# SELECTIVE SEARCH 152
## THE COMPUTER CHESS MAGAZINE!

Est. 1985

Feb-Mar 2011

Published by Eric Hallsworth

£3.95



A scene from the GEBRUIKERS 21

■**SUBSCRIBE NOW** to get REGULAR COPIES of the LATEST ISSUE and RATING LISTS mailed to you as soon as they come out!
■**£24** per YEAR for 6 ISSUES by mail in UK. EUROPE addresses **£30**, elsewhere **£34**. For FOREIGN PAYMENTS CHEQUES must be in POUNDS STERLING, or (best for you) use a CREDIT CARD.
■**PUBLICATION DATES**: early Feb, Apr, Jun, Aug, Oct, Dec.
■**ARTICLES, REVIEWS, or GAMES** sent in by Readers, Distributors, Programmers etc. are always welcome.

Visit the SELECTIVE SEARCH and COUNTRYWIDE web pages:
www.elhchess.demon.co.uk
Reviews, Photos, best U.K prices for Computer Chess Products. Order Form, Credit Card facilities, etc.

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

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

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

- **SPECIAL SUBSCRIBER'S OFFER:**
  **10% OFF** all DEDICATED COMPUTERS on this page and **5% OFF** all SOFTWARE prices shown here.
- *but please mention 'SS' when you order to remind our salesperson to do the discount for you!*

## PORTABLE COMPUTERS [por]

**ADVANCED TRAVEL £37.50** - Saitek's smaller Club plug-in set 160 ECF. Scrolling info display. Great value!

**MAESTRO touch screen** travel **£55** - fine Saitek product, incl. Leatherette case. Backlight switch on side for ease of use. Decent chess, est'd 130 ECF

**NEW YORK de luxe touch** chess **£72.50** - best graphics of all the touch screens, with backlight, incl. stylus, quality carry pouch. Batteries only, est'd 125 ECF

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

## TABLE-TOP PRESS SENSORY [ps]

*where you see ** the price includes the adaptor!*

**STAR AQUAMARINE £62.50** - lovely Novag chess computer with the Carnelian1 program in a very attractive press-sensory board. Nice 130 ECF program, display for moves, plenty of levels, low price

**EXPLORER PRO £72.50\*\*** - the 170 ECF Challenger program in very attractive Explorer board, and now with adaptor included. Excellent value, smart design. Mains or Batteries, with info display and 170 ECF program

**CHALLENGER £67.50\*\*** - Cougar '2100' program in standard design board, Staunton style pieces. A very good value-for-money buy and 170 ECF rated

**MASTER £145\*\*** - the Mephisto Milano Pro/Senator program and features, in attractive 13"x10" board with Staunton style pieces. Very strong at blitz and tournament or in analysis, with good info display, and incl. plastic carry case.

**CARNELIAN2 £79** - lovely Novag unit, with wood pieces - looks really good on the table. Nice 140 ECF program, display for moves, plenty of levels.

**OBSIDIAN £130** - 170 ECF with a nice carry case! Good looking Novag board with decent wood pieces. Plays good chess and has an excellent range of features and levels, info display etc

## TABLE-TOP AUTO SENSORY [as]

**CITRINE £230\*\*** - New 180 ECF all wood auto-sensory with improved, faster Obsidian program, and bigger 24,000+ opening book. Nice wood felted Staunton pieces, 64 leds, wide range of playing levels + separate info display system to access excellent range of features. With **serial** port cable for PC connection.

## PC PROGRAMS from CHESSBASE on CD

*All run INDEPENDENTLY + will interact with other ChessBase engines + ChessBase9/10. Great graphics, big databases + opening books, analysis, top features.*
- *For info.... £42.50 less 5% = £40.25 !*
- *and......... £84.50 less 5% = £80 !*

**FRITZ 12 dvd £42.50** - by Franz Morsch. 40 Elo stronger than Fritz11, with new search methods and extra chess knowledge - a marvellous program! Superb Interface, 'net connection, great Graphics incl. amazing 3D. Excellent new features for analysis, study and play. Game/diagram printing, good hobby levels, set your own Elo, many helpful features, includes big Games database, 13 hours of Chess Media video training excerpts, and Beginners Course!
**DEEP FRITZ 12 £84.50** for single/dual/multi PCs

**HIARCS 13 dvd £44.95** - Mark Uniacke's GREAT new program. Top opening theory, a very dangerous opponent and clever in quieter positions with knowledge improvements + faster searching. Excellent as always
**DEEP HIARCS 13 £84.95** for single/dual/multi PCs!

**SHREDDER 12 dvd £42.50** - Stefan Meyer-Kahlen's latest in its great, new *ChessBase* Interface. Feature-packed & knowledge-based, with new 'deeper search' routines to play fast, high power and stylish chess. 60/80 Elo stronger than Shredder 10!
**DEEP SHREDDER 12 £84.50** for single/dual/multi PCs.

**JUNIOR 12 £44.95** - the *ChessBase* version of the 2004 World Champion program by Ban & Bushinsky.
**DEEP JUNIOR 12 £84.95** - for single/dual/multi PCs

**POWERBOOKS dvd £44.50** - turn your *ChessBase* playing engine into an **openings expert!** 20 million opening positions + 1 million games!!

**ENDGAME TURBO 3** with **9 dvds** (!) **£44.50** - turn your *ChessBase* playing engine into an **endgame expert** with this **9 dvd** Nalimov tablebase set!

## RYBKA 4 for PC on dvd

**RYBKA 4...** IM Vasik Rajlich's RYBKA uci engine, the Computer Chess World Champion which tops every Rating List. Incredibly strong, a remarkable program.
- **CHESSBASE** version in latest interface, with exciting new RYBKA analysis features.
- *SP Rybka4 £42.50, MP Deep Rybka4 £84.50*
- Convekta's **AQUARIUM** version in new Chess Assistant interface, again with full features.
- *SP single Rybka4 £42.50, MP Deep Rybka4 £84.50*

## PC DATABASES on CD

**CHESSBASE 11 STARTER on dvd £129.95**
The best Games Database system, with the top features. 4+ million games, players encyclopaedia, multimedia presentations, fast search trees and statistics, + opening books and reports, engine analysis, printing, Internet access for automatic game collection, updates and much more! **MEGA 11 package £224.95**

# NEWS AND RESULTS
## KEEPING YOU UP-TO-DATE IN THE COMPUTER CHESS WORLD!

Welcome to another new issue of **Selective Search**... no. 152. 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!

---

I'M APOLOGISING AGAIN! - last time there was a panic when my Laptop, with all the files and the magazine 2/3rds done, crashed overnight in mid November doing some Hiarcs testing. There was a nervous wait for a new adaptor to arrive from my 'spare parts' company, to see if the computer would boot-up again, then recharge the battery, and finally find out if all my files had survived! They had as far as I can tell, so we finally got issue 151 out.

This time my wife's mum died in the run-up to Christmas. We've gone through this 3 times before with my mum and dad, and her dad, and it just doesn't get any easier. She was 95 so had done very well, and was a strong Christian which helps a lot. But even though we'd known this was coming for 2-3 months the emotions still end up taking a battering, and then you're expected to visit solicitors, banks, funeral directors and all sorts when really you'd like to just sit down, stay at home and have some quiet time to yourselves.

Anyway we're up and running again, but if you've sent me some NEWS, RESULTS, GAMES or anything and expected to see them in this issue, but don't, I will still have them safely stored away. I've just decided to keep things simple and concentrate on 3 or 4 major articles rather than try to include everything. Hope you'll all understand.

## CHESS: NEWS SECTION

### JUNIOR/DEEP JUNIOR 12 CHESSBASE!

A new JUNIOR is always very welcome, especially as the previous upgrade from Junior10->11 was only available as a UCI engine. Even more frustrating for us retailers was the fact that it also gained something like 100 Elo!

The latest version, **Junior 12**, hasn't managed as big a gain as that, more like a gentle 40 Elo at the SP (single processor) level, but at least it's a full **ChessBase** version, so you can buy it from me!

Interestingly the programmers did say that a main emphasis of their latest work was to improve the MP (multiprocessor) and 64-bit versions, and the early figures from CEGT confirm that this is so as the gap between 11->12 they have is nearer to 60 Elo, and the 10->12 gap over 160!

As I'm sure my readers know **Junior** has its own special search techniques and evaluation functions, making it quite different to play against than most other engines, as it is enterprising as well as entertaining, and will readily sacrifice material for a decent initiative.

As with all **ChessBase** engines you get an up-to-date Opening Book, a database (1.5 million games!), and 12 months free access to the ChessBase chess server!

**JUNIOR 12**
**DEEP JUNIOR 12**

SP version
**£44.95** less Sel/Search 5% discount

MP version
**£84.95** less Sel/S 5% discount
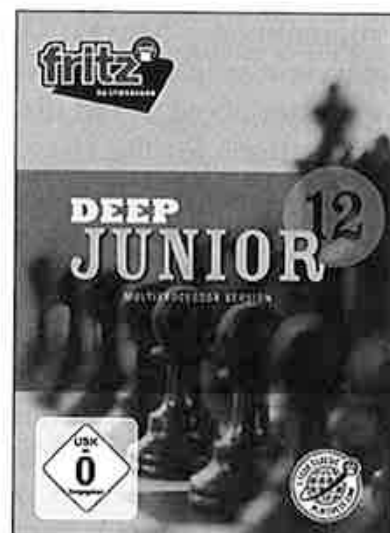
## HIARCS/DEEP HIARCS 13.2 CHESSBASE!

It's like double-decker buses isn't it! You wait for ages and then when one comes along so does another! So, as well as a new Junior, we also have a new **HIARCS**!

**Hiarcs 13** has been available on the Internet [www.hiarcs.com] for some time as a UCI engine, and then there was a UCI upgrade to Hiarcs 13.1. But the latest improvements, and again including tuning to improve the performance on multiprocessor and other, faster hardware, as well as engine tuning and opening book improvement, has resulted in a **Hiarcs 13.2**!

And this time the improvement is sufficient for **ChessBase** to sit up and take notice and bring out a 'proper' version - i.e. one I can sell to you from Countrywide!
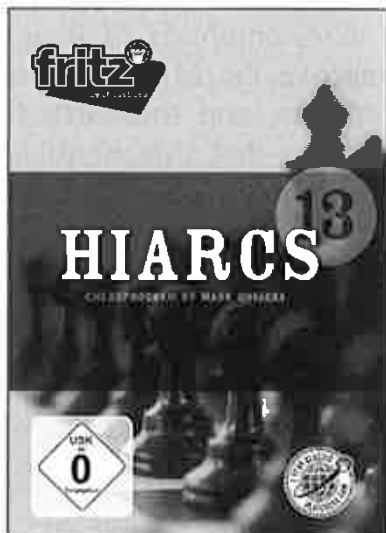
**HIARCS 13.2**
**DEEP HIARCS 13**

SP version
**£44.95** less
Sel/Search 5%
discount

**MP** version
**£84.95** less Sel/S
5% discount

There is a strong openings book included on the dvd of course, but you can also buy the **Professional Hiarcs Opening Book** for **£24.95**

Programmer **Mark Uniacke** has an interview/article in this issue which will tell you more about it and discuss his agenda and expectations for the Hiarcs engine, as well as the special and very powerful Opening Book which you can buy.

## POWERBOOKS 2011

The new **PowerBooks 2011 dvd** is out, cost **£44.95** less SelSearch 5% discount. It contains 23 million (!) opening positions, derived from 1.5 million high class tournament games, which are also on the dvd. All the information for each opening and position is available, every move that has been played in each position, how often it's been played, success ratio, performance result etc. 1.e4 is still the most popular opening, followed closely by 1.d4, then 1.Nf3 and 1.c4. In fifth place is 1.g3! It scores 55.3% and there are over 14,000 games for that! 1.f4 scores 45.7%!

Also out are:
**BIG DATABASE 2011**, £44.95
**MEGA DATABASE 2011**, £129.95

## CHESS: RESULTS SECTION

### TCEC - THORESEN CHESS ENGINE COMPETITION

I've mentioned results at **Martin Thoresen**'s site in a couple of recent issues. He runs Matches and Tournaments at long time controls: 40 moves in 100 mins, on a fast 6-core Intel i7 computer. Ponder is Off so the engines use all 6 cores on their move.

His latest double round Tournament has 8 top engines playing. He uses 3 pts for a win, but programmers prepare the engines expecting 1 pt for a win, ½ for a draw, so I've been naughty and converted his latest scores...

- Houdini 1.5      7/9
- Rybka4           5/8
- Stockfish 2      5/8
- Naum 4.2         3½/8
- Ivanhoe B47      3½/8
- Hiarcs 13.2      3/8
- Critter 0.9      3/8
- Shredder 12      3/9

His interesting website is at
**http://www.tcec-chess.org**

## SEDATCHESS

The latest **Gladiators 2011** tournament is underway at SEDAT's website. G/60+10secs.

### Gladiators Tournament 2011

- Houdini 1.5 x64         46/71
- Rybka 4 x64             38½/71
- Naum 4.2 x64            36/70
- Stockfish 1.9 x64       34/71
- Critter 0.90 x64        33½/71
- Shredder 12 x64         24/70

Final scores next time, plus other results!!

# WORLD COMPUTER SOFTWARE CHAMPS - 2010

The decision to hold a **first** ICGA World **Computer Software Championship** in Kanazawa, from September 25 until October 2, was as a result of the discussions in the preparations for the 17th WCCC in Pamplona the previous year, where there was some controversy about the way the main Championship Event ought to be run!

Last year, after long and serious discussions on the number of cores to be allowed to participate, the <u>Main</u> WCCC event had an 8-core limit, and a separate <u>Open</u> event allowed unlimited hardware.

The outcome for 2010 was to again hold **two Championships**: this time there was the Open Championship with the anything goes platform, and the other was now named the Software Championship with a given hardware structure that would serve as a platform for all the software, whether it had the potential to run on it or not. Thus multiprocessor capable engines would use all 4 cores, but any single-processor engines would be on the same hardware but only be able to use 1 core.

This separate Championship was called the **World Computer Software Championship, 2010**.

Apart from the fact that all the entrants used equal hardware the other main difference was the rate of play which was G/45 minutes + 15 secs per move.

The final difference was that the 17th. World Champion, Rybka - and as it turned out it was also the 18th World Champion - opted not to play in the WCSC, which was a shame I think.

As I did for the WCCC in issue 151 I will report on the main games and incidents, then include some of the best games or moments from the top games followed by the full results from each round! With 9 participants there would be 4 games a day, one engine would have a bye, and there would be 9 rounds.

## THE WORLD COMPUTER SOFTWARE CHAMPIONSHIP, 2010

Here was the list of entrants:

| Engine | Programmer |
|---|---|
| Darmenios | Dariusz Czechowski, Poland |
| Junior | Amir Ban, Shay Bushinsky, Israel |
| Fridolin | Christian Sommerfield, Germany |
| Hector for Chess | Csaba Jergler, Hungary |
| Jonny | Johannes Zwanzger, Germany |
| Pandix Breakthrough | Gyula Horvatch, Hungary |
| Rondo (ex Zappa) | Zach Wegner, USA |
| Shredder | Stefan Meyer-Kahlen, Germany |
| Thinker | Kerwin Medina, USA |

## Round 1

Shredder had the first bye. In three of the four remaining games it looked as if the engines (or their programmers!) had all decided to follow a theme, namely to prove that the 2 bishops are stronger than a knight and a bishop. Most if not all programmers have the evaluation for 2 bishops stronger than B+N or N+N, but there is always an interesting discussion as to how big the advantage works out in practice! In every one of these games the Black side had the 2 bishops!

In the game Thinker – Rondo the 2 bishops came as a result of the opening choice which was the Exchange Variation of the Ruy Lopez. But White was alert to the small disadvantage and had an extra pawn on the kingside against Black's doubled c-pawns, and got the draw.

More convincing was Jonny in Hector - Jonny, where the bishops were well positioned in a Queens Gambit, and that went 0-1.

Finally in the game Darmenios – Junior White's play in a Sicilian was a little over-optimistic which enabled Junior to exploit the power of the two bishops with great assurance, making the whole game look quite easy!

## DARMENIOS - JUNIOR
### B45: Sicilian Four Knights

**1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♘c6 6.♘xc6 bxc6 7.e5 ♘d5 8.♘e4 ♕c7 9.f4 ♕b6 10.c4 ♘e3 11.♕d3 ♘f5 12.g4 ♘d4 13.♖b1N** *13.♗b2 or 13.b3 are usually played* **13...a5 14.♗e3 ♘c2+ 15.♔f2 ♘xe3 16.♕xe3 ♕xe3+ 17.♔xe3 d5 18.exd6 f5 19.gxf5 exf5**
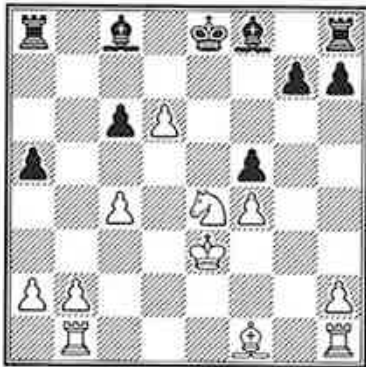
*Black's ♗/f8 looks to be embarrassed, but unfortunately White must now move its ♘/e4* **20.♘g5 ♗xd6 21.♗g2 ♗b7 22.♖bd1 0-0-0** *This looks to be a mistake, allowing a simple fork. But Black can escape again* **23.♘f7 ♗c5+ 24.♔f3 ♖xd1 25.♖xd1 ♖e8 26.♘e5 g5 27.h4 g4+ 28.♔g3**

*There seems to be a double attack on c6, but it's not that straightforward* **28...♖e7 29.♖d3** *Not 29.♗xc6? ♗xc6 30.♘xc6 ♖e3+ 31.♔g2 ♖e2+ 32.♔g3 ♗f2+∓* **29...♔c7 30.h5 ♗c8 31.a3** *Again not 31.♗xc6?! ♖xe5! 32.fxe5 ♔xc6 and Black's 2 bishops against the rook should win* **31...a4 32.♖d1 ♖e6 33.♖d2 ♖f6 34.♖d1 ♖h6 35.♖d2 ♗e7**
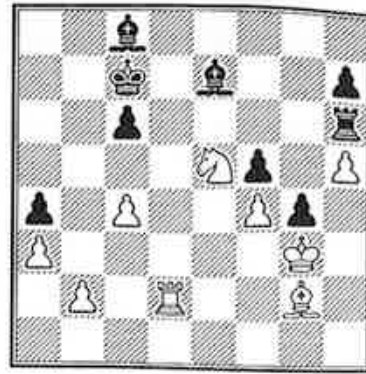
*Black is winning now* **36.♔f2?!** *If 36.♘xc6 after ♖xc6 37.♗xc6 ♔xc6 White's chances would be a little better, but again the 2 bishops should win* **36...c5 37.♖d5 ♗e6 38.♖d3 ♖xh5 39.♗d5 ♗c8 40.♔g1 ♖h6 41.♗g8?** *This loses quite quickly, as we see. Needed was 41.♖e3 then 41...♗f6 42.♔g2 but 42...♗g7 43.♔f1 ♖b6 but it's still -+* **41...♖b6 42.♖d2 h5 43.♗f7 h4**

**44.♔h1 ♗f6 45.♖e2 g3 46.♗d5 h3 0-1**, and the bishop pair score 2½–½!

- Darmenios - Junior  0-1
- Thinker - Rondo  ½-½
- Hector - Jonny  0-1
- Fridolin - Pandix  0-1

## Round 2

Hector lost against Junior in a Sicilian Sveshnikov variation. Black was well prepared and inserted the nice move 19...Rb8 instead of the immediate recapture 19...exf4. In a virtually forced series of moves that followed, White captured the d6/pawn, but Black's knight took the h4/pawn and the resulting position of this knight pretty much decided the game. Readers should enjoy the delightful 34...Qf1. After 35. Rxf1, Nxf1+ and 36...Nxd2 Black was a rook up and won

a few moves later. Junior is looking good!

## Hector For Chess - Junior

### B33: Sicilian: Pelikan and Sveshnikov Variations

**1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6 5.♘c3 ♘c6 6.♘db5 d6 7.♗f4 e5 8.♗g5 a6 9.♘a3 b5 10.♘d5 ♗e7 11.♗xf6 ♗xf6 12.c3 0-0 13.♘c2 ♗g5 14.a4 bxa4 15.♖xa4 a5 16.h4 ♗h6 17.g4 ♗f4 18.♗b5 ♘e7**



**19.♘xf4N** *Not surprisingly 19.♘xe7+?* ♕xe7 20.b4 *lost to* 20...♕c7 21.c4 ♗b7 0-1 *in Alexopoulos − Kourkounakis, Athens 1979, 28 moves* **19...♖b8** *19...exf4 20.h5=* **20.♘a3 exf4 21.♖d4?!** *Black's counterattacking replay to this, against h4, puts it ahead. 21.h5=* **21...♘g6 22.♖xd6 ♕e7 23.f3 ♘xh4 24.♖d3?!** *The rook would have had more scope on d4* **24...♘g2+! 25.♔f2 ♘e3 26.♕e2 ♖d8 27.♖xd8+ ♕xd8 28.♔g1?** *28.♔e1!? was better, though strong then is 28...♗e6!* **28...♕b6 29.♕f2 ♗e6 30.♗a4 ♗b3! 31.♗xb3 ♕xb3 32.♕d2 ♕a2 33.g5 ♕a1+ 34.♔h2**
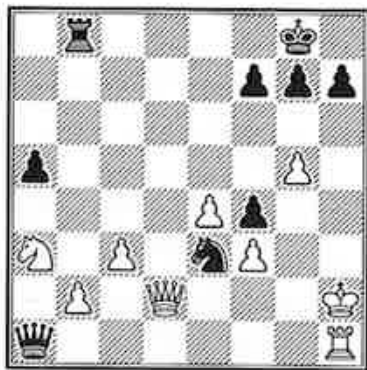


**34...♕f1!!** *A lovely sacrifice (threatening 34...♘g4 mate) that finishes the game, White's reply is forced* **35.♖xf1 ♘xf1+ 35... ♘xf1+ 36.♔h3 ♘xd2-+ 0-1**

Fridolin playing White tried the rare and tame Ponziani opening against Rondo which reacted aggressively to produce an effective attack on the queenside with Qd8 − e8 − g6. At move 18 White found nothing better than to give up its bishop for two pawns with Bxd4 and had to resign soon after.

## Fridolin - Rondo

### C44: Ponziani Opening and Scotch Gambit

**1.e4 e5 2.♘f3 ♘c6 3.c3 ♘f6 4.d3 d5 5.♘bd2 ♗e7 6.♗e2 0-0 7.0-0 a5 8.d4N** *In this very rare line I can only find 8.a4 on my database* **8...exd4 9.e5 ♘e4 10.cxd4 f6 11.♕c2 ♗f5 12.♕b3 fxe5 13.♘xe4 ♗xe4 14.dxe5 ♕e8! 15.♗e3 ♕g6! 16.♘e1 a4**



*White is already in trouble and its next move doesn't help matters* **17.♕xb7?** *To keep the queen active 17.♕b5 was best, or the retreat to d1 was also an option* **17...d4! 18.♗xd4** *If 18.♗d2 then ♖fb8! 19.♕xc7 ♖a7 forces 20.♕xb8+ ♘xb8-+* **18...♘xd4 19.♗c4+ ♔h8 20.♗d5 ♗xd5 21.♕xd5 ♕g4 22.f4 ♘e2+ 23.♔h1 ♘xf4 24.♕d2 ♖ad8 25.♕c2 ♗b4 26.♖f2 ♖d5 27.♕xa4 ♗c5 28.h3 ♕g5**



**29.♖f1?** *White was already lost, but 29.♖xf4 ♖xf4 30.♘f3 ♕xg2+ 31.♔xg2 ♖xa4 would have lengthened the move count a little*

29...♖d2 30.♕c6 ♘xh3! 31.♖xf8+
*31.gxh3?? ♖xf1#* 31...♗xf8 32.♕a8 ♔g8
*This is showing as m/11 on my laptop*
33.♕c6? *33.♕f3 ♘f4 m/9* 33...♘f2+ m/8
34.♔g1 ♕h5 35.g4 ♘xg4 36.♕c4+ ♔h8
37.♕e2 ♖xe2 38.♘f3 ♕h3 39.♘g5 ♗c5# 0-1

Shredder played its first game which was against Darmenios, a Slav which reached an equal middle game before Shredder showed it knew more about the position, forced Darmenios onto the defensive and went on to win convincingly.

- Shredder - Darmenios  1-0
- Hector - Junior  0-1
- Fridolin - Rondo  0-1
- Pandix - Jonny  ½-½

## Round 3

Junior, on 2/2, had the bye. Shredder outplayed the struggling Fridolin positionally in a long game.

We noted in our WCCC report last time that Pandix has a habit of playing irregular openings to get the opponent out of book early - it had played 1.a3 in one game! Against Hector here it was up to the same tricks with 1.c4 Nf6 2.Nc3 g6 3.Nf3 Bg7 4.b3N?! Hector had only scored ½/9 in the WCCC so I suppose the risk was worth it, but it took Pandix a long and nervy 53 moves to get the win and reach 2½/3.

Rondo joined it in top place with a win against Darmenios. Shredder beat Fridolin so was now on 2/2, and as Junior had the bye this round it stayed on its 2/2.

- Pandix - Hector  1-0
- Rondo - Darmenios  1-0
- Jonny - Thinker  ½-½
- Fridolin - Shredder 0-1

## Round 4

The first question for round 4 was would lightning strike for a third time? Thinker had beaten Junior in a major Internet tournament quite recently, and then in round 1 of the WCCC. Could it do it again? Junior played a Sicilian game with pawns on e4 f4 and g4, bishop on g2. It always looks impressive. But Thinker handled the position nicely before getting counterplay with Rc4 and then sacrificing the exchange with 29. ..., Rxe4. It was all rather complex but Black had the initiative and found a series of inventive ideas, much enjoyed by the spectators, and Thinker had indeed won again!

### JUNIOR - THINKER

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 a6 6.h3 e6 7.g4 b5 8.♗g2 ♗b7 9.0-0
♘fd7 10.f4 ♘c6 11.f5 ♘xd4 12.♕xd4 e5
13.♕f2 h6 14.♗e3 ♗e7 15.♖fd1 ♘f6 16.a3
0-0 17.♕e2 ♖c8 18.♗f2 ♖e8 19.♕d3 ♘d7
20.♕g3 ♖c4 21.♖e1 ♘f6
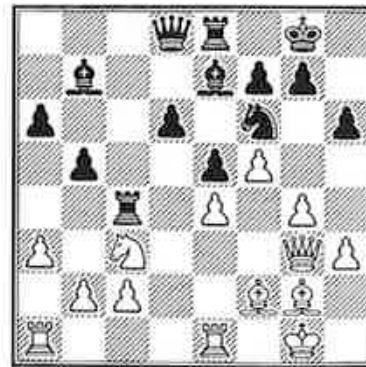


*The pawn on e4 is coming under heavy fire, perhaps Junior needed to play 22.♕f3 next*
22.♖ad1?! ♕a8 23.♕e3 ♖ec8 24.♕a7 ♕xa7
25.♗xa7 b4 26.axb4 ♖xb4 27.♖b1 a5 28.♗f2
a4 29.♘a2 ♖xe4 30.♗xe4 ♘xe4 31.♗e3 h5
32.gxh5 ♖xc2 33.♖ec1 ♖e2 34.♖e1 ♖xe1+
35.♖xe1 d5 36.♖c1 ♗d6 37.♗b6 d4 38.♗c7
f6 39.♗xd6 ♘xd6 40.♘b4 ♗e4 41.♖a1 ♘c4
42.♖xa4 ♘xb2 43.♖a2 ♘d1 44.h6 gxh6
45.♖a7 h5 46.♖a6 ♔g7 47.♖a7+ ♔h6 48.h4
♘e3



49.♖f7?! *It was better to attack from a6, the rook has lost a tempo this way* 49...♘g4

50.♔f1 ♗xf5 51.♔e1 e4 52.♖f8 d3 53.♖d8
♔g7 54.♘d5 e3 55.♘f4 d2+ 56.♔e2 ♘f2
57.♘xh5+ ♔f7 58.♔xe3 d1♕ 59.♖xd1
♘xd1+ 60.♔f3 ♗d7 61.♘f4 ♗c6+ 62.♔g4
♘e3+ 63.♔g3 ♘d5 64.♘d3 ♔g6 65.♘c5
♔h5 66.♘e6 ♗d7 67.♘d4 ♗g4 68.♘b3 f5
69.♔f2 f4 70.♔e1 ♔xh4 71.♔f2 ♘c3
72.♘d2 ♔g5 73.♔e1 ♔f5 74.♘c4 ♘e4
75.♘b2 ♔g5 76.♔f1 f3 77.♘d1 ♗h3+
78.♔e1 ♔f4 **0-1**

Shredder played an exciting game against
Pandix, a Catalan opening with good play
coming from both sides as Pandix for once
followed theory! Shredder was White and
won a pawn, but Pandix was the first to get a
passed pawn which became mobile and well
supported by K, R + N, and in the end only
Shredder's tablebases enabled it to find the
draw.

- Shredder - Pandix ½-½
- Jonny - Fridolin 1-0
- Rondo - Hector 1-0
- Junior - Thinker 0-1

Rondo was now on 3½/4, Pandix and Jonny
had 3/4, while Shredder was on 2½/3.

## Round 5

Jonny – Shredder was a Ruy Lopez which
created food for the opening theoreticians
with White's 15.Qh3 allowing the Black
knight to go to f4 where Jonny misevaluated
its strength. Johannes Zwanzger, its author,
later admitted this had revealed a previously
unknown and complex error in his evaluation
function: it had been there for many years but
Jonny had just stumbled into the effects of it,
apparently for the first time! The knight later
got back to f4 at move 27 and with 30...bxa4
Black won a pawn and left Jonny playing the
aimless moves Qc1–f1–d1–a1. Shredder did
its job well.

### JONNY - SHREDDER

C65: Ruy Lopez: Berlin Defence (3...Nf6),
unusual lines and 4 0-0 Bc5

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 ♗c5
5.0-0 ♘d4 6.♗a4 ♘xf3+ 7.♕xf3 0-0 8.♗b3N**
*8.♘c3 c6 (or 8...d6 9.♗g5 c6) 9.♗b3 is usual*

**8...a5 9.♘c3 d6 10.♗e3 ♗xe3 11.♕xe3 ♘h5
12.♔h1 ♗d7 13.a4 c5 14.♘b5 ♗c6 15.♕h3**
*15.♘c3=* **15...♘f4 16.♕g4 ♔h8 17.g3 f5
18.♕d1 ♘g6 19.f3 ♕d7 20.♘c3 ♖f6 21.♘d5
♗xd5 22.♗xd5 ♘e7 23.♗b3 f4 24.♖g1?!**
*24.g4 looks best, then perhaps if 24...♖h6
25.♕e2=* **24...fxg3 25.♖xg3 ♖af8 26.♕e2
♘g6 27.♖d1 ♘f4**



*The knight is back!* **28.♕f1 ♖h6 29.♖d2 b5
30.c3 bxa4 31.♗c4 ♖c8 32.♕c1 ♖f6 33.♕f1
♖b8 34.♕d1 ♖ff8 35.♖g4 ♖b6 36.♕a1 ♖fb8**



**37.♖c2?** *This is an inactive square for the
rook. I prefer 37.♖g1 though after 37...♕h3
38.♖f2 g6 Black's extra pawn might still be
enough to win, though it's doubled and it
wont be easy for Black to invade the White
position* **37...g6 38.♖g1?** *White doesn't have
any good moves, but this doesn't look as
good as it did a move ago!* **38...a3! 39.bxa3
♕h3 40.♖f2 ♕h4 41.♖gf1 ♖b1!** *Deflection!*
**42.♕a2** *42.♕xb1? ♖xb1 m/7; 42.♖xb1?
♕xf2 m/7* **42...♘h3 43.♔g2 ♕xf2+!** *Forces
the win* **44.♕xf2 ♘xf2 45.♖xf2 ♖8b2 46.a4
♖xf2+ 47.♔xf2 ♔g7 48.♔g3 g5 49.♔f2 ♖c1
0-1**

In the game Rondo – Pandix the latter contin-
ued with its new habit of following the moves
out of an opening book! It was another Ruy
Lopez and they stayed with theory up to

move 25. There Pandix played 25...Bxa8 which at first showed an evaluation of -1.5 before increasing later to -2.0. The line just doesn't look good for Black, even the better 25...Nxa8 has an evaluation of -0.5, so still barely playable. Not surprisingly it ended with Rondo getting the full point.

## RONDO - PANDIX BREAKTHROUGH

C95: Closed Ruy Lopez: Breyer Variation with 10 d4

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6 5.0-0 ♗e7 6.♖e1 b5 7.♗b3 d6 8.c3 0-0 9.h3 ♘b8 10.d4 ♘bd7 11.♘bd2 ♗b7 12.♗c2 ♖e8 13.♘f1 ♗f8 14.♘g3 g6 15.a4 c5 16.d5 c4 17.♗g5 h6 18.♗e3 ♘c5 19.♕d2 h5 20.♗g5 ♗e7 21.♖a3 ♘fd7 22.♗e3 ♗f6 23.♖ea1 ♘b6 24.axb5 axb5 25.♖xa8**



**25...♗xa8?** *In view of what happens next it will probably be necessary to see if 25...♘xa8 can save the line for Black* **26.♗xc5!N** *Building books from GM games can be hazardous! You can think the line is good for Black because of Georgiev – Ponomariov, Moscow 2001, 0-1 in 40 moves, but that's partly because White played the inferior 26.♖a5?!* **26...dxc5 27.♖a5 ♕d7 28.♕e3 ♖c8 29.♕h6 ♗g7 30.♕g5 ♖b8**



*Black has the 2 bishops but this time they wont be good enough* **31.♘h4! b4 32.♘gf5! gxf5 33.♘xf5 f6 34.♕xh5 bxc3 35.bxc3 ♗b7 36.♕g6 ♖a8 37.♖b5 ♘c8 38.♘xg7 ♕xg7 39.♕xg7+ ♔xg7 40.♖xb7+**



*and White went on to win quite easily in 58 moves*

Junior crushed Fridolin in a miniature after a Petroff, while Thinker just won a very close game against Darmenios due to better endgame play after it had seemed a draw was the most likely outcome.

## JUNIOR - FRIDOLIN

C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

**1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.♘c3**



**5...♗f5??** *This move is in some opening books (and Fridolin's I guess) but is a total disaster, the game is lost if White has the best reply in book! 5...♘xc3 6.dxc3 ♗e7 is well supported by theory and gives an equal game* **6.♕e2! d5 7.d3** *Simple, it's over... though see note after Black's reply!* **7...♘c6N** *I found a game won by Black (!) in my database, and it's this which presumably has resulted in careless book programmers,*

*who don't check the games properly, thinking that 5...♗f5 has a 50% record, making it seem playable when it isn't! The game won by Black went 7...♗b4 8.dxe4 dxe4 9.♕b5+ ♘c6 10.♕xf5 exf3 11.gxf3 (11.♕xf3!) 11...0-0 12.♗e3 (12.♗d3) 12...♖e8 13.♘d3 ♕f6 14.0-0-0 ♖ad8 15.♕c4?? (even here 15.♘d5! would still have won comfortably) 15...♗xc3 16.♕xc3?? (16.♗g2 is best, though after the 16th move disaster Black is still winning now) 16...♖xd1+ 17.♔xd1 ♕xf3+ 18.♔d2 ♕xh1 0-1!* **8.dxe4 dxe4 9.♘xe4 ♕e7 10.♘c3 ♗b4 11.♘d4 ♖d8 12.♕xe7+ ♗xe7 13.♗b5+ ♔f8 14.♘xf5 ♘xc2+ 15.♔e2 ♘xa1 16.♗d3 ♗f6 17.♘e4 ♖e8 18.♗e3 ♗xb2 19.♖b1 g6 20.♗h6+ ♔g8**



**21.♘e7+!!** *A fine sacrifice to finish with!* **21...♖xe7 22.♖xb2** *Probably showing m/9 or 10* **22...b6 23.f3 ♖e6 24.♗c4 g5** *The finish would be 25.♗xe6 fxe6 26.♘xg5 ♘b3 27.axb3 c5 28.♖d2 b5 29.♖d8#* **1-0**

- Jonny - Shredder  0-1
- Rondo - Pandix  1-0
- Junior - Fridolin  1-0
- Darmenios - Thinker  0-1

Rondo led with 4½/5. Its bye would not come until the final round! After Shredder on 3½/4 there were now no less than four engines with 3/4, namely Thinker, Pandix, Junior and Jonny.

## Round 6

Thinker - Shredder returned to the round 1 test of the bishop pair, this time belonging to Shredder after a Ruy Lopez, Berlin variation, now so very popular in Grandmaster chess. White eliminated the bishop pair by exchanging the black-coloured bishop, leaving a battle between the second Black bishop plus

knight against White's knights. White went on a pawn hunt, took one on c5, then one on a7, but in between a little bomb landed on g2 and destroyed its kingside, making it hard to be sure which side was winning until near the end.

**THINKER - SHREDDER**

C67: Ruy Lopez: Berlin Defence: 4 0-0 Nxe4

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.0-0 ♘xe4 5.d4 ♘d6 6.♗xc6 dxc6 7.dxe5 ♘f5 8.♕xd8+ ♔xd8 9.♘c3 ♘e7 10.♗e3 ♘g6 11.♖ad1+ ♔e8 12.h3 h6 13.a3 ♗e7 14.♖fe1 h5 15.♗g5** *Here 15.♘d4 is theory, then 15...h4?! (15...♗d7!?) 16.f4 ♖h5 17.♘e4± * **15...♗xg5 16.♘xg5 h4 17.♘f3 ♗e6 18.♘e4 ♖h5 19.♘eg5 ♔e7 20.♖d4 c5 21.♖d2 ♖ah8 22.♖d3 ♘f4 23.♖c3 ♗d5 24.♖xc5**



*The first pawn for Thinker* **24...c6 25.♖a5 ♘xg2!** *The little bomb* **26.♖d1** *Not 26.♔xg2? as ♖xg5+! because the ♘/f3 is pinned!* **26...♘f4 27.♖xa7** *The second pawn* **27...♖b8 28.♔h2 ♘e6 29.♖g1 ♘xg5 30.♘xg5 f6 31.c4 ♗xc4 32.♘e4 ♖xe5 33.♖xg7+ ♔e6 34.♖g4 ♗d3 35.♘c3 ♖f5 36.♔g2 ♖g5 37.♔f3 ♖xg4 38.♔xg4 ♗a6 39.♔xh4 ♔e5 40.♔g3 ♖g8+ 41.♔f3 ♔d6 42.♘e4+ ♔c7**
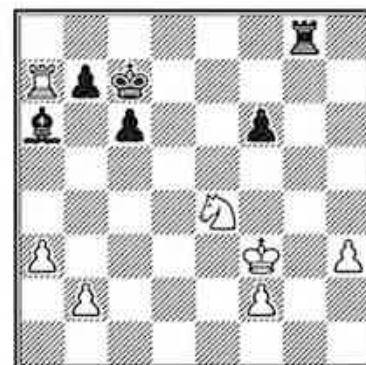
43.♔f4 *43.♘xf6? would be great except for 43...♖f8!* 43...♔b6 44.♘xf6 *Now it's okay of course* 44...♖h8 45.♖xa6+ bxa6 46.♔g4 ♔c5 47.f4 ♖h6 48.♘e4+ ♔d4 49.♘c3 ♖g6+ 50.♔f3 ♖g8 51.h4 a5 52.h5 ♔c4 53.f5 ♖g5 54.f6 ♖f5+ 55.♔g4 ♖xf6 56.♘e4 ♖f8



*The computer evaluations have been show-ing 0.00, but suddenly they have Black winning!* **57.h6** *Is this a dangerous pawn? If 57.♘d2+ ♔d3 58.♘b3 ♖a8 and the advantage is still with Black, but White might be able to draw with 59.a4* **57...♖a8!** **58.a4?** *After 58.b4 a4 is the only winning try, then 59.♘c5 would be best but 59...♔c3 should still win. After the move played White probably can't save the game* **58...♔b3 59.♔g5 ♔xb2 60.♘c5 ♔a3 61.♔g6 ♖h8 62.♔g7** *If 62.h7 ♖xh7 63.♔xh7 ♔b4 and the same outcome as in the game* **62...♖xh6!** *Tablebases allow you to make moves like this and KNOW you're okay!* **63.♔xh6 ♔b4** *and tablebases are announcing m/28* **64.♘c6 ♔xa4 65.♘c5+ ♔b4 66.♘d3+ ♔c4 67.♘e5+ ♔d5 68.♘d3 ♔d4 69.♘c1 a4** *m/20* **0-1**

Rondo had Black against Jonny and this was also a Ruy Lopez, Berlin variation. In the previous round Shredder had demonstrated a fault in Jonny's evaluation function with respect to positioning a knight on f4, and this theme occurred again with Black's 24...Nf4 gaining some space. But we are not showing the game this time, there was some lengthy, indeed tedious, piece shuffling for many, many moves. Black did have chances and would move a pawn just before each group of 50 moves was completed, this happened at moves 110 and 160! Finally Rondo found a way to penetrate with first its queen and then its rook and at last the game was over at move 207, with Rondo registering the win!

Darmenios won a tail-enders game against Hector.

- Thinker - Shredder  0-1
- Hector - Darmenios  0-1
- Pandix - Junior  ½-½
- Jonny - Rondo  0-1

The leader was still Rondo with an impressive 5½/6. Shredder, with 4½/5 would be level if it won its game in hand. Junior had 3½/5 and Pandix 3½/6.

## Round 7

Shredder beat Hector easily, as did Thinker against Fridolin.

For the third game in row Pandix showed that it has a proper opening book using the English variation in its game against Darmenios and winning with some ease after the latter exchanged Q for B+R in the hope of an attack that didn't materialise.

The 'big' game was Rondo – Junior! From a b3 Sicilian play became so subtle that it is hard to say whether either side was ever really winning. Certainly Rondo had the two bishops, but Black's mobility always seemed to be sufficient compensation. When finally Junior's pieces invaded White's position, the appearance of danger vanished and after 98 moves both opponents agreed to a draw.

- Shredder - Hector  1-0
- Pandix - Darmenious  1-0
- Fridolin - Thinker  0-1
- Rondo - Junior  ½-½

Rondo still led with 6/7, but Shredder on 5½/6 now had the potential to go top if it won its extra game! Pandix had 4½/7, while Thinker and Junior were on 4/6.

## Round 8

... and the two leaders met - Shredder v Rondo! It was a Closed Catalan game in which both players showed their best quali-ties in a difficult middle game. At one time it was thought that Shredder had the best chances, but Rondo found a plan based on the weakened position of the White king as the exchanged fianchetto bishop left the f3, h3 and g4 squares easily available to the Black

knights. The White king ended up in the centre and under challenge from Black's queen, but as soon as White managed to exchange minor pieces and queens the threats disappeared leaving a tricky endgame B v N with scattered pawns. A deserved draw for both sides ensued.
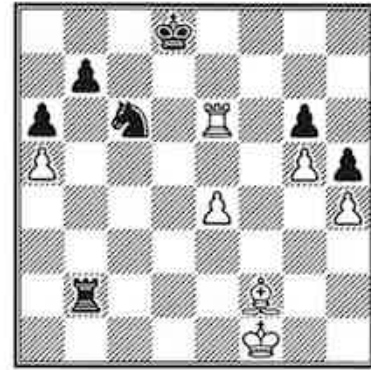
## SHREDDER - RONDO

**1.d4 d5 2.♘f3 ♘f6 3.c4 e6 4.g3 ♗e7 5.♗g2 0-0 6.0-0 ♘bd7 7.♕c2 c6 8.b3 b6 9.♖d1 ♗a6 10.♘bd2 ♖c8 11.e4 c5 12.exd5 exd5 13.♘f1 cxd4 14.♘xd4 ♗c5 15.♘e3 dxc4 16.bxc4 ♕c7 17.♗b2 ♗b7 18.♘b5 ♕b8 19.♗xb7 ♕xb7 20.♘f5 ♘g4 21.♘bd6 ♕f3 22.♖d4 ♗xd4 23.♘xd4 ♕a8 24.♘xc8 ♖xc8 25.♘f5 ♖e8 26.♘xg7 ♘de5 27.♘xe8 ♘f3+ 28.♔f1 ♘gxh2+ 29.♔e2 ♕xe8+ 30.♔d3**



**30...♘e1+ 31.♖xe1 ♕xe1 32.♕d2 ♕xd2+ 33.♔xd2 ♔f8 34.♔e2 ♘g4 35.♗d4 ♔e7 36.c5 b5 37.♔f3 ♘h6 38.♔e4 ♔e6 39.c6 ♔d6 40.♗xa7 ♔xc6 41.f3 ♔d6 42.♗b8+ ♔c5 43.♔e5 ♘g8 44.g4 ♔c4 45.♗d6 b4 46.♗f8 b3 47.axb3+ ♔xb3 48.♗g7 ♔c2 49.♔e4 ♔d1 50.f4 ♔e2 51.♗d4 ♘e7 52.f5 ♘c6 53.♗g1 ♔f1 54.♗c5 ♔g2 55.♔d5 ♘b8 56.♗d6 ♘d7 57.g5 ♔f3 58.♔c6 ♔g4 59.♔xd7 ½-½**

In Junior – Jonny the engines showed great book preparation. The Sicilian opening resulted in great piece dynamics for both sides and it was often hard to assess who really had the initiative or advantage. Perhaps the game swung on the pawn exchange 67...Nxa5 68.Rxg6 since the White pawn structure as well as the bishop looked better than Black's with its knight. Anyway Junior played superbly from here and was able to make enough of this small advantage to win.

*After 67.♔f1*



**67...♘xa5 68.♖xg6 ♔d7 69.♖h6 ♖b1+ 70.♔g2 ♖b4 71.♖h7+ ♔e6 72.♗c5 ♖b2+ 73.♔g3 ♘c6 74.♖xh5 ♖b1 75.g6 b6 76.♗e3 ♘e7 77.♖g5 ♖e1 78.♔f3 ♖h1 79.♗f2 ♖b1 80.♗d4 ♖b3+ 81.♔f4 ♖b4 82.♗g7 ♖b1 83.h5 ♖f1+ 84.♔e3 ♔d7 85.h6 ♖h1 86.♔f3 a5 87.♔g2 ♖h4 88.♗f6 ♖xh6 89.♗xe7 ♖h8 90.g7 ♖g8 91.♗f8 a4 92.♖d5+ ♔e6 1-0**

- Shredder - Rondo ½-½
- Junior - Jonny 1-0
- Darmenios - Fridolin 1-0
- Thinker - Hector 1-0

Rondo was now on 6½/8, and had played its last game. Could Shredder on 6/7 win its last game and with it the title. It would have Black against Junior! Junior and Thinker both had 5/7, also with 1 to play.

## Round 9

In a game for the lower positions Hector had a mental blackout. Humans can do this and now we know, so can the engines! It played 15. Qxd6 taking a pawn and Black simply answered 15. ..., cxd6. Hector resigned and took the wooden spoon.

## HECTOR FOR CHESS - FRIDOLIN

C42: Petroff Defence: 3 Nxe5 and unusual White 3rd moves

**1.e4 e5 2.♘f3 ♘f6 3.♘xe5 d6 4.♘f3 ♘xe4 5.♘c3 ♘xc3 6.dxc3 ♗e7 7.♗e3 ♘d7 8.♕d2 ♘e5 9.0-0-0 ♘xf3 10.gxf3 0-0 11.♖g1N** *11.h4 ♗e6 12.h5 ♗f6 13.♖g1 was an even game until the endgame in Tseshkovsky – Giertz, Biel 2004* **11...♗f5 12.♕d5 ♕c8 13.♗d3 ♗xd3 14.cxd3 ♗f6**

*The game is perfectly even, White can play 15.♗g5 or ♗d4, or ♔b1 and have no problems. It's next move is encouraging for the human race but quite inexplicable for such a high level tournament* **15.♕xd6?? cxd6 0-1**

At the other end of the table, **in the battle for top place** with Shredder needing a win to become Champion, Junior v Shredder was very exciting, with Junior showing its very best side as an attacking and inventive player. The game started as a quiet Ruy Lopez, Berlin Defence (again!), but soon alertness was required from Black as Junior sacrificed a pawn with 10. d4, exd4 11. e5, dxc3 12. bxc3 giving it open lines, more space and chances of a ferocious attack. However Shredder found an adequate answer for these threats, and in a tense struggle defended the position accurately and creatively. So Junior offered a second pawn! And now the position was really dangerous for Black. However at move 37 Junior took the wrong path by playing 37.f6. After the game Junior's programmer produced another line in 37.Qf3 Rd7 38.Qh5 Re7 39.Bxg7 Nxg7 40.Qxh6 Ke8 41. f6 Re1+ 42. Kf2 Nf5 43.Qh8+ Kd7 44.Qg8 Qxg8 45.Rxg8 and now black can not stop the f-pawn. We will look at this in our game analysis. Still according to Shredder the position was equal while Junior thought it was advantageous for White. At move 42 Shredder managed to play the decisive, saving move 42...d4, allowing Junior to win the Black queen for a rook and a knight, but the pawns which were collected by Shredder turned out to be of greater value! Congratulations to Stefan Meyer-Kahlen for winning the WCSC.

## JUNIOR - SHREDDER

C65: Ruy Lopez: Berlin Defence (3...Nf6), unusual lines and 4 0-0 Bc5

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 ♘f6 4.d3 ♗c5 5.0-0 ♘d4 6.♘xd4 ♗xd4 7.♘d2 c6 8.♗a4 ♗c5** *Shredder's move is not knew, but prepared instead of the more popular 8...d6* **9.c3 0-0N** *9...♗e7 10.f4 exf4 11.♖xf4 ♕c7 has been played here and is equal* **10.d4** *I imagine Shredder's book had been prepared for this sacrifice with the conclusion that it would be able to survive the attack!* **10...exd4 11.e5 dxc3 12.bxc3 ♘e8 13.♘e4 ♗e7 14.♗f4 f6 15.exf6 d5 16.fxe7 ♕xe7 17.♗g3 ♕xe4 18.♖b1 ♕c4**



**19.♖e1** *Sacrificing a second pawn which 19.♖c1 would have avoided* **19...♕xc3 20.♗c2 b6 21.h3** *Stopping ♗g4, but even so I think 21.♗e5 ♕c4 22.♗d4 was better as, if 22...♗g4 23.f3 ♗d7 24.♖e4 is okay as 24...dxe4 25.♗b3! is good for White* **21...♕f6 22.♖b3 ♗f5 23.♖f3 ♗xc2 24.♕xc2 ♕g6 25.♖xf8+ ♔xf8 26.♕a4 h6 27.♖e3 ♔g8**



*Getting the king to a safer place. Black is still 2 pawns up but the computers eval it as only -0.5 which shows just how dangerous they think the attack is!* **28.♖e7! ♕f6 29.♖e3** *Trying to win a pawn back is worse, so not*

*29.♖xa7? ♖xa7 30.♕xa7 as Black consoli-*
*dates with 30...♕d8 and would still be 1*
*pawn up with strong pawns on the c+d files*
*and a much more secure position to work*
*from. Junior must attack, which it seems to*
*well understand!* **29...♔h7 30.♗e5 ♕g6**
**31.♖g3 ♕f5 32.f4** *The start of a major effort*
*by Junior to push the f/△ and press home the*
*attack. Again an attempt to win a pawn back*
*doesn't work at all: 32.♕xc6? ♖c8 33.♕xd5*
*♖c5 34.♕d1 ♖xe5 and Shredder is a ♘ up!*
**32...c5 33.♕a6 ♕f7 34.♕d3+ ♔g8 35.f5 ♖d8**
**36.♖g6 ♔f8**



*The diagram is here so that we can check out*
*Amir Ban's suggested win for his Junior*
*program!* **37.f6**

**37.♕f3!**

Do any engines find this I wonder?! Most take a
long time when they've been shown it just to realise
how good it is!

**37...♖d7**

Seems to be best, though 37...c4 38.♕f4 ♔g8
might also be okay for a draw: 39.♕xh6 ♖d7
40.♗xg7 ♘xg7 41.f6 ♕f8=

Note that after ...c4 38.not 38.♕h5?! c3!
39.♗xc3 (39.f6!? c2 40.fxg7+ ♔g8=; 39.♗xg7+?
♘xg7 40.♕xh6 c2!-+) 39...d4∓, and Black wins.

**38.♕h5! ♖e7**

After this the continuation for both sides is
pretty much forced.

However 38...d4 is an alternative, then
39.♗xg7+ ♘xg7 40.♕xh6 ♔e8 41.♖f6 ♕xf6
42.♕xf6 d3 43.♕g6+ ♔d8 44.f6 d2 45.fxg7 d1♕+
46.♔h2 ♖xg7 47.♕xg7 and a draw.

**39.♗xg7+ ♘xg7 40.♕xh6 ♔e8 41.f6! ♖e1+ 42.♔f2**
**♘f5 43.♕h8+ ♔d7 44.♕g8 ♕xg8 45.♖xg8**

and now Black must try to find a way to stop the
f/△, but it doesn't seem possible!

**45...♖e4 46.f7 ♖f4+ 47.♔g1 ♘g3 48.f8♕ ♖xf8**
**49.♖xf8.**

And now it is White that has what winning
chances there are, though it's probably going to be
a draw. A great find by Amir though my analysis
suggests Black can still hold and get a draw – but
then only a share of the Title! Anyone care to do a
more thorough job for the next issue?!

---

**37...gxf6** *Not 37...♘xf6? which only draws*
*after 38.♗xf6 gxf6 39.♖xh6 ♕g7 40.♖h7*
**38.♗f4 ♕e6 39.♖xh6 ♕e4!** *Black wants to*
*be able to advance the c and d pawns*
**40.♕g3 ♔e7 41.♔h2 ♖d7 42.♖h4 d4!**
**43.♗d6+ ♘xd6 44.♖xe4+ ♘xe4 45.♕d3 f5**
**46.g4 ♔f6 47.♕f3 ♖d5 48.gxf5 ♔e5**



**49.♕d3?!** *Better was 49.♕h5!? ♘f6 and*
*now some checks, 50.♕e2+ ♔xf5 51.♕d3+*
*♔f4 and then 52.a4 with perhaps slight*
*chances of getting a draw (note that*
*52.♕d2+ ♔e5 53.♕e2+ isn't as good, Black*
*should win after 53...♔d6). But not 49.f6?*
*♘xf6 50.♕e2+ ♔d6 51.♕d3 when 51...b5 is*
*playable and after 52.♕xb5 d3 0-1* **49...♖d6**
**50.f6?** *Not so good, but White only had poor*
*moves anyway, of which 50.♔g2 was*
*probably better than anything else* **50...♖xf6**
**51.h4 ♖f4 52.♕b5 ♖xh4+ 53.♔g2 ♖g4+**
**54.♔h2 ♖g3 55.♕e8+ ♔f4 56.♕f8+ ♔e3**
**57.♕h6+ ♔e2 58.♕h5+ ♔d2**



**59.♕h7** *The checks are over as 59.♕h6+*

♖*e3! gets nowhere* **59...♖e3 60.♕xa7 d3 61.♕xb6 ♔e2** *White is winning a couple of pawns but Black will get a new queen!* **0-1**

This was as exciting a game as one could wish for to decide the title. At one point it looked as if Shredder could have lost and Rondo would be Champion, at another it seemed the title might be shared between Rondo and Shredder, but in the end it was Stefan Meyer–Kahlen's and Shredder's!

Pandix followed theory yet again as Black against Thinker, and again had nothing to show for it. One can see why its programmer likes to get out of book early, for better or for worse! There were some interesting moments towards the late middlegame, but it ended up a draw after 79 moves.

- Junior - Shredder  0-1
- Darmenios - Jonny  0-1
- Hector - Fridolin  0-1
- Thinker - Pandix  ½-½

## WCSC 2010, FINAL TABLE

| Pos | Name | Score / 8 |
|-----|------|-----------|
| 1 | SHREDDER | 7 |
| 2 | RONDO | 6½ |
| 3 | THINKER | 5½ |
| 4= | PANDIX BREAKTHROUGH JUNIOR | 5 |
| 6 | JONNY | 4 |
| 7 | DARMENIOS | 2 |
| 8 | FRIDOLIN | 1 |
| 9 | HECTOR FOR CHESS | 0 |



Photos:

Above is Shredder v Fridolin

Left: Zach Wegner, Rondo

Bottom Left: All the World Championship programmers and/or operators with David Levy

# SEND OUT THE CLONES BY PETER SKINNER

The landscape of Computer Chess has changed drastically in the last 10 years due to stronger programs like Fruit by Fabian Letouzey, releasing their source code to the masses under the GPL License.

Normally one would think this act of generosity would be welcomed and greatly appreciated, but instead the kindness of one has enabled many with less gratuitous agendas to not only profit, but ruin the exchange of information within the realm that is computer chess programming.

Three years ago, a "new" program called Ippolit arrived via dubious means. The release of that code has changed not only the landscape of Computer Chess, but also the hierarchy that many of the rating systems are based on. Cloning of that code has become so frequent that it is not only accepted by the users downloading and using these programs, it is embraced as a new evolution within Computer Chess.

The Free Online Dictionary defines cloning as:

## Clone (klōn)

*n.* **clone**

**1.** A cell, group of cells, or organism that is descended from and genetically identical to a single common ancestor, such as a bacterial colony whose members arose from a single original cell.
**2.** An organism descended asexually from a single ancestor, such as a plant produced by layering or a polyp produced by budding.
**3.** A DNA sequence, such as a gene, that is transferred from one organism to another and replicated by genetic engineering techniques.
**4.** One that copies or closely resembles another, as in appearance or function: "filled with business-school clones in gray and blue suits" (Michael M. Thomas).

## *v.* **cloned, clon·ing, clones**

*v.tr.*
**1.** To make multiple identical copies of (a DNA sequence).
**2.** To create or propagate (an organism) from a clone cell: clone a sheep.

**3.** To reproduce or propagate asexually: clone a plant variety.
**4.** To produce a copy of; imitate closely: "The look has been cloned into cliché" (Cathleen McGuigan).

*v.intr.*
To grow as a clone.

For our purposes, we are interested in note #4 of each section: ***"One that copies or closely resembles another, as in appearance or function"*** and ***"To produce a copy or; imitate closely"***

Every programmer has a distinct style of writing code: no two individuals will write identical code. If you were to ask a room of 50 programmers to write a program to emulate a calculator, you would get 50 different interpretations of that code base.

In Computer Chess, this scenario is amplified as each programmer will code how hash tables, king safety, pawn mobility, or simply piece tables are represented in their programs. Finding two exact pieces of code in two different programs not only suggests that one simply copied the other, it implies it.

Cloning of computer chess programs is hardly new.

Soon after the release of the Fruit program code, International Master Vasik Rajlich's program Rybka, went from being rated 1800 Elo and finishing second last in CCT6 (Computer Chess Tournament 6), to winning CCT8 (Computer Chess Championship 8) and improving its Elo by 1200 points in a span of 16 months. While there has been some proof to suggest that early versions of Rybka were indeed clones of Fruit, nothing has been definitively proven.

It is also believed that the source for Ippolit is actually reverse engineered code from Rybka 3. *(see note at end of the article describing reversed engineering).*

This is supported by claims from Vasik Rajlich that the Ippolit code is indeed his (as yet no definitive proof has been offered), and the rating of Rybka in correlation to Ippolit is nearly identical.

Since then we have had several programs that have emerged under names like Robolitto, Fire, Houdini, Ivanhoe, and countless others, based on the Ippolit source that correlate to the style of play, and rating, of Rybka .

Cloning also cuts to the very bone of what I think Computer Chess is founded on.

The exchange of ideas from programmers through open dialogue. 10 years ago, the flow of information could be seen at the Computer Chess Club on a daily basis from the likes of Robert Hyatt (Author of Crafty), Bruce Moreland (Author of Ferret), Ed Schroder (Author of Rebel), and countless other talented programmers.

New authors could ask questions and get almost instant feedback on how any one of the previously mentioned programmers did this or that within their programs. New algorithms and ideas were exchanged freely, and discussed openly.

Today, this is rarely done.

Since the new age of clones from the Ippolit source code that was released to the public, many have tried to enter legitimate Computer Chess Events under the premise their engines are new.

Most recently, Johandry Gonzalez Espin from Cuba tried to enter a program named Squaknll in to the ICGA World Computer Chess Championships in Japan. After due diligence, it was found to be a clone and its participation was removed.

Why do people with intent on ruining Computer Chess, try to enter the top level tournaments? It is beyond comprehension. Do they not realise that the clone detection methods used do in fact work, and other participants can and will challenge your authenticity? It is almost like some cloners are begging to be caught.

Tournament Director's have established a terrific set of ground rules for participant accusation of clones in tournaments, and our methods of proving that an engine is a clone of another is getting better by the second.

In the future, detection methods need to steadily improve, so we can defend ourselves from these rather unscrupulous individuals.

Fellow participants need to challenge code bases more often, so we can get the results we require to remove these people from the current event and future ones.

Will cloning ever stop? Probably not, but together we can stop them from entering anything above a basement tournament.

Peter Skinner

## Reverse Engineering

I asked my good friend Mark Uniacke, the Hiarcs programmer, if he could describe Reverse Engineering for us.

You will see a reference to Robin Hood in his reply! I had made a remark in my e-mail suggesting that Cloning reminded me of Robin Hood - *'robbing the rich to pay the poor'*. (I like the play on his name: Robin / Robbing).

However no-one is rich in Computer Chess any more. In this instant I meant those 'rich' in chess knowledge and experience in chess programming over many, many years who are being robbed so providing quick solutions for almost complete newcomers. If you've got someone else's code, either stolen by reverse engineering from perhaps Rybka2/3, or taken freely from open source code (which quite likely itself includes someone else's code!), and know how to change the code where the engine is named from, say, Ippolit to Hallsworth, you've got your own engine. This is not hard to do if you know enough about programming, even if you know nothing at all about chess, especially as most of these newcomers are built around search methods and speed rather than chess knowledge!

Mark however didn't think my portrayal of this as *'a Robin Hood effect'* came anywhere near enough to a proper description of what is going on and the damaging effect it is having on true programmers!

Here is Mark's reply....

Hi Eric,

First a brief description from the web:

*"Software reverse engineering involves reversing a program's machine code (the string of 0s and 1s that are sent to the logic processor) back into the source code that it was written in, using program language statements. A software cracker uses a disassembler to reverse the machine code so it can be modified to avoid copy protection and sometimes to modify it so they can pass it off as their own work.*

*Reverse engineering is normally prohibited by the software license agreement and constitutes copyright violation and is illegal."*

I think the problem is that when ideas are exchanged there are normally many ways to interpret those ideas and even more ways to implement them so it is up to the skill of the programmer. When code is available the thinking for the idea has already been done and is in the implementation. I would not term the illegal sharing of reversed code as a Robin Hood effect anymore than I would say someone who broke into your home and stole your possessions was acting like Robin Hood.

Fruit code was given freely but with the GNU General Public License (GPL): For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

I hope that helps, best wishes, Mark

## RENTING the RYBKA CLUSTER!

*The following is the advertising text which appeared at www.rybkachess.com a few weeks ago, inviting chess fans to rent the Rybka Cluster for chess analysis,*

### Overview
The **Rybka Cluster** is a high-performance supercomputer located in Minden/Westfalen, Germany. Combining software and hardware engineering, the Rybka Cluster features exclusive Rybka versions not available to the public running on customised hardware built with the specific goal of providing top Rybka performance at an affordable price.

Starting on February 1, 2011, the Rybka Cluster will be available to the public for the first time under the Rybka Cluster Rental Program.

### History
The Rybka Cluster was initiated in September 2008, when an initial version was built just in time to participate in the 2008 ICGA World Computer Chess Championship in Beijing. The first results were promising and steady improvement in both software and hardware ensued. By December 2010, the Rybka Cluster had evolved into a polished chess analysis tool.

Cumulative figures (as of December 2010) include:
- 2,000 hours of remote client logins
- 4,000 hours of direct cluster testing
- 60,000 hours of software-simulated cluster testing
- 12 major computer chess tournament wins in 12 attempts, including 2 ACCA World Championships and 3 ICGA World Championships.

*These results were then comprehensively listed, but here I will just mention that in 2010 it won the Mundial Chess Freestyle tourny, the 10th CSVN tourny, the 4th ACCA World Rapid Champs, the 18th ICGA WCCC, and the 30th Dutch Open Champs.*

### Hardware
A **computer cluster** is a collection of individual computers which act together as a single bigger computer. The challenge is to split the work in such a way that the relatively slow communication between the individual computers is tolerable. When this is accomplished, clustering provides a flexible and relatively inexpensive way to create and maintain a high-performance supercomputer.

The Rybka Cluster, designed, owned and overseen by Lukas Cimiotti, is built from a large collection of electronic and infrastructural equipment, including twenty-nine motherboards, six hundred fifty-six gigabytes of RAM, five terabytes of solid-state disks, fifty-eight CPU sockets, and two hundred ninety-six physical Intel Nehalem cores.

Due to the flexibility afforded by the clustering concept, the exact specifications of the Rybka Cluster change on a regular basis as our team makes improvements.

### Rental Protocol
Under the Rybka Cluster Rental Program, anyone can purchase time on the Rybka Cluster in continuous chunks of at least 48 hours. Customers receive client software as well as personalised account information and then use this software and account information to connect to the cluster from anywhere and at any time during their paid-for rental period. When a customer is logged in, the cluster presents itself on his client computer as a standard (UCI) chess engine, which can be installed and used in any standard chess GUI.

## Features

The Rybka Cluster includes all of the standard features expected of a chess engine, such as multi-variation analysis, exclude-moves analysis, pondering, full state reset, game play supporting all possible time controls, and so on. All 4-man and 5-man tablebases as well as selected 6-man tablebases are installed.

The Rybka Cluster is also robust to the various connectivity problems which clients can experience. When a client loses his Internet connection, the last analysis he requested continues to run, and when he reconnects the accumulated analysis is automatically made available to him.

Finally, the Rybka Cluster has a highly developed and fully configurable notion of draw avoidance. This is useful in computer chess tournaments, to make sure that the cluster's ultra-deep searches don't result in overly cautious moves leading to too many draws. Our clients have also found the feature useful for preparing opening variations which may be objectively equal but which yield good practical winning chances.

## Policies

There are no restrictions on what a customer can do with his or her Rybka Cluster time. Customers are welcome to use the Rybka Cluster for their own private chess analysis or automated game play, or to share their Rybka Cluster time with others, either informally or for profit.

## Rates

Two standard, well-tested Rybka Cluster configurations are available starting February 1, 2011:

A *Rybka Cluster 40* consists of 40 physical cores and can be rented for 238 Euro (incl. VAT) per day, or 200 Euro (without VAT) per day for customers outside the EU or businesses outside Germany. The minimum continuous *Rybka Cluster 40* rental time is 5 days.
A *Rybka Cluster 100* consists of 100 physical cores and can be rented for 595 Euro (incl. VAT) per day, or 500 Euro (without VAT) per day for customers outside the EU or businesses outside Germany. The minimum continuous *Rybka Cluster 100* rental time is 2 days.

Custom configurations are also possible. Our current capacity is 296 physical cores, and this figure can be increased if necessary. Please don't hesitate to contact us about alternative possibilities if you are interested.

## Confidentiality

All aspects of Rybka Cluster rentals, including any discussions with us about the matter, will be treated as confidential by our team. Only Lukas Cimiotti and Vasik Rajlich will be privy to any such information.

## Contact Us

Lukas Cimiotti is responsible for both the Rybka Cluster and the Rybka Cluster Rental Program. Time reservations and payment arrangements should be made directly with him. The preferred method for contacting Lukas is via private message at the Rybka Forum, addressed to the nick "Lukas Cimiotti".

## Long-Term Reservations

Rybka Cluster time is rented on a first-come first-served basis. We accept reservations for up to six months into the future, and recommend that you make important reservations safely in advance to guarantee availability. Whenever we upgrade our hardware, advance reservations will automatically be upgraded to configurations of equivalent value.

## Alternative Rental Possibilities

The main limitation of the Rybka Cluster Rental Program is that cluster time must be reserved in advance and in continuous chunks of at least 48 hours. ChessBase GmbH and Convekta Ltd. are now working on solutions which will allow their customers to access the Rybka Cluster at any time without advance booking on a per-minute basis. We'll provide information about these possibilities when they become available.

Additionally, cheaper Rybka Cluster configurations of less than 40 physical cores will be made available later in 2011.

## Disclaimer

Time on the Rybka Cluster is offered as is. The Rybka Cluster has been extensively tested in a wide range of scenarios, but we make no warranties of any kind, either express or implied, including but not limited to the implied warranties of performance, merchantability, satisfaction, or fitness for a particular purpose.

**Below**: the Rybka 200-core Cluster
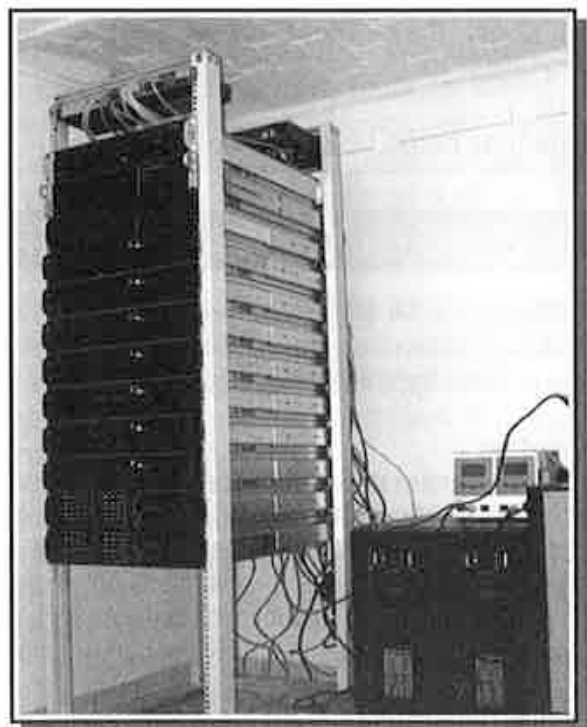
# The MARK UNIACKE (HIARCS) Interviews!

Rybka's popular operator, **Hans van der Zijden,** has become a good friend of Hiarcs' operator **Harvey Williamson** over the years. This year he even called into London to visit Mark Uniacke and collect Harvey on his way to the World Championships in Japan! Oh yes, and record an Interview with Mark....

*Hans: What does a typical working day look like?*

I don't think there is a typical working day, because I don't like keep any strict working hours. The name of the game is flexibility around the family and other things that are going on, but I do have a tendency to work late in the evening, sometimes till 3 or 4 in the morning. I found out I can't really program very well in the daylight. For Hiarcs I quite like the winter months. It's darker so Hiarcs benefits from that, because I then tend to spend some time on productive programming. I tend to work more on inspiration, rather than say right, today I'm going to do bla bla bla.

*Hans: What does your wife think about you staying up that late?*

It is not every night of course, but she is quite used to me working late. I get a lot less distractions from the kids and there is less going on. Once everybody has gone to bed, it is nice and quiet, I just get on with things.

*Hans: I thought your kids were already quite old?*

Steven is now 19, Edward is 13, but he has autism, so he can be a lot more demanding than a normal child.

*Hans: I understood you are working on many different projects?*

Obviously I am trying to put Hiarcs on as many devices as I can. If I was sensible I would try to get it on all platforms. But I do often spend a bit too much time fiddling with ideas, and trying things out, perhaps I shouldn't. Chess programming can be very

unproductive, in the sense that you can do a lot of work and then have nothing to show for it. Where as if you are developing on multiple platforms, if you are developing another gui or something, you will have something to show for it because you are building something. I programmed for Palm originally, then I worked with Chessbase on Pocket Fritz and Alain Zanchetta on CEBoard, also I got a version on iPhone courtesy of Tord Romstad (Glaurung) who let me work on his gui and evolve it a little bit and I also started to work on an android version. Hopefully it will arrive soon.

*Hans: All these different programs, it must be quite confusing.*

I am working on a few other things in the background, some of them chess related to do with opening books etc. There's all sorts of you can get your fingers dirty on.

*Hans: The engine part you can probably just copy them to all the different platforms.*

Yes, effectively the engine is pretty similar between all the platforms. The only platform where I really had to make compromises is on the Palm, where, especially on the Motorola devices, there was very small stackspace, very small memory footprint, something like 30K. When you have that kind of constraint, you have to make some modifications. But then Hiarcs originally was a 16 bit program. It can be made to be quite small if it needs to be. But that becomes harder and harder, because obviously I'd like to have one engine that is used on all the different platforms. Sometimes you have to make deviations in order to make the product work.

*Hans: Last year Hiarcs played in a Grandmaster tournament in Argentina.*

Yes, it was running within Pocket Fritz 4 last year, on a pocket PC.

*Hans: How does that compare to Hiarcs on iPhone?*

I think clock for clock the Pocket PC would be slightly stronger, talking about the old iPhone. I don't know about the iPhone 4. Hiarcs seems to have adapted on Palm, Pocket PC and smaller devices very well in terms of strength.

*Hans: How did they get the Grandmasters to play against a computer?*

There has been sort of a history in that tournament of Grandmasters playing against ChessBase programs. So over the years I think Tiger has played there, Shredder has played there, Hiarcs has played there. I am not too sure whether Fritz has. Certainly various ChessBase PC programs have played in Argentina. Of course the PC programs have become too strong for your average GM strength or IM, so the natural progression was to enter on Pocket PC hardware. Of course that does give a master a different view. They got more confidence they can win. So therefor there is a bit more acceptance in that sense.

*Hans: Could be even more heartbreaking if they lose to such a small device.*

Of course there is more because you only play against a handheld device. So originally I think Hiarcs 12 played there on the Pocket Fritz 3 in 2008 and it did quite well I think scoring 7½ out of 10, a 2700 level rating. And then last year it was very good, it got 9½ out of 10, for a 2900 rating which is very good obviously.

*Hans: I looked at all the games, but there were a lot of mistakes by the humans, maybe because of time trouble.*

I think there is a certain pressure isn't there when you are playing a machine. There is certain pressure for a tactical mistake. You see it on all levels. You even saw it with Kramnik when he was playing Deep Fritz, some really bad blunders that he ordinarily wouldn't play.

*Hans: I am an 1800+ player and even I wouldn't make such blunders.*

You could say exactly the same thing what



**Hans van der Zijden** has operated Rybka in its major tournaments for many years. He also writes an entertaining daily report for us all when he's at a tournament. But his pride and joy is the speed at which he can complete a Rubik's cube!

Kramnik did, or maybe to a lesser extent what Kasparov did against Deep Blue with h6 move I think it was. But I think it is something where the pressure builds up on humans and that is typical where humans end up going wrong against machines.

*Hans: For a Grandmaster the pressure must be way more than when I would play. I am expected to lose of course, as a weak player.*

Yes, maybe there is an expectation, a self pressure, pressure on yourself.

*Hans: Do they get paid extra for playing against a computer?*

I really don't know. It is all organised through ChessBase. I think ChessBase sponsored the tournament.

*Hans: Do you know if the computer got the prize money?*

No no, I don't think the computer gets the prize money. The computer doesn't even get the cup I think.

*Hans: I saw a picture with the operator and the cup.*

There was a big cup. I thought it was a very impressive cup. I am not sure whether Stanislav Tsukrov, who wrote the gui for Fritz, got the cup. But that was a very nice cup yes.

*Hans:* Who is on team Hiarcs?

Well, obviously there is me, Harvey Williamson does a lot, operating, well he does a huge amount of work. He does a huge amount on the forum, which I really don't do a lot with. I should do more, but I got so many distractions. Eric Hallsworth has a long standing with Hiarcs, he dates back to the very early days. He used to do the opening book from I think about Hiarcs 3. But he does less of that now. He contributes in the same way that Harvey contributes, when we got variations we need to add or changing, and there are some other people who do testing for me and give me feedback. There are a number of them, Christian, Rob who does much on the forum too and others. And also a few strong players who are useful trying to help me out from time to time. So the team is relatively big in numbers, but none of them are working on it full time so to speak. It is a collective with a common goal to improve Hiarcs to make it as strong as possible.

*Hans:* What is your own elo rating?

I really don't know what my elo rating would be, it should be somewhere between 1800 and 2000 I guess. Good enough to know the rules. I can play blindfold. You can do the cube blindfold, but I have beaten a few chess-computers blindfold, but that was a few years ago. Eric was there one time when I played, I think it was a Saitek machine about 1800 level and I managed to beat it in a blindfold game. That was quite nice.

*Hans:* Your program now plays way better than you, how is it possible that you still find room for improvement except for hardware speedups of course?

There are a number of parts to a chess program, it is not just the evaluation. The evaluation is something that is applied so many times a second that even if it had my positional ability so to speak, my positional evaluation, the program would be much stronger than me anyway, because it would be applying it that much faster. So in isolation it is possible to identify where things are going wrong, even now although it is much harder. It is much harder because if a move is played



Rob van Son's 'annual' photo of Hiarcs' operator, **Harvey Williamson**, at Leiden, 2010

that is inferior it could be for so many reasons, because obviously the tree is very big, you have got to look at the search, was it a search issue, or is it an evaluation issue. But I do get some assistance from some GM's on occasion that point out where there maybe some thing/theme that isn't quite right and there are a number of things in Hiarcs eval. The Hiarcs evaluation does need a revamp, that is something I want to do in Hiarcs 14. The branching factor back when I started was probably around 5. That is the one thing that has changed. The search has gone very lean. The branching factor is quite low, down close to a factor of 2. In a way that has overtaken anything else. It has become very search focussed. I think most programs seem to be search focussed.

*Hans:* Now that programs play better than Grandmasters, how do you stay motivated?

I have got to confess, it is difficult some times to stay motivated. I am motivated to make Hiarcs as strong as it can be, but what also motivates me is the playing style. And that is something I do enjoy watching in my test games, it's playing chess and I like the style it plays. And I want to make it effective with each version, I want to make it more interesting, I would even trade in a bit of strength and I do actually, I traded a bit of strength. It is a bit like cars in a wind tunnel where all cars start to form the same shape and I think the danger is lots of programs have very similar styles, very dry and it is

from an elo perspective you get more elo points by getting very dour and not taking any chances, where I like programs to be a little bit more dynamic. A little bit more willing to take chances or take the risks. Sometimes that makes him look stupid. It does when it overextends, or when it is doing it wrong, it gets seriously punished, but when it all comes together in certain cases it puts together some kingside attack, and when it knows something to do with attacking the king, other programs don't seem to know, that I really find motivating. So that is what really keeps me motivated, but none the less I would like it to be the strongest chess program obviously. I wouldn't trade the style for elo points.

*Hans: So that is probably why you have some huge positional scores. I noticed sometimes Rybka evaluating a position as +1 something and Hiarcs already shows +2.*

And probably more times, especially against Rybka, more times than not Hiarcs may be wrong, but there are times when it is right. As a chess player who is analysing, I think it is useful to have different perspectives. And if you are a player who likes to play dynamic and interesting chess, you want a chess program that is going to try to give you those sort of ideas. I think that makes it very useful. It is a little bit, I guess you can call it speculative in some ways, it has to play on instinct sometimes, specially on king attacks because you have got to evaluate sometimes, you can't search it so to speak. So you are trying to evaluate something based on gut instinct or of smells. And that is what I am trying to instil in the program. That is difficult.

*Hans: How long do you think you will keep on programming?*

"Laughs" Yes, it has been a long time already. Maybe I should retire. I don't know. I'll probably always tinker around with something, but whether... We are into the years of the twilight zone of chess programming, many things have been accomplished many years ago, beating Kasparov and things like that. Once they have been achieved, it does take the shine off of it. So I don't know how long it will be. I think with the different

platforms it is interesting to make the most out of mobile devices. To see Hiarcs play GM strength on mobile devices is quite nice. But how long it will be before I hang up my programming gloves so to speak, I don't know. Hiarcs is unusual in the fact that there is code in it written back in the late eighties. So there is a lot of investment in terms of, I probably should rewrite a lot. There is a lot of character in there, and that character is something that keeps me going.

*Hans: How do you see the future of computer chess.*

I think the future is bleak. Most things have been done in computer chess. A lot of people are just buying chess programs to play engine-engine, which I think is disappointing. A lot of people haven't even seen the chess I think, what happens is that they see scores, just see the numbers. Wake up in the morning and see 58%, this is a better program and I think that is sad, I think we should be looking at the chess.

*Hans: Do you think the game will ever be solved and if yes, when?*

It will be eventually because forever is a long time.

*Hans: Humanity might not be around that long.*

Yes, it might not be. I can't really say if it will be solved or not. It will get to the point where... well it is almost to the point where a human has no chance. Whether it will ever be solved... time will tell.

*Eric: After reading the Hans-Mark Interview, I thought some more information might be useful on one or two of the interesting issues that Hans' questions had raised, so I asked Mark if he would help to extend the article a little questions:*

*Eric: What would you say makes HIARCS different to other chess programs?*

As you know HIARCS is one of the original PC chess programs, dating back to the late 1980s (although primitive versions did even

Hans's photo of **Mark Uniacke** in his office

exist back in 1979). Back in the late 1980s hardware was very slow and for a chess program to succeed it could not just rely on fast search and a fast evaluation. Even with its name which stands for Higher Intelligence Auto Response Chess System, the intention was always to develop a smart chess program with lots of chess knowledge.

With HIARCS I have always emphasised chess knowledge over search speed and it is that knowledge that gives HIARCS its character and an ability to understand more than it can search. This is clear when you see HIARCS conducting a wonderful kingside attack against the opponent's king. Such play from HIARCS does not come from having searched every possibility to the end, but from an instinct about what is the right plan of attack, which comes from HIARCS' knowledge about king safety and attacking. This is why you sometimes see HIARCS give up material for compensation which is actually difficult to assess for many moves. In other ways the knowledge can also help HIARCS fight for the initiative and create tension, and that is why many GMs have for many years said that HIARCS has a human-like playing style.

Such an approach helped HIARCS rise above the other programs in the 1990s and helped it become the first PC chess program ever to defeat an International Master in a match in 1997. Such play also made HIARCS a favourite of Garry Kasparov and Vishy Anand for analysing with. In fact Garry Kasparov used HIARCS to prepare for his match with Deep Blue 2.

Today we see that most programs consider search efficiency (low branching factor) and speed to be the most important aspect, and they place less importance on chess knowledge and evaluation. The evaluation is kept lean (but accurate/well tuned) and fast, so high search speeds and depth of search is able to more than make up for the shortfall of chess knowledge in many positions. This approach has produced good results in engine-engine testing because chess knowledge can have a hard time making up for the search depth deficit when your opponent is significantly outsearching you. The impact of being outsearched is to make the program which is being outsearched to appear stupid by comparison with the deeper searching program. The reason for this is that the shallower searching program has to make positional concessions in order to hold off more serious losses.

This approach of focusing more on search depth than anything else acts rather like a wind tunnel on car design in that many chess programs are now playing in a similar style, a very dry and boring type of chess, conceding little and avoiding risk until the opponent makes a mistake. This might be successful for engine-engine play but it's not nice to watch and in my opinion it's even worse if you want to analyse with such an engine, they have no character or sense of the creative.

*Eric: Not really a question, more a comment. But I do have many strong magazine readers and chess players continuing to tell me they prefer to use HIARCS to do analysis with - because it comes up with ideas they can learn from and use themselves.*

I guess some readers might be wondering how this has happened!

Well in chess programming there has been a strong tendency in most chess programs to extend the search along the principle variation that the chess engine expects to be played and to heavily reduce most other lines. The result of this approach is that any move/variation a chess engine intends to play is checked very deeply and this helps avoid

any mistakes. The problem is the other moves and lines are reduced and not looked at in much detail. As a result this leads to a chess program that does not make many mistakes but is much less creative and is unable to quickly find many new move ideas in a position. Furthermore this leads to the dull risk-free chess play that we are seeing from engines today, at least until the opponent goes wrong.

The outcome is that the strongest engine against computers is not necessarily the best at finding new moves, playing against top GMs, nor in use as an analysis partner for a chess player, especially one with an active style.

I believe HIARCS explores other lines in more depth than other programs and is therefore able to find new ideas more easily. Sometimes these ideas don't work out, but in analysis HIARCS has an added advantage - it can learn. This gives HIARCS the ability to understand where variations don't work and alter its analysis accordingly to develop a higher understanding of an earlier or similar position. This together with the ability to be creative makes HIARCS a tremendous analysis partner that is why some of the World's top chess players really like using it.

*Eric: We have all seen HIARCS doing extremely well on handheld devices. Is that something you expected?*

With HIARCS' chess knowledge it is able to compensate for a lack of search depth and speed with its chess understanding so it was not so unexpected. That has enabled HIARCS to achieve incredible results over the years on handheld devices.

In 2005 HIARCS 9.6 on a Palm PDA became the first and only handheld chess program in history to defeat a GM in a match (a feat it has repeated a number of times), and in 2006 it was again the first and only handheld chess program in history to win a GM/IM tournament!

Then in 2008 HIARCS 12 powering Pocket Fritz 3 won the 2008 Mercosur Cup in Buenos Aires, Argentina, ahead of Grandmasters and scoring 8/10 in the process. This was a performance of 2691 Elo which at the time was by far the best ever chess performance rating of a chess program on handheld device in a Grandmaster tournament in history.

By August 2009, HIARCS 13 powering Pocket Fritz 4 went more than one step better by scoring an unprecedented and undefeated 9½/10 points (3 points clear of a second placed Grandmaster) and getting a 2938 Elo performance rating! The greatest performance by any handheld chess computer in history. It is incredible to think HIARCS was running on a mere 500Mhz ARM device (to put in context such a device is over 100 times slower than even an average PC today, and even slower than the 200Mhz MMX machine than HIARCS had used in 1997 to defeat IM Dean Hergott.

These are results which I think shows just how ideal HIARCS is for play against humans, even at speeds so much slower than today's 'off the shelf' dual or quad core PCs. It will not give opponent's an easy time, there are always new things to think about, and its style of play always leads to all sorts of complications and pressure.

Now HIARCS is available on many platforms including Palm, Pocket PC, iPhone and in the future I hope it will be available on Android based devices.

*Eric: I've heard in the last few days that there is to be a new Hiarcs 13.2 version available in both UCI and ChessBase formats? Are you able to tell us much about that?!*

Yes, I made significant enhancements to the HIARCS 13.1 search, move ordering and evaluation to achieve a jump in strength that I thought should be made available to customers. Existing HIARCS 13.1 UCI customers recently got that update for free and a new **HIARCS 13.2** and **Deep HIARCS 13.2** will be available very soon by *ChessBase* with their latest GUI, databases, opening book and Playchess access etc.

The new 13.2 engine will also be available

shortly for Apple Mac owners from www.hiarcs.com

*Eric: I am aware that the HIARCS opening book has gone from strength to strength and it is now widely considered the strongest commercial opening book, what is the secret?*

Well for many years we have had a strong opening book primarily edited by you, Eric, and me! Then of course in 2005 we got valuable further assistance from another Selective Search reader Harvey Williamson, who as you know is now an IM titled Correspondence player. I have also developed new techniques for building opening books and over the last few years we have secret assistance by a super strong chess player and we have taken account of the influence of computer-computer games on opening theory, as well as checking out everything that happens in all the top Grandmaster tournaments and correspondence games! Bringing that all together and keeping it up to date is a task which takes literally thousands of human computer-assisted hours, but I think you can see that in the quality of the book.

Since 2006 we believe we have had the strongest commercial book (clearly proven in our testing) which we have been constantly updating. In early 2010 we felt it was unfair to keep our strong books secret and so we introduced an opening book subscription where HIARCS customers and ChesBase users could not only get the latest and strongest opening book, but they also get regular quarterly updates of it from www.hiarcs.com.

This has been a big hit with customers who want to keep up with the very latest theory. Our book has come to the attention of the world's strongest players and now a number of them are using it for reference.

You will I know be pleased to hear that *ChessBase* will also shortly be releasing a **HIARCS 13 Professional book** on CD-ROM which is great news for chess players wanting the latest theory. I can even give you a brief glimpse of some of the new material in our latest book below.

## D97

**1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Qb3 dxc4 5.Qxc4 Bg7 6.Nf3 0-0 7.e4 Na6 8.Be2 c5 9.d5 e6 10.0-0 exd5 11.exd5 Bf5 12.Be3 Qb6 13.b3 Rfe8 14.Rad1 Rad8 15.Na4 Qa5 16.d6 Rd7**
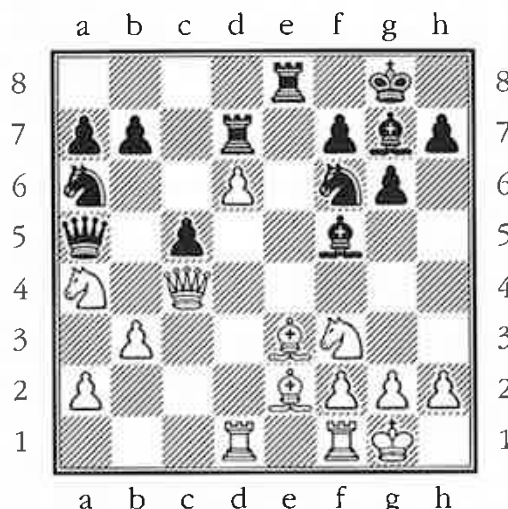


17. Qb5 was played in ½-½ Gyimesi, Z (2602)–Smirin, I (2702)/Pula 2001/CBM 084 ext. However
**17.Nxc5**
is much stronger e.g.
**17...Nxc5 18.b4 Qa3 19.bxc5 Rxe3 20.fxe3 Ng4 21.Qb3 Qxb3 22.axb3 Nxe3 23.Nd4 Nxd1 24.Rxd1 Be4 25.Kf2**

## B90

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 h6 8.Bh4 Be7 9.Qf3 Nbd7 10.0-0-0 Qc7 11.Qg3 g5 12.fxg5 Nh5 13.Qe3 Qc5 14.Kb1 hxg5 15.Bf2 Ne5 16.Qd2 Qc7 17.Nf3 Nxf3 18.gxf3 Bd7 19.Rg1 0-0-0**
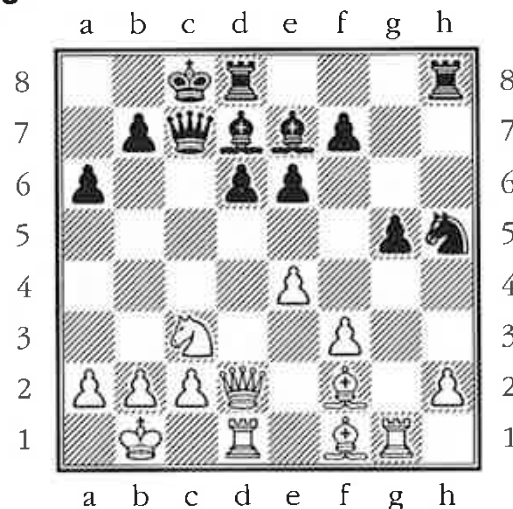


Played before has been 20.Be3 f6 21.Qf2 Nf4 22.Bxf4 gxf4 23.Rg4 0-1 Kupreichik, V (2460)–Beliavsky, A (2460), Leningrad 1974,

URS-ch.

However,

**20.Bd4!?**

is stronger and was played recently by Harvey Williamson in 1-0 Williamson, H (2443)-Hiltunen, R (2429)/Jubilee Swiss CC.

You see our opening book programming team is already using the Hiarcs book to advantage!

**20...f6 21.Qe3! Rde8 22.Bb6 Qc6 23.a4 Bd8 24.Bxd8 Kxd8 25.e5 d5 26.exf6 Nxf6 27.h4!** winning

### B97

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6 8.Qd2 Qxb2 9.Rb1 Qa3 10.e5**



Leading to some of the sharpest variations of the Poisoned Pawn variation.

**10...h6 11.Bh4 dxe5 12.fxe5 g5! 13.exf6! gxh4 14.Be2 Qa5 15.0-0 Nd7 16.Kh1! Qg5 17.Rf4 e5 18.Nd5 exd4**



This variation has become the main line in the 10.e5 variations with theory largely expanded by thousands of high quality computer games. 19. Bf3 used to be the main continuation but fell from favour due to deep drawing lines and 19.Qxd4 has become the recent main line, but that too has many difficulties.

**19.Bf3! Bd6 20.Qxd4 Ne5 21.Ne7! h3 22.Qxd6 Nxf3 23.g3 Qe5**
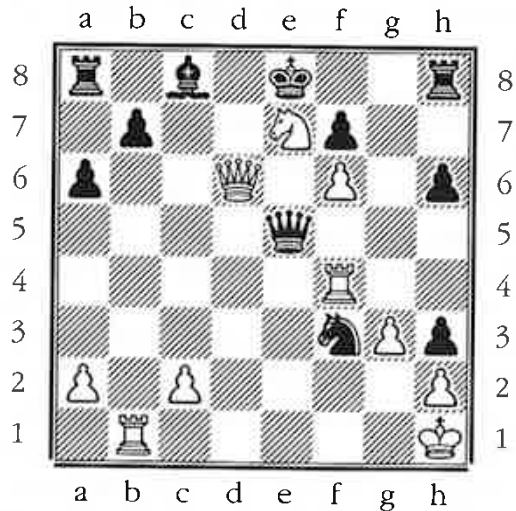


**24.Qd3!**

A powerful move, white aims to use the d file to pursue the attack

**24...Ng5 25.Rd1 Be6 26.Rd4 Qc7 27.c4 b6 28.Kg1 Nh7**
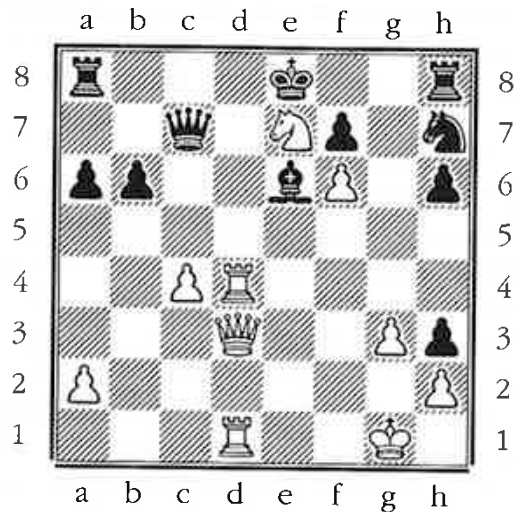


**29.Qe4!**

Current practice has this line as a draw with 29.Rd6, the normal continuation. However, we have found the new 29.Qe4! leads to an advantage for white

# BILL REID's "TIME FOR ADJUDICATION"
## TOUGH POSITIONS FOR COMPUTERS... AND SOMETIMES US!

In *Selective Search 151* I suggested that one way in which human players might preserve an advantage over computer programs was by talking with their pieces!

This idea was put forward by Nimzowitch and taken up by Jonathan Rowson in his book *'The Seven Deadly Sins of Chess'*.

Centuries ago, talking with the chessmen was something that came naturally to players who handled pieces such as those carved from ivory which were discovered on the Isle of Lewis.

Kings sat on thrones with crowns perched on their heads and gazed with beady eyes at the world around them, and queens, knights and bishops were also available for conversation.

But then mass production turned chess pieces into simple wooden carvings which became knows as 'bits'. And today the bits are often just pictures on a screen. Conversation with them is not such a natural activity as it once used to be.

In the position I showed in *SelSearch 151* the problem faced by the player of the White pieces was that he had to lose a piece. Should he make a king move and let Black decide, or make the decision himself and move one or the other?!

Conversation with the king indicated that his majesty would be happier to work with the knight, so he would like us to play Nc7. But was that the right answer?!

### White to move



And if so, would our computer programs



Bill kindly sent me a photo of the LEWIS KING
for readers to enjoy!
*"A King you could really talk to!"*

agree?

Well, let's see what happens if we play 1.Nc7. It looks as if the king was right. That knight can indeed make some very crafty moves. For example:

**1.Nc7 Kxc8 2.Kd3 Kd7 3.Ke4 Kc6 4.Na8 Kd7 5.Kxf4 Kd6 6.Kf5 Ke7 7.Nc7 Kf7 8.Nd5 Ke8 9.Nxf6+ Ke7 10.Ke5 Kd8 11.Kd6 K8 12.Ke7 Kb8 13.Nd7+ Kc8 14.Ne5 Kb8 15.Kd8 Ka8 16.Nc6!  1-0**

But is that the route the programs would go down. Or might their databases tell them that bishops are more valuable than knights!? And in that case, can king and bishop pull off the win?

## Eric:

*When I ran this on my 2-core machine, the results were varied.*

*Houdini and Zappa Mexico2 were the only ones I tested that moved the knight!*

*Rybka, Hiarcs, Fritz, Shredder and Stockfish all wanted to move the bishop and, many moves later, though they still had decent evaluations, were getting no nearer to securing a win!*

*But Zappa actually showed a mate on my slowish hardware!*

Zappa Mexico II: **1.♘c7** announcing #39 within the 2 minutes. **1...♚xc8 2.♚d3 f5 3.♚e2 ♚d7 4.♘a8 ♚c6 5.♚f2 ♚d6 6.♚f3 ♚d5 7.♚xf4 ♚e6 8.♘c7+ ♚f6 9.♚f3 ♚f7 10.♚e2 ♚f6 11.♚f2 ♚f7 12.♚f3 ♚e7 13.♚g3 ♚f7 14.♚f3** etc.

But then Peter Grayson's e-mail came in!

*"I had a close look at the Bill Reid position because I thought I spotted a win by keeping the bishop, but it turned out to be an illusion.*

*Some engines got 1.Nc7. Of interest was the fact that Deep Rybka4 w32 got it quicker than w64 did, even with its large pages and 25% overclock speed.*

*And there were some mate anomalies:*

*Deep Rybka4 showed m/30 after 1min 31.*

*Deep Hiarcs13.1 had m/36 at 2min 08*

*and Deep Fritz11 m/39 at 1min 09 then stopping (which Fritz engines always, annoyingly, do when they find any mate).*

*Stockfish also had 1.Nc7 after just over a minute, and a good evaluation though not a mate announcement. Even so that was good for an engine without EGTB.*

*I intend to pursue the lines to confirm the correct distance to mate.*

Eric: *Peter's PC is pretty fast, and his results certainly show the benefits of good hardware. I had left my dual 2-core on for 3mins for each engine and Rybka, Hiarcs and Fritz had seemed to fail on mine. I've just in the last few days got myself an i7 4-core so I'm looking forward to seeing what that will do with this position!*

## Back to Bill

Now let's look at another of those **'Time for Adjudication'** positions where team captains were keen to agree on a result in order to save the five shillings they would have to spend on sending it to a local chess master.

### White to move
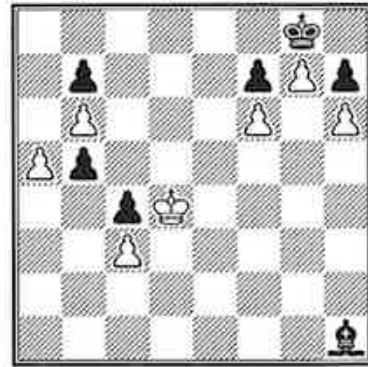


In this case it took the captains no time at all to decide it had to be a draw. But would the computer programs agree with them? And, if not, does that mean that those old team captains for once came to a wrong decision?

Eric: *Do have a go at this, it is very interesting to see the PC engines and their wildly varying evaluations!*

*I just left them for a couple of minutes each, and they all want to play 1.Kc5, but the lowest evaluation I'd got was a meagre +2.48, and the highest +14.25! Plenty in between, quite a few hovering around +10.00, so at one end or the other some of them are making a huge mistake! I'm hoping that Peter, or Harvey, or Amador Cuesta, who all have fast hardware, will come up with a definitive answer before Bill shows us what's what and embarrasses the guilty ones!*

# 21ST GEBRUIKERS - PART 1: BY ROB VAN SON AND ERIC HALLSWORTH

I always get a nice Introduction from Rob, to get his articles started! Plus lots of photos!

*Hi Eric,*

*Last Saturday, 27th November, we played the 21st gebruikers tournament. This time only chess computers with an Elo below 2300 were allowed. We played 6 rounds with 30 minutes on the clock for each computer.*

*A nice mix of dedicated machines participated in Leiden, our Tournament was run in a room adjacent to the Software event (see next issue - Eric). I brought the **Berlin London Pro** and the **Atlanta** to the tournament. Peter Schimmelpennink operated the Atlanta The London Pro is my Berlin Pro 68020 which I have also used on former tournaments, but now I changed the standard Eprom to the London program.. I didn't expect that the London should play much better and win more games than with the standard program, but what happened..! I (and of course my Berlin/London) won the tournament easily with 5 points out of 6 games!!*

*Well Eric, you will understand that I'm a proud man and for the immediate future I will not change the London Eprom anymore. So the first place for me, and that means a big trophy and a bottle of red wine! You may wonder which game the London lost... the London lost against the Berlin Pro of Ries van Leeuwen with the older standard program!! How is it possible, but it's really true!*

*There was one new participant; Xavier Goossens from Ghent (Belgium). He participated with the **Resurrection (1) Deep Sjeng 1.8**. He ended in 7th place on the ranking list with 2,5 points.*
*This proves that you not always win a tournament with a Resurrection, you have to choose the best program. But of course Eric, you will understand that is was not allowed to play with Resurrection Rybka or Fruit, because their Elo is certainly higher than 2300.*



Rob van Son

*Hans van Mierlo was not satisfied with the results of his Saitek Risc 2500. It is very interesting to mention is his game against my Berlin London Pro. The London played with White and opened 1 e2-e4. The Risc 2500 played 1...d7-d5! He wanted to play the Scandinavian!? Well, I haven't seen this for a long time and Hans started to look sad. At the 8th move, Black played e7-e5 and that was a terrible blunder. After 16 moves, Hans resigned the game for the Risc 2500. I really didn't expect that, neither did he!*

*I hope you will enjoy it all.*

*Best regards, Rob*

At this point Rob hands everything over to yours truly, though I think that a man who has drawn a game with Jan Timman should do some of the analysis for me!!
But I don't mind, I enjoy playing through these dedicated computer games because I can understand some of what's going on! So here we go!

In **round 1**, the **Berlin** gave newcomer Xavier Goosens and his **Res1 Deep Sjeng** a warm welcome... and a defeat.

Rob's new **London** engine was matched with Luuk Hofman's Mephisto **Risc2** - a tough one to call as the *SelSearch* rating list has just 10 Elo points between them!

## MEPHISTO LONDON PRO - MEPHISTO RISC 2

C80: Open Ruy Lopez: Sidelines and 9 Nbd2

**1.e4 e5 2.♘f3 ♘c6 3.♗b5 a6 4.♗a4 ♘f6
5.0-0 ♘xe4 6.d4 b5 7.♗b3 d5 8.dxe5 ♗e6
9.♘bd2 ♘c5 10.c3 d4 11.♗xe6 ♘xe6
12.cxd4 ♘cxd4 13.♘e4 ♗e7 14.♗e3 ♘f5
15.♕c2 0-0 16.♖ad1 ♘xe3 17.fxe3 ♕e8
18.♘d4**



*I am often impressed with how long the dedicated computers stay in theory, either from their books or by their own calculation. In PowerBooks I found 18...c5 (Slipak–Biancosino, 1990, 1-0 after 40 moves), and 18...♖d8 which has been played a few times including Van der Wiel–Korchnoi, 1987, ½-½* **18...♘g5N 19.♘c5 ♗xc5 20.♕xc5 ♘e6 21.♕d5 ♖d8 22.♕f3 c5 23.♘f5 ♖xd1 24.♖xd1 c4**



*Black's distant pawn majority looks good, but White has the centre and open files* **25.♖d6 a5 26.♖b6 ♘c7?** *Why not continue with the pawn pushes? I'm sure 26...b4 was the best option, and both sides have chances* **27.♕g3!** *The mate threat forces....* **27...g6 28.♕g5 ♘e6 29.♘e7+ ♔h8 30.♕f6+ ♘g7 31.♘c6** *31.h4!* **31...♕a8 32.♖xb5 a4 33.♖a5 ♕b7 34.e6! ♕b6 35.exf7?** *Rather wastes the pawn, it was better to get support behind it with 35.♖e5!* **35...♕xe3+ 36.♔f1 ♕c1+ 37.♔f2 ♕d2+ 38.♔g3 ♕e3+ 39.♔h4 ♕h6+ 40.♔g4 ♕d2 41.g3**
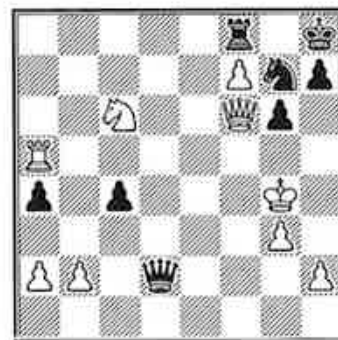
*The Risc has fought back well after some difficult moments, and now 41...h5+ 42.♔f3 ♕d3 43.♔f2 ♕d2+ should be heading for a draw. Also 41...a3 looks equal, but instead....* **41...♕xh2?? 42.♖xa4??** *How lucky can you get?! White misses the win from 42.♘d4! ♕g1 43.♘e2 (the planned 43.♘e6 now runs into a perpetual starting with 43...♕d1+) 43...♕d1 44.♕e7! h5+ 45.♔g5 ♔h7 46.♘f6 1-0* **42...♕h5+ 43.♔f4 ♕e2 44.♘d4 ♕xb2??** *A bad case of pawn snatching loses the game! Best was 44...g5+ 45.♔xg5 ♕d2+ 46.♔h4 ♕d1 (threatening ♕h5 mate), so 47.♖a5 ♕h1+ 48.♔g4, and now White escapes the checks after 48...♕e4+ with 49.♕f4 and should go on to win with the extra pawns* **45.♖a8!! ♕f2+** *45...♖xa8?? 46.f8♕+ ♖xf8 47.♕xf8#* **46.♔e4 ♕g2+** *Not 46...♕xf6?? 47.♖xf8#* **47.♘f3 ♕e2+ 48.♔d4 ♕d3+ 49.♔c5 ♕f5+** *The only check left and Black stops the mate, but....* **50.♕xf5 ♘xf5 51.♖xf8+ ♔g7 52.♖b8** *and Black resigned a full rook down. A great game with some excellent tactics near the end!* **1-0**

Two early slips by the **Magellan** nearly enabled the Novag **Sapphire** to cause a major shock in the very 1st round. But by move 25 the game had swung back towards the Mephisto, and then another blunder pretty much settled it! This game is not for the faint

hearted, there are plenty of complications and therefore rather a lot of mistakes made in it.

## MEPHISTO MAGELLAN - NOVAG SAPPHIRE 1

Round 1. C55: Two Knights: 4 d3, 4 d4 exd4 5 e5 and Max Lange Attack

**1.e4 e5 2.♗c4 ♞f6 3.d3 ♞c6 4.♞f3 ♗e7 5.0-0 0-0 6.♞c3 d6 7.♗b3N** *Some top PC engines prefer this to the 6 moves found in PowerBooks!* **7...♗g4 8.h3 ♗e6 9.g4**
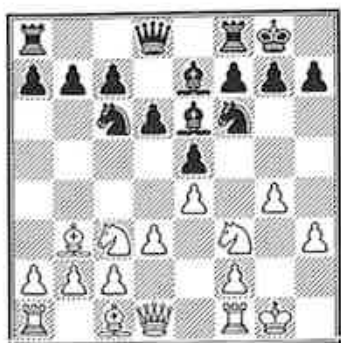


*Watch what happens now... weird!* **9...♞xg4??** *Any of a6, a5, h6 are okay* **10.hxg4??** *Remove the knight's protector first with 10.♗xe6! then after 10...fxe6 11.hxg4 White is ♞ for ♙ ahead!* **10...♗xg4** *Two mistakes, the material is unbalanced but the game level!* **11.♗e3 ♞d4 12.♗xd4 exd4 13.♞b1 ♗g5 14.♔g2 ♛f6 15.♞a3 ♛f4 16.♞b5 c5?** *16...♗d7 or 16.d5 and it's still even* **17.♖h1?** *What level is the Magellan set to? I'm amazed it didn't play the simple 17.♞c7 ♖ac8 18.♞d5 with a big advantage* **17...♗d8 18.♖b1?!** *The tempting 18.e5 would lead to 18...dxe5 19.♛e2!=* **18...♗a5**



*Black now has good chances, which will improve even more in a moment!* **19.♗d5 ♖ae8 20.e5??** *This was okay before Black's last move. Now 20.b4 looks best, and after 20...♗xb4 21.♖xb4 cxb4 22.♞bxd4 White has nearly equalised* **20...♖xe5** *Much better than taking with the d–pawn* **21.♗e4 ♖b8??**



Hein Veldhuis with his Magellan

*21...h6 and Black wins: 22.♞xd6 ♖g5-+* **22.♗xh7+ ♔f8 23.♗e4 ♔e7**



**24.b4!** *It's nice to be able to say 'good', this is much better than grabbing a pawn with 24.♞xa7? when 24...♖a8! 25.♞b5 d5 has White back in trouble* **24...d5?** *Really you're supposed to just save the bishop: 24...♗b6 25.bxc5 ♖xc5=* **25.♗xd5??** *25.♛c1! seems to be the only chance here, I think everything else loses! Then 25...♖xe4 (25...♛xc1 26.♖hxc1 ♗xf3+ 27.♗xf3±) 26.♛xf4 ♖xf4 27.♞e5 ♗xb4. Now White must play 28.♔g3 and after the probable 28...♖f5 29.♞xg4 actually White has slightly the better chances!* **25...♖xd5 26.♛e1+ ♔d7 27.♞g1 ♗xb4?** *White could have resigned if the Sapphire had managed to find the very strong 27...♖g5! But it doesn't matter, the Magellan messes up totally with its next move!* **28.a4??** *It HAD to exchange queens with 28.♛e4 ♛xe4+ 29.dxe4 and after 29...♖e5 30.♖h4 trying to get its pieces working. There would still be drawing chances in fact!* **28...♖f5** *My laptop says 28...♗xe1 is m/8, but the move chosen will win easily as well* **29.♖h7 ♖e8** *29...♗xe1 would again lead to mate* **30.♛f1 a6 31.f3 axb5 32.♖h4**

**32...♖h5! 33.♖xh5 ♗xh5 34.axb5 ♖e3
35.♕f2 ♗xf3+! 36.♔f1** *If 36.♘xf3 ♕g4+
37.♔h2 ♖xf3 38.♕g2 ♕h4+ leads to mate*
**36...b6 37.c4 dxc3 38.♖e1?** *Other rook
moves would leave Black with a m/12, but
this one allows a rook exchange making it
even easier!* **38...♖xe1+ 39.♕xe1 c2
40.♕c1 ♕xc1+ m/5 0-1**

In **round 2** Rob's **London** and the **Sapphire**
followed a book line for 20 moves, and the
game was even for a while before the London
put its opponent firmly in its place!

## NOVAG SAPPHIRE 1 - MEPHISTO LONDON PRO

B66: Sicilian: Richter-Rauzer: 7...a6 8 0–0–0 h6
**1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♘xd4 ♘f6
5.♘c3 d6 6.♗g5 e6 7.♕d2 a6 8.0-0-0 h6
9.♗f4 ♗d7 10.♘xc6 ♗xc6 11.f3 d5 12.♕e1
♗b4 13.a3 ♗a5 14.♗d2 ♕e7 15.e5 ♘d7
16.♔b1 ♗c7 17.f4 f6 18.exf6 ♕xf6** *18...gxf6
and 18...♘xf6 are also playable, in fact the
latter has quite a good record!* **19.g3 0-0
20.♗g2 b5 21.♗e3N** *21.♘e2 is the only
theory move here that I know of, then
21...♗b7 22.♗c3 ♕f7±* **21...♗a5 22.♗d4
♕f5 23.h4 ♖ae8 24.♗h3 ♕f7 25.♕e3 ♖e7
26.♖he1 ♖fe8**



**27.h5?!** *I admire the Sapphire for trying this
attack, and Black must be careful. But
objectively 27.♖f1± was better* **27...♕xh5**

**28.g4 ♕h4 29.♖d3?** *Missing a tactic. Best
was 29.♗g2 and if 29...♕xg4 30.♖g1! ♕f5
31.♗h3 ♕h7±* **29...e5!** *Well found! White
has no good reply to this, because of the 2
Black rooks down the e-file opposite the
White queen* **30.fxe5** *Probably best. Not
30.♗xe5?? d4 31.♖xd4 ♘xe5 32.fxe5 ♖xe5
33.♕xe5 ♖xe5 34.♖xe5 ♕xh3-+. If 30.♕f2
♕xf2 31.♗xf2 exf4 32.♖xe7 ♖xe7 33.♘xd5
Black is only a pawn up, but can now play
33...♖e2!-+* **30...♘xe5 31.♖ed1 ♘xd3
32.♕xd3 ♗b7?!** *32...♗xc3! and Black is
close to the win after 33.bxc3 ♖e1 34.♖xe1
♖xe1+ 35.♔a2 ♗d7-+* **33.♗g2 ♕xg4
34.♗f3 ♕g5**



**35.b4?** *Brave but not best. 35.♔a2 would
perhaps have made it harder for Black to
force the win as the king would be much
more secure* **35...♗c7 36.♗f2 ♖f7 37.♗c5
♕f5!** **38.♗xd5** *Of course 38.♕xf5 ♖xf5 only
emphasises Black's material advantage*
**38...♗xd5 39.♘xd5 ♕xd3 40.cxd3 ♗g3
41.♔b2 ♖e2+ 42.♔b3**

**42...♗e5** *Black could have started the pawn
push here with 42...h5! 43.a4 bxa4+
44.♔xa4-+* **43.a4 ♖f3 44.axb5 axb5
45.♘e7+ ♔h7 46.♘c6 ♖b2+ 47.♔a3 ♗c3
48.♗d4 ♖d2! 49.♖xd2 ♗xd2** *White could
resign* **50.♔b3 g5 51.♔c2 ♗e3 52.♗c5 g4
53.♘e5 ♗xc5 54.bxc5 ♖f2+ 55.♔d1 g3
56.♘g4 ♖f1+ 57.♔e2 g2 58.♘e3 g1♕ 0-1**

# 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 exactly the SAME engines! I extract from the lists their ratings for 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 | 3104 |
| 2 | STOCKFISH 1.8 | 3077 |
| 3 | STOCKFISH 1.7.1 | 3060 |
| 4 | RYBKA 3 | 3050 |
| 5 | NAUM 4.2 | 3012 |
| 6 | SHREDDER 12 | 2987 |
| 7 | NAUM 4/4.1 | 2984 |
| 8 | CRITTER 0.70 | 2977 |
| 9 | DEEP FRITZ 12 | 2961 |
| 10 | RYBKA 2.3.2A | 2960 |
| 11 | HIARCS13.2 | 2949 |
| 12 | KOMODO 1.2 | 2946 |
| 13 | DEEP FRITZ 11 | 2931 |
| 14 | RYBKA 1.2F | 2927 |
| 15 | FRITZ 12 | 2925 |
| 16 | HIARCS 13/13.1 | 2923 |
| 17 | FRITZ 11 | 2914 |
| 18 | SHREDDER WM (BONN) EDITION | 2903 |
| 19 | THINKER 5.4D INERT | 2891 |
| 20 | NAUM 3/3.1 | 2891 |
| 21 | SHREDDER 11 | 2888 |
| 22 | BOOOT 5.1.0 | 2878 |
| 23 | CYCLONE 3.4 | 2874 |
| 24 | GRAPEFRUIT 1.0 | 2866 |
| 25 | HIARCS 12/12.1 | 2861 |
| 26 | SJENG WC2008 | 2861 |
| 27 | TOGA II 1.4 BETA5C | 2857 |
| 28 | SPARK 0.4 | 2853 |
| 29 | HIARCS PADERBORN 2007 | 2841 |
| 30 | SJENG 3.0 | 2837 |
| 31 | ZAPPA MEXICO 2 | 2833 |
| 32 | ONNO 1.1.1 | 2831 |
| 33 | HIARCS 11.1/11.2 | 2831 |
| 34 | DOCH 09.980 | 2825 |
| 35 | BRIGHT 0.5C | 2824 |
| 36 | FRITZ 10 | 2820 |
| 37 | NAUM 2.2 | 2819 |
| 38 | ZAPPA MEXICO I | 2816 |
| 39 | LOOP 10.32F | 2812 |
| 40 | SHREDDER 10/10.1 | 2804 |
| 41 | FRUIT 2.3.1 | 2800 |
| 42 | JONNY 4 | 2796 |
| 43 | GLAURUNG 2.2 | 2793 |

## CCRL 40/40 32-bit 1 cpu Rating List

The **CCRL web address**, worth visiting, is:

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

| Pos | Engine | Rating |
|---|---|---|
| 1 | RYBKA 4 | 3114 |
| 2 | STOCKFISH 1.9.1 | 3105 |
| 3 | RYBKA 3 | 3097 |
| 4 | CRITTER 0.90 | 3089 |
| 5 | STOCKFISH 1.8 | 3087 |
| 6 | STOCKFISH 1.7.1 | 3073 |
| 7 | NAUM 4.2 | 3059 |
| 8 | NAUM 4/4.1 | 3049 |
| 9 | SJENG 2010 CT | 3041 |
| 10 | SHREDDER 12 OA=OFF | 3032 |
| 11 | KOMODO 1.3 | 3032 |
| 12 | CRITTER 0.80 | 3028 |
| 13 | RYBKA 2.3.2A | 3019 |
| 14 | HIARCS 13.2 | 3016 |
| 15 | KOMODO 1.2 | 3002 |
| 16 | GULL 1.0A | 2995 |
| 17 | FRITZ 12 | 2991 |
| 18 | HIARCS 13/13.1 | 2982 |
| 19 | CRITTER 0.70 | 2981 |
| 20 | RYBKA 1.2F | 2978 |
| 21 | SPARK 1.0 | 2971 |
| 22 | KOMODO 1.0 | 2966 |
| 23 | NAUM 3/3.1 | 2964 |
| 24 | FRITZ 11 | 2960 |
| 25 | THINKER 5.4D INERT | 2957 |
| 26 | JUNIOR 12 | 2956 |
| 27 | DOCH 1.3.4 | 2950 |
| 28 | BOOOT 5.1.0 | 2950 |
| 29 | SHREDDER 11 | 2937 |
| 30 | PROTECTOR 1.3.5 | 2935 |
| 31 | JUNIOR 11.1A | 2935 |
| 32 | GRAPEFRUIT 1.0 | 2933 |
| 33 | TOGA II 1.4.1 SE | 2931 |
| 34 | SJENG WC2008 | 2929 |
| 35 | CYCLONE 3.4 | 2927 |
| 36 | SPARK 0.4 | 2926 |
| 37 | HIARCS 12/12.1 | 2922 |
| 38 | SJENG 3.0 | 2918 |
| 39 | HANNIBAL 1.0A | 2915 |
| 40 | ZAPPA MEXICO 2 | 2914 |
| 41 | TOGA II 1.4 BETA5C | 2910 |
| 42 | ONNO 1.0 | 2906 |
| 43 | DOCH 09.980 | 2898 |

# DEDICATED *CHESS COMPUTER* RATINGS

| | | | | | |
|---|---|---|---|---|---|
| Tasc R30-1995 | 2331 | Novag EmldClassic+Zircon2 | 1952 | SciSys Turbostar 432 | 1762 |
| Mephisto London 68030 | 2302 | Mephsto 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 | 2269 | 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 | 2250 | 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 | 2221 | Kasparov Explorer+TAdvTrainer | 1910 | Novag Supremo+SuperVIP | 1684 |
| Mephisto Montreux | 2210 | Kasparov AdvTravel+Bravo | 1910 | Fidelity Sensory 12 | 1681 |
| Kasparov SPARC/20 | 2209 | Mephisto MM4 | 1904 | SciSys Superstar 36K | 1667 |
| Mephisto Atlanta+Magellan | 2208 | Kasparov Talk Chess Academy | 1900 | Mephisto Exclusive S/12 | 1665 |
| Kasparov RISC 2500-128 | 2192 | Mephisto Modena | 1899 | Meph Chess School+Europa | 1664 |
| Mephisto London 68020/12 | 2179 | 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 | 2131 | Novag Ruby+Emerald | 1879 | Fidelity Elite original | 1609 |
| Novag Sapphire2+Diamond2 | 2123 | 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 |
| Meph Master+Senator+MilPro | 2104 | Novag Expert/6 | 1854 | Kasparov Maestro+Cosmic | 1550 |
| Mephisto Almeria 68020 | 2103 | Kasparov AdvTrainer+Capella | 1848 | Excalibur New York touch | 1530 |
| Novag Sapphire1+Diamond1 | 2085 | 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 Rebell | 1825 | GGM+Morphy module | 1472 |
| Kasparov GK2100+Cougar | 2022 | Kasp Stratos+Corona+B/6mod | 1824 | Kasparov Turbo 16K+Express | 1470 |
| Kasparov Cosmos+Expert | 2022 | Novag Forte A | 1819 | Mephisto 2 | 1470 |
| Mephisto Almeria 68000 | 2018 | Fidelity 68000 Club A | 1816 | SciSys C/C Mark6 | 1428 |
| Novag Citrine | 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 |