

SELECTIVE SEARCH 150

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IN THIS ISSUE !

- 2 **COMPUTER CHESS BEST BUYS!**
- 3 **NEWS, RESULTS, INFO, RATINGS + NEW PRODUCTS**
FROM AROUND THE WORLD, INCL.
 - **HIARCS13** BOOK, **THORESEN**, **SEDATCHESS**, **FRANK HOLT**, **PAUL COHEN**, & A **HIARCS-RYBKA** GAME ETC
- 6 **CHRIS GOULDEN's** REGULAR **UCI** AND **WINBOARD PC ENGINE** PAGES
 - ALL THE LATEST NEWS FROM CHRIS, AND HE'S 'RETIRING', WE NEED A SUB!
- 10 **PETER GRAYSON**
 - **HASH TABLE SETTINGS** AND A FASCINATING **RYBKA 4** GAME
- 15 **BILL REID's TOUGH POSITIONS**
 - WE CATCH UP WITH BILL'S LATEST WONDERFUL TEASERS!
- 18 **WHAT IS ROB UP TO?!?**
 - OUR REGULAR REPORTER **ROB VAN SON** IS HAVING FUN!
- 20 **ICT 10 - THE ANNUAL LEIDEN EVENT**
 - GAMES FROM THE MAJOR ANNUAL TOURNY INVOLVING **RYBKA4** & **SJENG**, **SHREDDER**, **HIARCS**, **JUNIOR**, **SPARK** AND OTHERS
- 29 **THE IPON PC RATING LIST**
- 30 **THE PARIS 2010 DEDICATED CHESS COMPUTER TOURNAMENT**
 - EXCITING - SOMETIMES AMUSING - ANALYSED GAMES, PHOTOS, RESULT
- 35 **LATEST SELECTIVE SEARCH, CCRL & CEGT DEDICATED & PC RATINGS**

SELECTIVE SEARCH is produced by **ERIC HALLSWORTH**

All **CORRESPONDENCE** and **SUBSCRIPTIONS** please to: **Eric Hallsworth**, 45 **Stretham Road**, **Wilburton, Cambs CB6 3RX**. Or E-MAIL: eric@elhchess.demon.co.uk

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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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TABLE-TOP PRESS SENSORY [ts]

where you see ** the price includes the adaptor!

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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. 150. 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 ARTICLES

IN OUR LAST ISSUE I asked if anyone might have any ideas for new articles etc. If so I'd be pleased to think about them.

Peter Bilson wondered about an ADVERT SECTION where readers could advertise unwanted books, sets, boards, magazine collections - anything Chess related but nothing that conflicts with the things I sell at Countrywide, so not Chess Computers or Software.

I'm open to that, it's a nice idea - as long as I don't end up with 20 or more people wanting to advertise things at the same time and ending up using too many pages. So send a list of things you want to sell, with prices or 'open to offers' or whatever. Put them in order with the ones you most want or hope to sell at the top. If there are so many adverts that I need to reduce some of them, I can list your main ones and put *'plus others, for more details contact.....'*

Also I wouldn't want to be an intermediary, you'd have to deal with each other direct. So the adverts would need to show your name and either an address, phone number or e-mail address enabling potential purchasers to contact you direct.

Pete suggested I should charge for this, but what do I charge someone just selling a handful of books for small amounts? If I say £1, or £2 it's not really worth the time spent in charging your credit card, or writing a Bank paying-in slip out for 5 @ £1 = £5. Then

Bank/credit card charges/tax will come off!

So, for the next issue at least it will be free, and we'll see what happens and how it goes!

CHESS: NEWS SECTION

HIARCS 13 BOOK

I HAVE PREVIOUSLY mentioned the super tournament **Hiarcs Book** which you can download from the Hiarcs website. It is regularly updated from all top level human and computer games, which **Mark Uniacke** is continually collecting and incorporating. Then the new lines are carefully analysed by computer engines for maximum accuracy. Quite often new lines [TN's] get added and extended by the engines themselves during this when further improvements, refutations or interesting new ideas are found.

You buy the book from the Hiarcs site and also get a subscription which enables you to download the bi-monthly Hiarcs Book upgrades for the next 12 months. So you stay seriously up-to-date! I mention this because the Hiarcs13c Book has just become available, so it's a good time to get started!

It comes in a format that any engine running under the *ChessBase* GUI can use!

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

CHESS: RESULTS SECTION

THE TCEC SITE OF MARTIN THORESEN

I FOUND SOME interesting scores on this site which is new to me - the link to it is so long it would be much easier for Internet users to simply Google for the TCEC name!

- **Rybka 4 v Houdini 1.02** 26½-21½
- **Rybka 4 v Stockfish 1.8** 29-19

The matches are all played over 48 games and at 40/2. There are currently 2 matches in progress...

- **Stockfish 1.8 v Houdini 1.3** 14½-17½
- **Rybka 4 v Naum 4.2** 20½-11½

SEDATCHESS: GLADIATORS 2010 TOURNAMENT

SEDAT CANBAZ RUNS fairly regular tournaments using two i7 920 PCs (Quad 3.3GHz boosted to 3.80). With using 2PCs Sedat is able to run all engines on full 4-Cores with Ponder=ON. The time control he uses is G/15+10secs.

Rank	Program	Author	Country	Score
01	Deep Rybka 4 x64 T4	Vasik Rajlich		92.0/120
02	Stockfish 1.8 JA x64 T4	Tord Romstad		78.5/120
03	Naum 4.2 x64 T4	Aleksandar Naumov		76.5/120
04	Deep Shredder 12 x64 T4	Stefan Mayer Kahlen		61.0/120
05	Critter 0.80 x64 T4	Richard Vida		60.5/120
06	Deep Fritz 12 T4	F.Morsch & M.Feist		58.0/120
07	Hiarcs 13.1 T4	Mark Uniacke		52.0/120
08	Zappa Mexico II x64 T4	Anthony Cozzie		51.5/120
09	Spark 0.4 x64 T4	Allard Siemelink		46.5/120
10	Thinker 5.4D x64 T4	Lance Perkins		42.0/120
11	Komodo 1.2 JA x64	D.Dailey & L.Kaufman		41.5/120

FRANK HOLT

FOR RECENT ISSUES Frank has been busy testing various new engines in their 64-bit versions on his new Quad PC!

Each engine plays 2 games against the same top opponents, so their total scores can be easily compared. Results up to our last issue were:

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

This time however he's run **Rybka3** in a tournament to include Stockfish and some of the "clones" including a newer version of FireBird.

Pos	ENGINE	/20
1	RYBKA 3	12½
2=	FIREBIRD 1.1 STOCKFISH 1.7	10
4=	IVANHOE 63MOD5A FIREBIRD 1.01	9½
6	HOUDINI 1.01	8½

And it's no misprint - it wasn't Rybka4, **Rybka3** is in top place! An excellent result.

Houdini's poor showing was a bit of a surprise, but it drew far too many games and, despite winning one game against Rybka, it also lost a game to Rybka as well as 2 to Stockfish!

Since this Frank has got Rybka 4... as you'd expect! For its first tournament he played it against other top programs in a similar style to the 24 game tests I mentioned at the start. But there was no SP Robbolito, Shredder11, Zappa, Bright or Toga, they were replaced by a bunch of Houdini, Ivanhoe and Firebird versions making it somewhat tougher!

Even so **Rybka4** managed to score 17/24, losing only 1 game in the process, to Stockfish. In fairness we must add that Frank did let Rybka4 use the new Jiri Dufek Opening Book, and he admitted that he could see that this gave it a definite advantage.

The Dufek and Hiarcs Tournament opening books are the strongest things you can get right now, for both engine and personal use. I mentioned in *SelS149* how close they are after the Hiarcs13b book beat Dufek's in a very close match by 152-148. The Rybka engine played both sides for all games, so it was a pure test of the books. You get the Hiarcs Book off the Hiarcs website, but you can buy the Dufek book off me at Countrywide. For readers it's £24.95 £20, + £2 p+p.

PAUL COHEN

MANY WILL REMEMBER that **Paul Cohen** used to be the boss of Eureka in Brighton, the UK's Novag distributors. Indeed I worked for him in Brighton for quite a while. Paul still takes a lot of interest in Computer Chess and has been doing more testing than ever since getting **Rybka4** which he considers to be absolutely outstanding. His results are indeed very impressive. He says: *"All the programs were brilliant, but Rybka4 was unique in the group as being bug free!"*

His matches are played on a 2xW5580 system which gives a FritzMark of 12.5. Each match is 100 games at G/5 with each engine running on 4 'real' Cores + 4 'hyper-threads' and 2GB for hash. Paul says, *"The GUI was Fritz12 which I've finally adjusted to, even at my age, and which I now rate as excellent"*.

- Rybka4 v Houdini1.03 55-45
- Rybka4 v Stockfish1.8 59-41
- Houdini1.03 v Stockfish1.8 56½-43½

Then there was a pause before the next results arrived... Firebird, now renamed Fire, was crashing in 1 out of every 4 games, the match was taking ages. Finally about 10 days later...

- Fire1.31 v Houdini1.03 47½-52½
- Fire1.31 v Rybka4 34½-65½
- Fire1.31 v Stockfish1.8 57-43

If the first set of results were a strong confirmation that Rybka4 is #1 and ahead of 'the clones', then the second set indicate that the gap it has opened isn't even all that close!

Some days after this Paul read about 'Large Pages' and 'Split Depths' for Rybka and Houdini. With SD=12 Houdini's defeat to Rybka4 was worse ('catastrophic' in Paul's words!). But back on default SD=10 but with both having Large Pages there were only 2 Houdini crashes and the result was...

- Rybka4 v Houdini1.03 54-46

"Though the author reckons SD=12 might be better, my results show he is wrong, so far SD=10 is best. I might try it on SD=8 next".

ERIC HALLSWORTH

AFTER DESERVEDLY INCLUDING all these nice things about Rybka4, I had promised **Mark Uniacke** that I would include a Rybka4 v Hiarcs13 game in this issue.

Rybka4, like Rybka3 before it, is the target all the programmers must aim for, and Vasik Rajlich's new version gets some quite one-sided scorelines against several commercial engines over 40, 60 or 100 games playing from our prepared opening book testsets.

But occasionally the opposition can come up with something very special... like this one from the "RYBKA RISING FROM THE ASHES" Tournament we covered in our last issue! The PCs were Core i7/2.67, time control 40/17 and the engines all used the same 'General Book' that went only 8 moves deep to provide variety and equality.

HIARCS 13.1 4CPU - RYBKA 4 X64 4CPU

- 1.e4 c5 2.♘f3 ♘c6 3.♘c3 e6 4.d4 cxd4
5.♘xd4 a6 6.♘xc6 bxc6 7.♙d3 d5 8.0-0 ♘f6

The 'General Book' ends, the engines are on their own. The initial evaluations are already interesting. Hiarcs has 0.77, Rybka 0.20
9.♙f4 ♙e7 10.♖f3 0-0 11.♗ae1 ♙b7 12.e5!
Making life unpleasant for Black on the kingside 12...♘d7 13.♖h3 g6 Not much choice, but it's a weakness that prompts Hiarcs into sending its ♘ to join the troops on the kingside! 14.♘d1! ♖b8 15.c3



15...♖a5 *Nothing too exciting has happened but while Hiarcs shows 0.39, Rybka now thinks IT is winning and has -0.28. Even more interesting is the move Rybka expects: 16.♙b1 to protect the a2 pawn. Note that 15...♘c5 was a good alternative, it would change the game completely 16.♘e3! Offering the b2 pawn 16...c5 Hiarcs expected 16...♖xa2. If so 17.♘g4! c5 (some engines suggest 17...d4!?) 18.cxd4 c5 19.dxc5 and now 19...♖a4+-) 18.♖e3+-.* *White is winning in both these lines 17.♘g4! ♖a4?! H13 0.91, R4 0.08. Hiarcs again expected 17...♖xa2 but 18.♖e3! is strong, as in other variations. 17...d4 seems the best, if not only chance. Hiarcs would have replied with 18.♙c4 and now I checked my Rybka4 and it would have chosen 18...dxc3 then 19.♖d1 ♖a4 20.♖xc3±. 18.♖h6 ♖fd8 Hiarcs expected 18...♖fe8 and would have replied with 19.♖e3! then 19...♙f8 20.♖g5+-*
19.♖e3! ♙f8 20.♖h4 d4?! H13 2.04, R4 0.70. *Probably not best now, but the alternatives wouldn't save the game anyway. If 20...♙c6 21.♘h6+ ♙xh6 22.♖xh6 ♘f8 23.♙g5+-, while after 20...h5 both 21.♖g3! and 21.b3! are winning 21.♖h3 H13 +6.16! R4 0.71?*
21...h5 22.♘h6+ ♙xh6 23.♙xh6 ♙xg2 24.♙xg6 ♖b5 24...♙xh3 runs straight into 25.♖e7 m/7 25.♖c1 ♙xh3 #8. Or 25...♖f1+ 26.♖xf1 m/8 26.♖e7 ♘xe5 27.♖f6 ♘f3+ 28.♘h1 ♙g2+ 29.♘xg2 ♘e1+ 30.♖xe1 ♖c6+ 31.♖e4 ♖xe4+ 32.♙xe4 dxc3 33.♖g7# 1-0

CHRIS GOULDEN'S UCI+WINBOARD ENGINES PAGES

LAST TIME

The PRO-AM had some very strong engines in it but "class told" with older favourites Rybka2.3, Stockfish1.6 and Hiarcs12 coming 1st., 2nd., and 3rd. respectively. Junior11 was 4th. and those in lower places included Komodo, Thinker, Protector and TogaII. Komodo had won Div.1 in Chris's previous series of results!

DIVISION 3 was won easily by Alfil8.11. The rest were tightly bunched behind it, but Pseudo0.7c just got into 2nd place. In a sign of the times Crafty23.1 was only 1 place above being relegated!

Chris also warned of a divisional shake up for issue 150 due to the number of strong new engines arriving on the scene.

We must start with disappointing news as far as Selective Search is concerned, which Chris shared with me 2 months ago when he sent his news and games for issue 149.

Hi Eric

Please find enclosed the article, game CBVs and spreadsheets from my latest divisions. I have done the article on a separate sheet on this occasion because of what I have to talk to you about.

Due to commitments and the number of new engines coming through I am no longer able to keep up with engine testing like I have previously. I intend to do a further two issues worth of tests e.g. Division 1 & 2 which will be after this one and then a Division 3 and a ProAm after that so that you get another complete round, so that things are not cut off straight away without notice.

I have recently got involved in a support group in Hampshire for unusual medical/mental conditions in which I have had some



experience of due to members of my family having had one or two of these conditions. I am able to pass on my experiences to the group which has generated a lot of work for me on top of the day job. Really I am unable to do both the chess and the group support, so I am giving up the chess engine testing for a good cause.

I will however still subscribe to Selective Search as it is still a great read, but obviously will not be able to contribute beyond Sel Search 151. We will still be in touch I hope after that point if I see a point of interest for discussion, or if Alty are doing well. [Eric: *We have mentioned Chris's keen support for Altrincham before, and I was a supporter about 50 years ago when lived in nearby Sale, Cheshire*]. Can I finish by saying thank you to you for allowing me to contribute on the Winboard/UCI article since SelSearch 106! We have certainly seen some changes over that time, that's for sure, from there only being about 30 engines to choose from originally to the 205 currently on the Ridderkerk list.

Speak to you soon. *Chris*

I replied of course:

Hi Chris

Hope you're doing okay, new footy season not too far away to help us recover from the usual World Cup let down!

I've done your article for 149 and not mentioned your 'retirement'. I think your plan is to do testing for 150 and 151. If that's right I wondered whether to tell folk in 150 that you were finishing and see if there's a volunteer to try and take over. If so, would you be willing to give that someone a bit of 'get started' help about how you run the tournys and where you get the engines from etc.

Don't worry if that's asking a bit much, perhaps I could let someone take over anyway and do it their own way if it wasn't too dissimilar, but if you were able to give some advice/help to them, that would obviously be great

Take care - cheers - *Eric*

A little later I got Chris's reply:

Hi Eric

I am well thank you other than my overload of areas I am handling, hence why I have had to give up on the chess. My wife has got me booked in to give a talk to MIND about the areas that I have had experience in.

The footy was a bit disappointing, with England and France not wanting to play due to crocks that should not have been there due to injury, and the prima donnas. We were better going with Stuart Pearce's under 21s, at least they would have been mentally correct at under 21 level.

You are correct, I was thinking of doing SS150 with my 1st and 2nd Division which will be finished in the next 2 weeks. Critter is leading incidentally but it is not as amazing as it seems as it is 4th at the CEGT as well - the 0.70 version is very strong. After that I

will do Divisions 3 & 4 for SS 151.

There are a few options you could do to follow on from me. I would be happy to write a crib sheet of things to do and how I get my engines if you manage to find a Winboard person.

I have discovered in the last three months that my scores are very similar to CEGT, so if you don't get a volunteer you could do always do an article on CEGT results and if a new engine turns up you could talk about that. The only drawback with that idea is that CEGT use one or two of the "clones" that do not turn up at Ridderkerk, and knowing which is which without checking forums isn't easy.

The main problem with copying my system is that I use Winboard throughout with adapters and a variety of opening books. I do this because the version of UCI that goes through Polyglot and UCI2WB and then Winboard is a more accurate version than the one that is used in the ChessBase programs and Arena. This was proved by the group of programmers that vet the Winboard programs for clones at Ridderkerk a few years back. The test was based on an engines performance across the three platforms. Winboard engines do take some setting up as well hence my *SS 106* article right at the beginning of all my articles.

You could ask for volunteers that can handle Arena competently. Arena is prone to hanging on low memory machines if the hash tables for the engines are too big, but I think it should be o.k on modern machines. It does however have the advantage of its own tournament organiser. Its only other draw back is that Thinker would not be able to use its own opening book because the data file is not readable in Arena. Hope this lot helps, as I say I can write it down if you find somebody.

Cheers! *Chris*

In due time Chris sent his results, PLUS some further notes which are reproduced here, describing some of his 'engine collection'

methods and software.

I will say my "thanks" again in our next issue - Chris has thanked me for letting him write these articles over the past 7+ years, but really it is I who should thank him - and our readers should join me - he has done a wonderful job for us, covering without favour the good and the not so good in the UCI and Winboard world. And he has often unearthed for us a new name in its beta stages long before it has reached any sort of fame - the names Fruit, Rybka and Glaurung spring immediately to mind, more recently Stockfish, and Critter, and I am sure there are others.

Seriously Chris, many thanks indeed!

Well, of course now we must look at the results and report relating to our current issue!

Hi Eric

Please find enclosed the **Division 1&2** Tables, the game record CBVs and a small article on my procedures for engine testing. There is a lot to get through and a lot that has happened so I will try and précis it all:

Hello again everybody! To start off with I am writing this with some sadness as I have been supplying *Selective Search* with Winboard and UCI articles since SelSearch 106, but due to other commitments I cannot do any further articles beyond *Selective Search 150*. I e-mailed Eric and agreed to do a complete run of my Divisions finishing with Division 3 and a special final group in the next issue, which we will move on to later.

As you can see **Division 1** was a tightly contested affair at the top with only 1½ points separating the first 5 engines, and a win for **Stockfish**. **Critter** was runner up due to more wins with black. If you are wondering how Critter has come out of nowhere to be 2nd, the recent upgrades have been very big leaps in strength and it is now among the first four

top engines at CEGT as well as doing well here, so this is no fluke. To make matters worse for the rival programmers there have been new releases of both Stockfish and Critter since this tournament.

One other programming change of note is that Twisted Logic has been rewritten and will be known as Hannibal 1.0 and appears to be 20-30 Elo stronger, and Protector 1.3.6 is also now available. At the bottom of the table Bison and the newly promoted Umko were relegated, but there is a newer version of Umko available.

DIVISION 1

Pos	ENGINE	/18
1	STOCKFISH 1.71	13
2=	CRITTER 0.70 KOMODO 1.2	12
4=	THINKER 5.4D SPARK 0.4	11½
6	PROTECTOR 1.3.5	7½
7	SPIKE 1.2 TURIN	7
8	TWISTED LOGIC 20100131	6½
10	UMKO 0.9 BISON 9.11	4½

Critter was 2nd due to more wins with Black and, as you can see, there was a massive gap between the top 5 and the bottom 5!

Before moving on to Division 2 I should mention that there will not be a ProAm in the next issue. Instead I am doing a tournament of all of the new upgrades mentioned above, which will include the now also freely available Loop 2007 to see if it can still cut it in the current company. A new engine to readers known as GullChess 0.12a which is also showing up to be very strong at CEGT will also be tested.

Now on to **Division 2**, This was once again a low scoring division because of how evenly matched the engines are. **Boot** and **Alaric** are

promoted to Division 1, with Frenzee and Bugchess relegated.

Scorpio 2.5 just failed to make a return to the 1st Division but the newly promoted Daydreamer 1.75 achieved a very creditable 4th place.

DIVISION 2

POS	ENGINE	/18
1	BOODT 4.15.0	11½
2	ALARIC 707	11
3	SCORPIO 2.5	10½
4	DAYDREAMER 1.75	10
5	SLOWBLITZ WV 2.1	9
	DELFI 5.4	
6=	DEEP PHARAON 3.5.1	8
	E.T.CHESS 130108	
9	FRENZEE FEB08	7½
10	BUGCHESS2 v.1.6.4	6½

That's it for this time, Eric.
Cheers for now! *Chris*

Chris Goulden's Tournament Setup

Check to see if new versions of engines are available on private authors sites, if they are newer than versions at WBEC Ridderkerk, CEGT or the Arena website.

Winboard compatible engines are straight forward to set up as described in Selective search 106. The only exception to that rule in modern times are the Crafty program and Thinker. To work properly Crafty must have an up to date Crafty.rc file. This is where you set the hash table parameters. Crafty also has three opening books which must also be up to date or the opening book will not kick in. These can be obtained from the Crafty site and you are looking for bookc.bin,books.bin and book.bin. Example winboard.ini lines by the program authors can be seen at the WBEC Ridderkerk site under engine details. Thinker requires its own opening book known as Thinker.dat, this must be

accompanied by bookthinker.exe. You do not need to download the special Thinker 1.2 file from the site as long as you copy my Thinker lines in Winboard.ini and rename the files accordingly.

If your engines are UCI they can be used in Winboard, but you must download with them the following files: The latest version of Cygwin1.dll, any native binary opening book, and the latest version of Polyglot uci2wb adapter. I have enclosed an example file of winboard.ini to show how it is written. Polyglot.ini examples are available at Ridderkerk.

The three most common opening books used with Polyglot are Perfect.bin written by Sedat Canbaz, Book.bin from the latest freely available Fruit program and lastly Lacrosse.bin written by Marc Lacrosse.

If you are not feeling well by this point you could always import your engines into Arena or any ChessBase engine program, but for a winboard engine to work in that environment it must be accompanied by the wb2uci adapter available at WBEC Ridderkerk along with the simple parameter instructions.

Now on to the testing, if new engines are coming through and have never been to tournament before, I test them against a mid table engine from each of the divisions over best of 4 games to obtain a quick Elo score.

I then run the Division tournaments at 40 moves in 10 minutes and adjudicate any game if it gets to the end of the 3rd time control without a result unless the position is too complex or not clear cut, in which case they play on. Most games do not get to 120 moves.

Promotion and relegation. This is usually two up and two down unless a get a raft of very strong new engines, I then rearrange the divisions, sometimes 4 up and 4 down.

Engines have to work within the parameters of a basic set up any engines that appear tricky to set up may be delayed for a couple of tournaments while I work them out.

PETER GRAYSON - HASH TABLES ISSUES 'ON HOLD', BUT HE FINDS A STRANGE FAULT WITH RYBKA4 MP... BUT NOT WHEN IN SP

As Peter was writing recently he told me: "I am running a nostalgic Shredder 4.0 versus Genius 6.5 40/5 repeating match through Autoplayer to see how the engines perform with a faster CPU. I had a Pentium II 450 MHz when I bought the Millennium Pack with both of these engines and I seem to recall there was about 50 Elo in favour of Shredder 4.0.

So far Shredder seems to be benefiting more than Genius 6.5 from the standard clocked Q9550 CPU at 2.83GHz, with the score +16/=9/-5 +146 Elo in Shredder 4.0's favour. Despite having the Ken Thompson's Tablebases their limitation was highlighted with one major blunder by Genius in what should have been a drawn game. Shredder 4.0 is able to use Nalimov TB's.

With the faster CPU Genius 6.5 has already hit its maximum search depth of 30-32 in some endgames! I'll probably let this run to a 100 games.

After this I am going to have a closer look at HIARCS 13.1. An observation on a few test sets that I ran past it using the SP engine was that it seemed to fair best with low hash settings, as low as 8 or 16 Mb, and higher hash seemed to be slowing it down. Need to create a set of positions where it takes 1 to 3 mins to solve for better comparison.

While on the subject of Hash, Houdini 1.2, 4 CPU seems to be performing best and reliably with the recommended default setting of 128 Mb. 256Mb seems next best but higher than that and it starts missing some key moves on position analysis.

Similarly, Rybka 4 hash of 512 Mb seems to be best while 256 Mb is not far behind but lower hash or going up to 1 Gb and 2Gb is similar to Houdini, key moves are missed. Again this is on my rigs of Q9550 + 4Gb RAM.

I'm still not convinced on the recommendation that more hash is best! I'll update on H13.1 if I find more detail in line with these initial findings.

Best regards..... Peter

I mentioned Peter's 'hash' comment in our last issue, but didn't hear for a while, so e-mailed wondering if all was well with the testing, though I realised Peter might be having a holiday. In fact he'd just got back...

Hi Eric,

Thank you for e-mail. Hope all is well with you too.

The July through to early September period is always a busy period for me with a fortnight's holiday and the Work's summer stop for maintenance that extended into three weeks this year with staggered operations to minimise loss of production.

At short notice I moved my holidays forward to capture the end of June and a glorious fortnight it was too that was a change from the usual incessant rain of Biblical flood proportion that seemed to flag the start of my holidays over the previous three or so years.

Spent first week of holidays in North Wales that has not yet become too tourist oriented and there were also some places of interest that I wanted to visit in Somerset and Mid Wales in the second week.

As far as computer chess is concerned I have been unable to make much progress to demonstrate the "hash effect" - that may have to remain a more subjective rather than objective assessment. Testing today's MP engines has turned out to be much more problematic than the SP engines of say ten years ago because in part, the inherent random move effect of multicore or multiprocessor engines gives no certainty that move differences and hence results were caused by hash as opposed to this randomness. In fact I conducted a Silversuite match test where I repeated the test without changes and in some instances a game win turned into a loss!

A further issue has been inconsistency of engine performance that also included that odd situation where HIARCS 13.1 SP as well as the MP engine in single thread mode were giving different analysis from the starting

position. This seemed peculiar to my quad machines because I blew the cobwebs off my older AMD 4800x2 dual core machines and found behaviour on these was predictable. I wrote back to HIARCS support to let Mark know my findings; however, even now, I still do not know what causes this intermittent oddity with HIARCS 13.1 and the quads. HIARCS 11.2 and 12.1 behave predictably on the quads.

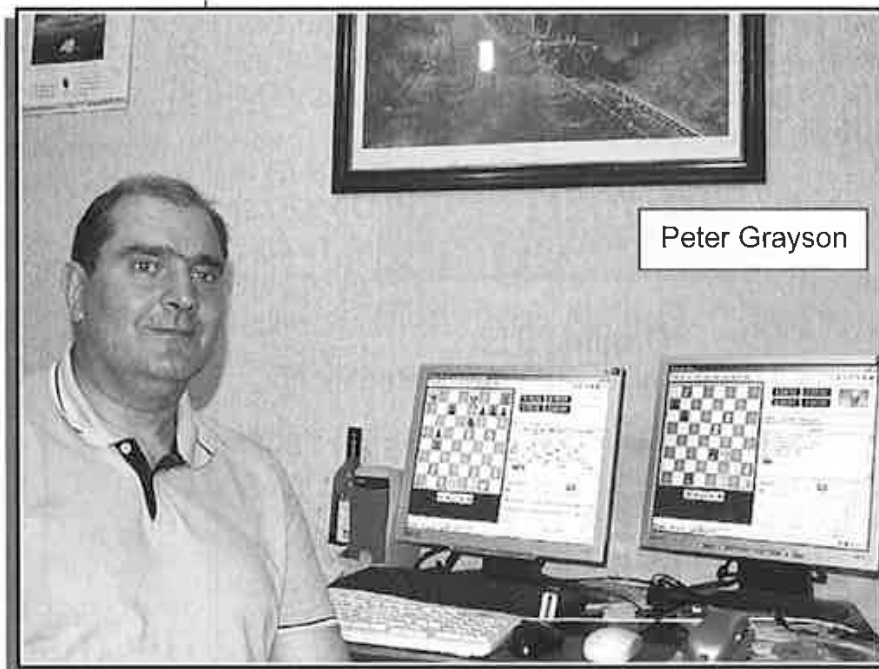
I have found two issues with Deep Rybka 4.

Firstly the time it can take to complete a match because of the "better mate search" issue in non EGTB mates. These can see it take most of the remaining time control to deliver a mate sequence when other engines would finish it off within a few seconds. Worst I've seen so far was 20 seconds to deliver mate in one! This may not seem too dramatic but accumulatively it noticeably increases the time to complete a 100 game match.

Secondly, lack of complete confidence in results. Despite DR4 still being the strongest engine (in my two machine tests), incredibly confidence in its critical position analysis may be in doubt because of too many instances of getting it wrong. At worst it can see a win thrown away.

I've attached a recent game that highlights the issue and please note it is not the known poor endgame play issue where certain endgame knowledge was removed on the basis table bases would be used. The potential mating threat was the theme here. Having done the hard work to create the win, a series of inexplicable moves saw it quickly lose the advantage and a draw resulted. The worst is at move 44 where other engines, and DR4 in single thread mode, quickly saw the best move.

DR4 is not on its own in the incorrect analysis, such as at 54.h4 still showing White as having a good advantage. I checked Stockfish and Hiarcs which is unable to see there is no win, and for several moves after DR4



knows it. To see these sort of errors from top engines is very disappointing and I still believe there is a need for every engine to have two versions: one that may include shortcuts that gives overall better results in game play, but then a second to meet the need for an engine that is an accurate analysis tool. Some of the so called clone engines may be closer to giving exactly that in one engine where their analysis may be more reliable than the commercial engines! I think that Houdini 1.03 falls into that category.

Best regards..... Peter

Here is the game Peter is referring to. It is interesting to see where and how the game swings in White's favour as well as then looking at the blunder that misses the win.

As we often do I've left some of the 'expected replies' and evaluations in throughout the game. The latter in particular are quite important as engines make their move choices based on the evaluation they give for prospective moves. Another thing we have done is leave some Houdini move choices and evaluations in for comparison! The reason for this is that Houdini is frequently accused of being a Rybka clone with bits of Stockfish and others in it. No-one knows for sure, though most rating lists leave it out, and it doesn't enter major tournaments where organisers might wish to have a full view of its code for comparison. This doesn't prove

that Houdini is either guilty or not guilty... but it is obvious that there are some positions where it does vary, and quite considerably, with Rybka.

**DEEP RYBKA4 1GB HASH -
DEEP RYBKA4 512 MB HASH**

Part of Hash Test matches
Opening B12.

Time Control 40/5' 40/5' 40/5'

1.e4 c6 2.d4 d5 3.e5 ♘f5 4.c3 e6 5.♘f3 ♘d7
6.♙e2 f6 7.0-0 ♖c7 8.♙d3 ♙g4 9.♘bd2 fxe5
10.h3 ♙h5 11.g4 ♙g6 12.♙xg6+ hxg6
13.♘g5 ♙e7 14.♘df3 e4 15.♘xe6 ♖d6
16.♘fg5 ♙xg5 17.♘xg5 ♘gf6 18.♙g2 0-0
19.♖b3 ♘b6 20.a4 ♖d7 21.♖d1 ♘h7
22.♘xh7 ♙xh7 23.f4 ♙f6 24.a5 ♘c4 25.b3
♘d6 26.♙a3

Both now play their last book moves

26...♙af8 27.♖d2 -0.03/19 1:19 ♙8f7
28.♙f2 ♘e8 29.♙af1 b6 30.axb6 axb6
31.♖e2 ♙g8 32.♙c1 ♘c7 33.♙e3 ♙f8 34.c4
♙a8 (b5)



35.f5!?

0.12/16 24. I like this move. The Houdini choice was 35.♖b2 but -0.23

35...gxf5 36.g5

0.27/15 0. Houdini +0.09

36...♙ff8 37.g6 0.38/17 0 ♘e8 38.♙g5 ♘f6
(e3) 39.♙xf6 gxf6 40.♙xf5

0.53/19 0. Houdini would choose 40.♖h5 +0.28. The Rybka move this time might not be any better, but it is much more effective as it draws an error from its 512MB hash opponent

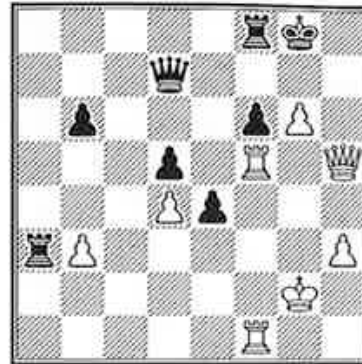
40...♙a3?

(dxc4). 40...dxc4 was correct, w0.20
41.cxd5

0.51/14 23. Rybka isn't yet sure that it has much, but Houdini is and shows +1.51

41...cxd5 42.♖h5

Now Rybka is also optimistic with 1.72/12 4, while Houdini has +1.84



42...♙a2+?!

(Ra7) was expected and is probably best: 42...♙a7 43.♙xf6 ♙xf6 44.♙xf6 and now I'd expect 44...♙a2+ 45.♙f2 ♙xf2+ 46.♙xf2. White should win from here though it isn't so straightforward

42...♖g7 is also better, but 43.♙xf6 ♙xf6 44.♖xd5+ ♙h8 45.♖d8+ ♖f8 46.♖xf6+ ♖xf6 47.♙xf6 ♙xb3 48.♙f7 wins

43.♙h1 ♖g7

(e3) was expected, but if so 44.♙5f4 ♙a5 45.g7 ♖xg7 46.♙g4 wins



44.♙xf6?

2.15/15 22. White misses a certain win. When Peter switched Rybka to SP (single thread) mode it produced 44.♙5f4!!+- 8.01/15 15... yes, in just 15 secs.

The first test with two threads took 82secs to find 44.♙5f4!! But with 4 cores as in the game it also considers 44 Rxd5? as well as game move ♙xf6? and the best move.

Peter sent me some clipped analysis of the 4-core thinking process. It would cover 2

full pages if I left it all in, so here is a much reduced version:

Clipped Analysis by Deep Rybka 4 x64

Threads=1:

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.h4 e2
51.Kg1 e1Q+ 52.Rxe1 Kxg6 53.Re5 Rd2 54.h5+
Kh6 55.d5 b5 56.Kf1 Rb2 57.d6 Rd2 58.Rxb5 Rxd6
59.Ke2 +- (1.75) Depth: 11 00:00:00 67kN

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.h4 e2
51.Kg1 e1Q+ 52.Rxe1 Kxg6 53.Re5 Rd2 54.h5+
Kh6 55.d5 b5 56.Kf1 Rb2 57.d6 Rd2 58.Rxb5 Rxd6
59.Ke2 +- (1.75) Depth: 12 00:00:01 115kN

44.R5f4 Rd8 45.Rxf6 Qc7 46.R6f4 +- (1.87 !)
Depth: 13 00:00:03 386kN, tb=8

44.R5f4 Rd8 45.Rxf6 Ra7 46.Qf5 Kh8 47.Rf4 Qh6
48.g7+ Qxg7 49.Rh4+ Kg8 50.Qe6+ Rf7 51.Rg4
Rdf8 52.Rxg7+ Kxg7 53.Rg6+ Kh7 54.Qxb6 +-
(4.82 !) Depth: 13 00:00:06 815kN, tb=8

44.R5f4 Ra5 45.Qf5 Qe7 46.g7 Qxg7 47.Qe6+ Rf7
48.Rxf6 Raa7 49.Qe8+ Qf8 50.Rg1+ Kh7 51.Qxf8
Rxf8 52.Rxf8 Rd7 53.Kh2 Rd6 54.Rb8 Rf6 55.Rd8
Rf5 56.Rd7+ Kh6 57.Rd6+ Kh5 58.Rxb6 Rf7
59.Rd6 +- (7.30) Depth: 13 00:00:12 1718kN,
tb=8

44.R5f4 Ra5 45.Qf5 Qe7 46.g7 Qxg7 47.Qe6+ Rf7
48.Rxf6 Raa7 49.Qe8+ Qf8 50.Rg1+ Kh7 51.Qxf8
Rxf8 52.Rxf8 Rd7 53.Kh2 Rd6 54.Rb8 Rf6 55.Rd8
Rf5 56.Rd7+ Kh6 57.Rd6+ Kh5 58.Rxb6 Rf7
59.Rd6 +- (8.01) Depth: 14 00:00:18 2799kN,
tb=9

Clipped Analysis by Deep Rybka 4 x64

Threads=2:

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.Kg1 Rd2
51.Rxe3 Rxd4 52.Kg2 Kxg6 53.Re6+ Kg5 54.Rxb6
Rd2+ +- (1.74 !) Depth: 9 00:00:00 24kN

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.h4 e2
51.Kg1 e1Q+ 52.Rxe1 Kxg6 53.Re5 Rd2 54.h5+

Kg7 55.d5 b5 56.Kf1 Kf6 57.Ke1 Rd3 58.Ke2 Rxb3
59.Re6+ +- (1.84) Depth: 13 00:00:01 170kN,
tb=1

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.Rxe3
Kxg6 51.Re5 Rd2 52.Rb5 Kf6 53.Rxb6+ Kf5 54.b4
Rxd4 55.b5 Rb4 56.Rb8 Rb2 57.b6 Ke6 58.h4 Kd5
59.h5 +- (2.00) Depth: 14 00:00:17 901kN,
tb=220

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Kg7 50.Rxe3
Kxg6 51.Re5 Rd2 52.Rb5 Kf6 53.b4 Ke7 54.Rxb6
Kd8 55.b5 Rd3 56.Kg2 Rxd4 57.Rc6 Kd7 58.Rf6
Kc7 59.Kg3 +- (2.13) Depth: 15 00:00:31
1421kN, tb=402

44.Rxf6 Rxf6 45.Qxd5+ Kh8 46.Qd8+ Qf8
47.Qxf6+ Qxf6 48.Rxf6 e3 49.Re6 Rd2 50.Rxe3
Rxd4 51.Re7 Rd1+ 52.Kg2 Rd6 53.g7+ Kh7
54.Rb7 Rd2+ 55.Kg1 Rd1+ 56.Kf2 Rd2+ 57.Ke3
Rd6 58.Ke4 Rh6 59.Kf5 +- (2.25) Depth: 17
00:01:16 3389kN, tb=1287

44.R5f4 Rd8 45.Rh4 +- (2.40 !) Depth: 17
00:01:22 4739kN, tb=1287

44.R5f4 Rd8 45.Rh4 Ra6 46.Qf5 Qe7 47.g7 Kf7
48.Rh7 Qd6 49.g8Q+ Kxg8 50.Qg6+ +- (2.80 !)
Depth: 17 00:01:25 5342kN, tb=1287

44.R5f4 Rd8 45.Rh4 +- (3.60 !) Depth: 17
00:01:28 6210kN, tb=1288

On Eric's dual2core, Houdini 1.03a w32 found R5f4 after 2 secs and after 10 secs had:

44.♠5f4 ♠a5 45.♠f5 ♠e7 46.g7 ♠xg7 47.♠g4 ♠a7
48.♠xd5+ ♠h8 49.♠xg7 ♠xg7 50.♠xe4 ♠g5
51.♠e7 ♠fg8 52.♠xf6+ ♠h7 53.♠xb6 ♠8g6 54.♠b8
♠g7 55.b4 ♠g3 56.♠c8 ♠g8 57.♠d7+ ♠h6 58.♠c6+
♠h5 8.16/15

Indeed 44.♠5f4! is the winning line and in reply 44...♠a5 the only chance, hanging on to the d5/pawn, but it's not enough 45.♠f5 ♠e7 46.g7 ♠xg7 (all other moves here allow mate announcements) 47.♠g4 winning easily

To find 44.R5f4 on Eric's D2C: Houdini 2 secs, Fritz12 1 sec, Shredder12 5 secs,

Hiarcs13 9 secs, Stockfish1.8 1 sec, Rybka4 3mins 28.

Back to the game after 44. ♖xf6?



44... ♖xf6 45. ♗xd5+

2.15/16 1. Houdini shows +1.05, Fritz12 2.72, Shredder12 1.35, Hiarcs13 2.02, Stockfish +2.34

45... ♖h8 46. ♗d8+ 2.15/16 1 ♗f8
47. ♗xf6+ 2.15/16 1 ♗xf6 48. ♖xf6 2.27/16
0 e3 49. ♖e6

2.34/19 0. Houdini has +0.76, Fritz12 3.11, Shredder12 2.17, Hiarcs13 2.44, Stockfish1.8 2.66. It looks as if Houdini understands this position better than any of the others tested

49... ♖d2 50. ♖xe3 2.76/21 0 ♖xd4 51. ♖e6
2.76/21 0 b5 (Rb4) 52. ♖e7 2.76/21 5 ♖b4
53. ♖g2

2.76/20 12. Of the other engines only Hiarcs goes with Kg2 showing 2.24. The others play 53.Re3, Houdini +0.93, Fritz12 3.79, Shredder12 2.60, Stockfish1.8 2.62

53... ♖xb3 54. h4

2.76/20 0. Peter says that both Stockfish and Hiarcs also still have big evaluations, but on my D2C after finding Houdini now down to only +0.20, Fritz12 1.72 (so beginning to drop), Shredder12 2.00, and Hiarcs13 2.39, I suddenly saw Stockfish1.8 drop to 0.00 after only a very few seconds on my machine!

54... ♖d3 (Rc3) 55. h5

0.61/18 14, the Rybka4 eval now shows a large, sudden drop, at last

55... ♖d5 56. ♖h7+ 0.60/19 4 ♖g8 57. ♖f3
b4 58. ♖g4

0.60/19 2. On Peter's machine 58.h6 was the HIARCS 13.1 choice showing +2.75, but

dropping to 0.00 a couple of moves down its line. However on my D2C Hiarcs13 chooses Rybka's move Kg4 showing 2.79 and though I left it on the position for 10 minutes showed no inclination at all towards h6?!

This and the difference in our Stockfish evals at move 54 are further examples of what Peter was saying about 2 and 4-core testing and games causing result variations. Mark Uniacke kindly explained the reasons for this to me, about 18 months ago, but foolishly I've lost the contents of his e-mail somewhere.

Shredder12 chooses h6 and has 0.94 so its eval is dropping now, the others go with the Rybka move Kg4: Fritz12 has 1.25, Houdini 0.54 and Stockfish1.8 of course is still happy on 0.00, at least on my laptop!

Here is the rest of the game for those who want to play it through

58... ♖b5 59. ♖c7 b3 60. h6 ♖b4+ 61. ♖g5
♖b5+ 62. ♖f4 ♖b4+ 63. ♖f5 0.60/22 3
♖b5+ 64. ♖f6

0.00/23 11. At last!

64... ♖b6+ 65. ♖g5 ♖b5+ 66. ♖h4 ♖b4+
67. ♖g3 ♖b8 68. ♖c1 b2 69. ♖b1 ♖b6 70. h7+
♖h8 71. ♖h4 ♖g7 72. ♖h5 ♖b5+ 73. ♖g4
♖b6 74. ♖h1 ♖xg6+ 75. ♖f4 ♖h8 76. ♖e3
♖b6 77. ♖b1 ♖xh7 78. ♖d2 ♖g6 79. ♖xb2
♖g3 80. ♖b1 ♖g7 81. ♖c3 ♖g6 82. ♖c4 ♖f5
83. ♖f1+ ♖e6 84. ♖e1+ ♖f5 85. ♖f1+ ♖e4
86. ♖e1+ ♖f4 87. ♖f1+ ♖e3 88. ♖e1+ ♖d2
89. ♖e6 ♖d1 90. ♖d4 ♖d7+ 91. ♖e3 ♖d8
92. ♖e5 ♖d7 93. ♖e8 ♖a7 94. ♖d8+ ♖c1
95. ♖e2 ♖c2 96. ♖c8+ ♖b1 97. ♖b8+ ♖c1
98. ♖d8 ♖c2 99. ♖c8+ ♖b1 100. ♖b8+ ♖c1
101. ♖d8 ½-½

I hope our readers enjoy this article. It's one thing to play 100 games and, after checking the scores, say that this program is top, and this one isn't as good and so on. That's not a criticism, I've been doing it myself for years! But I do find it fascinating to look more closely at the moments where games are won and lost, and spend time seeing how the various programs deal with situations while I try to understand whether it's a search issue, an over-pruning problem, a mis-evaluation, lack of tactical or king attack/safety coding, an endgame weakness relying too much on tablebases... or whatever! Hope you do too!

BILL REID'S "TIME FOR ADJUDICATION" TOUGH POSITIONS- THAT'S TOUGH FOR COMPUTERS... AND US!

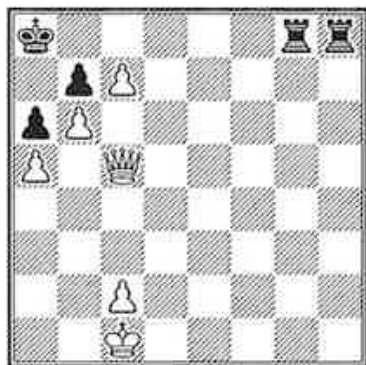
July 31st.
Dear Eric

"I took up three whole pages in SS149, so I thought that this time I should come up with something a bit briefer!

"I hope you find it suitable for inclusion in SS150. Mustn't miss the century and a half issue! An amazing achievement on your part!

However! Before we look at Bill's latest position we must go back again to the position which has been haunting us since issue 148.

Black to move and draw



There was no problem with this part:

1...♖h1+ is the ONLY way to draw. E.g:
2.♔b2 Or 2.♔d2 ♖h2+ 3.♔c3 ♖xc2+
4.♔xc2 ♖g2+ 5.♔d3 ♖d2+ etc. 2...♖b1+
3.♔xb1 ♖g1+ 4.♔b2 4.♗xg1 stalemate
4...♖b1+ 5.♔c3 ♖b3+ ½-½

We felt that once readers, with or without the help of their computers, had found this drawing method, it would be fairly easy to work out how to **win** with **White** to move!

And so from the same position as above:

1.♔b2 and, for example: 1...♖e8 2.♔b2 ♖c8
3.♗d3 ♖ce8 4.c4 ♖ef8 5.♔b3 ♖hg8 6.c5 ♖g3
7.c8♖+ ♖xc8 8.♗xg3 ♖f8 9.c6 bxc6 10.♗c7
♖f3+ 11.♔a4 ♖f4+ 12.♗xf4 c5 13.♗c7 c4
14.♗a7#

Unfortunately when we gave it to the top PC engines they found that 1.♗d4, 1.♗c4 and 1.♗c3 are all also m/14!

Here's an example showing how, after 1.♗d4 even the previously saving 1...♖h1+ no longer works: 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#

All of the tested programs found the draw when playing as Black, but we did mention in SS149 that some programs couldn't find the mates for White. And amusingly, with such a bunch of m/14 moves, we had a smile when TogaII produced 1.♗d6 also showing m/14, but now in fact 1...♖h1+ does draw!

We showed analysis for these lines in our last issue, so that's enough on the initial position. Then we asked if anyone could find an alternative set-up for the starting position which would yield only ONE drawing move with Black to play, and ONE winning move with White to play.

Our thanks for all contributions!

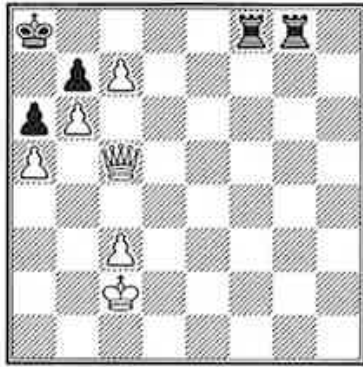
The first attempt moves the Black rooks over to the f and g-files.



However now there are two ways for Black to draw: 1...♖f1+ and ♖g1+. E.g after 1...♖f1+ 2.♔b2 ♖b1+ 3.♔xb1 ♖g1+ 4.♔b2 ♖b1+ 5.♔c3 ♖b3+ 6.♔d2 ♖d3+ 7.♔e2 ♖d2+ 8.♔f3 ♖f2+ 9.♔g4 ♖g2+ 10.♔f3 ♖f2+. Incidentally if 1...♖g1+ 2.♗xg1 ♖f1+! draws!

There was a slight improvement in that we can only find 2 ways for White to win (instead of 4), but I'm afraid that 1.♗c4 and 1.♔b2 are both m/15.

The next effort was Bill's own "improvement" and involved moving the White king and pawns up from c1 and c2 respectively, to c2 and c3!



Now there's only one way to draw, which is **1...♖g2+** **2.♔b3** If **2.♔d3**, **♖d2+** also draws **2...♖b2+**. This is very similar to the **1...♖h1+** solution given for the original position, so there's no need to see it further.

So far so good, but sadly we found at least 3 mating moves: **1.♔d5**, **1.♔b3** (Bill's intended solution), and **1.♔c4** #13

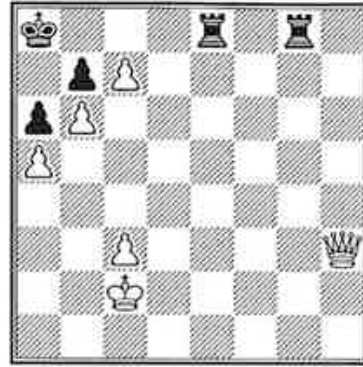
Then Bill hit on a superb alternative:



This had us excited as there is now only ONE mate for White, and that with the intended **1.♔b3!** **♖c8** Or **1...♖h8** **2.♔d3** **♖eg8** **3.c4** **♖f8** **4.c5** **♖h3** **5.c8♖+** **♖xc8** **6.♔xh3** **♖f8** **7.♔d3** **♖e8** **8.c6** **♖e3** **9.♔xe3** **bxc6** **10.♔e7** **♔b8** **11.♔a7+**# **2.♔d3** **♖ce8** **3.c4** **♖ef8** **4.c5** **♖g3** **5.c8♖+** **♖xc8** **6.♔xg3** **♖f8** **7.♔g7** **♖e8** **8.c6** **♖e3+** **9.♔c2** **♖e2+** **10.♔d3** **♖e3+** **11.♔xe3** **bxc6** **12.♔a7+**#

Note if **1.♔h7** Black can draw with **1...♖g2+**, **1...♖e2+** and **1...♖h8**. I'll leave readers to work this out if they wish, but Black's plan in most lines is pretty much the same as the drawing methods we've already looked at.

But then came a disappointment. With Black to move and draw:

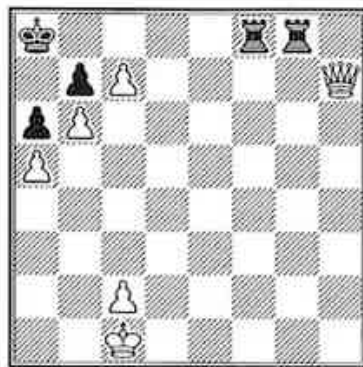


1...♖g2+, **1...♖e2+** and **1...♖h8** all work.

Here's a **1...♖h8** line: **2.♔f1** **♖h2+** **3.♔b3** **♖b2+** **4.♔a3** **♖a2+** **5.♔xa2** **♖e2+** **6.♔b3** **♖b2+** **7.♔c4** **♖b4+** **8.♔d3** **♖d4+** **9.♔c2** **♖d2+** **10.♔xd2** 0.00

And a **1...♖e2+** line: **2.♔b3** **♖b2+** **3.♔c4** **♖g4+** **4.♔xg4** **♖b4+** **5.♔d5** **♖b5+** **6.♔e4** **♖e5+** **7.♔f3** **♖e3+** **8.♔xe3** 0.00

For OUR final effort Bill wrote: "I think the answer is to modify it so that the queen can't make a move to the a1-h8 diagonal. Then **1.Kb2** is the only winner. But you had better check it!"



And there's only one way to draw!: **1...♖g1+** **2.♔d2** **♖f2+** **3.♔c3** **♖f3+** **4.♔b4** **♖b1+** **5.♔c5** **♖c3+** **6.♔d6** **♖d1+** **7.♔e6** **♖e3+** **8.♔f5** **♖f1+** **9.♔g4** **♖g3+** **10.♔xg3** **♖f3+** **11.♔xf3** 0.00

But annoyingly we're back to the computers finding two ways to produce m/15 as White.

1.♔b2 **♖g5** **2.♔e7** **♖gg8** **3.♔d7** **♖h8** **4.♔d3** **♖e8** **5.c4** **♖hg8** **6.♔b3** **♖h8** **7.c5** **♖h3** **8.c8♖+** **♖xc8** **9.♔xh3** **♖f8** **10.♔d3** **♖e8** **11.c6** **♖e3** **12.♔xe3** **bxc6** **13.♔e7** **♔b8** **14.♔a7+** **♔c8**

15. ♖c7+ #

And 1. ♖d3 ♜g1+ 2. ♔b2 ♜b1+ 3. ♔c3 ♜d1
 4. ♖f5 ♜dd8 5. cxd8 ♜+ ♜xd8 6. ♔b4 ♜h8 7. c4
 ♜e8 8. c5 ♔b8 9. c6 bxc6 10. ♖d7 c5+
 11. ♔xc5 ♜c8+ 12. ♔d6 ♜d8 13. ♖xd8+ ♔b7
 14. ♖c7+ ♔a8 15. ♖c8 #

We are open to other readers who still feel like persevering – if you find a potential solution please send it in for testing. But we rather think it might never work to produce only ONE drawing move for Black AND ONE winning move for White!

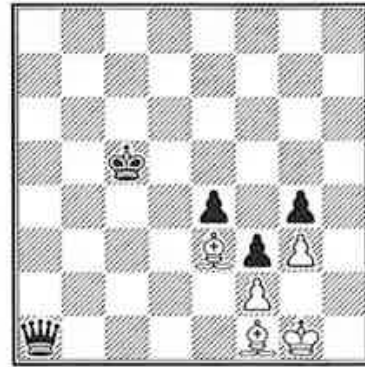
Finally we do get to Bill's contribution for this issue: **Time for Adjudication!**

"Many thanks to Eric for showing the programs that position where they are limited by the horizon of their calculating ability, but the human eye can visualise a winning strategy. As I thought, with the Black king on c8, even Rybka4 was unable to see how to do better than get a draw.

Black to move

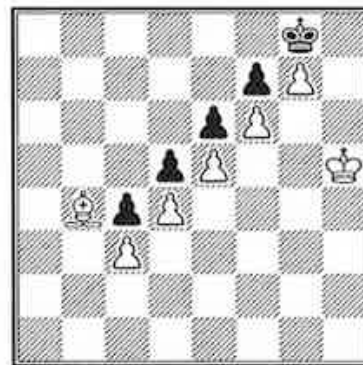


"But Eric raised an interesting point. What if the king is moved to another square?! Indeed, when the march it should make gets it to c5, then Rybka4, Hiarcs13 and Stockfish had the win within their horizon, though others were still unsure what to do with their king even here.



"So perhaps finding out how far down a line a program must be taken before it sees a solution might give us a way of comparing the strengths of programs?! Let's look at another position that is much simpler and requires no tactical finesse.

White to move



"Given this arrangement of the pieces, all a human needs to get the win is a knowledge of the rules of chess. These mean that Black can only shuffle the king between g8 and h7, while the White king is free to advance to e7, capture the f-pawn and queen his g-pawn. Of course the 'advance' must be made by moving the king 'the wrong way' for a while, due south round the Cape of Good Hope and then sailing north on the western side of the board!

"I'm not sure if there's a program strong enough to have the win within its horizon and I've not shown this position to Rybka4. Can it do it? What about the rest? How far does the king have to be along its journey before the solution is within their horizons?

"I wonder: could this be a simpler way of comparing program strengths than having to collect large numbers of game results to come up with figures like '3113', or '2770'? Just say "King on f3", or "King on d1"?!"

THE ROB VAN SON SIMULTANEOUS!

I got a surprising e-mail from our regular contributor **Rob van Son** a few weeks ago - he'd been playing in a Simultaneous!

My first reaction was to wonder who the Simul was against - let me think - he lives in Holland err. so we're looking for Dutch Grandmasters... van Wely. Mmmm.

I got my Chess magazine out and ran my finger down the World's top 80 - not a single one!

Aaagh, my mistake, not HOL for Holland, but NED for Nederland. There we go: Loek Van Wely 2677, Anish Giri 2672, Jan Smeets 2669.

But I was wasting my time! Rob wasn't part of a Simul playing alongside others against a top GM, it was Rob who was actually doing the Simul!

Hi Eric!

Just for fun, I played this week-end against eight of my museum pieces - maybe this is a better way to describe my very old dedicated chess computers!

So I put them on a large table and provided the oldies with some electrical power. It's usually good to use them at least once a year anyway, so that all the electronic parts will work again instead of getting dry joints, falling asleep or getting out of working order.

A good friend of mine came to watch all of this happening and took some pictures. I played very fast and it took some time, but I won most of the games. I didn't have the opportunity to also write down the moves, but that was not so important for me. As I said, I did it for fun! Here are some photos to give you an idea of what it looked like!

Best regards..... Rob

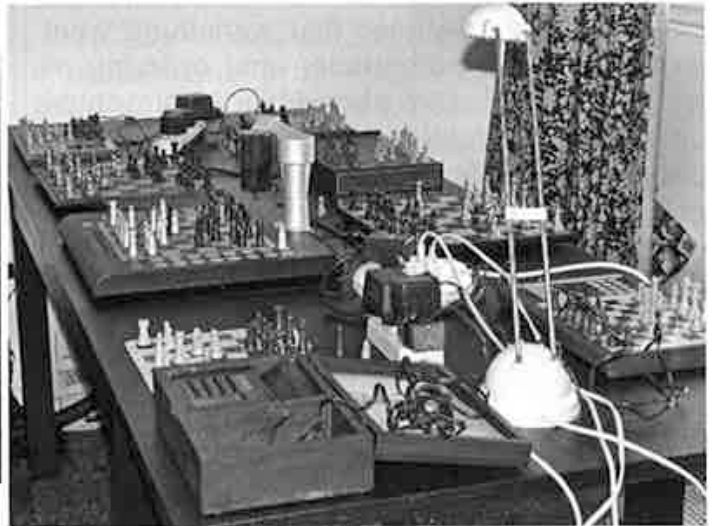




Left: Boris!

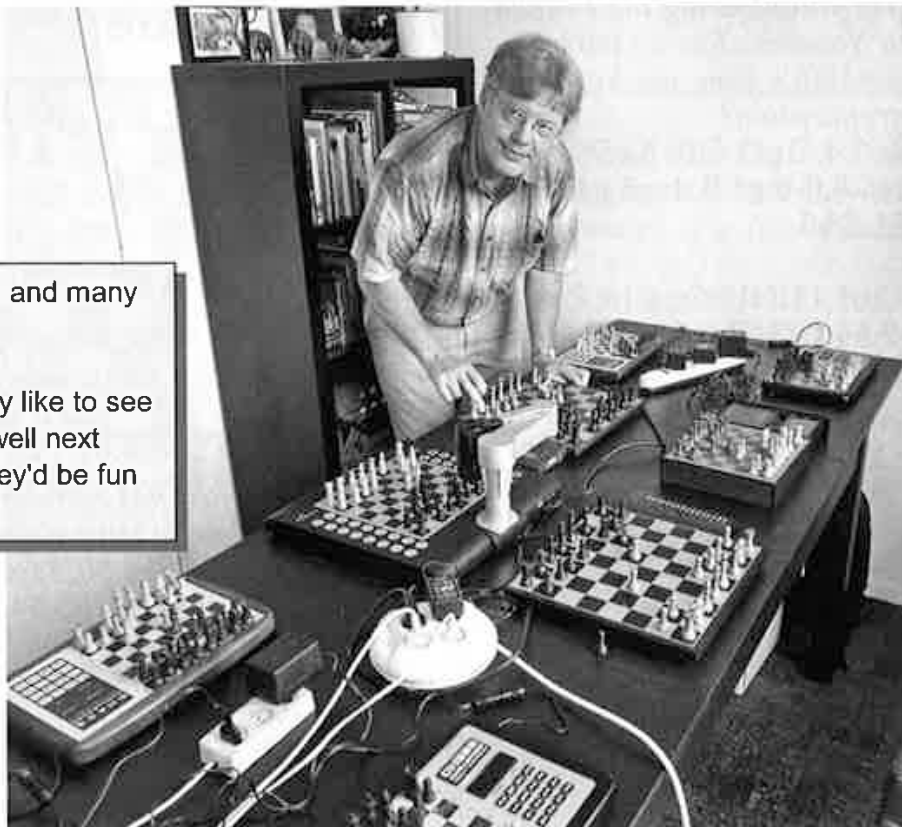
Below Left: Chess Challenger 3

How many others of the 8 computers do readers recognise?



Great stuff Rob, and many thanks.

But we'd all really like to see your games as well next time, I'm sure they'd be fun to play through!



ICT 10 IN LEIDEN, 2010 - THE RYBKA GAMES

We had a brief look at this event in our last issue, and included a look at Rybka's defeat to Sjeng after the World Champion 128-core Cluster played a strange move that the commercial Rybka4 wont play on any of our 1-2-4-8 core PCs. We also showed the Rybka win against Komodo.

When I played through the Rybka games, the overall feeling I have is one close to astonishment. Although it does draw and lose very infrequently, when you see it at anywhere near its best it is hard to see how anyone or anything can ever beat it!

Have a look and see what you think. As you do so you will see that something went wrong with the compilation and ordering of its book, so that it played some unwanted opening moves and got itself into one or two poor positions. It made no difference and we get a chance to see how Rybka extricated itself and went on to win every time!

The Baron - Rybka

Round 1. Opening C06

1.e4 e6

Two surprises already – The Baron almost never opens 1.e4, and how often do we see a PC engine volunteering the French Defence?! Jeroen Noomens has an early warning that something's gone wrong with his Rybka book preparation!

2.d4 d5 3.♘d2 ♙e7 4.♘gf3 ♘f6 5.e5 ♘fd7
6.♙d3 c5 7.c3 ♘c6 8.0-0 g5 9.dxc5 g4
10.♘d4 ♘cxe5 11.♙b5

End of theory

11...a6 12.♙a4 ♙xc5 13.f4!?! ♘c4 14.♘xc4
dxc4 15.♙xg4 b5 16.♙f3 ♙b8 17.♙c2 ♘f6
18.♙e3 ♙g8 19.♙f2 ♙d5



Vasik Rajlich (left) and Jeroen Noomens



20.♙h3?!

The start of Baron's decline from an equal position. Exchanging queens was correct:

20.♙xd5 ♘xd5 21.♙e1 ♘xe3 22.♙xe3=
20...e5! 21.♘f5

The only move, but White's position has become a little precarious

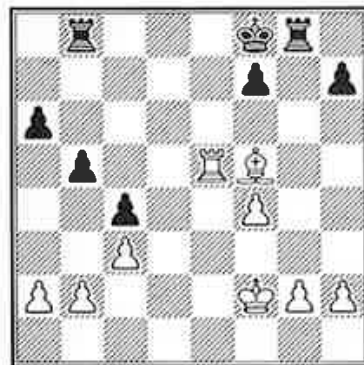
21...♙xe3 22.♙xe3 ♘g4 23.♙f3?

23.♙d2 ♙c5 24.♘d6+ ♔e7 25.♘e4
would have been better and, after the en pris queen moves with 25...♙b6, White must allow the rook capture with 26.fxe5 ♘xf2 27.♘xf2, and it doesn't look as if Black has all that much of an advantage

23...♙c5!

Black doesn't want a queen exchange here, this is strong!

24.♙e1 ♙xf2+ 25.♙xf2 ♘xf2 26.♙xe5+ ♔f8
27.♔xf2 ♙xf5 28.♙xf5

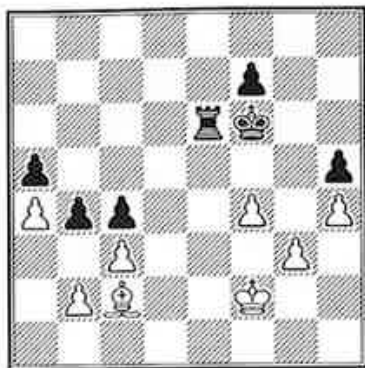


Rybka only just has enough to win but finishes the game in impressive style

28...♔g7! 29.h4 ♙ge8 30.♙xe8 ♙xe8 31.a3?!
h5 32.♙c2 ♔f6 33.♙b1 a5 34.♙c2 b4 35.a4

35.axb4 looks better, then 35...axb4
36.♙d1 ♙a8! 37.♙xh5 ♙a2 38.♔e3 ♙xb2,
and now 39.cxb4 must be played. Then it would go 39...c3 40.♔d3 c2 41.♔d2 ♙xb4 42.♔xc2 ♙xf4. But the end result is the same

as, from here, Black's rook will win either the g or h pawn and probably the game
35...♖e7 36.g3 ♖e6



37.f5?!

37. ♖h7 was best, but even then Rybka should win with 37... ♖d6 38. ♗e2 ♗e6 39. ♖e4 f5! 40. ♖c2 ♖d8! 41. ♗e1. The king has to defend the d2 square 41... ♖g8-+ 37... ♖e8 38. ♖b1 bxc3 39.bxc3 ♖b8 40. ♖e4 ♖b3 41. ♖f3

But White resigned without waiting for 41... ♖xc3 42. ♖xh5 ♖a3 43.g4 c3. 0-1

Spark - Rybka

Round 3. Opening B28

1.e4 c5 2.♗f3 a6?

Of course 2...a6? is not best at all! Jeroen Noomens was coming 'out of retirement' for this tournament, but 'retired' again soon after it.

There's about 5 or 6 alternative move better than this, 2...d6 and 2...♗c6 among them!

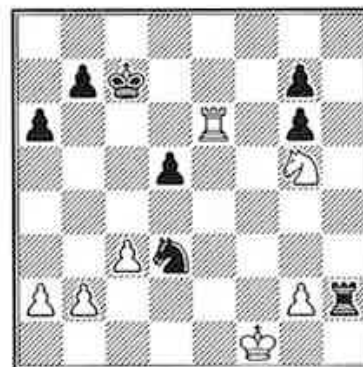
3.c3 e6 4.d4 d5 5.e5 ♖d7 6.♖d3

Well, we're in the rare O'Kelly variation and here Black can choose between 6...cxd4 and 6...♗c6

6...cxd4 7.♗xd4 ♗e7 8.f4?!

A bit over-committal for my liking, I prefer plain old 8.0-0

8...♗bc6 9.♗f3 ♖c7 10.♗bd2 ♗g6 11.♗b3 f6 12.0-0 0-0-0 13.♖e1 fxe5 14.♖xg6 hxg6 15.fxe5 ♖e7 16.♖g3 ♖df8 17.♖g5 ♖xg5 18.♗xg5 ♗xe5 19.♗d4 ♖f6 20.♖ael ♗d3 21.♖xc7+ ♗xc7 22.♗dxe6+ ♖xe6 23.♖xe6 ♖xf1+ 24.♗xf1 ♖xh2



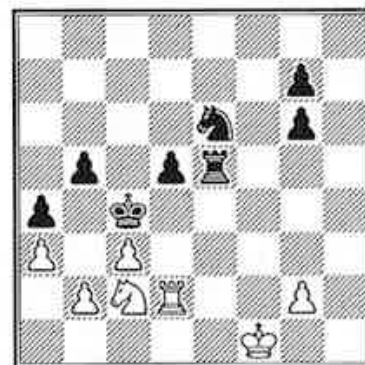
25.♖e7+?!

Loses a tempo. I believe 25. ♗g1 to push the rook away should have been played here, then if 25... ♖h4 26.b3

25...♗b8 26.♗g1?!

26. ♖xg7 ♗xb2 27. ♖xg6 would have been more consistent with White's 25th

26... ♖h4 27. ♖e2 ♖g4! 28. ♗f3 ♗c7 29. ♖d2 ♗f4 30. ♗h2 b5 31. ♗d4 ♗d6 32. ♗c2 ♗e6 33. ♗e3 ♖g5 34. ♗g1 a5 35. ♗f2 ♗c5 36. a3 a4 37. ♗c2 ♖f5+ 38. ♗e1 ♖e5+ 39. ♗f1 ♗c4



40.♗b4?

The wrong way. 40. ♗d4 was best and some chances of a draw remain after

40... ♗c5 41. ♗f3

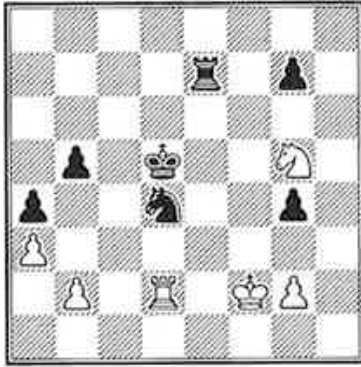
40...d4! 41. ♗c6 ♖e4 42.cxd4 ♗xd4

43. ♗a5+ ♗c5 44. ♗b7+ ♗d5 45. ♗f2 g5

46. ♗d8 g4 47. ♗f7 ♖e6!

Rybka makes it very difficult for the White ♗ to get back into the game

48. ♗d8 ♖d6 49. ♗f7 ♖d7 50. ♗g5 ♖e7



51.♞d1

If 51.♞h7 ♞e8 52.♞g5 ♞c4-+

Or 51.♞f1 ♞e5 52.♞f7 (52.♞h7 ♞h5

53.♞f8 ♞e4 54.♞g1 ♞e3-+) 52...♞f5+

53.♞f2 ♞xf2+ 54.♞xf2 ♞c4-+

Or 51.♞g3 ♞e2! 52.♞d1 ♞xb2 53.♞xg4

♞xg2+-+

51...♞e5 52.♞f7 ♞e2+ 53.♞g1 g3 54.♞g5

♞c4! 55.♞h1 ♞xb2 56.♞e4 b4 57.axb4 a3

58.♞xg3 a2

White can resign here

59.♞f1 ♞c2 60.♞h2 ♞xb4 61.♞d2 ♞e3

62.♞a1 ♞xd2 63.♞g3 ♞b3 64.♞f3 ♞c2

65.♞xa2 ♞xa2 0-1

Rybka - Hiarc

Round 4. Opening B90

1.e4 c5 2.♞c3 d6 3.♞ge2 a6 4.d4 cxd4
5.♞xd4 ♞f6 6.h3 e5 7.♞de2 h5 8.♞g5 ♞e7?

This time it's a surprise from the Hiarc

Book. 8...♞e6 is almost compulsory here

9.♞g3 h4 10.♞f5 ♞xf5 11.♞xf6 ♞xf6

12.exf5 ♞c6 13.♞c4 ♞d4 14.0-0!?

An ambitious pawn sac! 14.♞d5 would
hold the pawn after 14...♞xf5 15.♞xb7 ♞b8

16.♞c6+ ♞f8 17.♞e4=

14...♞xf5 15.♞d5 ♞d7 16.♞fd1 0-0 17.♞e4

♞e7 18.a4 ♞ac8 19.a5 ♞c6 20.c3 ♞g5 21.b4

♞f4 22.b5 axb5 23.♞xb5



Jeroen
Noomens

Rybka has developed an interesting
queenside attack – still a pawn down but
with a clear initiative for compensation

23...♞c7 24.♞d5 ♞a8 25.♞ab1 ♞a7 26.♞a4

It is not easy to find a good move for
Hiarc here, there are so many 'small'
attacks going on it would probably be nice
not to move at all! Maybe 26...g6 is safe and
not too weakening, and 26...♞f8 might be
okay

26...♞d7

Yes, this looks as good, but watch how
Rybka now increases the pressure up the
b-file

27.♞b5! g6 28.♞b4 ♞g7 29.♞h1 ♞h6

30.♞b1 ♞d8



31.♞b6!

Not 31.♞xb7?! just yet as 31...d5! 32.♞c5
♞c7 would leave an intriguing position and
both would have chances, it's about equal!

Chess is such an intriguing game, you can
make ten excellent moves and then one care-
less mistake can mess it all up!

31...♞g5?!

31...♞f4 was better, protected by the pawn
and not able to be captured by the ♞ as in
the game. So if 32.♞xb7 d5 33.♞c5 ♞c7
leads to a position where Rybka still has

some piece pressure, but Hiarcs has central pawn control. It would be very interesting, I think play might proceed 34. ♖d1 d4± 32. ♗xb7 d5 33. ♗xg5 ♖xg5 34. a6 e4?

The wrong pawn, and Black is probably lost after this. Instead 34...d4 35. ♖c5 ♖e7 offered Hiarcs a much better chance of saving the game

35. ♗c8! ♖d8 36. ♗xf5 gxf5 37. ♖d4+ ♗h7 38. ♖f6



38...♖e7

38...♖g8 is an interesting alternative, threatening ♖xg2 mate. Of course that's easily stopped with 39. ♖g1 but then with 39...♖e7 and a human on the other side of the board, a little panic might set in, even if Rybka wont!

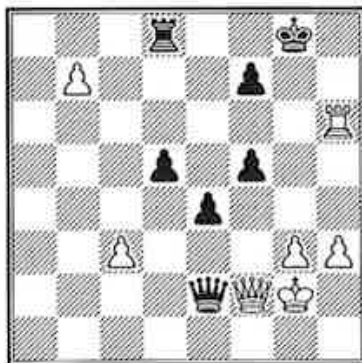
39. ♖bb6!

The threat is ♖h6+ and Black's queen would go in the exchanges

39...♗g8 40. ♖b7 ♖c1+ 41. ♗h2 ♖xb7 42. axb7 ♖f4+ 43. g3 hxg3+ 44. fxg3 ♖f3 45. ♖h6

Now threatening ♖h8 mate so Black must try some more checks

45...♖e2+ 46. ♗g1 ♖e1+ 47. ♗g2 ♖e2+ 48. ♖f2



Good, the mate threat has been dealt with. Should Hiarcs exchange queens? 48...♖d3!

No! 48... ♖xf2+? 49. ♗xf2 ♖b8 50. ♖b6 ♗f8 51. ♗e3 ♗e8 52. h4! and White wins 49. ♖b6 ♖b8 50. h4 ♖xc3?!

I think 50...e3 was a last minute try, then 51. ♖f4 ♖e2+ 52. ♗h3 ♖g4+ 53. ♖xg4+ fxg4+ 54. ♗g2 f5-+ and it's not quite over yet.

Even so I think Hiarcs produced a pretty good defence of its difficult position in this game, and made things quite awkward for Rybka at times

51. ♖xf5 ♖c2+ 52. ♗h3 ♖c1 53. h5 ♖h1+ 54. ♗g4 ♖d1+ 55. ♗h4 ♖h1+ 56. ♗g5! ♖c1+ 57. ♖f4!

That should settle it!

57... ♖xf4+

57...f6+ is the only check available now, but 58. ♗g6! then leaves Black without a check and forces 58... ♖xf4 59. gxf4 1-0

58. ♗xf4 ♗h7 59. ♗e3

The finish could go 59... ♗g7 60. g4 f6 61. ♗d4 ♗f7 62. ♗xd5 e3 63. ♗c6 e2 64. ♖b1 ♗g7 65. ♖e1 and it's over. 1-0

Shredder - Rybka

Round 5. Opening A88

1. d4 f5?!

Another major surprise! No!! Jeroen had prepared the Dutch Leningrad as an offbeat line response for this tournament!

2. ♗f3 ♗f6 3. g3 g6 4. ♗g2 ♗g7 5. c4 0-0 6. ♗c3 d6 7. 0-0 ♖e8 8. b3?!

8.d5 is probably best here

8...c6

And another surprise from Jeroen! After 8.b3?! Black usually plays 8...e5

9. ♗a3 ♗a6 10. ♖d3 ♖b8 11. e4 fxe4 12. ♗xe4 ♗f5 13. ♗xf6+ ♗xf6 14. ♖d2



My book has run out here, I don't know if Shredder or Rybka were still in their prepared theory. To be honest White's

advantage doesn't look that much to me, the Rybka bishops look quite dynamic operating off a semi-open file

14...♖d7 15.♜fe1 ♘c7 16.♜ac1 ♙h3 17.♙b4 ♙xg2 18.♙xg2 ♜f7 19.♘g5 ♙xg5 20.♞xg5 ♞bf8 21.♞c2 e5! 22.dxe5 ♘e6 23.♞e3 ♜f3 24.♞e4 ♘g5 25.e6 ♜xf2+ 26.♜xf2 ♜xf2+



27.♙h1

27.♙xf2 ♘xe4+ 28.♜xe4 ♞e7 29.♙xd6 ♞f6+. A material imbalance giving, I'd say, equal chances, at least on equal hardware

27...♞e7 28.♞e3 ♜f3 29.♞e2 ♜f8 30.♙c3 ♘f3 31.♞d1 ♘g5 32.c5

32.♞e1 would play for the draw, the safer option instead of endgame search depth risks against 128 cores, but Shredder wasn't to know

32...♞xe6 33.♞xe6+ ♘xe6 34.cxd6 ♙f7



White's passed but isolated d/pawn is too far advanced and will be difficult to protect 35.♞e1?!

35.♙b4 appears to be best and if 35...♞d8 White can play 36.♜f1+ ♙g8 37.♞e1= 35...♞d8 36.♙e5 ♙e8

It's a trifle hard for mere mortals (well, me anyway) to see why the Rybka eval started to go up after 35.♞e1?! I think it is probably because with its bishop on e5 instead of b4 White has less control over the queenside pawn majority

37.♜f1 ♞d7

This and Black's next are a neat manoeuvre to enable the rook to look at the kingside, then the king goes to d7!

38.♙g2 ♜f7 39.♞e1 c5 40.h4 ♙d7 41.g4 ♘d8 42.♞h1

It's interesting. If you change the move order and go 42.♙g3 ♘c6 would White still choose ♞h1?! Possibly not, more likely would be 43.♞e4

42...♘c6 43.♙g3 ♘b4 44.♞c1

44.h5!? g5 would block the kingside and secure White's ♙ on g2/h3

44...b6 45.♞e1 a6! 46.♞e2

46.a4 was the other possibility and maybe preferable, then if 46...♘c6 47.♞e3

46...♘d5 47.♞e1 ♜f6



We come to what seems to be the critical mistake. White needs to be cautious and force Black to find a way to win

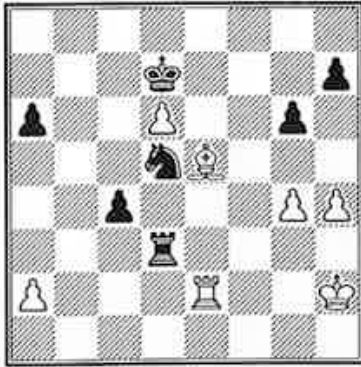
48.♙h2?!

This not only moves away from the centre, where it will surely be needed, but also the king leaves its protection of a vital square which Rybka jumps into immediately

I initially thought the quiet 'do nothing but keep safe' 48.♞e2 was best, then I'd expect 48...b5 49.♞e5. But here I'd only looked at 49...♙xd6 when the discovered check 50.♜h5+ might well save the day! 50...♙c6 51.♜xh7. However 49...♞xd6! 50.♞g5 h6 51.♙xd6 hxg5 52.♙xc5 gxh4 and Black has the upper hand

48...♜f3! 49.♞e5?!

Over ambitious. 49.♙g2 was best, accepting the loss of tempo, then 49...♞d3 50.♙f2 ♞d2+ 51.♙g1 b5 52.♜f1! though the game probably can't be saved I fear 49...♞d3 50.♞e2 b5 51.♙e5 c4 52.bxc4 bxc4



The pawn majority has produced a passed pawn

53.♔g1 c3 54.♔f2 ♖h3! 55.♙g3 ♖h1
56.♞e1?!

56.♞c2 was probably best, but Shredder has little chance now against Rybka's endgame play which here in particular is often very clever

56...♞xe1 57.♔xe1 ♘e3 58.♙f2

If 58.♙e5 c2 59.♙b2 ♔xd6 60.h5 ♘c4
61.♙c1 ♔e5 0-1

58...♘xg4 59.♙d4 ♘h2 60.♔d1 ♘f3 61.♙f2
♔xd6 62.♔c2 g5 63.hxg5 ♘xg5 64.♔d3
♔d5 65.♙e3 ♘e4 66.♙h6 a5 67.♙f8?

67.a4 was the best move, but the situation was still hopeless after 67...♘c5+ 68.♔xc3
♘xa4+ 69.♔c2 ♘c5 70.♔c3 ♘e4+ 71.♔b3
♔c5 72.♙f8+ ♔b5 73.♔c2 h5!

67...h5!

And it's over

68.♙e7 ♔e5 0-1

Junior - Rybka

Round 7. Opening C16

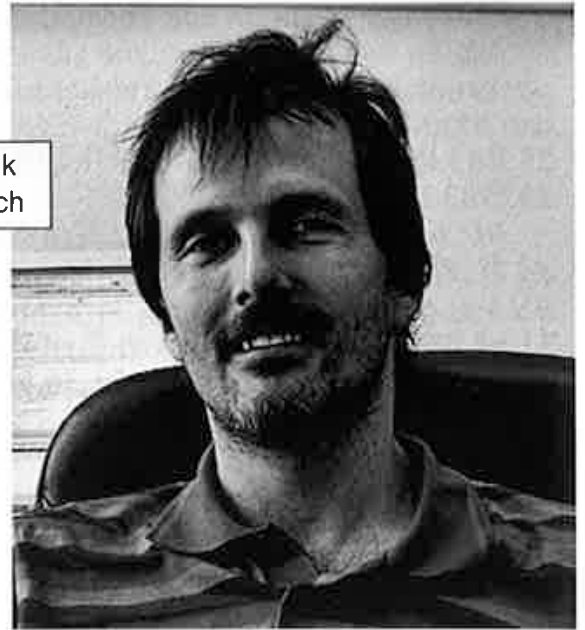
1.e4 e6

Jeroen Noomens announced himself "astonished" – another French, totally unintended. Only now did Jeroen, watching on the Internet, realise that something outside his control had gone wrong. It transpired that their regular operator, Hans van der Zijden, had chosen a wrong book option before round 1 causing a merging of incorrect books and, even worse, also affecting the priorities.

Despite many phone calls and e-mails they were unable to correct the fault, and Rybka played with the wrong book and options throughout the tournament!

However in this round it actually worked out well!

Vasik
Rajlich



2.d4 d5 3.♘c3 ♙b4 4.e5 ♖d7 5.a3 ♙xc3+
6.bxc3 b6 7.♞g4 f5 8.♞g3 ♙a6 9.♙xa6
♘xa6 10.♘e2 ♔f7

As we near the engines' leaving their books it is not all that easy to find a good continuation for White.

11.a4 and 11.h4 both get a mention, but with a ?! in each case!

A third move that's not been tested as far as I know might be 11.0-0. Maybe you could mark it [N] Hallsworth!

11.a4 ♘e7 12.h4 c5

Much better than one book line which goes 12...♘b8?!

13.h5 h6 14.0-0 ♖hc8 15.♘f4?!

Sacrificing a pawn which 15.♞b3 would have avoided

15...cxd4 16.cxd4 ♖xc2 17.♙a3 ♖c4!

18.♞fc1 ♖ac8 19.♞cb1 ♖e8 20.♙xe7 ♖xe7

21.a5?!

Giving Black a passed pawn

21...b5 22.♞d1 ♘b4 23.♞ac1 ♘c2 24.♞d2
♞c8 25.♞cd1 b4



Rybka is a pawn up and has an attack with it. To be honest I'd say the game is almost over, I couldn't see Rybka failing to win from here!

- 26.♖d3 ♘g8 27.♙h2 ♚e8 28.♗h4 ♞b7!
 29.♗h3 ♞b5 30.♗h4 a6
 30...b3?! 31.♞g3! ♜xd4 32.♗f6 ♞b7
 33.♗xh6 Black would still be winning, but it's less clear
 31.g4 b3 32.gxf5 b2 33.♜xe6 ♜xd4
 34.♞xd4 ♞xd4 35.♜xd4 ♗xe5+ 36.f4 ♗xd4
 37.♞xd4 b1♗



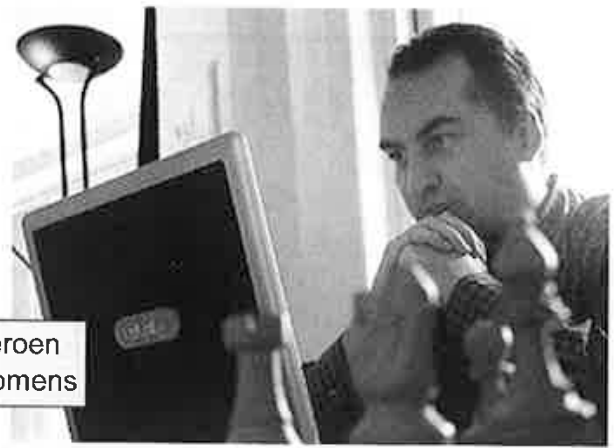
We'd better have a diagram after all the exchanges. Material is equal but White's king has a very precarious future unless Junior gets some protection for it. And while it's doing that Black would be able to pick off some pawns

- 38.♗f2
 The best try
 38...♗xf5 39.♗e2 ♙f8 40.♗d3 ♗xh5+
 41.♙g3 ♙f7 42.f5 ♞b2 43.♞h4 ♗g5+ 44.♞g4
 ♞g2+ 45.♙xg2 ♗xg4+ 46.♙f2 ♗h4+
 47.♙g1 ♗e1+ 48.♙h2 ♗xa5
 That's 3 pawns gone, much as expected
 49.♗e2 ♗c7+ 50.♙h3 ♗d6 51.♗h5+ ♙f8
 52.♗f3 ♗e5 53.♗d3 ♙f7 54.♗f1 ♙f6
 55.♗xa6+ ♙xf5 56.♗b7 d4 57.♗f3+ ♙g6
 58.♗g4+
 58...♙f6 59.♗d1 ♗e3+ 60.♙g2 d3. 0-1

The King - Rybka

Round 9. Opening E10

- 1.♜f3 ♜f6 2.c4 e6 3.d4 ♜c6 4.a3 d6 5.♜c3
 g6 6.e4 ♙g7 7.♙e2 0-0 8.0-0 ♞e8 9.♙e3 e5
 10.d5 ♜d4 11.♜xd4 exd4 12.♙xd4 ♜xe4
 13.♙xg7 ♙xg7 14.♜xe4 ♞xe4
 Noomens had his head in hands – another unplanned opening resulting in an equal, and rather stolid position on the board
 15.♙d3 ♞e8 16.♗b3 b6 17.♗c2 ♙d7



Jeroen Noomens

- 18.♞ad1 ♗f6 19.♗d2 ♞ac8 20.b3 ♞b8
 21.♙h1

An "I don't know what to do" computer move which we don't see so often nowadays
 21...♞e7 22.f4 ♞be8 23.f5 g5 24.♞f3 g4
 25.♞f4 h5



Junior's attempts to create a kingside attack have been neatly neutralised and Rybka will soon assert its positional superiority
 26.♙g1 ♞e3! 27.b4 ♙f8 28.b5 ♗e5 29.♞df1
 ♙e7 30.f6+ ♙d8



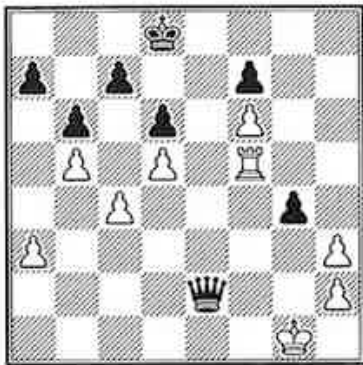
A critical moment as it transpires
 31.♗c2

The King needed to play 31.♙h7. With the White queen still on d2 it can then answer 31...h4 with 32.♗d4 and after 32...♞xa3

33. ♖xe5 ♜xe5 34. ♔g6! ♣
31...h4! 32. ♕f5?!

It seems the game is lost. If 32.c5, which seems best because then after 32...bxc5 it can play 33. ♕c4, then 33... ♞xa3 34. ♞d2 ♞a4 35. ♞c1 ♞b4 followed by h3 or g3 and winning

Or 32. ♞d2 g3! 33. ♞xh4 (33.h3 ♕xh3!) 33...gxf2+ 34. ♕h1 ♞g3 35. ♞d4 ♕g4+ 32... ♞e2! 33. ♞d3 h3 34. ♞4f2 ♞xf2 35. ♞xf2 ♕xf5 36. ♞xf5 ♞b2 37. gxf3 ♞e2! 38. ♞xe2 ♞xe2



White should resign

39.h4 ♞e3+ 40. ♞f2 g3 41.hxg3 ♞xg3+
 42. ♕f1 ♞xh4 43. ♞c2 ♞e4 44. ♞c3 ♞d4
 45. ♞f3 ♞xc4+ 46. ♕f2 ♞xd5 47. ♕g3 ♞xb5
 48. ♕h4 c5 49. ♞f4 c4 50.a4 ♞d5 51.a5 c3
 52. ♞f2 ♞e4+ 53. ♕h3 bxa5 54. ♞f1 ♞e3+
 55. ♕g2 c2 56. ♕h2 c1 ♞ 57. ♞xc1 ♞xc1
 58. ♕g3 ♞e3+ 59. ♕g4 ♕e8 60. ♕f5 ♞f3+
 61. ♕g5 ♕f8 62. ♕h4 ♞g2 63. ♕h5 ♞g3
 64. ♕h6 ♞g6# 0-1

So Rybka had won all of its 'other' 8 games, there was just the one 'cluster bug' defeat to Sjeng, and it finished with 8/9.

Sjeng came second. There are few short games in Computer Chess nowadays, but **Sjeng** managed to achieve a miniature against **RedQueen**, so will finish with that.

Its programmer introduced the game in his tournament review with the remarks: *"This should have been an easy game, but we did have a small mishap and panic with our openings book! - another one!!! In tournaments before we have used the Convekta book adaptor, but it had issues with move selection not being correct compared with the ChessBase GUI, such as red moves being played. But in this tournament the ChessBase GUI developed the annoying behaviour of*

keep resetting our book settings. As a result we played the wrong opening and ended up in a very committal position which is perfectly okay for White, our opponent!"

RedQueen - Sjeng

1.d4 ♘f6 2.c4 c5?! 3.d5 e6 4. ♘c3 exd5
 5.cxd5 d6 6. ♘f3 g6 7.e4 ♕g7 8. ♕e2 0-0
 9.0-0 ♞e8 10. ♘d2 ♘bd7 11.a4 a6 12. ♞c2

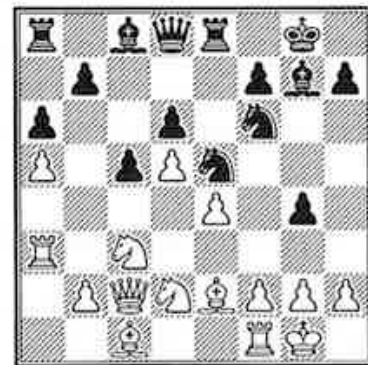
12.f4!? is possibly a stronger line with a very good record

12... ♘e5! 13. ♞a3 g5!? 14.a5

14. ♘d1 ♘g6 (or 14... ♞e7 15. ♞e1=) 15. ♘e3=

After 14.a5 Black can play ♞b8, ♕d7 or g4. You could say that g4 is thematic after the 13th move choice, but Black needs to know what he/it's doing!

14...g4!?



The game is still in theory, even if it's a bit murky! But a book move like this commits its engine to unadulterated attacking. Will Sjeng understand it must play like this?

If you put the position to most engines at this point, they see White has having a definite advantage, and look upon both the game move or 15.b3 as okay for White, and yielding at least a small advantage, though the game can go either way as it is so unbalanced

15. ♞e1 ♘h5! 16. ♘c4

16. ♘f1 sends the knight in the better direction

16... ♘xc4 17. ♕xc4 f5! 18. ♕d2 f4!



The engines still prefer White at this point. This is simply because of Black's opening choice, firstly at move 2 which was inevitably going to place Black at a long term disadvantage, barring a serious blunder, and then moves 13 and 14 which lead to exciting play, but which are risky for Black.

White has made some small mistakes, but please note that the '!' I have given for some Black moves is not because they put it ahead, but are my mark of approval that Sjeng does seem to understand quite well what's required in the position it has had thrust upon it!

19. ♖a4?!

A second slightly dubious move, but it's still not game over just yet.

19.g3 ♖f8 (19...fxg3 20.hxg3 ♔d7 21.♖b3±) 20. ♖e2 fxg3 21.hxg3 ♖f3 22.♖b3 looks okay, some engines have White ahead, others evaluate it as equal

19. ♖e2 ♖f8 20.g3 transposes 19...g3!

Black drops its pawn onto the square a White pawn should have taken. Now White must be very careful

20. ♖b6??

20.hxg3 had to be played, then 20...fxg3 21.fxg3 ♔e5 (or 21...♔d4+ 22.♔e3 ♔e5 23.♖d2=).

Now I'd play 22. ♖b6 when ♖xg3 leaves both engines with pieces en pris and plenty of complications and approximately equal chances!

Also 22.♖d3 might be okay, at least for now, though one can imagine a major attack developing down the f and g files in early course. Whether White can survive then is beyond the scope of this analysis. It's also irrelevant after the move White has actually played

20...gxf2+ 21.♔xf2 ♖h4+ 22.♔f1?!

22. ♔e2 was no better after 22... ♔g4+ 23. ♔d3 f3 24.g3 ♖f6+ 22... ♔g4 23. ♔xf4 ♖xf4 24.g3

There is nothing better

24...♖h3+ 25.♖g2??

Goodness, missing a mate in 1. Red Queen's programmer has some debugging to do!

25. ♔g1 delayed mate announcements a little, but 25... ♔d4+ 26. ♔h1 ♖e2 27. ♔xe2 ♖f8 (27... ♔xe2?? 28. ♖xe2 ♖f8 29. ♖g2 draws!) 28. ♔c4 ♖f2 0-1

25...♖xg2# 0-1

ICT 10 Leiden 2010

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	
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 IPON RATING LIST

The IPON Rating List has been running for some time now and is of particular interest because it is played with **Ponder On**, i.e. thinking in opponent's time. Most users like to have all Cores operating for each side when it's 'on move'. I have a Dual2Core and if it's, say, Rybka v Fritz, then when Rybka's thinking it uses both cores and Fritz switches off, then Fritz takes over the 2 cores and Rybka switches off. Another way to run the match, the IPON way, is to set Rybka and Fritz to each use only one core, enabling both engines to use 'their' core for thinking in opponent's time. They don't actually search quite as deep this way over the whole of a game, but of course it is more like the way the engines would play against you, me or a GM or in any 'Human' tournament - they'd 'think' in our time!

The website NOTES declare that going from SP to MP/2-core makes around 40 Elo difference to an engine, some a bit more and some a bit less, but there is little difference in the overall order of engines in an SP list when compared to an MP list. Ponder On makes a bigger difference! The engines in this listing have played at least 1,900 games!

The IPON hardware is AMD Quad 3.12 XP-64 and the time control G/5+3. All engines are run on only ONE core, with Ponder On. Even where it says 'Deep' or 'MP' in the listing, that is only to show exactly which product version is being used. They will use 64-bit mode if they can. otherwise 32-bit which is then shown in the List.

1	Houdini 1.03a	2953	33	Doch64 09.980 JA	2686
2	Deep Rybka 4	2951	34	Naum 3.1	2683
3	Rybka 3 mp	2898	35	Deep Onno 1-2-70	2682
4	Stockfish 1.8 JA	2895	36=	Onno-1-1-1	2681
5	Stockfish 1.7.1 JA	2883	36=	Rybka 1.0 Beta	2681
6	Rybka 3 32b	2848	38	Zappa Mexico I	2680
7	Stockfish 1.6.x JA	2831	39	Hannibal 1.0a	2679
8=	Naum 4.2	2818	40	Spark-0.3 VC(a)	2676
8=	Critter 0.80	2818	41	Onno-1-0-0	2675
10	Komodo 1.2 JA	2804	42	Deep Sjeng WC2008	2672
11	Rybka 2.3.2a mp	2801	43	Toga II 1.4 beta5c BB	2667
12	Deep Shredder 12 UCI 32b	2800	44	Deep Junior 11.2	2666
13	Deep Shredder 12	2798	45	Hiarcs 12.1 MP 32b	2659
14	Critter 0.70	2788	46	Deep Sjeng 3.0	2657
15	Naum 4.1	2785	47=	Critter 0.52b	2648
16	Deep Fritz 12 32b	2782	47=	Shredder Classic 4 32b	2648
17	Komodo 1.0 JA	2780	49	Naum 2.2 32b	2640
18	Rybka 2.2n2 mp	2772	50	Deep Junior 11.1a	2639
19	Naum 4	2771	51	Glaurung 2.2 JA	2633
20	Rybka 1.2f	2761	52	Rybka 1.0 Beta 32b	2631
21	Stockfish 1.5.1 JA	2759	53	Deep Junior 2010	2630
22	Fritz 12 32b	2743	54=	Fruit 05/11/03 32b	2625
23	HIARCS 13.1 MP 32b	2734	54=	HIARCS 11.2 32b	2625
24	Deep Fritz 11 32b	2725	56	Toga II 1.2.1a	2613
25	Doch64 1.2 JA	2713	57	Loop 13.6/2007	2612
26	Stockfish 1.4 JA	2712	58	ListMP 11	2610
27	Shredder Bonn 32b	2711	59	LoopMP 12 32b	2608
28=	Zappa Mexico II	2710	60	Deep Shredder 10	2603
28=	Spark-0.4	2710	61	Crafty 23.3 JA	2600
30	Protector 1.3.2 JA	2700	62	Twisted Logic 20100131x	2598
31=	Critter 0.60	2698	63	Spike 1.2 Turin 32b	2580
31=	Deep Shredder 11	2693	64	Deep Sjeng 2.7 32b	2559

PARIS 2010, A TOURNY FOR DEDICATED COMPUTERS

I MENTIONED THIS tournament in our last issue, showing an entry list, now also with the French ratings...

■ Tasc R40	2385
■ Resurrection Ruffian 2.1	2371
■ Tasc R30	2352
■ TurnierMachine (?)	2345
■ Fidelity Elite v11	2332
■ Mephisto Genius 68030	2330
■ Mephisto Risc 2	2255
■ Mephisto Magellan	2235
■ Saitek Sparc	2193
■ Novag Sapphire II	2122

The Tasc R40 was their top rated entry, and I was a bit surprised to see it just ahead of the Resurrection Ruffian. And I found out what the TurnierMachine was - a London 68030/36MHz.

Here is a games selection with a few photos! There weren't very many short games, but here was one in which Mephisto Risc played a move I could hardly believe!

MEPH GENIUS 68030 - MEPH RISC II 1MB

C43: Petroff Defence: 3 d4

1.e4 e5 2.♘f3 ♘f6 3.d4 ♘xe4 4.♙d3 d5
5.♘xe5 ♙d6 6.0-0 0-0 7.c4 ♙xe5 8.dxe5
♘c6 9.cxd5 ♖xd5 10.♖c2 ♘b4 11.♙xe4
♘xc2 12.♙xd5 ♙f5 13.g4 ♙xg4 14.♙e4
♘xa1 15.♙f4 ♙h3 Has been played before,
but f5 and f6 (Timman-Kasparov once) are
more popular 16.♖c1



16...f5?!N 16...c6 is known and surely better.
It stops ♙xb7 and the game is equal (remember,
the ♘/a1 is 'lost') 17.♙xb7 ♖ab8
18.♙d5+ ♘h8 19.b3 ♖b4?! 19...c6 still
makes sense, and if 20.♙f3 ♘xb3 21.axb3
♖b4, though 22.♙e3 leaves White with an
advantage 20.♙c4! ♖b6 20...♖d8!? 21.e6



The Risc has to find the right move now
21...♖f6?? Very strange - even a near
beginner would surely choose 21...♙e8. Black
would still be struggling of course. E.g. 22.f3
to stop the bishop escaping with ♙g4, and
Black is running out of pieces that can move!
22...♖exe6 23.♙xe6 ♖xe6 24.♘f2 ♖g6
25.♘d2 putting the ♘ en pris and White
should win 22.e7 ♖b8 23.♖d1 ♖g6+ 24.♙g3
♖d6 and resigned, not waiting for 25.♙xd6
♙g4 anything else and the PC engines
produce mate announcements 26.♖d5 ♙e8
27.♙b5 winning easily 1-0

MEPHISTO MAGELLAN - TASC R40

B01: Scandinavian Defence

1.e4 d5 2.exd5 ♘f6 3.d4 ♘xd5 4.c4 ♘b6
5.♘f3 g6 6.♘c3 ♙g7 7.h3 0-0 8.♙e3 ♘c6
9.♖d2 e5 10.d5 ♘d4?! An interesting pawn
sacrifice, but I prefer 10...♘e7 11.g4 e4
11.♘xd4 exd4 12.♙xd4 ♖e8+ 13.♙e3 ♖h4
14.g3 ♖e7 Much better than 14...♙xc3?
15.♖xc3 ♖e4 16.0-0-0! 15.0-0-0 ♙f5N I
found a 1996 game with 15...c5 but I prefer
the Tasc choice as after c5 White has 16.♙d3
leaving Black with little or no compensation
for the pawn 16.♙h6 16.g4!? ♙d7 17.♙e2±
16...♙xh6 17.♖xh6 ♖b4



A typical situation after castling on opposite sides of the board, and both computers have started to attack **18. ♖f4** White threatens to win material: $Qf4xc7$ **18... ♗a4** So Black threatens mate! Unfortunately this leads to exchanges and an end to the tactical excitement! **19. ♗d2 ♗xc3 20. ♗xc3 ♗xc3+ 21. bxc3** So just as suddenly as they started the attacks are over and we're nearly in the endgame! Chances are equal **21... ♗e4 22. ♗g1 ♖ad8 23. g4 ♖d6 24. ♖e1 ♗f8 25. ♗g3 ♖f6 26. ♖e2 ♖b6 27. ♖b2 ♗xd5**



28. ♖xb6 The more obvious recapture $28. cxd5$ leads to $28... ♖e1+$ **29. ♗c2 ♖xb2+ 30. ♗xb2 ♖xf1 31. ♖f3= 28... axb6 29. cxd5 ♖e1+ 30. ♗c2 ♖xf1 31. ♖f3 ♖a1 32. ♗b3 b5 33. ♗b4 ♖b1+ 34. ♗c5 h6 35. ♖e3 ♖b2 36. f3 g5 37. ♖e4 ♖xa2 38. ♗xb5 ♖d2 39. c4 ♖d3**



After some accurate play by both sides it should be a draw. But ♖+♗ endings with low depths of search and no endgame



What a nice surprise! When I visited the Paris photo website I didn't expect to see anyone I knew. But there was Hans Mierlo, of "gebruikers" fame, with his Tasc R40

tablebases are notoriously tricky for our dedicated friends! **40. c5?! A move too soon, though not terminal. Better was 40. ♖e2 ♖xf3 and now 41. c5 ♖xh3 42. d6 cxd6 43. cxd6 ♖d3 44. ♗c5, and the advanced passed d-pawn should be enough to offset the 2 pawn deficit and obtain the draw 40... ♖xd5 41. ♖a4?** All the good work is undone. White should still be able to scrape a share of the points with $41. ♗c4 ♖d1 42. f4! c6 43. fxc5 hxc5 44. ♖e5 f6 45. ♖f5$. The eval is \bar{r} but a draw is likely **41... b6! 42. ♖c4?** A mistake, but the Magellan gets away with it for now. The dedicated computers couldn't see deep enough to recognise the exchange which should be played, on this occasion the problem affects both machines. With best play, to possibly save the game White needed to find $42. ♖a8+ ♗g7 43. ♗c4 ♖xc5+ 44. ♗d4$, but you'd still expect the pair of queenside passed pawns to win for Black **42... ♗e7?** Exchanging would win easily: $42... ♖xc5+! 43. ♖xc5 bxc5 44. ♗xc5$ and now $44... f5$ would be a decisive 0-1. Now perhaps White could still save this! **43. ♗c6??** Well it might have done, but this is another blunder. $43. ♖e4+!$ would have given the Magellan some chance of getting the draw: $43... ♗d7$ (or $43... ♗f6?! 44. f4 ♖xc5+ 45. ♗b4 ♖c1 46. fxc5+ hxc5 47. ♖e8+$) $44. ♗b4 ♖xc5 45. f4+$ **43... ♖xc5+** The R40 gets it this time! **44. ♖xc5 bxc5 45. ♗xc5 ♗e6** And White resigned. The end might be $46. ♗d4 f5 47. ♗d3 ♗e5 48. ♗e3 c5! 49. gxf5 ♗xf5 50. ♗e2 ♗f4 51. ♗f2 c4$ **0-1**

I expressed a little surprise at the start of this article that the Tasc R40 was rated #1 seed

above the Resurrection Ruffian.

The Ruffian is a PC program from some years ago and, whilst it never reached one of the top positions, it did threaten to at one time before the programmers stopped working on it. In Paris it was running on one of Ruud Martin's 200MHz processors so had a definite speed advantage over everyone, and I thought it would win.

Most of its games were quite long and the only short one was this - a loss. Perhaps it tells us why the programmers gave up their work on it, and why our French friends preferred the Tasc R40's chances!

RESURRECTION RUFFIAN - FIDELITY ELITE V11

A07: Réti Opening: New York/Capablanca
 1. Δ f3 d5 2. g3 Δ f6 3. $\text{\textcircled{R}}$ g2 $\text{\textcircled{R}}$ f5 4. 0-0 e6 5. d3
 $\text{\textcircled{R}}$ e7 6. Δ h4 $\text{\textcircled{R}}$ g4 7. h3 $\text{\textcircled{R}}$ h5 8. g4 Δ fd7 9. Δ f5
 exf5 10. gxh5 c6 11. e4N My database has a
 2002 game between 2500 Elo rated players
 (Appel v Naiditsch) which went 11. Δ d2 Δ f6
 12. e4 dxe4 13. dxe4 Δ bd7 14. exf5 h6 15. Δ c4
 0-0 16. $\text{\textcircled{R}}$ e1 $\text{\textcircled{R}}$ c5 drawn at move 25 11...fxe4
 12. dxe4 dxe4 13. h6 gxh6?! Correct was
 13...g6 and, after 14. $\text{\textcircled{R}}$ xe4 0-0 15. $\text{\textcircled{R}}$ g2, Δ c5 is
 pretty even, depending how you assess the
 White Δ /h6 14. $\text{\textcircled{R}}$ xh6



Black will struggle to castle 14... $\text{\textcircled{R}}$ g8 So
 decides not to even try! Well done 15. $\text{\textcircled{R}}$ e1?!
 This looks like a standard choice, but with
 Black's $\text{\textcircled{R}}$ viewing g2 it was maybe wiser to
 make sure f2 was secure and leave the rook
 where it was. It was better to attack e4 with
 15. Δ c3 and if 15... $\text{\textcircled{R}}$ g6 16. $\text{\textcircled{R}}$ f4 f5 17. $\text{\textcircled{R}}$ h5!=
 15... $\text{\textcircled{R}}$ g6 16. $\text{\textcircled{R}}$ f4 f5 17. $\text{\textcircled{R}}$ h5?! I know, you'll
 say I put a '!' for this in my suggestion above.
 But because Δ c3 hasn't been played, Black
 now has an excellent reply to it. Indeed best
 was 17. Δ c3 and if 17... $\text{\textcircled{R}}$ b6 then play 18. $\text{\textcircled{R}}$ h5
 with plenty of tension 17... $\text{\textcircled{R}}$ a5! 18. $\text{\textcircled{R}}$ d2 You



can't help but look at 18. $\text{\textcircled{R}}$ xe4 because the
 Δ /f5 is pinned, but Black is saved by 18... Δ f6!
 19. $\text{\textcircled{R}}$ xe7+ $\text{\textcircled{R}}$ xe7 20. $\text{\textcircled{R}}$ e2+ $\text{\textcircled{R}}$ f8. This would
 leave Black the exchange up, but without
 king defences. Still Black should be winning.
 18. b4 was the other possibility as 18... $\text{\textcircled{R}}$ xb4
 19. Δ d2 $\text{\textcircled{R}}$ c5 20. Δ b3 $\text{\textcircled{R}}$ d5 21. $\text{\textcircled{R}}$ ad1 and
 White's chase of the Elite's king has put it
 well ahead in development with good
 compensation for the 2 pawns! 18... $\text{\textcircled{R}}$ b5
 19. Δ c3 $\text{\textcircled{R}}$ e5 20. $\text{\textcircled{R}}$ xh7 Δ f8 21. $\text{\textcircled{R}}$ h5 Δ bd7



In keeping material level White has given its
 opponent a dangerous attack 22. f4?
 22. Δ e2 had to be played, then best is
 22... Δ f6 23. $\text{\textcircled{R}}$ c3! Δ xh5 24. $\text{\textcircled{R}}$ xe5! I looked at
 this and thought it was quite hard to assess,
 then my computer reminded me that Black
 can still play 24...0-0-0! and that comes with
 a small advantage I think 22... $\text{\textcircled{R}}$ g7! Excel-
 lent 23. $\text{\textcircled{R}}$ e2 $\text{\textcircled{R}}$ f7?! 23...0-0-0! here would
 have been tremendous and nearly settled it
 as 0-1! White could try 24. $\text{\textcircled{R}}$ xf5 but 24... Δ e6!
 followed by the $\text{\textcircled{R}}$ / $\text{\textcircled{R}}$ fork Δ d4 will win!
 24. $\text{\textcircled{R}}$ h1 0-0-0! 25. $\text{\textcircled{R}}$ e3 25. $\text{\textcircled{R}}$ d1 Δ e6 26. $\text{\textcircled{R}}$ xe4
 $\text{\textcircled{R}}$ dg8! (26...fxe4?? 27. f5=) 27. $\text{\textcircled{R}}$ e2 $\text{\textcircled{R}}$ g7+ is
 no better 25... Δ e6 26. $\text{\textcircled{R}}$ d2 $\text{\textcircled{R}}$ c5 27. $\text{\textcircled{R}}$ e2?
 Ruffian needed to make the 27. $\text{\textcircled{R}}$ xc5
 exchange, and its position after 27... Δ xf4
 28. $\text{\textcircled{R}}$ h4 Δ xg2 29. $\text{\textcircled{R}}$ xg2 $\text{\textcircled{R}}$ xg2 30. $\text{\textcircled{R}}$ xg2 Δ xc5
 31. $\text{\textcircled{R}}$ f1 whilst difficult is not yet terminal
 27... $\text{\textcircled{R}}$ dg8! 28. $\text{\textcircled{R}}$ g1



28...xf4! 28...xe3 29.xe3 g3! 30. e1
 xf4! was actually even better! 29.xf4
 xg1 30. xg1 xg2+ 31. xg2 xg2+
 32. xg2 The game is effectively over, here
 are the final moves 32...f8 33. e3 a6
 34. h4 e6 35. f1 f4! 36. f2 f5 37. b6
 h3+ After 38. e2 comes 38...e3. 0-1

In a 5 round event a defeat can end all winning hopes, but Ruffian won its other 4 games. Here is one of them! I've left the first 45 moves in as they are quite interesting: the R30 creates some pressure and there's plenty of cut and thrust as Ruffian defends well.

RESURRECTION RUFFIAN - TASC R30 V2.2

A40: Unusual replies to 1 d4

1. c4 e5 2. d4 exd4 3. xd4 c6 4. e4+ e7
 5. g5 N h6 6. ex7 gxe7 7. c3 d6 8. 0-0-0
 f5 9. f4 g5 10. d2 e5 11. e4 g4 12. f3
 e6 13. h4 f6 14. hxg5± fxg5 15. c5 dxc5
 16. e3 d7 17. a4 b6 18. c4 xc4
 19. c3 g6 20. xc4 e7 21. a6 de5
 22. e2 0-0 23. xh6 g4 24. dh1 gxf3
 25. gxf3 xxf3 26. b1 f8 27. c1 d8
 28. xa7 f7 29. c3 g5 30. h5 g2
 31. a4 f2 32. b5 d7 33. a1 c4 34. e1
 g7 35. hh1 g4 36. d5 f3 37. b4 g8
 38. a3 g7 39. eg1 xe4 40. c3 b7
 41. b5 c5 42. h5 e7 43. d1e2 e6
 44. d3 f4 45. ge2 f8



46. a4 f2 A nice idea, still trying to get an

advantage, but White finds a strong reply.
 46...f3 47. d3 g8 48. a7 f7= 47. d3!
 f4 48. f5+ Black has been slightly fortunate
 in that Ruffian missed 48. d1 which
 would have given a clear, though not yet
 winning, advantage. But as it happens the
 R30 now goes wrong, putting it's king on
 what appears at first to be the better square
 (stopping xh8+), but isn't 48...g8?
 48...f8! 49. d1 f7! 50. d5 f2. Now in
 the game White was able to play 51. xg6
 and give check, but with the c on f8 there is
 no check, so if 51. xg6 xg6= and again
 White has no check, while in the game it had
 52. fe7+ 49. d1! d7 49...f7? doesn't
 work anymore: 50. d5! d4 51. xg6+ xg6
 52. de7+ f8 53. xg6+ e8 54. xd4 cxd4
 55. xd4 and White is a full rook ahead
 50. d5 f2



51. xg6+! xg6 51...d3g6? is worse:
 52. f6+ xxf6 (anything else leads to a mate
 announcement) 53. xd7 xxf5 54. xf5 xxf5
 55. xf5 1-0; 51...xg6 52. h4 Discovered
 attack 52. fe7+ g7 53. xe5 gg2?
 53...g4 was best, but White still wins:
 54. c1! (unless it plays 54. xg4?? xg4 in
 which case it draws!) 54...g2 55. xg6 f1
 56. e1 now Black must exchange and it's
 over 56...xe1 57. xe1 xd5 58. e5+ xe5
 59. xe5 1-0 54. h5 g1+ 55. a2 xb2+
 Black only has sacrifice and nuisance
 checks, the game is over 56. xb2 b5+
 57. b4! g2+ 58. b1 g1+ 59. c2 a4+
 Or 59...g2+ 60. d1 d7+ 61. bd5 g4+
 (anything else it's mate announcements)
 62. xg4+ xg4 63. xb6 1-0 60. d2 c3+
 61. e3 e1+ 62. f4 which is m/10:
 62...f1+ 63. g3 g1+ 64. f2 c2 65. f5+
 g8 66. h6+ h8 67. d4+ g8 68. g5+
 f8 69. f4+ g8 70. g5+ h8 71. h2#
 1-0

It's a shame we don't often see the Spracklen's SPARC program in an event. So I must grasp

the chance to get a game and a photograph in!

MEPHISTO MAGELLAN - SAITEK SPARC

The Sparc had to overcome an opening book that allowed it to play a Semi-Benoni (1.d4 c5?!) but had recovered well, even having an advantage as we join the game.



21. ♖d1? White needed to play 21.c4 to support the d5/♗, then 21... ♗d7 22. ♖b2 21... ♔d7 22. ♗g5 h6 23. ♗f3 ♗xd5! The e4/♗ is pinned 24. ♔xa6! Trying bravely to fight back 24... ♗xa6 25. ♖xb8 ♖xb8 And the e4/♗ is unpinned! 26. exd5 ♔xa4



White is a pawn down and under serious queenside pressure. But if it can hold the c2/♗ it may find chances to retaliate in the centre 27. ♗bd2?? Inexplicable, most unlike the Magellan in my opinion which I always thought was a strong program tactically. The Magellan HAD to defend the pawn, partly to try and save it, but also to make Black commit its pieces totally to the queenside which might permit a counterattack. So 27. ♗d4 ♖b2 (third attack on c2). 28. h3 ♔b6 (note that 28... ♔xc2 wasn't as good because of 29. ♗a3 ♔xd1 30. ♖xb2). 29. ♗h2 (White can't play 29. ♖xa6 yet because of 29... ♔xc2 30. ♗xc2 ♖xf2+). But now ♖xa6 is possible so 29...a5. Although White will probably lose the c2/♗, after the a4/♔ takes it White can get its ♖ into serious action with ♖e8+ and might still have chances of a perpetual check!?

The SPARC and Eric, its operator! Despite the grey beard of course it's not me, this Eric has more hair!



27... ♖xc2 28. ♖e1 ♖b2 29. ♖xa6 ♔xd2 30. ♗xd2 ♔b5 31. ♖b7 ♔d3 32. ♖a8+ ♗h7 33. ♖a5 ♖b5 34. ♖a1 ♖xd2



and we can leave it there, the Sparc is ♔+♗ ahead and soon won. 0-1

FINAL SCORES

Pos	COMPUTER	/5
1	RESURRECTION RUFFIAN 2.1 200MHZ	4
2=	MEPH GENIUS 68030 33MHZ FIDELITY ELITE v11 68060 72MHZ	3½
4	SAITEK SPARC 20MHZ MEPH TM LONDON 68030 36MHZ	3
5=	TASC R40 v2.2 40MHZ MEPH RISC 2 14MHZ	2½
8	TASC R30 v2.2 30MHZ	2
9	NOVAG SAPPHIRE 2 H8@32MHZ	1
10	MEPH MAGELLAN 20MHZ	½

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	3106
2	STOCKFISH 1.8	3080
3	STOCKFISH 1.7.1	3060
4	RYBKA 3	3045
5	NAUM 4.2	3012
6	SHREDDER 12	2989
7	NAUM 4/4.1	2984
8	CRITTER 0.70	2980
9	DEEP FRITZ 12	2963
10	RYBKA 2.3.2A	2961
11	KOMODO 1.2	2945
12	DEEP FRITZ 11	2932
13	RYBKA 1.2F	2928
14	FRITZ 12	2924
15	HIARCS 13.1	2922
16	FRITZ 11	2915
17	SHREDDER WM (BONN) EDITION	2907
18	THINKER 5.4D INERT	2892
19	NAUM 3/3.1	2891
20	SHREDDER 11	2887
21	CYCLONE 3.4	2875
22	DEEP SJENG WC2008	2864
23	GRAPEFRUIT 1.0	2862
24	HIARCS 12/12.1	2861
25	TOGA II 1.4 BETA5C	2857
26	SPARK 0.4	2845
27	DEEP SJENG 3.0	2838
28	ONNO 1.1.1	2837
29	ZAPPA MEXICO 2	2836
30	HIARCS PADERBORN 2007	2835
31	HIARCS 11.1/11.2	2835
32	DOCH 09.980	2825
33	BRIGHT 0.5c	2821
34	FRITZ 10	2820
35	NAUM 2.2	2819
36	ZAPPA MEXICO I	2816
37	LOOP 10.32F	2812
38	SHREDDER 10/10.1	2804
39	FRUIT 2.3.1	2796
40	GLAURUNG 2.2	2792
41	ZAP! ZANZIBAR	2787
42	KTULU 9	2787
43	SPIKE 1.2 TURIN	2769

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	3117
2	RYBKA 3	3098
3	STOCKFISH 1.8	3081
4	STOCKFISH 1.7.1	3073
5	NAUM 4.2	3067
6	NAUM 4/4.1	3047
7	CRITTER 0.80	3038
8	STOCKFISH 1.6.3	3032
9	SHREDDER 12 OA=ON	3028
10	RYBKA 2.3.2A	3021
11	KOMODO 1.2	2998
12	FRITZ 12	2987
13	HIARCS 13.1	2983
14	CRITTER 0.70	2980
15	RYBKA 1.2F	2978
16	NAUM 3/3.1	2966
17	FRITZ 11	2960
18	THINKER 5.4D INERT	2953
19	DOCH 1.3.4	2949
20	GULL 0.12A	2943
21	SHREDDER 11	2937
22	TOGA II 1.4.1 SE	2932
23	GRAPEFRUIT 1.0	2932
24	DEEP JUNIOR 11.1/2	2932
25	CYCLONE xTREME	2932
26	PROTECTOR 1.3.5	2928
27	DEEP SJENG WC2008	2928
28	SPARK 0.4	2927
29	HIARCS 12/12.1	2920
30	ZAPPA MEXICO 2	2914
31	DEEP SJENG 3.0	2914
32	ONNO 1.0/1.1	2905
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/LOOP 2007	2880
43	SHREDDER 10	2874

DEDICATED **CH**ESS **COM**PUTER **R**ATINGS

Tasc R30-1995	2331	Novag EmlClassic+Zircon2	1952	SciSys Turbostar 432	1762
Mephisto London 68030	2302	Mephisto Montreal+Roma68000	1952	Mephisto MM2	1757
Tasc R30-1993	2299	Mephisto Milano	1950	Fidelity Excellence/3+Des2000	1754
Mephisto Genius2 68030	2294	Mephisto Amsterdam	1946	Novag Jade1+Zircon1	1744
Mephisto London Pro 68020	2267	Mephisto Academy/5	1944	Kasparov A/4 module	1740
Mephisto Lyon 68030	2266	Mephisto Mega4/5	1931	Conchess/4	1734
Mephisto Portorose 68030	2260	Fidelity 68000 Mach2B	1930	Kasparov Renaissance basic	1729
Mephisto RISC2	2251	Novag SuperForte+Expert B/6	1923	Kasparov Prisma+Blitz	1729
Mephisto Vancouver 68030	2245	Kasparov Barracuda+Centurion	1922	Novag Super Constellation	1728
Meph Lyon+Vanc 68020/20	2239	Kasparov Maestro D/10 module	1921	Mephisto Blitz module	1716
Mephisto Berlin Pro 68020	2236	Kasparov GK2000+Executive	1919	Novag Super Nova	1701
Kasparov RISC 2500-512	2232	Fidelity 68000 Mach2C	1916	Fidelity Prestige+Elite A	1688
Meph RISC1	2222	Kasparov Explorer+TAdvTrainer	1910	Novag Supremo+SuperVIP	1684
Mephisto Atlanta+Magellan	2211	Kasparov AdvTravel+Bravo	1910	Fidelity Sensory 12	1681
Mephisto Montreux	2210	Mephisto MM4	1904	SciSys Superstar 36K	1667
Kasparov SPARC/20	2209	Kasparov Talk Chess Academy	1900	Mephisto Exclusive S/12	1665
Kasparov RISC 2500-128	2192	Mephisto Modena	1899	Meph Chess School+Europa	1664
Mephisto London 68020/12	2178	Kasparov Maestro C/8 module	1891	Conchess/2	1658
Novag Star Diamond/Sapphire	2176	Meph Supermondial2+College	1888	Novag Quattro	1650
Fidelity Elite 68040v10	2168	Mephisto Monte Carlo4	1888	Novag Constellation/3.6	1646
Mephisto Vancouver 68020/12	2157	Novag Super Forte+Expert A/6	1883	Fidelity Elite B	1637
Mephisto Lyon 68020/12	2151	Fidelity Travelmaster+Tiger	1882	Novag Primo+VIP	1631
Mephisto Portorose 68020	2137	Fidelity 68000 Mach2A	1882	Mephisto Mondial2	1610
Mephisto London 68000	2130	Novag Ruby+Emerald	1879	Fidelity Elite original	1609
Novag Sapphire2+Diamond2	2122	Kasparov Travel Champion	1867	Mephisto Mondial1	1597
Fidelity Elite 68030v9	2113	CXG Sphinx Galaxy	1866	Novag Constellation/2	1591
Mephisto Vancouver 68000	2109	Conchess Plymate Victoria/5.5	1865	CXG Super Enterprise	1589
Mephisto Lyon 68000	2108	Mephisto Monte Carlo	1860	CXG Advanced Star Chess	1589
Mephisto Berlin 68000	2107	Kasparov TurboKing2	1855	Novag AgatePlus+OpalPlus	1575
Mephisto Almeria 68020	2103	Novag Expert/6	1854	Kasparov Maestro+Cosmic	1550
Meph Master+Senator+MilPro	2102	Kasparov AdvTrainer+Capella	1848	Excalibur New York touch	1530
Novag Sapphire1+Diamond1	2082	Conchess Plymate Roma/6	1844	Fidelity Sensory9	1528
Mephisto MM4/Turbo18	2080	Fidelity Par Excellence/8	1843	Kasparov Astral+Conquistador	1520
Mephisto Portorose 68000	2078	Fidelity 68000 Club B	1843	Kasparov Cavalier	1520
Fid Mach4+Des2325+68020v7	2070	Novag Expert/5	1840	Chess 2001	1500
Fidelity Elite 2x68000v5	2051	Novag Super Forte+Expert A/5	1830	Novag Mentor16+Amigo	1494
Mephisto Mega4/Turbo18	2042	Fidelity Par Excellence	1829	GGM+Steinitz module	1490
Mephisto Polgar/10	2038	Fidelity Elite+Designer 2100	1829	Excalibur Touch Screen	1485
Mephisto Dallas 68020	2036	Fidelity Chesster	1829	Mephisto 3	1479
Mephisto Roma 68020	2029	Novag Forte B	1829	Kasparov Turbo 24K	1476
Kasparov Brute Force	2023	Fidelity Avant Garde	1829	SciSys Superstar original	1475
Mephisto MM6+ExplorerPro	2022	Mephisto Rebel	1825	GGM+Morphy module	1472
Kasparov GK2100+Cougar	2022	Kasp Stratos+Corona+B/6mod	1824	Kasparov Turbo 16K+Express	1470
Kasparov Cosmos+Expert	2022	Novag Forte A	1819	Mephisto 2	1470
Mephisto Almeria 68000	2018	Fidelity 68000 Club A	1816	SciSys C/C Mark6	1428
Novag Citrine	2017	Excalibur Grandmaster	1814	Conchess A0	1426
Novag Scorpio+Diablo	2002	Kasparov Maestro A/6 module	1810	SciSys C/C Mark5	1419
Kasp Challenger+President	1994	Kasparov TurboKing1	1804	CKing Philidor+Counter Gambit	1380
Fid Mach3+Des2265+68000v2	1981	Conchess/6	1802	Morphy Encore+Prodigy	1358
Mephisto MM4/10	1979	Mephisto Supermondial1	1801	Sargon Auto Response Board	1320
Meph Dallas 68000	1976	Conchess Plymate/5.5	1794	Novag Solo	1270
Mephisto Nigel Short	1969	SciSys Turbo Kasparov/4	1791	CXG Enterprise+Star Chess	1260
Mephisto MM5	1963	Novag Expert/4	1790	Fidelity Chess Challenger Voice	1260
Mephisto Polgar/5	1963	Kasparov Simultano	1790	ChessKing Master	1200
Novag Obsidian	1963	Fidelity Excellence/4	1783	Fidelity Chess Challenger 10	1175
Mephisto Mondial 68000XL	1961	Conchess Plymate/4	1778	Boris Diplomat	1150
Nov SuperForte+Expert C/6	1957	Fidelity Elite C	1777	Novag Savant	1100
Novag Star Ruby+Amber+Jade2	1953	Fidelity Elegance	1765	Boris2.5	1060