWORTH

We recently took possession at Countrywide of an old favourite of mine... the **Mephisto Nigel Short**, which contains a program by Ed Schroder whose engines I always liked for playing style in the days when he was competing at Mephisto with Richard Lang and his 68000/68020 processor engines.

I'm sure that a few eyebrows will be raised at the chance that I have a Nigel Short here, available second hand! I do, but I must warn you that the sound is almost non-existent (I am a bit deaf nowadays, it's true, but I'm not honestly sure if there's a beep there or not!), and the display is pretty feint, so I'd have to take the unusual step of selling it without a guarantee if anyone wanted it for £50.

What its arrival did do was give me the chance to play some games with it against the **Novag Citrine**, so I decided on a 10 game match at G/30mins, which I thoroughly enjoyed!

It's a nice feeling to think that you actually know a bit of what's going on some of the time, compared with the mind boggling and deep search stuff that we see with the top PC engines as they enable mere patzers to even criticise World Championship games being played. "Anand missed this here... Topalov should have done better at move 42...!" As if I would know!

I played the 5 games with the Nigel Short as White first. Game 1 was a draw, this was game 2.

Mephisto Nigel Short - Novag Citrine

A30: Symmetrical English: Double Fianchetto and Hedgehog

1.c4 c5 2.♘c3 ♘c6 3.♘f3 ♘f6 4.g3 e6 5.♙g2 d5 6.d3 ♙e7 7.0-0 0-0 8.♙f4 ♖b6 8...d4 here is considered good for Black, but the computers have left their books 9.♘a4 White usually protects the pawn with 9.b3 9...♗a6 10.♙c1 dxc4 11.♙xc4 b5?!



Not best, and Black is a bit fortunate to get away with this. Better was the quieter 11...b6 to settle the queenside, the 12.♘d4 cxd4 13.♙xc6 b5! and the game is equal. The pawn fork doesn't win material because 14.♙c1 leaves the ♙/c6 attacking the rook, so Black must play 14...♙b7 12.♘e5?? Loses material. 12.♘xc5! leaves White on top after 12...♗b6 (12...♗xa2?! 13.♙c1 ♗xb2 14.♘e5! ♘xe5 15.♙xa8 ♘ed7 16.♙c2±) 13.♘a4 bxa4 14.♙xc6 ♗xc6 15.♘e5!± 12...♘xe5 13.♙xe5? Loses more material! Better was 13.♘xc5 ♙xc5 14.♙xc5 threatening 15.♙xa8, but Black stays on top with 14...♘ed7! 15.♙xa8 ♘xc5 16.♗c2

♙d7+ 13...bxc4 14.♙xa8 ♙d7!



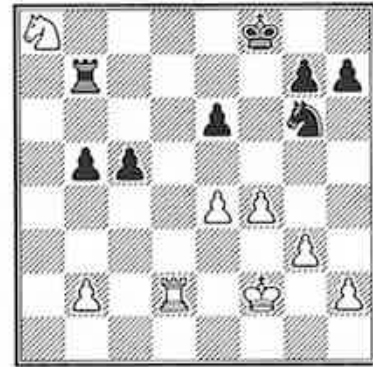
15.♙xf6 White would appear to be able to minimise the material loss by exchanging the attacked knight with 15.♙xc5, but 15...♙xc5 16.dxc4 ♙xa8 17.♙xf6 is met by 17...♙c6! and Black should win easily 15...♙xa4! Much better than the alternative exchanges. If 15...gxf6?! 16.♙xc5 ♙xc5 as 17.dxc4 gets White back in the game with some chances. Worse still was 15...♙xf6? which is only drawing after 16.♙xc5 ♙xa2 17.♙xd7 ♙xa8 18.dxc4 ♙xc4 19.♙xf6+ gxf6 20.♙d2= 16.♙xe7? A strange move leaving the ♙ en pris! White's last chance was 16.♙b7 ♙xb7 17.♙xa4 ♙xf6 18.♙xc4 ♙xb2 19.e3, but even then the Mephisto machine would be a full bishop down 16...♙xd1 Nearly our last note, the game is effectively over. I doubt that Black was ever likely to try 16...♙xa8?? instead, but if it had then 17.b3! cxd3 18.exd3 ♙b5 19.♙d2 is level! 17.♙xf8 ♙xe2 18.♙a1 ♙xf8 19.dxc4 ♙xc4 20.b3 ♙c3 21.♙b1 ♙c2 22.♙a1 ♙e7 [22...♙b2!] 23.♙c6 c4 24.bxc4 ♙d6 25.♙b5 ♙xc4 26.♙xc4 ♙xc4



27.♙d1+ ♙c6 28.♙a1 ♙c3 The game lasted a few more moves, Black won White's a-pawn and then started to advance its own to win with plenty of time still on the clock 0-1

Another game saw the Citrine take charge early after the opening - then the Nigel Short won one as well, but some of the games weren't settled until the endgame. So with the score at Nigel Short 1½ Citrine 2½ here is the last one with the Mephisto as White, and we join it already in the endgame.

Mephisto Nigel Short - Novag Citrine

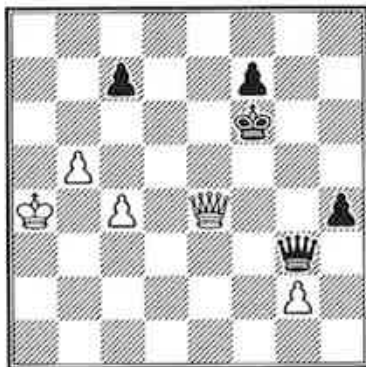


White has, perhaps, a very small advantage due to Black's 3 pawn islands. Both knights are struggling to get into the game 39.♙c2?! 39.♙d6 was the best option White had, then I'd expect 39...♙e7 40.♙c6, and if the likely 40...♙a7 then 41.♙c7+ ♙xc7 42.♙xc7 leaves White still with that small edge 39...c4! Excellent, Black grabs the chance to push its pawn majority 40.♙e3 Best 40...♙e7 41.♙d2?! 41.e5!? was best, to slow the king down, but 41...♙d7 wins the now open d-file 41...♙d7! Aiming to exchange rooks, which is not easy for White to avoid 42.♙d4? If 42.♙c2 ♙d3+! 43.♙e2 ♙d6 should also be winning 42...♙xd4 43.♙xd4 ♙d6 44.♙b6 ♙e7 45.♙a8? What an odd decision after only just getting the knight at least partially free. 45.♙c3 was probably best. Even sacrificing the knight with 45.♙xc4+ bxc4 46.♙xc4 would have at least put it to some use! 45...♙c8! 46.g4 ♙c6



47.♔e5 This is very much a double-edged sword! The king threatens Black's kingside pawns but loses all control over the queenside majority. Is there time for this, it looks very risky! I'd have to say 'no!' 47.h4 ♔b7 48.♔c5 ♔xa8 49.f5 exf5 50.gxf5 was the best chance and might have produced a knife-edge finish, though Black still ought to be winning 47...b4! 48.♔d4 The only hope. Not 48.♔xe6?? c3 49.bxc3 bxc3 0-1 48...c3! Perhaps an unpleasant surprise, did White understand that this could be played?! 49.bxc3 49.♔d3 was no better: 49...cxb2 50.♔c2 ♔d6 51.♔xb2 ♔xe4 0-1 49...b3! 50.♔d3 ♔d6! First-rate! 51.e5 ♔c4! A sacrifice offer that can't be taken 52.h4 52.♔xc4 b2 of course, 0-1 52...♔a3 Of course White's position is hopeless, so the Mephisto decided to give me something to laugh about by once more bringing its knight, after spending most of the game on a8, out of hiding... though it made only a very brief appearance on its new square! 53.♔c7?! ♔xc7 54.f5 b2 55.♔e3 b1♗ 56.fxe6 ♗b6+ 57.♔e4 ♗xe6 0-1

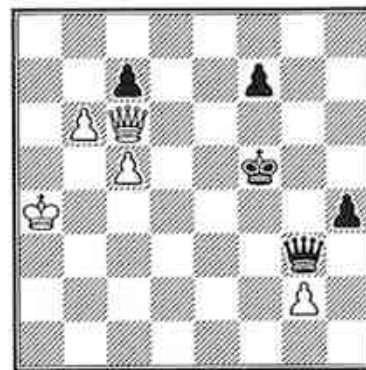
Novag Citrine - Mephisto Nigel Short



The part of the match with the Nigel Short having the White pieces had ended 1½-3½,

and the first game with the Novag as White then ended as a draw. The second also seemed to be headed for the same outcome as the Q+P endgame in the diagram was reached. White has the slightest of advantages with the queenside pawn majority, but objectively it should be a draw from here

55...♔g5? Bravely trying to use the king to assist its own pawn advance, but instead putting its head halfway into a noose. The best plan for Black was 55...♗f2 and now 56.♗c6+ ♔g7 57.♗e4 f6! still looks more likely to be a draw than anything 56.♗d5+! ♔g6 57.c5! ♔f6?! The queen is the piece that can save the game for Black if anything now can, and the best try looks to be 57...♗e3 and after 58.b6! cxb6 59.♗c6+ f6 60.cxb6 (note that 60.♗xb6? ♗e4+ draws!) 60...♗d4+. White will be able to escape from the checks eventually, but could always go wrong as in my 60.♗xb6 variation if the Nigel Short is lucky 58.♗d4+ 58.b6! and next move as well! 58...♔f5? The king goes the wrong way and makes things worse again! 58...♔e7 59.♗e4+ ♔d8 60.b6 cxb6 61.cxb6 ♗f2 was a better try 59.♗d5+ ♔f6 60.♗d4+ 60.b6! again again! 60...♔f5 61.♗d7+ Still strangely missing the immediately winning 61.b6! cxb6 62.♗d5+ ♔f6 63.cxb6 61...♔g6 62.♗c6+ ♔f5 63.b6!



Hurray! 63...♗f4+ 64.♔a5 ♗d2+ 65.♔a6 ♗e2+? Black's very last chance was 65...cxb6 66.cxb6 ♗a2+, but 67.♔b7 ♔g5 68.♔c7 ♗a5 69.♔d6 f5 70.b7 wins 66.♔b7 cxb6 67.♗d5+! Actually a rather neat intermezzo that finally settles it 67...♔f6 68.c6! b5 69.c7 ♗e7 70.♗d8 b4 71.♗xe7+ ♔xe7 72.c8♗ 1-0

In the end the Citrine won my match rather easily by 7-3 (6-2=2).

How Good Is Your CHESS?

By Harvey Williamson, Eric Hallsworth, and - oh, yes - Danny King!

Every issue of the excellent monthly '*CHESS*' magazine carries a **How Good Is Your Chess?** article, by **Danny King**. In fact the current (May) issue has a terrific Topalov v Anand game from 2006, and you can of course also buy Danny's book **TEST YOUR CHESS** (£14.99) which has 20 superb games, all getting Danny's full treatment.

The value of a 'How Good Is Your Chess?' type article is, in my view, rather under-rated as inherent in the games are not only all the marks for individual candidate moves, but also discussion on strategical and tactical reasons for the marks being given, and comments for other moves the author believes players might have chosen, with reasons why they are not quite as good or why they are actually bad, when they sometimes even earn a negative score. To play through any of these games and test yourself is a great way to learn and improve.

Anyway **Harvey Williamson** decided to run a recent pre-**Hiarcs13** beta version through the HGIYC in the March 2010 issue, to see what it scored.

Harvey is best known in this magazine for his work with the Hiarcs engine, both as an adviser and tester for Mark Uniacke, and as its representative in tournaments abroad. But he also has the title of **International Master** at Correspondence Chess!

After he'd sent me the game with his scores and some remarks about move selection and some ideas that Hiarcs had found, we decided to put together our own article.

We obviously can't reprint Danny King's analysis from the original article - but you can get *CHESS* magazine itself for those if you want... in fact at Countrywide we are currently giving away a recent copy of the magazine free with every Chess Computer purchased!

But so you can have a go and see what you score yourself, or try a computer engine out as we have done with Hiarcs, we have referred to the 'move marks' as awarded by Danny!



For all of the following discussions and the analysis we've shown, Hiarcs and any other engines we used for comparison were set at 40/2, whether they were on Harvey's 8-core machine, or my 2-core laptop.

V. Bologan - S. Brunello

Reggio Emilia 2009, 03.04.2010

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 ♙e7 6.♞e1 b5 7.♙b3 0-0 8.d4

This would not be played in a tournament by Hiarcs from its book

8...♘xd4 9.♘xd4 exd4 10.e5 ♘e8 11.c3 dxc3 12.♘xc3 d6



The last move in the game to reach Daniel's set up position was again one that would not be played by Hiarcs in a tournament.

So then, if you want to "*test your chess*" you should now cover the top of the next

page with a piece of card or something similar, and make your choice for White's 13th move!

13. ♖d5

13. ♖f4 was the Hiarcs choice, and 3 points the same as the main line.

♜d5 also scored 3 points.

♞f3 is the most popular move in the PowerBooks 2010 but leads to drawish lines and scored 0

13... ♞b8

14. ♖e3

Only move to score, "essential". 1 point

14... ♖e6

15. ♖a7

"Audacious"! 3 points.

15. exd6 scored 2, but ♖xe6 isn't very good and gets 0

15... ♖xd5

16. ♖xb8

16. ♜xd5 scores 2, and was the Hiarcs choice.

This is 1 less than the main line ♖xb8 as played which scores 3

16... ♖a8

17. ♖a7

1 point, which Hiarcs got.

17. exd6 leaves Black with more freedom and move options, so 0 for that.

17... c5



18. b4

It looks crazy, but it's the only move to keep White going and scores 5 points. Hiarcs does find this on my (that's Harvey's) 8 core.

18. exd6 gets 0, it doesn't help White's cause at all

18... cxb4

19. ♜d5

4 points which Hiarcs gets

But 0 for ♜e4

19... dxe5

20. ♜b6

6 points, which again Hiarcs gets.

0 for ♜ex7+ which will leave Black better...

And a minus if ♞xe5 as 20... ♖d6 wins material for Black

20... ♖d6

21. ♜xa8

An easy 1 point for getting rid of the dangerous bishop

21... ♞xa8

22. ♖e3

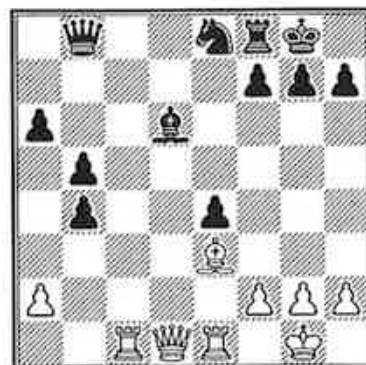
2 points

22... e4

23. ♞c1

1 point

23... ♞b8



24. g3

This scores 3, it is the better way to defend the h-pawn than h3 which scores 1.

Harvey's 8-core got this, but on my d2c H12687 still had h3 at 5 mins, so I lost a point on Harvey here.

24... ♜f6

25. ♞c6

This scores a rather dubious 2 pts in our opinion, but if you or your PC chose it, that's okay, give yourself the 2 anyway!

Another idea 25. ♖c5 scores 0.

The best move, and the one which Hiarcs chooses, is 25. ♖g5 and gets 4 points

25... ♖e5!

26. ♖e2

Scores 4.

Now 26. ♔g5 doesn't score, but is the Hiarc8 8-core choice. In the HGIYC article 26... ♕c3 is indicated as 'the response' to ♔g5, but Hiarc8 is not worried by this, and has it level. After 26... ♕c3 Hiarc8 goes 27. ♕xf6 ♕xe1 28. ♖g4 (28. ♖xe1 gxf6 29. ♖xe4=) 28... g6 29. ♖g5! ♖a7 30. ♖f4 ♕xf2+ 31. ♖xf2 e3 32. ♖e2 ♖e8 33. ♖d6 ♖c7 34. ♖d3 0.00/22. If this is right maybe ♔g5 should be scoring 2 or 3?!

On slower machines Hiarc8 might play 26. ♖xa6 which the HGIYC author gives a -3 to because of 26... ♖c8! 27. ♖b6 and now ♖h3 is forcing 28. f4 to protect h2, and the king is opened up a little

26... ♖a8

We are occasionally commenting on one or two of the Black moves - it is useful to know why Black loses the game as well as how White won it! So perhaps 26... ♖b7 and then 27. ♖c2 (not the only possibility, ♖c2 or ♖ec1 might also be considered) 27... ♕c3 28. ♖b6 ♖c8± which Hiarc8 shows as giving Black an advantage

27. ♖c2

2 points.

Moves such as 27. ♖c5? and ♖b6? lose...

But 27. ♖ec1 is possible and scores 1 point

27... ♖e8

28. ♕d2

1 point

28... ♕d6



29. ♖ec1

3 points for co-ordination.

29. ♕c3 is the alternative idea, though no points were on offer for this. Then 29... ♔d5 would be Black's best and now 30. ♕d4±

A big issue here is who actually stands better! The engines, and not only Hiarc8 but also other top-rated engines reckon that Black has the advantage. Danny King in his article believes White is already on top, or at least has good opportunities... and in the end he is proved right.

We mention this here because the computers next have 29... ♕f8 as good for Black, so we (Harvey and I) wondered whether Black's next move was the mistake that changes the balance of power! **29... ♔d5?!**

In the opinion of Hiarc8 Black looks better after 29... ♕f8!? It then shows 30. ♕e3 ♔d5 31. ♕d4 ♖b7±

The popular Stockfish 1.7 UCI engine goes 29... ♕f8 30. ♕e3 ♔d5 31. ♕d4 ♖b7 32. ♖d1 f6 33. ♖cc1 ♖d7 34. ♖c2 ♖g4 -1.13/25

On my laptop Rybka 3 went 29... ♕f8 30. ♕e3 ♔d5 31. ♕d4 ♖b7 32. ♖g4 g6 33. ♕a1 f5 34. ♖d1 e3 35. ♖c6 ♖f7 36. fxe3 ♕h6 37. ♖c8 -0.88/18

After the main article we will go back to this position and see if the engines can win as Black with this 29... ♕f8 move. Their evaluations suggest that they think they can!

30. ♖g4!

3 points with the threat of ♖c8. This is why we dislike 29... ♔d5, and think Black must have missed this response which turns the game

30. ♖c6? scores nothing at all of course because of 30... ♔c3!

30... ♔f6?!

The HGIYC author suggests 30... ♔e7, but 31. ♕g5 keeps up the pressure.

However 30... ♔b6 might be possible, and there's also 30... h5!? 31. ♖xh5 ♕f8 32. ♖f5 ♖b7 33. ♕e3=. Or even 30... e3. There's a few things to consider! Whichever, 30... ♔f6 does not seem to be Black's best chance

31. ♖f5!

Keeps the initiative and pressure on Black = 2 points.

♖c8 scores a generous 1, the resulting exchanges leave White with the better chances but would have released the tension which Brunello must now have been feeling **31... ♕f8?**

It looks like this loses. 31... ♖d5 may have



held, and HiarcS shows 32. ♖xd5 ♜xd5
 33. ♖c8 ♜f8 34. ♖xe8+ ♜xe8 35. ♖c6 ♜d7
 36. ♖xa6 ♜c5 37. ♖a8 g6 38. g4 ♜c3 39. g5
 ♜d6 40. ♜g2 ♜b1 41. ♜e3 ♜c3 42. ♖a7+ ♜e6
 43. h4 0.50/23

32. ♖c6

Scores 1 point

Also scoring 1 are ♜g5 and ♖c8 – the latter perhaps surprisingly as after 32. ♖c8 ♖d5! appears close to equalising, while the other two moves clearly do leave White in charge

32... ♖d8

33. ♖xa6

33. ♖d1 and 33. ♜g5 are the HiarcS choices, depending on the hardware in use – Harvey was on 8-core, I'm on 2-core. Anyway they both score 1 point as well as the move that was played

33... ♜e7



34. ♜g5

1 point.

34. ♜e3 is the HiarcS choice and also gets 1 point, as does ♜f4

34... ♖d5??

This is a complete blunder, Black has cracked!

With 34... h6 Black can play on, though clearly in some trouble. HiarcS proposed 35. ♜e3 b3 (or 35... ♜g8 36. ♖xb5 ♜f8) 36. ♖xb5 (or 36. axb3!? when 36... ♖d3 seems best) 36... bxa2 37. ♖xa2 1.39/20

35. ♖xf6

It's easy to score this 1 point to finish the game as Black resigns!

So a total of 51 points for HiarcS on 8-core (and 48 on Eric's 2-core). That would only just get a GM ranking in Daniel's marking scheme.

However 26... Qb7 might have been better for Black, and 29... Bf8! could be winning, so maybe the alternative lines in a couple of places which HiarcS suggested, and which would have stopped Black playing these, are better and deserved some points!

Finally for this part of the article the end might be 35. ♖xf6 ♖xf5 36. ♖xf5 ♜xg5 37. ♖xg5 e3 38. fxe3 h6 39. ♖xb5 ♖xe3 40. ♖xb4, and White is a whole rook up and wins easily. 1-0

If you've **Tested** yourself or your favourite program, the marks Danny King gave were:

50-57	GM
44-49	IM
36-43	FIDE Master
27-35	County
18-26	Strong Club
11-17	Average Club
0-10	Hard Luck

Right, now we are going back to move 29, after White had played 29. ♖ec1



to see if Black can win with 29... ♜f8.

First up it's **Rybka3** (White) v **Hiarcs13exp** as Black, a tough start for Hiarcs to 'prove our point':

29...♙f8 -1.15/24 7:34 30.♙e3 -0.50/22 7:50 ♘d5 -1.05/25 10:36 31.♙d4 -0.48/22 7:20 ♚b7 -1.11/23 9:30 32.♚g4 (Rd1) -0.40/22 10:41 32...e3 -0.68/23 8:47 33.♚f3 -0.27/23 10:54 exf2+ -0.68/24 8:54 34.♙xf2 (Kxf2) -0.15/24 14:17 34...♚a8 -0.68/25 7:06 35.♙d1 (Bd4) -0.12/25 25:34 35...♘c3 -0.37/27 13:48 36.♚xa8 -0.12/24 0 ♙xa8 -0.37/25 1:14 37.♙d7 -0.12/24 0 g6 (a5) -0.26/25 24:32 38.♙d4 (Rcd2) -0.04/25 7:30 38...♙c8 0.00/26 8:57 39.♙a7 (Kg2) 0.00/26 10:30 39...♙c4 -0.36/26 8:50 40.♙f2 0.00/24 0 ♘e4 (Rc6) -0.42/26 7:23 41.♙xc4 0.00/23 0 bxc4 -0.28/23 43 42.♙xa6 0.00/26 4:37 f5 -0.14/25 7:59 43.♙c6 (Kf1) 0.00/26 3:25 43...c3 -0.18/24 3:05 44.♙e3 (Kf1) 0.00/26 2:01 44...♙f7 -0.32/25 2:33 45.♙a6 (Rc7+) 0.00/25 12:44 45...♙d6 (c2) -0.21/24 3:40 46.♙f1 0.00/26 3:18 ♙e6 -0.16/23 2:24 47.♙e2 0.00/26 1:58 g5 (Kd5) -0.14/23 2:47 48.♙d3 0.00/26 3:26 ♙d5 -0.14/23 2:49 49.♙a5+ 0.00/26 3:42 ♘c5+ (Ke6) -0.03/25 2:47 50.♙xc5 0.31/27 2:12 ♙xc5 -0.03/25 42 51.♙a6 (a3) 0.31/28 1:53 51...f4 0.00/24 2:18 52.gxf4 0.31/26 0 gxf4 0.00/26 2:33 53.♙f6 0.31/30 3:08 ♙e5 0.00/28 3:16 54.♙h6 0.31/31 3:40 f3 (Bd6) 0.00/26 2:03 55.♙xh7 0.00/31 5:33 f2 adjud. 0.00/28 2:58 ½-½

Well a draw is better than a defeat! Now Harvey tried **Stockfish 1.7.1** as White, again **Hiarcs** as Black

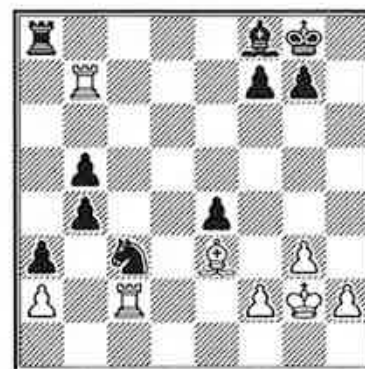
29...♙f8 -1.10/24 10:02 30.♙e3 -0.64/31 8:37 ♘d5 -1.03/25 8:11 31.♚g4 (Bd4) -0.68/33 7:07 31...♘xe3 -0.78/25 15:03 32.fxe3 -0.64/26 23 ♚d5 (g6) -0.62/26 13:30 33.♚d1 (Rd1) -0.40/32 12:29 33...♚e6 (Rd8) -0.39/25 10:32 34.♚d2 (Qe2) 0.00/34 9:26 34...a5 (Ra8) -0.25/25 8:21 35.♙c6 0.00/34 12:17 ♚f5 -0.20/26 8:35 36.♙c7 0.00/35 11:37 f6 (Qe5) -0.21/25 6:20 37.♙b7 (Qd7) 0.00/30 11:44 37...a4 -0.02/24 8:43 38.♚e2 -0.16/33 15:25 ♙d8 -0.02/24 7:06 39.♙xb5 -0.16/32 10:16 ♚d7 (Qe6) -0.01/24 10:59 40.♚c4+ 0.00/35 8:42

♚f7 0.00/25 9:30 41.♙b7 0.00/33 2:43 ♚xc4 0.00/25 1:59 42.♙xc4 0.00/29 9 h5 0.00/25 2:58 43.♙xe4 0.00/35 4:15 ♙d2 0.00/25 2:59 44.♙e8 (a3) 0.00/35 3:01 44...♙xa2 0.00/26 2:12 ½-½

A draw again! For the next one Harvey tried a **ChessBase Shootout: Rybka Human v Rybka Human!**



29...♚b7 Typical... Rybka3 Human comes up with another idea! -0.74/21 14:50 30.♙g5 (Rc6) -0.42/23 16:07 30...♘d5 -0.42/24 8:36 31.♚g4 -0.42/23 0 h5 -0.43/24 34:44 32.♚xh5 -0.52/25 31:04 ♘c3 -0.52/24 22:38 33.♙d2 -0.65/24 27:16 ♙f8 -0.55/24 14:40 34.♚g4 -0.55/24 17:32 a5 -0.55/23 9:25 35.♙cc2 -0.55/22 11:10 ♚c8 -0.79/22 3:10 36.♚xc8 -0.77/22 4:30 ♙xc8 -0.75/23 2:35 37.♙d7 -0.61/23 3:21 a4 -0.60/24 4:09 38.♙g2 -0.60/24 2:59 ♙a8 -0.60/24 2:32 39.♙e3 -0.60/23 3:32 a3 -0.60/22 1:31 40.♙b7 -0.60/22 2:07



40...f6 (Rd8) -0.66/20 54 [40...♙d8 Rybka played f6 only at depth 20 to meet the time contro; Rd8 maybe better. -0.61/22 9:22] 41.h4 -0.24/22 5:10 ♙d8 -0.24/23 6:01 42.♙c1 -0.14/24 14:14 b3 (Rd3) -0.14/24 12:12 43.axb3 -0.14/23 0 ♙d3 -0.14/24 1:14 44.b4 (h5) 0.00/23 4:30 44...♙xb4

0.00/23 3:16 **45.♖a7** 0.00/24 4:03 **e3**
 0.00/23 12:36 **46.fxe3** 0.00/24 1:01 ½-½

And finally so as to exhaust every possibility - as well as ourselves! - Harvey decided to play from the above position at move 40 once more, but with Black having the Rd8 improvement.

You can see that our determination to prove that Black had a win at move 29 knows no bounds! Once again it's **Rybka Human v Rybka Human**.

40...♞d8 **41.♙c1** -0.57/22 10:20 **♞d3**
 -0.48/23 9:24 **42.h4** -0.44/23 4:14 **g6**
 -0.44/23 10:07 **43.g4** -0.40/24 11:15
♙d6 -0.40/24 11:27 **44.h5** -0.28/25
 21:47 **gxh5** -0.47/25 23:04 **45.gxh5**
 -0.47/24 0 **♞f3** -0.36/25 35:07 **46.♙e3**
 -0.36/26 25:49 **♞f5** -0.36/26 3:02 **47.h6**
 -0.36/26 36:30 **♙f4** -0.36/24 9:08
48.♙d4 -0.36/23 4:46 **♙e5** -0.44/24
 12:53 **49.♙xe5** -0.44/24 5:43 **♞xe5**
 -0.45/25 12:58 **50.♙g3** -0.45/25 3:15
♞e6 -0.45/25 18:41 **51.h7+** -0.22/25
 12:15 **♙xh7** -0.22/24 0 **52.♞xf7+**
 -0.22/24 0 **♙g6** -0.22/26 12:02 **53.♞d7**
 -0.22/26 16:29 **♞c6** -0.22/25 8:14
54.♙g4 -0.22/24 0 **♞a6** (Kf6) -0.24/23
 3:08 **55.♙f4** -0.24/24 4:12 **♙f6** -0.24/23
 4:14 **56.♞h7** -0.23/25 6:42 **♞d6** -0.23/25
 1:49 **57.f3** -0.23/25 7:27 **exf3** -0.23/25
 2:02 **58.♙xf3** -0.23/25 4:33 **♞d3+**
 -0.23/24 1:14 **59.♙f4** -0.23/25 1:51 **♙e6**
 -0.23/24 44 **60.♞c7** -0.23/23 2:25 **♙d5**
 (Rd8) -0.24/21 23 **61.♞c8** -0.23/22 23
♙d4 -0.23/23 24 **62.♞d8+** -0.24/23 27
♙d5+ -0.24/23 18 **63.♙f5** -0.20/24 48
♞d1 -0.25/24 2:33 **64.♙g5** -0.25/24 1:06
b3 -0.25/24 51 **65.axb3** -0.25/23 0 **♙e4**
 -0.25/24 1:01 **66.♞e2+** -0.25/24 1:05
♙f3 -0.25/25 53 **67.♞e5** -0.25/25 1:09
♞g1+ -0.25/25 44 **68.♙f5** -0.25/25 42
♙e3+ -0.25/25 1:16 **69.♙e6** -0.25/24 0
a2 -0.25/25 32 **70.♞a8** -0.25/25 1:01
a1 ♖ -0.25/23 12 **71.♞xa1** -0.25/26 1:34
♞xa1 -0.25/25 0 **72.♞xb5** -0.25/27 52
♙e4 -0.26/27 59 **73.♙d6** -0.26/27 22
♞a6+ -0.26/27 36 **74.♙c5** -0.25/27 57
♞h6 -0.25/27 51 **75.♙b4** -0.25/27 36
♙c2+ (Nd5+) -0.26/27 1:11 **76.♙a4**
 -0.26/28 37 **♙d3** -0.26/28 2:09 **77.♞g5**
 -0.26/29 53 **♞h4+** -0.26/28 2:19 **78.♙a5**
 -0.27/29 2:38 **♙d4** -0.28/31 38 **79.♞g3+**

-0.28/30 2:14 **♙c2** -0.28/30 1:52 **80.♙b6**
 -0.28/30 1:54 **♞h6+** (Nxb3) -0.20/18 10
81.♙c5 -0.20/25 5 **♙e6+** -0.25/25 50
82.♙b4 -0.25/25 7 **♙f4** -0.25/25 9
83.♞c3+ -0.25/25 5 **♙d2** -0.26/25 6
84.♞c4 -0.25/26 33 **♙e6** -0.26/26 8
85.♞c6 -0.26/27 9 **♞h4+** -0.26/27 5
86.♞c4 -0.26/27 4 **♙d4** -0.26/27 10
87.♞c5 -0.26/27 11 **♙c2+** -0.26/27 18
88.♙a5 -0.26/28 26 **♞h8** -0.26/28 32
89.♙a4 -0.26/28 45 **♙d3** -0.26/28 48
90.b4 -0.26/28 18 **♞h4** -0.26/28 54
91.♞d5+ -0.26/28 19 **♙d4** -0.26/28 14
92.♞g5 -0.26/28 17 **♞h8** -0.26/28 25
93.♞c5 -0.26/28 11 **♙e6** -0.26/28 14
94.♞e5 -0.26/28 7 **♞a8+** -0.26/28 11
95.♞a5 -0.26/29 13 **♞c8** -0.26/29 15
96.♞h5 -0.26/29 17 **♙d4** -0.26/29 16
97.♞c5 -0.26/29 8 **♞a8+** -0.26/29 31
98.♞a5 -0.26/29 0 **♞g8** -0.26/29 18
99.♞h5 -0.26/29 17 **♞f8** -0.26/29 28
100.♞g5 -0.26/29 32 **♞d8** -0.26/28 3
101.♞h5 -0.26/28 42 **♞b8** -0.26/28 30
102.♞c5 (Rd5) -0.23/28 20 **102...♙e6**
 -0.23/28 26 **103.♞e5** -0.23/28 16 **♙c4**
 -0.23/28 22 **104.♙a5** -0.24/28 15 **♞a8+**
 -0.24/27 18 **105.♙b6** -0.24/28 0 **♙d4**
 -0.24/27 0 **106.b5** -0.24/27 36 **♞b8+**
 -0.24/28 1 **107.♙c7** -0.24/28 30 **♞h8**
 (Rxb5) 0.00/15 2 **108.b6** -0.01/20 4
♞h7+ -0.11/20 1 **109.♙c8** (Kd6) 0.00/23
 7 **109...♙b5** 0.00/23 2 **110.♞xb5** 0.00/26
 1 **♙xb5** 0.00/0 0 **111.b7** 0.00/0 0 ½-½

So in the end we must absolutely give 100% credit to Danny King. The engines were pretty definite that Black could win this at move 29, but in the end they just couldn't!

On the other hand Danny, after the seemingly crazy 18.b4, throughout insisted that White had plenty of compensation and a definite initiative giving opportunities to create pressure for his opponent. Maybe Black should have drawn, but the problems which he was faced with over the board in the end proved too much, and White got the win.

I hope our readers have enjoyed this new article idea. Let us know if you did and I'll ask Harvey to choose another one and we'll try to do more from time to time!

THE CCRL AND CEGT RATING LISTS!

The very interesting **CCRL & CEGT Website Groups** have **COMPLETE RATING LISTS** for a wide range of PC hardware, and include old, new, interim and free versions, though they don't always both test the **SAME** engines! I extract from the lists the ratings for available engines when they're running on a *Single Processor 32-bit*.

CEGT 40/20 32-bit 1 cpu Rating List

The CEGT web address, worth visiting, is:

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

Pos	ENGINE	RATING
1	STOCKFISH 1.7.1	3060
2	RYBKA 3	3051
3	NAUM 4.2	3005
4	NAUM 4/4.1	2984
5	RYBKA 2.3.2A	2960
6	DEEP FRITZ 12	2956
7	DEEP FRITZ 11	2930
8	RYBKA 1.2F	2928
9	FRITZ 12	2923
10	FRITZ 11	2913
11	SHREDDER WM (BONN) EDITION	2906
12	THINKER 5.4D INERT	2890
13	NAUM 3/3.1	2887
14	SHREDDER 11	2886
15	CYCLONE 3.4	2874
16	DEEP SJENG WC2008	2864
17	HIARCS 12/12.1	2861
18	CYCLONE 2.0	2860
19	GRAPEFRUIT 1.0	2858
20	TOGA II 1.4 BETA5C	2855
21	DEEP SJENG 3.0	2843
22	ZAPPA MEXICO 2	2836
23	HIARCS PADERBORN 2007	2835
24	HIARCS 11.1/11.2	2834
25	ONNO 1.1.1	2833
26	BRIGHT 0.5c	2826
27	DOCH 09.980	2825
28	NAUM 2.2	2819
29	FRITZ 10	2819
30	ZAPPA MEXICO I	2816
31	LOOP 10.32F	2810
32	SHREDDER 10/10.1	2805
33	FRUIT 2.3.1	2795
34	GLAURUNG 2.2	2791
35	ZAP I ZANZIBAR	2787
36	KTULU 9	2786
37	FRITZ 9	2779
38	SPIKE 1.2 TURIN	2771
39	TWISTED LOGIC 200990922	2765
40	HIARCS 10	2765
41	JUNIOR 10/10.1	2763
42	SMARTHINK 1.10 MOSCOW	2758
43	JONNY 3.08	2755

CCRL 40/40 32-bit 1 cpu Rating List

The CCRL web address, worth visiting, is:

- <http://www.computerchess.org.uk/ccrl>

Pos	ENGINE	RATING
1	RYBKA 3	3097
2	STOCKFISH 1.7.1	3073
3	NAUM 4.2	3067
4	NAUM 4/4.1	3049
5	STOCKFISH 1.6.3	3034
6	SHREDDER 12 OA=ON	3032
7	RYBKA 2.3.2A	3021
8	FRITZ 12	2984
9	RYBKA 1.2F	2978
10	STOCKFISH 1.5.1	2967
11	NAUM 3/3.1	2967
12	KOMODO 1.0	2965
13	FRITZ 11	2961
14	THINKER 5.4D INERT	2959
15	DOCH 1.3.4	2951
16	DEEP JUNIOR 11.1A	2939
17	SHREDDER 11	2937
18	CRITTER 0.60	2936
19	GRAPEFRUIT 1.0	2935
20	TOGA II 1.4.1 SE	2933
21	CYCLONE XTREME	2932
22	DEEP SJENG WC2008	2928
23	PROTECTOR 1.3.4	2922
24	HIARCS 12/12.1	2920
25	ZAPPA MEXICO 2	2915
26	DEEP SJENG 3.0	2915
27	DEEP JUNIOR 10	2911
28	ONNO 1.0/1.1	2906
29	SPARK 0.3A	2903
30	HIARCS PADERBORN 2007	2900
31	NAUM 2.2	2896
32	HIARCS 11.1/11.2	2894
33	ZAPPA MEXICO	2890
34	FRUIT 2.3.1	2888
35	FRITZ 10	2885
36	BRIGHT 0.5c	2883
37	ZAP I ZANZIBAR	2882
38	LOOP 13.6 (2007)	2881
39	SHREDDER 10/10.1	2874
40	GLAURUNG 2.1/2.2	2870
41	KTULU 9	2854
42	SPIKE 1.2 TURIN	2848
43	TWISTED LOGIC 20100131x	2844

DEDICATED CHESS COMPUTER RATINGS

Tasc R30-1995	2334	Novag EmlClassic+Zircon2	1952	SciSys Turbostar 432	1758
Mephisto London 68030	2302	Mephisto Milano	1952	Mephisto MM2	1757
Tasc R30-1993	2300	Mephisto Montreal+Roma68000	1952	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2293	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2267	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2260	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2251	Novag SuperForte+Expert B/6	1924	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2239	Kasparov GK2000+Executive	1922	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2236	Kasparov Maestro D/10 module	1920	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2222	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1684
Mephisto Atlanta+Magellan	2216	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1903	SciSys Superstar 36K	1667
Kasparov SPARC/20	2208	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2178	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2176	Meph Supermondial2+College	1887	Novag Quattro	1650
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1887	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2157	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2151	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2137	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2124	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1865	Novag Constellation/2	1591
Mephisto Vancouver 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2108	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2107	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Mephisto Almeria 68020	2103	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Fidelity Par Excellence	1832	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Elite+Designer 2100	1832	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Chesster	1832	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Novag Super Forte+Expert A/5	1830	Mephisto 3	1479
Mephisto Roma 68020	2029	Novag Forte B	1829	Kasparov Turbo 24K	1476
Kasparov Brute Force	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto MM6+ExplorerPro	2022	Mephisto Rebel	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2017	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	1969	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1963	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	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+Jade21953		Fidelity Elegance	1765	Boris2.5	1060