SELECTIVE SEARCH 149

THE COMPUTER CHESS MAGAZINE!

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Rybka 4/Deep Rybka 4 is out and tops the Rating Lists as well as winning at **Leiden** on a 128-Core Cluster. Above: Programmer **Vasik Rajlich** watches it at work!

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IN THIS ISSUE !

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

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

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

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NEWS AND RESULTS

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

Welcome to another new issue of ***Selective Search***... no. 149. If your sub. is due for renewal, ***please*** subscribe again! There will be at least 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!*

SELECTIVE SEARCH, A SUB RISE :-(

I'm truly sorry, but I really have to do something about the subscription prices with yet another UK postal increase a few months ago. It is the 3rd increase since the subs were last changed in 2007, and that was the first increase for about 4 years and 3 previous postage increases I think. The printing costs haven't changed much, but that's partly because I don't have as many subscribers as I used to, so the actual printing cost per issue has in fact risen slightly.

The editorial of the current issue of BCM says, *"The past few years have been challenging times for printed media of all kinds, as the growth of the Internet has changed the face of traditional journalism. Every magazine needs to respond to these challenges*".

At present I estimate that each issue takes around 60 'Human+PC' hours to produce, and then another few hours labelling and stamping, with extra labels and customs declarations for my readers abroad. A 40 page issue such as this one - I really must keep to 36 pages! - probably earns me, from the look of my 2009 Tax Return, not much more than £60, so that's £1.00 an hour!

There is an added advantage of the magazine in that some readers buy things from Countrywide. That doesn't actually earn me anything, but it does help to support our future here.

Can I make some changes, to improve the magazine, to make it more interesting or attractive? Could I produce a version that can be downloaded, like an eBook from off the Internet? How many readers would go for that, and how many would still need or prefer to have a printed copy? How much would it cost me to make my website secure and foolproof to enable that? Is there any way I can reduce the amount of time I spend on the magazine each issue, or would new ideas actually have the reverse effect?! I will be 68 in just a few months time so I'm after simplification and a bit less work if anything, but I do enjoy doing the magazine... I must do (I tell myself!), I've been doing it single handedly since 1985!

Anyway to earn for myself a little financial reward from the magazine, and to enable occasional 40 page issues when, like this time, there's too much going on to squeeze into 36 pages, the new prices will be:

- **UK subscribers £24**
- **European address subscribers: £30**
- **Rest of the World subscribers: £34**

These prices are based on my postage costs of 6 UK issues = £1.92, 6 Europe issues = £7.86 and 6 Rest of the World issues = £10.92. I guess these costs will go up again next April, but hopefully the new subscription prices can be maintained until 2012 and then I'll have another look at where we're at!

And yes... if you've any ideas for new articles or production improvements that will save me time (but not cost me more money!), or will save me money (but not cost me more time!), then please do write!

CHESS: NEWS SECTION

HIARCS 13 AND RYBKA 4

Both **HIARCS 13.1** uci for PC, and **RYBKA**

4 in *ChessBase* and *Chess Assistant* versions duly came out just as issue 148 was going out. I somehow knew that would happen!

You get **Hiarcs 13.1** from the Hiarcs' website

- **http://www.hiarcs.com**

... but you get Rybka from me! As well as the **Rybka 4** and Deep Rybka 4 versions there is also a new **Rybka 4 Book** tournament opening book by I.M **Jiri Dufek**. Of course you do get an opening book with your basic Rybka 4 purchase, but Dufek's is compiled to give an objective representation of all openings. The Rybka Cluster set-up has been used to extend the range and improve the accuracy.

Readers probably already know from our last issue that Topalov used Rybka's help for his openings, and Anand used Hiarcs' help. While you're at the Hiarcs website look out for the downloadable super tournament **Hiarcs book**! This book is also compiled by adding all the latest openings used in top GM and Computer games, and then getting them analysed by computer engines for maximum accuracy, with New lines [TN's] added and extended by the engines where improvements or interesting new ideas are found. When you buy it you get a subscription which enables you to download bi-monthly Hiarcs Book upgrades for the next 12 months so you stay seriously up-to-date!

Mark Uniacke played the **Rybka Dufek** book v the **Hiarcs Tournament** book in a 300 game match at G/3+2, with Deep Rybka 4 playing both sides so that it was a true Book test and not an engine test. The Hiarcs Book won by 152-148, which is what you'd call close! I doubt that there's anywhere you can get better all-round Opening help than these two Books can give you!

CHESS: RESULTS SECTION

FRANK HOLT

In our recent issues Frank had been busy testing various new engines in their 64-bit versions on his new Quad PC! Each engine plays 2 games against the same 12 top opponents, so their total scores can be easily compared. Results so far are:

▪ FIREBIRD 1.0.1	21/24
▪ ROBBOLITO 0.085e4	18½/24
▪ STOCKFISH 1.7.1	17½/24

This time he's done the same with an **Ivanhoe** version, **63Mod5a**, and **Rybka** 3!

IVANHOE 63 MOD5A

▪ v Hiarcs12	1½-½
▪ v Rybka3 Dynamic	1½-½
▪ v Robbolito 85e4	1-1
▪ v Rybka3 Human	2-0
▪ v Zap Zanzibar	2-0
▪ v Stockfish 1.7.1	2-0
▪ v Shredder11	2-0
▪ v Fritz11	2-0
▪ v Bright0.4a3	1½-½
▪ v Togall 1.4beta5c	1-1
▪ v FireBird 1.1	½-1½
▪ v Rybka2.2n2	1½-½
▪ IVANHOE 63Mod5a TOTAL	18½/24

RYBKA 3

▪ v Hiarcs12	1½-½
▪ v Rybka3 Dynamic	2-0
▪ v Robbolito 85e4	1½-½
▪ v Rybka3 Human	2-0
▪ v Zap Zanzibar	2-0
▪ v Ivanhoe 63Mod5a	1½-½
▪ v Shredder11	2-0
▪ v Fritz11	1½-½
▪ v Bright0.4a3	2-0
▪ v Togall 1.4beta5c	1½-½
▪ v FireBird 1.1	1½-½
▪ v Stockfish 1.7.1	1-1
▪ RYBKA 3 TOTAL	20/24

The Stockfish score drops by 2 pts because of its results against the new engines, so our totals now are:

▪ FIREBIRD 1.0.1	21
▪ RYBKA 3	20
▪ IVANHOE 63Mod5a	18½
▪ ROBBOLITO 0.085e4	18½
▪ STOCKFISH 1.7.1	15½

There's now a new Stockfish 1.8 out as well, of course, as Rybka 4 itself, so it will very interesting to see how they fare in these tests which differ a little to the usual methods used

PETER GRAYSON

Peter has played Stockfish 1.7.1 against both the **Rybka**'s in his 50 game Silversuite, and this is the comparison for that:

- Rybka 3 v Stockfish 1.7.1 46½-53½
- Rybka 4 v Stockfish 1.7.1 65½-34½

A massive performance difference for Rybka 4, though results from most testers are finding something more like a 40 or 50 Elo gap. Peter's suggest around 120 Elo and he agrees must surely be exaggerating the improvement! However there is a debate on about the Rybka4 time control settings, and they appear to have been aimed for users playing against them on one PC so that Thinking In Opponent's Time (Ponder On) is enabled, or for playing on 2 separate computers or any arrangement where Ponder is on, as Peter does it. There is a definite tendency for Rybka4 to use up a little too much time too soon when it is playing with Ponder Off.

Since then **Stockfish 1.8** has come out - *"it seems to play safer and doesn't do as well on the Test Suites such as WM-100"* says Peter, a bit disappointed, but results have improved:

- Rybka 4 v Stockfish 1.7.1 59-41

Peter remains unconvinced that *"more hash is always best"*, and hopes to produce some definitive figures for our next Issue!

ERIC HALLSWORTH

I've been pretty busy at the office, trying to work out how to sell stuff on Amazon and eBay, and at home trying to smarten up our website whilst keeping up with some Hiarcs testing. In between all that and *Selective Search* production I walk the dog and say the occasional *"hello"* to my wife!

But I also tested the new **Stockfish 1.8**:

- Stockfish 1.8 v Stockfish 1.7.1 32½-27½
- Stockfish 1.8 v Rybka 3 35½-24½
- Stockfish 1.8 v Rybka 4 30-30

I don't believe Stockfish1.8 is as strong as these results suggest! Most testers are only getting between as low as a 10 Elo improvement up to around 20-25 Elo maximum, so the latest changes must suit the new engine on my slower dual core hardware I think, and it doesn't improve as much at longer time controls or on fast 64-bit hardware. It searches deeper but with the inevitable side effect of it playing a little more cautiously, but there's no doubt that Stockfish is a name to watch out for. I may replay it's matches v Rybka 3 and Rybka 4 at a longer time control and see if there's much of a change... I'll let you know!

I did try out some of the recommended changes to the Time Control settings in Rybka4, but my Ponder Off results actually dropped off, though only slightly. Also I've seen on the IPON site, which uses Ponder On in its tests, that their rating after 1,800 Rybka 4 games shows Rybka 4 to be 45 Elo above Rybka 3, so maybe there's actually nothing in the time control issue after all?!

One final thing re **Rybka4**. I'm not so keen to publish results from 'clone matches'. Though I am sharing those sent in by readers, I have no great desire to encourage them. So certain is everybody that the 'clones' are using stolen code that none of the major Rating Lists on the Internet, such as CEGT, CCRL, SSDF etc. are willing to include them, and they aren't allowed in authorised Tournaments at all. Houdini does appear on the IPON list (where it's behind Rybka4) and that's about it! So you'll have to take my word for this, but in my matches against FireBird, IvanHoe and Houdini, where Rybka3 was getting around 40%, Rybka4 averages around 50%, that's a good improvement! I reckon the Rybka3->4 difference is somewhere between 40-80 Elo. I know that's a huge gap which you wont find terribly helpful, but it's hard to be more specific as yet. The CCRL gap is only 16, but the CEGT show a 66 Elo improvement!

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

To mark the sad passing from this life of the great Chess Grandmaster **Vasily Smyslov** I included, in the last issue, 6 of his marvellous Studies for my readers and their computers to have a go at. If you did you will have found some of them to be pretty difficult - as did our top chess engines!

Here are the Studies again with, as promised, the Solutions. Built into the solutions are my report on the efforts of 5 top engines: **Rybka4**, **Fritz12**, **Hiarcs13**, **Shredder12** and **Stockfish1.8**, all running in MP mode on my Dual2Core/2600 Laptop.

Finally, before we start, it's hats off to Mr. Smyslov - to create these Studies so many years before today's *"mighty"* PC engines, and to give the engines such a hard time, and NOT have even one of the Studies become suspect, never mind broken, by the engines is nothing short of brilliant.

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1. White to play and win

I mentioned that the key is knowing about under-promotions.

1.♗b1!
The engines choose this, they think other moves lose but that this at least gets the draw. Not 1.♘b1 a1♕+ 2.♔b5 ♕a2-+
Nor 1.g7 a1♕+ 2.♔b5 ♕g1 3.f6=
1...a1♕+ 2.♔b5 ♗g3
If 2...♕a3 3.g7+−
3.g7 ♗b8!
Now comes the key move!
The engines have got everything right so far, which is strange because they don't all manage to find the next, vital move... which is why they still think the game will be drawn of course!?
4.g8♗!!
Not found by R4, Sfish1.8, F12 or S12, which all still think the game is drawn. But found by H13 in 1m25.
The popular choice 4.g8♕ is no good as 4...♕a4+ 5.♔xa4 is stalemate
4...♗f4
4...♗e5 is the R4 choice and it thinks it has saved the game as it shows b0.17. But after 5.♗ga2! it was showing w5.96 and knew it was lost. 5...♔b8 *(5...♗f6 6.♘e4 ♗d8 7.♔c6* wins*)* 6.♘e4
5.♗ga2 ♗xd2
Or 5...♗e5 6.♘e4! ♔b8 7.♔c6 ♗g7 *(=7...♔c8 8.f6 ♔d8 9.♔b7+−)* 8.f6 ♗f8 9.♘d6! ♕xb1 10.♗xb1 ♔a8 11.♔c7 ♗e7 12.♔c8 ♗d8 13.♗a2 b1♕ 14.♗d5+ ♕b7+ 15.axb7#
6.f6! ♗f4 7.f7 ♗d6 8.♔c6 ♗f8 9.♔c7 1-0

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2. White to play and win

An easier one!

1.♗d8+
H13 instant, F12 7secs, S12 1sec, R4 11secs, Sfish1.8 6secs. A 100% score!
1...♔b4
If 1...♕xd8 the fork 2.♘xc6+
2.a3+ ♔c5
If 2...♔xa3 3.♖f1 *(3.♗a5* followed by ♖f1 also wins*)* 3...♔b4 4.♖a1 ♕xd8 (anything else and White mates quickly) 5.♘xc6+ ♔b5 6.♘xd8 1−0
3.♖xf6 gxf6 4.♔c3 d5 5.e5 fxe5 6.♗c7 ♕xc7
6...exd4+ 7.exd4+ ♔b5 8.a4#
7.♘xe6+ ♔d6 8.♘xc7 ♔xc7 9.h5! 1-0. The engines got full marks for that one!

3. White to play and win

This one is quite easy, but as soon as I saw what the winning move was for some reason it still amused me and brought a smile to my face. Chess can be fun!

1.♘ec1

For both Sfish1.8 and H13 the instant choice, and both see the under–promotion and win in 12/13secs. F12, R4 and S12 also choose the move instantly, but don't see the coming under–promotion, so only think it draws

1...b1♕ 2.♔c3 ♔g4 3.g6 h3 4.g7 ♔h4

Well now, do the engines which failed see the under–promotion earlier now find it here?

5.g8♗

R4 no, it plays g8♖ which is a draw, F12 finds the under–promotion in 1min6, S12 finds it in 4secs but isn't convinced that it's a win even after a couple of minutes. Hiarcs and Stockfish understood what was going on at move 1 so have it instantly and with big evaluations

5.g8♕? ♕b2+ 6.♔xb2 stalemate

5...♔g4 6.♗h7 ♔f3

If 6...♔f4 7.♗xc2 ♕xc2+ 8.♔xc2 ♔e3 9.♘d2 ♔f2 10.♔d3 ♔g2 11.♔e2 h4 *(11...♔xh2 12.♔f2 h4 13.♘f1+ ♔h1 14.♘e2 h2 15.♘fg3+ hxg3+ 16.♘xg3#)* 12.♔e1 ♔g1 13.♘f3+ ♔g2 14.♘xh4+ ♔xh2 15.♔f2 ♔h1 16.♘e2 ♔h2 17.♘f3+ ♔h1 18.♘g3#

Or 6...h4 7.♗xc2 ♕xb3+ 8.♘xb3 wins

7.♘d2+

But not 7.♗xc2? ♕xc2+ 8.♔xc2 ♔g2 draws

7...♔g2 8.♘xb1 1-0

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4. White to play and draw

How can White stop the a3/pawn from queening without Black's king charging down the board to win the game?!

1.b6!

Sfish1.8 finds this in 15secs and showing −3.00 at first but the evaluation starting to tumble after 1min. F12 has it after 8secs and eval already dropping <1.00 so that was good. The other three were slower: S12 takes 1m46 to find the move but when it finds it knows it's a draw, H13 takes 1min3 but eval is tumbling a few secs later, and R4 similarly finds it in 54secs and eval tumbling just after 1min

Not 1.♔e2? ♔c7! *(1...a2 2.♖a1 ♖a3 (2...♔c7 3.♔d3 ♔b6 4.♔e4! (4.♔c4? g4!) 4...♖a5 5.♔f5 ♖xb5+ 6.♔g4 ♖a5 7.♔h5) 3.♔d1 ♔c7 4.♔c1! (4.♔c2? ♖xg3) 4...♔b6 5.♔b2 ♖a5 6.♖xa2)* 2.♔d3 ♔b6 3.♔c4 *(3.♔e4 ♖a5!)* 3...g4! 4.♔d4 a2 5.♖a1 ♔xb5 6.♔e4 ♔b4 7.♔f4 ♔b3 8.♔xg4 ♔b2 9.♖xa2+ ♔xa2

Once the engines have found the secret to b6 they get the rest without any trouble

1...a2 2.♖a1 ♔c8 3.g4 ♔b7 4.g3 ♔xb6 5.♔g2 ♔b5 6.♔h3 ♔b4 7.♖xa2 ♖xa2

Not 7...♖c8 8.♖b2+±

½-½

I enjoyed that one, it's very clever the way it works. Even 2 or 3 moves into Smyslov's solution (I didn't use an engine first time through) I thought *"this can't work"*... but of course it does!

---

5. White to play and win

This one is getting harder! It's one thing to find the first move, but we/they have to find the 4th move, 4.f6, as well in order to get the win.

1.f5

All the engines find 1.f5 very quickly, which is good. But none of them have seen 4.f6 in their forward analysis, so they only have low + evals.

This is okay, of course, they are headed in the right direction... but they'll have to find the correct 4th move when they get there or they'll have failed.

1...gxf5 2.♗h3 ♖e8 3.exf5 ♗c8

The next move is also key. Can they find the vital move when they reach this position?

4.f6!

Greatly restricting the Black king's escape options and making the back rank a very dangerous place to be!

R4, F12 and Sfish1.8 want to play c7 which only draws as Black responds with f6 himself, gaining freedom squares for its king. S12 and H13 have 4.♖d5 and again the reply f6 draws

So a total PC failure here. Perhaps Smyslov's got it wrong? No way!

4...♗xh3

and now...

5.c7!

F12 thinks this is a mistake and that Black is now definitely winning, as does H13 for about 30secs?! The other engines think the game is heading for a draw.

5...c3 6.♖d8!

After this both R4 and Sfish1.8 see that White wins, so this pair get the best PC marks this time. Even so not all that great having missed the 4th move. Still left behind are F12, H13 which have just joined S12 in thinking it's 0.00

6...♗f5 7.a4

H13 just manages to join R4 and Sfish in seeing that White is winning

7...a5

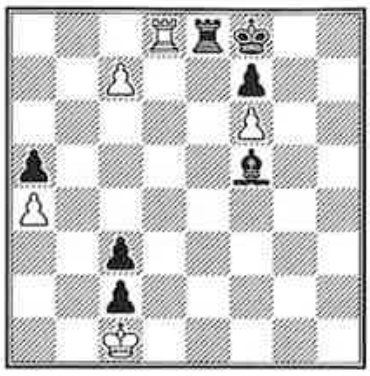
Here S12 sees that a5 loses, instead choosing 7...c2 which it thinks is a draw. But 8.♔b2! a5 9.♔c1 transposes to the main line in which, as we shall see, wins for White.

8.♔d1 c2+ 9.♔c1 c4 10.♔d2 c3+

10...c1♕+ 11.♔xc1 c3 12.♔d1! ♗e6 13.♔c2 ♗h3 14.♔xc3 ♗c8 15.♔d4 is 1-0

F12 has 10...♗c8 and still believes it's 0.00, but 11.♔xc2 ♗b7 12.♔c3 ♗a6 13.♔d4 ♗b7 14.♔xc4 wins of course

11.♔c1



and Black must make a move he doesn't want to, with either the king to g8 (losing his rook) or the bishop (losing either the c2/♙ heralding the start of White's king advance or, worse still allowing ♖xe8+ ♔xe8 c8=Qmate). All the engines now know it's **1-0**, but three of them, especially Fritz, certainly took their time!

Frank Holt used a wide range of 3 top commercial and 4 very strong uci engines, and did all the tests. Thanks for the results Frank! They got 100% (!) on tests 1-5, but on test 6 only Rybka3 64-bit got the correct solution! Top marks!

6. White to play and win

I asked last time *"Will any engine find this"*. It is certainly the toughest one and I think both White's 1st and 2nd moves have to be found. Even then (and they had to be shown the moves on my laptop) some of the engines think that Black is the one with an easy win!

It takes quite a while for them to see the power of the threat to g7 then, when they see that Black's queen and bishop can both cover g7, I think they must give the line up without realising that White's knight can interfere with this situation. Perhaps that has helped you to solve it before you switch your engines on again?! Go on, have a go!

1.♔f7!

After showing the engines this winning move, here are their evaluations: F12 −5.93, S12 −4.04, H13 −4.71, R4 −4.57. However having been at around −6.00 Sfish1.8 starts an evaluation tumble at 2mins as it alone now sees White's next (2.h6!). At 2m41 the eval is 0.00 and at 3m42 it is +10.34

As they are all convinced at the outset that ♔f7! loses, they all look for the best saving line they can find. In fact in choosing 1.♗f6+ they do see slight chances of a White win after 1...♔g8 2.♗xb2 ♗xf2 3.hxg6 hxg6 *(3...♗xb6 4.♔xd5 hxg6 5.g4* transposes*)* 4.g4 ♗xb6 5.♔xd5 ♔f7 6.♔d6. It's probably a draw but White might make a win out of it perhaps.

But now let us return to the line which definitely wins, whatever the PC engines think!

1...♗d4

It's an only move. If 1...♗g5?? 2.♗xg5 h6 3.♗f6+ ♔h7 4.hxg6#

Okay, the next move HAS to be found as well. Can they find it now they are here

2.h6!

F12, H13 and R4 all choose 2.c3 and have White −4.00 or so. So it's a thumbs down for them, but S12 finds h6! in 10secs and jumps to a +4.49 evaluation at 56secs. Well done!

Obviously Sfish1.8, once it found h6 at Black's move 1 it would stay in hash tables and be there for White instantly. So that takes top marks, but I did switch the engine off and then back on again just to see how quickly it found h6 from here, and it took 1min15 searching from scratch. The eval jumped to a startling +20.00 at 1m42!

2...b1♕

Another *'only hope'* move, but if I show you the line 1...g5? 3.♗f8 b1♕ 4.♗g7+ ♗xg7 5.hxg7# you can see the mating net Black is fighting to avoid

3.♗f8 ♕a1

4.♘d1!

Sfish1.8 and S12 already know this wins of course. F12 chooses it quickly and realises it is winning at 41secs. H13 has it instantly and is +3.00 at 8secs while R4 has it almost instantly but needs 2mins to be certain that it wins

4...♗e5

4...♕xd1?? 5.♗g7+ ♗xg7 6.hxg7#

5.g4

One of my engines was showing m/17 here

5...♕d4 6.♘e3 ♕f4+

In his pre−PC days Smyslov shows here a line that has allowed a slightly quicker mate than was necessary. 6...♕b2 would last longer but there is still a m/15 announcement with 7.g5

7.♘f5 gxf5

Again 7...♕xh6 makes the game last longer, but 8.♘xh6 is m/7 anyway

8.♗g7+ ♗xg7 9.hxg7# 1-0. Truly great stuff!

RYBKA RISING FROM THE ASHES?!

To celebrate RYBKA4's arrival in early June, **Martin Thoresen** ran a 12 engine double round all-play-all Event, adding to the excitement by maintaining daily updates of the scores on the Internet. The strange title comes from Rybka3's struggles with the clones!

The tournament was run on very fast i7/4000 MHz hardware, using Win7 and 64-bit, and the time control was 40/17mins to simulate the time control used by the CCRL. All the engines used exactly the same Opening Book, Modern SGM v3, but the use of it was limited to 8 moves so that it was a test of engine strength with the programs having to make opening and development decisions, thus it would be a real test of all round engine strength.

The list of entrants was mouth watering, containing a wide sample of top commercial and strong free uci engines able to run within the Deep Fritz 12 gui.

- Rybka 4 64-bit, 4cpu
- Stockfish 1.7.1 64-bit, 4cpu
- Naum 4.2 64-bit, 4cpu
- Shredder 12 64-bit, 4cpu
- Critter 0.70 64-bit, 4cpu
- Zappa Mexico II 64-bit, 4cpu
- Sjeng WC2000 64-bit, 4cpu
- Onno 1.2.7 64-bit, 4cpu
- Thinker 5.4 Inert 64-biy, 4cpu
- Spark 0.4 64-bit, 4cpu
- Hiarcs 13.1 32-bit, 4cpu
- Komodo 1.2 64-bit, 1cpu

Hiarcs and Komodo are listed at the end only because their use of the i7/4000MHz was limited... Hiarcs because it only runs in 32-bit mode at present, and Komodo because it only runs in [S]ingle [P]rocessor at present.

There was a shock as early as round 2 with Stockfish beating Rybka in just 32 moves, but Komodo was finding life difficult running in SP mode and lost its first 3 games quite quickly until it beat Onno in round 4. Hiarcs made a good 3/4 start but lost to Stockfish in round 5, and the latter had become a runaway leader at this early stage.

Scores after 5 rounds:

- 5 Stockfish
- 3½ Rybka
- 3 Hiarcs, Naum, Zappa, Critter
- 2 Thinker
- 1 Onno, Sjeng, Shredder, Komodo, Spark

There were quite a few draws in the next few rounds, including Komodo v Stockfish, and when Naum beat Stockfish in round 7 the whole thing became a lot tighter. Even so, after 10 rounds Stockfish was still the clear leader:

Leaders after 10 rounds:

- 8 Stockfish
- 7 Rybka
- 6½ Critter
- 6 Naum
- 5 Komodo, Zappa
- 4½ Shredder, Hiarcs

Did the sight of SP Komodo there on 5/10 make you blink for a moment? It had recorded wins v Sjeng and Zappa, and a draw with Rybka! I guess it will be rather strong when it goes MP!

Onno, which was near the bottom, then beat Rybka in round 11, so Stockfish was 2 pts clear of Naum, Critter and Rybka at the half-way stage. We'll have to look at the Onno v Rybka game, it only lasted 26 moves!

ONNO 1.2.7 X64 4CPU - RYBKA 4 X64 4CPU

Opening B92

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗e2 e5 7.♘b3 ♗e7 8.0-0 ♗e6 *The book they are using is limited to 8 moves either side, so it is interesting to see how the engines fare in seeking to find 'book' moves!* **9.f4!** *0.32/19 33* **9...♕c7!** *0.31/17 43* **10.♔h1!** *0.54/18 33* **10...0-0!** *0.20/19 70* **11.f5!** *0.63/19 24* **11...♗c4!** *0.14/18 31* **12.g4!** *0.46/19 27* **12...h6!** *0.41/17 25* **13.g5!** *0.89/20 31* **13...hxg5!** *0.44/18 21* **14.♗xg5!** *0.91/19 24* **14...♘bd7!** *0.58/17 7* **15.♖g1!** *0.91/19 36* **15...♖fc8!** *0.61/17 26* **16.♗xc4!** *0.92/19 31* **16...♕xc4!** *0.36/14 4* **17.♕f3!** *0.92/19 24. (Bh6). Astonishing and an excellent example of the quality of modern PC play, which is why the moves all have an ! – every move is marked 'green for playable' in the Fritz12 book*

17...♗f8?! *0.60/16 33. Here 17...♔f8 18.a3 b5 19.♘d2 is in the F12 book* **18.a3** *1.23/19 151 (Qg2). Rybka's problem is that White has a heavy kingside attack, but its major pieces are on the queenside and having little effect* **18...b5** *0.52/17 99. 18...a5 seems to run into the same 19.♖g3! though Black's queen has more freedom with this move* **19.♖g3!** *1.57/18 16* **19...b4** *0.83/17 12 Black needed to threaten something, which this does. Anything else and White plays the deadly ♖ag1!* **20.♘d2** *1.26/19 24 (axb4)* **20...♕d4** *0.81/15 23. 20...♕c7 would reposition the queen a little, and after 21.axb4 d5, but 22.♗xf6 ♘xf6 23.♘xd5 ♘xd5 24.exd5 leaves White well on top* **21.axb4** *1.51/18 28* **21...♕xb4** *0.81/15 21* **22.♗xf6** *3.57/19 97 (b3)* **22...♘xf6** *2.55/14 8* **23.♖ag1** *3.61/ 21 23* **23...♕b7** *2.65/15 10. The R4 eval seems a little low for the mess it's in!* **24.♘d5!** *7.39/19 53 (Qg2)* **24...♘xd5** *5.39/13 14* **25.exd5** *7.79/19 22* **25...♖c4** *7.57/14 12 (f6). Throwing the rook away to delay ♘e4. If 25...f6 26.♘e4 threatening ♘xf6 and wins* **26.♘xc4** *11.18/19 20. After 26...f6 27.♘d2 with ♘e4 to follow wins easily. What an amazing game!* **1-0**

The engines were now playing their return games with opposite colours, and Rybka got its revenge over Stockfish after 82 moves. Also Naum was closing in after getting 3 wins, against Hiarcs, Shredder and Komodo.

Leaders after 15 rounds:

- 11 Stockfish
- 10½ Rybka, Naum
- 8½ Komodo, Critter
- 8 Zappa
- 7 Hiarcs

There were plenty of folk following all of this on the Internet - over 9,000 pages were visited by the end, and many onlookers thought that Rybka would eventually catch Stockfish. After all, surely Rybka3 would have won this tournament, so it seemed hardly credible that Rybka4 could fail. After 17 rounds it seemed that they would be right as Stockfish was beginning to collect draws.

Scores after 17 rounds:

- 12 Stockfish, Rybka
- 11½ Naum
- 10 Critter
- 9 Komodo, Zappa
- 8 Hiarcs
- 7½ Shredder
- 6½ Onno, Thinker
- 5 Spark, Sjeng

But while Stockfish now returned to winning ways, Rybka, after beating Shredder in 32 moves, then lost to Hiarcs in round 19, while Naum lost to Sjeng in the same round. Then a Rybka draw v Komodo, followed by a loss to Naum in round 21, ended all its chances.

Rybka created a wonderful attack in its win v Shredder. Well worth looking at, and we have a quickie v Hiarcs for next time!

RYBKA 4 X64 4CPU - SHREDDER 12 X64 4CPU

After **24...a4** *with the game appearing quite even*

25.♖g1 *Shredder expected bxa4 but this is the only chance for a win which goes to the side that grabs the g-file* **25...axb3 26.♗xh6!** *0.81/16 19* **26...♖xh6 27.f3!** *0.85/16 12. Just recovering the pawn with 27.♕xb3 would get nothing after 27...♕h4! 28.♕f3 ♖f6=* **27...♕h4** *27...♕f6!? 28.♖g3 ♘f8 29.♕xb3 ♘xe6 30.dxe6 doesn't turn out much better* **28.♖g3** *1.15/15 6* **28...b2?** *0.70/18 206 (Nf6). 28...♘f6, as expected by Rybka, had to be better, at least it's relevant! Then probably 29.♘g5 ♖f8 though I'd expect 30.♖ag1 is still winning for White* **29.♕xb2** *2.63/14 9. Or 29.♖ag1! b1♕ 30.♖xb1 ♖g8 31.♖bg1+-* **29...♘a4?** *Shredder's evaluation slumps... 3.21/17 24. I imagine*

29...♘xc4 had to be better... but even then 30.♕b5 ♖g8 31.♖xg8+ ♔xg8 32.♖g1+ ♔h8 33.♖g3+−
30.♕b5 *4.21/15 11* **30...♕e7 31.♕xb7 ♘ab6** *7.51/15 18* **32.♖ag1!** *6.73/14 5. After 32...♕f7 33.♖g7 ♕e8 34.♕c7 and Black is helpless.* **1-0**

Although Rybka4 won some games quite quickly, like this one, it's 4 losses were in 32, 26, 33 and 62 moves, suggesting that the more active playing style that Vasik Rajlich has aimed for also causes it to make mistakes we are not used to seeing in a Rybka engine!

Shredder finally found some form at the end, winning its last 3 games to create a better final impression, just in time!

There was also an astonishing round 19 game between Spark and Thinker in which, after the 47th move, Spark had 2 rooks against Thinker's knight and 7 pawns. I've never seen anything quite like that before and, for the record, Spark's rooks won!

Finally I must include a game by the Tournament winner. I've chosen this one from round 2 which we join after White's 19th move...

Stockfish 1.7.1 x64 4cpu - Rybka 4 x64 4cpu

19.♘g5 *0.36/24 26 (R4 had been expecting Qxd5)*

Well everything looks okay here to me. 19...♖xe2+ should be a fairly equal game. But Rybka doesn't like sacrificing the exchange on this occasion...
19...♖e7?! *0.16/16 37 (Rxe2+). After 19...♖xe2+ White can recapture with ♕ or ♔, but probably using the queen is best, so 20.♕xe2 ♗a6 21.♕e3 ♕a3 and perhaps White's ♖ looks a tad stronger than Black's ♗+2♙, but there's not much in it after 22.♖c2 ♕a4 23.♖d2 d4±* **20.♖h7+!** *2.30/22 32 The ! is as much for the evaluation as the move, Stockfish sees what this means much quicker than Rybka* **20...♔g8** *0.16/17 6* **21.♖xf7 ♕a4** *1.38/16 52* **22.♖xe7 ♘xe7 23.♕e3 ♕d7 24.♔d2!** *Clearing the way for ♖h1, nothing else wins!* **24...♕d6** *24...♘f5 was the only hope it seems, but then 25.♕e5! and Black's queen is overloaded: if ♕e7 ♕xd5+, and if ♕d6 ♕e8+. Finally if ♗b7 so that the ♖a8 protects e8, then ♖h1! threatening ♖h8 mate wins outright* **25.♖h1!** *3.71/25 22* **25...♕f6** *2.30/15 10* **26.♘h7 ♕d6 27.g4!** *4.04/25 29* **27...c4 28.g5** *7.95/23 21* **28...d4 29.♕f3** *12.44/23 28. The Stockfish eval says it's all over* **29...dxc3+** *4.53/13 7* **30.♔e1 ♕d2+** *10.08/14 87* **31.♔f1 ♕c1+ 32.♗d1** *I'm sure 32.♔g2 ♕xh1+ 33.♔xh1 was even better, but; 32.♗d1 wins easily enough as now Black must defend against ♕f8 mate. So 32...♗f5 33.♕xa8+ ♔f7 34.♔g2 ♕f4 35.♕f8+ ♔e6 36.♕f6+ ♔d5 37.♗f3+ ♔c5 38.♕xe7+ and it's quite hopeless for Black.* **1-0**

The Rybka rising from the Ashes Tourny

Pos	Engine	/22
1	Stockfish 1.7.1	15½
2=	Naum 4.2	14½
	Rybka 4	
4	Critter 0.70	12
	Komodo 1.2	
5=	Shredder 12	11
	Hiarcs 13.1	
	Zappa Mexico II	
9=	Sjeng WC2008	8½
	Onno 1.2.7	
11	Thinker 5.4D inert	7½
12	Spark 0.4	7

Congratulations then to **Stockfish**, a remarkable win in such high quality company.

And also to another free UCI engine in **Critter**, and of course to **Komodo** for a 5= place running on just 1cpu!

THE 20TH CSVN GEBRUIKERS (USERS) TOURNAMENT

The REVIVAL OF THE OLDIES! by ROB VAN SON, game analysis Eric Hallsworth

In the early morning of Friday 28th May, I arrived at Amsterdam Schiphol Airport after a nearly three hour's flight from the south of Spain. Normally I should arrive on Thursday evening at about 11.00 pm. Due to a strike of the French air traffic control; I had a delay of some hours. It's not the first time that I was confronted with delays, but nowadays it's normal that, even with European flights, I catch a Jet lag for free without travelling from the other side of this planet.

But, I promised to participate in the 20th gebruikers tournament on the next Saturday, the 29th of May, so I hoped to sleep well and rest to be in good shape at the gebruikers. On Saturday at 9.00 am, I took my car to go to my good friend Peter Schimmelpennink, who also lives in Amsterdam and we drove together to the tournament. First I landed up in a traffic jam and driving on the highway, which I drove many times before, I took the wrong turning and got lost for some time. Normally, I use my navigation unit, but I thought I didn't need it this time...

Well, finally Peter and I arrived at the tournament at 10.30 hours while we should have been there at 10.00 hours. What a shame and I didn't want to tell them that I lost the way, so I told the competition leader Ries van Leeuwen and some other participants that I had a flat tyre! Eric, they know me for several years, so I heard a burst of laughing instead of sympathy. Now you see what a Jet lag can do to a very motivated person like me!

To compensate for the loss of time, Ries had already classified Peter with the **Mephisto Milano** in the first round against me with the **CXG Sphinx Galaxy**. The Milano with an Ed Schröder program plays normally a bit stronger than the Galaxy with a Frans Morsch program. I was very curious to know how the Galaxy should play during the tournament, because I bought the computer in November last year. I had never participated with this computer in a former gebruikers tournament.

I already did participate with his older and weaker playing brother, the CXG Super Enterprise, usually operated by Peter. The Super Enterprise has, unlike the Galaxy, a program of Kaare Danielsen from Denmark. The Galaxy won quite easily from the Milano in only 29 moves. I couldn't believe my eyes, what a brilliant game! I think this result is even better if you realise that the Galaxy runs on an 8 bit 6502 – 4 MHz processor!

SPHINX GALAXY,CXG - MILANO,MEPHISTO

D97: Grünfeld: Russian System: 7 e4, replies other than 7...Bg4

1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.♘f3 ♗g7 5.♕b3 dxc4 6.♕xc4 0-0 7.e4 ♘a6 8.♕b3 b6

This isn't new, but probably our dedicated friends were now out of their Books anyway. However it is worth noting that Black usually plays the aggressive 8...c5 and with some success! The main line goes 9.d5 e6 10.♗xa6 bxa6 11.0-0 exd5 12.exd5=

9.♗e3N

This is new, 9.♗c4 is usual. Another new move that might be worth checking out is 9.e5!?

9...♘g4 10.♗c4 ♘xe3 11.fxe3 ♗b7 12.0-0 e6 13.♖ad1 ♕e7 14.e5

Closes the lines for one bishop, opens them for the other!

14...c5 15.♘b5 ♘c7 16.♘xc7 ♕xc7 17.♘g5!

There's a strong attack against f7 develop-ing

17...cxd4 18.exd4

18...h6??

The best ways of dealing with the f7 prob-lem were either with [i] the precautionary 18...♔h8 and if 19.♕h3 h6 is now sound and 20.♗d3 ♖ad8=

Or [ii] the counterattack 18...♕c6 and now 19.♖f2 ♖ac8 which is also equal. The choice would depend on one's preferred style of play.

Unfortunately the move that has been played overlooked a deadly combination

19.♘xf7!+– ♖xf7?!

It's "what if?" time! The continuations are all similar.

If 19...♕c6 20.♖f2 ♔h7 21.♗xe6 1-0

Or 19...♔h7 20.♗xe6 ♕e7 21.♖f2+–

Or 19...♕e7 20.♗xe6 ♔h7 21.♖f2+–

20.♗xe6 ♖af8 21.♖xf7

Of course 21.♗xf7+ was also possible, also winning

21...♖xf7 22.♖f1

22...♗f6

22...♔h8 was the only hope, but even then 23.♖xf7 ♕c1+ 24.♖f1 ♕d2 25.d5 and White must win

23.♕d3 ♔h7 24.♗xf7 ♕xf7 25.♖xf6

Black could resign... what an attack by the Galaxy!

25...♕g7 26.♕b3! ♔h8 27.♖f7 ♕g8 28.♖xb7 ♕c8 29.♖f7

I doubt the Galaxy managed to announce a mate here, but it is: 29.♖f7 ♕c1+ 30.♖f1 ♕c8 31.♕f7 a6 32.e6 ♕g8 33.♕xg8+ ♔xg8 34.e7 h5 35.♖f8+ ♔h7 36.e8♕ a5 37.♕e7+ ♔h6 38.♖h8#. Black resigned anyway. **1-0**

When I looked through the other participants, I didn't think the Galaxy would score many points. Computers like the Fidelity Elite Avant Garde 2, the SciSys Turbostar, and the Novag Super Expert B & C, are normally playing stronger than the Galaxy. I almost forgot to tell you that only chess computers with an Elo below 1900 were allowed to participate, and the clock time was 30 minutes for each computer. That means rapid chess and a Frans Morsch program has gener-ally speaking no problems with these settings.

There was only time for five rounds with the participation of twelve chess computers. In

between, the CSVN hold their annual meeting. Without the interfering DACH tournament in Germany last year, and with the participation of twelve beautiful chess computers it felt like the revival of the first gebruikers tournaments at the beginning of this century.

In the other room at the 'Denksportcentrum' in Leiden, which means 'problem solving centre' there were the programmers and operators present of the very strong chess programs, running on fast High End PC's. They played the 10th International Chess Tournament. Programs like Rybka, who, of course, won the tournament, but also Don Dailey was here with his program from the USA called Komodo, and good old Harvey Williamson who operated Hiarcs for Mark Uniacke. They were all ready to bring their games to a higher level. Is that still possible, you might wonder?

Every time in Leiden, I'm amazed that I'm stating the fact that there are two different worlds of computer chess. When I enter the building, I see the programmers and operators seriously looking at their screens, following the moves of their chess programs. In the other room, there are the participants of the gebruikers tournament, not so seriously looking at their chess computers, talking and making jokes in a very pleasant atmosphere. Of course, they also want to win the tournament and score many points, but participating and enjoying the games is much more important for them. It's possible for the gebruikers and PC-programmers/operators to watch each others games, but for most of the time they stay in their own rooms and it almost looks as if they are living in separate worlds.

In the second round, my **Galaxy** had to play with black against the **Fidelity Elite Avant Garde 2**, owned by collector Hein Veldhuis. Hein is very proud of this beautiful machine, which he bought this year from a German collector at the annual tournament in the German city of Klingenberg. The Elite AG 2 is equipped with a Motorola 68000 – 16 MHz processor, running with the Mach III program of Kathe and Dan Spracklen (USA). However, the opening book is much more extended than the original book of the Mach III. Again, I was surprised that the game ended up in a draw! So I went with fresh courage to the third round.

AVANT GARDE 2,FIDELITY - SPHINX GALAXY,CXG

C84: Closed Ruy Lopez: Unusual White 6th moves

1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.d4 exd4 6.0-0 ♗e7 7.♖e1 b5 8.e5 ♘xe5 9.♖xe5 bxa4 10.♘xd4 0-0 11.♘c3

We are still in theory and, in general 11.♘f5 is considered better here, with an equal game

11...a3 The Fritz book recommends 11...♖e8 and I'd go along with that

12.bxa3 ♖e8 13.♖b1 d6 14.♘c6!

A clever response

14...♕d7 15.♘xe7+ ♔h8 16.♘g6+ fxg6 17.♖e3 ♕d8 18.♘d5 ♗g4

19.f3

The response 19.♘xf6 was probably a bit too sophisticated for the older dedicated machines, but it turns out okay after 19...♗xd1 20.♖xe8+ ♕xe8 21.♘xe8 ♖xe8 22.♗e3 ♗xc2 23.♖c1 ♗f5 24.♖xc7=

19...♘xd5 20.♕xd5 ♗f5 21.♖b7 ♗xc2 22.♕c4 ♖xe3 23.♗xe3 ♗f5 24.♕xc7 ♕xc7 25.♖xc7

This rook can cause trouble here

25...♖c8 26.♖a7! ♖c6 27.♗d4 h5

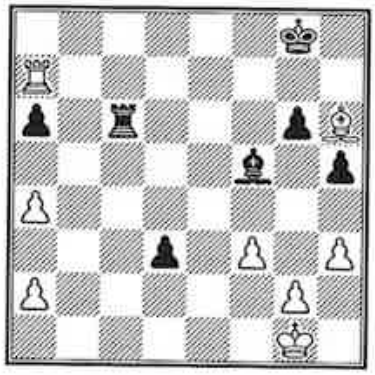
The g7/pawn couldn't be saved, but Black gets lucky

28.♗xg7+?!

White makes the capture with the wrong piece!

28.♖xg7! threatening ♖c7 discovered check and winning Black's rook 28...♖c4 29.♗f6+− leaves White a pawn up and it still has that rook on the 7th

28...♔g8 29.♗h6 d5! 30.a4 d4 31.h3 d3



32.g4 ♗c8 33.a3 ♖d6 34.♖g7+ ♔h8 35.♖e7 ♗d7 36.♗d2! hxg4 37.hxg4 ♔g8 38.a5 ♔f8 39.♖h7 ♔g8 40.♖h2

White is still a pawn up, but now it's rook has been kicked off the 7th rank and as the extra pawn is doubled on the a−file, the game is effectively drawn

40...♔f7 41.♔f1 ♔f6 42.♖h7 ♔e5 43.♔e1 ♔d4 44.♖e7 ♖e6+ 45.♖xe6 ♗xe6 46.♔f1 ♔c5 47.♔f2 ♔d4 48.♔e1 ♗d5 49.f4 ♗e6 50.g5 ♔e4 51.♗c1 ♗f5 ½-½

This time, in the third round, the **Galaxy** had to play with white against the **SciSys Turbostar 432 KSO** of Theo Heukels. Theo Heukels bought his Turbostar 432 five years ago through an advertisement in a supermarket. The Turbostar 432 KSO was manufactured in 1984 by the Hong Kong SciSys company. It is equipped with a 6502 4 MHz 8 bit processor. SciSys is short for Scientific Systems. KSO is short for Kasparov Selected Openings and that is a special 8 Kb ROM (Read only Memory) opening module for this computer. Its Elo is 1760 and it was programmed by IM Julio Kaplan. The

Hans Mierlo with his Super Expert and the Saitek Corona, while Theo Heukels operates his Turbostar

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Turbostar played very well with black, but made a strange move by playing d5-d4 at the 24th move. At the 37th move, the Galaxy exchanged his queen for the two black rooks. Finally the game ended up in a draw. That makes two points out of three games, so let's go to the fourth round.

SPHINX GALAXY,CXG - TURBOSTAR 432 KSO

D03: 1 d4 d5 2 Nf3 Nf6 3 Bg5, including Torre Attack with early ...d5

1.♘f3 d5 2.d4 ♘f6 3.♗g5 ♗g4 4.h3

Very rare, is this in the Galaxy book?!

I found 4.c4 ♗xf3 5.gxf3 e6 6.♘c3 h6 7.♗h4 ♗e7 8.e3

And 4.♘e5 ♗h5 5.c4 ♘e4 6.♗f4

4...♗xf3 5.exf3 e6 6.c3?!N

A rather slow way to develop. 6.♗d3 has been played, but not at the top level

6...♗d6 7.♕b3 b6 8.♘d2 0-0 9.♗d3 c5 10.dxc5 ♗xc5 11.♕c2 h6 12.♗xf6 ♕xf6 13.0-0 ♘c6 14.♖fe1 ♕h4 15.♘b3 ♗d6 16.♖ad1 ♕f4

17.♗b5?

If 17.g3 Black wins a pawn 17...♕xf3; 17.♔f1? ♕h2 18.g3 a5, and Black isn't home and dry yet, but White cannot survive with his king in this mess!

17...♘e7?!

Why not 17...♕h2+! 18.♔f1 and then 18...♘e7 which would be close to winning already

18.g3!

The only move that might keep White in with a chance of a draw

18...♕xf3 19.♘d4 ♕h5 20.♔g2

Again White finds the best defence!

20...a6 21.♗d3

21...♗c5??

Throwing away the advantage. 21...♕g5 was still good for Black, though with 22.♕e2 the Galaxy would have nearly equalised

22.♘b3??

Oh dear, the Galaxy could have completely turned the tables on Black with 22.♘f3! ♘g6 23.♗xg6 ♕xg6 24.♕xg6 fxg6 25.♖xe6 when White's rooks are running the game

22...♗d6

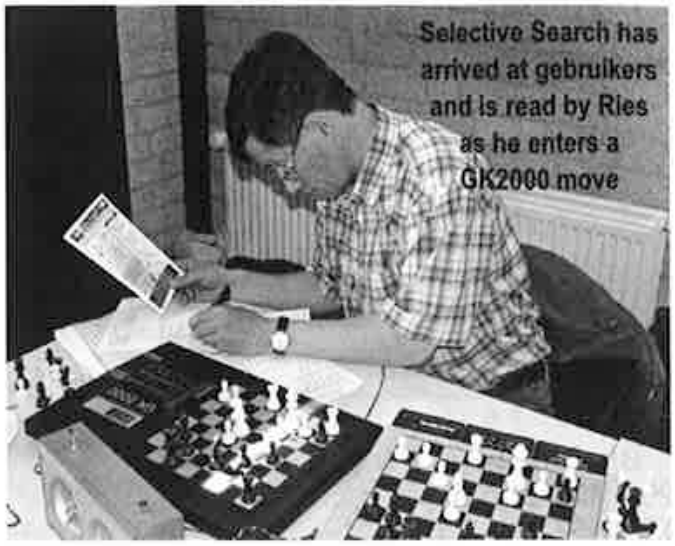
22...♕g5!?

23.♘d4

Twofold repetition

23...♖fc8?

With this move Black loses all its initiative.



Again 23...♕g5 was best, and if 24.♕e2 ♕f6∓ and there's not much in it

24.♘f3

Rob questions Black's next move, so it is worth stopping for a moment and looking at the choices.

[1]. 24...♘f5? and the knight drops: 25.g4 ♕g6 26.♔h1 ♖e8 27.gxf5

[2]. 24...♘g6? 25.♖xe6! and if 25...fxe6 26.♗xg6 pretty much forces 26...♕xf3+ 27.♔xf3 ♖f8+ 28.♔g2 and White will win with ease

[3]. 24...f5 seems to be the best alternative to d4, but then 25.♖xe6 ♖d8 26.♖de1 ♕f7 27.♘h4! is winning

24...d4 25.♘xd4

25.♗e4 was even better as, after 25...♖ab8 26.♖xd4+-

25...♘d5 26.♗h7+! ♔f8 27.♗e4 ♗c5 28.c4 ♗xd4 29.♖xd4

Black is in big trouble. Best now is 29...♖ab8, but instead...

29...b5?

Surely the Galaxy must win with 30.♗f3!!

30.c5?

30.♗f3 ♕f5 31.♕xf5 exf5 32.♗xd5!+–

30...♖d8 31.♗f3

A move too late, but the advantage and initiative are still with White

31...♕g5 32.c6 ♖ac8 33.♖ed1 ♖d6 34.c7?!

It was better to play 34.♗xd5 exd5 first, then 35.c7

34...♕e5! 35.♖e4 ♕f6 36.♖e2

Now comes the Q for R exchanges mentioned by Rob

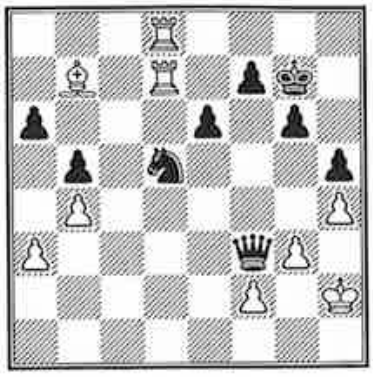
36...♖xc7 37.♕xc7 ♘xc7 38.♖xd6

It's an unusual material balance which might favour White, but the Galaxy is neveer able to make anything out of it

38...♕e7 39.♖ed2 g6 40.♖d8+ ♔g7 41.♖2d7?!

White's last chance for the win was here, with 41.♖8d7! ♕c5 42.b4!

41...♕f6 42.b4 ♕e5 43.h4 h5 44.♗b7 ♘d5 45.a3 ♕e4+ 46.♔h2 ♕f3



If anything the game has swung in Black's favour

47.♗xd5 exd5 48.♖xd5 ♕xf2+ 49.♔h3 ♕f3 50.♖d2 ♕xa3 51.♖2d4 ♕f3 52.♔h2 ♕f2+ 53.♔h3 ♕f1+ 54.♔h2 ♕e2+ 55.♔h3 ♕e6+

and the game was agreed drawn. **½-½**

In the fourth round, the **Galaxy** had to cross his sword with the **Revelation Rebel 5.0** of Ruud Martin. You should probably think: 'The Revelation in a tournament with minus Elo 1900 chess computers?" Yes, that is really possible! The Revelation didn't use his 500 MHz Xscale power, or one of the modern strong chess programs. No, he used a special simulation of the Mephisto Rebel 5.0 module (Ed Schroder, 1986), running at 19 MHz. To explain something of the simulation process, I quote some parts of the interview; I did years ago with Ruud for Selective Search.

Ruud: *All a processor does is read numbers from the memory, process them (add, subtract, divide) and put them back into other positions. If you take a closer look at this process, you'll see that the processor collects a piece of program code, executes it, collects another piece of code and again executes this. A simulation program can emulate the operation of a processor exactly. By running the chess program as a simulator it looks as if it is being executed by a virtual processor.*

The processor in a chess computer also carries out instructions with the help of other elements, like the operating buttons, the presentation of information on the display and the read-contacts or sensor-fields of the chess board. By simulating all these functions with a so-called virtual processor, you

can emulate a fully functioning chess computer on the PC. You can compare it with a flight simulator. The cockpit of the aircraft can be seen on the screen of the PC by means of simulation, making is possible to make a virtual flight. With a chess simulation-program you can play virtual chess.

I have written a simulator for chess computers with a 6502 processor. In fact I can present a chess program to this simulator and let the program run on my PC. I can then see what the chess program reads and writes in the memory of the chess computer. By carefully studying this behaviour I can watch the program work and see things like the operating of the led-lamps on the chess board, reading the moving or taking of chess pieces, instructions by means of the operating buttons and presenting information of the display. All this happens virtually on my PC without it being connected to a chess computer. This is how I managed to simulate the chess program of the Mephisto Polgar (module set) with the wooden 'Exclusive' board on my PC.

If you read the explanation of Ruud, you will probably understand that it was easy for him to simulate the Rebel 5.0 program on the Revelation, which has in fact a built-in operating system and works like a PC. How did the Galaxy play with the black pieces against Ruud's machine?

After a long and fierce combat, the Galaxy made some mistakes and almost lost the game. I said almost because after the 81st move of black, Ruud's Rebel wanted to promote the pawn on square A8. What happened after this move, we can describe as the narrow escape for the Galaxy. The display of the Revelation went off and Ruud looked at a black hole: no move was shown anymore. He was not able to tell the Galaxy and his operator to which piece the pawn should promote to. Ruud offered me a draw which I immediately accepted! Some minutes later, the display was functioning correctly again but by then the Galaxy was already preparing itself for the fifth and last round.

REVELATION REBEL 5.0, PHOENIX - SPHINX GALAXY, CXG

B44: Sicilian Taimanov

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♗d3 ♘c6 6.♘xc6 dxc6 7.♗e3 e5 8.0-0 ♘g4 9.♗d2 ♗c5 10.♕f3 0-0 11.♗c3 ♗e6 12.h3

You wont be expecting the Galaxy's reply to this attack on its knight!

12...♘xf2?!

12...♘f6 has to be better, even though a pawn drops with 13.♗xe5 because of 13...♘d7 14.♗f4 ♕f6!

13.♖xf2 ♕g5 14.♗d2 ♗xf2+ 15.♕xf2 ♕g6 16.♕e3 ♖fd8 17.♘c3 f6 18.♖f1 ♖d7 19.♖f3 b6 20.a3 ♖ad8 21.♖f1 h6 22.b4 ♕f7 23.♕e2 ♔h7 24.♗e3 ♕g6 25.♕f3

The Galaxy has done well since the ♗♘ for ♖♙ exchange, but it should restrict itself to solid moves such as ♕f7 or maybe ♔h8 and leave White to try and force a win

25...b5?! 26.a4! a6 27.♗b6 ♖a8 28.♕e3 ♕f7 29.a5 ♖c8 30.♘e2 ♕g6 31.♘g3 ♗a2 32.♗e2 ♕f7?!

It would have been better to get the bishop closer to the action with 32...♗e6

33.♗h5!

33...g6?

Black should have just moved the queen with 33...♕g8 and if 34.♘f5 ♗c4 though White is still winning here

34.♗e2?

Missing the clear early win with 34.♘f5! ♖h8 *(34...gxh5 35.♕xh6+; 34...gxf5 35.♗xf7)* 35.♕xh6+ ♔g8 36.♗xg6 ♖xh6 37.♘xh6+ ♔g7 38.♗xf7 ♗xf7 39.♘g4 1-0

34...♗e6 35.♗c5 ♖cd8 36.♕f3 ♔g7 37.♗d3 ♖e8 38.♗b6 ♕e7 39.♗e3 ♖ed8 40.♗c5 ♕f7 41.♕f2 ♖e8 42.♗b6 ♕e7 43.♗e3 ♖ed8 44.♗c5 ♕f7 45.♗b6 ♖f8 46.♔h2 ♗b3 47.♗c5 ♖fd8 48.♗e3 ♖d6 49.♗b6 ♖e8 50.♕c5 ♕d7 51.♗xb5 cxb5 52.cxb3 ♖c8 53.♕f2 ♖cc6 54.♗c5 ♖d3 55.♖c1 ♔h7 56.♖b1 ♖d2 57.♕f1 ♖d3 58.♘e2 ♖d2 59.♘c3 f5 60.♘d5 ♕e6 61.♕e1 ♖d3 62.♘c3

Since White's 34th, missing the win again, Black has been able to hold on very well. But now it goes wrong once more

62...fxe4?

62...♖c8 63.♖c1 ♔g7 and White is still searching for a way to finish the game off

63.♘xe4 ♖c7?

63...♖d7 left Black with slight drawing chances, though 64.♗e3 followed by ♕h4 should lead to a win

64.♕f1 ♖xb3 65.♕f6 ♖xh3+ 66.gxh3 ♕a2+ 67.♘d2?

67.♕f2 was MUCH better

67...♕xd2+ 68.♕f2 ♕xf2+ 69.♗xf2 ♖c2 70.♔g3 ♔g7 71.♖d1 ♖c4 72.♖d7+ ♔f6 73.♖d6+ ♔f5 74.♖xa6 ♖xb4 75.♖d6 ♖b3+ 76.♔g2 b4 77.a6 ♖a3 78.a7 b3 79.♖d3 ♖a2 80.♖xb3 e4 81.♖b8 e3

Well, as I like to say, I could (probably!) beat Kasparov from here, but I'd have to announce a8=♕ which the Rebel failed to do, thus the draw! A strange sort of game, littered with mistakes by both sides, so maybe the ½-½ was a fair result?!

In the fifth round, the last opponent of the **Galaxy** was the **Novag Super Expert B** of Hans van Mierlo. Hans, who brought two chess computers to the tournament, is one of the best operators of the Netherlands and I'm

not exaggerating when I call him the "Best of the West"! He operated the mentioned Super Expert B, but also the Saitek Corona with the D+ module. The Galaxy didn't play against the Corona, but Hans was very willing to give me some information about this very nice looking chess computer.

Hans: *The D+ program from IM Julio Kaplan is a strong program, but it needs time. Because we all had only 30 minutes on the clock, I used the setting 30 seconds per move. This is an average time level, so the computer likes to use frequently 45 seconds per move. I like the book in the Corona. Very exciting is his preference with white for the Petroff defence: 1. e4 e5 2. Nf3 Nf6 3. Nxe5 d6 4. Nxf7!! Unfortunately, during the gebruikers, his electronic opponents didn't give the Corona the chance to play this variation. The Saitek Corona, manufactured in 1988, is equipped with the 65C02 5 MHz processor and the D-program of Julio Kaplan. Some time ago, a good chess friend replaced some elements in my computer to make the machine a bit faster and stronger. That's why I participated at the gebruikers with the Corona, running on 8 MHz with the stronger D+ program. This program uses a good combination of brute force and selective search strategy. It plays more aggressive openings in stead of the boring moves. At the time, there should appear a D++ module on the market. The D++ should search much more selective than the D+. That could make games much more exciting, but there also is a chance that the program plays weaker moves. I think that's the main reason why it never appeared on the market.*

The Galaxy, playing with the white pieces, was not afraid of the tactical play of the Dave Kittinger program, housed in the Novag Super Expert B. The Kittinger programs in the Novag Super Expert chess computers came on the market in the years 1987-1989. First in 1987 the A-version appeared and finally in 1989 the best of the three; the C-version. Gerrit Hoogeveen participated with the Novag Super Expert C, became second on the ranking list and in this tournament we can see why the C-version has less positional weaknesses than the B-version. Probably, the C-version is one of the best programs written for the 65C02 processor, running at 6 MHz.

For a long time, my Galaxy had no problems with the Super Expert B, but he was so busy with attacking the hostile king, that he forgot to protect his own king. At the 38th move white played Rb7 and black could easily draw the game by playing Qf5+! Oh poor Galaxy, I think your mind was a bit in heaven to become overconfident and now you spoiled a half point. But three points out of five games without losing a game is a very good result. His operator was a proud man and with his head held high, he left the building!

Sphinx Galaxy,CXG - Super Expert B, Novag

A30: Symmetrical English: Double Fianchetto and Hedgehog

1.c4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 e6 5.♘xc6 bxc6 6.g3 ♕a5+N

6...d5 7.♗g2 ♘f6 8.0-0 ♗e7 and now White usually plays 9.♘c3 though there are other moves

7.♗d2 ♕a6 8.♕c2 ♘f6 9.♗g2 ♗e7 10.0-0 0-0 11.♗g5 h6 12.♗xf6?!

This yields the bishop pair of course, which is not really so good. Better was 12.♗d2=

12...♗xf6 13.♘d2 ♖b8 14.♘b3 ♖b4

Black is threatening ♖b4xc4, but 14...d5!? was also worth considering: 15.cxd5 cxd5∓

15.♖fc1 d6 16.♗e4

16...♖a4?!

16...♕a4!? looked better, then 17.e3 c5∓

17.a3 ♗d7?!

Releasing the pressure which 17...c5 would have maintained to some degree. After Black's last two moves the game is equal

18.c5 d5 19.♗h7+ ♔h8 20.♗d3 ♕b7 21.e3 ♖b8 22.♘d4

22...♗xd4?

Mistakenly sacrificing the exchange. The game stayed equal with 22...♖xd4 23.exd4 ♗xd4 (Of course Black must NOT be tempted by 23...♕xb2?? because of 24.♖ab1! winning ♕ for ♖ 24...♕xb1 *(24...♕xa3?? 25.♖xb8+* m/3*)* 25.♖xb1 1-0) 24.♖ab1 e5=

23.♕xa4 ♗xb2 24.♖ab1 ♕c7?!

A mistake that doesn't get punished. Correct was 24...♕a8 25.♖c2 ♗e5 26.♖xb8+ ♕xb8 and now White must play 27.♖c1 after which 27...♕c7 leaves Black ahead but still with work to do

25.♖c2?!

25.♕f4! and the game is almost won: 25...e5 *(or 25...♕d8 26.♖c2! ♗e5 27.♖xb8 ♕xb8 28.♕xf7 ♕e8 29.♕xe8+ ♗xe8 30.♖c1* with ♖b1 to follow, and a White win*)* 26.♕xf7 e4. A clever defence, and White needs to find 27.♗xe4! ♗xc1 28.♕xd7! and the ♕ can't be taken because of ♖xb8 allowing m/2! So 28...♕d8 29.♗c2 ♗xa3 30.♖xb8 ♕xb8 31.♕xc6 with ♕xd5 to come which should be enough for a 1−0

25...♗f6 26.♖xb8+ ♕xb8 27.f3 ♕e5 28.♔f2 ♕c7 29.♕b3

White's material advantage no longer guarantees the win, but Black still needs to

secure the back rank against ♕ and/or ♖ getting to b8 with the ♗/d3 covering h7

29...♗e7??

The threat on the pawn is nothing compared to the fact that the bishop no longer covers b2! Therefore 30.♖b2! is called for

Instead with 29...♗e8 30.♖c1 ♔g8 31.♖b1 ♔f8 Black should hold

30.♔g2?

There is hardly a defence against 30.♖b2! maybe 30...g6 is best but then 31.♕b8+ ♕xb8 32.♖xb8+ ♔g7 33.♖b7! winning more material

30...♗f6 31.♖c1

The game is back where it was at move 29, White advantage may not be sufficient to win... and Black must do something about the back rank by playing g6 or g5

31...e5?

Oh no, not again. And this time the Galaxy finds the winning line!

32.♖b1! ♗c8 33.♕b8 ♗d8!

The best defence. If 33...♕d8?! 34.♕d6! ♕e8 35.♖b8 1-0

34.♕a8 ♕a5 35.♕xc8 ♕d2+ 36.♔h3 ♕xd3 37.♕xd8+ ♔h7

Suddenly White must be careful... the Galaxy has the win, but

38.♖b7?

Fritz in analysis mode says *"Threatens to win material: Rb7xa7"*, but unfortunately it also allows perpetual!!

38.♕b8! was best, and after 38...♕xe3 39.♖b2 and now whether ♕xf3 or ♕xa3, 40.♕xe5 wins

I think 38.♖b2 would also win: 38...♕f1+ 39.♔g4 e4 40.f4 ♕f3+ 41.♔h4. Can Black get a perpetual here? The best try would be 41...g6 but I think 42.♔h3 still leaves White with the win

38...♕f5+ 39.♔g2 ♕c2+ 40.♔g1 ♕c1+ 41.♔f2 ♕d2+ 42.♔f1 ♕c1+ 43.♔e2 ♕c2+ 44.♔e1 ♕c1+ 45.♔f2 ♕c2+ 46.♔e1

Twofold repetition **46...♕c1+ 47.♔f2 ½-½**

In a moment the **Final Results Table** and Rob's resume of the Event. But first I thought I would finish the Games coverage with the Tournament's shortest game.... though as the notes show, it could actually have been even shorter!

SUPER EXPERT C,NOVAG - ELITE AVANT GARDE,FIDELITY

D07: Queen's Gambit: Chigorin Defence

1.d4 d5 2.c4 ♘c6 3.♘c3 dxc4 4.♘f3 ♘f6 5.e4 ♗g4 6.♗e3 ♗xf3 7.gxf3 e5 8.d5 ♘e7 9.♕a4+ c6?!

This tends to be frowned upon, and better is 9...♘d7 10.d6 ♘c6

10.♗xc4

Black is already seriously underdeveloped and struggling, but now needs to try 10...a6 and hope to get 11...b5 in next. Instead

10...g6?N 11.♗b3?!

This is okay, but White missed a marvellous chance in 11.♖d1! and it's hard to see how Black can survive, even though it's only

move 11. Perhaps 11...♘exd5 *(11...♕c8? 12.d6! ♘eg8 13.♕b3!* 1-0*)* 12.♘xd5 ♘xd5 13.♖xd5. The c6/pawn is pinned so... 13...♕f6 and now White has the rather amusing 14.♗a6! and Black can probably resign

11...a6 12.dxc6 ♘xc6 13.♖d1 ♕c7 14.♗g5

Well somehow Black is still in this game, but here needs to find 14...♗e7 to have any future hope

14...♘h5??

14...♗e7 was necessary, but 15.♗h6 ♖b8 still hoping to get b5 in 16.♗g7 ♖g8 17.♗xf6 ♗xf6 18.♘d5 ♕d8 19.♕c4!+−. It's not over yet but Black will need to play extremely well to deny White's attack

15.♘d5!

Immediately hitting the vulnerable square the Black knight had been defending

15...♕b8 16.♕c4! ♔d7

A little bit of king safety could have been achieved with 16...♗b4+ 17.♘xb4 0-0 but 18.♘xc6 bxc6 19.♗e7! wins rook for bishop

and White is already a bishop up!
17.♘b6+
I haven't missed 17.♘b4+ which actually forces m/13, but the finish is good enough anyway
17...♔c7 18.♘xa8+ ♕xa8 19.♕xf7+ ♔b8 20.♕e8+ ♔c7 21.♖d7+
21...♔b6 22.♗e3+ *(22.♕xa8* isn't as good, Black gets the queen back with *22...♗b4+ 23.♔f1 ♖xa8)* 22...♗c5 23.♗xc5+ ♔xc5 24.♕e6 ♖d8 25.♕d6+ ♔b6 26.♕c7+ ♔a7 27.♕xc6 ♖xd7 28.♕xd7. **1-0**

My friend **Peter Schimmelpennink** had also a wonderful time, but he wasn't very satisfied with the result of the Milano: only 1½ points. Afterwards, he thought that he used the wrong settings and maybe he is right about that or could it be just bad luck?

Competition regular, **Ries van Leeuwen** operated, like **Hans van Mierlo**, two chess computers, the Mephisto MM IV and the Saitek GK2000. Well done gentlemen, because I know it isn't easy to operate two computers at the same time with only 30 minutes on the clock.

We had a new participant, **Markus Pillen**, who came from Bocholt, which is a small city in Germany, not far from the Dutch border. He brought the Mephisto Super Mondial to the tournament which has an 8 bit 6502 – 4 MHz processor with a program of Frans Morsch. In 1986 it appeared on the market. Don't confuse this program with the Ed Schröder program, which was housed in the Mephisto Super Mondial II and was manufactured in 1989.

Markus told me that for 25 years ago, he was in the possession of 50 chess computers, but at the beginning of this century, he sold them to use the money for a brand new PC with chess software. Nowadays, he regrets that and he is trying to rebuild his former collection. That isn't very easy, but he already collected 10 of the oldies, so we can definitely call him a serious and sincere collector. As far as I can remember, it's the first time that a person from Germany participated at the 'gebruikers.' Fortunately, he enjoyed it very much and he is looking forward to the next tournament!

Rob at home with his Sphinx Galaxy, proudly seated in front of his dedicated computer cabinet

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Also another new entrant at the gebruikers was **Luuk Hofman**. He is a well-known collector in the world of chess computers with a huge collection of very beautiful and rare pieces of electronic chess art. Well, he was present at former tournaments, but only as a visitor. Due to his state of health, he was not able to participate for two days. Because nowadays the tournament is only on Saturday, he did participate with the Fidelity Avant Garde 2100. This computer, manufactured in 1986, is equipped with two displays on a very nice wooden chess board with reed contacts. Of course, the program is from Kathe and Dan Spracken. Luuk's computer scored only one point and ended up at the bottom of the ranking list, but he enjoyed his participation very much, even as we did.

Luuk has got a beautiful website, www.schaakcomputers.nl, where you also can find a part of Hein's chess computer database. Hein is still working on his database, adding every year some interesting old models to his part of the site. In the afternoon, Luuk's friend and webmaster, **Steven Oosterhuis**, also visited the tournament and enjoyed seeing Luuk and the others in action with the oldies!

Ruud Martin won the tournament with the Revelation Rebel 5.0, second became **Gerrit Hoogeveen** with the Novag Super Expert C and the third place was for **Theo Heukels** with his SciSys Turbostar 432 KSO. They received the cups and, just as all the other participants, a nice bottle of wine.

We all enjoyed the tournament very much and we certainly hope that the next gebruikers will be just as successful as this one. In my view, we certainly can speak about the revival of the gebruikers tournament!

Rob van Son, June 2010

RANKING LIST 20TH GEBRUIKERS TOURNAMENT

POS	CHESS COMPUTER	SCORE	TIE-BREAK SB
1=	REVELATION REBEL 5.0	3½	10.5
	NOVAG SUPER EXPERT C	3½	7.5
3=	SCISYS TURBOSTAR 432 KSO	3	9.5
	MEPHISTO MM4	3	7.25
	CXG SPHINX GALAXY	3	7
	SAITEK CORONA D+	3	4.5
7=	NOVAG SUPER EXPERT B	2½	4.25
	MEPHISTO SUPER MONDIAL	2½	3.5
9	FIDELITY ELITE AG2 68000	2	5.25
10=	SAITEK GK2000	1½	3.5
	MEPHISTO MILANO	1½	2.75
12	FIDELITY ELITE AG 2100	1	2

Photos this page:

Top - **Ries operating the Mephisto Modular MM4 and GK2000**
Below - **Ries van Leeuwen and Hein Veldhuis, regulars at gebruikers**
Bottom - **The prizewinners from the left: in 3nd. Theo Heukels (Turbostar), 1st. Ruud Martin (Revelation Rebel), and 2nd. Gerrit Hoogeveen (Super Expert C)**

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

DIVISION 1 looked quite different. Glaurung (a regular winner over the past 2 years) had disappeared as it has now been assimilated into Stockfish, and Bright has been completely rewritten and is now known as Spark. In fact another new engine called **Komodo** won. This is by the American programmer Don Dailey working together with Larry Kaufman. It actually tied 1= with Stockfish1.63, which was the latest version at that time, but 1.71 and 1.8 are now current! Spark was 3rd., Thinker 4th., and another new one, Critter came 5th. This was Critter0.52, version 0.42 had gained promotion from division 2!

DIVISION 2 also had new entrants, with **Frenzee** coming 1st., and SlowBlitz joining it for promotion. Chris planned to put two more new programs that are doing very well at Riddarhuset (Umko and Protector) straight into

Hello again everybody

Once again there has been a lot of new strong engines coming through which has led to a drastic reshuffling of the divisions for the next issue. We will come on to Division 3 later.

Starting with the **ProAm** then, I put **Rybka 2.32** in as the usual benchmark to see if any of the very strong amateurs are getting closer to it. Rybka was still two points clear of the field on this occasion. The first thing of note however is that **Stockfish 1.63** managed 2nd place ahead of the commercial **HIARCS 12.1** and the relatively new **Deep Junior 11.1** uci. There are in fact new versions of all three of these engines since this tournament as HIARCS 13.1 uci, Stockfish 1.71 and Deep Junior 11.2 uci are all now available.

HIARCS had a good tournament considering the company, and **Komodo** having recently won the 1st Division was surprisingly off of the pace here.

Down nearer the bottom **Protector 1.34** with its 8/18 was not so bad and will be one of two new additions that will go straight into Division 1 in the next issue, along with an engine known as Umko 0.9. There are also new versions of Spark and Critter since this round. Spark 0.4 is considerably stronger, as is Critter, now up to version 0.70.

PRO-AM

Pos	Engine	/18
1	Rybka 2.3.2	14
2	Stockfish 1.63	12
3	Hiarcs 12.1	11
4	Deep Junior 11.1 uci	10
5=	Komodo 1.0beta Thinker 5.4d int'	9
7=	Protector 1.3.4 Toga II 2.0se	8
9	Spark 0.3a	5½
10	Critter 0.52a	3½

In **Division 3** the usual low scoring continued because there is not much between these engines. **Frenzee** was 1.5 points clear of the field. There will be no promotion from here again to make room for all the new engines, instead three engines will be relegated to make room for the new ones, and another one going in known as Daydreamer 1.75.

DIVISION 3

Pos	Engine	/18
1	Alfil 8.11	13
2	Pseudo 0.7c	10½
3=	Sloppy 0.22 ja Chronos 1.970	10
5=	Crafty 23.1 Hamsters 0.7.1	9½
7	Wildcat 8	8
8=	Movei 0.08.438 SOS 5.1	7
10	Aristarch 4.50	5½

Well I said we were in for another shake up because of the new engines in **Division 1**, and it has meant relegating two engines from Division 1 with no promotion from the 2nd Division, and three going down from Division 2 because of a new entrant in there, and a total of four engines relegated from Division 3 due to a new entrant and the knock on effect from above. The Divisions will look very different next time.

*Cheers Eric, and to all the readers - **Chris**!*

Here's a tricky game fro the ProAm:

Junior 11.1a w32 UCI - Critter 0.52b

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 a6 6.♗g5 e6 7.f4 ♕b6 8.♕d2 *The Poisoned Pawn variation! 8.Nb3 would play it safe* **8...♕xb2 9.♖b1 ♕a3 10.f5 ♘c6 11.fxe6 fxe6 12.♘xc6 bxc6 13.e5** *If you ask the computer engines they reckon 13.Be2 is much better than this ove, to which they'd give a ?! Nevertheless it's the most popular line and has a good reputation* **13...dxe5 14.♗xf6 gxf6 15.♘e4 ♗e7** *15...♕xa2 16.♖d1 ♗e7 17.♗e2 0-0 18.0-0 f5 is the very sharp alternative* **16.♗e2 h5 17.♖b3 ♕a4 18.c4 f5 19.♘d6+ ♗xd6 20.♕xd6 ♕a5+ 21.♔f2 ♖a7**

It's all theory, but that ends here, and computer evaluations prefer Black's 2 pawns to White's better Q+R activity **22.c5! ♕c7 23.♖d1 ♔f7 24.♖b8** *I expect we'd all go for different ideas here: h4 to try and open up the White king, e4 to control the centre, Kf6 to support the pawns* **24...a5?** *If 24...♔f6?! 25.♗xa6 ♖e8=. Then there's 24...h4?! 25.♗c4 ♖e8 26.♖xc8 ♕xc8 27.♕xe5 ♔g6 28.♖d6!=. Or finally 24...e4!? which might be best: 25.♕d4 ♕f4+ 26.♔g1 ♕h6∓.* **25.♗c4! ♖h6 26.♖db1 ♖f6?** *It looks as if 26...♔g6 was needed here: then if 27.♕f8 it seems ♕d7 might just hold. Now the advantage definitely swings to White as it finds a strong reply!* **27.♖1b6! ♕xd6 28.cxd6 ♗d7 29.♖6b7 ♖xb7 30.♖xb7 ♔e8 31.♖b8+ ♗c8 32.♖xc8+ ♔d7 33.♖a8! ♔xd6 34.♖xa5 e4 35.♖a8 h4 36.a4**

This pawn will prove relentless **36...♔c5 37.♗e2 f4 38.a5 h3 39.gxh3 ♖f7 40.a6 ♔d4 41.♖b8! c5?!** *41...♖a7 might have made White's task a little more difficult* **42.♖b7 ♖f8 43.a7 e3+** *43...♖a8 was better but wouldn't save the game: 44.♖d7+ ♔e5 45.h4 ♔f6 46.h5 ♔g5 47.♗c4 e3+ 48.♔f3 ♖e8 49.h6 ♔xh6 50.♔xf4 winning* **44.♔e1 ♖a8 45.♗f3 ♔e5 46.♖c7 ♖g8** *Black resigns. After 47.a8♕ ♖xa8 48.♗xa8 White is winning easily.* **1-0**

RYBKA 3 wins in ARGENTINA

By our man on the spot, SelS reader CLAUDIO BOLLINI

I always enjoy hearing from **Claudio**, and I've mentioned before that we share a keen interest in Christianity as well as in Chess. In fact Claudio actually teaches Theology at a school in Argentina, so our e-mails are often very interesting (to us!).

He e-mailed in May to say that he had entered or, more correctly he had entered Rybka in a Tournament in the area where he and his wife moved to last year. Not only that, Claudio also gave a lecture on Computer Chess, and the whole event appeared both in the local papers as well as on local television, Claudio included. A proud time for him.

Of course I asked if there was any chance that he had copies of some of the games, one or two photos and if maybe he'd like to turn his e-mail into a little report for *Selective Search!*

Dear Eric:

Here I send you a more detailed report of the match and the lecture, as well as the following attachments: 1) a rar file with the 5 games against Rybka, and her evaluations and expected moves, 2) the jpg showing "A Table for some Chess Engines Personalities" which was part of my lecture, 3) some photos including a wonderful panorama of Bariloche lakes from the "Cerro Catedral", the playing room, the blindfold match, and me drinking a cup of tea in a wooden tea room!

It was on Sunday, May 2nd. that I participated in an interesting chess event with a computer.

We were celebrating the 108th anniversary of San Carlos de Bariloche town, the local chess club organised a semi-blitz (G/30) open tournament with many of the best chess players from the Patagonia area playing each other with the Swiss System.

Bariloche is an incredibly beautiful town, plenty of great lakes and snowy mountains near by the Argentine Southern Andes,

where my wife and I settled past year.

I took my dual core laptop and they were pleased for me to operate **Deep Rybka 3** as a contestant! My chess table was set on a small platform, with a data projector and a big screen, in order to show to the audience Rybka's PVs and evaluations... Rybka won the tournament with a perfect 5/5.

Although the tournament was only attended by local masters from the region (about 40), most of those who were paired against the Rybka 3 engine fought tenaciously and produced good and exciting chess.

Here is a brief report of the five games won by Rybka with some analysis from Eric.

1st game: Rybka 3 vs. Ariel Gerez (B46: Sicilian, Taimanov Variation):

Black was mistaken when making defensive manoeuvres, weakening the king wing. This quickly led to a crushing king attack, crowned with a final mate queen sac.

Rybka 3 32-bit - Gerez, Ariel

B46: Sicilian: Taimanov: 5 Nc3 a6

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘c6 5.♘c3 a6 6.♘xc6 bxc6 7.♗d3 ♕c7 8.0-0 ♘f6 9.f4 ♗c5+ 10.♔h1 d6 11.♕e1 0-0N

11...e5 is the standard reply, then 12.fxe5 (or 12.♘a4 ♗a7 13.♕g3 ♘g4±) 12...dxe5 13.♗c4 (13.♗h6!? might also be possible as,

if 13...gxh6? 14.♖xf6) 13...♗e6 14.♗xe6 fxe6±

12.e5!

Immediately taking the square Black should have occupied

12...dxe5?

Best was 12...♘d7 though White still has an advantage after 13.b4! ♗a7 (not 13...♗xb4?? 14.♕e4! threatening ♕xh7 mate) 14.exd6 ♕xd6 15.♘e4±

13.fxe5 ♘d5

Defending with 13...♘e8 was better, White still plays 14.♕h4! then 14...g6 15.♗h6±

14.♕h4 g6?!

In fact 14...f5 15.exf6 ♘xf6 would have been better, though 16.♗f4! ♕e7 17.♗e5!+− would still leave White with a strong attack

15.♘e4! ♗e7

16.♘f6+! ♗xf6

No choice, if the King moves White mates on h8, and if 16...♘xf6 17.exf6 ♗d8 then 18.♕h6 forces 18...♗xf6 19.♖xf6+−

17.exf6 ♔h8 18.c4!

Best

18...♘b6 19.♕h6 ♖g8

Only move, anything else and Black is quickly mated

20.♖f4 ♕e5?

But this time Black plays the wrong move. The only way to delay mate was 20...♕xf4 but of course 21.♗xf4 leaves Rybka too far ahead materially

21.♕xh7+! ♔xh7 22.♖h4+

22...♕h5 23.♖xh5# **1-0**

2nd game: Lallana, Daniel vs. Rybka 3 (B40: Sicilian, unusual lines):

After the early loss of a couple of pawns (due to wrong tactical calculations), White stubbornly resisted but still reached an inevitably hopeless pawn endgame.

Lallana, Daniel - Rybka 3 32-bit

B40: Sicilian: 2...e6, Unusual lines

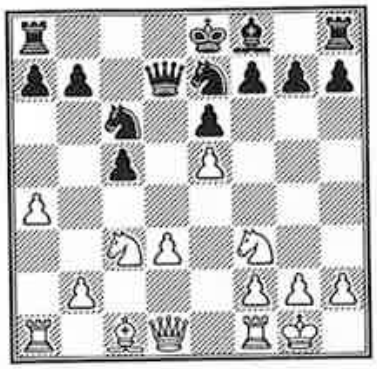
1.e4 e6 2.♘f3 c5 3.c3 d5 4.e5 d4 5.♗b5+ ♗d7 6.♗xd7+ ♕xd7 7.d3

7.d3 is okay, but 7.0-0 is the usual choice, then 7...♘c6 and now 8.c4 has a good record, though it seems that 8.cxd4 is more popular?!

7...♘c6 8.0-0 ♘ge7 9.a4?!N

Here I could only find 9.c4 and 9.♗f4 on my database

9...dxc3 10.♘xc3



White's pawn structure is already a mess, Black can target 3 pawns: a4, d3 and e5.

But worse still would have been 10.bxc3? ♖d8! leaving White with really major problems very early into the game

10...♘g6 11.♕e2 ♗e7 12.♖d1 ♘d4 13.♘xd4 cxd4 14.♘b5 a6 15.♘a3 ♕xa4

One of the weak pawns gone

16.♗d2 ♗xa3 17.♖xa3 ♕b5 18.♗e1?!

Making it too easy for Black to win a second pawn.

Okay, if 18.♕e4 the b2/♙ drops instead, but after 18...♕xb2 19.♖aa1 0-0 White can start to regroup with ♗a5 or 20.♖ab1

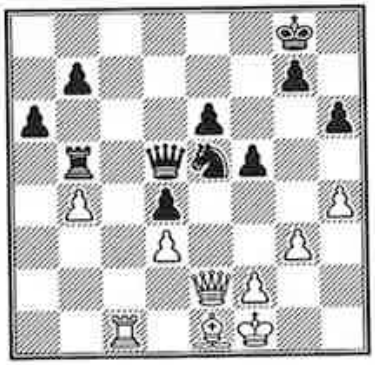
18...♕xe5 19.♕f3 ♕b5 20.♖da1 0-0 21.♕e2 ♖ac8 22.g3 ♖fd8 23.h4 h6 24.♖d1 ♕e5 25.♕f3 ♖d5 26.♔f1 ♕c7 27.♖aa1 ♕d7 28.♖ac1 ♖xc1 29.♖xc1 ♖b5 30.b4 ♘e5

Lallana's resistance has indeed been stubborn, as Claudio says, and Rybka has made little progress at all since going 2 pawns up. Even so one feels the outcome for White is inescapable, and now a small inaccuracy pretty much condemns White to defeat

31.♕e4?

31.♕e2!? is the better chance, and now 31...♘c6 32.♖c4 continues to hang on!

31...f5! 32.♕e2 ♕d5!



Rybka misses nothing, the mate threat pretty much forces a queen exchange which leaves Black with an easily won endgame

33.f3 ♕xf3+ 34.♕xf3 ♘xf3 35.♖c5?

A poor choice, Black needs to avoid exchanges and this allows a series of them.

Of course the basic exchange can't be avoided as 35.♗f2?! allows ♖xb4, but 35.♔f2 was best and after 35...♘xe1 36.♖xe1 at least White has kept the rooks on

35...♖xc5 36.bxc5 ♘xe1 37.♔xe1 ♔f7

I'm not sure if Claudio was using Table-bases, I should have asked! If so then they would guarantee that this must end up a Black win

38.♔d2 e5 39.♔c2 a5 40.♔b3 f4 41.gxf4 exf4 42.♔c4 f3 43.♔xd4 a4?!

Rybka is being funny in some way, surely just 43...f2

44.♔e3 a3 45.♔xf3 a2 46.♔e4 g5

46...a1♕ of course is what 99.99% of us would play

47.hxg5 hxg5

After 48.d4 a1♕ would come with Table-base mate announcements. **0-1**

3rd game: Rybka 3 vs. Pulgar, Cristian (D31: Queen's Gambit Declined, Semi-Slav):

After a wrong exchange of the good bishop and a small tactical oversight, Black had to suffer a strong pawn majority assault at the queen wing, which created a couple of connected passed pawns that gave Rybka a quick victory.

Rybka 3 32-bit - Pulgar, Cristian

D31: Queen's Gambit Declined: Semi-Slav without Nf6

1.d4 d5 2.♘f3 e6 3.c4 c6 4.♘bd2 ♗d6?!

Dubious and rare. 4...♘f6 is the top move, also 4...f5 gets played regularly

5.e4 dxe4 6.♘xe4 ♘f6?!

6...♗e7 seems to be the right choice here, keeping the bishop with 7.♗d3 ♘f6 usually to follow

7.♘xd6+ ♕xd6 8.♗e2 c5N

We weren't quite out of theory, others have tried playing without the f8/bishop, and here 8...0-0 9.0-0 b6 has been tried

9.0-0 0-0 10.♗e3 cxd4 11.♕xd4 ♕xd4 12.♘xd4

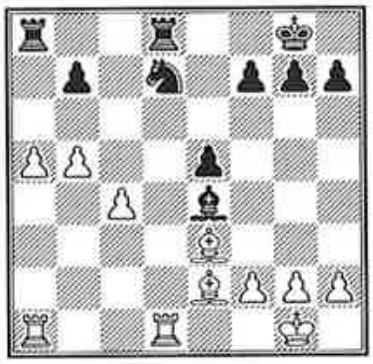
White already has a queenside pawn majority and now the a7/♙ is under threat from ♘d4–b5. Best now therefore is either the simple 12...♗d7, or 12...e5!? 13.♘b5 ♘c6 14.♖ad1 ♗e6

12...♘bd7? 13.♘b5 ♘b6?!

13...b6 was the only worthwhile try, then White should play 14.♗f3 and after 14...♖b8 15.♘xa7 ♘e5 16.♗e2 ♗a6 leaving Black with a difficult position a pawn down. But White has a problems of its own, extricating the knight!

14.b3 ♗d7 15.♘xa7 ♖xa7 16.♗xb6 ♖aa8 17.a4! ♗c6 18.a5 ♘d7 19.♗e3 e5 20.b4 ♗e4

21.♖fd1 ♖fd8 22.b5



22...f5

The desperate kingside 'counter–attack' has no chance, but what else could Black try?!

23.♗g5! ♘f6 24.♖xd8+ ♖xd8 25.f3 ♗c2 26.a6

Probably 26.♗xf6 gxf6 27.c5! was better, but it doesn't matter, White wins either way

26...bxa6 27.♖xa6 ♔f7 28.c5! h6 29.♗xf6 gxf6 30.b6 ♗b3 31.c6 ♗d5 32.b7 ♔e7 33.♖a7

The immediate ♖a8 wasn't so good, but once the Black king leaves its protection of the ♖/d8 then it becomes the right move!

33...♔d6

If 33...♖b8 34.c7! wins

34.♖a8

Black resigned. 34...♖b8 (34...♔xc6 35.♖xd8 ♔xb7 36.♖xd5 1-0) 35.♖xb8 ♔xc6 36.♖d8 ♔xb7 37.♖xd5+– **1-0**

4th game: Pizarro, Pablo vs. Rybka 3 (D00: Unusual lines).

Perhaps trying to pose a solid opening, White set a sort of weird Stonewall

System. Rybka immediately exploded the weakness of the black squares, squeezing White's mobility. After a double long castle, it (sorry, "she"!) managed to put pressure both in the centre and the queen wing. Eventually she broke White defences, entering in a winning endgame. This game was rewarded as being the best game against Rybka, Pablo made Rybka work hard to get its win.

Pizarro, Pablo - Rybka 3 32-bit

D00: 1 d4 d5: Unusual lines

1.d4 d5 2.c3 ♘f6 3.e3 ♘c6!?

Rybka responds to White's unusual 3rd move with an even rarer one of its own!

4.f4

I actually have some Database games with this position, and Black next played either 4...♗f5 (good), or 4...♗g4. But Rybka responds with one of its renowned early rook pawn pushes...

4...h5N 5.♘f3 h4 6.h3?!

I don't see that this was necessary, it leaves an awful looking hole on g3. Preferable was 6.♗d3 and if 6...h3 7.g3=

6...♘e4! 7.♗d3 ♘g3 8.♖g1 ♗f5 9.♕c2 e6 10.♘bd2 ♕f6 11.♘f1 ♗xd3 12.♕xd3 ♘e4

A rather nice knight outpost

13.♗d2?!

I thought White really needed to kick the knight from e4 straightaway with 13.♘3d2, then 13...♘d6 14.♘h2 0-0-0 15.♘g4 ♕e7 and now perhaps 16.b3 to try and extricate the bishop. However Rybka doesn't manage to make much progress against Pizarro's method

13...0-0-0 14.♕e2 ♗e7 15.0-0-0 ♕f5 16.♗e1 ♔b8 17.♕c2 ♕h5 18.♘1d2! f5 19.♔b1

White is playing with great patience. Black looks to have the advantage but it is not clear if Rybka's next, an attempted kingside breakthrough, is enough

19...g5!? 20.♘xe4 fxe4 21.♘e5 gxf4 22.♘xc6+ bxc6 23.exf4 c5 24.♗f2 c4

The fact that this game is still somewhat in the balance is shown by 24...cxd4? 25.♗xd4 ♖hf8 26.♕a4 and now White is winning

25.b3 cxb3 26.♕xb3+?!

Probably 26.axb3!? was better, reducing the number of pawn islands. Then if 26...♖df8 27.♕d2∓

26...♔a8 27.♕c2 ♕e8 28.c4 ♕c6 29.♔a1 ♗d6 30.♗e3 dxc4 31.♖c1 ♖dg8 32.♕xc4 ♕xc4 33.♖xc4 ♖g3!

34.♗f2?!

This looks like the natural choice, but in fact it seems 34.♗c1 was better. Then Black's best is 34...♖hg8 but with 35.♖c2 White is just about hanging on!

34...♖d3! 35.♖e1 ♖g8 36.♖xe4?!

I thought 36.♖g1 might have been best, but 36...♖d2! 37.♗e3 ♖dxg2 clearly looks good enough to win

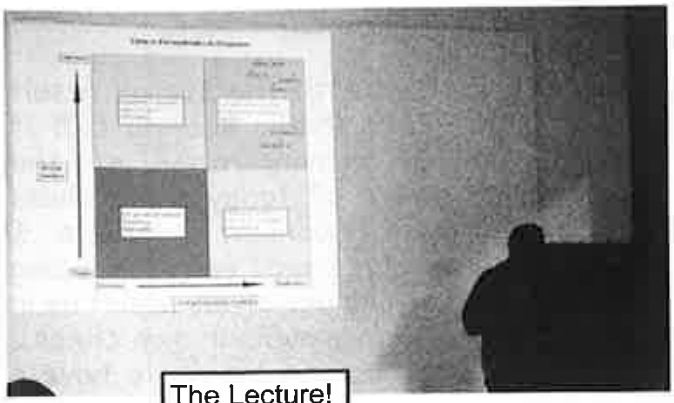
Nor is 36.♗xh4 ♖xg2 any better than the move played

36...♖xg2 37.♖c2 ♖xh3 38.♖xe6 ♖h1+

39.♔b2 h3

There was no choice for White but to resign after this: 40.♗e3 ♖xc2+ 41.♔xc2 ♖e1 42.♔d3 ♗xf4 and Black can't be stopped. **0-1**

Before the last round, I gave a short lecture which I had titled (translated from Spanish) ***"Chessplaying programs: Rivals or allies? How they work and how they can help us to improve our game".***



The Lecture!

I talked about the program's basic methods for searching and evaluating, briefly referred to personalities (i.e playing characters) of the main engines.

I showed a table where I attempted to demonstrate a personal classification of the styles and strengths for the best commercial engines -see photo- and showed an overview of how make the most advantageous use of the Chessbase playing and database interfaces.

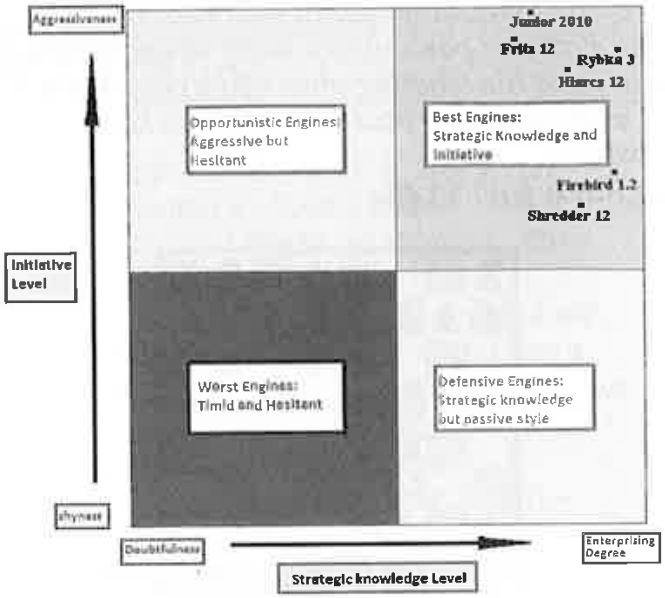
After the lecture, the Champion and Vice-Champion of Bariloche city gave an exhibition of blind chess, in a very thrilling game eventually won by the Champion.

5th game: Rybka 3 vs. Vazquez, Fernando (Bariloche town's Champion) (C45: Scotch Game):

Probably looking to take Rybka out of her book early, Black entered in a dubious defense, which caused a dangerous delay in his development. The unnecessary protection of the g-pawn aggravated this situation: the king ended stranded in the center and under attack.

Rybka's 16.fxe6!! - rejecting a harmless gain of black's rook - was awesome, I think

A Table for some Chess Engines Personalities



perhaps it was her best tactical blow of the entire match.

Rybka 3 - Vazquez, Fernando

C45: Scotch Game

1.e4 ♘c6 2.d4 e5 3.♘f3 exd4 4.♘xd4 ♘e5?!

Very rarely seen and, may I say, for good reason! ♘f6 and ♗c5 are usual and the game is evenly balanced

5.♘c3 ♗c5

5...♗b4 and d6 have both been played before... just once each at top level

6.♘f5 g6?

To be honest I didn't think Rybka's ♘f5 was all that great, I thought 6.f4 looked better. The main reason is that 6.♘f5 gave Vazquez the chance to play 6...d6 here, and after the probable 7.♘xg7+ ♔f8 8.♘f5 ♗xf5 9.exf5 ♕h4! the strange opening would have resulted in an approximately equal position

7.♗e3! ♗xe3

Or 7...gxf5!? 8.♗xc5 d6 9.♗b5+ ♗d7 10.♗d4 ♗xb5 11.f4 ♗a6 12.fxe5 dxe5 13.♗xe5 ♕g5 14.♕d4 which results in an interesting game. I think Black must play 14...♖d8 and White is probably winning with 15.♘d5 but it's very sharp

8.♘xe3

So Black has lost the bishop which, with his g−pawn on g6, should be on g7

8...d6 9.f4 ♘c6 10.♕e2 ♘d4 11.♕c4 ♘e6?!

Perhaps protecting the knight with 11...c5

was better, and if the probable 12.0-0-0 ♘e7±. I believe Rybka is still winning here, and Vazquez can't afford many second best moves as his opening choices have left him in a somewhat precarious and blocked position

12.0-0-0 ♗d7 13.f5

13...♕g5?

There were better moves, though Black's position is already quite grim, as I've mentioned.

If the pawn is taken 13...gxf5 14.exf5 ♘g7 15.♖e1! looks very hard to meet. Perhaps 15...♔f8 16.♗d3 ♘f6 but White's pieces are too active for Black to survive long from here.

If the knight retreated with 13...♘g7 then 14.♕d4! ♕f6 15.♕b4 ♗c6 16.♘ed5! This pretty much forces 16...♕d8 and now the queen returns 17.♕d4!+− which White's operator would have enjoyed for sure!

14.♘cd5! b5?

Now if 14...gxf5 15.exf5 and after 15...♗c6, which seems to be the best try, 16.h4!+−. Still, this would have been better than 14...b5

15.♕c3 c6 16.fxe6!

Very nice indeed! The rook capture mentioned by Claudio would still win: 16.♕xh8 0-0-0 17.fxe6 fxe6 18.♗xb5 but it's nothing like as impressive as the move Rybka chose!

16...cxd5 17.exd7+ ♔xd7

17...♔f8 was better but it hardly matters, both replies 18.♗xb5 and ♖xd5 are winning easily anyway

18.♖xd5 ♕f6 19.e5 ♕f4 20.♗xb5+ ♔e7 21.♖f1 ♖c8?

21...♕xf1+ would have delayed mate for a while, but of course 22.♗xf1 leaves Black in a hopeless materially lost position

22.exd6+

Quicker was 22.♕xc8 ♘h6 23.♕xh8 ♕xf1+ 24.♘xf1 ♔e6 25.♖xd6+ ♔f5 26.♕f6+ ♔e4 27.♗d3#

22...♔d8?

A mistake as 22...♕xd6 would have left White's fastest finish as 23.♕xc8 m/7

23.♕a5+

It's m/2: 23...♖c7 24.♕xc7#. **1-0**... *and a final score of 5/5 for Rybka 3. I don't suppose Selective Search readers are in the least bit surprised!*

I was very pleased with the overall result of the event. With Rybka scoring 5/5 it was not only a demonstration of the overwhelming power of today's top chess engines but, more important I believe, I was able to make my point: far from being our enemies, they can decisively assist us in countless ways to improve our own chess... and at the same time enable us to have a lot of fun!

Please, confirm me if you received everything OK and of course I wish all the very best for your family and you in Our Lord,

Claudio

Of course I e-mailed Claudio immediately with my thanks. I especially loved the photo of him calm and relaxed with his cup of tea, full of confidence (i.e. letting Rybka do all the work!).

I really do like it when there are contributions such as this from our subscribers, and even more so when they are managing to effectively promote computer chess amongst Club players where they live.

I also enjoyed putting some light notes into the games to add to Claudio's introductions, but all the credit is his for getting involved with a local chess club over there, and letting them and us see just what a strong chess program is capable of.

BILL REID'S "TIME FOR ADJUDICATION"

TOUGH POSITIONS FOR COMPUTERS... (AND US!)

In our last issue Bill gave us the following position to consider, first with "Black to play and get a draw", then with "White to play and get a win"! It wouldn't make any difference to the PC engines which order you did it in, but the idea was that solving the Black part first should help readers solve the White part!

1...♖h1+

- Stockfish 11: 1...♖h1+ 0.00/26 1:33
- Deep Fritz 11+12: 1...♖h1+ 0.00/32
- Deep Shredder 11+12 : 1...♖h1+ 0.00/20
- Rybka 3 32-bit: 1...♖h1+ 0.00/26
- Naum 4mp2: 1...♖h1+ 0.00/28
- Zappa Mexico II: 1...♖h1+ 0.00/17
- Deep Sjeng WC2008: 1...♖h1+ 0.00/17
- HIARCS 13 MP: 1...♖h1+ 0.00/32

They've all found the draw! Here's a line of analysis to show how it works:

2.♔b2 *2.♔d2 ♖h2+ 3.♔c3 ♖xc2+ 4.♔xc2 ♖g2+ 5.♔d3 ♖d2+* **2...♖b1+ 3.♔xb1 ♖g1+ 4.♔b2** *4.♕xg1 stalemate* **4...♖b1+ 5.♔c3 ♖b3+ ½–½**

Our problem arose when it became White to play and win. Our solution – which is correct – was for White to play 1.♔b2 to avoid the initial check. The trouble is when we gave it to the engines they found 4 moves that would win for White... or at least they thought they did. It was very interesting checking it all out!

- Deep Fritz 11: 1.♔b2! no mate announcement
- Deep Shredder 11 UCI: 1.♕d4! +13.45
- Deep Sjeng WC2008: 1.♕d6? +3.57 FAILS: 1...♖h1+2.♔b2 ♖b1+ 3.♔xb1 ♖g1+ 4.♔b2 ♖b1+ draws
- Naum 4mp2: 1.♔b2! +4.41 1...♖c8 2.♕e7 *(2.♕d6 is better)* 2...♖ce8 3.♕d7
- Rybka 3 32-bit: 1.♕f5?? +5.12 but 1...♖h1+ 0.00 2.♔b2 ♖b1+ etc is a draw 0.00!
- Toga II 1.4 beta5c: 1.♕d6?? showing #14 with 1...♖f8 2.♔b2 ♖hg8 3.♕d3 ♖h8 4.♔b3. But it FAILS, there is NO MATE: 1...♖h1+ 0.00 draws!
- Zappa Mexico II: 1.♕d4! #17 1...♖f8 *(1...♖h1+ 2.♔b2 ♖b1+ 3.♔a2 #5)* 2.♕d3 etc
- HIARCS 12.302 MP: 1.♕d4! #14 1...♖h1+ 2.♔b2 etc
- Stockfish 1.8 JA top 2 lines produced quickly: 1) 1.♔b2! #17 1...♖c8 2.c4 ♖h2+ 3.♔c3 ♖h3+ 4.♔b4 ♖h1 5.♕d5 ♖b1+ 6.♔c3 ♖c1+ 7.♔b2 etc; and 2) 1.♕d4! #18 1...♖c8 2.♔b2 ♖h2 3.♔b3 ♖h3+ 4.♔a4 ♖h1 5.c4
- Deep Rybka 4 on top 2 lines soon produced: 1) 1.♕d4! +15.02 1...♖c8 2.♔b2 etc, and 2) 1.♔b2 +15.02 1...♖f8 2.♕d4

Other example lines after 1.♕d4:

- 1...♖h1+ 2.♔b2 ♖hh8 3.♕d3 ♖e8 4.c4 ♖hf8 5.♔b3 ♖c8 6.c5 ♖f6 7.c6 ♖xc6 8.♕d8 ♖6xc7 9.bxc7 ♖xd8 10.cxd8♕+ ♔a7 11.♔c3 b5 12.axb6+ ♔b7 13.♕c7+ ♔a8 14.♕c8#
- 1...♖c8 2.♔b2 ♖h5 3.♕d7 ♖hh8 4.♕d3 ♖hf8 5.♔b3 ♖h8 6.c4 ♖ce8 7.c5 ♖h3 8.c8♖+ ♖xc8 9.♕xh3 ♖f8 10.♕d7 ♖f3+ 11.♔c4 ♖f4+ 12.♔d5 ♖f8 13.c6 bxc6+ 14.♕xc6+ ♔b8 15.♕c7+ ♔a8 16.♕a7#

And after 1.♔b2:

- 1.♔b2 ♖e8 2.♕d4 ♖hf8 3.♕d3 ♖h8 4.c4 ♖hg8 5.♔b3 ♖h8 6.c5 ♖h3 7.c8♖+ ♖xc8 8.♕xh3 ♖f8 9.♕d3 ♖e8 10.c6 ♖e3 11.♕xe3 bxc6 12.♕e7 ♔b8 13.♕c7+ ♔a8 14.♕a7# so #14

When Bill and I realised that there was a double Solution (but not triple as Toga, Sjeng and Rybka3 would like to think!), we tried various adjustments. The nearest we got was moving the White king to c2 and pushing the pawn on c2 to c3, and putting the Black rooks on e8 and g8. That way we only had one mate solution for White, 1.Kb3... but the engines found 3 ways of drawing for Black: 1...Rg2+, 1...Re2+ and 1...Rh8! So far no reader has managed to come up with anything better.

Here was Bill's introduction to his latest, tough position in *Sel Search 148*...

"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

"However a big 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! But 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!"

And Bill was right. *"And if I am right"*, says Bill, *"why is it that humans were able to do better than the programs in spite of having much lower calculating ability?"*. We will look at the answer to that in some detail in a moment, but first let's demonstrate a winning line for Black, so you can compare it with what the engines want to do.

Bill won as follows against his Fritz:

1...♔c7 2.♗d4 ♔c6 3.♗a7 ♕a1 4.♗f4 ♔c5 5.♗e3+ ♔b4 6.♗d2+ ♔b3 7.♗g5 ♔c2 8.♗f4 ♕d1 9.♗g5 ♕d3 10.♗e3 ♔d1 11.♗c5 ♕d5 12.♗a7 ♔e1 13.♗b6 ♕d6 14.♗e3 ♕d3 15.♗×d3 e×d3

All of the engines start off fine moving the king to c6: **1...♔c7** and after **2.♗d4 ♔c6** and you think maybe they've got the idea as they're all showing around −5.00 or more, certain that Black is winning. But as you look down the principle move listing you soon see that instead of the king marching Kc7−c6−c5−b4−b3−c2 etc. they have the monarch wandering to d5 at best, then back to maybe e6 or worse. None of them see at this stage that the king must march all the way down the board if the game is to be won! Let's check a few more moves:

3.♗e3 ♕a1

Here's an e.g line from Stockfish showing the king retreating: 3...♔d5 4.♗g5 ♕d1 5.♗e3 ♔c6 6.♗f4 ♔b6 7.♗g5 ♔b7 −6.06. Instead Queen moves need to be played when the bishops stop the king's next advancement. When the bishop goes away and the king moves again!

4.♗f4 ♔c5 5.♗e3+

Now perhaps the key moment to check if the engines are getting the idea yet?!

5...♔b4!

- Stockfish 1.8 JA: **5...♔b4** 6.♗d2+ ♔**b3** 7.♗e3 ♕e5 8.♗a6 ♔**c2** 9.♗f1 ♔d1 −90.75/40
- Deep Fritz 12: 5...♔d5? 6.♗d2 ♕b2 7.♗e3 ♕c3 8.♗f4 ♕d4 9.♗b5 ♕d1+ 10.♗f1 ♕c2 11.♗e3 ♕b2 12.♔h2 ♕b1 13.♔g1 ♕c2 14.♔h2 ♕c3 15.♔g1 ♕b4 16.♔h2 ♕a3 17.♔g1 ♕e7 18.♗d2 ♕c5 19.♗e3 ♕d6 20.♗d2 −5.91/45
- HIARCS 13.131 MP: **5...♔b4** −6.33/32
- Deep Shredder 12 UCI: 5...♔d5? 6.♗f4 ♕e1 7.♗g5 ♔d6 8.♗e3 ♔e5 9.♗f4+ ♔e6 −5.27/34
- Deep Rybka 4 w32: **5...♔b4** 6.♗b6 ♕b2 7.♗e3 ♔**b3** 8.♗a6 ♔c3 9.♗f1 ♔**c2** 10.♗c4 ♕h8 11.♗b6 ♔d2 12.♗b5 ♔e1 13.♗c4 ♕b2 14.♗e3 ♕c2 15.♗f1 ♕d3 16.♗xd3 exd3 17.♔h2 d2 18.♗xd2+ ♔xd2 19.♔h1 ♔e1 20.♔h2 ♔xf2 −#24

Three now have it, Rybak4 even showing mate. Other engines I tested were still

uncertain what to do with the king!

6.♗d2+ ♔b3
Let's check the hesitant Fritz and Shredder again, with the king now at b3 it should be much easier.

- Deep Shredder 12 UCI: **6...♔b3** 7.♗f4 ♕b1 8.♗d2 **♔c2** 9.♗e3 ♔d1 10.♗d4 ♕b7 11.♗e3 ♕d5 12.♗f4 ♔e1 13.♗e3 ♕f5 14.♗f4 ♕h7 −16.86/33
- Deep Fritz 12: **6...♔b3** 7.♗e3 ♕e5 8.♔h2 ♕b2 9.♔g1 ♔b4 10.♗a7 ♕c2 11.♗b6 ♕d1 12.♗a7 ♕e1 13.♗e3 ♕b1 14.♗d4 ♔b3 15.♗e3 ♕d1 16.♗c5 ♔c3 17.♗e3 ♕d5 18.♔h2 ♔b4 19.♔g1 ♕a2 20.♗d4 ♕d2 21.♗e3 −5.86/41

They've all grasped the idea now, so that's good... but NONE of them would have got here without Bill giving them a few moves to get the Black king into White's half of the board!

7.♗g5 ♔c2 8.♗f4 ♕d1 9.♗g5 ♕d3 10.♗e3 ♔d1 11.♗c5 ♕d5 12.♗a7 ♔e1 Fritz in showing −#41 is the last to see it will be mated, though it wont take 41 moves! The others knew a couple of moves ago. **13.♗b6 13...♕d6 14.♗e3 ♕d3 15.♗xd3** If 15.♗c5 ♕xf1+ −#2, or 15.♗g2 fxg2 −#5, and 15.♗h3 gxh3 −#5 **15...exd3 16.♗d4 d2 17.♗c3 ♔e2 18.♗xd2 ♔xd2 19.♔f1 ♔d1 20.♔g1 ♔e1 21.♔h1 ♔xf2 22.♔h2 ♔e1 23.♔g1 f2+ 24.♔h2 ♔e2 25.♔g2 f1♕+** and that is mate in 5, all Black must be careful about is not to leave a stalemate!

Here is Bill's explanation of how a human would have been examining the position:

"Why is it that humans were able to do better than the programs in spite of having much lower calculating ability?" The answer is that, while in most positions higher calculating ability will find better moves, there are some where those better moves can only be discovered through an ability to visualise - and that, as far as I know, cannot be put into a program. The human eye can see that in this position Black can only win by overloading the Black square bishop, and that this can only come about if the king gets into the action.

So let's imagine that the king is not on c8 but on d1!"

"Now the immediate threat is Qd3, and if White plays Bxd3, Black has a won ending with 1...exd. But if the Black square bishop moves, after a further Black queen move all sorts of opportunities open up for threats of mate after 2.Ke1 or a break-up of the White pawns after e3. When they are shown what the human eye has visualised, the programs all agree with that! My old friend Fritz8 thinks Black is winning in our original position and after 3 mins shows +4.16 but doesn't know how to win it. But put the Black king on d1 and that shoots up to +9.31! What the human player needs to see at the outset is that the Black king can cross over the diagonals the bishops are trying to control and get to the first rank. Not so difficult as we've seen. Here's another way to do it":

1...♔b7 2.♗d4 ♔c6 3.♗a7 ♕a1 4.♗e3 ♔d5 5.♗b6 ♔d6 6.♗e3 ♔c6 7.♗f4 ♔b6 8.♗d2 ♕d1, and now 9.♗c3 ♕d6, or 9.♗b4 e3 are both winning for Black. Therefore the bishop has to move off the e1-a5 diagonal; and then the Black king marches through.

"So, from that position with the Black king on d1, what might happen? Well, for example":

1.♗d4 ♕d3 (Hiarcs13 follows this line exactly and here announces m/19!) **2.♗c5 ♕d5 3.♗e3 ♔e1 4.♗b6 ♕d6**. And now, if 5.♗e3 or ♗a7, then 5...♕d3 forces a won ending. And after 5.♗a5+ ♔d1 Fritz8 announces mate in 15 (Hiarcs13 says it's actually m/7!).

"Some comfort there for humans in their battles with machines? Will machines ever acquire an ability to visualise - look beyond the limits of calculating power? But that calculating power has now become so strong that their lack of it will only rarely cause them a problem!"

RYBKA WINS THE ICT10 EVENT IN LEIDEN

Rybka's remarkable big tournament success story of the last 3 years continued in June as it recently won yet another title in the ***International Computer Chess Tournament (ICT)***. It was basically the new **Rybka 4** chess engine just before its commercial release, but with special programming to run on a 128 Core Cluster!

The 14 strong field included other very strong opposition as well: there was **Sjeng** (which also ran on a 128 Core Cluster), the new version of the famous **Junior** engine which was supposed to be on 24 Cores but I think ran on 12 in the end, as did the British programmed **Hiarcs** by Mark Uniacke. **Shredder** was on an 8 Core machine, plus there were other well-known programs such as **The King** and **Pandix** as well as the emerging **Spark** and **Komodo** engines.

The latter is a new engine by the USA's Don Dailey which he has been working in collaboration with G.M Larry Kaufman. Larry was featured in this magazine when he won his GM title last year, and used to work with Vasik Rajlich on Rybka, specialising in particular on the pawn and piece values! But so far they've only got Komodo running in SP mode, so it was very seriously under-powered in this company!

The Rybka Cluster got off to a "flyer' with 5 straight wins, so there was much intrigue and discussion during the later stages of the event over the manner of its defeat in round 6 to the Sjeng Cluster, when it made a very quick and incorrect recapture. Rybka's opening book programmer for the event, Jeroen Noomens, even walked out of the tournament room in disgust when he saw the move Rybka had played, though he later apologised to the game winners for not being there to congratulate them on their victory. What had gone wrong?!

The mistake/blunder it made was due to an 'instant move' exchange sacrifice played at a depth of only 7 ply, after which its game soon went downhill. However it was caused by a fault in the coding for the special Cluster software, and the commercial Rybka4 shows <u>no</u> interest in playing this wrong move! I knew you'd want to know that!!

RYBKA - DEEP SJENG

38.♖xc5? *My Deep Rybka 4 w32 plays only 38.♗xc5 showing a small advantage for White* **38...♘xc5 39.♗xc5 ♘c6 40.♗b6 ♖e7 41.♖xd5 ♖ae8 42.♗d4 ♘xe5 43.♔g1 ♕c6 44.♖xe5 ♖xe5 45.fxe5 ♖d8 46.♕f4 ♕c4 47.♗e3 ♖d1+ 48.♔g2 ♕xa2+ 49.♕f2 ♕xa5 50.♕f5 ♕a2+ 51.♔h3 ♖h1 52.♕c8+ ♔h7 53.♕f5+ g6 54.♕f2 ♕e6+ 55.♔g2 ♕c6+ 56.♔h3 ♕d7+ 57.♔g2 ♕d5+ 58.♔h3 ♔g8 59.♗b6 ♕xe5 60.♗c5 ♕e6+ 61.♔g2 0-1**

What this win did was bring Sjeng to within a ½ point of Rybka and, for a short while, it looked as if this reverse might result in a close finish to the Tournament.

Unfortunately for Sjeng it drew too many of its games against the machines placed just below it and Rybka, which managed to win ALL of its other games, soon pulled clear again, finally scoring 8/9.

Programmer Vasik Rajlich has aimed for small improvements in all areas of its play and especially to make this Rybka version more active/aggressive. This is largely being achieved by giving it a better understanding of king attacks. Here is a very good example of this as Rybka seizes on its opponent's slow development by sacrificing a couple of pawns for a strong initiative which soon leads to an overwhelming attack!

RYBKA - KOMODO

1.e4 d6 2.d4 g6 3.♘c3 ♗g7 4.f4 *The Austrian Attack!* **4...♘f6 5.♘f3 0-0 6.♗d3 ♘c6 7.e5 dxe5 8.fxe5 ♘d7** *Quite rare though it has been played before at GM level. Perhaps though it is the start of Black's problems as Komodo's position is now rather cramped. Understandably, I think, ♘h5 or*

♘d5 are more popular **9.♘e4 f6N** *9...♘b4 10.♗c4 c5 is best known, then 11.c3 ♘c6 usually follow* **10.0-0 fxe5 11.♗c4+ ♔h8 12.♘eg5 ♘b6 13.♘f7+ ♖xf7 14.♗xf7 ♗g4 15.♕e1 ♘xd4 16.♘xd4 ♕xd4+ 17.♗e3 ♕xb2 18.h3 ♗d7 19.♖d1!**

The material imbalance might favour Black, but Rybka's swift piece development gives Komodo no chance to relax and already it is in some trouble **19...♗e8 20.♕h4 ♕xc2 21.♗b3 ♕c3 22.♗h6** *22.♖f3! also looks good here* **22...♕c5+ 23.♔h1 e4 24.♗xg7+ ♔xg7 25.♖f8! e6** *25...♔xf8?? 26.♕h6#* **26.♕f6+ ♔h6 27.♖g8!**

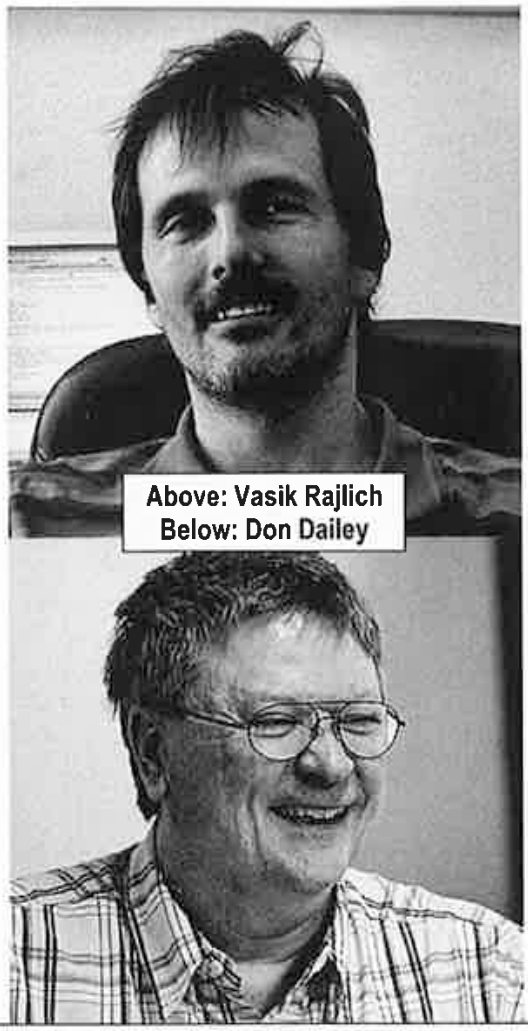
Black is helpless against Rybka's fine attack, and the game is soon over **27...♗a4 28.♖xa8 ♘xa8 29.♗xa4 ♘b6 30.♖f1 ♘d5 31.♕h4+ ♔g7 32.♗e8 ♕e7 33.♕xe7+ ♘xe7 34.♖f7+ ♔h6 35.♖xe7 c5 36.♖xb7 a5 37.♔g1 c4 38.♔f2 g5 39.g4 1-0**

Rybka played all of the 9 engines which finished in the final top 10, so its 8/9 score was earned the hard way.

As already mentioned Sjeng drew its 4 games against the engines just below it, which cost it vital points, but it is still clearly a strong program though – and I say this after looking at rating lists where similar or equal hardware is used – much of its strength in Leiden was certainly owed to its very fast hardware.

Hiarcs and Shredder also did very well on their more conservative PC set–ups and, in truth, the processor speed gap makes it very hard for them to compete against the much faster specialised Cluster set–ups. This comment of course applies even more so to the single processor Komodo which still somehow managed to come 6= with 5/9! Another fact worth mentioning is that only 13 of the 63 games ended in a draw!

More games coverage/comment next time!



Above: Vasik Rajlich
Below: Don Dailey

ICT 10 Leiden 2010

		1	2	3	4	5	6	7	8	9	10	11	12	13	14		
1	Rybka	*	0	1	1	1	1	1	1	1	1					8.0/9	
2	Deep Sjeng	1	*	½	½	½	½			1			1	1	1	7.0/9	
3	Hiarcs	0	½	*	½	½	1		1	½	1	1				6.0/9	28.25
4	Deep Shredder	0	½	½	*	½	1				½	1	1		1	6.0/9	23.75
5	Deep Junior	0	½	½	½	*	½	1	1	½				1		5.5/9	
6	Komodo	0	½	0	0	½	*	1			1	1	1			5.0/9	22.25
7	Pandix	0				0	0	*	1	1		0	1	1	1	5.0/9	13.00
8	The Baron	0		0		0		0	*		½	1	1	1	1	4.5/9	
9	Spark	0	0	½		½		0		*	1		0	1	1	4.0/9	10.75
10	The King	0		0	½		0		½	0	*	1		1	1	4.0/9	9.75
11	Kallisto			0	0		0	1	0		0	*	½	1	1	3.5/9	7.75
12	Almond		0		0		0	0	0	1		½	*	1	1	3.5/9	6.75
13	RedQueen		0			0		0	0	0	0	0	0	*	½	0.5/9	0.25
14	Joker		0		0			0	0	0	0	0	0	½	*	0.5/9	0.25

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* 32-bit Processor.

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	Rybka 4	3113
2	Stockfish 1.8	3101
3	Stockfish 1.7.1	3060
4	Rybka 3	3047
5	Shreddeer 12	3015
6	Naum 4.2	3012
7	Naum 4/4.1	2985
8	Critter 0.70	2970
9	Rybka 2.3.2a	2961
10	Komodo 1.2	2960
11	Deep Fritz 12	2960
12	Hiarcs 13.1	2937
13	Deep Fritz 11	2932
14	Rybka 1.2f	2928
15	Fritz 12	2924
16	Fritz 11	2914
17	Shredder WM (Bonn) edition	2908
18	Thinker 5.4d inert	2890
19	Naum 3/3.1	2890
20	Shredder 11	2887
21	Cyclone 3.4	2874
22	Deep Sjeng WC2008	2864
23	Hiarcs 12/12.1	2861
24	Grapefruit 1.0	2858
25	Toga II 1.4 beta5c	2856
26	Spark 0.4	2844
27	Deep Sjeng 3.0	2839
28	Zappa Mexico 2	2836
29	Hiarcs Paderborn 2007	2835
30	Hiarcs 11.1/11.2	2835
31	Onno 1.1.1	2832
32	Doch 09.980	2826
33	Bright 0.5c	2823
34	Naum 2.2	2819
35	Fritz 10	2819
36	Zappa Mexico I	2816
37	Loop 10.32f	2810
38	Shredder 10/10.1	2805
39	Fruit 2.3.1	2796
40	Glaurung 2.2	2792
41	Zap! Zanzibar	2787
42	Ktulu 9	2787
43	Spike 1.2 Turin	2770

Our usual DEDICATED COMPUTER List will return next Issue!

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 4	3114
2	Rybka 3	3098
3	Stockfish 1.7.1	3075
4	Naum 4.2	3068
5	Naum 4/4.1	3048
6	Stockfish 1.6.3	3033
7	Shredder 12 oa=on	3029
8	Rybka 2.3.2a	3020
9	Komodo 1.2	2997
10	Critter 0.70	2989
11	Fritz 12	2986
12	Hiarcs 13.1	2980
13	Rybka 1.2f	2978
14	Stockfish 1.5.1	2967
15	Naum 3/3.1	2967
16	Fritz 11	2960
17	Thinker 5.4d inert	2956
18	Doch 1.3.4	2950
19	Protector 1.3.5	2940
20	Shredder 11	2937
21	Grapefruit 1.0	2933
22	Critter 0.60	2933
23	Toga II 1.4.1 se	2932
24	Deep Junior 11.1a	2932
25	Cyclone xTreme	2932
26	Deep Sjeng WC2008	2928
27	Spark 0.4	2920
28	Hiarcs 12/12.1	2920
29	Zappa Mexico 2	2915
30	Deep Sjeng 3.0	2914
31	Deep Junior 10	2911
32	Onno 1.0/1.1	2906
33	Hiarcs Paderborn 2007	2899
34	Doch 09.980	2899
35	Naum 2.2	2896
36	Hiarcs 11.1/11.2	2893
37	Zappa Mexico	2890
38	Fruit 2.3.1	2888
39	Fritz 10	2885
40	Zap! Zanzibar	2882
41	Bright 0.5c	2881
42	Loop 13.6/2007	2880
43	Shredder 10/10.1	2874